

August 9<sup>th</sup> 2011, OSG Site Admin Workshop Jason Zurawski – Internet2 Research Liaison

## **NDT**

## Agenda

#### Tutorial Agenda:

- Network Performance Primer Why Should We Care? (30 Mins)
- Introduction to Measurement Tools (20 Mins)
- Use of NTP for network measurements (15 Mins)
- Use of the BWCTL Server and Client (25 Mins)
- Use of the OWAMP Server and Client (25 Mins)
- Use of the NDT Server and Client (25 Mins)
- perfSONAR Topics (30 Mins)
- Diagnostics vs Regular Monitoring (20 Mins)
- Use Cases (30 Mins)
- Exercises





## Hands on Testing of NDT

- MLab (Commodity Networking)
  - http://ndt.iupui.donar.measurement-lab.org:7123/
- Internet2 (R&E Networking)
  - http://ndt.atla.net.internet2.edu:7123/
  - To not overwhelm the server, also try replacing 'atla' with:
    - chic
    - hous
    - kans
    - losa
    - newy
    - salt
    - seat
    - wash





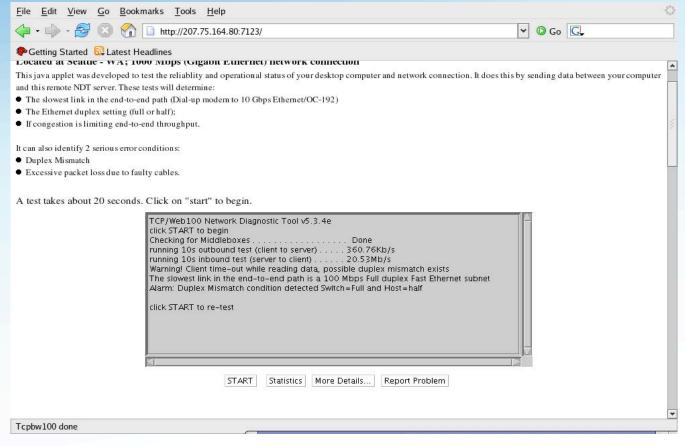
#### NDT User Interface

- Web-based JAVA applet allows testing from any browser
  - One Click testing
  - Option to dig deep into available results
  - Send report of results to network administrators
- Command-line client allows testing from remote login shell
  - Same options available
  - Client software can be build independent of server software





#### **NDT Results**







#### Motivation for Work

- Measure performance <u>to users desktop</u>
  - Lots of tools to measure performance to a nearby server
  - Also 'plugable' hardware to measure everything up to the network cable
  - Want something to accurately show what the user is seeing
- Develop "single shot" diagnostic tool that doesn't use historical data
- Combine numerous <u>Web100</u> variables to analyze connection
- Develop network signatures for 'typical' network problems
  - Based on heuristics and experience
  - Lots of problems have a *smoking gun* pattern, e.g. duplex mismatch, bad cable, etc.





#### How It works

- Simple bi-directional test to gather end to end data
  - Test from client to server, and the reverse
  - Gets the 'upload' and 'download' directions
- Gather multiple data variables from server
  - Via Web100, also some derived metrics (packet inter arrival times)
- Compare measured performance to analytical values
  - How fast should a connection be given the observations of the host and network
- Translate network values into plain text messages
- Geared toward campus area network





## Web100 Project

- Joint PSC/NCAR project funded by NSF
- Develop a system mib, similar to data that is exposed via SNMP
- 'First step' to gather TCP data
  - Kernel Instrument Set (KIS)
- Requires patched Linux kernel
- Geared toward wide area network performance
- Goal is to automate tuning to improve application performance
- Patches available for vanilla kernels (e.g. non vendor modified)





#### Web Based Performance Tool

- Operates on Any client with a Java enabled Web browser
  - No additional client software needs to be installed
  - No additional configuration required
- What it can do:
  - State if Sender, Receiver, or Network is operating properly
  - Provide accurate application tuning info
  - Suggest changes to improve performance
- What it can't do
  - Tell you where in the network the problem is
  - Tell you how other servers perform
  - Tell you how other clients will perform





## Finding Results of Interest

#### Duplex Mismatch

 This is a serious error and <u>nothing</u> will work right. Reported on main page, on Statistics page, and mismatch: on More Details page

