

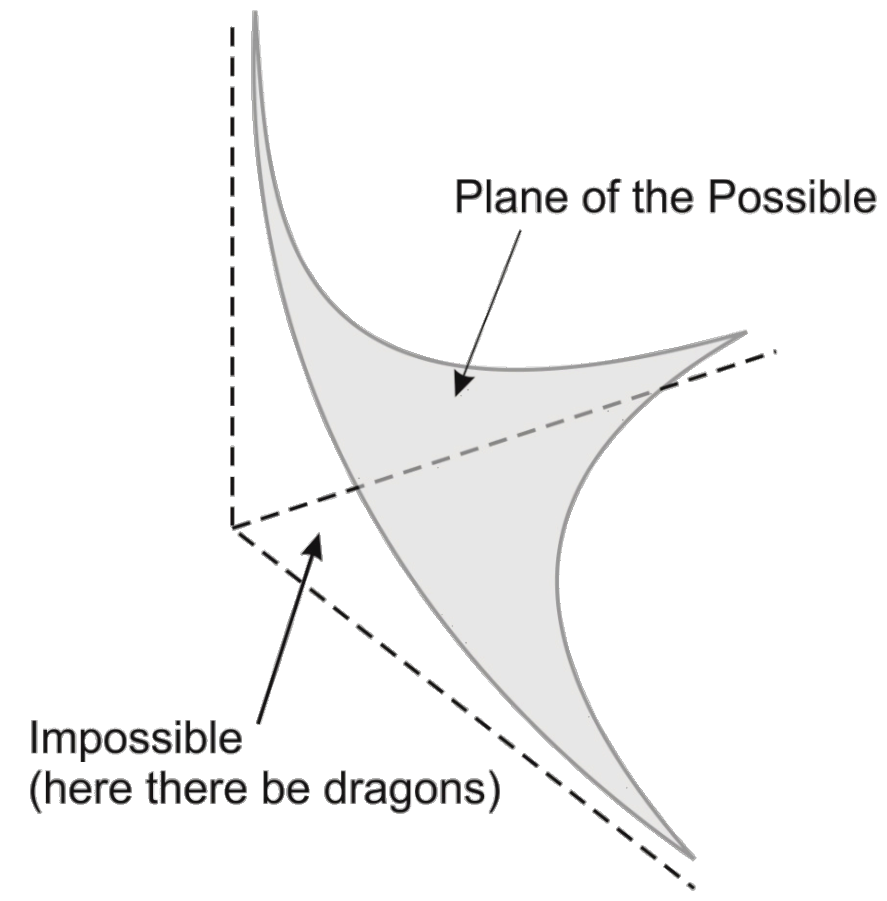
# Engineer Versus Complexity

Russ White

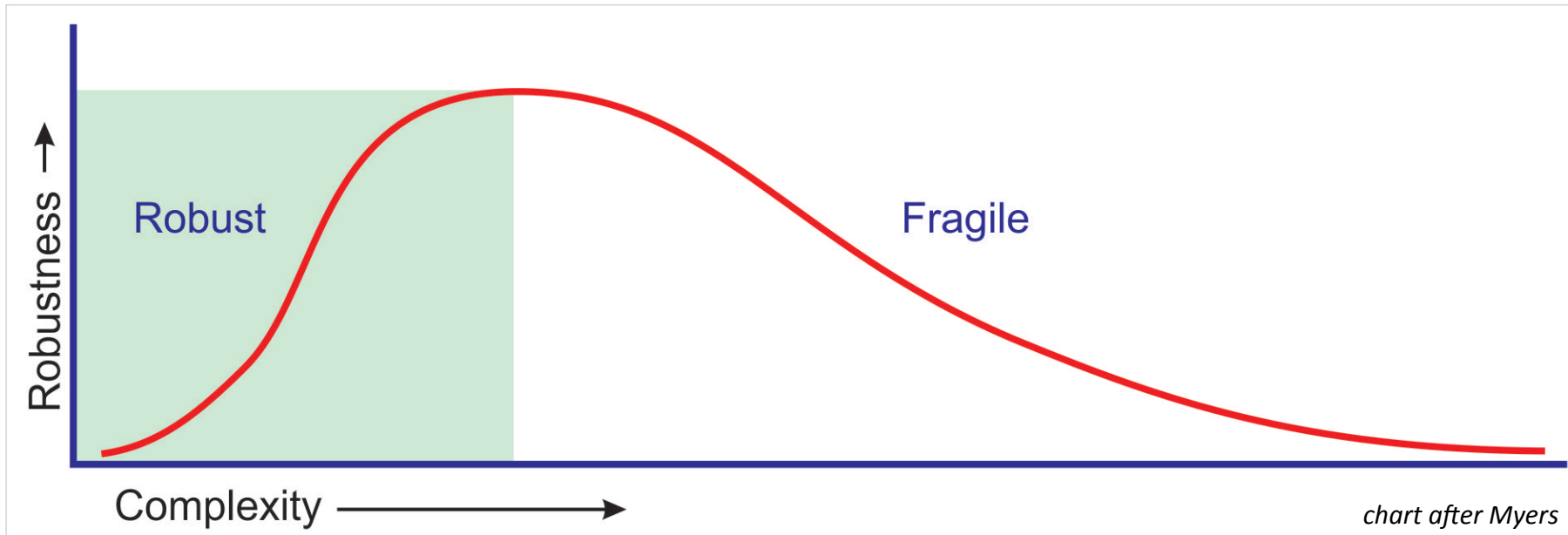


# Complexity is Impossible to “Solve”

- We cannot get to the lower left hand corner
- Instances –
  - Robust Yet Fragile (RYF)
  - Consistent/Accessible/Partitionable (CAP)
  - Quality/Speed/Cost (QSX)
- *Just the way the world is built*



# Complexity is Necessary



“In our view, however, complexity is most succinctly discussed in terms of functionality and its robustness. Specifically, we argue that complexity in highly organized systems arises primarily from design strategies intended to create robustness to uncertainty in their environments and component parts.”

