

### GOALS



GOING VIRTUALIZED
ENVIRONMENT-INDEPENDENCY
FLEXIBLE PLATFORM
BACKWARD COMPATIBILITY
HIGH AND DETERMINISTIC PERFORMANCE
HIGH AVAILABILITY
ROBUSTNESS
INTACT DPDK COMMON LIBRARIES

### GOALS GOING VIRTUALIZED



THAT'S LIFE:)

#### GOALS ENVIRONMENT-INDEPENDENCY



# RUNNING IN CLOUD HYPERVISOR-AGNOSTIC SOLUTION RUNNING ALSO NATIVE OR BARE METAL REUSING EXISTING BLADES

#### GOALS FLEXIBLE PLATFORM



# FLEXIBLE YET SIMPLE CONFIGURATION SUPPORT OF MULTIPLE APPLICATION MODELS SCALABILITY PERFORMANCE TUNING

(ADOPTING TO THE ENVIRONMENT WITHOUT HARDCODING)

### GOALS BACKWARD COMPATIBILITY



#### EASY MIGRATION OF EXISTING APPLICATIONS

### GOALS HIGH AND DETERMINISTIC PERFORMANCE



HIGH THROUGHPUT

LOW PACKET DELAY VARIATION

SAME PERFORMANCE AFTER VM INSTANTIATIONS

EQUAL PER-INSTANCE PERFORMANCE

EQUALLY DISTRIBUTED RESOURCES





# TELCO REQUIREMENT FAST RECOVERY AVOID SINGLE POINT OF FAILURE REDUNDANCY





## PROTECT AGAINST ACCIDENTAL MEMORY WRITES MULTI-PROCESS SUPPORT INCREASED DEBUGGABILITY

### GOALS INTACT DPDK COMMON LIBRARIES



#### EASY INTEGRATION OF NEW DPDK RELEASES

#### CHALLENGE



OUR TYPICAL APPLICATIONS HAVE LARGE MEMORY
FOOTPRINTS AND SIGNIFICANT AMOUNT OF RANDOM
READS/WRITES

SUPPORTING GIANT VIRTUAL MACHINES
NUMA-AWARENESS IN XEN HVM



## IN REALITY, WE PRESENT A VIRTUAL WORLD TO DPDK

#### SOLUTION OUR NEW DPDK FAI



SPLIT EAL INTO PUBLISHER AND CONSUMER
DECOUPLED ENVIRONMENT DETECTION
TOPOLOGY PUBLISHING
(CPU, MEMORY, DEVICE TOPOLOGY)
MEMORY CONFIGURATION PUBLISHING
DEVICE PUBLISHING
(REGISTERED DPDK PORTS)

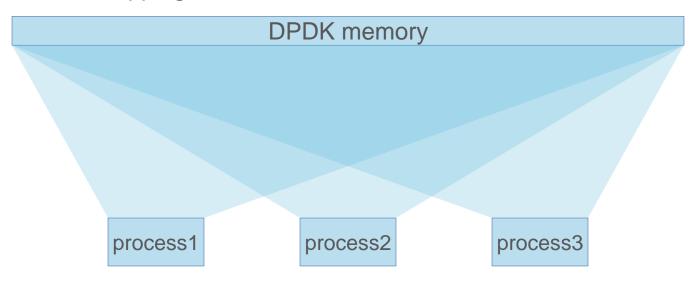
#### SOLUTION MULTI PROCESS SUPPORT



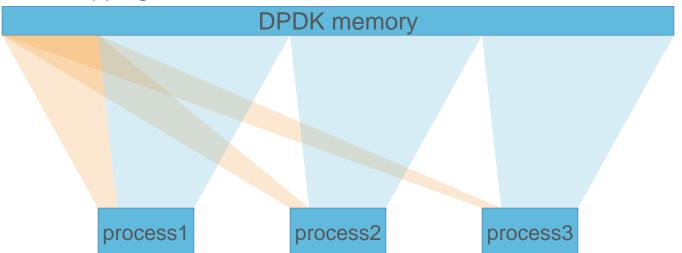
## SELECTIVE MEMORY MAPPING MEMORY ACCESS CONTROL (AVOID MAPPING EVERYTHING AS R/W)

