# Evolvable Network Telemetry at Facebook



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#### Network Telemetry is Critical for Network Management













Alerting

Traffic engineering

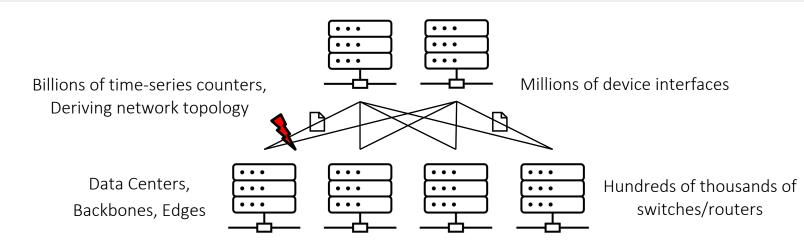
Diagnosis

Troubleshooting

Verification

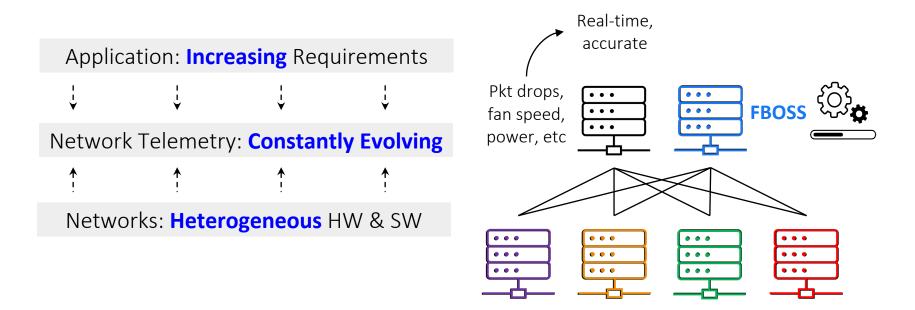
Asset tracking

#### **Network Telemetry**



### Key Challenge for Telemetry in Production: Evolvability

Network devices and management applications are constantly evolving.

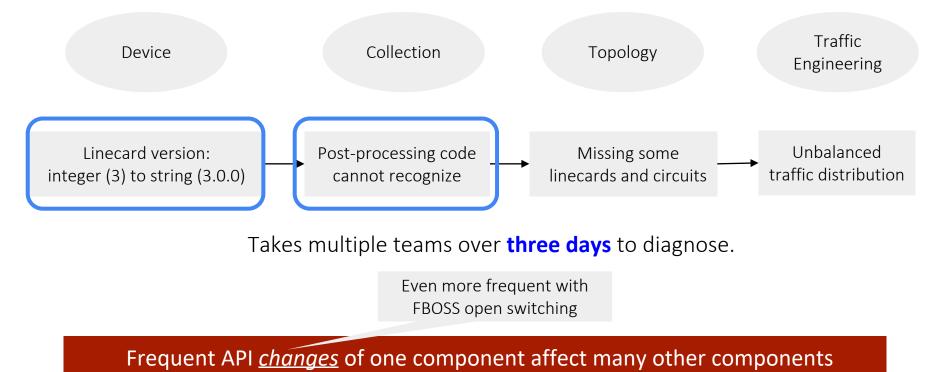


### Magnitude of Changes

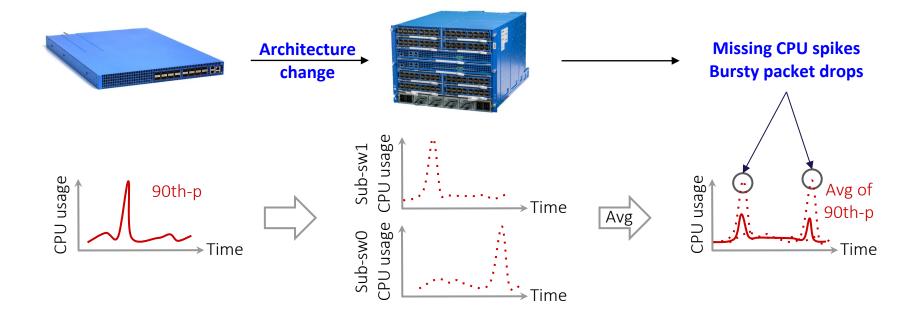
Up to **30** code commits and **1000** LoC changes per week —

