Networking Needs a State Management Abstraction

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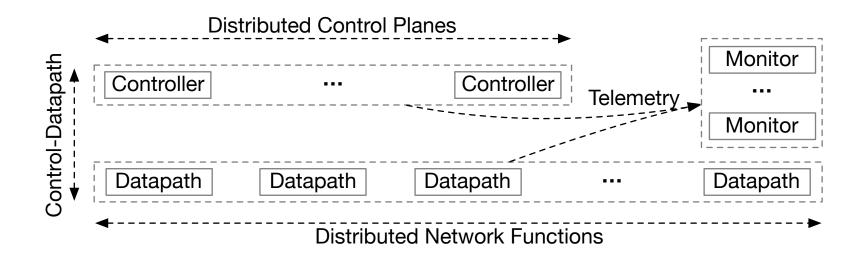
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Network Apps: Dist. of Compute & State



Clean modularity to make state available where needed.

Why a General State Mgmt. Abstraction?

Network apps architects: Focus on logic/compute.

Researchers: Develop better state mgmt. mechanism.

Operators: Interface to inform apps of net. resource constraints.

Do We Need a New Abstraction?

Net. apps have stringent availability and performance reqs.

Calls for a high degree of replication.

Fast path and slow path distinction.

- Adding existing tech. to slow path addresses half of the problem.
- How to efficiently make state available to the fast path?

Desirable Properties

Direct update (decouple app and state sync process)

Isolate app state from concurrent updates (avoid fine-grained sync.)

Update atomicity (simplify correctness)

Minimize staleness (faster convergence/policy compliance)

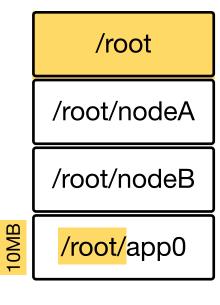
Explicit state ownership (enable conflict-free updates)

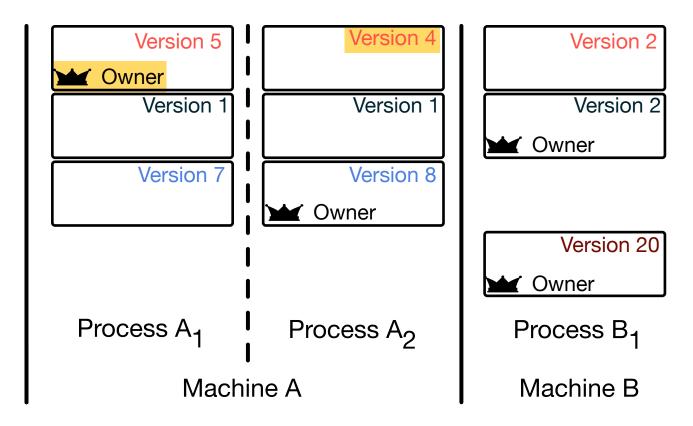
Selective state membership (enable scoping for app. scalability)

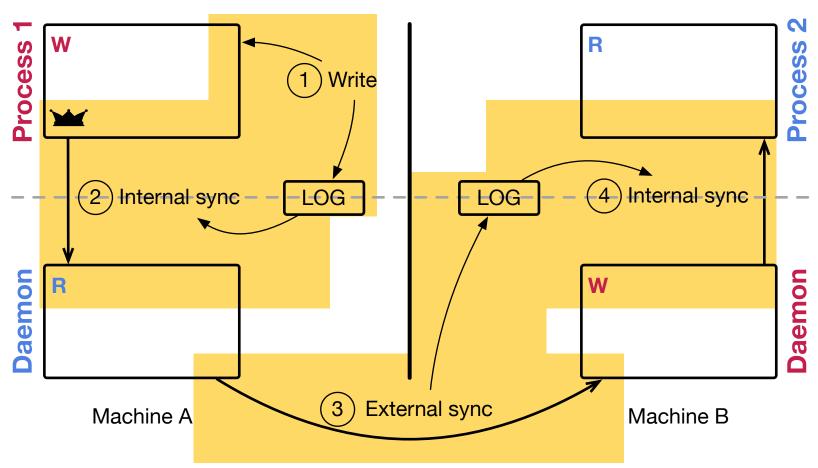
Explicit state hierarchy (simplify fault tolerance and scalability)

Tasvir: Versioned Distributed Shared Memory

with explicit user-controlled synchronization







Programming Model

Organize state in *single-writer memory regions*.

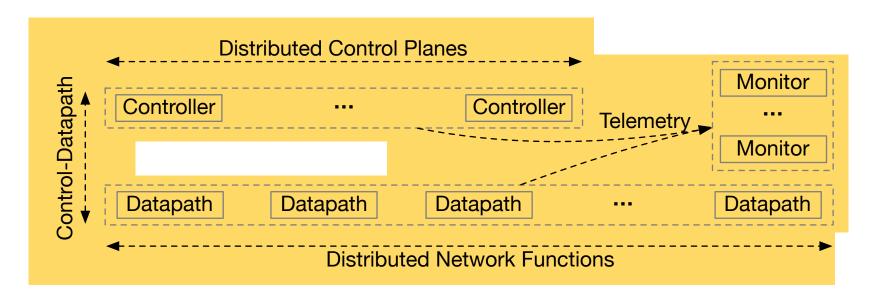
• Aggregate state locally (flat combining, state CRDT, ...).

Use *local state* (possibly-stale).

Specify internal & external synchronization frequency.

Frequently check-in for internal synchronization (10µs intervals).

Applies Broadly to Networks



Concluding Remarks

Our attempt to make *fast networking easy* for *state replication*.

Possible to specialize for new tech & architectures.

Can benefit similar general distributed systems.

Distributed optimization, distributed data stores, etc.

https://github.com/tootoonchian/tasvir