

SC22

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# User-driven Path Control through Intent-Based Networking

Anne-Ruth Meijer, Leonardo Boldrini, Ralph Koning, Paola Grosso



UNIVERSITY OF AMSTERDAM

# Responsible Internet

The **Responsible Internet** <sup>[1]</sup> is a novel security-by-design concept and extension to the internet that enables higher levels of trust and data autonomy.

It turns the Internet infrastructure from a **black box** to a **'glass box'**

It brings **Transparency, Controllability** and **Accountability** to the Internet

<sup>[1]</sup> Cristian Hesselman, Paola Grosso, Ralph Holz, Fernando Kuipers, Janet Hui Xue, Mattijs Jonker, Joeri de Ruiter, Anna Sperotto, Roland van Rijswijk-Deij, Giovane Moura, et al. **A responsible internet to increase trust in the digital world.** 2020.

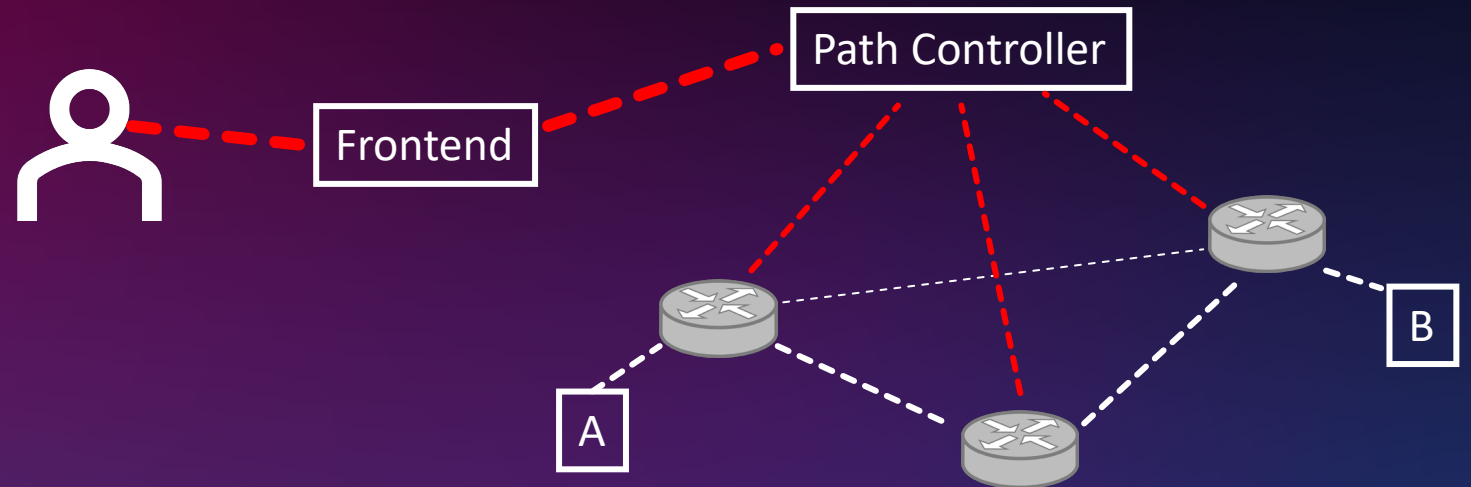


# The UPIN project

**UPIN:** User-driven Path verification and control for Inter-domain Networks enables users to control and verify paths that their data travels through [2]

The UPIN Framework:

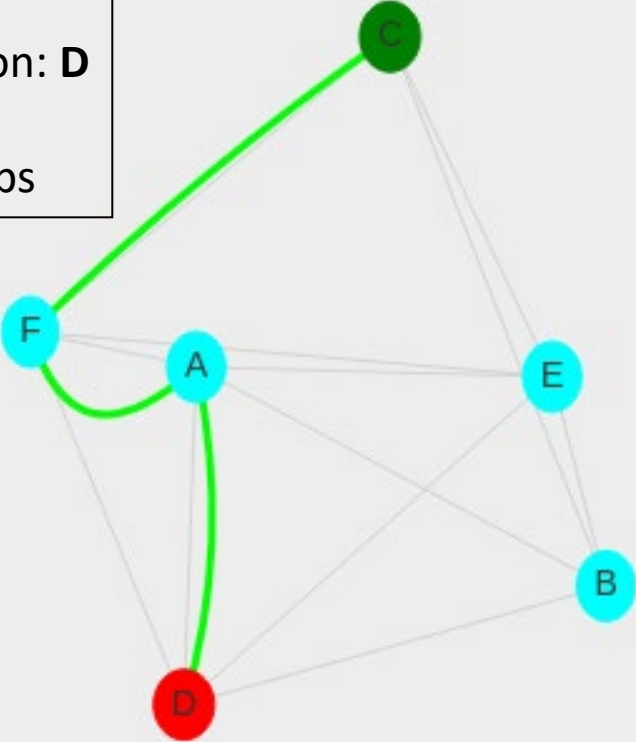
- **Frontend**
- **Path Controller**
- Domain Explorer
- Path Tracer
- Path Verifier



[2] Rodrigo Bazo, Leonardo Boldrini, Cristian Hesselman, and Paola Grosso. **Increasing the Transparency, Accountability and Controllability of multi-domain networks with the UPIN framework.** 2021

