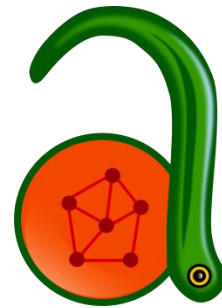
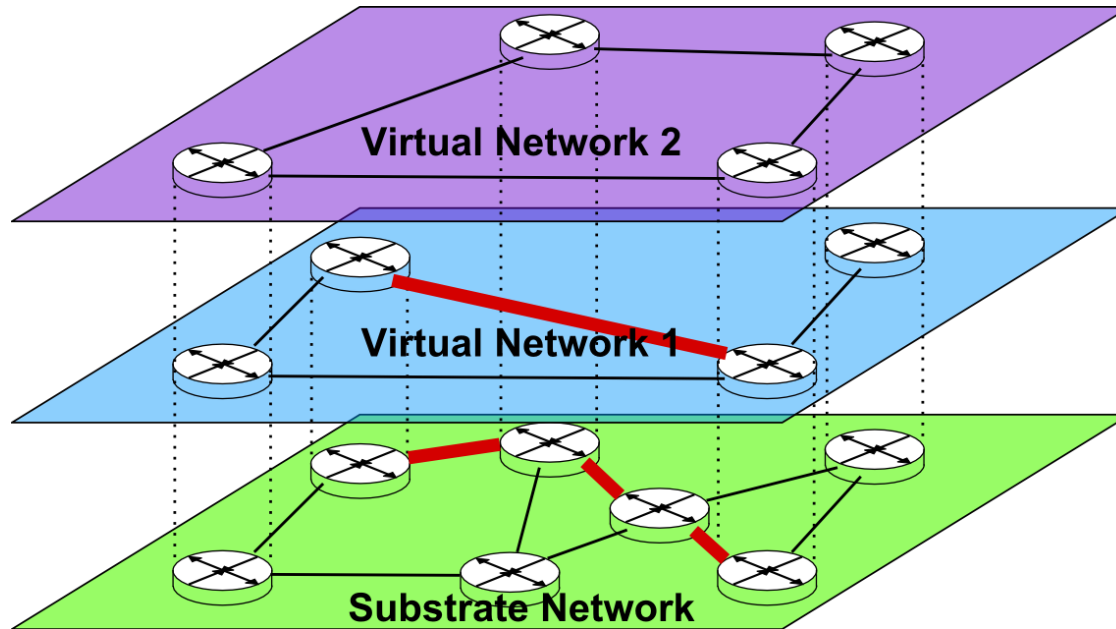


Flexible VNE Algorithms Analysis using ALEVIN



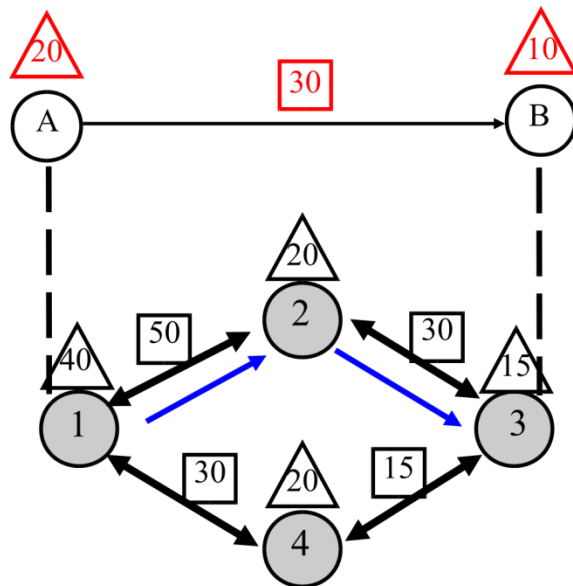
Juan Felipe Botero, Xavier Hesselbach, Michael Duelli, Daniel Schlosser, Andreas Fischer, and Hermann de Meer





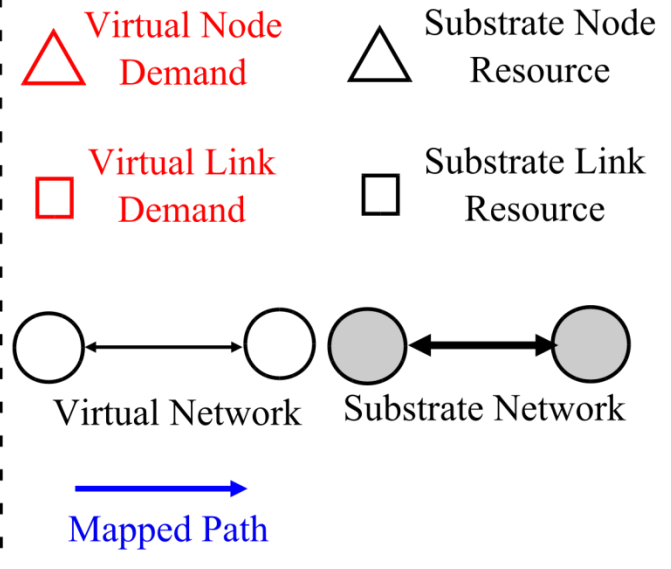
- Virtual Network Embedding (VNE): Map virtual resources to substrate resources
 - Substrate network provides resources
 - Virtual networks consume resources





