Modularity Meets Batching: Towards an Experimental Platform for High-speed Software Routers

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Motivation

Challenges all software routers share:

- → Batch processing is the key for *performance*.
 - ➤ PacketShader showed I/O batching is essential.
- → Modularity is the key for *programmability*.
 - More routers keep adding new functions, which are difficult to integrate with existing systems.

Hardware development trends:

- → Next-generation hardware technology is proceeding to massively parallel processors.
 - ➤ Example: Tilera's many core processors, AMD's APUs, and AMD/NVIDIA's GPGPUs
- → High-performance software routers can benefit from GPUs, which parallelizes batch processing.
 - Our prior work PacketShader showed GPUs can boost common packet processing operations.

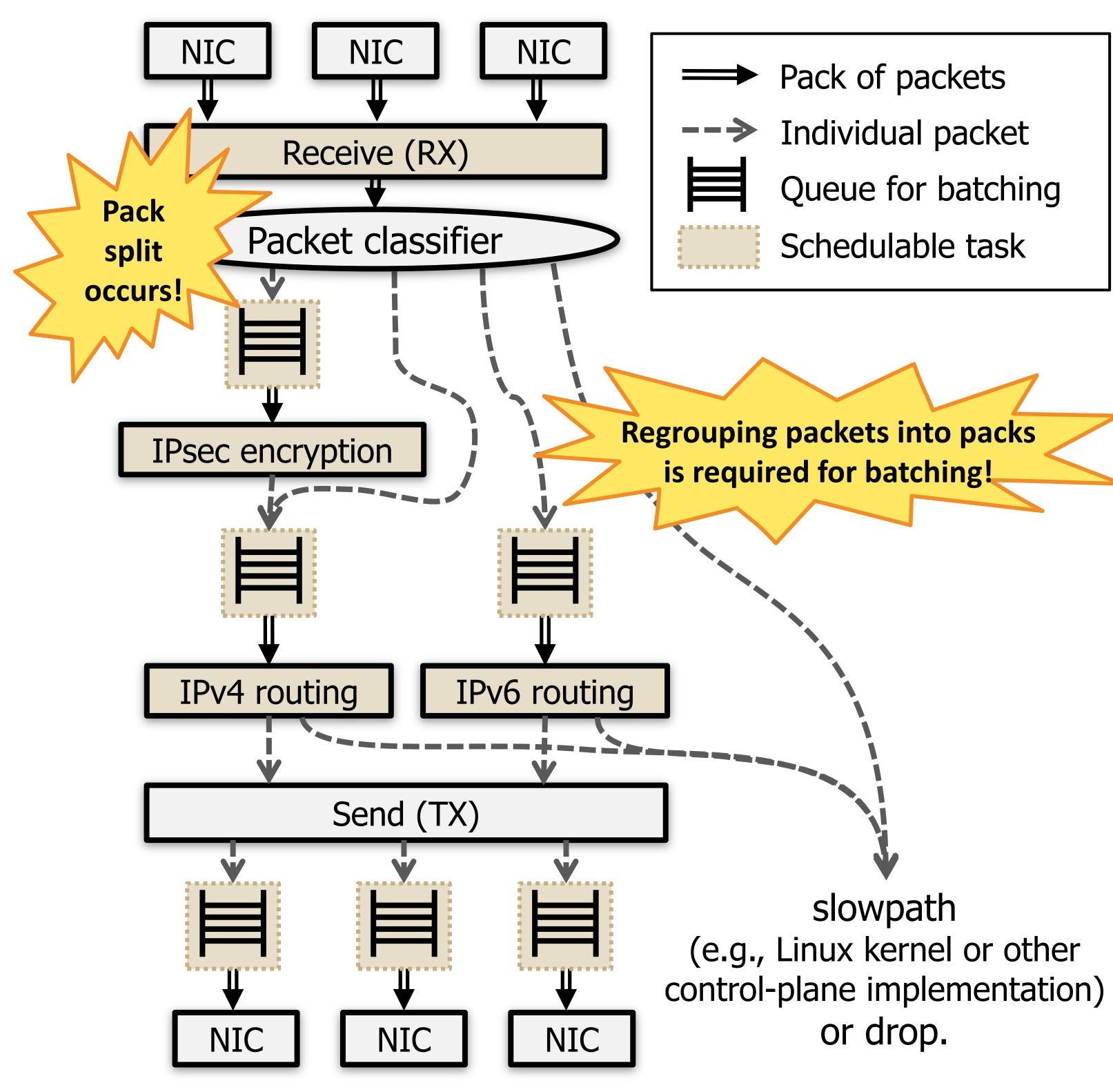
Technical Challenges

- Per-packet path diversity within a pack of packets
- Copy overheads between the host & GPU memory
- Load balancing for overloaded cases