#### Packet Arrival Order

- Inferred value based on TCP operation. Reported on Statistics page, (with loss statistics) and order: value on More Details page
- Packet Loss Rates
  - Calculated value based on TCP operation. Reported on Statistics page, (with out-of-order statistics) and loss: value on More Details page
- Path Bottleneck Capacity
  - Measured value based on TCP operation. Reported on main page





#### **Bottleneck Link Detection**

- What is the slowest link in the end-to-end path?
  - Monitors packet arrival times using <u>libpcap</u> routine
    - Data and ACK packets
    - Is aware of packet sizes used to calculate speed
  - Use TCP dynamics to create packet pairs
  - Quantize results into link type bins
    - Broad classification, e.g. "FastE"
    - No fractional or bonded links currently
- Example:
  - Consider the following setup
    - 1G network card on Host
    - 1G LAN
    - 100M (FastE) Wall Jack
  - NDT will report there is a slow link somewhere in the path. It can't tell you where, but something is limiting the test speed





#### **Duplex Mismatch Detection**

#### Duplex Mismatch:

- Operation between a host and an interface are at different duplex modes (e.g. one half, one full)
- Common in networks where auto negotiation is disabled, or faulty
- Classic example of a "soft failure", connectivity is present and speeds are poor
- Developed analytical model to describe how Ethernet responds
- Expanding model to describe UDP and TCP flows
- Develop practical detection algorithm
- Test models in LAN, MAN, and WAN environments





## Faulty Hardware or Link

- Detect non-congestive loss due to
  - Faulty NIC/switch interface
  - Bad Cat-5 cable
  - Dirty optical connector





## **Congestion Detection**

- Shared network infrastructures will cause periodic congestion episodes
  - Detect/report when TCP throughput is limited by cross traffic
  - Detect/report when TCP throughput is limited by own traffic





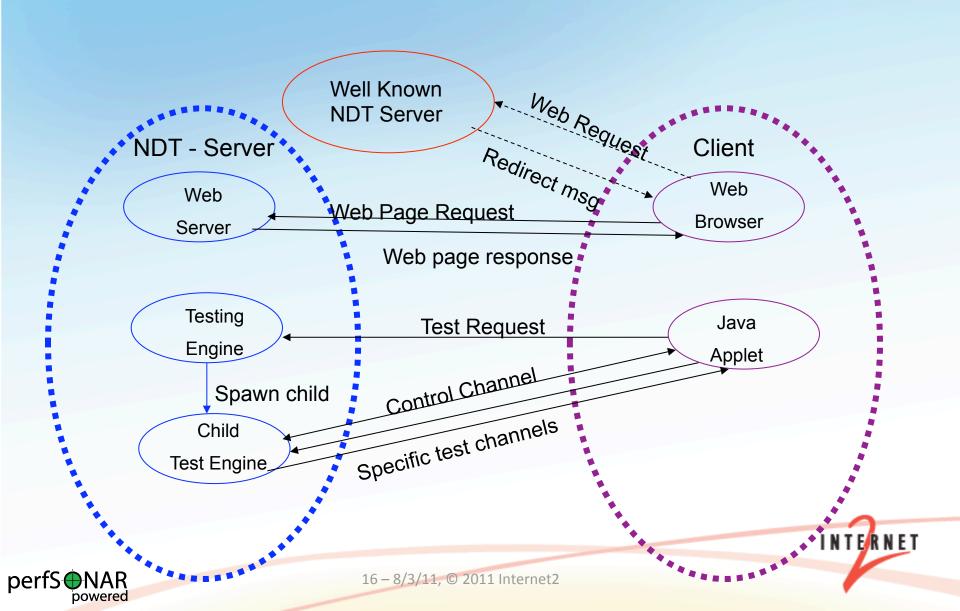
#### Additional Functions and Features

- Provide basic tuning information
- Features:
  - Basic configuration file
  - FIFO scheduling of tests, support for testing with simultaneous clients
  - Simple server discovery protocol and ability to federate (e.g. load balance) servers
  - Logging of all test results on the server side
- Command line client support
- Other Clients can be developed against open Javascript API:
  - http://www.internet2.edu/performance/ndt/api.html
- Posted on Google Code:
  - <a href="http://code.google.com/p/ndt/">http://code.google.com/p/ndt/</a>



