

# SAMBA

## EXPERIENCE

# 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/>

# Check for Updates

- ▶ Check for an updated version of this presentation here:
- ▶ <https://samba.org/~metze/presentations/2021/SambaXP/>

(draft)

# 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

- ▶ 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 backport 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

## 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)

## 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 be 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>



# 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

```
top - 05:45:38 up 2 days, 46 min, 2 users, load average: 3.03, 2.04, 1.61
Threads: 823 total, 3 running, 820 sleeping, 0 stopped, 0 zombie
cpu(s): 0.1 us, 4.7 sy, 0.0 ni, 94.6 id, 0.0 wa, 0.1 hi, 0.5 si, 0.0 st
Mem Swap: 191624.1 total, 182194.6 free, 2702.6 used, 6726.9 buff/cache
Mem Mem: 1024.0 total, 1024.0 free, 0.0 used. 185554.7 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
307577	root	20	0	0	0	0	R	49.0	0.0	0:05.80	io_wqe_worker-0
307549	root	20	0	0	0	0	S	46.0	0.0	0:21.39	io_wqe_worker-0
307555	root	20	0	0	0	0	R	44.0	0.0	0:21.45	io_wqe_worker-0
307567	root	20	0	0	0	0	S	29.8	0.0	0:09.92	io_wqe_worker-1
307558	root	20	0	663100	144024	18804	S	23.2	0.1	0:09.10	smbd
307556	root	20	0	663100	144024	18804	S	19.9	0.1	0:08.95	smbd
307559	root	20	0	663100	144024	18804	S	19.5	0.1	0:08.92	smbd
307563	root	20	0	663100	144024	18804	S	19.5	0.1	0:08.86	smbd
307557	root	20	0	663100	144024	18804	S	19.2	0.1	0:09.11	smbd
307560	root	20	0	663100	144024	18804	S	19.2	0.1	0:09.38	smbd
307561	root	20	0	663100	144024	18804	S	19.2	0.1	0:09.07	smbd
307534	root	20	0	663100	144024	18804	S	18.9	0.1	0:09.00	smbd
307576	root	20	0	663100	144024	18804	S	10.9	0.1	0:05.61	smbd
307562	root	20	0	663100	144024	18804	S	10.5	0.1	0:00.93	smbd
307530	root	20	0	663100	144024	18804	D	11.3	0.1	0:05.16	smbd
307552	root	20	0	0	0	0	S	9.3	0.0	0:12.25	io_wqe_worker-0
417	root	20	0	0	0	0	I	0.3	0.0	0:03.50	kworker/0:2-event
307183	root	20	0	0	0	0	I	0.3	0.0	0:00.61	kworker/u160:2-ml
307568	root	20	0	0	0	0	I	0.3	0.0	0:00.02	kworker/29:0-event
307588	root	20	0	62964	5532	3904	R	0.3	0.0	0:00.12	top
1	root	20	0	242512	10952	8176	S	0.0	0.0	0:02.04	system
2	root	20	0	0	0	0	S	0.0	0.0	0:00.13	kthreadd
3	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	rcu_gp
4	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	rcu_par_gp
6	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	kworker/0:0H-kblol
10	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	mm_percpu_wq
11	root	20	0	0	0	0	S	0.0	0.0	0:00.32	kssoftirq/0
12	root	20	0	0	0	0	I	0.0	0.0	0:03.17	rcu_sched
13	root	rt	0	0	0	0	S	0.0	0.0	0:00.03	migration/0
14	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/0
15	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/1
16	root	rt	0	0	0	0	S	0.0	0.0	0:01.38	migration/1
17	root	20	0	0	0	0	S	0.0	0.0	0:00.07	kssoftirq/1
19	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	kworker/1:0H-kblol
21	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/2
22	root	rt	0	0	0	0	S	0.0	0.0	0:01.37	migration/2
23	root	20	0	0	0	0	S	0.0	0.0	0:00.01	kssoftirq/2
25	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	kworker/2:0H-kblol
26	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/3
27	root	rt	0	0	0	0	S	0.0	0.0	0:01.39	migration/3

The screenshot shows the Windows Task Manager Performance tab. The CPU usage is 16% at 2.78 GHz. Memory usage is 12/512 GB (2%). The Ethernet adapter is highlighted, showing a throughput of 17.4 Mbps (Send) and 57.5 Gbps (Receive). The System usage is 17.4 Mbps (Send) and 57.5 Gbps (Receive). The Task Manager interface includes tabs for Processes, Performance, Users, Details, and Services. The Performance tab is active, showing various system metrics and a graph for Ethernet throughput over 60 seconds.

# IORING\_OP\_SENDMSG prototyped (Part2)

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

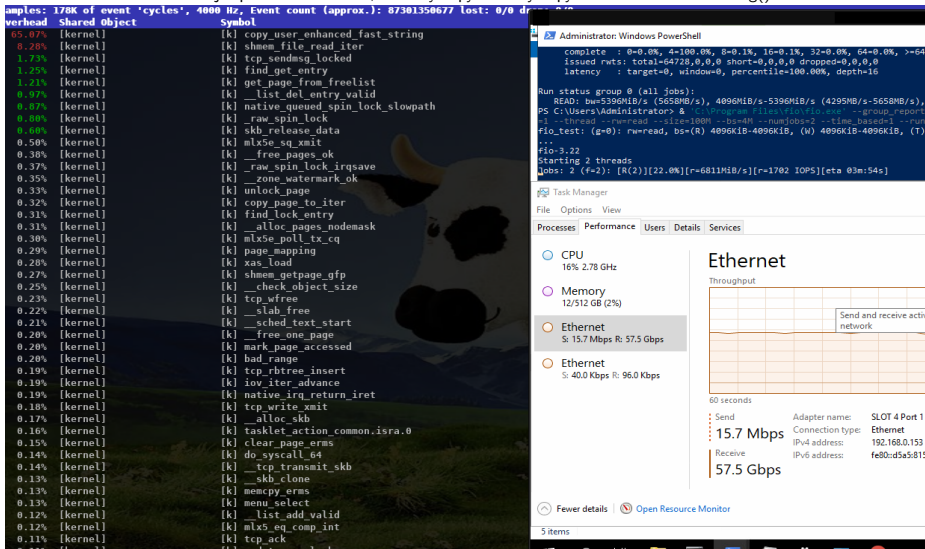
The image displays a Windows desktop environment. On the left, a terminal window titled "Monitoring 783 processes and 825 threads (interval: 5.0s)" shows a table of system metrics for various processes. The table includes columns for PID, PROC, RMA(s), LMA(K), RMA/LMA, CPI, and %CPU. Processes listed include io\_wq\_work, kworker/15, kworker/77, kworker/57, numatop, and various kworker and cpulp processes across different NUMA nodes (u16, u1, u0, u2, u3, u4).

On the right, a Task Manager window is open, showing system performance. The CPU usage is 16% at 2.78 GHz. The Memory usage is 12/512 GB (2%). The Ethernet network adapter is highlighted, showing a throughput of 56.7 Gbps. The Task Manager interface includes tabs for Processes, Performance, Users, Details, and Services, and a graph showing network throughput over 60 seconds.

At the bottom of the terminal window, there is a legend for the monitoring tool: "<- Botkey for sorting: 1(RMA), 2(LMA), 3(RMA/LMA), 4(CPI), 5(CPU%) ->" and "CPU% = system CPU utilization". A footer line reads "Q: Quit; H: Home; R: Refresh; I: IR Normalize; N: Mode".

# IORING\_OP\_SENDMSG prototyped (Part3)

The major problem still exists, memory copy done by `copy_user_enhanced_fast_string()`



The screenshot displays the Windows Task Manager Performance tab, showing system metrics: CPU at 16% (2.78 GHz), Memory at 12/512 GB (2%), Ethernet at 15.7 Mbps (Send) / 57.5 Gbps (Receive), and another Ethernet adapter at 40.0 Kbps (Send) / 96.0 Kbps (Receive). A PowerShell window in the background shows the output of a fio test, including run status, read/write speeds, and latency.

