

# Configuring and Benchmarking Open vSwitch, DPDK and vhost-user

Pei Zhang (张培)  
[pezhang@redhat.com](mailto:pezhang@redhat.com)  
October 26, 2017

# Agenda

1. Background
2. Configure Open vSwitch, DPDK and vhost-user
3. Improve network performance
4. Show results

# 1.Background(1/2)

**NFV** stands for **Network Function Virtualization**, it's a new network architecture concept.

Softwares

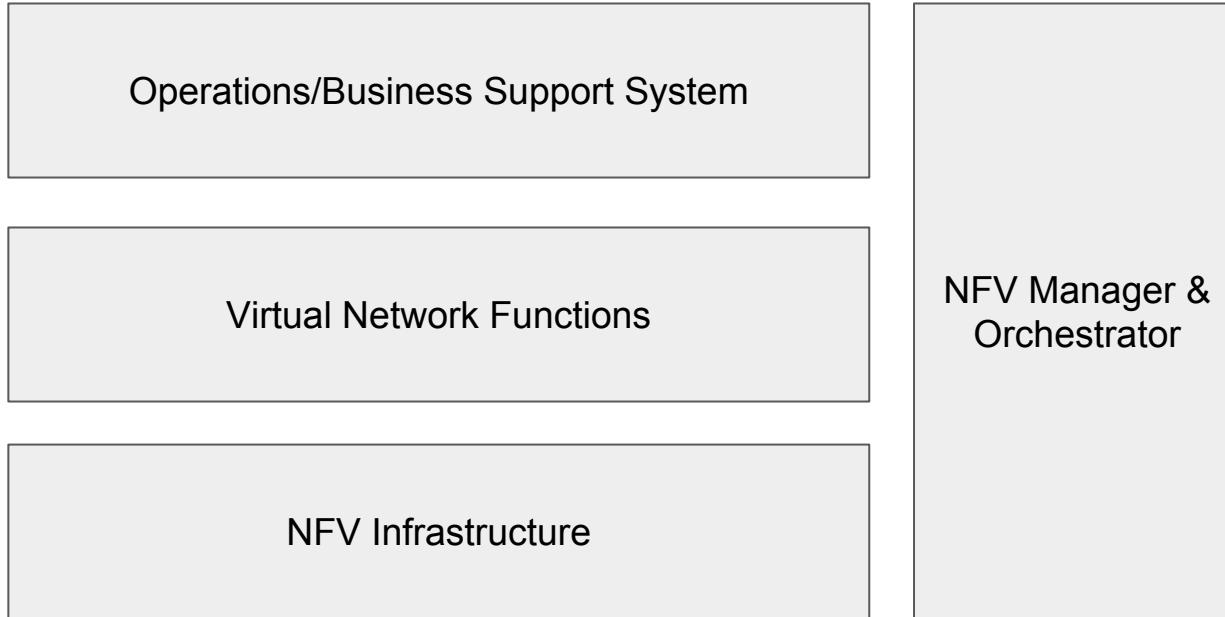
- + Virtualization
- + Standard hardwares

