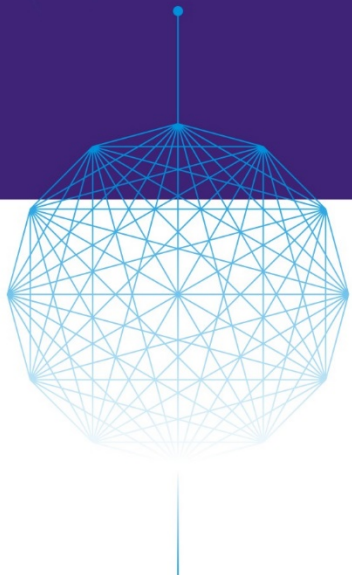





DPDK SUMMIT CHINA 2017



主办方：

参与方： 腾讯云  ZTE  美团云  Panabit®  太一星辰   云杉网络

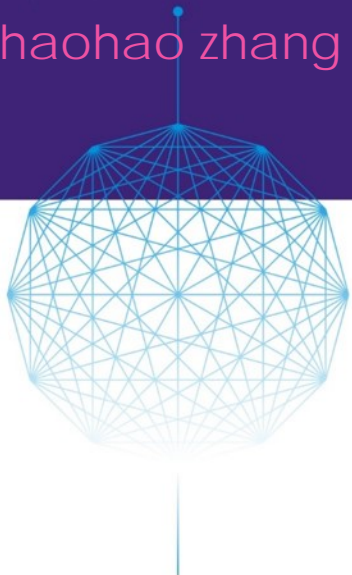
协办方： SDNLAB 专注网络创新技术 视频支持方： IT大咖说




Tencent Data Center Security Use case

DPDK based security service layer on datacenter

haohao zhang



主办方：

参与方： 腾讯云  ZTE  美团云  Panabit®  太一星辰   云杉网络

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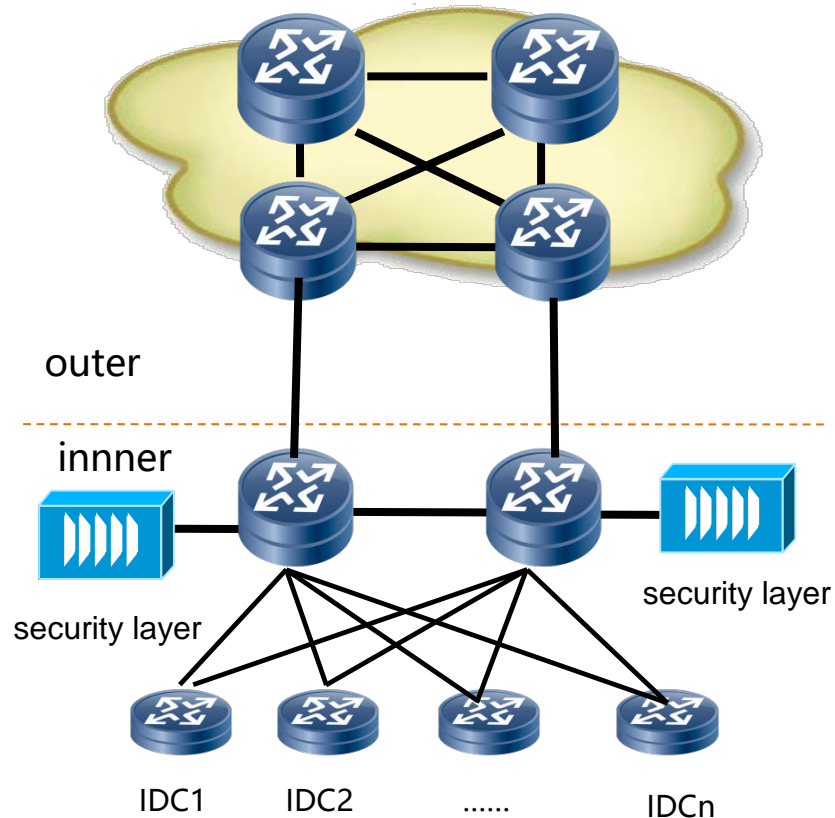
Agenda

