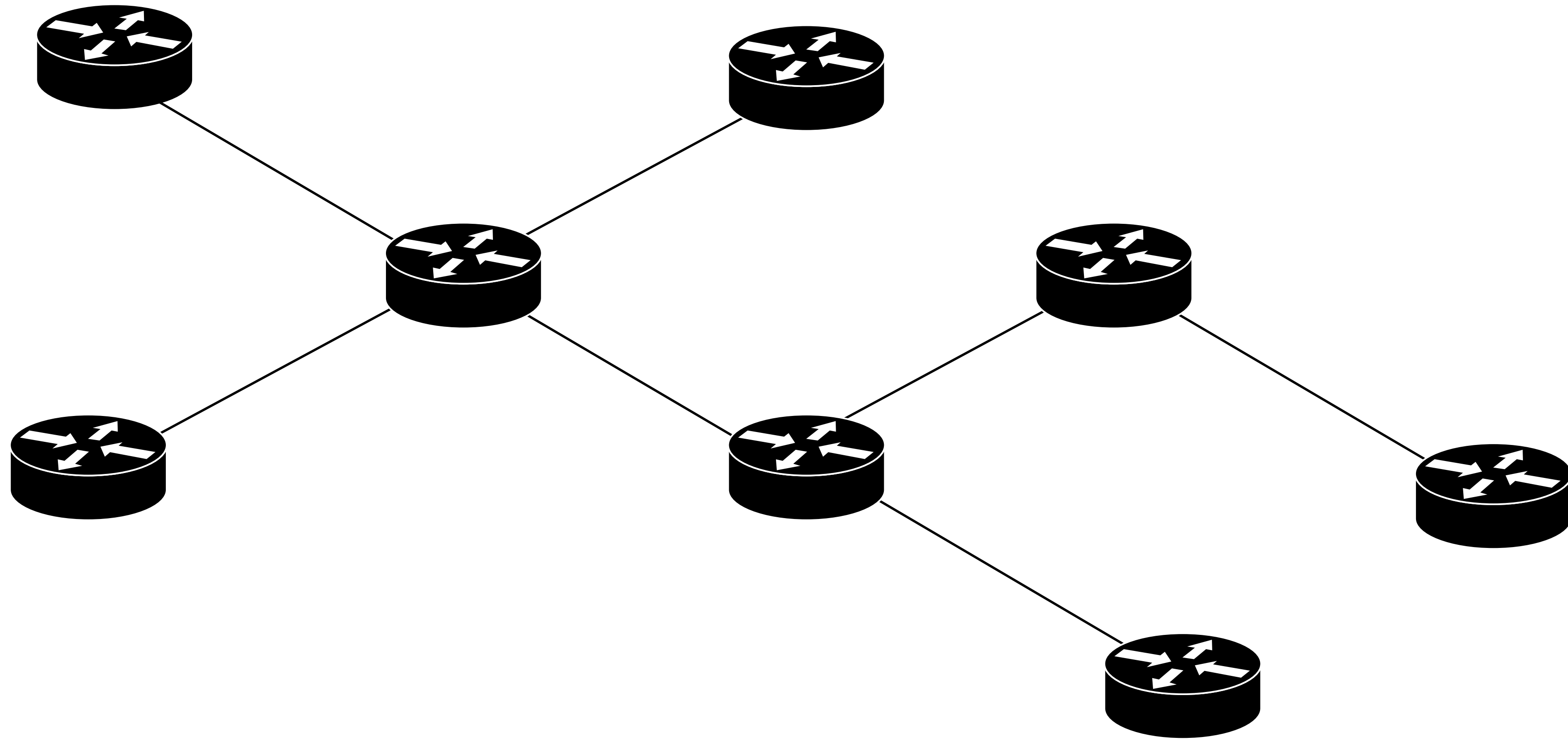


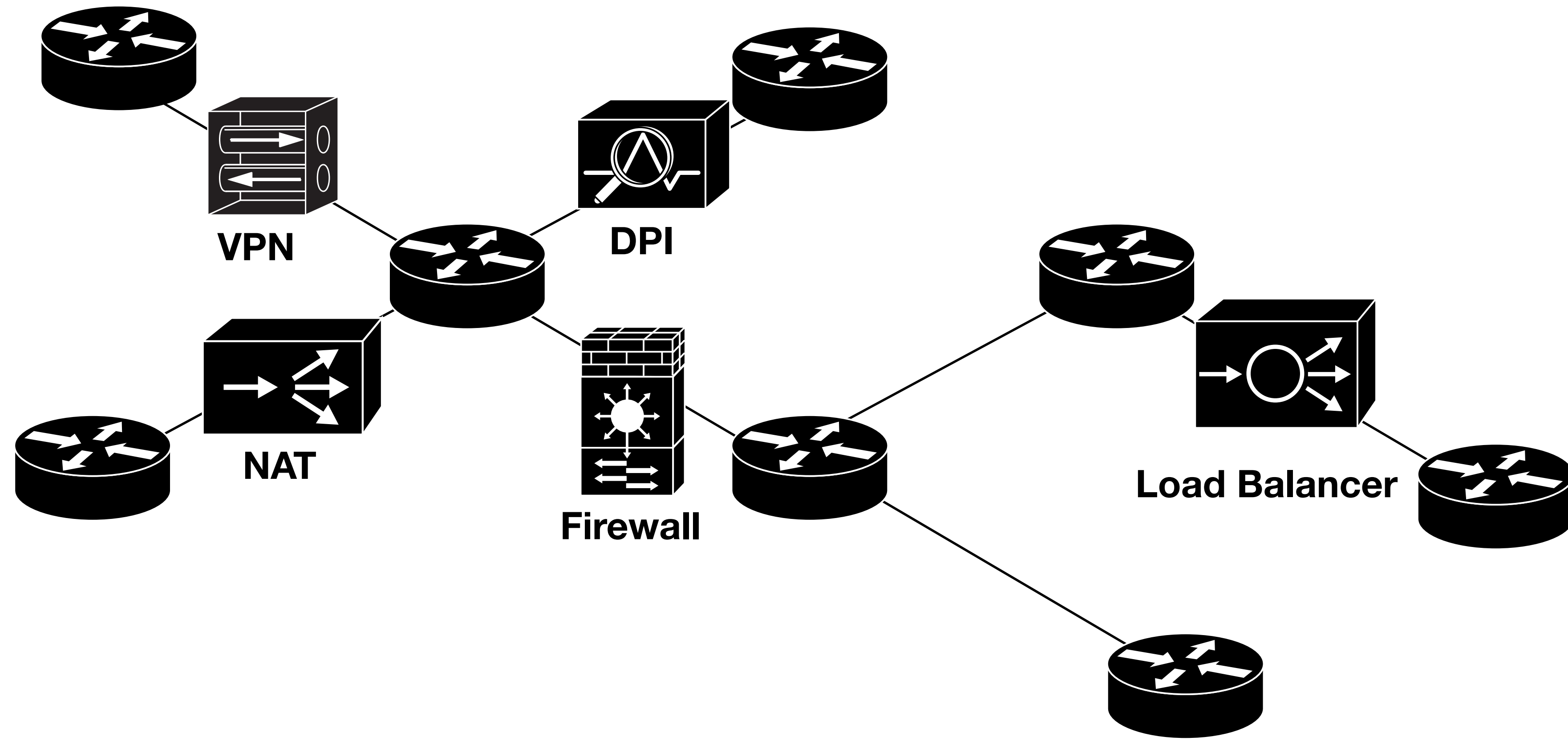
A Case for Spraying Packets in Software Middleboxes

