The Performance of Object-Oriented Components for High-speed Network Programming

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Introduction

- Distributed object computing (DOC) frameworks are well-suited for certain *communication requirements* and certain *network environments*

  – *e.g.*, request/response or oneway messaging over low-speed Ethernet or Token Ring

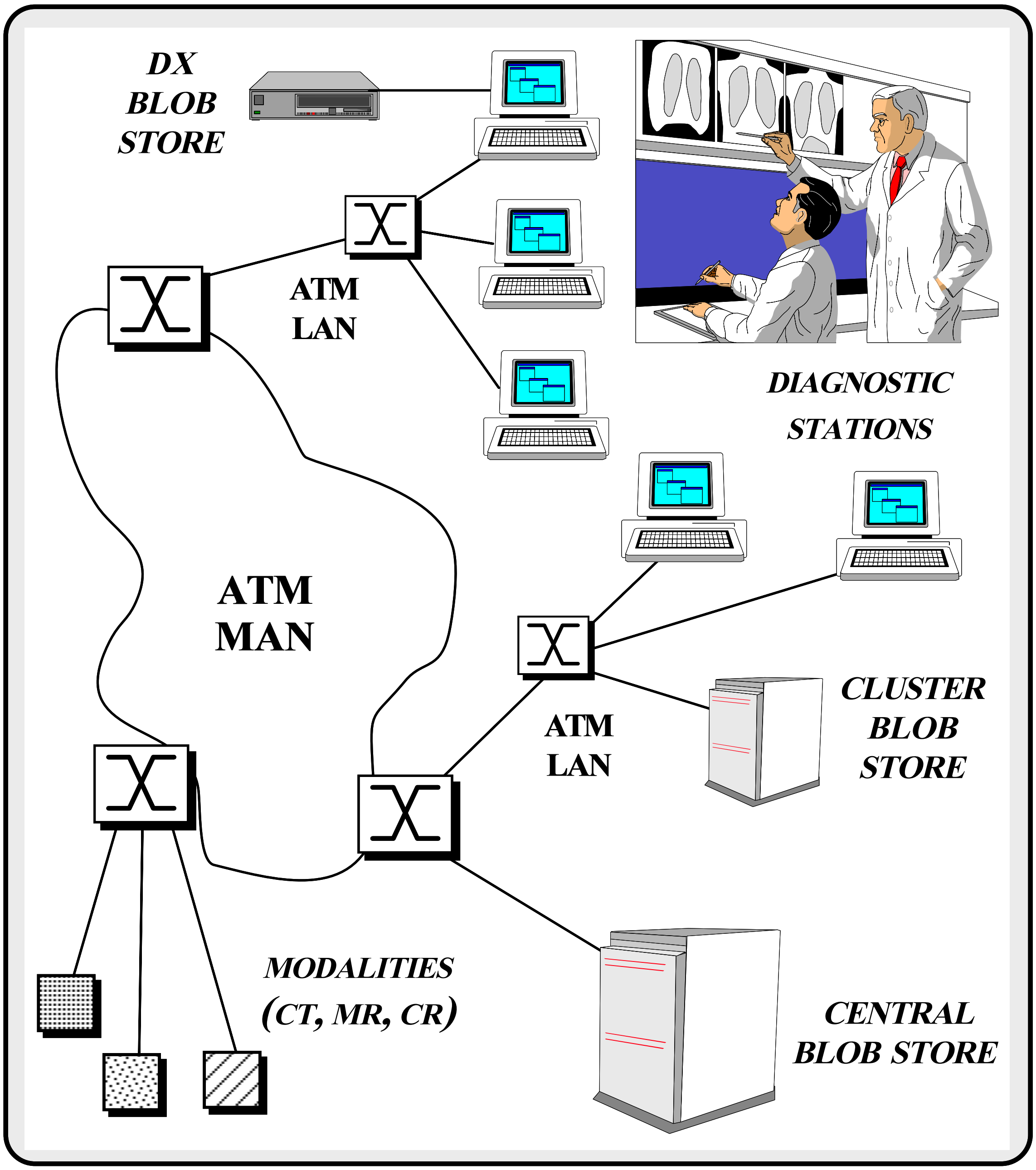
- However, current DOC implementations exhibit high overhead for other types of *requirements* and *environments*

  – *e.g.*, bandwidth-intensive and delay-sensitive streaming applications over high-speed ATM or FDDI

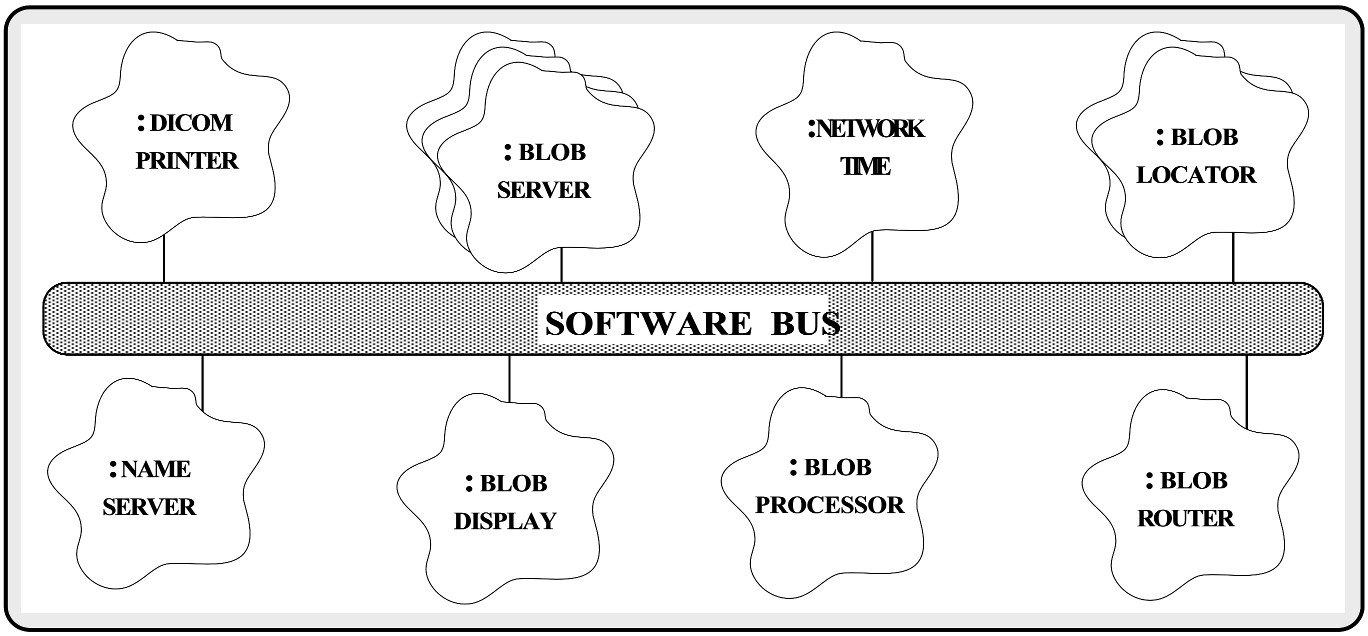
Outline

- Outline communication requirements of distributed medical imaging domain
- Compare performance of several network programming mechanisms:
  - Sockets
  - ACE C++ wrappers
  - CORBA (Orbix)
  - Blob Streaming
- Outline Blob Streaming Architecture and Related Patterns
- Evaluation and Recommendations

Distributed Medical Imaging in Project Spectrum



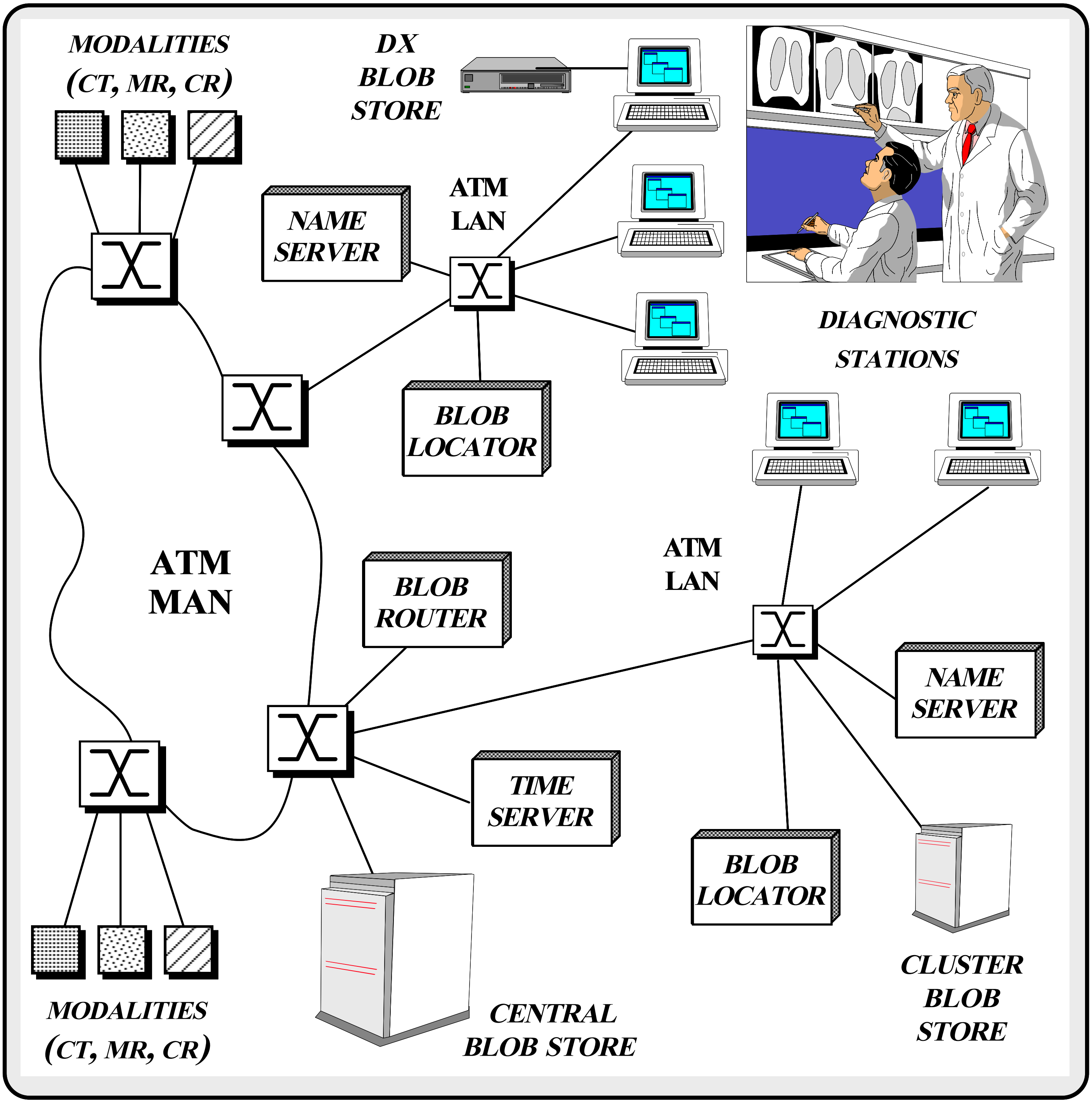
Distributed Objects in Medical Imaging Systems



- Blob Servers have the following responsibilities and requirements:

  * *Efficiently store/retrieve large medical images (Blobs)*
  * *Respond to queries from Blob Locators*
  * *Manage short-term and long-term blob persistence*

