

# RIFT-Python Open Source Implementation

## Status Update

Version 2, 31-July-2020

RIFT Working Group, IETF 108, Virtual Meeting

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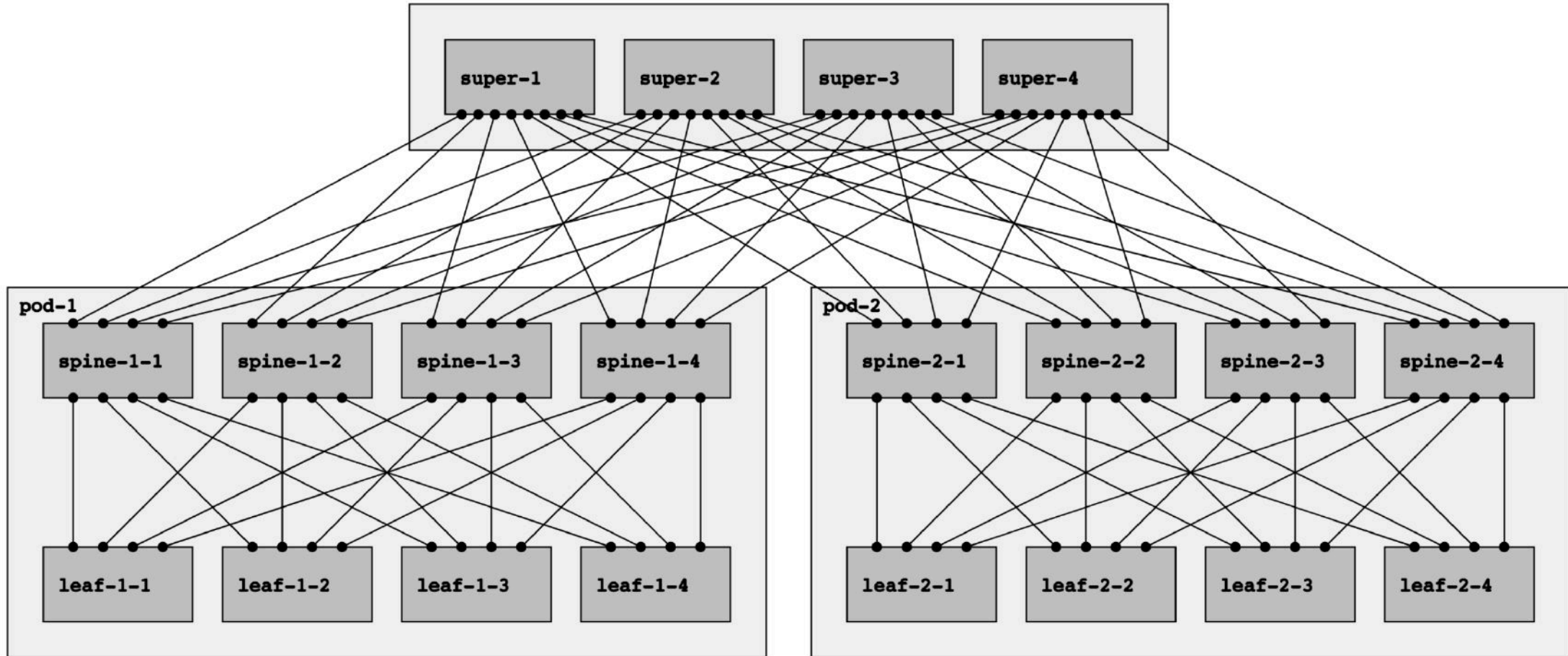
# New since IETF 105

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- Multi-plane with east-west inter-plane loops
- Negative disaggregation  
Implemented by Mariano Scazzariello and Tommaso Caiazzi from Roma University
- Parallel links
- Fabric bandwidth balancing
- Performance monitoring

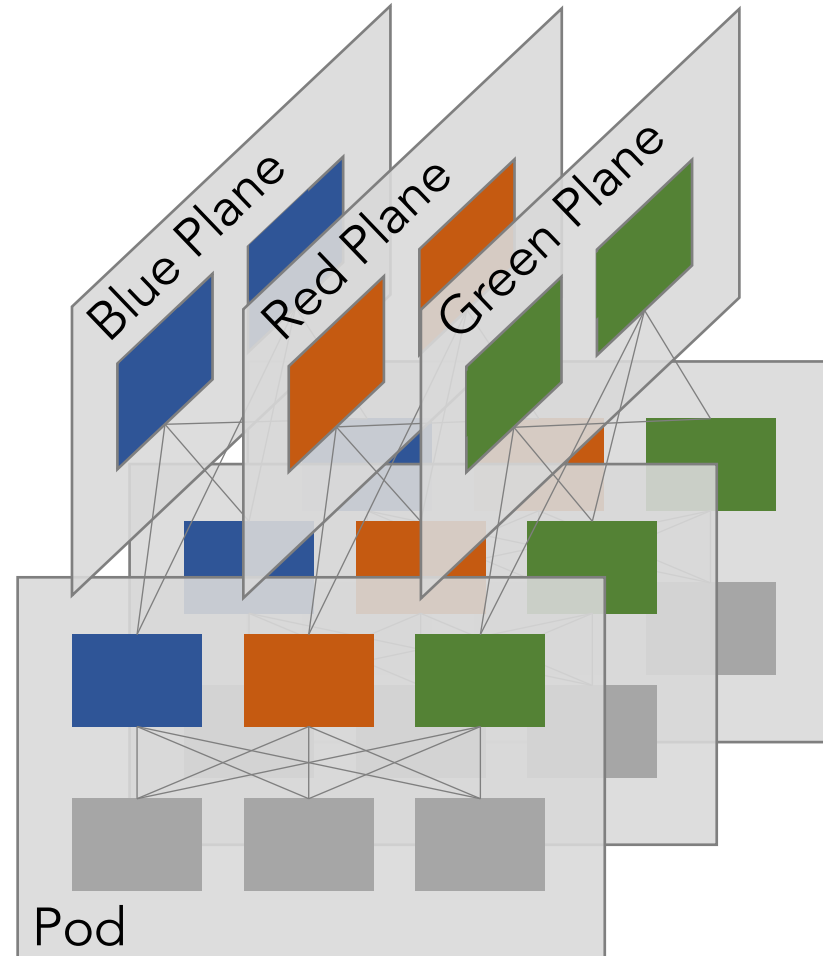
Multi-plane  
with east-west inter-plane loops

# Single-plane



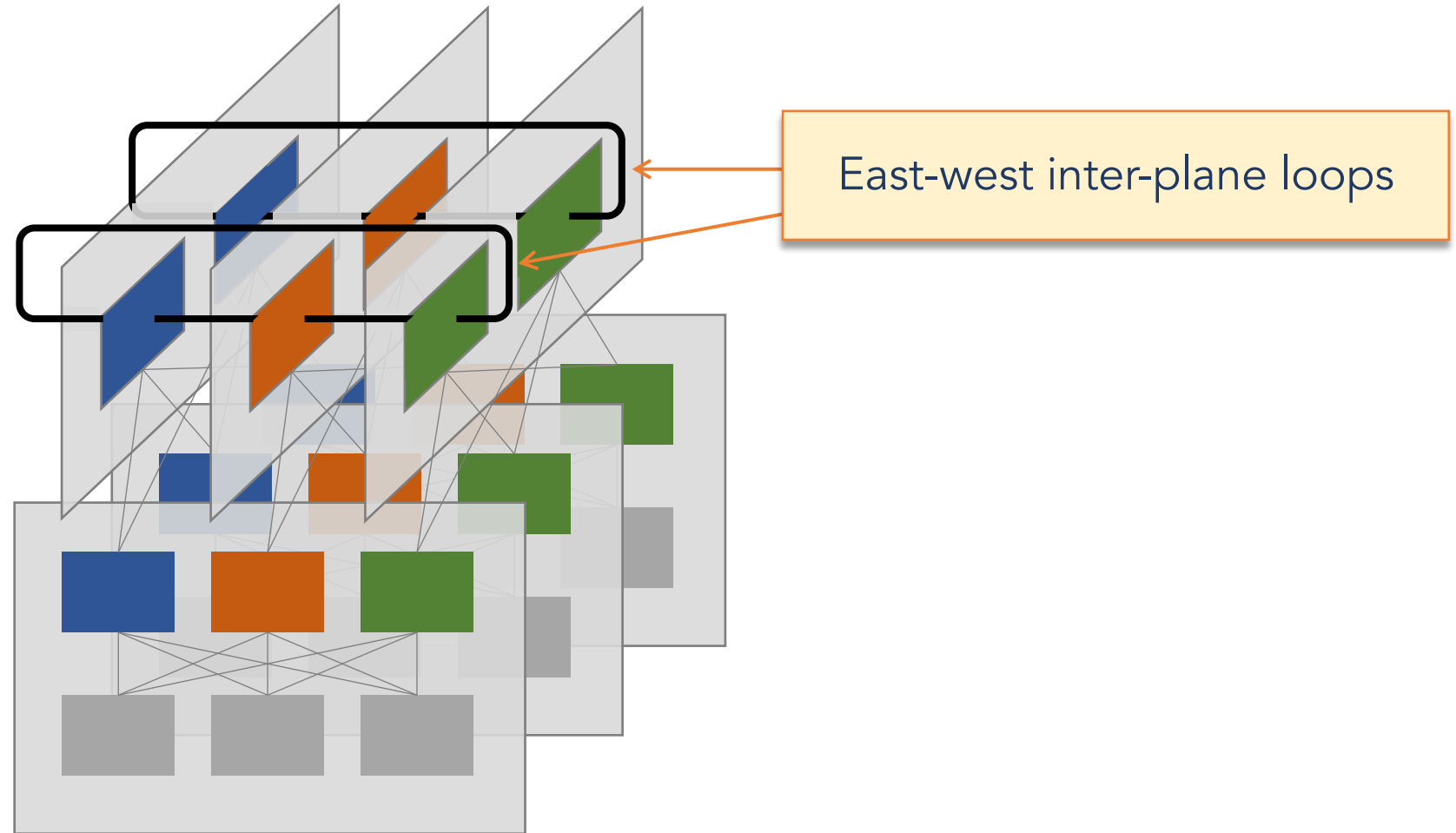
Every super-spine is connected to every spine  
In large fabric the super-spines will run out of ports

# Multi-plane



Each super-spine connects to a subset of spines in each pod  
Use different "planes" to connect the pod.

# East-west inter-plane loops



East-west inter-plane links are *only* used for control-plane traffic.

Not used for user data-plane traffic. They can be low-speed links.