Hugo Sadok, Miguel Elias M. Campista, Luís Henrique M. K. Costa

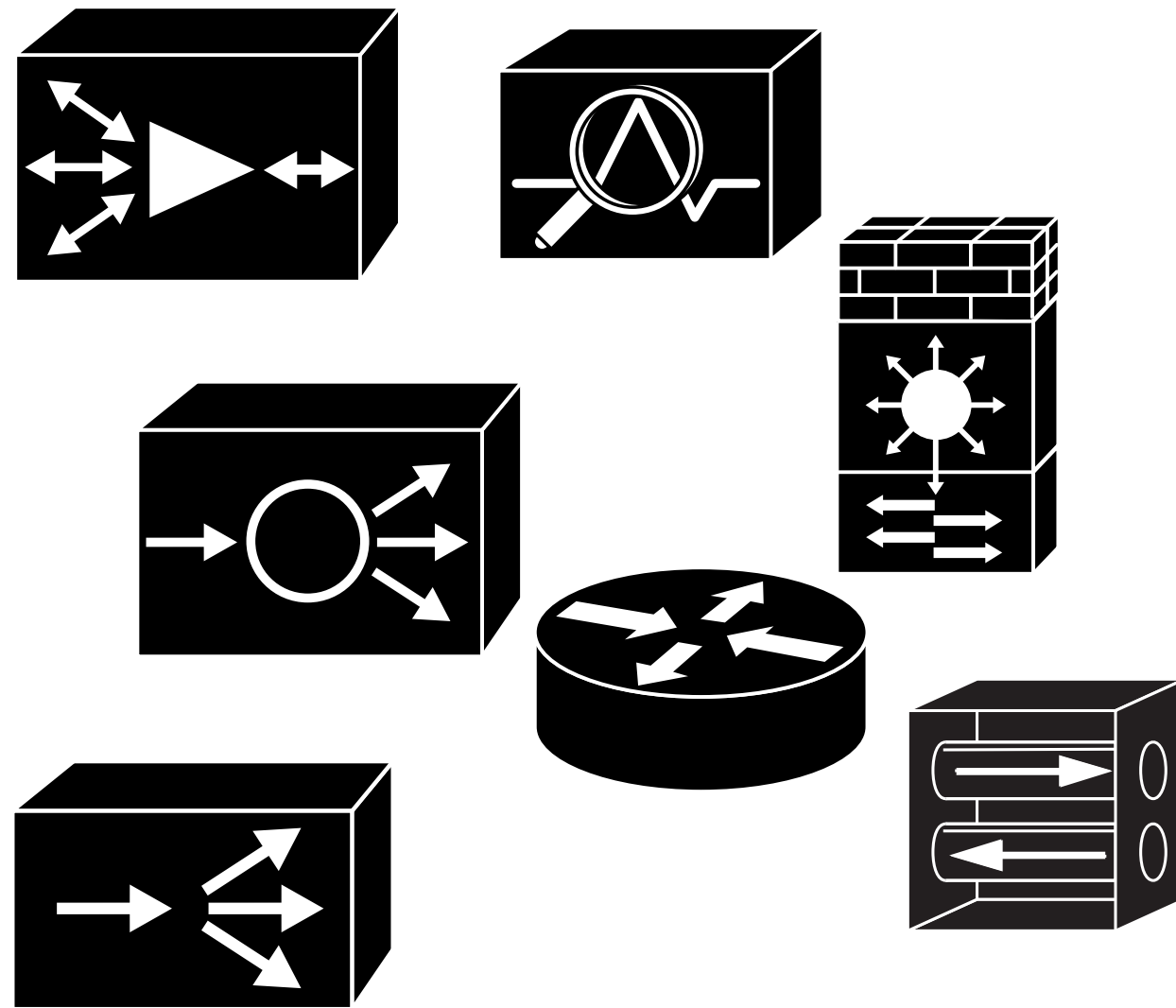
Middleboxes



Middleboxes

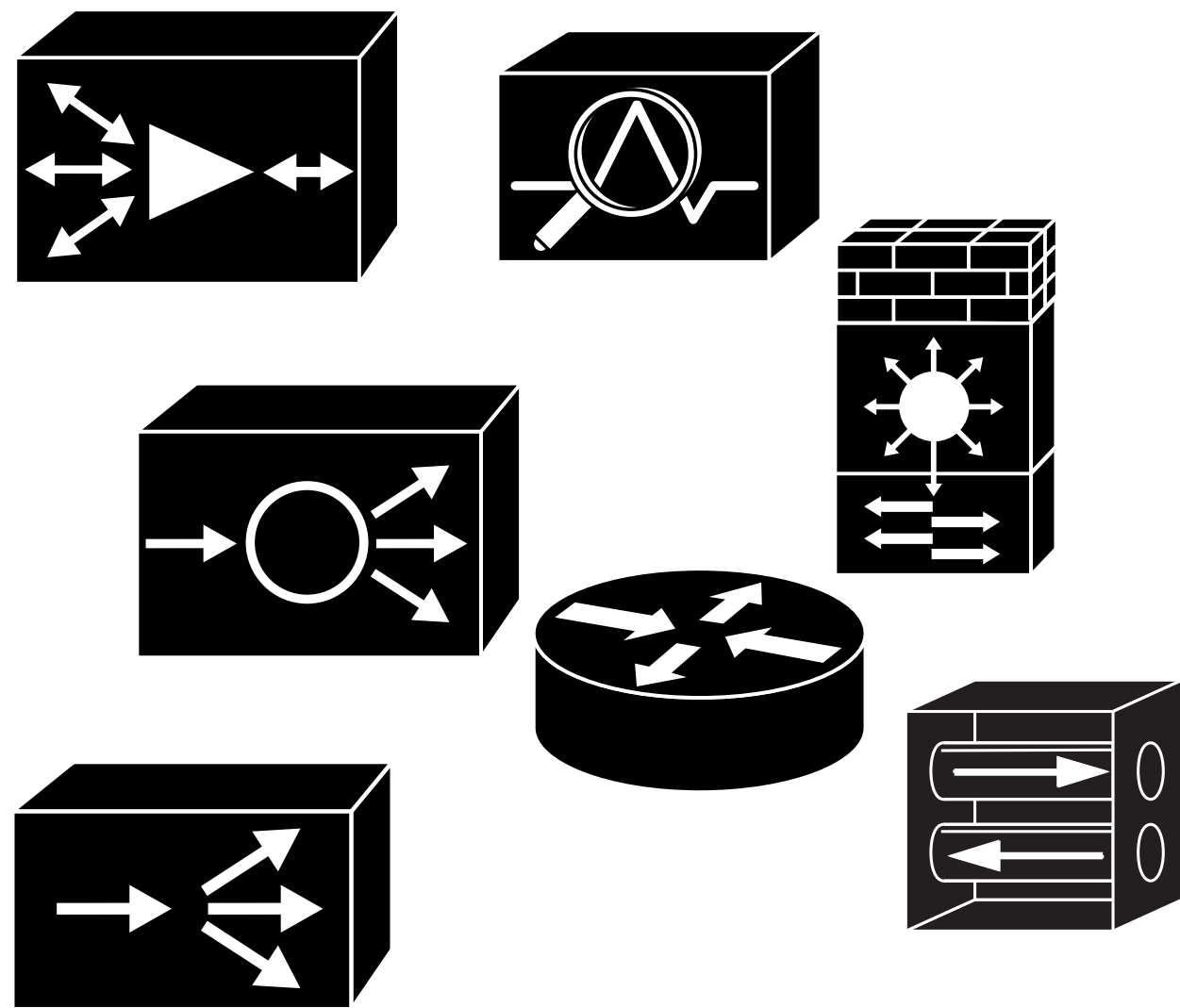


Software Middleboxes

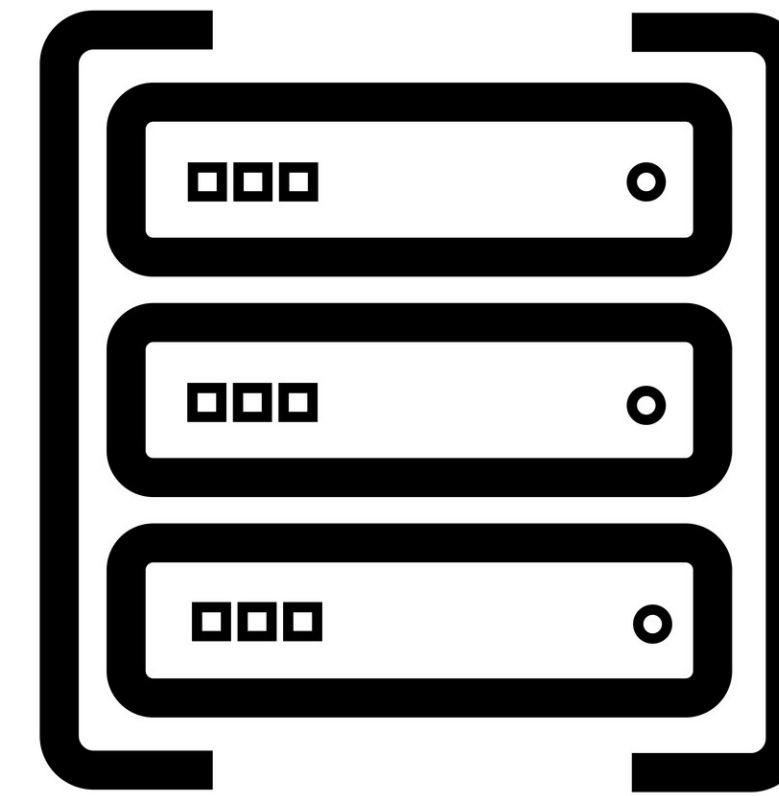
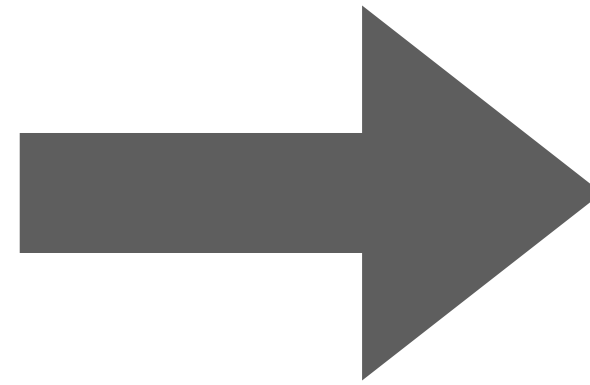


