

P4DNS: In-Network DNS

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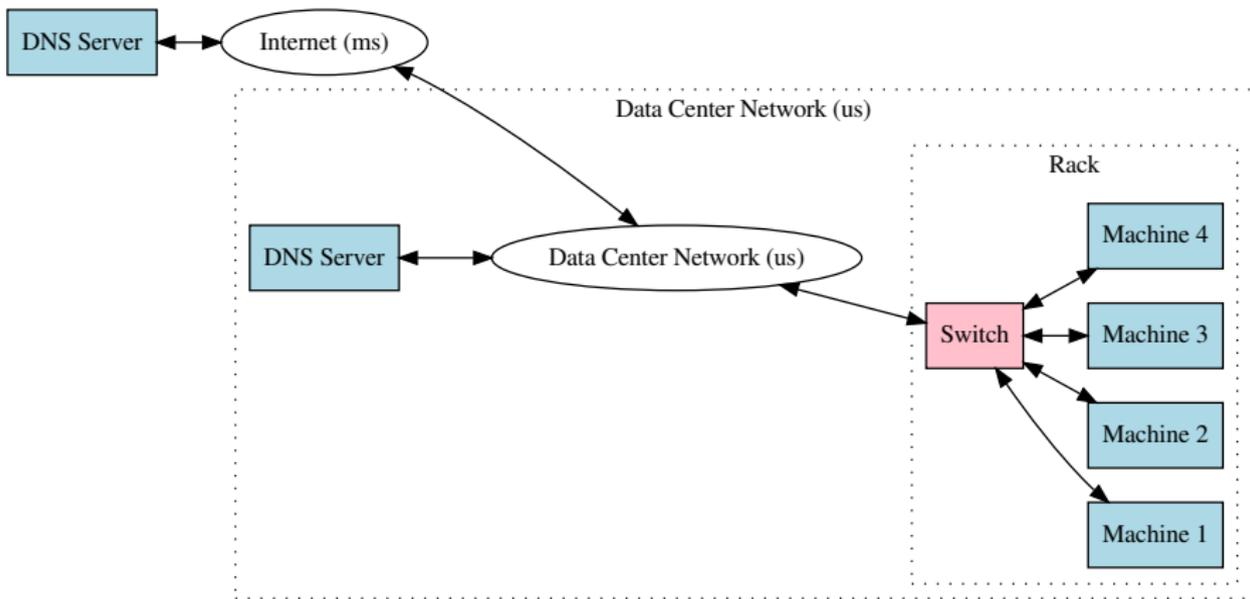
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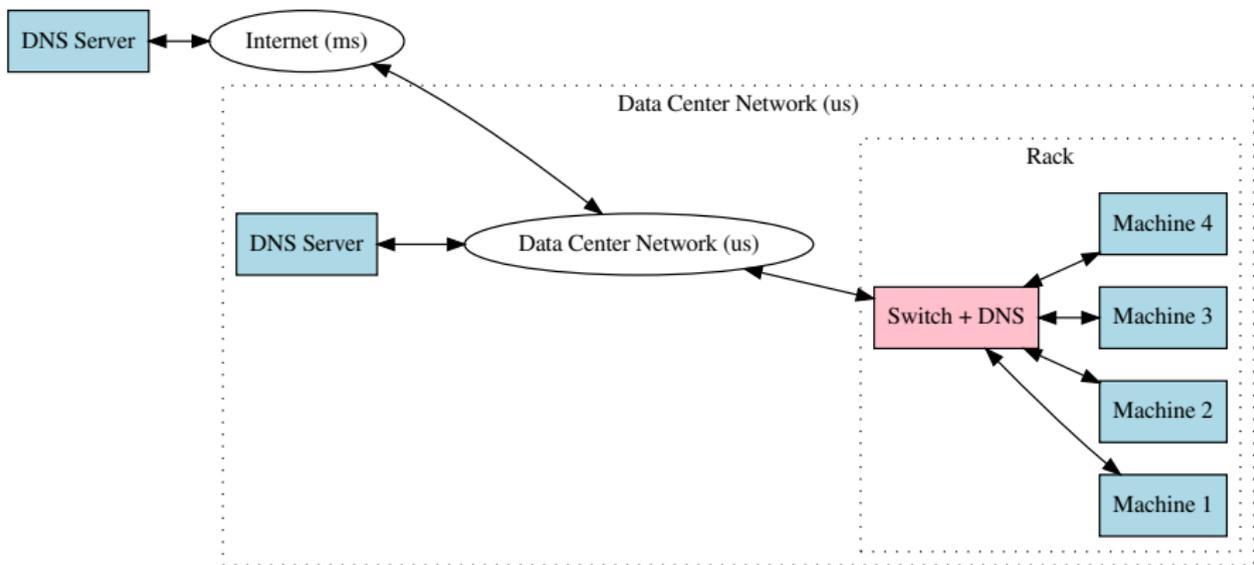


