A Network Debugger for FABRIC Experiments

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Introduction

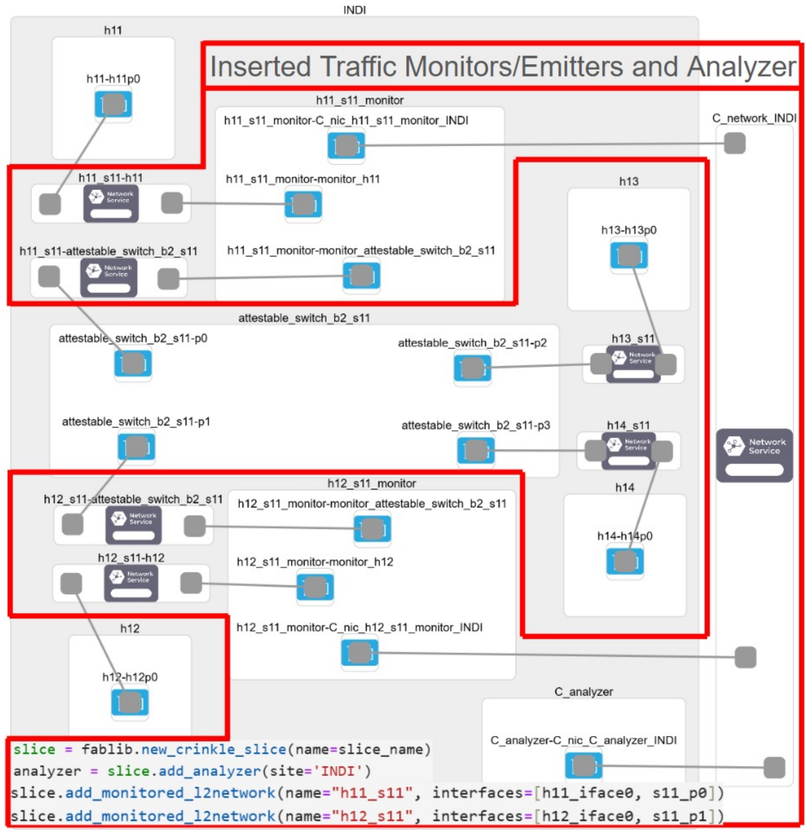
- FABRIC, as a testbed, affords significant flexibility compared to other deployment environments.
- This flexibility allows for new techniques that are much more general, supporting any components, topology, or protocols.

Motivation

- Debugging is a significant barrier to developing experiments on FABRIC.
- A research-friendly debugger should not be reliant on hardware or protocol support, since that is often the focus of the research.
- Data collection could pave the way for automated assistance in tracking down and solving bugs.

Approach

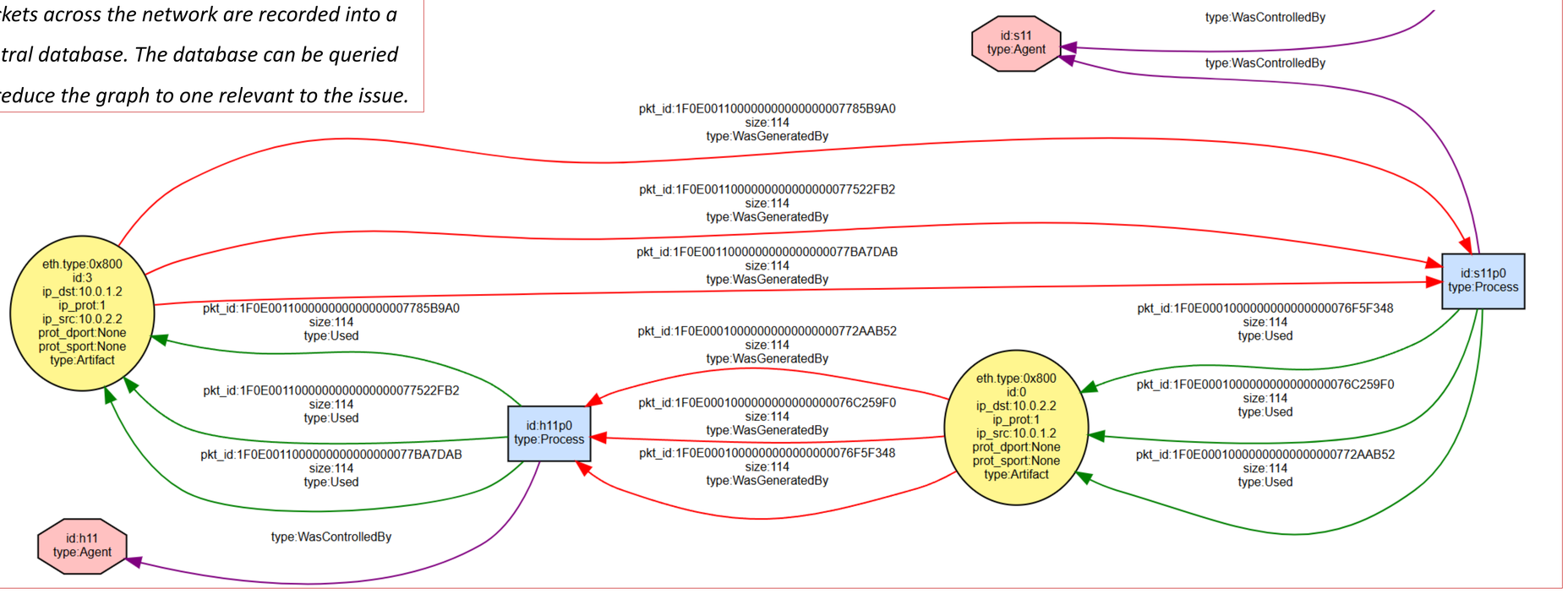
- We extended Fablib to support adding VMs as "smart" bump-in-the-wire monitors.
- Monitors communicate with an analyzer out-of-band, and insert unique IDs to frames.
- Analyzer collects information on packet headers, ID, and location into database.
- Database contains flow-level data, position, and packet-specific ID.



Results

- Packet tracing can be done from a central point or the Jupyter instance, with significantly fewer commands than spawning and analyzing tcpdump jobs.
- Devices which do not support capturing their interfaces can be monitored as easily as any node.
- Lays a foundation for more active debugging by enabling anywhere probing and on-the-fly editing of header field values.

Packets across the network are recorded into a central database. The database can be queried to reduce the graph to one relevant to the issue.



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