

## How to be a Network Engineer in a Programmable Age

An evolution that goes beyond Infrastructure as Code and Automation

Hank Preston, Principal Engineer NetDevOps Evangelist ccie 38336 R/S



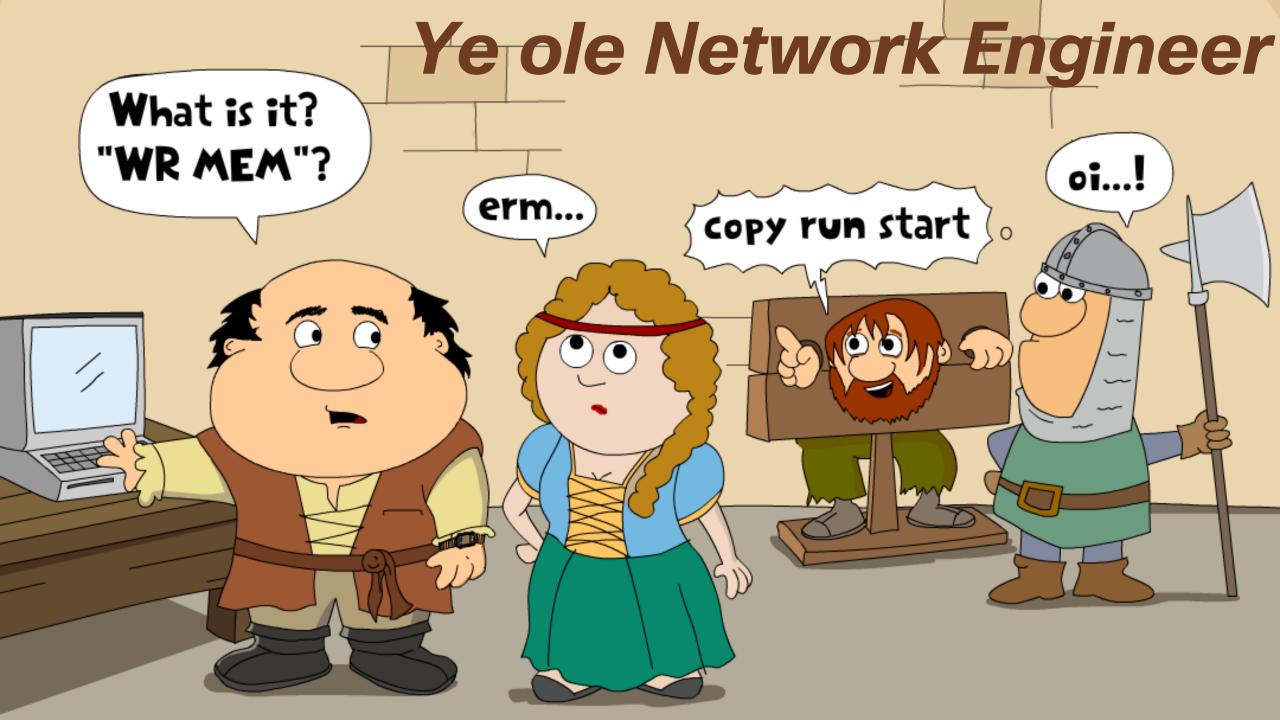
#### Topics to Cover

- The Network Engineer of Old
- The Four Ages of Networking
- Cloud to the Rescue
- Enter NetDevOps
- Today's Network Engineer

#### The Network Engineer Evolves







#### Meet Carl the Network Engineer



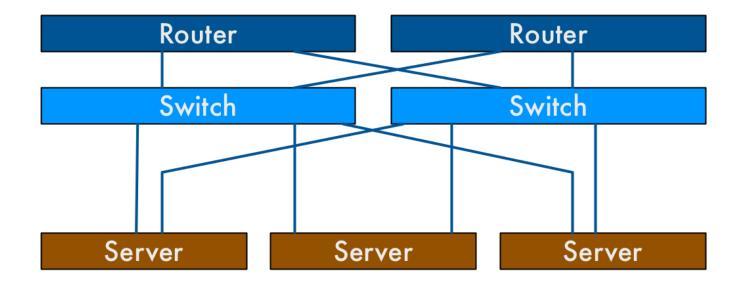
#### Network Skills

- Spanning-Tree
- Routing Protocols
- · QoS
- VPN Design
- Spanning-Tree
- · VOIP
- Fibre Channel
- Security Policy
- · MPLS
- Did we mention Spanning-Tree?

