

# Simulation/Emulation Platform

A novel approach for experiments from lab testing to large data center simulations



### Simulation/Emulation Platform

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### Definitions

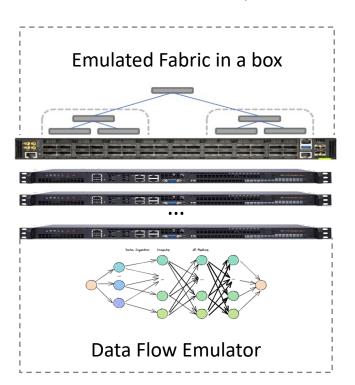
#### Actual data center

Runs actual apps and services



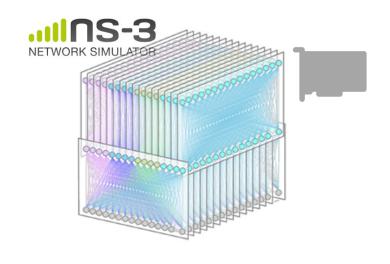
#### **Emulation**

- Compressed fabric, running on actual switch ASIC
- Realistic workloads on the wire, not actuals apps



#### **Simulation**

- Discrete event simulator
- Realistic workloads simulated at DC scale





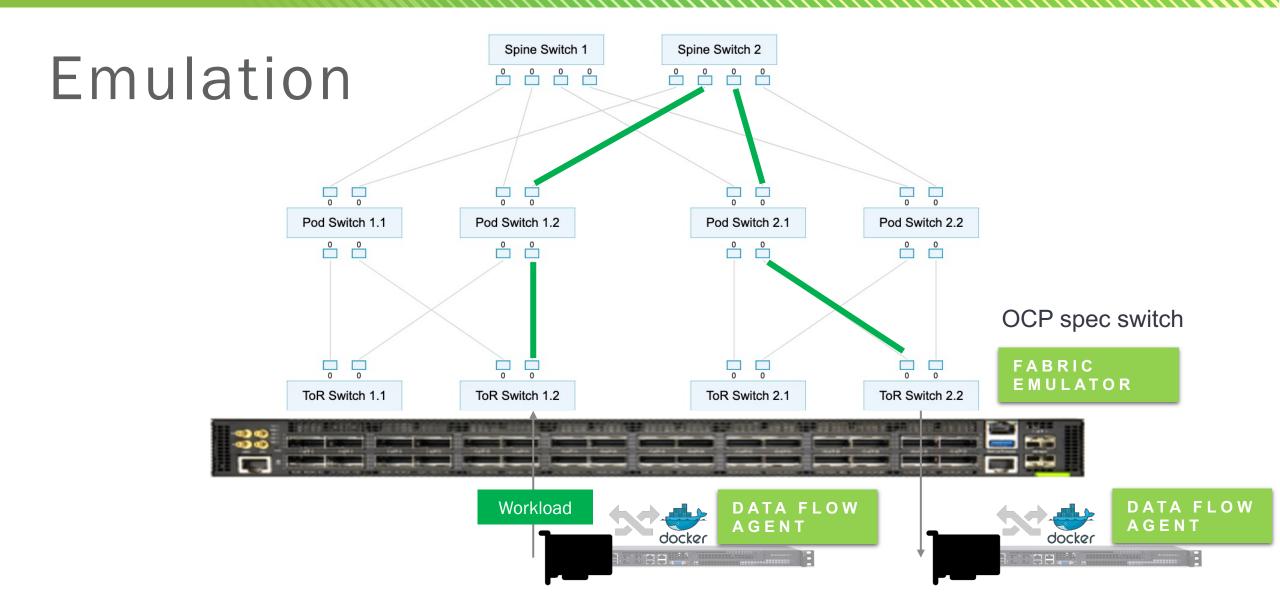
### Why Simulation / Emulation?