**Replace**

Dedicated network appliances



# 1.Background(2/2)



**Fig. ETSI NFV Architecture Framework**



# 1.Background(2/2)

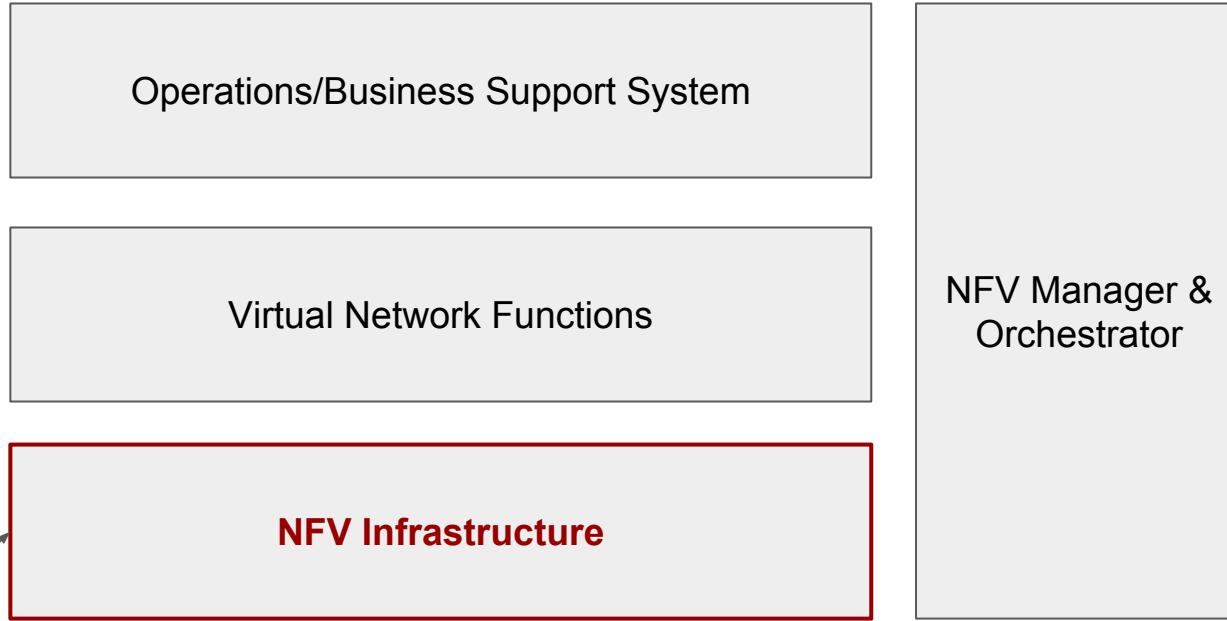


Fig. ETSI NFV Architecture Framework

NFVI provides basic environment for network performance.



## 2. Configure Open vSwitch, DPDK and vhost-user

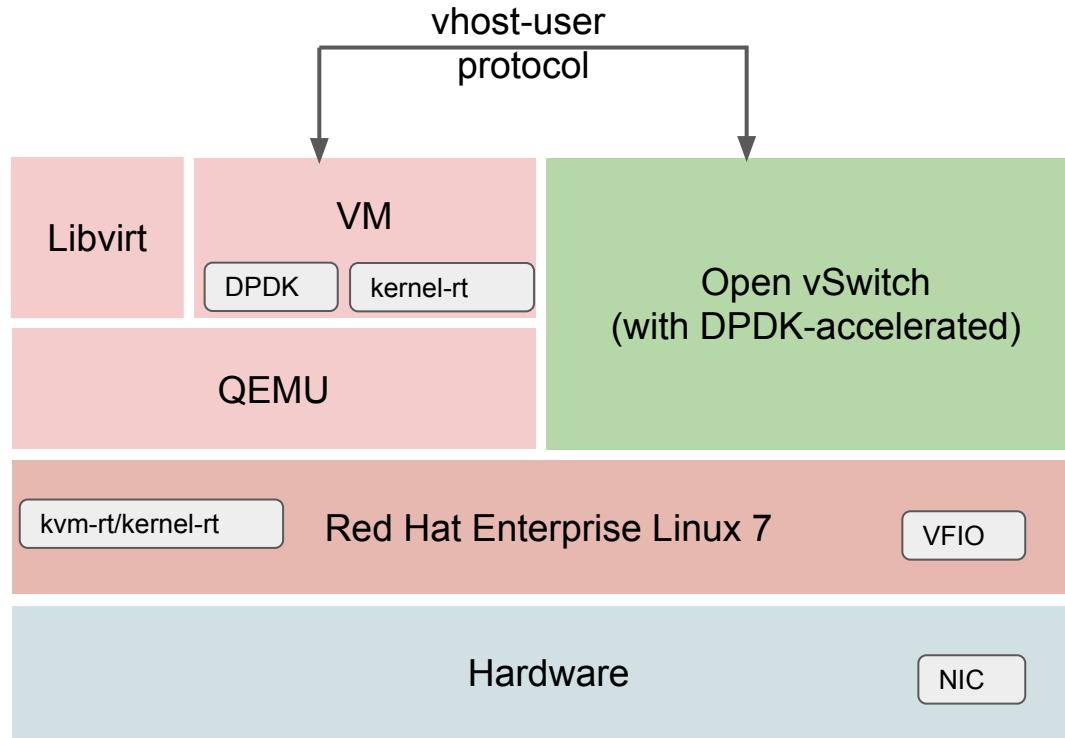


Fig. Topology



# How performance is improved? - DPDK

Data Plane Development Kit(DPDK) is a set of libraries and user space drivers for fast packet processing.

