

RDMA over Commodity Ethernet at Scale

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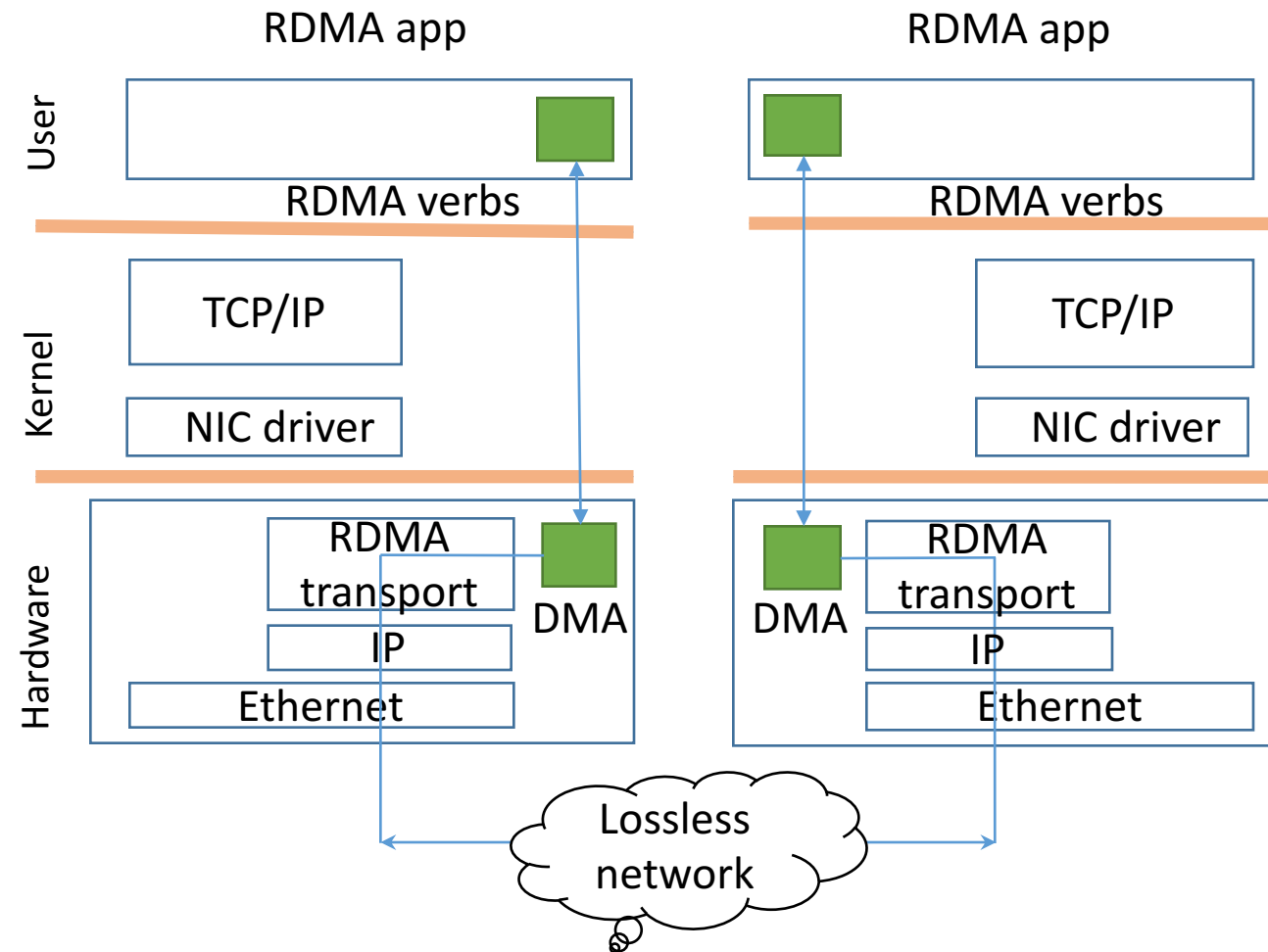
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Outline

- RDMA/RoCEv2 background
- DSCP-based PFC
- Safety challenges
 - RDMA transport livelock
 - PFC deadlock
 - PFC pause frame storm
 - Slow-receiver symptom
- Experiences and lessons learned
- Related work
- Conclusion