- Emulate small then simulate large
- Large scale networks are not practical to build until deployment -Hyperscalers/Cloud

- 2 Emulate today's devices then simulate next generation
- Especially for links speed and device capacities not available yet

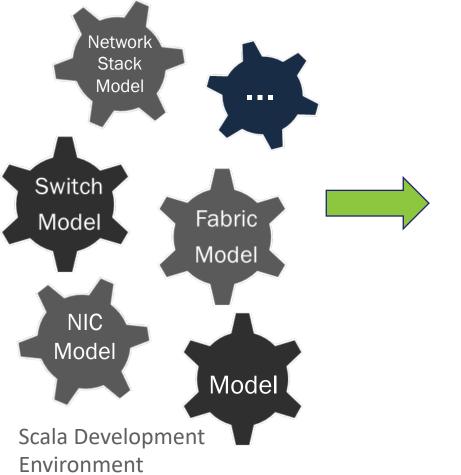
- 3 Emulate anomaly then simulate it
- Exploit the ease of instrumentation of simulations where the engineer has unlimited observability to root cause production network anomalies



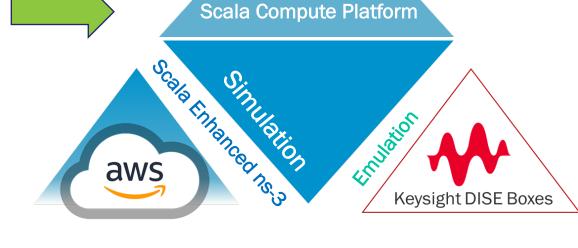




### Simulation Platform







Model

**Traffic** 

Model

Securely share with consortium members.



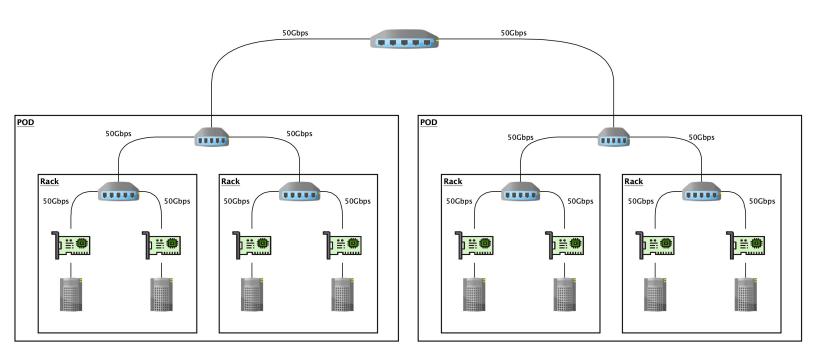
### Digital Twins

- A virtual representation of a physical system
  - Allow testing and validation before the system exists
- Updated from real data
  - Simulation/emulation calibration: a steppingstone towards real digital twin
- Uses simulation and reasoning to make decisions
  - Fabric: Switches, NICs, Topology
  - Data Flow: OS, Network App Stack



