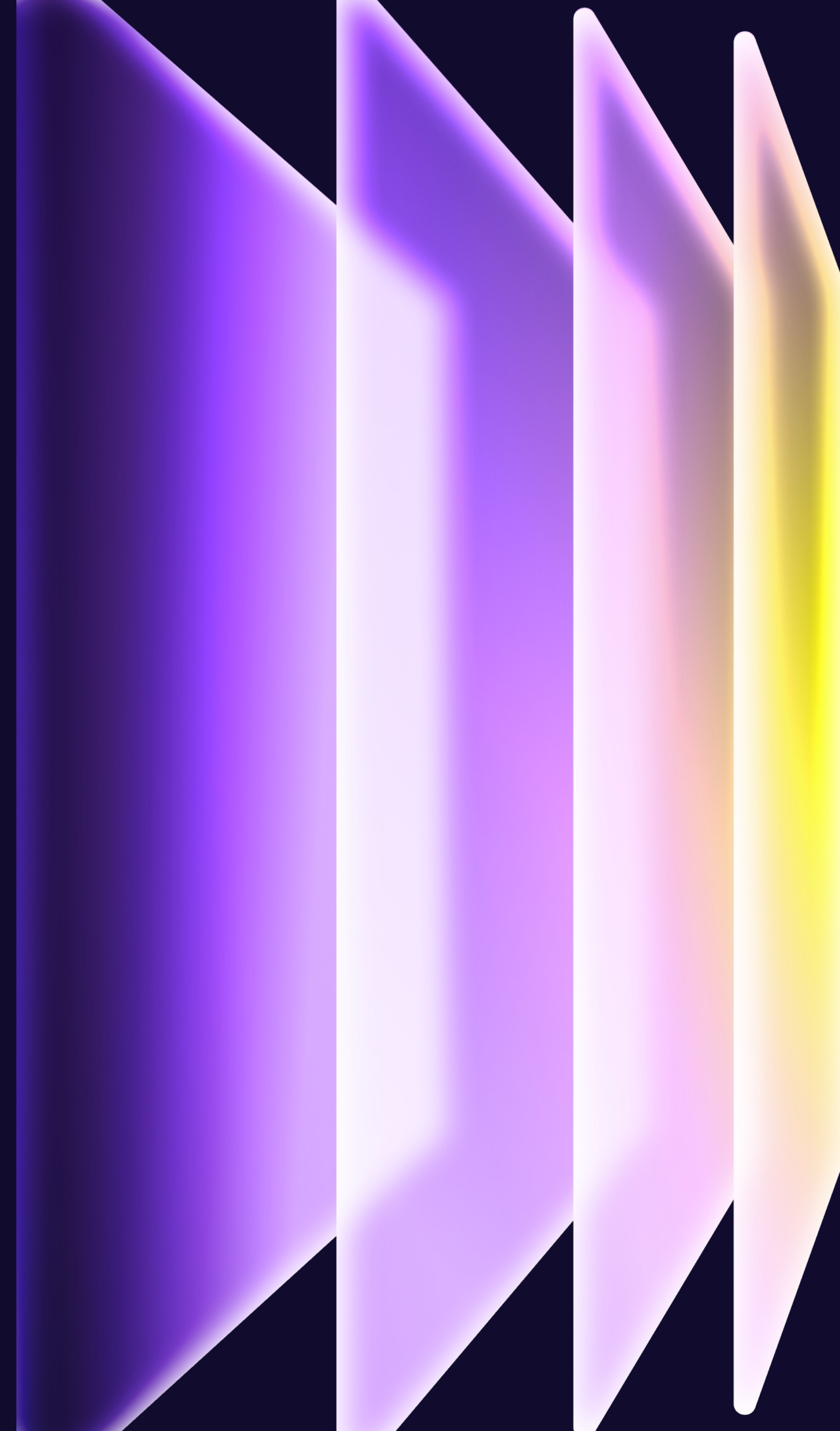
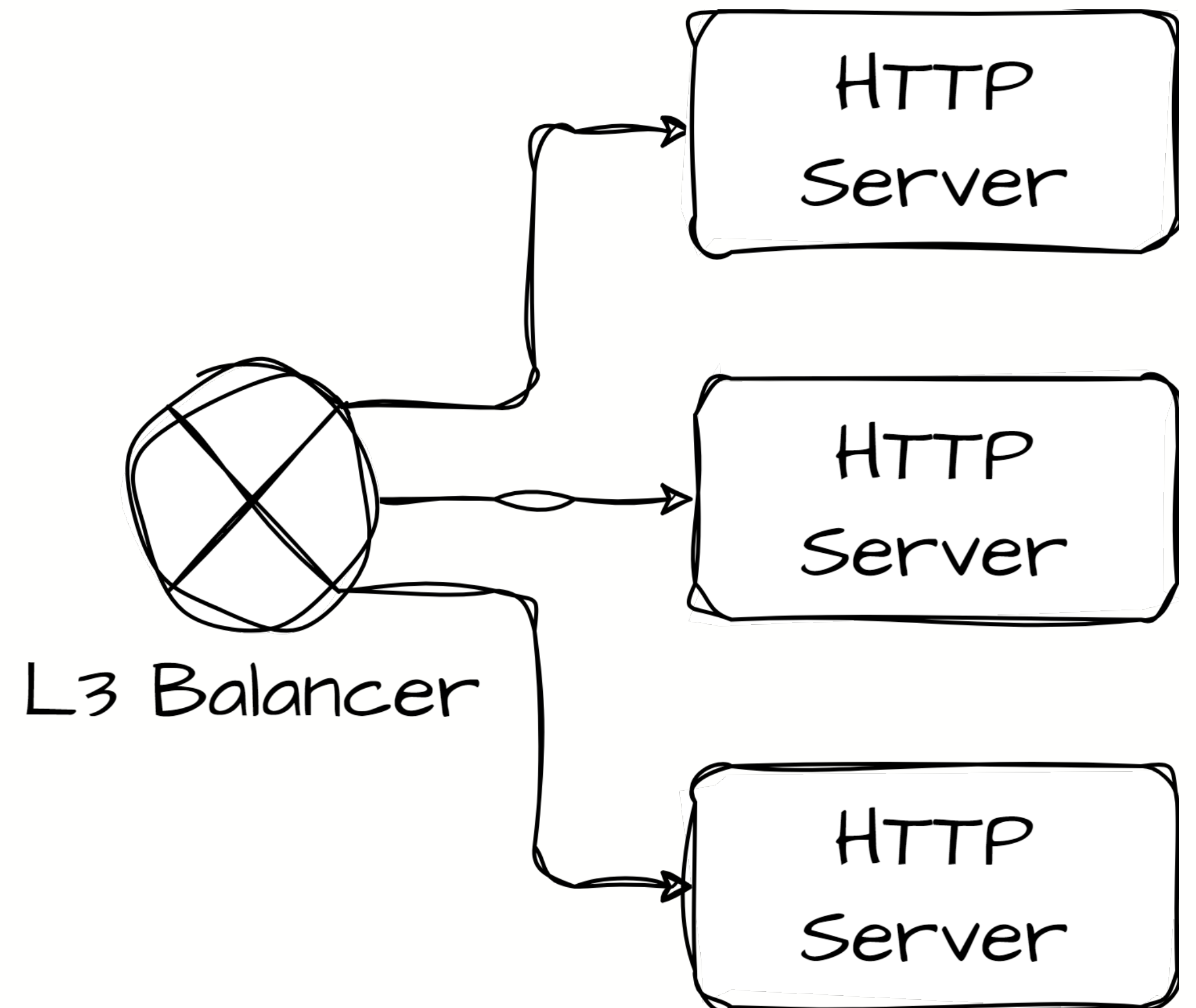


