



**Making cloud networks better**

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CEO





IEX's flagship business, a U.S. securities exchange trading on average more than \$14B worth of shares every day.



Launched in Jan 2021, swXtch.io is builds easy-to-use high performance networking products for the cloud.



# Vision

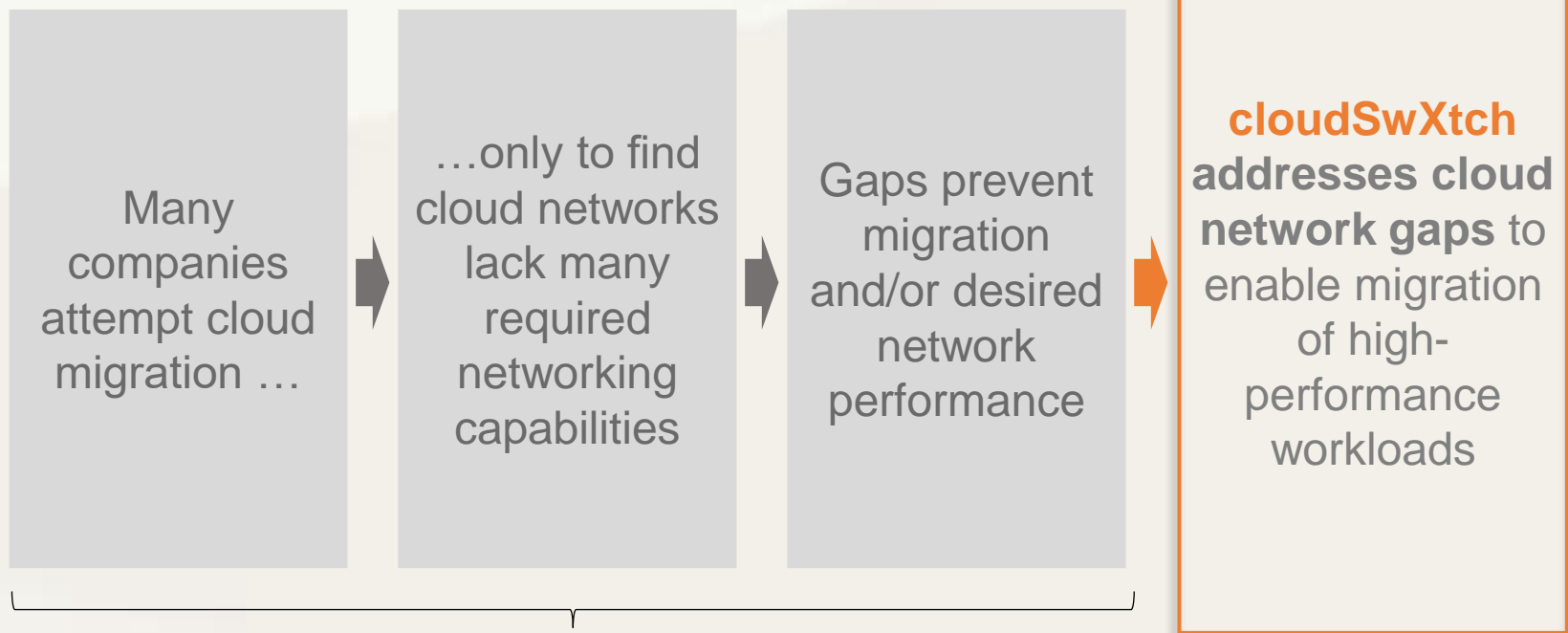
## Making cloud networks better

### Who Benefits?

Any customer moving to the cloud who needs exceptional network performance and features without changing their existing software

