Towards Automatic Generation of Multi-table Datapath from Datapath-Oblivious Algorithmic SDN Policies

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ABSTRACT

Despite the emergence of multi-table pipelining as a key feature of next-generation SDN datapath models, there is no existing work that addresses the substantial programming challenge of generating effective multi-tables automatically. In this paper, we present Magellan, the first system that tries to address the aforementioned challenge and beyond. Introducing a novel algorithm called Map-Explore, Magellan extracts efficient multi-table pipelines from a datapath oblivious, high-level SDN program written in a general-purpose language and maximizes local switch processing. We implement a prototype of Magellan for a Turing-complete programming language. Comparing the flow tables generated by Magellan with those produced from standard SDN controllers including OpenDaylight and Floodlight, we show that Magellan uses between 46-68x fewer rules.

1. INTRODUCTION

Multi-table pipelining has emerged as the foundation of the next generation SDN datapath models, such as recent versions of OpenFlow [9], Protocol-Oblivious Forwarding (POF) [23], RMT [3], and Flexpipe [20]. However, it remains a major issue in SDN programming to fully utilize multi-table pipelining. Without the ability to automatically use multi-table pipelines in a given higher-level programming model, SDN programmers may be forced to switch to a lower level programming model where the powerful, but low level features of multi-tables are directly exposed. This can create substantial programming complexity, leading to lower programming productivity. To date, there is no previous study on automatic generation of effective multi-table pipelines, from multi-table oblivious higher level programs.

This paper investigates how to compute effective multi-table pipelines from algorithmic policies [24]. We choose the algorithmic policy model because it is highly flexible and hence poses minimal constraints on SDN programming. As a result of the generality, if we can compute high-quality multi-table pipelines for algorithmic policies, we can use algorithmic policies as a powerful intermediate language for implementing other high-level SDN programming models.

Computing effective multi-table pipelines from algorithmic policies, however, is challenging. In particular, algorithmic policies are expressed in a general-purpose programming language with arbitrary complex control structures (e.g., conditional statements, loops), and the control structures of the program can be completely oblivious to the existence of multi-tables. Hence, it is not clear at all whether one can extract effective multi-table pipelines from such programs. We refer to this as the multi-table extraction challenge. In the original paper [24] which proposed the algorithmic policy model, the authors use an approach called trace trees to generate flow table rules. Their approach, however, is limited to a single table setting. Even in the single-table setting, one can show that the approach may generate ineffective flow tables, not to say the setting of the more challenging multi-tables. Although there is previous work on how to use multi-table datapath (e.g., [2, 22]), the setting is that the tables and their pipelining are already given.

This paper introduces Magellan, the first system that addresses the multi-table extraction challenge and beyond. The core of Magellan is a novel, substantial algorithm called Map-Explore, which conducts a novel, efficient form of hybrid symbolic (map) and direct (explore) execution of a multi-table oblivious program written in a general-purpose language, resulting in a data-structure called mapper-explorer graph. Considering and taking advantage of the computational capabilities (e.g., only matching, availability of metadata as registers) of flow tables when constructing the mapper-explorer graphs, Magellan maps mapper-explorer graphs into flow tables, considering practical switch hardware constraints. Moreover, Magellan addresses an additional key challenge in SDN programming: efficient flow table utilization and update under system dynamics. Using Map-Explore, Magellan automatically generates flow tables that maximize local switch processing and maintains switch-controller consistency despite system updates.

We implement a prototype of Magellan for a Turing-complete programming language. Comparing the flow tables generated by Magellan with those implemented by standard SDN controllers, for the layer 2 learning and routing benchmark, we show that Magellan uses between 46-68x fewer rules than systems including OpenDaylight and Floodlight, since none of them used multi-tables.

Despite the substantial progress made by Magellan, there are limitations on what Magellan can achieve with only flow tables. In particular, there are algorithms that are simple
to express in a general-purpose language but fundamentally impossible to express compactly using flow tables.