Nearly Stateless L4 Balancer

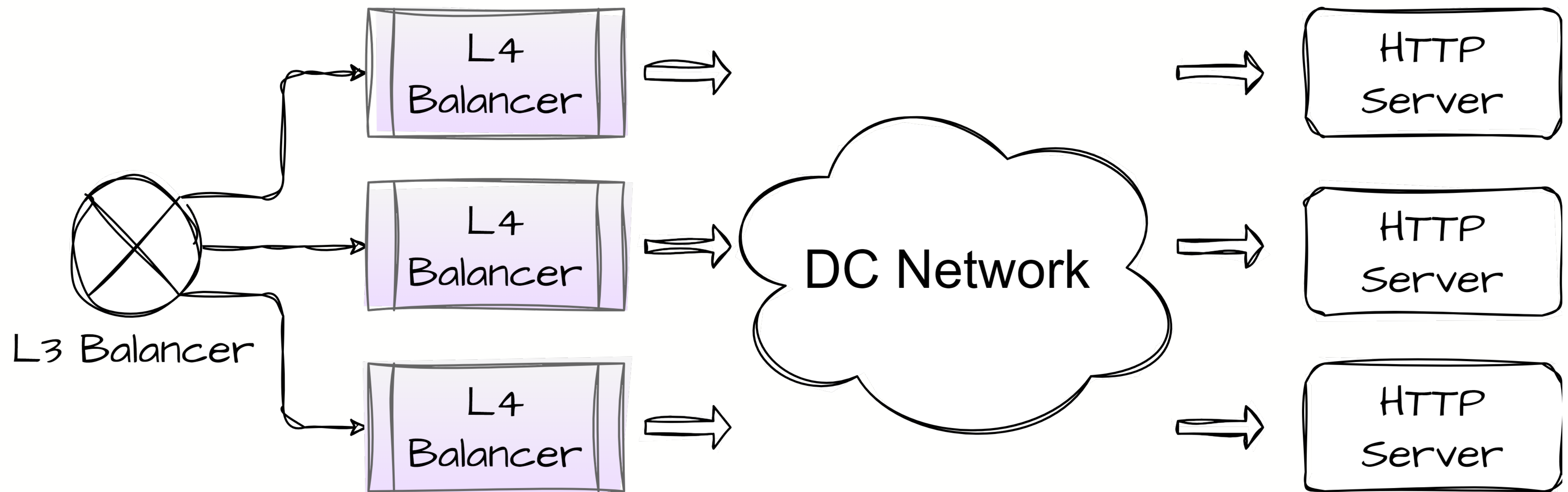
Alexander Azimov
Lev Pantiukhin



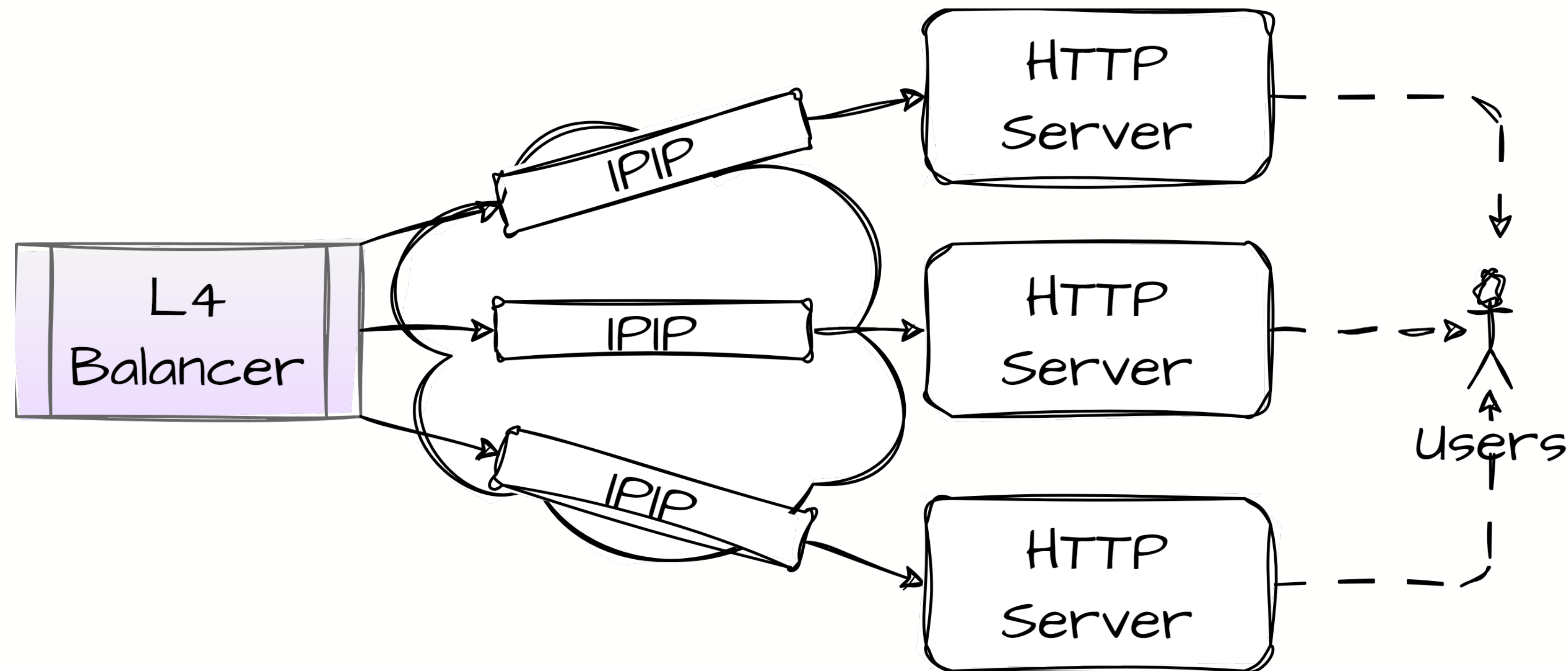
Load Balancing



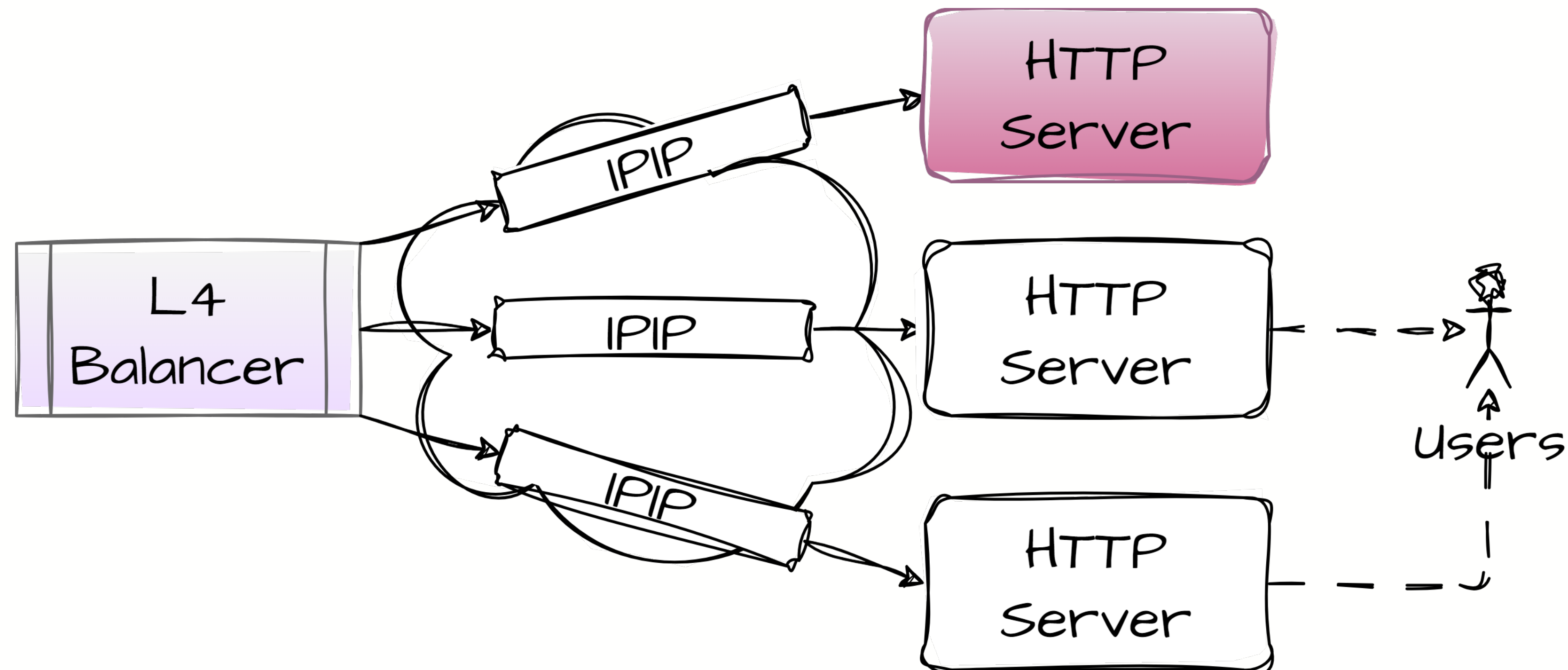
Multilayer Load Balancing



L4 Balancer: DSR



L4 Balancer: Health Checks

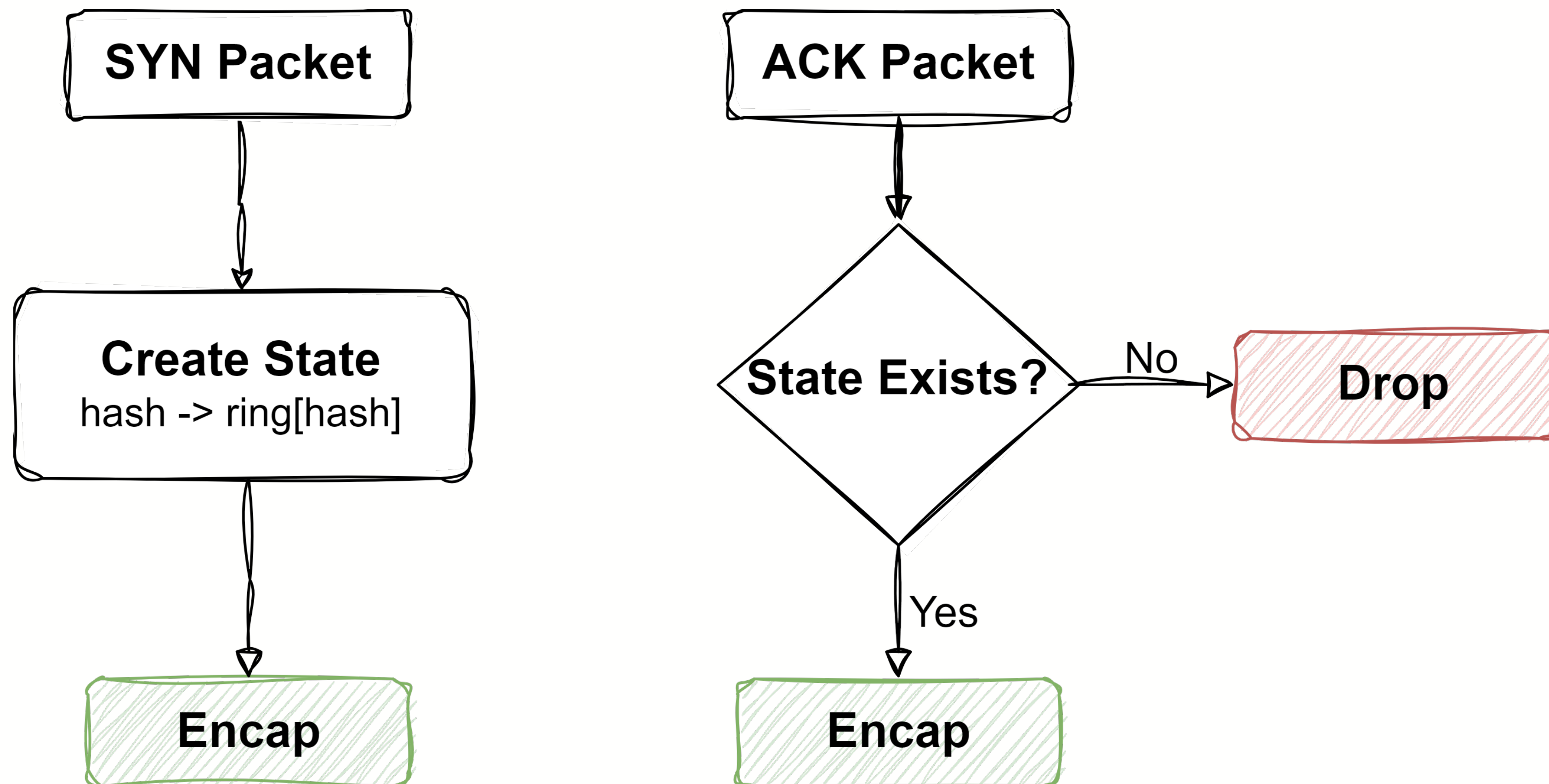


Hash and State