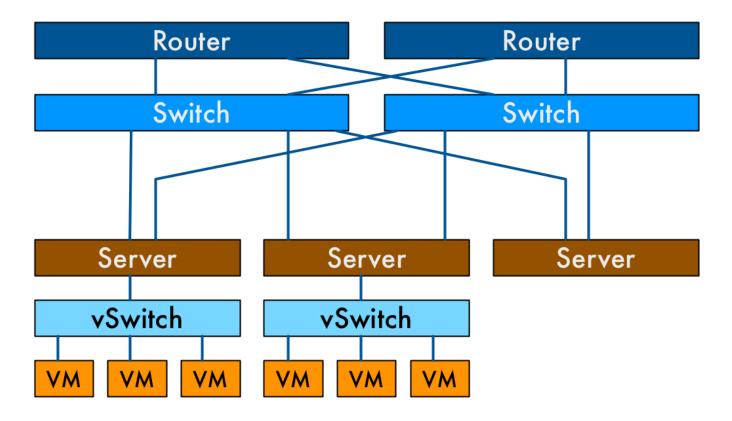
#### **Programming Skills**

- · TCL
- EEM
- Expect Scripts

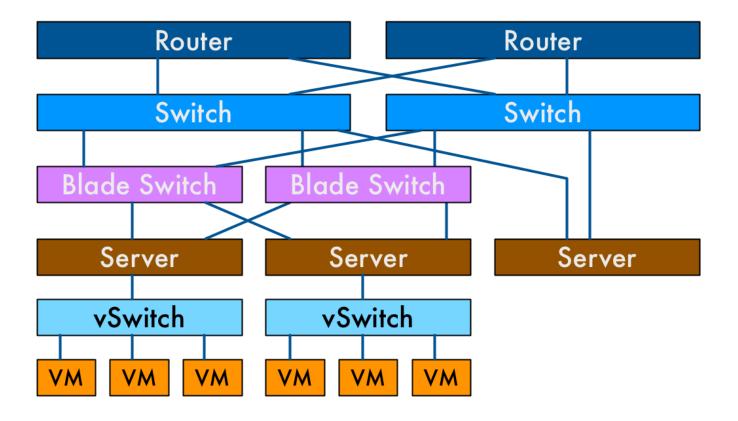




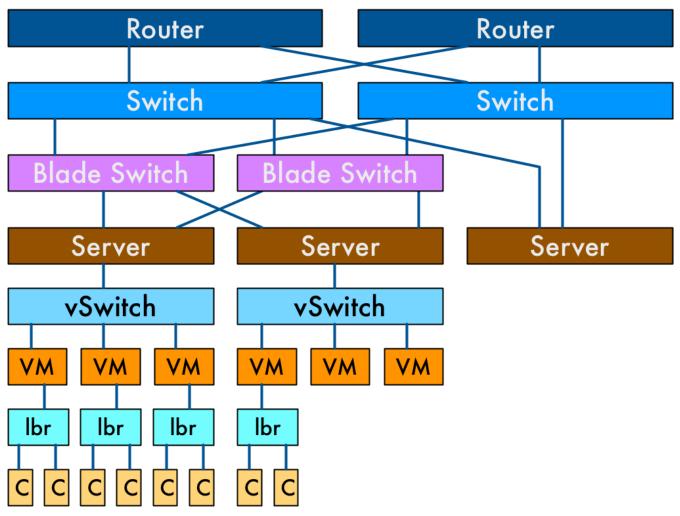




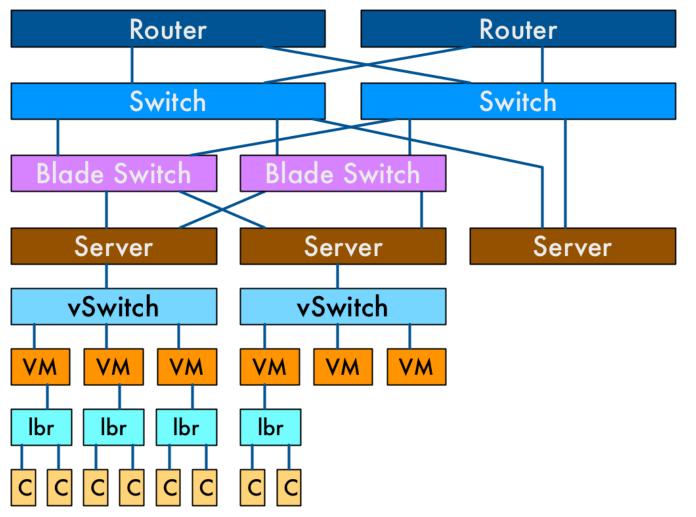


