

# multichannel / io\_uring

Status Update within Samba

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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 CliendGUID
  - 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

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# 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

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### 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 = ves"
  - 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

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### 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







## io-uring for Samba (Part 1)

- 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)

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### 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







## Performance research (SMB2 Read)

- Last October I was able to do some performance research
  - DDN was so kind to sponsor about a week of research on real world hardware
  - ▶ With 100GBit/s interfaces and two NUMA nodes per server.
- ▶ I focussed on the SMB2 Read performance only
  - ▶ We had limited time on the given hardware
  - We mainly tested with fio.exe on a Windows client
  - ► Linux kernel 5.8.12 on the server
- More verbose details can be found here:
  - https://lists.samba.org/archive/samba-technical/2020-October/135856.html

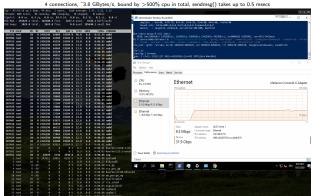
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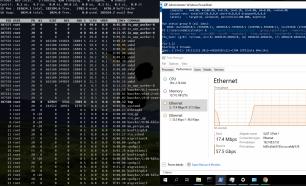
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# Performance with MultiChannel, sendmsg()



## IORING\_OP\_SENDMSG prototyped (Part1)

4 connections, "6.8 GBytes/s, smbd only uses "11% cpu, (io\_wqe\_work "50% cpu) per connection, we still use >300% cpu in total op = 055531 Up > days de in 1, 2 sers, 2 lead energy: 3.0 ± 4.1 ± 6.1 (io\_wfe, 23.3 ± 3.0 ), person of 1, 2 lead energy: 3.0 ± 4.1 ± 6.1 (io\_wfe, 23.3 ± 3.0 ), person of 1, 2 lead energy: 3.0 ± 4.2 (io\_wfe, 23.3 ± 4.1 ± 6.1 ).



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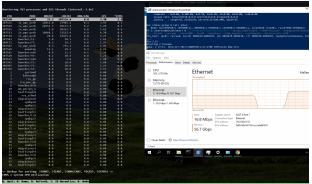
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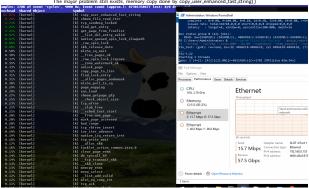
## IORING\_OP\_SENDMSG prototyped (Part2)

The results vary havily depending on the NUMA bouncing, between 5.0 GBytes/s and 7.6 GBytes/s



# IORING\_OP\_SENDMSG prototyped (Part3)

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



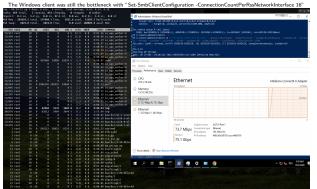
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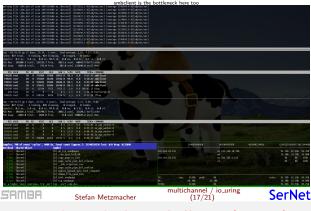
## IORING\_OP\_SENDMSG/SPLICE prototyped (Part1)

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



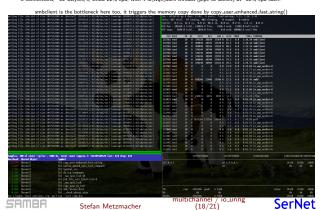
## smbclient IORING\_OP\_SENDMSG/SPLICE (network)

4 connections, "11 GBytes/s, smbd 8.6% cpu, with 4 io\_wqe\_work threads (pipe to socket) at "20% cpu each.



## smbclient IORING\_OP\_SENDMSG/SPLICE (loopback)

8 connections, "22 GBytes/s, smbd 22% cpu, with 4 io\_wqe\_work threads (pipe to socket) at "22% cpu each.



### 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\_wge\_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

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### **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
- ► https://www.sernet.com
- ▶ https://samba.plus

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



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