# Problem worth solving

## Common journey to discover cloud networking feature gaps



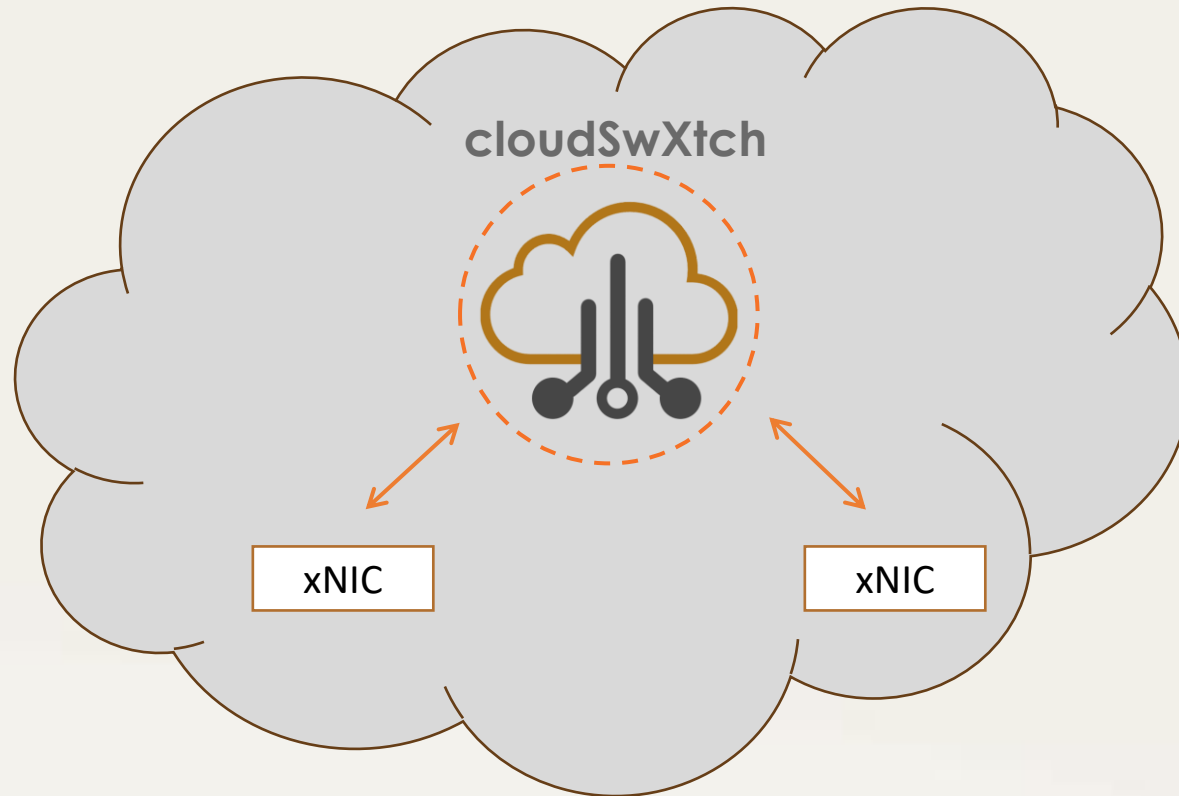
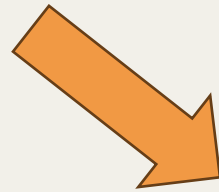
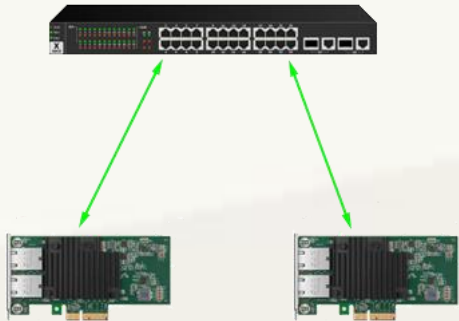
Gap discovery typically occurs only **after** investing cloud migration resources

*“DevOps required an environment with market exchange performance parity – high volume, high-speed, low-latency traffic... **Cloud platforms did not support our multicast requirement**, among other features, initially preventing migration.*

*- Input from a **Network Manager, global equities exchange***

# Introducing cloudSwXtch...

cloudSwXtch adds critical features to cloud networks that are typically found in physical switches and NICs with no changes needed to existing software.



