



KubeCon

**CloudNativeCon** 

North America 2019

## Is There a Place for Performance Sensitive Workloads in Kubernetes?

## Levente Kálé, Gergely Csatári



## whoarewe





## Levente Kálé

Nokia TelCo edge cloud architect

in : levovar-045/





Gergely Csatári

Nokia Open Source Specialist





## What do we do?



Surprise: Kubernetes-based TelCo grade clouds and containerized TelCo applications ©

#### Clouds

Private edge, central, and public clouds Kubernetes-only or multi-orchestrator

#### Apps

#### 5G Radio Access Network (DU, CU, RIC)

Mobile core Fixed network IT/Enterprise



## **Open source entanglements**









**CNF** Testbed



CNTT



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SIG-Node / WG-Resource Management

DANM

**CPU-Pooler** 







# Is There a Place for Performance Sensitive Workloads in Kubernetes?



How does K8s perform when it is used to run the **worst possible** workloads?

*Our* worst possible is running compute heavy workloads:

- **Using** all the available CPU of a Node without much idling
- *With* high network throughput needs: 25Gbps+
- *With* real-time latency requirements: <1µs RTT
- *Facing* challenging high-availability ("five-nines") and legal (government laws) requirements



## Is There a Place for Performance Sensitive Workloads in Kubernetes?





### Y E S!!!

B U T...

## "Solutions" out-of-scope and question



Before deep-dive, some things You should also say no to:

Proprietary hardware proprietary operating systems special kernel patches (including preemptive RT kernel) proprietary kernel drivers privileged applications

With a few native enhancements even the worst applications can be kept cloud-native\*! (\*ish) ©

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## **Realtime Scorecard for K8s 1.16**

CPU management



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HW acceleration



Memory management



Network management



Topology awareness



## **CPU** management baseline



Kubernetes has a <u>CPU manager</u>!

The Good:

Uses cpusets

Supports multiple policies: none, static Possible to allocate exclusive CPU cores

The Bad:

No interworking with non-K8s managed processes Only supports node-level separation



## CPU management – Need moar pools!



#### Reservoir pools



Mr. Green, The Platfrom

Mr. Red, The Virtual Machine

Mr. Purple, The Exclusive

Mr. Orange, The Shared

Mr. Grey, The Default

## **CPU** management – CPU-Pooler



# NO LOGO YET

https://github.com/nokia/CPU-Pooler

Native extension to CPU Manager Uses core resources API

Uses same kernel features

Just supports more pools – and makes it possible to tune them differently

## CPU management – Pooler in action



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poolconfig-compute-1.yaml:

nodeSelector:						
nodename: caas_worker1						
pools:						
default:						
cpus: 1,13-14,29,41-42						
exclusive_caas:						
cpus: 9-12,24-27,37-40,52-55						
shared_caas:						
cpus: 2-8,15-23,30-36,43-51						

[cloudadmin@controller-1 ~]\$ kubectl exec cpu-pooling-demo-769fb5fb44-vftqx -c default-test cat /proc/1/status | grep Cpus\_allowed\_list Cpus\_allowed\_list: 1,13-14,29,41-42

[cloudadmin@controller-1 ~]\$ kubectl exec cpu-pooling-demo-769fb5fb44-vftqx -c exclusive-test cat /proc/1/status | grep Cpus\_allowed\_list Cpus\_allowed\_list: 10

[cloudadmin@controller-1 ~]\$ kubectl exec cpu-pooling-demo-769fb5fb44-vftqx -c shared-test cat /proc/1/status | grep Cpus\_allowed\_list Cpus allowed list: 2-8,15-23,30-36,43-51

## **CPU** management enhanced



## Support non-K8s managed pools by excluding cores from its own

CRI resource manager

Why not take the best of both worlds -> *dynamic pooling!* Natively support sub-node pools like CPU-Pooler But allocate cores to a pool dynamically, on-demand like CPU Manager

A "CPU Pool" would become an abstraction, describing a set of characteristics or configurations CPU Manager would apply *when a workload is instantiated!* 

