

Managing Heavy Network Load: Eliminating Receive Livelock

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Engineering for Performance

- Much of the work in distributed systems concerns designing for
 - Consistency
 - Availability
 - Performance
- Performance is **multi-faceted**
 - Not just determined by design of distributed system itself (algorithms, protocols)
 - Low-level hardware, OS behavior play major role
- Achieving high performance requires deep understanding of **all layers**: hardware, OS, all the way through algorithms and protocols!

Engineering for Performance

Systems Thinking: the ability to reason about complex interactions among many layers, to find problems (and (re)design to avoid them)

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- Performance
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Heavy Load Happens

- Servers have limited CPU, network link capacity, memory, disk bandwidth
- Demand often approaches or exceeds a server's capacity, e.g.,
 - Flash crowds at web server
 - Busy NFS server as client population grows
 - IP router or firewall carrying flash crowd traffic (or denial of service attack traffic!)
- But **software design** can limit performance at loads lighter than where these hardware limits kick in...

Example:

IP Packet Forwarding Performance

- Hardware: commodity workstation (DECstation 3000/300; PC-like), two 10 Mbps Ethernet interfaces
- Software: Digital UNIX 3.2 OS, screenend firewall application in userspace
- Workload: forward IP packets from one Ethernet to another (UDP packets, 4 bytes of payload each)
- Packet-generating host has **faster CPU than forwarder**

Example:

IP Packet Forwarding Performance

Question: How well does whole system scale as load increases?

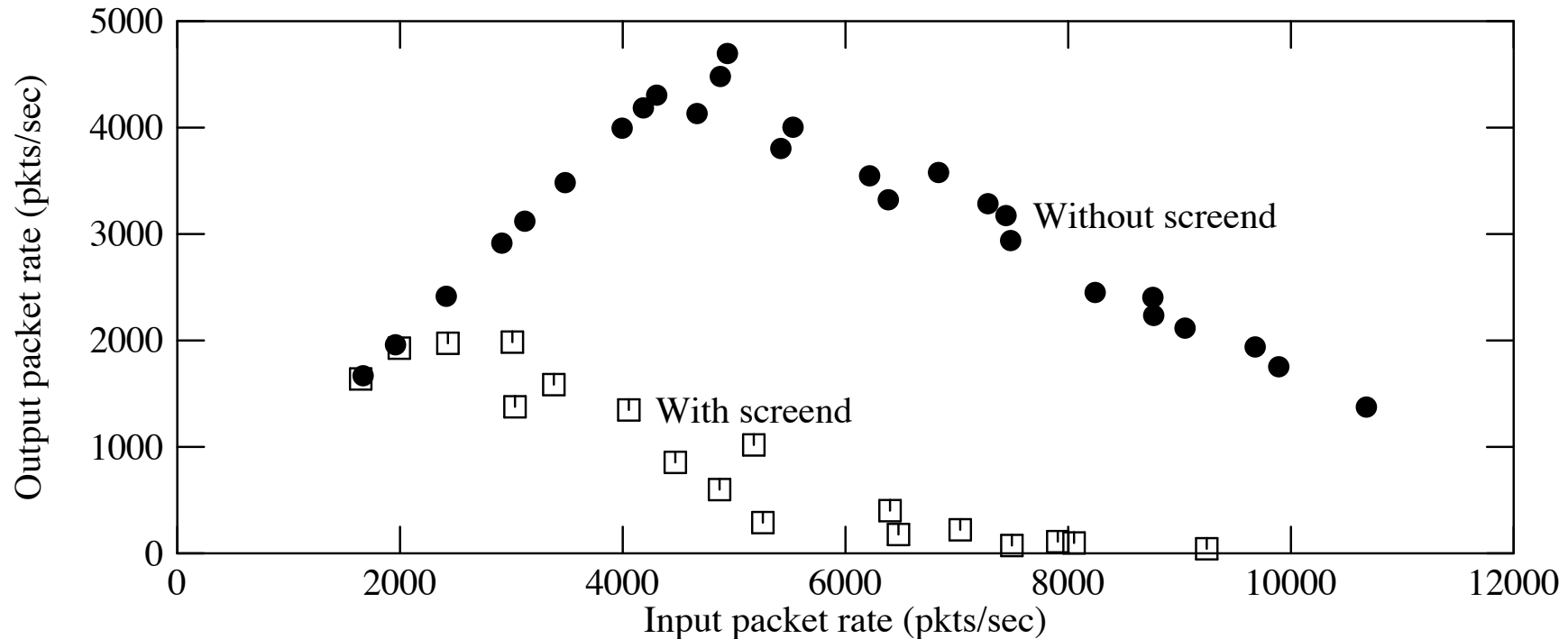
Experiment: vary input packet rate to forwarder; observe output packet rate