### Demo Setup

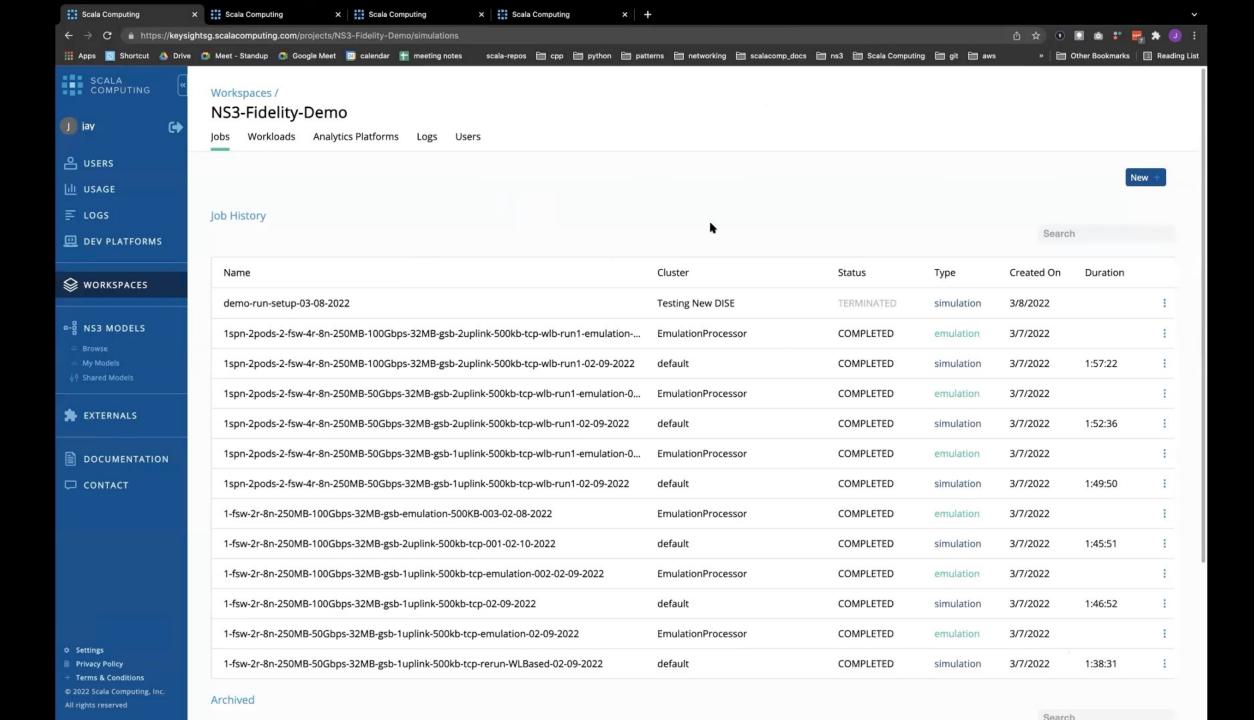
#### **Topology Tested**



#### **Test Cases**

- 1. Emulated (executed on Keysight DISE)
- 2. Simulation with idealized host
- 3. Flow Fairness Queue Disc enabled with NIH enabled
- 4. Disable CWnd Limited by Bytes in Flight feature

Traffic Pattern: All to All TCP 250MB Request Size





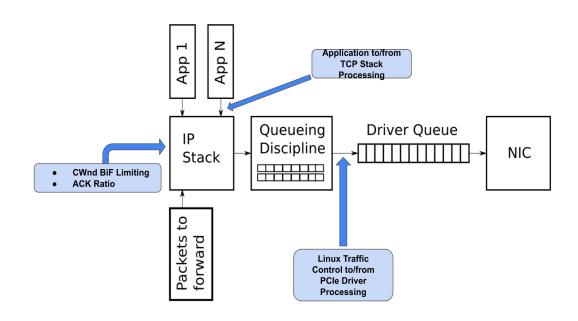
### Fidelity

#### Goal

- Match simulation and emulation results
  - < 10% delta</li>
  - Flow completion times
  - # bytes & packets on each link and port
  - Initial target was to match in ideal conditions

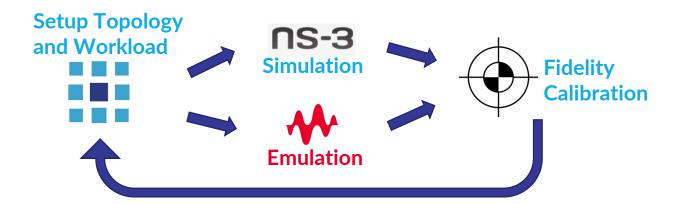
#### **Tuning**

- Used to establish base fidelity between emulated system and simulation
- No Drops
- Model of Flow Fairness Traffic Control on the hosts
- Limit CWnd by Bytes in Flight
  - TCP increases CWnd enough to cover bytes in flight (RFC 2861)
- Non-Ideal host behaviors