#### **DPDK** mapping





#### Our mapping







### SOLUTION MULTI PROCESS SUPPORT CONT'D



VIRTUAL ADDRESS SPACE ALLOCATOR
PRIMARY ROLE PASSING
(DISTRIBUTED RESOURCE MANAGEMENT)
DEVICE (RE-)INITIALIZATION

### SOLUTION IMPROVED MEMORY MANAGEMENT



SIMPLE MEMORY MANAGEMENT API FOR APPS (NAMED MEMORY PARTITION POOLS)

FLEXIBLE CONFIGURATION / RE-CONFIGURATION (WITHOUT CODE CHANGE)

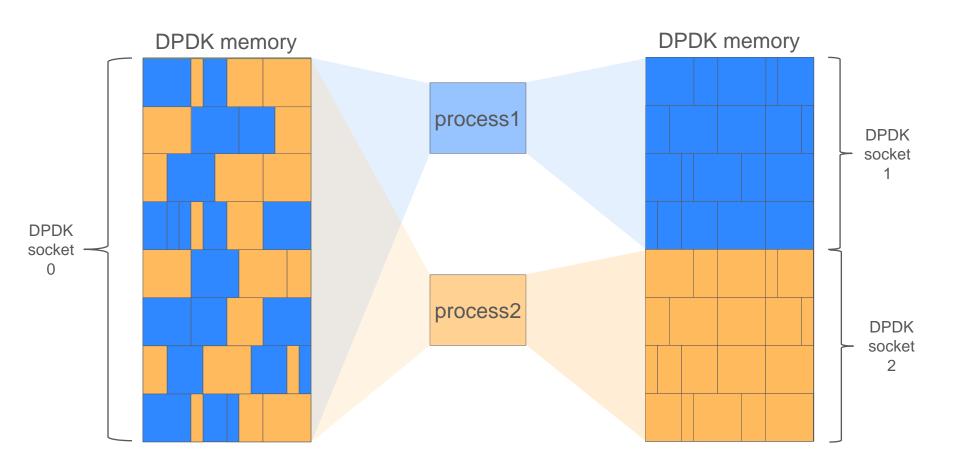
MAKING DPDK NUMA AWARE IN A NUMA FLAT OS

MORE GRANULAR WAY OF PLACING OBJECTS

(CONTROL TLB ENTRY USAGE => ZERO TLB MISS)

### SOLUTION IMPROVED MEMORY MANAGEMENT CONT'D







### SOLUTION IMPROVED MEMORY MANAGEMENT CONT'D



PARTITIONING MEMORY
(MULTIPLE DPDK NUMA SOCKETS)
FRAGMENTATION SUPPORT
PER-LCORE PRIVATE MEMORY
(DEDICATED DPDK SOCKET ID)
WHILE LEAVING DPDK COMMON LIBRARIES INTACT

