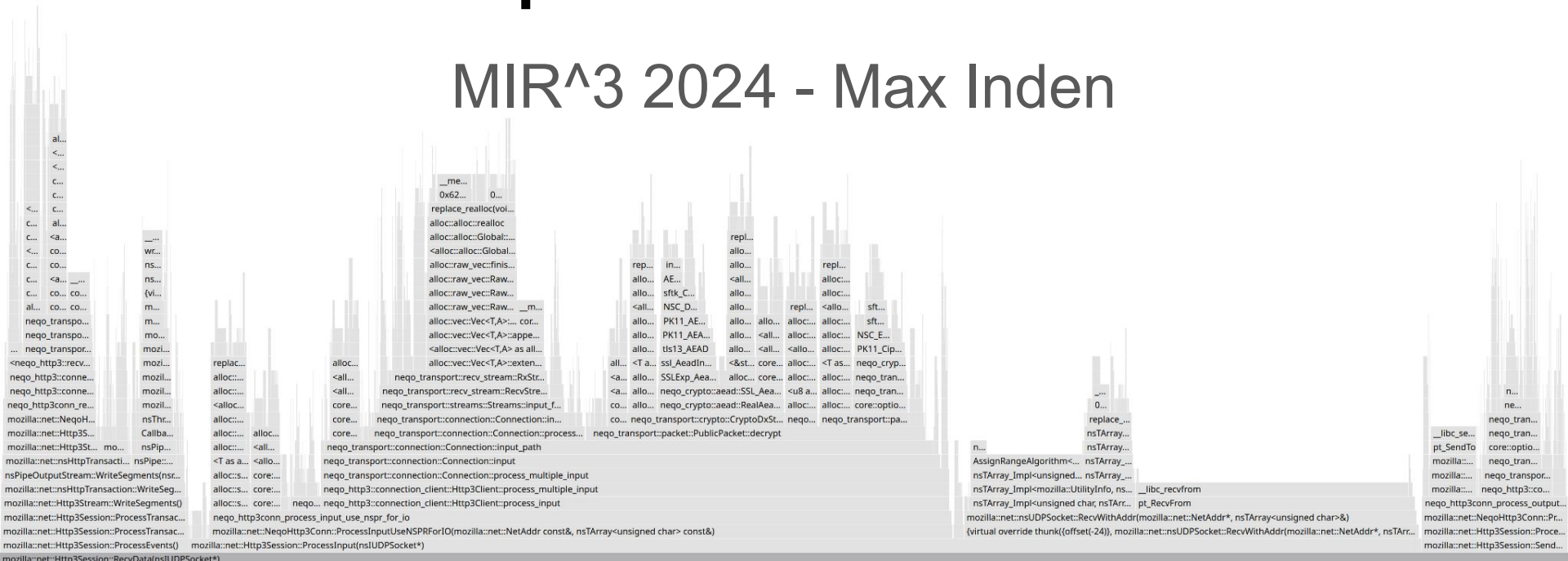


# Fast UDP I/O for Firefox's QUIC implementation in Rust

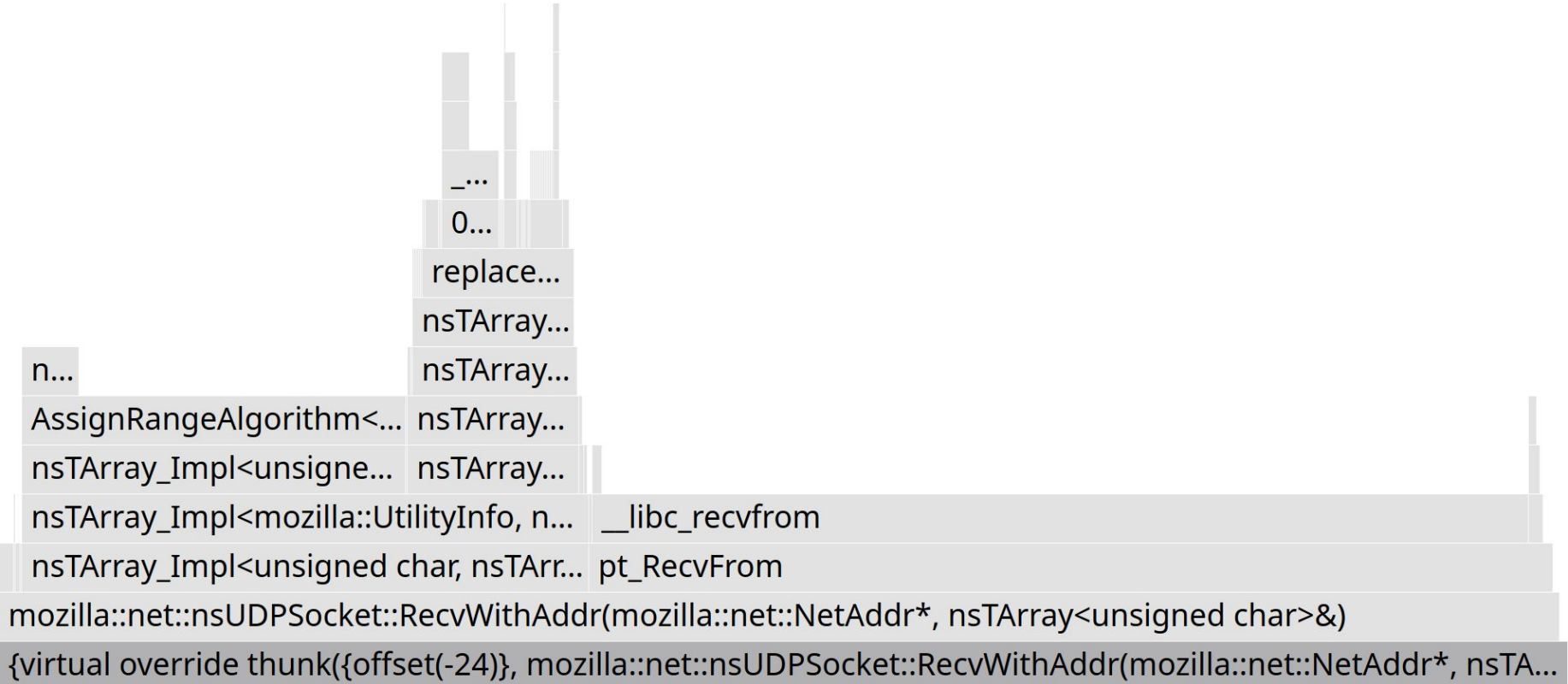
MIR<sup>^3</sup> 2024 - Max Inden



# Firefox socket thread CPU profile



# Firefox socket thread CPU profile



# TCP vs QUIC

TCP in the kernel is heavily optimized, e.g. with TCP segmentation offload.

*“In short, a standard TCP configuration sees a nearly 5x speed-up over UDP”*

[De Bruijn, Willem, and Eric Dumazet. "Optimizing UDP for content delivery: GSO, pacing and zerocopy." Linux Plumbers Conference. 2018.](#)

In 2018 Linux got UDP [GSO](#) (Google) and [GRO](#) (RedHat).

# Firefox current network stack - NSPR

- Single datagram
  - e.g. sendto recvfrom on Linux
- No segmentation
- Using [Netscape Portable Runtime](#)

# Modern system calls

- Multi-message (e.g. sendmmsg, recvmmsg)
- Segmentation (e.g. GSO, GRO)
  - same 5 tuple
  - same length, but last
- Using Rust UDP library [quinn-udp](#)

# Platform support

	Linux / Android	Windows	Apple
<b>Send</b>			
segmentation	<a href="#">Generic Segmentation Offload (GSO)</a>	<a href="#">UDP Segmentation Offload (USO)</a>	
Single msg	<a href="#">sendmsg</a>	<a href="#">WSASendMsg</a>	<a href="#">sendmsg</a>
Multi msg	<a href="#">sendmmsg</a>		<a href="#">sendmsg_x</a>
<b>Receive</b>			
segmentation	<a href="#">Generic Receive Offload (GRO)</a>	<a href="#">UDP Receive Segment Coalescing Offload (URO)</a>	
