SDN-Based Load Balancing Scheme for Fat-Tree Data Center Networks

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***Abstract*—** this paper proposes a new load balancing algorithm for data center networks by means of exploiting the characteristics of Software Defined Networks. Mininet was utilized as an emulation tool for the purpose of emulating and evaluating the proposed design, Miniedit was utilized as a GUI tool for the same purpose. In order to obtain a realistic environment to the data center network, Fat-Tree topology was utilized with the following parameters; 4 pods, 16 edge switches, 16 aggregation switches, 4 core switches, and 16 hosts. Different scenarios and traffic distributions were applied in order to cover as much possible cases of the real traffic. POX controller was chosen as an SDN controller.

The suggested design showed outperformance when compared to the traditional scheme in term of throughput and loss rate for all the evaluated scenarios. The first scenario assumes joining of new hosts while in the second scenario; there was an increase in the demand of the already established connections. The proposed algorithm showed a loss free performance in the first scenarios, whereas, the traditional scheme presented 15% to 31% loss rate for the same scenario. In the second scenario, the proposed algorithm recorded up to 81% improvement in the loss rate when compared to the traditional scheme. Moreover, the proposed algorithm showed a superiority over the traditional scheme in term of throughput, where it maintained the throughput intact without any reduction in the first scenario in contrast to the traditional scheme that underwent from a considerable degradation in the throughput value. The traditional scheme underwent from an average throughput reduction of 5Mbps in the case of joining of new hosts (first scenario). In the second scenario, both schemes underwent from a throughput reduction, however, the proposed scheme always showed superiority over the traditional scheme, whereas, it recorded up to 16.6% improvement in the throughput average value.

Keywords: Software Defined Network; Data center; POX controller; Fat-Tree; Mininet; miniedit, Load Balancing, Datacenter.

I. Introduction

Data Center Networks (DCN) witnessed an unprecedented development over the past few years in an attempt to accommodate the huge increase and requirements' change in the traffic. To handle such big data, special consideration has to be taken for traffic monitoring and management because any disruption in the service or presenting undesirable QoS parameters would lead to massive revenue loss [1, 2].

Traffic of networks is mainly comprises of control plane traffic and data plane traffic. The majority of load balancing schemes deal with the data plane traffic as its percentage is far more than the control plane traffic. In present, Data centers deploy hierarchical network architecture with multi-path characteristics such as Fat-Tree topology. The existence of multi-path routes facilitates having different routes to the same destination and this will help having a better load balancing options. Fat-Tree topology has been implemented in many modern DCs such as [3, 4]. Figure 1 shows a Fat-Tree topology with four pods.

Although there is more than one rout into a particular destination in a Fat-Tree network, however, the classical distance vector and link state routing protocols cannot utilize this multi-path property. Internet routing protocols usually routes and forwards packets based on the destination IP address. As a consequent, packets with the same intended destination address will be routed at the same path [5, 6].

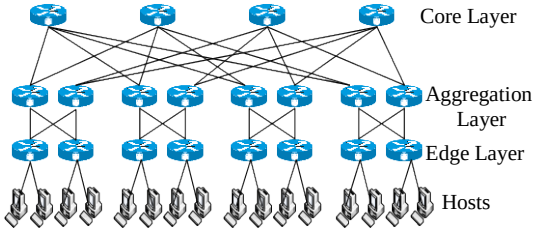

Figure 1. 4-Pod Fat-Tree topology

Undoubtedly, there are some routing protocols that have equal cost multipath (ECMP) characteristic; however, they split traffic statically depending on the information obtained from a packet's header. As a result, there will be no consideration for traffic flow's requirements in

term of QoS parameters; in addition, the status of the overall network load is not taken into consideration. In other words, those kinds of ECMP algorithms are merely capable of selecting among multiple paths that have equal least cost [3, 6].

The main difference between routing of DC traffic and internet traffic is that; internet routing protocols often emphasize on selecting the shortest path to reduce the delay. Whereas, DCs are composed from servers that are usually located in close distances, therefore, the concern is more than just the latency; it is about balancing the huge traffic. The pre-mentioned bandwidth balancing function is not attainable in traditional DCNs because of the nature of the traditional switches utilized in those kinds of networks. The switches that are deployed in traditional DCNs do not have a global view on the entire network resources such as the remaining link bandwidths and alternative paths in a real time manner [7, 8, 9].

An SDN-Based load balancing DCN is proposed in this paper by means of utilizing SDN switches and controller. The main difference between the SDN network structure and the traditional network is that in SDN, the forwarding process is conducted in a centralized manner by means of a controller and forwarding switches and this is considered as the main advantage for conducting an efficient load balancing over the traditional DCNs. Figure 2 shows a simple architecture of the SDN network.