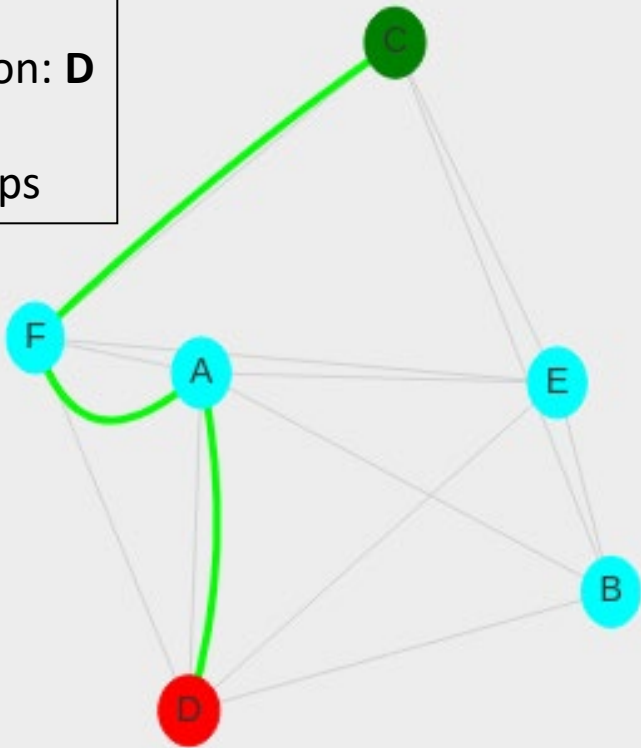
# Frontend design

**User Intent:**  
Source: **C**  
Destination: **D**  
Via: **A**  
Max **4** hops



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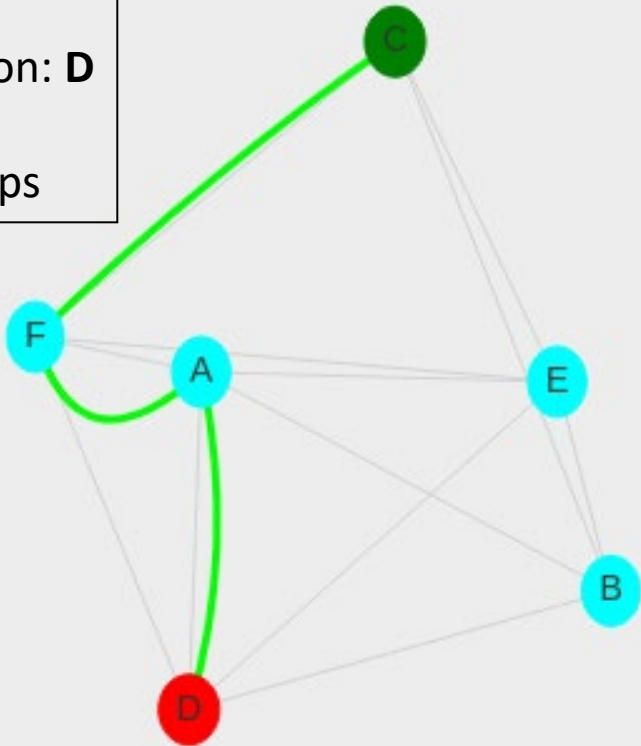


