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# ClickOS and the Art of Network Function Virtualization

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### **The Idealized Network**





#### A Middlebox World





#### Hardware Middleboxes - Drawbacks

Expensive equipment/power costs

Difficult to add new features (vendor lock-in)

Difficult to manage

Cannot be scaled on demand (peak planning)



#### **Shifting Middlebox Processing to Software**

Can share the same hardware across multiple users/tenants

Reduced equipment/power costs through consolidation

Safe to try new features on a operational network/platform

But can it be built using commodity hardware while still achieving high performance?

**ClickOS:** tiny Xen-based virtual machine that runs Click



#### From Thought to Reality - Requirements

Fast Instantiation

Small footprint

Isolation

Performance

Flexibility



# What's ClickOS ?



#### Work consisted of:

- Build system to create ClickOS images (5 MB in size)
- Emulating a Click control plane over MiniOS/Xen
- Reducing boot times (roughly 30 milliseconds)
- Optimizations to the data plane (10 Gb/s for almost all pkt sizes)
- Implementation of a wide range of middleboxes

#### **Performance analysis**



\* - maximum-sized packets



#### **Performance analysis**



Copying packets between guests greatly affects packet I/O (1)

Packet metadata allocations (2)

Backend switch is slow (3)

MiniOS netfront not as good as Linux

## **Optimizing Network I/O – Backend Switch**



**Reuse Xen page permissions (frontend)** 

Introduce VALE[1] as the backend switch

Increase I/O requests batch size



[1] VALE, a switched ethernet for virtual machines, ACM CoNEXT'2012 Luigi Rizzo, Giuseppe Lettieri Universita di Pisa

# **Optimizing Network I/O**



NEC

## **ClickOS Prototype Overview**

Click changes are minimal ~600 LoC

New toolstack for fast boot times

Cross compile toolchain for MiniOS-based apps

netback changes comprise ~500 LoC

netfront (Linux/MiniOS) around ~600 LoC

VALE switch extended to:

- Connect NIC ports and modular switching

# **EVALUATION**



#### **Experiments**

ClickOS Instantiation State reading/insertion performance Delay compared with other systems Memory footprint

Switch performance for 1+ NICs ClickOS/MiniOS performance Chaining experiments Scalability over multiple guests Scalability over multiple NICs Implementation and evaluation of middleboxes Linux Performance

#### **ClickOS Base Performance**



Intel Xeon E1220 4-core 3.2GHz (Sandy bridge) 16GB RAM, 1x Intel x520 10Gb/s NIC. One CPU core assigned to VMs, the rest to the Domain-0 Linux 3.6.10



### **ClickOS Base TX Performance**



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#### **ClickOS (virtualized) Middlebox Performance**



Intel Xeon E1220 4-core 3.2GHz (Sandy bridge) 16GB RAM, 2x Intel x520 10Gb/s NIC. One CPU core assigned to Vms, 3 CPU cores Domain-0 Linux 3.6.10



#### **ClickOS (virtualized) Middlebox Performance**





#### **Linux Guest Performance**



Note that our Linux optimizations apply only to netmap-based applications

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#### Checkout http://cnp.neclab.eu

- ClickOS, Backend Switch, Xen optimizations and more!
- Github ( https://github.com/cnplab )
- Tutorials
- Better performance!

#### Conclusions

#### Virtual machines can do flexible high speed networking

ClickOS: Tailor-made operating system for network processing

- Small is better: Low footprint is the key to heavy consolidation
- Memory footprint: 5MB
- Boot time: 30ms

#### Future work:

- Massive consolidation of VMs (thousands)
- Improved Inter-VM communication for service chaining
- Reactive VMs (e.g., per-flow)



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### **ClickOS Boot times**





# Scaling out – Multiple NICs/VMs



Intel Xeon E1650 6-core 3.2GHz, 16GB RAM, dual-port Intel x520 10Gb/s NIC. 3 cores assigned to VMs, 3 cores for dom0

#### Scaling out – 100 VMs Aggregate Throughput



Intel Xeon E1650 6-core 3.2GHz, 16GB RAM, dual-port Intel x520 10Gb/s NIC. 3 cores assigned to VMs, 3 cores for dom0

#### **ClickOS Delay vs. Other Systems**