## Calibration Findings

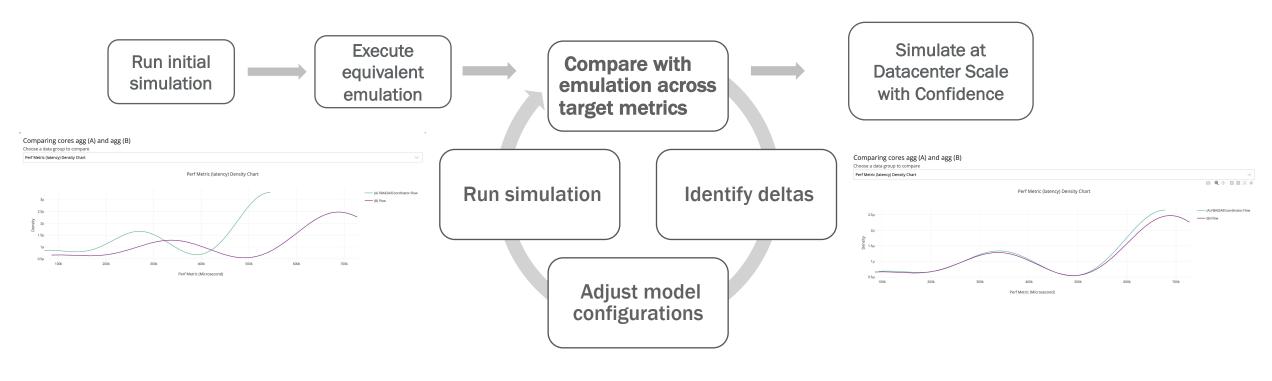


- Linux RX path (kernel/user context)
- TCP ACK behavior

- CWND relation to bytes in flight
- Qdisc fair queueing

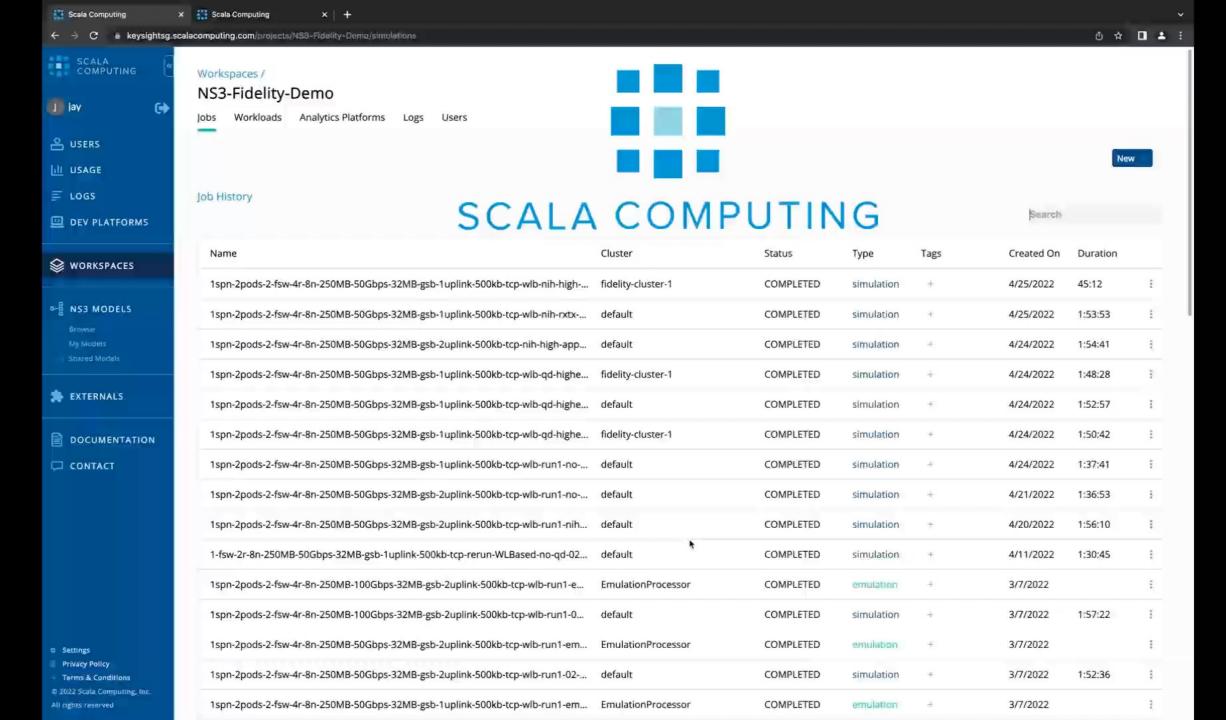


### Successful Calibration



demo video of platform operation

Connect. Collaborate. Accelerate.





### Q&A

#### **Simulation Platform**



#### **Extended Demo**



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