- ▶ what and why of the security service layer
- ▶ how to design
- ▶ performance optimize
- ▶ evolution for large volume





where is the layer



security on host:

- different OS
- CPU used must be controlled
- complex policy

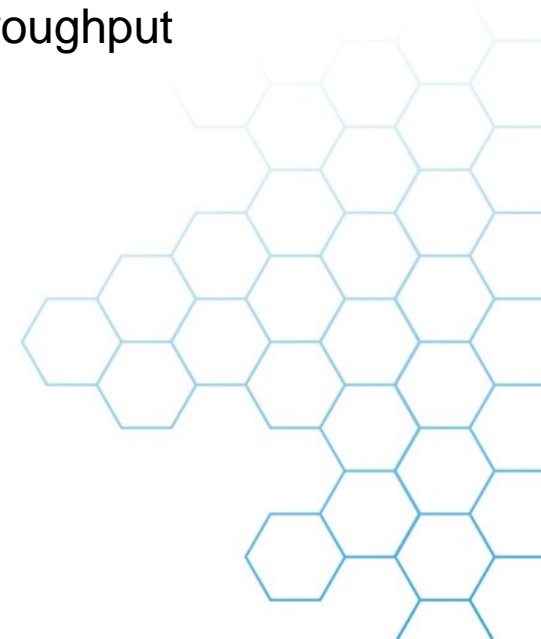
challenges of deploy on network perimeter:

- traffic control
- forward information--act like a router
- performance --latency, Throughput
- debug

support security function

- Anti-DDoS
- WAF
- IDS
- Forensics

.....



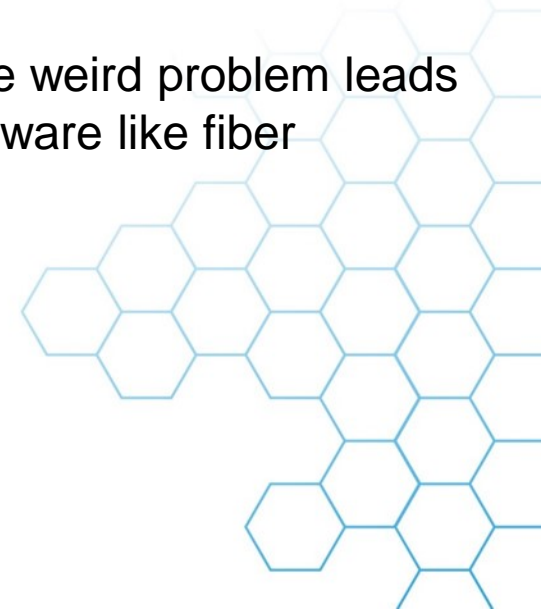


comparion between DPDK and aother option

	multi core platform	DPDK on x86
Performance	high	middle
Reliability on massive deployment	high malfunction ratio	good
Devepment cost	high	middle
Debug	hard	midlle

