

# Can VMs networking benefit from DPDK?

Virtio/Vhost-user status & updates

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#### **AGENDA**

Can VMs networking benefit from DPDK?

- Overview
- Challenges
- New & upcoming features





### DPDK - project overview

Overview

DPDK is a set of userspace libraries aimed at fast packet processing.

- <u>Data Plane Development Kit</u>
- Goal:
  - Benefit from software flexibility
  - Achieving performance close to dedicated HW solutions





### DPDK - project overview

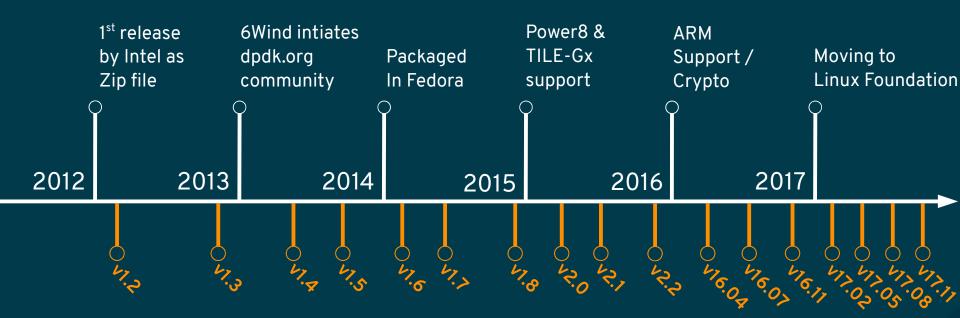
- License: BSD
- CPU architectures: x86, Power8, TILE-Gx & ARM
- NICs: Intel, Mellanox, Broadcom, Cisco,...
- Other HW: Crypto, SCSI for SPDK project
- Operating systems: Linux, BSD





# DPDK - project history

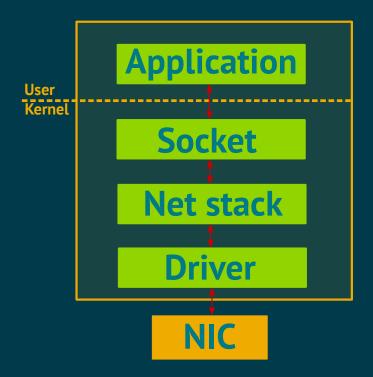
Overview

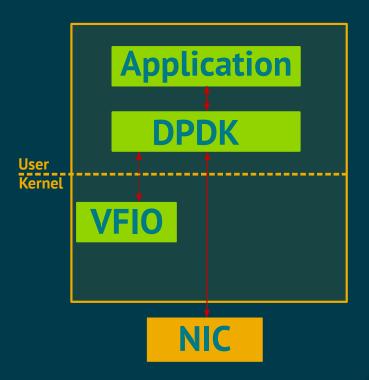


v16.11: ~750K LoC / ~6000 commits / ~350 contributors



## DPDK - comparison







### DPDK - performance

Overview

#### DPDK uses:

- CPU isolation/partitioning & polling
  - → Dedicated CPU cores to poll the device
- VFIO/UIO
  - → Direct devices registers accesses from user-space
- NUMA awareness
  - → Resources local to the Poll-Mode Driver's (PMD) CPU
- Hugepages
  - → Less TLB misses, no swap



