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SMB Direct Support

within Samba and Linux

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https://samba.org/~metze/presentations/2018/SDC/

Topics

- What is SMB-Direct? What is RDMA?
- RDMA Verbs Specification/Protocols
- SMB-Direct Transport
- SMB3 Multichannel
- Support on Windows
- RDMA Stack on Linux (Kernel/Userspace)
- The first SMB-Direct experiments in Samba
- SMB-Direct Userspace Dispatcher for Samba
- SMB-Direct Kernel Implementation
- Recent Progress
- Future Optimizations
- The way to upstream
- Thanks!
- Questions?

What is SMB-Direct?

- SMB-Direct [MS-SMBD] is a simple transport layer
  - Similar to TCP or Netbios
  - Designed to serve SMB3 on top
  - Provides additional out-of-band features
  - I use "SMB-Direct" as "smbd" is the file server of Samba
- SMB-Direct focuses on performance
  - Low latency and high throughput
  - Minimal CPU utilization for I/O processing
- SMB-Direct requires RDMA (Remote Direct Memory Access)
  - Supports Infiniband, RoCE and iWarp
  - Typically implemented in hardware
- SMB-Direct is negotiated transparently
  - SMB3 MultiChannel is used for the negotiation
  - The strategy is up to the client, it can even skip an initial TCP connection

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What is RDMA?

- Direct Memory Access (DMA)
  - Is available on all modern computer architectures
  - Allows RAM to be accessed directly by attached devices
  - Typically via the PCI(-Express) BUS without active CPU interaction
- Remote Direct Memory Access (RDMA)
  - Makes DMA possible over networks to remote peers
  - RDMA-capable NICs are called R-NICs
  - Allows direct data transfers between application buffers
  - Doesn't require any CPU interaction in order to do the transfer
  - Bypasses the operating system and its protocol stack

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RDMA Verbs Specification (Part1)

- The Specification defines various operations called "Verbs":
  - They form Work Requests (WRs) which are "posted" via a Queue Pair (QP)
  - The QP defines a bi-directional connection and interacts with the hardware
  - They expect Work Completions (WCs) to be signaled by the hardware
  - WCs arrive though Completion Queues (CQs)
  - Usage of RDMA requires Memory Registrations (MRs)
  - The application needs to keep resources available between "post" and arrival of WC

- Available Verbs:
  - SEND, SEND_WITH_IMM, SEND_WITH_INV
  - REG_MR, LOCAL_INV
  - RDMA_WRITE, RDMA_WRITE_WITH_IMM
  - RDMA_READ, RDMA_READ_WITH_INV
  - ATOMIC_FETCH_AND_ADD, ATOMIC_CMP_AND_SWP
  - ...

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RDMA Verbs Specification (Part2)

- The passive side needs to prepare in advance
  - Posts fixed size RECVs to the R-NIC, in order to allow SENDs from the peer to arrive
  - Registers (REG_MR) DMA regions with the hardware for RDMA_READ/WRITEs
  - Invalidates (LOCAL_INV) the region again once the RDMA operation completed

- The active side triggers operations.
  - Posts SENDs to the R-NIC in order to deliver a application message to the peer
  - It issues RDMA_READ/WRITEs to the R-NIC specifying local buffers and remote buffer descriptors

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RDMA Protocols

- There are multiple protocols proving comparable functionality
- InfiniBand (IB) was the first of these protocols
  - Started arround 2000 as cluster node interconnect
  - It provides very low latency and very high throughput
  - But it requires special network cards and switches
- Internet Wide-area RDMA Protocol (iWarp)
  - Started in 2007 with MPA rev1
  - Implemented on top of TCP
  - The current revision is MPA rev2 (defined in 2014)
  - It provides low latency and high throughput
  - Work on any IP based network infrastructure
- RDMA over Converged Ethernet (RoCE)
  - Started arround 2010 with RoCE (v1) on raw ethernet
  - RoCE v2 (from 2014) is implemented on top of UDP
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SMB-Direct Transport

- Uses only a few RDMA verbs supported by all protocols
  - SEND or SEND_WITH_INV(alidate) for datagram messages
  - RDMA_READ, RDMA_WRITE for offloads
- It provides a 2-way full duplex transport
  - Datagram style send/receive (similar to SOCK_SEQPACKET)
  - Large messages are send as multiple fragments
- Negotiation Request and Response figure out:
  - Initial credits
  - Max (fragmented) send and receive sizes
  - Max read write sizes
- Data Transfer Messages handles the rest
  - The payload contains from 0 up to max_send_size bytes
  - It indicates the remaining length of following related fragments
  - Sending a message requires having at least one credit
  - The sender can ask for an immediate response
  - For keepalive and credit refunding

