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**ALTO Topology Extensions: Node-Link Graphs
draft-yang-alto-topology-06.txt**

Abstract

The Application-Layer Traffic Optimization (ALTO) Service has defined network and cost maps to provide basic network information. In this document, we discuss designs to provide abstracted (node-link) graph representations of network topology.

Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC 2119](#) [[RFC2119](#)].

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[1.](#) Introduction

Topology is a basic information component that a network can provide to network management tools and applications. Example tools and applications that can utilize network topology include traffic engineering, network services (e.g., VPN) provisioning, PCE, application overlays, among others [RFC5693,I-D.amante-i2rs-topology-use-cases, I-D.lee-alto-app-net-info-exchange].

A basic challenge in exposing network topology is that there can be multiple representations of the topology of the same network infrastructure, and each representation may be better suited for its own set of deployment scenarios. For example, the current ALTO base protocol [[RFC7285](#)] is designed for a setting of exposing network topology using the extreme "my-Internet-view" representation, which

abstracts a whole network as a single node that has a set of access ports, with each port connects to a set of endhosts called endpoints. The base protocol refers to each access port as a PID. This "single-node" abstraction achieves simplicity and provides flexibility. A problem of this abstraction, however, is that the base protocol as currently defined does not provide sufficient information for use cases such as the multi-flow scheduling use case (see [[draft-yang-alto-path-vector](#)]).

An opposite of the single-node representation is the complete raw topology, spanning across multiple layers, to include all details of network states such as endhosts attachment, physical links, physical switch equipment, and logical structures (e.g., LSPs) already built on top of the physical infrastructural devices. A problem of the raw topology representation, however, is that its exposure may violate privacy constraints. Also, a large raw topology may be overwhelming and unnecessary for specific applications. Since the target of ALTO is general applications which do not want or need to understand detailed routing protocols or raw topology collected in routing information bases (RIB), raw topology does not appear to be a good fit for ALTO.

A main objective of this document is to specify a new type of ALTO Information Resources, which provide abstracted graph (node-link) representations of a network to provide only enough information for applications. We call such Information Resources ALTO topology maps, or topology maps for short. Different from the base single-node abstraction, a topology map includes multiple network nodes. Different from the raw topology representation that uses real network nodes, a topology map may use abstract nodes, although they will be constructed from the real, raw topology, in order to provide grounded information. The design of this document is based on the ALTO WG discussions at IETF 89, with summary slides at <http://tools.ietf.org/agenda/89/slides/slides-89-alto-2.pdf>.

The organization of this document is organized as follows. We first review the ALTO base protocol in Section 2. In [Section 3](#), we give a node-link representation.

2. Review: the Base Single-Node Representation

We distinguish between endhosts and the network infrastructure of a network. Endhosts are sources and destinations of data that the network infrastructure carries. The network itself is neither the source nor the destination of data.

For a given network, it provides "access ports" (interfaces, or access points) where data signal from endhosts enter and leave the

network infrastructure. One should understand "access ports" in a generic sense. For example, an access port can be a physical Ethernet port connecting to a specific endhost, or it can be a port connecting to a CE which connects to a large number of endhosts. Let AP be the set of access ports (AP) that the network provides.

A high-level abstraction of a network topology is only the set AP, and one can visualize, as Figure 1, the network as a single, abstract node with the set AP of access ports attached. At each ap in AP, a set of endhosts are attached to send or receive information from the network. Let $\text{attach}(\text{ap})$ denote the set of endhosts attached to ap.

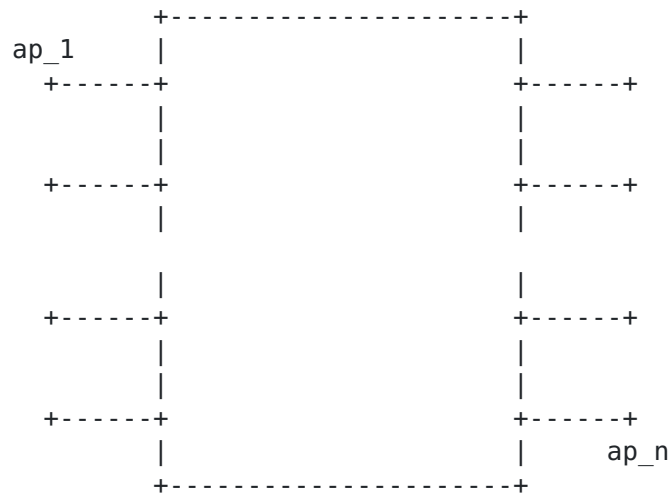


Figure 1: Base Single-Node Topology Abstraction.

