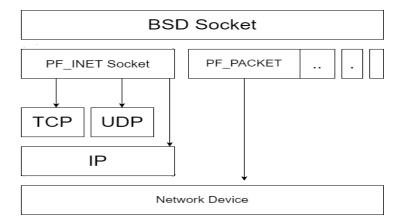
Discussion on Design and Implementation of Embedded Operating System Final Report

Linux Network Stack

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Introduction



The Linux network stack is divided into four levels:Socket layer、TCP/UDP network layer、IP layer 、Linker layer.

1.1, Socket layer

Various network applications in the Socket layer basically communicate with the network protocol stack in the kernel space through the Linux Socket programming interface. Linux Socket is developed from BSD Socket, which is one of the important components of the Linux operating system, and it is the basis of network applications. Hierarchically, it is located at the application layer and is an API provided by the operating system for application programmers, through which applications can access transport layer protocols.

1.2, TCP/UDP network layer

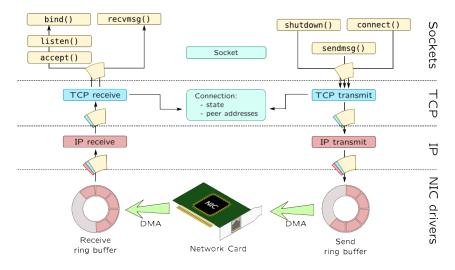
The purpose of the transport layer is to provide its users with efficient, reliable and cost-effective data transmission services. The main functions include (1) constructing TCP segments (2) calculating checksums (3) sending reply (ACK) packets (4) Reliable operations such as sliding windown.

1.3, IP layer

The task of the network layer is to select the appropriate routing and switching nodes between the networks to ensure the timely delivery of data. The network layer composes the frame provided by the data link layer into a data packet, and the packet is encapsulated with a network layer header, which contains logical address information - the network addresses of the source site and destination site addresses. Its main tasks include (1) routing processing, that is, selecting the next hop (2) adding an IP header (3) calculating the IP header checksum, which is used to detect whether there is an error in the IP packet header during the propagation process (4) if possible, carry out After the IP fragmentation (5) is processed, obtain the MAC address of the next hop, set the link layer header, and then transfer to the link layer for processing.

1.4、Linker layer

Functionally, on the basis of the bit stream service provided by the physical layer, it establishes a data link between adjacent nodes, provides error-free transmission of data frames (Frame) on the channel through error control, and performs actions on each circuit. series. The data link layer provides reliable transmission over unreliable physical media. The role of this layer includes: physical address addressing, data framing, flow control, data error detection. At this layer, the unit of data is called a frame. Representatives of data link layer protocols include: SDLC, HDLC, PPP, STP, Frame Relay, etc.

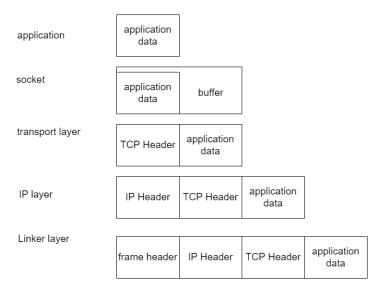


1.5, Transmission path of socket in network stack

package arrives at the machine's physical network adapter, and when it receives a data frame, it triggers an interrupt and DMA it to the rx_ring located in the linux kernel memory. The NIC issues an interrupt to notify the CPU that a package needs to be processed. The interrupt handler mainly performs the following operations, including allocating the skb_buff data structure, and copying the received data frame from the network adapter I/O port to the skb_buff buffer; extracting some information from the data frame, and setting the corresponding skb_buff Parameters, these parameters will be used by the upper network protocol, such as protocol; After simple processing, the terminal handler issues a soft interrupt to notify the kernel that a new data frame is received.

A new set of APIs was introduced in kernel to handle received data frames, namely NAPI. Therefore, the driver has two ways to notify the kernel: (1) through the previous function netif_rx; (2) through the NAPI mechanism. The interrupt handler calls the netif_rx_schedule function of the Network device, enters the soft interrupt processing flow, and then calls the net rx action function.

This function turns off the interrupt, gets all the packages in the rx_ring of each Network device, and finally removes the package from the rx_ring and enters the netif_receive_skb processing flow. netif_receive_skb is the last stop at the link layer to receive datagrams. It submits the datagram to the receiving functions of different network layer protocols (mainly ip_rev and arp_rev in the INET domain) according to the network layer datagram type registered in the global array ptype_all and ptype_base. This function is mainly to call the receiving function of the third-layer protocol to process the skb packet and enter the third-layer network layer for processing.