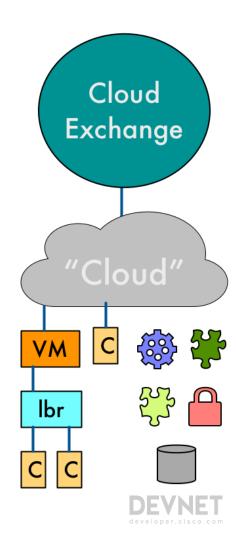


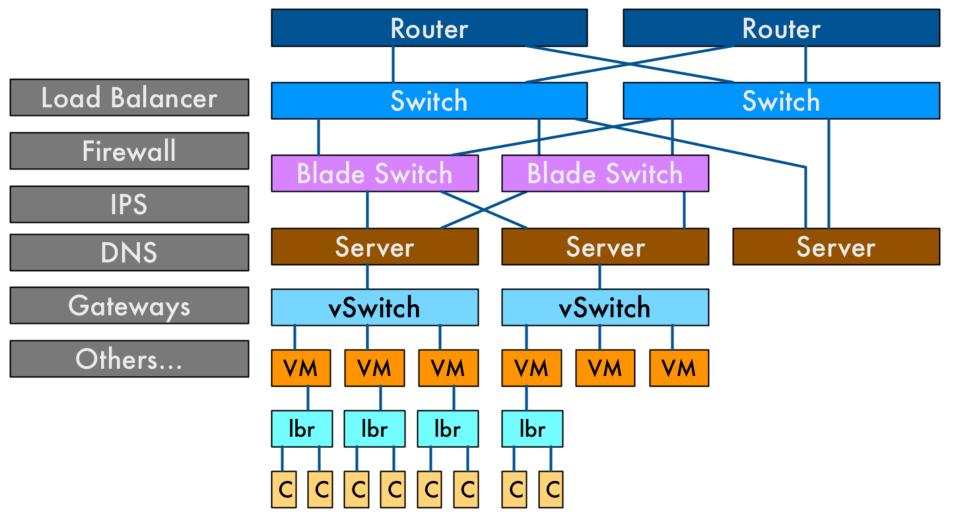


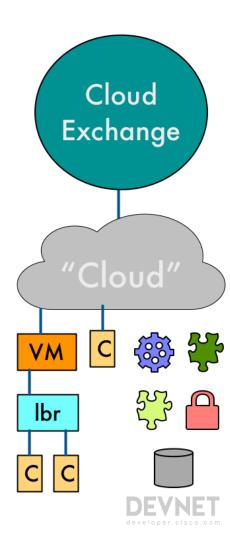












#### The OSI Model of Networking...

Please don't ask about this...

