

# draft-ietf-bmwg-mlrsearch-06

IETF-119 Brisbane, BMWG Meeting

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# MLRsearch Update

- draft-ietf-bmwg-mlrsearch-06 posted on 4<sup>th</sup> of March 2024
- Changes from -05
  - Fixed few logical inconsistencies left from previous edits.
  - Added chapter Addressed Problems.
  - Improved language.
- BMWG next steps
  - Draft ready for BMWG review.

# Topics

- MLRsearch Introduction
- Problems Summary and Approach
- Sample Results and Discussion
- Work Status as of -06
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# MLRsearch Introduction

- Multiple Loss Ratio search (MLRsearch)
  - defines a new network throughput testing methodology extending RFC2544.
- MLRsearch goals include
  - minimizing overall search duration,
  - supporting multiple loss ratio searches,
  - improving result repeatability and comparability.
- Primary target for MLRsearch
  - evaluation and testing of software-based networking systems' data planes.

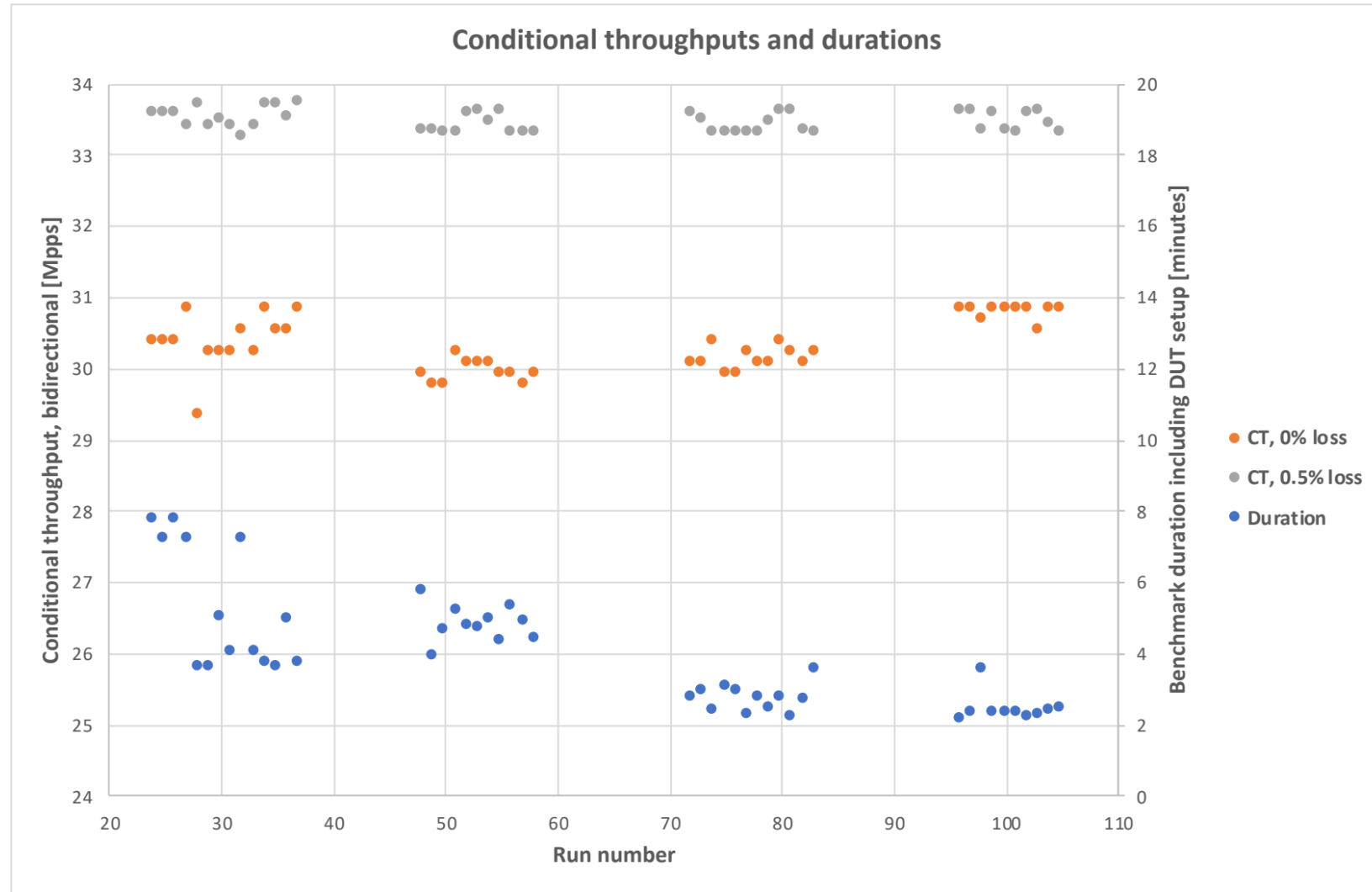
# Problems Summary

<b>Problem</b>	<b>Applicability</b>
Long Search Duration	<ul style="list-style-type: none"><li>• Time efficiency is critical in high cadence development and deployment of software networking systems.</li><li>• The bisection method (binary search) is excessively slow.</li></ul>
<ul style="list-style-type: none"><li>• DUT in SUT</li></ul>	<ul style="list-style-type: none"><li>• SUT is multi-tenanted, software DUT is nested within the SUT.</li><li>• DUT is subject to interference from SUT Operating System and other applications running on the SUT.</li></ul>
<ul style="list-style-type: none"><li>• Repeatability and Comparability</li></ul>	<ul style="list-style-type: none"><li>• Repeatability of measurement cannot be determined from just one discovered throughput value.</li><li>• Binary search results tend to wander away from the noiseless end of SUT performance spectrum, resulting in poor throughput repeatability.</li></ul>
<ul style="list-style-type: none"><li>• Throughput with Non-Zero Loss</li></ul>	<ul style="list-style-type: none"><li>• Many benchmarking teams settle with small non-zero loss ratio as the goal for their load search of software DUTs.</li><li>• Support for non-zero loss goals makes any search algorithm more user friendly.</li></ul>