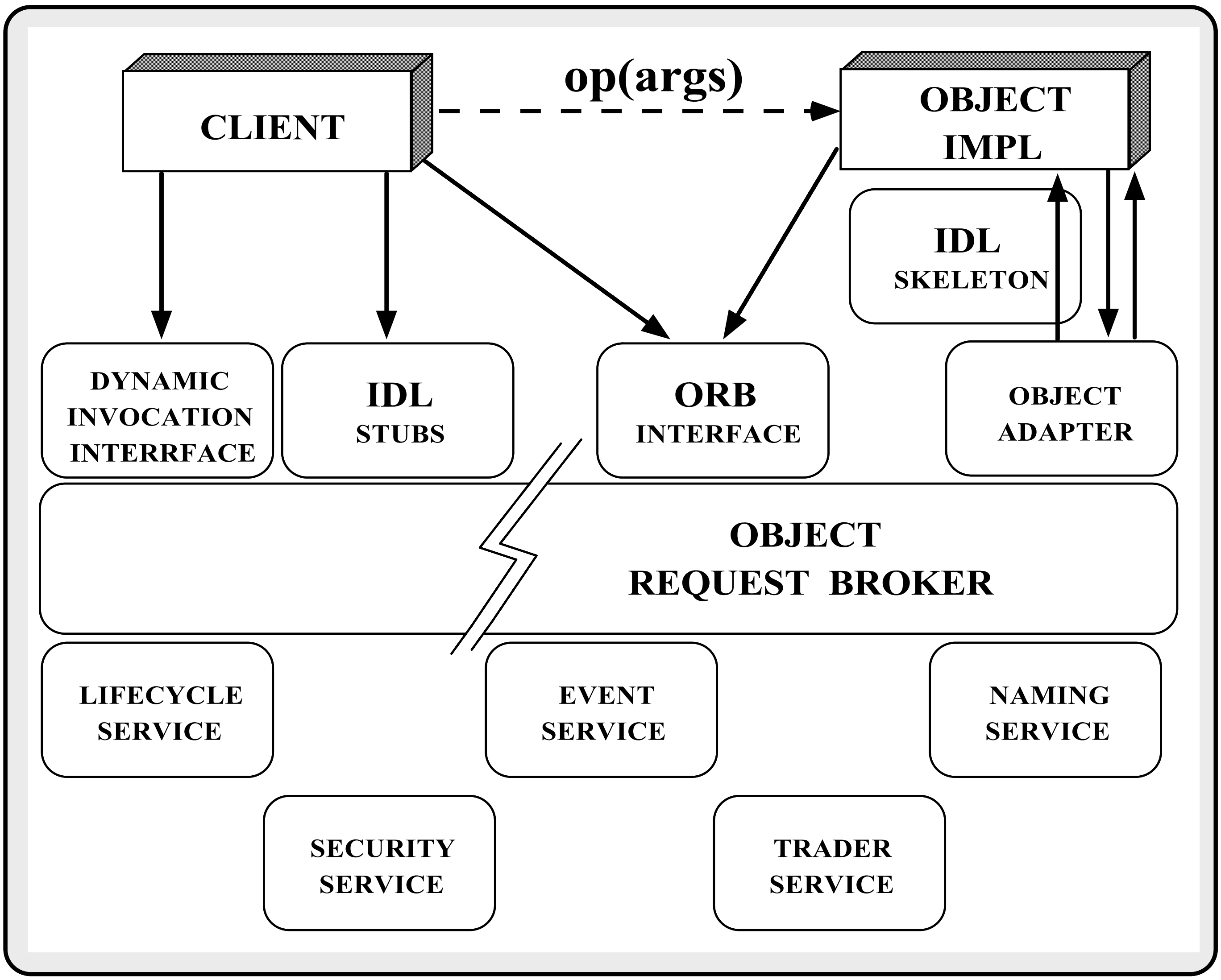
DOC View of Project Spectrum



Motivation for Distributed Object Computing

- Simplify application development and interworking, *e.g.*,
  - CORBA provides higher level integration than traditional "untyped TCP bytestreams"
  - ACE encapsulates lower-level networking and concurrency systems programming interfaces
- Provide a foundation for higher-level application collaboration
  - *e.g.*, Windows OLE and the OMG Common Object Service Specification (COSS)
- Benefits for distributed programming similar to OO languages for non-distributed programming
  - *e.g.*, encapsulation, interface inheritance, and object-based exception handling

CORBA Architecture



CORBA Components

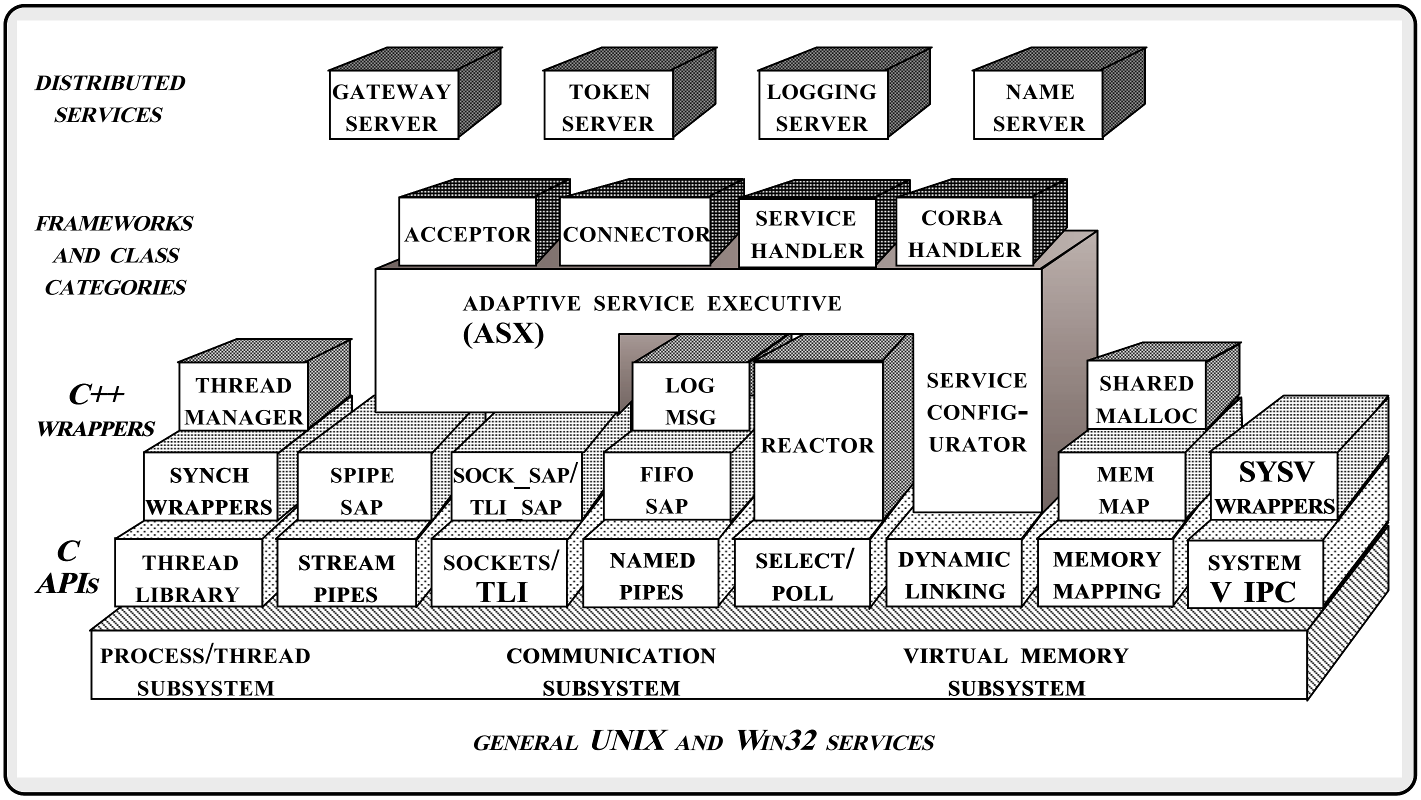
- The CORBA specification is comprised of several parts:

  1. An Object Request Broker (ORB)
  2. An Interface Definition Language (IDL)
  3. A Static Invocation Interface (SII)
  4. A Dynamic Invocation Interface (DII)
  5. A Dynamic Skeleton Interface (DSI)

- Other documents from OMG describe common object services built upon CORBA

  – *e.g.*, CORBAServices → *Event services, Name services, Lifecycle services*

ACE Architecture



- A set of C++ wrappers, class categories, and frameworks based on design patterns

Motivation for CORBA and ACE on Project Spectrum

- Two crucial issues for overall communication infrastructure *flexibility* and *performance*

- Flexibility motivates the use of a distributed object computing framework like CORBA to transport many formats of data
  - *e.g.*, HL7, DICOM, Blobs, domain objects, etc.

- Performance requires we transport this data as quickly as the current technology allows

Key Research Question

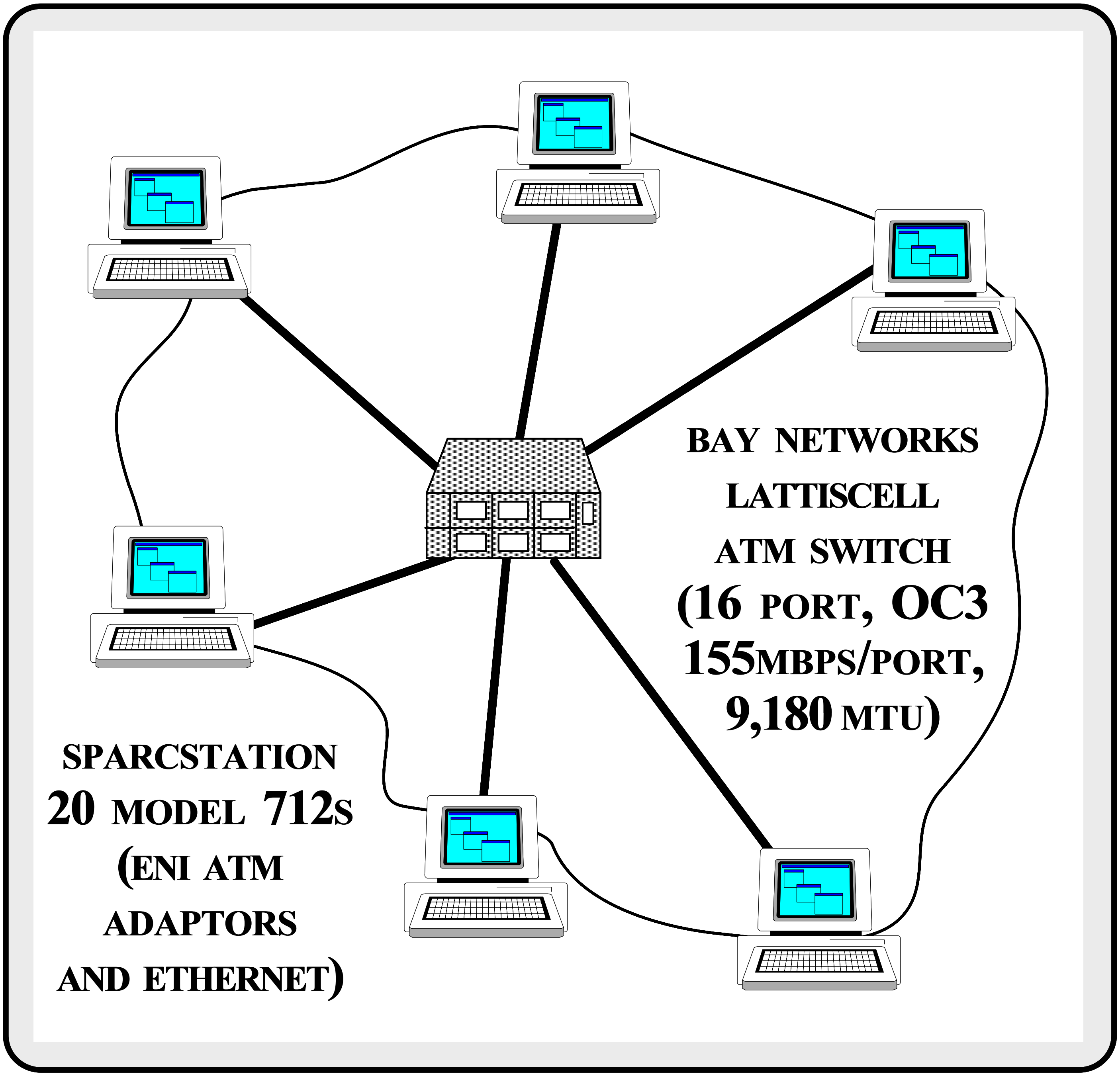
Can CORBA and ACE be used to transfer medical images efficiently over high-speed networks?

