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# Tigger: A Database Proxy That Bounces With User-Bypass

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# Where We're Going

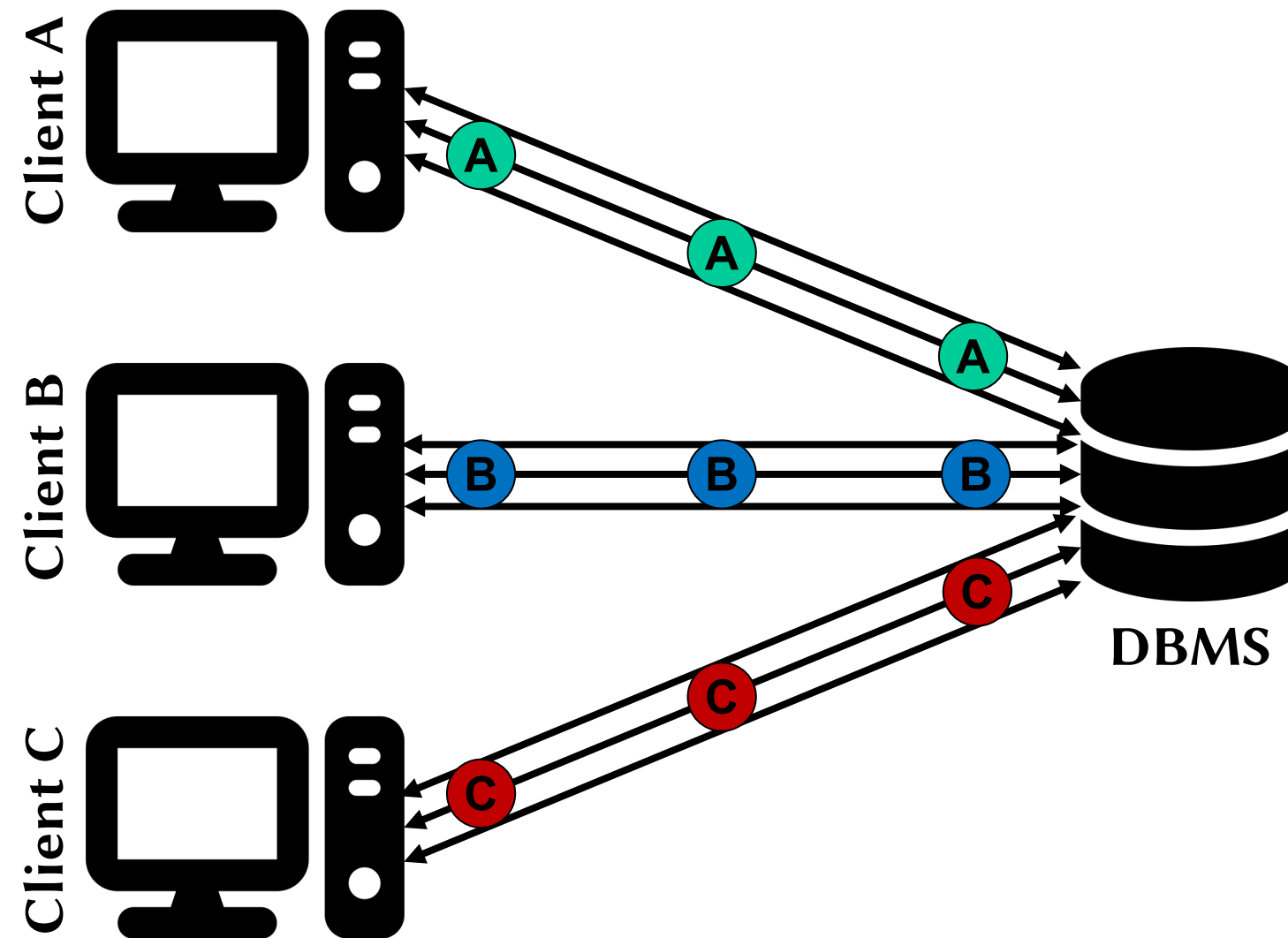
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- Database management system (DBMS) proxies are useful in large cloud deployments
- Current proxy designs are inefficient due to buffer copies with system calls
- We propose a technique called *user-bypass* to push DBMS proxy logic into kernel-space

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# Why do we need DBMS proxies?

