Shenango: Achieving High CPU Efficiency for Latency-sensitive Datacenter Workloads

Amy Ousterhout

Joshua Fried

Jonathan Behrens

Adam Belay

Hari Balakrishnan

Trend #1: Faster Networks

• But today's operating systems add significant overheads to I/O

The Rise of Kernel Bypass

Traditional Approach

NIC packet queues

- Dedicate busy-spinning cores
- Applications directly poll NIC queues
- Enables higher throughput and lower latency

Kernel Bypass

Trend #2: Slowing of Moore's Law

increased demand for servers increased demand for energy

- CPUs only utilized 10-66% today
- CPU efficiency becomes increasingly important

Load Variation Makes Efficiency Challenging

- Load variation for datacenter workloads
	- Days: diurnal cycles
	- $-$ Microseconds: packet bursts, thread bursts
- Peak load requires significantly more cores than average load

The Need for Multiplexing

- Two types of applications: latency-sensitive and batchprocessing
- Pack both on the same server
	- $-$ Bing does this on over 90,000 servers

Multiplexing with Existing Approaches

• Example: Memcached + batch processing application

Multiplexing with Existing Approaches

No existing approach provides **high network performance** and **high CPU** efficiency

Memcached Throughput (million requests/s)

Goal

- Reconcile the tradeoff between high CPU efficiency and network performance
- Reallocate cores across applications at microsecond granularity
	- $-$ Coarser granularities insufficient for microsecond-scale tasks and microsecond-scale bursts

Challenges of Fast Reallocations

- How many cores does an application need?
	- $-$ Application-level metrics are too slow
	- $-$ Multiple sources of load: packets and threads
- Overhead of reallocation
	- $-$ Reconfiguring hardware is too slow
- Existing systems don't address these challenges

Shenango's Contributions

- Efficient **algorithm** for determining when an application needs more cores
	- $-$ Based on thread and packet queueing delays
- **IOKernel**: steers packets in software and allocates cores
	- Core reallocations take \sim 5 μ s
- Cache-aware core selection algorithm
- Load balancing of packet protocol (e.g., TCP) handling

Shenango's Design

How Many Cores Should the IOKernel Allocate?

Compute Congestion

- Compute congestion: when granting an application an additional core would allow it to complete its work more quickly
- Goal: grant each application as few cores as possible while avoiding compute congestion *active* core

Congestion Detection Algorithm

- Queued threads or packets indicate congestion
- Any packets or threads queued since the last run (5 us ago)?
	- Grant one more core
- Ring buffers enable an efficient check

Implementation

- IOKernel
	- Uses DPDK 18.11
- Runtime
	- UDP and TCP
	- C++ and Rust bindings
- 13,000 lines of code total

Evaluation Questions

- How well does Shenango reconcile the tradeoff between CPU efficiency and network performance?
- How does Shenango respond to sudden bursts in load?
- How do Shenango's individual mechanisms contribute to its overall performance?

Experimental Setup

- 1 server + 6 clients, 10 Gbits/s NICs
- Clients run our open-loop load generator built on Shenango
	- $-$ Requests follow Poisson arrivals, use TCP

CPU Efficiency and Network Performance with Memcached

Shenango matches ZygOS's tail latency with high CPU efficiency

Shenango is Resilient to Bursts in Load

- TCP requests with 1 μ s synthetic work + batch processing application
- Increase or decrease the load every 1 s

20

Conclusion

- Shenango reconciles the tradeoff between low tail latency and high CPU efficiency
- Reallocates cores at microsecond granularity
	- $-$ Efficient **congestion detection algorithm**
	- $-$ **IOKernel**: allocates cores and steers packets in software

https://github.com/shenango