Revenue:
 Link Revenue: 30
 Node Revenue: $20 + 10 = 30$
 Total Revenue of VN = 60

Cost:
 - Link cost : $30 + 30 = 60$
 - Node cost: $20 + 10 = 30$
 - Total Cost = 90
 (with same weights)



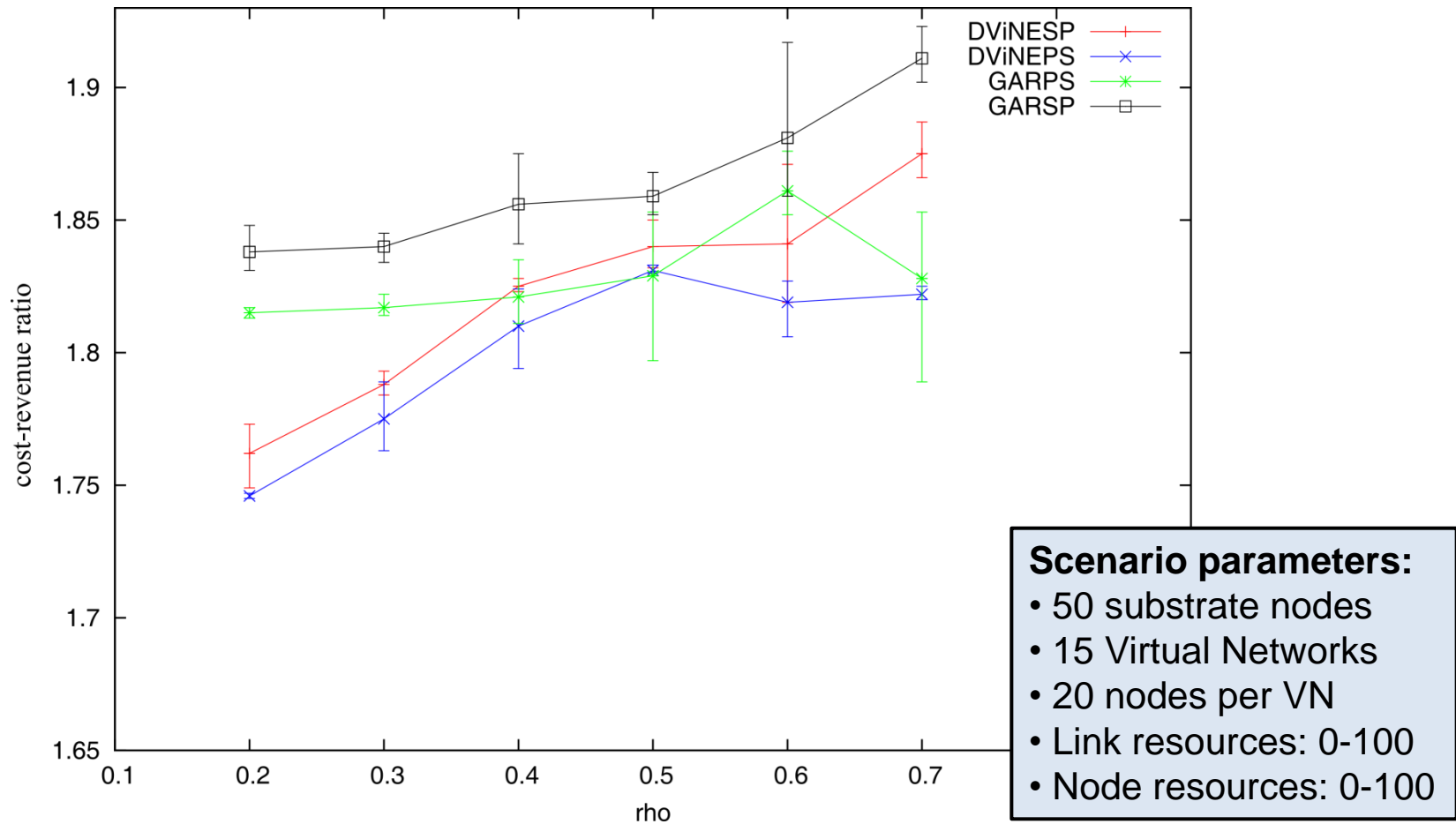
- Embedding is NP-complete
 - Bin-packing problem (nodes)
 - Unsplittable Flow problem (links)