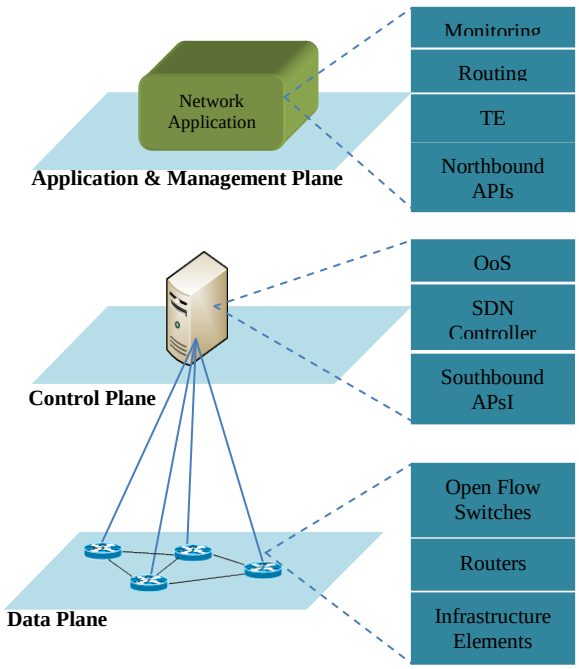

Figure 2: SDN Architecture

The SDN controller has a comprehensive overview on the type of flows, links' utilization, and the available paths to the intended destination. These kinds of information help in performing more efficient load balancing algorithms than if it is limited to distributed protocols for routing and traffic monitoring as it is the case with the traditional network architectures [10].

As shown in Figure 2, SDN networks consist of three main layers; data layer, control layer, and application\management layer. The data layer comprise of network devices such as routers, OpenFlow switches, wireless devices. The operation of these devices differs from their function at traditional networks; in SDN, they are merely forwarding devices while the intelligence unit that is responsible for making decisions is located at the controller. The case is different with traditional networks that come with network devices with their software or control unit built inside them. SDN allows network administrators of configuring and managing network's traffic which contributes into better utilization for network resources. The concept of SDN was originally proposed by Stanford University [11]. SDN separates the control plane from the data plane on its network devices; in addition, it allows having an entire overview on the network resources that supports making changes globally not in a centralized manner as in traditional networks. This new network technique is implemented utilizing some open standards such as OpenFlow. OpenFlow is one of the most important protocols that are capable of configuring, managing, and interoperability between different network devices [12]. As shown in Figure 2, SDN networks consist of two major elements which are namely; the controller (control plane) and the forwarding devices (data plane). The forwarding device could be a switch or a router that is in charge of forwarding packets only. On the other hand, the controller is considered as brain of the network, it is simply software operating on a specific hardware platform. The controller is communicated with the OpenFlow switches via a secure channel that runs an OpenFlow protocol. SDN controller inserts flow entries, modify flow entries, query, and has an overview of the whole network resources. OpenFlow forwarding switches keep statistics of each flow and port such as the total number of transferred bytes and the duration time of each flow. The forwarding switches and controller coordinate their work as follows; if the path of the flow is already known (not the first packet of the flow), then the forwarding switch would not need to consult the controller and it can forward packets on the fly. However, for first packet case (the income packet does not match any flow entries of the Ternary Content Addressable Memory table), the switch needs to consult the controller to find a suitable outgoing port [13, 14, 15].

The proposed scheme aims at adaptively balancing the load by means of re-routing into an alternative path based on information obtained from the SDN controller.

The rest of this paper is organized as follows; Section II gives a description for the previous research on providing load balancing schemes for data centers and some of the early attempts on using SDN for this purpose. Section III describes the proposed SDN-Based load balancing scheme using SDN architecture. Section IV presents the obtained results and analyzes them. Section V concludes the paper.

II. Related Work

Load balancing problem is one of the major issues in DCs in their different shapes, whether they are physical DCs or virtual DCs. DCs usually allow multiple paths routing for the purpose of improving the tolerance to faults in addition to increasing network's throughput by means of sorting out the problem of congestion. Layer 2 and Layer 3 are capable of running multipath routing; however, each layer deploys it based on its protocols. For instance, spanning tree is utilized by Layer 2; therefore, only one path would be available for a pair of sender receiver nodes at a time. There are some proposal to support multipath with Layer 2 such as the one conducted by [16]. They proposed exploiting the redundant paths in the network using an algorithm that calculate a set of available paths and combine them into another set of trees. On the other hand, at Layer 3, routers support ECMP by implementing static load separation between the available flows. Switches that have their ECMP property enabled would have more than one path in each subnet. Upon receiving an incoming packet, switches utilize the hash function (interpreting packet header) in order to select one of the available paths for forwarding purpose. However, ECMP does not take into consideration the flow bandwidth when selecting paths which may results in overloading links unnecessarily where other links may already be available as it is shown in Figure 3. In addition, ECMP has a problem in its practical implementation because the available paths for selection are either 8 or 16 paths which is much lower than the needed paths for the purpose of providing bisection bandwidth, in particular, when dealing with big data as it is the case with DCNs.

Figure 3 depicts a scenario where ECMP is utilized and where it can't utilize network's links in an efficient way because of the phenomena mentioned above, that is not counting for flow bandwidth. One of the major drawbacks of ECMP is that long flows may contend on the same output port based on their hash values, this would consequently lead into bottleneck [17].