#### SOLUTION RESOURCE MANAGER



KEEP TRACK OF AVAILABLE RESOURCES:
LCORE, CPU, MEMORY, PORT, QUEUE, DEVICE
ON-DEMAND RESOURCES
RECLAIM RESOURCES

#### SOLUTION READY TO USE CONFIGURATIONS

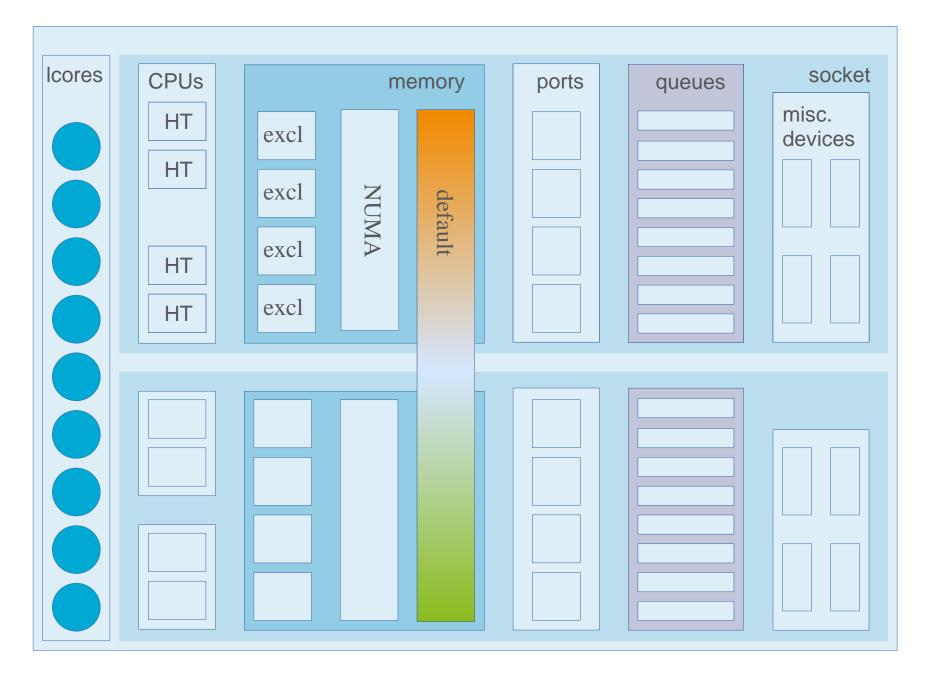


PUBLISHING CONFIGURATION

MEMZONES (MEMDOMAINS FOR APP)

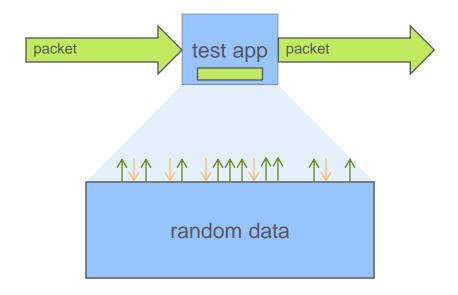
NAMED PACKET POOLS

NAMED VIRTUAL PORTS / QUEUES



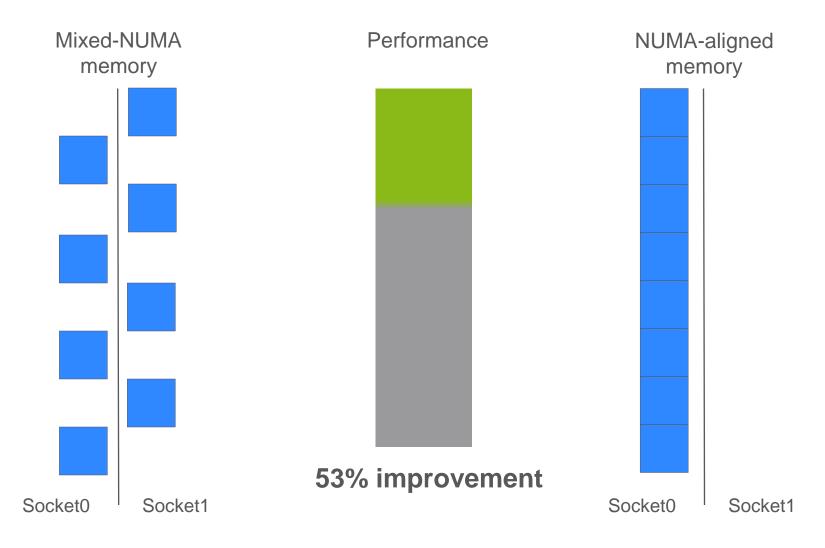
### RESULTS (SAMPLE TEST APP BRIEF)