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Introduction

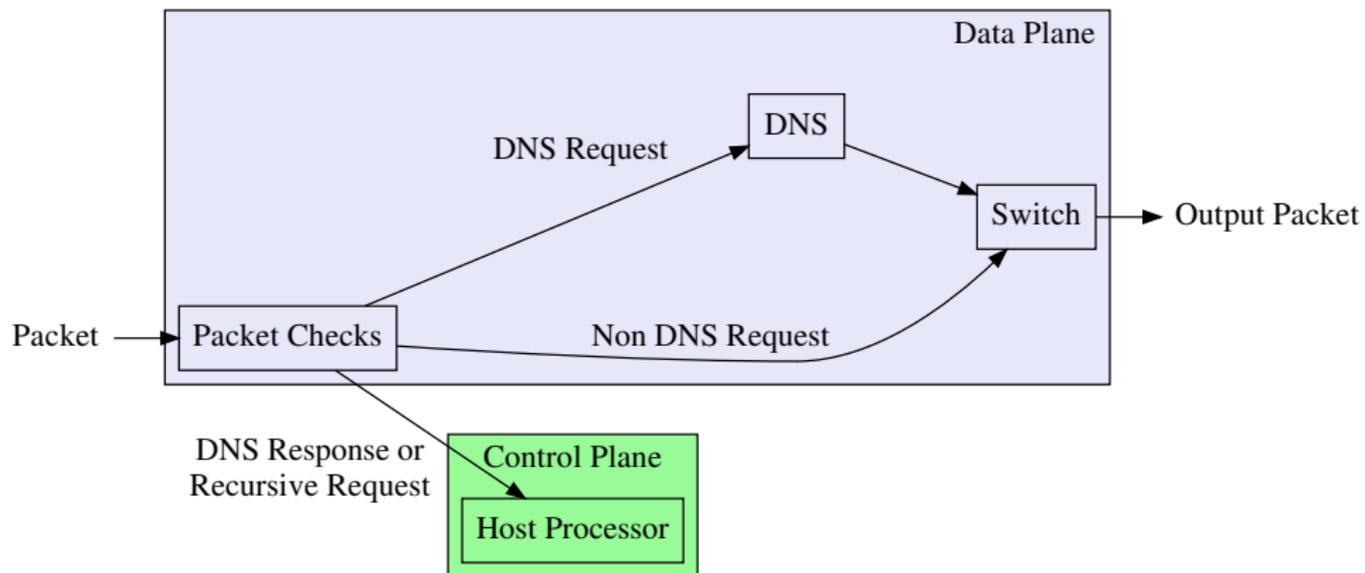
- ▶ Networks continue to increase bandwidths without achieving much latency reduction.
- ▶ Latency is particularly important in data center networks.
- ▶ In-network computing brings network computation closer to it's use.
- ▶ We develop P4DNS using P4→NetFPGA
 - ▶ 52x throughput improvement and 100x latency reduction over NSD
 - ▶ Identify areas where P4 is ill-suited for developing traditional applications on an FPGA.





Architecture

Data Plane (P4) + Control Plane (Python)



Design Lessons: Hardware for Traditional Protocols

- ▶ Control plane is a bottleneck:
 - ▶ Protocols with mutable state tax this bottleneck.
- ▶ Existing protocols are designed for software:
 - ▶ DNS uses C-style strings.
 - ▶ String length is not clear until you have reached the last character.

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But, partial implementations can work:

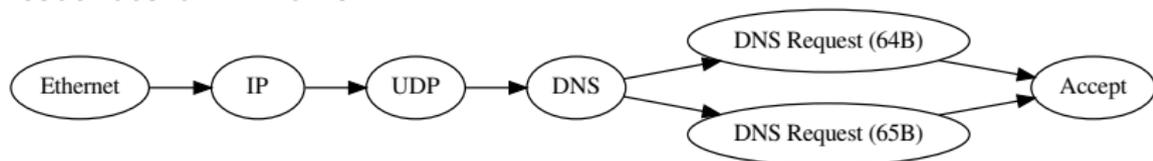
- ▶ P4DNS achieves 52x throughput improvement and 100x latency improvement.

P4 on Hardware Limitations

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- ▶ For many applications, a simple bitstream is enough
- ▶ FPGAs remove some advantages (recursion) of state machines.

Conclusion

- ▶ We implemented P4DNS, a DNS accelerator integrated into a P4 switch using P4→NetFPGA.
- ▶ We demonstrated potential for large performance improvement without changing existing protocols.
- ▶ But P4 is not without limitations for hardware targets.