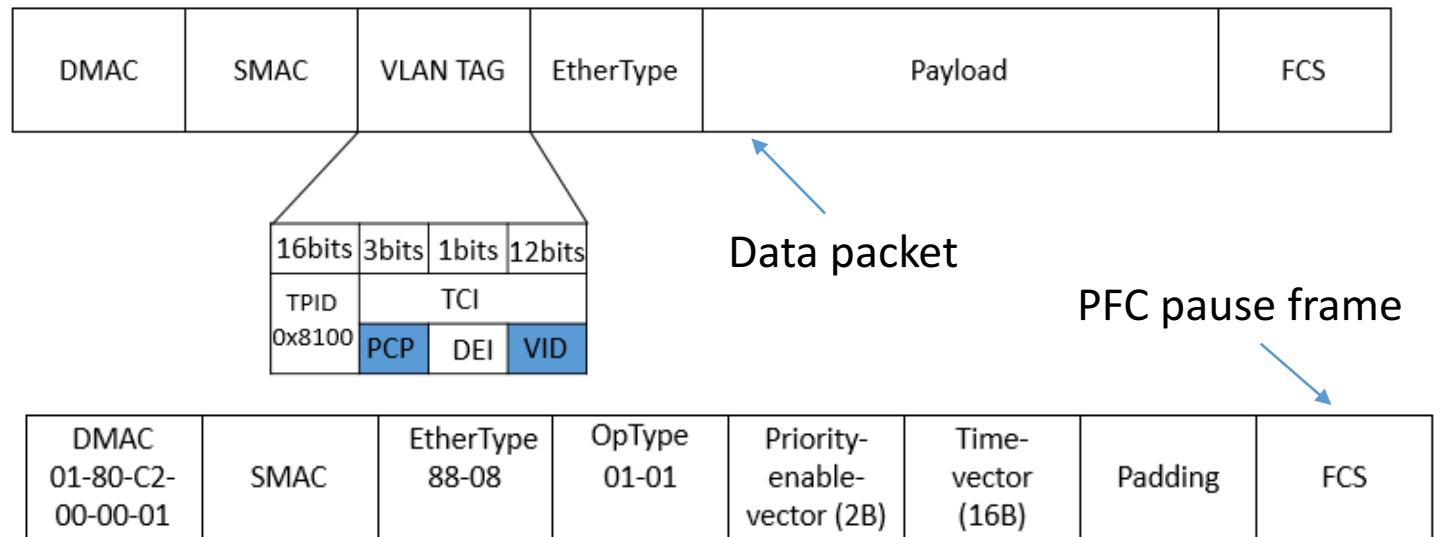
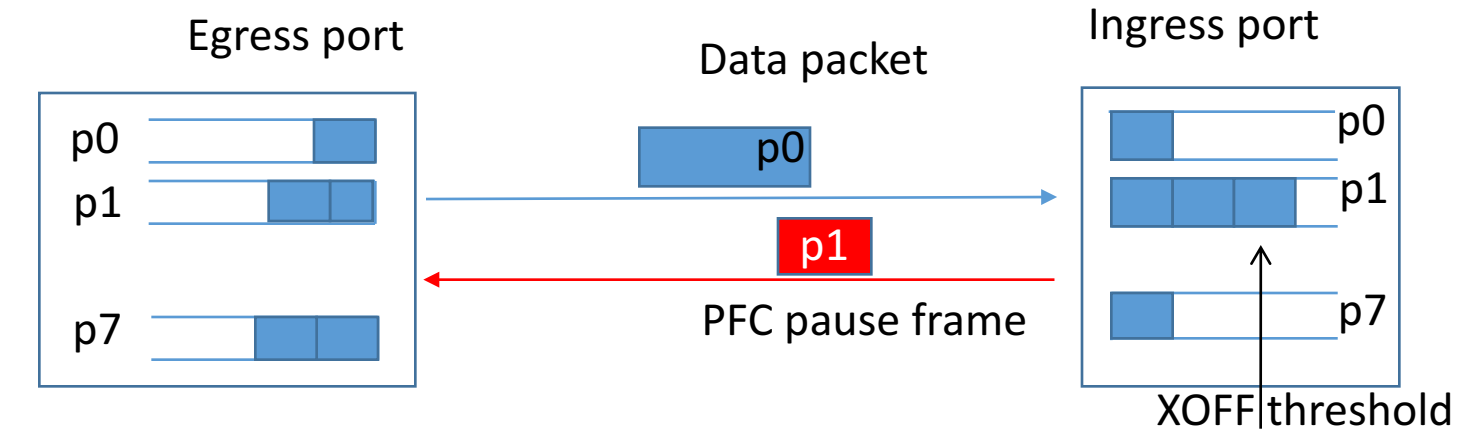
RDMA/RoCEv2 background

- RDMA addresses TCP's latency and CPU overhead problems
- RDMA: Remote Direct Memory Access
 - RDMA offloads the transport layer to the NIC
 - RDMA needs a lossless network
- RoCEv2: RDMA over commodity Ethernet
 - DCQCN for connection-level congestion control
 - PFC for hop-by-hop flow control



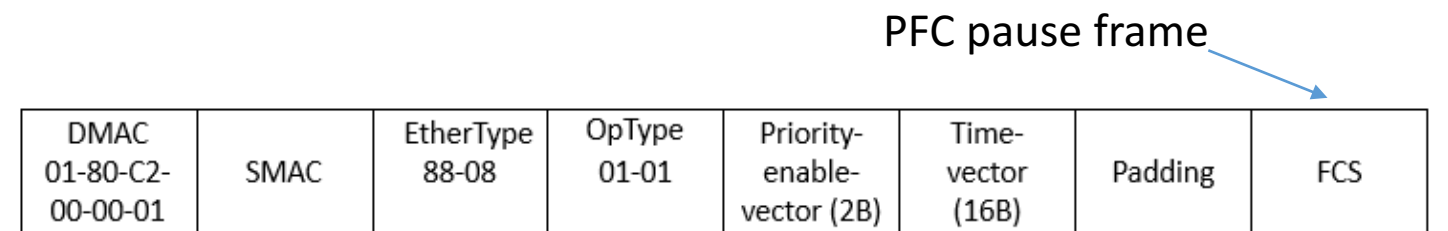
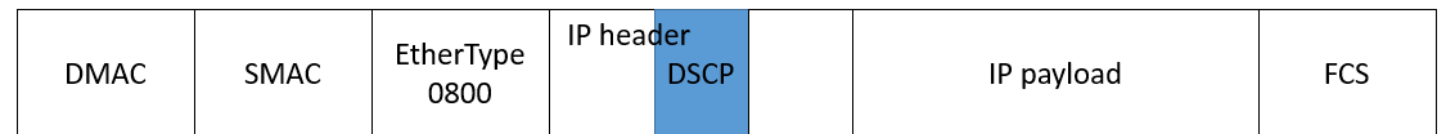
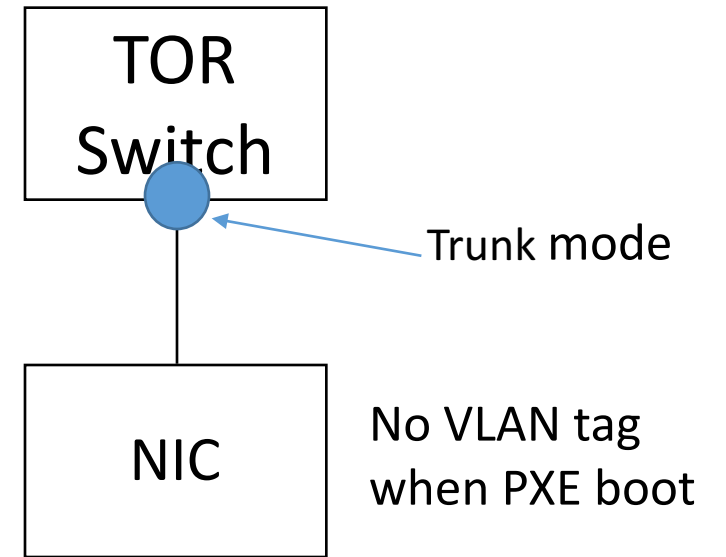
Priority-based flow control (PFC)

- Hop-by-hop flow control, with eight priorities for HOL blocking mitigation
- The priority in data packets is carried in the VLAN tag
- PFC pause frame to inform the upstream to stop