### RESULTS (DUAL SOCKET - NUMA ALIGNMENT)

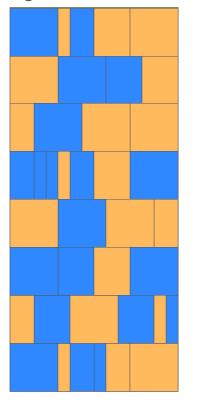




### RESULTS (SINGLE SOCKET - ZERO TLB MISS)



Fragmented allocation



Performance



Unfragmented allocation



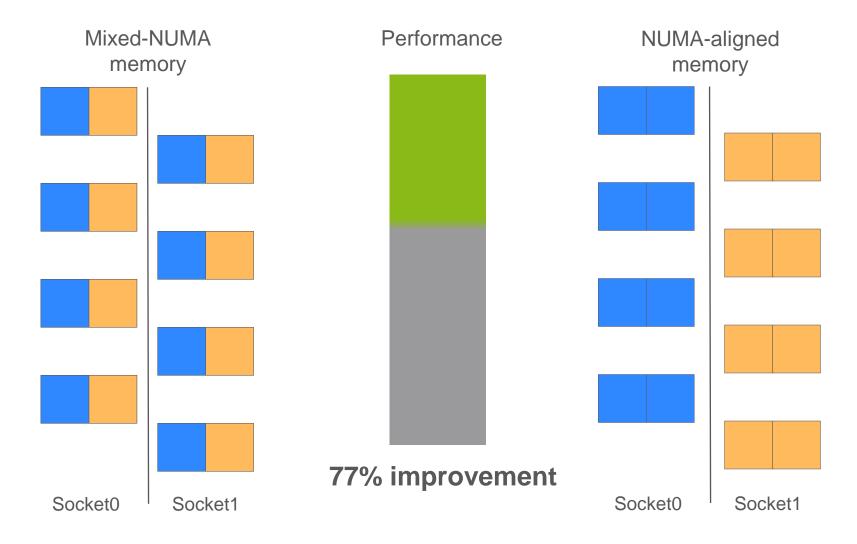
16% improvement



### RESULTS



#### (NUMA ALIGNMENT PLUS ZERO TLB MISS)



### CONCLUSION



BE(A)WARE OF THE NUMA
HUGEPAGE BACKING (HYPERVISOR CONTROL)
TLB MISSES ARE COSTLY IN VM
PROPER MEMORY ALIGNMENT IS VITAL

### IDEAS



IMPROVE MEMZONE ALLOCATOR

FURTHER IMPROVE MULTI-PROCESS SUPPORT

PER-LCORE RTE\_MALLOC AREA

DPDK DOMAINS

GENERIC RESOURCE MANAGER FOR DPDK

ADDITIONAL CONFIGURATION LAYER TO EAL

ADD CACHE-QOS TO MEMDOMAINS



### **ERICSSON**

### BACKUP SLIDES



### CONFIGURATION EXAMPLE CPUALIAS



```
cpualias all {
    cpumask = "0-31" # all available CPU
cpualias foreground {
    cpumask = "2-31:2" # even cpus excluding cpu0
```

### CONFIGURATION EXAMPLE NUMA TYPE



```
Per NUMA node shared memory.
  App instances tied to the same NUMA
  are sharing the same memory partition.
memdomain App_NUMA_Shared {
       type = numa
       cpualias = "all"
       alloc memzone = true
       size {
               is per numa = true
               huge 2M = 0
               huge 1G = 1G
```

## CONFIGURATION EXAMPLE EXCLUSIVE TYPE



```
Per App instance private memory.
  Every instance has its own memory
  partition.
memdomain App_Thread_Local {
      type = excl
      cpualias = "foreground"
      alloc memzone = true
       size {
             is per cpu = true
             huge 2M = 0
             huge 1G = 1G
```