- Our goal was to determine this empirically *before* adopting distributed object computing wholesale

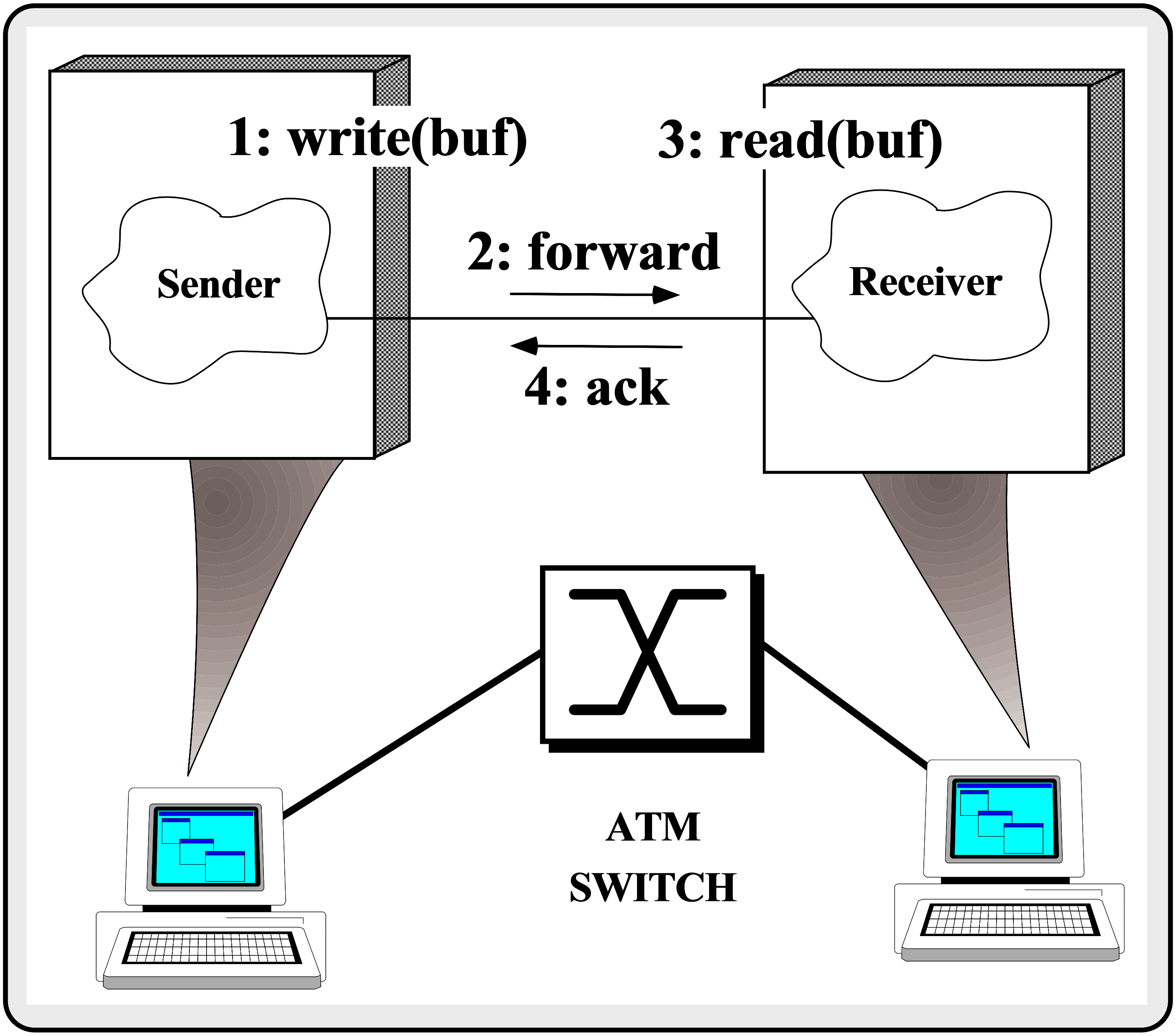
Performance Experiments

- Enhanced version of TTCP
  - TTCP measures end-to-end bulk data transfer with ackknowledgements
  - Enhanced version tests C, ACE C++ wrappers, and CORBA, and Blob Streaming
- Parameters varied
  - 100 Mbytes of data transferred in various chunk sizes
  - Socket queues were 8k (default) and 64k (maximum)
  - Network was 155 Mbps ATM
- Compiler was SunC++ 4.0.1 using highest optimization level

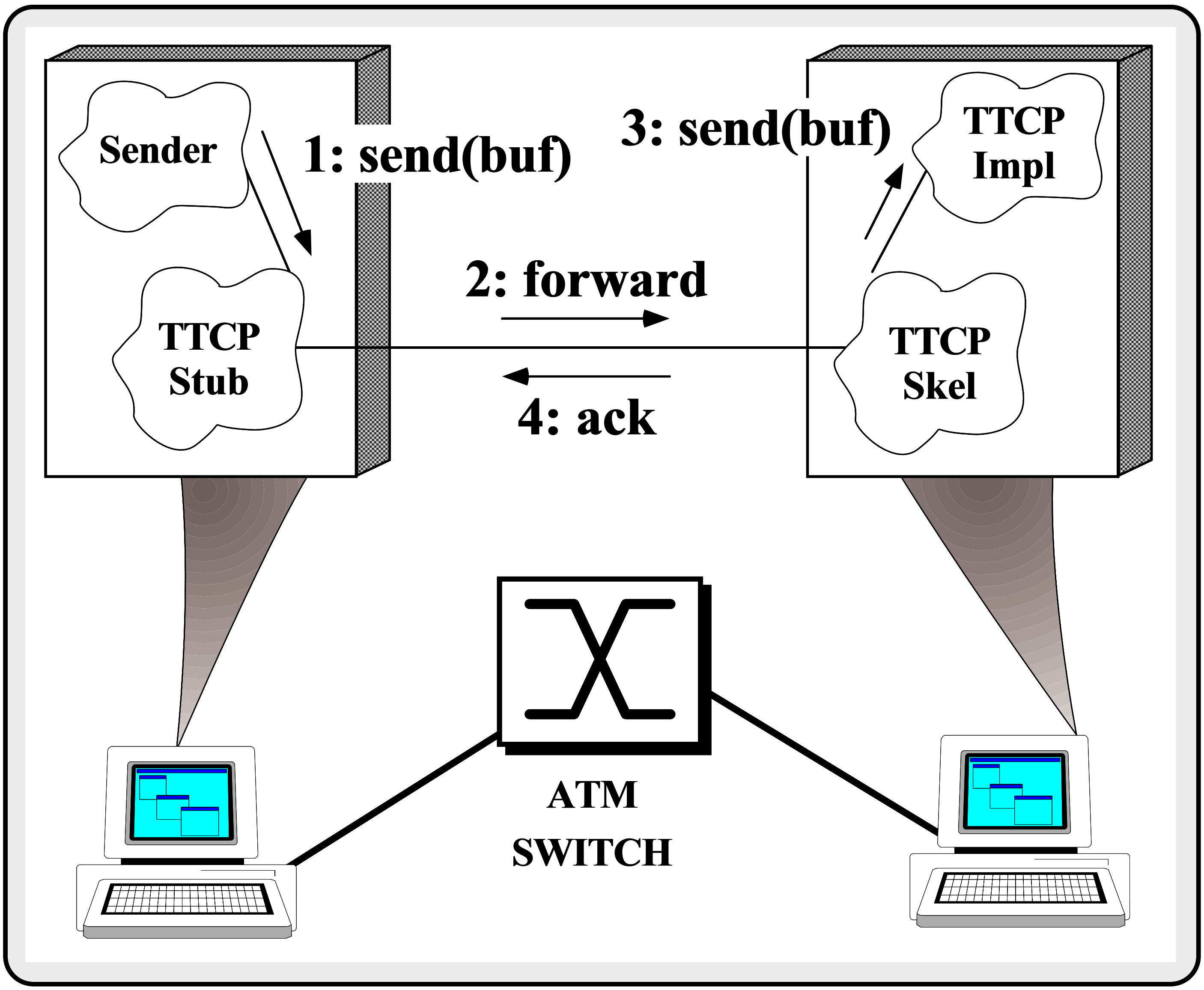
Network/Host Environment



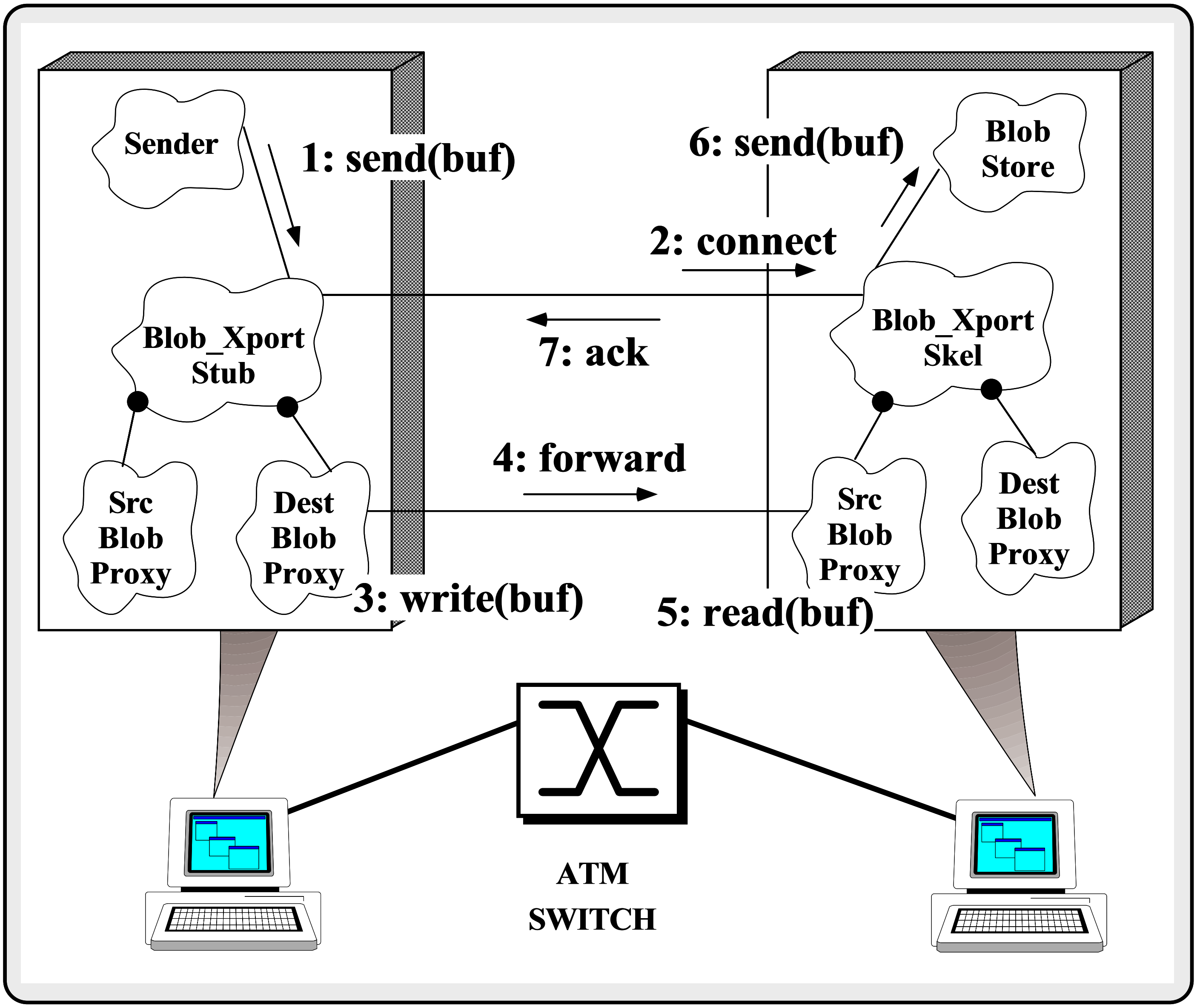
TTCP Configuration for C and ACE C++ Wrappers



