A VNode Plug-in Architecture to Evolve VNode

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Summary: VNode enabled mutually independent evolution of programmers and redirectors. In this presentation, a method for evolving VNodes and developing new species of virtual links by using both control and data plugins and a publicly available testbed is proposed.

1. Introduction

VNode (virtualization node)





Problem to solve: A method for evolving VNode, especially for developing advanced redirectors and new types of link slivers (i.e., virtual links), should be developed.

2. Proposed evolution steps

Step 1: To develop new node functions as Redirector/Programmer prototype components in a publicly available testbed (such as JGN-X). - There is no need to extend VNM and the network manager (SNC/TNC).

Step 2: To implement management of new successful functions in VNM, the network manager, and Redirector/Programmer in the testbed.

- The network manager manages the resources of the new node function, and can select the best node function.



3. A plug-in architecture for step 1

The following architecture and method is used.

- An open VNode plug-in interface (OVPI) is used for this extension.
- OVPI has both C-plane and D-plane interfaces.
- Plug-ins may be placed at a distant place from the VNode.



4. Prototyping and evaluation

- A preliminary version of OVPI was implemented in the Redirector.
- An open and high-level language "CSP" and its development environment "+Net" for Cavium Octeon[®] network processor [1] was used for evaluation.
- VLAN-based virtual links (link slivers) were implemented and tested by using this prototype. _____ Exchanging virtual link parameters



5. Concluding remarks

- A method of evolving VNode is proposed and the step 1 of this method is partially tested by extending the Redirector.
- A future work is to apply this method to the VNodes in JGN-X.

Acknowledgments

- Part of the research results is an outcome of the Advanced Network Virtualization Platform Project A funded by NICT.
- The authors thank Kazuhisa Yamada from NTT, Akihiro Nakao from the University of Tokyo, and other members of the above project for discussions on the evolution process.

References

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