

## **CXI API Code Snippets**

Topic: Load Balancing

Utimaco IS GmbH





#### Where do I find the example on the product CD?

<Product CD>/Software/<Operating System>/<Platform>/Crypto\_APIs/CXI/sample/cxi\_example\_LoadBalancing/

#### The example does

- show usage of Utimaco's CXI API and its cluster feature
- serve as a "toy" example which you can use to play with, change, improve, adapt and extend
- provide analysis ideas and could be used for very rough resource estimates

#### The example does NOT

- serve as a one-size-fits-all solution to a specific infrastructure
- provide realistic estimates when used with Utimaco's HSM simulators
- provide an optimized and universally applicable solution code

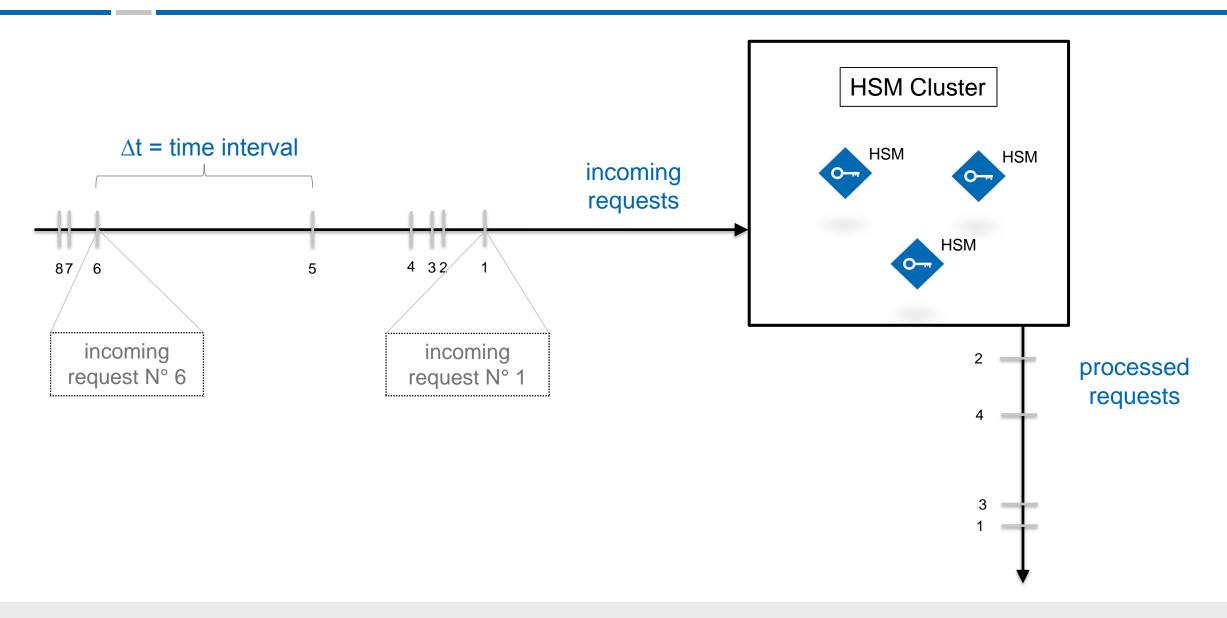
#### Agenda



- 1. Essentials
- 2. Motivation Use Case
- 3. Basic Concepts & Analysis
- 4. Details
  - Utimaco's HSM and Feature Characteristics
  - The Example
- 5. In Short

