



Performance Modeling of Softwarized Network Functions using Discrete-Time Analysis*

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Available: http://www.comnet.informatik.uni-wuerzburg.de/staff/members/steffen_gebert/



<http://www.sendate.eu/sendate-planets/>

GEFÖRDERT VOM



Bundesministerium
für Bildung
und Forschung

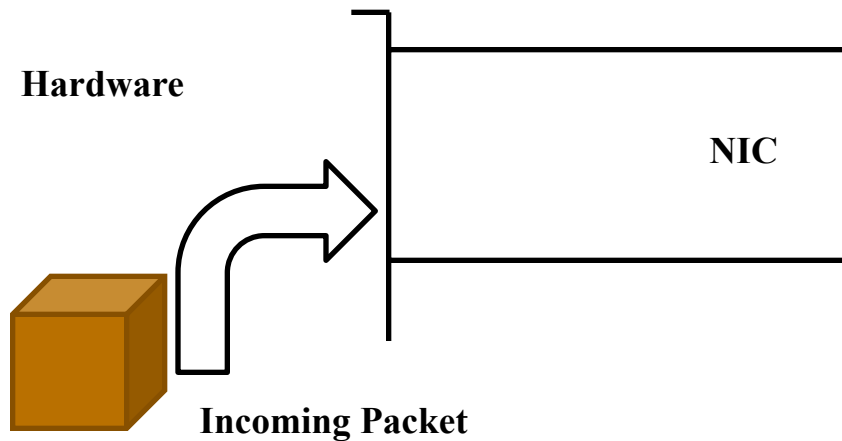
Motivation

- ▶ NFV moves network functions from ASICs to server hardware
 - “optimized devices” vs. ”standard devices”
 - What are the performance implications?
- ▶ Performance optimization techniques
 - Tuning of networking stack
 - Tuning of network interface cards (NIC)
 - Packet processing frameworks (netmap, DPDK and friends)
 - Hardware offloading
- ▶ How can we estimate (good and bad) effects on network traffic?
 - Measurement / benchmarking
 - Analytical modeling

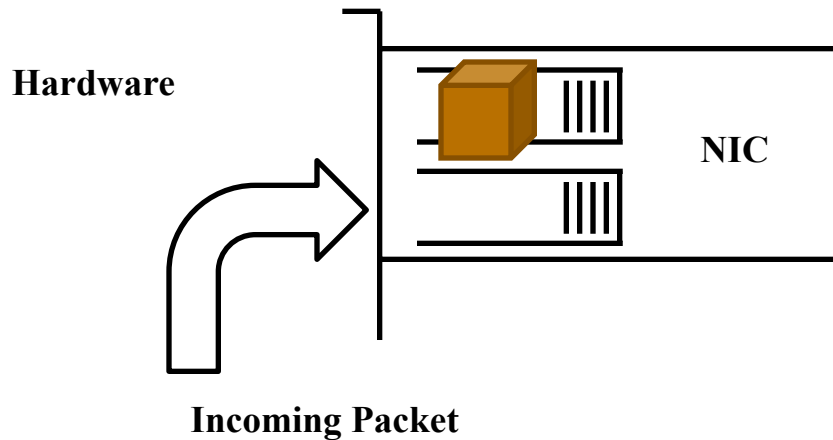
Packet Processing in an x86 System

LIFE OF A PACKET

“Life of a Packet”



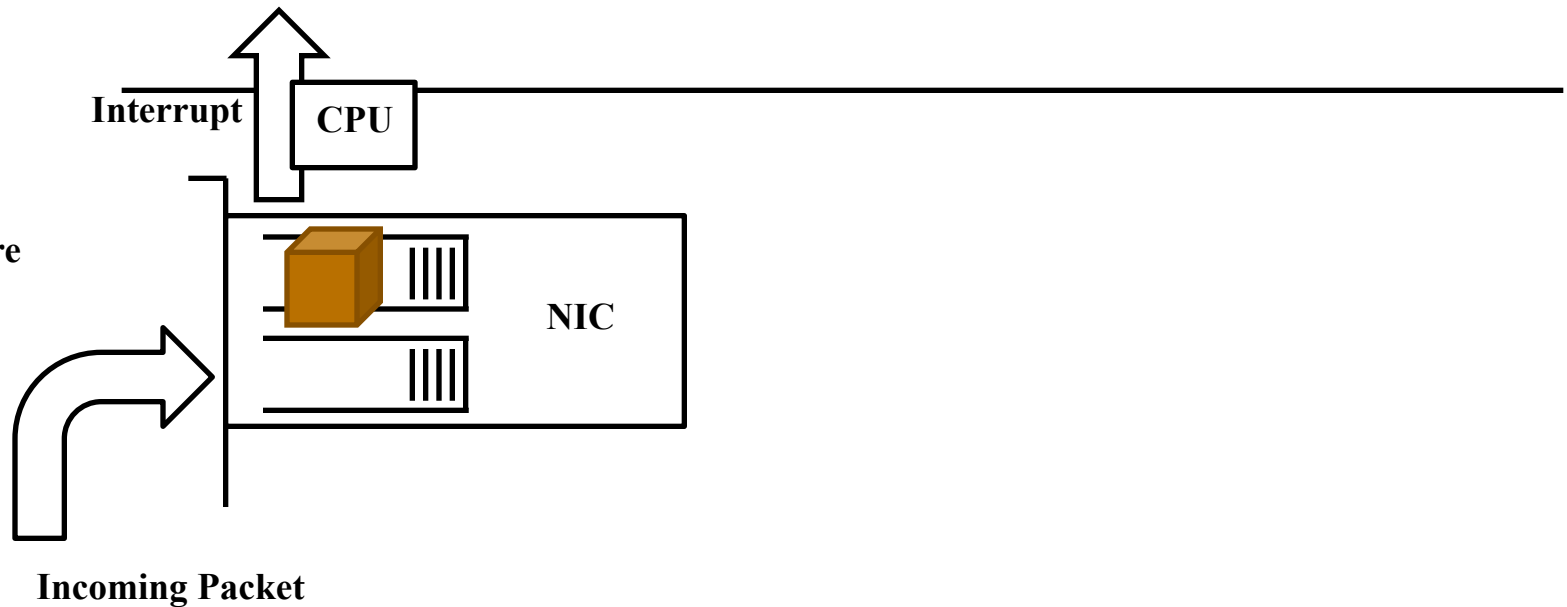
“Life of a Packet”



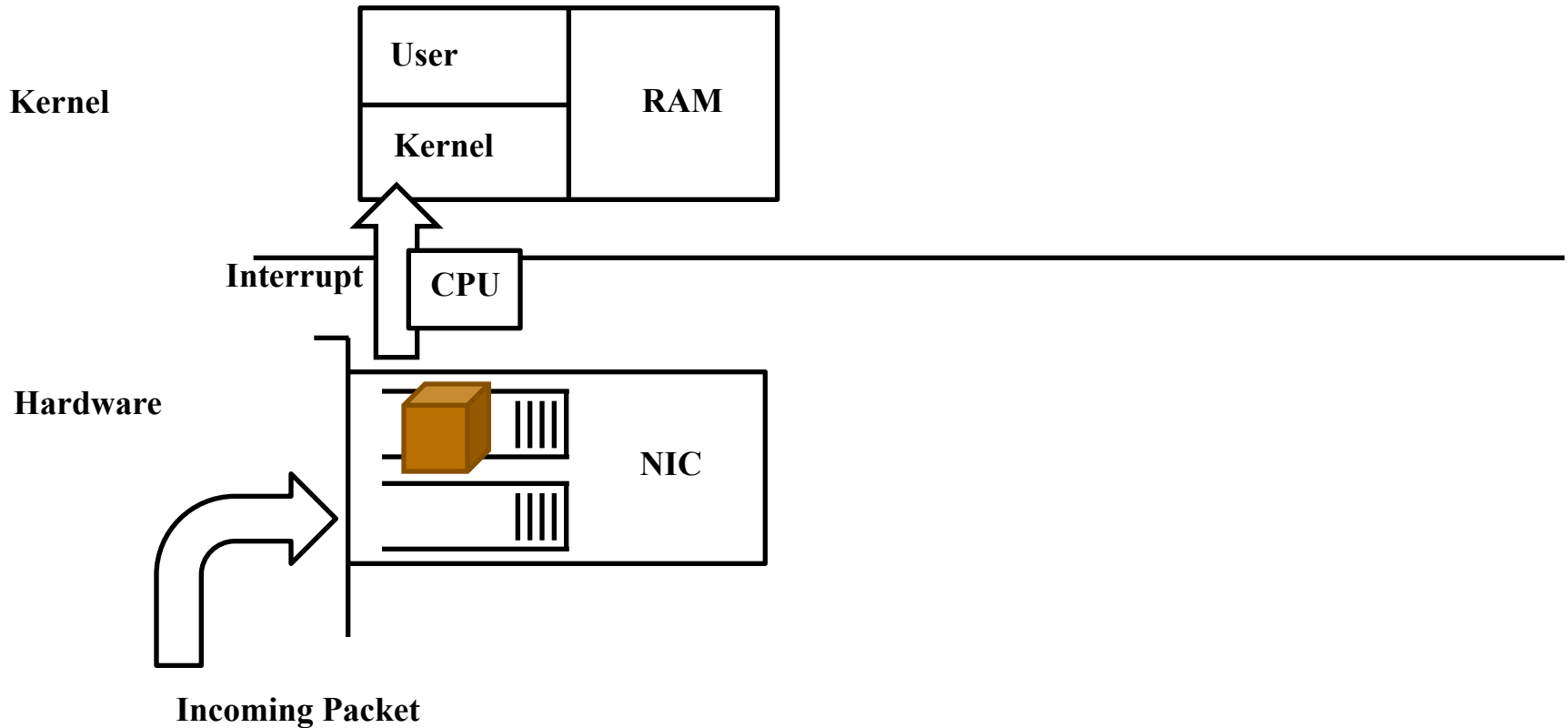
“Life of a Packet”