<ul style="list-style-type: none"><li>• Inconsistent Trial Results</li></ul>	<ul style="list-style-type: none"><li>• Any throughput search is subject to encountering inconsistencies between trial results.</li><li>• Any robust throughput search algorithm needs to decide how to continue the search in presence of such inconsistencies.</li></ul>

# MLRsearch Approach

<b>Problem</b>	<b>Approach</b>
Long Search Duration	<ul style="list-style-type: none"><li>• Major reduction in execution time achieved with the introduction of preceding targets.</li><li>• Additional time savings achieved with pre-initial trials, halving mode and smart splitting in bisecting mode.</li></ul>
<ul style="list-style-type: none"><li>• DUT in SUT</li></ul>	<ul style="list-style-type: none"><li>• SUT with performance spectrum instead of a single performance value.</li><li>• Noiseless performance on one end of the spectrum, noisy performance on the other .</li><li>• DUT in SUT performance measurement problem reduced to estimating the noiseless end of SUT performance spectrum.</li></ul>
<ul style="list-style-type: none"><li>• Repeatability and Comparability</li></ul>	<ul style="list-style-type: none"><li>• Multiple trials with noise tolerance enhancement to increase result stability.</li><li>• Additional configuration parameters to aid repeatability and comparability.</li><li>• Achieves benefits of Binary Search with Loss Verification, [RFC9004] (section 6.2) and [TST009] (section 12.3.3).</li></ul>
<ul style="list-style-type: none"><li>• Throughput with Non-Zero Loss</li></ul>	<ul style="list-style-type: none"><li>• MLRsearch search goals include configurable loss ratios.</li></ul>
<ul style="list-style-type: none"><li>• Inconsistent Trial Results</li></ul>	<ul style="list-style-type: none"><li>• Relevant lower bound to be smaller than any upper bound.</li><li>• Unequal handling of good and bad short trials.</li><li>• Preference to lower load when choosing the winner among candidates</li></ul>