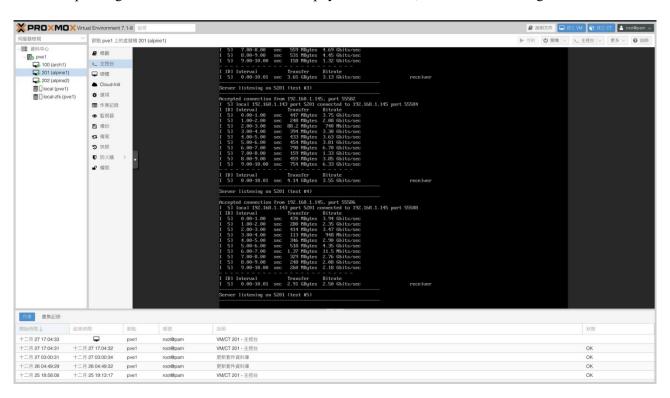
The state of the socket in the each layer

Experiment

Environment

This project chooses to use Proxmox VE's Linux distribution to set up a virtual environment. Because most of the current physical network speed is still the mainstream 100Mb, 1000Mb network card and network line. However, because the speed of CPU, Memery and the capability of OS mostly exceed the above-mentioned values, the effect after adjusting the parameters is not obvious. It may be necessary to shrink the parameter values to a small amount to make a difference, but there are too many parameter values for daily use, and the overall experiment is not objective.

Depending on the Linux distribution of the physical machine, the number of background



programs running is mostly different, which will also cause differences in experiments. And Figure 1.

the physical machine has many variables, and the experimental results will be inaccurate, so here we use the virtual environment as the experimental environment.

Proxmox VE

Proxmox VE, is an open source server virtualization environment Linux distribution. Provides web console like Figure 1, and command line tools to quickly set up QEMU/KVM virtual machines and simplify peripheral settings.

Client OS: Alpine

The OS of the virtual machine uses the VIRTUAL version of Alpine, a distribution of Linux. It provides the most basic Linux kernel and is optimized for virtual environments. Alpine is also very popular in docker, its OS image size is only 2.7 MB, which is very lightweight. The network card uses the VirtIO virtualized network card and driver provided by QEMU.

Network speed test tool: iperf3

We chose iperf3 as a network performance testing tool, It can test the maximum throughput (bits/sec) set by the network stack. It can be installed very quickly, and the server and client can be set up in just two lines of commands.

- 'iperf3 -s' -> To launch in server mode
- 'iperf3 -c <server ip>' -> To launch in client mode, and send data to the server.

Configuration

Configuration 1: Default

Using two default alpine linux, the client sends data to the server of iperf3. As you can see Figure 2, The bandwidth is up to 12.9 Gbit per second. which is far better than the general physical machine.

Configuration 2: Reduce 'tcp rmem' buffer

In linux, there are multiple parameters to control the buffer size. like rmem_default, wmem_default, tcp_mem, tcp_rmem. We choose to adjust tcp_rmem to experiment. tcp_rmem controls the size of the socket Receive buffer. In other words, it controls RWND.

```
test-alpine:~# iperf3 -c 192.168.1.143
Connecting to host 192.168.1.143, port 5201
  51 local 192.168.1.145 port 55032 connected to 192.168.1.143 port 5201
  ID1 Interval
                                        Bitrate
                                                          Retr
                                                                Cwnd
                          Transfer
  51
                                                                3.08 MBytes
        0.00 - 1.00
                          1.51 GBytes
                                         13.0 Gbits/sec
                                                            0
                     sec
                                                            0
  51
        1.00-2.00
                          1.49 GBytes
                                         12.8 Gbits/sec
                                                                3.08 MBytes
                     sec
        2.00-3.00
                                                                3.08 MBytes
  51
                          1.52 GBytes
                                         13.0 Gbits/sec
                                                            0
                     sec
  51
        3.00-4.00
                           1.48 GBytes
                                         12.7 Gbits/sec
                                                            0
                                                                3.08 MBytes
                     sec
  51
        4.00-5.00
                                         12.9 Gbits/sec
                                                                3.08 MBytes
                           1.50 GBytes
                                                            0
                     sec
  51
        5.00 - 6.00
                          1.50 GBytes
                                         12.9 Gbits/sec
                                                            0
                                                                3.08 MBytes
                     sec
                                         12.9 Gbits/sec
                                                                3.08 MBytes
  51
        6.00 - 7.00
                     sec
                          1.51 GBytes
                                                            0
                                         12.6 Gbits/sec
  51
        7.00-8.00
                          1.46 GBytes
                                                            0
                                                                3.08 MBytes
                     sec
  51
        8.00-9.00
                     sec
                          1.51 GBytes
                                         12.9 Gbits/sec
                                                            0
                                                                3.08 MBytes
        9.00 - 10.00
                           1.48 GBytes
                                         12.7 Gbits/sec
                                                            0
                                                                3.08 MBytes
                     sec
  ID]
     Interval
                           Transfer
                                        Bitrate
                                                          Retr
                                         12.9 Gbits/sec
  51
        0.00 - 10.00
                           15.0 GBytes
                                                            0
                     sec
                                                                           sender
                                         12.8 Gbits/sec
  51
        0.00 - 10.01
                     sec
                          15.0 GBytes
                                                                           receiver
iperf Done
```

Figure 2.