Kernel

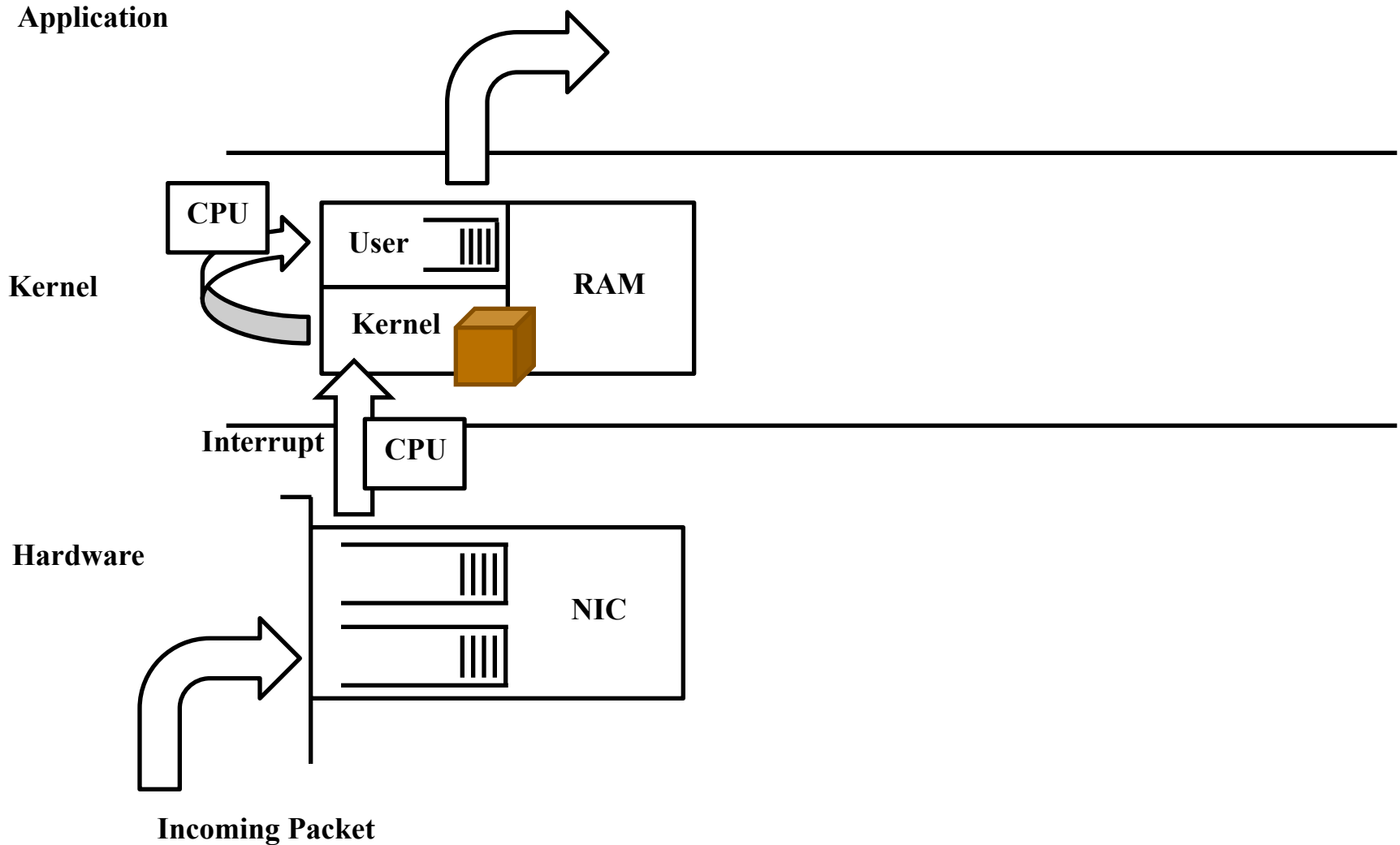
Hardware



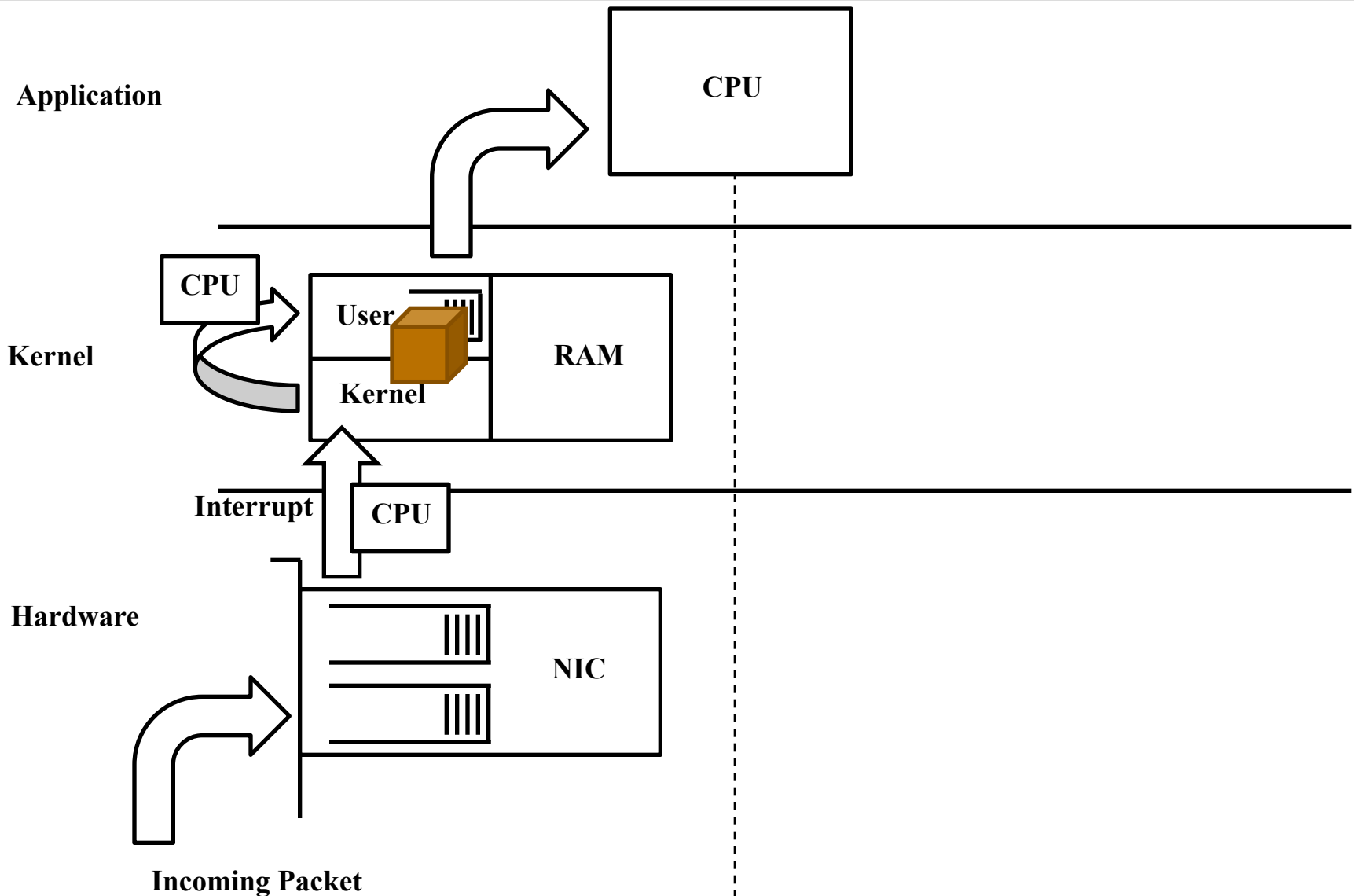
“Life of a Packet”



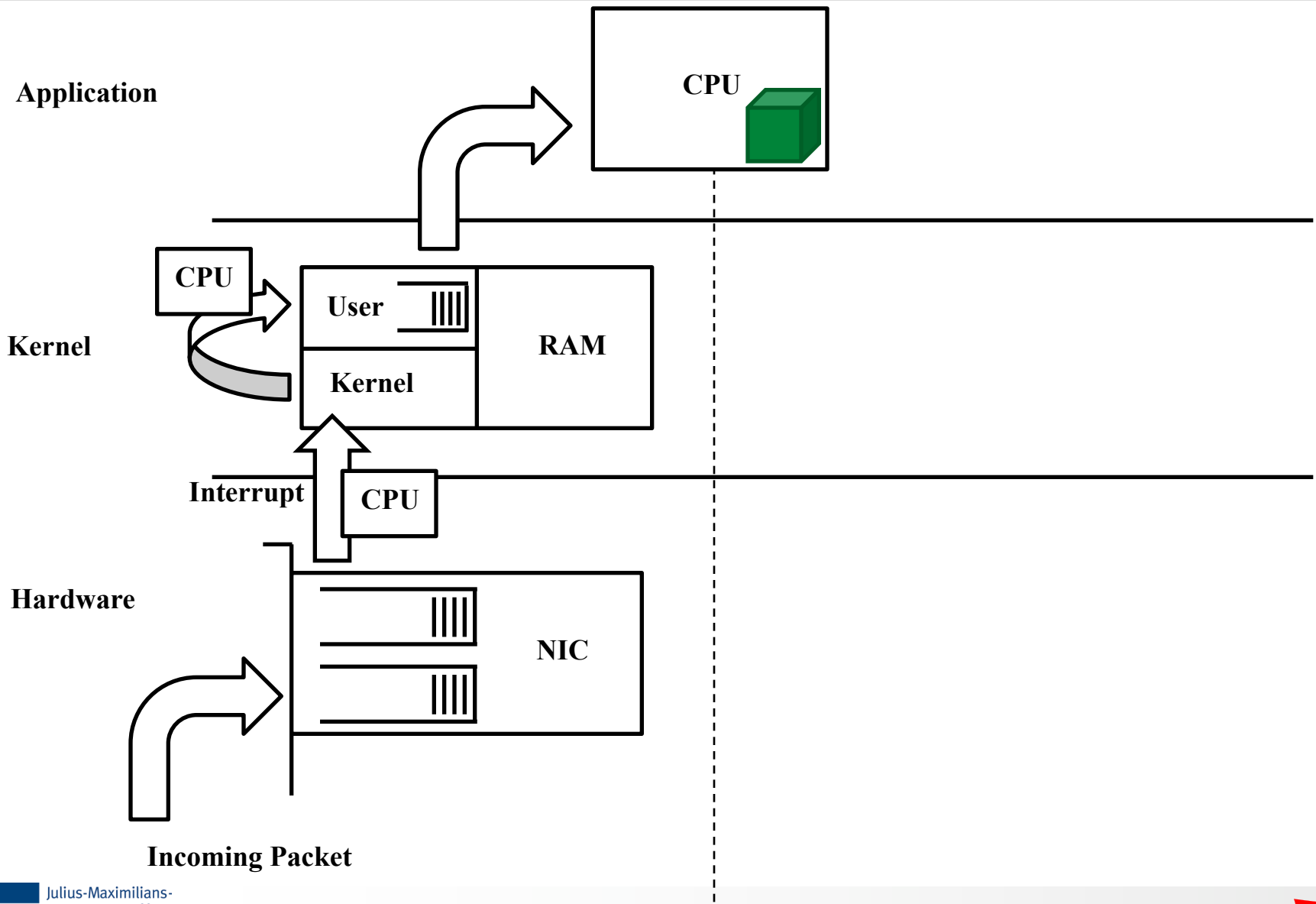
“Life of a Packet”