# Sample Results and Discussion: Plot



\* CT stands for Conditional Throughput

# Sample Results and Discussion: Table

(CT stands for Conditional Throughput)

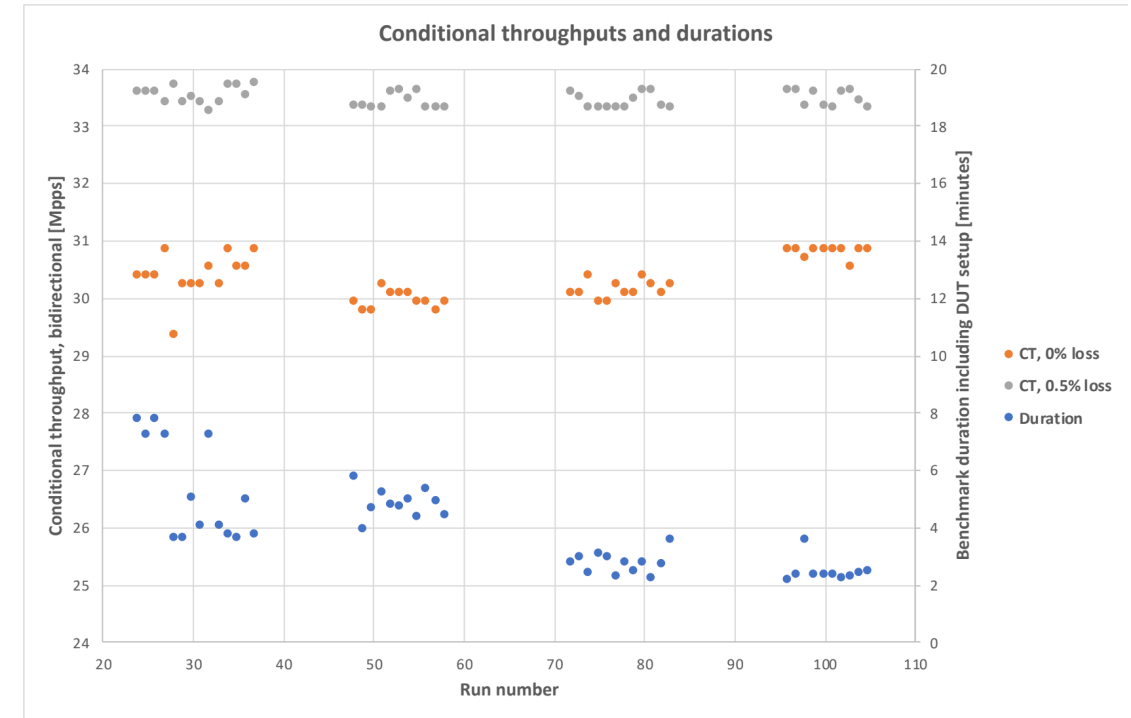
quantity	<b>1x60s, <u>0%</u></b>	<b>60x1s, <u>0%</u></b>	<b>21x1s, <u>0%</u></b>	<b>21x1s, <u>50%</u></b>
duration avg [s]	315	289	165	147
duration stdev [s]	101	28	21	22
0% CT avg [pps]	30,405,394	29,966,406	30,152,424	30,806,424
0% CT stdev [pps]	367,722	140,646	144,197	98,543
0.5% CT avg [pps]	33,542,114	33,419,650	33,425,449	33,481,149
0.5% CT stdev [pps]	138,155	129,493	122,457	132,460