## DPDK - performance

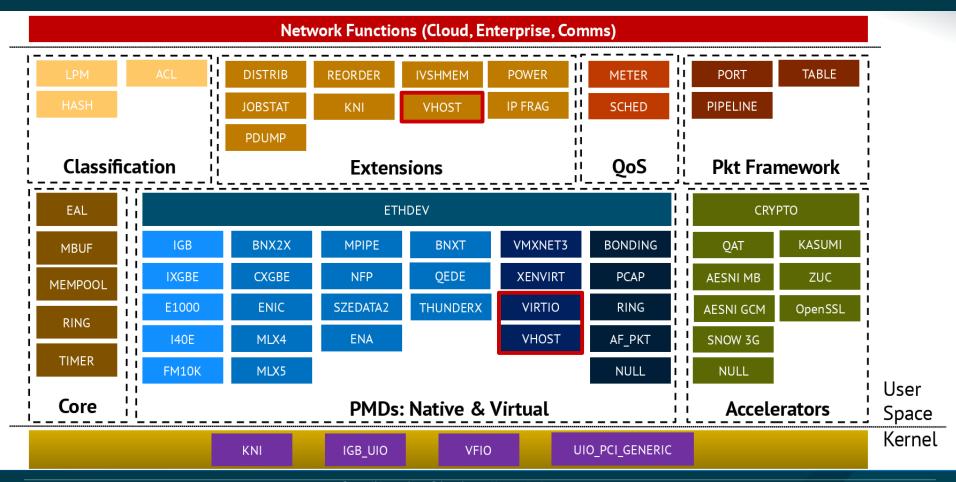
Overview

#### To avoid:

- Interrupt handling
  - → Kernel's NAPI polling mode is not enough
- Context switching
- Kernel/user data copies
- Syscalls overhead
  - → More than the time budget for a 64B packet at 14.88Mpps



### DPDK - components



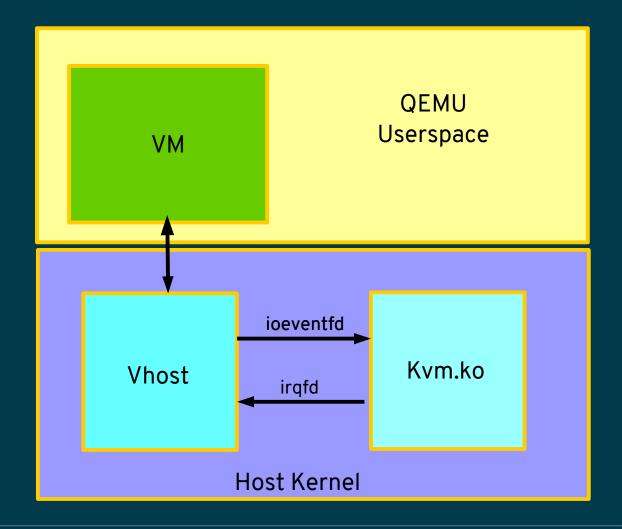


#### Virtio/Vhost

- Device emulation, direct assignment, VirtIO
- Vhost: In-kernel virtio device emulation
- device emulation code calls to directly call into kernel subsystems
- Vhost worker thread in host kernel
- Bypasses system calls from user to kernel space on host



#### Vhost driver model





#### In-kernel device emulation

- In-kernel restricted to virtgueue emulation
- QEMU handles control plane, feature negotiation, migration, etc
- File descriptor polling done by vhost in kernel
- Buffers moved between tap device and virtqueues by kernel worker thread



#### Vhost as user space interface

- Vhost architecture is not tied to KVM
- Backend: Vhost instance in user space
- Eventfd is set up to signal backend when new buffers are placed by guest (kickfd)
- Irqfd is set up to signal the guest about new buffers placed by backend (callfd)
- The beauty: backend only knows about guest memory mapping, kick eventfd and call eventfd
- Vhost-user implemented in DPDK in v16.7



# Challenges



#### Performance

Challenges

#### DPDK is about **performance**, which is a trade-off between:

- Bandwidth → achieving line rate even for small packets
- Latency → as low as possible (of course)
- CPU utilization → \$\$\$
- → Prefer bandwidth & latency at the expense of CPU utilization
- → Take into account HW architectures as much as possible



### Reliability

#### Challenges

#### 0% packet-loss

- Some use-cases of Virtio cannot afford packet loss, like NFV
- Hard to achieve max perf without loss, as Virtio is CPU intensive
  - → Scheduling "glitches" may cause packets drop

#### Migration

- Requires restoration of internal state including the backend
- Interface exposed by QEMU must stay unchanged for crossversion migration
- Interface exposed to guest depends on capabilities of third-party application
- Support from the management tool is required



### Security

Challenges

- Isolation of untrusted guests
- Direct access to device from untrusted guests
- Current implementations require mediator for guest -toguest communication.
- Zero-copy is problematic from security point of view

