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)

- Availability
- Performance

- Performance is multi-faceted
  - Not just determined by design of distributed system itself (algorithms, protocols)
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- Achieving high performance requires deep understanding of **all layers:** hardware, OS, all the way through algorithms and protocols!
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, screend 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

• 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

- Peak output rate w/o firewall: \(\sim 4700 \text{ pkt/s}\)
- Beyond \(\sim 4700 \text{ pkt/s}\), output rate decreases with further increasing load!
Example: IP Packet Forwarding Performance

![Graph showing IP packet forwarding performance with and without screen (screend) for different input packet rates.]

**Without screend**

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

**With screend**

- Input packet rate (pkts/sec)
- Output packet rate (pkts/sec)

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

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Note: The text is a paraphrase of the content from the document, focusing on the key points and visual elements provided.
Suppose **hardware’s capacity** is 4700 pkt/s.
What would ideal system behavior be beyond that input rate?
**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**
- 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 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: **interruption rate takes 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...
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
- Process reads data with read() system call
- Queues denote **scheduling and priority level boundaries**
Interrupt-Driven Networking, UNIX Style

receive ISR

input queue

socket buffer

IP forwarding/reception
software interrupt

application (e.g., firewall)

output queue

socket buffer

transmit complete ISR

kernel user

increasing priority level
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

receive ISR

input queue

socket buffer

IP forwarding/reception software interrupt

application (e.g., firewall)

transmit complete ISR

output queue

socket buffer

kernel user

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.
Livellock 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.
Livellock 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**!

- 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**
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