The rest of the paper is organized as follows. We first illustrate the problem and our basic ideas in Section 2. In Section 3, we present the system architecture and details of the Map-Explore algorithm. We evaluate Magellan in Section 4 and give related work in Section 5.

2. BASIC IDEAS

We start with a simple, but representative example to illustrate the basic challenges and ideas. Section 3 presents an architecture to systematically implement the ideas.

2.1 State Read-only Policies

Example and programming model:

// Program: L2-Route
1. Map macTable(key: macAddress, value: sw)
2. onPacket(p):
3. srcSw = macTable[p.macSrc]
4. dstSw = macTable[p.macDst]
5. if (srcSw != null && dstSw != null):
6. return myRouteAlg(srcSw, dstSw)
7. else
8. return drop

Consider an example algorithmic policy, L2-Route, shown above, to implement routing on layer 2 addresses. In this example and throughout this paper, we use the following algorithmic policy abstraction: each packet $p$, upon entering the network at an ingress point, will be delivered to a user-defined callback function named onPacket, also referred to as the function $f$. This function returns the path that the packet should take across the network. We refer to this style of returning the whole path as the global policy. A variation on this programming model is to define a local, per-switch onPacket function. The results will be similar.

Although L2-Route looks simple, it includes key components of a useful algorithmic policy: maintaining a set of system states, and processing each packet according to packet attributes and current system states. Specifically, line 1 of L2-Route declares its state variable macTable: a key-value map data structure that associates each L2 endpoint to its attachment switch. Given a fixed packet, L2-Route performs a lookup, using the macTable state variable, of the source and destination switches for the packet, and then computes a route between the two switches through the network.

Problem of previous work: The only previous work that handles general algorithmic policies is [24], which uses a trace tree approach: a policy is repeatedly invoked within a tracing runtime system that records the sequence of packet attributes read by each invocation, and the recorded execution traces form a trace tree; a trace tree can be compiled to a single flow table, where each leaf of the tree corresponds to a rule in the flow table. Figure 1 shows the complete trace tree and the flow table for L2-Route. For example, the bottom left result $path_0$ is the execution trace of a packet with $macSrc$ 0 and $macDst$ 0.

This example shows that the trace tree approach is inefficient in two ways. First, it needs $2^{96}$ invocations, which we call an exploration, to complete the trace tree, due to its blackbox nature. Specifically, packet attributes $p.macSrc$ and $p.macDst$ are free variables, in that they are formal arguments of $f$ and hence do not have actual value bindings until a specific invocation of $f$. Hence, a minimum of $2^{96}$ invocations is needed to complete the exploration of all possible bindings. Second, with one rule for each leaf, the flow table will have $2^{96}$ rules, this is clearly impractical.

From blackbox to whitebox exploration: Since the preceding has shown that the largely blackbox based trace-tree approach does not scale, it is intuitive to try a whitebox based approach. A key benefit of a whitebox based approach is that it can see derived free variables—variables that depend on packet attributes. The trace-tree approach focuses only on packet attributes, but srcSw and dstSw in L2-Route are free variables as well.

Algorithm 1: DirectExplore $(PC, store)$

1. if $(PC, store)$ has been explored then
2. return
3. Mark $(PC, store)$ as explored
4. $ins = prog[PC]$  
5. switch $(ins.type)$ do
6. case RETURN:
7. Save return value
8. return
9. default:  
10. $(x_1, x_2, \ldots, x_k) = \text{variables used in } ins$  
11. for $(v_1, \ldots, v_k) \in (store[x_1], \ldots, store[x_k])$ do  
12. $store' = store[x_1 \mapsto \{v_1\}, \ldots, x_k \mapsto \{v_k\}]$  
13. $(nextPC, store') = \text{EXECUTE}(ins, store')$  
14. Remove vars from $store'$ if not live at nextPC  
15. DIRECTEXPLORE(nextPC, store')
16. end switch