# Config generator: multi-plane

```
nr-pods: 3
nr-leaf-nodes-per-pod: 3
nr-spine-nodes-per-pod: 3
nr-superspine-nodes: 6
nr-planes: 3
inter-plane-east-west-links: true
```

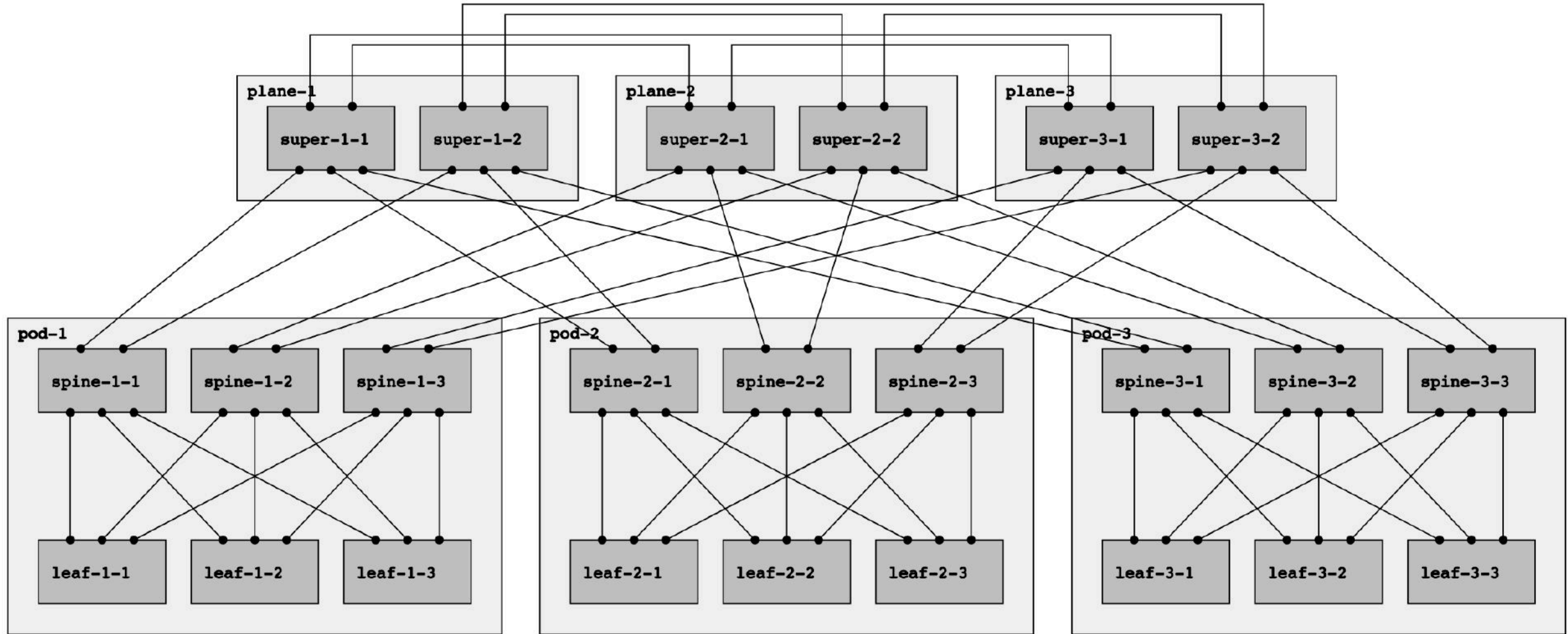
Meta-topology

New: Can configure planes

config\_generator

Configuration for each RIFT router  
Scripts to start and stop topology  
Scripts for "chaos testing"  
Diagram of network

# Example generated multi-plane topology





Negative disaggregation

# Positive vs negative disaggregation

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- North-bound default route only works if there are no failures.
- RIFT uses disaggregation to route around failures
- Positive disaggregation works for most failures (see slides IETF-105)
- Negative disaggregation is needed in multi-plane topologies.

# Concept of a negative prefix advertisement

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## Positive prefix advertisement:

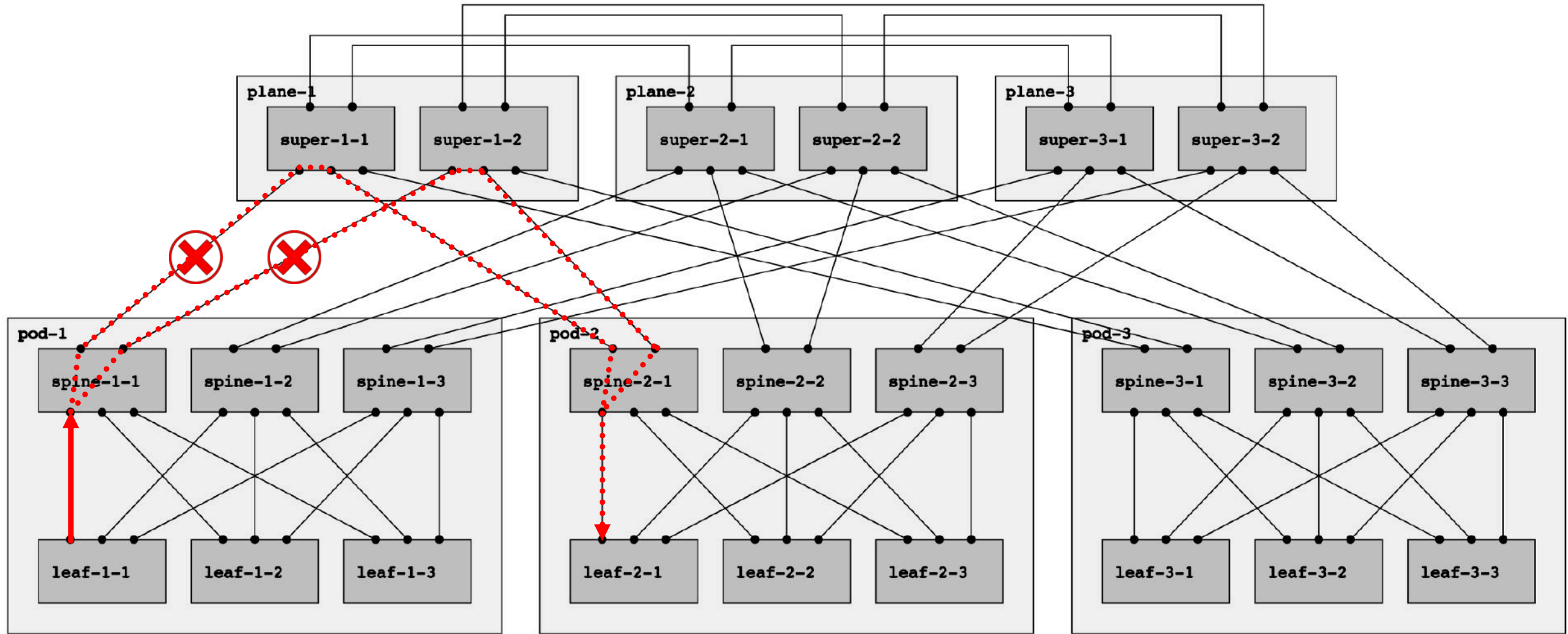
- Has always existed
- “Please send traffic for prefix to me”: **attract** traffic for prefix
- Prefer most specific advertisement
- Hardware supports Longest Prefix Match (LPM)

## Negative prefix advertisement:

- New concept in RIFT
- “Please **don’t** send traffic for prefix to me”: **repel** traffic for prefix
- Prefer any other (positive) route, even if it is less specific
- Control-plane concept only
- Negative RIB next-hops translated to positive FIB next-hops