Purpose-built hardware

Software Middleboxes

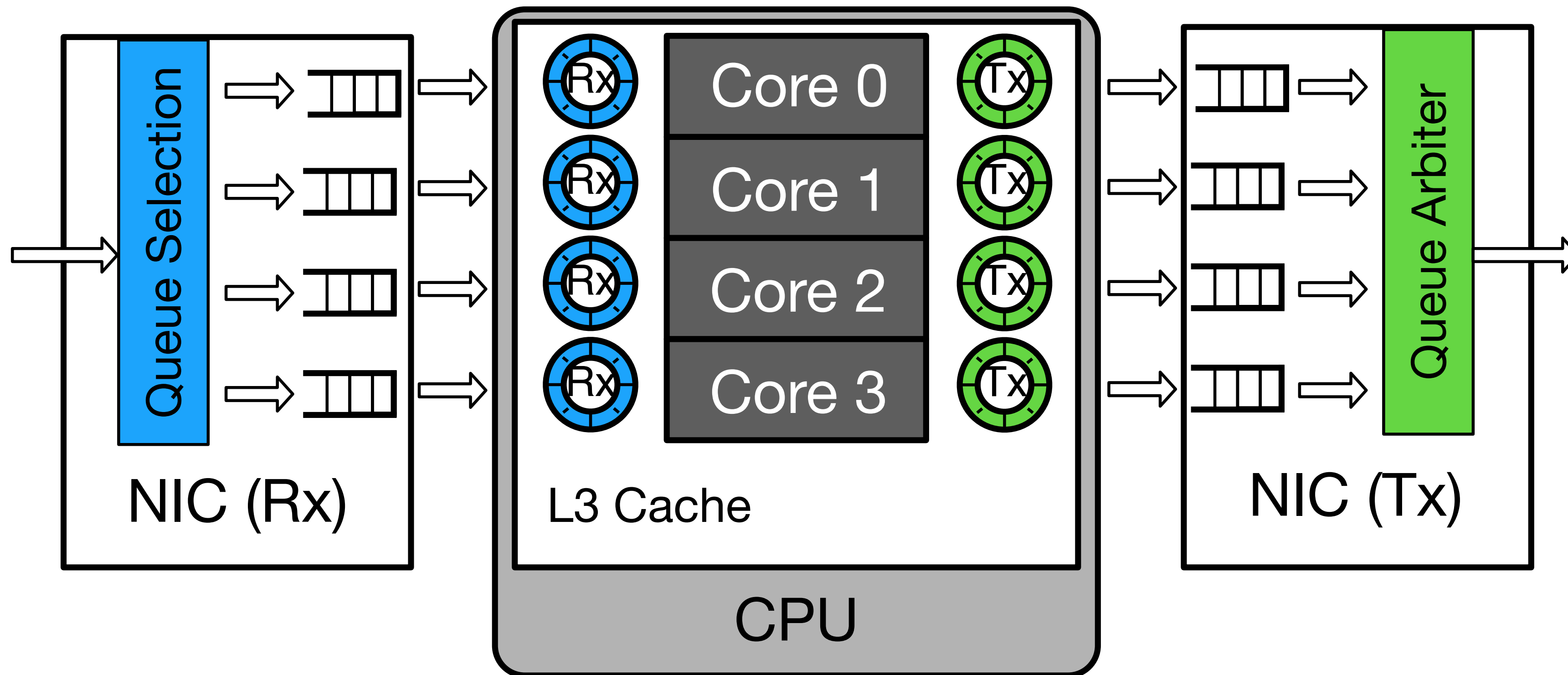


Purpose-built hardware

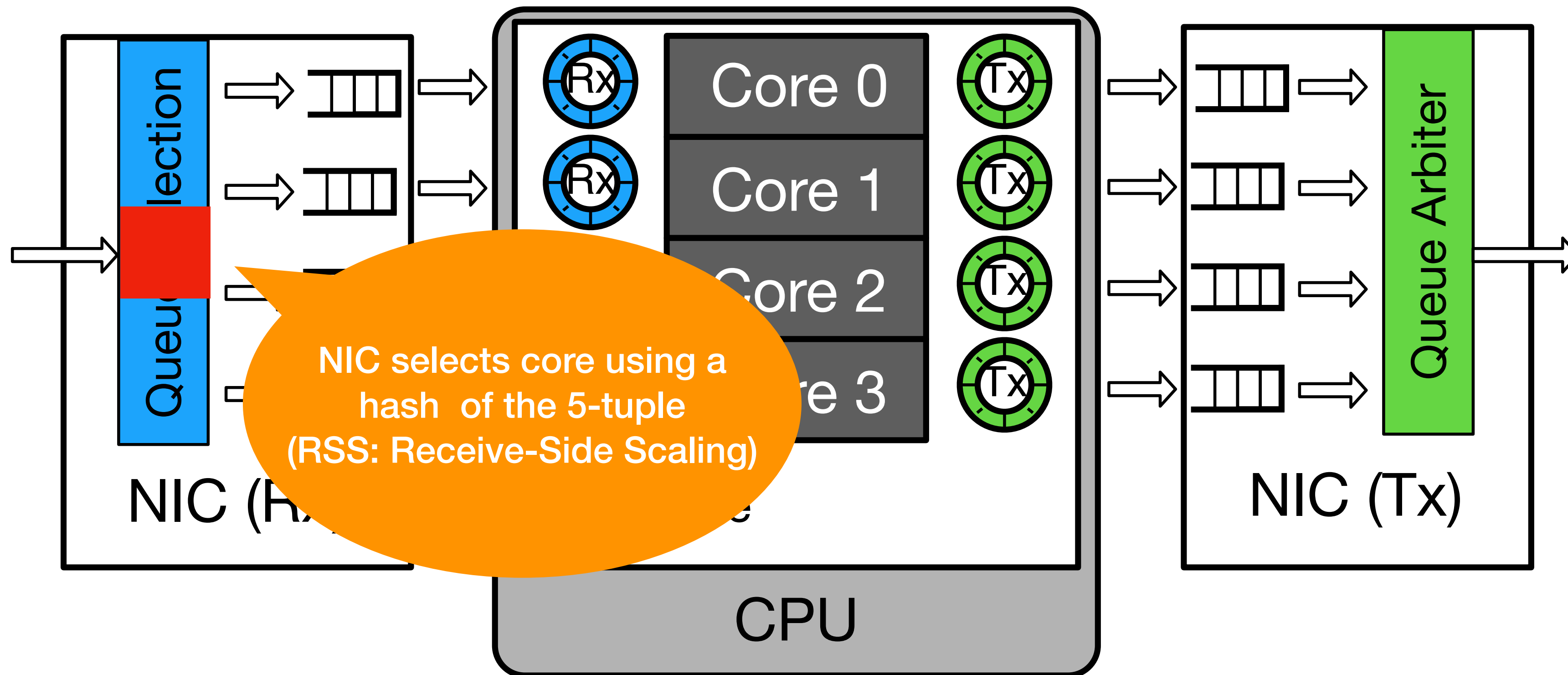


Commodity servers

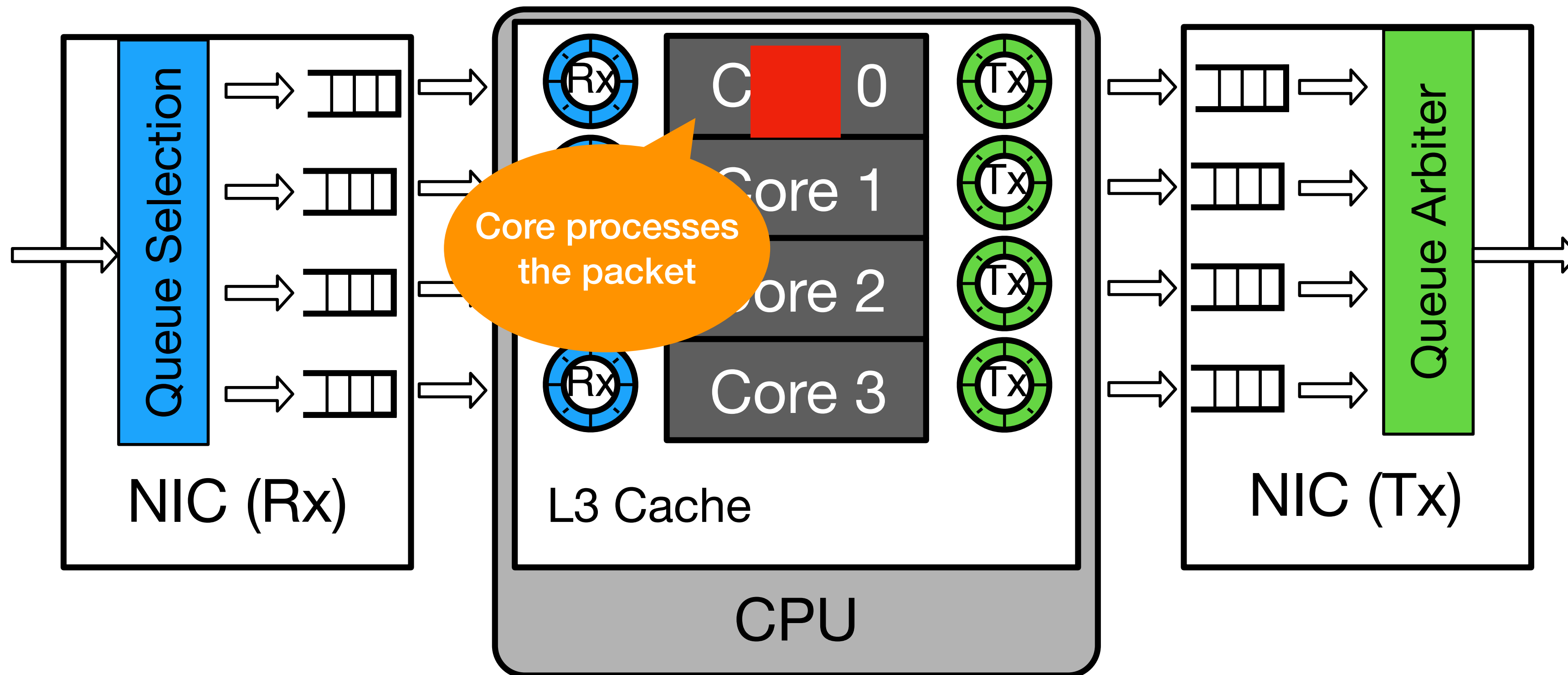
Software Middlebox Architecture



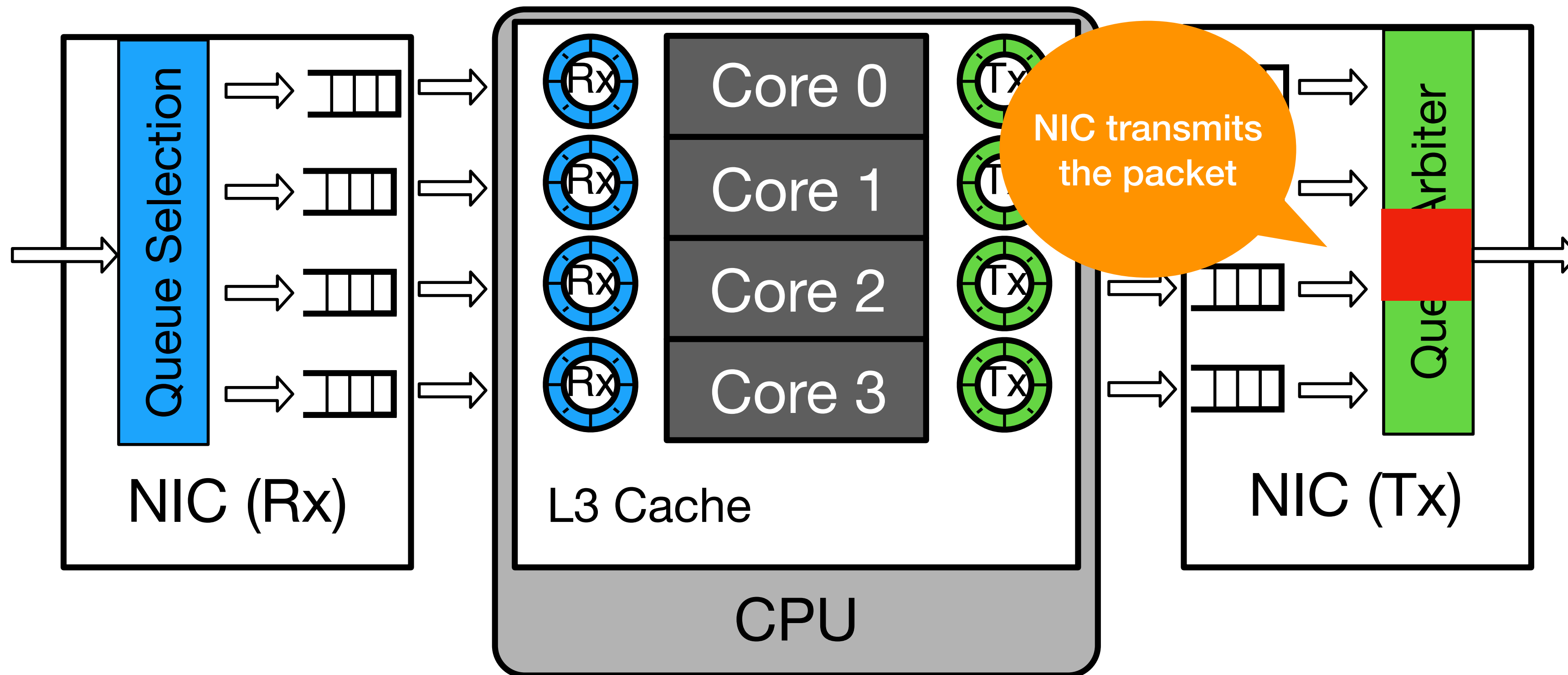
Software Middlebox Architecture



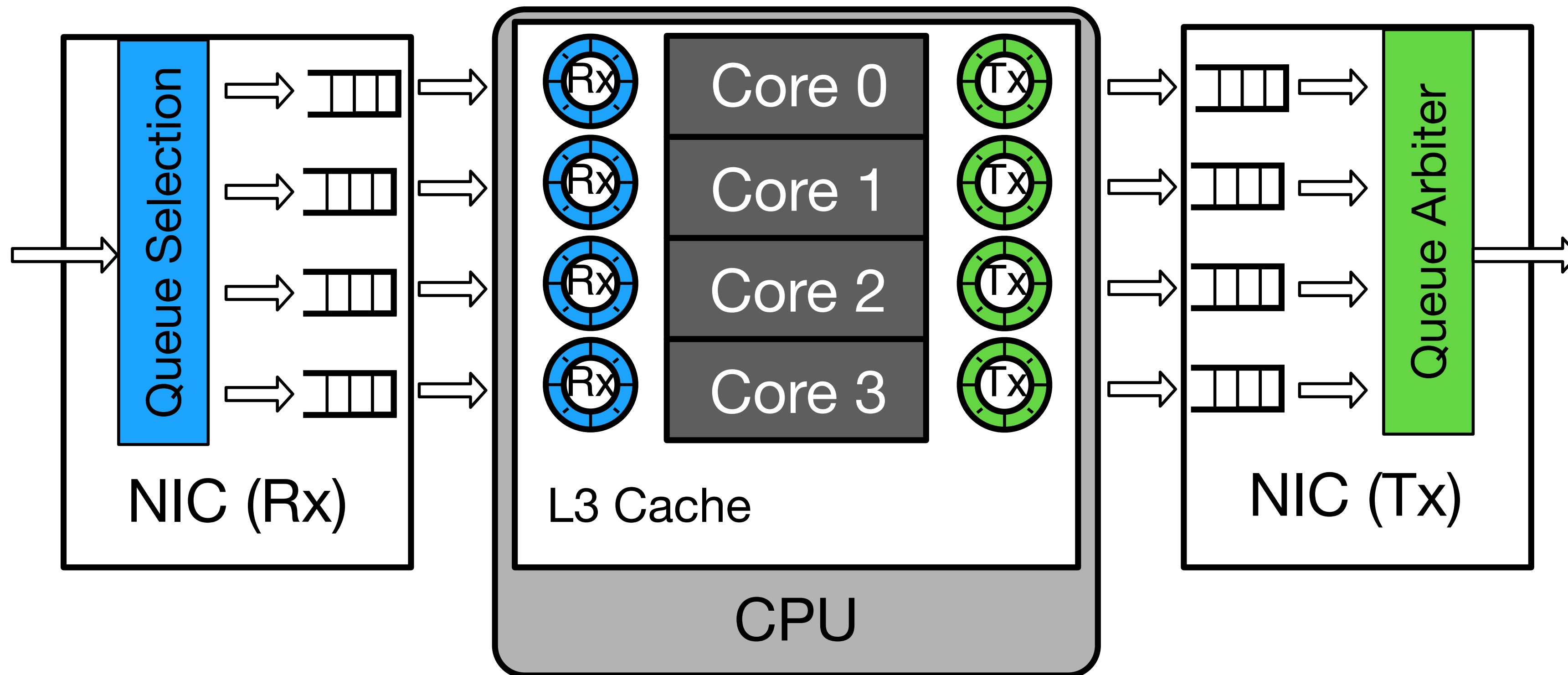
Software Middlebox Architecture