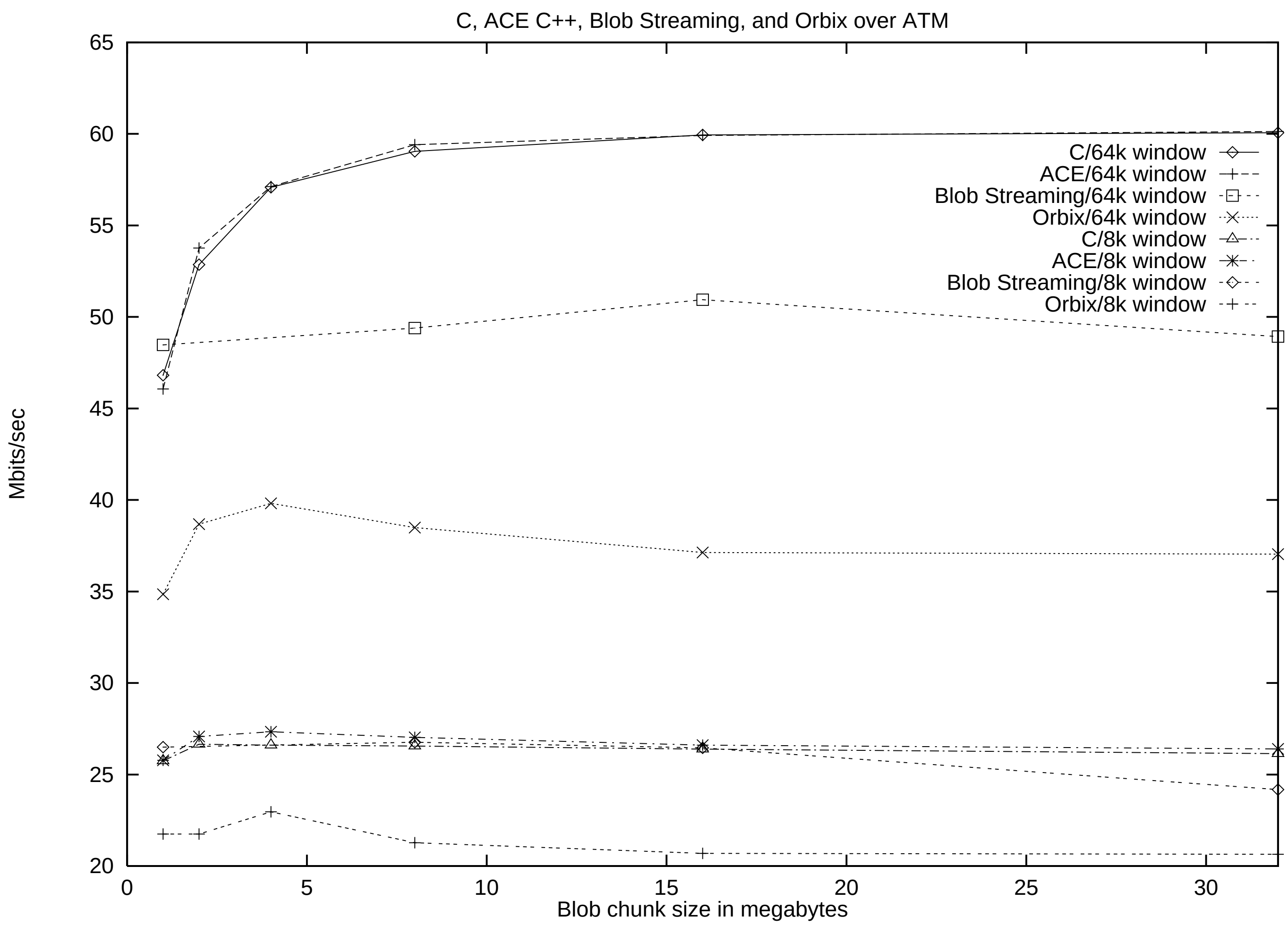
TTCP Configuration for CORBA Implementation



TTCP Configuration for Blob Streaming



Performance over ATM



Primary Sources of Overhead

- *Data copying*
- *Demultiplexing*
- *Memory allocation*
- *Presentation layer formatting*

High-Cost Functions

- C and ACE C++ Tests
  - Transferring 64 Mbytes with 1 Mbyte buffers

Test	%Time	#Calls	Name
C sockets	93.9	112	write
(sender)	3.6	110	read
C sockets	93.2	13,085	read
(receiver)	4.5	3	getmsg
ACE C++ wrapper	94.4	112	write
(sender)	3.2	110	read
ACE C++ wrapper	93.9	12,984	read
(receiver)	5.6	3	getmsg

High-Cost Functions (cont'd)

- Orbix String and Sequence

Test	%Time	#Calls	Name
Orbix Sequence (sender)	53.5	127	write
	35.1	223	read
	7.3	1,108	memcpy
Orbix Sequence (receiver)	85.6	12,846	read
	12.4	1,064	memcpy
Orbix String (sender)	45.0	127	write
	35.1	223	read
	10.8	1,315	strlen
	6.0	1,108	memcpy
Orbix String (receiver)	70.7	12,443	read
	18.1	2,142	strlen
	10.0	1,064	memcpy

High-Cost Functions (cont'd)

- Blob Streaming

Test	%Time	#Calls	Name
BlobStreaming	48.8	327	write
(sender)	44.8	232	read
	1.3	2,055	memcpy
BlobStreaming	77.2	12,546	read
(receiver)	16.4	12,734	memcpy
	1.4	202	write

Overview of Blob Streaming

- Blob Streaming provides developers with a uniform interface for operations on multiple types of *Binary Large OBjects* (BLOBs)

- Two primary goals

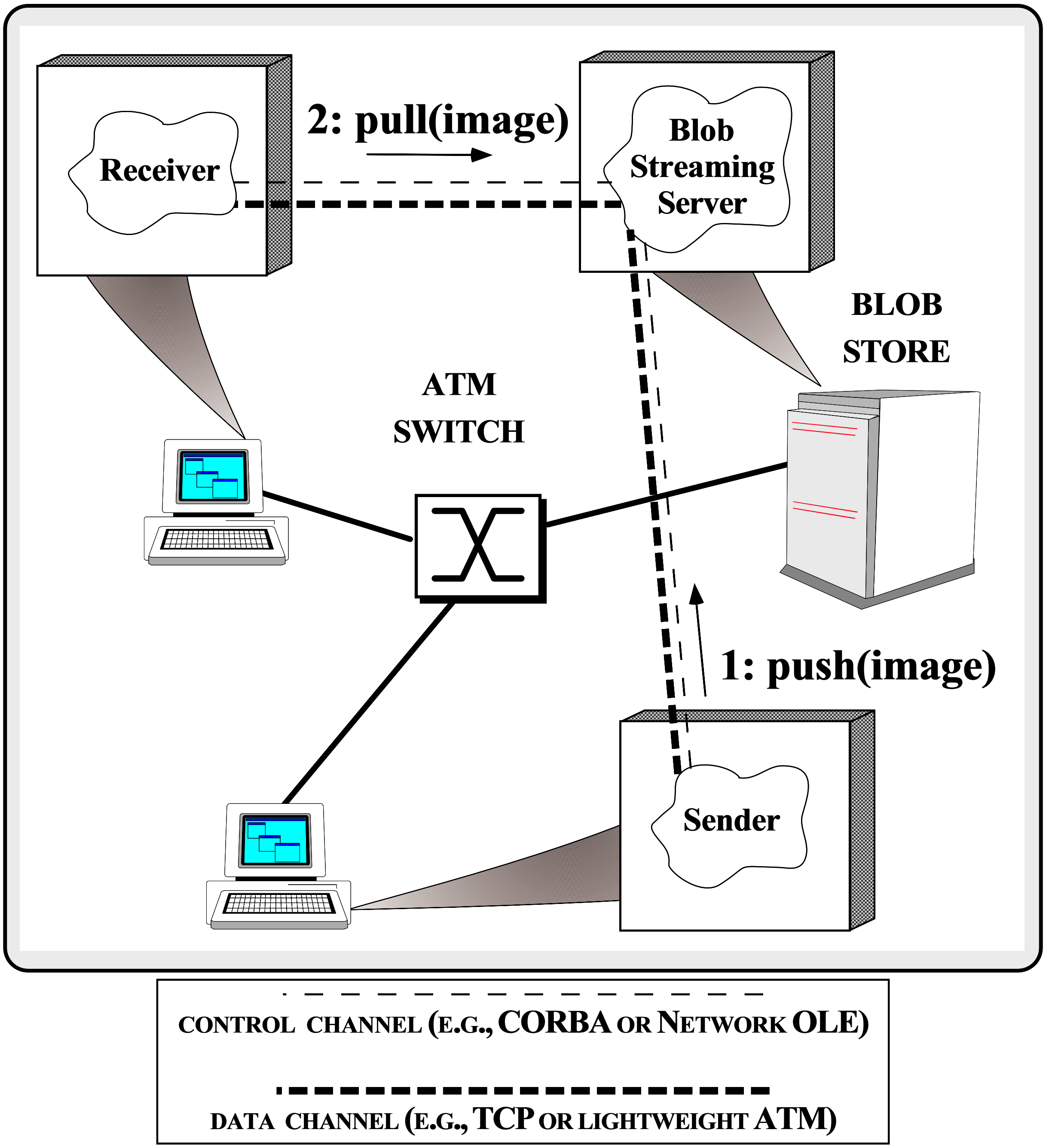
  1. *Improved abstraction*

     – Shield developers from knowledge of blob location (*e.g.*, memory vs. "local" files vs. remote network)

  2. *Maximize performance*

     – Transport blobs as efficiently as current technology allows

Blob Streaming System Architecture



Blob Streaming Architecture

- Blob Streaming components allow transparent use of resources through uniform blob interfaces

- Blob Streaming support the following:

  - *Blob location*

    - ▷ *e.g.*, smart caches to decouple transfers from location algorithms

  - *Blob routing*

    - ▷ *e.g.*, context based routing

  - *Source and destination independent Blob transport*, *e.g.*,

    - ▷ Store and retrieve from remote or local databases

    - ▷ Abstract operations like `reads/writes` may use local file `reads/writes`, or remote `reads/writes` via sockets