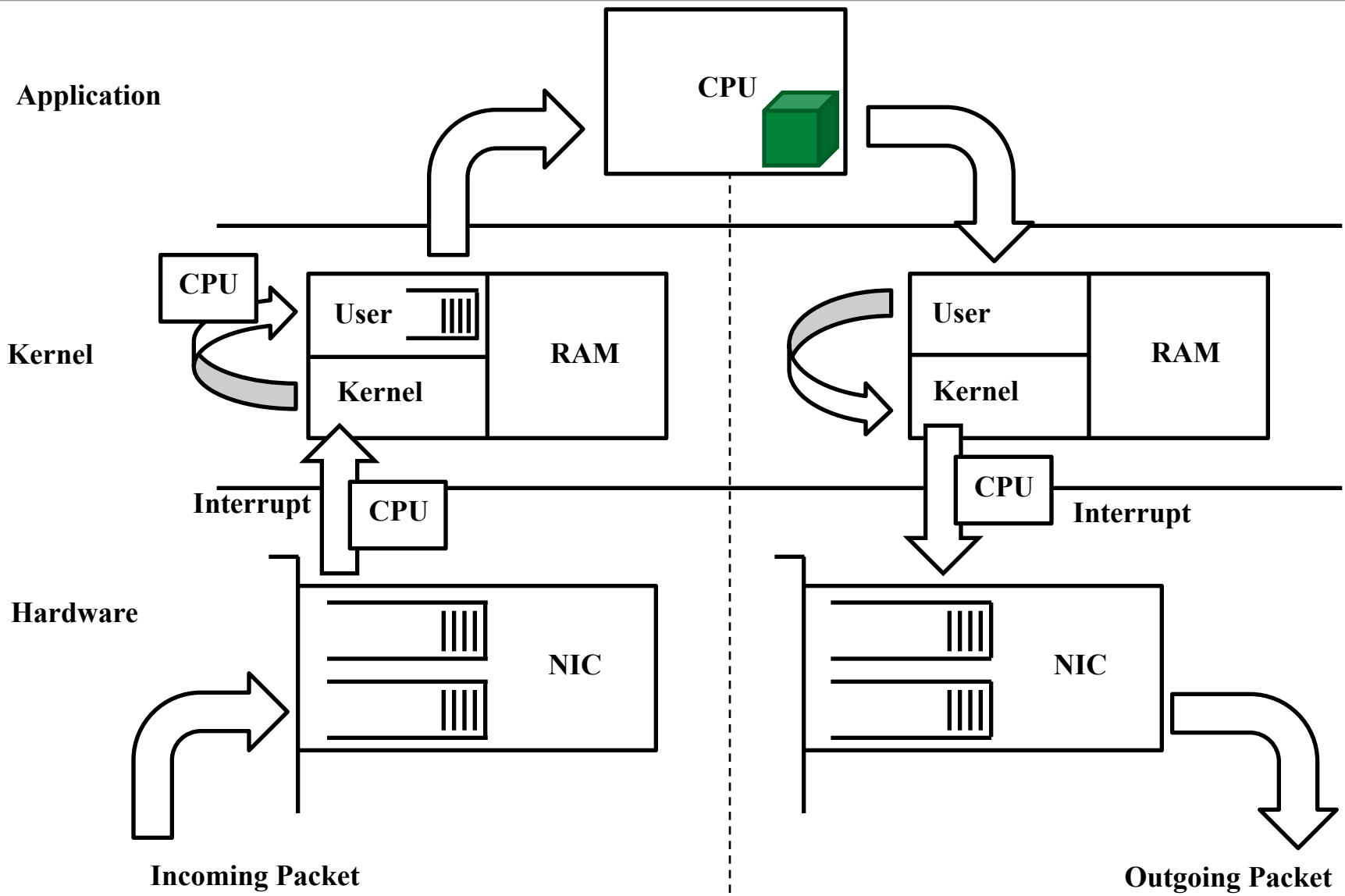
“Life of a Packet”



“Life of a Packet”

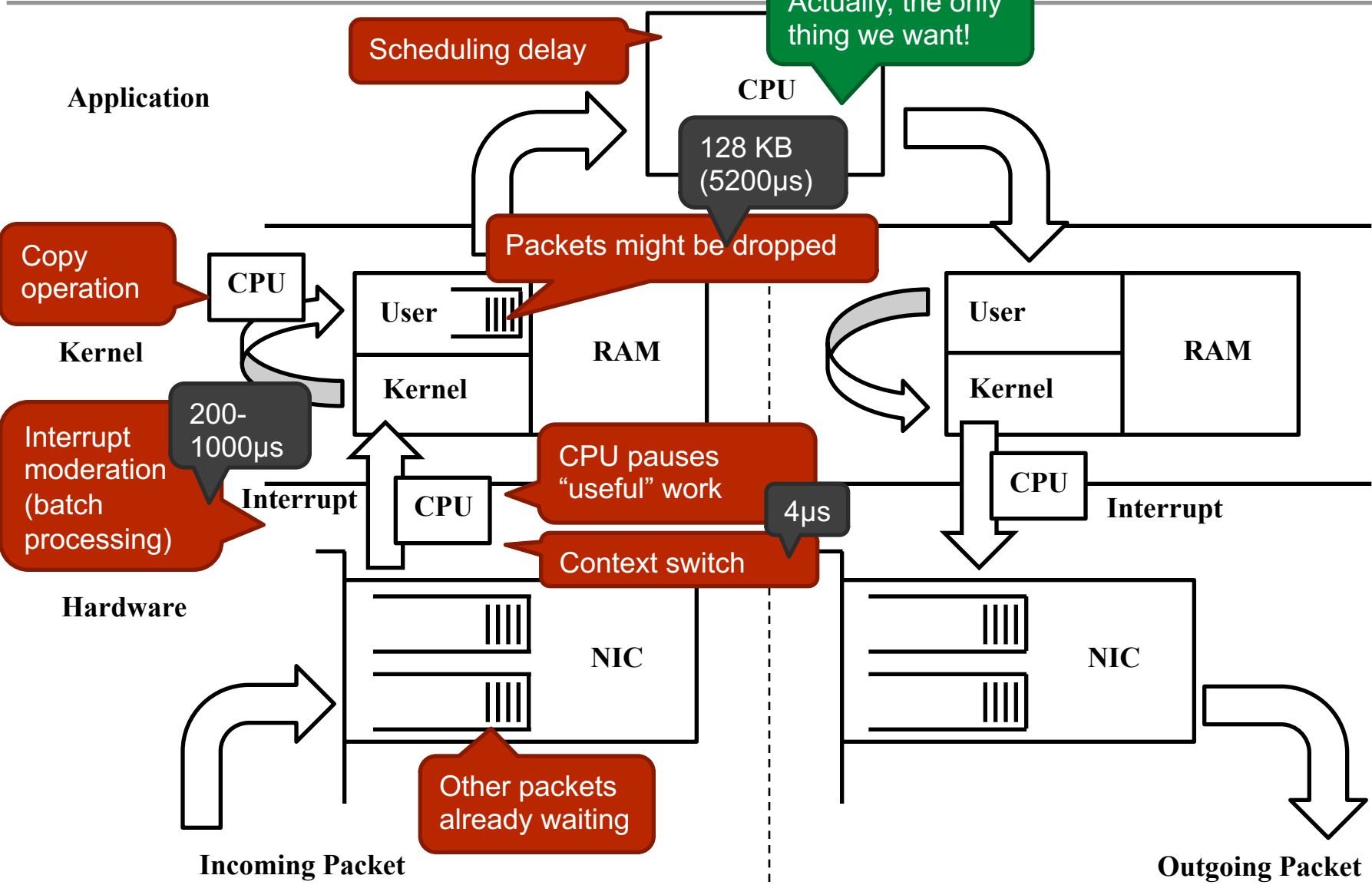


“Life of a Packet”



Overhead & Queueing 8μs

Actually, the only thing we want!

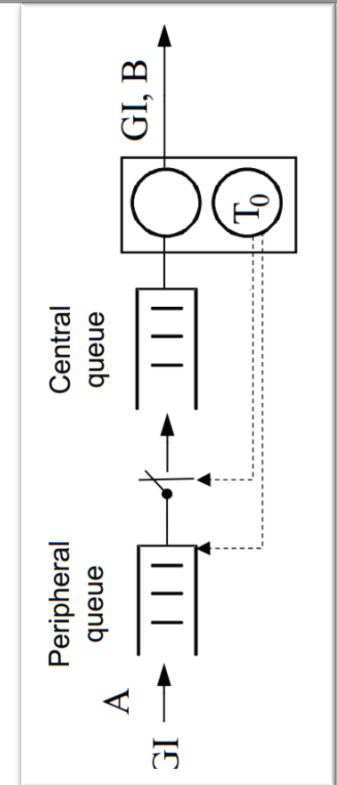
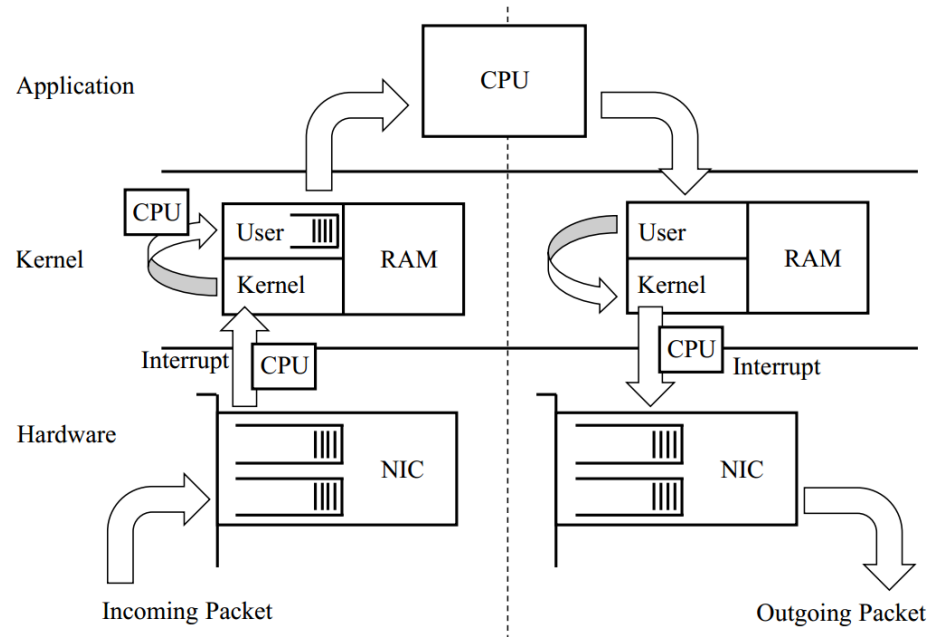


Can we derive an

ANALYTICAL MODEL?