Technical centric approach:

```
define intent create_path:  
  from endpoint('C')  
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  allow device('A')  
  with hops('max', '4')
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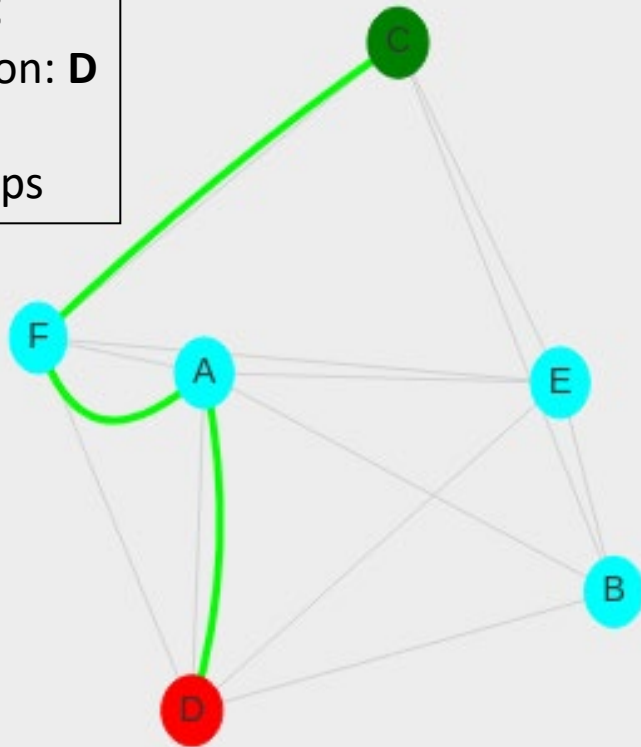


Human centric approach:

go from C to A to D with max 4 hops

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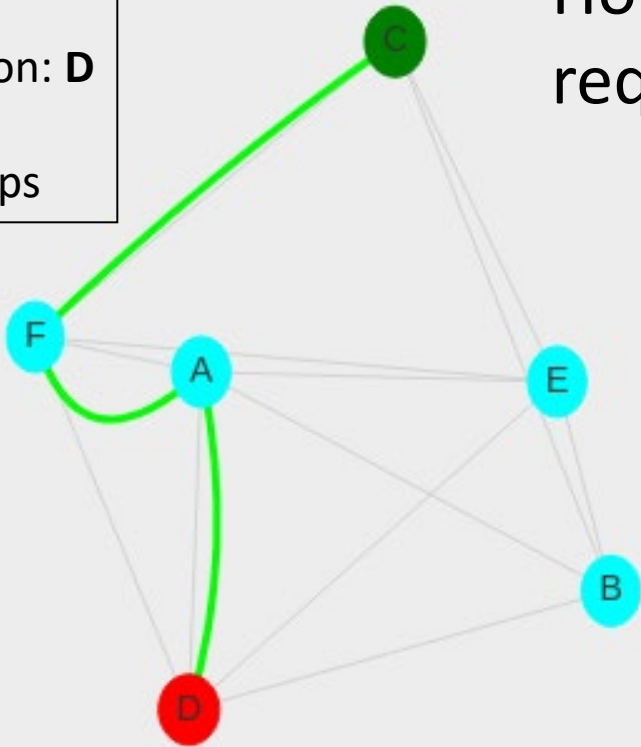
 *frits*

You want to create a path from C to D via A with a limit of 4 hops

 *Bot*

# Frontend design

**User Intent:**  
Source: C  
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Max 4 hops



How do we design a chatbot to understand user's request on path control?

go from C to A to D with max 4 hops

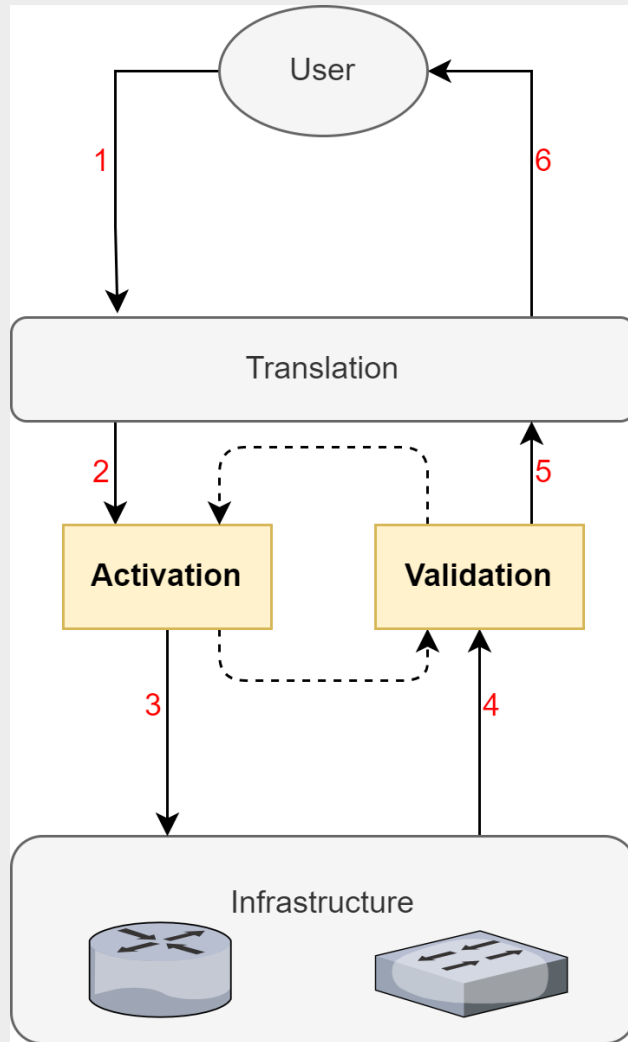
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# Intent Based Networking

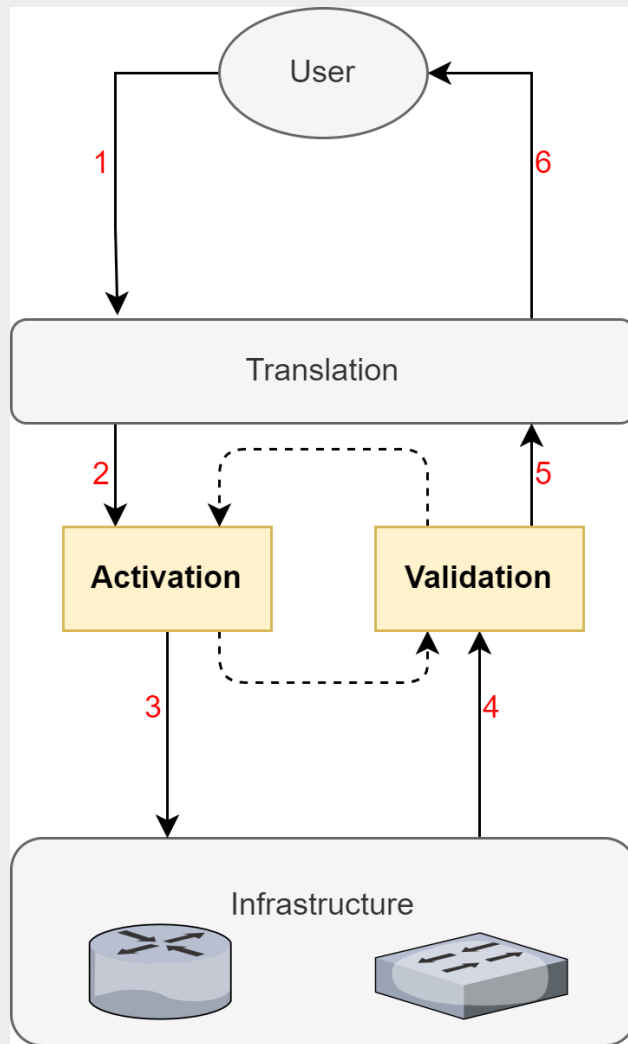


Intent-Based Networking (IBN)<sup>[3]</sup> provides users with the ability to express a desire and translate said desire into network level configurations.

1. State intent
2. Request configuration
3. Execute configuration
4. Network-driven feedback
5. Metrics
6. Intent-based feedback