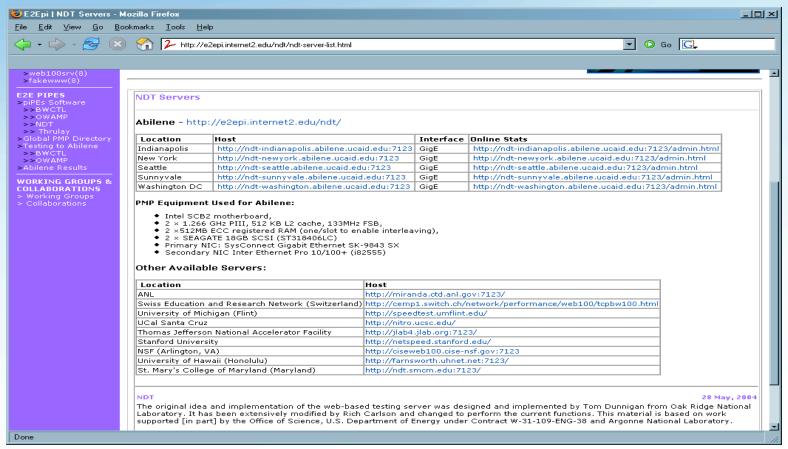


#### Architecture



## Finding a Server – The Old Way

Static List of servers – doesn't scale

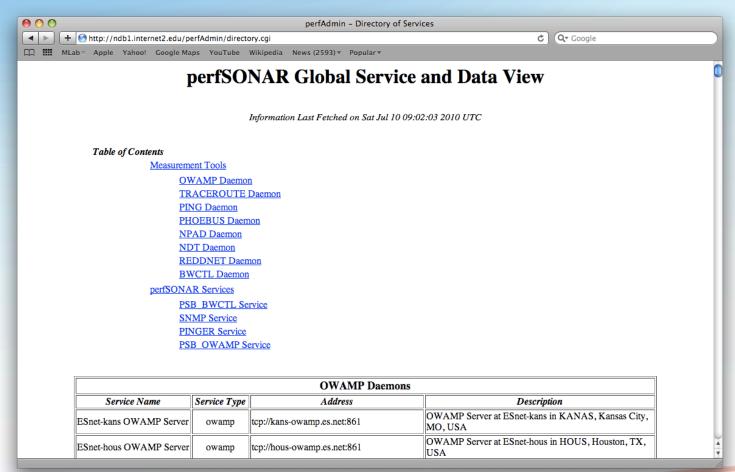






## Finding a Server – The New Way

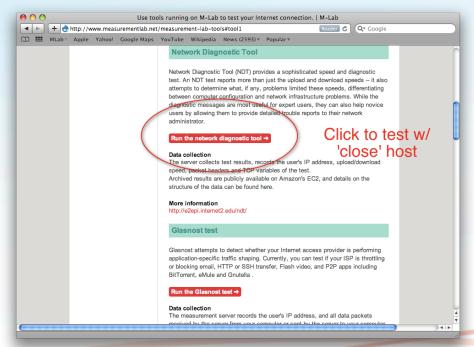
perfSONAR Infrastructure – automatically search for instances





#### Finding a Server – MLab

- Measurement Lab
  - Joint Project between several partners
  - More Info Here: <a href="http://www.measurementlab.net/">http://www.measurementlab.net/</a>
- Locate a 'close' NDT server using DONAR ( http://donardns.org/)







## General Requirements – Support

- Source should compile for all modern \*NIX
  - \*BSD, Linux, OS X
  - configure/make/make install
- Web100 Patched Kernel
  - perfSONAR-PS Project also offers two alternatives:
    - <u>pS Performance Toolkit</u> (bootable ISO)
    - Pre-packaged kernel with Web100 for CentOS ( http://software.internet2.edu)
- Other Software
  - Java SDK
  - Libpcap
- RPMs compiled specifically for CentOS 5.5
  - May work with other RPM based systems (Fedora, RHEL)





## Recommended Settings

- There are no settings or options for the Web based java applet.
  - It allows the user to run a fixed set of tests for a limited time period
- Test engine settings
  - Turn on admin view (-a option)
  - If multiple network interfaces exist use –i option to specify correct interface to monitor (ethx)
- Simple Web server (fakewww)
  - Use –I fn option to create log file
  - Could also use a 'real' web server like Apache





#### **Potential Risks**

- Non-standard kernel required
  - Web100 patching may be difficult to apply to new kernels
  - Hard to keep up with vendor patching
  - GUI tools can be used to monitor other ports
  - Consider using <u>pS Performance Toolkit</u> enhancements if this scares you...
- Public servers generate trouble reports from remote users
  - Respond or ignore emails
- Test streams can trigger IDS alarms
  - Configure IDS to ignore NDT server





