





WHY?

Consumability



Make it easier to:

- take bits (slices) of DPDK
- fit DPDK into an existing codebase
- integrate existing functionality into a DPDK app



Chocolate Fudge Cake by Tracy Hunter is licensed under CC BY 2.0

Don't Offer Less!



- Key phrase "by default"
- Provide array of re-usable components
- Make it trivial to do things the default way
- Aim:
 - ensure external tools have a path to work with the majority of DPDK apps!



By Matt @ PEK from Taipei, Taiwan - <u>Buffet breakfast</u>, CC BY-SA 2.0



IN WHICH OUR HEROES EXAMINE THEIR OPTIONS

Configuration Options Issues



- Command line options parsing done by DPDK EAL from arguments passed to rte_eal_init(int argc, char **argv)
- Hard to translate settings from the application to this syntax

Some configuration cannot be changed later with simple API function call

One benefit: applications are encouraged to use the same syntax

Suggestion: New Option Store Library



Functions to parse all as in legacy rte_eal_init

```
rte_opt_parse_argv(int argc, char **argv)
rte_opt_parse_args(const char *args)
```

More fine grain parsing

```
rte_opt_parse_kv(const char *key, const char *value)
```

- Parsed values are written into a big structure rte_opt_settings for all
- DPDK libraries should not read settings directly from the structure





- Leverage new library to parse options with default syntax
 - Keep same syntax or maintain compatibility
- Application is free to use the default parser or not

 New wrapper function, calling initialization functions with parsed settings or default values

Then deprecate rte eal init() ?

Future Considerations



The new devargs syntax can be used in bus, device or driver settings

Build-time settings should be almost all replaced by run-time options



IN WHICH OUR HEROES DEAL WITH SOME CORE ISSUES

Core Management Issues



- EAL wants to do all core and thread management
- DPDK requires a coremask for EAL init



Public Domain, <u>Link</u>

- If no coremask given, spawns thread for every core on system!
- Even for spawning no threads, still affinitizes current thread to a core
- How do you integrate DPDK into an existing multi-threaded app?

Suggested Changes



- Allow "-c 0" as coremask do nothing!
 - Don't spawn any worker threads
 - Don't set affinity of master (current) thread
- Change behaviour for empty core mask do nothing!
- Add API's for explicit thread management by app, e.g.:
 - rte thread init() allocate lcore_id, FIFOs etc.
 - rte thread process() accept DPDK work via FIFO, as per existing threads
 - rte thread process one () accept one job from DPDK, then return to caller
 - rte thread cleanup()

Future Considerations



- How to allow orchestration of DPDK apps?
- How to enable app scale-up and scale-down?
- Needs common/default orchestrator-to-app comms
- Then needs some form of callback mechanism in app
- Built into EAL, BUT:
 - needs to keep app in control!
 - needs to be optional feature!



IN WHICH OUR HEROES GET CONSTRUCTIVE

Constructors Issue



_attribute__((constructor))

DPDK cannot be fully disabled - Constructors are always enabled

- Functions declared with RTE_INIT() macro run before main() even if DPDK not initialized
- Application packaged with DPDK may disable DPDK acceleration at run-time if hardware not supported
- On x86, DPDK is compiled for SSE4.2 minimum
- Crash happens in useless DPDK constructor if CPU is too old

Suggested Changes



- Add attribute ((target(minimum))) to RTE INIT()
- The minimum can be default, sse2, etc
- Option 1
 - Must apply target restriction to all functions called in constructors
 - Hard to maintain
- Option 2
 - Insert call to rte cpu is supported() in RTE INIT()
 - Apply target restriction to CPU check functions
 - Skip constructor code if CPU is not supported

Future Considerations



- Is it sane to keep using constructors in a library like DPDK?
- Could be changed in simple functions called at the beginning of the DPDK initialization?



IN WHICH OUR HEROES END WITH AN OFF-BY-ONE ERROR