DSCP-based PFC

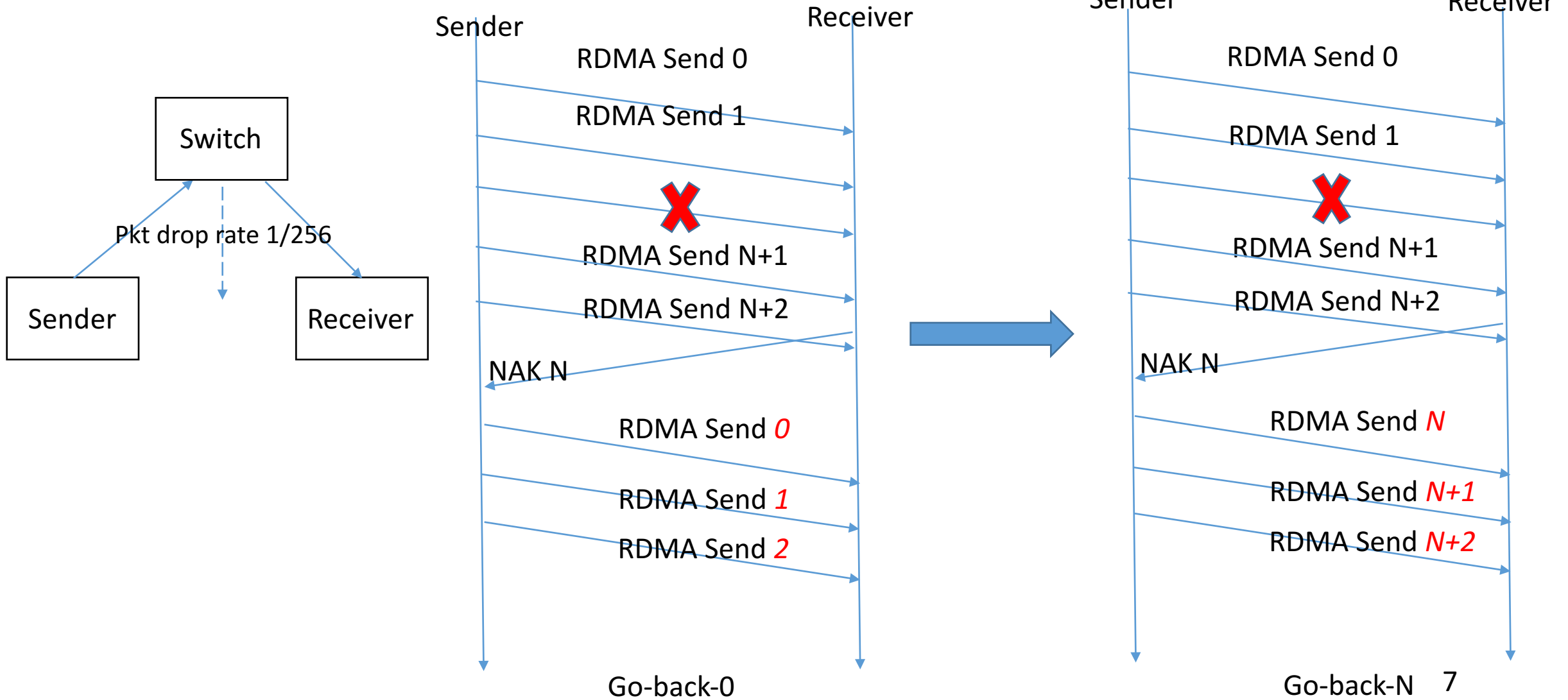
- Issues of VLAN-based PFC
 - It breaks PXE boot
 - No standard way for carrying VLAN tag in L3 networks
- DSCP-based PFC
 - DSCP field for carrying the priority value
 - No change needed for the PFC pause frame
 - Supported by major switch/NIC vendors



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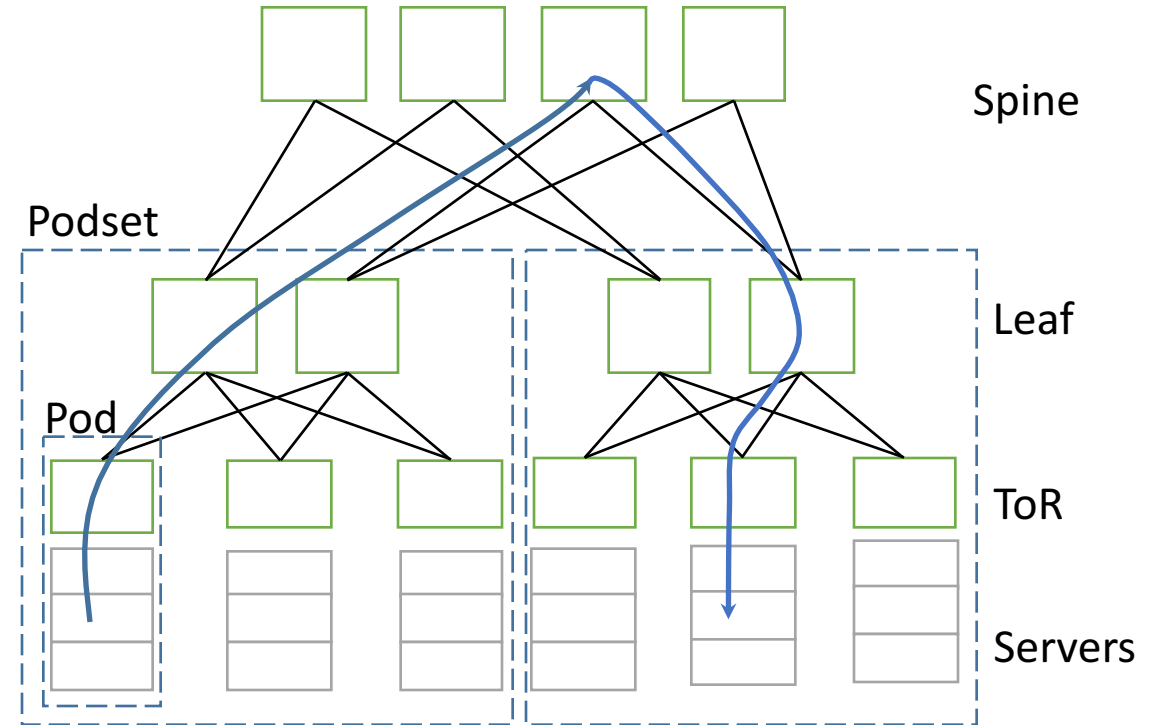
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RDMA transport livelock



