

CLayer

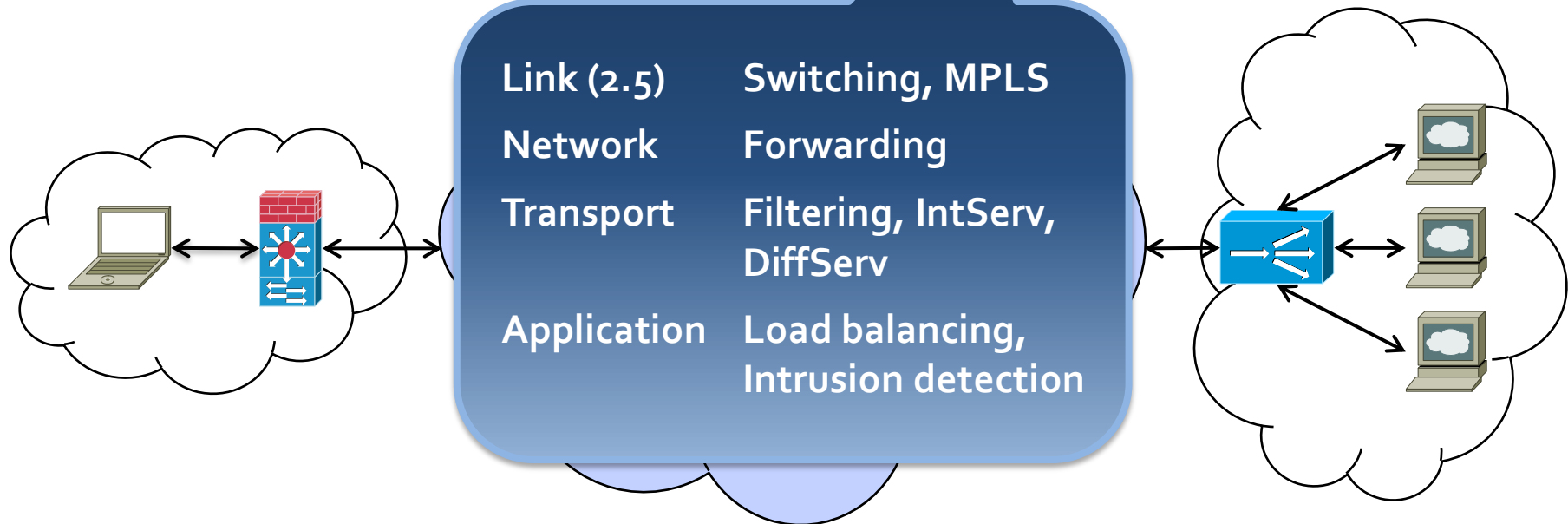
Packet classification with
explicit coordination

Mosharaf Chowdhury *with*
Sameer Agarwal, Dilip Joseph, and Ion Stoica



Motivation

Packet classification is everywhere



Problems

Existing approaches are **1** point solutions for specific layer/service

2 Packet classification **3** is expensive

- » **Computation** and **memory** requirements
- » Power hungry

4 Configuration complexity

- » **Lack of coordination** between entities involved

5 Semantic gap

Solution

CLayer is a cross-layer classification primitive

- » Generic mechanism to configure and implement capability-driven classification offloading
- » Explicit coordination between *classifiers* and *helpers*

“Classify once, verify thereafter”