firewall application in userspace

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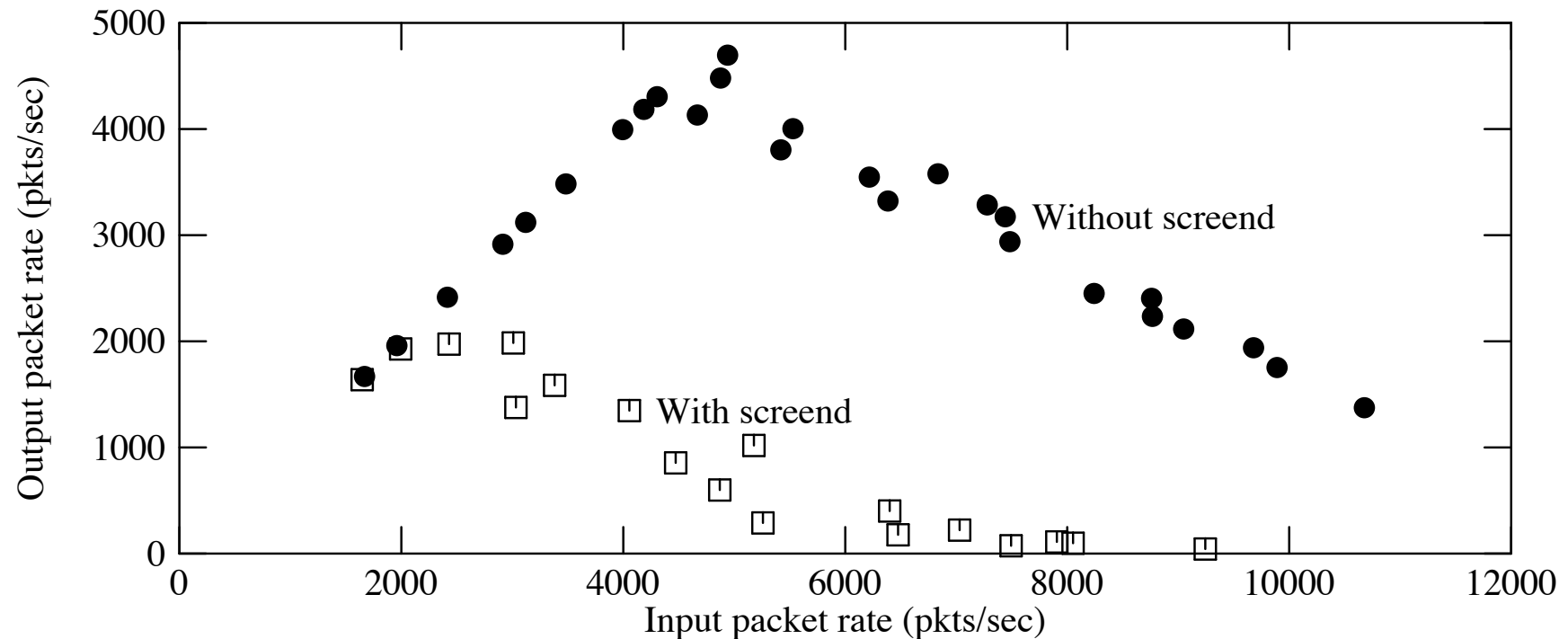
IP Packet Forwarding Performance



- Peak output rate w/o firewall: ~ 4700 pkt/s
- Beyond ~ 4700 pkt/s, **output rate decreases with further increasing load!**

Example:

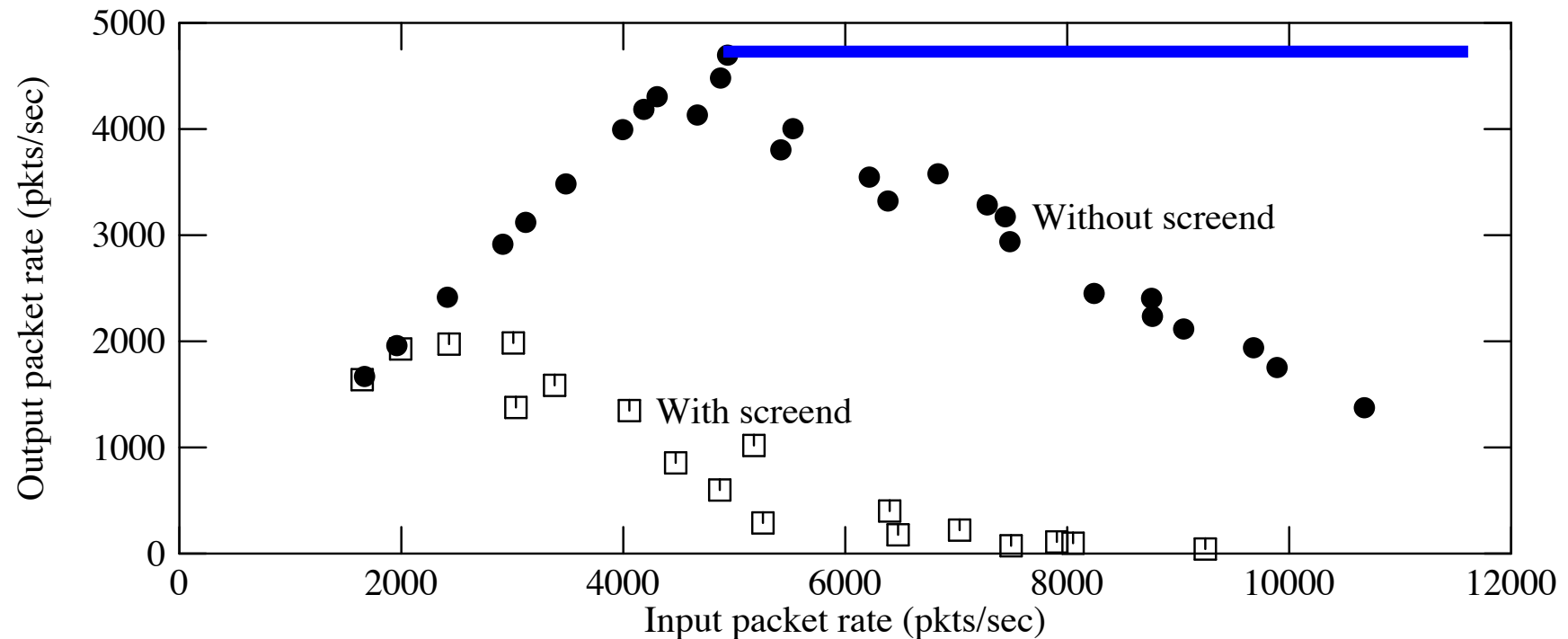
IP Packet Forwarding Performance



Suppose **hardware's capacity** is 4700 pkt/s.
What would ideal system behavior be beyond that input rate?

Example:

IP Packet Forwarding Performance



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Background:

I/O Device Hardware

- I/O devices need to **notify CPU of events**
 - Packet arrival at network interface
 - Disk read complete
 - Key pressed on keyboard
- Two main ways CPU can learn of events:
 - **Polling**: CPU “asks” hardware device if any events have occurred (synchronous)
 - **Interrupt**: hardware device sends a signal to CPU saying “events have completed” (asynchronous)
- Key concerns: **event latency** and **CPU load**

Polling

- Requires **programmed or memory-mapped I/O** (relatively slow; over I/O bus)
- CPU “blindly” polls device **explicitly in code**
 - to guarantee low latency, must **poll very often**
 - **high CPU overhead** to poll very often
- For rare I/O events, CPU overhead of polling unattractive
- Disk I/Os complete only 100s of times per second; in 1980s-90s, only hundreds of network packets arrived per second
- OSes in that era **eschewed polling**

Interrupts

- I/O devices have dedicated wire(s) that they can use to signal interrupt(s) to CPU
- On interrupt, if **interrupt priority level (IPL)** > CPU priority level:
 - CPU saves state of currently running program
 - jumps to **interrupt service routine (ISR)** in kernel
 - invokes device driver, which asks device for events
 - returns to previously running program
- **CPU priority level:** kernel-set machine state specifying which interrupts allowed (others postponed by CPU)
- On modern x86_64, interrupt latency of ~ 3 us from device interrupt to start of ISR

Interrupts

Interrupts well-suited to **rare I/O events**: lower latency than rarely polling, lower CPU cost than constantly polling

Interrupts asynchronous—they **preempt other system activity**

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- returns to previously running program
- **CPU priority level**: kernel-set machine state specifying which interrupts allowed (others postponed by CPU)
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Interrupts and Network I/O

- Disk I/O requests come from OS itself; completion interrupts **inherently rate-controlled**
- Network packets come from other hosts; **no “local” rate control** for received packet interrupts
- Remember: **interrupts take priority over all other system processing** (over other kernel execution, user-space applications)
- **What will happen when received packet rate extremely high?**
 - Answer depends on detailed software structure...