<sup>[3]</sup> A. Clemm, L. Ciavaglia, L. Z. Granville, and J. Tantsura, "Intent-Based Networking - Concepts and Definitions," Internet Engineering Task Force, Internet-Draft. 2022. Available: <https://datatracker.ietf.org/doc/html/draft-irtf-nmrg-ibn-concepts-definitions-09>

# Intent Based Networking

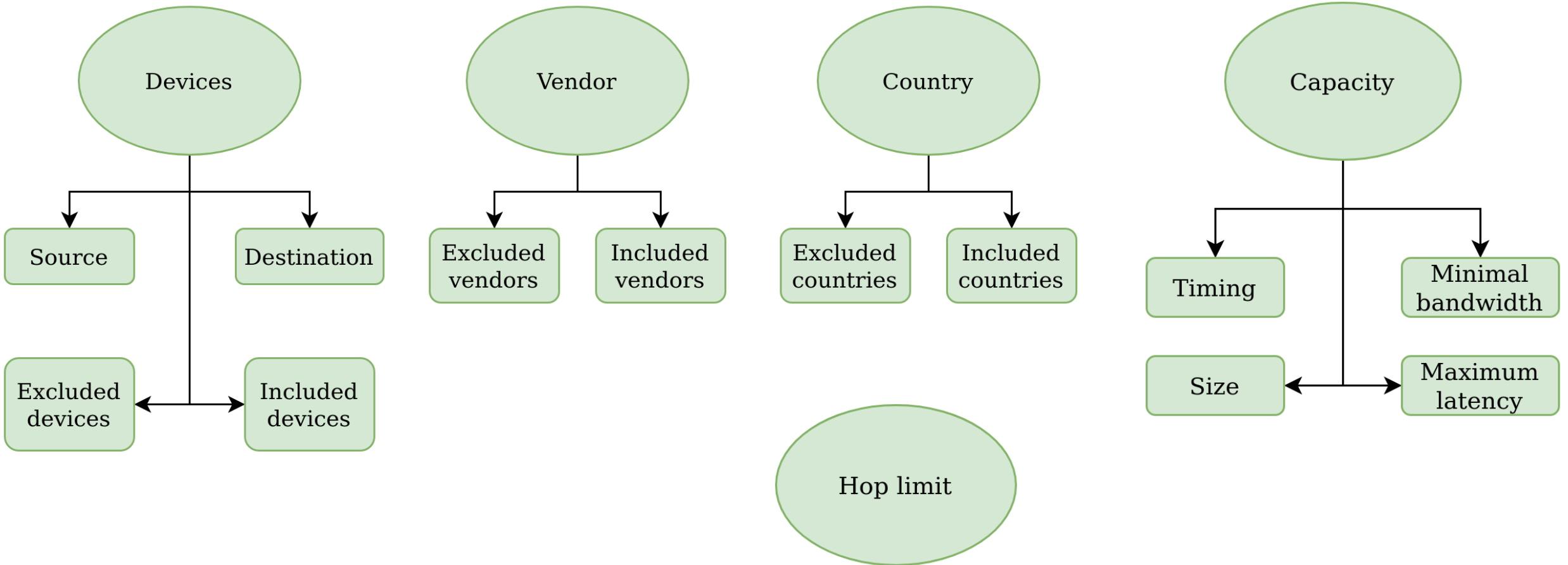


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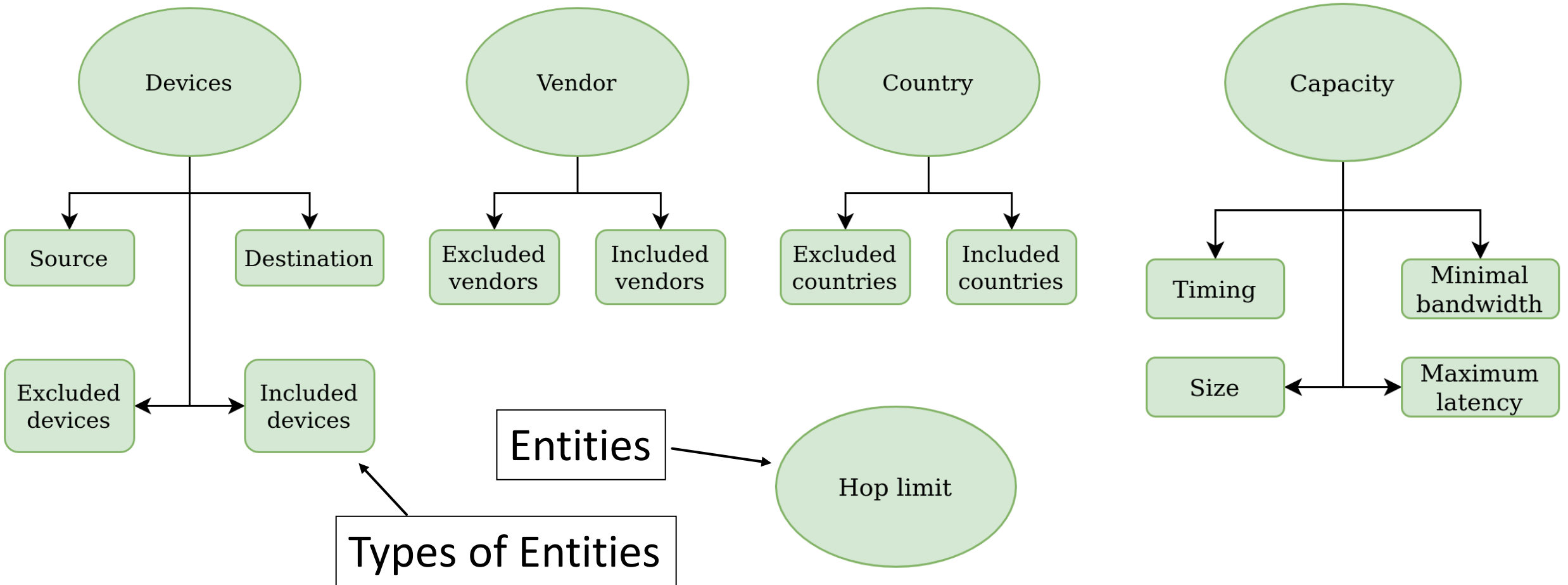
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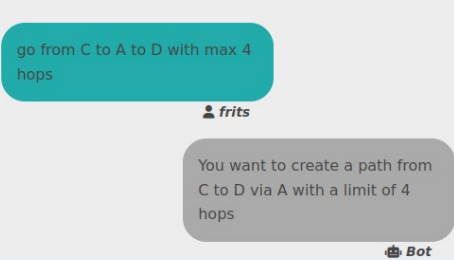
# Path properties: Entities



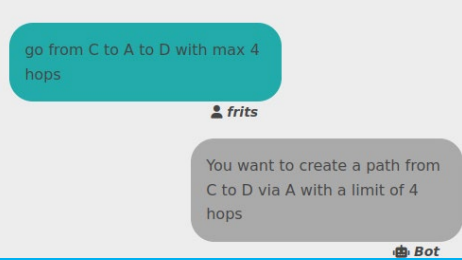
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# Design Considerations

		Control	Required Knowledge	Language	Network
<pre>define intent create_path:   from endpoint('C')   to endpoint('D')   allow device('A')   with hops('max', '4')</pre>	<b>Technical centric approach</b>	Unlimited	Network and Syntax	Restricted	UPIN demo
 <p>The screenshot shows a chat conversation. A user named 'frits' sends a message: 'go from C to A to D with max 4 hops'. The bot responds: 'You want to create a path from C to D via A with a limit of 4 hops'.</p>	<b>Human centric approach</b>	Unlimited	Network	Unrestricted	UPIN demo

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<pre>define intent create_path:   from endpoint('C')   to endpoint('D')   allow device('A')   with hops('max','4')</pre>	<b>Technical centric approach</b>	Unlimited	<b>Network and Syntax</b>	<b>Restricted</b>	UPIN demo