# With cloudSwXtch, cloud networks now act Like Physical Networks - giving back control and increased flexibility

cloudSwXtch adds **critical features** to cloud networks typically found on-prem

Multicast & Broadcast

Dynamic Bridging

Low-latency

High bandwidth

High availability

PTP

Protocol conversion

Protocol fanout

Packet capture

Packet flow monitoring

Global mesh of swXtches



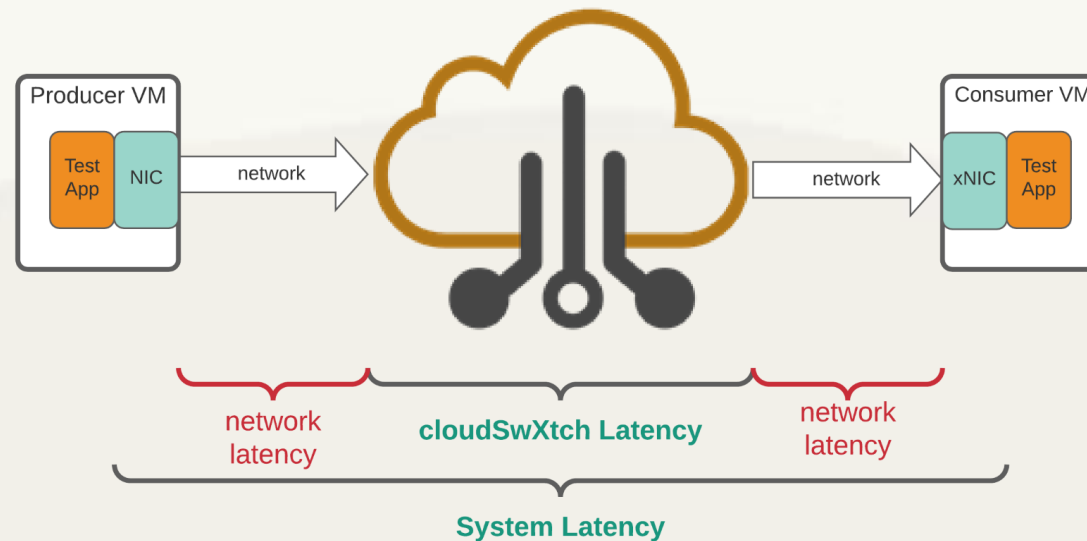
No code changes means **easy setup & deployment**

- **Plug-and-play virtual image** that acts like a physical switches and NICs - *but in the cloud!*
- **Works on multiple clouds** across compute/ network resources in all regions
- **Simple cloud marketplace deployment** and fully scriptable with Terraform (IaaS)
- **Galactic data plane capabilities** for bidirectional on-prem to cloud, cross-vNet, cross-cloud, & cross-region
- **Elastic scaling** with ability to support thousands of endpoints and traverse multiple clouds

# Performance is the cornerstone of cloudSwXtch

The latency measurements below are for a **cloudSwXtch system** with 1 producer (2M-pps) and 1 consumer (2M-pps) and measure one-way latency from producer to consumer. (**3μs** dwell time through the swXtch)

All packets traversed the system in **<250μs**. The average packet latency for all packets was between 60-65μs.



RX PKTS	TOTALS		THIS PERIOD			SYSTEM LATENCY				
	RX BYTES	RX DROPS	RX-PPS	RX-bps	RX-DPS	AVG uS	< 250us	< 500us	< 750us	< 1.0ms
117,642,856	20.47GB	0	2.00M	2.8Gbps	0	61.0uS	100%			
119,643,140	20.82GB	0	2.00M	2.8Gbps	0	61.4uS	100%			
121,642,870	21.17GB	0	2.00M	2.8Gbps	0	61.8uS	100%			
123,642,842	21.51GB	0	2.00M	2.8Gbps	0	62.2uS	100%			
125,642,853	21.86GB	0	2.00M	2.8Gbps	0	62.6uS	100%			
127,642,851	22.21GB	0	2.00M	2.8Gbps	0	63.0uS	100%			
129,642,944	22.56GB	0	2.00M	2.8Gbps	0	63.5uS	100%			
131,642,941	22.91GB	0	2.00M	2.8Gbps	0	63.9uS	100%			
133,642,948	23.25GB	0	2.00M	2.8Gbps	0	64.3uS	100%			
135,642,978	23.60GB	0	2.00M	2.8Gbps	0	64.6uS	100%			
137,642,841	23.95GB	0	2.00M	2.8Gbps	0	64.9uS	100%			
139,643,041	24.30GB	0	2.00M	2.8Gbps	0	65.0uS	100%			
141,643,014	24.65GB	0	2.00M	2.8Gbps	0	65.1uS	100%			
143,643,002	24.99GB	0	2.00M	2.8Gbps	0	65.1uS	100%			
145,643,014	25.34GB	0	2.00M	2.8Gbps	0	64.9uS	100%			
147,643,034	25.69GB	0	2.00M	2.8Gbps	0	64.7uS	100%			

# Top Use-Cases

## Industrial IOT & Gov



Testing and simulation



Live IP-video distribution



Distributed databases –  
Real-time data sharing



Emergency response &  
tactical edge



CAD / CAE rendering

## Media & Entertainment



Live production  
workflow in the cloud



Format & frame rate  
conversion



Channel Assembly and  
remote production



Create a global  
broadcast network – OTT  
distribution



Distributing uncompressed  
video to the cloud

## Financial Services



Market data distribution  
(e.g., SIP)



Functional environment  
migration (QA, test, lab,  
etc.)



