

Thread Modes

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Supported Thread Modes

VPP16.09

VPP can work in 4 different modes

1. single-thread
2. multi-thread with worker threads only
3. ~~multithread with io and workers threads (deprecated in VPP 16.09)~~
4. ~~multi-thread with main thread doing IO and workers thread (deprecated in VPP 16.09)~~

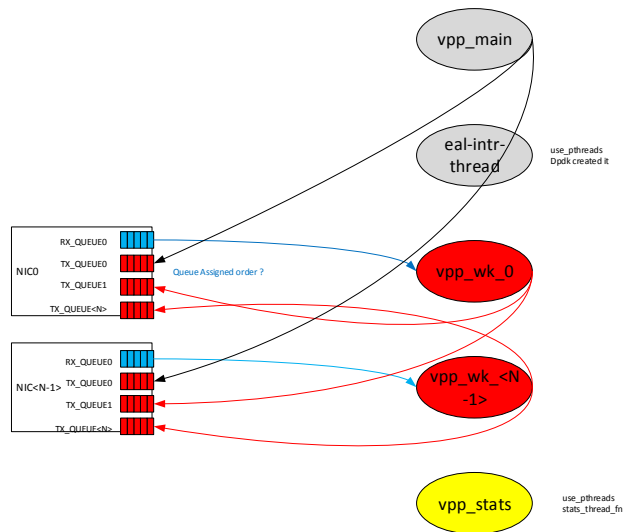
Cannot use vpp_lite with multiple threads, vpp_lite buffer manager is not thread safe.

The vpp main thread manipulates fib tables. In a single-core case, the main thread is also responsible for processing packets. These activities are mutually exclusive by construction.

In a multi-core case, the main thread does not process packets. It simply builds tables. Absent other arrangements, assume that packets are being processed 100% of the time by worker threads.

The forces of physics involved in adding/deleting ip6 FIB entries are easily understood by setting a breakpoint in `ip6_add_del_route_t_handler(...)` in `.../src/vnet/ip/ip_api.c` and walking the path.

Main thread + worker threads



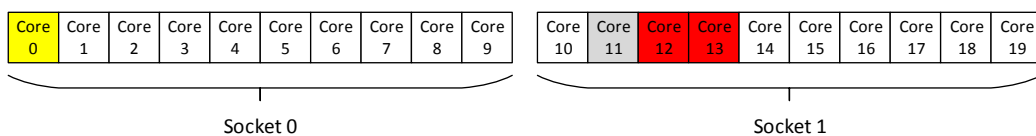
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Core Pinning

For example



DBGvpp# show threads

ID	Name	Type	LWP	lcore	Core	Socket	State
0	vpp_main		25187	11	1	1	wait
1	vpp_wk_0	workers	25193	12	2	1	running
2	vpp_wk_1	workers	25194	13	3	1	running
3	stats		25196				

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```
[root@localhost ~]# taskset -a -p 4655
pid 4655's current affinity mask: 800
pid 4656's current affinity mask: 800
pid 4657's current affinity mask: 1000
pid 4658's current affinity mask: 2000
pid 4659's current affinity mask: 1
```

```
[root@localhost bin]# top -H -p 4655
```

```
<etc>
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
4658	root	20	0	3806760	48036	6108	R	99.7	0.1	33:09.36	vpp_wk_1
4657	root	20	0	3806760	48036	6108	R	99.3	0.1	33:09.34	vpp_wk_0
4655	root	20	0	3806760	48036	6108	S	0.0	0.1	0:20.34	vpp_main
4656	root	20	0	3806760	48036	6108	S	0.0	0.1	0:00.00	eal-intr-thread
4659	root	20	0	3806760	48036	6108	S	0.0	0.1	0:00.00	vpp_stats