```
Sample: 178K of event 'cycles', 4000 Hz, Event count (approx.): 87301350677 Lost: 0/0 dropped: 0/0
Verhead Shared Object Symbol
05.07% [kernel] [k] copy_user_enhanced_fast_string
08.20% [kernel] [k] shmем_file_read_iter
1.73% [kernel] [k] tcp_sendmsg_locked
1.25% [kernel] [k] find_get_entry
1.21% [kernel] [k] get_page_from_freelist
0.97% [kernel] [k] list_del_entry_valid
0.87% [kernel] [k] native_queued_spin_lock_slowpath
0.80% [kernel] [k] _raw_spin_lock
0.60% [kernel] [k] skb_release_data
0.50% [kernel] [k] mlx5e_sq_xmit
0.30% [kernel] [k] _free_pages_ok
0.37% [kernel] [k] _raw_spin_lock_irqsave
0.35% [kernel] [k] _zone_watermark_ok
0.33% [kernel] [k] unlock_page
0.32% [kernel] [k] copy_page_to_iter
0.31% [kernel] [k] find_lock_entry
0.31% [kernel] [k] _alloc_pages_nodemask
0.30% [kernel] [k] mlx5e_poll_tx_cq
0.29% [kernel] [k] page_mapping
0.28% [kernel] [k] xas_load
0.27% [kernel] [k] shmем_getpage_gfp
0.25% [kernel] [k] _check_object_size
0.23% [kernel] [k] tcp_wfree
0.22% [kernel] [k] _slab_free
0.21% [kernel] [k] _sched_text_start
0.20% [kernel] [k] _free_one_page
0.20% [kernel] [k] mark_page_accessed
0.20% [kernel] [k] bad_range
0.19% [kernel] [k] tcp_rbtrees_insert
0.19% [kernel] [k] iov_iter_advance
0.19% [kernel] [k] native_irq_return_iret
0.18% [kernel] [k] tcp_write_xmit
0.17% [kernel] [k] _alloc_skb
0.16% [kernel] [k] tasklet_action_common.isra.0
0.15% [kernel] [k] clear_page_erms
0.14% [kernel] [k] do_syscall_64
0.14% [kernel] [k] _tcp_transmit_skb
0.13% [kernel] [k] _skb_clone
0.13% [kernel] [k] memcpy_erms
0.13% [kernel] [k] menu_select
0.12% [kernel] [k] list_add_valid
0.12% [kernel] [k] mlx5_eq_comp_int
0.11% [kernel] [k] tcp_ack
```