Applicat			uire pe e pte	Alerting rules 🛶 🛶
Application: Increasing Requirements				Alerting rules
• • •	   ▼	, , , ,	   ▼	
Network Telemetry: Constantly Evolving				Telemetry runtime
<b>↑</b>	<b>↑</b> !	<b>↑</b> !	<b>↑</b> !	
Networks: Heterogeneous HW & SW				Device-related schemas

### Incident 1: Changes Affect Many Components



#### **Incident 2: Data Misinterpretation**



Frequent hardware and software *changes* affect data values and semantics

Bringing Changes to First-Class Citizens in Telemetry

#### **Change Propagation**

API changes affect many other components

#### **Data Misinterpretation**

Caused by HW and SW changes





Track API changes across components

Build **trustful** telemetry data despite changes

### PCAT: Production Change-Aware Telemetry System

#### **Change abstraction:**

- Representing changes in a uniform and generic way
  - ✓ Track and use changes easily

#### Change attribution:

- Layering design to clearly attribute changes to the right components
  - ✓ Limit change propagation; track changes clearer

#### **Change exploration:**

- Allowing applications to explore change dependencies
  - ✓ Improve timeliness/accuracy

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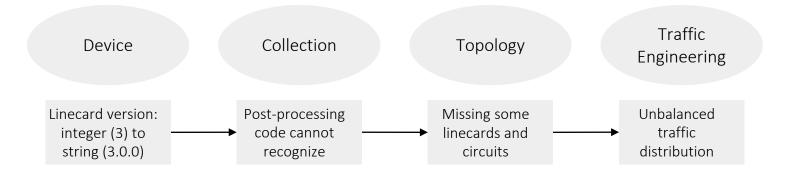
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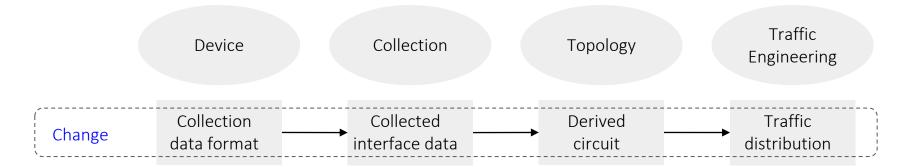
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Consider the incident 1: Linecard Version Change  $\rightarrow$  Unbalanced Traffic



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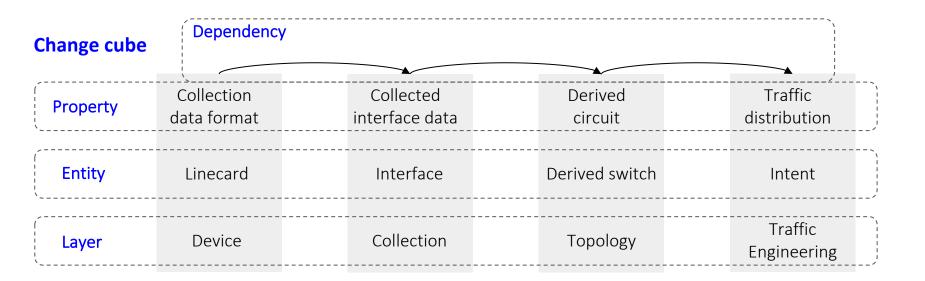
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#### **Change Abstraction:** Change Cube

Consider the incident 1: Linecard Version Change  $\rightarrow$  Unbalanced Traffic