An algorithm that can convert an algorithmic policy $f$ to flow table rules must have computed the output that $f$ returns on each possible value of packet attribute. For this goal, given the structure of function $f$, we can design a naive white-box exploration algorithm, DirectExplore to compute all outputs. The algorithm models the execution state of $f$ with a pair $(PC, store)$, where $PC$ is the program counter, and $store$ is the execution state, which is a symbolic
store that consists of a collection of variable-range bindings. Specifically, DirectExplore takes the instruction at the current program counter (line 4) and identifies the variables used in the instruction (line 10). Then it explores (line 11) all bindings allowed by the current ranges of the variables. The initial range of each packet attribute is its allowed set of values. For each binding, the algorithm can execute the instruction (line 13), because each free variable has a single value and hence can be executed. The execution of an instruction (DirectExplore) returns the next PC, which will be the following instruction for a sequential instruction and jumped instruction if conditional or jump instruction. DirectExplore recurses on this process. Note that the variable store keeps the bindings (i.e., ranges of variables) along each exploration path, recording the execution state. Using the memorization technique (lines 1-2), DirectExplore avoids recursion when the bindings (i.e., the store) are the same at the same PC. Conceptually, this happens when the execution paths of different inputs merge. To increase merging, line 14 removes all variables from the store that are not live at nextPC. This is safe, since non-live variables can not affect further computation. One can verify that this algorithm computes all returns of a given f.

Although simple, DirectExplore is not practical. For example, consider applying this algorithm to L2-Route. It will repeat Line 10 2^{48} times because p.macSrc is a free variable and its range is 0 to 2^{48} – 1. We define such statements as non-direct executable statements:

**Definition 1.** A non-direct executable statement is one which has large fan out if using DirectExplore.

**Exploration at only low fan-out cut:** Instead of giving up the simplicity of whitebox exploration using DirectExplore, we introduce a key novel idea: we revise DirectExplore so that it conducts exploration (i.e., executes line 11) for only statements whose free variables have small ranges. Consider line 5 of L2-Route. At this statement, only srcSw and dstSw are accessed and each may have a low range. Assume a network of 999 switches, and the lookup returns null if look up fails. One can compute that exploring line 5 needs only 1M (= 1000 × 1000) combinations. We say that line 5 has a “cut” with a small enumeration fan out.

**Table mapping, not exploration:** To generate flow table rules, we need to obtain the mapping from packet attributes to return results. Since smart exploration may start at the middle of a program (e.g., line 5 of L2-Route), the missing piece is to obtain the mapping from input packet attributes to derived variables (e.g., srcSw and dstSw respectively for L2-Route). A naive approach of obtaining these flow table mappings is exploration (i.e., explores lines 3 and 4 of L2-Route), but this is not possible.

Our second insight is that in the multi-table pipelines, this naive mapping exploration is unnecessary. Instead, one can recognize program statements with compact flow table mappings which can perform these mappings in flow tables at runtime. For example, the mapping from packet attributes to srcSw is simple: it is just a simple flow table that one can construct given macTable, matching on keys of macTable.

**Definition 2.** A compact mappable statement is a programming statement satisfying the following two conditions: (1) its effect can be represented by a compact flow table; and (2) its outcome has a small range.

Note that both compact and small are relative terms measured by quantity. Hence, in real implementation, we define a predicate to determine the threshold. Since a smart explorer obtains the effects of lines 3 and 4 of L2-Route without real execution of them, we say that the smart explorer executes lines 3 and 4 *symbolically*.

Note that there exist statements that are simple but are not compact mappable statements.

**Proposition 1.** Consider return p.macDst % n, where n ≠ 2^i for any i. There is no compact flow table representation of this statement.

Such fundamentally challenging statements can be implemented through a reactive, on-demand approach or through instructions provided by more expressive forwarding models, such as POF [23].