# DBMS Connections

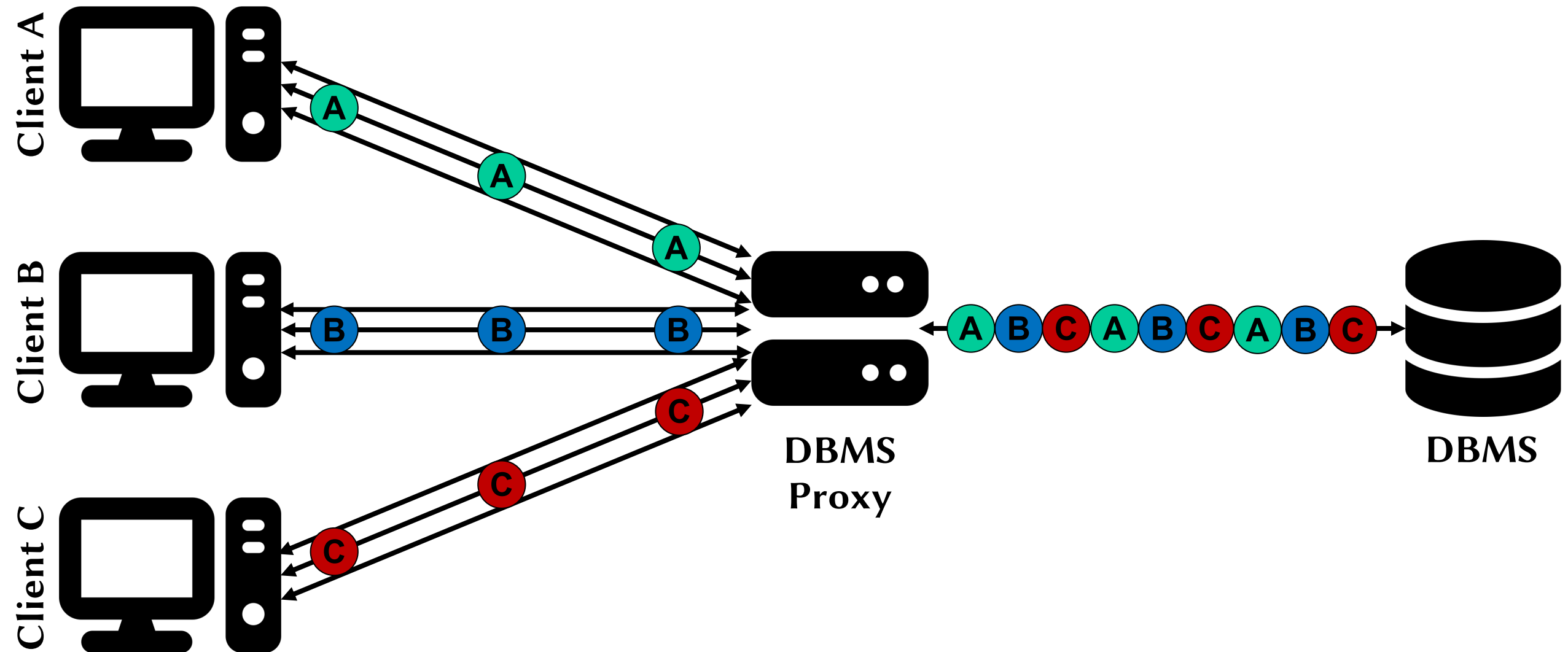


# Connection Scaling

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- Autoscaling applications open a lot of connections
- More connections = slower transaction latencies
- Each connection = worker (e.g., thread, process)
- Each PostgreSQL connection = MBs of RAM