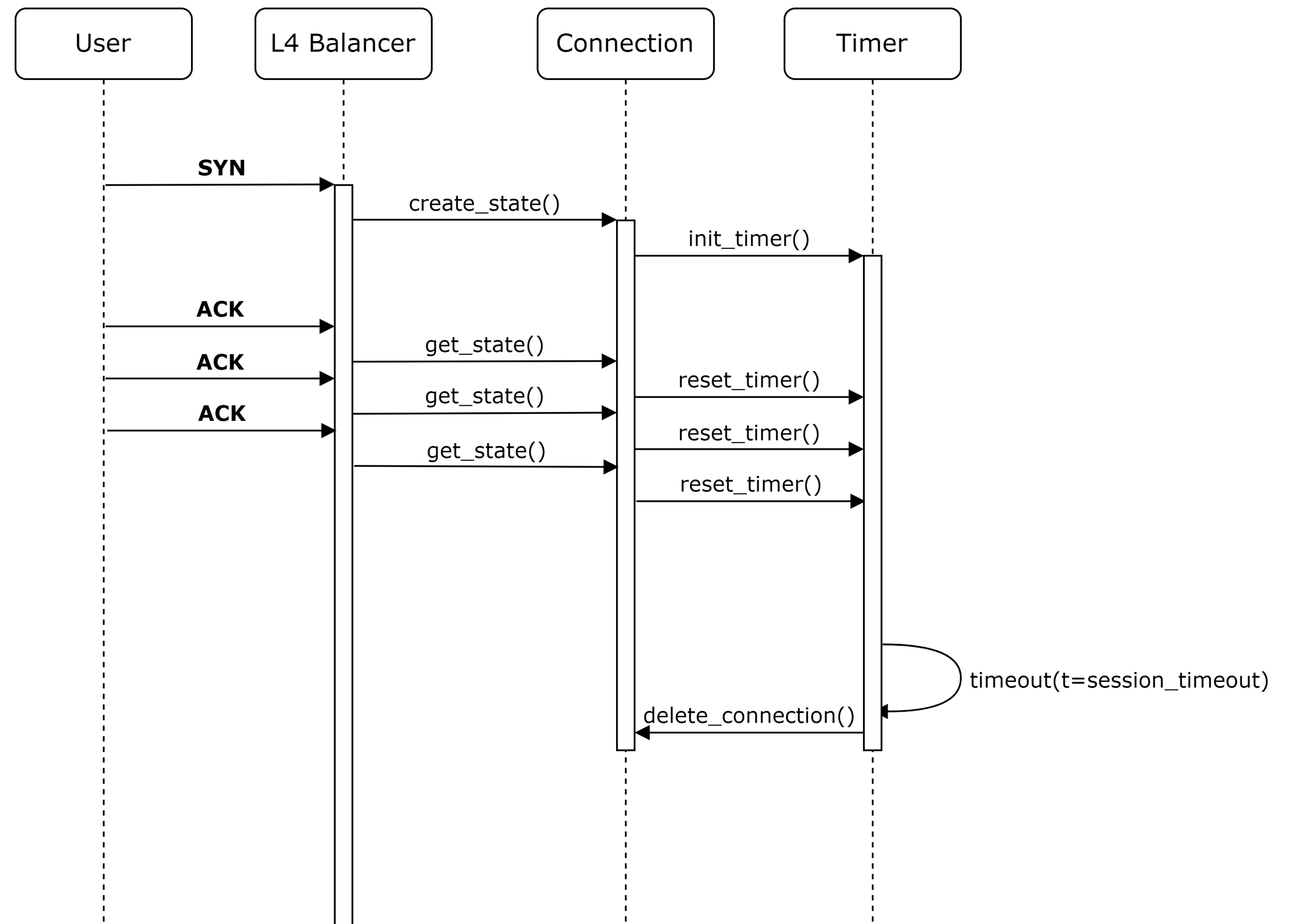
hash mod 3	
key 1	server 1
key 2	server 1
key 3	server 0
key 4	server 1
key 5	server 2
key 6	server 0
key 7	server 0
key 8	server 0
key 9	server 2
key 10	server 2

hash mod 4	
key 1	server 2
key 2	server 3
key 3	server 0
key 4	server 3
key 5	server 0
key 6	server 1
key 7	server 0
key 8	server 3
key 9	server 1
key 10	server 2