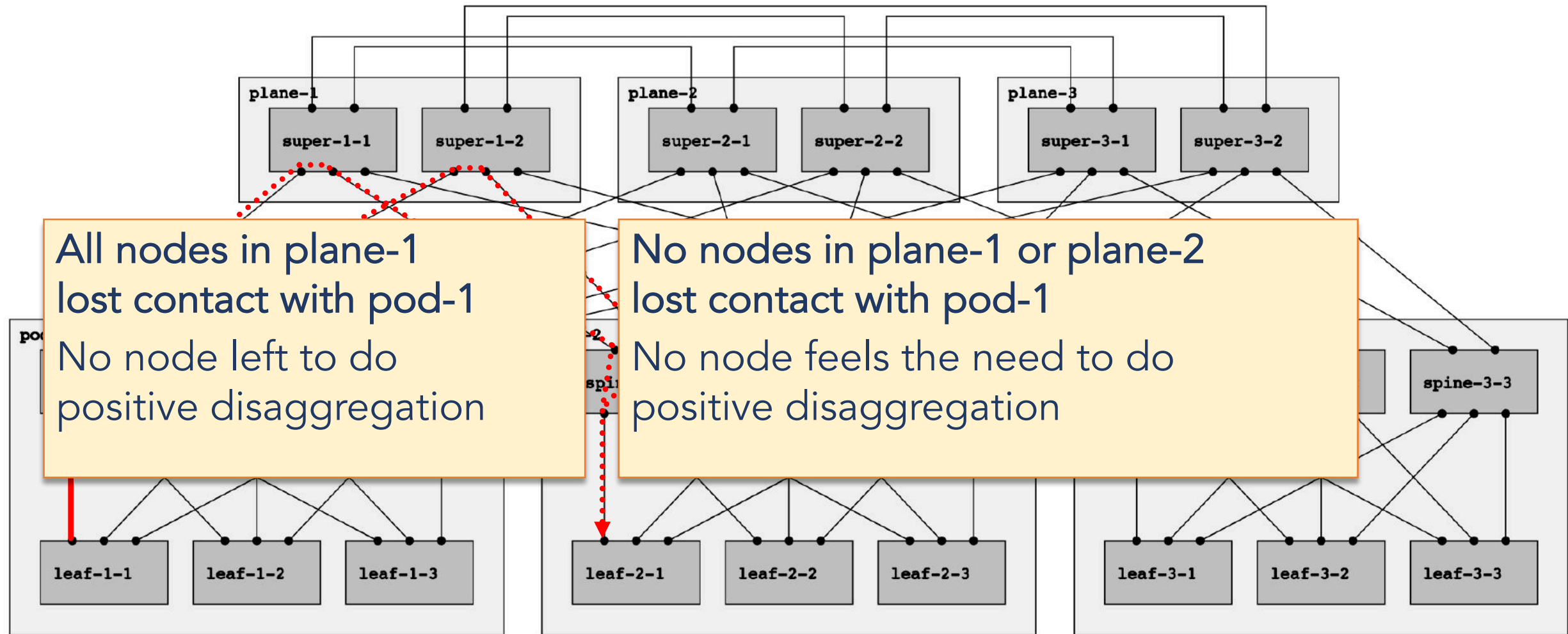
# The need for negative disaggregation

Pod-1 is disconnected from plane-1



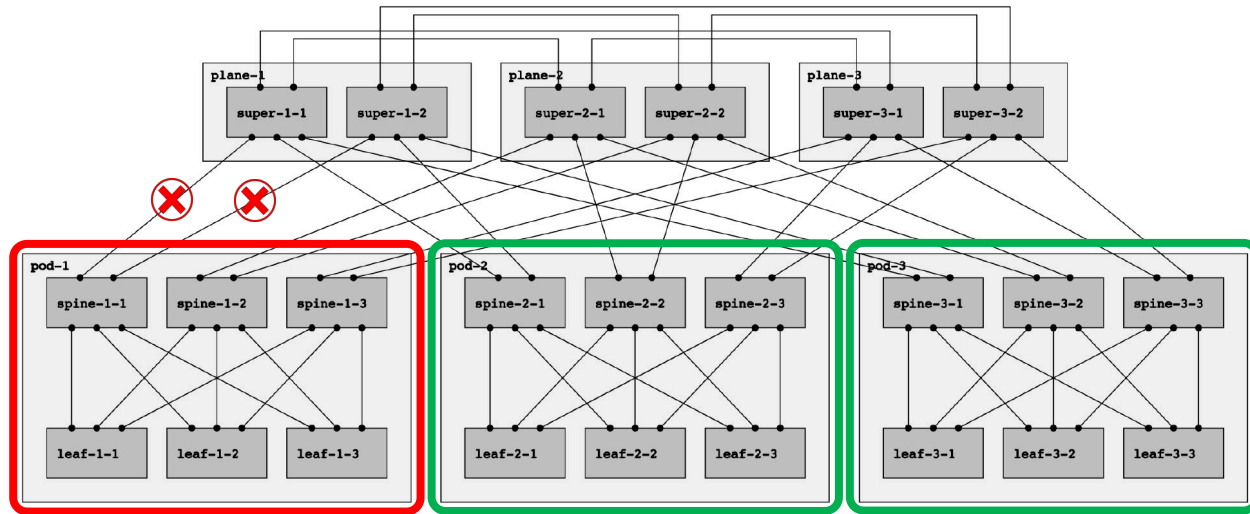
If leaf-1-1 tries to reach leaf-2-1 via spine-1-1 (plane-1) traffic is black-holed

# Positive disaggregation does not fix this



If leaf-1-1 tries to reach leaf-2-1 via spine-1-1 (plane-1) traffic is black-holed

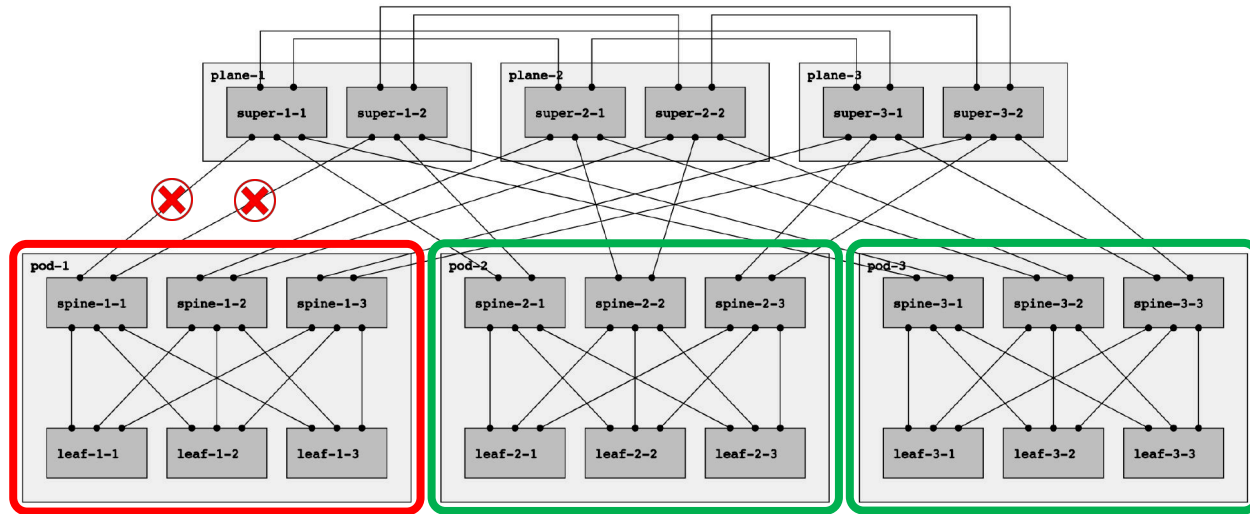
# Special SPF detects pod-plane disconnect



Normal South Shortest-Path First (SPF) on superspines in plane-1:

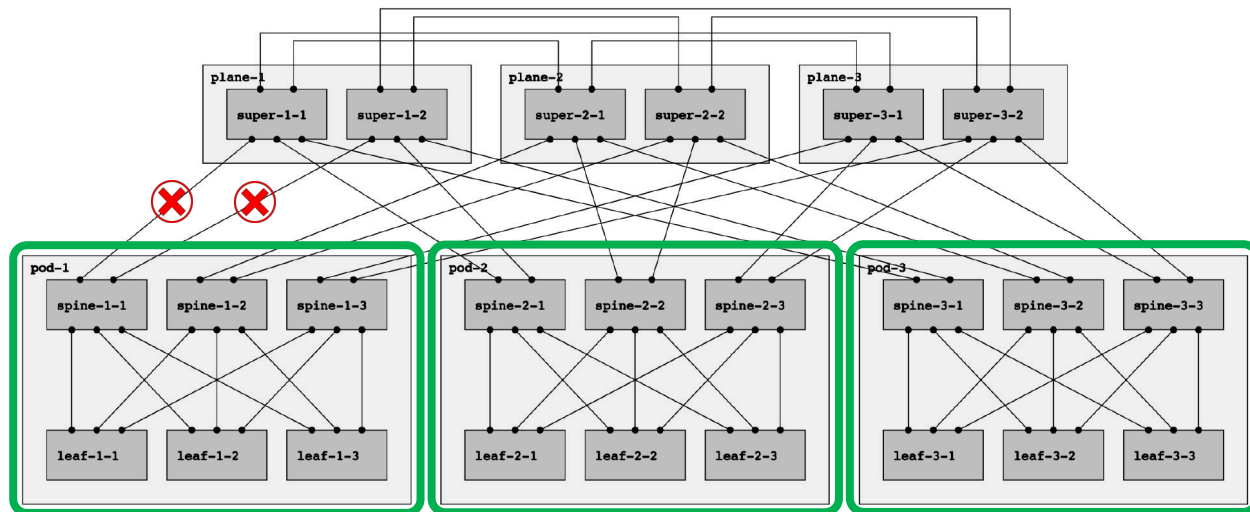
- Do not use east-west inter-plane links
- Plane-1 can not reach pod-1
- Used to populate RIB and FIB

# Special SPF detects pod-plane disconnect



Normal South Shortest-Path First (SPF) on superspines in plane-1:

- Do not use east-west inter-plane links
- Plane-1 can not reach pod-1
- Used to populate RIB and FIB

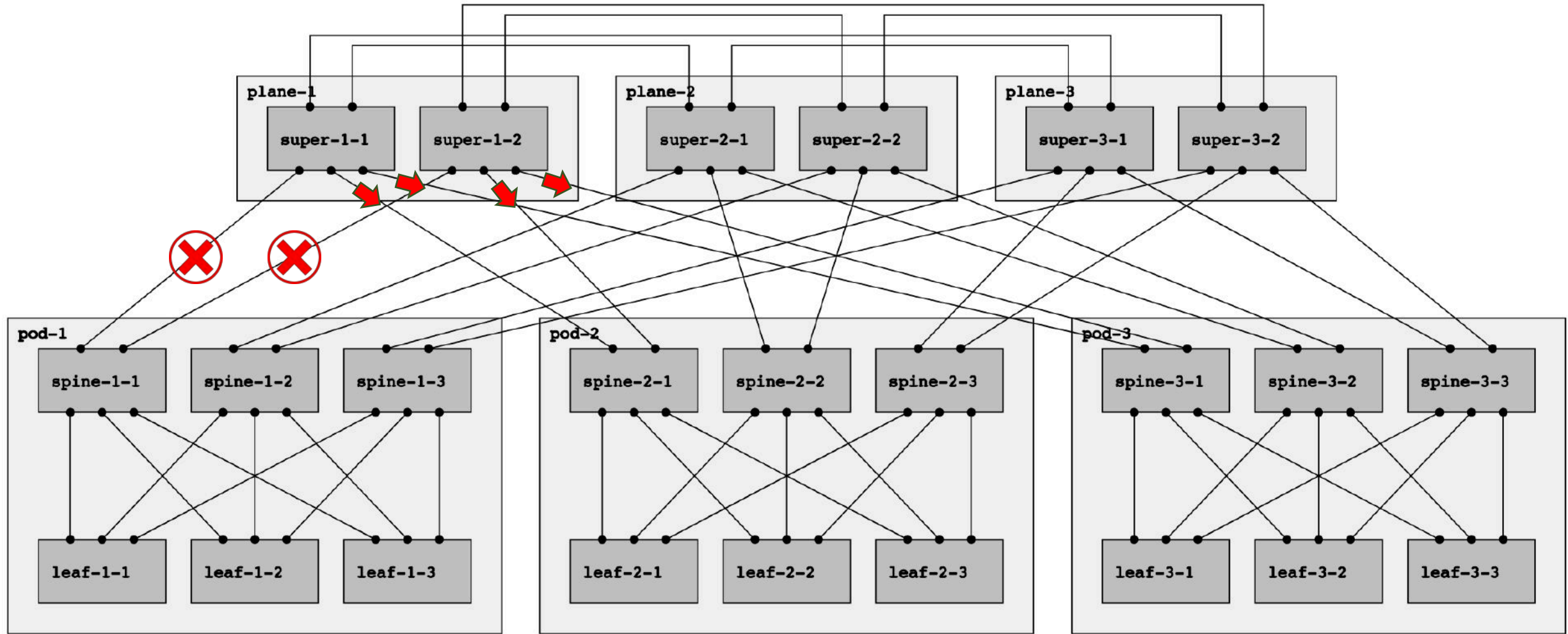


Special South Shortest-Path First (SPF) on superspines in plane-1:

- Do use east-west inter-plane links
- Plane-1 can reach pod-1
- Only used to trigger negative disagg
- Not used to populate RIB and FIB



# Super-spines advertise negative disaggregate



Negative disaggregation prefix TIEs for all prefixes originated by leaf-1-1, leaf-1-2, and leaf-1-3