# Connection Pooling

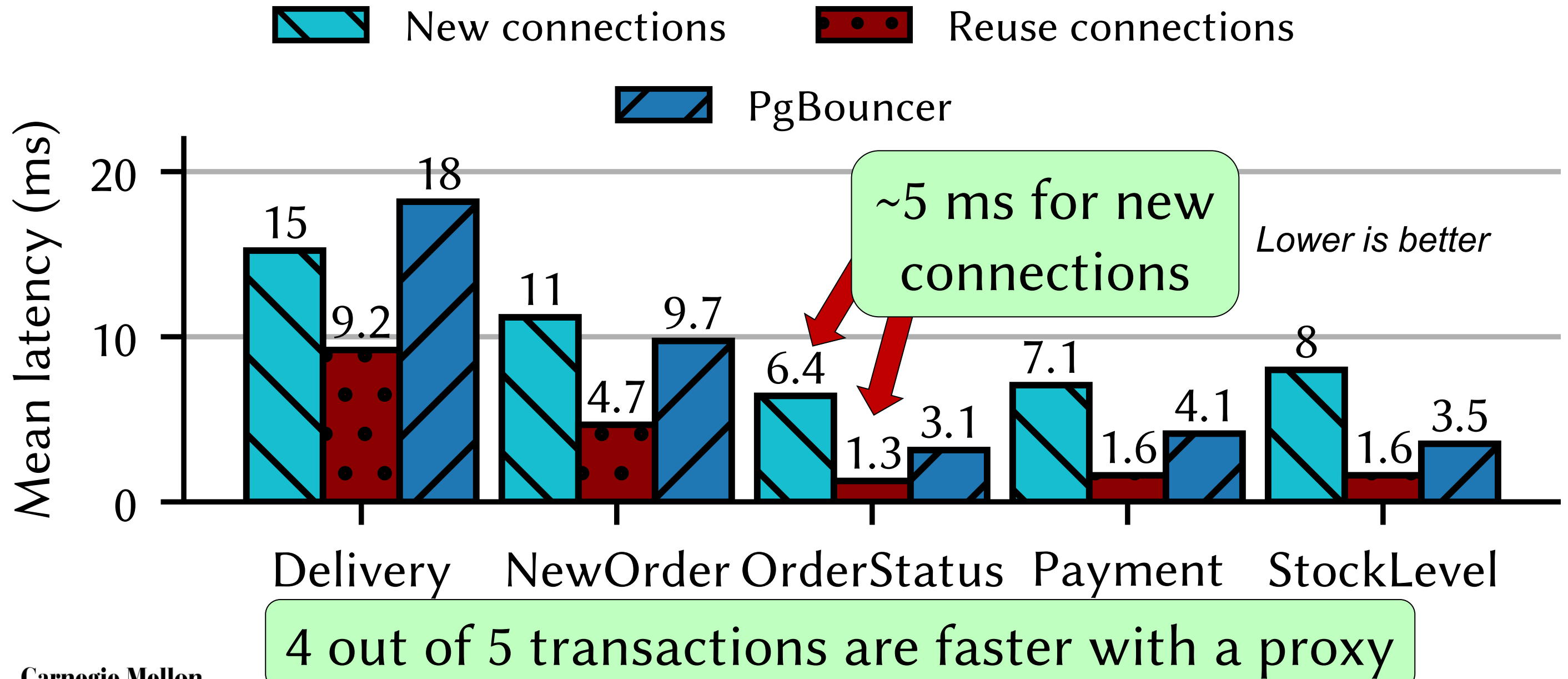


# Connection Establishment

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- Serverless systems open short-lived connections
- Popular web frameworks discard connections
- Establishment requires multiple operations:
  - Task allocation, socket allocation, TCP handshake, TLS handshake, client authentication, querying DBMS knobs

# New Connection Overhead



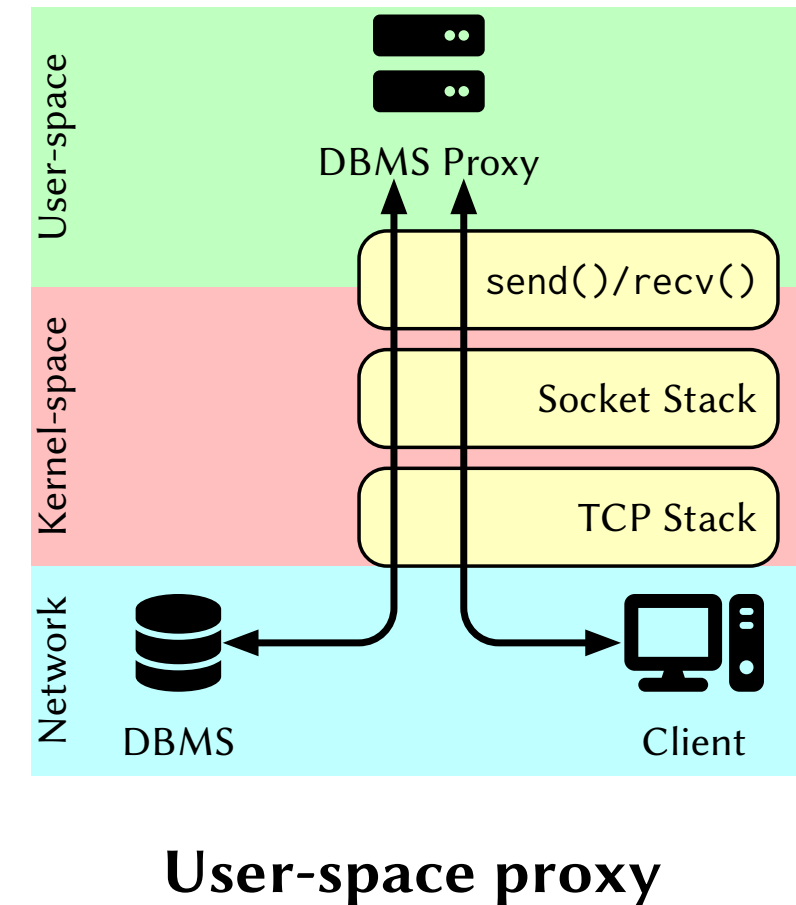


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# Why do we need a new approach to DBMS proxies?

# User-Space DBMS Proxy

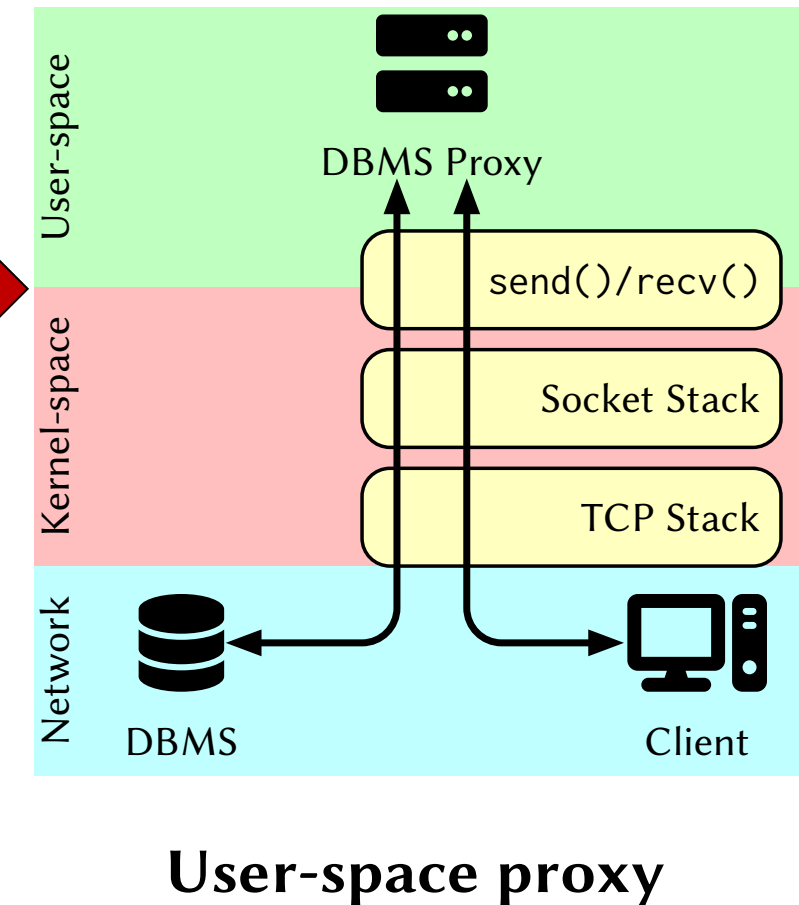
- Traffic goes through OS network stack to apply DBMS protocol logic
- User-space applications of varying complexity to express parallelism
- Coordination mechanisms around `send()` and `recv()` system calls