Disaster recovery  
environment migration



Primary matching engine  
deployment to cloud

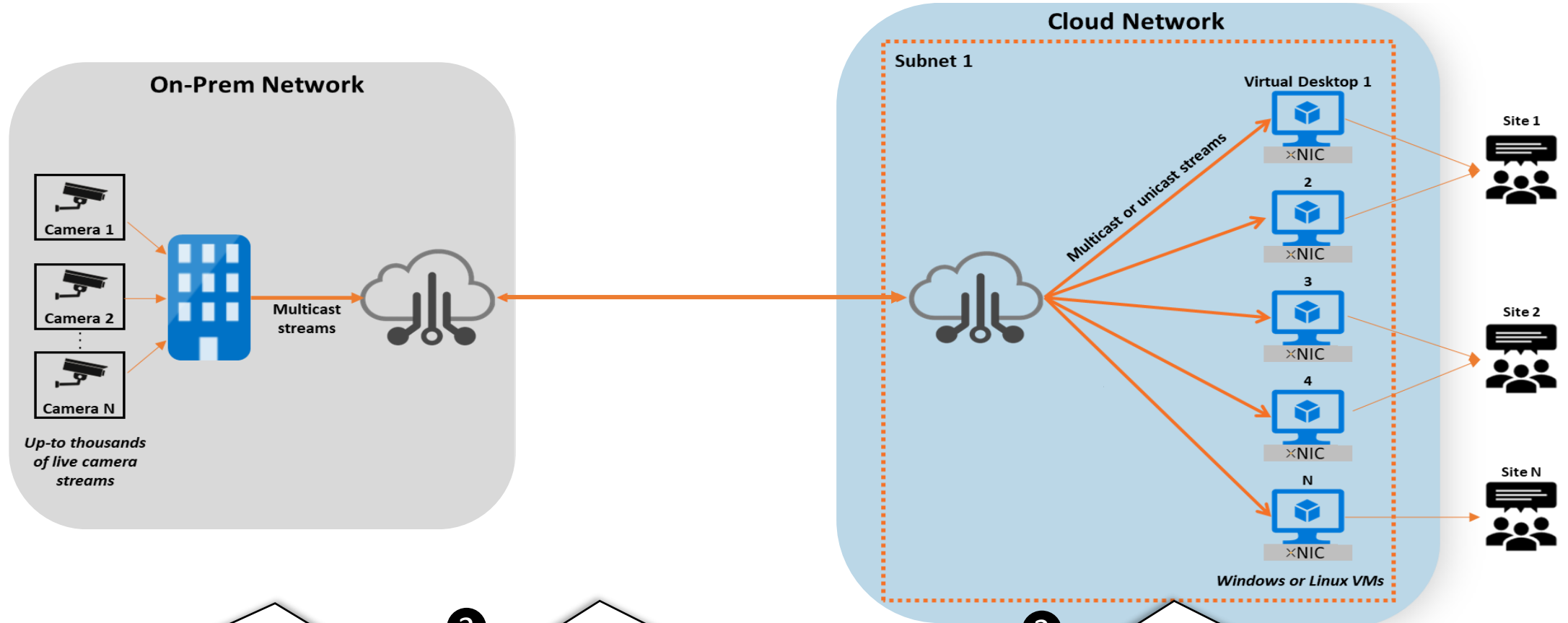
## Other – Industry Agnostic



Galactic Data Plane for  
cloud WAN and content  
delivery



# Case Study– On-prem multicast to cloud



1

