Hashtrie

An early experiment

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What is it?

- It's a not very known datastructure, think of it as a tree of multiple hashtables.
- It's more complicated than a regular hashtable but nicer to caches and with todays machines where cpus are so much faster than memory it's a nice feature.
Do we need it?

- What is the problem with current hashtable?
- What about performance?
- Many questions, no real answers, the hashtrie is still in development.
Current hashtable situation

• Current conntrack uses a regular hashtable.
• It's performance is good when sized properly.
• But when improperly sized its performance is awful.
• Generally users don't understand that they have to increase the size of the hashtable in addition to increasing the number of buckets, this also goes for network admins.
Hashtable lookup performance

Lookups / s vs Ratio (buckets : conntracks)

- Lookup
- Lookup nomatch
Hashtable performance

- The default configuration is the 1:8 ratio of buckets:conntracks.
- Each conntrack results in two entries in the hashtable, one for each tuple (direction). This gives an average of 16 entries per bucket when the ratio is 1:8.
- Increasing the number of buckets, thus lowering the ratio, will increase the performance greatly for lookups. But it also adds other problems.
Data #2

Hashtable lookup performance #2

<table>
<thead>
<tr>
<th>Ratio / Type</th>
<th>Lookups / s</th>
</tr>
</thead>
<tbody>
<tr>
<td>2:1</td>
<td>37500000</td>
</tr>
<tr>
<td>hashtrie</td>
<td>35000000</td>
</tr>
<tr>
<td>1:1</td>
<td>32500000</td>
</tr>
<tr>
<td>1:2</td>
<td>2250000</td>
</tr>
<tr>
<td>1:8</td>
<td>500000</td>
</tr>
</tbody>
</table>

Legend:
- lookup
- lookup nomatch
Data #3

Insert/Delete performance

Ratio / Type

Inserts / Deletes / s

2:1  hashtrie  1:1  1:2  1:8

Ratio / Type

insert delete

insert delete

insert delete
struct hashentry {
    struct hashentry *child;
    u8 counter;
    hashbits_t hashbits[NUMENTRY];
    *members[NUMENTRY];
    unsigned char filler[PADNUM];
} __attribute__((packed));

hashtable = malloc(NUM * sizeof(struct hashentry));
bucketnr = hash & (NUM - 1);
bucket = &hashtable[bucketnr];
When a bucket gets full we expand from that bucket into a new hashtable that is identical to the toplevel hashtable.

```
bucket->child = (void *)malloc(NUM * sizeof(struct hashentry));
```

Then we add the new entry to the new hashtable just as we did with the toplevel hashtable, the only difference is which bits in the hashvalue we use.
End

Code in development can be found at:
http://people.netfilter.org/gandalf/graht/