 <p>The screenshot shows a chat window with a user message: "go from C to A to D with max 4 hops" and a bot response: "You want to create a path from C to D via A with a limit of 4 hops".</p>	<b>Human centric approach</b>	Unlimited	<b>Network</b>	<b>Unrestricted</b>	UPIN demo



# Natural Language Understanding

A user states the following:

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The **Intent** of the user is to create a specific path.

Our model needs to both extract entities, understand their type, and ultimately understand the intent of the user.



# Natural Language Understanding Pipelines

We implement a Chatbot with Rasa Open Source<sup>[4]</sup>.

Rasa provides a dialogue system based on machine learning to understand **natural language**.

We expand the Baseline pipeline with additional featurizers to improve the performance of our model.

Name	Configuration
P1 (Baseline)	WhitespaceTokenizer, RegexFeaturizer, DIETClassifier, EntitySynonymMapper, ResponseSelector, FallbackClassifier
P2	P1 + CountVectorsFeaturizer
P3	P1 + LexicalSyntacticFeaturizer
P4	P1 + CountVectorsFeaturizer + LexicalSyntacticFeaturizer

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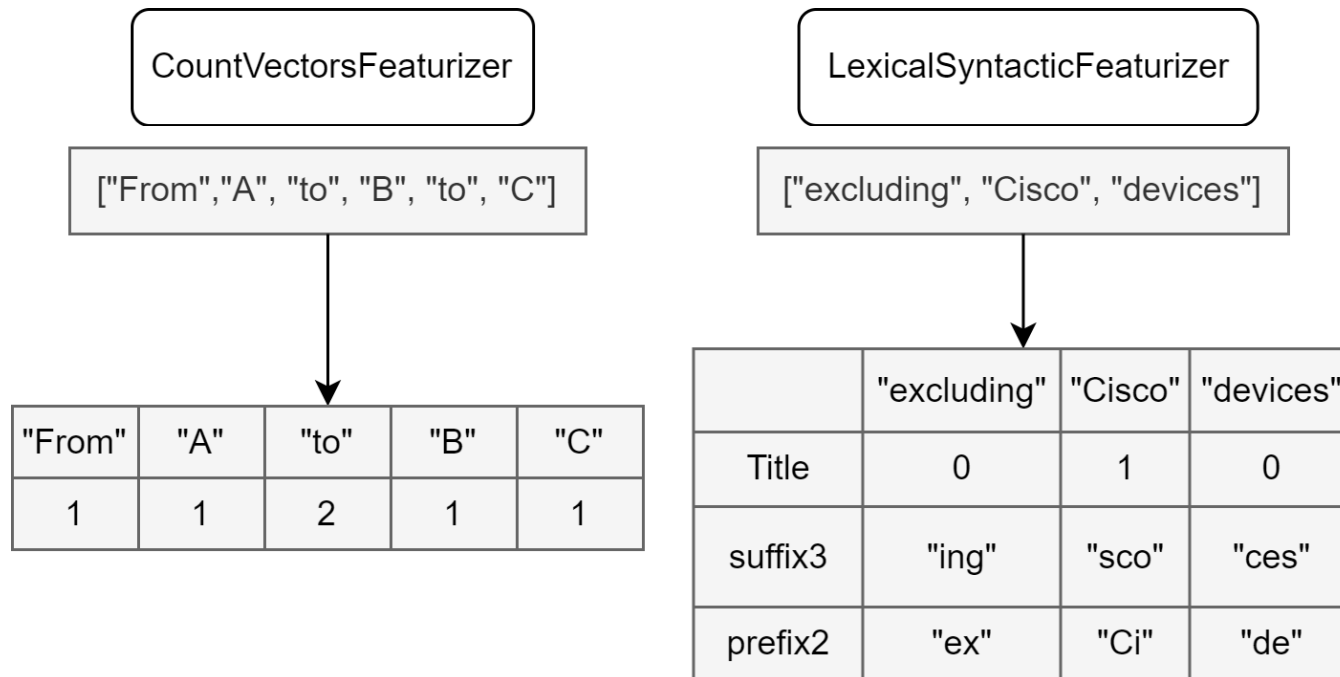
<sup>[4]</sup> Rasa Technologies, **Introduction to rasa open source**, <https://rasa.com/docs/rasa>