See Alderson, D. and J. Doyle, “Contrasting Views of Complexity and Their Implications For Network---Centric Infrastructures”, IEEE TRANSACTIONS ON SYSTEMS, MAN, AND CYBERNETICS—PART A: SYSTEMS AND HUMANS, VOL. 40, NO. 4, JULY 2010

# Abandon all Hope?

- No...
- Think through how to manage complexity in design and operations
- Think about how to approach complexity as an engineer

↑↑  
WE ARE HERE



Metamodel  
(or process/technique)

to understand  
(comprehend/process)

a complex system quickly



# Developing the Metamodel

- Start with four common models/solutions
  - “Department of Defense” (DoD) model
    - *Origin of TCP/IP*
  - Recursive Internet Architecture (RINA) model
    - <http://csr.bu.edu/rina/>
  - Flow across a data center fabric
  - IP Fast Reroute
- Ask
  - Why?
  - What and how?
  - What is this like?

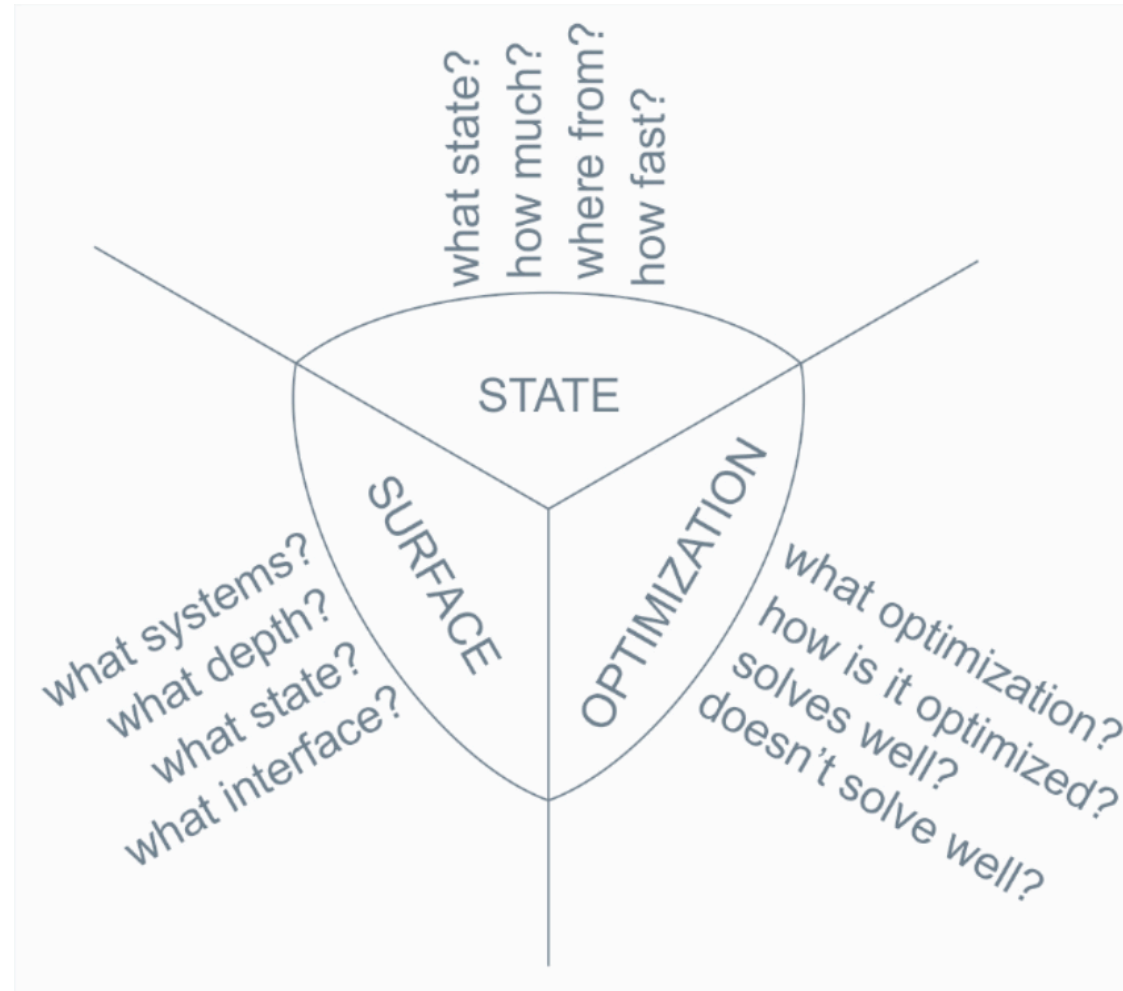


# Why?

What problem am I solving?