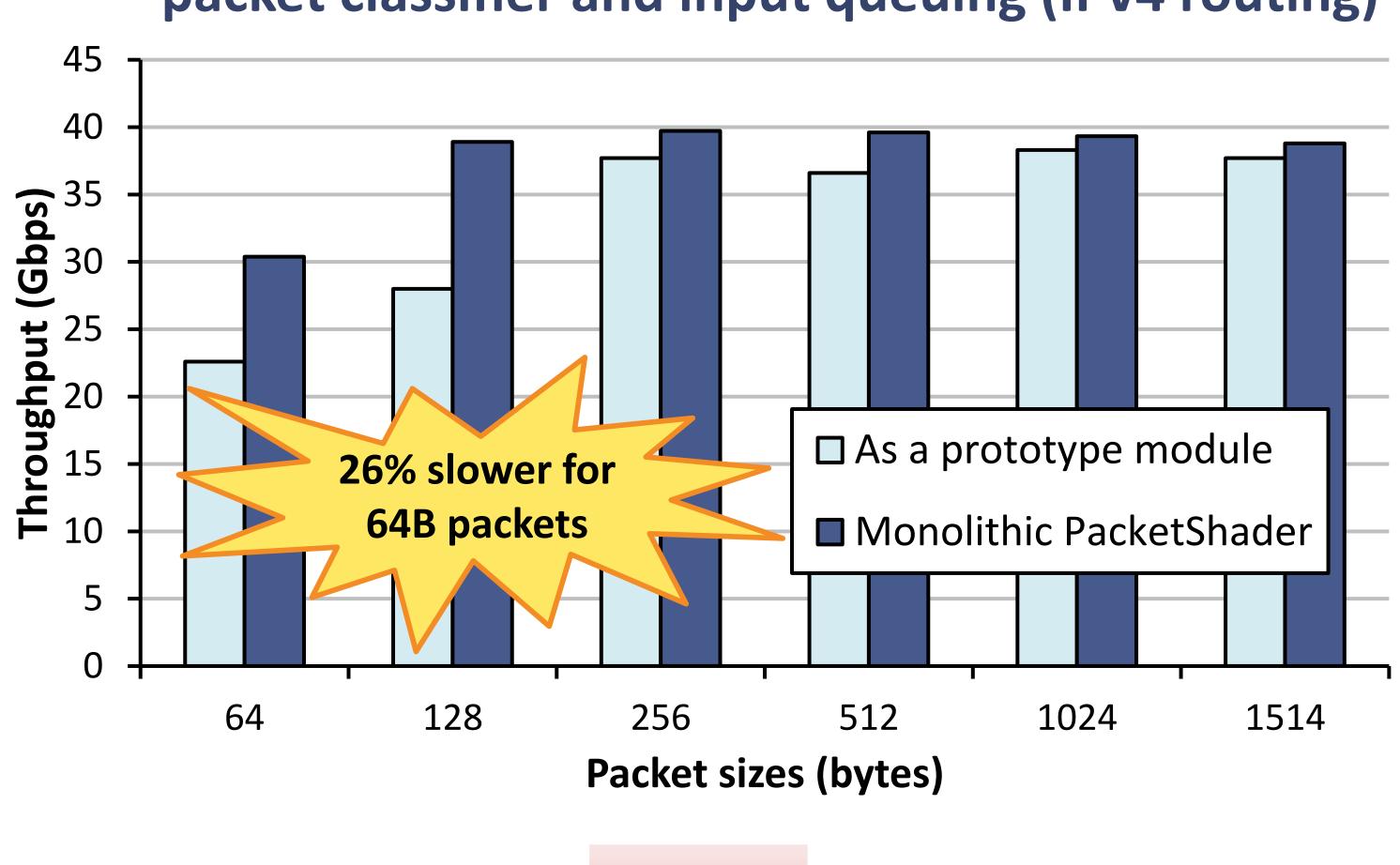
Our Strategic Bullets

- → Efficient pack split/merge mechanisms
 - Use of zero-copy pack data structures
- Abstraction of memory resources
 - ➤ Table buffers & packet buffers for sharing data between the host/GPU memory, differentiated by updating mechanisms
- Load balancing techniques
 - ➤ Opportunistic off-loading of computations to decrease latency of batching (small data → CPU, large data → GPU)
 - > Dynamic module-to-processor assignment depending on traffic patterns and processor usage

A diverse processing path example



Overhead of preliminary implementation of a packet classifier and input queuing (IPv4 routing)



Accommodating both batching & modularity is *not trivial*.