- **polling mode drivers**
- **using hugepage memory.**
- **running mostly in user space.**

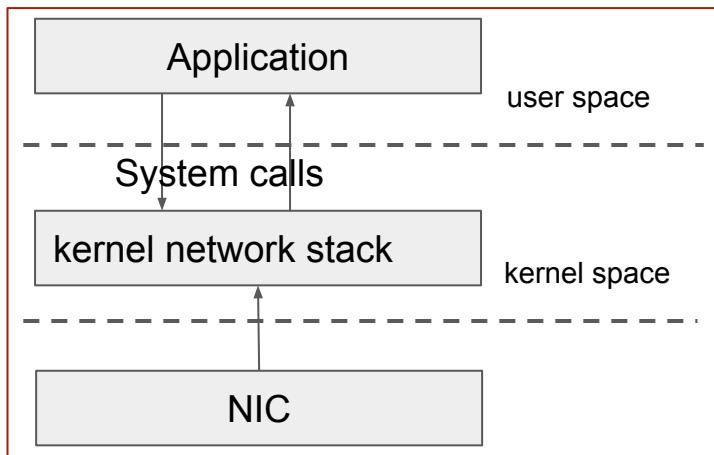


Fig. standard packets flow

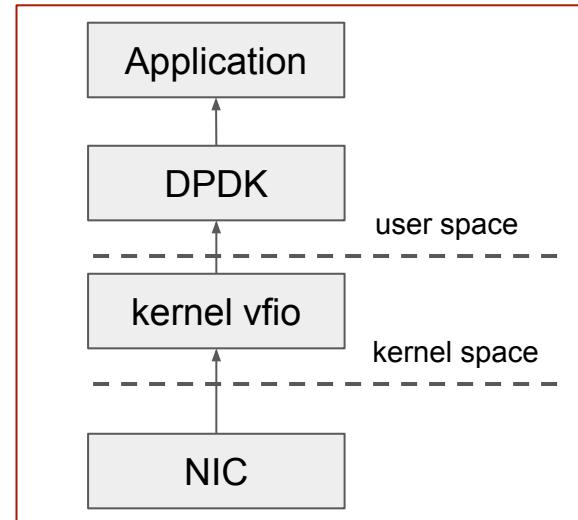
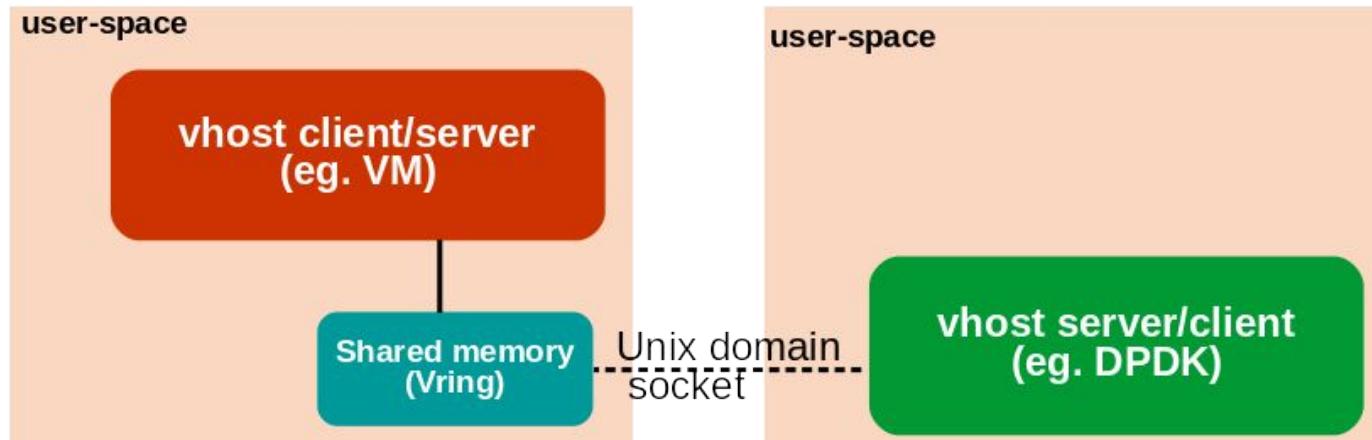


Fig. packets flow with dpdk

# How performance is improved? - vhost-user

vhost-user protocol allows qemu shares virtqueues with a user space process on the same host.