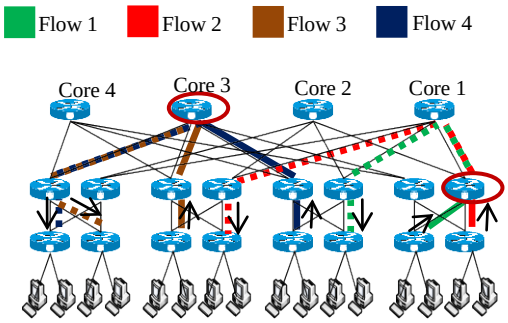

Figure 3: Scenario depicting ECMP problem

Figure 3 shows a scenario of Fat-Tree topology in which all networks links are 10 Gbps. Flow 1 and Flow 2 sending traffic with 10 Gbps each, because of the hashing, they contend at the aggregation level (encircled with red colour) for the same output port that routes to the core level. This collision results in halving the throughput of each of them. The other collision is happened between Flow 3 and Flow 4 at the core level. Obviously, their throughput is halved as the link requires carrying their overall traffic which is equal to double of the link capacity. A Fat-Tree Topology with four pods as depicted in Figure 3 should allow for four different paths for each host, however, an efficient algorithm that can utilize this property is needed. This means that with an existence of the right load balancing scheme, the four flows would have transferred traffic in a rate of 10Gbps instead of 5 Gbps. This could have been happened if Flow 1 was directed into Core 2 and Flow 3 into Core 4 [17, 18].

A research is conducted in [19] to improve the hash algorithm by distributing the data flow. A detection algorithm is utilized to find out the occupancy duration for the purpose of identification weights of each load and their dense points. Another research was conducted in [20] in which a shared memory for network data flow was proposed by means of multiprocessor model. Priority and weight schemes were deployed in order to evenly distribute network flows to the processor. However, in addition to the lack of an overview of flow bandwidth, one of the drawbacks of the abovementioned algorithms is that their systems are closed. In addition, their software and hardware is tightly coupled, therefore they are not suitable for the high development growth of Internet.

III. SDN-Based Load Balancing Scheme

In addition to the above mentioned issues with ECMP, traditional load balancing techniques come with a dedicated hardware that is in charge of conducting the function of load balancing as depicted in Figure 4.

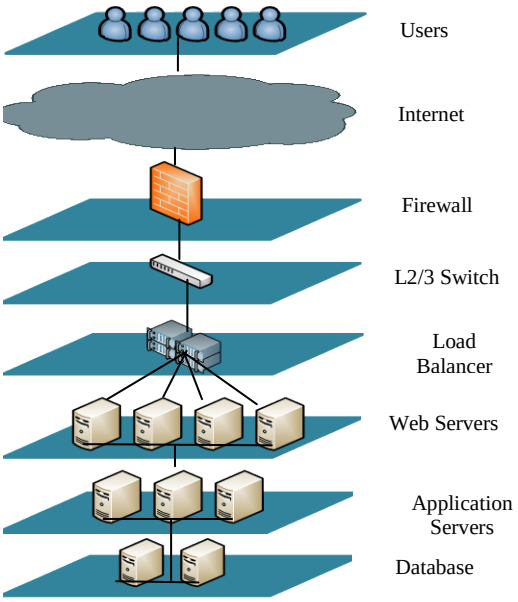

Figure 4. Traditional load balancer for DCN

When users try to access backend servers shown in Figure 4, it would be the role of the load balancer to check the list of backend servers out and select an appropriate load balancing algorithm for the purpose of distributing clients' access into the available servers. Therefore, the load balancer should keep track of all the established sessions; in addition, all the packets that have the same TCP\UDP addresses would be forwarded into the backend servers no matter to what flow they belong. In this case, the load balancer should has\and executes network address translation by updating the source; port number, and the IP addresses of the outgoing packets while conducting an opposite job when receiving packets by matching the destination; IP and port number addresses for the incoming packets with its table [21]. The dedicated load balancer has more drawbacks than the above-mentions ones; it is an expensive solution, not a flexible technique, undergoes from the problem of having single point of failure, and leads to bottleneck for whole system [21, 22].

A generic overview of the proposed SDN-Based load balancing system is shown in Figure 5. The main difference between the proposed system and the traditional one is that there is no dedicated hardware for the purpose of load balancing. Instead of a dedicated load balancer and traditional switches, the proposed scheme utilizes OpenFlow switches that could be programmed to work under any needed function whether as a router, switch, and hub. OpenFlow switches works under the supervision of a controller that is connected to all the switches and has an entire overview of the whole network and its resources. The property of the controller is exploited for the sake of having an efficient load balancing scheme, this is conducted by deploying the load balancing algorithm inside the POX controller. The role of the controller of a DCN is to manage requests received from clients and forward them into a specific path to a particular server based on the information of the entire network that is already gathered by the controller. SDN controller is capable to adaptively add, delete, and modify entries of the flow table of the OpenFlow switches for the sake of balancing the load of the network.

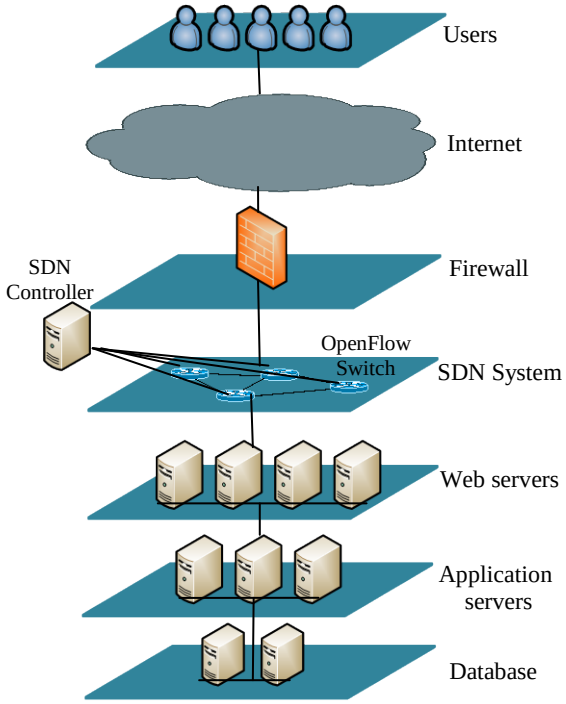

Figure 5: Generic Architecture for the proposed SDN-Based load balancing scheme.