Classic Packet Flow



Connection State Machine

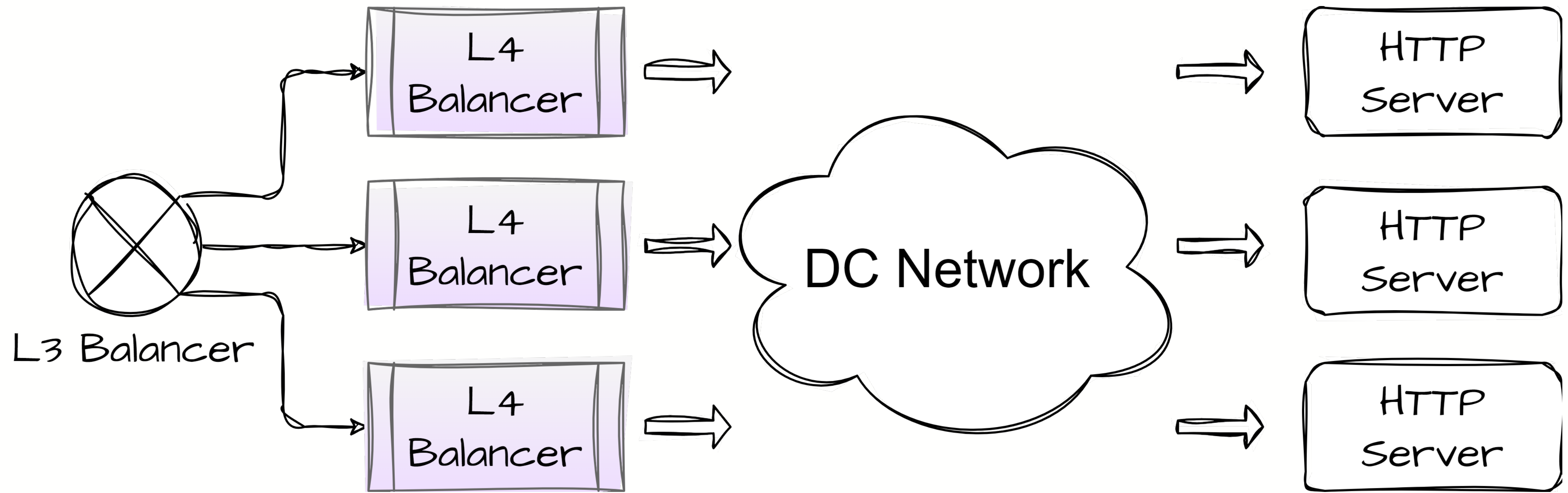


Classic L4 Balancer

- 1 Processes only ingress traffic
- 2 Relies on health checks
- 3 Stateful

Classic L4 Balancer

- 1 Processes only ingress traffic
- 2 Relies on health checks
- 3 Stateful
- 4 Vulnerable to DDoS

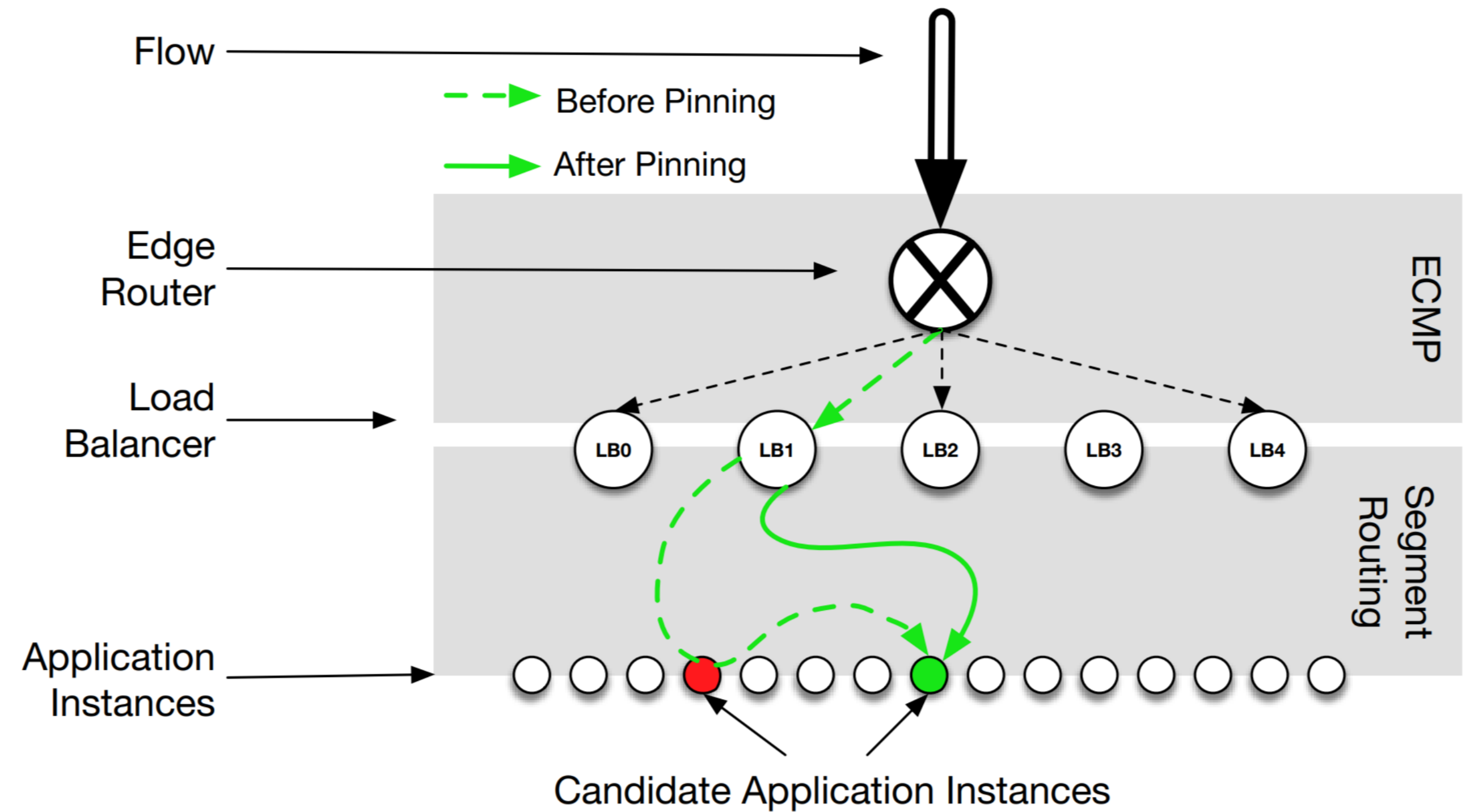


L3 Balancer – invulnerable

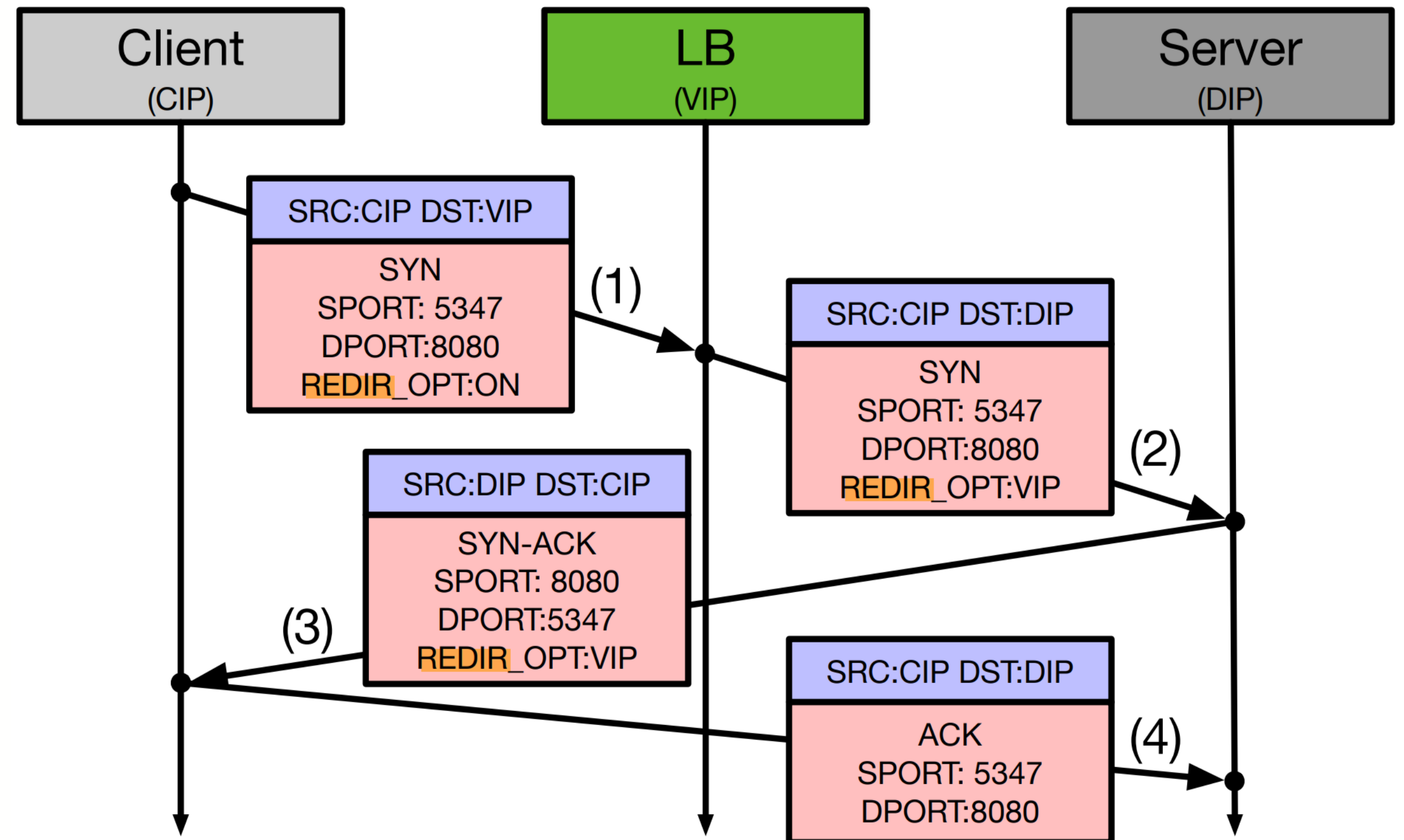
HTTP Server – SYN Cookies, TCP state machine

L4 Balancer – ???