Label-based per-flow classification

- » Labels are verifiable, confidential, and non-transferable

Outline

CLayer classification model

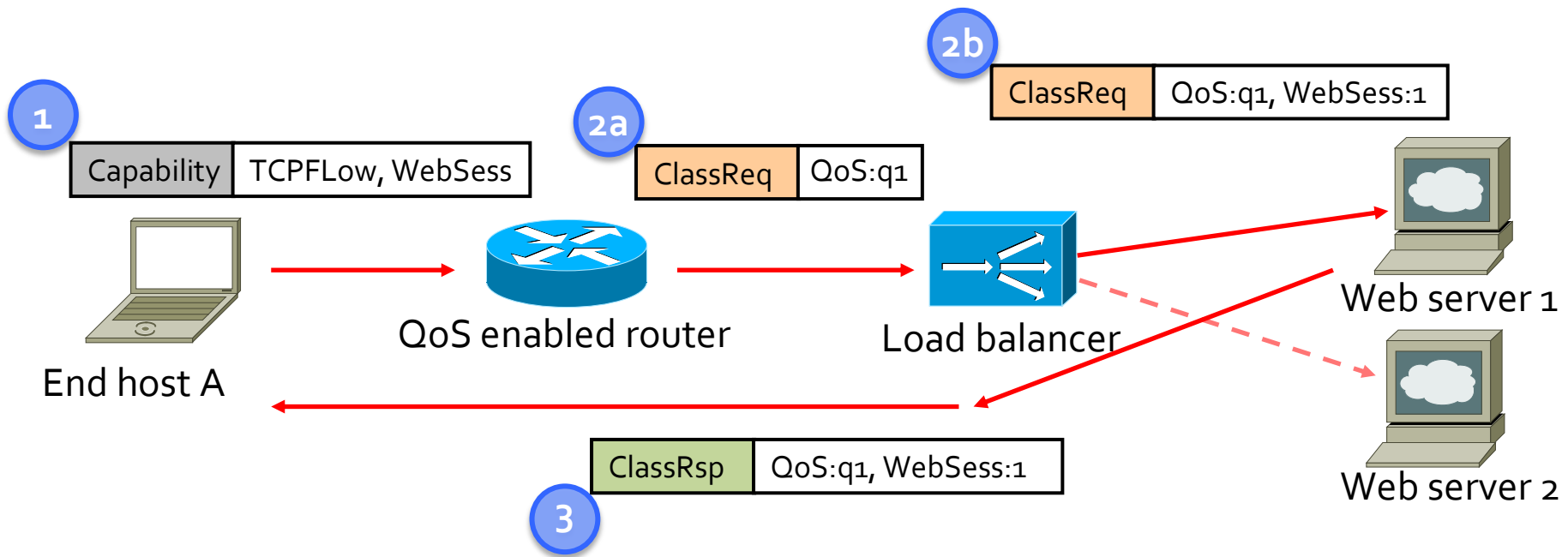
Fate-carrying labels (FCLs)

Implementation

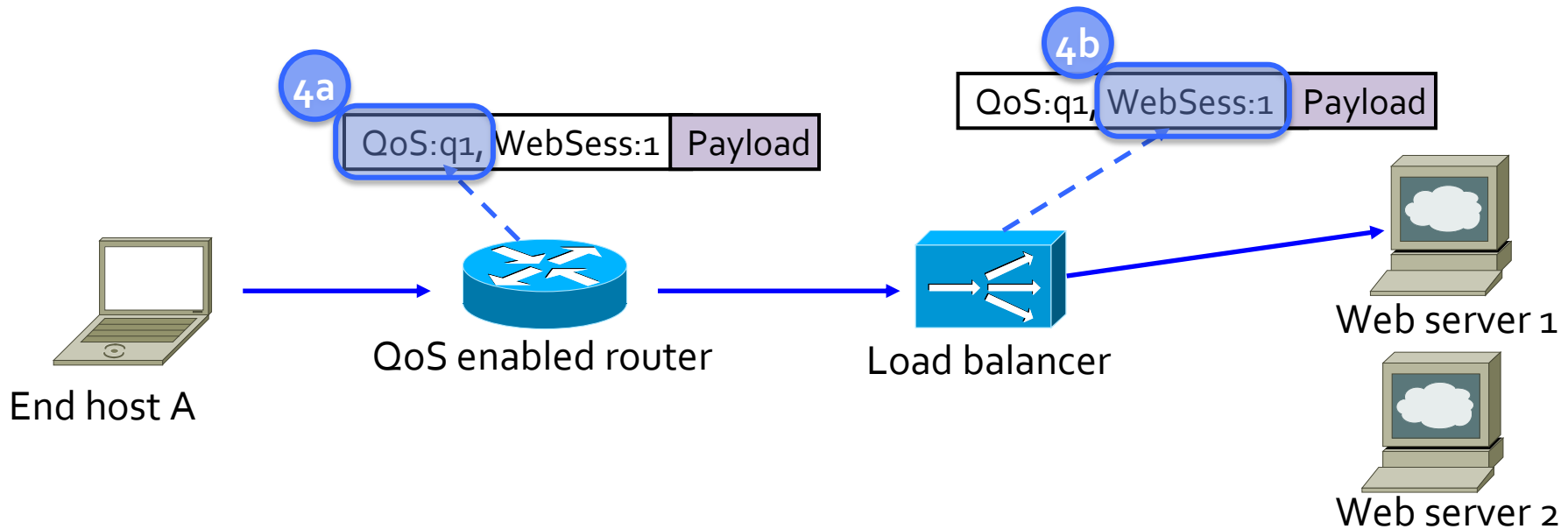
Results

Classification model

Control plane



Data plane



Fate-carrying labels

FCL basics

A *label* in CLayer is an opaque bag of bits

- » Issued by a classifier for a particular flow
- » Meaningful only to the issuer
- » *⟨label → action⟩* lookup