# OS Network Stack Overhead

- How fast can the Linux kernel process data?

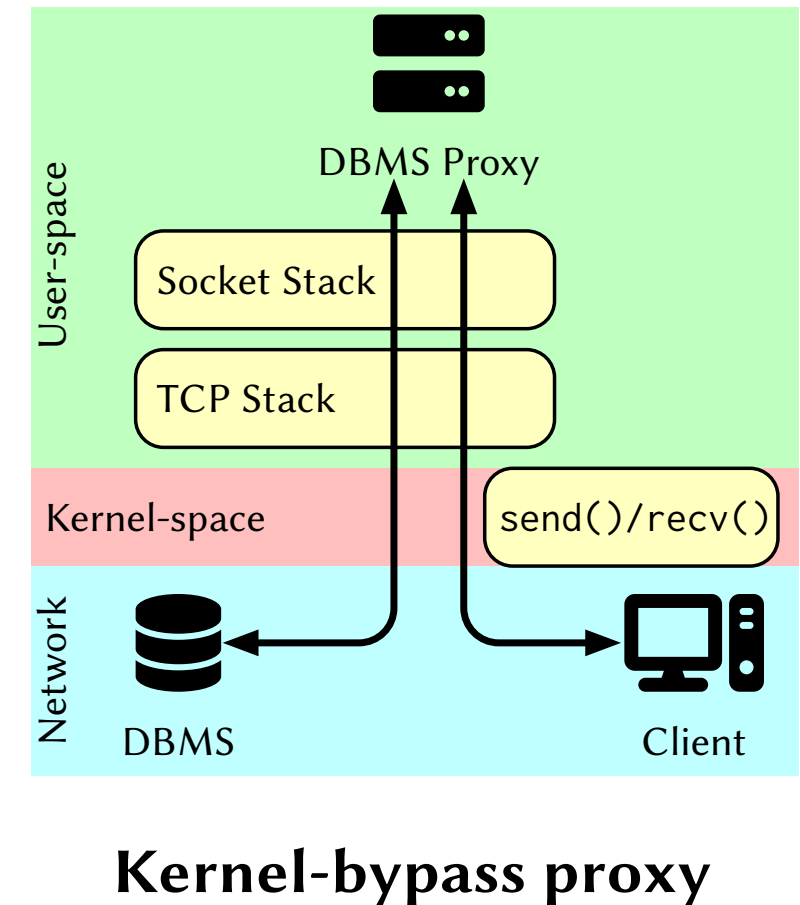
>50% of CPU cycles  
copying buffers



- 42Gbps per CPU core

# Kernel-Bypass DBMS Proxy

- Software tied to DPDK versions
- Dedicated drivers and device mode with no kernel management
- Standard networking tools don't work for debugging