Narrows my view – don't boil the ocean

# What & How?



# This is like?

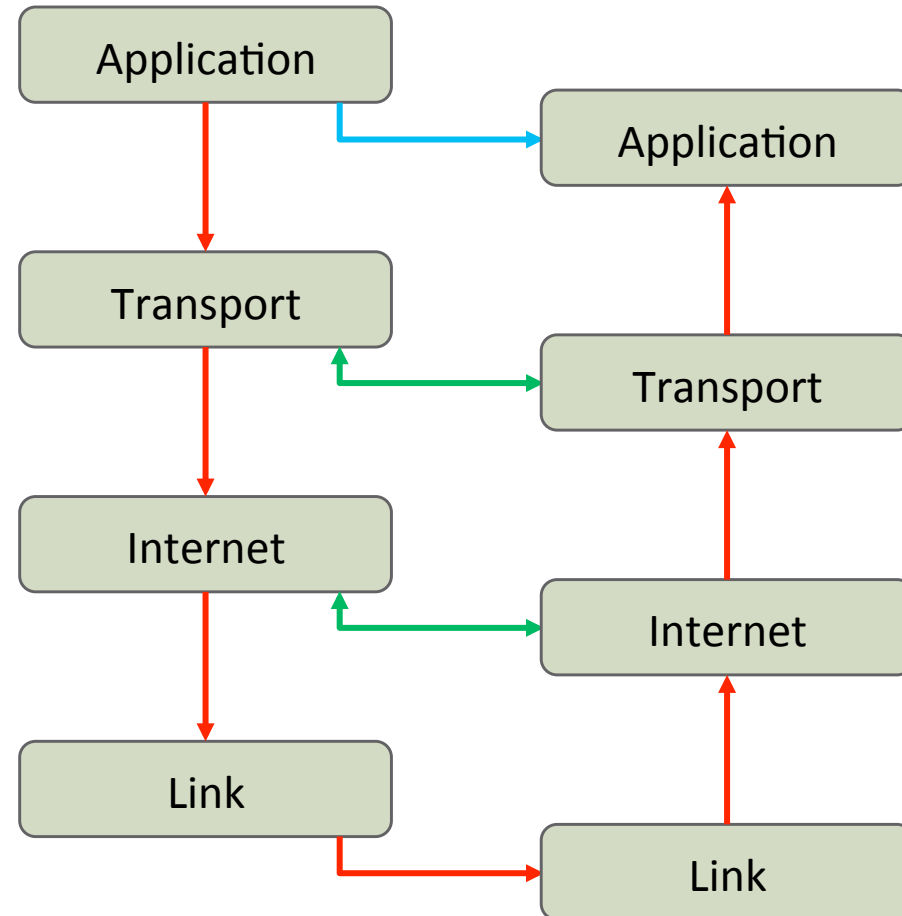
Has this problem been solved before?

How was it solved?

What are the problems with this solution?

# Layered Model Example (DoD)

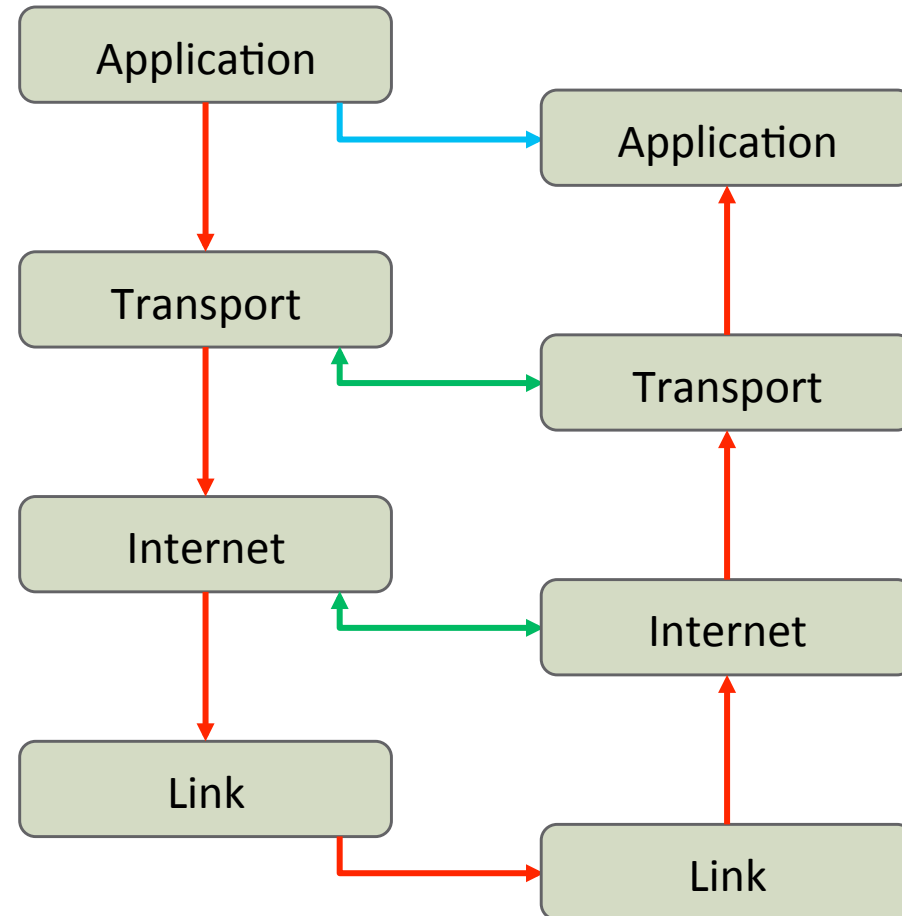
- Move information between applications
- Carry information down the stack, across the wire, back up the stack
  - Split responsibilities up
  - Control amount of information managed by any given layer/application
- Carry information laterally between stack elements