A fate-carrying label carries the action itself

- » No *⟨label → action⟩* lookup
- » No states in classifiers

Requirements

Authenticity and Integrity

- » Verifiable and non-transferable
- » Unforgeable and single-use only

HMAC
Checksum

Confidentiality

- » Impossible to infer

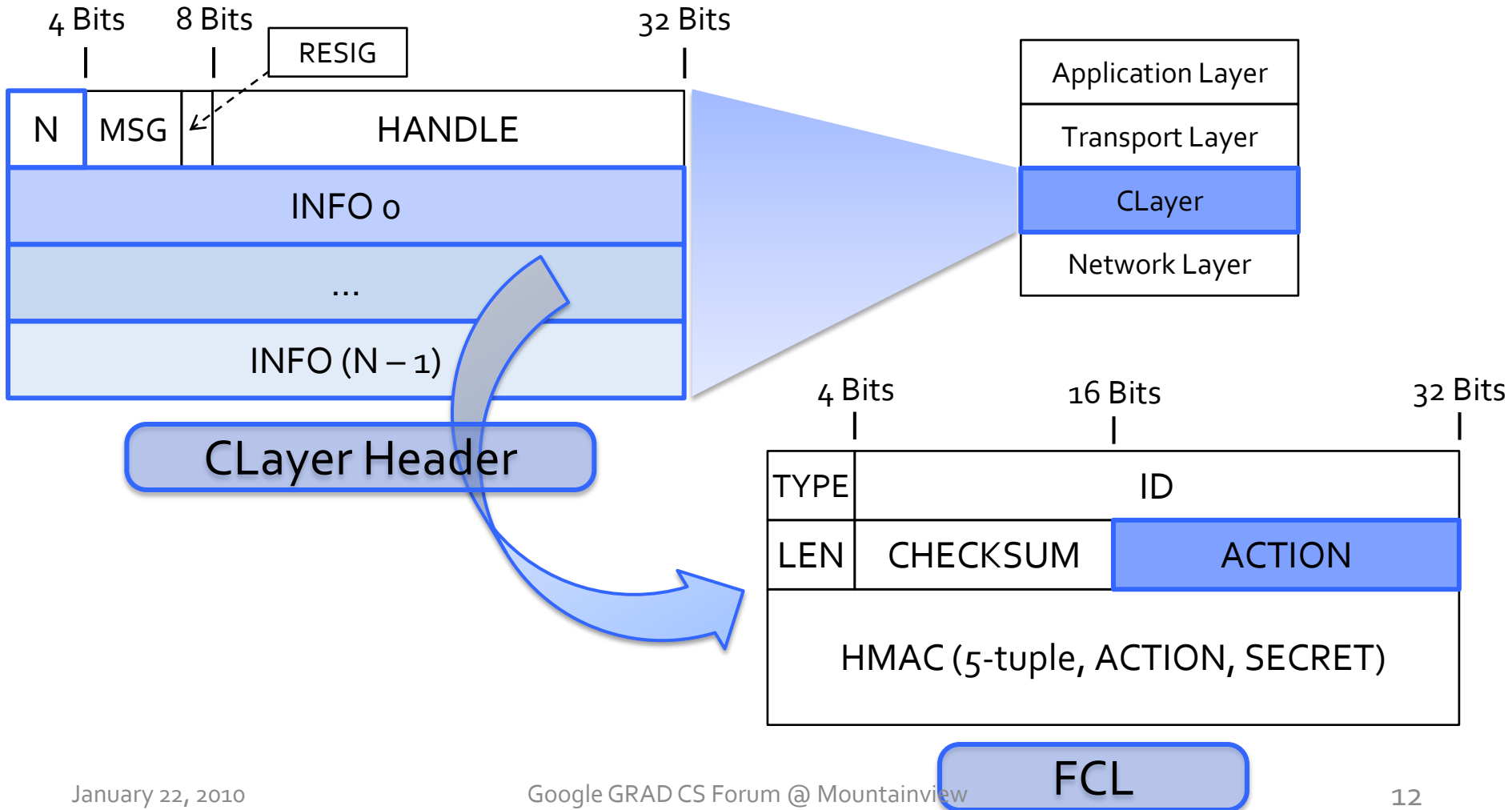
Obfuscation
Periodic Invalidation

Performance

- » Not better off without CLayer

Line-speed hashing
Low overhead

Placement



Implementation

Implementation stats

C++ Implementation using user level Click software router

Core components:

- » *CLayer socket library and daemon* (4025 lines)
- » *Layer 4 firewall* (308 lines)
- » *Layer 4 load balancer* (190 lines)

Ported applications:

- » *lighttpd, httpperf, wget, nuttcp, elinks* (< 50 lines)

Results

Overheads

CLayer overheads at *helpers*:

- » State: ~10 bytes per connection
- » Processing: less than 1 μ s

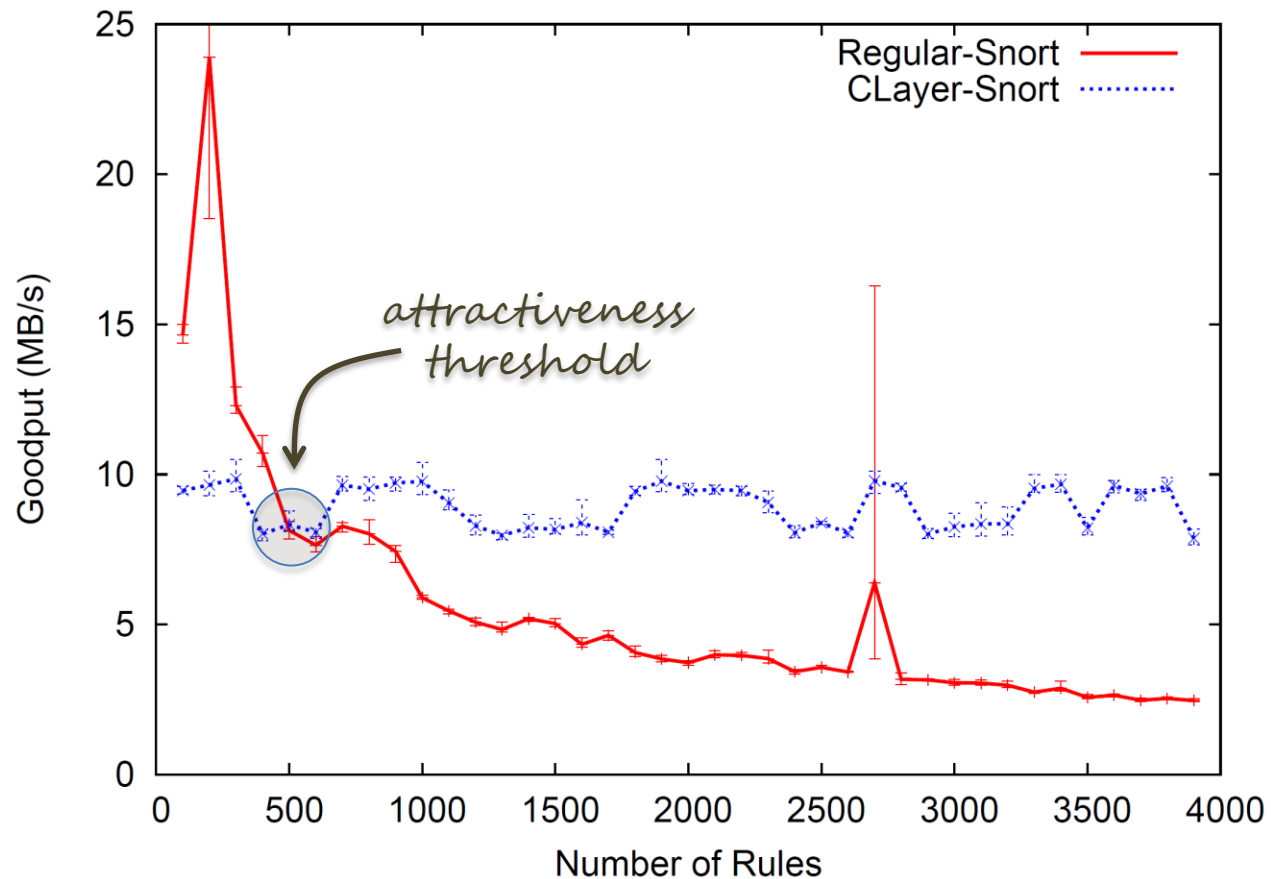
At *classifiers*:

- » No state overheads
- » Processing: varies in s/w and h/w implementations

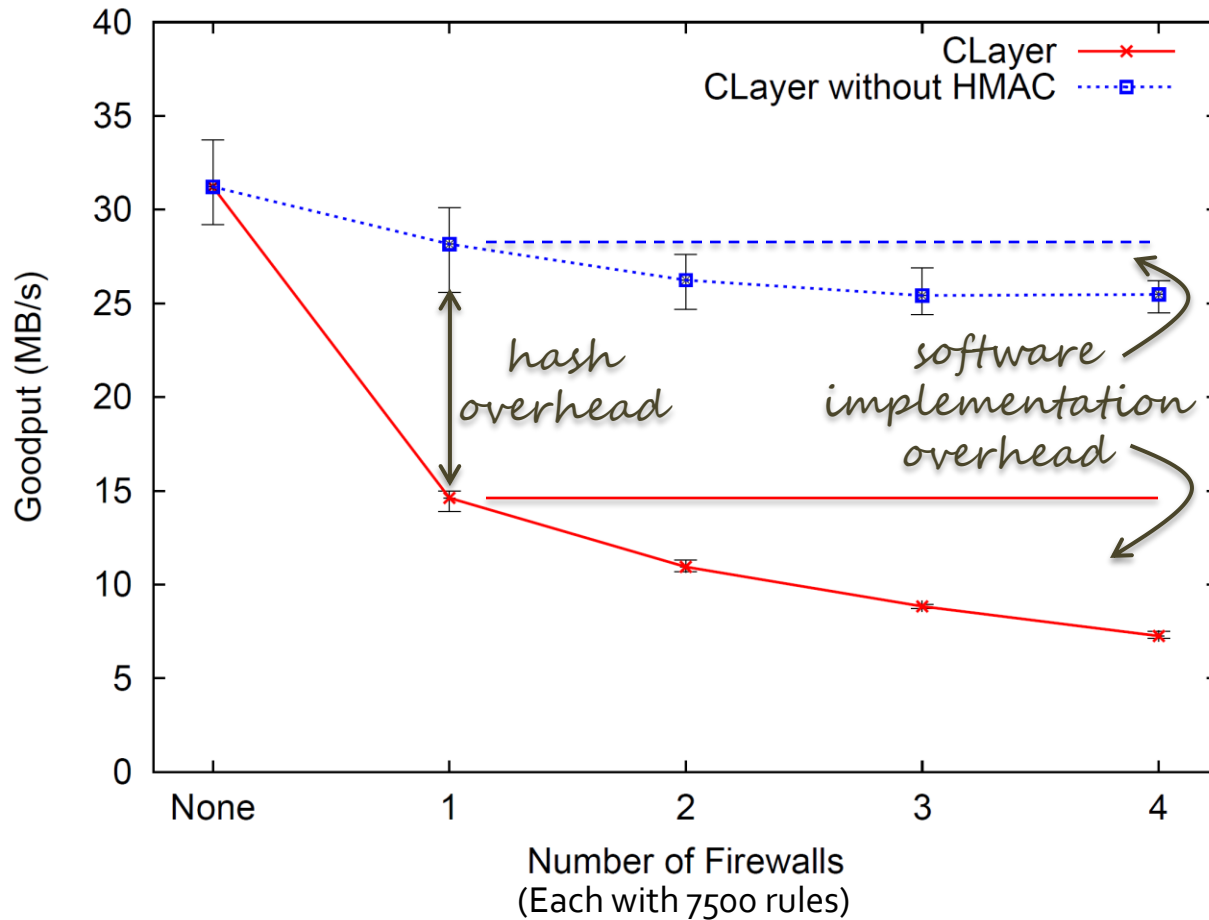
Per-packet overheads:

- » Proportional to the number of labels
- » Potential bottleneck

Performance



Multiple classifiers



Summary

Packet classification requires a dedicated layer

CLayer provides significant performance gain

- » 2-4 times increase in classifier throughput
- » Additional ~100% increase in throughput in trusted domains or with line-speed h/w hashing

CLayer adoption requires minimal change

- » Most suitable for controlled environments like data center and enterprise networks

Questions



Backup

CLayer handshaking