PFC deadlock

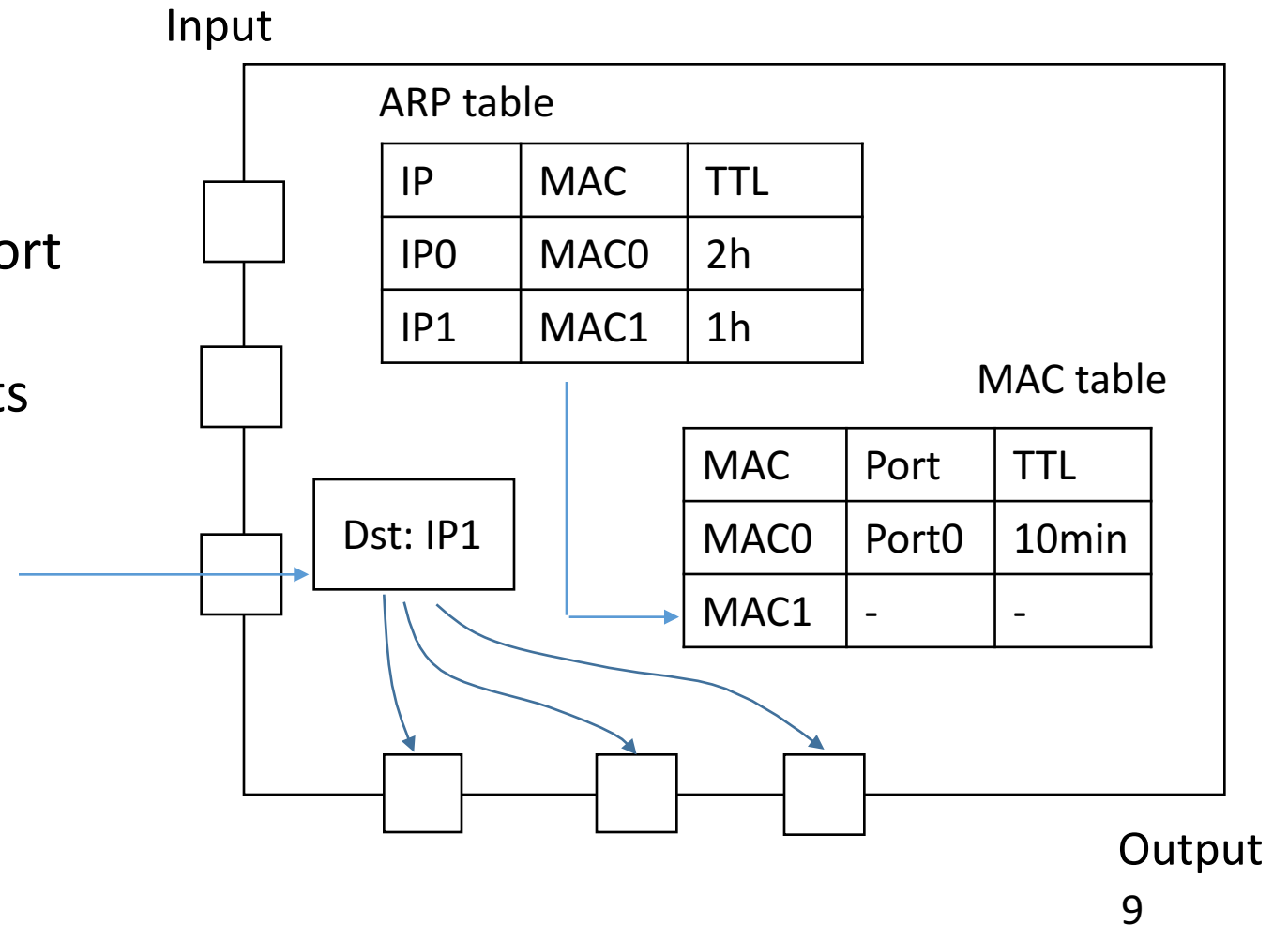
- Our data centers use Clos network
- Packets first travel up then go down
- No cyclic buffer dependency for up-down routing -> no deadlock
- But we did experience deadlock!