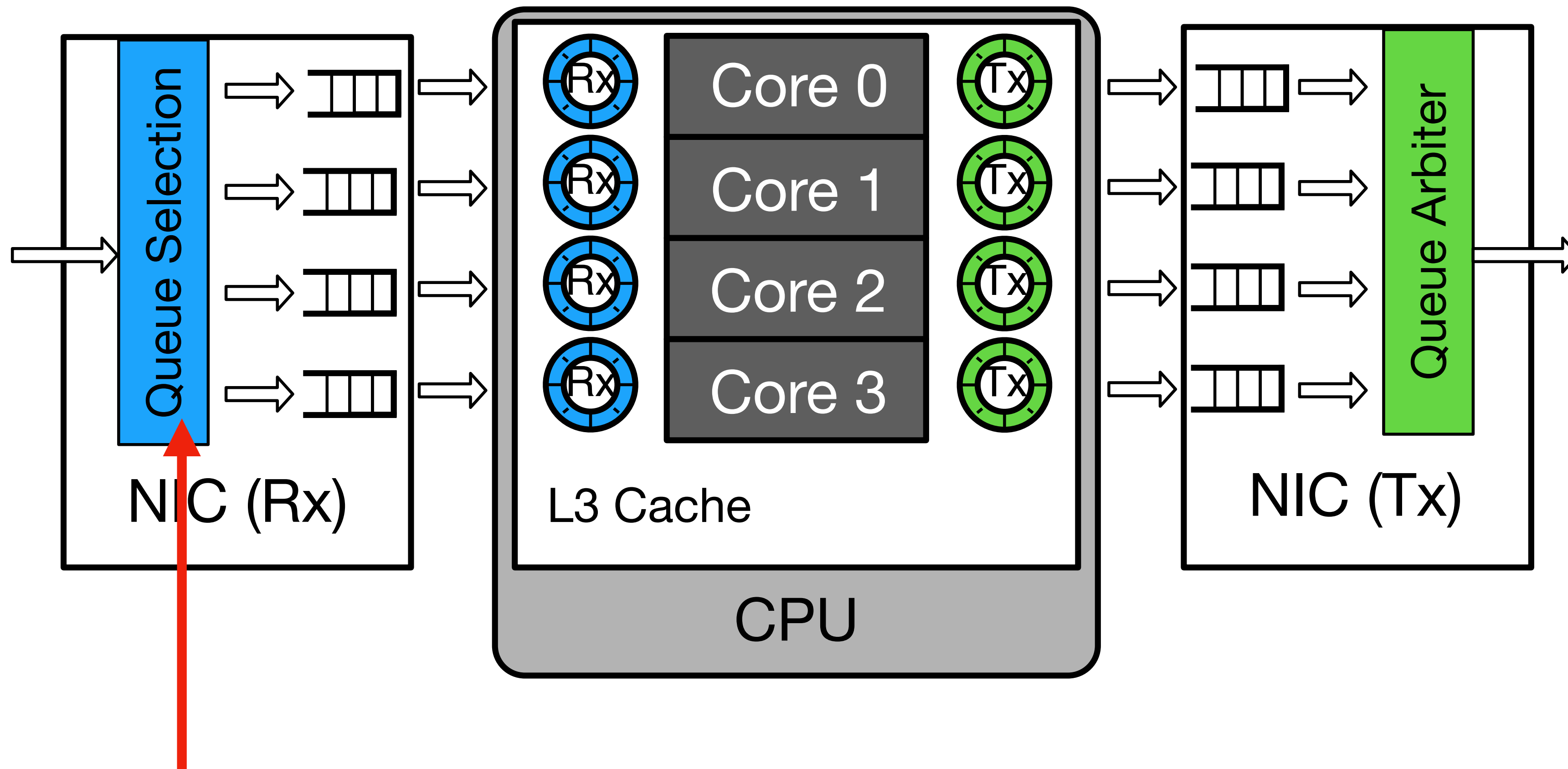
Software Middlebox Architecture



Software Middlebox Architecture

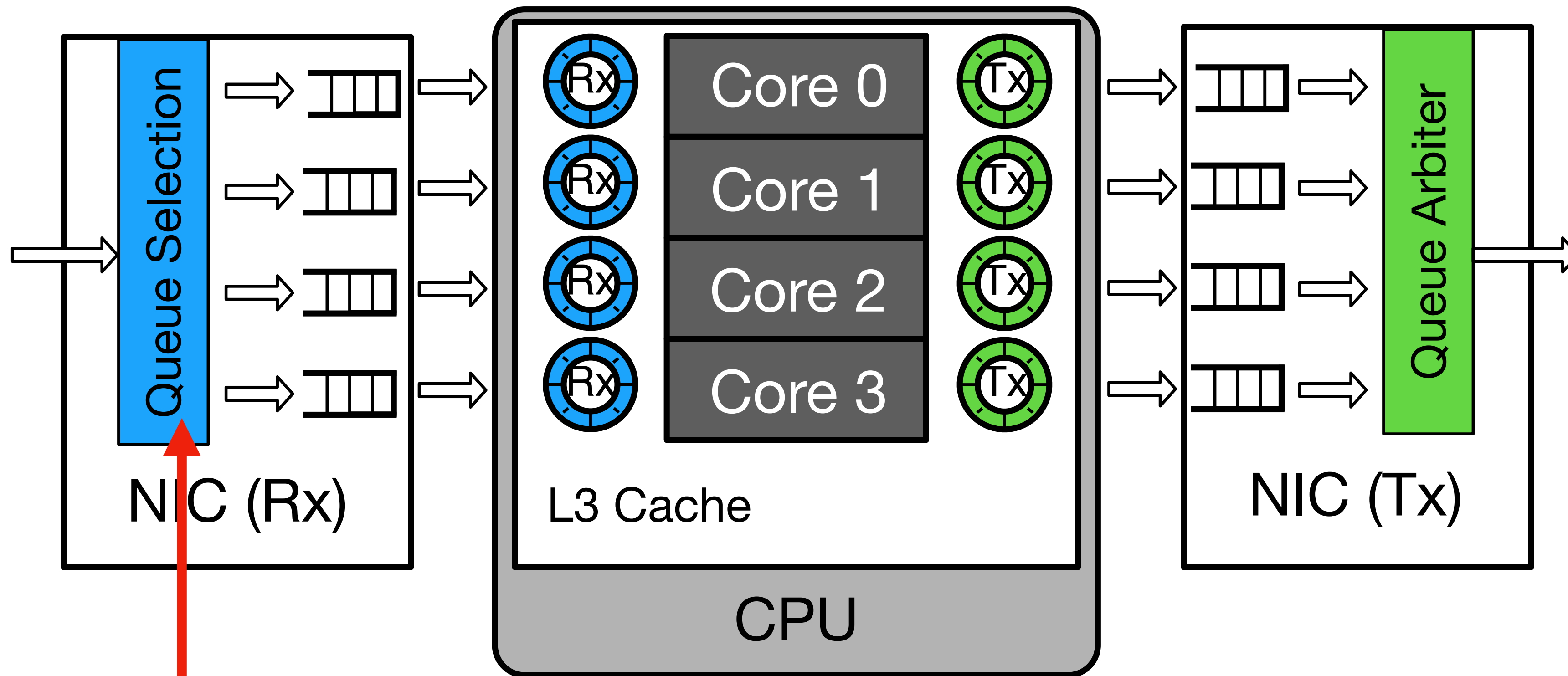


Software Middlebox Architecture



Why hash flows to cores?

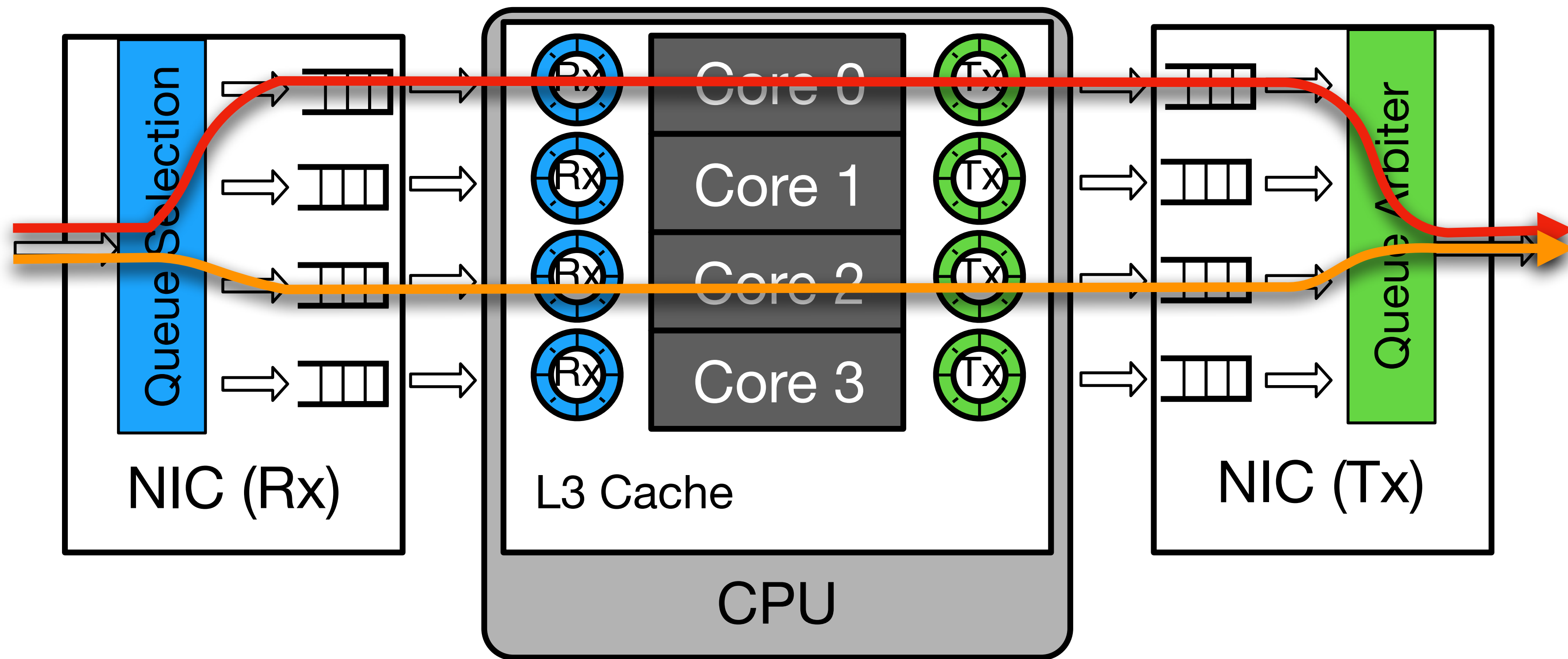
Software Middlebox Architecture



Why hash flows to cores?

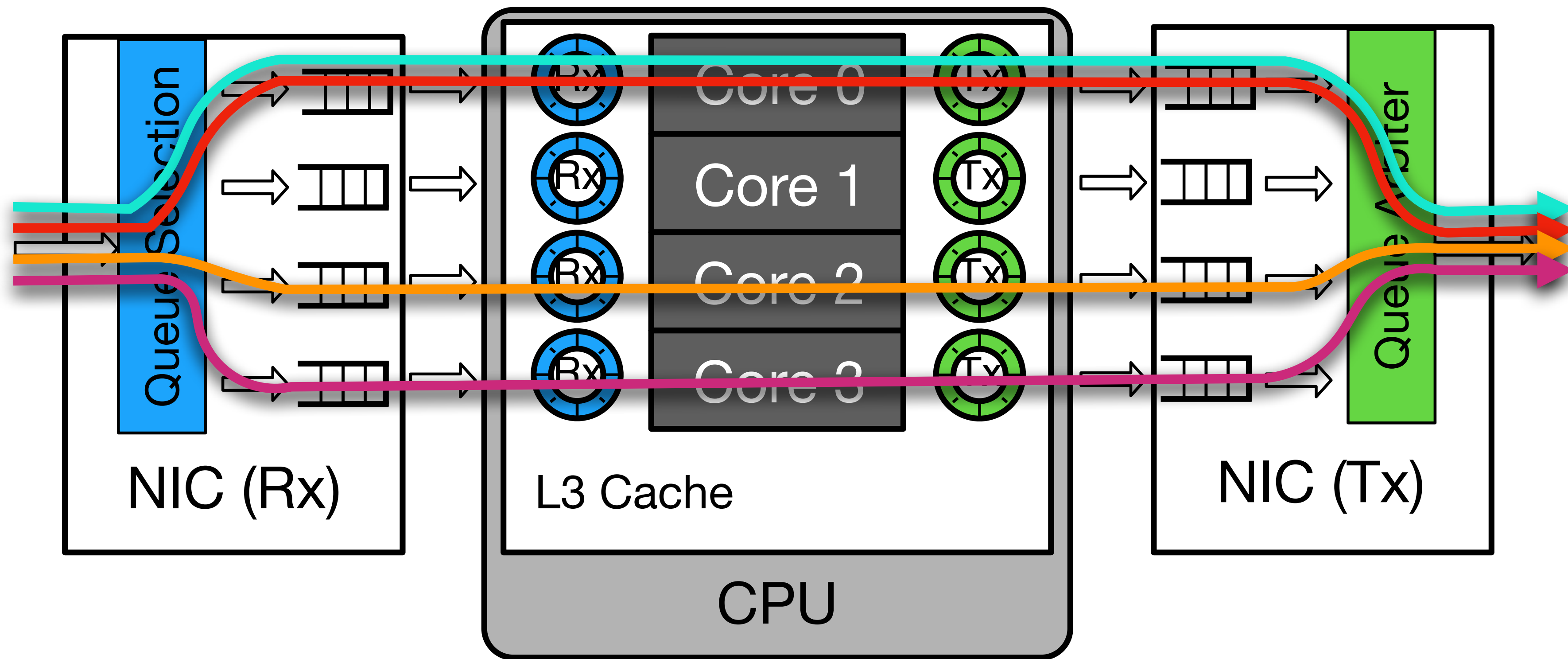
1. Avoids packet reordering
2. Facilitates flow state handling