L7: Application

L6: Presentation

L5: Session



3)

L4: Transport

L3: Network

L2: Data Link

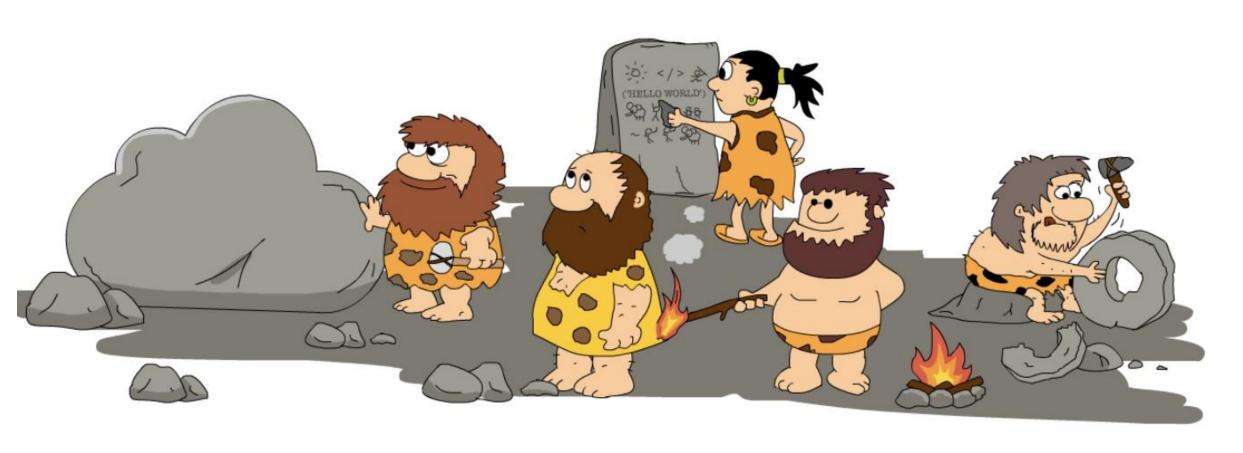
L1: Physical

Oh Yeah... We Got this



I 1: Phys

Black Magic



Networking through the ages...



#### **Stone Age**

Spanning Tree VLANs





Stone Age
Spanning Tree
VLANs



**Bronze Age** 

Routing Protocols
WAN Design
IP-magedon





Stone Age
Spanning Tree
VLANs



Bronze Age
Routing Protocols
WAN Design
IP-magedon



The Renaissance SDN

OpenFlow

Controllers

Overlays

MP-BGP

**VXLAN** 

Micro-Segmentation

White Box





#### **Stone Age**

Spanning Tree VLANs



#### **Bronze Age**

Routing Protocols
WAN Design
IP-magedon



#### **The Renaissance**

SDN

OpenFlow

Controllers

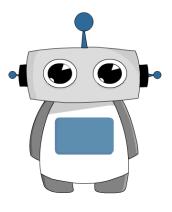
**Overlays** 

MP-BGP

**VXLAN** 

Micro-Segmentation

White Box



#### **Programmable Age**

Cloud

Python

REST / APIs

**NETCONF / YANG** 

"Fabrics"

Network Function Virtualization (NFV)

Containers

DevOps

NetDevOps!



# "Digitization" of the Enterprise



I want an agile bimodal hybrid cloud so we can develop containerised serverless trustless microservices applications to take us Digital to avoid disruption from any unicorns.

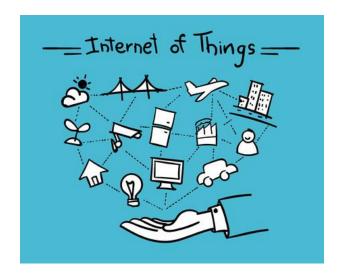
Oh., and I want DevOps...Two of those...

#### App Economy



User Expectations and Agility

#### Internet of Things



If it isn't connected, don't bother...