#### Motivation – Use Case

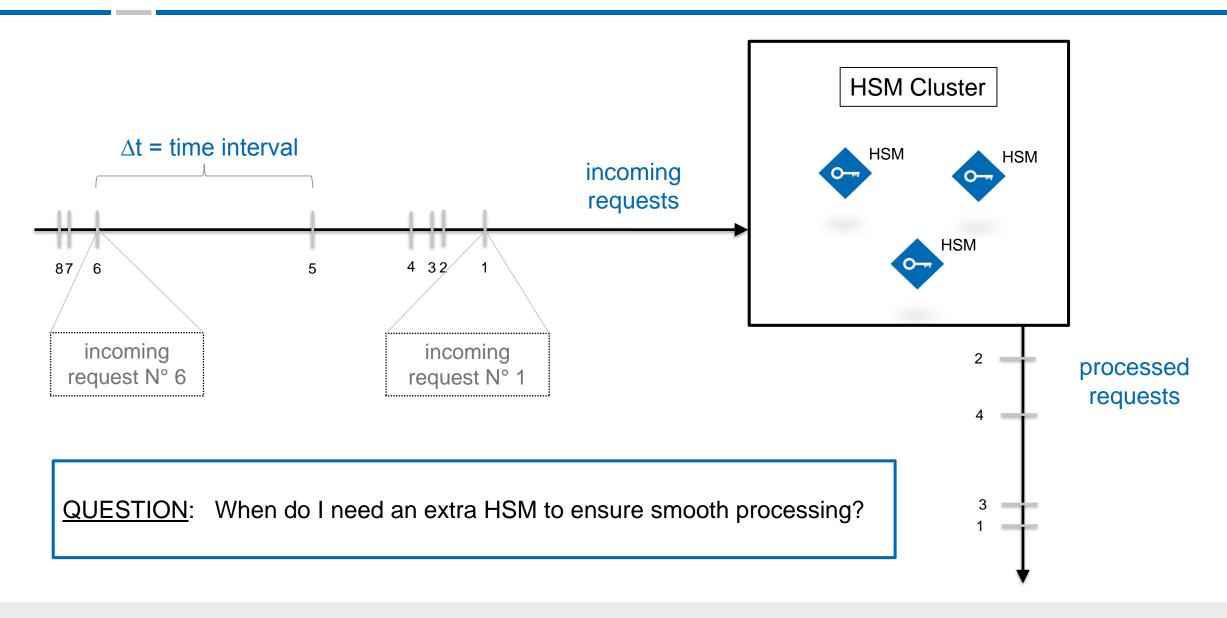




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#### Motivation – Use Case





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#### (Recall) Basic Concepts - No "Traffic Jam"



$$\frac{dR_{in}}{dt} \longrightarrow \text{HSM Cluster} \longrightarrow \frac{dR_{out}}{dt}$$

$$dR_{in}/dt$$
 = incoming request rate  
 $dR_{out}/dt$  = outgoing, processed request rate  
 $t$  = time

No traffic jam if : 
$$\frac{dR_{in}}{dt} \le \frac{dR_{out}}{dt}$$

$$\underline{\text{Difficulty:}} \qquad \frac{dR_{in}}{dt} \neq constant$$

incoming and processed request rates are time-varying

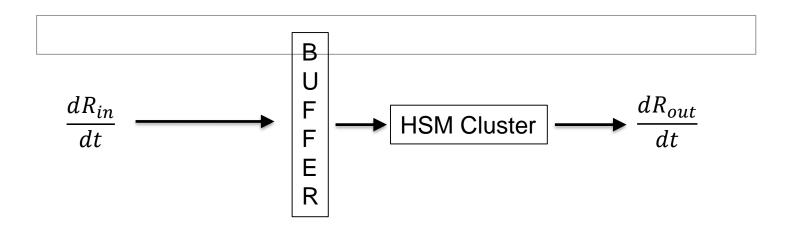
## Analysis – Causes for the Rate's Time Dependency



time dependence of	determined by, caused by
incoming request rate	<ul> <li>1. the clients' frequency of requests</li> <li>2. infrastructure <ul> <li>concurrency (programs / algorithms)</li> <li>transmission times (network)</li> <li>algorithm designs</li> <li></li> </ul> </li> </ul>
outgoing, processed request rate	<ol> <li>The clients' types of request</li> <li>HSM cluster         <ul> <li>cluster size</li> <li>single HSM performance</li> <li>algorithm designs</li> <li>transmission times (for distant cluster members)</li> <li></li> </ul> </li> </ol>

#### (Recall) Basic Concepts – Buffer





buffer's purpose: "absorb" peaks in incoming request rate,

temporary short term "traffic jams" are allowed

no "clogging": buffer size stays finite at very long times

QUESTION: when do I need an extra HSM to ensure smooth processing?