# How performance is improved? - Open vSwitch

Open vSwitch(OVS) is designed to be used as a vSwitch within virtualized server environments.

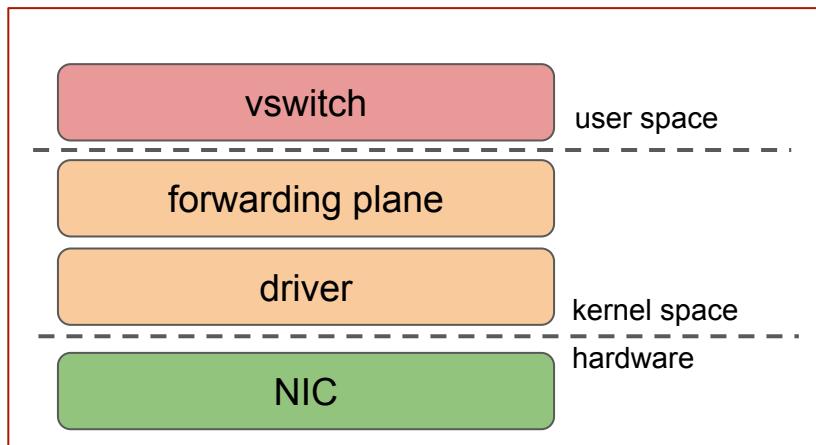


Fig. standard OVS

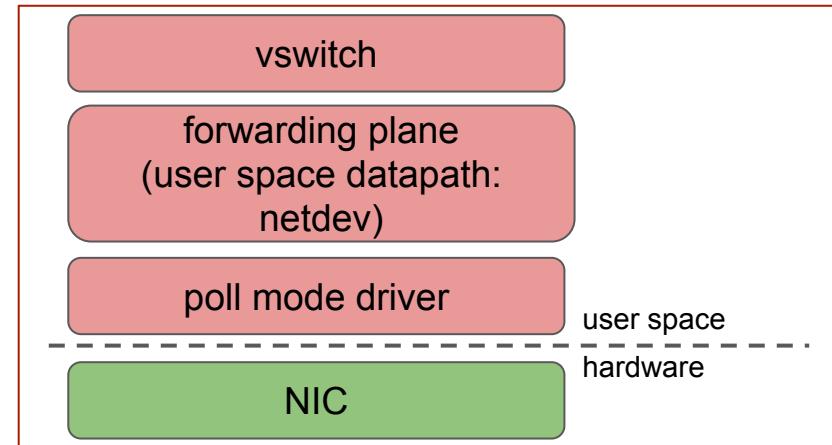


Fig. OVS with DPDK

# How performance is improved? - KVM-RT

Real-Time always keeps low latency, it's used for latency-sensitive workloads.

Real-Time KVM(RT-KVM) is the extension of KVM, it allows the VM to be real time operating system.

KVM-RT can be used in latency-sensitive VNFs.

# Peculiarities summary

(1) Handling network packets in user space during whole process.

(2) Polling thread.

(3) Hugepages.

(4) Cores isolation

- Isolated cores will only be used when explicitly setting.
- Pin vCPUs to individual cores

(5) Strict NUMA policy

- Cores and memory used should be same NUMA node with network device.



# How to config? - vhost-user socket

```
<cpu mode='host-passthrough' check='none'>
  <feature policy='require' name='tsc-deadline'/>
  <numa>
    <cell id='0' cpus='0-3' memory='8388608' unit='KiB' memAccess='shared'/>
  </numa>
</cpu>
```

```
<interface type='vhostuser'>
  <mac address='88:66:da:5f:dd:02' />
  <source type='unix' path='/tmp/vhostuser0.sock' mode='server' />
  <model type='virtio' />
  <driver name='vhost' />
  <address type='pci' domain='0x0000' bus='0x00' slot='0x03' function='0x0' />
</interface>
```

```
# ovs-vsctl add-port ovsbr0 vhost-user0 -- set Interface vhost-user0 type=dpkvhostuserclient
options:vhost-server-path=/tmp/vhostuser0.sock
```



# How to config? - hugepage

```
# cat /proc/cmdline  
BOOT_IMAGE=/vmlinuz-... default_hugepagesz=1G  
  
# lscpu  
Flags: ... pdpe1g ...
```

```
<memoryBacking>  
  <hugepages>  
    <page size='1048576' unit='KiB' nodeset='0' />  
  </hugepages>  
  <locked/>  
</memoryBacking>
```