Change cube: <Time, Entity, Property, Layer, Dependency>



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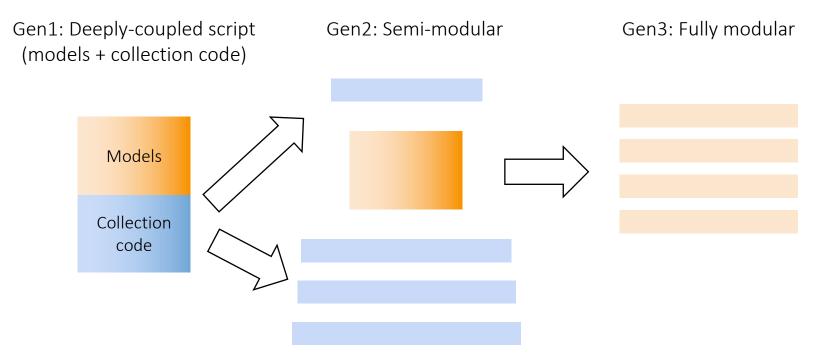
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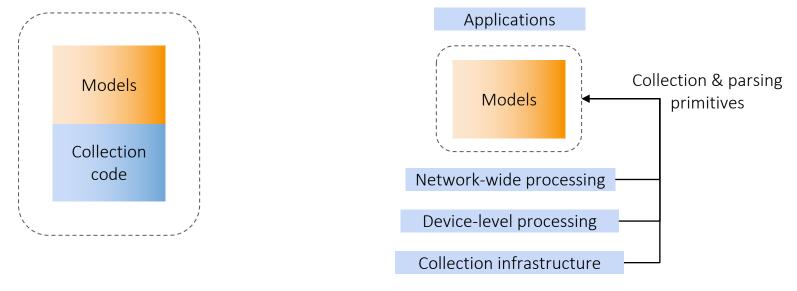
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### **Change Attribution:** Three Generations of Telemetry Systems



### Change Attribution: Gen1 and Gen2

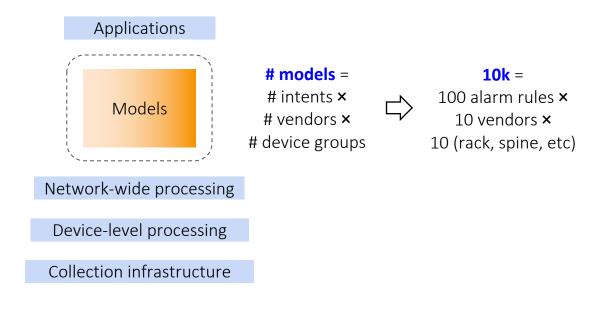
Gen1: Monolithic collection script Gen2: Decoupled models from collection code



**X** Changes all over the place.

- $\checkmark$  Confine changes to one of the two layers.
- ✓ Track changes of two layers separately.

### Change Attribution: Gen2's Problems



- **X** Enormous number of models.
- Intents are deeply coupled with the vendor-dependent details: models become hard to define and evolve.

### Change Attribution: Gen3 (PCAT) Layering Design

#### Gen3: Limiting the impact of changes

Intent models	Alert if <b>Interface</b> .pkt_drops.Rate() > 1k/s		
Data models	ModelDef(name=' <b>Interface</b> ', properties=[ PropertyDef(name='pkt_drops', type=INT),		
Collection models	<pre>Vendor1 CLI: show interfaces {\$if_name} drops Vendor2 Thrift: getQueueDrops({\$queues})</pre>		
Job models	<pre>JobDef(model_name='Interface', device_group='Rack switches', frequency='5min',</pre>		

### Change Attribution: Gen3 (PCAT) Layering Design

Gen3: Limiting the impact of changes

Intent models

Data models

Collection models

Job models

- ✓ Limit change propagation, eg, easy to adjust collection frequency.
- ✓ Track change clearer, ie, to specific layer.