**Table linking using registers:** The remaining issue is how to integrate the two packet attribute mapping tables and the results of the exploration at line 5. This turns out to be achievable through a novel use of standard datapath registers: the system consists of three tables, where the first table matches on macSrc and encodes the outcome (srcSw) in a register, the second matches on macDst and encodes the outcome (dstSw) in a different register, and third (and final) flow table matches on the two stored register values and sets the appropriate action to take on the packet. This collection of flow tables, depicted in Figure 2, consists of \( M + M + O^2 \) rules, where \( M \) denotes the number of hosts listed in macTable and \( O \) denotes the number of outcomes (e.g., 1000) in macTable. Hence, we obtained an efficient multi-table pipeline with compact flow tables.

**The mapper-explorer graph:** Figure 3(A) illustrates the preceding insights. We refer to the graph shown in the figure as a mapper-explorer graph. The first inverted trapezoid (representing its reduction effect) shows the effect of looking up the free variable p.macSrc in macTable. The second
inverted trapezoid represents the effect of looking up the free variable p.dstMac in macTable. The third node of the figure represents the exploration in the middle of f.

![Figure 3: The mapper-explorer graph of L2-Route.](image)

2.2 State-updating Policies

An algorithmic policy may not only read states but also update them. Consider an extension to L2-Route which saves the last packet sending time of a set of monitored (say stolen) MACs:

1. Map macTable(key: macAddress, value: sw)
2. Map monitoredTable(key: macAddress, value: time)
3. onPacket(p):
   4. if (p.macSrc in keys(monitoredTable)):
       5. monitorTable[p.macSrc] = time()

Program rewriting and punt: This updated program introduces two features: the if statement with free variable and the system update. These new features, however, are relatively easy to handle by simply rewriting the program as follows:

\[ y = p.macSrc \text{ in keys(monitoredTable)} \]
\[ \text{if} (y) : \]
\[ \text{monitorTable}[p.macSrc] = \text{time()} \]

With this rewriting, the table mapping technique is still applicable, and hence, leading to a table with match based on the keys of monitorTable. It is possible to explore the if (y) statement, since y has only two values. Furthermore, it is straightforward to detect that the true case needs controller action (Punt) instead of local switch action. The mapper-explorer graph is shown in Figure 3(B).

The preceding example has touched on many key ideas of our design: exploration only on low fan-out statements, auto table from mapping statements, using registers for method results passing, and automatic punt for system updates. The key contribution of this paper is that we develop them into systematic techniques for real, complex programs.

3. Magellan

The objective of Magellan is to implement the preceding basic ideas in general settings, for real, complex policy programs. Figure 4 shows the key components and work flow. The design of Magellan faces two key challenges: (1) the complexity of a general-purpose programming language, and (2) the complexity of handling realistic datapath constraints. Magellan uses a modular design to decouple the handling of the complexities, with mapper-explorer graphs being the central coordination data structure.

Specifically, Magellan conducts static bytecode rewrite (Rewriter) and dynamic, smart exploration (Explorer), to convert a policy in a general-purpose language to the simple, language-independent mapper-explorer graph data structure. Guided by the mapper-explorer graph and also considering key datapath constraints (e.g., number of tables), the table fitter performs a set of transformations on the mapper-explorer graph to produce the final multi-table pipeline.

3.1 Compile-time Analysis

The Rewriter performs analysis on a language-independent, general-purpose bytecode and outputs an equivalent program in an extended bytecode, called bytecode*. The extended bytecode includes new BRK instructions for compact-mappable instructions, system state accesses (read/write) and packet field accesses. The Rewriter applies data flow analysis to replace non-compact mappable statements with these new instructions whenever possible. In addition, the analysis phase produces information, such as variable liveness, which is leveraged by runtime exploration.

3.2 The Map-Explore Algorithm

The basic structure of Map-Explore is easy to describe: it extends DirectExplore, by detecting compact mappable statements and processing them in a new MAP case. Hence, mappable statements are processed, essentially symbolically, compared with a conventional executor. Another difference between DirectExplore and Map-Explore is to process native instruction as fast as possible. This is achieved by introducing the XStep method, that executes bytecode* instructions up to the next BRK instruction. We omit the detailed code of XStep due to its simplicity. Moreover, the execution of Map-Explore creates the mapper-explorer graph.