Stateless L4 Balancer: Network Offload



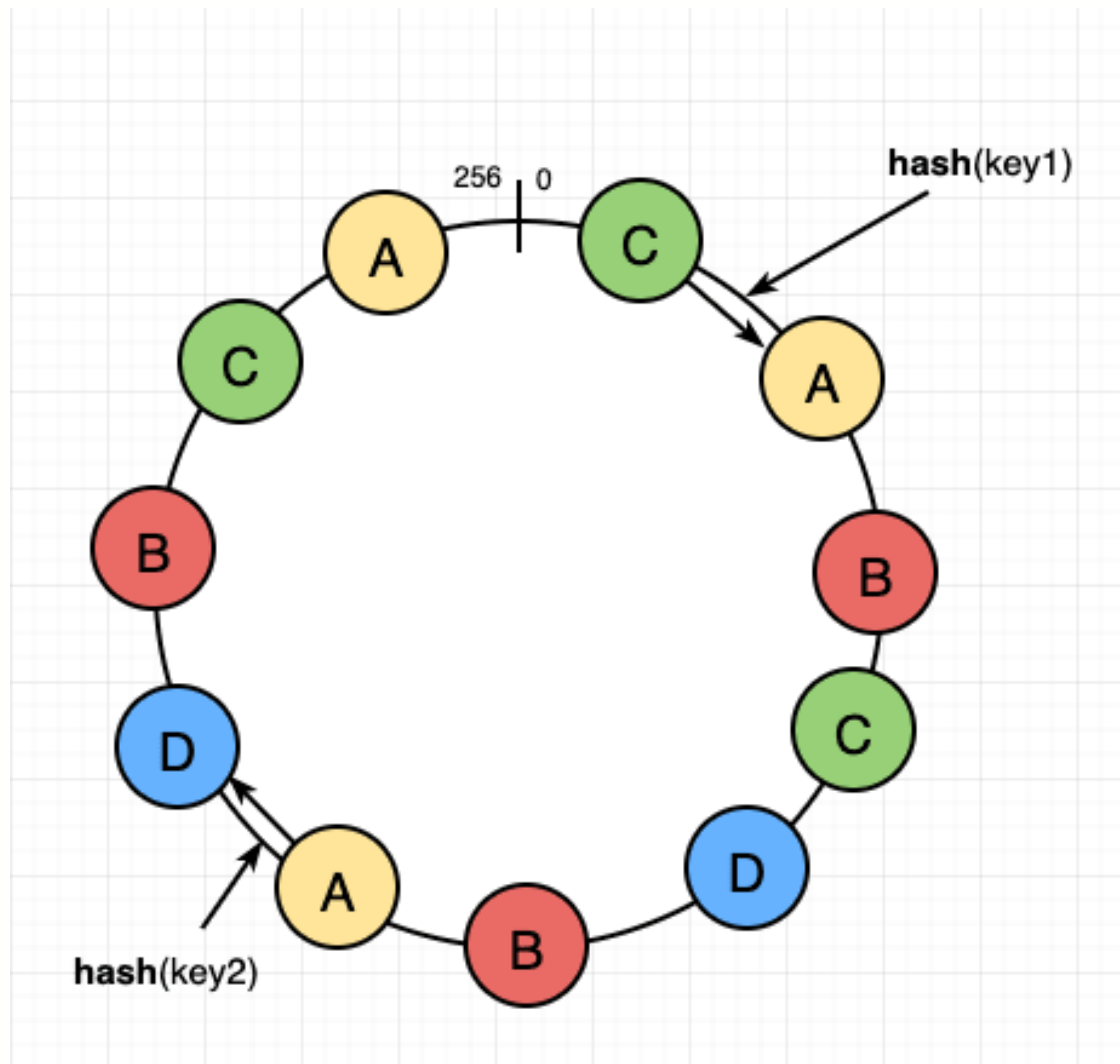
Stateless L4 Balancer: TCP Offload



Stateless L4 Balancer

requires integration with

network and/or TCP stack



Consistent Hash

Remaps only n/m keys, where

- n – is the number of keys
- m – is the number of slots

Consistent Hash

consistent hash 3	
Key 1	server 1
Key 2	server 1
Key 3	server 2
Key 4	server 1
Key 5	server 0
Key 6	server 1
Key 7	server 0
Key 8	server 0
Key 9	server 0
Key 10	server 2

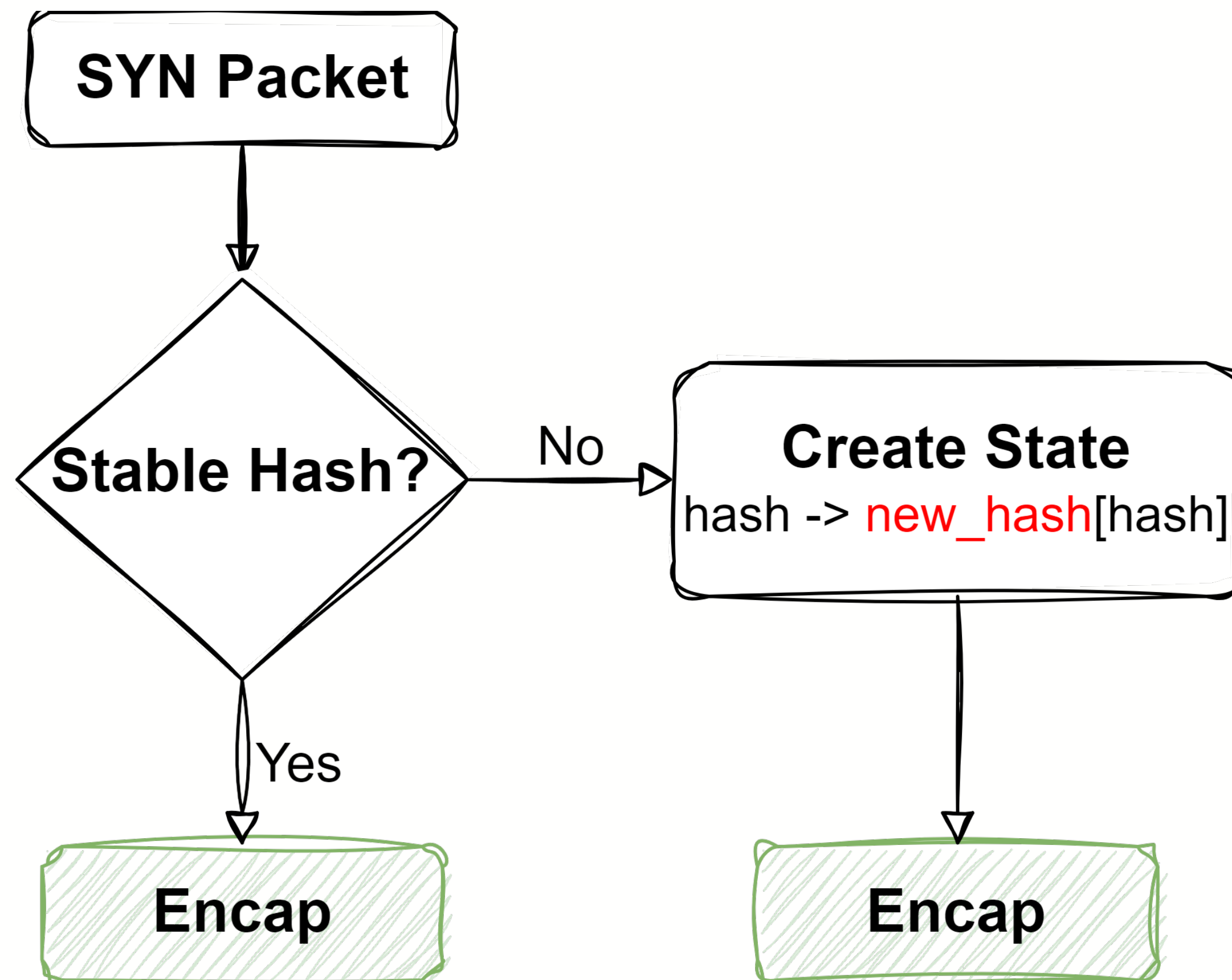
consistent hash 4	
Key 1	server 1
Key 2	server 3
Key 3	server 3
Key 4	server 1
Key 5	server 0
Key 6	server 1
Key 7	server 0
Key 8	server 0
Key 9	server 3
Key 10	server 2

