# Hardware Offloading for Connection Tracking

Amanda Nee, Andreas Kinnunen, Emilia Blidborg Johan Edman, Raman Salih, Vignesh Purushotham Srinivas

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- ▶ Network Function Virtualization (NFV) is a popular alternative to expensive specialised hardware and uses commodity hardware.
- Software offloading can increase the efficiency of CPU usage.
- Hardware offloading is an even more promising when it comes further increasing the hardware efficiency.

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- Study the benefits, disadvantages and limitations of offloading.
- Develop and benchmark techniques to optimize the offloading.

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▶ The Data Plane Development Kit (DPDK) is an open-source software project that provides a set of data plane libraries and NIC drivers for packet processing in userspace.

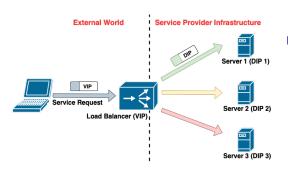
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- ▶ DPDK uses Poll Mode Driver(PMD) to bypass the the standard networking stack to accelerate the packet processing.

# Load Balancing



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Figure 1: Load Balancing

# Load Balancing

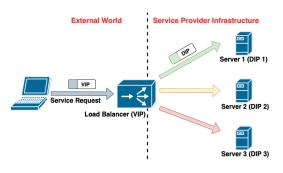


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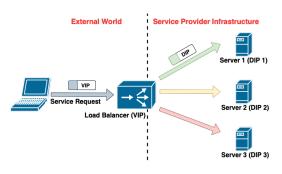


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- A load balancer provides translations from virtual IPs(VIPs) to direct IPs(DIPs)
- Can become a potential performance bottleneck

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# Testbed Basic Forwarder

▶ 100 Gbps Mellanox ConnectX-5 cards

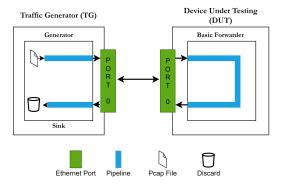


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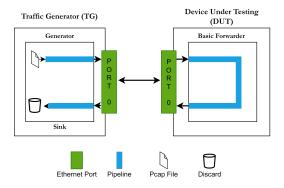


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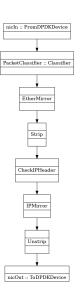


Figure 3: Internal structure Basic Forwarder

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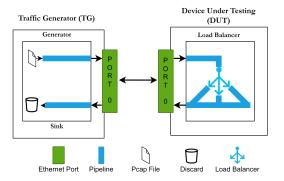


Figure 4: Hardware topology Load Balancer

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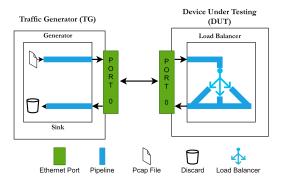


Figure 4: Hardware topology Load Balancer

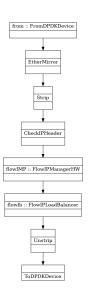


Figure 5: Internal structure Load Balancer

# FlowIPManagerHW element

```
if not MARKED then
   FLOW = hashtable\_lookup(PACKET)
  if FLOW < 0 then
      FLOW = hashtable_add(PACKET)
      FCB = fcb_get(FLOW)
  else
      FCB = fcb\_get(FLOW)
  if OFFLOAD then
      switch OFFLOAD TYPE do
         case SIZE
            stats_update(PACKET_LENGTH)
            if STATS_BYTECOUNT > THRESHOLD then
               insert_flow(PACKET, FCB)
         case NAIVE
            insert_flow(PACKET, FCB)
else
  offload_fcb_get(MARKED)
```

# **Testing**

Core Count	Hash Table Size	Flow Count	Packet Size
1	2E6	2E6	1500 bytes
2	$4\mathrm{E}6$	8E6	
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8	16E6		

Table 1: Tested input variables

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#### Metrics of interest:

- ► Throughput
- Latency
- Packetloss

# Results 2M Hash Table Entries 2M Flows

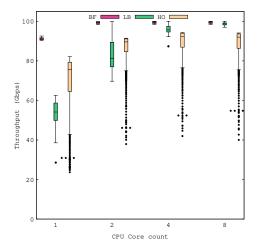


Figure 6: Run 1

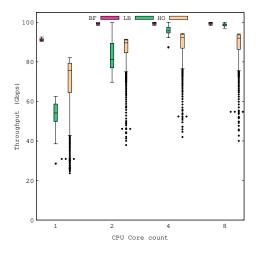


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▶ Basic Forwarder in red give baseline performance of packet mirroring