# Kernel-Bypass DBMS Proxy

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**Jens Axboe**

@axboe

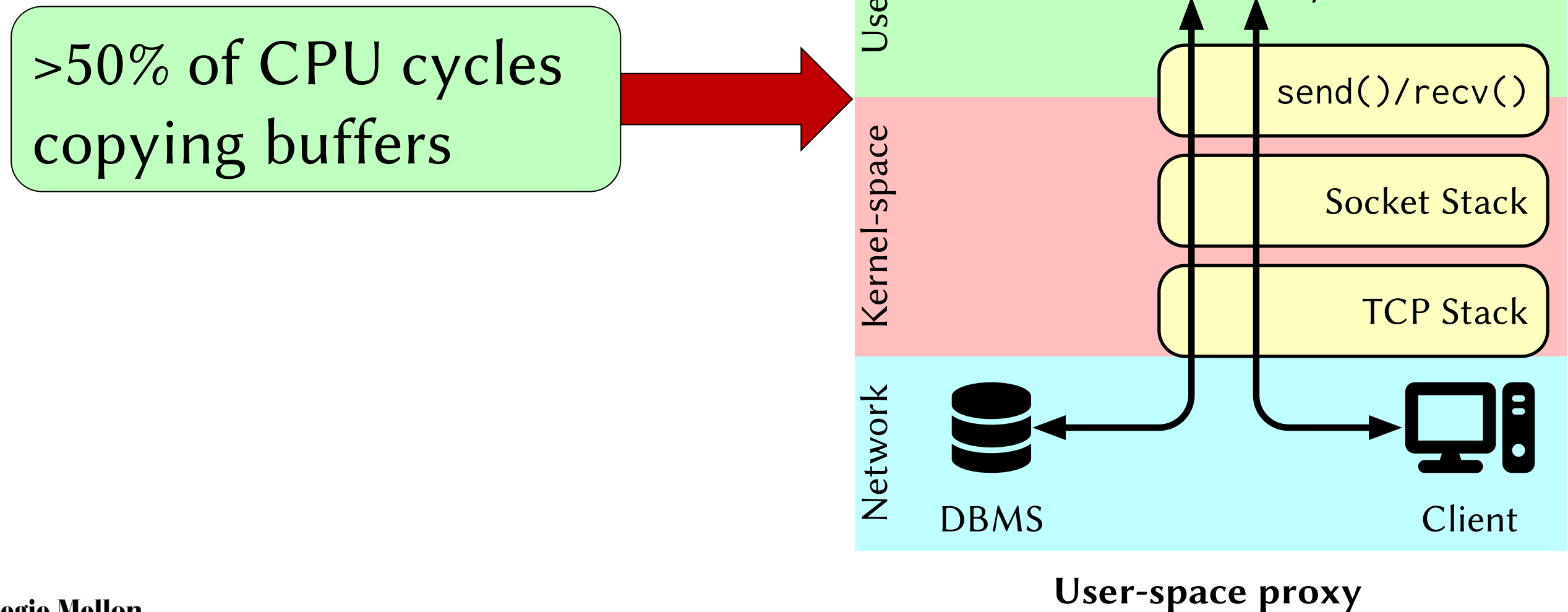


Replying to @edouarda14 @MarkCallaghan and 4 others

A nasty analogy is that spdk is like peeing your pants to keep warm. It works great for a few minutes, then you start regretting it.

11:20 AM · Nov 6, 2017 · Twitter Web Client

# The Big Problem

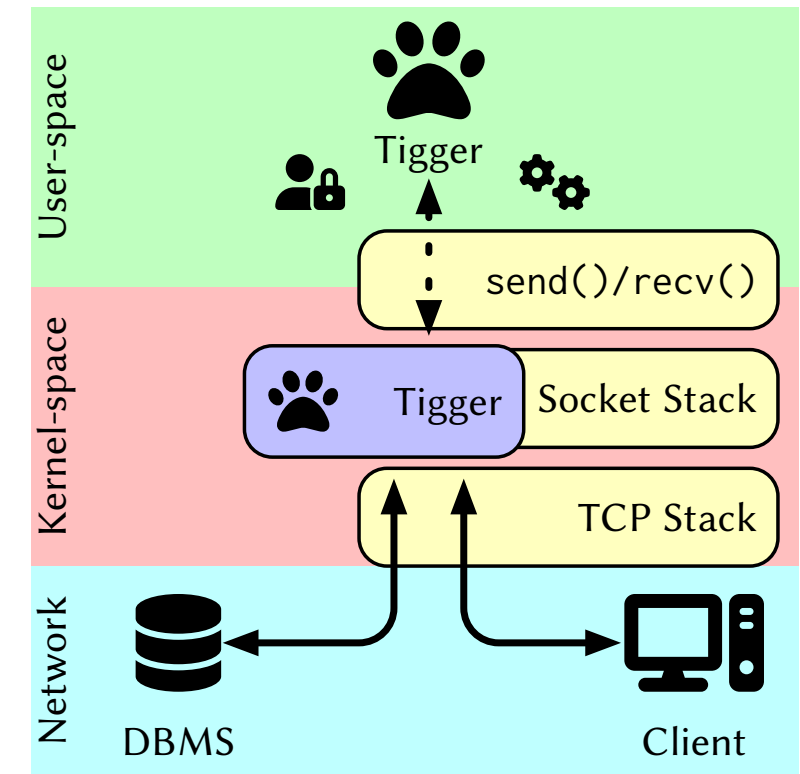


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# What if we could bypass user-space entirely?

# User-Bypass DBMS Proxy

- Don't pull application data up to user-space logic
- Push application logic down to kernel-space data
- Zero-copy kernel APIs, avoid system calls



User-bypass proxy



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# How do we achieve user-bypass?

