

## multichannel / io\_uring

Status Update within Samba

Stefan Metzmacher <metze@samba.org>

Samba Team / SerNet

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<https://samba.org/~metze/presentations/2021/SambaXP/>

### Topics

- ▶ What is SMB3 Multichannel?
- ▶ Updates in Samba 4.15
- ▶ What is io-uring?
- ▶ io-uring for Samba
- ▶ Performance research, prototyping and ideas
- ▶ Questions? Feedback!

## What is SMB3 Multichannel? (Part 1)

- ▶ Multiple transport connections are bound to one logical connection
  - ▶ This allows using more than one network link
    - ▶ Good for performance
    - ▶ Good for availability reasons
  - ▶ Non TCP transports like RDMA (InfiniBand, RoCE, iWarp)
- ▶ All transport connections (channels) share the same ClientGUID
  - ▶ This is important for Samba
- ▶ An authenticated binding is done at the user session layer
  - ▶ SessionID, TreeID and FileID values are valid on all channels
- ▶ Available network interfaces are auto-negotiated
  - ▶ FSCTL\_QUERY\_NETWORK\_INTERFACE\_INFO interface list
  - ▶ IP (v4 or v6) addresses are returned together with:
    - ▶ Interface Index (which addresses belong to the same hardware)
    - ▶ Link speed
    - ▶ RSS and RDMA capabilities

## What is SMB3 Multichannel? (Part 2)

- ▶ IO ordering is important for multichannel
  - ▶ Requests can get lost between client and server
  - ▶ Responses can get lost between server and client
  - ▶ The client isn't able to know the difference
  - ▶ Replays contain the REPLAY flag in the SMB2 header
  - ▶ FILE\_NOT\_AVAILABLE indicates "please retry" to the client
    - ▶ Windows returns ACCESS\_DENIED in some cases instead
    - ▶ In other cases Windows ignores a replay and deadlocks the client
    - ▶ I need to discuss this with Microsoft
    - ▶ See: Samba Bug #14449
- ▶ State changing operations need replay detection
  - ▶ They need to execute only-once
  - ▶ SMB2 Create uses a CreateGUID
  - ▶ SMB2 Lock uses an array with sequence numbers
    - ▶ Windows only supports this on resilient and persistent handles
    - ▶ Future Windows versions are supposed to fix that

## What is SMB3 Multichannel? (Part 3)

- ▶ Write/Set operations only need a barrier
  - ▶ An epoch number is incremented on each channel failure
  - ▶ The current epoch number is part of each request
  - ▶ The server remembers the last seen epoch number
  - ▶ Non-REPLAY requests with stale epoch fail
  - ▶ REPLAY requests fail, when there are pending older epoch numbers
- ▶ Read/Get operations can be replayed safely
- ▶ Lease/Oplock break notifications should be retried
  - ▶ Break notifications wait for transport acks
  - ▶ On channel failures they are retried on other channels
  - ▶ Windows doesn't retry for oplocks, only leases

## Last Status Update SDC 2020

- ▶ I gave a similar talk at the storage developer conference:
  - ▶ See <https://samba.org/~metze/presentations/2020/SDC/>
  - ▶ It explains the milestones and design up to Samba 4.13

## Updates in Samba 4.15

- ▶ Automated regression tests are in place:
  - ▶ socket\_wrapper got basic fd-passing support (Bug #11899)
  - ▶ We added a lot more multichannel related regression tests
- ▶ The last missing features/bugs are fixed (Bug #14524)
  - ▶ The connection passing is fire and forget (Bug #14433)
  - ▶ Pending async operations are canceled (Bug #14449)
- ▶ 4.15 will hopefully have "server multi channel support = yes"
  - ▶ Currently it's still off by default, but may change before 4.15.0rc1
  - ▶ We require support for TIOCOUTQ (Linux) or FIONWRITE (FreeBSD)
  - ▶ We disable multichannel feature if the platform doesn't support this
    - ▶ See: Retries of Lease/Oplock Break Notifications (Bug #11898)
- ▶ I have unofficial backports for older branches
  - ▶ SerNet's SAMBA+ 4.14 includes the patches
  - ▶ "server multi channel support = no" is still the default

## What is io-uring? (Part 1)

- ▶ Linux 5.1 introduced a new scalable AIO infrastructure
  - ▶ It's designed to avoid syscalls as much as possible
  - ▶ kernel and userspace share mmap'ed rings:
    - ▶ submission queue (SQ) ring buffer
    - ▶ completion queue (CQ) ring buffer
  - ▶ See "Ringing in a new asynchronous I/O API" on LWN.NET
- ▶ This can be nicely integrated with our async tevent model
  - ▶ It may delegate work to kernel threads
  - ▶ It seems to perform better compared to our userspace threadpool
  - ▶ It can also inline non-blocking operations

- ▶ Between userspace and filesystem (available from 5.1):
  - ▶ IORING\_OP\_READV, IORING\_OP\_WRITEV and IORING\_OP\_FSYNC
  - ▶ Supports buffered and direct io
- ▶ Between userspace and socket (and also filesystem) (from 5.8)
  - ▶ IORING\_OP\_SENDMSG, IORING\_OP\_RECVMSG
  - ▶ Improved MSG\_WAITALL support (5.12, backport to 5.11, 5.10)
  - ▶ IORING\_OP\_SPLICE, IORING\_OP\_TEE
  - ▶ Maybe using IORING\_SETUP\_SQPOLL or IOSQE\_ASYNC
- ▶ Path based syscalls with async impersonation (from 5.6)
  - ▶ IORING\_OP\_OPENAT2, IORING\_OP\_STATX
  - ▶ Using IORING\_REGISTER\_PERSONALITY for impersonation
  - ▶ IORING\_OP\_UNLINKAT, IORING\_OP\_RENAMEAT (from 5.10)