There can be multiple ways to partition the set AP. Each partition is called a network map. Given a complete partition of AP, the ALTO base protocol introduces PID to represent each partition subset. The ALTO base protocol then conveys the pair-wise connection properties between one PID and another PID through the "single-node". This is the cost map.

3. Topology using a Graph (Node-Link) Representation

3.1. Use Cases

[[draft-yang-alto-path-vector](#)] proposes path vectors to extend the preceding topology to expose network elements. A potential problem of the path vector representation, however, is its lacking of compactness. For example, suppose a network has N PIDs, then it will need to represent $N * (N-1)$ paths, if each source-destination pair has one path computed using a shortest-path algorithm. On the other hand, the underlying graph may have only $O(F * N)$ elements, where F

is the average degree of the topology, and hence can be a much smaller value than N . For such settings, in particular, when privacy protection is not an issue (e.g., in the same-trust domain setting), a node-link representation can be more compact.

Another setting where a node-link graph approach is beneficial is application guided path selection. With a topology graph, an application can compute maximum flows to discover the desired paths and signal (out the scope of this document) to the network to set up the paths. The computation can be done by the application itself, or through a third entity such as a PCE server. The recent development of SDN makes this use case more possible. A requirement of realizing this use case is that the path computed by the application is realizable, in particular, when the topology is an abstract topology. By realizable, we mean that a path computed on the abstract topology can be converted to configurations on network devices to achieve the properties in the abstract topology.

3.2. A Node-Link Schema

A schema for the graph (node-link) representation, based on the types already defined in the base ALTO protocol, is the following:


```
object {
  TopologyMapData topology-map;
} InfoResourceTopologyMap : ResponseEntityBase;

object {
  NodeMapData nodes;
  LinkMapData links;
} TopologyMapData;

object-map {
  JSONString -> NodeProperties; // node name to properties
} NodeMapData;

object {
  JSONString type;
  ...
} NodeProperties;

object-map {
  JSONString -> LinkProperties; // link name to properties
} LinkMapData;

object {
  JSONString src;
  JSONString dst;
  JSONString type;
  CostValue costs<0,*>;
} LinkProperties;

object {
  CostMetric metric;
  JSONValue value; // value type depends on metric type
} CostValue;
```

In particular, the schema distinguishes two types of links: edge-attach, and core, where the former is for a link between a network element and a group of endhosts (PID), and the later is between two network elements.

An example using the schema is:


```
GET /topologymap HTTP/1.1
Host: alto.example.com
Accept: application/alto-topologymap+json,application/alto-error+json
```

```
HTTP/1.1 200 OK
Content-Length: TBD
Content-Type: application/alto-topologymap+json
```

```
{
  "meta" : {
    "dependent-vtags" : [
      { "resource-id": "my-default-network-map",
        "tag": "3ee2cb7e8d63d9fab71b9b34cbf764436315542e"
      }
    ],
    "vtag": {
      "resource-id": "my-topology-map",
      "tag": "da65eca2eb7a10ce8b059740b0b2e3f8eb1d4785"
    }
  },
  "topology-map" : {
    "nodes" : {
      "sw1" : {"type" : "switch"},
      "sw2" : {"type" : "switch"},
      "sw3" : {"type" : "switch"},
      "sw4" : {"type" : "switch"},
      "sw5" : {"type" : "switch"},
      "sw6" : {"type" : "switch"},
      "sw7" : {"type" : "switch"}
    },
    "links" : {
      "e1" : {"src" : "PID1",
              "dst" : "sw1",
              "type": "edge-attach",
              "costs" : [
                {"cost-metric" : "availbw", "value" : 100
                },
                {"cost-metric" : "srlg", value : [1, 3]}
              ]
            },
      "e2" : {"src" : "PID2",
              "dst" : "sw2",
              "type": "edge-attach",
```



```
        ...
    },
    "e3" : {"src" : "PID3",
            "dst" : "sw3",
            ...
    },
    "e4" : {"src" : "PID4",
            "dst" : "sw4",
            "type": "edge-attach",
            ...
    },
    "e15" : {"src" : "sw1",
            "dst" : "sw5",
            "type": "core",
            ...
    },
    "e35" : {"src" : "sw3",
            "dst" : "sw5",
            "type": "core",
            ...
    },
    "e27" : {"src" : "sw2",
            "dst" : "sw7",
            "type": "core",
            ...
    },
    "e47" : {"src" : "sw4",
            "dst" : "sw7",
            "type": "core",
            ...
    },
    "e57" : {"src" : "sw5",
            "dst" : "sw7",
            "type": "core",
            ...
    },
    "e56" : {"src" : "sw5",
            "dst" : "sw6",
            "type": "core",
            ...
    },
    "e67" : {"src" : "sw6",
            "dst" : "sw7",
            "type": "core",
            ...
    }
}
}
```



```
}
```