Table 1.

```
test-alpine: # iperf3 -c 192.168.1.143
Connecting to host 192.168.1.143, port 5201
[ 15] local 192.168.1.145 port 5394 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5394 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.145 port 5392 connected to 192.168.1.143 port 5201
[ 15] local 192.168.1.143 port 5201
[ 15] loc
```

```
tcp_rmem: 3145728 (1/2x)
                                                  tcp_rmem: 2097152 (1/3x)
                                              Average throughput: 17.7Gbits/sec
Average throughput: 14.9Gbits/sec
   tcp_rmem: 1048576 (1/6x)
                                                  tcp_rmem: 629145 (1/10x)
Average throughput: 16.9Gbits/sec
                                          Average Average throughput: 14.5Gbits/sec
   tcp_rmem: 62914 (1/100x)
                                                  tcp_rmem: 6291 (1/1000x)
                                              Average throughput: 279Mbits/sec
Average throughput: 2.83Gbits/sec
   tcp_rmem: 629 (1/10000x)
Average throughput: 30.9Mbits/sec
```

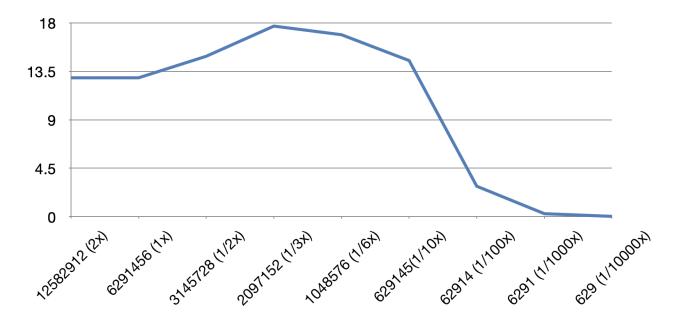


Figure 3.

We can see the Figure 3 that increasing the buffer has no effect on the speed. But reducing the buffer can increase the speed instead. This shows that the default setting of linux is not optimal. Continue to reduce size and speed proportionally until it becomes unusable.

Configuration 3: Adjust the tcp congestion control algorithm

The congestion control algorithm most directly affects the control of CWND (Congestion Window). In addition to the buffer size of the receiver, the congestion control algorithm also needs to consider the buffer size of the midway switch and router.

Common algorithms are as follows you can see: Cubic and Reno are default algorithm for Linux. The BBR algorithm was proposed by Google in 2016.

Algorithm:

- Cubic
- Reno
- Bic
- Htcp

- Vegas
- Westwood
- YeAH
- BBR

```
Table 2.
       Algorithm: Cubic
                                                       Algorithm: Reno
Average throughput: 12.9Gbits/sec
                                               Average throughput: 12.9Gbits/sec
         Algorithm: Bic
                                                        Algorithm: http
Average throughput: 12.9Gbits/sec
                                               Average throughput: 12.8Gbits/sec
       Algorithm: Vegas
```

Algorithm: Westwood Average throughput: 12.8Gbits/sec

Average throughput: 16.5Gbits/sec

```
test-alpine: "# iperf3 -c 192.168.1.143
Commecting to host 192.168.1.143, port 5201
[ 5] local 192.168.1.145, port 5504 commected to 192.168.1.143 port 5201
[ 5] local 192.168.1.145 port 5504 commected to 192.168.1.143 port 5201
[ 5] loo-3.100 sec 1.39 GBytes 11.9 Gbits/sec 0 275 KBytes
[ 5] 2.00-3.00 sec 1.40 GBytes 12.0 Gbits/sec 0 255 KBytes
[ 5] 3.00-4.00 sec 1.39 GBytes 11.9 Gbits/sec 0 275 KBytes
[ 5] 4.00-5.00 sec 1.39 GBytes 12.0 Gbits/sec 0 279 KBytes
[ 5] 6.00-7.00 sec 1.39 GBytes 12.0 Gbits/sec 0 279 KBytes
[ 5] 6.00-7.00 sec 1.39 GBytes 11.9 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 11.9 Gbits/sec 0 275 KBytes
[ 5] 6.00-7.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 275 KBytes
[ 5] 7.00-8.00 sec 1.39 GBytes 12.0 Gbits/sec 0 255 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/sec 0 1.05 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/sec 0 1.05 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/sec 0 1.05 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/sec 0 1.05 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/sec 0 1.05 KBytes
[ 5] 8.00-9.00 sec 1.66 GBytes 13.9 Gbits/
```