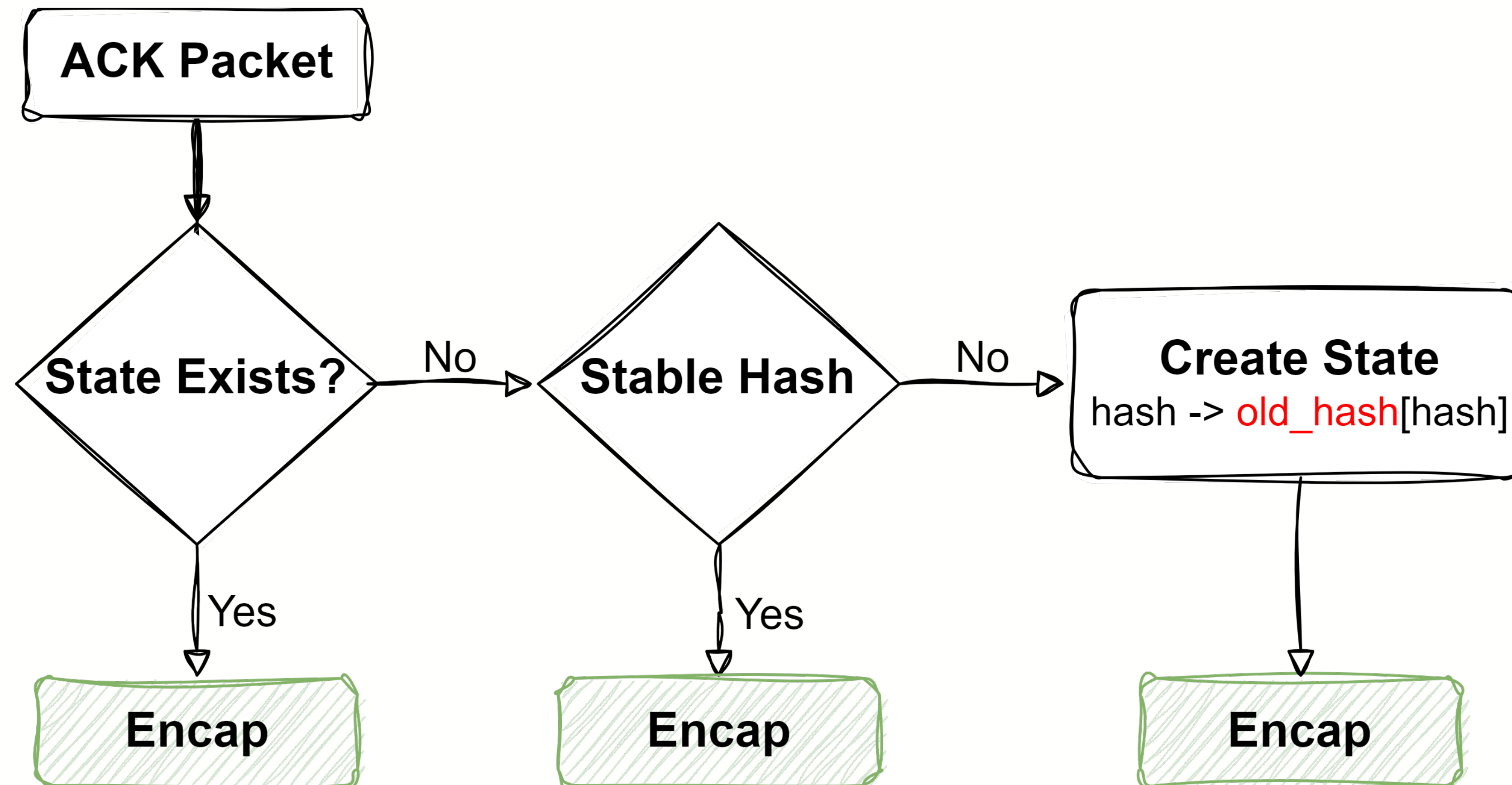
Double Hash

Double Hash		
	Old Hash	New Hash
key 1	server 1	server 1
key 2	server 1	server 3
key 3	server 2	server 3
key 4	server 1	server 1
key 5	server 0	server 0
key 6	server 1	server 1
key 7	server 0	server 0
key 8	server 0	server 0
key 9	server 0	server 3
key 10	server 2	server 2

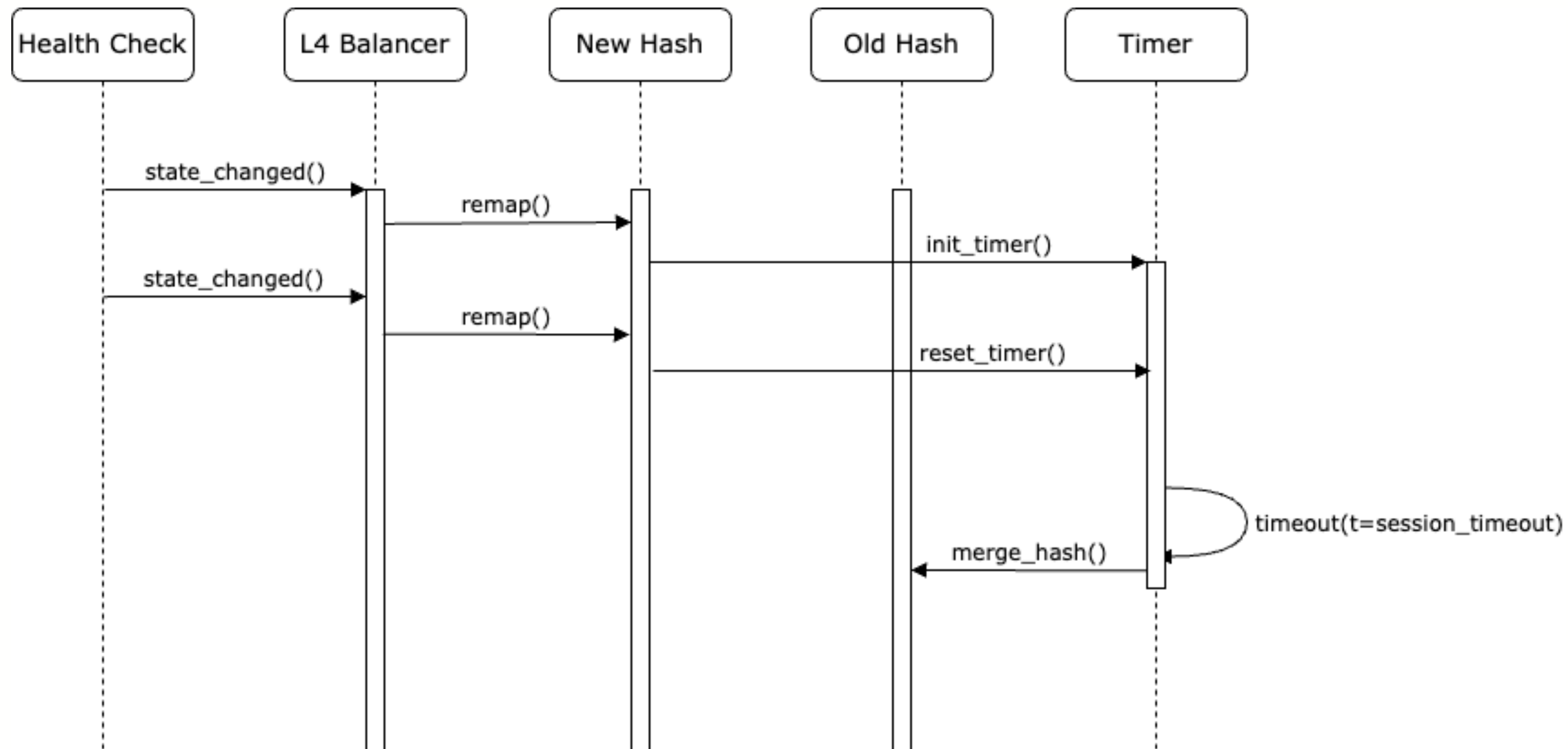
Double Hash: Stability Property

Double Hash			
	Old Hash	New Hash	
Key 1	server 1	server 1	stable
Key 2	server 1	server 3	unstable
Key 3	server 2	server 3	unstable
Key 4	server 1	server 1	stable
Key 5	server 0	server 0	stable
Key 6	server 1	server 1	stable
Key 7	server 0	server 0	stable
Key 8	server 0	server 0	stable
Key 9	server 0	server 3	unstable
Key 10	server 2	server 2	stable