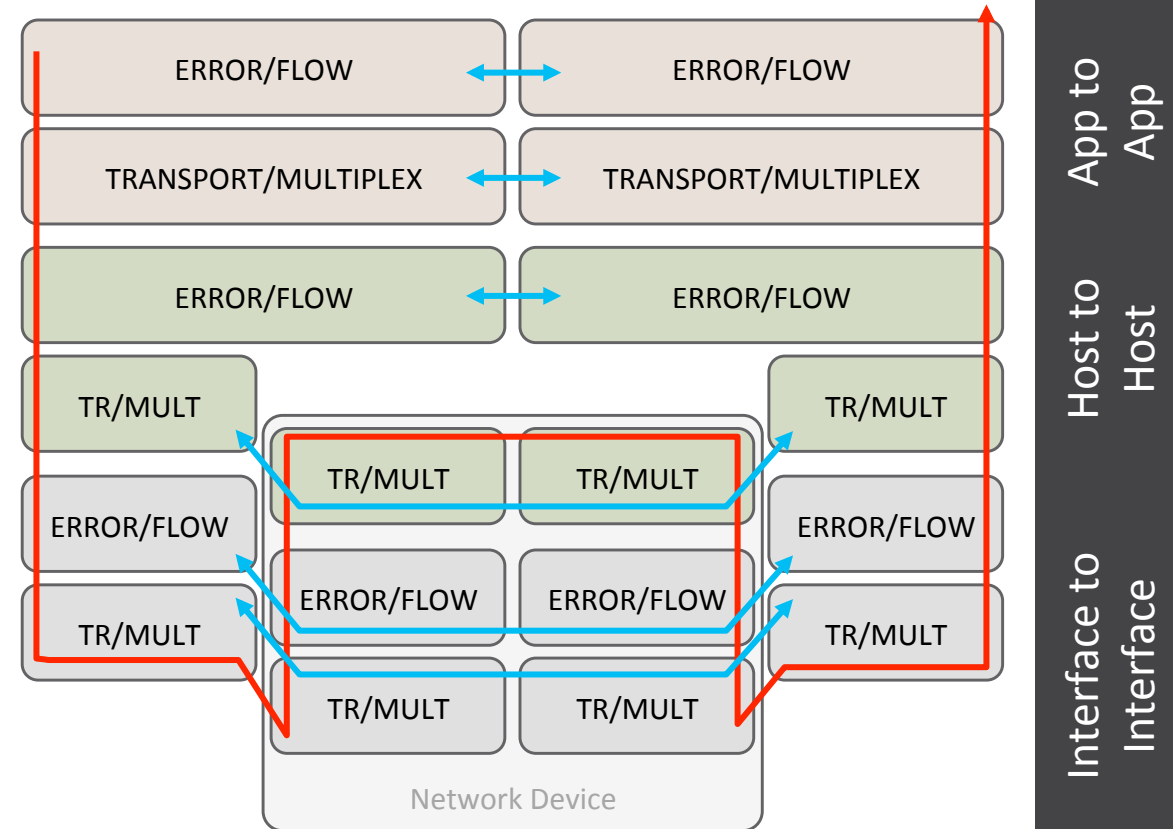
# Layered Model Example (DoD)

- What questions does this ask/answer?
- Assigns responsibilities
  - Who knows what about each piece of data?
  - What functions does each process perform?
- Defines interactions
- Interaction surfaces
  - What is happening?



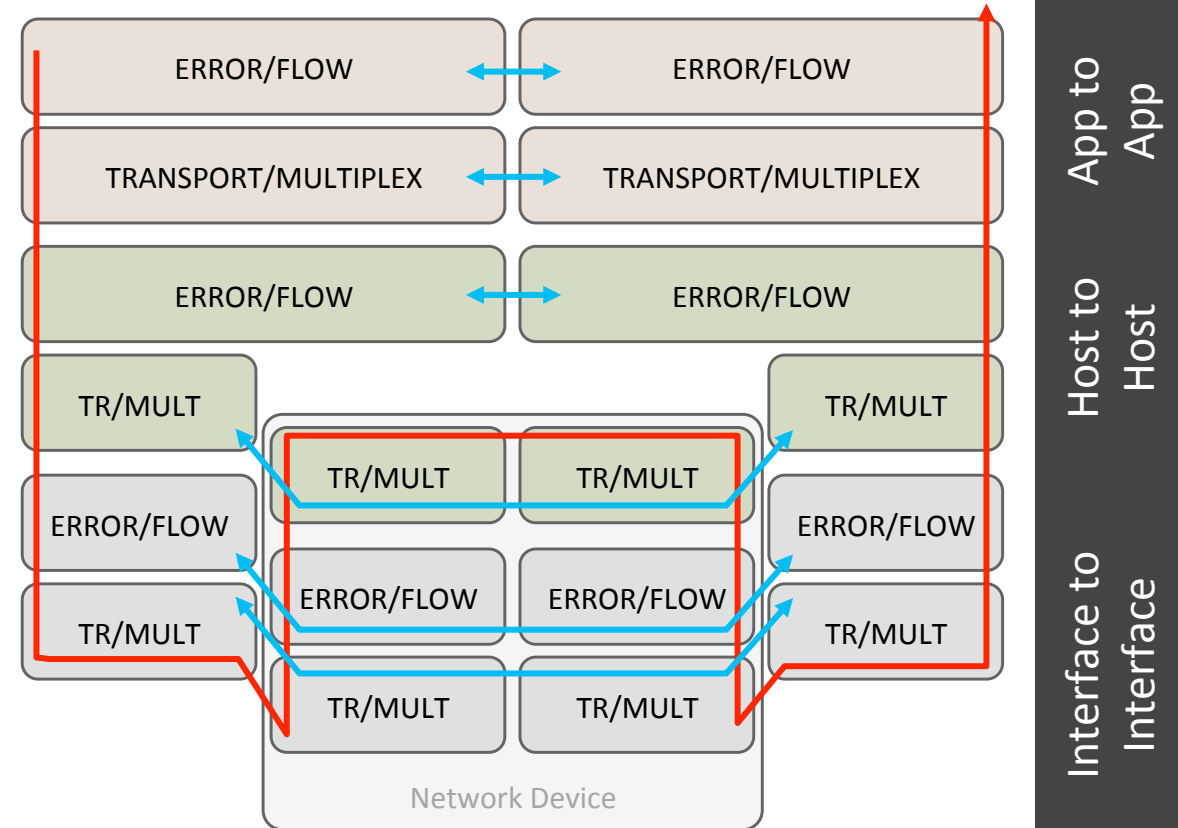
# Layered Model Example (RINA)

- Ensure correct information flow between applications across the network
- What needs to be done to the information?
  - Group into natural divisions
  - Transport, Multiplex
  - Error handling, Flow control
- Who needs to do it?
  - Interface, host, application
  - Network device