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How it looks like on the wire (Part1)

- The negotiation exchange

```
▼ SMB-Direct (SMB RDMA Transport)
  ▼ NegotiateRequest
      MinVersion: 0x0100
      MaxVersion: 0x0100
      CreditsRequested: 255
      PreferredSendSize: 1364
      MaxReceiveSize: 8192
      MaxFragmentedSize: 1048576
```

```
▼ SMB-Direct (SMB RDMA Transport)
  ▼ NegotiateResponse
      MinVersion: 0x0100
      MaxVersion: 0x0100
      NegotiatedVersion: 0x0100
      CreditsRequested: 255
      CreditsGranted: 15
      Status: STATUS_SUCCESS (0x00000000)
      MaxReadWriteSize: 8388608
      PreferredSendSize: 1364
      MaxReceiveSize: 1364
      MaxFragmentedSize: 1048576
```

How it looks like on the wire (Part2)

- SMB over a Data Transfer Message

```
▸ Ethernet II, Src: 00:00:00_09:01:66 (00:00:00:09:01:66), Dst: 00:00:
▸ Internet Protocol Version 4, Src: 172.31.9.166, Dst: 172.31.9.1
▸ Transmission Control Protocol, Src Port: 49520, Dst Port: 5445, Seq:
▸ iWARP Marker Protocol data unit Aligned framing
▸ iWARP Direct Data Placement and Remote Direct Memory Access Protocol
▾ SMB-Direct (SMB RDMA Transport)
  ▾ DataMessage
      CreditsRequested: 255
      CreditsGranted: 1
    ▸ Flags: 0x0000
      RemainingLength: 0
      DataOffset: 24
      DataLength: 128
▸ SMB2 (Server Message Block Protocol version 2)
```

How it looks like on the wire (Part3)

- SMB3 Write with a RDMA Buffer Descriptor

```
▼ SMB2 (Server Message Block Protocol version 2)
  ▶ SMB2 Header
  ▼ Write Request (0x09)
    ▶ StructureSize: 0x0031
      Data Offset: 0x0000
      Write Length: 0
      File Offset: 0
    ▶ GUID handle File: hello.txt
      Channel: RDMA V1_INVALIDATE (0x00000002)
      Remaining Bytes: 6
    ▶ Write Flags: 0x00000000
      Blob Offset: 0x00000070
      Blob Length: 16
    ▼ Channel Info Blob: SMBDirect Buffer Descriptor V1:
      ▼ RDMA V1
            Offset: 18446637411657875568
            Token: 0x81424001
            Length: 3984
      Write Data: <MISSING>
```

How it looks like on the wire (Part4)

- The message flow of an SMB3 Write using RDMA READ

```
SMB2        Write Request Len:0 Off:0 File: hello.txt
TCP         5445 → 49520 [ACK] Seq=3864353704 Ack=2101125016
DDP/RDMA    5445 > 49520 Read Request [last DDP segment]
DDP/RDMA    49520 > 5445 Read Response [last DDP segment]
TCP         5445 → 49520 [ACK] Seq=3864353756 Ack=2101125044
SMB2        Write Response
```

SMB3 MultiChannel

- SMB3 introduced the multi channel feature
  - The client can enumerate the servers network interfaces
  - The server returns IPv4/v6 addresses including an interface index, capabilities and the link speed.
  - The server can announce interfaces as RDMA-capable
- The client decides how to connect
  - Typically it opens multiple connections and binds them together
  - RDMA and higher link speeds are prefered for I/O
- SMB-Direct is just an additional transport
  - Clients can also use it directly without multi channel
  - Even SMB1 is possible over SMB-Direct

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Support on Windows

- Windows first announced SMB-Direct with SMB 2.2.2 in 2011
  - The initial version already showed really good results
- Windows Server 2012 was the first producation release
  - It was released SMB 2.2.2 rebrandet as SMB 3.0.0
  - It supports SMB-Direct out of the box
  - The results were even more impressing
- In 2013 Windows Server 2012R2 shipped SMB 3.0.2
  - SMB2_CHANNEL_RDMA_V1_INVALIDATE was implemented with SEND_WITH_INV
  - The server remotely invalidates the MR of the client
  - This reduced the I/O latency in the client stack dramatically
  - It saved the LOCAL_INV roundtrip to the hardware

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RDMA Stack on Linux (Kernel/Userspace) (Part1)