#### Tech Unicorns



Low barrier of entry for disruptors







## The Cloud You Plan to Build ©





## The Cloud You Plan to Build ©





The Cloud You End Up With 😵





Users and Developers

Development Environment

Vagrant, Docker, Vim, Slack, Spark, Git

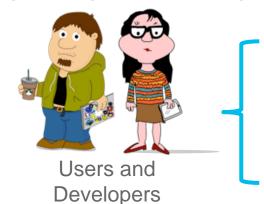


Operating System

CoreOS, Rancher, RedHat, Ubuntu, Microsoft

Infrastructure

UCS/ACI, HP, vSphere/NSX



Development Environment

Delivery Pipeline

Vagrant, Docker, Vim, Slack, Spark, Git

GitHub, BitBucket, Jenkins, Team City, Drone, Puppet, Ansible, Chef



Cloud Management and Automation

**Operating System** 

Infrastructure

UCS Director, vRealize, OpenStack, AWS, CloudCenter

CoreOS, Rancher, RedHat, Ubuntu, Microsoft

UCS/ACI, HP, vSphere/NSX



Users and Developers

Development Environment

**Delivery Pipeline** 

Scheduling and Placement

Container Layer

Applications and Middleware

Cloud Management and Automation

Operating System

Infrastructure

Vagrant, Docker, Vim, Slack, Spark, Git

GitHub, BitBucket, Jenkins, Team City, Drone, Puppet, Ansible, Chef

Docker/Swarm, Kubernetes, Mesosphere, Tectonic, Rancher, Rocket

HAProxy, Cassandra, RabbitMQ, Hadoop, Consul

UCS Director, vRealize, OpenStack, AWS, CloudCenter

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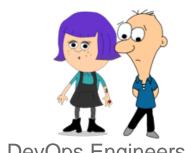
UCS/ACI, HP, vSphere/NSX



Operators



Users and Developers



DevOps Engineers



Architects and Operators

Development Environment

Delivery Pipeline

Scheduling and Placement

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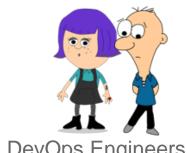
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Users and Developers



DevOps Engineers



Architects and Operators

Development	Vagrant, Docker, Vim, Slack,
Environment	Spark, Git
Delivery Pipeline	GitHub, BitBucket, Jenkins, Team City, Drone, Puppet, Ansible, Chef

Scheduling and Placement

Container Layer

Applications and Middleware

Cloud Management and Automation

Operating System

Infrastructure

Docker/Swarm, Kubernetes, Mesosphere, Tectonic, Rancher, Rocket

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laaS

PaaS

#### Network Stakeholders



#### **Network Builders**

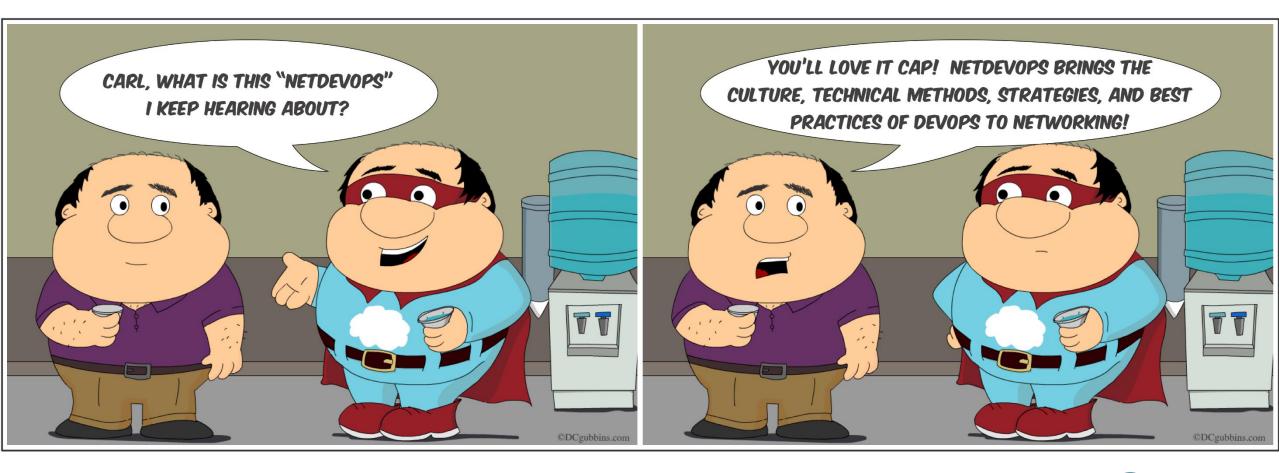
- Traditional networking teams
- Design, Build, and Maintain the Network
- Responsible for Care and Feeding



#### **Network Consumers**

- The users of the network
- Looking to consume network "services"
- The network is a "utility" It should just work