Interrupts and Network I/O

Receive Livelock:

When event rate (pkt arrival rate) so high, system spends all its time servicing interrupts, gets no other work done!

interrupts

- Remember: interrupts take priority over all other system processing (over other kernel execution, user-space applications)
- What will happen when received packet rate extremely high?
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Design Goals for Network I/O System

- Goals:
 - Low latency for responding to I/O events
 - Low jitter (variance in latency)
 - Fairness: resources allocated evenly among tasks
 - High throughput for I/O (e.g., achievable packet receive rate, transmit rate)
- What are the tasks for a network server?
 - Packet reception
 - Packet transmission
 - Protocol processing (often in kernel)
 - Other I/O processing
 - Application processing

Background: OS Architecture for Interrupt-Driven Networking

- Packet arrives
- Network card interrupts at “high” IPL
- ISR looks at Ethernet header, enqueues packet for further processing, returns
- “Low” IPL software interrupt dequeues packets from queue, does IP/UDP/TCP processing, enqueues data for dst process
- Process reads data with read() system call
- Queues denote scheduling and priority level boundaries

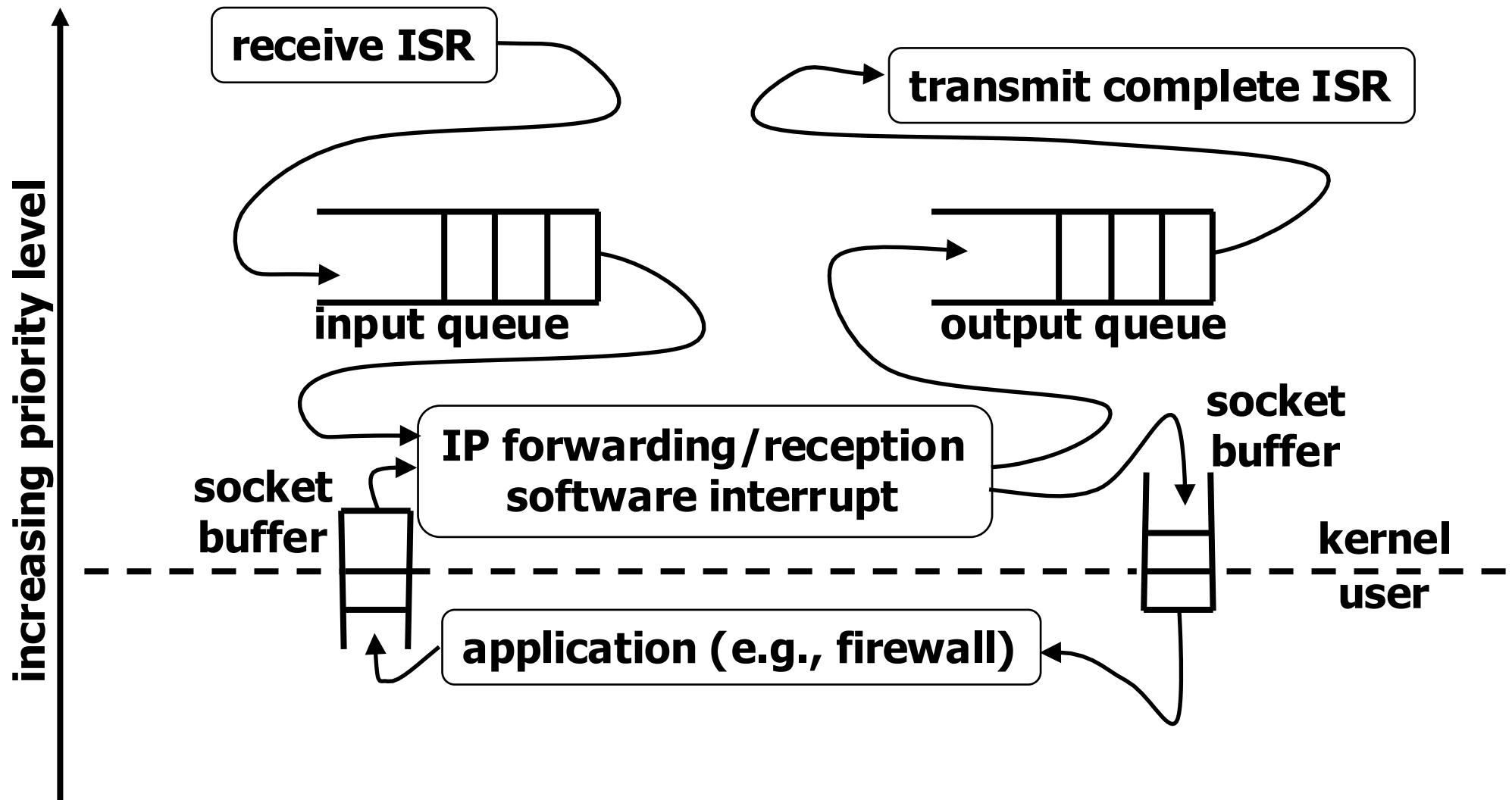
Background: OS Architecture for Interrupt-Driven Networking