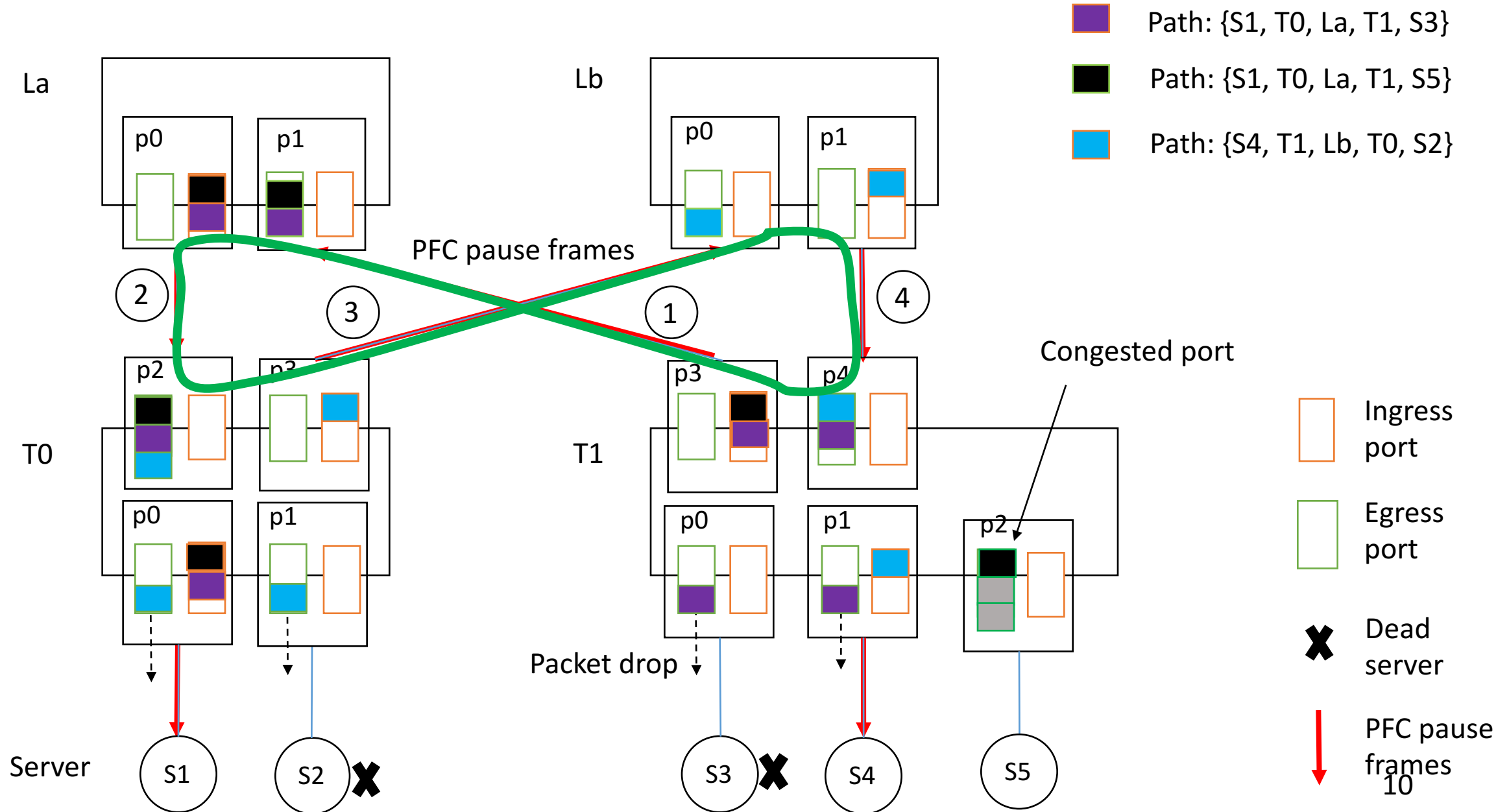
PFC deadlock

- Preliminaries

- ARP table: IP address to MAC address mapping
- MAC table: MAC address to port mapping
- If MAC entry is missing, packets are flooded to all ports



PFC deadlock

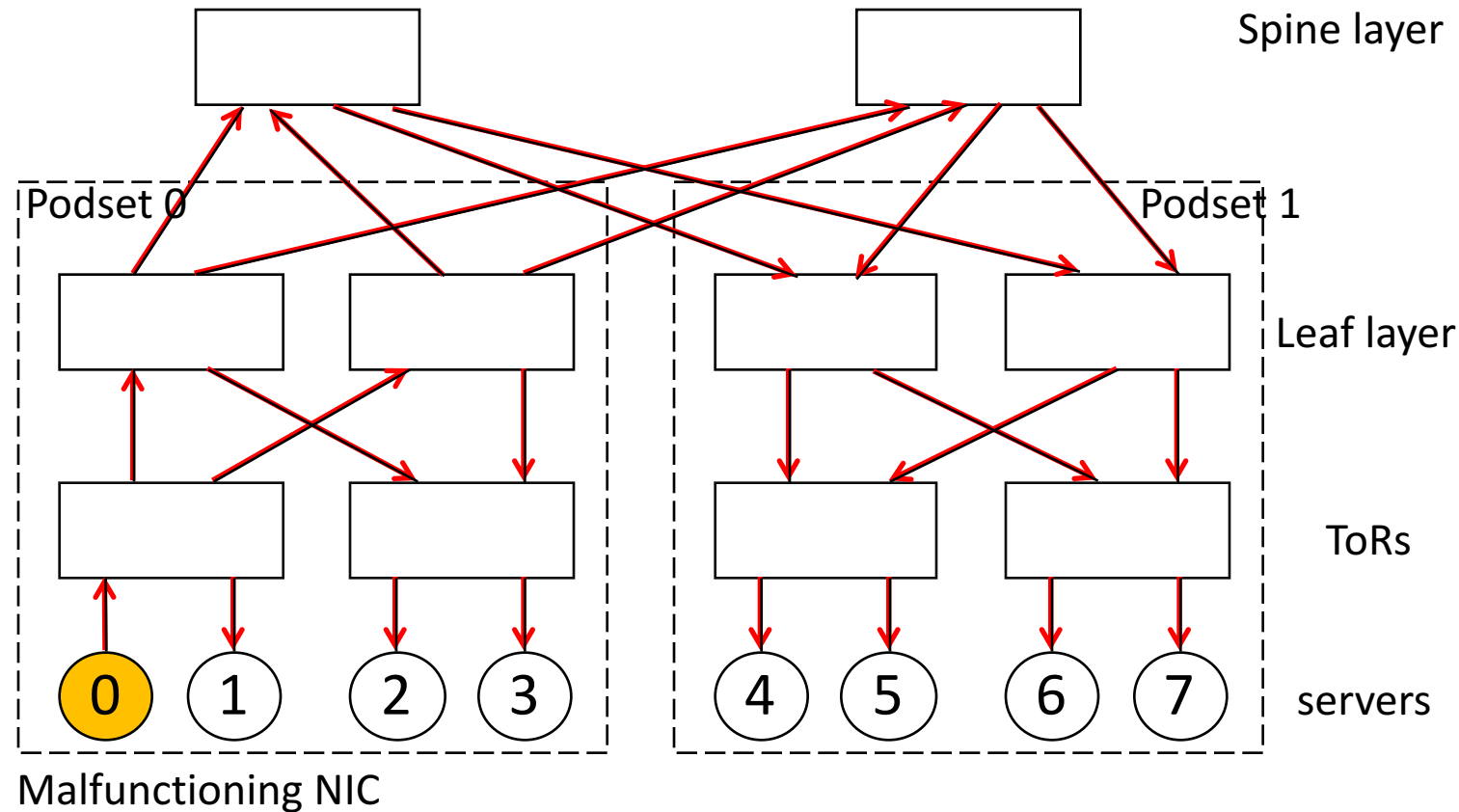


PFC deadlock

- The PFC deadlock root cause: the interaction between the PFC flow control and the Ethernet packet flooding
- Solution: drop the lossless packets if the ARP entry is incomplete
- Recommendation: do not flood or multicast for lossless traffic
- Call for action: more research on deadlocks

