

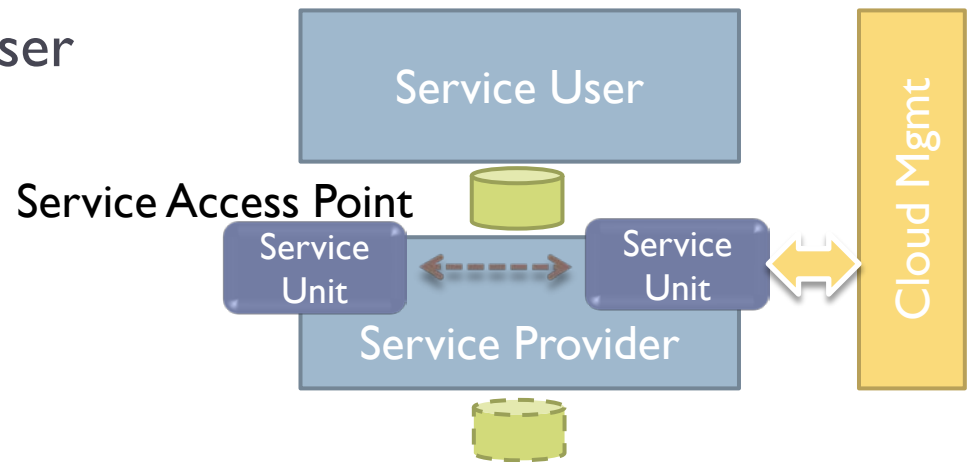
# Telecom Network Virtualization

September 3, 2010



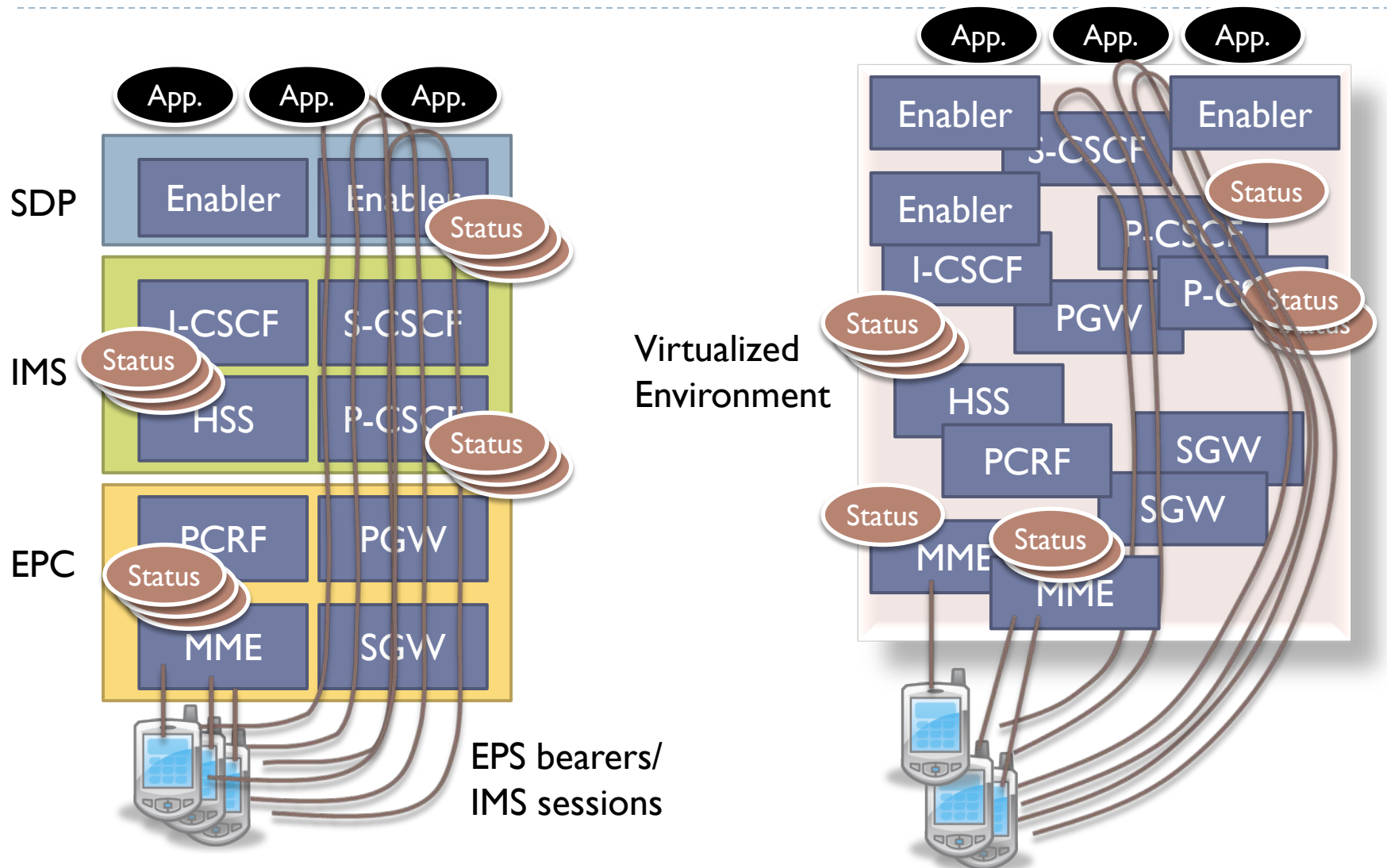
# Motivation

- ▶ Tapping into Cloud Computing technology
  - ▶ to scale telecom services on demand and
  - ▶ to improve reliability and availability
  - ▶ to efficiently use infrastructure
  
- ▶ “Service mobility” in virtualized environment
  - ▶ Transparent to Service User
  - ▶ Does not affect existing protocol or interface