Queues are **scheduling** and **priority level** boundaries

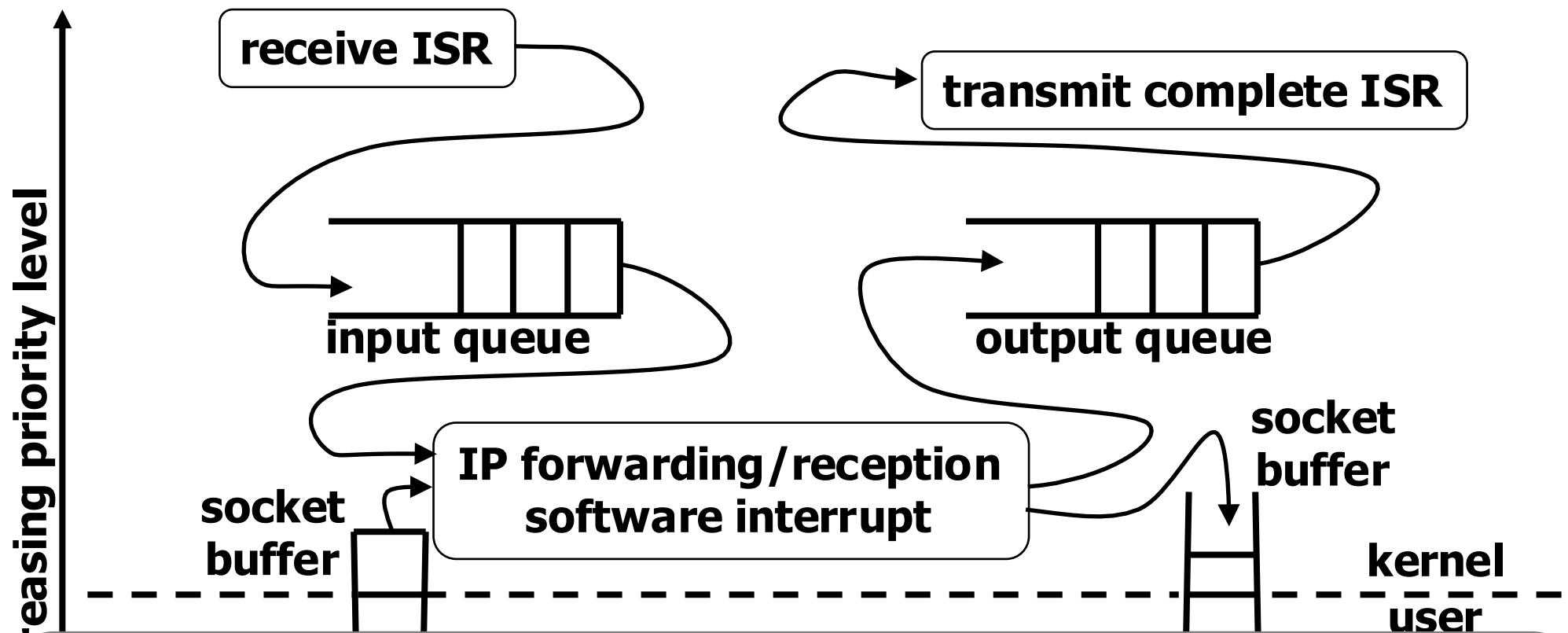
Minimizing work in ISR **reduces service latency** for other device I/O interrupts