The proposed architecture aims at adaptively balancing the load of the DCN based on some triggering parameters that could be set either manually (DCN administrator) or dynamically based on service requirements, in both cases, the network status plays a major role in initiation the load balancing algorithm. To meet a reliable evaluation for the proposed scheme, two aspects have been taken into consideration. First, is to utilize exactly the same network topology that is deployed by DCNs and that is, a Fat-Tree network topology. Secondly, to utilize the most reliable emulator for SDN network, that is Mininet emulator [23, 24, 25].

The proposed DCN scenario is evaluated by means of a Fat-Tree network with k=4, the proposed architecture is emulated utilising Mininet emulator as shown in Figure 6 that represents a snapshot of the emulated network. Fat-Tree topology is built with K ports switches and it consists of K-pods. Each pod has two layers, aggregation and edge as indicated in Figure 1. The available paths between any two hosts in a K-pods

Fat-Tree network is $(K/2)^2$, this means that there are four routing paths between any two servers of the network shown in Figure 6. In addition, the entire K-pods should be connected into $(K/2)^2$ Core switches (4 core switches) [26].

The proposed SDN-Based load balancing algorithm is programmed inside a POX controller that belongs to the SDN based DCN. The triggering parameter for the proposed algorithm is bandwidth and loss which are the two most important factors when dealing with DCNs. Accordingly, when a received throughput is decreased under its expected value or in case there is an increase in the loss value in one or couple of the DCN links (throughput and loss are interrelated and gives that same indication), then the proposed algorithm takes action. The pre-mentioned scenario is when there are already established connections and there is an increase in the traffic that leads to loss, however, if the connections among servers and clients started with high bandwidth requirements, then the algorithm will find optimal path at the beginning of creating the connections. The initiation starts with the controller which has an entire overview on the whole network resources as shown in red lines in Figure 6. The controller exploits this facility and finds alternative paths for the reduced throughput traffic or for the traffic that undergoes of high loss rate.

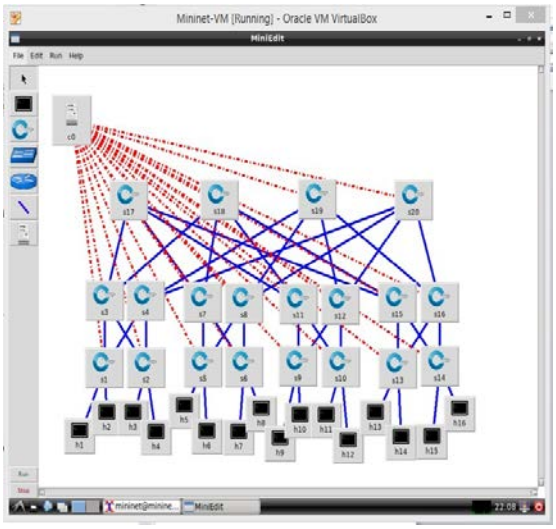

Figure 6: The Emulated Fat-Tree DCN

Figure 7 shows a flow chart of the proposed SDN-Based load balancing algorithm. Two cases are considered; the first case where there is a new joining client, whereas, the second case is where there is an already established connection between two pairs and there is a demand to increase the throughput which may affect other communication parties. It is assumed that the proposed scheme collect the throughput requirements for specific applications and keep that information in the controller. Once there is a contention in one of the links, the throughput of those applications may go lower than their pre-specified threshold value; therefore, the algorithm will be initiated to conduct load balancing in order to attain the original required throughput. Because the Fat-Tree network utilized in the proposal has 4 pods, there will be four routes between any two hosts (servers). Therefore, the controller will search for the rest of three $((K/2)^2-1)$ alternative paths to find out the best one as described in Figure 7. The same scenario is applied when there is an increase in a demand between two already connected parties, this increase in demand will be examined whether it would lead to reducing the throughput below its threshold value or if cause any increase in the loss value. If any of the two pre-mentioned cases are met, there will be a need to change into another route.