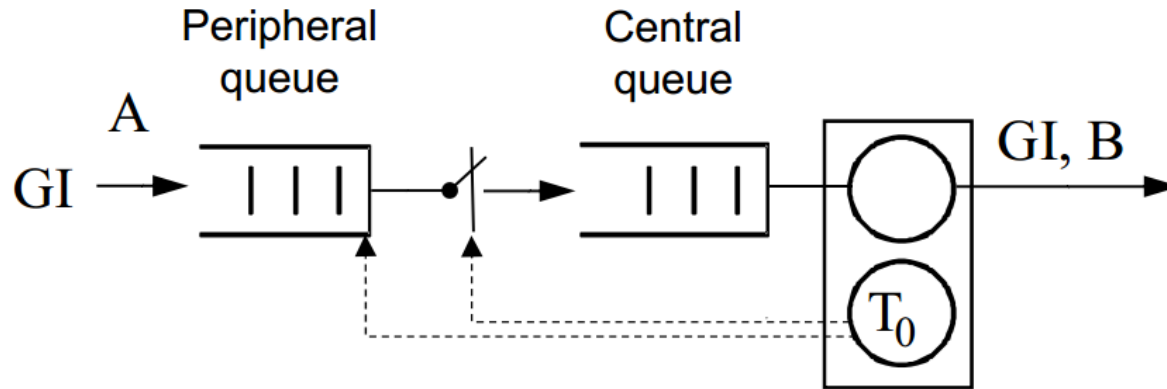
Packet Processing in a Server

▶ Abstractions welcome!



- ▶ Interrupt moderation: Packet aggregation at NIC queue
- ▶ Interrupt triggers copy operation to kernel space
- ▶ Copy operation to user space memory
- ▶ Packets stored in buffer before application requests them from OS

Queueing Model



- ▶ Packet arrivals follow an arbitrary distribution A
- ▶ Peripheral queue (NIC) with infinite size
- ▶ Batch processing of packets
 - First packet after a batch transfer initiates timer τ (fixed interval length¹)
- ▶ Central queue (CPU / SW) modeled as a $GI^{[X]}/GI/1 - S$ system

1) `ethtool -C rx-usecs 1000`

Peripheral Queue (NIC) – Model

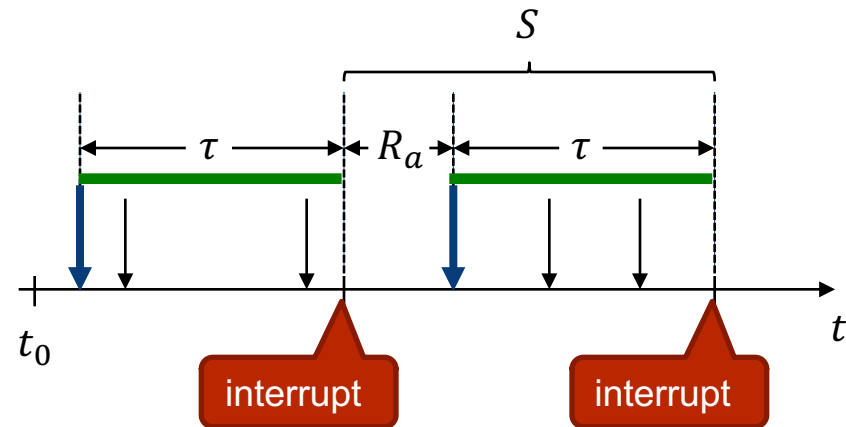
► Batch interarrival time s

- $s(k) = r_a(k) * \tau(k) * o(-k)$

recurrence time
of packet arrival

aggregation
interval

interrupt
overhead



Peripheral Queue (NIC) – Model

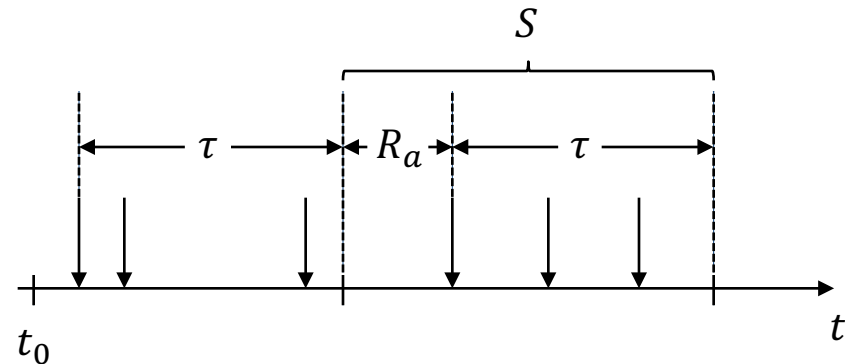
▶ Batch interarrival time s

- $s(k) = r_a(k) * \tau(k) * o(-k)$

recurrence time of packet arrival

aggregation interval

interrupt overhead



▶ Waiting time distribution of i -th packet w_i

sweep operator

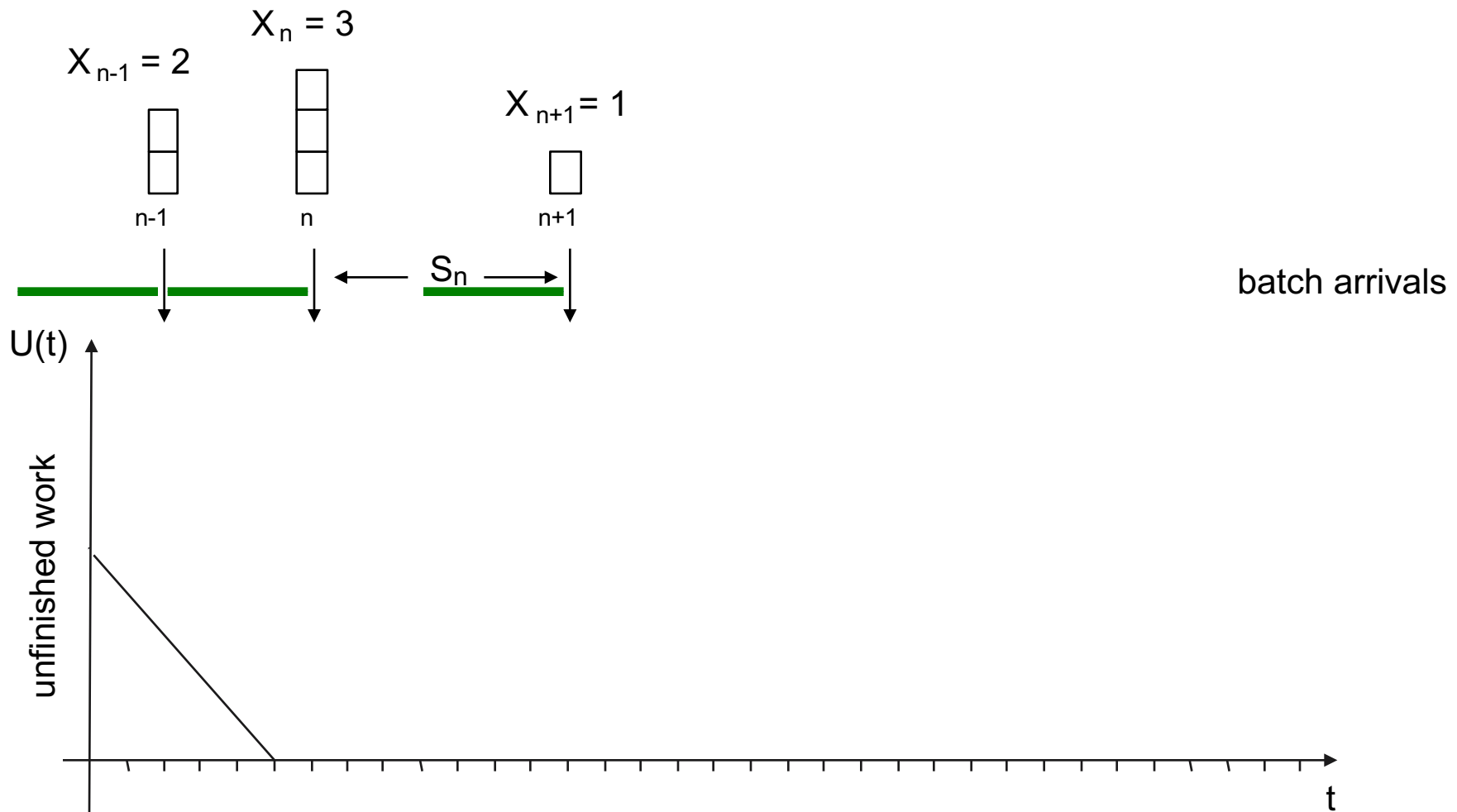
aggregation interval

packet inter-arrival

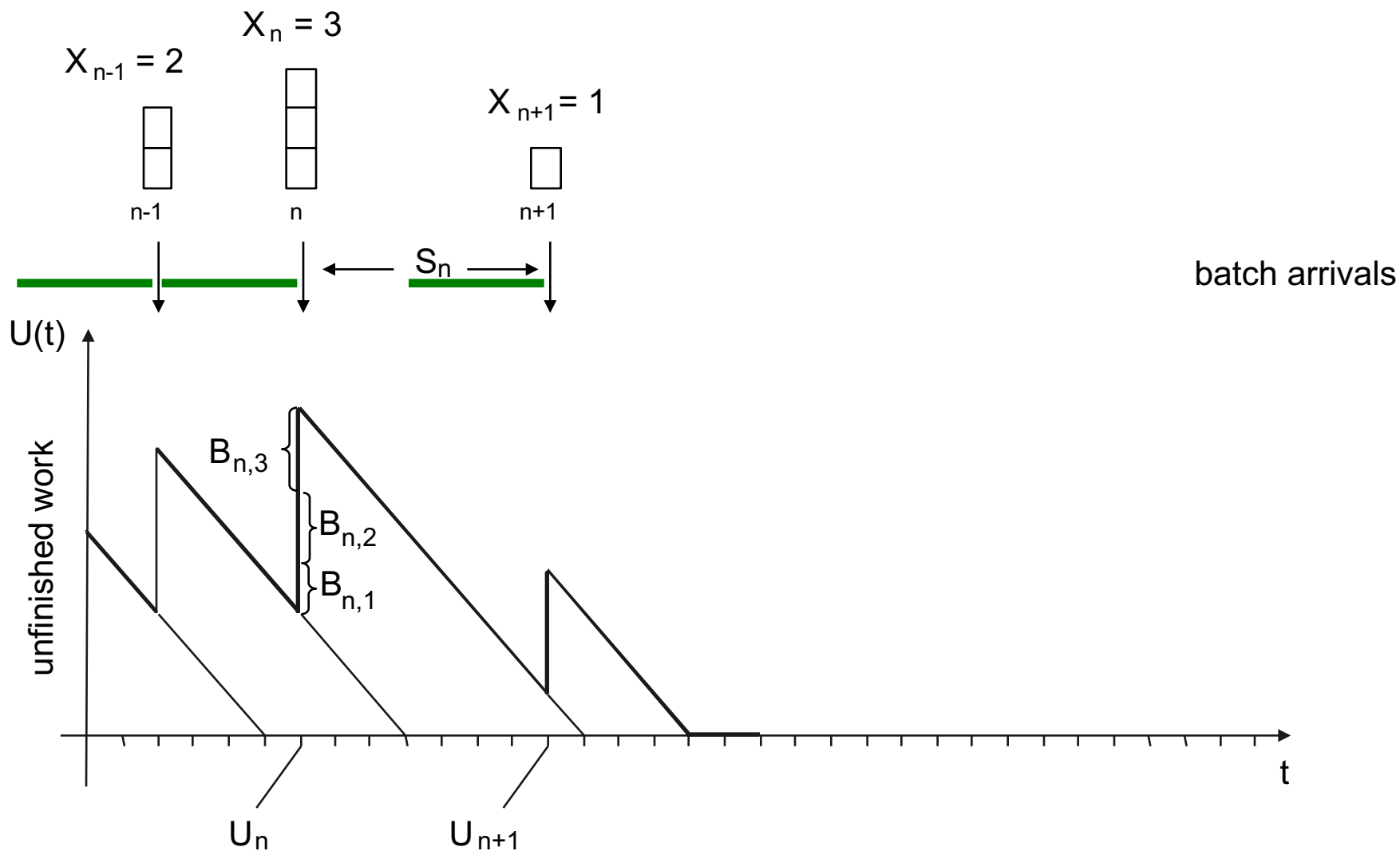
- $w_i(k) = \pi_0 [\tau(k) * \underbrace{a(-k) * \dots * a(-k)}_{(i-1) \text{ times}}]$