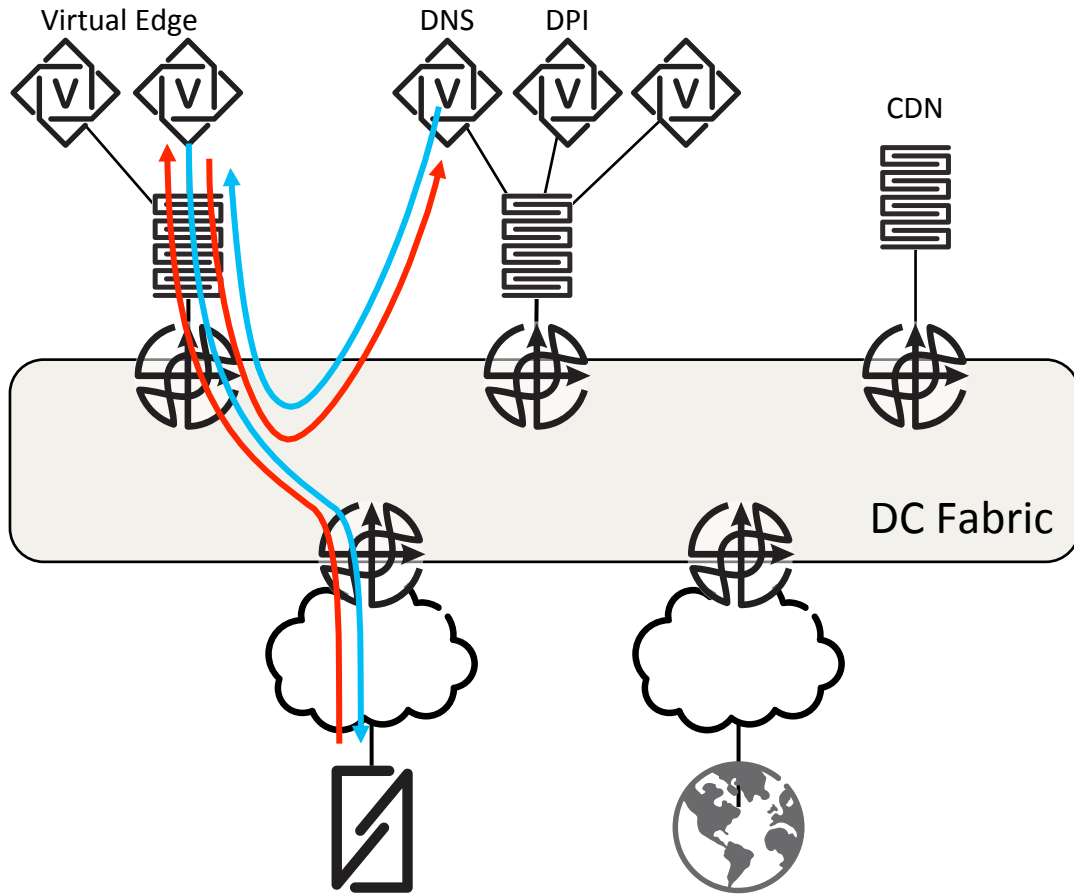


# Layered Model Example (RINA)

- What questions does this ask/answer?
- Assign responsibilities
  - Who does what to the data?
  - How does each process accomplish it's goals?
- Defines interactions
- *Interaction surfaces*
  - *How is the data being processed?*