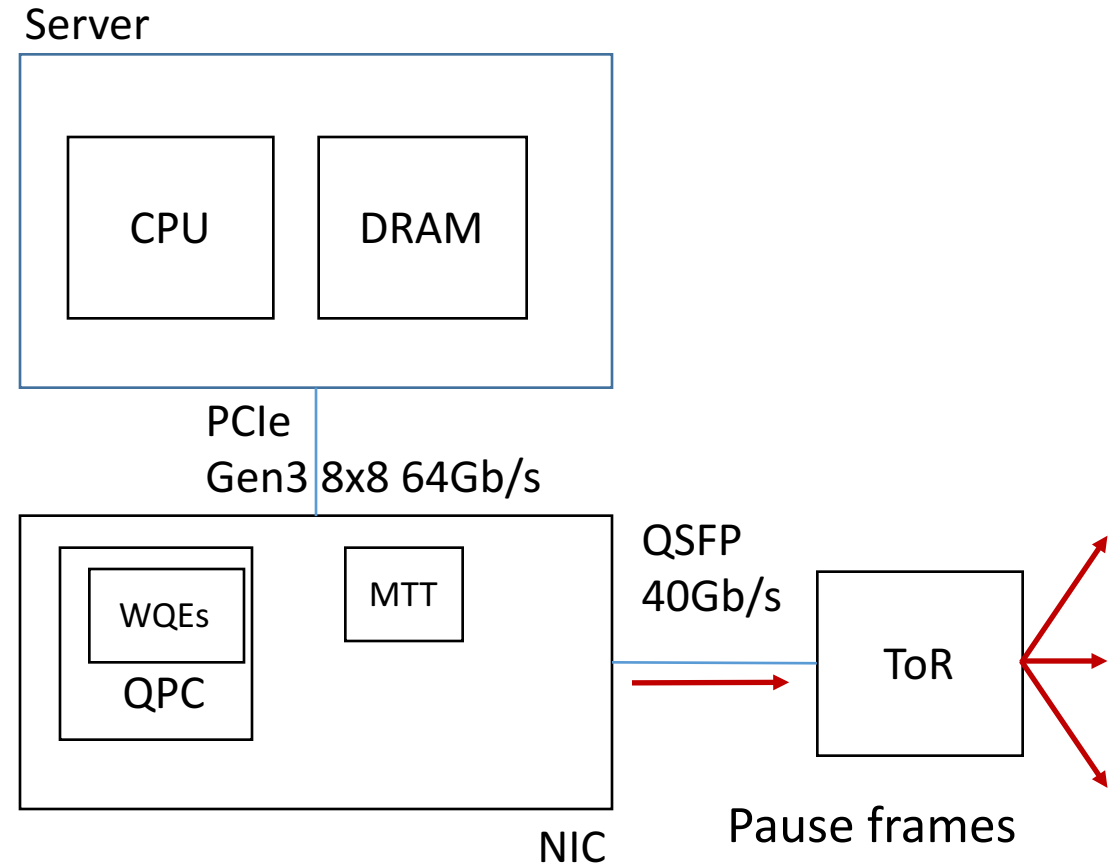
NIC PFC pause frame storm

- A malfunctioning NIC may block the whole network
- PFC pause frame storms caused several incidents
- Solution: watchdogs at both NIC and switch sides to stop the storm



The slow-receiver symptom

- ToR to NIC is 40Gb/s, NIC to server is 64Gb/s
- But NICs may generate large number of PFC pause frames
- Root cause: NIC is resource constrained
- Mitigation
 - Large page size for the MTT (memory translation table) entry
 - Dynamic buffer sharing at the ToR