- RDMA APIs related to SMB-Direct:
  - rdma/rdma_cma.h and infiniband/verbs.h in userspace
  - rdma/rdma_cm.h and rdma/ib_verbs.h in the kernel
- The core implementation lives in the Linux Kernel
  - Device drivers are implemented as kernel modules
  - It includes a verbs API for in kernel consumers
  - It provides for userspace access to the hardware
- The userspace libraries and providers were consolidated in 2016
  - Before they were spread across multiple git repositories
  - It was hard to find a system with a working RDMA stack.
  - Now everything is available in the rdma-core git repository
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RDMA Stack on Linux (Kernel/Userspace) (Part2)

- The userspace libraries require providers/drivers
  - The provider needs to match the coresponding kernel driver
  - Provider and kernel driver interact during the setup phase
  - The userspace provider takes over the communication with the device
  - The kernel is bypassed for most operations
- Linux supports RoCE and iWarp in pure software
  - Extremely useful for testing! It's easy to take network captures
  - rdma_rxe (upstream since v4.7) provides RoCEv2
  - siw (SoftiWARP) provides iWarp as out of tree module
  - https://github.com/zrlio/softiwarp dev-siw.mem_ext works with v4.15

RDMA Stack on Linux (Kernel/Userspace) (Part3)

- librdmacm and libibverbs do not support a fork process model
  - There are some fork related feature, but they are not useable for us
  - Samba's one process per client model is not supported
  - Samba's multi channel design with fd-passing to another process is also not supported

The first SMB-Direct experiments in Samba

- SMB-Direct became my annual Microsoft interop lab hobby
  - At the SDC 2012 I got a few iWarp cards from Chelsio
  - I took network captures of the communication between Windows Servers
  - Then I wrote a wireshark dissector for SMB-Direct
  - This way I got an understanding to understand the protocol
- The first experiments with the APIs and drivers
  - I mainly used the SoftiWarp driver on my laptop
  - I did some experiments with modifying rping to send packets
- SMB1 over SMB-Direct...
  - One week later I a prototype for SMB-Direct in smbclient
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SMB-Direct Userspace Dispatcher for Samba

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  - Ralph Böhme and I developed userspace SMB-Direct deamon
  - It took care of all SMB-Direct logic
  - It provided unix domain sockets to smbclient and smbd
  - The prototype worked protocol-wise
  - But it was way to slow in order to be useful beside research
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  - But I gathered enough knowledge about the protocol
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Reasons for an SMB-Direct Kernel Implementation

- It should be as simple as possible
  - SMB-Direct is just an other transport
  - A stream socket with just sendmsg/recvmsg is all we need
- Should be usable just like a TCP socket
  - Port 445 uses messages prefixed with a 4 byte length header
  - The driver should detect the messages based on the 4 byte header
  - The message needs to fit into the max_fragmented_send_size
  - The message is split into SMB-Direct DataTransferMessage pdus
- Minimize the required changes to Samba
  - The SMB layer just needs to replace its socket() call
  - For now we have smbdirect_socket()
- Sometimes smbd blocks in syscalls
  - close() or unlink() are not yet async
  - They can be take up to minutes in cluster environments
  - The kernel takes care of all keepalive handling
  - And the connection would still be available

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  - They can be take up to minutes in cluster environments
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Reasons for an SMB-Direct Kernel Implementation

- It should be as simple as possible
  - SMB-Direct is just an other transport
  - A stream socket with just sendmsg/recvmsg is all we need
- Should be usable just like a TCP socket
  - Port 445 uses messages prefixed with a 4 byte length header
  - The driver should detect the messages based on the 4 byte header
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Working (unoptimized) prototype (smbdirect.ko)

The diffstat of the smbdirect.ko (compiles against v4.10 up to master):

```
 smbdirect.h             |   541 ++++
 smbdirect_accept.c      |   676 +++++
 smbdirect_connect.c     |   751 ++++++
 smbdirect_connection.c  |  1532 ++++++++++
 smbdirect_device.c      |   232 ++
 smbdirect_main.c        |   132 +-
 smbdirect_private.h     |   779 ++++++
 smbdirect_proc.c        |   206 ++
 smbdirect_socket.c      |  2688 ++++++++++++++++++++
 9 files changed, 7535 insertions(+), 2 deletions(-)
```

Userspace API for smbdirect (without optimizations):

```
int smbdirect_socket(int family, int type, int protocol);
int smbdirect_connection_get_parameters(int sockfd,
                                        struct smbdirect_connection_parameters *params);
ssize_t smbdirect_rdma_v1_register(int sockfd,
                                   struct smbdirect_buffer_descriptors_v1 *local,
                                   int iovcnt, const struct iovec *iov);
ssize_t smbdirect_rdma_v1_deregister(int sockfd,
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Working (unoptimized) prototype (smbclient/smbd)

The diffstat of the client side changes:

```
libcli/smb/smb2_constants.h |   6 +
libcli/smb/smb2cli_read.c   |  71 ++++-
libcli/smb/smb2cli_write.c  |  81 +++--
libcli/smb/smbXcli_base.c   | 313 ++++++++++++++++++++
libcli/smb/smbXcli_base.h   |  32 ++
source3/lib/util_sock.c     |  20 +-
6 files changed, 496 insertions(+), 27 deletions(-)
```

The diffstat of the server side changes:

```
source3/smbd/globals.h       |  24 +++
source3/smbd/process.c       |  17 ++
source3/smbd/smb2_negprot.c  |   5 +
source3/smbd/smb2_read.c     | 148 +++++++++++++-
source3/smbd/smb2_server.c   | 199 ++++++++++++++++++-
source3/smbd/smb2_tcon.c     |  10 +
source3/smbd/smb2_write.c    | 119 ++++++++++-
7 files changed, 516 insertions(+), 6 deletions(-)
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SMB-Direct for the Linux Kernel cifs/smb3 client

- The Linux cifs/smb3 filesystem driver supports SMB-Direct
  - Written by Long Li from Microsoft
  - Upstreamed on v4.15, but still experimental in v4.19
  - In the long run it should share a lot of code with my driver
- I have a prototype to let it use my smbdirect driver
  - It will cleanup the layer mixing, which is currently in place
  - Supports the SMB2 layer compounding without problems

The function call to create an SMB Direct socket (in kernel):

```
int smbdirect_sock_create_kern(struct net *net,
                               int family, int type, int protocol,
                               struct socket **res);
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ssize_t smbdirect_kern_rdma_v1_register_pages(struct socket *sock,
                                              struct smbdirect_buffer_descriptors_v1 *local,
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  - I have a first functional prototype
  - It still has memory leaks and misses some error checks
  - But smbclient works against Windows and smbd using RDMA
  - smbclient fills a 10GBit/s Link with TCP and iWarp
- Reduced CPU usage in the client using smbdirect:
  - userspace CPU/time by 25%, system CPU/time by 30%
  - Just in the first test run, without further optimization
- A lot of hardware/driver problems disrupted my work
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Future Optimizations... (Part1)

- There are a lot of ways to further improve
  - The key is to avoid latency and processing overhead
  - We likely need to add NUMA awareness

- Towards the upper layer
  - We can avoid syscalls by letting it prepare the memory descriptors
  - Memory registrations can be hooked into msg_control on sendmsg()
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  - Or even be removed with SMB >= 3.02 using SEND_WITH_INV

- Towards the RDMA layer
  - We should reduce the roundtrips between CPU and R-NIC as much as possible
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Possible functions to avoid data copy on the server:

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- It's not unlikely that we hit generic performance bottlenecks
  - Samba's smbd runs in usermode
  - It uses a single process (wit helper threads) per client
- RDMA Push Mode for SMB3
  - Microsoft is researching a full I/O offload between client and server
  - The client memory maps the file
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The way to upstream (Part1)

- This is currently a hobby project
  - I have like 2-3 weeks a year to work on it
  - Only about 2-3 month since the first experiments in 2012
  - At that level it will take a few additional years to get production ready
  - Sponsors are most welcome!

- Items of step 1 (the smbdirect driver):
  - The code quality needs to be cleaned up
  - We need to handle all possible errors
  - ftrace based trace points would make debugging much easier
  - We need a standalone testsuite that runs without Samba
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- Items of step 2 (multi channel support in Samba):
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  - Is it ok to use ioctl()'s for the extended operations?
  - Do we need to implement more of the struct sock/socket function pointers?
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- When can we add it to upstream Samba?
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Thanks!

I'd like to thank:

→ Chelsio for giving me iWarp NICs to test with!

→ Tom Talpey and others from Microsoft for the great help and support!

→ elements.tv for the access to RoCE test hardware

Questions?

- Stefan Metzmacher, metze@samba.org
- https://www.sernet.com
- https://samba.plus

→ SerNet/SAMBA+ sponsor booth

Work in Progress (smbdirect.ko):

https://git.samba.org/?p=metze/linux/smbdirect.git;a=summary

Work in Progress (Samba):

https://git.samba.org/?p=metze/samba/wip.git;a=shortlog;h=refs/heads/master3-smbdirect

Slides:
https://samba.org/~metze/presentations/2018/SDC/