# Originated negative prefix advertisement

```
super-1-2> show disaggregation
```

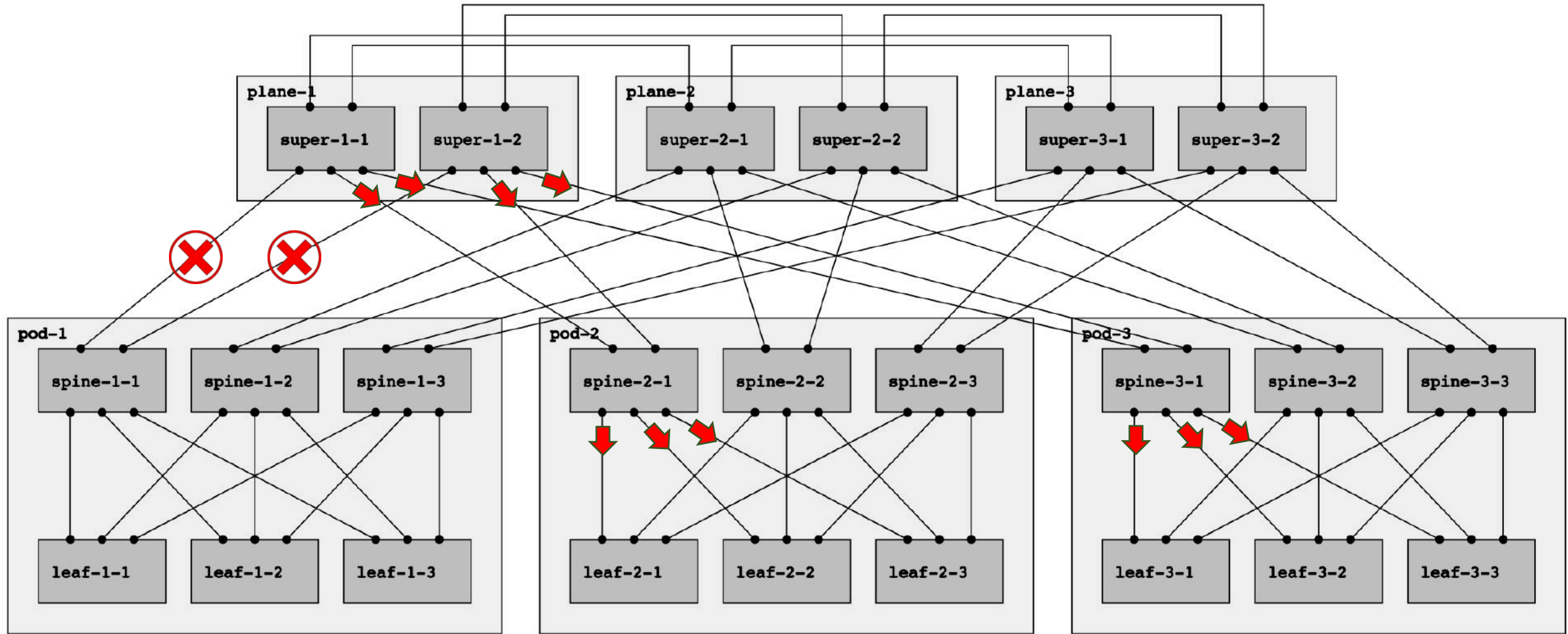
```
...
```

```
Negative Disaggregation TIEs:
```

Direction	Originator	Type	TIE Nr	Seq Nr	Lifetime	Contents
South	2	Neg-Dis-Prefix	5	1	603937	Neg-Dis-Prefix: 88.0.1.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.2.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.3.1/32 Metric: 2147483647

Originated negative disaggregation prefix TIE

# Spines propagate negative disaggregate



Negative disaggregation prefix TIEs for all prefixes originated by leaf-1-1, leaf-1-2, and leaf-1-3

# Propagated negative prefix advertisement

## spine-3-1> show disaggregation

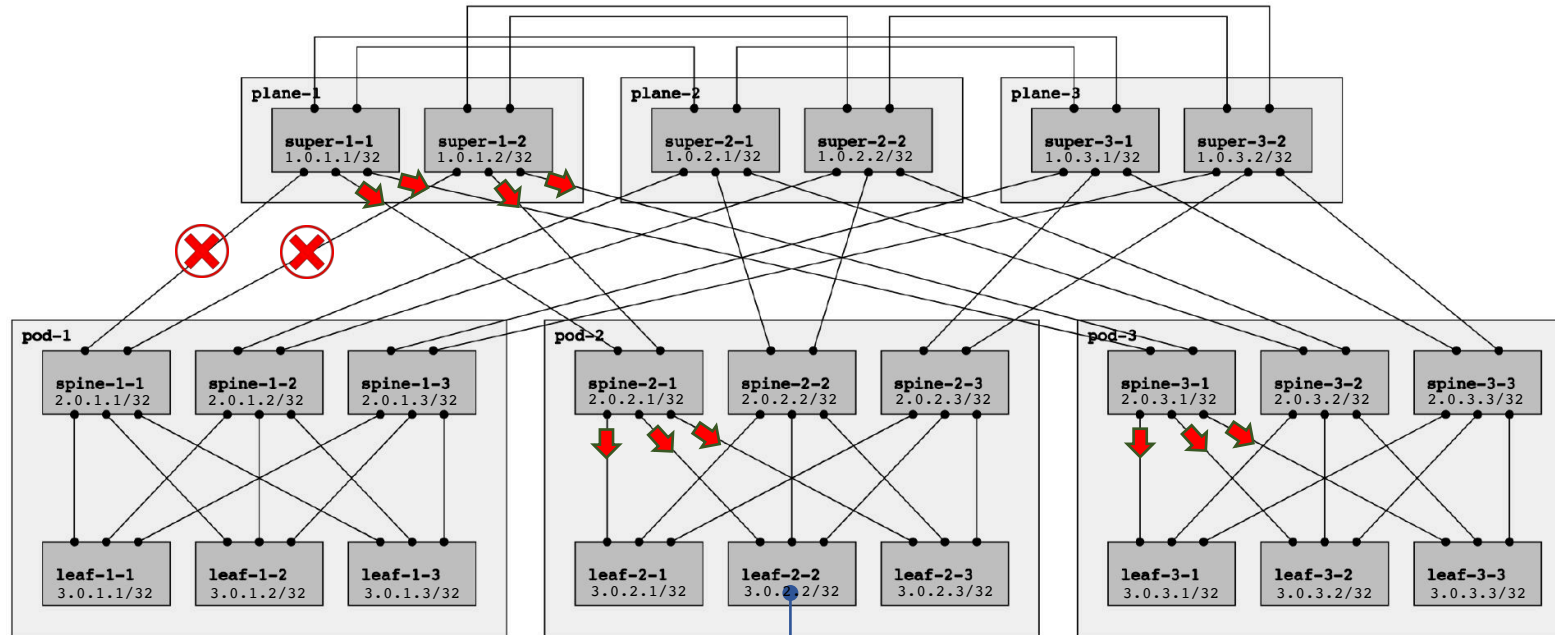
Negative Disaggregation TIEs:

Direction	Originator	Type	TIE Nr	Seq Nr	Lifetime	Contents
South	1	Neg-Dis-Prefix	5	1	557048	Neg-Dis-Prefix: 88.0.1.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.2.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.3.1/32 Metric: 2147483647
South	2	Neg-Dis-Prefix	5	1	601516	Neg-Dis-Prefix: 88.0.1.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.2.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.3.1/32 Metric: 2147483647
South	107	Neg-Dis-Prefix	5	1	601517	Neg-Dis-Prefix: 88.0.1.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.2.1/32 Metric: 2147483647 Neg-Dis-Prefix: 88.0.3.1/32 Metric: 2147483647

Received

Propagated  
(re-originated)

# Negative next-hops in the RIB



Leaf-2-2 Routing Information Base (RIB)

Destination	ECMP Next-hops
0.0.0.0/0	spine-2-1, spine-2-2, spine-2-3
3.0.1.1/32	Negative spine-2-1
3.0.1.2/32	Negative spine-2-1
3.0.1.3/32	Negative spine-2-1

# Negative next-hops in the RIB

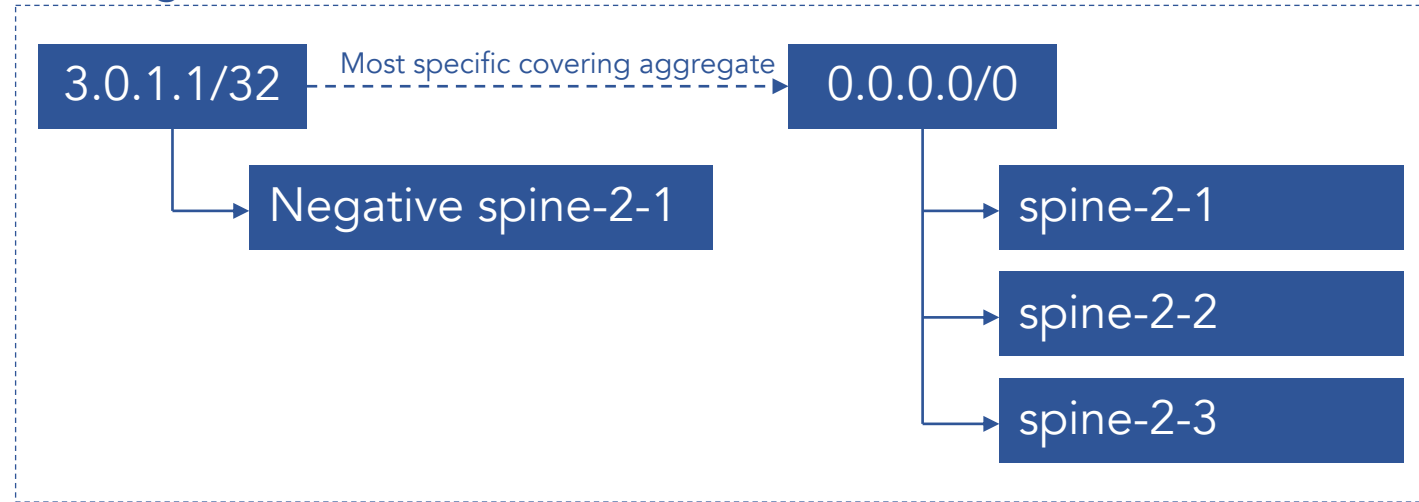
```
leaf-3-1> show routes
```

```
IPv4 Routes:
```