ANSWER: on impending buffer overflow

## Analysis – Future Needs



Analyse your infrastructure, quantify your current and estimate your expected future needs

What ?	Quantified by (for example)	
analyse the incoming request frequency	waiting time distribution $P(\Delta t)$	
for example: measure time interval (= waiting time $\Delta t$ ) between consecutive incoming requests over a long period of time.		
analyse the request type distribution	discrete request type distribution	
for example: record over a long period of time the	request type probability	
arriving types of requests	$p_1$	
	n $p_n$	

#### Analysis – A Hands-On Approach



There are a lot of ways to get an estimate of when an extra HSM is needed Here is one possible way:

simulate your future needs on your current HSM cluster

The main purpose of this hands-on example is to demonstrate Utimaco's load-balancing and CXI-API usage. In addition it addresses the use-case question of when an extra HSM is needed.

Configure the load balancing example:

- 1. open etc/cxi.cfg: set your HSM cluster by specifying the IP addresses
- 2. open etc/lb.cfg: set your waiting time distribution

(For the sake of simplicity only extremely simple distributions are given.

Please adapt the example code and implement the incoming request rate you need!!)

3. open etc/lb.cfg: set the request type distribution

(For the sake of simplicity only a sign and verify operation is implemented.

You can vary the number of times it is repeated to "emulate" different request types.

Please adapt the example code and implement the request types you need!!)

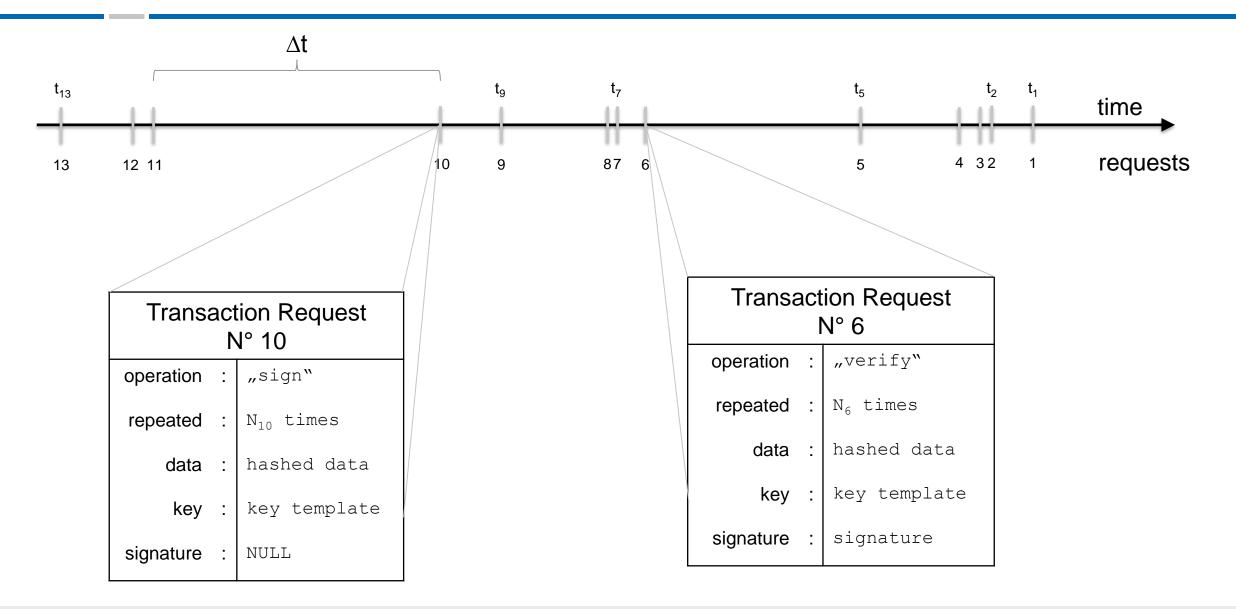
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#### Details – The "Simplified" Load







#### Characteristics

- Up to 4096 connections/secure messaging sessions can be opened per HSM
- BUT: Utimaco's HSM executes commands in order
- Therefore: increasing the number of sessions DOES NOT increase performance.
   It is just the question of where you want the requests to get buffered: inside or outside of the HSM.
- Only for distant CryptoServer LANs a few more sessions might increase performance (because of network transmission times)
- Therefore Utimaco recommends not much more than 2 or 3 sessions per HSM.
- An increase in performance is achieved by increasing the cluster size.

