



# io\_uring

Status Update within Samba

Stefan Metzmacher <metze@samba.org>

Samba Team / SerNet

2023-09-20

https://samba.org/~metze/presentations/2023/SDC/



#### **Topics**

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- ► What is io-uring?
- ▶ io-uring for Samba
- ▶ Performance research, prototyping and ideas
- The road to upstream
- Future Improvements
- Questions? Feedback!





## Last Status Updates (SDC 2020/2021 - SambaXP120

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





### Last Status Updates (SDC 2020/2021 - SambaX

- I gave a similar talk at the storage developer conference 2020:
  - See https://samba.org/~metze/presentations/2020/SDC/
  - It explains the milestones and design up to Samba 4.13 (in detail)
- I gave a similar talk at the storage developer conference 2021:
  - See https://samba.org/~metze/presentations/2021/SDC/
  - ▶ It explains the milestones and updates up to Samba 4.15 (in detail)
- I gave a similar talk at the SambaXP conference 2023:
  - See https://samba.org/~metze/presentations/2023/SambaXP/
  - It explains the milestones and updates up to Samba 4.19 (in detail)





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

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- 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 inreads
  - It seems to perfer r better compared to our userspace threadpoo
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  - 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
  - ► IORING\_OP\_FSETXATTR, IORING\_OP\_FGETXATTR (from 5.19)
  - ► IORING\_OP\_GETDENTS, under discussion, but seems to be tricky
  - IORING\_OP\_FADVISE (from 5.6)





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  - ► IORING\_OP\_GETDENTS, under discussion, but seems to be tricky
  - ► IORING\_OP\_FADVISE (from 5.6)
- 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)
  - ► IORING\_OP\_MKDIRAT, IORING\_OP\_SYMLINKAT, IORING\_OP\_LINKAT (from 5.15)
  - ► IORING\_OP\_SETXATTR, IORING\_OP\_GETXATTR (from 5.19)





#### io-uring for Samba (Part 2)



- Between userspace and socket (and also filesystem) (from 5.8)
  - ▶ IORING\_OP\_SENDMSG, IORING\_OP\_RECVMSG
  - Improved MSG\_WAITALL support (5.12, backported to 5.11, 5.10)
  - Maybe using IOSQE\_ASYNC in order to avoid inline memcpy
  - ▶ IORING\_OP\_SPLICE, IORING\_OP\_TEE
  - ► IORING\_OP\_SENDMSG\_ZC, zero copy with an extra completion (from 6.1)
  - ► IORING\_OP\_GET\_BUF, under discussion to replace IORING\_OP\_SPLICE





### vfs\_io\_uring in Samba 4.12 (2020)

- With Samba 4.12 we added "io\_uring" vfs module
  - For now it only implements SMB\_VFS\_PREAD,PWRITE,FSYNC\_SEND/RECV
  - It has less overhead than our pthreadpool default implementations
  - ▶ I was able to speed up a smbclient 'get largefile /dev/null'
    - Using against smbd on loopback
    - ► The speed changes from 2.2GBytes/s to 2.7GBytes/s





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    - ► The speed changes from 2.2GBytes/s to 2.7GBytes/s
- ▶ The improvement only happens by avoiding context switches
  - But the data copying still happens:
    - ► From/to a userspace buffer to/from the filesystem/page cache
  - ▶ The data path between userspace and socket is completely unchanged
  - For both cases the cpu is mostly busy with memcpy





#### Performance research (SMB2 Read)

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- ▶ In October 2020 I was able to do some performance research
  - ▶ With 100GBit/s interfaces and two NUMA nodes per server.
- ► At that time I focussed on the SMB2 Read performance only
  - ► We had limited time on the given pardware
  - 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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#### Performance research (SMB2 Read)



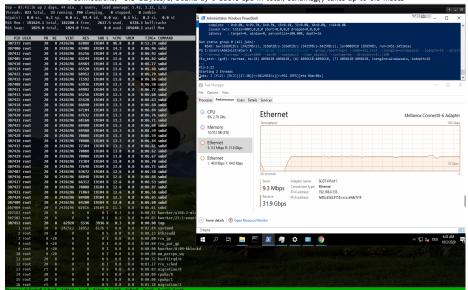
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# Performance with MultiChannel, sendmsg() 4 connections, 3.8 GBY(ES/S, bound by >500% cpu in total, sendmsg() takes up to 0.5 mse