Problems with Hashing Flows to Cores



Inefficiency

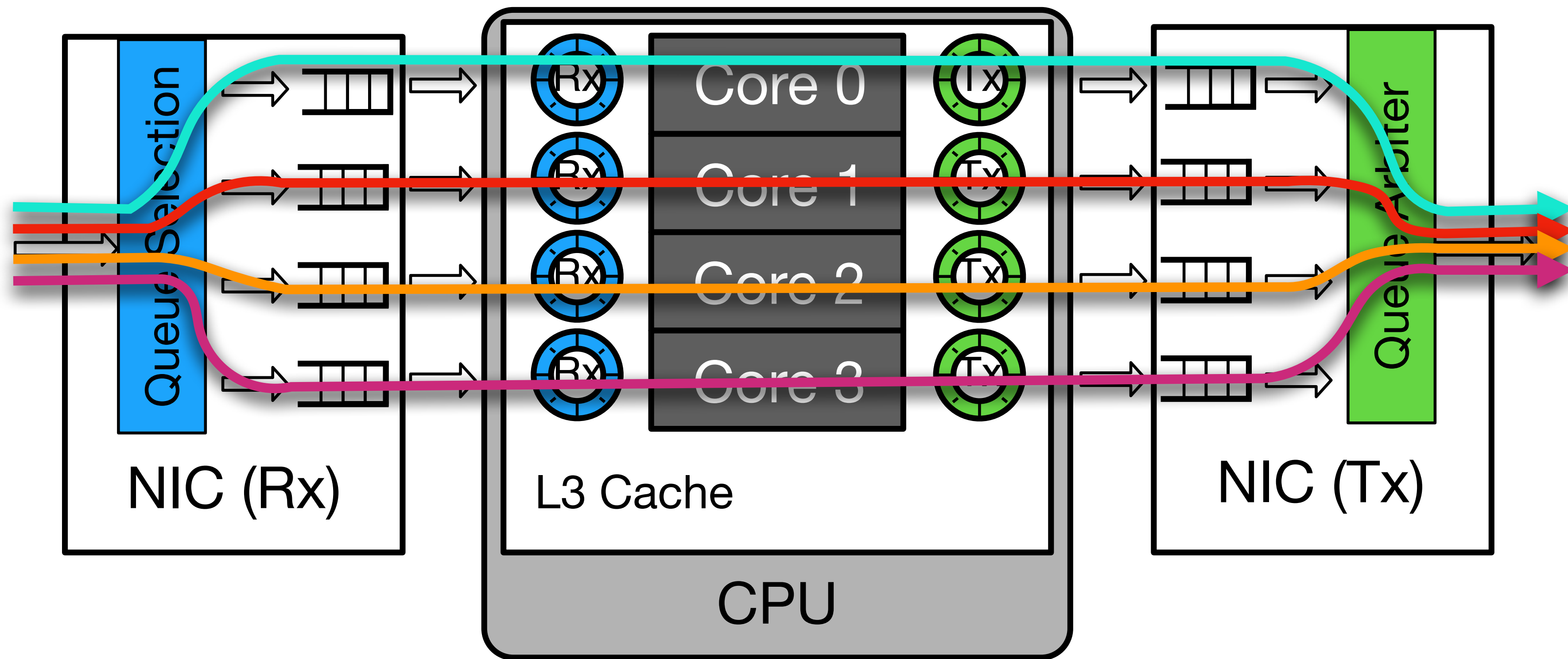
Problems with Hashing Flows to Cores



Inefficiency

Unfairness

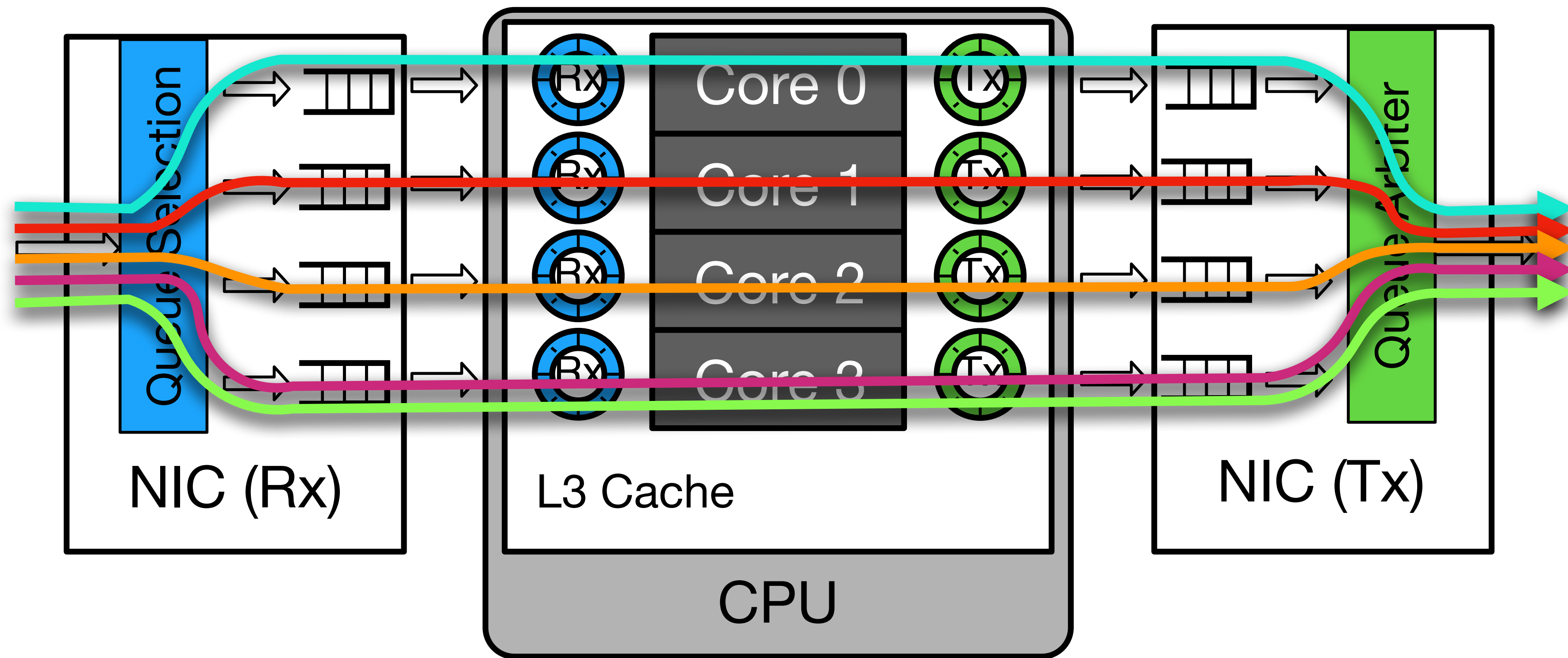
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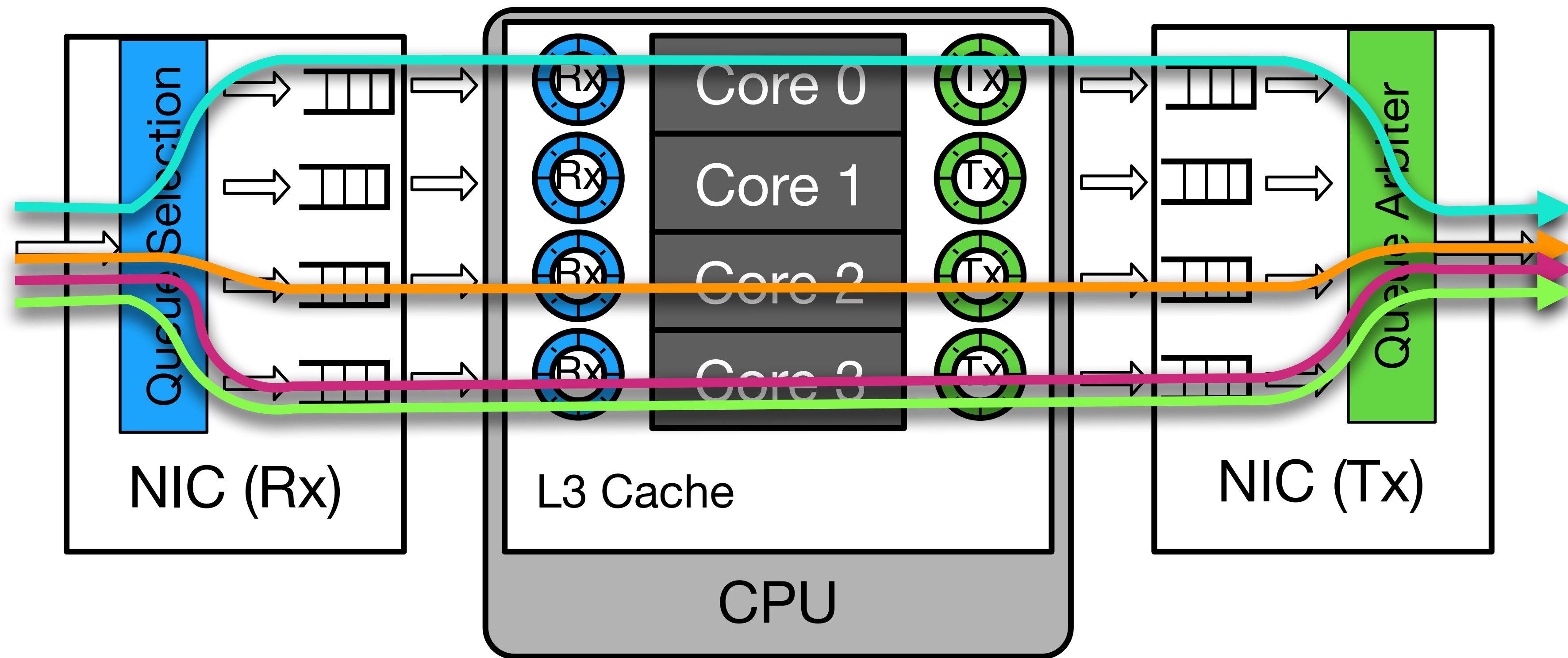
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Inefficiency

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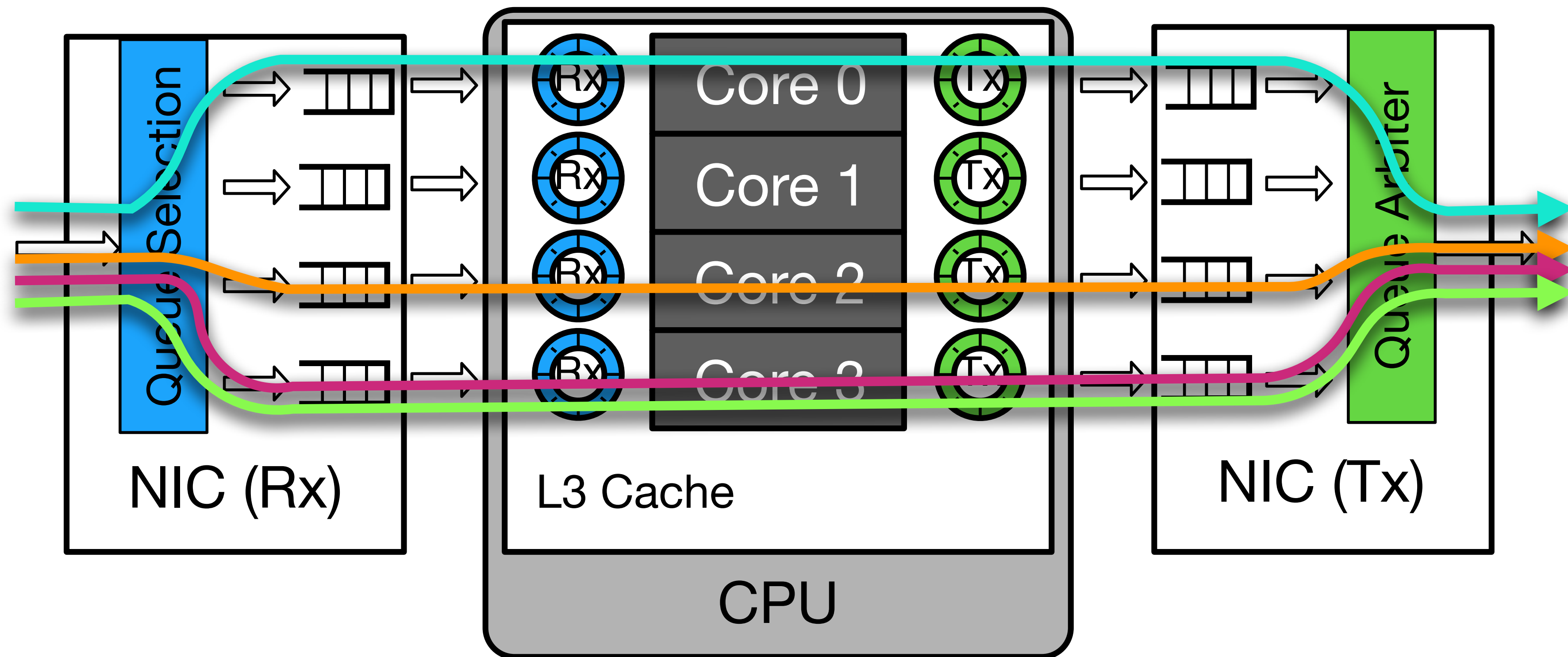
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Inefficiency