# **Availability**

- Main Page:
  - http://www.internet2.edu/performance/ndt
  - http://software.internet2.edu
- Mailing lists:
  - <u>ndt-users@internet2.edu</u>
  - <u>ndt-announce@internet2.edu</u>







#### **NDT**

August 9<sup>th</sup> 2011, OSG Site Admin Workshop Jason Zurawski – Internet2 Research Liaison

For more information, visit <a href="http://www.internet2.edu/workshops/npw">http://www.internet2.edu/workshops/npw</a>



## NDT Testing – Normal Operation

```
R home-ndt - SecureCRT
                                                                                                 _ | U X
File Edit View Options Transfer Script Tools Window Help
 [root@home-ndt rcarlson]#
[root@home-ndt rcarlson]# web100clt -l triton
Testing network path for configuration and performance problems
running 10s inbound test (server to client) . . . . . . 94.31 Mb/s
The slowest link in the end-to-end path is a 100 Mbps Full duplex Fast Ethernet subnet
        ----- Web100 Detailed Analysis -----
Web100 reports the Round trip time = 11.06 msec:the Packet size = 1448 Bytes: and
No packet loss was observed.
This connection is receiver limited 99.76% of the time.
    Web100 reports TCP negotiated the optional Performance Settings to:
RFC 2018 Selective Acknowledgment: ON
RFC 896 Nagle Algorithm: ON
RFC 3168 Explicit Congestion Notification: OFF
RFC 1323 Time Stamping: ON
RFC 1323 Window Scaling: ON: Scaling Factors - Server=7, Client=2
The theoretical network limit is 998,70 Mbps
The NDT server has a 8192 KByte buffer which limits the throughput to 5785.57 Mbps
Your PC/Workstation has a 128 KByte buffer which limits the throughput to 90.40 Mbps
The network based flow control limits the throughput to 91,88 Mbps
Client Data reports link is ' 5', Client Acks report link is ' 5'
Server Data reports link is " 5", Server Acks report link is " 5"
Packet size is preserved End-to-End
Server IP addresses are preserved End-to-End
Client IP addresses are preserved End-to-End
[root@home-ndt rcarlson]#
                                                       ssh2: AES-128 39, 27 39 Rows, 105 Cols VT100
Ready
```



## NDT Testing – Duplex Mismatch

```
R home-ndt - SecureCRT
                                                                                                      _ | _ | × |
File Edit View Options Transfer Script Tools Window Help
Keymap Editor
[root@home-ndt rcarlson]#
[root@home-ndt rcarlson]# web100clt -1 triton
Testing network path for configuration and performance problems
Checking for Middleboxes . . . . . . . . . . . . . . . . . Done
running 10s outbound test (client to server) . . . . . 68.31 Mb/s
running 10s inbound test (server to client) . . . . . . 278,98 kb/s
The slowest link in the end-to-end path is a 100 Mbps Half duplex Fast Ethernet subnet
Alarm: Duplex mismatch condition exists: Host set to Full and Switch set to Half duplex
              - Web100 Detailed Analysis -
Web100 reports the Round trip time = 0.00 msec;the Packet size = 1448 Bytes; and
There were 104 packets retransmitted, 104 duplicate acks received, and 156 SACK blocks received
Packets arrived out-of-order 40,00% of the time.
The connection stalled 51 times due to packet loss.
The connection was idle 10.71 seconds (107.10%) of the time.
This connection is network limited 99.96% of the time.
 Contact your local network administrator to report a network problem
  Contact your local network admin and report excessive packet reordering
Excessive packet loss is impacting your performance, check the auto-negotiate function on your local PC a
nd network switch
    Web100 reports TCP negotiated the optional Performance Settings to:
RFC 2018 Selective Acknowledgment: ON
RFC 896 Nagle Algorithm: ON
RFC 3168 Explicit Congestion Notification: OFF
RFC 1323 Time Stamping: ON
RFC 1323 Window Scaling: ON; Scaling Factors - Server=7, Client=2
The theoretical network limit is 0.00 Mbps
The NDT server has a 8192 KByte buffer which limits the throughput to inf Mbps
Your PC/Workstation has a 63 KByte buffer which limits the throughput to inf Mbps
The network based flow control limits the throughput to inf Mbps
Client Data reports link is ' 5', Client Acks report link is ' 5'
Server Data reports link is ' 4', Server Acks report link is ' 4'
Packet size is preserved End-to-End
Server IP addresses are preserved End-to-End
Client IP addresses are preserved End-to-End
[root@home-ndt rcarlson]#
                                                          ssh2: AES-12E 39, 27 39 Rows, 105 Cols VT100
Display keymap editor dialog
```