- The first packet in a batch initiates the aggregation interval
- The later a packet arrives during an interval, the shorter its waiting time

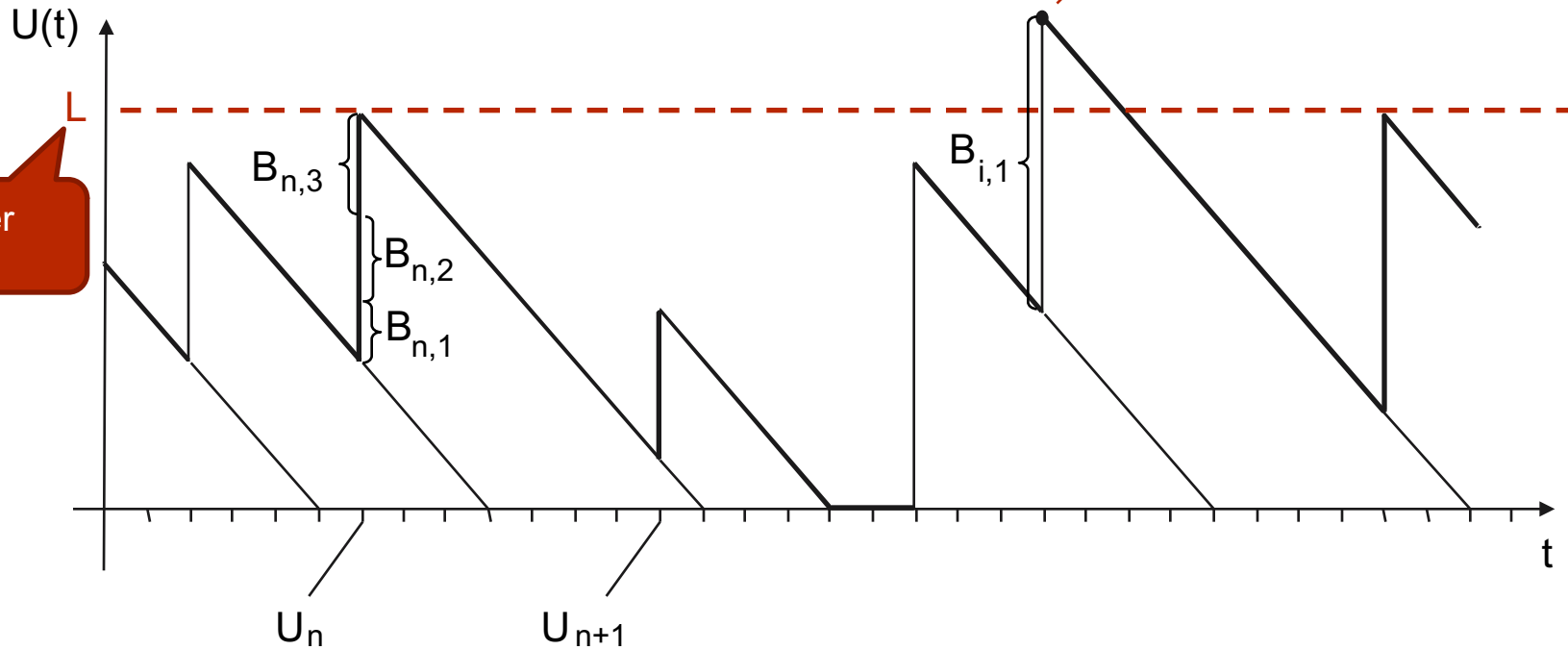
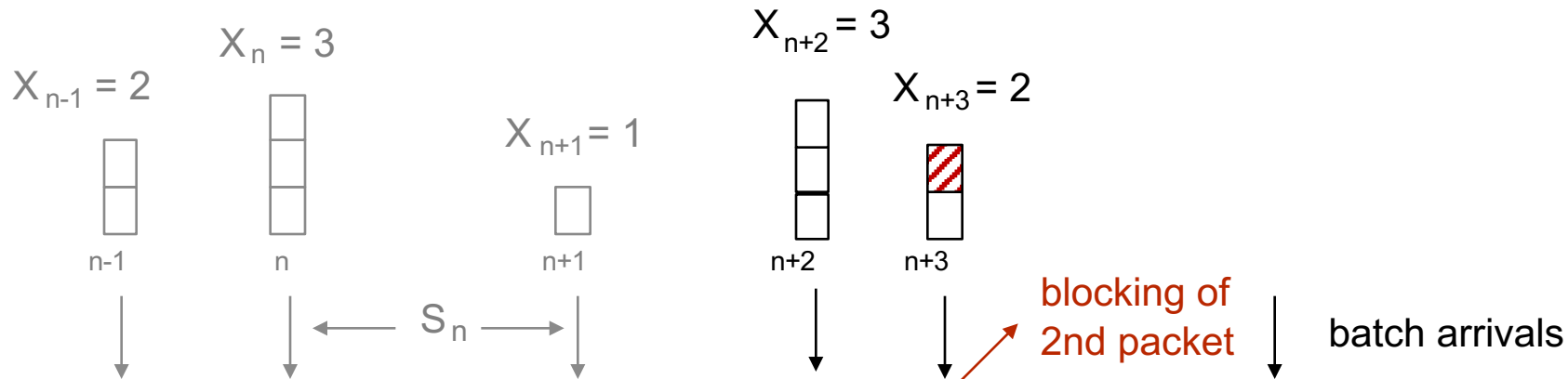
Central Queue – Exemplary Development



