Current status of NetBSD MP-safe network stack project

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Summary

- Background and goal
- What we've done
- What we're working on
 - Nexthop cache separation
 - TX multi-queue support
 - MP-safe gif(4)
 - Performance measurements
- Roadmap
- Future plan

Background

- NetBSD's network stack and network device drivers don't run in parallel between CPUs
 - Device drivers need to run with KERNEL_LOCK
 - The network stack need softnet_lock

Goal

- Make (part of) the network stack and (some) device drivers MP-safe
 - Make them runnable without the big locks
- Targets
 - Layer 2/3 forwarding
 - and some other components: gif, ipsec, ppp{oe}, etc.
 - Intel NICs and some drivers for VMs
 - wm(4), vioif(4), vmx(4) and some others
 - amd64/i386 (and ARM?)

What we did

- Interrupt distribution / IRQ affinity
 - intrctl(8) changes interrupt destination CPUs
- MSI/MSI-X support
 - i386 and amd64
- Hardware multi-queue support of wm(4)
 - Only RX queues for now
- MP-safe device drivers
 - wm(4), vioif(4) and vmx(4)
- MP-safe bridge(4)
 - Utilizing pserialize(9)
- Lots of ATF tests for the network stack

What we've done

- Lots of ATF tests
 - rump-ifying rtadvd(8), gif(4)
- New L2 nexthop cache implementation
 - Derived from FreeBSD
 - For L2 nexthop cache separation from the routing table
- No hardware interrupt context in the network stack
 - Make remaining parts run in softint
 - Except for ieee80211 and bpf(4)
- Restructuring and refactoring
 - No routing lookups in Layer 2
 - Use time_uptime instead of time_second
 - Kill open codes of manipulating rtentry#rt_refcnt
 - Many other small tweaks...

Added ATF tests (1/2)

- net/arp/t_arp
 - cache_expiration_10s, cache_expiration_5s, cache_overwriting, command, grap, link_activation, proxy_arp
- net/arp/t_dad
 - dad basic, dad duplicated
- net/icmp/t_icmp_redirect
 - icmp_redirect, icmp_redirect_timeout
- net/icmp/t icmp6 redirect
 - basic
- net/if/t_ifconf
 - basic
- net/if/t_ifconfig
 - create_destroy, options, parameters
- net/if_bridge/t_bridge
 - basic, basic6, member_ip, member_ip6, rtable
- net/if_gif/t_gif
 - basicipv{4,6}overipv{4,6}, ioctlipv{4,6}overipv{4,6}, recursiveipv{4,6}overipv{4,6}
- net/if_tap/t_tap
 - create_destroy, stand_alone, bridged

Added ATF tests (2/2)

- net/ndp/t_dad
 - dad_basic, dad_duplicated
- net/ndp/t_ndp
 - cache_expiration, cache_overwriting, command, link_activation, neighborgcthresh
- net/ndp/t_ra
 - basic
- net/net/t_forwarding
 - basic, basic6, fastforward, fastforward6, misc
- net/net/t_ipaddress
 - ipaddr_same_address, ipaddr_same_address6
- net/net/t ipv6address
 - linklocal, linklocal_ops
- net/net/t ipv6 lifetime
 - basic
- net/route/t_flags
 - route_flags_{announce,blackhole,cloned,connected,default_gateway,icmp_redirect,lo, reject,static,xresolve}
- net/route/t_route
 - non subnet gateway

What we're now working on

- L2 nexthop cache separation from the routing table
- TX multi-queue
 - wm(4) at first
- MP-safe IP forwarding
 - Make data structures MP-safe
 - The routing table, ipaddr, ifnet, etc.
- MP-safe gif(4)
- pwe(4) (L2TPv3) support
- Polling mode of network device drivers
 - Like NAPI of Linux
- Performance measurements
 - ipgen

Nexthop cache separation

Summary

- Stop treating nexthop caches like ARP/NDP entries as part of the routing table
- Store nexthop caches in each interface
- Drop concept of cloning/cloned routes
- Motivation (for MP-safe work)
 - Remove recursive operations to handle cloned routes
 - Reduce contentions on the routing table

ToDo

- Get it done with keeping backward compatibility AMAP
 - It's hard!