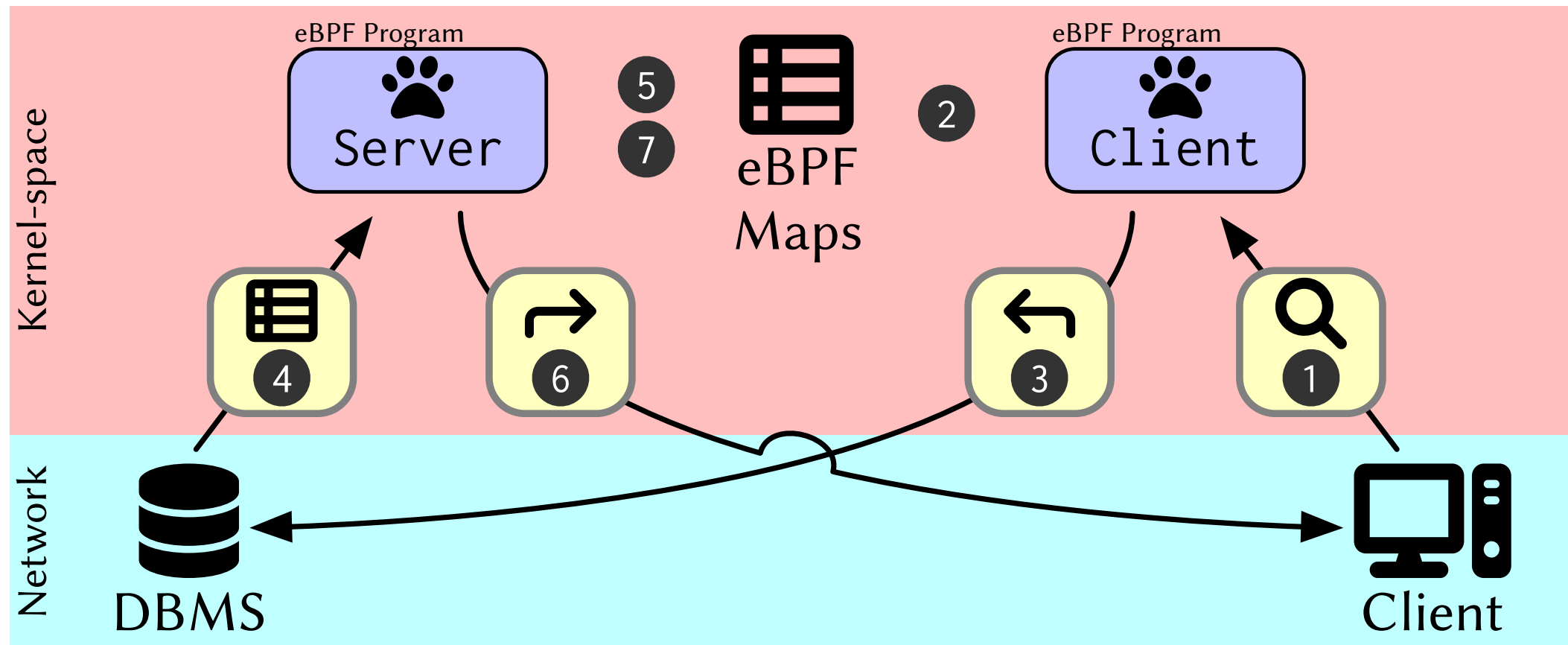
# eBPF

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- Safe, event-driven programs in Linux kernel
  - Carry state across events with *eBPF Maps*
- Verifier constraints:
  - # instructions, boundedness, memory safety, limited API
- Uses:
  - Networking, observability, security

# Tigger Connection Pooling

## Tigger Proxy



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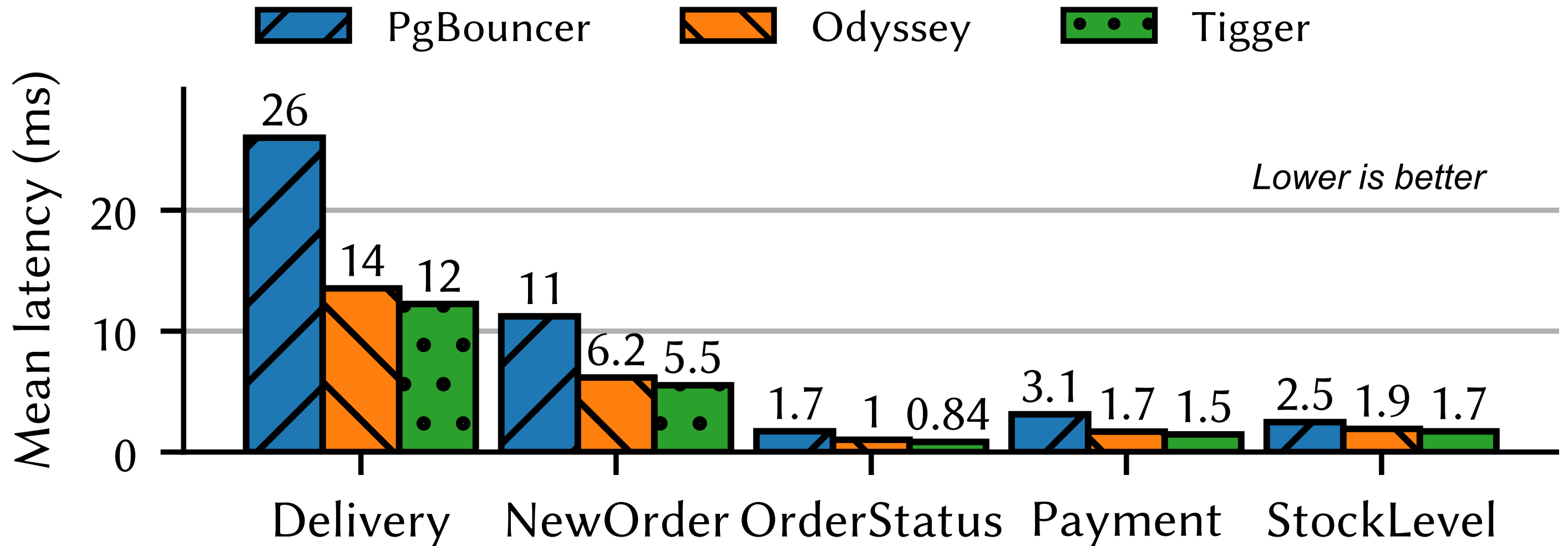
# Evaluation