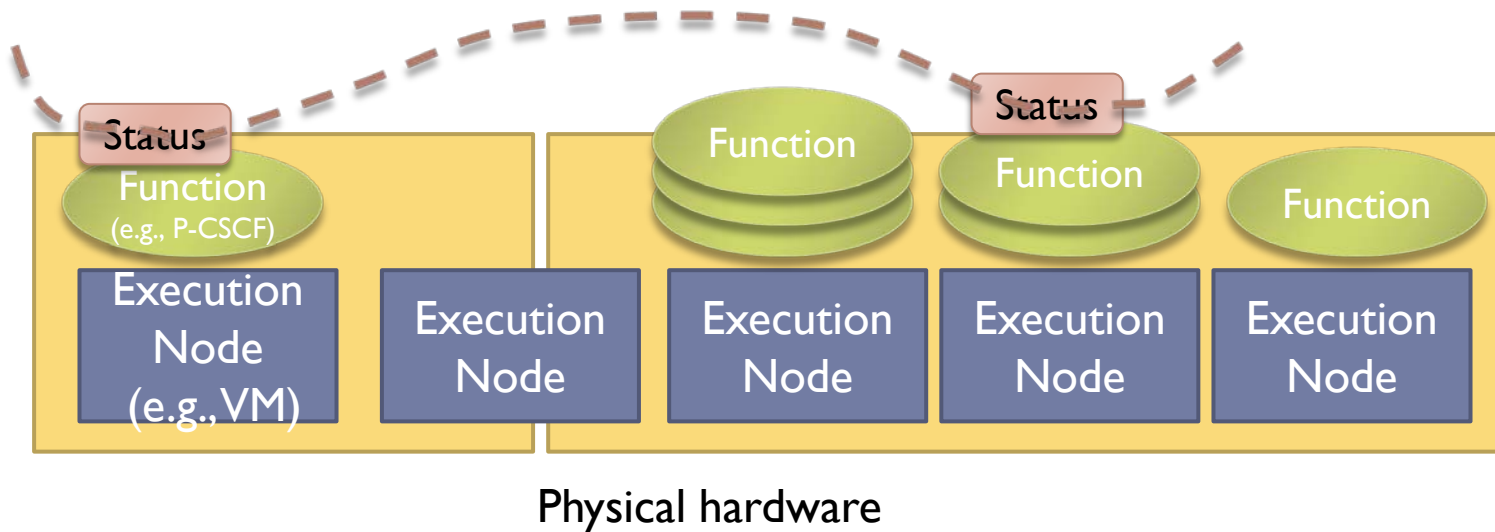
Reference Model

# Virtualized Telecom Network



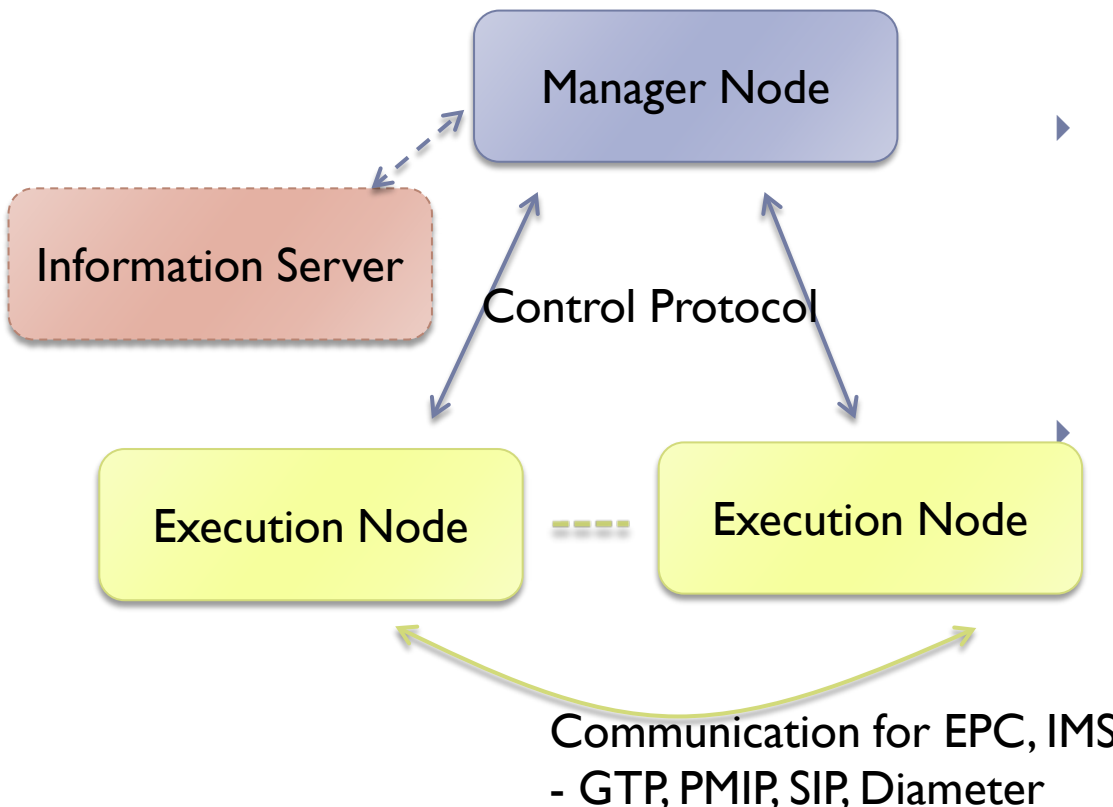
# Components

- ▶ Execution Node
- ▶ Functional Entity (Service)
- ▶ Session and Status

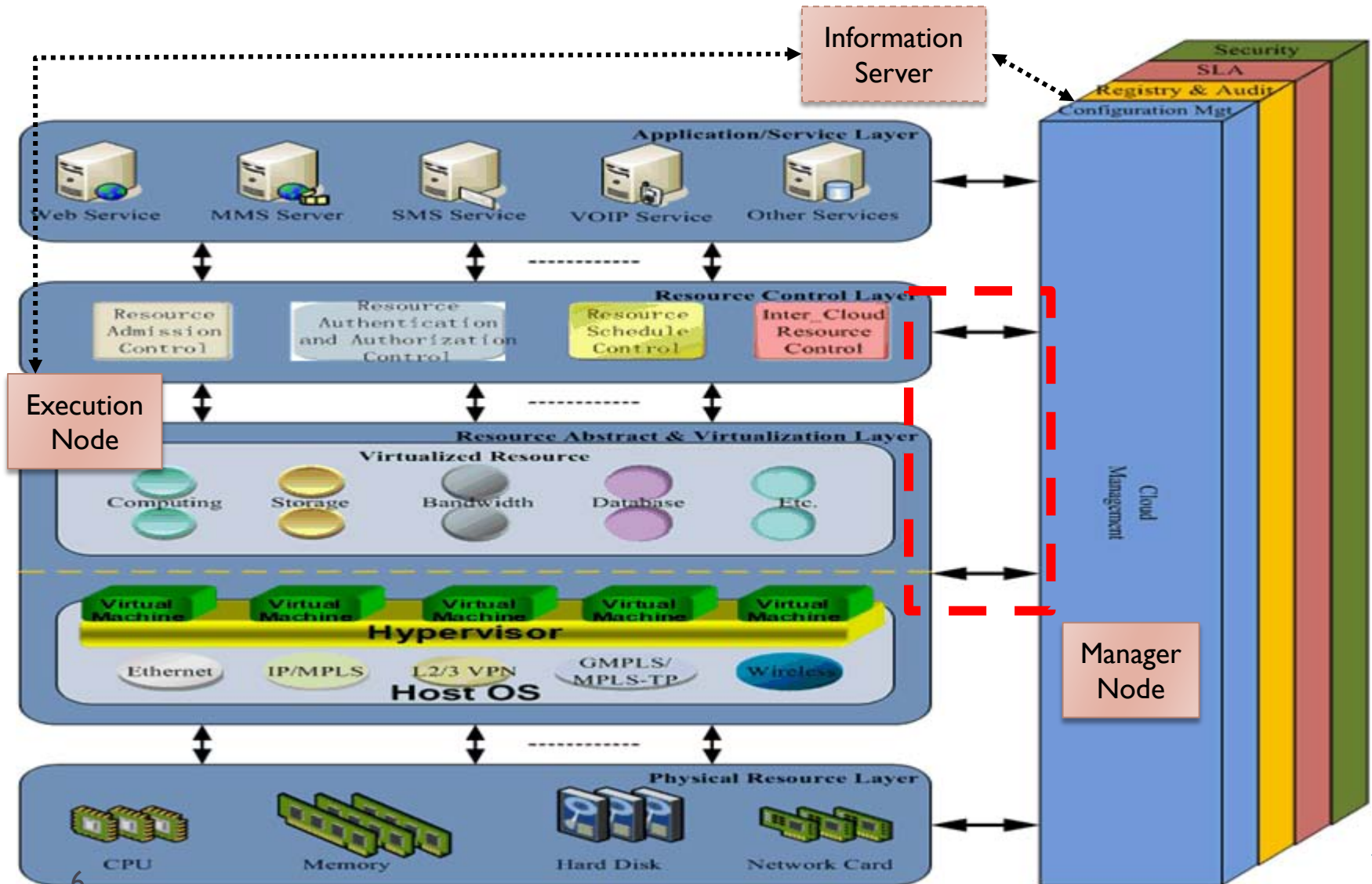


# Roles and relationship between components

- ▶ **Manager Node**
  - ▶ Control node for Execution Nodes
  - ▶ Two ways:
    - ▶ centralized Manager
    - ▶ Manager-less (Peer-to-peer)
- ▶ **Execution Node**
  - ▶ Physical or virtual machines on which some functions (software) are running.
  - ▶ In IMS, for example, CSCF and HSS are candidates of functions.
- ▶ **Information Server**
  - ▶ DHCP, DNS, etc.
  - ▶ Used for discovery and assignment of Execution Node to a session (e.g., P-CSCF at a UE's registration)