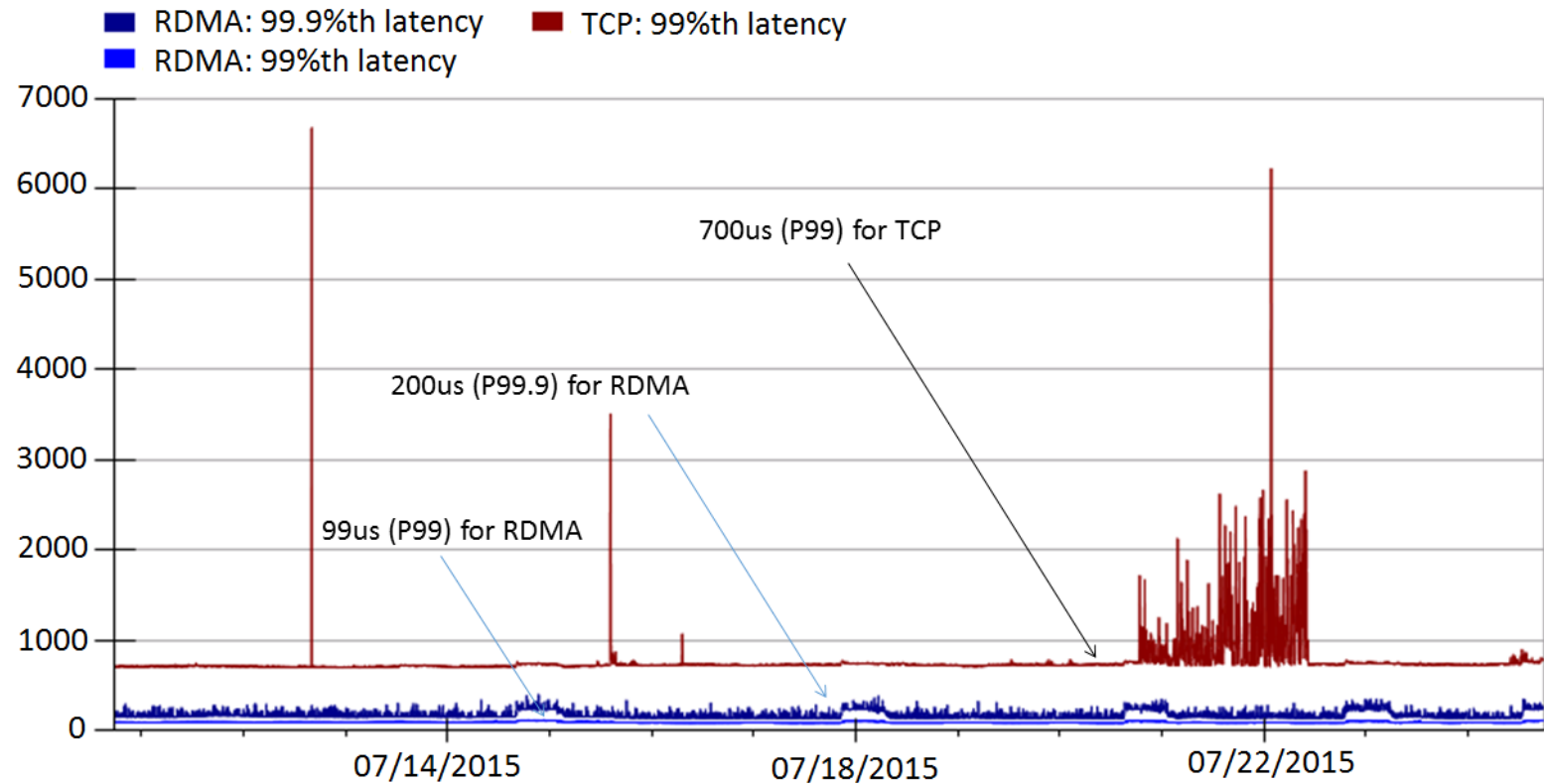


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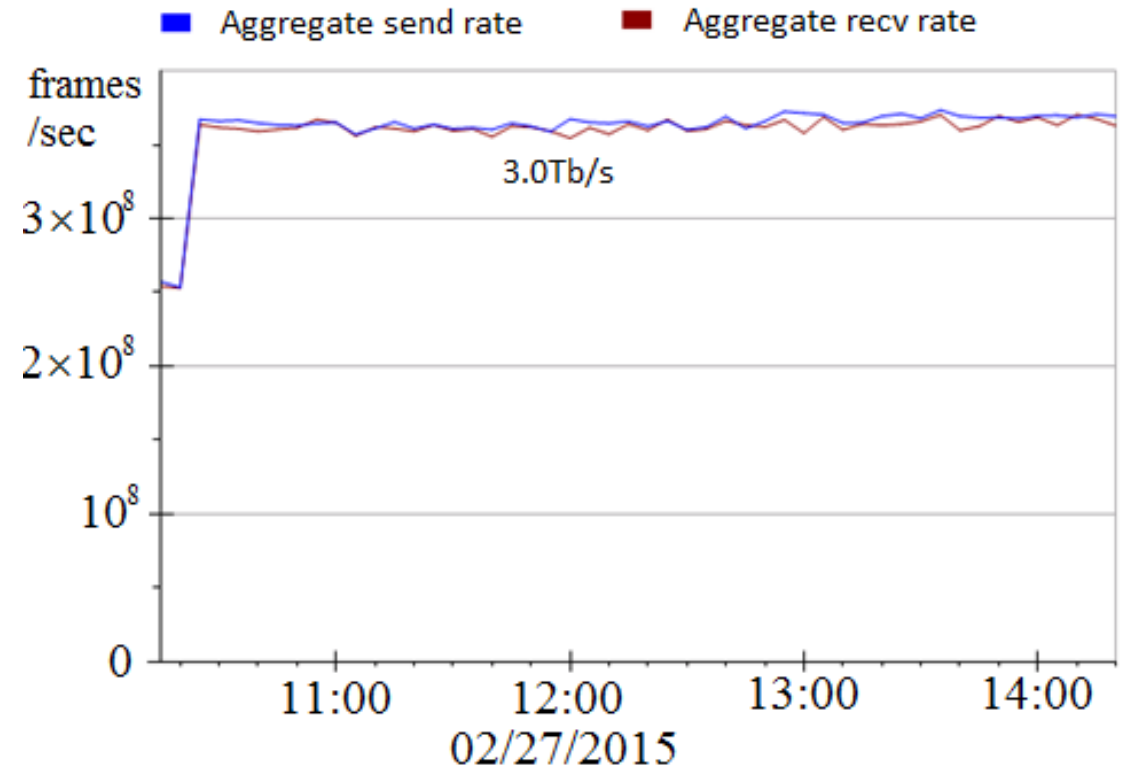
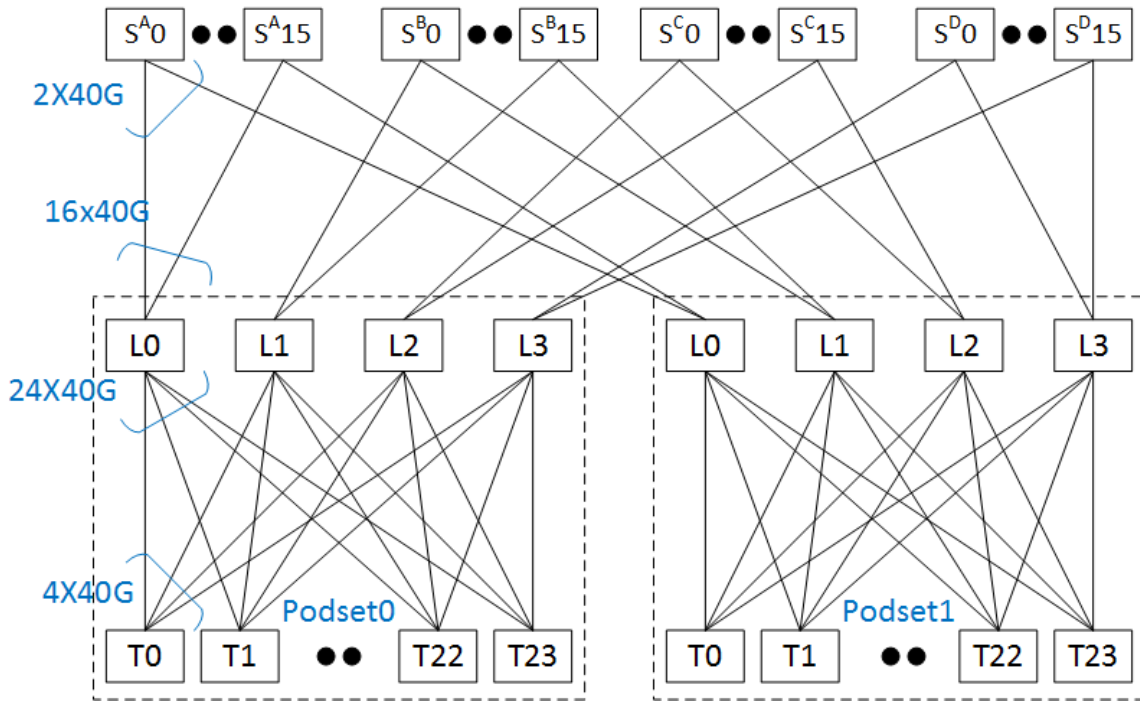
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Latency reduction

- RoCEv2 deployed in Bing world-wide for one and half years
- Significant latency reduction
- Incast problem solved as no packet drops