## io-uring for Samba (Part 2)

### IORING\_FEAT\_NATIVE\_WORKERS (from 5.12)

- ▶ In the kernel...
  - ▶ The io-uring kernel threads are clone()'ed from the userspace thread
  - ▶ They just appear to be blocked in a syscall and never return
  - ▶ This makes the accounting in the kernel much saner
  - ▶ Allows a lot of restrictions to be relaxed in the kernel
  - ▶ Most likely to backported to the 5.10 LTS kernel
- ▶ For admins and userspace developers...
  - ▶ 'top' shows them as part of the userspace process ('H' shows them)
  - ▶ They are now visible in containers
  - ▶ 'pstree -a -t -p' is very useful to see them
  - ▶ gdb may show worrying messages:
    - ▶ "warning: Architecture rejected target-supplied description"
    - ▶ But it seems they can be ignored and will be fixed soon





# IORING\_OP\_SENDMSG prototyped (Part3)

The major problem still exists, memory copy done by copy\_user\_enhanced\_fast\_string()

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# IORING\_OP\_SENDMSG/SPLICE prototyped (Part1)

16 connections, ~8.9 GBytes/s, smbld ~5% cpu, (io\_wq\_work 3%-12% cpu filesystem->pipe->socket), only ~100% cpu in total.

The Windows client was still the bottleneck with "Set-SmbClientConfiguration -ConnectionCountPerRsNetworkInterface 16"

PID	State	Recv	Send	Bytes	Connections
11111	read	0	0	0	0
11109	read	0	0	0	0
11235	read	0	0	0	0
11200	read	0	0	0	0
11210	read	0	0	0	0
11212	read	0	0	0	0
11235	read	0	0	0	0
11232	read	0	0	0	0
11194	read	0	0	0	0
11207	read	0	0	0	0
11200	read	0	0	0	0
11208	read	0	0	0	0
11219	read	0	0	0	0
11211	read	0	0	0	0
11204	read	0	0	0	0
11195	read	0	0	0	0
11233	read	0	0	0	0
11245	read	0	0	0	0
11202	read	0	0	0	0
11209	read	0	0	0	0
11203	read	0	0	0	0
11253	read	0	0	0	0
38476	read	0	0	0	0
10760	read	0	0	0	0
10511	read	0	0	0	0
11109	read	0	0	0	0
11106	read	0	0	0	0
1	read	0	0	0	0
2	read	0	0	0	0
3	read	0	0	0	0
4	read	0	0	0	0
6	read	0	0	0	0
16	read	0	0	0	0
31	read	0	0	0	0
32	read	0	0	0	0
13	read	0	0	0	0
14	read	0	0	0	0
15	read	0	0	0	0
16	read	0	0	0	0
33	read	0	0	0	0
34	read	0	0	0	0
15	read	0	0	0	0
21	read	0	0	0	0
22	read	0	0	0	0
23	read	0	0	0	0
24	read	0	0	0	0

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## More loopback testing on brand new hardware

- ▶ Recently I re-did the loopback read tests IORING\_OP\_SENDMSG/SPLICE (from /dev/shm/)
  - ▶ 1 connection, ~11 GBytes/s, smbd 7% cpu, with 4 io\_wqe\_work threads at 7%-50% cpu.
  - ▶ 4 connections, 24-30 GBytes/s, smbd 18% cpu, with 16 io\_wqe\_work threads at 3%-35% cpu.
- ▶ I also prototyped SMB2 writes with IORING\_OP\_RECVMSG/SPLICE (to /dev/null)
  - ▶ 1 connection, ~7 GBytes/s, smbd 5% cpu, with 3 io\_wqe\_work threads at 1%-20% cpu.
  - ▶ 4 connections, ~10 GBytes/s, smbd 15% cpu, with 12 io\_wqe\_work threads at 1%-20% cpu.
- ▶ I tested with a Linux Kernel 5.10.25
  - ▶ In both cases the bottleneck is clearly on the smbclient side
  - ▶ We could apply similar changes to smbclient and add true multichannel support
  - ▶ It seems that the filesystem->pipe->socket path is much better optimized

## Future Improvements

- ▶ recvmsg and splice deliver partial SMB packets to userspace
  - ▶ I tested with AF\_KCM (Kernel Connection Multiplexor) and an eBPF helper
  - ▶ But MSG\_WAITALL is the much simpler and faster solution
  - ▶ I also prototyped a SPLICE\_F\_WAITALL
  - ▶ eBPF support in io-uring would also be great for optimizations
- ▶ It also seems that socket->pipe->filesystem:
  - ▶ Does not implement zero copy for all cases
  - ▶ Maybe it's possible to optimize this in future
- ▶ For SMB3 signing/encryption we may use:
  - ▶ IORING\_OP\_TEE with vmsplice could be used in order to still allow IORING\_OP\_SPLICE from/to the filesystem
  - ▶ vmsplice may also need to be optimized and added to io-uring
  - ▶ With eBPF support in io-uring we might be able to offline signing/encryption
- ▶ In the end SMB-Direct will also be able to reduce overhead
  - ▶ My smbdirect driver is still work in progress...

## Questions? Feedback!

- ▶ Feedback regarding real world testing would be great!
- ▶ Stefan Metzmacher, [metze@samba.org](mailto:metze@samba.org)
- ▶ <https://www.sernet.com>
- ▶ <https://samba.plus>

Slides: <https://samba.org/~metze/presentations/2021/SambaXP/>

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