Design XDP feature detection for less error prone User eXperience

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The XDP available features issue

Users cannot know if a device driver support XDP or not

- This is the most often asked question
- And people will often use XDP-generic without noticing,
 - and complain about performance... this is a support issue.

Real users requesting this:

- Suricata config want to query for XDP-support, else fallback to BPF-TC
- VM-migration want to query for XDP-support, else need to abort migration

Original argument: Drivers MUST support all XDP-features

- Thus, there is not reason to expose feature bits
- This was never true, and e.g. very few drivers support redirect



What is the real issue?

Simply exposing feature XDP to userspace, doesn't solve the real issue

- Real issue: too easy to misconfigure
- How to get users to check features before attach (API didn't prev exist)

Kernel allows users to attach XDP bpf_prog

- that use features that driver doesn't implement
- cause silent drops (debug via tracepoints)

We want something that can reject earlier

at BPF-load or XDP-attach time



Original plan (didn't work): Hide feature check

Wanted to detect XDP features via analysing return codes used by program

- Not possible because map value (register) can be a return value
- Could still detect XDP_REDIRECT feature, as it needs a helper call

Explicit supply XDP features used, when attaching bpf_prog to a device

- Not possible due to BPF tail-call maps (BPF_MAP_TYPE_PROG_ARRAY)
- Driver attach ndo_bpf is bypassed, on map insert in tail-call map
- as map insert becomes second level XDP attach
- E.g. XDP using tail-calls, driver is unaware of map inserts
- E.g. verifying on attach, require traversing levels of tail-calls

One option left: Associate ifindex with bpf_prog at load time (like HW-offload)

See later slide for challenges and pitfalls...



Internal kernel API

Should likely use net_device NDO (Network Device Operation) call ndo_bpf

- for query (or testing) supported XDP features
- API kept between driver and kernel-core



External userspace API

Add a userspace API to query features

- Netlink?
- Ethtool?

If BPF load time check is possible

- This could be the userspace API, which is a probe-API
- Similar to 'bpftool feature' command that probe-loads BPF-progs



BPF-load time ifindex binding (possible???)

General idea (like HW-offload): Supply ifindex at BPF load time

Our old nemesis: tail-call maps

- Case#1: ifindex bound XDP-prog use tail-call (map)
 - Issue: what stops adding non-ifindex XDP-prog to this tail-call-map?
- Case#2: Can NIC-A XDP-prog tail-call XDP-prog bound to NIC-B?
- Solution(?): Bind tail-call map to ifindex? (on first insert)

Pitfall: Generic-XDP

- At BPF load time, don't know if used for native or generic-XDP
 - (1) supply more info than ifindex?
 - (2) let ifindex imply native-XDP?



Can verifier detect XDP features?

Either need to supply features (more input than ifindex)

Or verifier needs to be able to detect features

Verifier detection strategy, to deduce XDP features in-use

- If XDP return code comes from register/map
 - then assume all XDP-return codes in use
- Except: can remove XDP_REDIRECT if redirect-helper isn't used

(Came up yesterday)

- verifier knows helpers used. e.g. bpf_xdp_adjust_tail
- With jumbo-frames, driver want to know if adjust-tail is used



End

Disclaimer

- These slides are only design ideas and suggestions
- Non of this is actually implemented

Main purpose was getting a discussion going

which were hopefully successful...



Extra slides

Below extra slide

• with details if people want to discuss these

Code details: XDP-feature

Open Question: How do we express XDP-features?

• Drivers need to know about their features (simply bits? enough?)

Code details, extending the ndo_bpf commands:

```
struct netdev_bpf { /* from: include/linux/netdevice.h */
enum bpf_netdev_command command;
union {
        /* XDP_QUERY_PROG, XDP_QUERY_PROG_HW */
        struct {
                 u32 proq_id;
                 u32 prog_flags;
        /* XDP QUERY FEATURES */
        struct {
                 u64 flags;
        };
[\ldots]
```