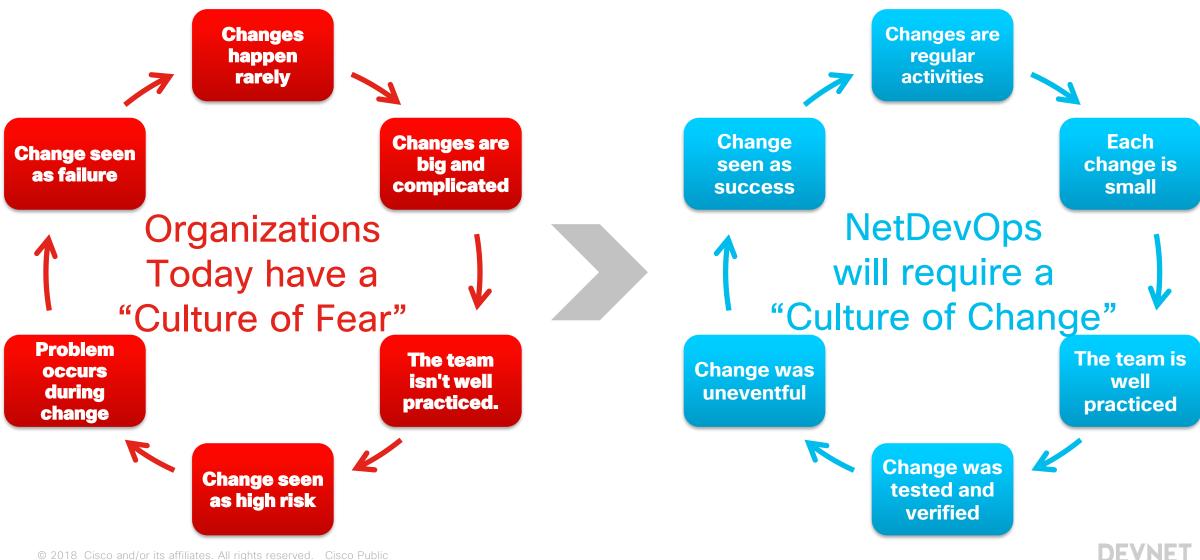
## Enter NetDevOps!

#### Moving to a NetDevOps Culture and Mindset



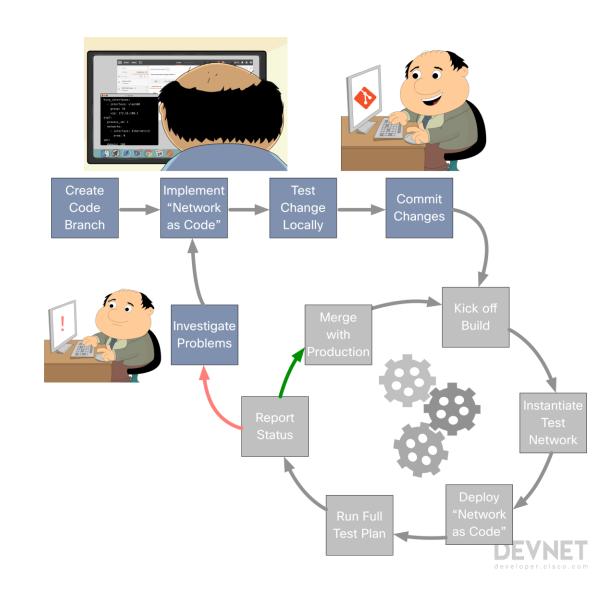


#### Moving to a NetDevOps Culture and Mindset



#### NetDevOps Pipeline: "Treating the Network as Code"

- Network Configuration stored in Source Control
- Changes are proposed in code "branches"
- CICD Build Servers deploy and test proposed configurations
- Successful configurations automatically deployed to "Production"



#### The NetDevOps Engineers Tool Bag

(Example tools, not comprehensive)



(git, Subversion, Mercurial, GitHub, BitBucket, GitLab)

#### **Build Server**

(GitLab, Jenkins, Team City, Drone)

Configuration Management (Ansible, Puppet, NSO, NAPALM, DIY)

Network Test Tooling (pyATS, TRex, Robot, Behave)