- “Low” IPL software interrupt dequeues packets from queue, does IP/UDP/TCP processing, **enqueues data for dst process**
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Interrupt-Driven Networking, UNIX Style

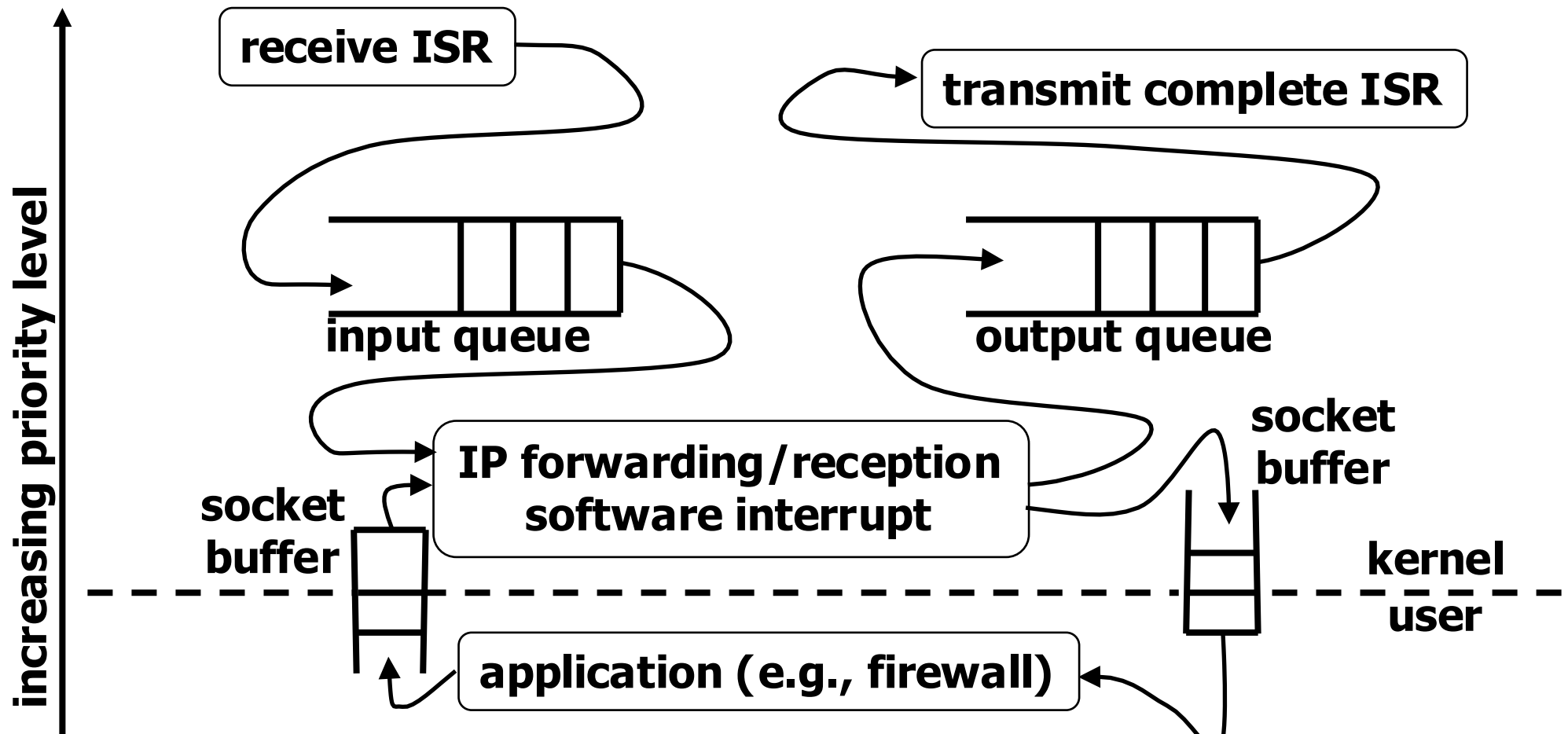


Interrupt-Driven Networking, UNIX Style



Design prioritizes **packet reception** above all else
Original motivation: small buffers on network
interfaces (no longer a concern)

Interrupt-Driven Networking, UNIX Style



How will this system behave as packet receive rate increases—what will output packet rate do?