**trials, exceed ratio**



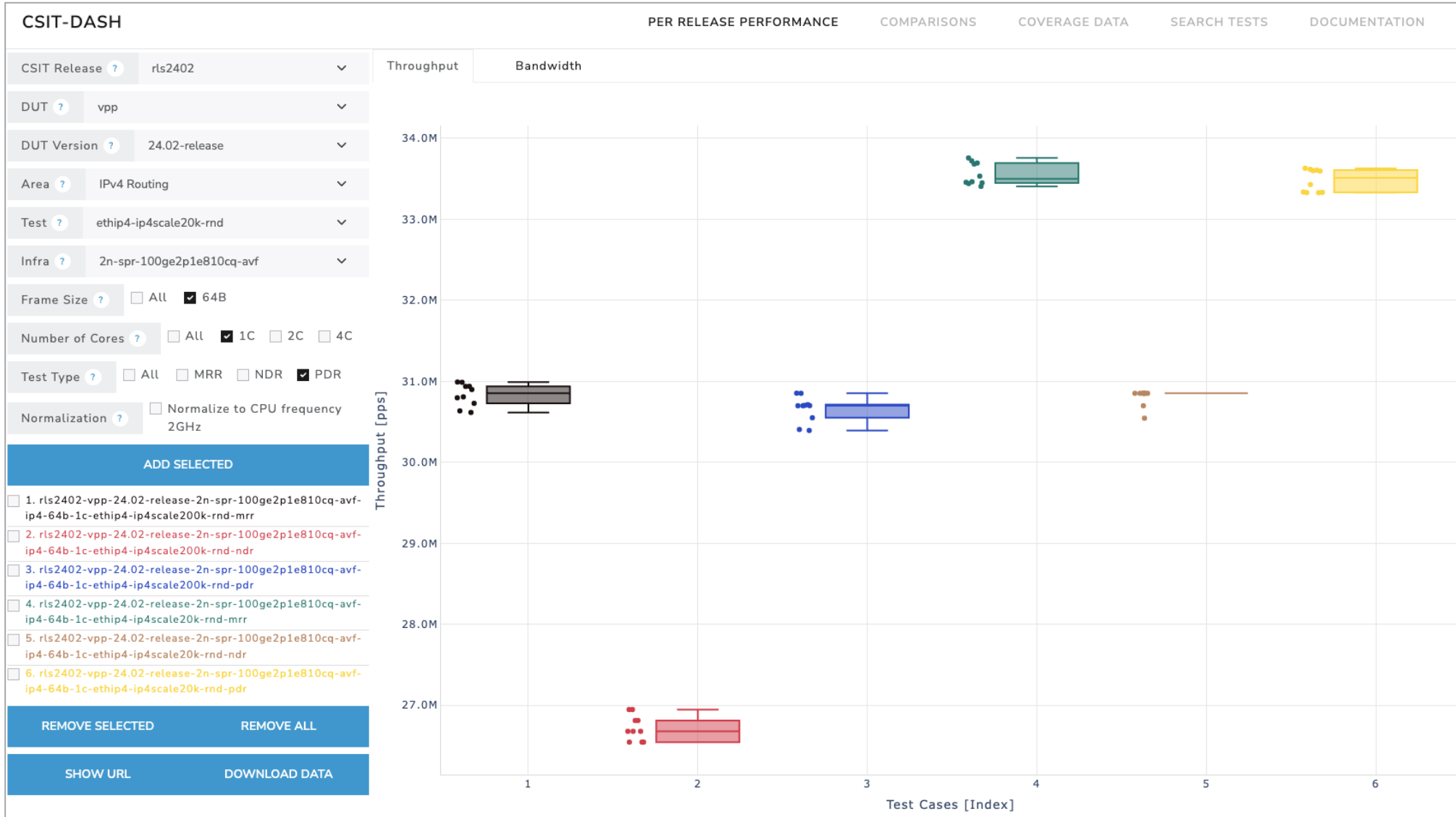
# Sample Results and Discussion: Comments

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- Columns show the overall duration and two conditional throughputs for each run.
  - Duration uses right Y axis, throughput share common left Y axis.
- The runs are grouped by different input parameters used:
  - Always two search goals, differing in goal loss ratio (0% or 0.5%).
  - Leftmost group has final trial duration 60s, all other groups have 1s.
  - All groups have 1s as the initial trial duration.
  - Two left groups have goal duration sum 60s, two right groups 21s.
  - Rightmost group has exceed ratio 50%, all others have 0%.
- Towards right, durations get shorter and more consistent, zero loss throughput gets more consistent and higher, 0.5% throughput barely changes.