```
Administrator: Windows PowerShell
complete : 0=0.0%, 4=100.0%, 8=0.1%, 16=0.1%, 32=0.0%, 64=0.0%, >=64
issued rwts: total=64728,0,0 short=0,0,0 dropped=0,0,0
latency : target=0, window=0, percentile=100.00%, depth=16

Run status group 0 (all jobs):
READ: bw=5396MiB/s (5658MB/s), 4096MiB/s-5396MiB/s (4295MB/s-5658MB/s),
PS C:\Users\Administrator> & 'C:\Program Files\fio\fio.exe' --group_report
r1 --thread --rwread --size=100M --bs=4M --numjobs=2 --time_based=1 --run
fio_test: (g=0): rw=read, bs=(R) 4096KiB-4096KiB, (W) 4096KiB-4096KiB, (T)
r...
fio-3.22
Starting 2 threads
Jobs: 2 (f=2): [R(2)][22.0%][r=6811MiB/s][r=1702 IOPS][eta 03m:54s]
```





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

4 connections, ~11 GBytes/s, smbdc 8.6% cpu, with 4 io\_wqework threads (pipe to socket) at ~20% cpu each.

smbclient is the bottleneck here too

getting file	506.dat	size	2097152000	as	/dev/null	12771312.2	KiloBytes/sec	average	2746704.9	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3175909.5<td>KiloBytes/sec</td><td>average</td><td>3223967.9<td>KiloBytes/sec</td></td></td>	as	/dev/null	3175909.5 <td>KiloBytes/sec</td> <td>average</td> <td>3223967.9<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3223967.9 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3181283.7<td>KiloBytes/sec</td><td>average</td><td>3179906.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	3181283.7 <td>KiloBytes/sec</td> <td>average</td> <td>3179906.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3179906.8 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>2824827.2<td>KiloBytes/sec</td><td>average</td><td>2828605.4<td>KiloBytes/sec</td></td></td>	as	/dev/null	2824827.2 <td>KiloBytes/sec</td> <td>average</td> <td>2828605.4<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	2828605.4 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3255961.3<td>KiloBytes/sec</td><td>average</td><td>3224002.5<td>KiloBytes/sec</td></td></td>	as	/dev/null	3255961.3 <td>KiloBytes/sec</td> <td>average</td> <td>3224002.5<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3224002.5 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>2782680.3<td>KiloBytes/sec</td><td>average</td><td>2746033.3<td>KiloBytes/sec</td></td></td>	as	/dev/null	2782680.3 <td>KiloBytes/sec</td> <td>average</td> <td>2746033.3<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	2746033.3 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3230283.4<td>KiloBytes/sec</td><td>average</td><td>3176965.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	3230283.4 <td>KiloBytes/sec</td> <td>average</td> <td>3176965.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3176965.8 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3215070.2<td>KiloBytes/sec</td><td>average</td><td>3223992.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	3215070.2 <td>KiloBytes/sec</td> <td>average</td> <td>3223992.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3223992.8 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>2790190.4<td>KiloBytes/sec</td><td>average</td><td>2822636.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	2790190.4 <td>KiloBytes/sec</td> <td>average</td> <td>2822636.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	2822636.8 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3185909.5<td>KiloBytes/sec</td><td>average</td><td>3170974.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	3185909.5 <td>KiloBytes/sec</td> <td>average</td> <td>3170974.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3170974.8 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>12797813.8<td>KiloBytes/sec</td><td>average</td><td>2746894.5<td>KiloBytes/sec</td></td></td>	as	/dev/null	12797813.8 <td>KiloBytes/sec</td> <td>average</td> <td>2746894.5<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	2746894.5 <td>KiloBytes/sec</td>	KiloBytes/sec
getting file	506.dat	size	2097152000 <td>as</td> <td>/dev/null</td> <td>3250793.1<td>KiloBytes/sec</td><td>average</td><td>3224021.8<td>KiloBytes/sec</td></td></td>	as	/dev/null	3250793.1 <td>KiloBytes/sec</td> <td>average</td> <td>3224021.8<td>KiloBytes/sec</td></td>	KiloBytes/sec	average	3224021.8 <td>KiloBytes/sec</td>	KiloBytes/sec