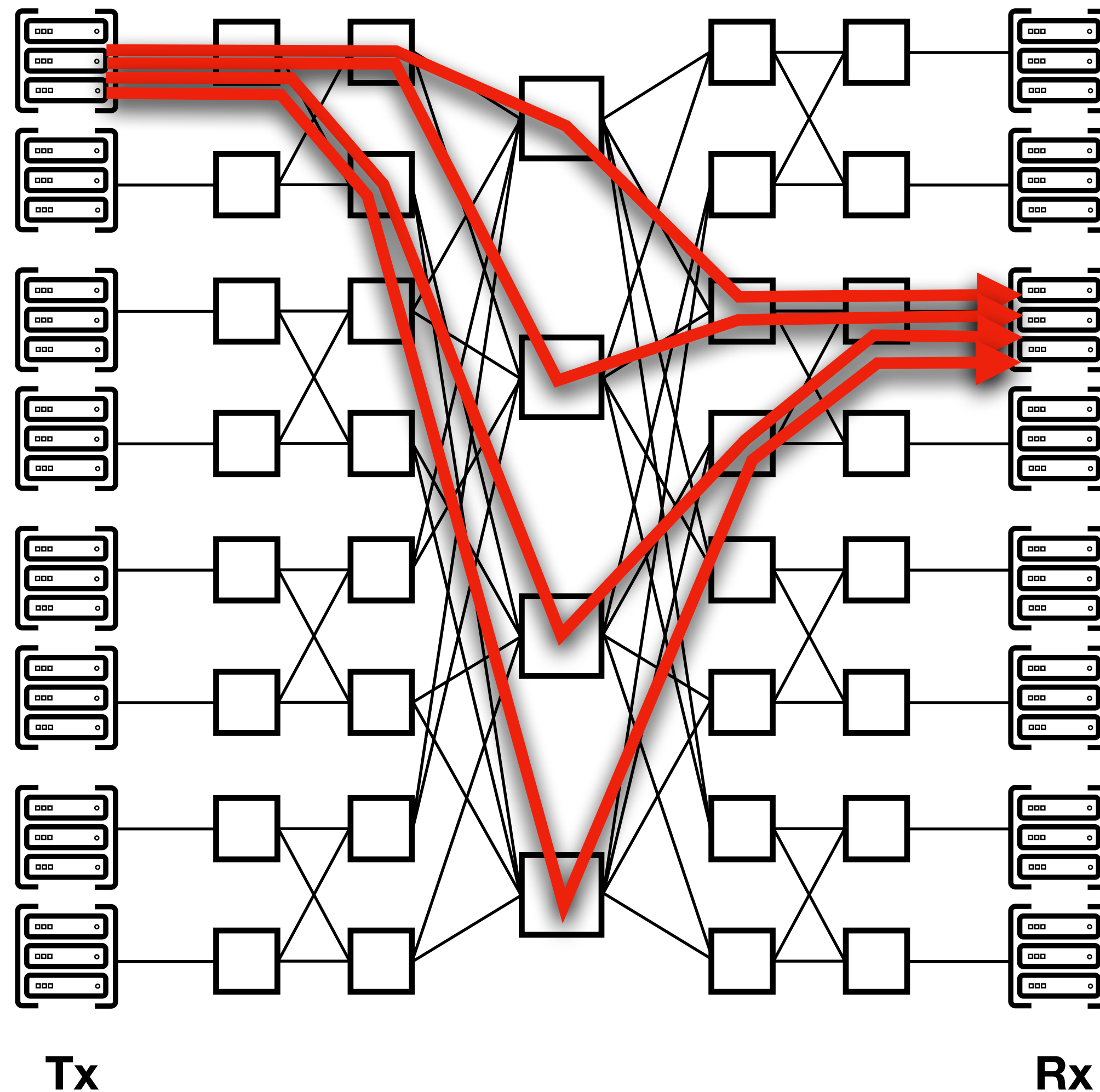
Unfairness

Problems with Hashing Flows to Cores



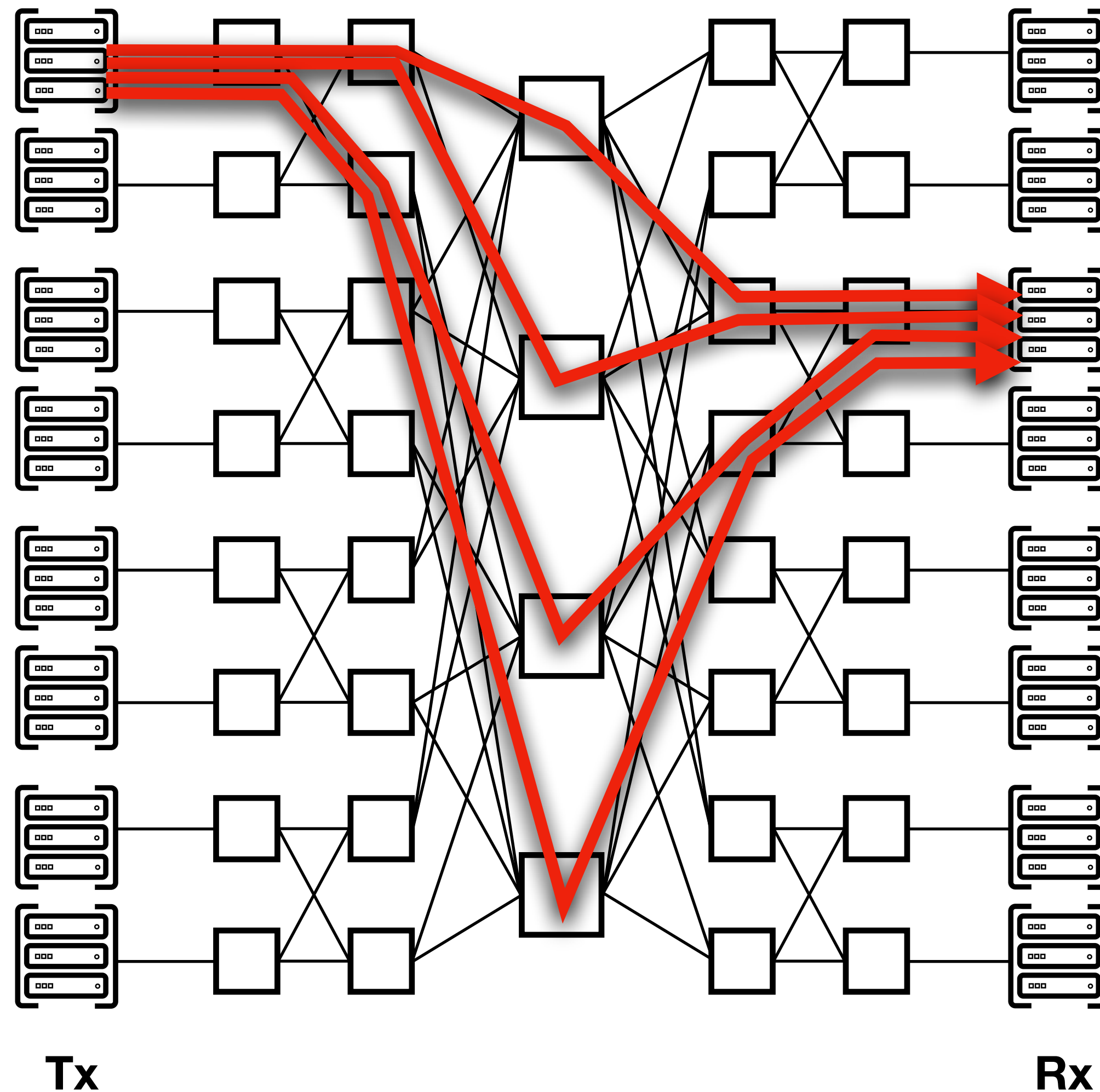
No matter how you do it, mapping flows to cores is inefficient and unfair

Analogous Problem in Datacenters



- Multiple paths
- Low and similar latencies

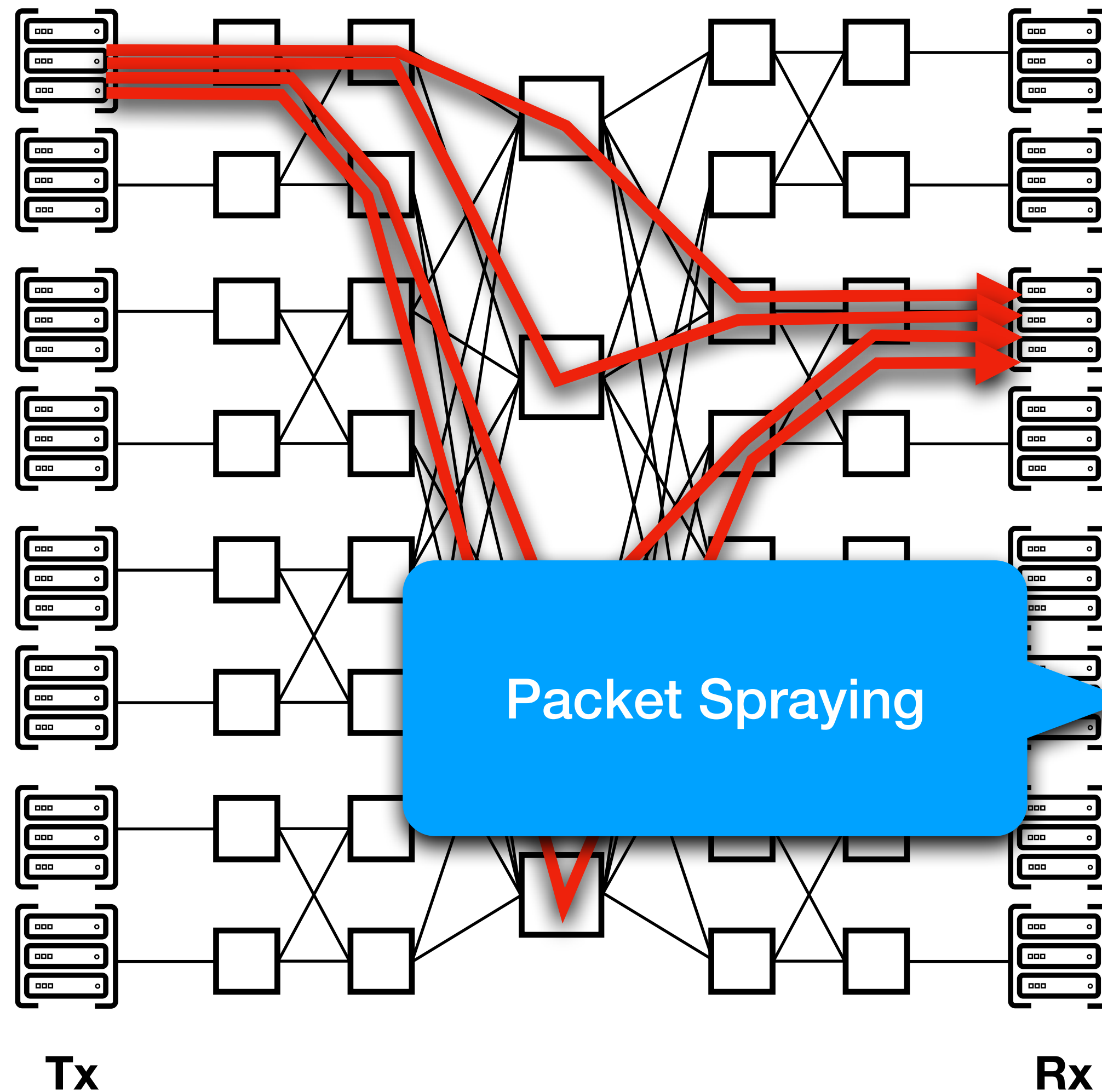
Analogous Problem in Datacenters



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RPS [INFOCOM '13]
pFabric [SIGCOMM '13]
NDP [SIGCOMM '17]
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Sprayer