# How to config? - isolate cores

## In normal kernel environment:

Install package: tuned-profiles-cpu-partitioning

Kernel line:

```
# cat /proc/cmdline
BOOT_IMAGE=/vmlinuz-... skew_tick=1
nohz=on
nohz_full=1,3,5,7,9,11,13,15,17,19,21,23,25,2
7,29,31,30,28,26,24,22,20,18,16
rcu_nocbs=1,3,5,7,9,11,13,15,17,19,21,23,25,
27,29,31,30,28,26,24,22,20,18,16
tuned.non_isolcpus=00005555
intel_pstate=disable nosoftlockup
```

## In real time environment:

Install package: tuned-profiles-nfv-host/guest

```
# cat /proc/cmdline
BOOT_IMAGE=/vmlinuz-... skew_tick=1
isolcpus=1,3,5,7,9,11,13,15,17,19,21,23,25,27,2
9,31,30,28,26,24,22,20,18,16 nohz=on
nohz_full=1,3,5,7,9,11,13,15,17,19,21,23,25,27,
29,31,30,28,26,24,22,20,18,16
rcu_nocbs=1,3,5,7,9,11,13,15,17,19,21,23,25,2
7,29,31,30,28,26,24,22,20,18,16
intel_pstate=disable nosoftlockup
```

# How to config? - NUMA policy

```
# hwloc-ls  
Machine (64GB total)  
NUMANode L#0 (P#0 32GB)  
...  
NUMANode L#1 (P#1 32GB)  
...  
PCIBridge  
PCI 8086:1528  
Net L#7 "p1p1"  
PCI 8086:1528  
Net L#8 "p1p2"
```

Intel X540-AT2 10G Card

```
<vcpu placement='static'>4</vcpu>  
<cputune>  
    <vcpu pin vcpu='0' cpuset='31' />  
    <vcpu pin vcpu='1' cpuset='29' />  
    <vcpu pin vcpu='2' cpuset='27' />  
    <vcpu pin vcpu='3' cpuset='25' />  
    <emulatorpin cpuset='18,20' />  
</cputune>  
<numatune>  
    <memory mode='strict' nodeset='1' />  
</numatune>
```

```
# ovs-vsctl set Open_vSwitch . other_config:pmd-cpu-mask=0xAA (cores 1,3,5,7)
```