Telemetry & Monitoring (ELK, Grafana, Pipeline, UTM)

CLI

SNMP

NETCONF/ RESTCONF

gRPC

**REST APIs** 

YANG/Native Data Model

Configuration Data

Operational Data

**Network Device** 

Network
Virtualization
Platforms
(VIRL/CML, NFVIS,
Vagrant)

Development Environment (Vagrant, NSO, VIRL/CML)

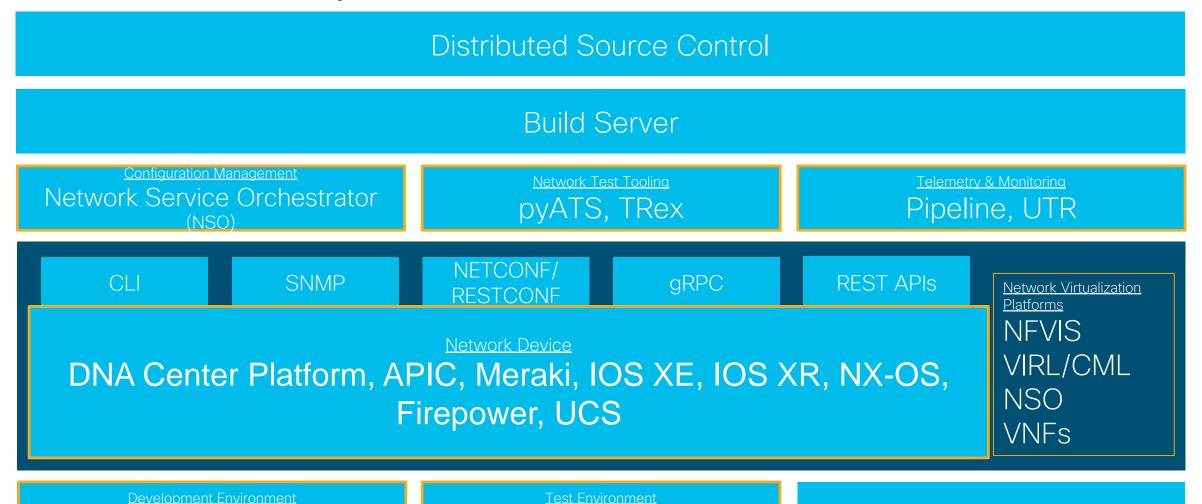
Test Environment (VIRL/CML)

Production Environment



#### The NetDevOps Engineers Tool Bag

(Cisco Products and Projects)



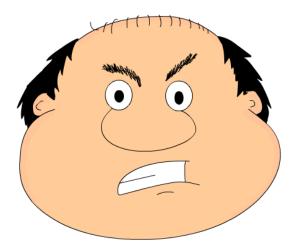
VIRL/CML

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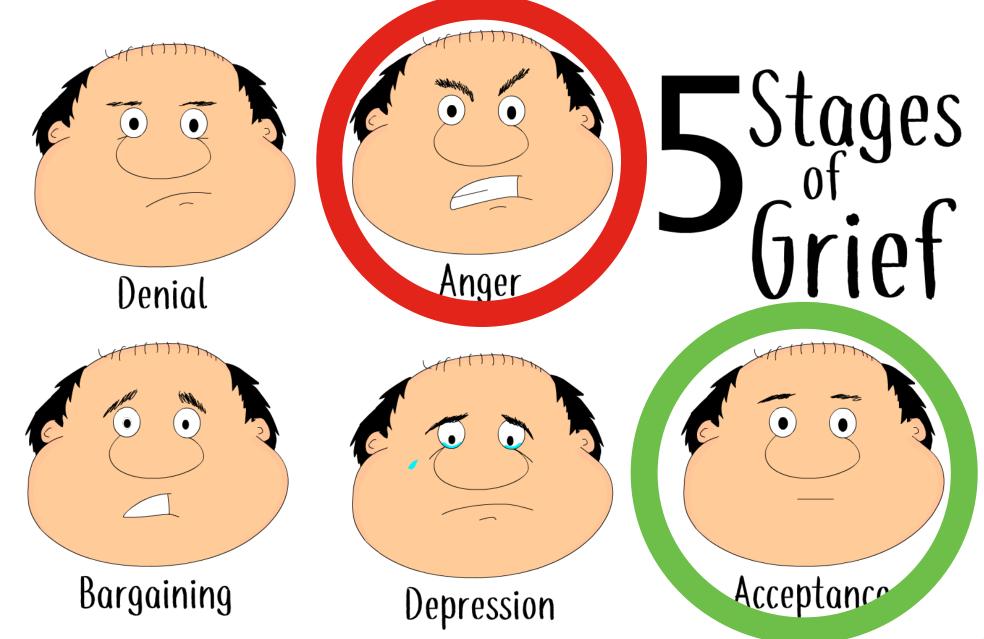
NSO, VIRL, VNFs