# Targeted interfaces and protocols



# IETF Work

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- ▶ **Control protocol for service/function movement**
  - ▶ Protocol between the Manager Node and Execution Nodes
- ▶ **Description protocol for functions, sessions**
  - ▶ Capability to describe:
    - ▶ Functional entity (e.g., HSS, PCRF)
    - ▶ Location (relationship between physical entity and virtual entity)
    - ▶ Session (relationship between active instance and virtual entity)

# Protocol Example



# Node Information Example

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## Preconfigured Information

- IP address (v4/v6)
- Port
- Node ID
- Installed Functionality
- Capabilities

## Runtime Information

- CPU
- Memory
- Storage
- Network usage
- Running Status

# Preconfigured Information (1 / 2)

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- ▶ **Manager Node**
  - ▶ IP address and port
    - ▶ Used for Execution Nodes to access Manager Node
  - ▶ Capacity
    - ▶ e.g., the maximum number of Execution Nodes and UEs
  - ▶ ...

# Preconfigured Information (2/2)

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## ▶ Execution Node

### ▶ Node ID

- ▶ It is also possible for Manager Node to generate Node ID when a new Execution Node registers

### ▶ IP address and port of Manager Node

### ▶ Capability

- ▶ OS, H/W architecture (32bit/64bit)

### ▶ Name of functional entities installed on this node

- ▶ New software could be dynamically downloaded and installed by Manager Node

# Run-time Information (1 / 2)

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- ▶ Node Information
  - ▶ Related to Execution Node
- ▶ Parameters
  - ▶ Node ID
    - ▶ Unique ID of Node
  - ▶ CPU
    - ▶ Processing capability
    - ▶ Current / Average Load
  - ▶ Memory
    - ▶ Available/Total Size
  - ▶ Storage
    - ▶ Available/Total Size
  - ▶ Network
    - ▶ Bandwidth
    - ▶ Current / Average Usage
  - ▶ Boot Time
  - ▶ Functions
    - ▶ Currently Running Functions
      - Details of functions are described in Function Information
    - ▶ Executable Functions

# Run-time Information (2/2)

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- ▶ **Function Information**
  - ▶ Related to Function running on Execution Node
  - ▶ In IMS, for instance, this is information for CSCFs and HSS.
- ▶ **Parameters (in the case of IMS nodes)**
  - ▶ **Function ID**
    - ▶ Unique ID for each function
  - ▶ **Function Name**
    - ▶ Name of the function such as P-CSCF, S-CSCF, HSS
  - ▶ **CPU Usage**
    - ▶ Current / Average Load
  - ▶ **Memory Usage**
    - ▶ Current / Average / Required Size
  - ▶ **Storage**
    - ▶ Current / Average / Required Size
  - ▶ **Network**
    - ▶ Current / Average Usage
- ▶ **Boot Time**
- ▶ **Running Status**
  - ▶ Starting, Running, Terminating
- ▶ **Function dependent Information**
  - ▶ The number of Registered UEs
  - ▶ The number of active sessions
  - ▶ The number of processing SIP messages
  - ▶ The number of failure of sending SIP messages
  - ▶ The number of retransmit of SIP messages
  - ▶ The average time for processing SIP message
  - ▶ Processing Status
- ▶ **IMS specific performance measurement information (e.g., 3GPP 32.409)**

# Protocol Specification Example

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## Virtual Node Maintenance Protocol