TX multi-queue support

- ToDo
 - New TX API
 - if_transmit instead of if_start
 - Pass packets (mbuf) directly to a network device driver
 - Not via if_snd queue (IFQ_ENQUEUE)
 - Multiple (soft) queues on each driver
 - Used if hardware is busy
 - Consideration
 - Which TX (hardware) queue we should use?
 - if # of CPUs > # of hw queues
 - if # of CPUs < # of hw queues</p>

MP-safe gif(4)

- Done
 - Mutual exclusion between ioctl and packet processing
- ToDo
 - Lockless packet processing
 - with pserialize(9), not rwlock(9)
 - with passive reference?
 - ip_encap
 - Utility functions used by gif(4), stf(4), and ipsec
 - Fix scaling problem with lots of tunnels
 - Remove linear search in packet processing path (encap[46] _lookup)

Performance measurements

- We have to know if MP-safe changes improve performance
- Throughput and latency of IP and bridge forwarding
 - Variable sized frames
 - Multiple flows
- ipgen is used by the measurements

What is ipgen?

- ipgen: interactive packet generator
 - A packet generator utilizing netmap(4) of FreeBSD
 - Developed by ryo@
- Features
 - Wire rate traffic with short packets on 1 GbE
 - Not known for 10 GbE
 - Experiments for packet forwarder (DUT)
 - RFC 2544 test
 - Multiple flows
 - Interactive UI (curses and web)
 - Drop/dup/reorder counters
 - Packet pacing by controlling inter packet gap

PR: demo at IIJ booth

	at 113 booth
端末	
● ® seil@ruru: ~	⊗ ⊜ ⊕ seil@ruru: ~
oad averages: 0.07, 0.07, 0.04; up 0+00:52:30 04:38:4 5 processes: 22 sleeping, 1 zombie, 2 on CPU PUO states: 0.0% user, 0.0% nice, 0.0% system, 93.1% interrupt, 6.9% idl	
U1 states: 0.0% user, 0.0% nice, 0.0% system, 91.1% interrupt, 8.9% idl	e
U2 states: 1.0% user, 0.0% nice, 0.0% system, 72.5% interrupt, 26.5% idl	
U3 states: 0.0% user, 0.0% nice, 0.0% system, 74.3% interrupt, 25.7% idl	
mory: 35M Act, 8312K Exec, 16M File, 7838M Free	TX-etc: 0 pkt TX-etc: 0 pkt
ap: 513M Total, 513M Free	TX-underrun: 0 pkt TX-underrun: 0 pkt
OTO HEEDWANE DOT NICE CITE DESCRATE TIME HERM CON COMMAND	RX: 520481 pkt RX: 0 pkt
PID USERNAME PRI NICE SIZE RES STATE TIME WCPU CPU COMMAND	RX-drop: 0 pkt RX-drop: 0 pkt
0 root 0 0 0K 13M CPU/2 104:29 0.00% 0.00% [system] 183 root 85 0 18M 2596K kqueue/3 0:10 0.00% 0.00% tmux	RX-dup: 0 pkt RX-dup: 0 pkt RX-reorder: 133479 pkt RX-reorder: 0 pkt
223 root	<pre>RX-reorder/flow: 0 pkt RX-reorder/flow: 0 pkt RX-flowctrl: 0 pkt</pre>
148 root 85 0 77M 5612K select/3 0:00 0.00% 0.00% sshd	RX-arp: 0 pkt RX-arp: 0 pkt
25 postfix 85 0 48M 3900K kqueue/3 0:00 0.00% 0.00% qmgr 57 postfix 85 0 48M 3872K kqueue/3 0:00 0.00% 0.00% pickup	
171 root 85 0 58M 2648K select/1 0:00 0.00% 0.00% sshd	
03 root 85 0 48M 2344K kqueue/1 0:00 0.00% 0.00% master	
90 root 85 0 24M 2000K kqueue/0 0:00 0.00% 0.00% syslogd	
	RX-other: 0 pkt RX-other: 0 pkt
	Delta:
329 root	
375 root 85 0 13M 1780K wait/1 0:00 0.00% 0.00% sh	TX: 0 pps TX: 281548 pps TX: 0 bytes/s TX: 23650032 bytes/s
200 root 85 0 13M 1748K wait/0 0:00 0.00% 0.00% sh	TX: 0.000000000 Mbps
000 1000 85 0 15H 1748K WALLYO 0.00 0.00% 0.00% SII	
n intrctl.sh" on every second Fri Mar 4 04:38:46 20	
Reverse mode: [w]word [e]line [r] <mark>char</mark> [t]togg	
.x2 vec 0 99* 20 0 0	KAT 10311303200 Hbp3 KAT 0100000000 Hbp3
x2 vec 1 94 <mark>8257</mark> * 0 132123 0	Latency: min: 0.069198000 ms min: 0.0000000000 ms
x2 vec 2 390013 56 <mark>6916</mark> * 0 131728	max: 2.596037000 ms max: 0.0000000000 ms
x2 vec 3 561934 0 580547* 0	avg: 0.806481761 ms avg: 0.000000000 ms
x2 vec 4 425449 145090 0 5 <mark>800</mark> 50*	
x2 vec 5 56* 0 0 0	Control:
	Hz: 1000 Flow:[14] Traffic: Burst[*]/Steady[]
	TX-control:
	TX-pktsize:[46] TX-pktsize:[46]
	TX-pps: [0] TX-pps: [297619]
	(max sustained:0) (max sustained:1488095)
	Mbps: 0.00000000 Mbps: 199.999968
	Start[]/Stop[*] Start[*]/Stop[•]
	USAGE:
	'z' - clear statistics, 'q' - quit
	<tab>,<arrow>,^N,^P - select, <enter> - edit, <esc> - cancel</esc></enter></arrow></tab>