Blob Streaming Architecture Design Goals

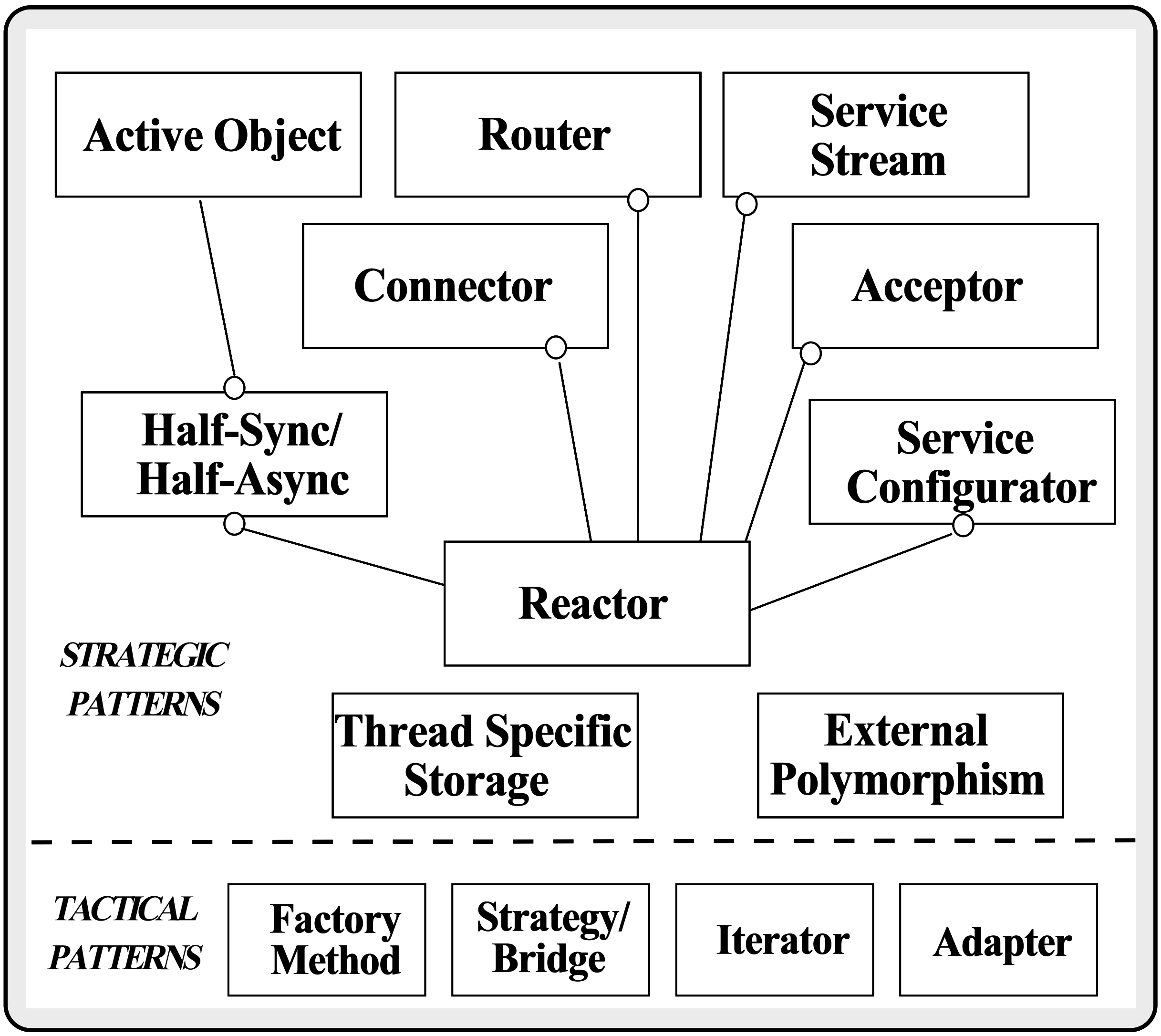
- *Goal*: decouple application from OS platform
  - *e.g.*, applications can be shielded from fact that current version is implemented for UNIX
    - ▷ Thus, can port Blob Streaming to Windows NT or OS/2 without changing applications
  - Platform specific operations hidden behind abstract interfaces
    - ▷ *e.g.*, WIN32 `WaitForMultipleObjects` and UNIX `select`
- *Advantages*
  - Portability and extensibility

Blob Streaming Architecture Design Goals (cont'd)

- *Goal*: application independence from transport mechanism
  - Switch transports at any stage in the development without affecting application code
    - ▷ Presently using CORBA and TCP/IP as transport mechanisms
      - · However, none of these mechanisms are exposed to programmers
      - · *e.g.*, can use Network OLE
    - ▷ As transport technology improves, Blob Streaming can change without affecting applications
      - · *e.g.*, "direct ATM"

- *Advantages*
  - Portability, extensibility, and performance tuning

Design Patterns in Blob Streaming



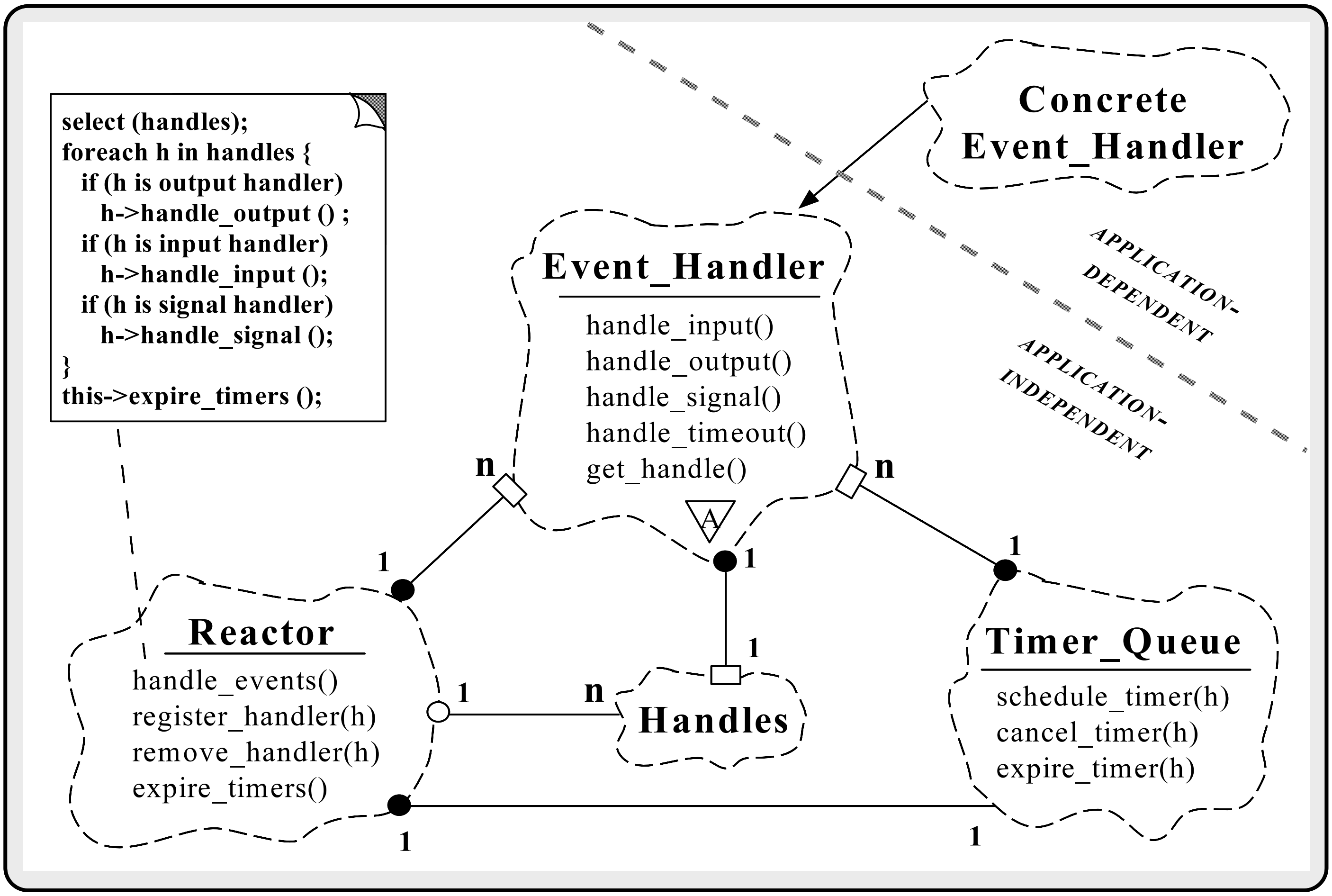
- Blob Streaming is based upon a system of design patterns

The Reactor Pattern

- *Intent*
  - An object behavioral pattern that decouples event demultiplexing and event handler dispatching from the services performed in response to events

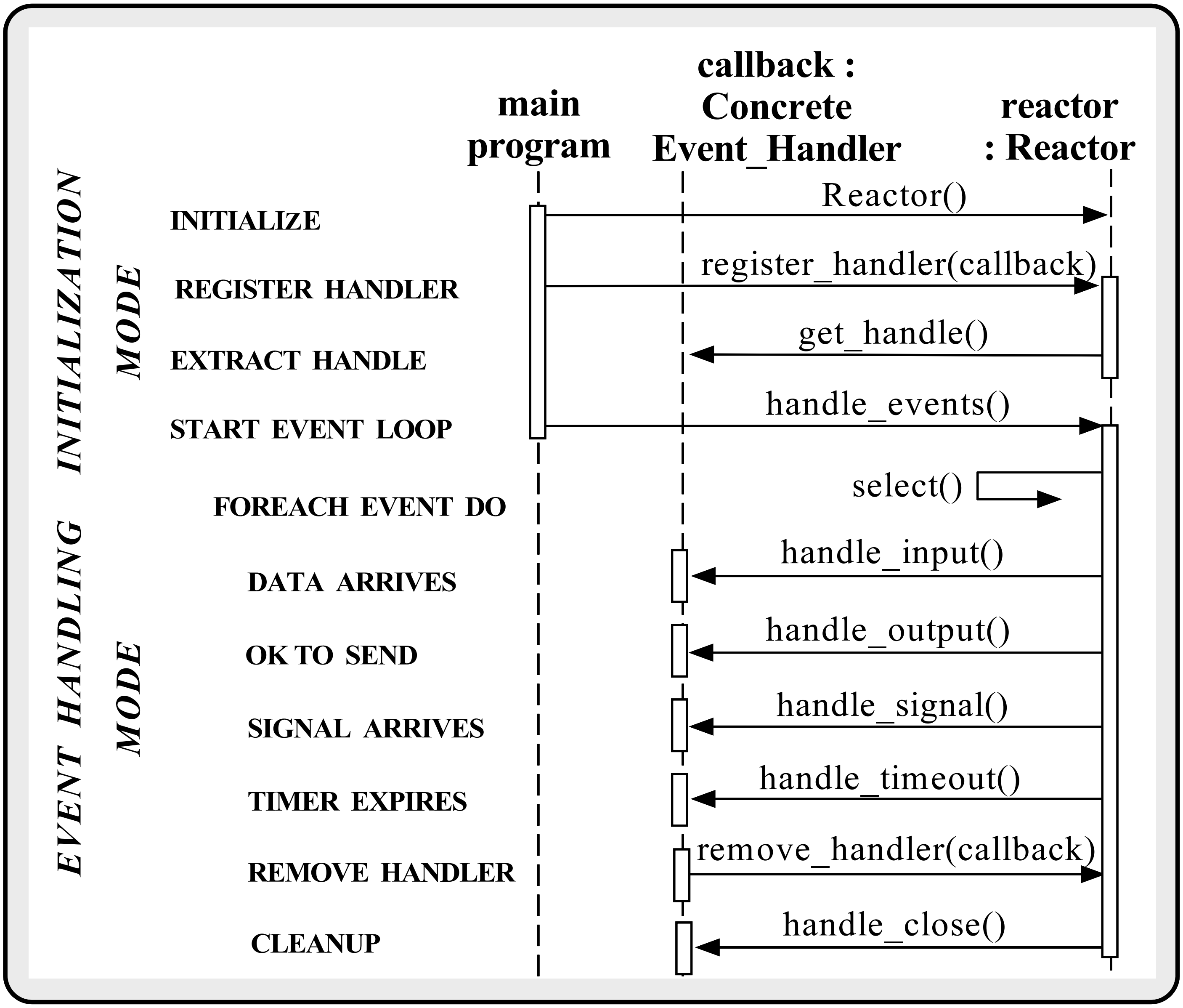
- This pattern resolves the following forces for event-driven software:
  - *How to demultiplex multiple types of events from multiple sources of events efficiently within a single thread of control*
  - *How to extend application behavior without requiring changes to the event dispatching framework*