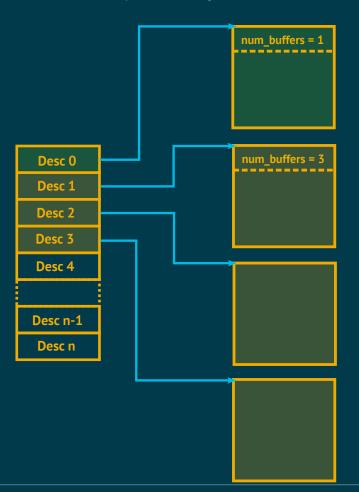


## New & upcoming features



### Rx mergeable buffers

New & upcoming features



#### Pro:

 Allows receiving packets larger than descriptors' buffer size

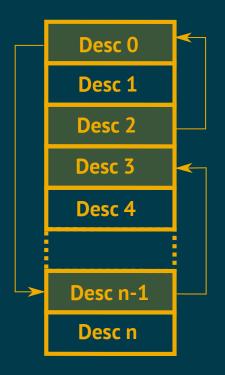
#### Con:

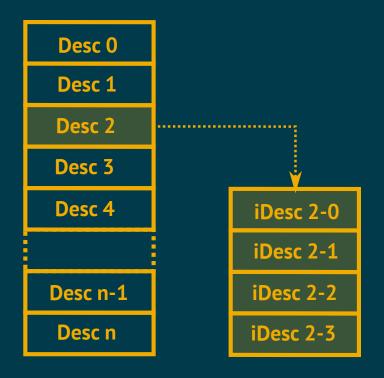
Introduce extra-cache miss in the dequeue path



### Indirect descriptors (DPDK v16.11)

New & upcoming features





Direct descriptors chaining

Indirect descriptors table



### Indirect descriptors (DPDK v16.11)

New & upcoming features

#### Pros:

- Increase ring capacity
- Improve performance for large number of large requests
- Improve 0% packet loss perf even for small requests
  - → If system is not fine-tuned
  - → If Virtio headers are in dedicated descriptor

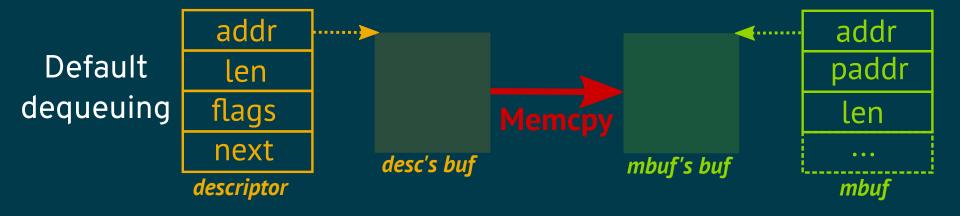
#### Cons:

- One more level of indirection
  - → Impacts raw performance (~-3%)

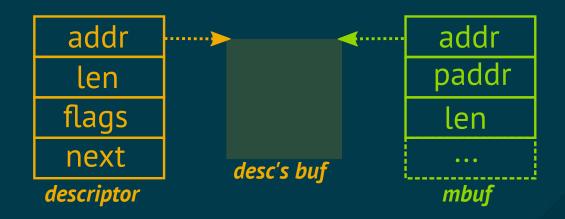


### Vhost dequeue 0-copy (DPDK v16.11)

New & upcoming features



Zero-copy dequeuing





### Vhost dequeue 0-copy (DPDK v16.11)

New & upcoming features

#### Pros:

- Big perf improvement for standard & large packet sizes
  - → More than +50% for VM-to-VM with iperf benchs
- Reduces memory footprint

#### Cons:

- Performance degradation for small packets
  - → But disabled by default
- Only for VM-to-VM using Vhost lib API (No PMD support)
- Does not work for VM-to-NIC
  - → Mbuf lacks release notif mechanism / No headroom



### MTU feature (DPDK v17.05?)

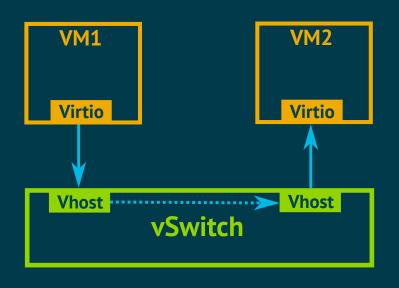
New & upcoming features

#### Way for the host to share its max supported MTU

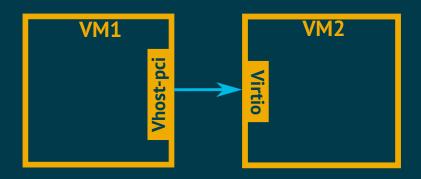
- Can be used to set MTU values across the infra
- Can improve performance for small packet
  - → If MTU fits in rx buffer size, disable Rx mergeable buffers
  - → Save one cache-miss when parsing the virtio-net header