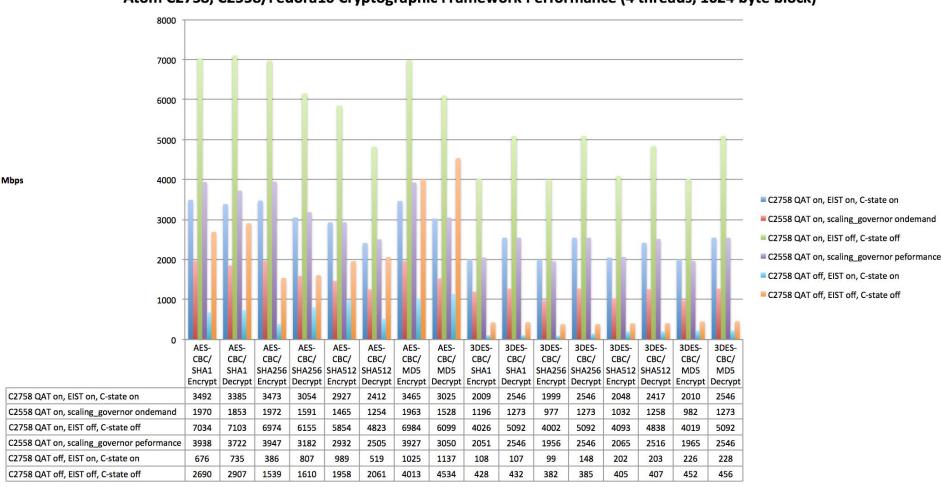
SEIL/BPV4

- Press release (in Japanese)
 - http://www.iij.ad.jp/news/pressrelease/2015/0930.
 html
- Intel C2558 (Rangeley)
 - qat(4): Intel Quick Assist Technology Driver
 - Developed by hikaru@
 - Uses MSI-X
 - Used by opencrypto
 - Written from scratch
 - Not merged into –current yet

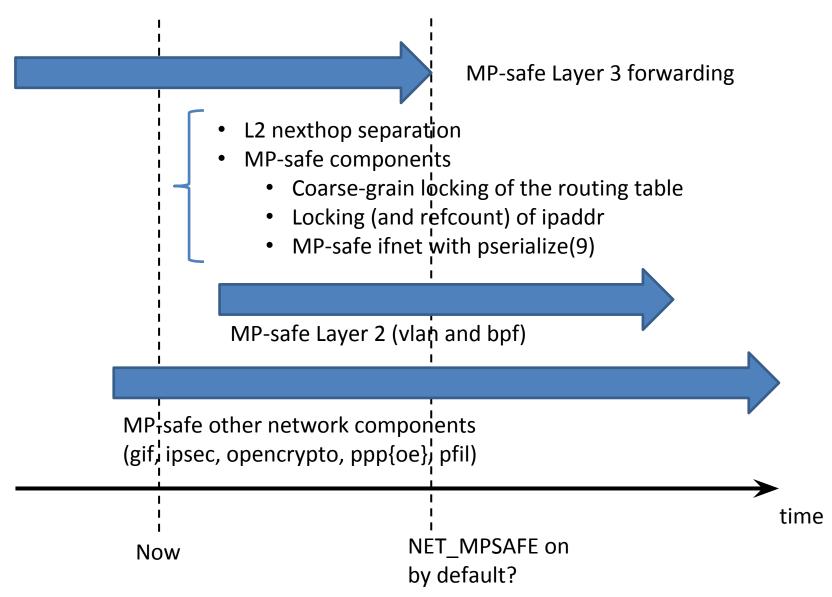


Performance of qat

Atom C2758, C2558/Fedora16 Cryptographic Framework Performance (4 threads, 1024 byte block)



Roadmap



Future plan

- MP-safe bpf(4)
 - Need to make ieee80211_input and some drivers run in softint (not must but desired to make MP-safe work easy)
- Alternative to the radix tree
 - rttree(3) ?
- Drop rtcache?
 - If the routing table is enough fast, we don't need caches?
 - Or introduce a fast cache structure like Poptrie or SAIL?
- A common infrastructure of interfaces
 - for polling mode