Structure of the Reactor Pattern

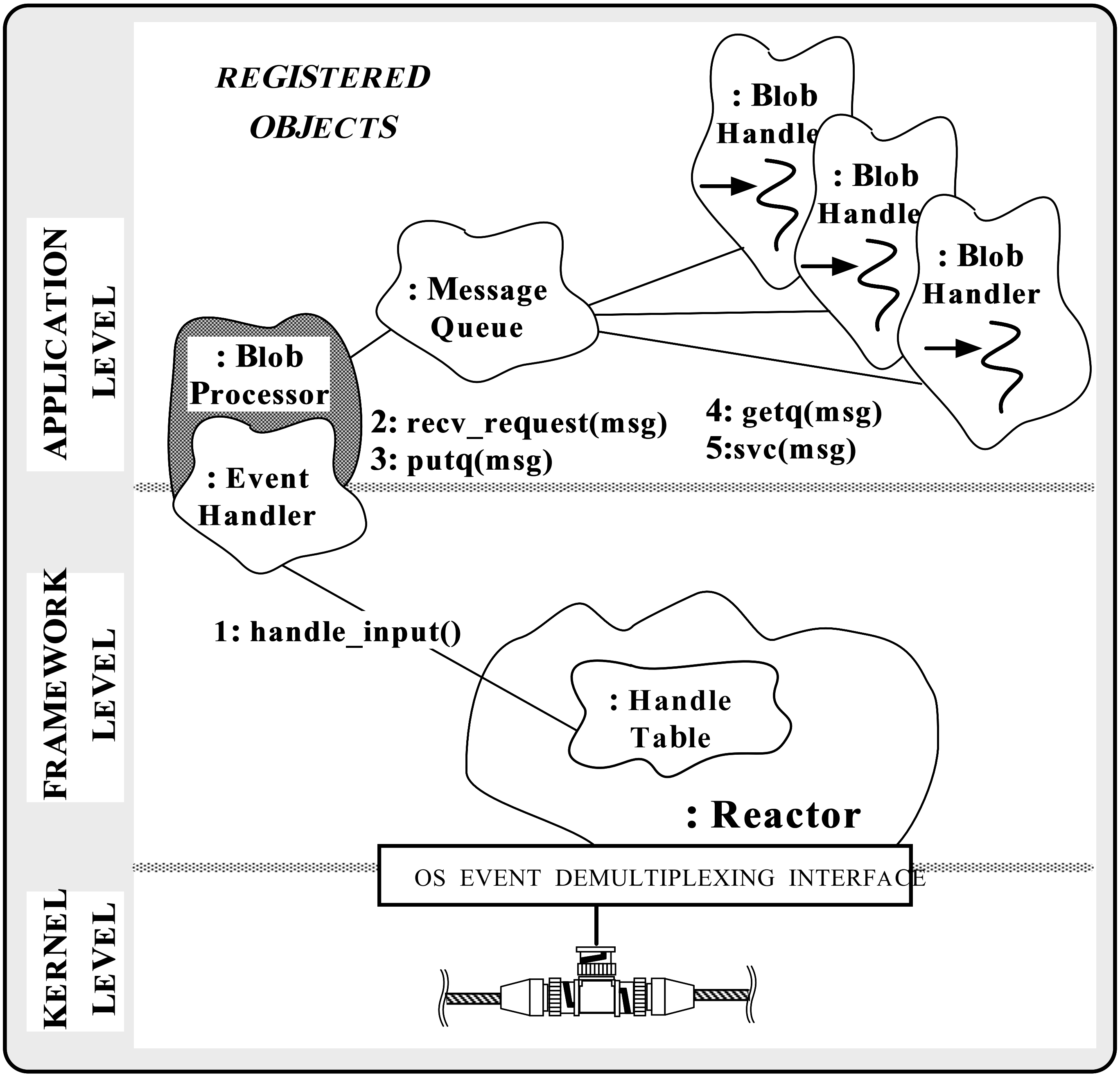


- Participants in the Reactor pattern

Collaboration in the Reactor Pattern



Using the Reactor for Blob Streaming

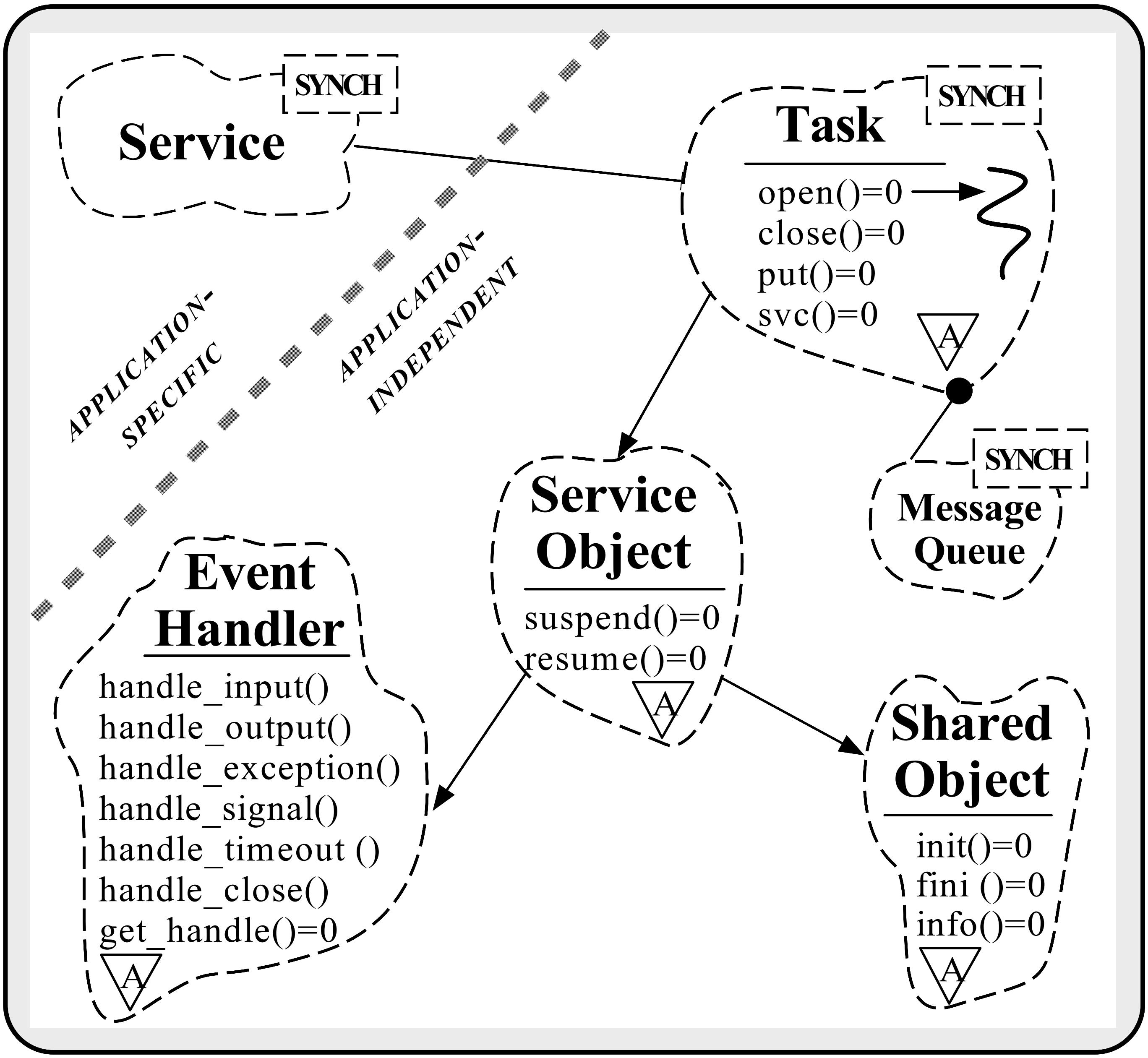


The Active Object Pattern

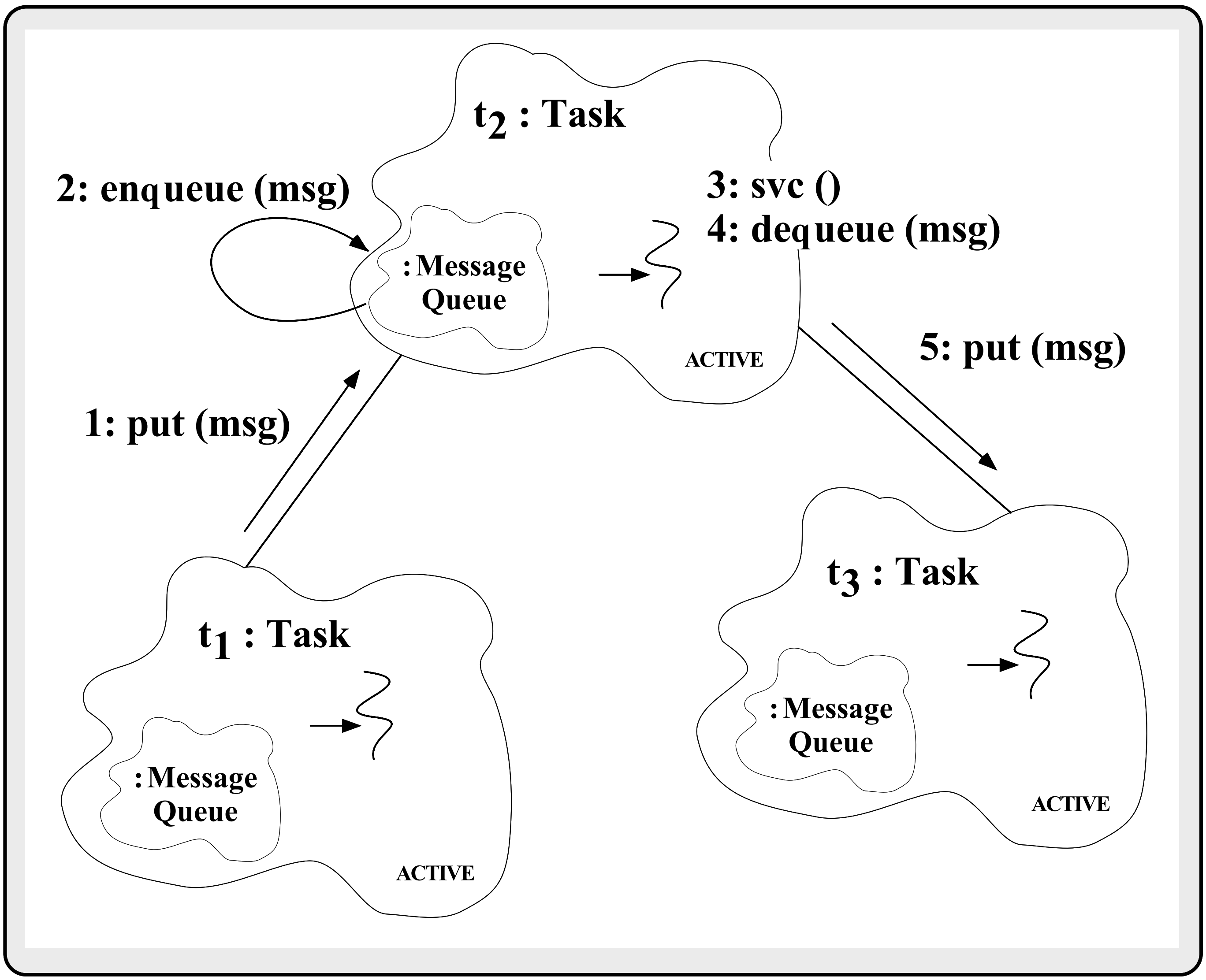
- *Intent*
  - Decouples method execution from method invocation and simplifies synchronized access to shared resources by concurrent threads

- This pattern resolves the following forces for concurrent communication software:
  - *How to allow blocking operations (such as read and write) to execute concurrently*
  - *How to simplify concurrent access to shared state*