# Sample Results and Discussion: Production

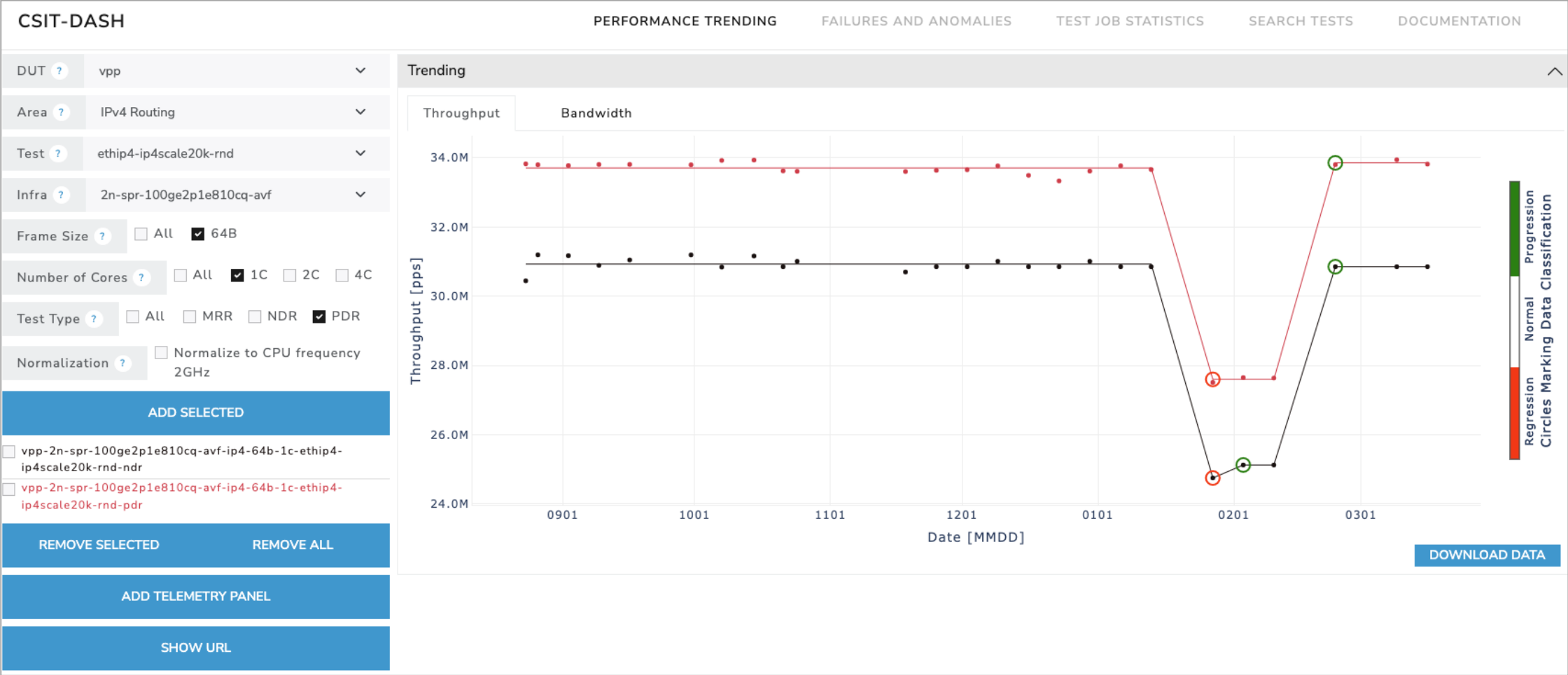
## csit.fd.io Dashboard: Release Report Testing



[Link to Report Graph](#)

# Sample Results and Discussion: Production

## csit.fd.io Dashboard: Trending Testing



[Link to Trending Graph](#)

# MLRsearch Work Status

- Draft is ready for review

THANK YOU !

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