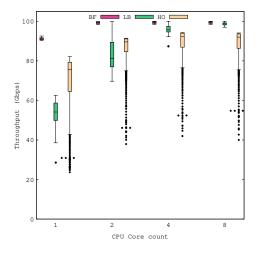


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- Basic Forwarder in red give baseline performance of packet mirroring
- ► LoadBalancer in green shows full software performance

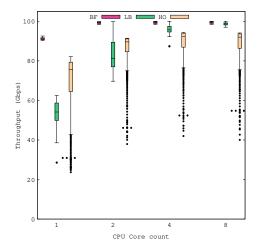


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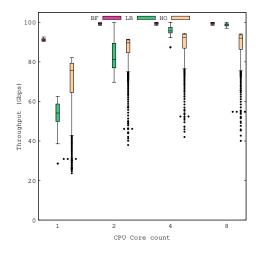


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- First run with insertions

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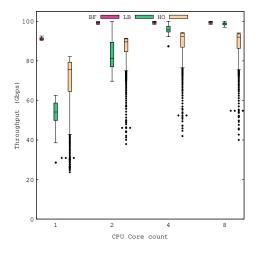


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- ➤ 1 million flows inserted

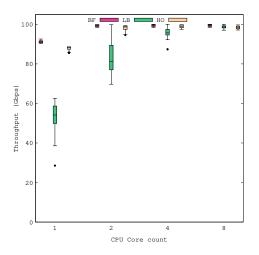


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Second run to avoid insertions

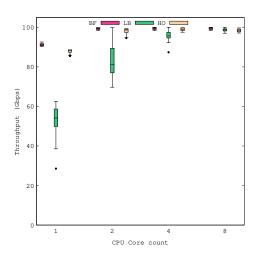


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- Second run to avoid insertions
- We can see the gains in throughput from avoiding looking up the flow in a hash table

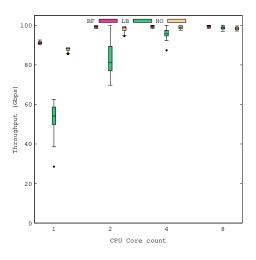


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- Second run to avoid insertions
- We can see the gains in throughput from avoiding looking up the flow in a hash table
- Around half of the flows are offloaded to hardware for classification

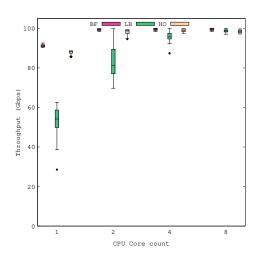


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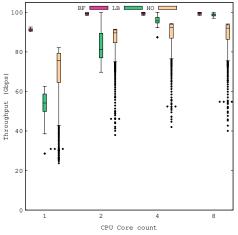


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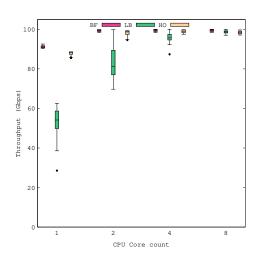


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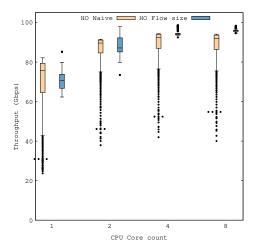


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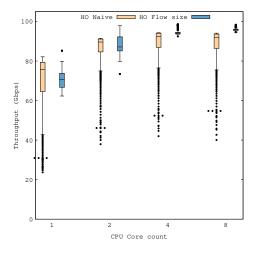


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 Selectively choosing which flows to offload in blue

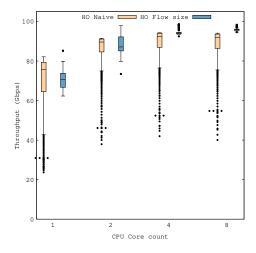


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- Selectively choosing which flows to offload in blue
- ► Not as limited while inserting flows

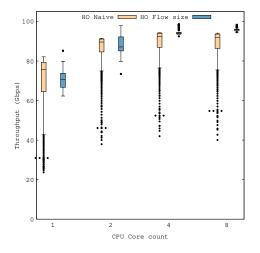


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- Selectively choosing which flows to offload in blue
- Not as limited while inserting flows
- Fewer outliers