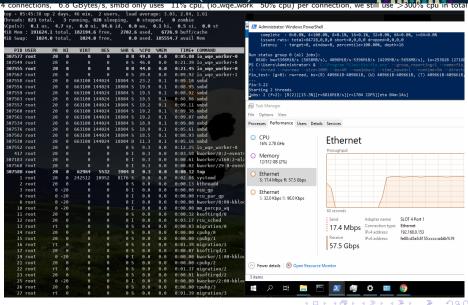


SerNet

4 D > 4 A > 4 B > 4 B >

### IORING\_OP\_SENDMSG (Part1)







io\_uring (10/21) SerNet

#### IORING\_OP\_SENDMSG (Part2)

[k] zone watermark ok

[k] copy page to iter

[k] find lock entry [k] alloc pages nodemask

[k] mlx5e poll tx cq

[k] shmem getpage gfp

[k] check object size

[k] page mapping

[k] xas load

[k] tcp wfree

[k] bad range

[k] slab free [k] sched text start

[k] free one page

[k] mark\_page\_accessed

[k] tcp rbtree insert

[k] iov iter advance

[k] tcp write xmit [k] alloc skb

[k] do syscall 64 [k] tcp transmit skb

[k] list add valid

[k] mlx5 eg comp int

[k] skb clone [k] memcpy erms [k] menu select

[k] tcp ack

[k] native irg return iret

[k] tasklet\_action\_common.isra.0 [k] clear page erms

[k] unlock page



The major problem still exists, memory copy done by copy\_user\_enhanced\_fast\_string amples: 178K of event 'cycles', 4000 Hz, Event count (approx.): 87301350677 lost: 0/0 dr verhead Shared Object [k] copy user enhanced fast string Administrator: Windows PowerShell [k] shmem file read iter complete : 0-0.0%, 4-100.0%, 8-0.1%, 16-0.1%, 32-0.0%, 64-0.0%, >-6-[k] tcp sendmsq locked issued rwts: total=64728,0,0,0 short=0,0,0,0 dropped=0,0,0,0 [k] find get entry latency : target=0, window=0, percentile=100.00%, depth=16 [k] get page from freelist un status group 0 (all jobs): [k] list del entry valid READ: bw=5396MiB/s (5658MB/s), 4096MiB/s-5396MiB/s (4295MB/s-5658MB/s) [k] native queued spin lock slowpath C:\Users\Administrator> & :1 --thread --rw=read --size=100M --bs=4M --numiobs=2 --time based=1 [k] raw spin lock [k] skb release data fio test: (g=0): rw=read, bs=(R) 4096KiB-4096KiB, (W) 4096KiB-4096KiB, (T [k] mlx5e sq xmit [k] free pages ok Starting 2 threads [k] raw\_spin\_lock\_irqsave

lobs: 2 (f=2): [R(2)][22.0%][r=6811MiB/s][r=1702 IOPS][eta 03m:54s] Task Manager File Ontions View Processes Performance Users Details Services

CPU 16% 2.78 GH+

 Memory 12/512 GB (2%)

 Ethernet S: 15.7 Mbps R: 57.5 Gbps

 Ethernet S: 40.0 Kbps R: 96.0 Kbps Ethernet

Throughput						
		Send	and	receive	acti	
		netw	network			
60 seconds : Send	Adapter	name:	SI	OT 4 P	ort 1	
15.7 Mbps	Connection type: IPv4 address: IPv6 address:			Ethernet 192.168.0.153 fe80::d5a5:81		
Receive						
57.5 Ghps						

A Fewer details Open Resource Monitor

4 D F 4 B F 4 B F



[kernel]

0.12% [kernel]

0.11% [kernel]

8 97% [kernel]

0.32% [kernel]

A 35% [kernel]

A 31%

0.27% [kernel]

0.21% [kernel]

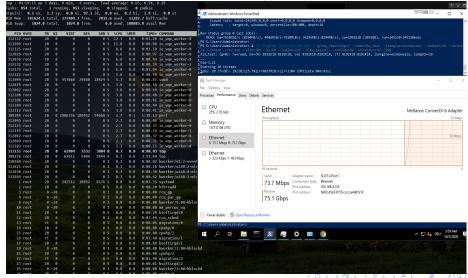
8 28%



### IORING\_OP\_SENDMSG + IORING\_OP\_SPLICE ( Par

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

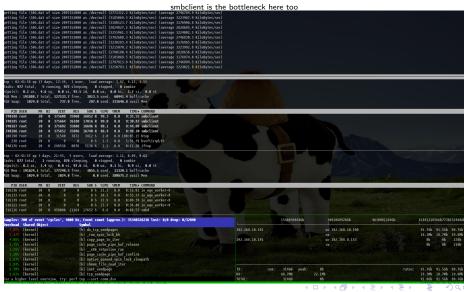
The Windows client was still the bottleneck with "Set-SmbClientConfiguration -ConnectionCountPerRssNetworkInterface 16"







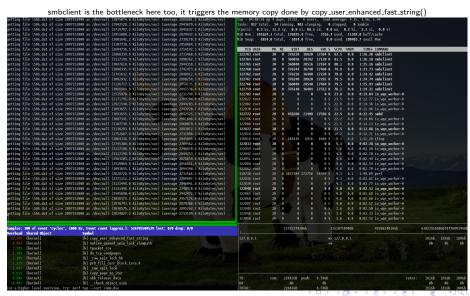
# smbclient IORING\_OP\_SENDMSG/SPLICE (network threads (pipe to socket) at 20% cpu each.





# 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, ~10-13 GBytes/s, smbd 7% cpu, with 4 iou-wrk threads at 7%-50% cpu.
  - ▶ 4 connections, 24-30 GBytes/s, smbd 18% cpu, with 16 iou-wrk threads at 3%-35% cpu.



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- I also implemented SMB2 writes with IORING\_OP\_RECVMSG/SPLICE (tested to /dev/null)
  - ▶ 1 connection, ~7-8 GBytes/s, smbd 5% cpu, with 3 io-wrk threads at 1%-20% cpu.
  - ▶ 4 connections, ~10 GBytes/s, smbd 15% cpu, with 12 io-wrk threads at 1%-20% cpu.
- ► I tested with a Linux Kernel 5.13
  - In both cases the nottleneck is clearly on the smbclient side
  - We could apply similar changes to smbclient and add true multichann support
  - ▶ It seems that the filesystem->pipe->socket path is much better optimized



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io\_uring (15/21)

### The road to upstream (TEVENT\_FD\_ERROR)

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- ▶ We need support for TEVENT\_FD\_ERROR in order to monitor errors
  - When using IORING\_OP\_SEND,RECVMSG we still want to notice errors
  - This is the main merge request:
  - https://gitlab.com/samba-team/samba/-/merge\_requests/2793
  - ▶ This merge request converts Samba to use TEVENT\_FD\_ERROR:
  - https://gitlab.com/samba-team/samba/-/merge\_requests/2885
  - (It also simplifies other places in the code without io\_uring)





## The road to upstream (samba\_io\_uring abstraction)

#### API glue to tevent:

```
void samba io uring ev register(void):
const struct samba io uring features *samba io uring system features(void):
struct samba_io_uring *samba_io_uring_ev_context_get_ring(struct tevent_context *ev);
const struct samba io uring features *samba io uring get features(
                                        const struct samba_io_uring *ring);
     tevent_context_init_byname(mem_ctx, "samba_io_uring_ev");
```





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```

- samba\_io\_uring abstraction factored out of vfs\_io\_uring:
  - samba\_io\_uring\_ev\_hybrid tevent backend (glued on epoll backend)
  - ▶ It means every layer getting the tevent\_context can use io\_uring
  - ▶ No #ifdef's just checking if the required features are available





### The road to upstream (samba\_io\_uring abstraction 2)

#### generic submission/completion api:

#### Using it

- convert vis\_io\_uving
- use it in smb2\_server.c
- In future use it in other performance critical places too





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### The road to upstream (samba\_io\_uring abstraction 2)

generic submission/completion api:

- ▶ Using it ...
  - convert vfs\_io\_uring
  - use it in smb2\_server.c
  - In future use it in other performance critical places too.





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### The road to upstream (smb2\_server.c)

- Refactoring of smb2\_server.c
  - add optional IORING\_OP\_SENDMSG, IORING\_OP\_RECVMSG support





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  - add optional IORING\_OP\_SENDMSG, IORING\_OP\_RECVMSG support
- ▶ There are structural problems with splice from a file
  - ▶ I had a discussion with the Linux developers about it:
  - ▶ The page content from the page cache may change unexpectetly
  - https://lists.samba.org/archive/samba-technical/2023-February/thread.html#137945
  - We may not able to use IORING\_OP\_SENDMSG/SPLICE by default
  - ► Maybe IORING\_OP\_RECVMSG/SPLICE is possible
- At least we can have only 1 one copy instead of two:
  - ► IORING\_OP\_SENDMSC ZC is able to avoid copying to the socket
    - we get an extra completion once the buffers are not needed anymor
  - This gives good results, between with and without IORING OP SENDMSG/SPLICE
  - But I don have numbers as it doesn't work on loopback
  - Within VM s improvement can be seen





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  - But I don't have numbers as it doesn't work on loopback
  - Within VM's improvement can be seen





#### Future Improvements



- I have a prototype for a native io\_uring tevent backend:
  - ► The idea is to avoid epoll and only block in io\_uring\_enter()
  - But the semantics of IORING\_OP\_POLL\_ADD, REMOVE are not useable
  - https://lists.samba.org/archive/samba-technical/2022-October/thread.html#137734
  - We may get an IORING\_POLL\_CANCEL\_ON\_CLOSE in future
  - And a usable IORING POLL LEVEL





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  - We may get an IORING\_POLL\_CANCEL\_ON\_CLOSE in future
  - ► And a usable IORING\_POLL\_LEVEL
- ▶ We can use io\_uring deep inside of the smbclient code
  - The low layers can just use samba\_io\_uring\_ev\_context\_get\_ring()
  - And use if available without changing the whole stack





#### Questions? Feedback!

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

→ SerNet/SAMBA+ sponsor booth

 ${\sf Slides:\ https://samba.org/~metze/presentations/2023/SDC/}$ 