Receive Livelock Pathologies

- As input rate increases beyond maximum loss-free receive rate, output rate **decreases**
- System **wastes CPU** preparing arriving packets for queue, all of which **dropped**
- For input burst of packets, first packet not delivered to user level **until whole burst put on queue** (e.g., **leaves NFS server disk idle!**)
- In systems where transmit lower-priority than receive, **transmit starves**

Livelock Avoidance Technique 1: Minimize Receive Interrupts

- Goal: limit the receive interrupt rate
- Receive ISR:
 - sets flag indicating this network interface has received one or more packets
 - schedules kernel thread that polls network interfaces for received packets
 - does not re-enable receive interrupts
- That's it! Set flag, schedule kernel thread, and return, leaving receive interrupts disabled.

Livelock Avoidance Technique 2: Kernel Polling Thread

- When scheduled, checks all network interfaces' "packets received" flags
- For such interfaces:
 - process packet **all the way** through kernel protocol stack (IP/forwarding/UDP/TCP), ending with interface output queue or socket buffer to application
 - maximum quota on packets processed for same interface on one invocation for **fairness**
 - **round-robins** among interfaces and between **transmit and receive**
 - Re-enable interface's receive interrupts **only when no pending packets at that interface**

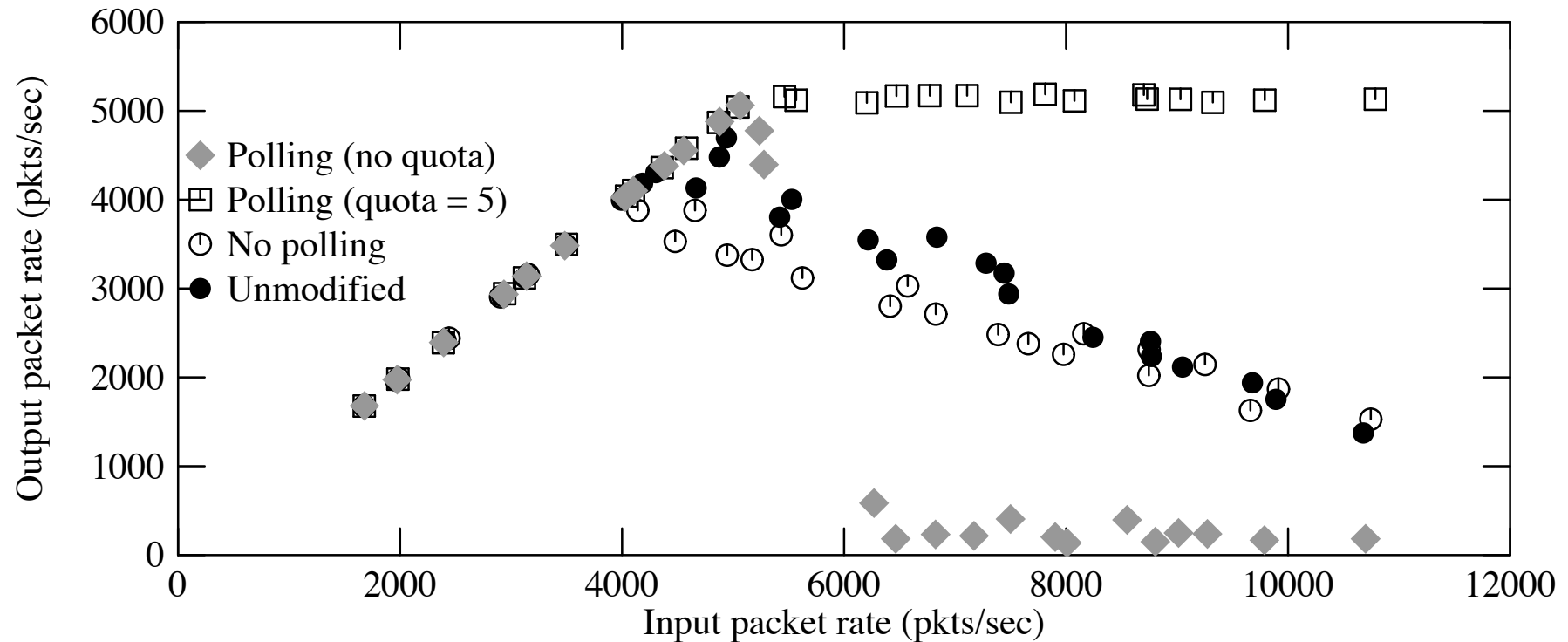
Livelock Avoidance Technique 2: Kernel Polling Thread

Under overload, where do packets go?

