

io_uring

Status Update within Samba

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Samba Team / SerNet

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

Topics

- ▶ 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 / SDC 2021)

- ▶ 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)

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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
 - ► 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)
- ▶ 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)

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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
- ▶ 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

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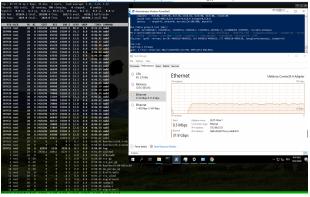
Performance research (SMB2 Read)

- ▶ 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 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



Performance with MultiChannel, sendmsg()

4 connections, "3.8 GBytes/s, bound by >500% cpu in total, sendmsg() takes up to 0.5 msecs



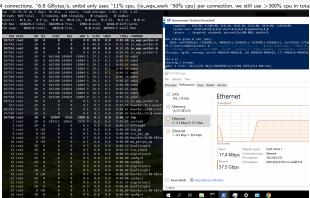
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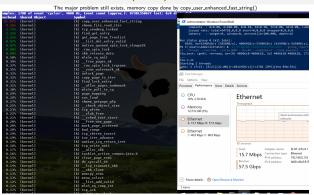
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IORING_OP_SENDMSG (Part1)



IORING_OP_SENDMSG (Part2)



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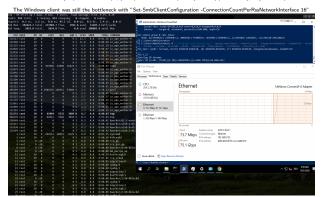
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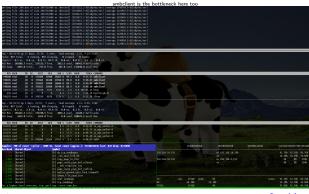
IORING_OP_SENDMSG + IORING_OP_SPLICE (Part1)

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.



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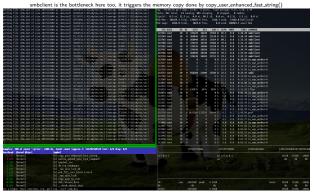
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smbclient IORING_OP_SENDMSG/SPLICE (loopback)

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.
- 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 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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The road to upstream (TEVENT_FD_ERROR)

- ▶ 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 1)

API glue to tevent:

- 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

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The road to upstream (samba_io_uring abstraction 2)

generic submission/completion api:

```
void samba_io_uring_completion_prepare(struct samba_io_uring_completion *completion, void (*completion_fn)(struct samba_io_uring_completion *completion, void *completion.private, const struct io_uring_cqe *cqe), void *completion_private);

void *completion_private);

void samba_io_uring_submission_prepare(struct samba_io_uring_submission *submission, void (*submission_fn)(struct samba_io_uring_submission *submission, void *submission_private, void *submission_private), void *submission_private, struct samba_io_uring_completion *completion);

struct io_uring_sqe *samba_io_uring_submission_sqe(struct samba_io_uring_submission *submission);

size_t samba_io_uring_queue_submissions(struct samba_io_uring_*ring, struct samba_io_uring_submission);
```

- ▶ Using it ...
 - convert vfs_io_uring
 - use it in smb2_server.c
 - In future use it in other performance critical places too.



The road to upstream (smb2_server.c)

- Refactoring of smb2_server.c
 - 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_SENDMSG_ZC is able to avoid copying to the socket
 - we get an extra completion once the buffers are not needed anymore.
 - This gives good results, between with and without IORING_OP_SENDMSG/SPLICE
 - But I don't have numbers as it doesn't work on loopback
 - Within VM's improvement can be seen

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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
- ► We can use io_uring deep inside of the smbclient code
 - The low lavers can just use samba_io_uring_ev_context_get_ring()
 - And use if available without changing the whole stack



Questions? Feedback!

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

Slides: https://samba.org/~metze/presentations/2023/SambaXP/



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