```
top - 02:41:50 up 17 days, 17:34, 1 user, load average: 3.97, 4.22, 3.55
Tasks: 977 total, 5 running, 972 sleeping, 0 stopped, 0 zombie
Cpu(s): 0.1 us, 4.6 sy, 0.0 ni, 93.5 id, 0.0 wa, 0.0 hi, 1.7 si, 0.0 st
Mem Mem : 191880.7 total, 127133.7 free, 3813.5 used, 60841.4 buff/cache
Mem Swap: 1824.0 total, 737.0 free, 287.0 used, 131646.0 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
740188	root	20	0	375600	35960	16852	R	99.3	0.0	0:35.55	smbclient
740185	root	20	0	375604	36180	17016	R	99.0	0.0	9:30.87	smbclient
740187	root	20	0	375692	35880	16696	R	88.1	0.0	0:44.88	smbclient
740186	root	20	0	375652	35896	16748	R	86.4	0.0	0:49.29	smbclient
100189	root	20	0	31540	7872	3412	S	2.0	0.0	100:03:15	lsop
238	root	20	0	0	0	0	S	1.3	0.0	0:56.18	kssoftirq/45
740176	root	20	0	249536	8076	5130	S	1.3	0.0	0:11.20	lsftp

```
top - 02:41:57 up 3 days, 21:43, 5 users, load average: 1.11, 0.89, 0.62
Tasks: 877 total, 1 running, 876 sleeping, 0 stopped, 0 zombie
Cpu(s): 0.1 us, 1.4 sy, 0.0 ni, 97.6 id, 0.0 wa, 0.1 hi, 0.9 si, 0.0 st
Mem Mem : 191624.1 total, 137240.5 free, 3855.5 used, 11320.1 buff/cache
Mem Swap: 1824.0 total, 1824.0 free, 0.0 used, 108675.2 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
316136	root	20	0	0	0	0	S	21.3	0.0	0:52.01	io_wqeworker-0
316133	root	20	0	0	0	0	S	20.3	0.0	0:53.37	io_wqeworker-0
316139	root	20	0	0	0	0	S	17.9	0.0	0:46.39	io_wqeworker-0
316121	root	20	0	0	0	0	S	17.3	0.0	0:34.40	io_wqeworker-0
316116	root	20	0	450800	21264	17652	S	8.6	0.0	0:46.53	smbd

Samples: 780 of event 'cycles', 4000 Hz, Event count (approx.): 35349326236 last: 0/0 drop: 0/32090

Overhead	Shared object	Symbol	1546038464ch	389286928ch	4638891264ch	6184121056ch/778152440ch
7.05%	[kernel]	[k] do_tcp_sendpages	192.168.10.191	==> 192.168.10.190		91.7Gb 91.5Gb 89.7Gb
5.37%	[kernel]	[k] raw_spin_lock_bh		==>		18.3Gb 18.7Gb 18.6Gb
4.06%	[kernel]	[k] copy_page_to_iter	192.168.10.191	==> 192.168.0.153		0b 0b 238b
3.75%	[kernel]	[k] page_cache_pipe_buf_release		==>		0b 0b 210b
3.09%	[kernel]	[k] __mg_retpoline_rx				
3.09%	[kernel]	[k] page_cache_pipe_buf_confirm				
2.87%	[kernel]	[k] native_queued_spin_lock_slowpath				
2.84%	[kernel]	[k] shmem_file_read_iter				
2.78%	[kernel]	[k] inet_sendpage				
2.61%	[kernel]	[k] tcp_sendpage				

for a higher level overview, try: perf top --sort comm,dso

	1546038464ch	389286928ch	4638891264ch	6184121056ch/778152440ch
TX:	cus: 3146B	peak: 0b		rates: 91.7Gb 91.5Gb 89.7Gb
RX:	68.7MB	22.1Mb		18.3Gb 18.7Gb 18.6Gb
TOTAL:	3146B	0b		91.8Gb 91.5Gb 89.7Gb



## 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/>