#### Details - Utimaco's Load Balancing Feature



Utimaco's load balancing feature ensures equally distributed connections to HSMs inside a cluster:

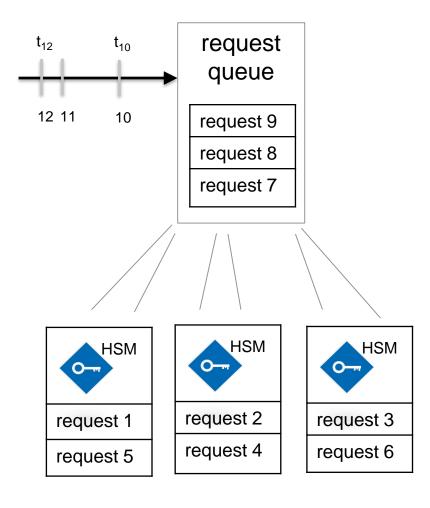


- Frequent opening and closing of sessions introduces a large overhead
- Recommended usage :

Open the connection once at the beginning with the flag "keep alive"

#### Details – The Example's Queue Overview





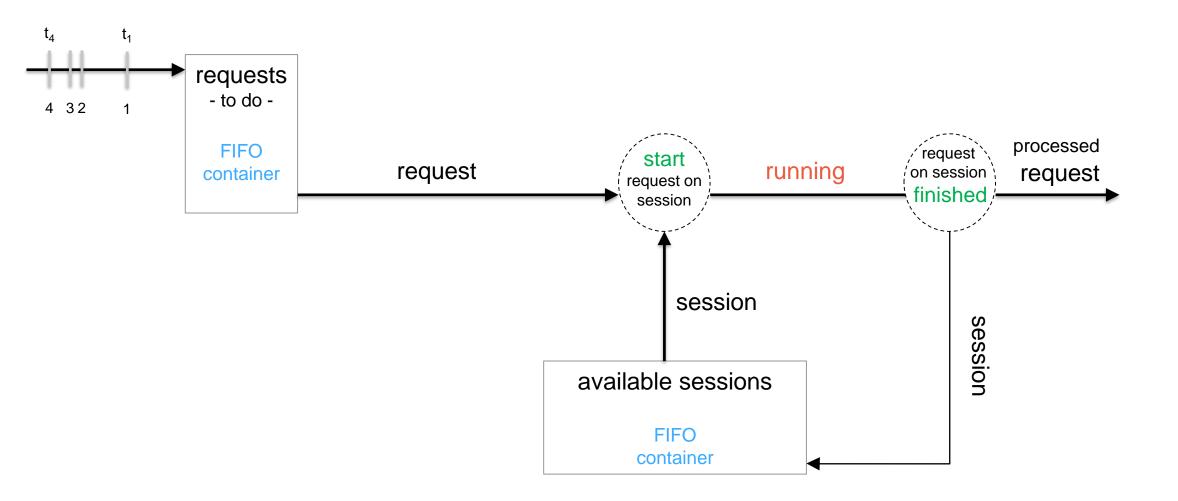
on the example side

2 sessions/connections per HSM

internal HSM buffer queue

#### Details – The Example's Runtime Overview





## Details – The Example's Output Files



Output File		Content of File	
(1)	data_requests_in.txt	incoming requests over time	
		column 1	column 2
		t	$R_{in}(t)$
(2)	data_requests_out.txt	outgoing, processed requests over time	
		column 1	column 2
		t	$R_{out}(t)$
(3)	data_requests_queuing.txt	requests in queue over time	
		column 1	column 2
		t	size of requests-to-do container

## Details – The Example's Parameters / Complexity



Parameter		Impact on
(1) Number of requests		overall runtime
(2)	Number of sessions per HSM = max.	length of HSM's waiting queue
(3)	Number of HSMs number of sessions	performance
(4) Type of request		computation time in HSM
(5) Request arrival frequency		filling rate of request container

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#### In Short - Possible Example Use Case



# EXAMPLE USE CASE: At what load do I need an extra HSM ?

- (1) Estimate your future request frequency and future request type distribution
- (2) Take the example and modify it. Adjust it according to your system architecture. Use Utimaco's HSM simulators to validate your code's <u>functionality</u>.
- (3) Use a realistic setup with actual HSMs and network traffic to analyze performance.
  - Does the request-to-do container constantly increase in size and reach its predefined limit?
     Then buy another HSM.
  - Does the request-to-do container size stay bounded?
     Then your current setup will meet your estimated future needs.