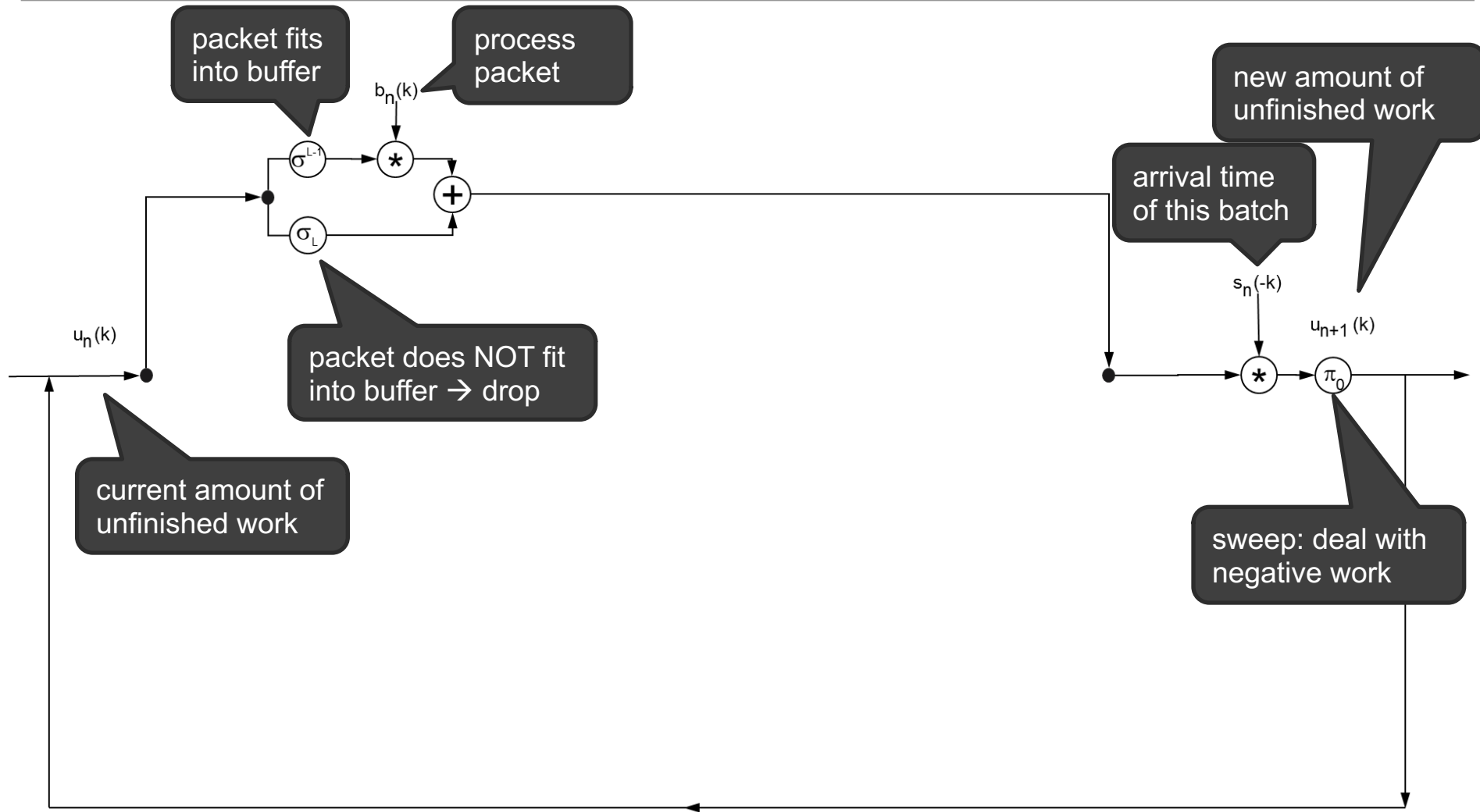
Central Queue – Exemplary Development



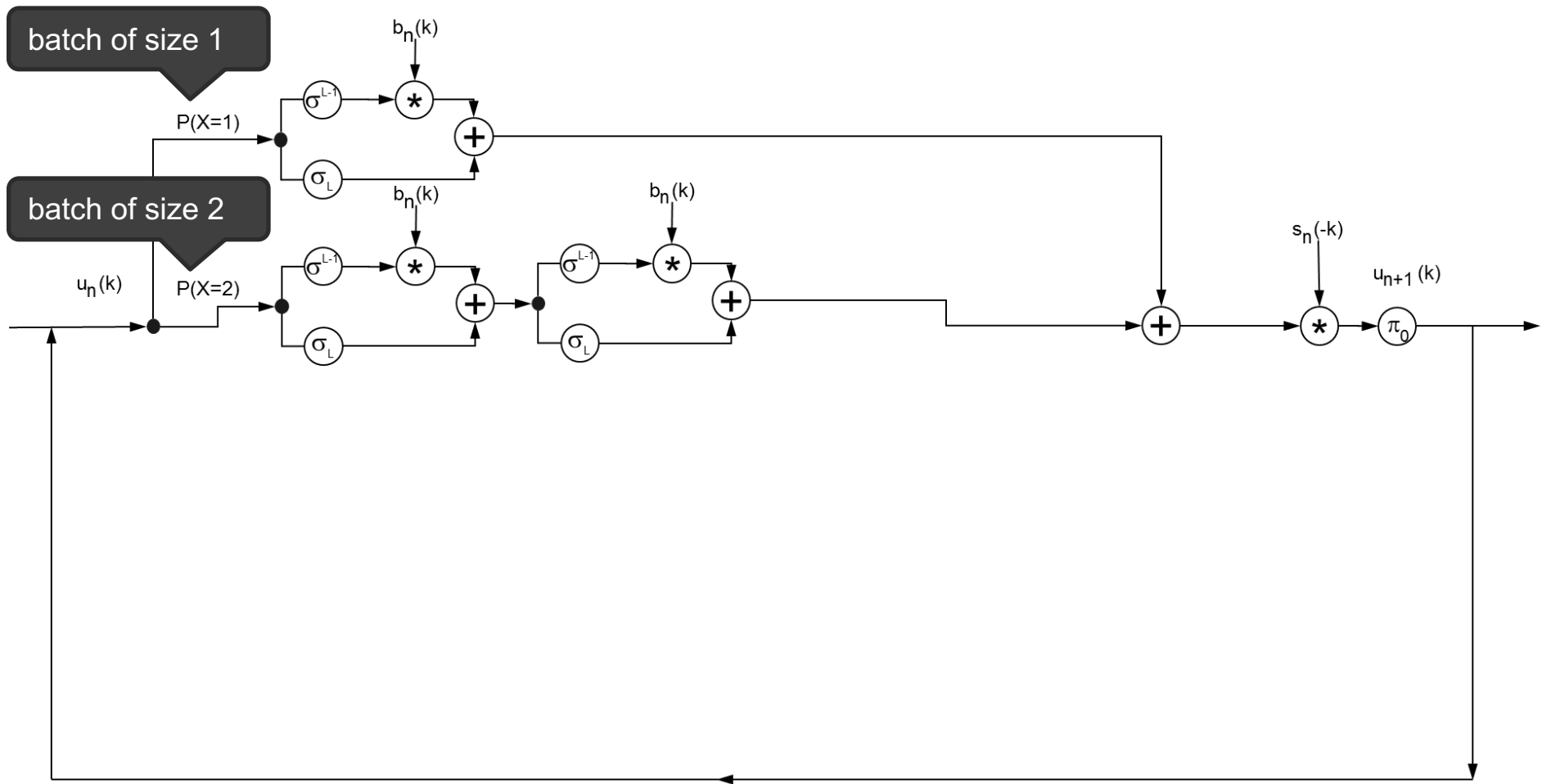
Central Queue – Exemplary Development



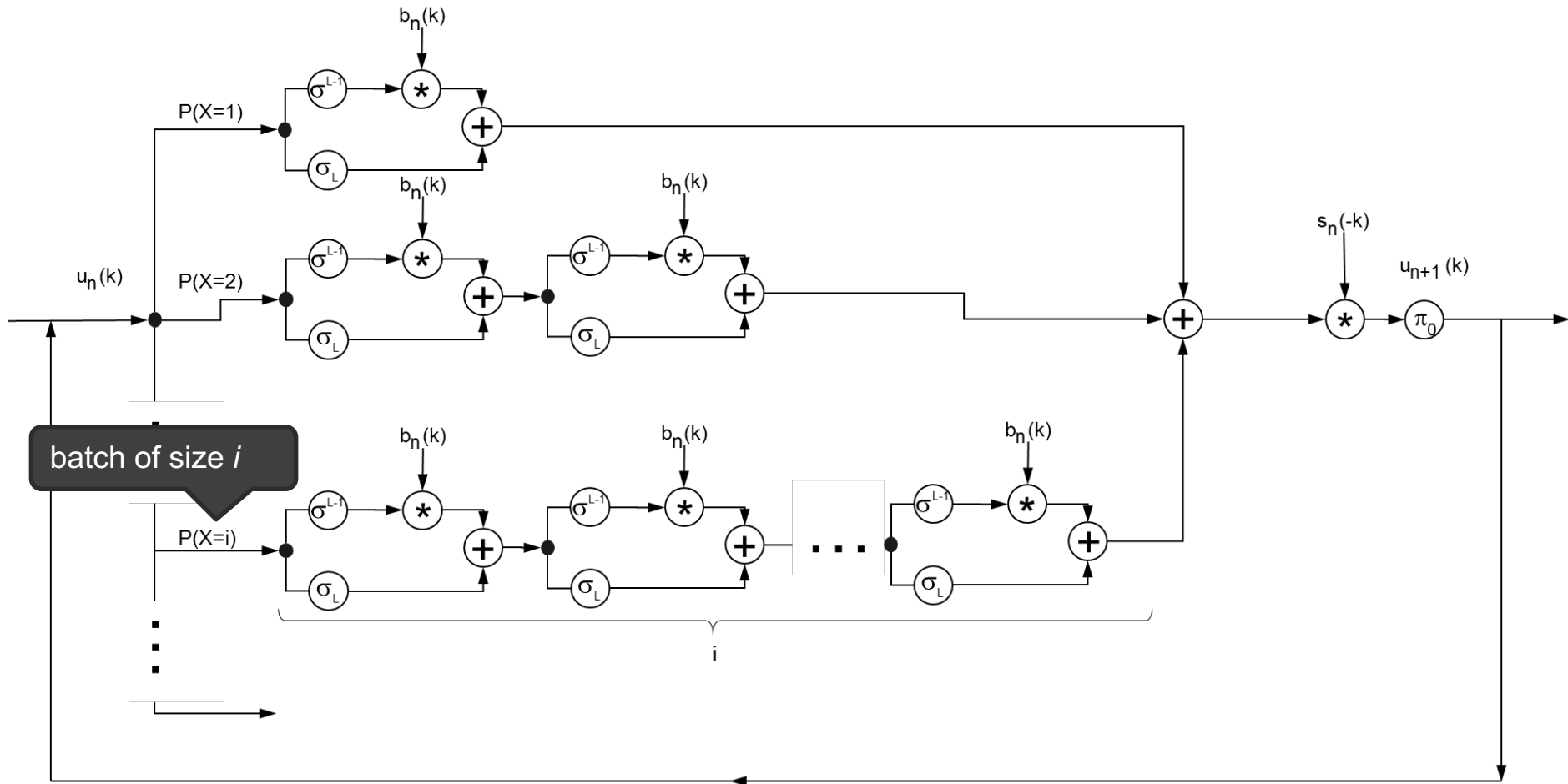
Central Queue – Computational Diagram



Central Queue – Computational Diagram



Central Queue – Computational Diagram



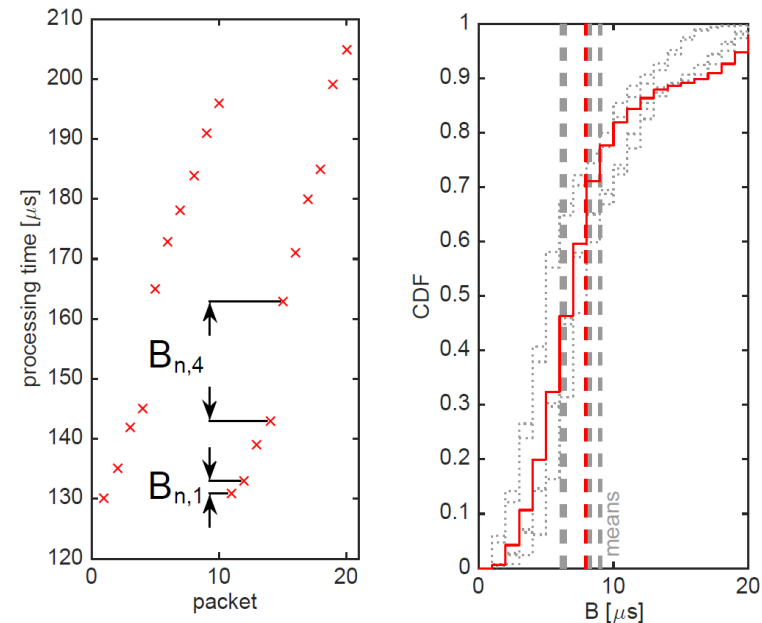
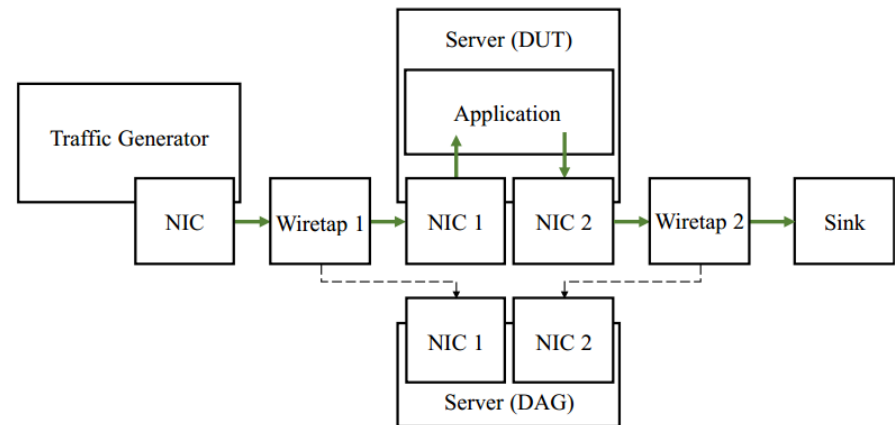
- In case of stationary system: $U = \lim_{n \rightarrow \infty} U_n$