Dropped by network interface card when buffering exhausted (either in card, or in host RAM), **at no CPU cost!**

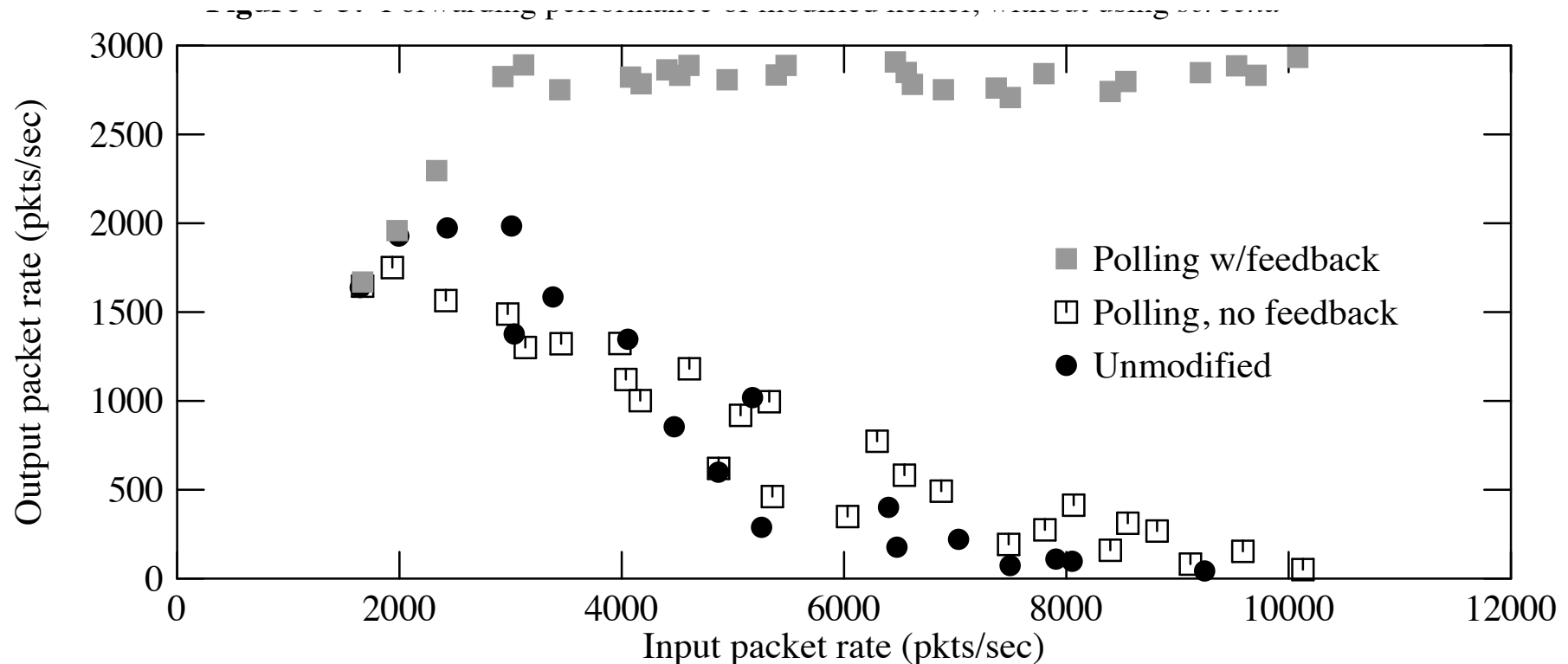
- process stack (if forwarding, UDP/TCP), sending with interface output queue or socket buffer to application
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Performance Evaluation: Techniques 1 and 2



- No screend firewall
- Without quotas for input processing, big trouble! (Why?)

What about screend?



- User-level application **still cannot run under heavy receive load!**
- **Technique 3:** disable receive interrupts when queue to user application fills

Receive Livelock: Summary

- Scheduling vital to performance of a busy server
 - may be implicit (e.g., interrupts), not explicit (e.g., OS scheduler)
- Understanding cross-layer behavior vital to finding performance limitations and designing for high performance
- General lessons:
 - Don't discard data after doing work on it
 - Poll while busy, interrupt while lightly loaded