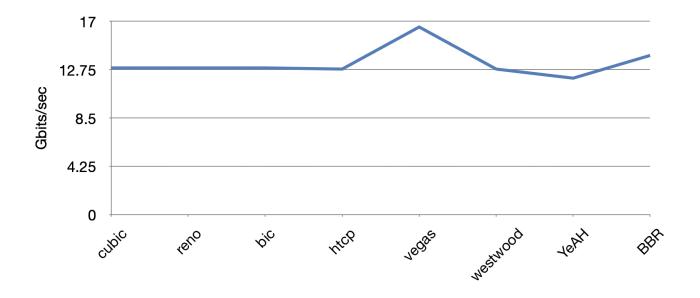


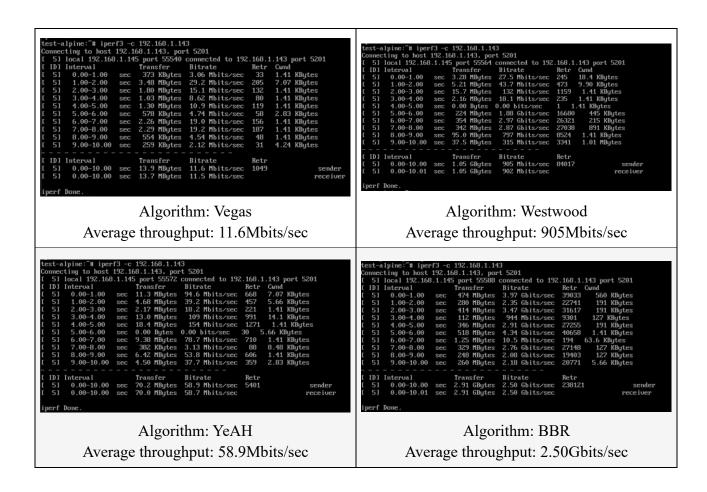
Figure 4.

Now let's take a look at Figure 4, When the network quality is stable, the various congestion control are similar. The performance of BBR is slightly higher than the average. but vegas is the best. However, vegas has some shortcomings, resulting in not often used in reality. We will see its shortcomings later. As you can see, reno or cubic, which is most frequently used by Linux, does not perform the best.

Configuration 4: Following configuration 3, but lost packet purposely.

Next, we use the Traffic Control tool in linux here, which is to use 'tc'. Artificially add 10% packet loss to simulate network congestion. Commands such as: 'tc qdisc change dev eth0 root netem loss 10%'

Table 3.



As you can see Figure 5, simply adding 10% of the packet loss will greatly reduce the network performance.

Vegas, the strongest performer under good network conditions, also performs poorly here. On the contrary, The BBR algorithm is far better than other algorithms.

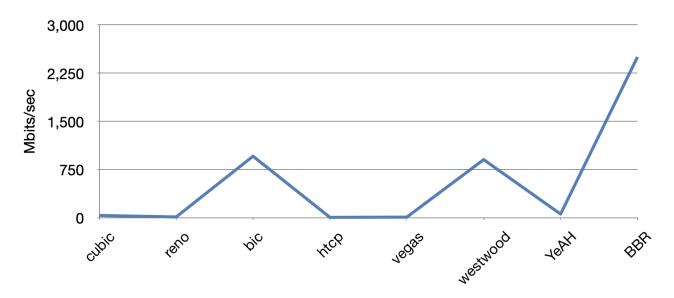


Figure 5.

Conclusion

Since the functions of the network cannot be limited to certain processes, part of the network needs to be The business system is directly responsible. After a packet comes in from the interface, it still has to go through the layer in the middle The protocol stack of the layer (such as TCP, IP, etc.) is only assigned to the application program of the user space; Here Networking refers specifically to the part of the intermediate protocol stack.

We can see from experiments that Linux settings are often not optimal. The difference may not be obvious on traditional physical machines, but if it is a virtual machine cluster that seeks high network performance, or if you use a network device such as infiniband that can reach speeds of up to 400Gbit/sec, the difference will be very noticeable. Although the congestion control algorithm in the case of no packet loss, all algorithms perform about the same. Although Vegas, BBR is slightly better than others, but most of them are still usable. But when 10% of the packets are lost, the performance of most algorithms drops drastically, and some are even unusable. Only BBR still retains some performance. This also shows the robustness of the BBR algorithm, which should be greatly improved when encountering wifi or poor mobile network signals in real-world situations.