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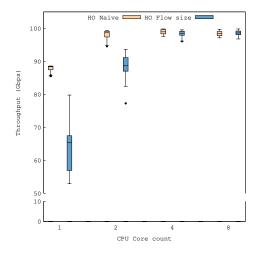


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► After insertions performance seem better for the naive solution

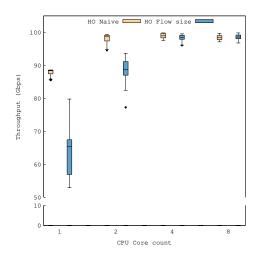


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- ► After insertions performance seem better for the naive solution
- Perhaps not 1 million flows have exceeded the threshold for the selective variant?

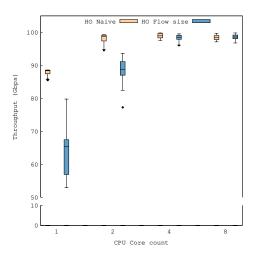


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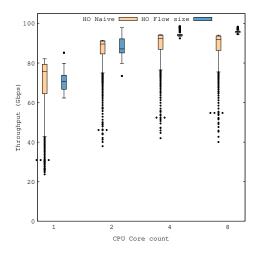


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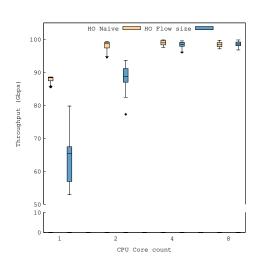


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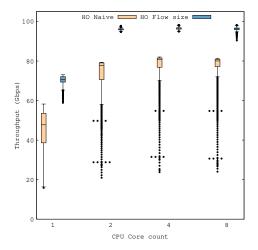


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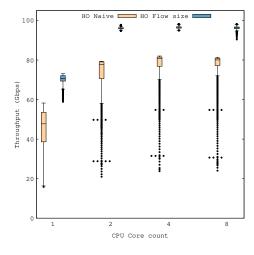


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Amount of flows increased

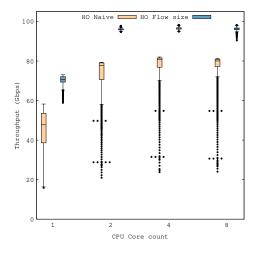


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- Amount of flows increased
- Selective variant runs away in throughput during insertion

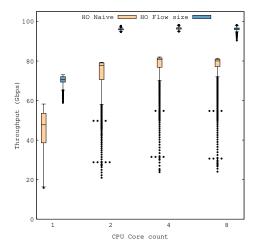


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- Amount of flows increased
- Selective variant runs away in throughput during insertion
- More outliers than previously

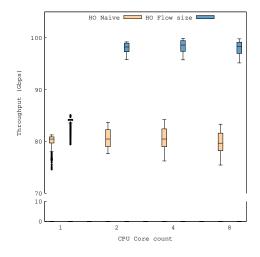


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► The previously seen increase in throughput holds up the second run

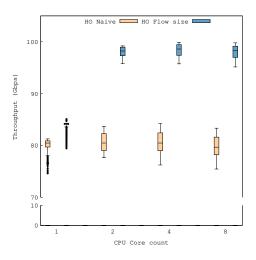


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- The previously seen increase in throughput holds up the second run
- ► The naive solution don't seem as performant as before when the amount of flows increase

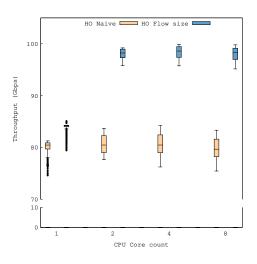


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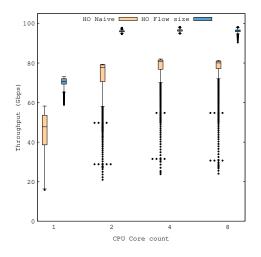


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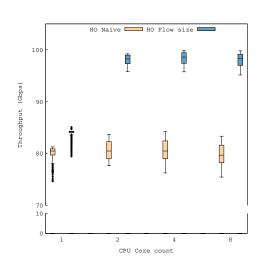


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- ► This comes at the expense of the need to insert the offloaded flows into hardware for classification
- ▶ This cost can be somewhat deterred by being selective with which flows to insert

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#### References

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# Thanks for listening

Questions?