In this graph, each node has three attributes: an unique ID (line 2), which is a combination of the PC and the state of the store (e.g., using a hash); a type (RET, MAP, EXEC); and the parameters specific to each type. The constructor Node() takes a node id, a type, and the parameters of the type. One may use inheritance for a strong typed language to define...
different types of nodes.

**Algorithm 2** Map-Explore \((PC, store)\): build mapper-explorer graph \(G_{mx} = (V_{mx}, E_{mx})\)

1: \(ins = \text{prog}[PC]\), \(nid = (PC, store)\)
2: if \(nid \in V\) then return
3: switch \(\text{ins.type}\) do
4: case \(\text{BRK.RETURN}:\)
5: \(V = V \cup \{\text{Node}(\text{nid, RET, ins.value})\}\)
6: return
7: case \(\text{BRK.MAP}:\)
8: \(x = \text{the free variable that ins maps.}\)
9: \(\text{outcomes} = \text{possible assignments to } x \text{ by ins.}\)
10: if \(|\text{outcomes}| < \text{LIM then}\)
11: \(V = V \cup \{\text{Node}(\text{nid, MAP})\}\)
12: \(\text{store'} = \text{store}[x \rightarrow \text{outcomes}]\)
13: Remove vars from \(\text{store'}\) if not live in nextPC.
14: \(\text{nid'} = (\text{nextPC, store'})\)
15: \(E = E \cup \{(\text{nid, nid'})\}\)
16: \(\text{MAPEXPLOR}e(\text{nextPC, store'})\)
17: return
18: case \(\text{BRK.UPDATE}:\)
19: \(V = V \cup \{\text{Node}(\text{nid, PUNT})\}\)
20: return
21: default: \(\triangleright \text{Begin explore}\)
22: \((x_1, x_2, \ldots, x_k) = \text{vars used in paths to next BRKs}\)
23: \(V = V \cup \{\text{Node}(\text{nid, EXEC})\}\)
24: for \((v_1, \ldots, v_k) \in (\text{store}[x_1] \times \ldots \times \text{store}[x_k])\) do
25: \(\text{store'} = \text{store}[x_1 \mapsto \{v_1\}, \ldots, x_k \mapsto \{v_k\}]\)
26: Remove vars of \(\text{store'}\) not live on exit of \(PC\).
27: \((\text{nextPC, store'}) = \text{XSTEP}(\text{ins, store'})\)
28: \(\text{nid'} = (\text{nextPC, store'})\)
29: \(E = E \cup \{(\text{nid, nid'}, [v_1, \ldots, v_k])\}\)
30: \(\text{MAPEXPLOR}e(\text{nextPC, store'})\)
31: end switch

**Only controller actions:** The function \(f\) may include behaviors, in particular, sending messages and/or updating state variables, only that the controller can do. To support such behaviors, Map-Explore will detect such statements and send packets back to the controller. In Map-Explore, the detection is in the UPDATE case.

It is important to note that Map-Explore will only send packets to the controller if they would execute update or send statements according to the program, in the current system state. Hence as system state changes, further packets may no longer be sent to the controller, even if the program contains update statements.

**PROPOSITION 2.** Programs whose BRK instructions are all compact-mappable will only punt back that must be put to perform state updates.

### 3.3 Table Generation

With a given mapper-explorer graph, we can generate flow tables using a table generation algorithm. The table generation proceeds in three steps: (1) **Graph2Tables**, which converts a mapper-explorer graph \(G_{mx}\) to a flow table graph \(G_{ft}\) with the same structure; (2) **TableAggregation**, which aggregates flow tables in \(G_{ft}\) to reduce the number of tables used; and (3) **RegisterAllocation** which encodes program variables into dataplane-matchable registers.

**Graph2Tables:** Since mapper-explorer graphs are direct acyclic graphs, we design **Graph2Table** to process the nodes in a given mapper-explorer graph \(G_{mx}\) in an inverse topological order, ending with without outgoing edges. Table IDs are assigned in processing order, and therefore no table will have a rule that jumps to a table with a lower or the same table id, satisfying OF specification [9].