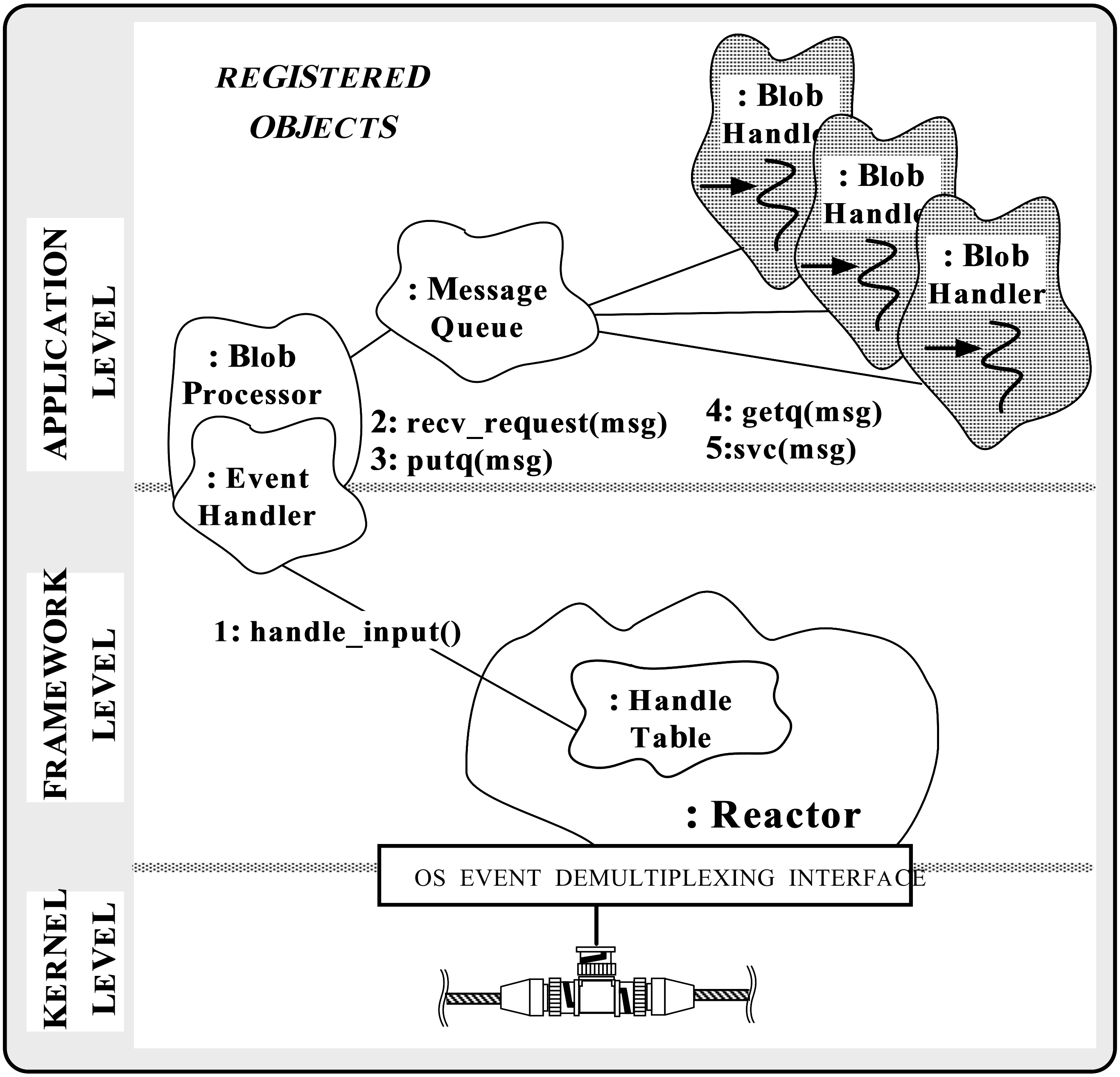
Structure of the Active Object Pattern in ACE



Collaboration in ACE Active Objects



Using the Active Object Pattern for Blob Streaming

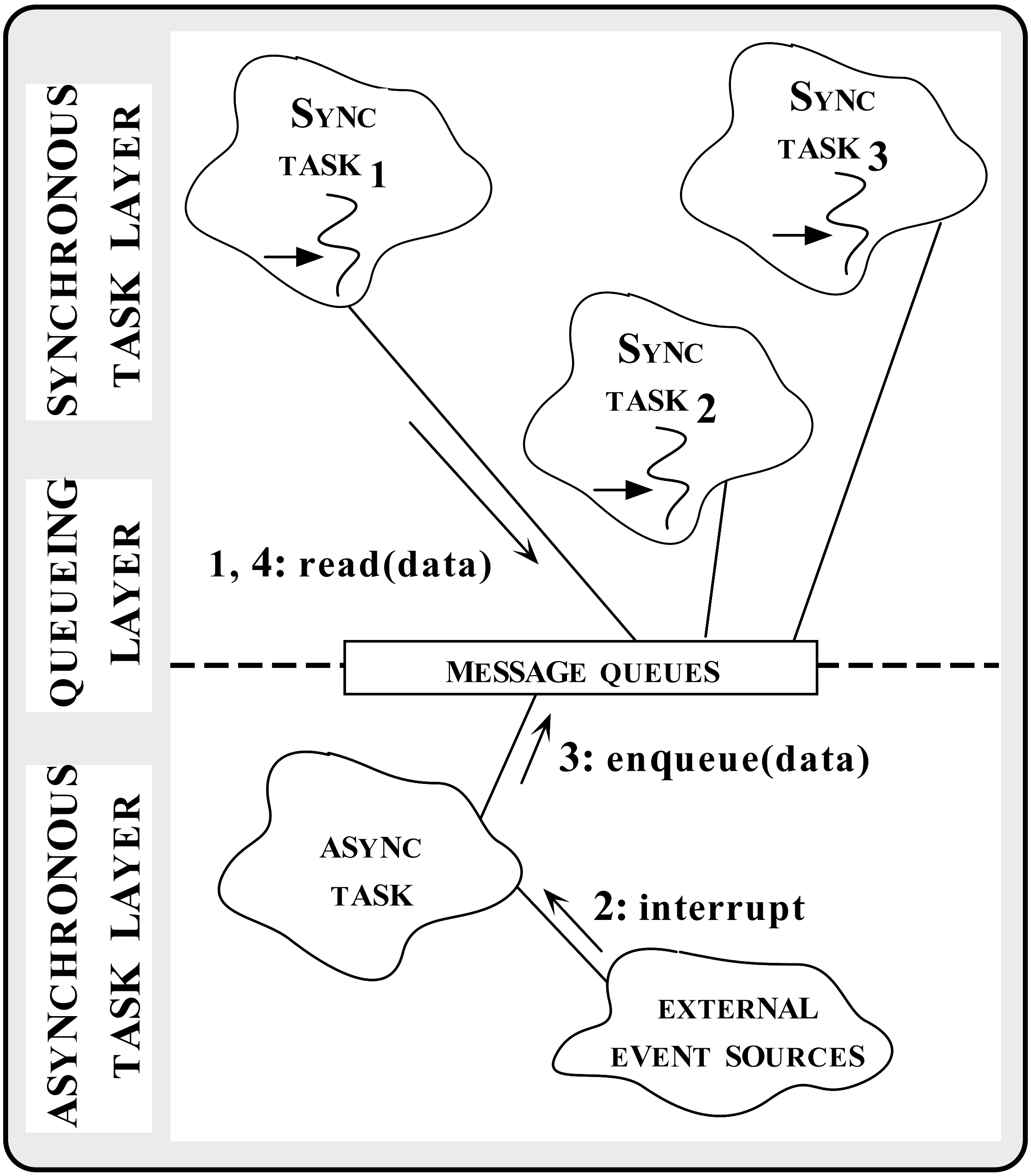


Half-Sync/Half-Async Pattern

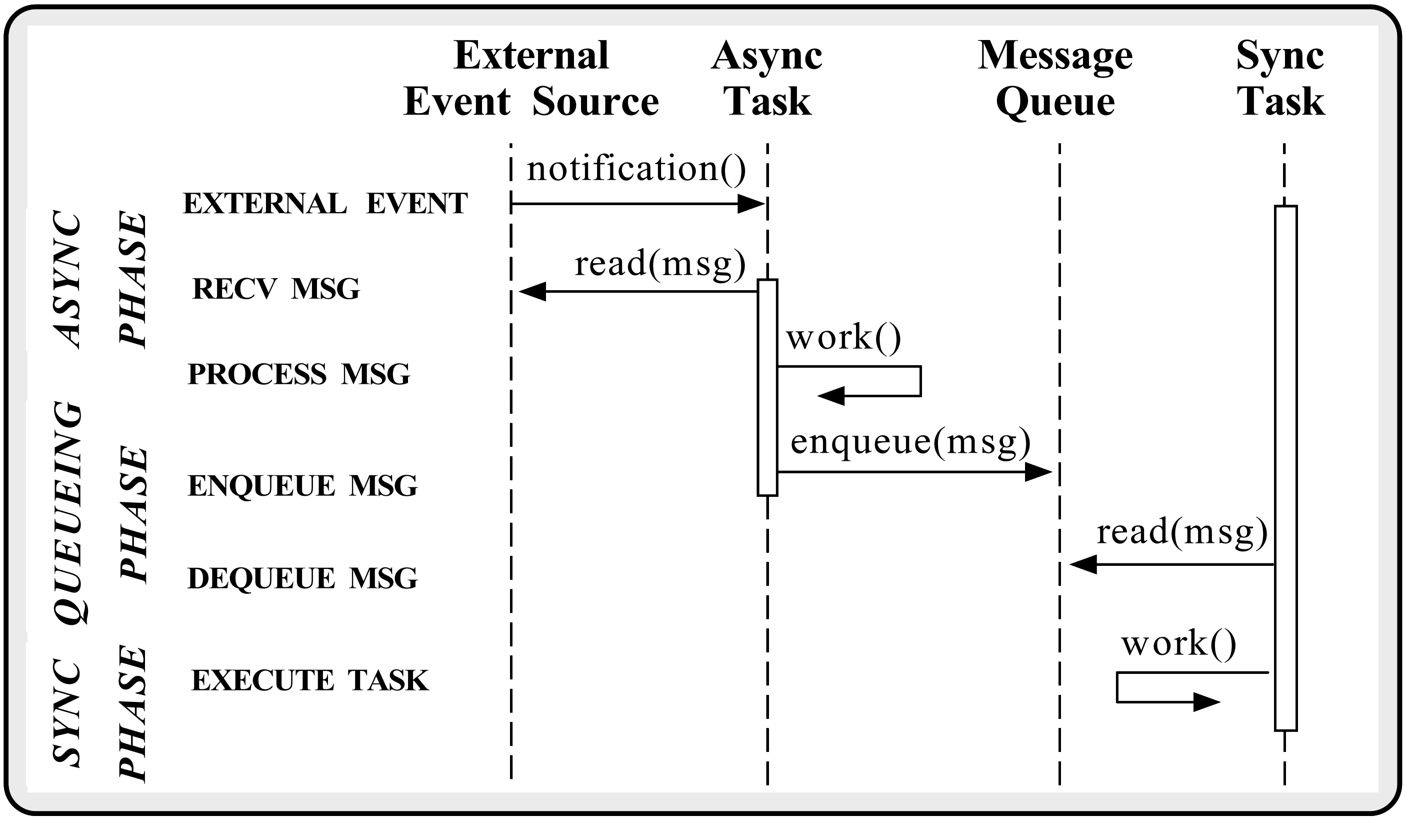
- *Intent*
  - An architectural pattern that decouples synchronous I/O from asynchronous I/O in a system to simplify programming effort without degrading execution efficiency

- This pattern resolves the following forces for concurrent communication systems:
  - *How to simplify programming for higher-level communication tasks*
    - ▷ These are performed synchronously (via Active Objects)
  - *How to ensure efficient lower-level I/O communication tasks*
    - ▷ These are performed asynchronously (via the Reactor)