Applicability of the Model

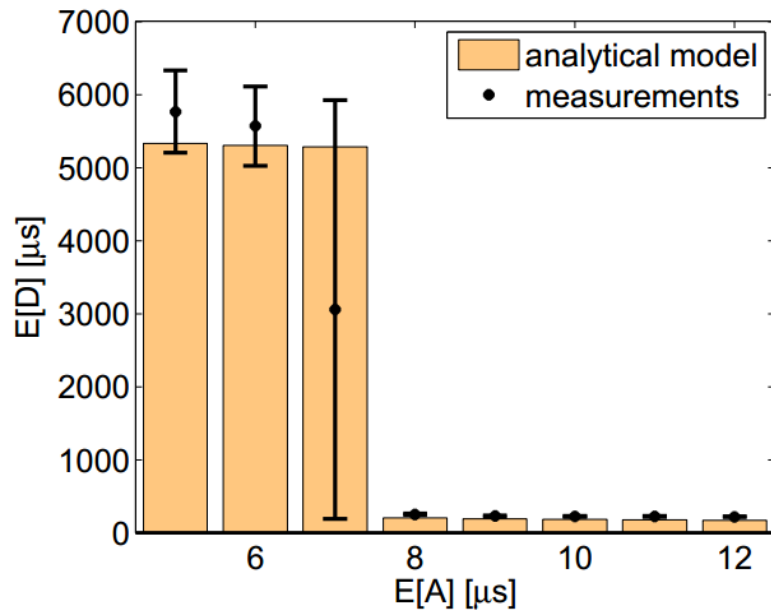
VALIDATION

Testbed Setup and Service Time Distributions

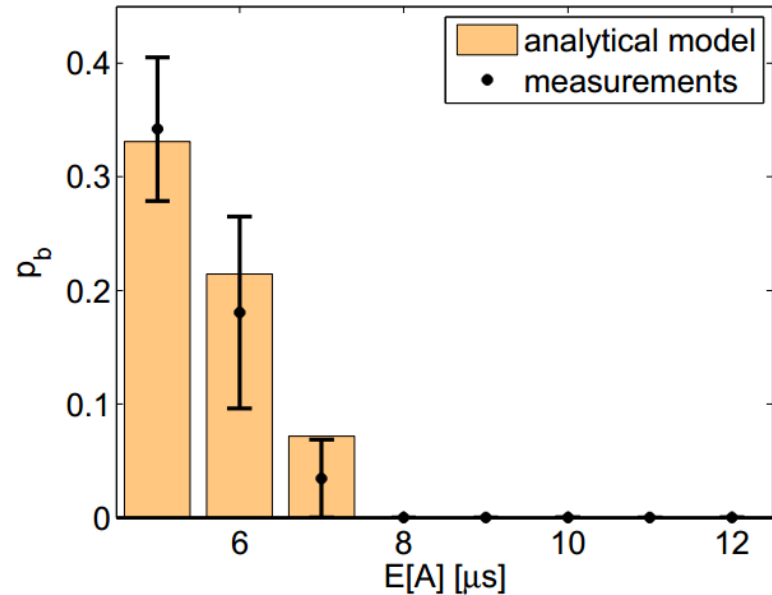
- ▶ Local testbed to
 - Measure service times
 - Check applicability of derived model
- ▶ Service time measurements
 - Generation of GTP-U packets every $100 \mu\text{s}$
 - Aggregation interval length $\tau = 1\text{ms}$
 - Timestamps captures with *tcpdump*
 - Several repetitions to explore variability



Applicability of the Model



Average processing times.



Packet loss.

► Processing times

- Overlap between measurements and model for $E[A] < 8\mu\text{s}$
- Only slight difference for $E[A] \geq 8\mu\text{s}$

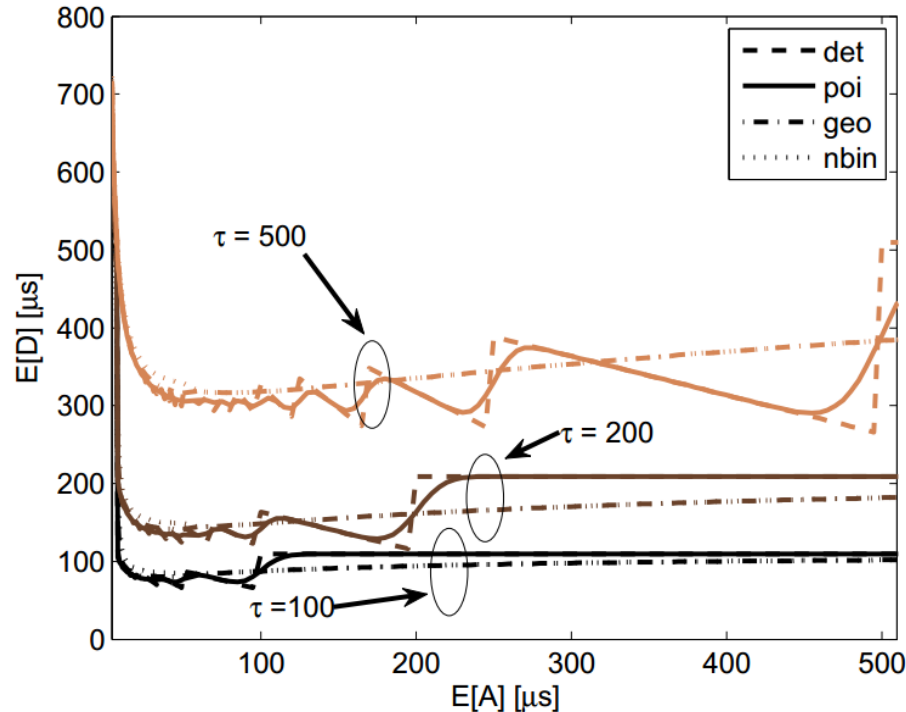
► Packet loss

- Overlap in all cases except for $E[A] = 7\mu\text{s} \rightarrow$ Transition to overload

Influence of

SYSTEM PARAMETERS

Influence of System Parameters on Performance

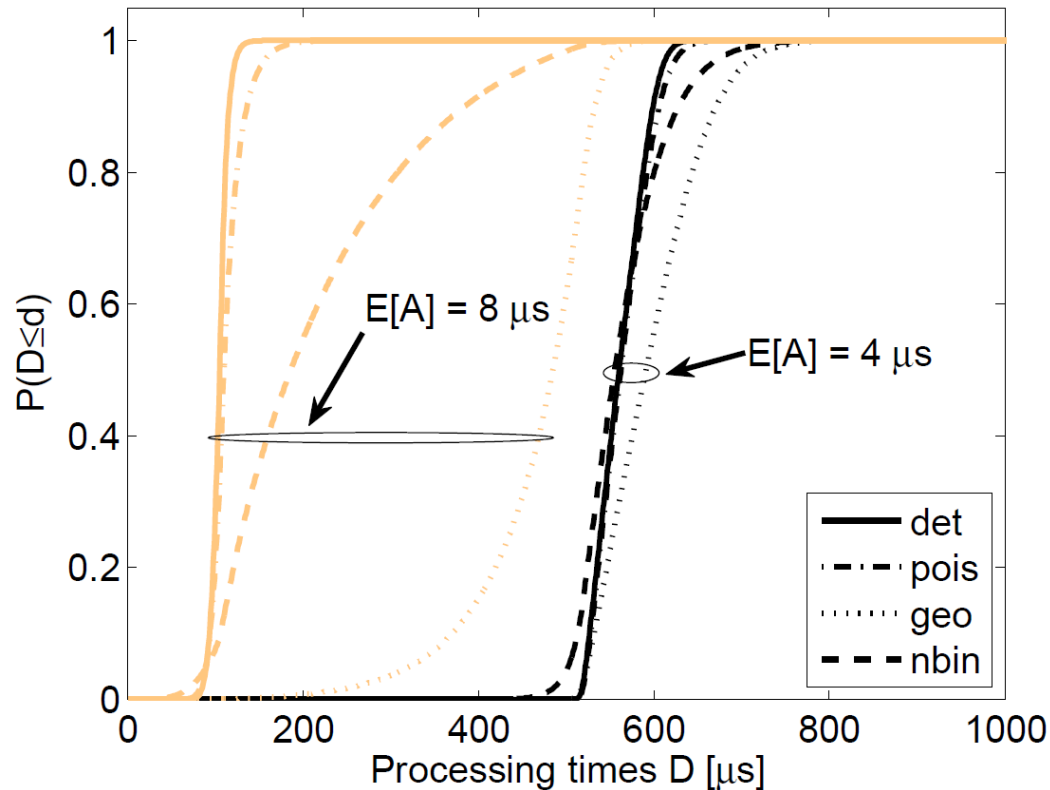


► Three phases

- Small packet interarrival time \rightarrow High processing time (waiting in CQ)
- $E[A] > \tau \rightarrow$ Most batches consist of one packet \rightarrow Processing time $> \tau$
- In-between: batches consist of several packets \rightarrow Shorter waiting time in PQ \rightarrow shorter total processing time

Processing Time Distributions

- ▶ Computation of processing time distributions for $\tau=100\mu s$



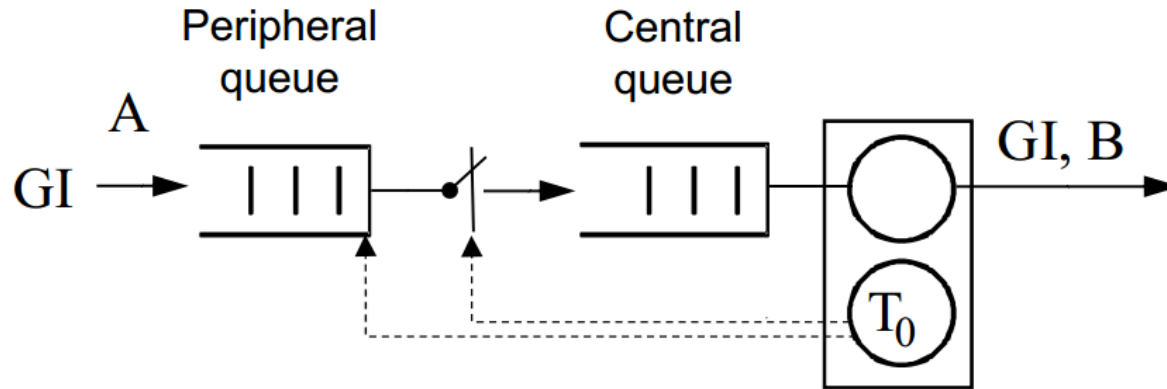
- ▶ Detailed investigation of the impact of different input parameters on the processing times possible