Single msg	<a href="#">recvmsg</a>	<a href="#">WSARecvMsg</a>	<a href="#">recvmsg</a>
Multi msg	<a href="#">recvmmsg</a>		<a href="#">recvmsg_x</a>

# Experiments

- in Firefox Nightly (or `network.http.http3.use_nspr_for_io`)
  - GRO (Linux, Android, Windows)
    - 75th of read syscalls read [2 or more packets](#), 95th read 10 or more packets.
    - 75th of read syscalls read [1.2 KiB](#) total, 95th read 2.4kbyte total.
- proof of concept
  - GSO (Linux, Android, Windows)
  - sendmmsg (MacOS)
  - recvmmsg (Linux, Android, Windows, MacOS)
- Getting close to 8 Gbit/s (localhost)



# Additional wins

- Explicit Congestion Notification (ECN)
  - With modern syscalls, we can now read auxiliary IP metadata, e.g. ECN.
  - On Firefox Nightly 75th percentile of QUIC connections see [>= 0.6% CE](#) marks on receive path.
- Optimized memory management
  - Using Rust's borrow checker, we can use long-lived send & recv buffers.

# Open questions

- Pacing vs GSO
- packet trains on the internet
- send & receive buffer size
- measure power consumption

## Further reading

- Cloudflare: [Accelerating UDP packet transmission for QUIC](#)
- [De Bruijn, Willem, and Eric Dumazet. "Optimizing UDP for content delivery: GSO, pacing and zerocopy." Linux Plumbers Conference. 2018.](#)
- LWN: [Generic receive offload](#)
- Mozilla: [Fast UDP for Firefox](#)