Production Environment











## Carl's 3 Step Approach to Network Programmability

#### Phase 1

- Python
- REST APIs
- JSON/XML
- git/GitHub



#### Phase 2

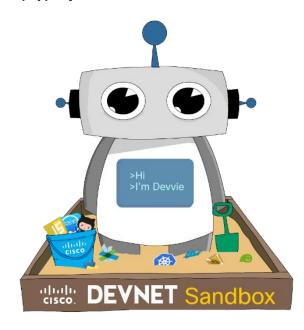
- Linux Skills
- Ansible
- Docker
- NETCONF/YANG

#### As Needed

- Network Controllers
- IOT Networking
- Cloud Networking
- "DevOps"

#### Phase 3

- Linux Networking
- Container Networking
- NFV





#### Carl has Embraced Programmability!



#### **Network Skills**

- Layer 2 & 3 Fundamentals
- Quality of Service
- Security and Segmentation
- Linux Networking
- Container Networking
- Cloud Networking
- IOT Networking
- Model Driven Programmability
- Network Function Virtualization

#### Platform Skills

- Linux Administration
- Container Fundamentals
- Micro Service Platforms
- Cloud Fundamentals

#### Programming Skills

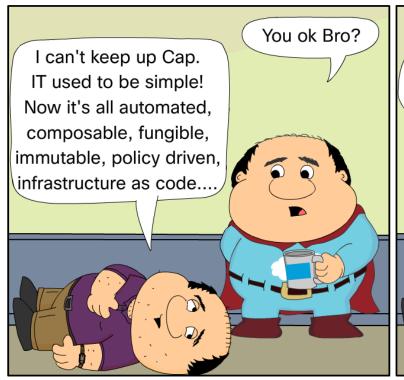
- Data Formats (ex: JSON/YAML)
- Python and APIs (ex: REST)
- Source Control (ex: git)
- Configuration Management (ex: Ansible)















## Summing up

#### Review

- We looked back on the history of the network and network engineering
- Traveled through the Four Ages of Networking
- Talked about the impact "Cloud" has had on IT
- Explored how NetDevOps will change Networking
- Considered the skills a network engineer needs today





#### What do do next?

- NetDevOps Readings
  - Embrace NetDevOps, Say
     Goodbye to a "Culture of Fear"
  - NetDevOps Goes Beyond Infrastructure as Code
  - What does "Network as Code" Mean?
  - A Network Engineers Journey in Programmability
  - NetDevOps and the Rise of the Programmable Network

- NetDevOps Learning Resources
  - Network Programmability Basics
     Video Course
  - Network Programmability for Application Developers
- NetDevOps Videos
  - How to be a Network Engineer in a Programmable Age
  - Network as Code in Action
  - Benefits of Configuration
     Management



#### Got more questions? Stay in touch!

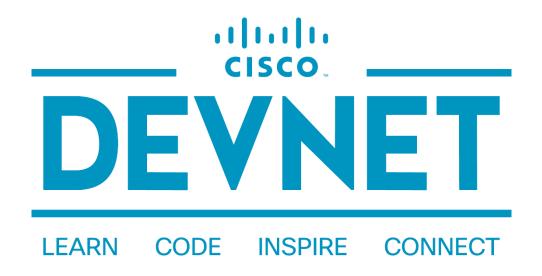


**Hank Preston** 









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