1 Reliability is very important when you need manage thousands of devcies.

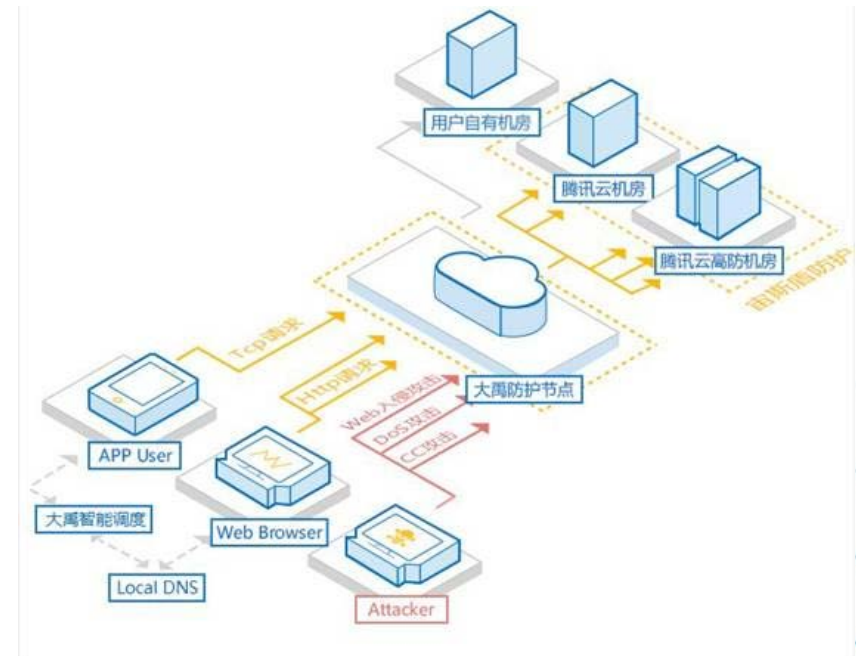
2 Some weird problem leads to hareware like fiber





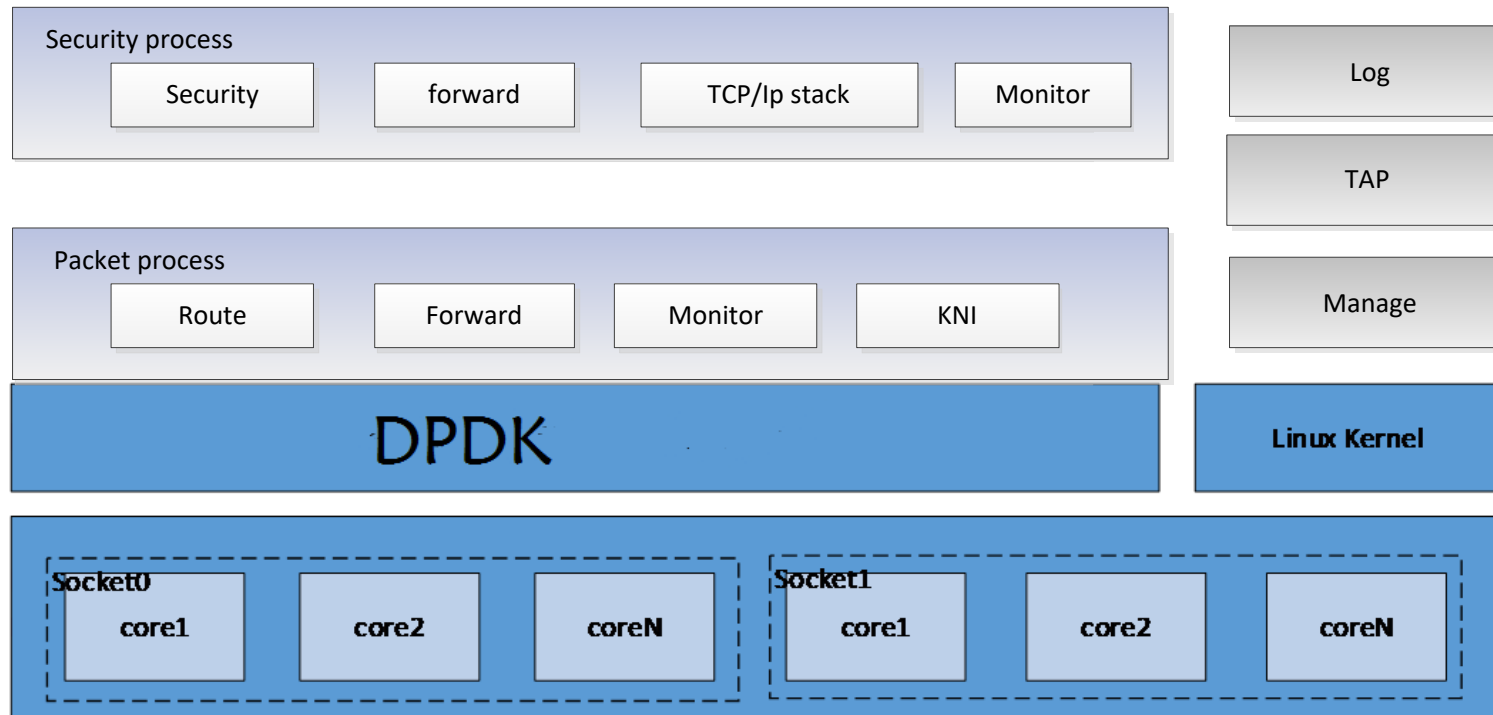
deployment status

- ▶ cover all the perimeter globally
- ▶ Thousands of DPDK based security device
- ▶ support all type of business, include web, game, video...
- ▶ continue increasing





the software architecture





multi process model

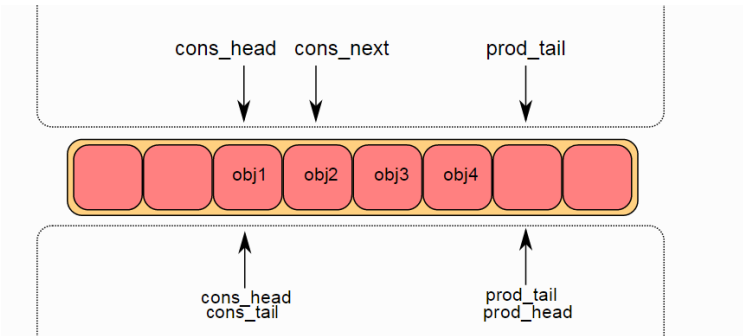
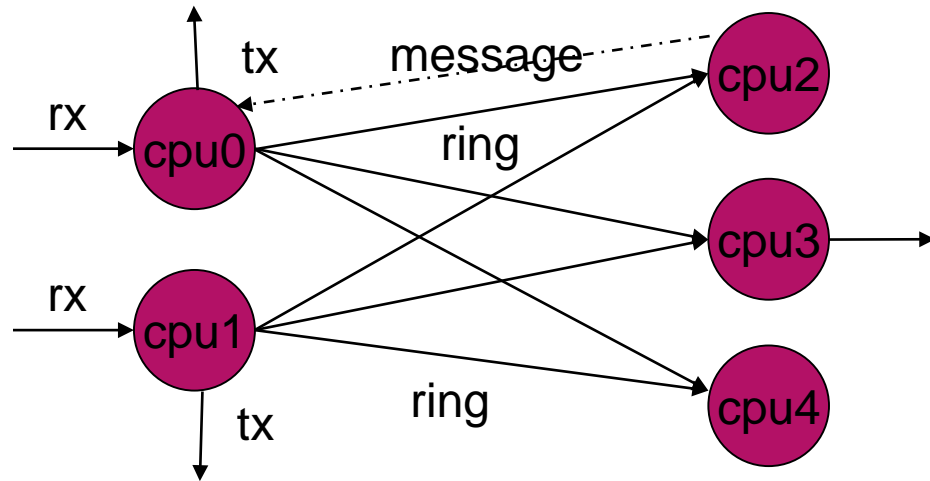
- ▶ **primary process is stable**
 - packet forwarding information
 - router information
 - memory management
 - basic statistic
 - TAP management
- ▶ **secondary process changes quickly**
 - doing the security logical
 - update frequently





fake dequeue

1. avoid packet losing after secondary process crash
2. not in high performance mode



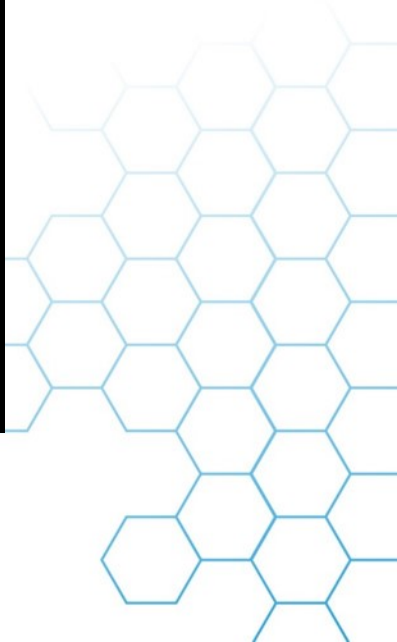
- ① secondary read head and tail of ring
- ② secondary copy mbuf without dequeue
- ③ secondary process packet
- ④ use volatile variable notify the primary process to dequeue



performance optimization

- ▶ Local variable VS global variable
- ▶ Hyper Thread for different scenarios:
whether threads number need larger than physical thread
pipiline mode
- ▶ sometimes tx queue number can affect
- ▶ assemble language can be used for critical function
- ▶ memcpy cost

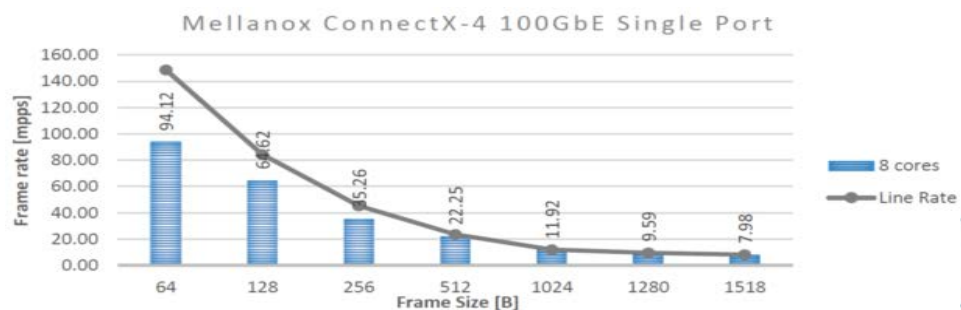
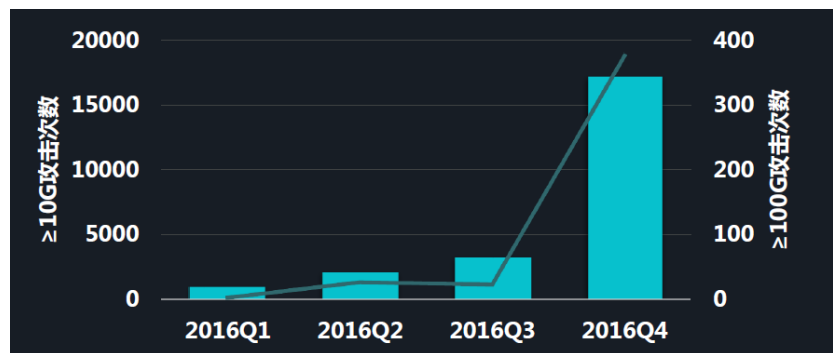
	phy0	---	phy1
core0	0 # 24	---	12 # 36
core1	1 # 25	---	13 # 37
core2	2 # 26	---	14 # 38
core3	3 # 27	---	15 # 39
core4	4 # 28	---	16 # 40
core5	5 # 29	---	17 # 41
core6		---	
core7		---	
core8	6 # 30	---	18 # 42
core9	7 # 31	---	19 # 43
core10	8 # 32	---	20 # 44
core11	9 # 33	---	21 # 45
core12	10 # 34	---	22 # 46
core13	11 # 35	---	23 # 47





evolution for large volume

- ▶ 100G NIC
- ▶ FPGA
- ▶ CPU on other NUMA Node





Thanks!!



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