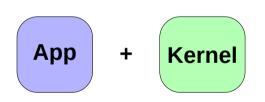


Performance Insights into eBPF Step by Step

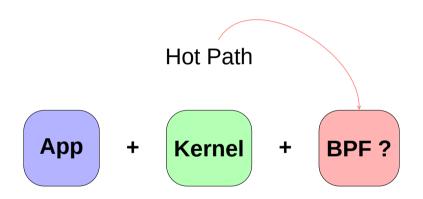
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How to measure?



Global kernel stats

```
$ sysctl -w kernel.bpf_stats_enabled=1
$ bpftool prog

379: raw_tracepoint [...]
run_time_ns 35875602162 run_cnt 160512637
```



Good old printk

```
// somewhere inside your BPF prog
bpf_trace_printk("Timestamp: %lld", ts);
$ cat /sys/kernel/debug/tracing/trace_pipe
$ bpftool prog tracelog
```



Probes before/after

```
kfunc:do_syscall_64 /comm == "prog"/
{ @entry[kstack] = count(); }

kretfunc:do_syscall_64 /comm == "prog"/
{ @return[kstack] = count(); }
```



Probes before/after

```
SEC("fentry/XXX")
int BPF_PROG(fentry_XXX)
{
    //...
}
```

```
SEC("fexit/XXX")
int BPF_PROG(fentry_XXX)
{
    // ...
}
```



Probes before/after

nopl	<pre>0×0(%rax,%rax,1)</pre>
xchg	%ax,%ax
push	%rbp
mov	%rsp,%rbp
sub	\$0×20 , %rsp

callq	0×ffffffffffe0096c
xchg	%ax,%ax
push	%rbp
mov	%rsp,%rbp
sub	\$0×20 , %rsp



Profiling

```
Percent | uops retired.stall cycles
        if (duration ns < min duration ns)
            9f:movabs $0xffffc9000009e000.%rdi
  0.00:
            a9:mov = 0 \times 0(%rdi).%rsi
  0.00:
         e = bpf ringbuf reserve(...)
            ad:movabs $0xffff888103e70e00,%rdi
 21.74:
  0.00:
                     $0xa8.%esi
            b7:mov
  0.00 : bc:xor %edx.%edx
            be:callg 0xffffffffc0f9fhh8
  0.00:
```



How to improve?



BPF Instruction Set

eBPF Instruction Sets



BPF 2 BPF

```
#ifndef inline
# define inline
   inline attribute ((always inline))
#endif
static inline int test bpf2bpf(void) {}
# 0×ffffffffc1513a68:
  nopl 0\times0(%rax.%rax.1)
  xor %eax, %eax
  push %rbp
# [ ... ]
```



BPF 2 BPF

```
static int test bpf2bpf(void) { }
# 0×ffffffffc15b810c:
  nopl 0\times0(%rax.%rax.1)
  xor %eax.%eax
  callg 0×00000000000002370
# 0×ffffffffc15ba47c:
  nopl 0\times0(%rax.%rax.1)
  xchg %ax,%ax
# [ ... ]
```



How to improve in the future?



Map batch operations

```
BPF_MAP_LOOKUP_BATCH
BPF_MAP_LOOKUP_AND_DELETE_BATCH
BPF_MAP_UPDATE_BATCH
BPF_MAP_DELETE_BATCH
```



BPF program pack allocator

```
struct bpf prog pack {
    struct list head list;
    void *ptr;
    unsigned long bitmap[];
};
// [ ... ]
ro header = bpf prog pack alloc(
            size, bpf fill ill insns);
```



Bloom filter map

```
bpf_map_create(
     BPF_MAP_TYPE_BLOOM_FILTER, NULL,
     0, sizeof(value), 100, NULL);
```



Task local storage



Questions?

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