3.3. Discussions

The node-link schema specified in the preceding section is still a standard graph representation of a network (graph). An alternative design, which may provide substantial benefit, is using a property graph design. In particular, in a property graph based design, it is unnecessary that a node in the property graph represents a network node, a link in the property graph represents a network link. Instead, network nodes, network links and network paths can all be represented as nodes in a property graph, and links represent their relationship. This design can be flexible in modeling settings such as topology abstraction (e.g., to denote, in the same graph, that a network link is composed of a path, through a aggregation label). Property-graph frameworks such as Gremlin can provide powerful and compact querying languages for application's usage.

Using either the standard node-link graph in the preceding section or the property graph abstraction, one may not use a rigid hierarchical design. Consider a model that uses a strict hierarchy, and a higher layer node can specify a set of nodes in the lower layer as supporting nodes; a higher layer link can specify a set of links in the lower layer as supporting links [[draft-clemm-i2rs-yang-network-topo-01](#)]. To test the problem of that model, consider a simple topology. Assume that the network consists of 3 data centers (dc1, dc2, and dc3). dc1 has two routers dc11 and dc12; dc2 has dc21 and dc22; and dc3 has dc31 and dc32. The connections are that (1) two routers in the same data center are connected; (2) dc11, dc21 and dc31 are mutually connected; same for dc12, dc22, and dc32.

The network can provide different abstract topologies: for tenants in dc1, they see dc11, dc12, and dc2, dc3; same for tenants in dc2, and dc3. In other words, each tenant in a DC sees the detailed topology of its DC and the other data centers are abstracted to be single nodes.

This case turns out to be not doable for their pure hierarchical layer approach, where a top layer node/link has supporting nodes/links. Specifically, the model cannot have cross-layer links such as dc11 -> dc2.

4. Security Considerations

This document has not conducted its security analysis.

5. IANA Considerations

This document does not specified its IANA considerations, yet.

6. Acknowledgments

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Appendix A. Graph Transformations and Operations to Build Topology Representation for Applications

In this appendix, we give a graph transformation framework to build the schema from a raw topology $G(0)$. The network conducts transformations on $G(0)$ to obtain other topologies, with the following objectives:

1. Simplification: $G(0)$ may have too many details that are unnecessary for the receiving app (assume intradomain); and
2. Preservation of privacy: there are details that the receiving app should not be allowed to see; and
3. Conveying of logical structure (e.g., MPLS paths already computed); and
4. Conveying of capability constraints (the network can have limitations, e.g., it uses only shortest path routing); and
5. Allow modular composition: path from one point to another point is delegated to another app.

The transformation of $G(0)$ is to achieve/encode the preceding. For conceptual clarity, we assume that the network uses a given set of operators. Hence, given a sequence of operations and starting from $G(0)$, the network builds $G(1)$, to $G(2)$, ...

Below is a list of basic operators that the network may use to transform from $G(n-1)$ to $G(n)$:

- o 01: Deletion of a switch/port/link from $G(n-1)$;
- o 02: Switch aggregation: a set V_s of switches are merged as one new (logical) switch, links/ports connected to switches in V_s are now connected to the new logical switch, and then all switches in V_s are deleted;
- o 03: Path representation: For a given extra path from A to R1 to R2 ... to B in $G(n-1)$, a new (logical) link A -> B is added; if the constraint is that A -> must use the path, it will be put into the Overlay;
- o 04: Switch split: A switch s in $G(n-1)$ becomes two (logical) switches $s1$ and $s2$. The links connected to $s1$ is a subset of the original links connected to s ; so is $s2$.

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