- Registration
- Deregistration
- Keep-Alive
- Status Update

## Function / Service Control Protocol

- GET
- ADD
- DELETE
- MOVE
- COPY

## Session / Status Control Protocol

- MOVE\_SESSION

## Session / Status Description Protocol

- IPv4/IPv6 address
- URI
- Number of sessions
- Ratio of sessions

# Virtual Node Maintenance Protocol

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- ▶ **Registration and Deregistration of Execution Node**
  - ▶ Each Execution Node registers with Manager Node
    - ▶ With Node Information
- ▶ **Keep-Alive**
  - ▶ Each Execution Node sends keep alive message to Manager Node
    - ▶ With Node Information
    - ▶ With Function Information
  - ▶ In case that Manager Node cannot get keep alive from a Execution Node, the Manager Node deregisters the Execution Node
- ▶ **Status Update**
  - ▶ When functions and processing status of functions are changed, Execution Node sends status update message to Manager Node
    - ▶ With Node Information
    - ▶ With changed Function Information

# Function / Service Control Protocol (1 / 3)

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## ▶ GET Information

- ▶ Instruction to obtain specific information from a Execution Node
- ▶ Params
  - ▶ Node ID
  - ▶ Function ID or any
  - ▶ Required Params or Any

## ▶ ADD function

- ▶ Instruction to run a new function on the Execution Node
- ▶ Request Params
  - ▶ Node ID
  - ▶ Function Name and Function ID generated by Manager Node
  - ▶ Configurations required for the function
    - FQDN or IP address and ports of HSS and other CSCF
- ▶ Return Params
  - ▶ Node ID
  - ▶ Function ID
  - ▶ Result Code
  - ▶ Running Status
- ▶ Action: Some Function takes time to boot up, thus after getting ready, the Execution Node sends Status update message to the Manager Node



# Function / Service Control Protocol (2/3)

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## ▶ DELETE function

- ▶ Instruction to terminate a running function on the Execution Node
- ▶ Request Params
  - ▶ Node ID
  - ▶ Function ID
- ▶ Return Params
  - ▶ Node ID
  - ▶ Function ID
  - ▶ Result Code
  - ▶ Running Status
- ▶ Action
  - ▶ Some Function takes time to terminate, thus after the termination, the Execution Node sends Status update message to the Manager Node

# Function / Service Control Protocol (3/3)

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- ▶ **MOVE function**
  - ▶ Combination of ADD and DELETE, but internal status of function is also passed to a new node
  - ▶ Request Params
    - ▶ Src Node ID and Dst Node ID
    - ▶ Function ID
  - ▶ Return Params
    - ▶ Node ID
    - ▶ Function ID
    - ▶ Result Code
    - ▶ Running Status
- ▶ **COPY function**
  - ▶ Similar with ADD, but internal status of function is also passed to a new node
  - ▶ Request Params
    - ▶ Src Node ID and Dst Node ID
    - ▶ Function ID
  - ▶ Return Params
    - ▶ Node ID
    - ▶ Function ID
    - ▶ Result Code
    - ▶ Running Status

# Session/Status Control Protocol

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## ▶ MOVE\_SESSION

### ▶ Move sessions to another Execution Node

#### ▶ Request Params

- ☐ Function ID
- ☐ IP address and port of src Execution Node
- ☐ IP address and port of dst Execution Node
- ☐ With Target Session/Status Information

#### ▶ Return Params

- ☐ Function ID
- ☐ Result Code
- ☐ Processing Status

#### ▶ Action

- ☐ After the movement is complete, Execution Node sends Status Update message to Manager Node

# Session/Status Description Protocol

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- ▶ Description to specify a group of sessions to control
- ▶ In the case of IMS:
  - ▶ SIP URI (IMPU) of UEs
    - ▶ with regular expression
    - ▶ E.g. Sip:kddi\_22\*\*\*@kddi.com
  - ▶ Contact address of UEs
    - ▶ with regular expression or netmask
    - ▶ E.g. 210.223.5.0/24
  - ▶ Ratio
    - ▶ Indicate the ratio of the target UEs
    - ▶ UEs can be selected at random
    - ▶ E.g. 35%
  - ▶ The number of UEs
    - ▶ Indicate the number of the target UEs
    - ▶ UEs can be selected at random
    - ▶ E.g. 1000