The generation of the flow table for each node is mostly straightforward. A RET or PUNT node generates a table with a single entry. The flow table for a MAP node depends on the instruction type. For example, the table for a lookup instruction \(t[pattr_1, \ldots, pattr_n]\) consists of one rule per entry in \(t\), where each rule has a match condition that matches each packet attribute \(pattr_i\) against the corresponding entry’s key, and has an action that writes the entry’s value into a logical register corresponding to the target variable of the instruction and then jumps to the successor table. In addition there is one final rule at a lower priority with no match condition (unrestricted match) and setting the logical register to null prior to jumping. Other instruction types are mapped to tables in appropriate ways.

The entries of the flow table created for an exploration (EXEC) node match entirely on the logical registers. Each rule jumps to its successor in the graph and prior to jumping writes values to all logical registers whose values have changed between the node’s store and the successor’s store.

**Table Aggregation:** We apply simple heuristics to reduce the number of tables used. In particular, we inline any tables for leafs (RET and Updates) and inline any tables that are jumped to by exactly one rule. Inlining these cases can not increase the number of rules used, and may reduce the number of tables required.

**Register Allocation:** The flow tables produced by **Graph2Table** use one logical register per program variable. For switches supporting several actual registers, such as Open vSwitch [19], we adapt graph coloring register allocation from compilers, to map the potentially large number of logical registers to a small number of actual registers. Different register allocation algorithms may be developed for switches that provide only one wide, maskable metadata register.

### 4. PRELIMINARY EVALUATION

In this section, we demonstrate that Magellan improves end-to-end performance over existing systems by proactively generating compact forwarding rules and thereby eliminating many flow table misses. Our prototype consists of 5500 lines of code and includes an OpenFlow 1.3 controller.

**Control Systems:** We compare Magellan with a range of
### SDN systems

SDN systems, including OpenDaylight (ODL) (Helium), Floodlight (1.0), POX [21] (for forwarding.l2_learning module from 0.2.0), Pyretic (latest version), and Maple (0.10.0). POX, Pyretic and Maple are academic systems supporting novel policy languages and compilers, while ODL and Floodlight are industry-developed open source controllers that form the basis of commercial systems. We run controllers on a 2.9 GHz Intel dual core processor with 16 GB 1600 MHz DDR3 memory with Darwin 14.0.0, Java 1.7.0_51 with Oracle HotSpot 64-Bit Server VM, and Python 2.7.6.

### Network

We evaluate all systems using Open vSwitch (OVS) version 2.0.2, which supports both OpenFlow 1.0 and OpenFlow 1.3.4. We vary the number of hosts attached to a switch, with each host attached to a distinct port.

### Workload

We evaluate a policy available in each system from the system’s authors (with minor variations), L2 learning. After allowing appropriate initialization of hosts and controller, we then perform an all-to-all ping among the hosts, recording the RTT of each ping and measure the time for all hosts to complete this task. After completing the task, we retrieve and count all OpenFlow rules installed in the switch.

### Results

Figure 5 lists the number of rules, task completion time, and median ping RTT for each system with $H = 70$ and $H = 140$ hosts and Figure 6 charts the median ping RTTs\(^1\). We observe that for 70 hosts, Magellan uses 33x fewer rules than Maple, ODL and Floodlight, while for 140 hosts, Magellan uses between 46-68x fewer rules than other systems. This rule compression is due to leveraging multi-table pipelines. Other systems generate rules into a single table, and therefore generate approximately $H^2$ rules, while Magellan generates approximately $2 \cdot H$ rules.

Magellan completes the all-to-all ping 1.2x faster than ODL and 1.4-1.6x faster than Floodlight. The median RTT is substantially improved, with Magellan reducing RTT experienced by hosts by 2x versus ODL and between 7x and 10x for Floodlight. This improvement is due to Magellan’s proactive rule compilation which generates all rules early in the task - as soon as host locations are learned. In contrast, all other controllers (except Pyretic) generate rules only when a sender sends a first packet to a receiver, and hence other systems continually incur flow table misses during the task.