# Pipeline improvements: featurizers

The two featurizers we added to aid our model are **CountVectors** and **LexicalSyntactic**.

**CountVectors** disregards word order and focuses on the amount of similar words in a sentence.

**LexicalSyntactic** creates additional features for entity extraction since our intent can contain several different entities. This method creates features based on the lexical and syntactic properties of the tokens.



# Performance metrics

$$\textit{accuracy} = \frac{TP + TN}{TP + TN + FP + FN}$$

*TP = true positives*

*FP = false positives*

*TN = true negatives*

*FN = false negatives*

$$\textit{precision} = \frac{TP}{TP + FP}$$

$$\textit{recall} = \frac{TP}{TP + FN}$$

$$F1 = \frac{2 \cdot (\textit{precision} \cdot \textit{recall})}{\textit{precision} + \textit{recall}}$$

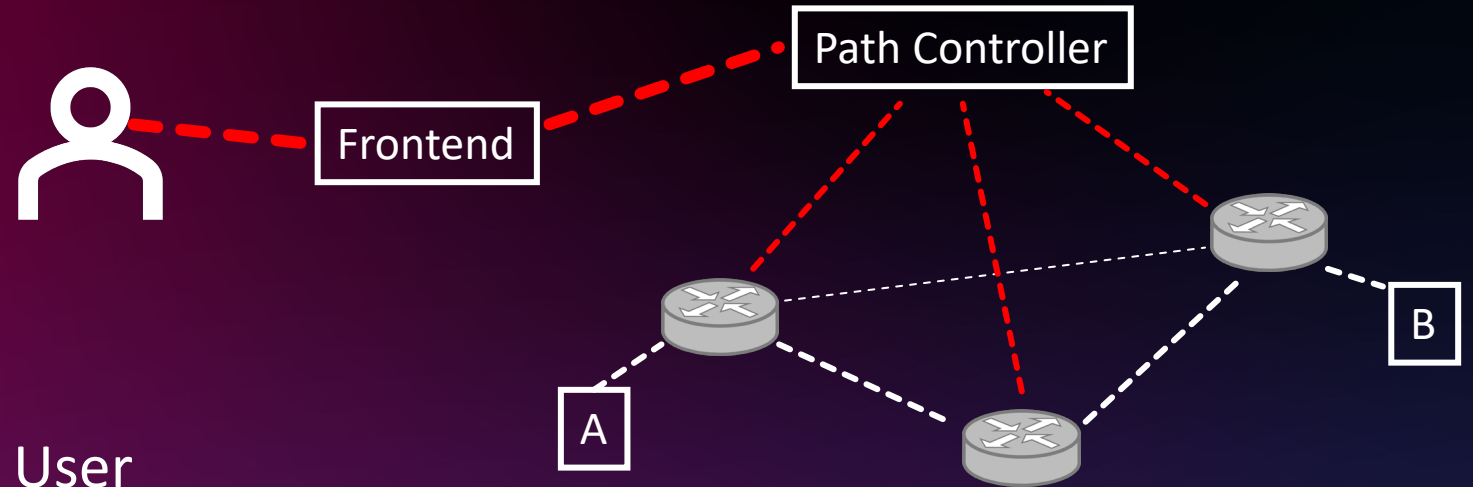


# Performance Results

	<b>P1</b>	<b>P2</b>	<b>P3</b>	<b>P4</b>
<b>Accuracy intent</b>	0.63	0.84	0.83	0.85
<b>Precision intent</b>	0.63	0.86	0.83	0.86
<b>Recall intent</b>	0.63	0.84	0.83	0.85
<b>F1 score intent</b>	0.63	0.83	0.83	0.85
<b>Accuracy entity</b>	0.74	0.82	0.93	0.93
<b>Precision entity</b>	0.33	0.46	0.85	0.83
<b>Recall entity</b>	0.29	0.46	0.80	0.80
<b>F1 score entity</b>	0.31	0.46	0.82	0.82

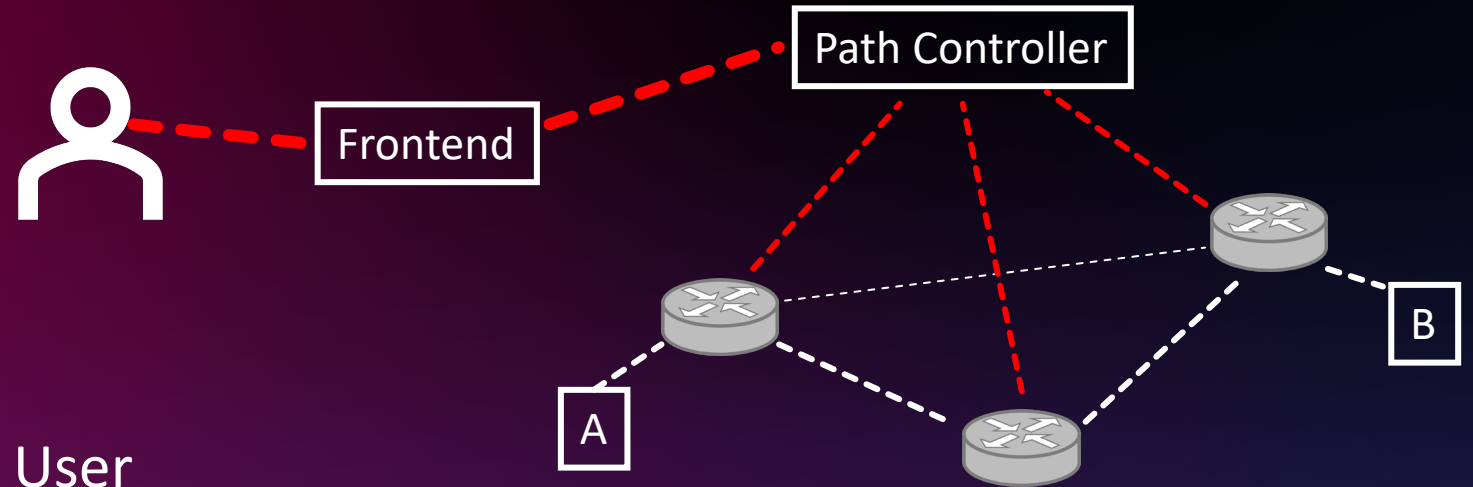