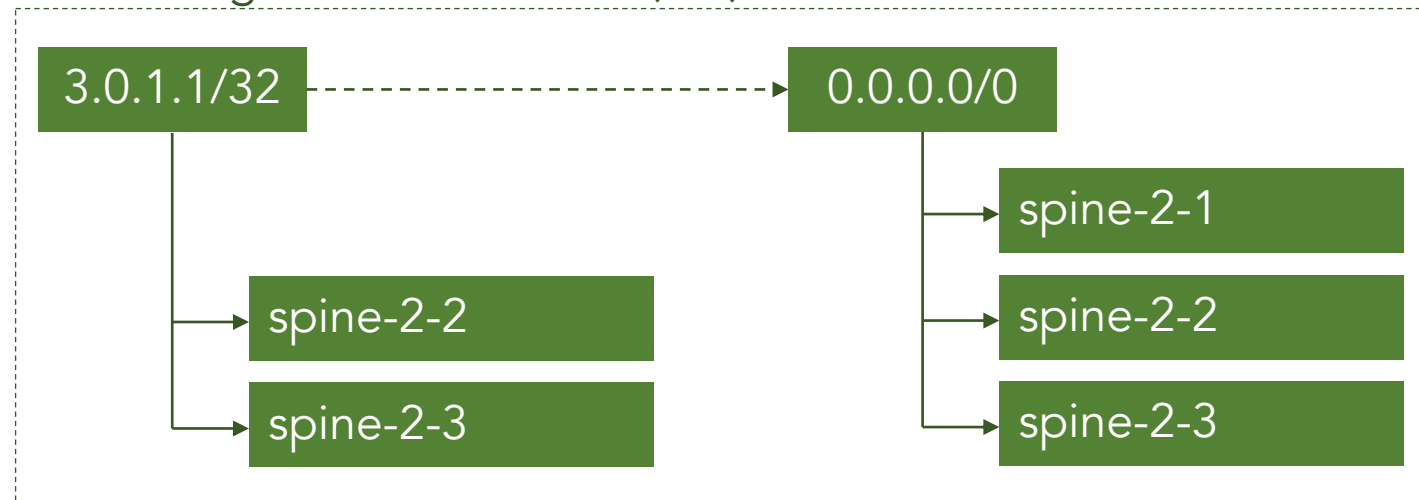
Prefix	Owner	Next-hop Type	Next-hop Interface	Next-hop Address	Next-hop Weight
0.0.0.0/0	North SPF	Positive	if-1007a	172.31.60.58	
		Positive	if-1007b	172.31.60.58	
		Positive	if-1007c	172.31.60.58	
88.0.1.1/32	North SPF	Negative	if-1007a	172.31.60.58	
88.0.2.1/32	North SPF	Negative	if-1007a	172.31.60.58	
88.0.3.1/32	North SPF	Negative	if-1007a	172.31.60.58	

# RIB negative next-hop to FIB positive next-hop

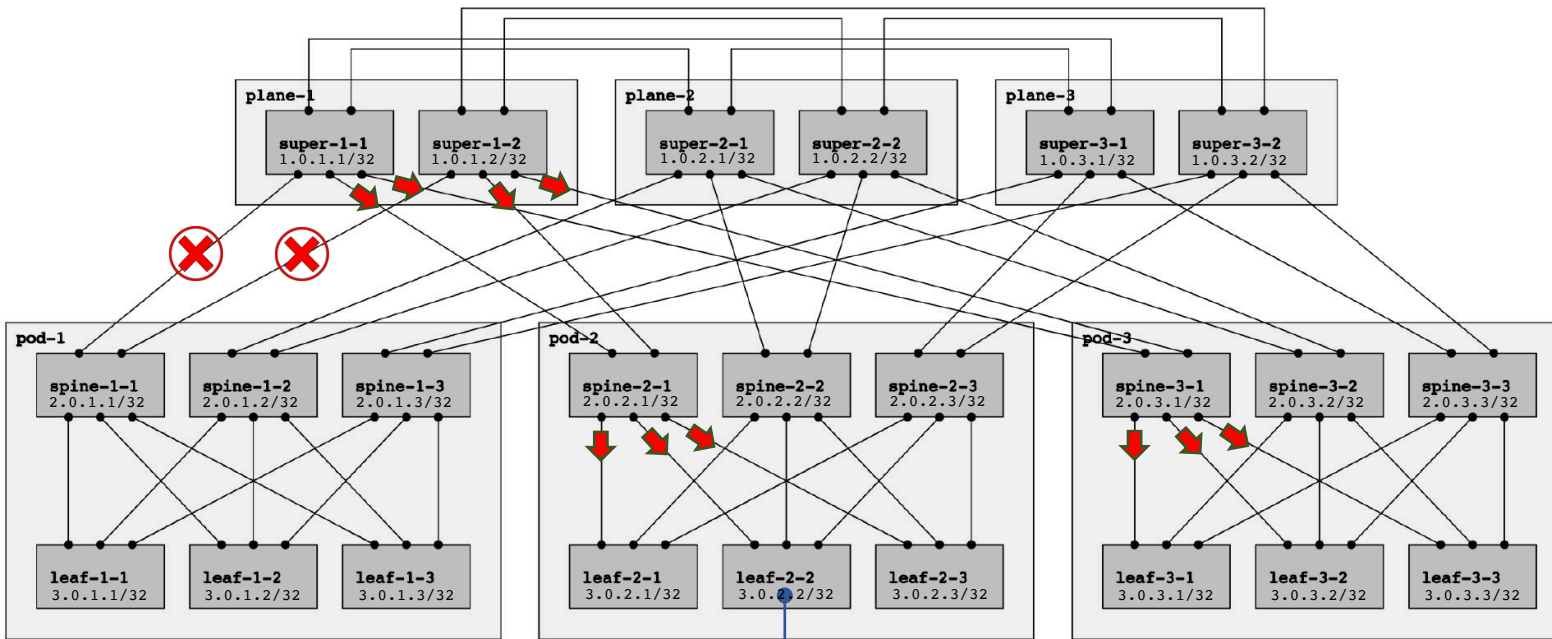
## Routing Information Base (RIB)



## Forwarding Information Base (FIB)



# Complementary positive next-hops in FIB



Leaf-2-2 Routing Information Base (RIB)

Destination	ECMP Next-hops
0.0.0.0/0	spine-2-1, spine-2-2, spine-2-3
3.0.1.1/32	Negative spine-2-1
3.0.1.2/32	Negative spine-2-1
3.0.1.3/32	Negative spine-2-1

Leaf-2-2 Forwarding Information Base (FIB)

Destination	ECMP Next-hops
0.0.0.0/0	spine-2-1, spine-2-2, spine-2-3
3.0.1.1/32	spine-2-2, spine-2-3
3.0.1.2/32	spine-2-2, spine-2-3
3.0.1.3/32	spine-2-2, spine-2-3

# Negative next-hops in the FIB

```
leaf-3-1> show forwarding
```

```
IPv4 Routes:
```

Prefix	Next-hop Type	Next-hop Interface	Next-hop Address	Next-hop Weight
0.0.0.0/0	Positive	if-1007a	172.31.60.58	
	Positive	if-1007b	172.31.60.58	
	Positive	if-1007c	172.31.60.58	
88.0.1.1/32	Positive	if-1007b	172.31.60.58	
	Positive	if-1007c	172.31.60.58	
88.0.2.1/32	Positive	if-1007b	172.31.60.58	
	Positive	if-1007c	172.31.60.58	
88.0.3.1/32	Positive	if-1007b	172.31.60.58	
	Positive	if-1007c	172.31.60.58	



# More information

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- Blog post on RIFT disaggregation:

<https://hikingandcoding.com/2020/07/22/rift-disaggregation/>

- RIFT-Python disaggregation feature guides:

<https://github.com/brunorijsman/rift-python/blob/master/doc/disaggregation-feature-guide.md>

<https://github.com/brunorijsman/rift-python/blob/master/doc/positive-disaggregation-feature-guide.md>

<https://github.com/brunorijsman/rift-python/blob/master/doc/negative-disaggregation-feature-guide.md>

Parallel links

# Config generator: parallel links

```
nr-pods: 3
nr-leaf-nodes-per-pod: 3
nr-spine-nodes-per-pod: 3
nr-superspine-nodes: 6
nr-planes: 3
leaf-spine-links:
  nr-parallel-links: 4
spine-superspine-links:
  nr-parallel-links: 3
inter-plane-links:
  nr-parallel-links: 2
```