Double Hash: State Machine



IPVS: MH Scheduler

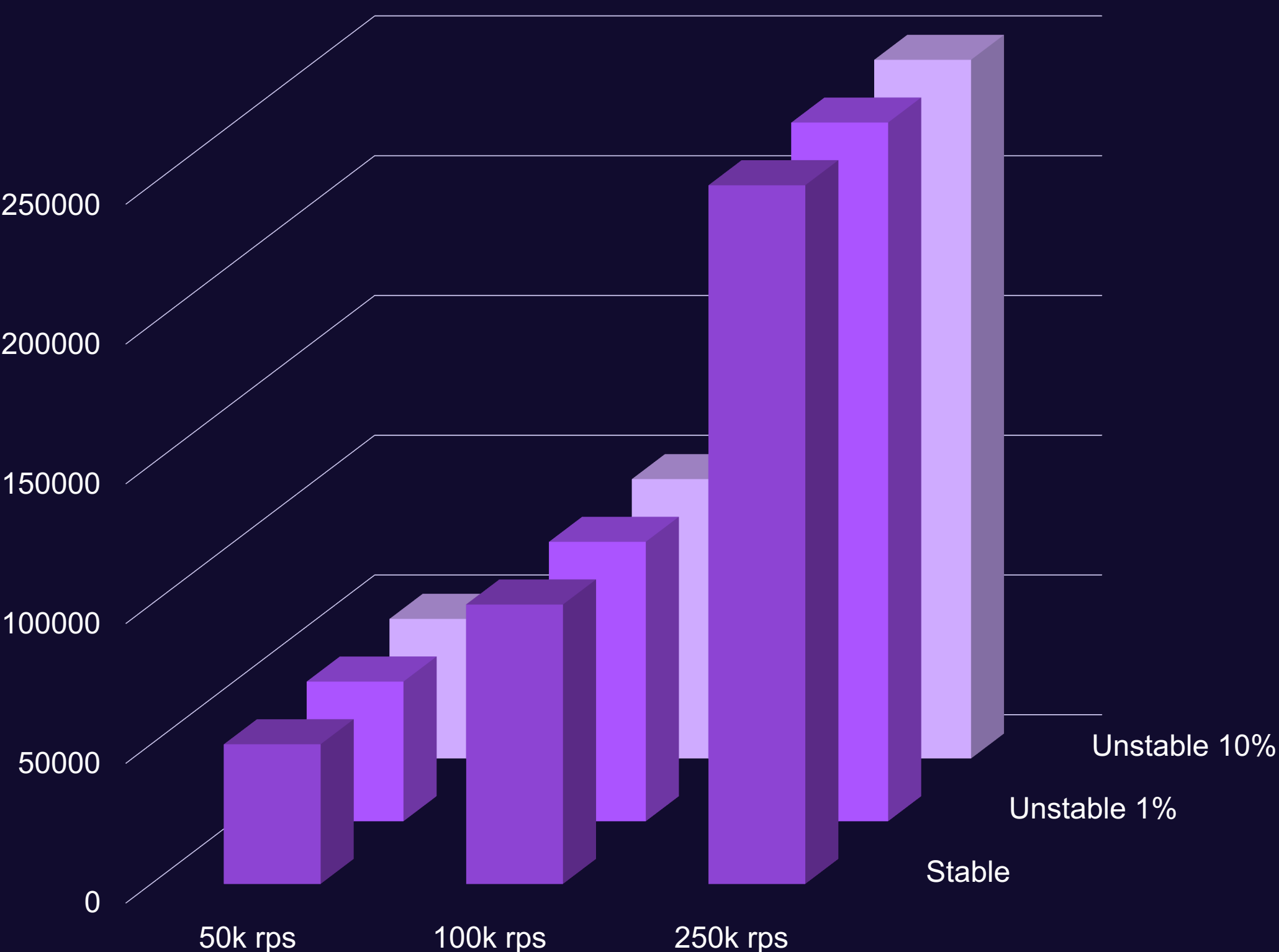
Maglev: A Fast and Reliable Software Network Load Balancer

Danielle E. Eisenbud, Cheng Yi, Carlo Contavalli, Cody Smith,
Roman Kononov, Eric Mann-Hielscher, Ardas Cilengiroglu, Bin Cheyney,
Wentao Shang^{†*} and Jinnah Dylan Hosein^{‡*}

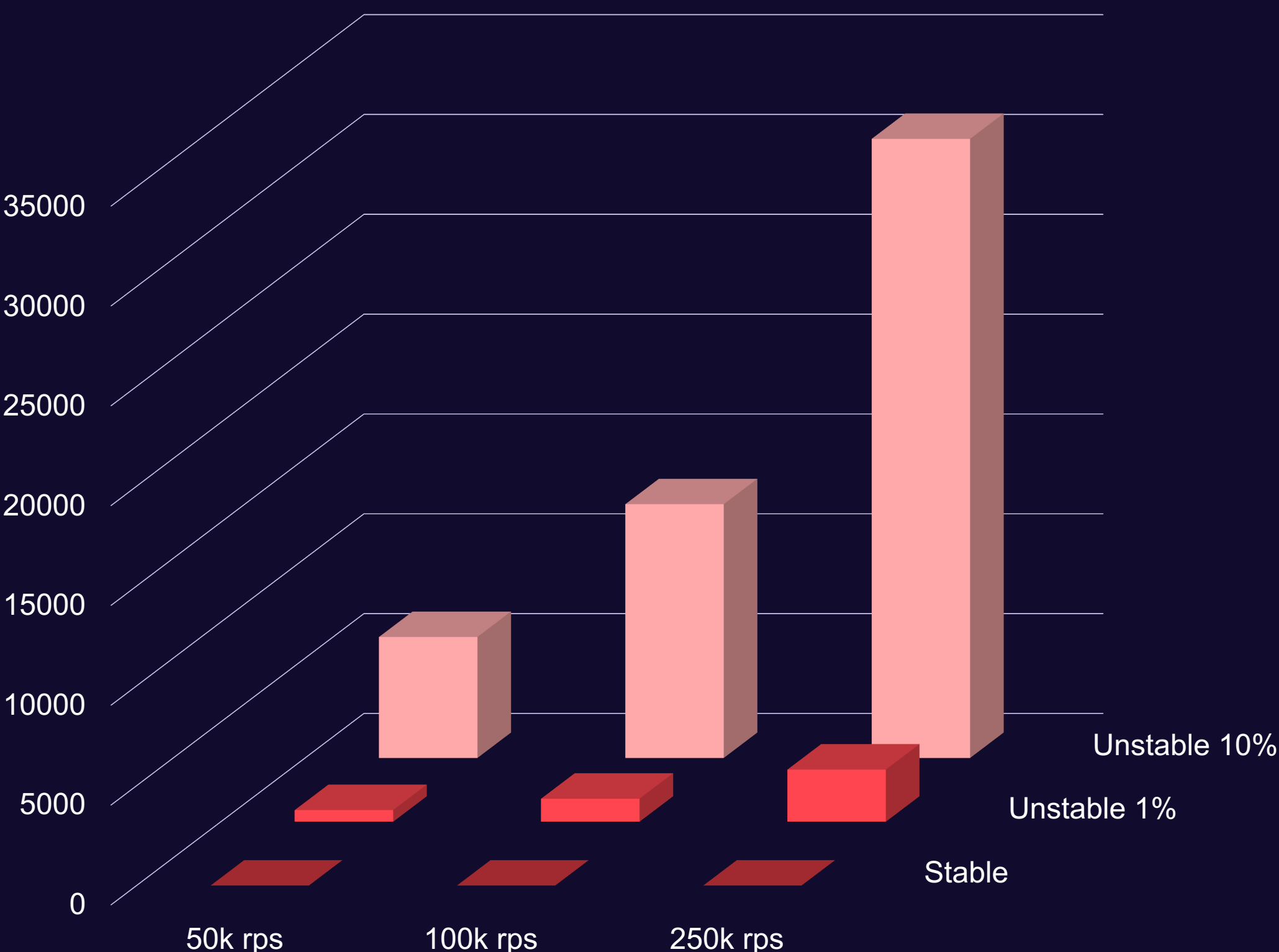
Google Inc. [†]UCLA [‡]SpaceX
maglev-nsdi@google.com