# Takeaway



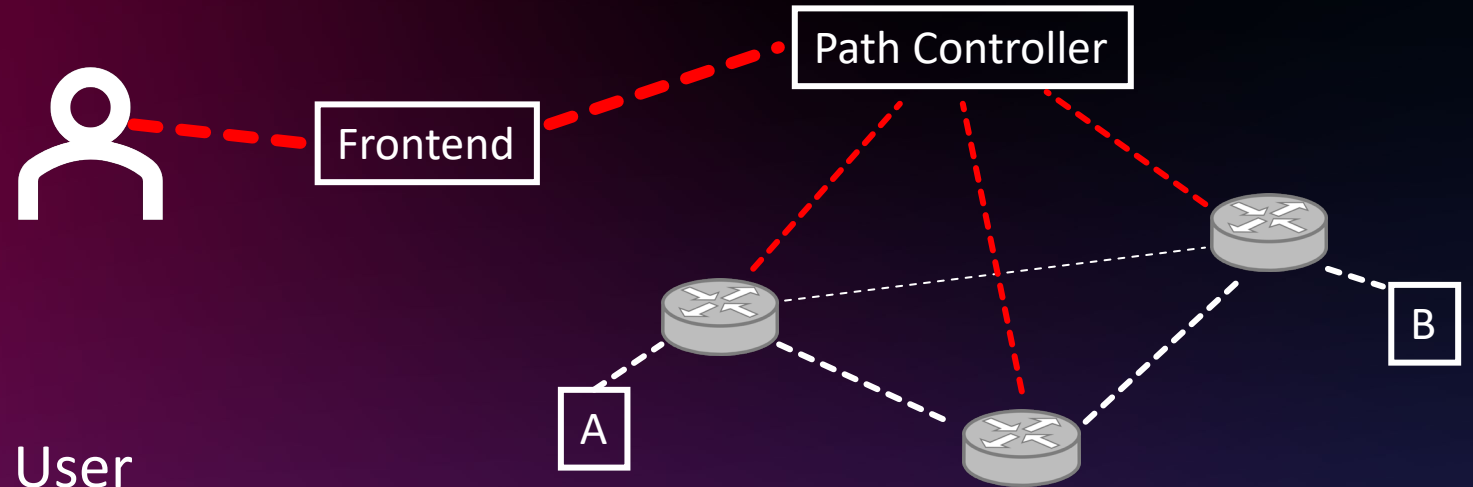
- Increase **transparency** to the User

# Takeaway



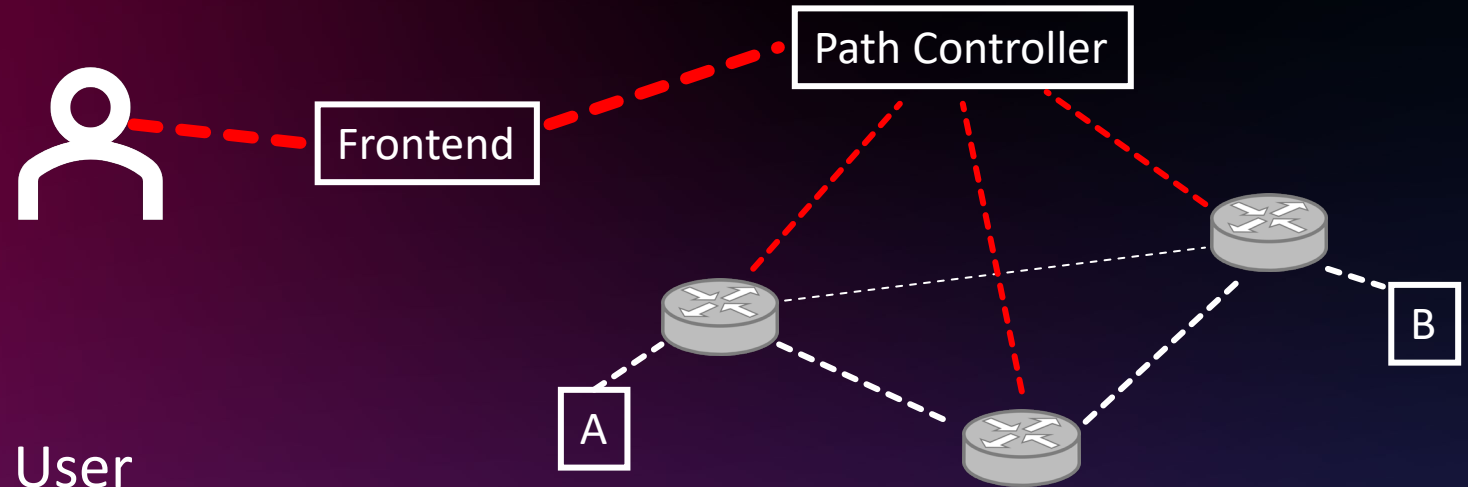
- Increase **transparency** to the User
- **Frontend** Design that includes a Chatbot

# Takeaway



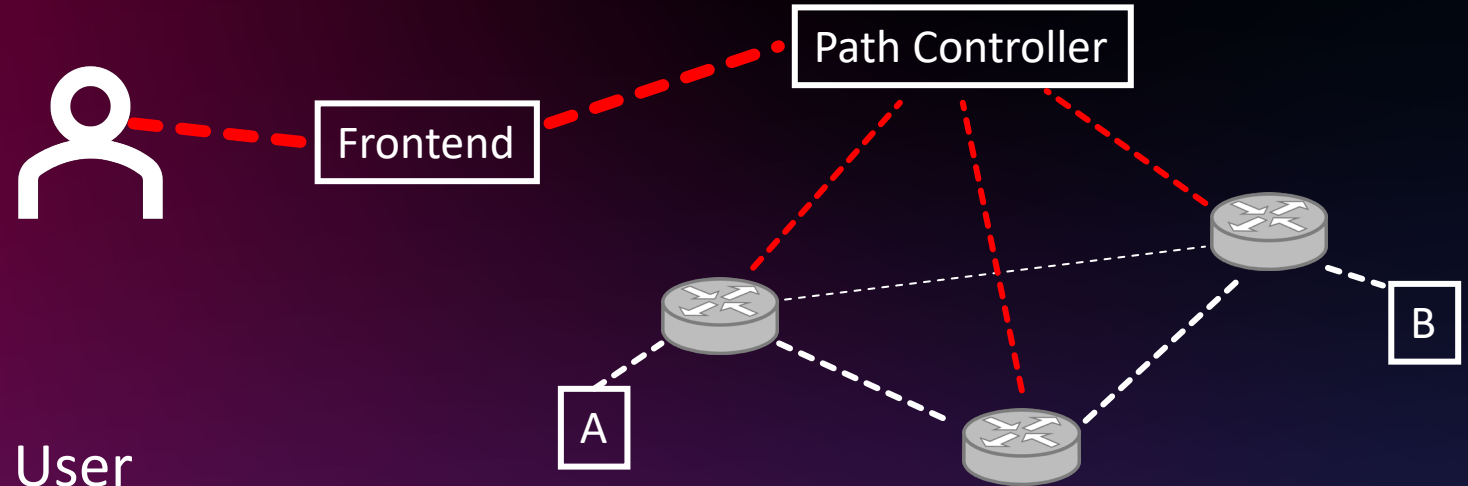
- Increase **transparency** to the User
- **Frontend** Design that includes a Chatbot
- NLU pipelines to better understand user **intents** of path creation

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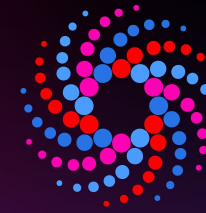


- Increase **transparency** to the User
- **Frontend** Design that includes a Chatbot
- NLU pipelines to better understand user **intents** of path creation
  
- Promising performance results, but unable to run unsupervised

# Takeaway



- Increase **transparency** to the User
- **Frontend** Design that includes a Chatbot
- NLU pipelines to better understand user **intents** of path creation
  
- Promising performance results, but unable to run unsupervised
- Amount of data to train our model



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# Frontend design

## Technical centric approach

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  from endpoint('C')  
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  allow device('A')  
  with hops('max','4')
```