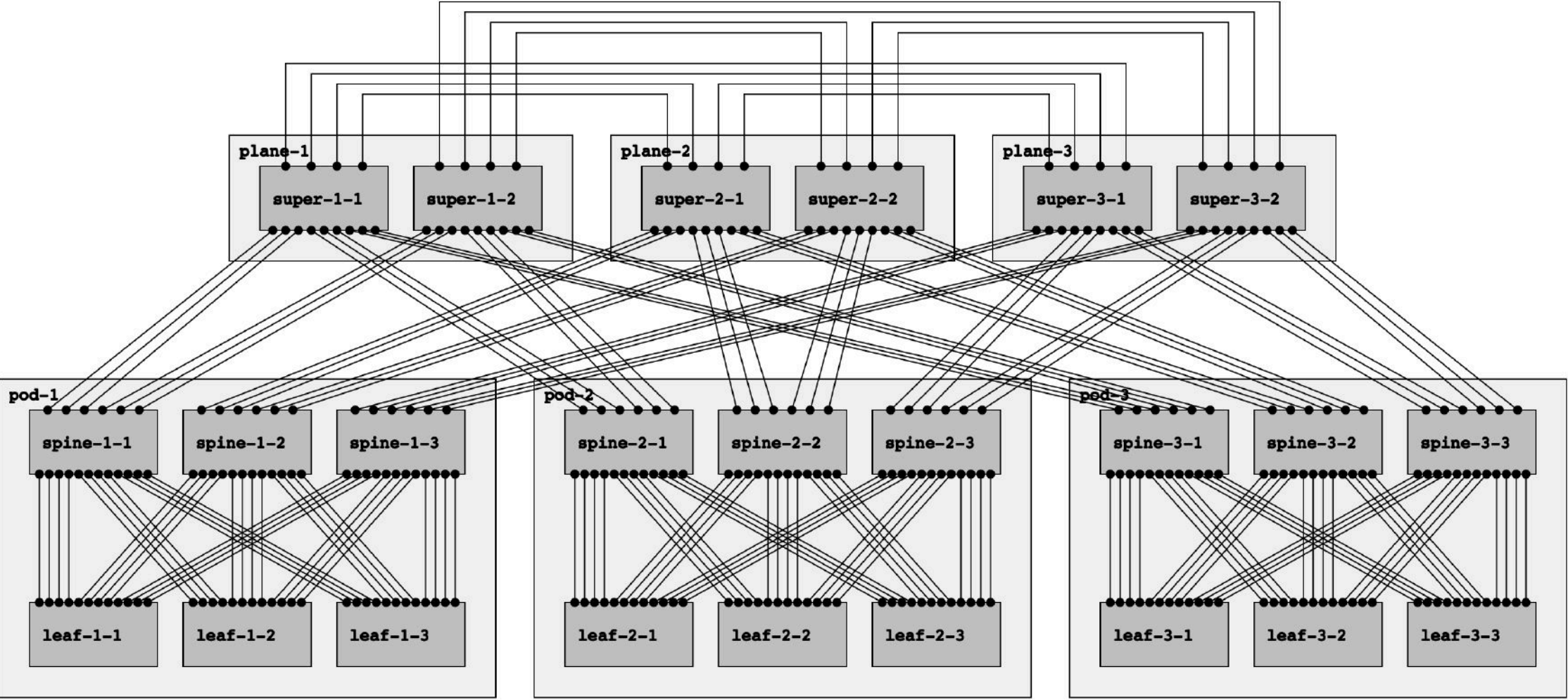
Meta-topology

New: Can configure parallel links

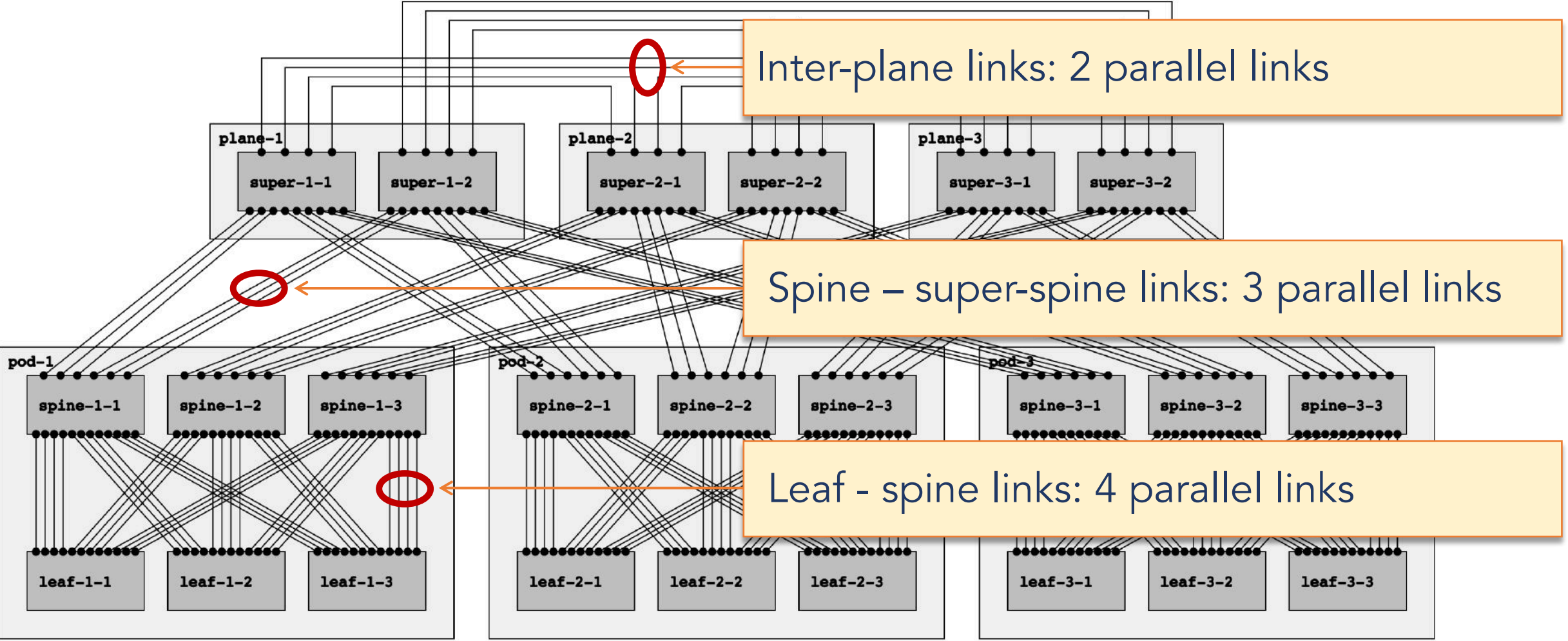
config\_generator

Configuration for each RIFT router  
Scripts to start and stop topology  
Scripts for "chaos testing"  
Diagram of network

# Topology with parallel links



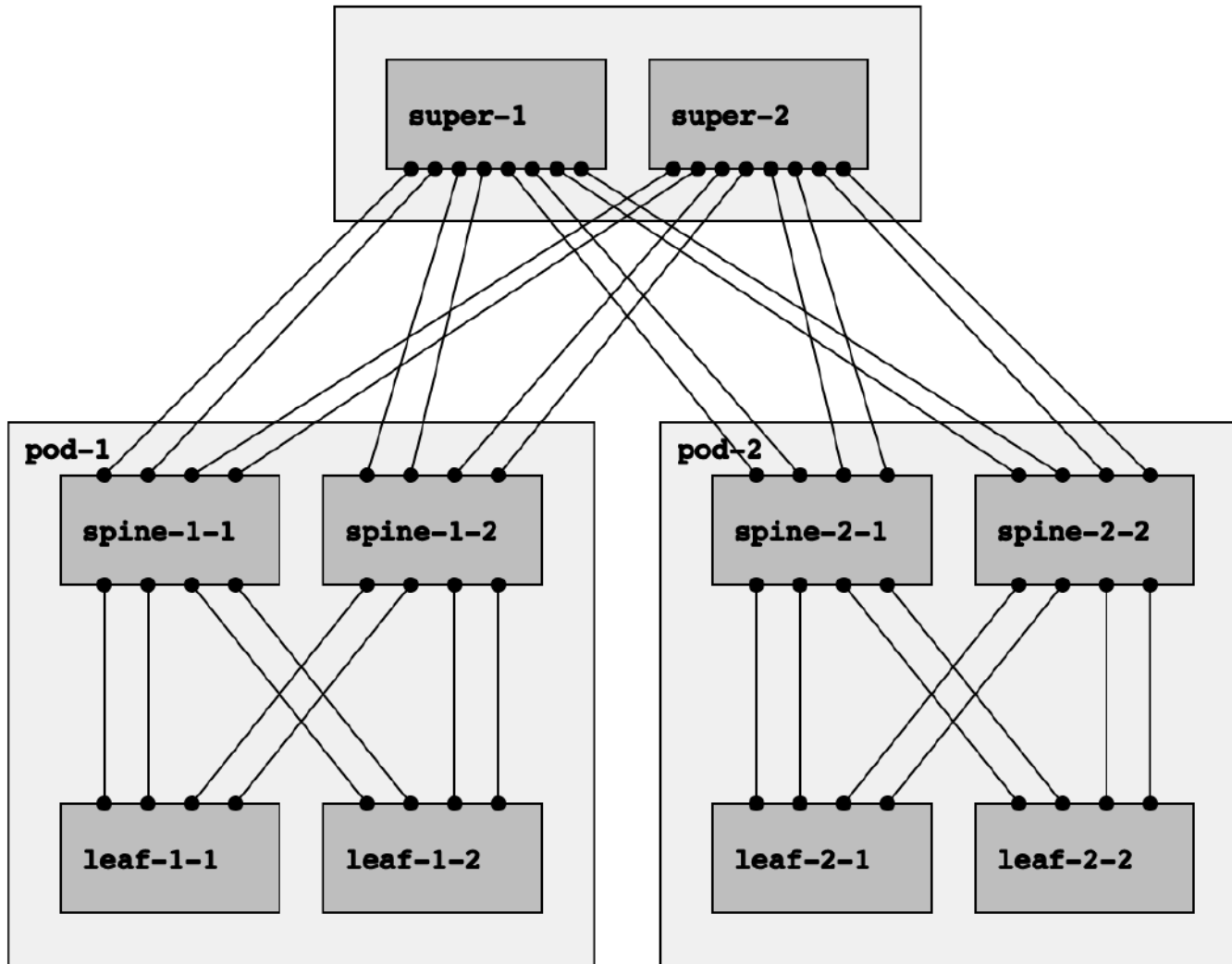
# Topology with parallel links



# Fabric bandwidth balancing

Scenario 1: no failures

# Example topology for this section



```
nr-pods: 2
nr-leaf-nodes-per-pod: 2
nr-spine-nodes-per-pod: 2
nr-superspine-nodes: 2
leaf-spine-links:
    nr-parallel-links: 2
spine-superspine-links:
    nr-parallel-links: 2
```

# Concept of neighbor

Multiple parallel links / adjacencies connect to the same neighbor

```
spine-1-2> show neighbors
```

System ID	Direction	Interface Name	Adjacency Name
1	North	veth-102e-1c	super-1:veth-1c-102e
		veth-102f-1d	super-1:veth-1d-102f
2	North	veth-102g-2c	super-2:veth-2c-102g
		veth-102h-2d	super-2:veth-2d-102h
1001	South	veth-102a-1001c	leaf-1-1:veth-1001c-102a
		veth-102b-1001d	leaf-1-1:veth-1001d-102b
1002	South	veth-102c-1002c	leaf-1-2:veth-1002c-102c
		veth-102d-1002d	leaf-1-2:veth-1002d-102d