Number of States

MH Scheduler

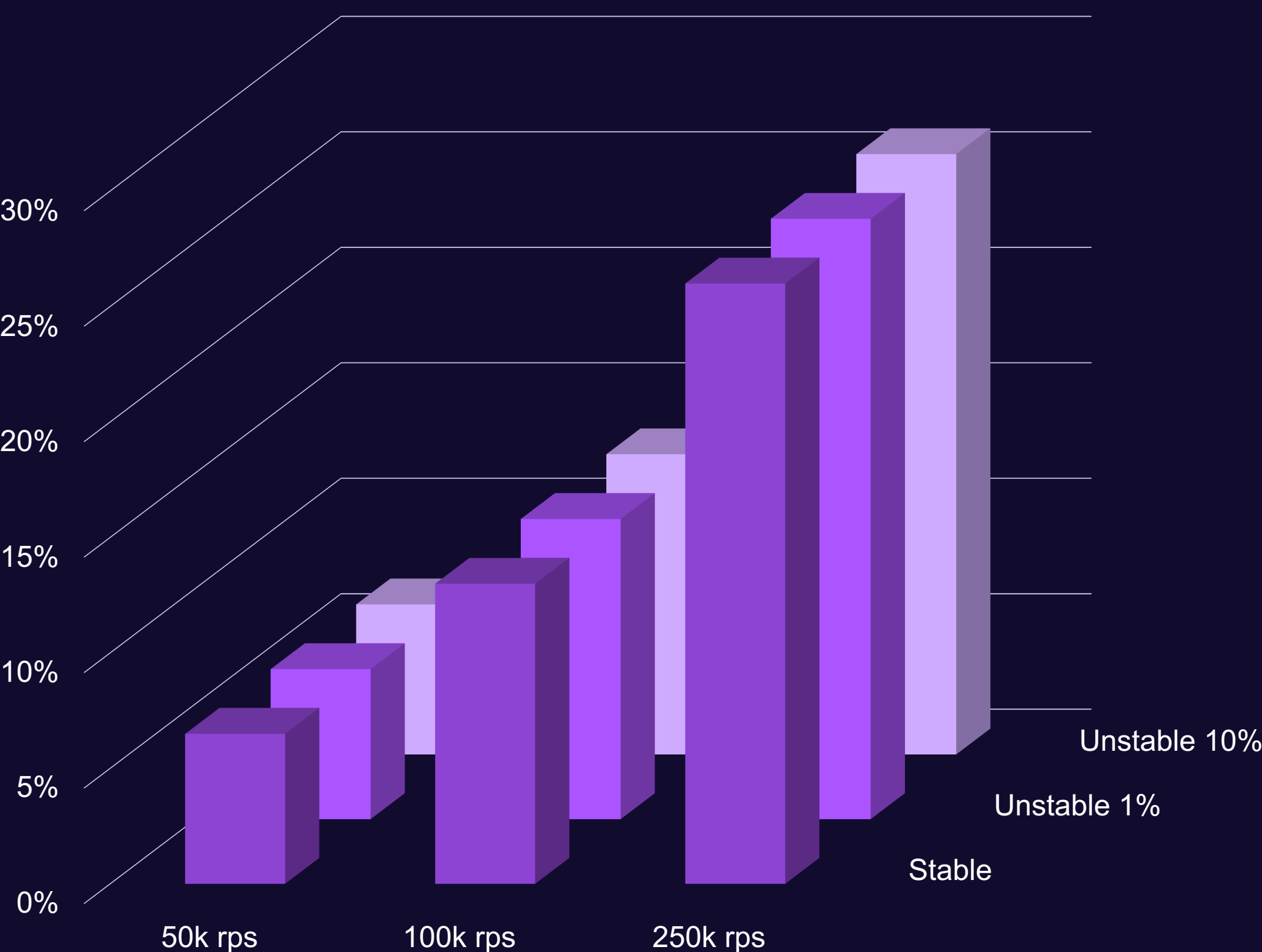


MHS Scheduler

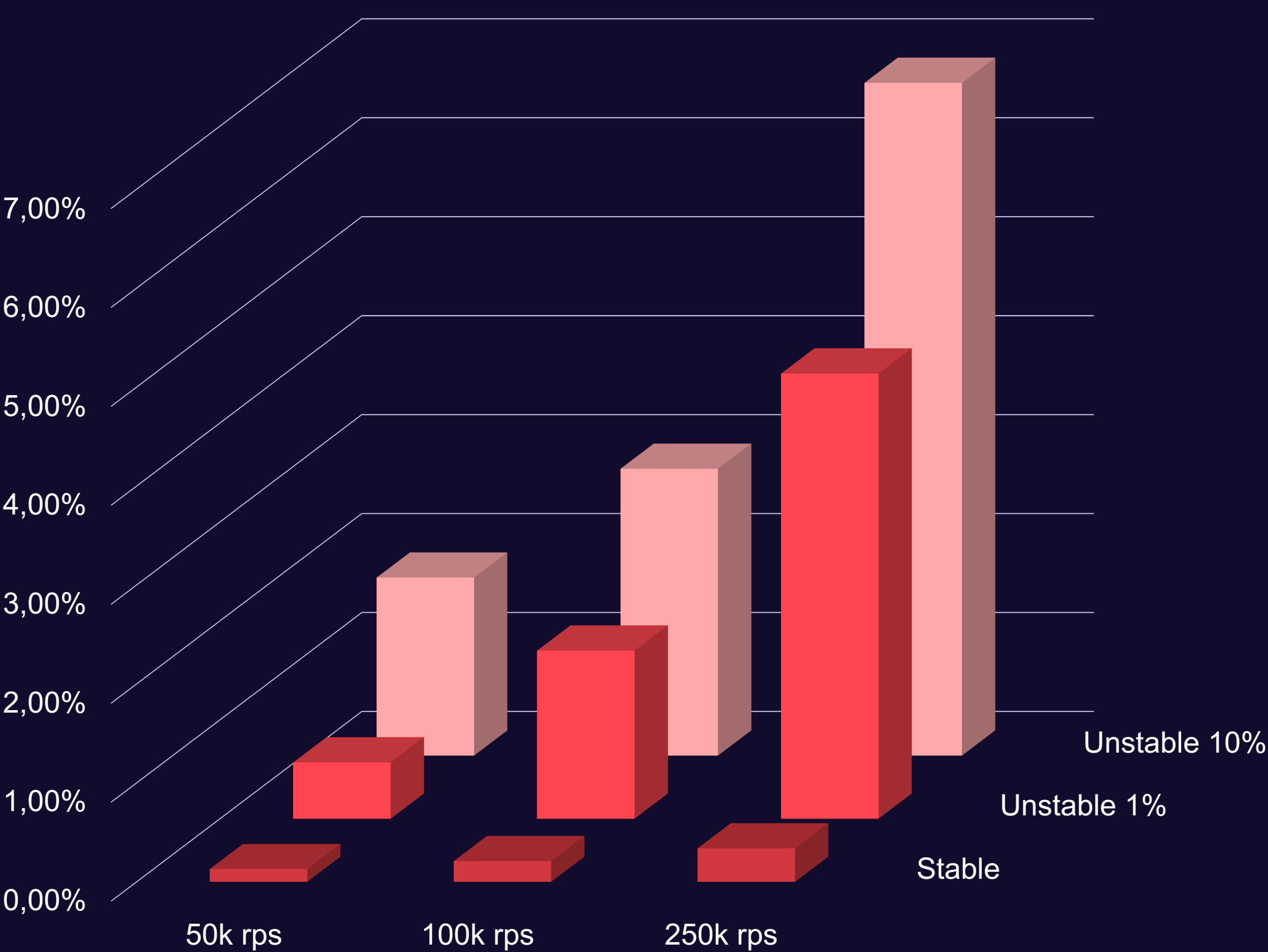


CPU Usage

MH Scheduler



MHS Scheduler



Nearly Stateless L4 Balancer

- 1 Reduces the number of states by order of magnitude
- 2 Significantly reduces the CPU usage
- 3 Makes L4 balancer less vulnerable to DDoS
- 4 Doesn't require changes in network or application

MHS Scheduler at GitHub!



<https://github.com/kndrvt/mhs>