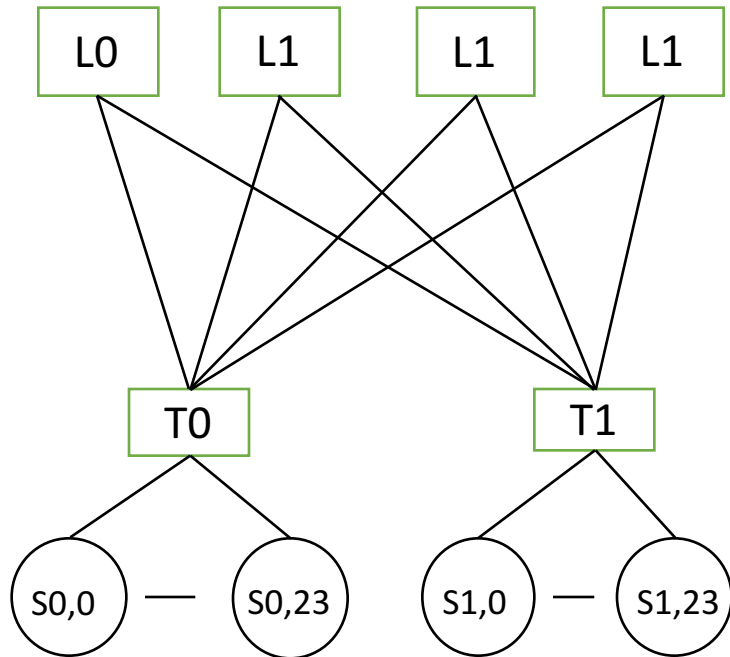
RDMA throughput



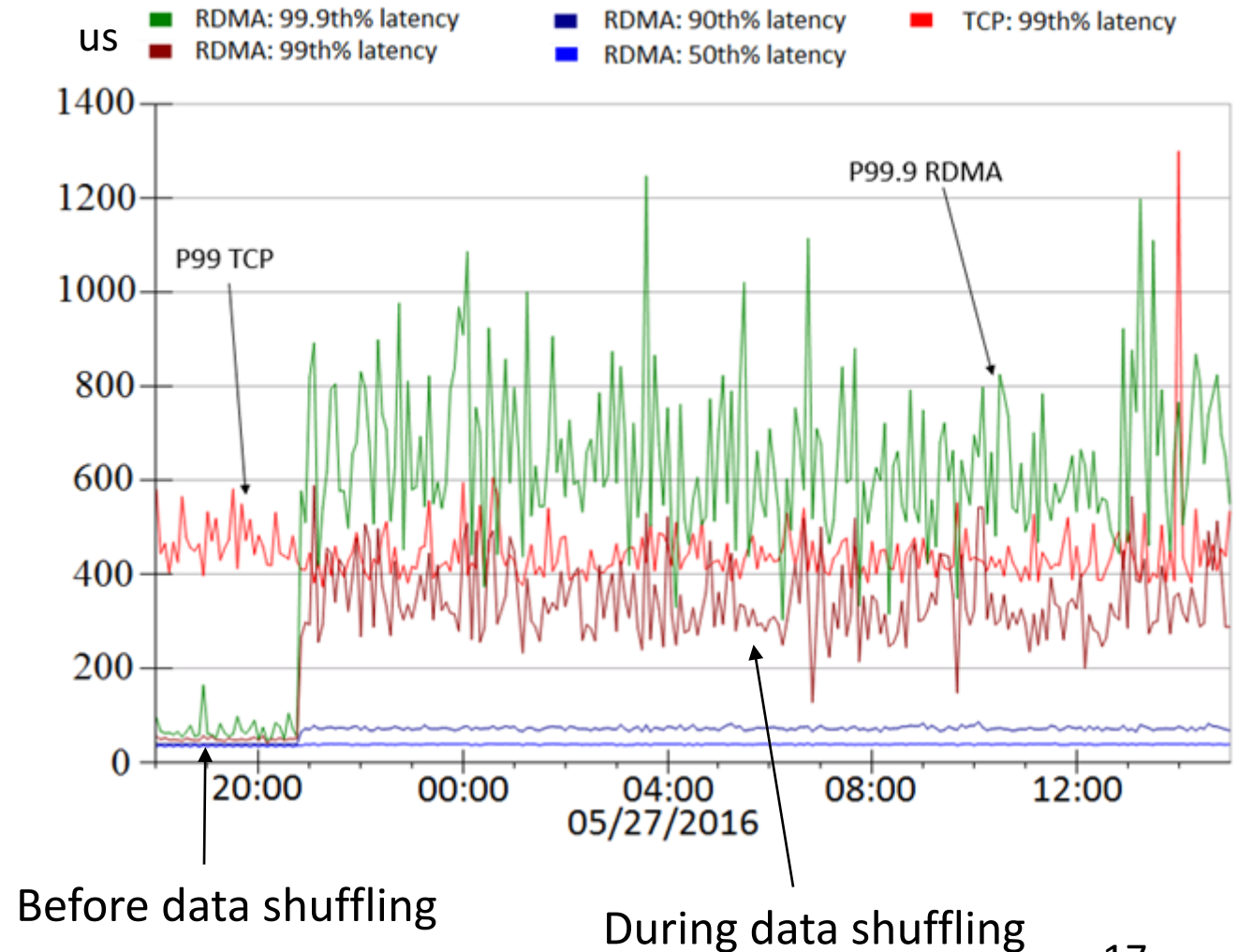
- Using two podsets each with 500+ servers
- 5Tb/s capacity between the two podsets

- Achieved 3Tb/s inter-podset throughput
- Bottlenecked by ECMP routing
- Close to 0 CPU overhead

Latency and throughput tradeoff



- RDMA latencies increase as data shuffling started
- Low latency vs high throughput



Lessons learned

- Deadlock, livelock, PFC pause frames propagation and storm did happen
- Be prepared for the unexpected
 - Configuration management, latency/availability, PFC pause frame, RDMA traffic monitoring
- NICs are the key to make RoCEv2 work
- Loss vs lossless: Is lossless needed?

Related work

- Infiniband
- iWarp
- Deadlock in lossless networks
- TCP perf tuning vs. RDMA

Conclusion

- RoCEv2 has been running safely in Microsoft data centers for one and half years
 - DSCP-based PFC which scales RoCEv2 from L2 to L3
 - Various safety issues/bugs (livelock, deadlock, PFC pause storm, PFC pause propagation) can all be addressed
- Future work
 - RDMA for inter-DC communications
 - Understanding of deadlocks in data centers
 - Lossless, low-latency and high-throughput networking
 - Applications adoption