→ Different heuristics implemented in algorithms

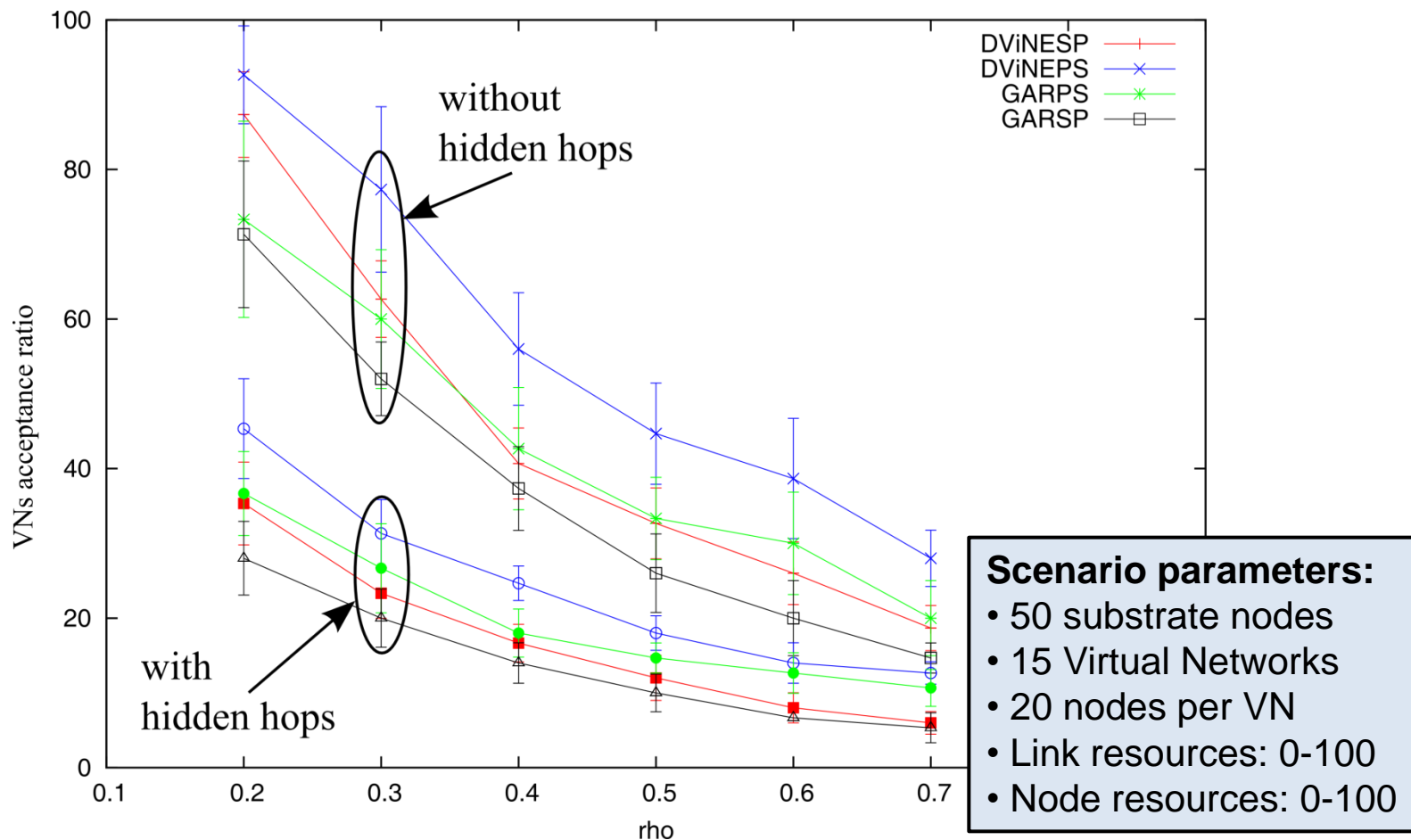
- Different ways to optimize VNE
 - Minimize cost/revenue ratio
 - Cost: Physical resources that have to be spent
 - Revenue: Virtual resources that can be mapped
 - Maximize acceptance ratio of virtual networks
- Take additional effects into account
 - Hidden hops: Traffic forwarding costs resources as well
- How to evaluate?
 - VNE simulation framework: ALEVIN (<http://alevin.sf.net/>)



Evaluation: Cost-revenue



Evaluation: Virtual Network acceptance ratio



- Conclusions
 - ALEVIN provides framework to compare VNE algorithms
 - Additional constraints (hidden hops) influence algorithms
 - Further analysis is needed
- Future Work
 - Optimize embedding with regard to other goals
 - Energy consumption
 - Security / Resilience
 - Investigate application to large test-bed scenarios