## **HW** acceleration baseline



HW acceleration: delegate recurring and costly computing operations to specialized hardware Examples: (SR-IOV,) FPGA, GPU

The Good:

Flexible and extensible (gRPC) Device Plugin API to plugin HW device managers

The Bad:

Absence of fine-grained control





F(ield)P(rogrammable)G(ate)A(rray): better for singlethread/serialized, high-volume, low-complexity computations FEC computation in L1 of RAN (<u>https://en.wikipedia.org/wiki/Forward\_error\_correction</u>) Offloading network, crypto(encryption/decryption), storage management etc.

GPU: better for multi-threaded computations (Predictive) rendering: cloud gaming, AR/VR High performance general purpose computing (<u>CUDA/GPGPU</u>): AI/ML, image recognition, neural networks, physical simulations, cryptocurrency

## **HW** acceleration enhanced



"Release" DPAPI call

Passing parameters to Allocate() DPAPI call

Sharing the same physical device (e.g. queue of the same FPGA, GPU cores/lanes of the same card etc.)

## Memory management baseline



The Good:

Native support for allocating normal memory Supports huge memory pages Supports different sizes (2M, 1Gi)

The Bad:

Need better isolation Lack of topology awareness hurts performance



## Memory management enhanced



## Topology aware accounting of hugepages

Topology aware resource management of hugepages

Manage hugepages on the container level

Topology aware allocation of RAM

Isolating memory and hugepages from non-K8s managed workloads?

## Network management baseline



"Network management" in vanilla Kubernetes == CNI

The Good:

Perfect for small, single tenant, IT apps

The Bad:

Perfect for *small*, *single* tenant, *IT* apps

Cannot satisfy TelCo functional, standard, and legal requirements



# Network management requirements in production



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**Industry consensus:** K8s needs a centralized network manager in production To quote NSM documentation: "An API should exist that allows the **VNF\*** to specify its networking intent through an abstract API dynamically."

Same problem description, different solutions:

DANM (presenter's choice): hides –but implements- CNI, provides multi-tenant, **user role specific** network management APIs to **operators** and **applications**, implements common features in a backend-agnostic manner

### MULTUS Multus: directly exposes CNI to operators



Network Service Mesh: works independently from normal CNI, extra interfaces provisioned post-deployment, targeting specific use-cases

## **Networking enhanced**





API-driven, multi-tenant, multi-role network management integrated to bare-metal cloud underlay network fabric ("host-to-leaf")

Supports multiple, physically separated interfaces

Natively supports multiple, varying network provisioning backends with different characteristics

Centralized, API-driven features (e.g. K8s Services, IPAM, IP routes, VLAN, VxLAN etc.) extended for all interfaces, agnostic of their type





DANM User Guide

Akraino REC

Multiple networks for Kubernetes workloads

## **Topology awareness baseline**



There is now a **Topology Manager** in K8s!

The Good:

Aligns CPUs, and Devices Multiple policies available from the get-go ("strict" included)

The Bad:

Unnecessary restriction on alignment

- Does not align hugepages
- No topology aware *scheduling*



## **Topology awareness enhanced**



Fortunately Topology Manager is a major community focus, so most of the shortcomings are already being addressed!

History and future 1.17 issue tracker

Notable and important enhancements: <u>Removing restriction of when alignment can happen</u> (1.17) Hugepage support (1.18) Topology aware scheduling (under discussion)

## The final, definitive, never-to-be-changed K8s 1.16 realtime scorecard is...





## References



- DANM: https://github.com/nokia/danm/
- CPU Pooler: <a href="https://github.com/nokia/CPU-Pooler">https://github.com/nokia/CPU-Pooler</a>
- CNTT: <u>https://github.com/cntt-n/CNTT</u>
- CNCF TUG: <u>https://github.com/cncf/telecom-user-group</u>
- REC: <u>https://www.lfedge.org/projects/akraino/release-1/telco-appliance-radio-edge-cloud/</u>



# Q&A