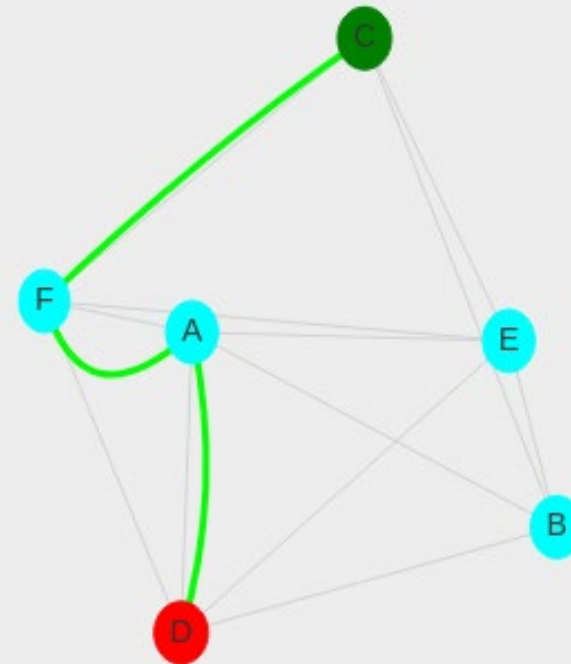
## Human centric approach

go from C to A to D with max 4 hops

 *frits*

You want to create a path from C to D via A with a limit of 4 hops

 *Bot*

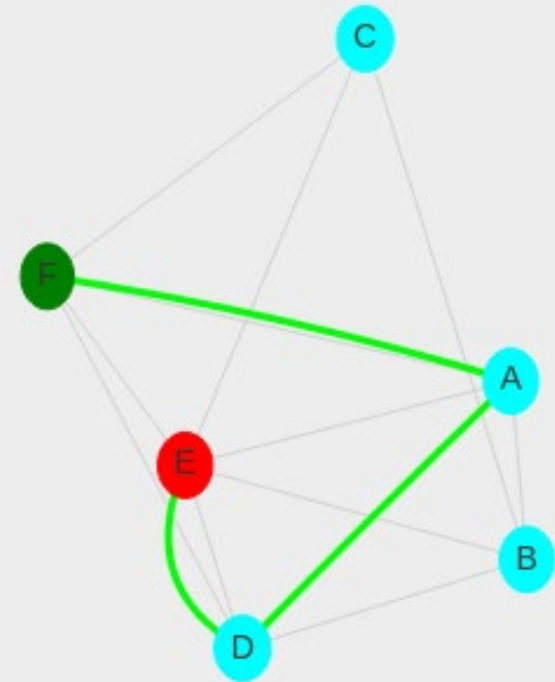




# Frontend example

Technical centric approach:

```
define intent create_path:  
  from endpoint('F')  
  to endpoint('D')  
  allow device('A'), vendor('Cisco')  
  set bandwidth('min', '100', 'Mbps'), latency('max', '10', 'ms')  
  with hops('max', '5')
```



# Frontend example

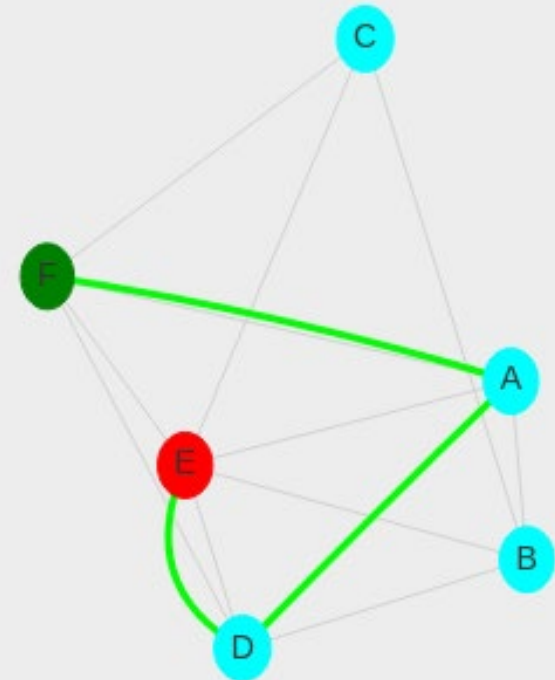
## Human centric approach: Chatbot

create a path to D from F via A with at least 100 Mbps bandwidth and max 10 ms latency with Cisco devices within 5 hops

 *frits*

You want to create a path from F to D via A only including devices from Cisco with a limit of 5 hops with a bandwidth greater than 100 Mbps with a latency less than 10 ms

 *Bot*



# Intents and Entities

TABLE III

TRAINING DATA AMOUNT FOR THE INTENTS

Intent	Number of examples
<i>greet</i>	13
<i>goodbye</i>	10
<i>correct</i>	18
<i>deny</i>	12
<i>create_path</i>	92
<i>bot_challenge</i>	4
<i>reset</i>	9
<i>help</i>	7
<i>more</i>	5
<i>list</i>	6

TABLE IV

TRAINING DATA AMOUNT FOR THE ENTITIES

Entity	Type	Number of examples
<i>devices</i>	<i>source</i>	92
<i>devices</i>	<i>destination</i>	92
<i>devices</i>	<i>excluded_device</i>	20
<i>devices</i>	<i>included_device</i>	20
<i>vendor</i>	<i>included_vendor</i>	10
<i>vendor</i>	<i>excluded_vendor</i>	10
<i>country</i>	<i>included_country</i>	10
<i>country</i>	<i>excluded_country</i>	10
<i>limit</i>		10
<i>capacity</i>	<i>timing</i>	10
<i>capacity</i>	<i>size</i>	10
<i>capacity</i>	<i>minimal_bandwidth</i>	10
<i>capacity</i>	<i>maximum_latency</i>	10

# Natural Language Understanding

A user states the following:

“I want to create a path from A to B to C excluding Cisco devices”

A, B, C, Cisco are **Entities** (A, B and C are devices, Cisco is a Vendor)

The **Intent** of the user is to create a specific path.

Our model needs to both extract entities, understand their type, and ultimately understand the intent of the user.

- In order to understand the intent of the sentence, in order to understand what to do with the entities, we consider many features of the overall sentence, not looking at entities alone but features surrounding the entities, features of the sentence indicating the intent
- Features allow for a correct classifications of entities.