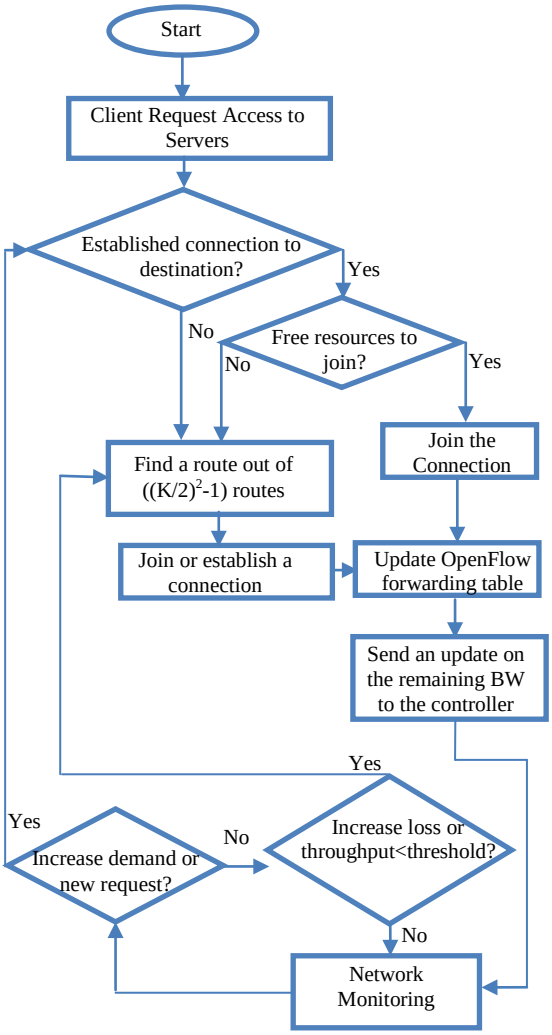

Figure 7: The proposed Algorithm

Upon changing the path, the controller updates the OpenFlow forwarding table of the OpenFlow switches. Simultaneously, information about the remaining bandwidth of the new and former links is sent to the controller so that the controller will be aware of the network resources in case of future reservation for other parties. The controller

exploits the opportunity of having an overview of the entire network; accordingly it performs two kinds of tasks which are namely; network monitoring and allocation of resources. Monitoring is conducted by sending requests to all the switches in a periodic manner. Up on receiving the requests, an analysis is conducted for the reply packets in order to determine the best route to the intended destination. Monitoring would not add much overhead because the request and reply messages are too small; the request packet length is 8 Bytes while the reply packet length is 104 Bytes [27].

IV. EMULATION AND RESULTS

This Section describes the emulation environment, emulation tools, and the obtained results. All experiments were conducted utilizing HP ENVY dv6 PC with core i7 intel (R) processor Core (TM) i7-3630QM CPU 2.40GHz, 6 GB RAM, and 64-bit Windows 8 operating system. Virtual Box Oracle VM version 5.0.16 was utilized, in addition, the guest OS of the VM was installed with Linux OS Ubunto 14.04 32-bit and 1GB RAM. Mininet 2.2.1 emulator was installed on this VM, with POX 2.0 controller. The emulated DCN is of Fat-Tree type with four pods, 8 aggregation OpenFlow switches, 8 edge OpenFlow switches, 4 core OpenFlow switches, and 16 hosts. In order to obtain more realistic and reliable results; small packets and relatively small link capacities bandwidth were utilized because the performance of Open Virtual Switch (OVS) and OpenFlow controller created by Mininet is effected by underlying OS, available processor and the allocated memory [2, 28]. Accordingly, all link bandwidths have a capacity of 10Mbps. Mininet was utilized as an emulation tool for the purpose of designing and evaluating the proposed scheme. In addition, Mininet was used in order to feed the network with traffic and measure the throughput via the command Iperf. Mininet is programmed using Python programming language.

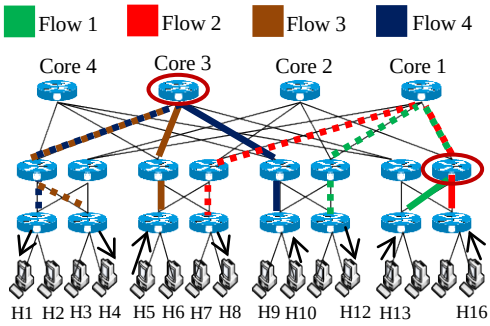

Figure 8: Emulation of the first Scenario

Traffic generation and throughput measurement was conducted by means of Iperf tool which is a network testing tool that can generate Transmission Control Protocol (TCP) and User Datagrams Protocol (UDP) packets in order to measure the throughput of a network [29]. For the purpose of evaluating the proposed scheme, two scenarios were investigated. The first scenario (Scenario A) is depicted in Figure 8 where at the beginning, two hosts, namely H16 and H10 send traffic with a rate of 8Mbps (Flow 2 in red colour) and 7Mbps (Flow 4 in blow colour) to Hosts H8 and H1 respectively.

The emulation period is 20 seconds where loss, throughput, and delay are recorded every second at the receiver. At time 0 Sec, H16 and H10 start sending their traffic to their intended destinations (H16-H8, H10-H1). At time 5 Sec, Flow 3 starts when H5 start sending traffic of 5Mbps rate to H4. Relying on the hash way for routing and load balancing, Flow 3 and Flow 4 contend for the same outgoing port and accumulate an overall traffic of 12Mbps that leads to reducing the throughput and increasing the loss rate. At time 10Sec, H13 starts to send traffic of 5Mbps rate (Flow 1 in Green colour) to H12 that would apparently contend with Flow 2 and they together make traffic of 13Mbps.

Figure 9 shows the obtained results of throughput when the traditional hashing method is utilized, as it could be noticed, up to the fifth Second of the emulation period, H16 and H10 were sending an average traffic rate of 8Mbps and 7Mbps to hosts H8 and H1 respectively. Then H5 joins with 5Mbps traffic rate so apart from its intended receiver (H4), it affects H1 only because it contends with the traffic sent by H10 at the core level as depicted in Figure 8. Therefore, their received throughputs are reduced as depicted in Figure 9. At time 10 Seconds, H13 starts transmitting traffic to H12 with 5Mbps rate. Again, there will be a collision with the traffic of Flow 2 but this time it will occurred at the aggregation level. This leads to dropping the throughput of hosts H12 and H8 as shown in Figure 9.