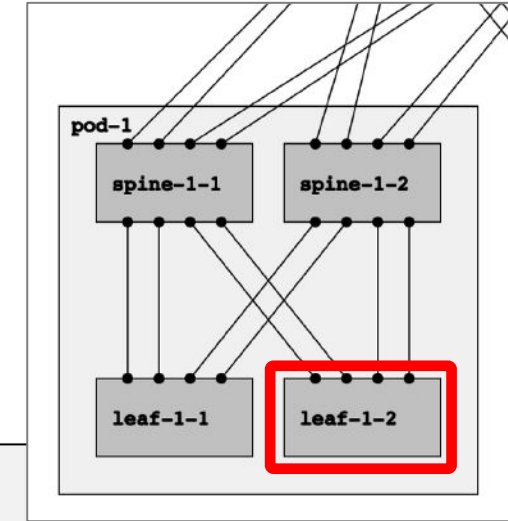


# Fabric bandwidth balancing

## Scenario 1: no failures

### Scenario 1: no failures

- We are looking at leaf-1-2



```
leaf-1-2> show bandwidth-balancing
```

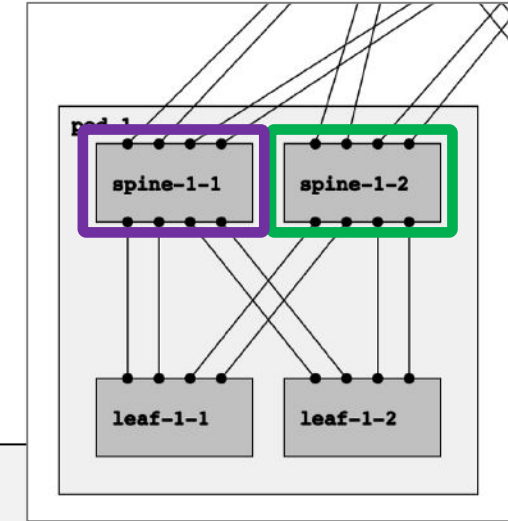
```
North Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

Leaf-1-2 has two neighbors



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

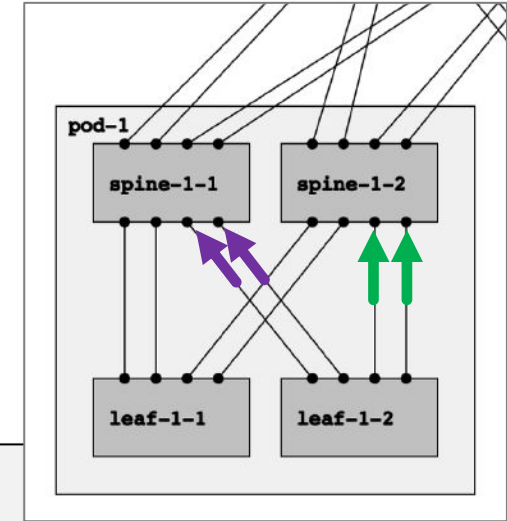
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

### Neighbor ingress bandwidth

- Into neighbor from leaf-1-2



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

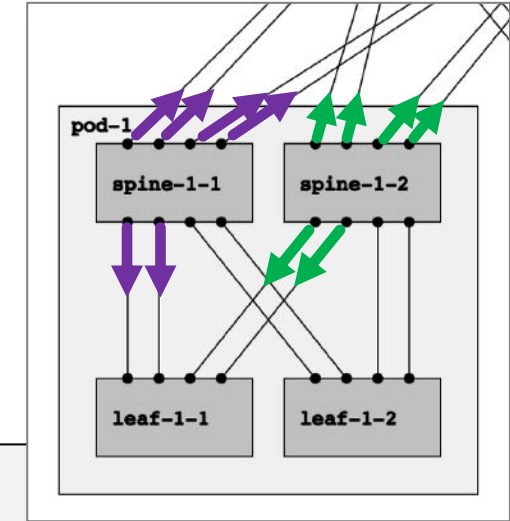
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

### Neighbor egress bandwidth

- Away from neighbor from leaf-1-2
- Different rule than draft-12



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

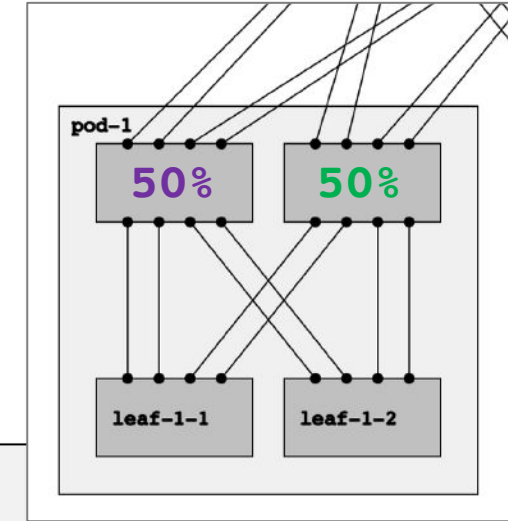
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

### Distribute traffic amongst neighbors

- Relative weight = ingress bw x egress bw
- Different rule than draft-12



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

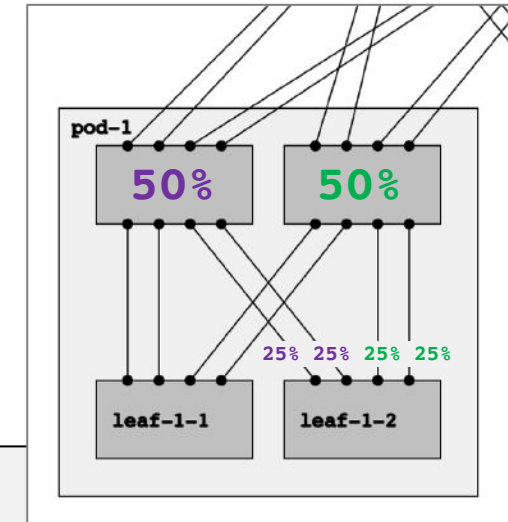
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

Within neighbor, distribute traffic across interfaces

- Relative weight = interface bw



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	60000 Mbps	50.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	25.0 % 25.0 %
102	20000 Mbps	60000 Mbps	50.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	25.0 % 25.0 %

# Fabric bandwidth balancing

## Scenario 1: no failures

Final result: north-bound default route uses Equal Cost Multi Path (ECMP)

```
leaf-1-2> show forwarding
```

```
IPv4 Routes:
```

Prefix	Next-hop Type	Next-hop Interface	Next-hop Address	Next-hop Weight
0.0.0.0/0	Positive	veth-1002a-101c	99.0.10.2	25
	Positive	veth-1002b-101d	99.0.12.2	25
	Positive	veth-1002c-102c	99.0.14.2	25
	Positive	veth-1002d-102d	99.0.16.2	25

# Fabric bandwidth balancing

Scenario 2: leaf – spine link failure

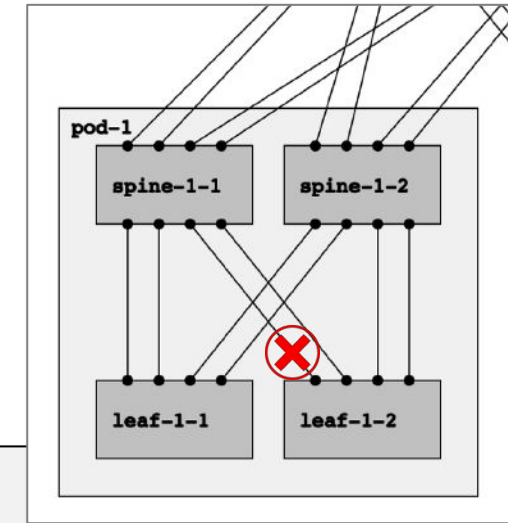


# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

### Scenario 2: leaf – spine link failure

- We are looking at leaf-1-2



```
leaf-1-2> show bandwidth-balancing
```

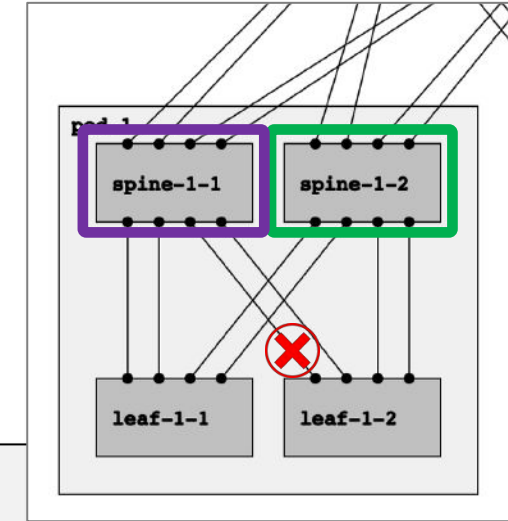
```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Neighbor spine-1-1 is missing an interface



```
leaf-1-2> show bandwidth-balancing
```

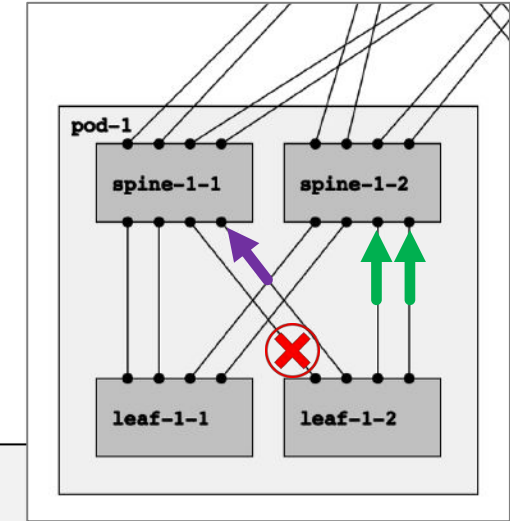
```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Ingress bandwidth for neighbor spine-1-1 reduced from 20 Gbps to 10 Gbps



```
leaf-1-2> show bandwidth-balancing
```

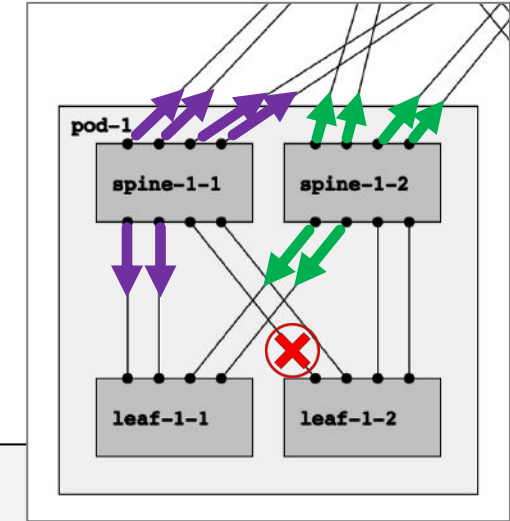
```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Egress bandwidth has not changed



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

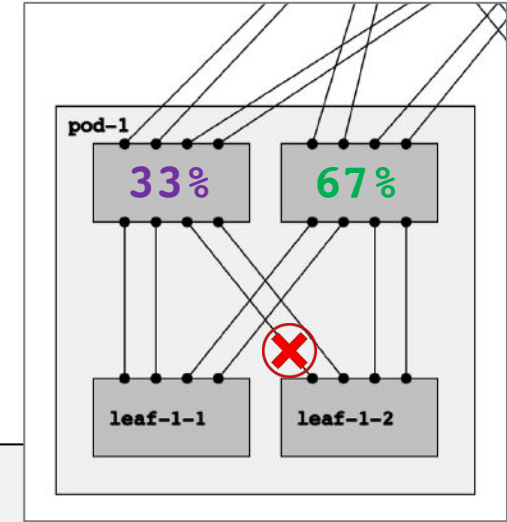
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Traffic to neighbors is re-distributed

- Neighbor spine-1-1 (101) gets 1/3 (33%)
- Neighbor spine-1-2 (102) gets 2/3 (67%)



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

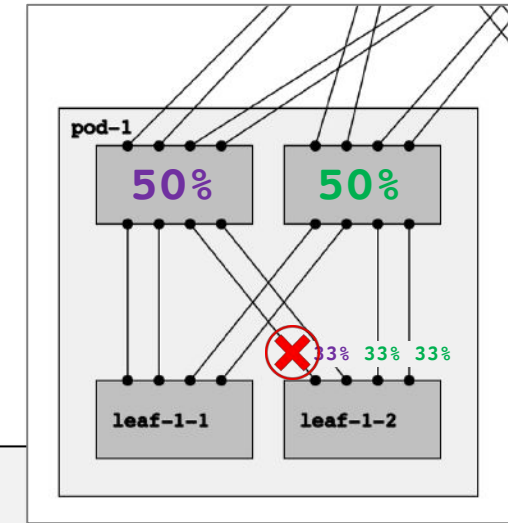
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101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Traffic to interfaces is re-distributed