Multicast can be distributed from on-prem to cloud networks

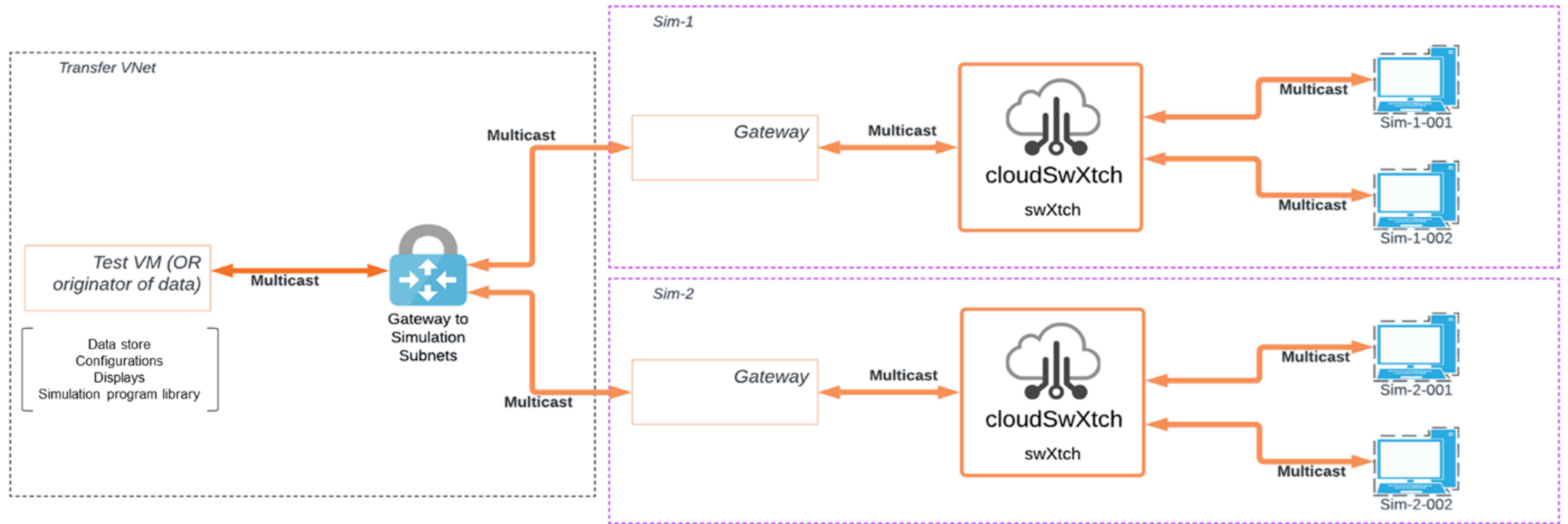
2

Virtual desktops can dynamically cycle through and select on-prem streams for cloud distribution

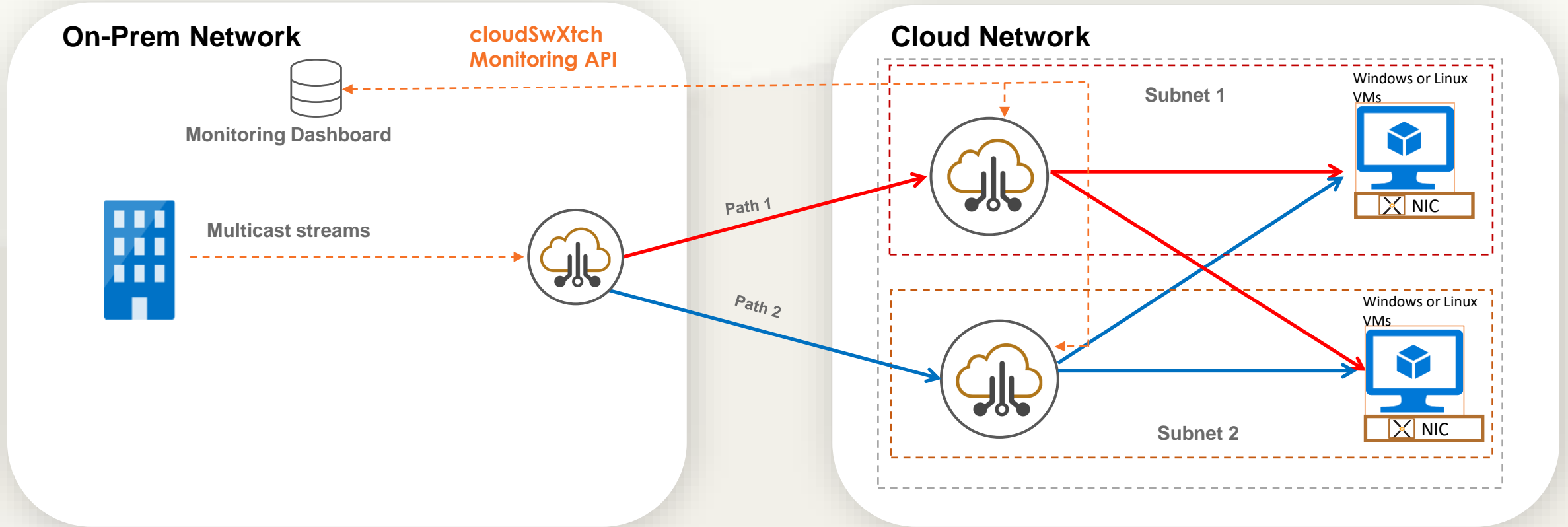
3

cloudSwXtch can fanout on-prem multicast streams to an unlimited number of endpoints