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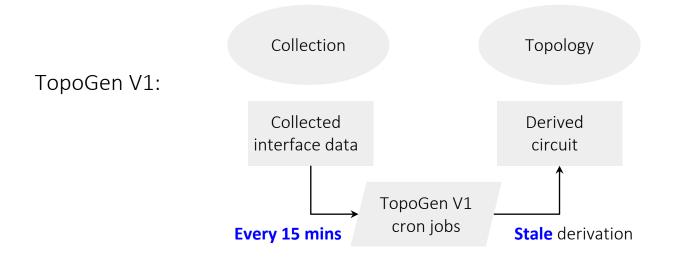
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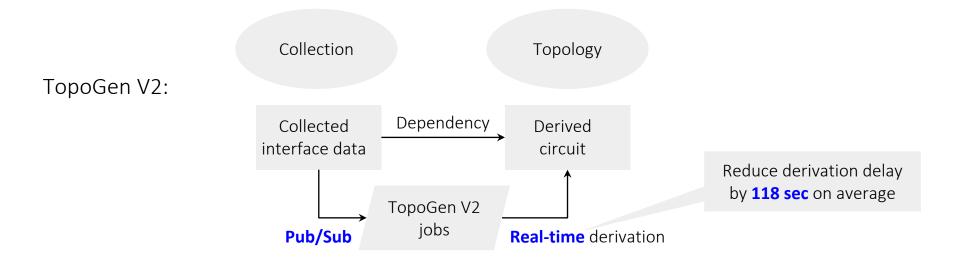
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Creates derived topology from normalized device-level data.



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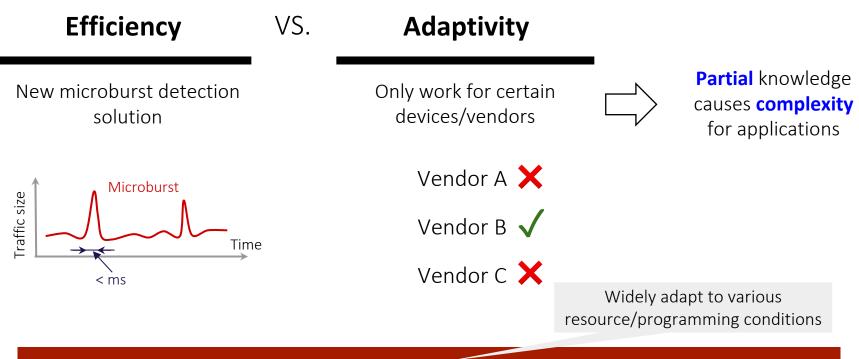
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#### **Open Questions:** Adaptive Telemetry Primitives

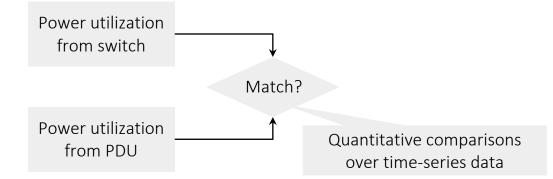


Need both efficient and adaptive telemetry primitives

#### **Open Questions:** Trustful Telemetry

- Telemetry data may get missed/corrupted in evolving environment.
- Business-critical applications (eg, TE) rely on correct telemetry data.

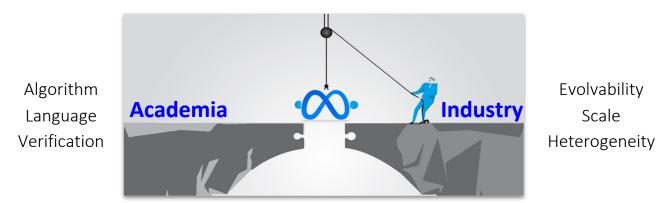




Need telemetry verification and validation

### Summary

- Telemetry is critical for network management.
- Changes should be first-class citizens in evolvable telemetry.
- PCAT: Production change-aware telemetry system
  - ✓ Change abstraction: change cubes.
  - ✓ Change attribution: layering design.
  - ✓ Change exploration: change-aware applications.



## Thank You!

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