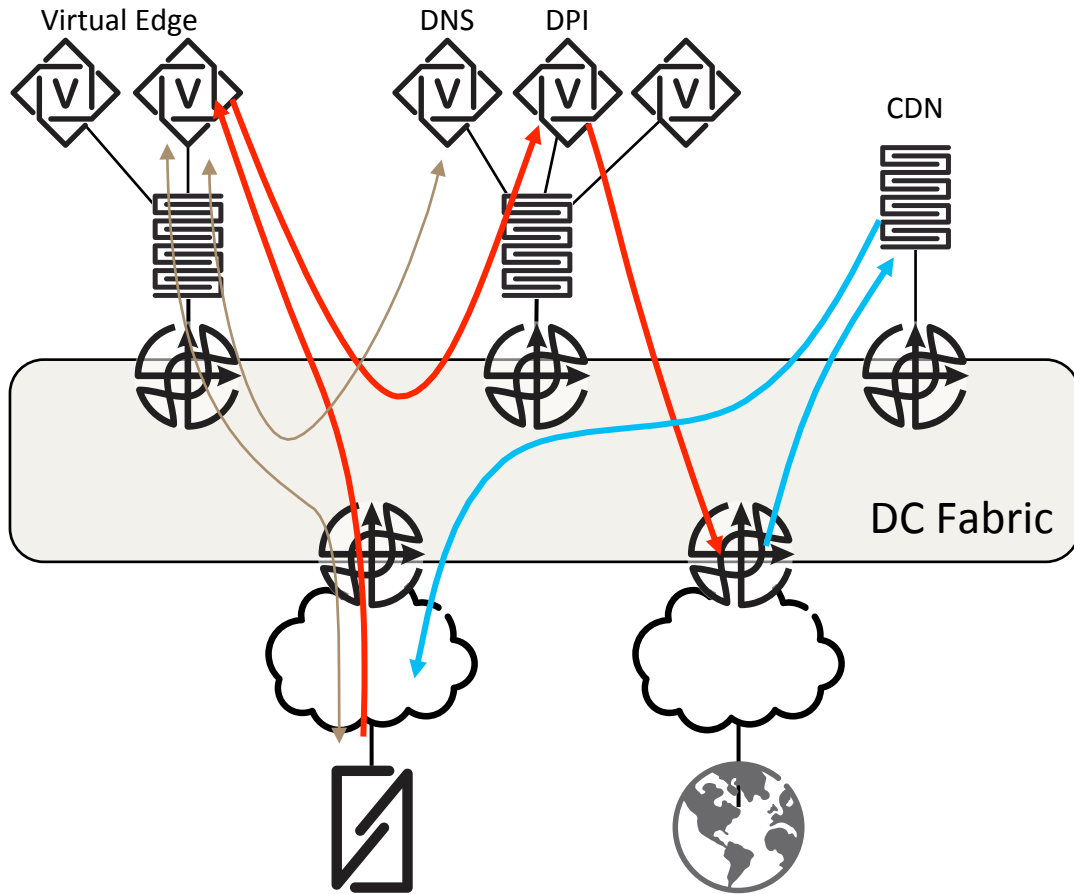


# Data Flow Example



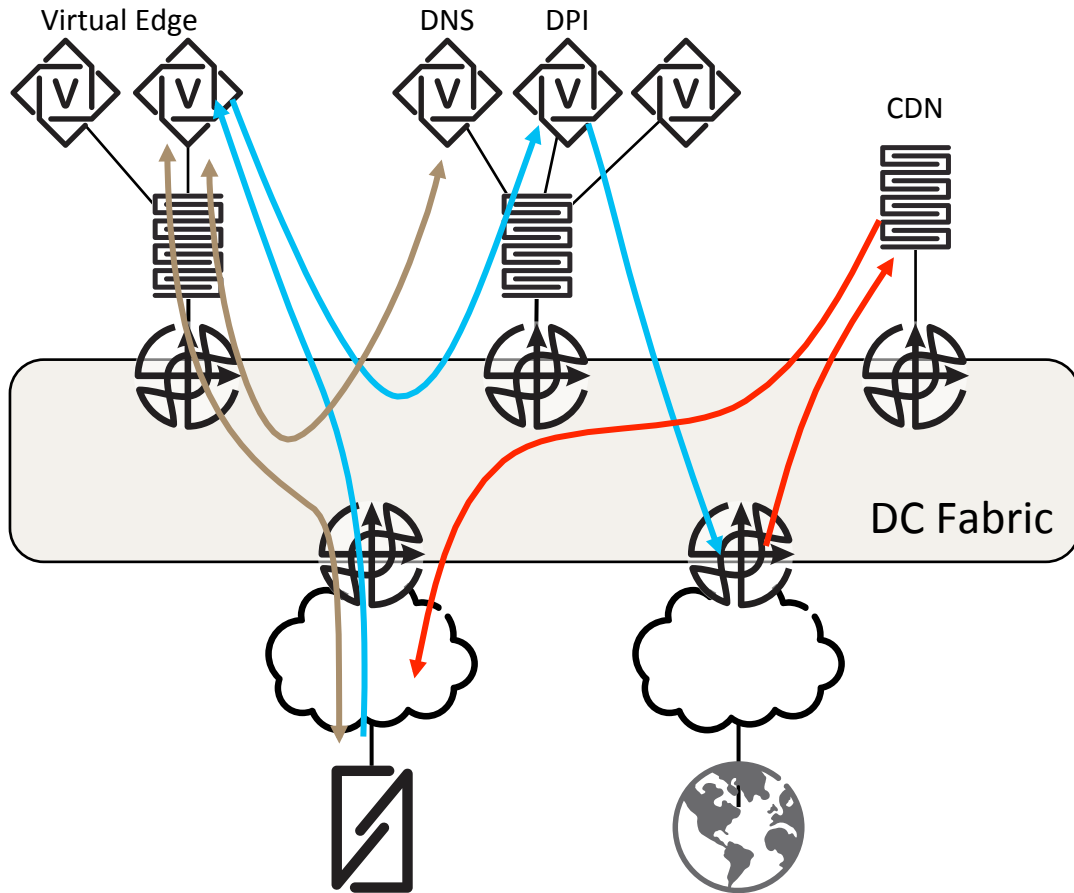
- Mobile device queries DNS server for service
- Packet must pass through virtual edge
  - OSS/BSS
  - Encryption
  - Other common edge services
- DNS server responds

# Data Flow Example



- Mobile device initiates HTTP session with server
- Flow must pass through deep packet inspection (DPI) service
- Flow is redirected to a local CDN server for processing

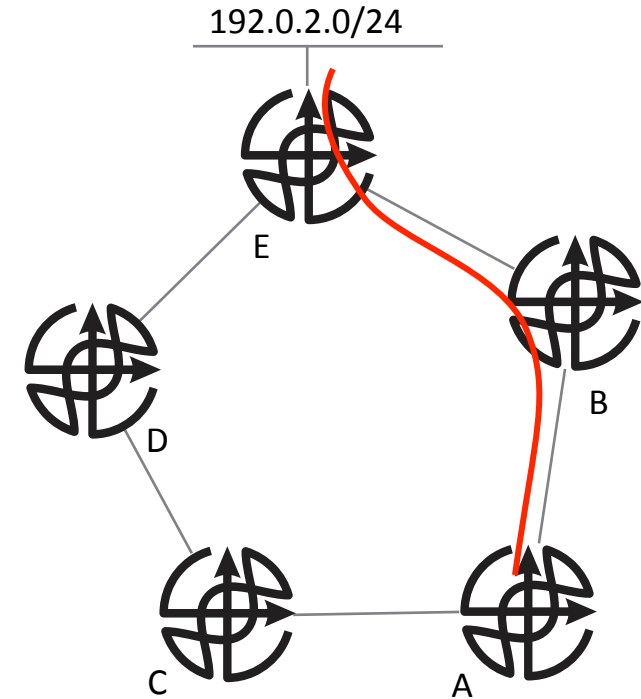
# Data Flow Example



- What questions does this sort of analysis ask/answer?
- State
  - What state do I need to make each of these steps happen?
- Optimization
  - What's the tradeoff between the amount of state and optimal traffic flow?