Summary & Conclusion

- ▶ Analytical model for analyzing performance implications of interrupt mitigation settings
- ▶ Determine different performance indicators
 - Service time including distribution
 - Packet loss probability
- ▶ Determine effects of different parameters on performance indicators
 - Interarrival times and their distributions
 - Length of aggregation intervals
- ▶ Benefits
 - Proper dimensioning of NFV-based systems
 - Performance prediction
- ▶ Comparison with testbed-based measurements indicates applicability

BACKUP

Queueing Model



- ▶ Packet arrivals follow an arbitrary distribution A
- ▶ Peripheral queue (NIC) with infinite size
- ▶ Batch processing of packets
 - First packet after a batch transfer initiates timer τ
- ▶ Central queue (CPU / SW) modeled as a $GI^{[X]}/GI/1 - S$ system

Sum of Discrete Random Variables

- ▶ X as the sum of two non-negative discrete random variables X_1 and X_2

$$X = X_1 + X_2 \quad (X_1 \text{ and } X_2 \text{ statistically independent})$$

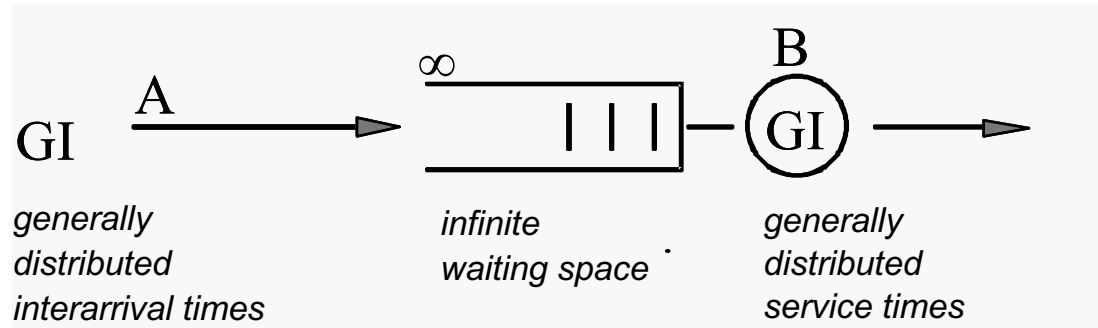
- ▶ Distribution of X :

$$\begin{aligned} x(i) &= P(X=i) = P(X_1 + X_2 = i) \\ &= \sum_{j=0}^i P(X_1 = i-j \mid X_2 = j) \cdot P(X_2 = j) \\ &= \sum_{j=0}^i x_1(i-j) \cdot x_2(j) \end{aligned}$$

- ▶ Or: $x(i) = x_1(i) * x_2(i)$ (discrete convolution)

- ▶ Example: sum of two six-sided dice

Discrete-time Queue GI/GI/1



- ▶ Discrete-time Δt
- ▶ Interarrival time A and service time B are discrete-time random variables:

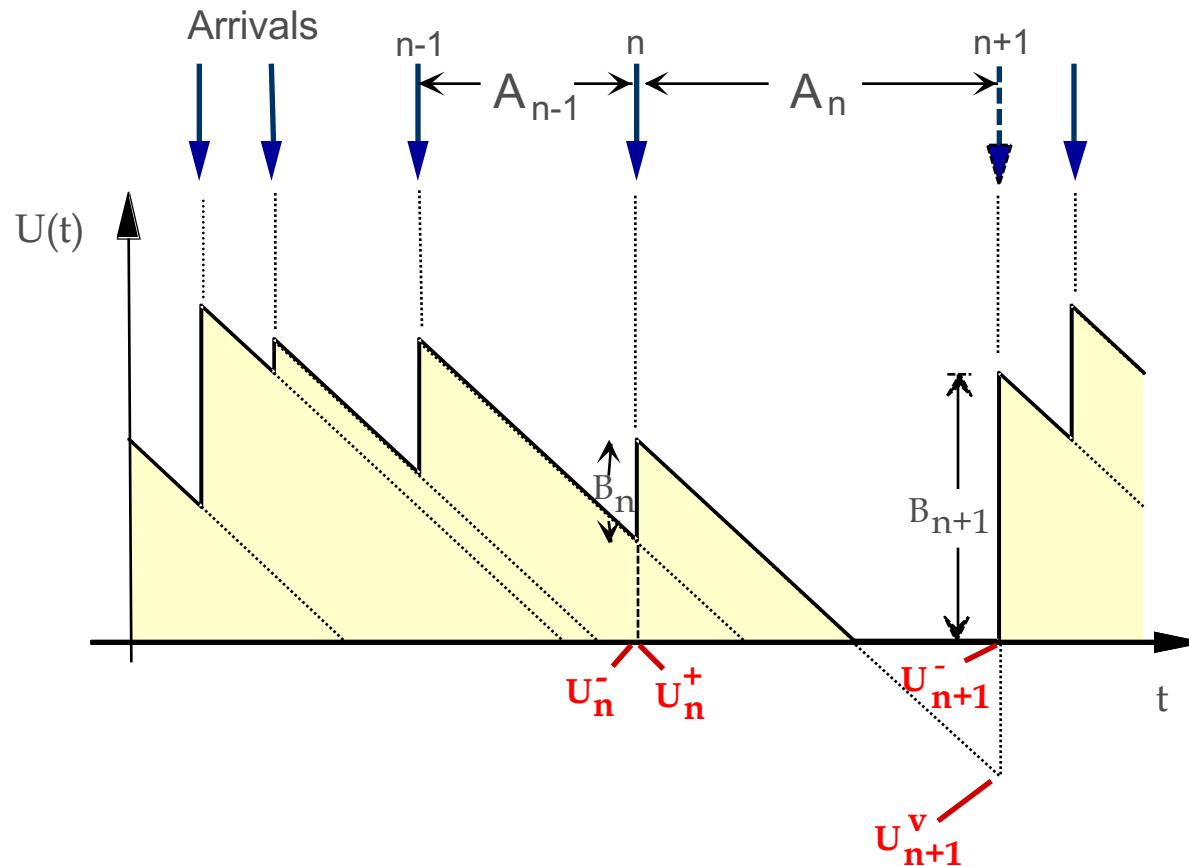
$a(k)$, $k=0, 1, \dots$
Interarrival time distribution

$b(k)$, $k=0, 1, \dots$
Service time distribution

- ▶ Utilization of the processing entity:

$$\rho = \frac{E[B]}{E[A]} =$$

System States



Time Domain Analysis

► Derivation of the single steps

$$U_n^- \xrightarrow{1} U_n^+ \xrightarrow{2} U_{n+1}^V \xrightarrow{3} U_{n+1}^-$$

► Step ① $U_n^+ = U_n^- + B_n \quad \rightarrow \quad u_n^+(k) = u_n^-(k) * b_n(k)$

► Step ② $U_{n+1}^V = U_n^+ - A_n \quad \rightarrow \quad u_{n+1}^V(k) = u_n^+(k) * a_n(-k)$

► Step ③ $U_{n+1}^- = \max(0, U_{n+1}^V) \quad \rightarrow \quad u_{n+1}^-(k) = \pi_0(u_{n+1}^V(k))$

$$\text{with } \pi_m(x(k)) = \begin{cases} 0 & k < m \\ \sum_{i=-\infty}^m x(i) & k = m \\ x(k) & k > m \end{cases}$$

Time-Discrete Analysis of GI/GI/1

► Summary: $u_{n+1}^-(k) = \pi_0(u_n^-(k) * a_n(-k) * b_n(k))$

→ $u_{n+1}^-(k) = \pi_0(u_n^-(k) * c_n(k))$

► First-Come-First-Serve service discipline:

$$W_n = U_n^- \quad \text{waiting time of the } n\text{-th request}$$

► Recursive relationship for computing the waiting time

$$w_{n+1}(k) = \pi_0(w_n(k) * c_n(k))$$

► In case of a stationary system

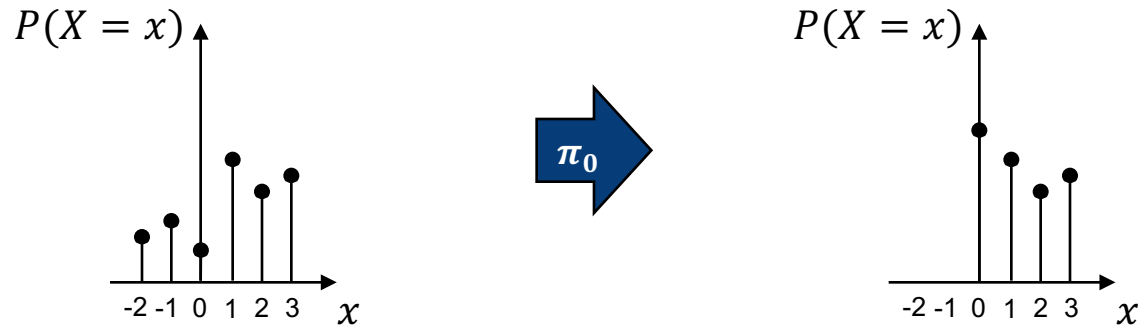
$$A_n = A, B_n = B, W = \lim_{n \rightarrow \infty} W_n$$

→ $w(k) = \pi_0(w(k) * c(k))$

Important Operators

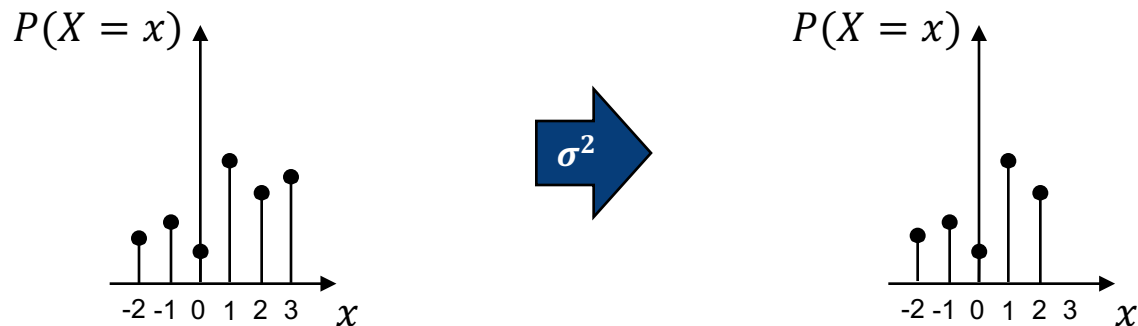
▶ $\pi_0(\cdot)$

- Sweep operator – sums the probability mass of negative unfinished work in the system and appends it to the state for an empty system.



▶ $\sigma^m(\cdot), \sigma_m(\cdot)$

- Operators that truncate the upper / lower part of a PDF



GI/GI/1: Computational Algorithm

- ▶ Based on

$$w_{n+1}(k) = \pi_0(w_n(k) * a_n(-k) * b_n(k)) = \pi_0(w_n(k) * c_n(k))$$

the following algorithm for computing the waiting time distribution can be applied:

