

# Reclaiming Memory – Efficient and Lock Free – rte tqs

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#### Acknowledgements





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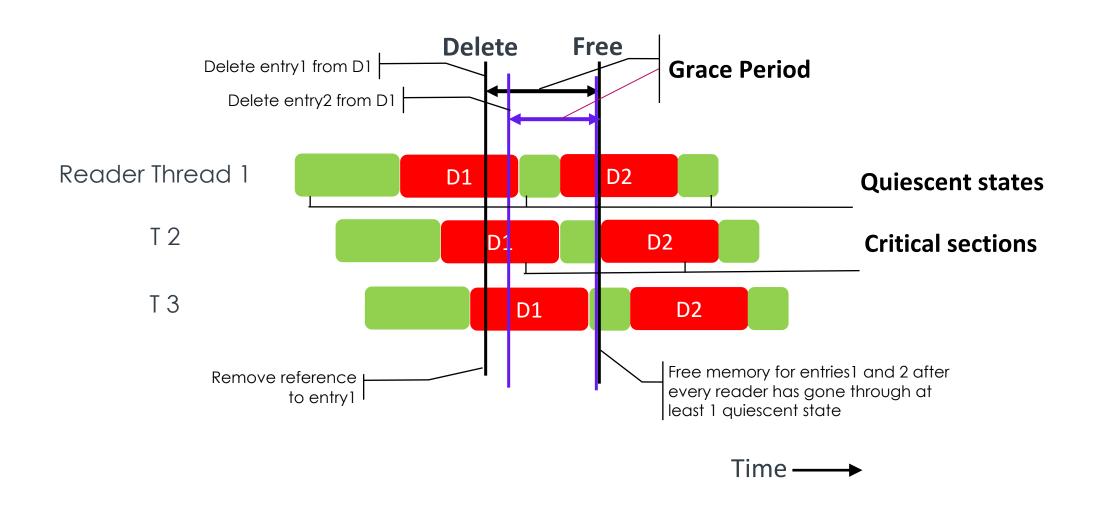
## Agenda



- Define Terms/Parameters
- Effect of these Parameters
- Requirements from DPDK perspective
- Design

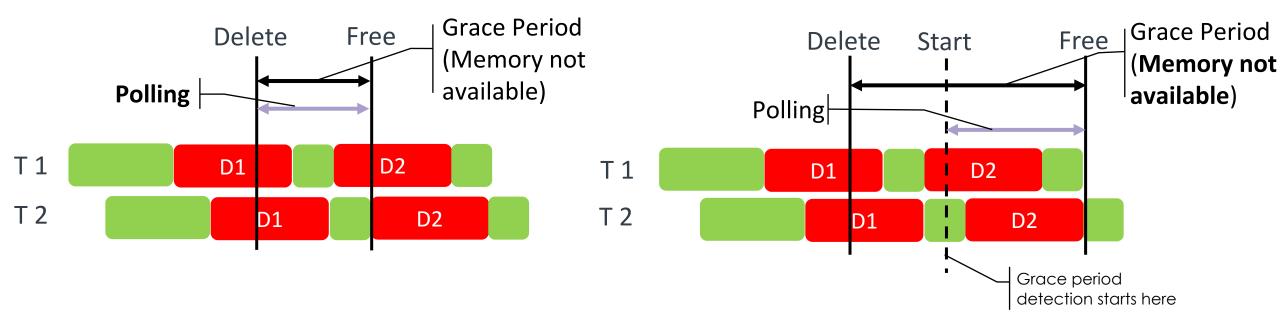
#### Terms/Parameters





#### **Grace Period**



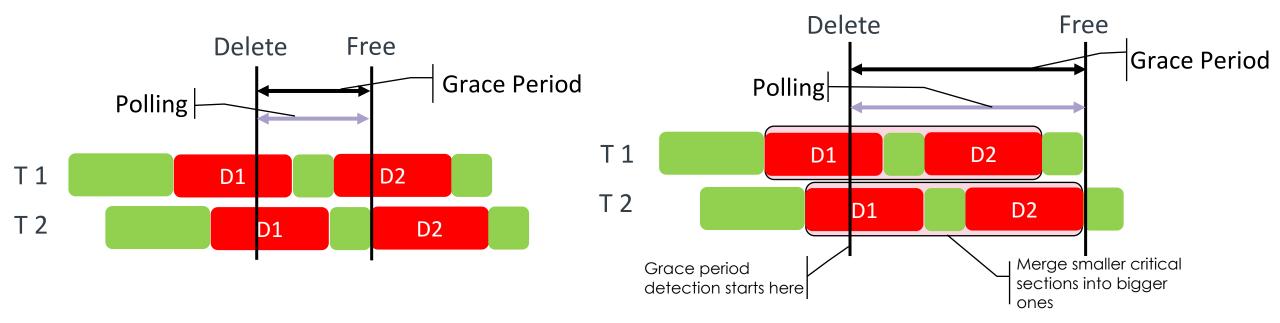


Continuous Polling => Increased memory access

Longer Grace Period => Extra additional memory

### Critical Section – Smaller vs Bigger





Advantage – Smaller grace period

Disadvantage – More cycles required for reporting quiescent state.

Advantage – Less cycles for reporting quiescent state

Disadvantage – Larger grace period and more polling

#### Requirements



- Need characteristics of LARGE critical section and SMALL grace period
  - Reduce number of cycles required for grace period detection
  - Reduce polling during grace period
  - Distributed/Concurrent grace period detection needs lock free algorithm
- Don't enforce a programming model
- rte\_event\_dequeue\_burst supports blocking mode efficient 'bother about me', 'don't both about me' APIs

#### Design



- The list of readers is represented as a bit-map
  - Efficient
  - Allows for lock-free/concurrent operations
- Quiescent state detection is split into 2 steps
  - Allows for multiple/concurrent quiescent state queries
  - Start (rte\_tqs\_start)
    - Lock-free allows multiple writers to call this concurrently
    - > Allows the writers to start the process without having to wait for end of grace period
    - > Allows the writers to do other work while the grace period is underway no cycles wasted
    - Continuous polling not required reduces memory accesses

#### Design



- Quiescent state detection is split into 2 steps
  - Check (rte\_tqs\_check)
    - Lock-free allows for multiple writers to call this concurrently
    - > If the writers do enough other work, mostly a success is returned in the first polling attempt
    - Does not enforce threading model for batching
- rte\_tqs\_register/rte\_tqs\_unregister are lock-free allows multiple worker threads to announce their participation concurrently



Questions?



# Backup Slides

### Why not liburcu?



- The list of readers is a linked list protected by a lock
  - Does not allow concurrent and lock-free insertion/deletion/traversal
  - Not very efficient to call on data plane threads
- Issues in Quiescent State detection API
  - synchronize\_rcu (equivalent of rte\_tqs\_start + rte\_tqs\_check) is a blocking API, does not return till the grace period is over
  - Since it is blocking, it cannot be called on the data plane threads
  - Polling the reader threads, while waiting for grace period to end, wastes CPU cycles
  - Polling causes additional memory accesses
  - It uses a lock which does not allow multiple synchronize\_rcu calls to run concurrently

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### Parts of DPDK present in other projects



- Atomic operations APIs
  - <a href="https://github.com/ivmai/libatomic\_ops">https://github.com/ivmai/libatomic\_ops</a> Supports much wider set of architectures
  - https://github.com/urcu/userspace-rcu/blob/master/doc/uatomic-api.md
- Any reasoning for
  - eal\_common\_string\_fns.c and rte\_string\_fns.h
- Bunch of data structures that exist in DPDK provided here
  - https://github.com/urcu/userspace-rcu/blob/master/doc/cds-api.md