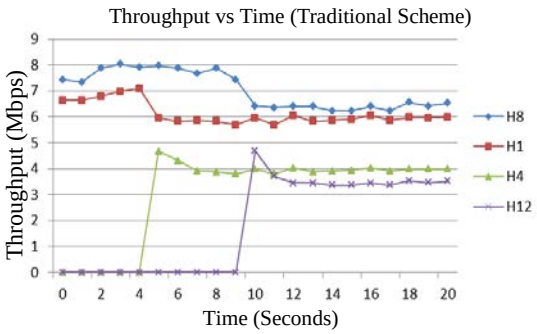

Figure 9: Throughput versus emulation time for Scenario A when utilizing traditional hash load balancing technique.

When deploying the proposed SDN-Based load balancing scheme to the same scenario and traffic distribution, then neither the new joined hosts nor the already transmitting hosts will be affected as shown in Figure 10. The reason is that the load balancer has a full overview over the entire

network and once it receives a packet that belongs to a new flow, it allocates free resources for it without undergoing any loss. The controller inserts a new entry in the OpenFlow forwarding tables to establish a connection of the new joined server. However, the case may be different in the Second Scenario when there is an increase in demands for an already established connection, in this case, there will be some affect that lasts very short time as it will be depicted later.

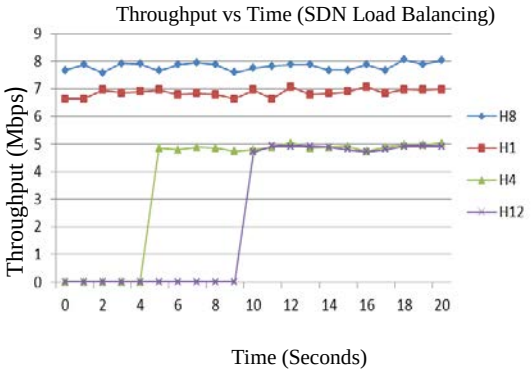

Figure 10: Throughput vs Emulation time for Scenario A when utilizing the proposed SDN-Based load balancing algorithm.

Figure 11 shows the loss results when traditional technique is deployed; obviously there is not any loss in the case of the proposed SDN-Based load balancing method. As indicated in Figure 11, the loss rate starts gradually for hosts H1 and H4 at time 5 Seconds when H5 joins by sending traffic via the network and cause collision at the core level. However, hosts H8 and H12 start undergoing from loss at time 10 Seconds when H13 joins the network that leads to congestion at the aggregation level as depicted in Figure 8. As mentioned earlier, the SDN controller can fully control and prevent any loss in such a case because H5 and H13 are new to the network and their flow will be optimally allocated by the controller, therefore, the loss rate is equal to 0% for such a case when utilizing the proposed SDN-Based load balancing scheme. Nevertheless, there would be some loss if the connection is already established as it will explain in the Second Scenario (Scenario B).

For the sake of simplicity for the reader, the same topology and sender-receiver pairs that are shown in Figure 12 are assumed for Second Scenario. However, the starting sending rate is way lower than the First Scenario, where, H16 and H13 send traffic rates of 5Mbps and 4Mbps respectively, they utilizing the same route to their intended destinations, H8 and H12 respectively.

It is also assumed that H5 and H10 send traffic with 2Mbps and 6Mbps rates to H1 and H4 respectively. The main difference between the two scenarios is that in the second Scenario, flows are already established; therefore, in case that the demand for capacity goes beyond link's capacity, the controller will call the SDN-Based load balancing algorithm to conduct load balancing. Whereas, in the first scenario, the flow were not established when it was required to send traffic higher than link's capacities.

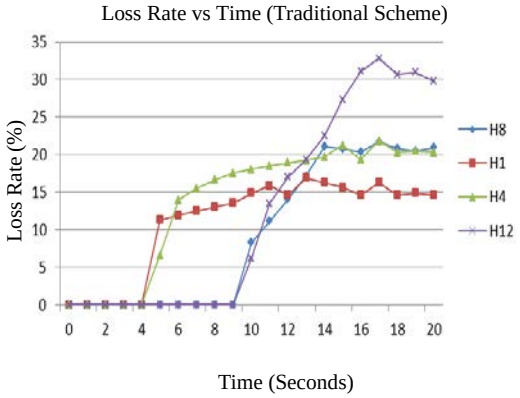

Figure 11: Loss Rate versus emulation time for the traditional scheme

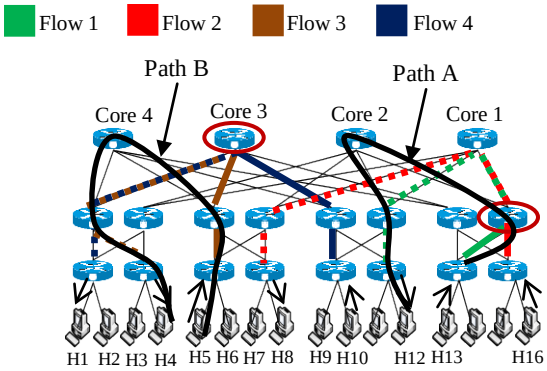

Figure 12: Emulation of the Second Scenario

H5 (destination H4) increases its demand from 2Mbps to 6Mbps at time 5Sec as shown in Figure 13. For the case of the traditional scheme, there will be a contention between Flow 3 and Flow 4 which leads to degrading the throughput and increasing the loss rate for H4 and H1 as they share the same route as it is depicted in Figure 13. The expected throughput of H4 is supposed to be 6Mbps, however, as it is depicted in Figure 13 (green colour), it does not exceed the average of 4.3Mbps. In addition, the contention affect H1 by reducing it is already established connection's throughput from 6Mbps into around 5.5 Mbps as depicted in Figure 13 (blue colour). On the other hand, when utilizing the SDN-Based load balancing scheme, the contention triggers the proposed algorithm to take an action as there is an increase in the loss rate. The controller takes the initiation and dictates OpenFlow switches to change their forwarding table into a new route based on the information that the controller has about the entire network. Therefore, it re-route Flow 3 into Path B as shown in Figure 12. In addition, H13 (destination H12) increases its