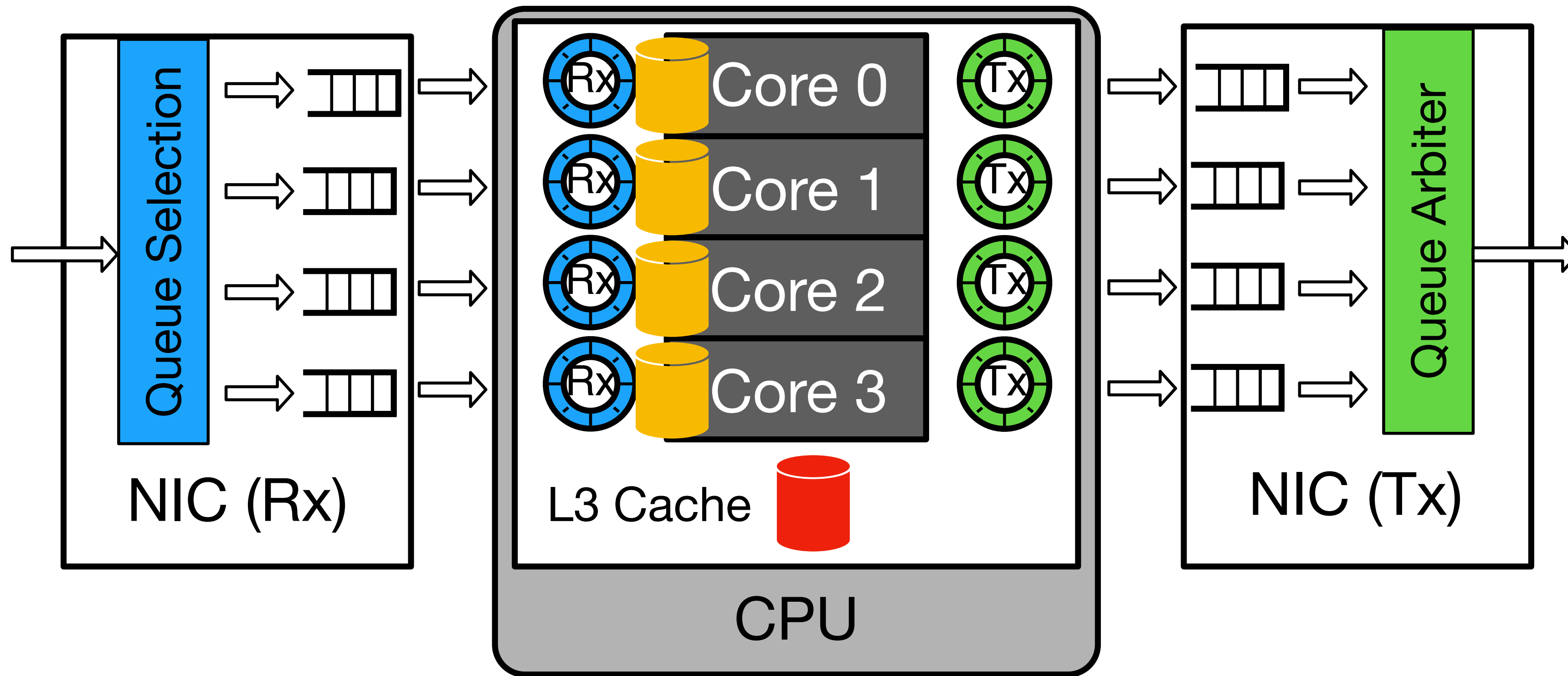
Can software middleboxes also benefit from load balancing packets at a finer granularity?

Sprayer

1. Efficiently handle flow state
2. Spray packets using existing NICs

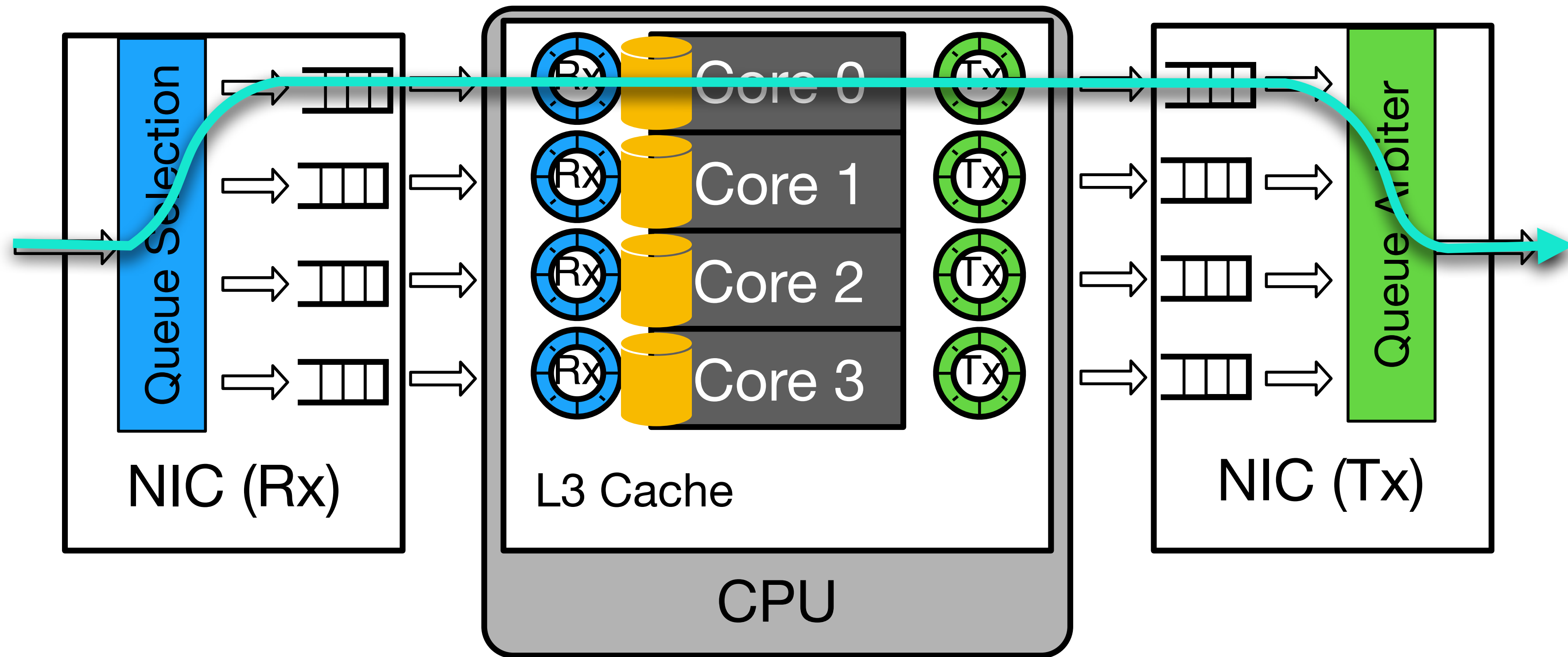
How to efficiently handle flow state?

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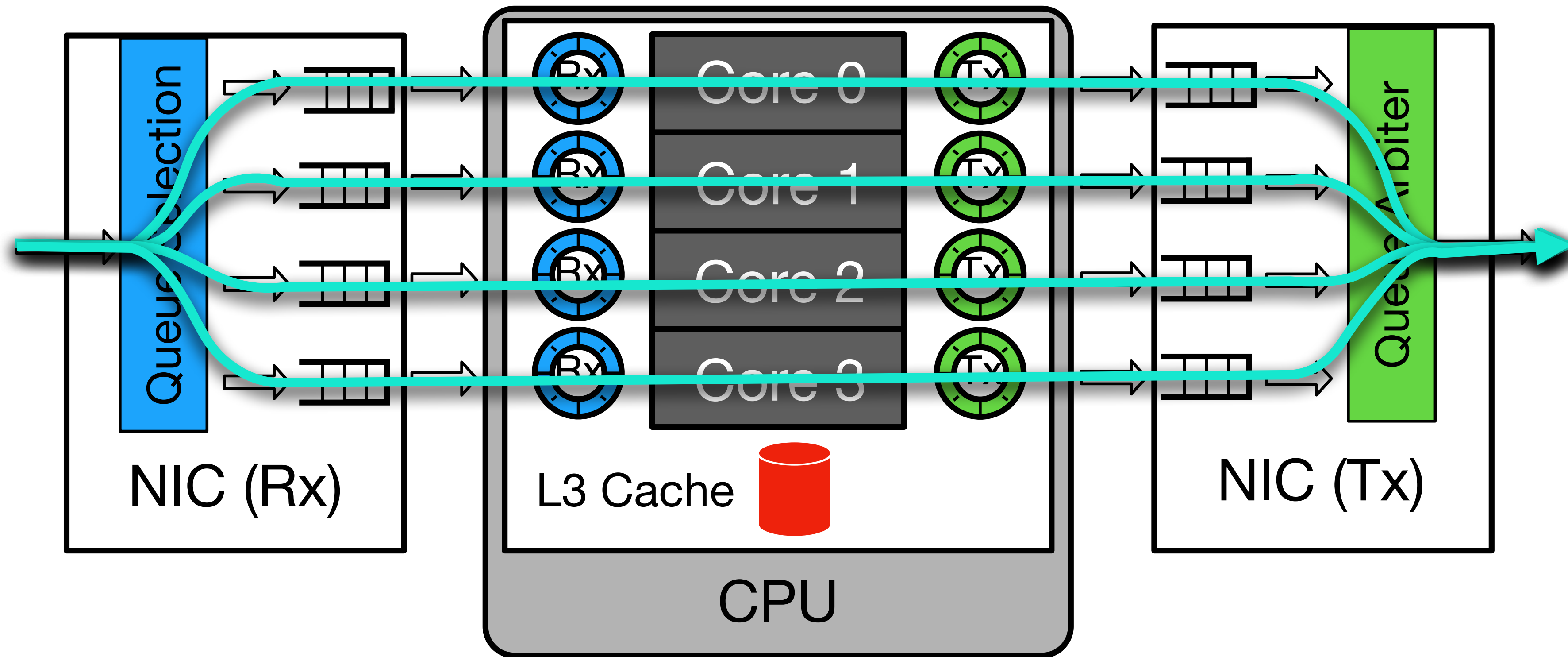
NFs have two types of state: **local** and **global**

How to efficiently handle flow state?



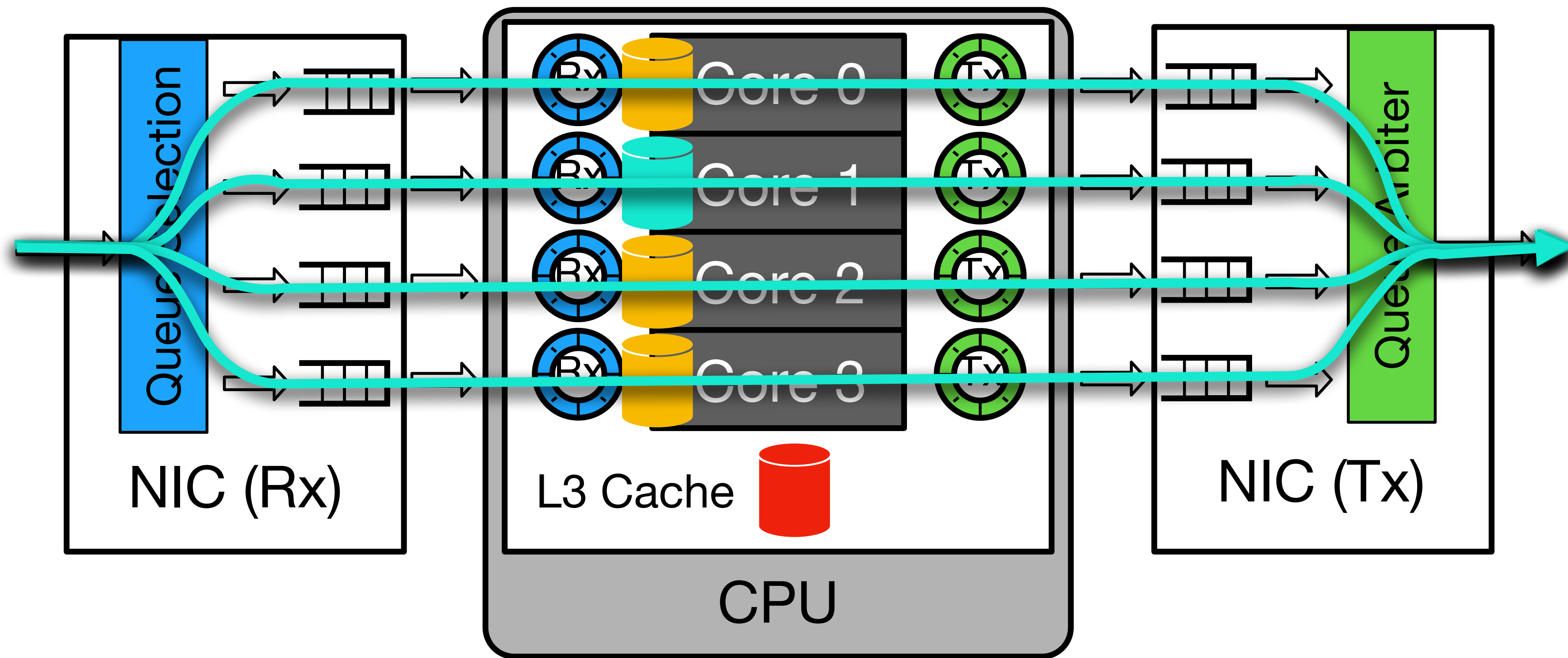
When all packets from the same flow go to the same core, flow state is **partitionable**

How to efficiently handle flow state?