## NDT Testing – Low Throughput

```
nmsx.internet2 - SecureCRT
                                                                                                             _ | D | X |
File Edit View Options Transfer Script Tools Window Help
 [rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson] # web100clt -l ndt-newyork
Testing network path for configuration and performance problems
Checking for Middleboxes . . . . . . . . . . . . . . . . Done
running 10s outbound test (client to server) . . . . . 88,23 Mb/s
running 10s inbound test (server to client) . . . . . . 13.78 Mb/s
The slowest link in the end-to-end path is a 100 Mbps Full duplex Fast Ethernet subnet
Information: The receive buffer should be 444 Kbytes to maximize throughput
        ----- Web100 Detailed Analysis -----
Web100 reports the Round trip time = 36.35 msec;the Packet size = 1448 Bytes; and
No packet loss was observed.
This connection is receiver limited 97.49% of the time.
 Increasing the current receive buffer (62.50 KB) will improve performance
This connection is network limited 2.46% of the time.
    Web100 reports TCP negotiated the optional Performance Settings to:
RFC 2018 Selective Acknowledgment: ON
RFC 896 Nagle Algorithm: ON
RFC 3168 Explicit Congestion Notification: OFF
RFC 1323 Time Stamping: ON
RFC 1323 Window Scaling: ON: Scaling Factors - Server=9, Client=7
The theoretical network limit is 303.89 Mbps
The NDT server has a 32768 KByte buffer which limits the throughput to 7042.06 Mbps
Your PC/Workstation has a 62 KByte buffer which limits the throughput to 13.43 Mbps
The network based flow control limits the throughput to 13.67 Mbps
Client Data reports link is '5'. Client Acks report link is '5'
Server Data reports link is ′8′. Server Acks report link is ′4′
Packet size is preserved End-to-End
Server IP addresses are preserved End-to-End
Client IP addresses are preserved End-to-End
[rcarlson@nmsx-aami rcarlson]$
Ready
                                                                  ssh2: AES-128 37, 32 37 Rows, 115 Cols VT100
```



INTERNET

#### NDT Testing – Increase TCP Buffer Size

```
🔚 nmsx.internet2 - SecureCRT
                                                                                                             _ | | | | | | |
 File Edit View Options Transfer Script Tools Window Help
 [rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson]$
[rcarlson@nmsx-aami rcarlson] # web100clt -l -b2097152 ndt-newyork
Testing network path for configuration and performance problems
Checking for Middleboxes . . . . . . . . . . . . . . . . Done
running 10s outbound test (client to server) . . . . . 87.57 Mb/s
running 10s inbound test (server to client) . . . . . . 84.40 Mb/s
The slowest link in the end-to-end path is a 100 Mbps Half duplex Fast Ethernet subnet
Information: Other network traffic is congesting the link
        ----- Web100 Detailed Analysis -----
Web100 reports the Round trip time = 38.80 msec:the Packet size = 1448 Bytes: and
There were 585 packets retransmitted, 769 duplicate acks received, and 1354 SACK blocks received
Packets arrived out-of-order 3,87% of the time.
This connection is receiver limited 2.68% of the time.
This connection is network limited 97,28% of the time.
 Contact your local network administrator to report a network problem
    Web100 reports TCP negotiated the optional Performance Settings to:
RFC 2018 Selective Acknowledgment: ON
RFC 896 Nagle Algorithm: ON
RFC 3168 Explicit Congestion Notification: OFF
RFC 1323 Time Stamping: ON
RFC 1323 Window Scaling: ON; Scaling Factors - Server=9, Client=7
The theoretical network limit is 52.98 Mbps
The NDT server has a 32768 KByte buffer which limits the throughput to 6598.79 Mbps
Your PC/Workstation has a 3070 KByte buffer which limits the throughput to 618.33 Mbps
The network based flow control limits the throughput to 257.42 Mbps
Client Data reports link is '5'. Client Acks report link is '5'
Server Data reports link is '8', Server Acks report link is '5'
Packet size is preserved End-to-End
Server IP addresses are preserved End-to-End
Client IP addresses are preserved End-to-End
[rcarlson@nmsx-aami rcarlson]$
                                                                  ssh2: AES-128 37, 32 37 Rows, 115 Cols VT100
Ready
```

