Ringmap Packet Capturing Stack

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Outline

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- 2 Approach
- 3 Achieved Goals
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Motivation

Problems arising during packet capturing

- High bit rates and packet rates
 - ⇒ high CPU load and packet loss
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 - Memory allocations
 - Data copy operations
 - System calls
 - etc...

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 - read(2): RAM ⇒ RAM(Userspace Buffer)(*)
- System calls
 - User-space application receives the packets using read(2)(*)
 - Saving packets to the hard disk

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- \Rightarrow Project Name: ring + mapping = ringmap



Supported Hardware:

- The following Intel GbE Controllers:
 - 8254x, 8257x, 8259x

Modified libpcap

- Libpcap is adapted to ringmap
 - libpcap-apps don't require modifications
 - tcpdump, wireshark, etc. . .

Achieved goals

Achieved goals 1

Portability

- Ringmap is easily portable to other ethernet controllers. Only hardware dependent part of code require modifications.
- The generic driver and libpcap contain a few hooks for calling ringmap-functions.

Packet Filtering

 Packet filtering can be accomplished using both libpcap- and kernel-BPF.

Achieved goals 2

Multithreaded Capturing

 Multiple applications can capture the packets from the same interface.

Partly ported to the 10GbE controller

 Currently only one queue is used while capturing. The work on supporting multiqueue is in progress.

Achieved goals 3

Enhanced Capturing-Performance

 very low system load (below 12%) and very low packet loss (below 0.02%)

Usability of implemented software

 Libpcap-applications don't require modification in order to run with the ringmap

Future works

- Benchmarking: Zero-Copy BPF vs. ringmap
- Support for hardware time stamping
- Writing the packets to the disc from within the kernel
- 10-GbE-Packet-Capturing:
 - Multiqueue support
 - Support for hardware packet filtering
- Extending ringmap for packet transmission

Thank you! Questions?

Overview