# Experimental Setup

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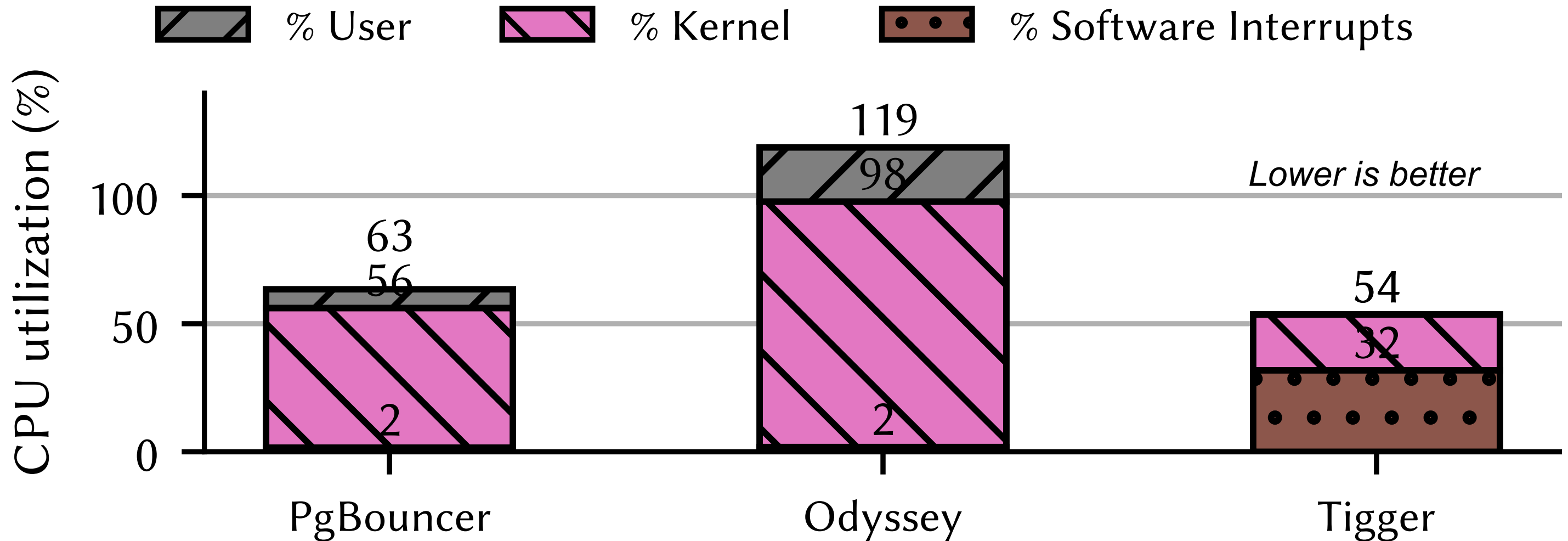
- Dedicated servers:
  - 2×20-core Intel Xeon Gold 5218R CPUs
  - 192 GB DRAM
  - Samsung PM983 SSD
  - Dual-port 10GbE network adapter
  - Ubuntu 22.04 LTS with Linux (v5.15)
  - Cisco Nexus 3064 10GbE network switch
- Software:
  - PostgreSQL (v14.5), BenchBase

