

ANKUR SHETH <sankur91@gmail.com>

Regarding Buffer size

3 messages

ANKUR SHETH <sankur91@gmail.com>

Sat, Nov 18, 2017 at 11:38 PM

To: wsuprabhu@gmail.com, Ben Pfaff

hp@ovn.org>, ryu-devel@lists.sourceforge.net, ovs-discuss@openvswitch.org, lartc@vger.kernel.org

Hello all,

I actually intend to control the buffer size for the ingress as well as egress traffic from the openvswitch.

I know that ovs internally uses linux to utility to control the traffic, but even after referring to tc command manual I am not able to figure out how to manage the queue size of the buffers.

I am excited about working on queue management on ovs switches using RYU SDN controller, but I am unable to find the correct direction even after understanding linux tc.

Could you please suggest on how I can achieve it or guide me to some documentation. Any help is appreciated.

Regards, Ankur

Prabhu <wsuprabhu@gmail.com>

Sun, Nov 19, 2017 at 12:03 PM

To: ANKUR SHETH <sankur91@gmail.com>, Ben Pfaff <blp@ovn.org>, ryu-devel@lists.sourceforge.net, ovsdiscuss@openvswitch.org, lartc@vger.kernel.org

Hello Ankur,

Buffer Size management is out of scope for Openvswitch and RYU SDN Controller.

I have been investigating on several approaches to use gueue based solutions for one of the problem that I was looking to solve.

From my understanding,

- 1. You should be use tc linux utility to define queue size (or) buffer size with limits such as no.of.packets it can buffer and associate it with the port
- 2. Openvswitch do not have direct control over the property that you are looking for (manipulating buffer properties which can be done using tc).
- RYU SDN controller does not have API complex queue management

Also, you should be aware that OVS process packets in two modes fast path and slow path. You may have to decide where to place the buffer and depending on that you may have to either modify kernel or you can completely achieve you goal with performance tradeoff.

NOTE: The above given description is based on my understanding, please correct it in case of being wrong.