### 5. RELATED WORK

#### High-level programming models

We classify existing models into two categories: “tierless” and split-level. In a split-level model (e.g., the Frenetic languages [8, 15, 16, 1]), a controller program outputs a new stateless network policy after each relevant event. Magellan provides a tierless programming model, in which programmers specify forwarding behaviors as a packet handling function which has access to system (i.e., control) state. FlowLog [17] and FML [11] provide tierless programming with limited expressivity (non-

\(^1\)Tests of Maple at 140 hosts and of Pyretic at both 70 and 140 hosts failed and these measurements are therefore omitted.

<table>
<thead>
<tr>
<th>System</th>
<th>Hosts</th>
<th>Rules</th>
<th>Time (s)</th>
<th>Med RTT(ms)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maple</td>
<td>70</td>
<td>4767</td>
<td>51</td>
<td>2.0</td>
</tr>
<tr>
<td>POX</td>
<td>70</td>
<td>18787</td>
<td>96</td>
<td>9.7</td>
</tr>
<tr>
<td>Floodlight</td>
<td>70</td>
<td>4699</td>
<td>37</td>
<td>2.1</td>
</tr>
<tr>
<td>OpenDaylight</td>
<td>70</td>
<td>4769</td>
<td>32</td>
<td>0.6</td>
</tr>
<tr>
<td>Pyretic</td>
<td>70</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Magellan</td>
<td>70</td>
<td>142</td>
<td>25</td>
<td>0.3</td>
</tr>
</tbody>
</table>

Figure 5: End-to-end performance comparison.

<table>
<thead>
<tr>
<th>System</th>
<th>Hosts</th>
<th>Time (s)</th>
<th>POX</th>
<th>Floodlight</th>
<th>ODL</th>
<th>Magellan</th>
</tr>
</thead>
<tbody>
<tr>
<td>70 hosts</td>
<td></td>
<td>10.5</td>
<td>12</td>
<td>9.7</td>
<td>7.2</td>
<td>0.3</td>
</tr>
<tr>
<td>140 hosts</td>
<td></td>
<td>12.5</td>
<td>14</td>
<td>11.9</td>
<td>10</td>
<td>0.6</td>
</tr>
</tbody>
</table>

Figure 6: Comparison of Median ping RTT in SDN systems when performing an all-to-all ping task.

### Low-level SDN control systems

The main mechanism currently available to SDN programmers to handle multi-table pipelines is to use lower-level SDN control systems and APIs (e.g., [6, 7, 10, 13, 18]). In particular, NOX [10] offers C++ and Python APIs for raw event handling and switch control, while Beacon [6], Floodlight [7] and OpenDaylight [18] offers a similar API for Java. These APIs require the programmer to manage low-level OpenFlow state explicitly, such as switch-level rule patterns, priorities, and timeouts, and hence add substantial SDN programming complexity. In Magellan, such low level details are transparent to the programmers.

#### Configuration languages for multi-table pipelines

Several researchers investigate how to make multi-table hardware pipelines hardware easier to use. Concurrent NetCore [22] provides a typed programming language for specifying flow tables. P4 [2] provides languages for specifying parsers, flow tables, and processing order through flow tables. The objective of both systems is for users to specify the tables. In contrast, Magellan does not require that programmers specify flow tables; instead, tables are automatically generated.

#### Symbolic execution and program analysis

A key idea of our design is to avoid direct executions. A related technique is symbolic execution (e.g., [12, 14, 5]), which executes a program using symbolic expressions to model inputs and system state. Symbolic execution has been used ([4, 5]) to provide systematic analysis and testing of programs. Our system is a novel application of symbolic execution for program compilation in the context of SDN.
6. REFERENCES


power of sdn through a future-proof forwarding plane.