OVS-DPDK vHost async data path using DMA-dev

(session2 - 29/03/22)



Agenda

- Opens
- DMA Mapping: Static or Dynamic allocation of resources?
 - Informs below discussion on implementations
- Implementation Options: Continued discussion OVS Dataplane
 - Work Defer
 - V3 patch
 - V4 patch (V3 patch + lockless ring)
 - Design Feedback on 3 approaches above
- Code Availability: Easy-to-use code from Github
- Closing: Next Steps

Dynamic Alloc: Pro/Con Overview

✓ Simple access to DMA HW		VRing	
Direct static mapping: thread to DMA id.	Simple access to DMA HW Direct static mapping from VRing to DMA id.		
Lockfree access to device Direct static mapping: thread to DMA id.	Locking Required Multiple vrings map to same DMA id, thread contention.		
Scaling as 1:1 mapping has no contention Adding PMD threads adds more DMA capability too!	Scaling suboptimal Contention based on traffic, vrings = DMA id, oversubscript	tion!	
Simple Config: DMA queue available for thread? Yes; claim it and use it. No; Use CPU memcpy for that PMD thread (like today).	Simple Config: DMA queue available for thread? Yes? Use it. No? CPU copy for this vring.		
Simple/Complex access to device, is it shared? Sharing requires runtime check for DMA id to use?	Simple/Complex access to device, is it shared? Sharing requires runtime check for DMA id to use?		
Locking required Sharing == multi-threaded accesses. Drain DMA-completions from 2+ threads?	Locking required Sharing == multi-threaded accesses. Drain completions from 2+ DMA-engines for single virtq?	,	
Bad Scaling Active PMD threads map to same DMA id, contention.	Bad Scaling Active VRings map to same DMA id, contention.		
Complex Config Adding PMD requires other PMD threads to change access from "simple" to "complex" at runtime?	Complex Config Adding VRings requires other VRings threads to change access from "simple" to "complex" at runtime?		
	Direct static mapping: thread to DMA id. Scaling as 1:1 mapping has no contention Adding PMD threads adds more DMA capability too! Simple Config: DMA queue available for thread? Yes; claim it and use it. No; Use CPU memcpy for that PMD thread (like today). Simple/Complex access to device, is it shared? Sharing requires runtime check for DMA id to use? Locking required Sharing == multi-threaded accesses. Drain DMA-completions from 2+ threads? Bad Scaling Active PMD threads map to same DMA id, contention. Complex Config Adding PMD requires other PMD threads to change	Direct static mapping: thread to DMA id. Scaling as 1:1 mapping has no contention Adding PMD threads adds more DMA capability too! Simple Config: DMA queue available for thread? Yes; claim it and use it. No; Use CPU memcpy for that PMD thread (like today). Simple/Complex access to device, is it shared? Sharing requires runtime check for DMA id to use? Locking required Sharing == multi-threaded accesses. Drain DMA-completions from 2+ threads? Bad Scaling Active PMD threads map to same DMA id, contention. Complex Config Adding PMD requires other PMD threads to change Adding PMD requires other PMD threads to change Scaling suboptimal Contention based on traffic, vrings = DMA id, oversubscript Simple Config: DMA queue available for thread? Yes? Use it. No? CPU copy for this vring. Simple/Complex access to device, is it shared? Sharing requires runtime check for DMA id to use? Locking required Sharing == multi-threaded accesses. Drain completions from 2+ DMA-engines for single virtq? Bad Scaling Active VRings map to same DMA id, contention. Complex Config Adding VRings requires other VRings threads to change	

Agree to merge *static* PMD-thread mapping now? Optionally enable *dynamic* PMD-thread mapping in future?

DMA Implementation Overview

	Defer Work	V3	V4 (v3 + Lockless Ring)
Link to Patchset (Date initially posted)	Defer Work RFC Patch (2021-09-07, ~6 months ago; V1 RFC: 2021-04-12, ~11 months ago)	<u>V3 RFC patch</u> (2022-01-04, ~3 months ago)	V4 RFC patch (2022-03-21, ~1 week ago)
Performance (Scaling and tx-thread contention)	Good (baseline)	Lowest (-22% on Defer Work)	Good (~same as Defer Work)
OVS Code Complexity (DPIF thread-level code)	High	Lowest	Medium
RX/TX "Clean Split" (Independent Rx and Tx DMA-completions)	Yes	No	No
Memory Footprint Increase (Lockless rings for packets)	No (work-item tracking)	No	Yes (per-packet tracking, pre-alloc per vhost txq)
Packet Drop Potential (more packet "ring full" scenarios)	No	No	Yes (wait or drop)

Ask to community: What implementation do we merge?

Next Steps, open thread on OVS Mailing List to finalize decision?

Getting the Code: Availability & Ease-of-Use

- Code will be available on Github (after choice of impl)
 - DPDK: https://github.com/istokes/dpdk/tree/dma-tracking
 - OVS: https://github.com/istokes/ovs/tree/dpdk-dma-tracking
 - Consolidated set of patches for VHost enabled DMA-dev acceleration in OVS
 - Simplifies getting/testing the code, as its all available in a single git branch (per project)
- Instructions for compile/use
 - Clone DPDK, compile & install as normal
 - Clone OVS, compile & install as normal
 - Enable DMA acceleration using command:

```
ovs-vsctl --no-wait set Open_vSwitch . other_config:vhost-async-support=true
```

Next Steps

- Progress on
 - Decision for DMA Static PMD-thread allocation
 - Decision for OVS DMA datapath implementation
- Collaborate on OVS Mailing List
 - Code availalable on Github for ease of use
- Future calls, discussions/opens?
- Closing

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