# Case Study– Test, Model, & Simulation

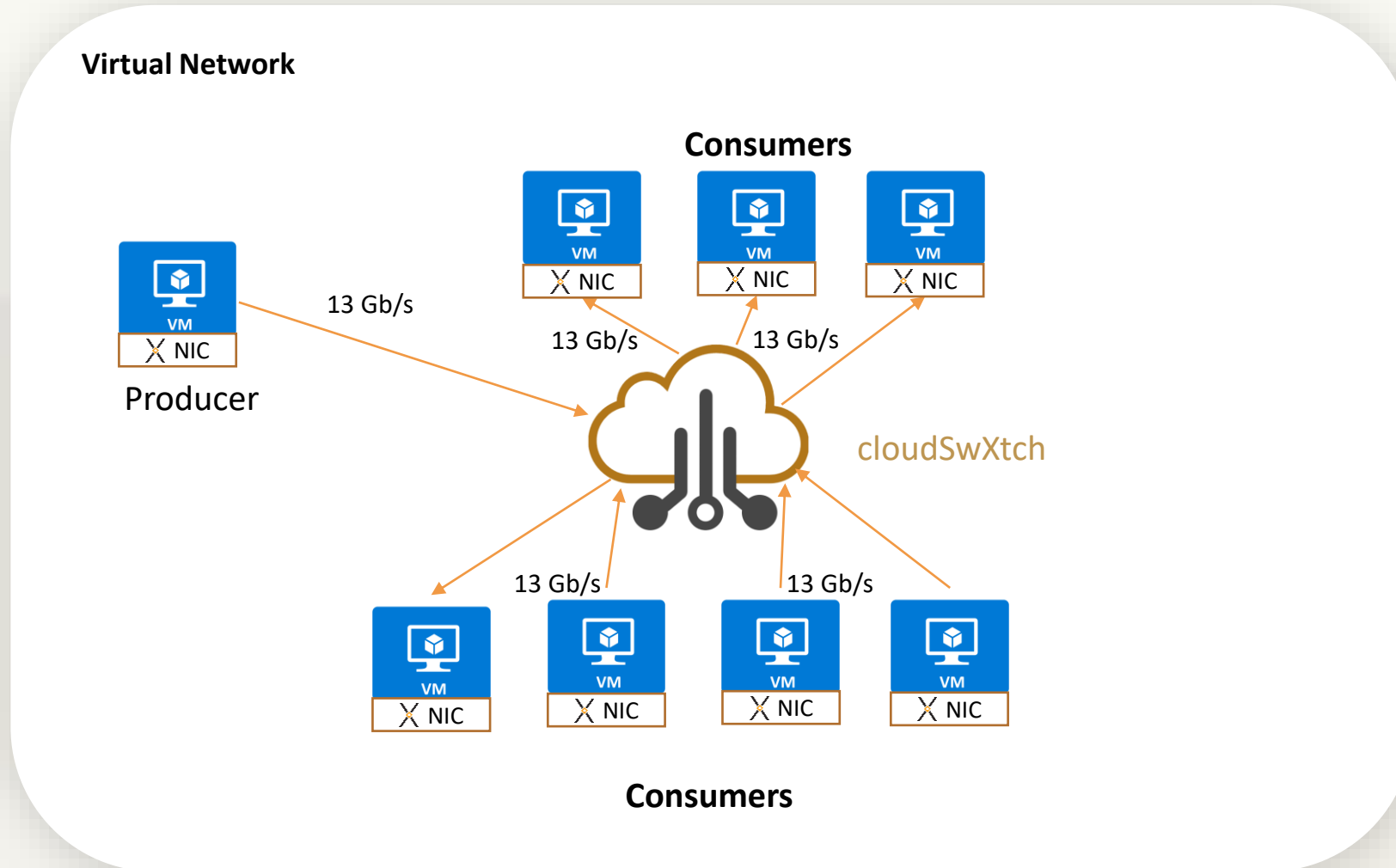


# Case Study – High Availability

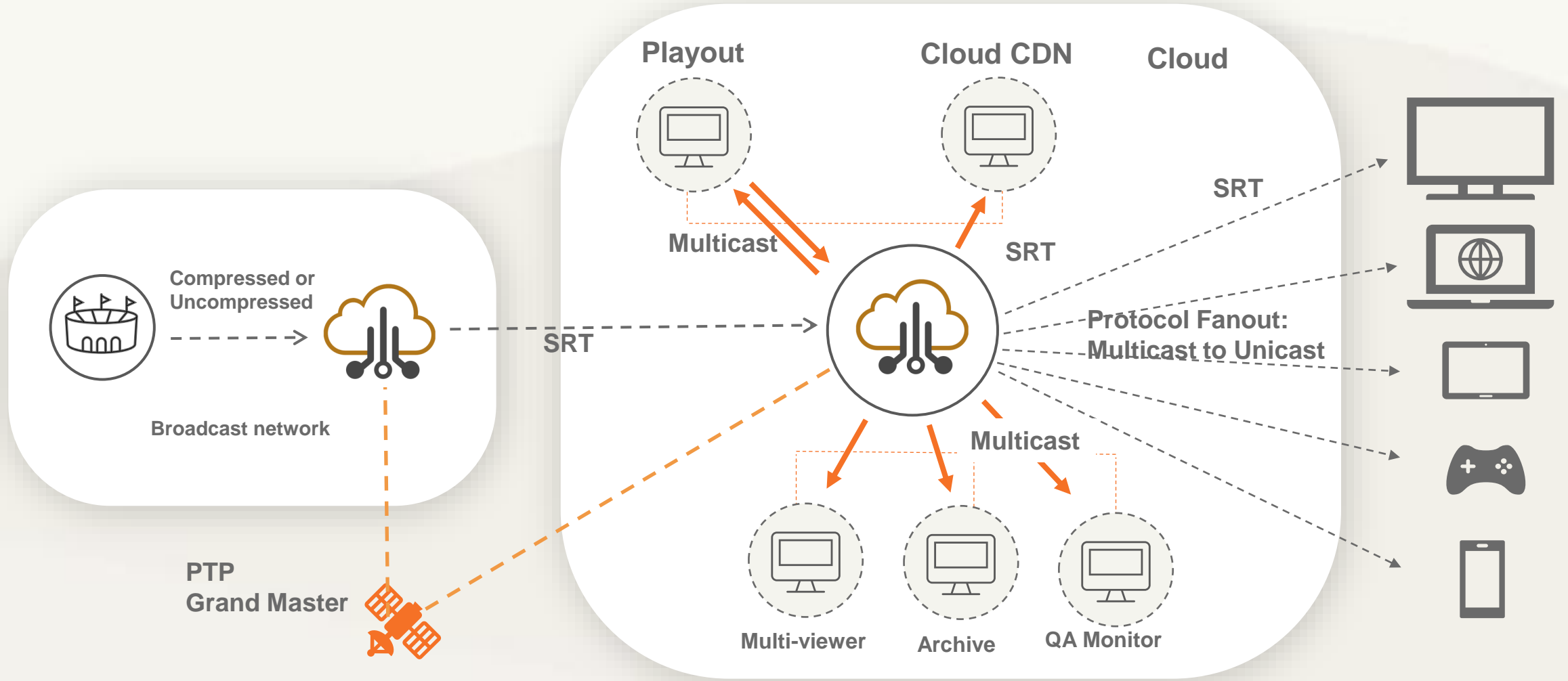


**cloudSwXtch protects your data using High Availability - Network path redundancy**

# Case Study – High BW Performance Example



# Case Study – Global broadcast network



# Thank you

- Brent Yates, CEO [brent.yates@swXtch.io](mailto:brent.yates@swXtch.io)
- Documentation: [docs.swXtch.io](https://docs.swXtch.io) (requires self-registration)

# Appendix

- **Case studies (non-exhaustive)**



# Enabling an efficient cloud network for real-time traffic camera monitoring system

## Objectives

- **A US state-based Transportation Authority wanted to achieve cloud-based monitoring of 4,000 live camera streams** with capability to leave/join any 9 live-streams in each of three remote viewer stations
- **Business objectives:**
  - Maintain existing multi-viewer platform, including 3rd party viewer management software, & remote Windows10 desktop OS thin client
  - Allow multiple users on the same network to access any of the live video streams
  - Reduce server infrastructure costs
  - Avoid costly over-provisioning of network in support of 2,000 simultaneous high-volume, high-bandwidth streams (~800mbps)

## Unexpected hurdle encountered

- ! **Multicast dependent application is not supported in cloud network hardware** and network included cameras from various manufacturers, with different stream types, many of which originate multicast
- ! **Limited link bandwidth** meant that it was not possible or pragmatic to send all 2,000 streams at once
- ! **No control of remote viewing environments** running Windows 10 Desktop OS

## cloudSwXtch features that enable migration

**Easy cloudSwXtch download** from cloud marketplace to customer tenant, enabled:

- **True and seamless multicast transmission** over cloud to access all 2,000 cameras with reduced network strain & predictable bandwidth
- **Dynamic bridge** connecting on-prem network that receives camera feeds to secure public cloud and adding leave/join functionality and improved bandwidth management
- **Leave/join functionality** provides ability to select streams on-demand to pass through cloud to multi-viewer (manages ingress costs)
- Optimize bandwidth management in video applications by improving utility of bandwidth limited private cloud connection (Express Route)
- **No code changes** required

“Much more efficient to only stream a sub-set of all data streams versus sending all data.”