- Each remaining interface gets 1/3 (33%)



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	10000 Mbps	60000 Mbps	33.3 %	veth-1002b-101d	10000 Mbps	33.3 %
102	20000 Mbps	60000 Mbps	66.7 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	33.3 % 33.3 %

# Fabric bandwidth balancing

## Scenario 2: leaf-spine failure

Final result: north-bound default route still uses Equal Cost Multi Path (ECMP)

Traffic is equally distributed over remaining interfaces

But traffic is not equally distributed over neighbors

```
leaf-1-2> show forwarding
```

```
IPv4 Routes:
```

Prefix	Next-hop Type	Next-hop Interface	Next-hop Address	Next-hop Weight
0.0.0.0/0	Positive	veth-1002b-101d	99.0.12.2	33
	Positive	veth-1002c-102c	99.0.14.2	33
	Positive	veth-1002d-102d	99.0.16.2	33

# Fabric bandwidth balancing

Scenario 3: spine - superspine link failures

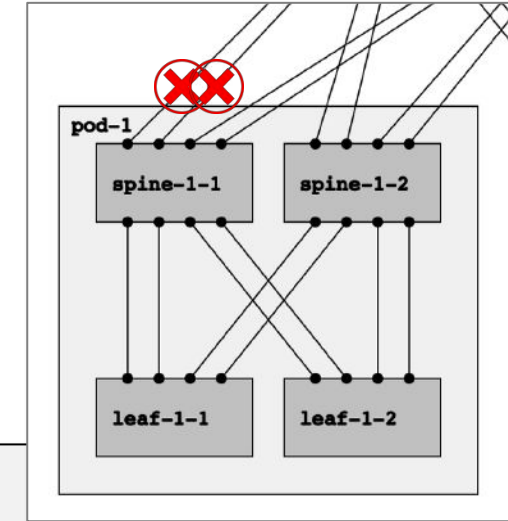


# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

### Scenario 3: spine - superspine link failures

- We are looking at leaf-1-2



```
leaf-1-2> show bandwidth-balancing
```

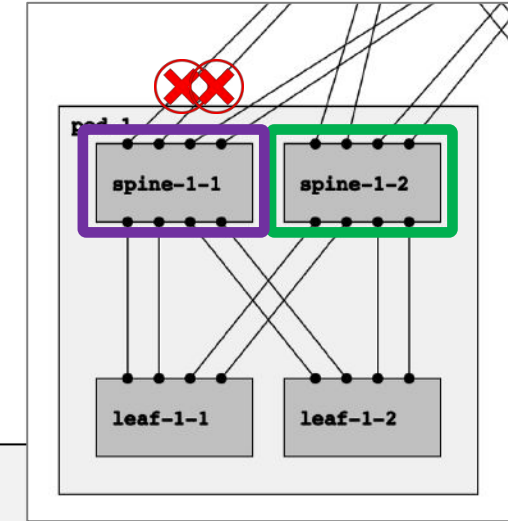
```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

No direct neighbors or interfaces are missing



```
leaf-1-2> show bandwidth-balancing
```

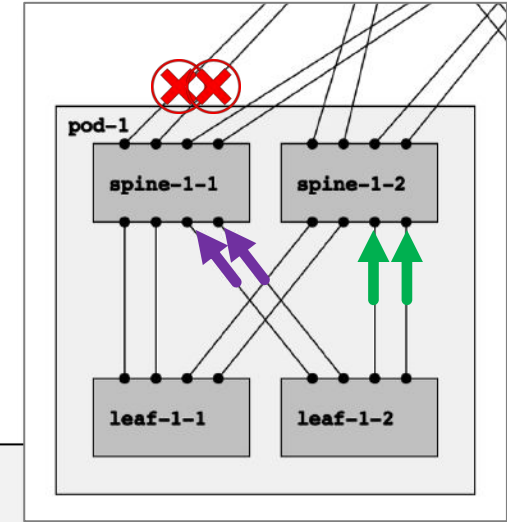
```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

Both neighbors have full ingress bandwidth: 20 Gbps



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

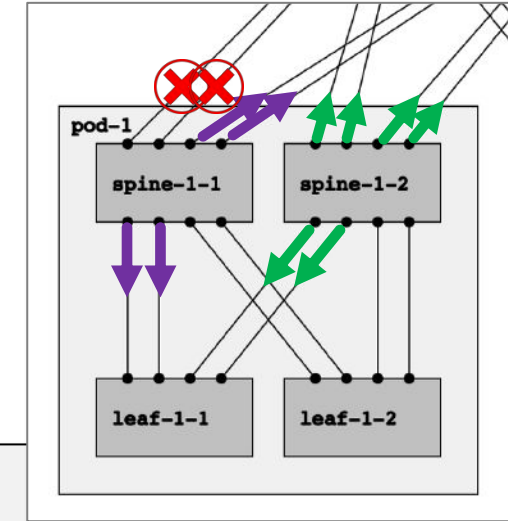
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

One neighbor has reduced egress bandwidth:

- Neighbor spine-1-1 (101) has 40 Gbps
- Neighbor spine-1-2 (102) has 60 Gbps



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

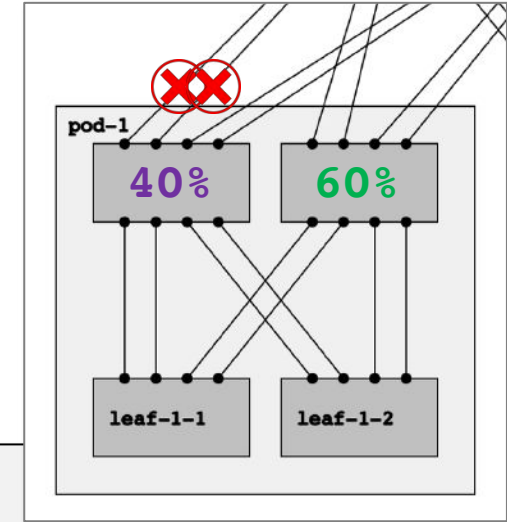
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

Traffic to neighbors is re-distributed

- Neighbor spine-1-1 (101) gets 40%
- Neighbor spine-1-2 (102) gets 60%



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

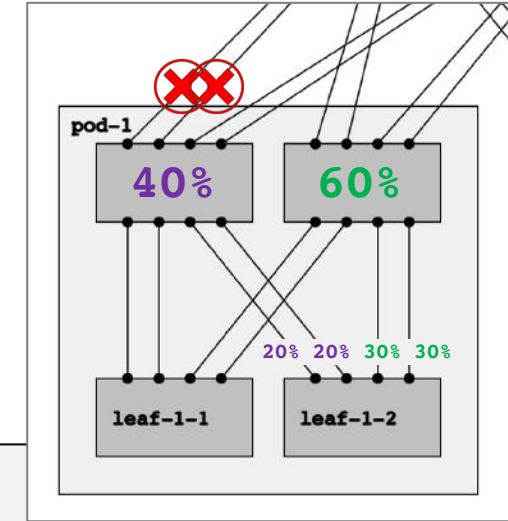
System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

Traffic to interfaces is re-distributed

- Interfaces to spine-1-1 get 20% each
- Interfaces to spine-1-2 get 30% each



```
leaf-1-2> show bandwidth-balancing
```

```
North-Bound Neighbors:
```

System ID	Neighbor Ingress Bandwidth	Neighbor Egress Bandwidth	Neighbor Traffic Percentage	Interface Name	Interface Bandwidth	Interface Traffic Percentage
101	20000 Mbps	40000 Mbps	40.0 %	veth-1002a-101c veth-1002b-101d	10000 Mbps 10000 Mbps	20.0 % 20.0 %
102	20000 Mbps	60000 Mbps	60.0 %	veth-1002c-102c veth-1002d-102d	10000 Mbps 10000 Mbps	30.0 % 30.0 %

# Fabric bandwidth balancing

## Scenario 3: spine-superspine failures

Final result: north-bound default route uses Non-Equal Cost Multi Path (NECMP)

Two interfaces each get 20% of traffic

The other two interfaces each get 30% of traffic

```
leaf-1-2> show forwarding
```

```
IPv4 Routes:
```

Prefix	Next-hop Type	Next-hop Interface	Next-hop Address	Next-hop Weight
0.0.0.0/0	Positive	veth-1002a-101c	99.0.10.2	20
	Positive	veth-1002b-101d	99.0.12.2	20
	Positive	veth-1002c-102c	99.0.14.2	30
	Positive	veth-1002d-102d	99.0.16.2	30

# Performance monitoring



# Processing and queueing time per FSM event

```
leaf-1-2> show interface veth-1002a-101c fsm verbose-history
```

Sequence Nr	Time Since First	Time Since Prev	Queue Time	Processing Time	From State	Event	Actions and Pushed Events	To State	Implicit
108977	24.004663	0.003986	0.000209	0.000070	THREE_WAY	LIE_RECEIVED	process_lie	None	False
108970	24.000677	0.000095	0.000082	0.000712	THREE_WAY	SEND_LIE	send_lie	None	False
108969	24.000582	0.000396	0.000145	0.000011	THREE_WAY	TIMER_TICK	check_hold_time_expired SEND_LIE	None	False
108967	24.000185	0.987224	0.000247	0.000058	THREE_WAY	LIE_RECEIVED	process_lie	None	False
108953	23.012961	0.005232	0.001388	0.000052	THREE_WAY	LIE_RECEIVED	process_lie	None	False
108946	23.007729	0.000169	0.000142	0.001028	THREE_WAY	SEND_LIE	send_lie	None	False
108945	23.007560	0.007361	0.006977	0.000025	THREE_WAY	TIMER_TICK	check_hold_time_expired SEND_LIE	None	False
108943	23.000199	0.999376	0.000314	0.000076	THREE_WAY	LIE_RECEIVED	process_lie	None	False
108929	22.000823	0.000659	0.000124	0.000038	THREE_WAY	LIE_RECEIVED	process_lie	None	False
108927	22.000164	0.022760	0.000259	0.000056	THREE_WAY	LIE_RECEIVED	process_lie	None	False

# Extreme processing and queueing times

```
leaf-1-2> show engine
```

Stand-alone	True
Interactive	False
.	.
.	.
.	.
Timer slips > 10ms	0
Timer slips > 100ms	0
Timer slips > 1000ms	0
Max pending events processing time	0.037596
Max expired timers processing time	0.077908
Max select processing time	0.969274
Max ready-to-read processing time	0.030650

Questions?