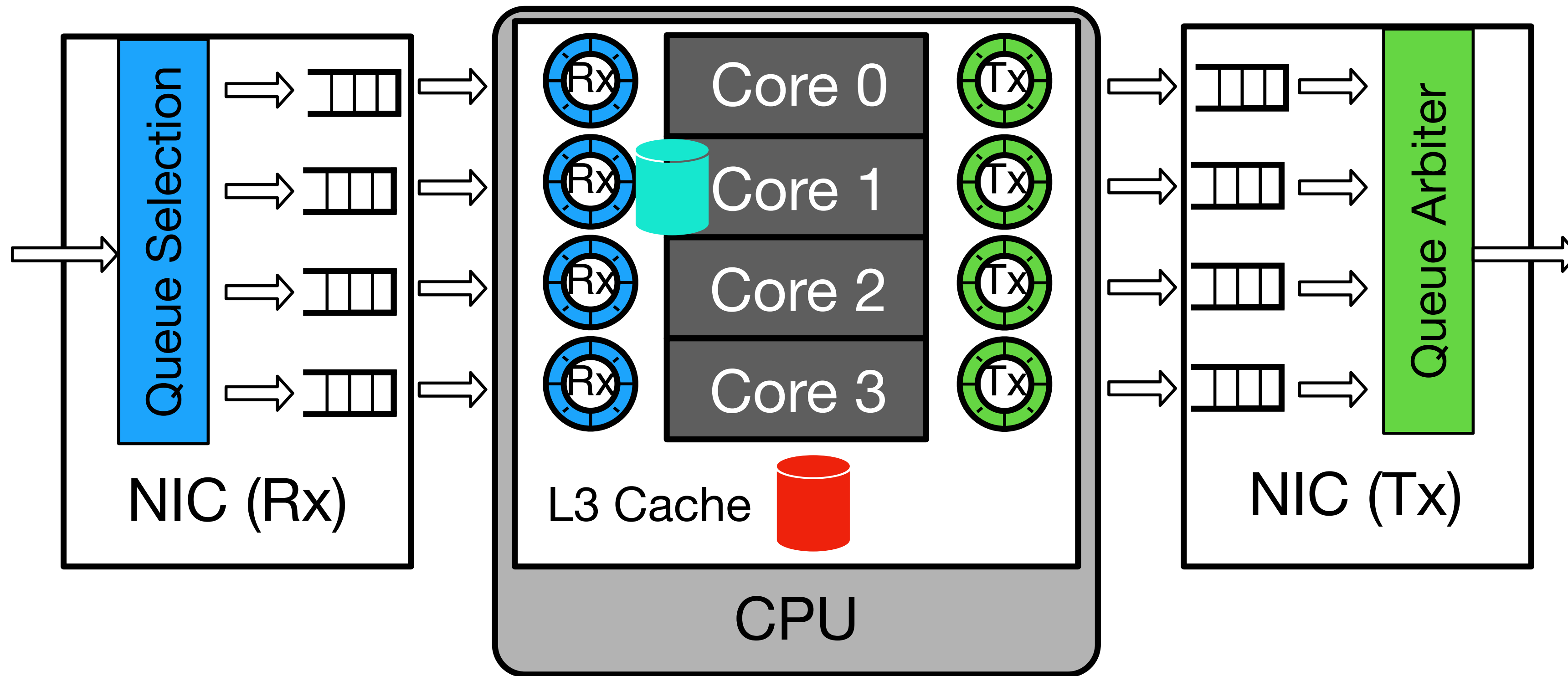
If we spray packets and let every core update the state for a given flow, we lose this property...

How to efficiently handle flow state?



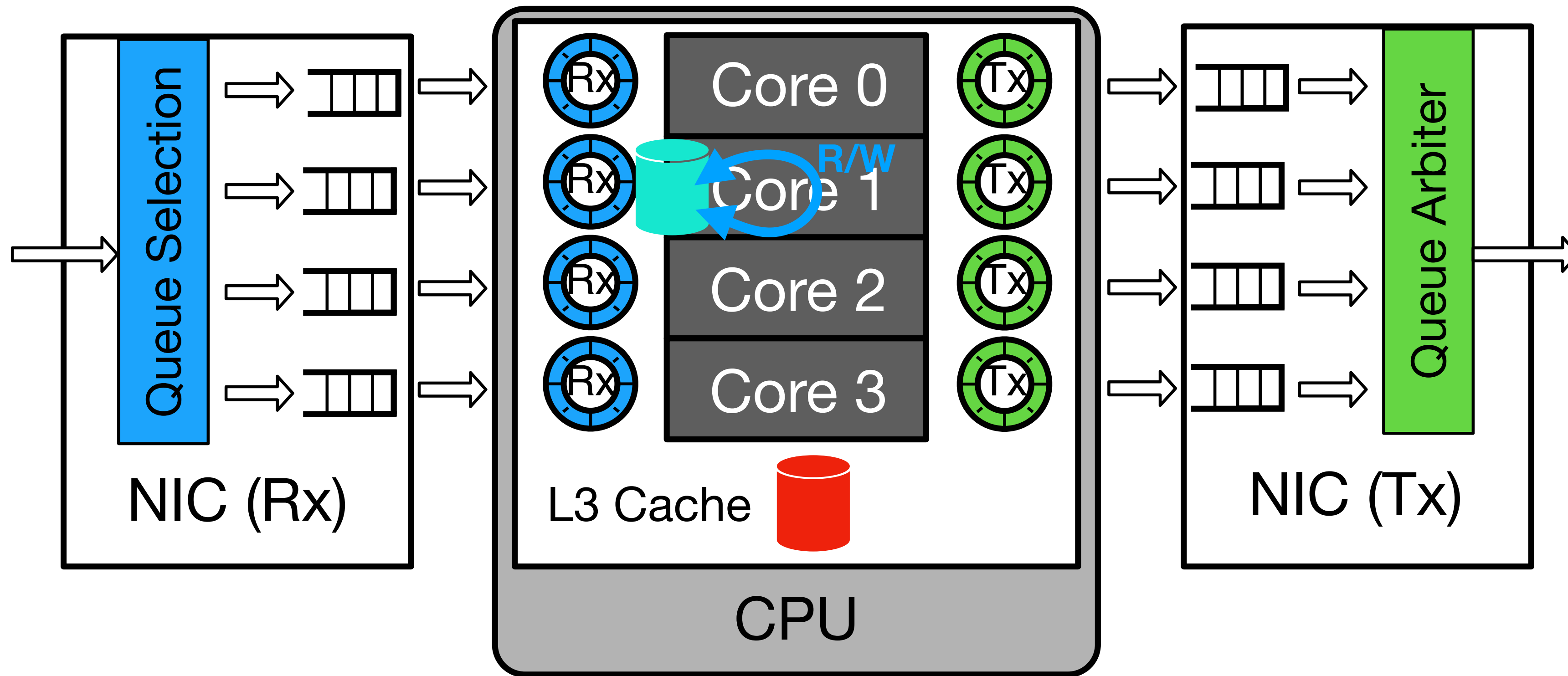
However, we get similar benefits if we provide **writing partition**

How to efficiently handle flow state?



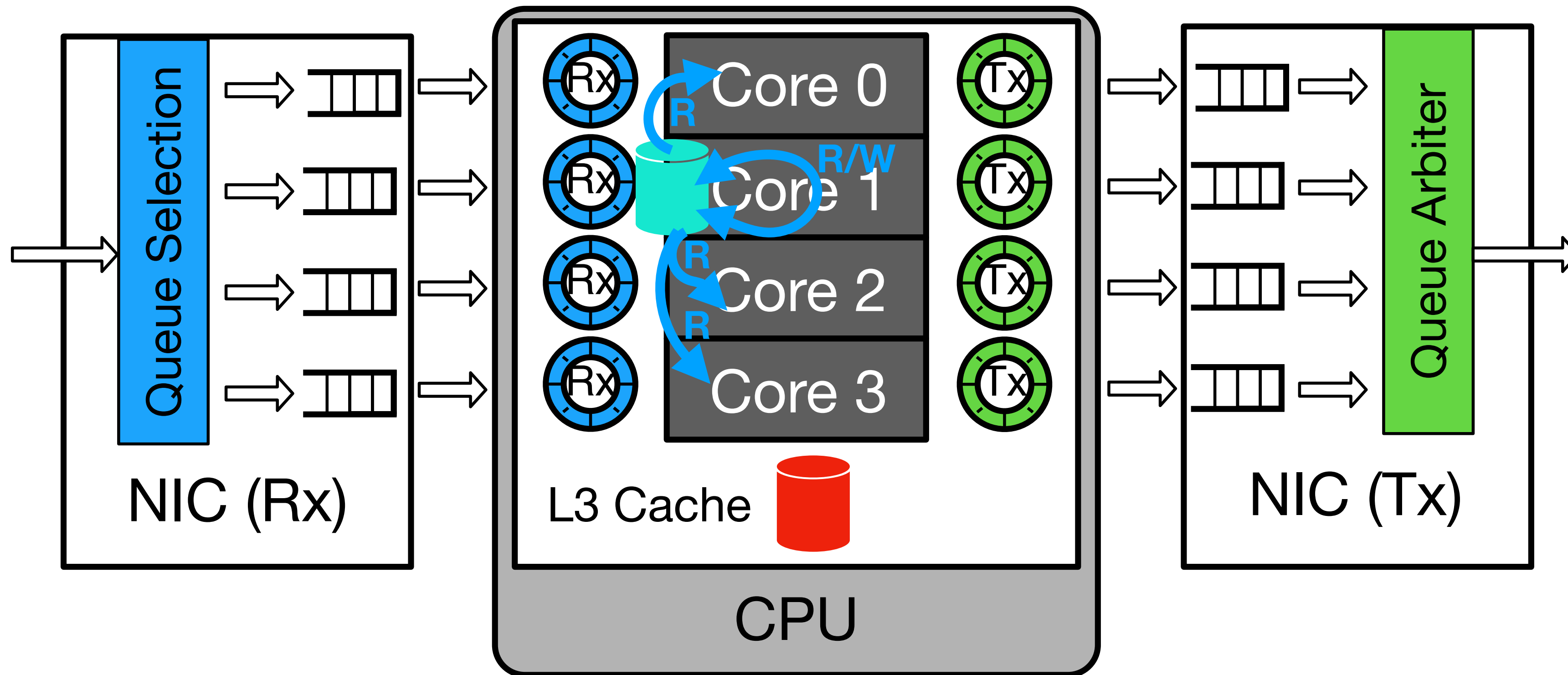
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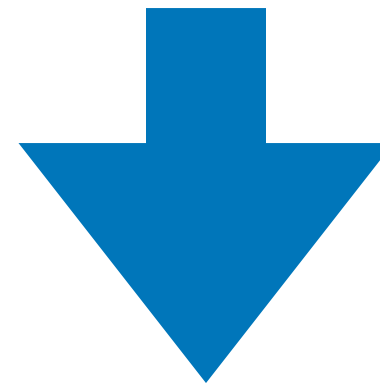
Many NFs only need to change flow state when TCP connections start or finish

e.g., NAT, firewall, load balancer, traffic monitor

How to achieve writing partition?

Many NFs only need to change flow state when TCP connections start or finish

e.g., NAT, firewall, load balancer, traffic monitor



Ensure that packets at the beginning or end of the same TCP connection go to the same core

Sprayer

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2. Spray packets using existing NICs

How to spray packets using existing NICs?

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Two ways to direct packets to cores

How to spray packets using existing NICs?

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RSS: use hash of the 5-tuple

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Flow Director: match arbitrary header field

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TCP Header

source port			destination port		
sequence number					
acknowledgement number (ACK)					
offset	reserved	flags		window size	
checksum			urgent pointer		

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Preliminary Evaluation

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- Will packet reordering have a significant impact on TCP?

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- How much improvement do we get from Sprayer?

Preliminary Evaluation

Throughput

Latency

Fairness

Preliminary Evaluation

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- Consistent throughput, regardless of the number of concurrent flows

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- Sprayer achieves nearly perfect fairness
- RSS suffers from hash collisions

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- Matching flows to cores causes inefficiency and unfairness
- We need to load balance packets at a finer granularity
- Sprayer takes the first step by:
 - Ensuring that flow states are handled efficiently
 - Working with commodity NICs

Open Questions

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- Can Sprayer benefit from programmable NICs?
- What about other transport protocols?