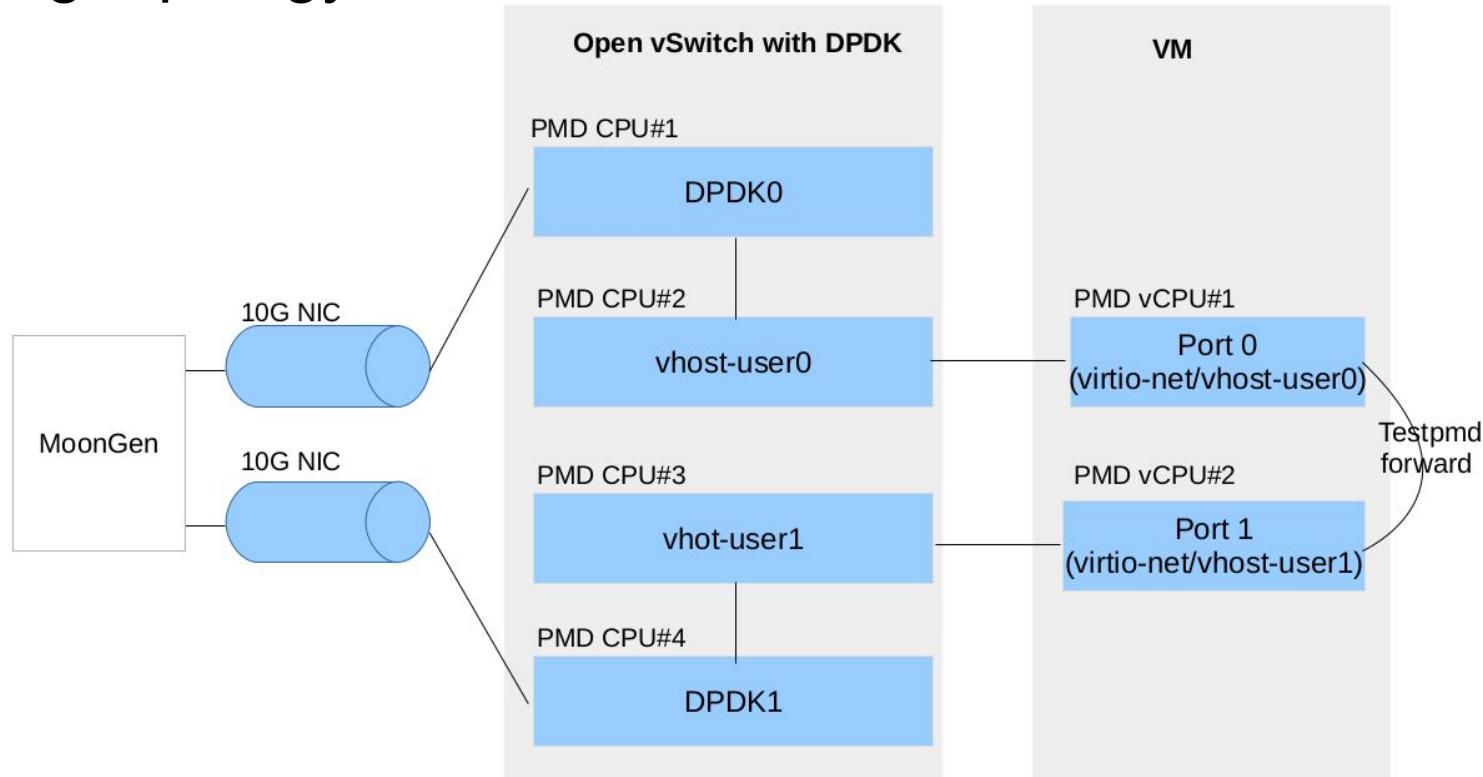
# How to config? - kvm-rt

```
<cputune>
  <vcpu pin vcpu='0' cpuset='30' />
  <vcpu pin vcpu='1' cpuset='31' />
  <emulatorpin cpuset='2,4,6,8,10' />
  <b><vcpusched vcpus='0' scheduler='fifo' priority='1' />
    <vcpusched vcpus='1' scheduler='fifo' priority='1' />
</cputune>
```

- Install kernel-rt/kernel-rt-kvm
- Use tuned-profiles-nfv/tuned-profiles-realtime
- Set fifo:1 priority



# Testing topology



Note: Using individual core for each port.  
(6 cores in this example )

Fig. vhost-user single queue



### 3.Improve network performance

- (1) Using multiple queues to improve throughput
- (2) Using tuned-cpu-partitioning to get 0-loss packets and lower L2 network latency
- (3) Using KVM-RT to get lower cyclictest latency

