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Andromeda

Performance, Isolation, and Velocity at Scale in Cloud Network Virtualization



Andromeda Goals

Performance and Isolation

High throughput and low latency, regardless of the actions of other tenants

Velocity

Quickly develop and deploy new features and performance improvements

Scalability

Large networks, many tenants, rapid provisioning



Network Virtualization











Scaling Goals

Global connectivity

Large virtual networks (100k+ VMs)

Rapid provisioning Enable on-demand workloads



Programming Time for Large Networks



Setup:

- VMs are placed on 10,000 hosts
- 30 VM Controller partitions

Programming time is $O(n \times H)$

- n = number of VMs
- H = number of hosts
- Quadratic scaling leads to provisioning challenges
 - Control plane CPU and memory
 - Dataplane memory

Scaling with Hoverboards





Hoverboard Offloading





Hoverboard Offloading







Why Hoverboards Are Effective

Peak throughput for all VM pairs in all virtual networks in one cluster over a 30-minute interval

Today, more than 99.5% of traffic is offloaded.







OS bypass, busy polling dedicated CPU Fast Path for high performance



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OS bypass, busy polling dedicated CPU Fast Path for **high performance**



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Data Plane - Fast Path



High performance traffic processed end-to-end on **Fast Path**

> 30Gb/s throughput &> 3M pps on one core

Flow Table performs routing, encap/decap, etc.

Fast Path polls virtual & physical NIC rings

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VM-VM Throughput



Single core per host for dataplane Fast Path. Skylake testbed hosts.

Both hosts connected to same Top of Rack switch.



VM-VM Round Trip Latency



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Both hosts connected to same Top of Rack switch.



CPU Efficiency

Minimizing host (and guest) network CPU cycles per byte (CPB) is critical

Since initial production release, we have improved CPB by > 16x as measured on sender + receiver host during a multi-stream benchmark.

Andromeda 2.0+ use a **single** core per host for the dataplane Fast Path. Results from Sandybridge testbed hosts connected to same ToR switch.



CPU Efficiency Evolution



Andromeda 1.0 Kernel datapath

Andromeda 1.5 Optimize pipeline

Andromeda 2.0 OS bypass, 1 thread hop

Andromeda 2.1 Remove thread hop

Andromeda 2.2 Memory copy offload

Velocity

A rapid release cycle enables swift deployment of features & bug fixes.

Our dataplane has **weekly** rollouts via non-disruptive upgrades.

Live migration allows VMs to be migrated between physical host without disruption, enabling transparent host maintenance.



Dataplane Hitless Upgrade 1 / 3

Upgrade Brownout









Dataplane Hitless Upgrade 3 / 3

Upgrade Complete

State xfer done. Median blackout time is **270ms**.

New Dataplane starts serving VM virtual NIC & physical NIC queues

Old dataplane terminated





Conclusion

We have discussed the design and evolution of Andromeda

Control plane scalability & Rapid provisioning

• Hoverboard model avoids programming long tail of mostly idle flows on VM host. Scales to 100k VMs/network

High performance & Feature velocity

OS Bypass dedicated CPU dataplane provides high performance
(> 30Gb/s, > 3M pps with 1 core) & weekly non-disruptive updates