sending rate from 4Mbps into 8Mbps at time 10Sec as depicted in Figure 14; this would have consequences on Flow 1 and Flow 2. The controller triggers the SDN-Based load balancing algorithm to choose an alternative path from the available three paths; it selects Path A to forward the traffic of Flow 1 as depicted in Figure 12. The algorithm re-routes the traffic sent by H13 into Path A; similarly it changes the route of the traffic sent by H5 into Path B as depicted in Figure 12. As it is depicted in Figure 14, the increase in demands would have an effect for a very short time; afterwards, the expected throughput is attained as depicted in blue and red coloured curves of the same Figure. Figure 14 shows that in the case of a traditional scheme, the increase of Flow 1 will have a devastating effect on Flow 2 as shown in blue and green coloured curved.

Figure 15 depicts the loss rate versus the emulation time for the second Scenario (Scenario B). It could be noticed how the throughput and loss values are degraded only for very short times when utilizing the SDN-Based scheme. The results showed that the proposed algorithm has considerable superiority over the traditional load balancing algorithm and it remarkably improves the performance of data centre networks.

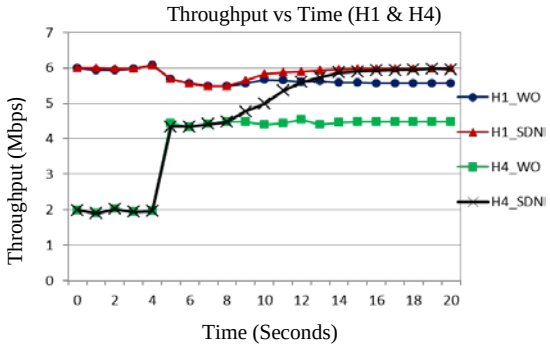

Figure 13: Scenario B, throughput comparison between the traditional scheme and the SDN-Based load balancing scheme for for H1 and H4.

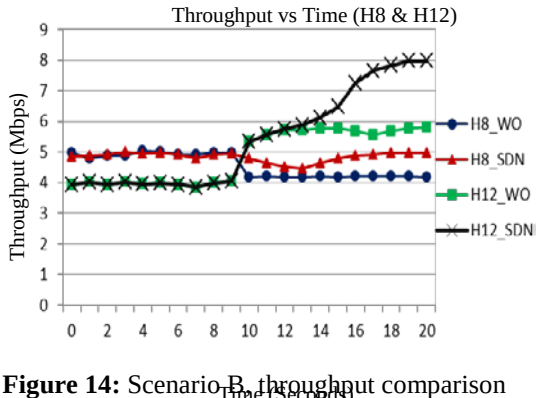

Figure 14: Scenario B, throughput comparison between the traditional scheme and the SDN-Based load balancing scheme for for H8 and

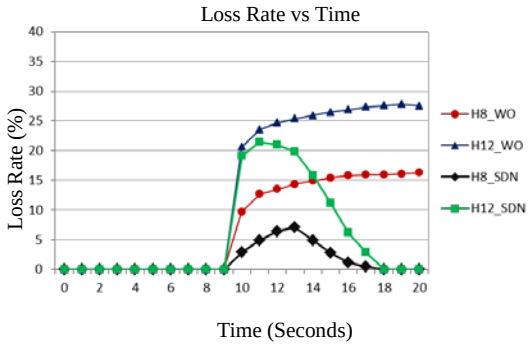

Figure 15: Scenario B, loss rate comparison between the traditional scheme and the SDN-Based load balancing scheme for H8 and H12.

The summary of improvement is depicted in Table 1 that records the average throughput, average loss for the traditional and the proposed algorithm. In addition, it shows the amount of improvements, whereas, there was up to 81% improvement in the loss rate. Throughput improvements hit 16% on average (it is calculated from the time of joining a new host until the end of the simulation time), obviously, this percentage could be increased remarkably by increasing the emulation time as the throughput of the proposed algorithm will be already reached a maximum (expected).

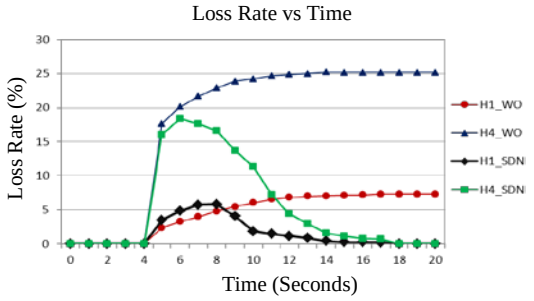

Figure 16: Scenario B, loss rate comparison between the traditional scheme and the SDN-Based load balancing scheme for H1 and H4.