# Higher throughput - multiple queues(1/2)

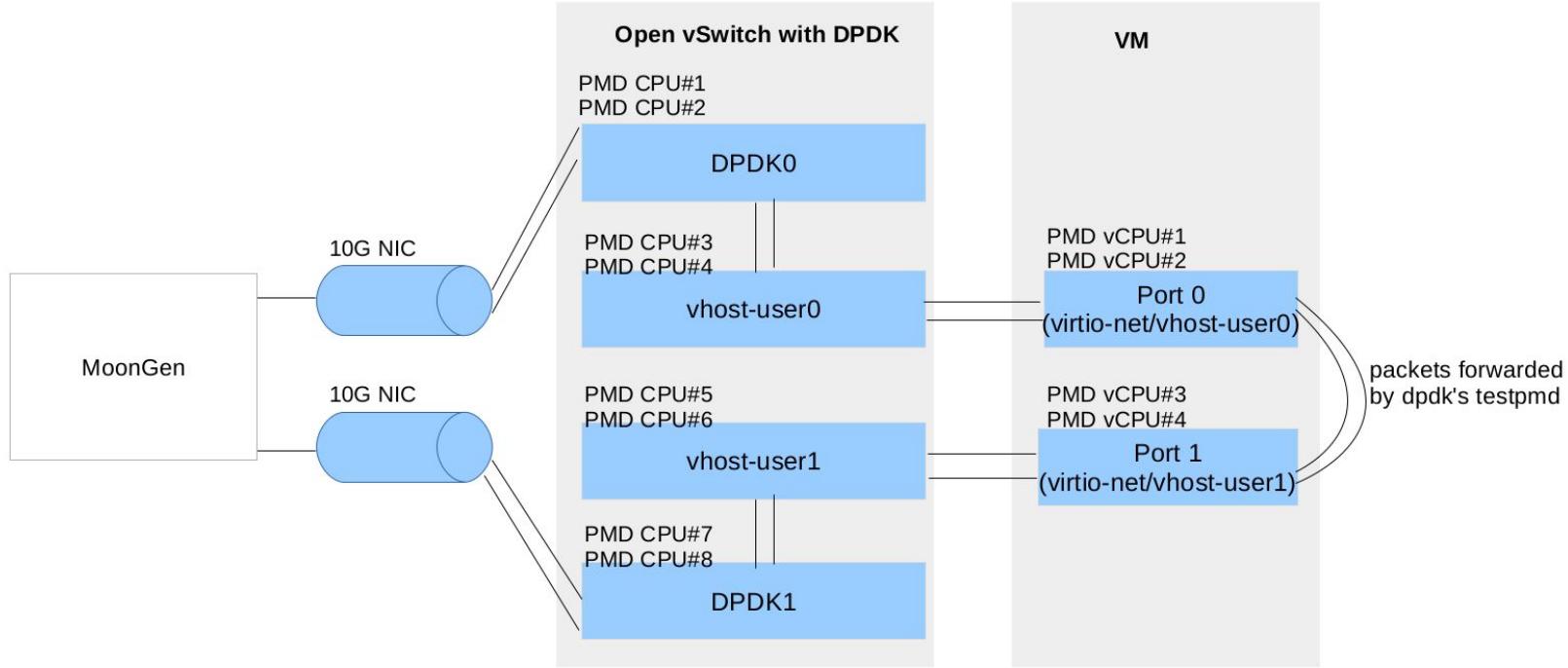


Fig. vhost-user 2 queues

**Cores Number = Ports \* Queues**

Note: Using individual core for each port each queue. (12 cores in this example)



# Higher throughput - multiple queues(2/2)

## Open vSwitch for 2 queues:

```
ovs-vsctl set Open_vSwitch . other_config:pmd-cpu-mask=0xAAAA(1,3,5,7,9,11,13,15)
ovs-vsctl set Interface dpdk0 options:n_rxq=2
ovs-vsctl set Interface dpdk1 options:n_rxq=2
```

## VM for 2 queues:

```
<interface type='vhostuser'>
  <mac address='88:66:da:5f:dd:02' />
  <source type='unix' path='/var/run/openvswitch/vhost-user0' mode='client' />
  <model type='virtio' />
  <driver name='vhost' queues='2' />
  <address type='pci' domain='0x0000' bus='0x00' slot='0x03' function='0x0' />
</interface>
```



# 4. Show Results

(1) Multiple queues has better throughput

**Single queue: 13.02Mpps (43.75% of line rate 14.88Mpps)**

**Two queues: 21.13Mpps (71% of line rate 14.88Mpps)(Better)**

Testing Environment:

- Platform: Red Hat Enterprise Linux 7
- Traffic Generator: MoonGen
- Acceptable Loss: 0.002%
- Frame Size: 64Byte
- Bidirectional: Yes
- Validation run time: 30s
- CPU: Intel(R) Xeon(R) CPU E5-2650 v3 @ 2.30GHz
- NIC: 10-Gigabit X540-AT2



(2) tuned-cpu-partitioning has better 0-loss throughput and L2 network latency

### Throughput:

- no cpu-partitioning throughput: 21.13 (0.000718% loss)
- cpu-partitioning throughput: **21.31(0 loss)(Better)**

### L2 network latency

- no tuned-cpu-partitioning latency: 1242.073us
- cpu-partitioning latency: **37us(Better)**

### Testing Environment:

- Platform: Red Hat Enterprise Linux 7
- Traffic Generator: MoonGen
- Running time: 12 hours
- Frame Size: 64Byte
- Bidirectional: Yes
- CPU: Intel(R) Xeon(R) CPU E5-2650 v3 @ 2.30GHz
- NIC: 10-Gigabit X540-AT2



### (3) kvm-rt has better cyclictest latency results

**non-rt: max cyclictest latency: 00616us**

**kvm-rt: max cyclictest latency: 00018us(Better)**

Testing Environment:

- Platform: Red Hat Enterprise Linux 7
- Testing method: cyclictest



# Q&A



# Thanks!