# Control Plane Example

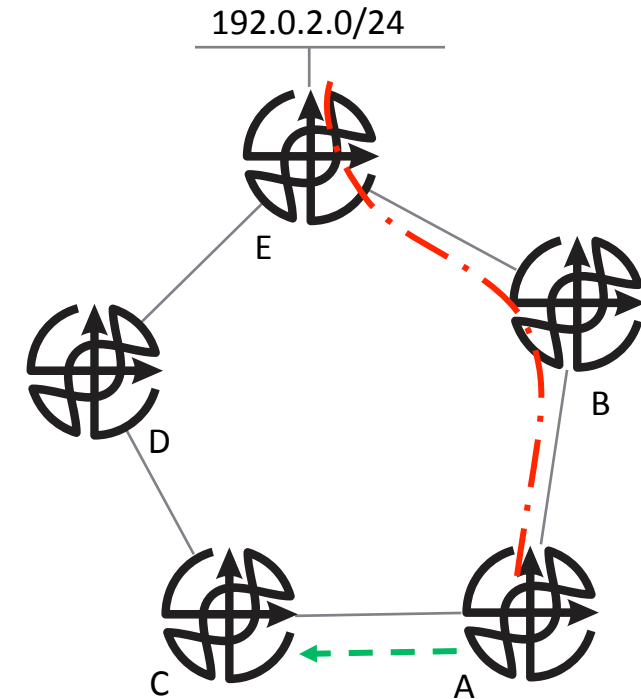
- Router A uses the path through B as its primary path to 192.0.2.0/24
- There is a path through C, but this path is blocked by the control plane
  - If A forwards traffic towards 192.0.2.0/24 to C, there is at least some chance that traffic will be reflected back to A, forming a routing loop
- We would like to be able to use C as an alternate path in the case of a link failure along A->B->E





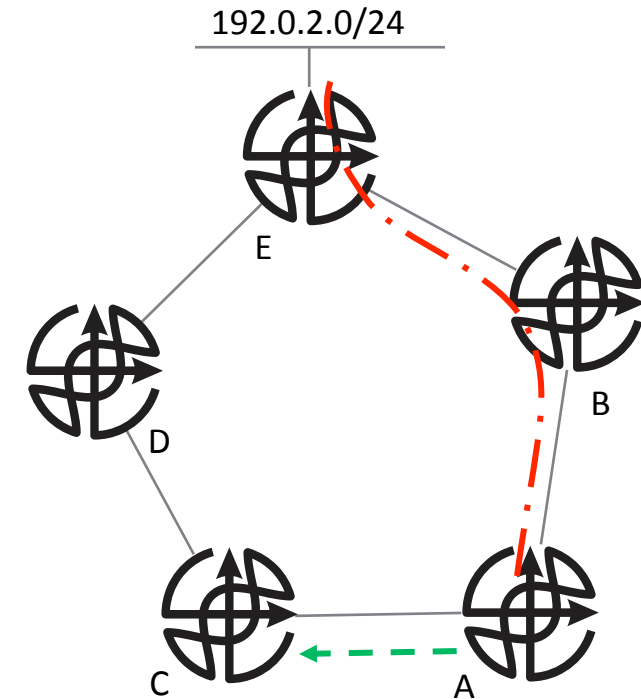
# Control Plane Example

- Loop Free Alternates (LFAs)
  - A can compute the cost from C to determine if traffic forwarded to 192.0.2.0/24 will, in fact, be looped back to A
  - If not, then A can install the path through C as a backup path



# Control Plane Example

- What kinds of questions can we ask about this example?
- State
  - What state do I need to implement this?
  - How much state will be added?
  - Will this cause state to change more quickly or less?
- Optimization
  - What's the tradeoff between the amount of state and optimal traffic flow?



# Developing the Metamodel

- What questions are common?
  - Questions about *state*
  - Questions about *surfaces*
  - Questions about *optimization*
- What other questions are important?
  - Why? What problem am I solving here?
  - Are there problems and/or solutions similar to this one?



# The “Why” Question

- Acts as an abstractor
  - Only look at the stuff you need to understand the system
- Closes off rabbit trails
  - “Why does IS-IS elect a DIS?”
  - “That’s a good question, but it’s not related to fixing these slow DNS queries...”
- Connects the technical to the business
  - Unless you can explain why this problem is important to solve...
  - It’s probably not!