Table 1:. Summary of loss and throughput results for Scenario B

	H1	H4	H8	H12
Avg. Loss Traditional (%)	6.031	23.8270	14.5763	25.785
Avg. Throughput Traditional (Mbps)	5.5818	4.45845	4.19199	5.6689
Avg. Loss SDN (%)	1.8794	7.017	2.76798	10.659
Avg. Throughput SDN (Mbps)	5.8265	5.34617	4.77856	6.64272
Loss Improvement (%)	68.84	70.548	81.010	58.658
Throughput Improvement (%)	4.2003	16.604	12.275	14.659

V. Conclusion

This paper proposes a new mechanism to conduct load balancing for data center networks in order to improve their efficiency. To obtain realistic and reliable results, specific kind of network topology was chosen because it is the most utilized topology in data centers that is called Fat-tree network topology. Fat-Tree network topology was utilized with 4 pods, 8 edge OpenFlow Switches, 8 aggregation OpenFlow switches, 16 hosts, 4 core OpenFlow switches and a controller. The proposed algorithm suggests utilizing SDN technique for the purpose of load balancing in order to maintain a minimum loss and maximum throughput. For evaluation purpose, the most reliable SDN emulator was utilized which is called Mininet emulator with Miniedit GUI tool. Two scenarios were emulated; the scenarios were chosen carefully in order to cover all the expected cases, in both of them, the proposed scheme showed a remarkable improvement over the traditional scheme. Whereas, for the first scenario, the proposed scheme showed a loss free performance compared to a loss rate that ranged from 15% into 34% when using the traditional scheme. In the second scenario, the proposed scheme showed a loss rate improvement that ranges between 58% and 81% depending on the amount of contending traffic and the additional traffic beyond links' capacity.

In term of throughput, hosts utilizing the proposed scheme maintained the same level of throughput without any degradation when new flows joined the network and added additional traffic (first scenario). On the other hand, hosts that utilizing the traditional scheme underwent from a remarkable reduction in their throughput, the overall reduction in the throughput recorded more than 5Mbps. In the second scenario, the proposed scheme outperforms the traditional mechanism, whereas the improvement in throughput recorded amounts that range between 4.2% and 16.6%.

In general, this paper suggests utilizing\deploying SDN networks for designing data center networks in order to improve their performance. Taken into consideration that OpenFlow devices are already widely available in the market and many data center networks are using it as a network switching fabric, therefore, the proposed scheme is ready for implementation in such networks. In addition, the proposed algorithm is simple to implement and support more flexibility to the data center network.

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نظام موازنة الحمل بألاعتماد على الشبكات المعرفة برمجيا لشبكات الفات تري لمراكز البيانات

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الخلاصة
هذا البحث يقترح خوارزمية جديدة لموازنة الحمل لشبكات مراكز البيانات بالاستفادة من خصائص الشبكات المعرفة بالبرمجيات. تم استخدام مينينيت لغرض محاكاة وتقييم التصميم المقترح, ميني ادت استخدم كواجهة المستخدم الرسومية لنفس الغرض. لغرض استحصال بيئة مشابهة لمركز البيانات, بنية فات تري استخدمت مع المواصفات التالية: اربعة قرون, 16 مفتاح طرفي, 16 مفتاح تجميع, 4 مفتاح جوهري, و 16 مضيف. تم تطبيق سيناريوهات وتوزيع احمال مختلفة لغرض تغطية اكبر عدد ممكن من الاحتمالات للأحمال الحقيقية. المسيطر بوكس استخدم كمسيطر للشبكة المعرفة برمجيا وبأمتلاك المعلومات على كل الشبكة, تم انجاز موازنة الحمل بشكل كفوء.
التصميم المقترح ابدى اداءا متفوقا عند مقارنته مع الطريقة التقليدية من ناحية الانتاجية والخسائر لكل السيناريوهات المقيمة. في السيناريو الاول, تم افتراض التحاق مضائف جديدة بينما في السيناريو الثاني تم زيادة الحمل للقنوات المنشئة اصلا. الخوارزمية المقترحة اظهرت نتائج خالية من اية خسائر في السيناريو الاول في حين ان الطريقة التقليدية ادت الى اظهار خسائر تتراوح بين 15% الى 31% لنفس السيناريو. في السيناريو الثاني, الخوارزمية المقترحة سجلت تحسين في نسبة الخسائر تصل الى 81% لدى مقارنتها بالطريقة التقليدية. علاوة على ذلك, الخوارزمية المصممة اظهرت تفوقا بالاداء على الطريقة التقليدية من ناحية الانتاجية, حيث انها حافظت على معدل الانتاجية كما هو بدون اية خسائر في السيناريو الاول بالضد للطريقة التقليدية التي عانت من تخفيض ملحوظ في قيمة الانتاجية. الطريقة التقليدية عانت من معدل تخفيض قيمته 5 ميكا بت في الثانية عند التحاق مضائف جديدة (السيناريو الاول) . في السيناريو الثاني, كلتا الطريقتين عانتا من انخفاض في قيمة الانتاجية, ولكن الطريقة المقترحة دائما اظهرت تفوقا على الطريقة التقليدية حيث انها سجلت تحسين في قيمة الانتاجية تصل الى 16.6%.
الكلمات المفتاحية: الشبكة المعرفة برمجيا, مركز البيانات, المسيطر بوكس, شبكة فات تري, ميني نيت, ميني ايدت, موازنة الحمل.