– Sr Systems Administrator, Transportation Authority





# Cloud-based power station simulation with digital twin technology for control system design & operation

## Objectives

- **A global OEM of power infrastructure assets (turbines, controls, sensors) wanted to migrate a UDP broadcast-dependent power station simulation** workload from expensive on-prem infrastructure to cloud
- **Simulation workload is used to design, test, and implement** operator control systems and HMIs for new customers
- **Business objective was to complete more projects with fewer resources:**
  - Increase # of tests per engineer
  - Run multiple parallel tests
  - Duplicate environments down to IP
  - Run faster than real-time
  - Simulate greater # of scenarios and arrive at best answer faster

## Unexpected hurdle encountered

- ! **UDP broadcast network traffic** is not supported in native cloud hardware; broadcast traffic originated from field devices and legacy on-prem simulation software was built to take broadcast inputs.
- ! **Precise time sync** required to ensure substation devices have accurate clocks for system control and data acquisition not available either

## cloudSwXtch features that enable migration

**Easy cloudSwXtch download** from cloud marketplace to customer tenant, enabled:

- **True and seamless UDP broadcast** data flow enabled in cloud to allow device-control communications and emergency alert system
- **Cloud-based precision time protocol (PTP)** enables communication between clock and end-devices, sequence of events reporting, and can share the same infrastructure as control and data traffic
- **Easily replicable for re-utilization of platform** for each discrete project

“It is a huge benefit to get product out the door because you can only physically build a power plant so quickly and allow teams to move on to the next project. It may also mean we don’t need so many engineers on a specific project.”

– Sr Director, Controls Team for Leading Power Gen Solutions Co



# Enabling multicast and protocol fanout for a healthcare database management system

## Objectives

- **Run a legacy 3rd party multicast-dependent health records system** in a Cloud Virtual Desktop while maintaining network security requirements
- **Business objectives:**
  - **Easy and secure access** to real-time health records for remote / distributed team of caregivers, patients, & researchers
  - **Reduced infrastructure costs**
  - **Easier collaboration and handover** between healthcare teams and providers

## Unexpected hurdle encountered

- ! **Multicast is required and not supported by any cloud hardware** so multicast-dependent records system not compatible with Cloud network
- ! **High security and locked-down network** in accordance with health data sharing regulations meant customer could not host cloudSwXtch instance to their on-prem server
- ! **Reluctant cloud certification from Middleware** vendor related to performance meant the application could not be directly migrated

## cloudSwXtch features that enable migration

**Easy cloudSwXtch download** from cloud marketplace to cloud VNet, enabled:

- **Preserving locked-down network** – Flexible provisioning model allows navigation around end-user's secure on-perm network. End-user provided a UDP unicast stream out of network via a Dedicated Connection since they were not allowed to send multicast.
- **Protocol fanout** – Unicast UDP was received by cloudSwXtch and converted to multicast. All other systems could see it as multicast, but actual initial transport protocol was unicast.
- **No code changes required** – Enables the 3rd-party health records software to work without code changes; make system work without deploying anything at all on the NHS network.

“We were able to get unicast out of the network; we couldn't take traffic off the as multicast because it is locked-down. We got them to give us unicast and fan it out as multicast. **There would be no other way to implement this.**”

– Head of Infrastructure and Integration, Health Records System ISV



# Cloud-based integrated development environment with digital twin capability for product testing & development

## Objectives

- **A global aerospace & defense corporation wanted to deploy cloud-based containerized integrated development environment (IDE)** instance with performance at parity with their on-prem operating environment
- **Primary business objective was to increase innovation velocity** via processing advantages:
  - Real-time performance for all field applications
  - Support globally distributed real-time access
  - Support multiple parallel environments for testing software features and applications simultaneously with synchronization on the same clock

## Unexpected hurdle encountered

- ! **Multicast is not supported on any cloud network hardware** and a large portion of classified traffic on tactical networks is multicast, such as tactical radio systems and downrange IOT sensors
- ! **Networking provisioning for containers that distribute multicast** to disaggregated base of endpoints are either non-performant or not supported by public clouds

## cloudSwXtch features that enable migration

Easy cloudSwXtch download from cloud marketplace to customer tenant, enabled:

- **True and seamless IP multicast** network traffic enabled in the cloud
- **Containerized network support** using a Daemon Set and allows multicast and other protocols to traverse (bridge) pods and VMs
- **No code changes** required

“Multicast was an unexpected hurdle on several levels and could have been a deal-breaker for our dev ops cloud migration.”

– Sr Manager, Cloud Native at System Integrator