# Connection Pooling



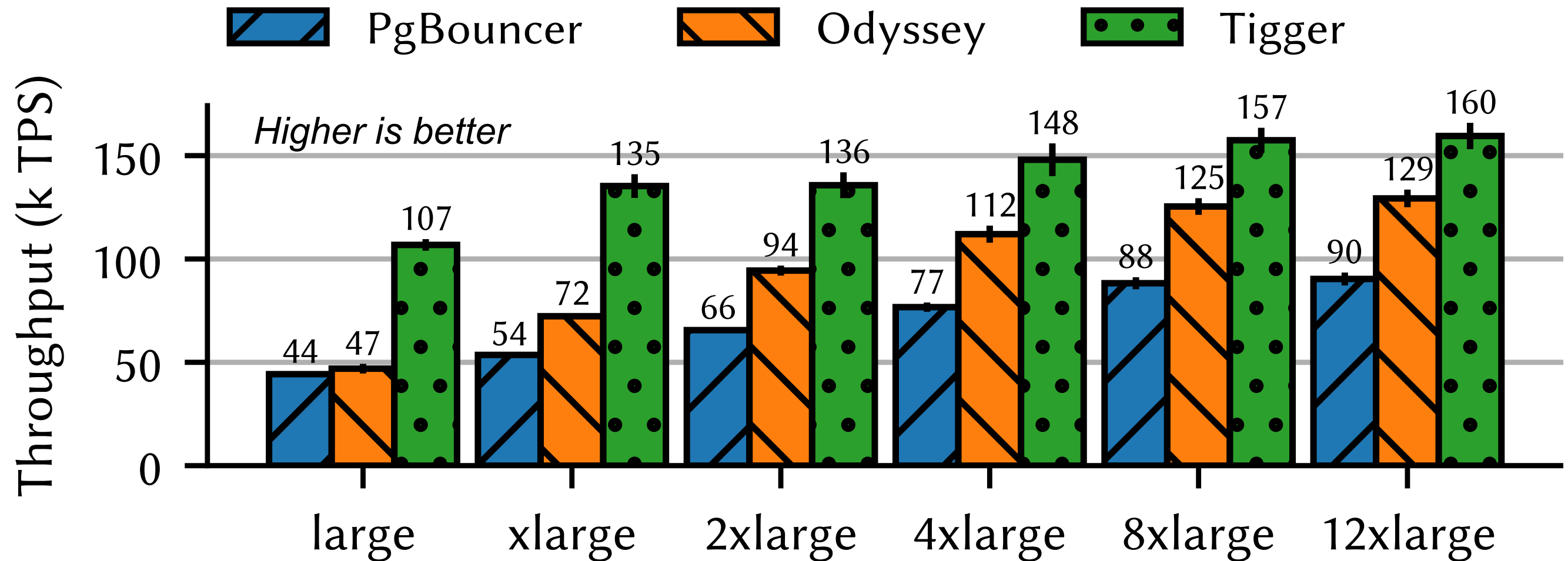
Tigger offers the lowest latencies

# Connection Pooling CPU



Tigger consumes the fewest CPU cycles

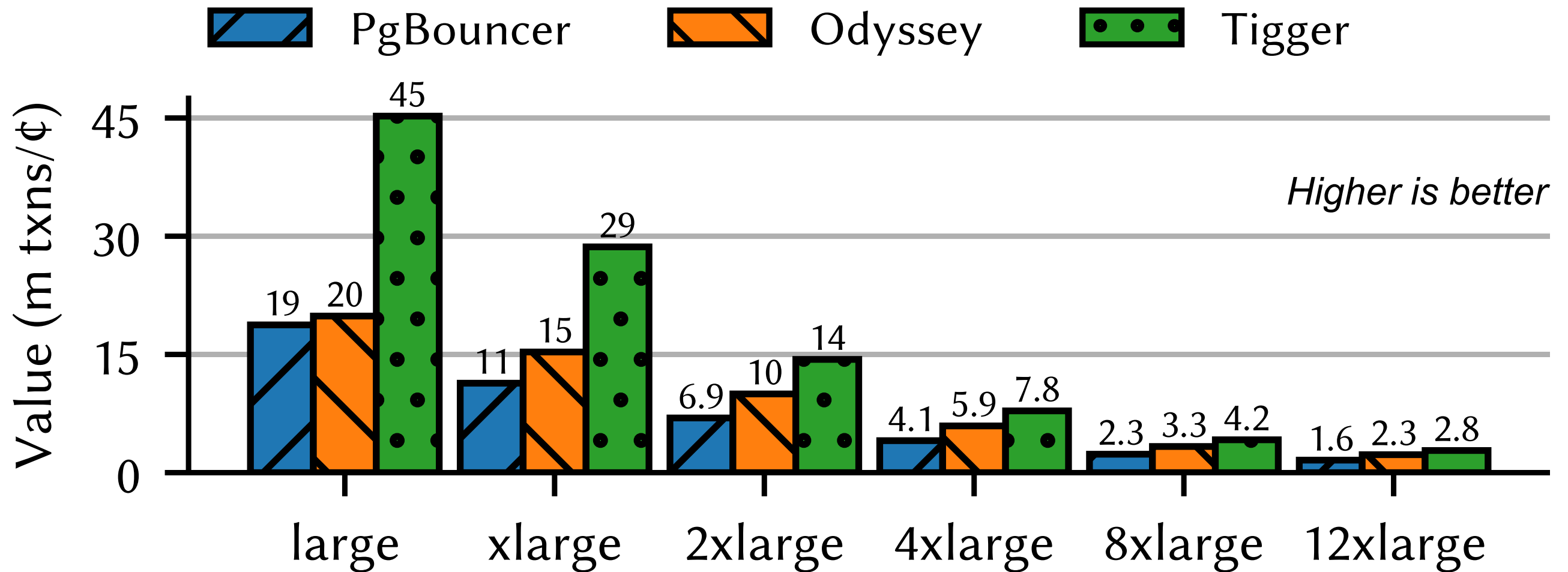
# Cloud Instance Throughput



Tigger maximizes throughput with fewer resources



# Cloud Instance Value



Tigger does more while costing less

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# Where to next?

# DBMS Proxy Comparisons

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- Kernel-bypass:
  - WIP version of PgBouncer using DPDK
- `io_uring`:
  - Linux asynchronous IO with shared ring buffers
  - Doesn't eliminate all copies, system calls, or scheduling

# Tigger Future Enhancements

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- More proxy features:
  - Sharding, caching, query rewriting
- Automatic proxy tuning:
  - Pool sizes, instance sizes
- Hardware offload:
  - SmartNICs, FPGAs

# Takeaways

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- *User-bypass* is a new approach to safely push application logic into the kernel, avoiding system call overhead
- *Tigger's* user-bypass offers the lowest latency and lowest CPU utilization for DBMS proxies

<https://mattbutrovi.ch>