# What is this like?

## Common Problem

Find the shortest path

Distribute Data

Reliable Data Transmission

## Common Solution

SPF

Path Vector

Bellman-Ford

DUAL

Flood

Multicast

Unicast

Forward Correction

Detect/Retransmit

## Common Problems with the Solution

Microloops, state too fast

Slow convergence, inconsistent state

Slow convergence, feedback loops

Drops during convergence, feedback loops

Possibly too dense, CAP, transmission errors

Complex control plane, CAP, transmission errors

Complex control plane, CAP, transmission errors

Carry unneeded state in many cases

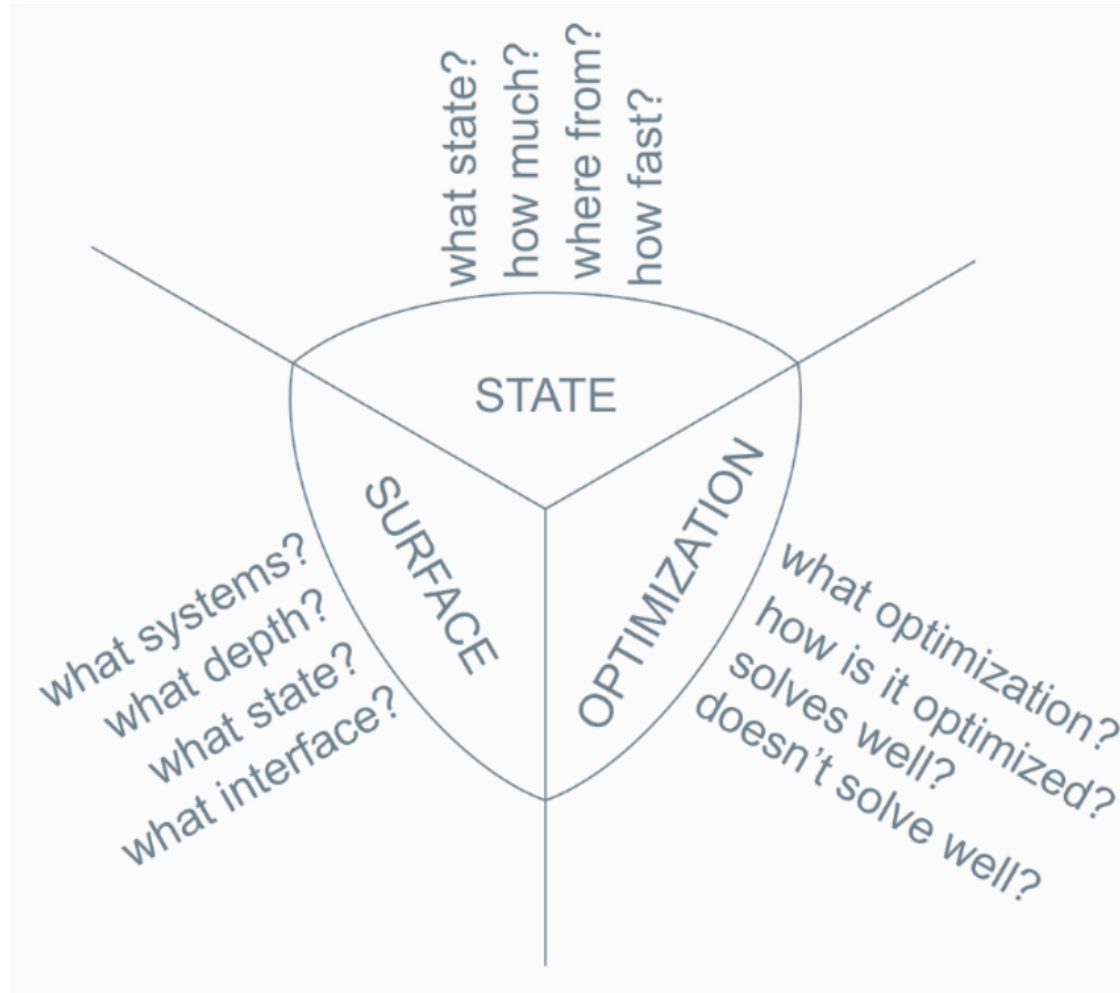
Slows down transmission

# Why?

What problem am I solving?

Narrows my view – don't boil the ocean

# What & How?



# This is like?

Has this problem been solved before?

How was it solved?

What are the problems with this solution?

*Metamodel*  
to understand  
a complex system quickly

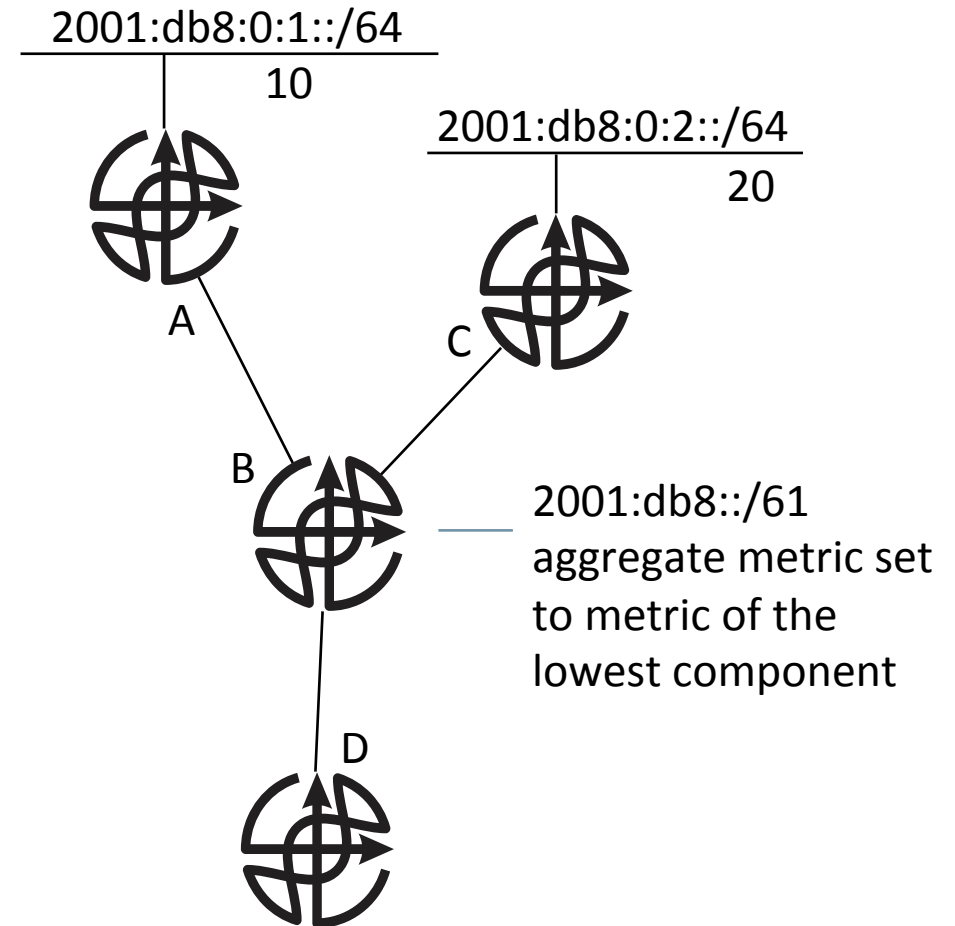
*Build an abstract model by  
asking the right questions*





# Models and Abstractions

- Abstractions Leak
- Aggregation
  - If the A->B link fails, the cost of the aggregate changes
- TCP retransmissions
- Embedded IP addresses



# Models and Abstractions

- Abstractions hide things
  - You might not understand the entire system as well as you might by studying it “in detail”
  - But comprehending a complex system without abstractions often just leads to confusion
- More than one model will help expose different aspects of the system

*Why?*

*State/Surface/Optimization*

What?

How?

*What is this like?*

to find potential solutions and “know  
where to look”