New & upcoming features



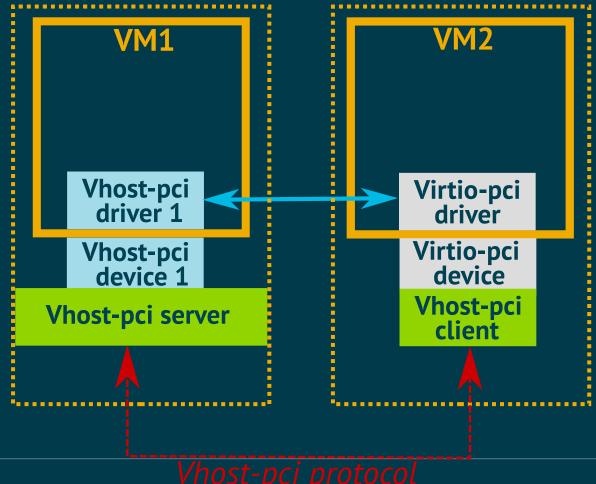
Traditional VM to VM communication



Direct VM to VM communication



New & upcoming features



New & upcoming features

#### Pros:

- Performance improvement
  - → The 2 VMs share the same virtqueues
  - → Packets doesn't go through host's vSwitch
- No change needed in Virtio's guest drivers



New & upcoming features

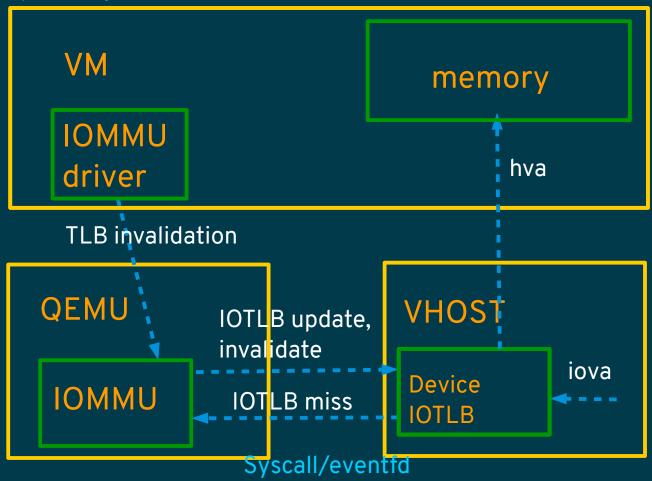
#### Cons:

- Security
  - → Vhost-pci's VM maps all Virtio-pci's VM memory space
  - → Could be solved with IOTLB support
- Live migration
  - → Not supported in current version
  - → Hard to implement as VMs are connected to each other through a socket



#### **IOTLB** in kernel

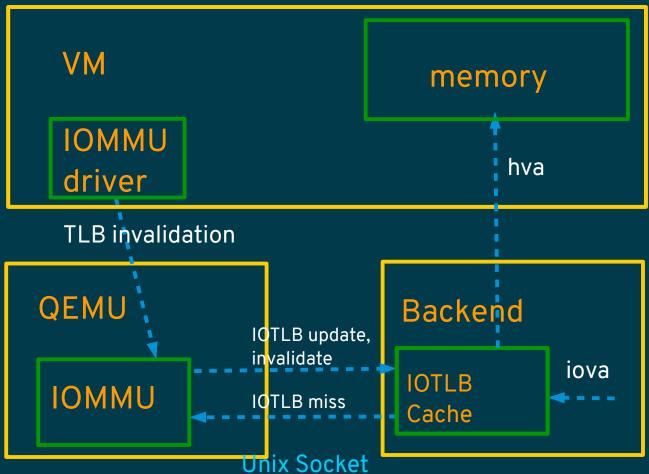
New & upcoming features





#### **IOTLB** for vhost-user

New & upcoming features



#### Conclusions

- DPDK support for VM is in active development
- 10M pps is real in VM with DPDK
- New features to boost performance of VM networking
- Accelerate transition to NFV / SDN





Q/A





# **THANK YOU**