Structure of the Half-Sync/Half-Async Pattern

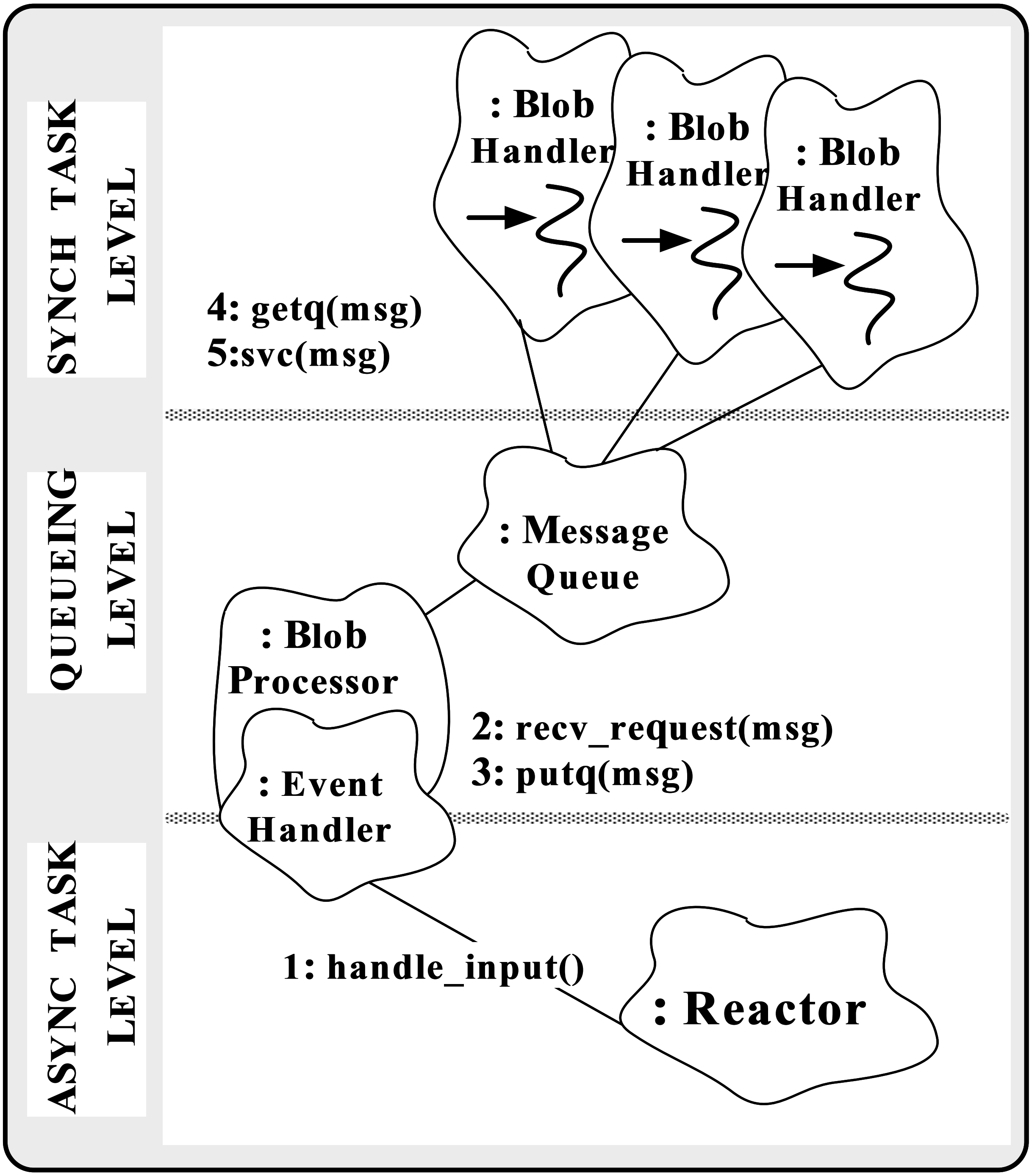


Collaborations in the Half-Sync/Half-Async Pattern



- This illustrates *input* processing (*output* processing is similar)

Using the Half-Sync/Half-Async Pattern for Blob Streaming



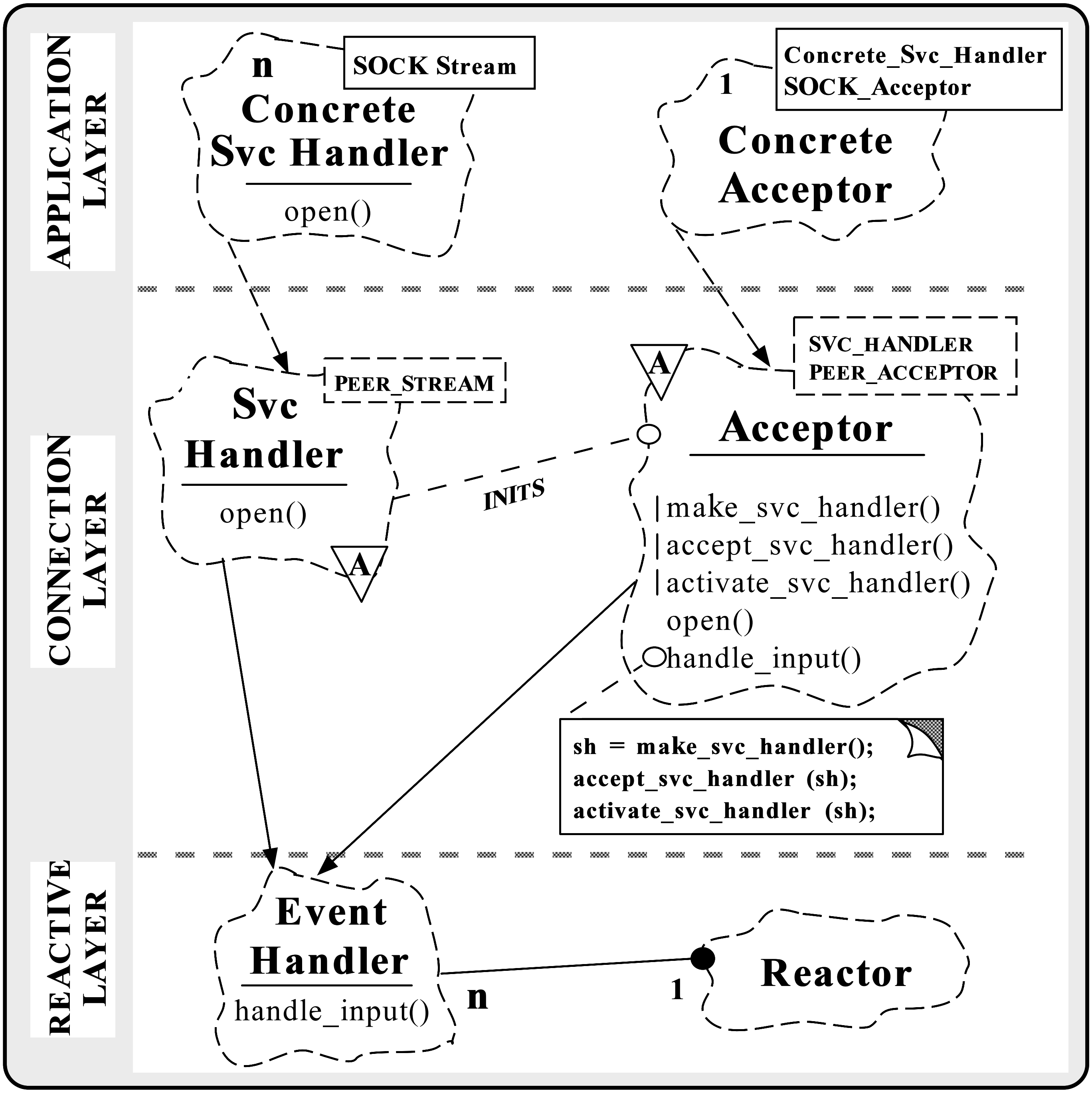
The Acceptor Pattern

- *Intent*
  - Decouple the passive initialization of a service from the tasks performed once the service is initialized

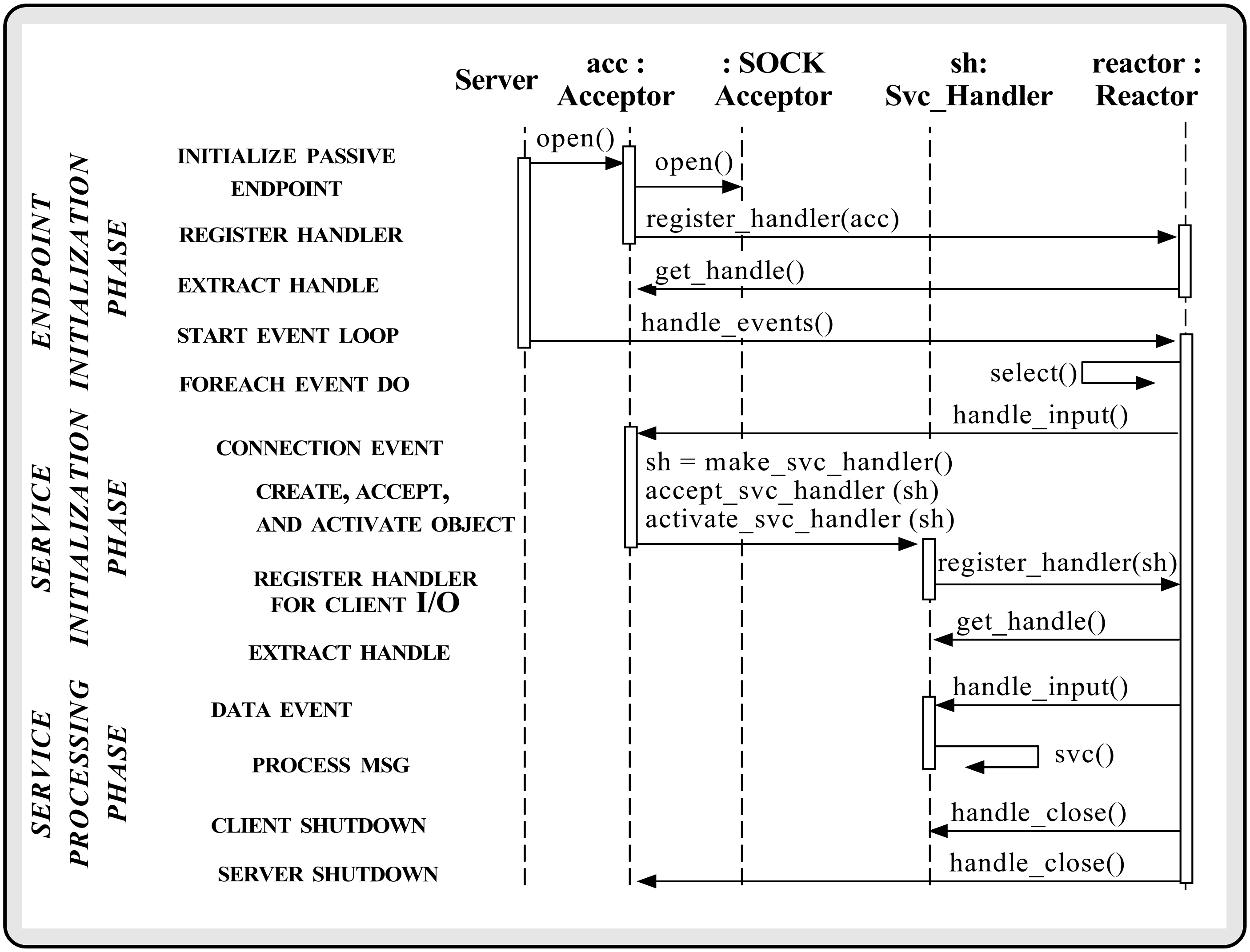
- This pattern resolves the following forces for network servers using interfaces like sockets or TLI:

  1. *How to reuse passive connection establishment code for each new service*
  2. *How to make the connection establishment code portable across platforms that may contain sockets but not TLI, or vice versa*
  3. *How to ensure that a passive-mode descriptor is not accidentally used to read or write data*
  4. *How to enable flexible policies for creation, connection establishent, and concurrency*

Structure of the Acceptor Pattern

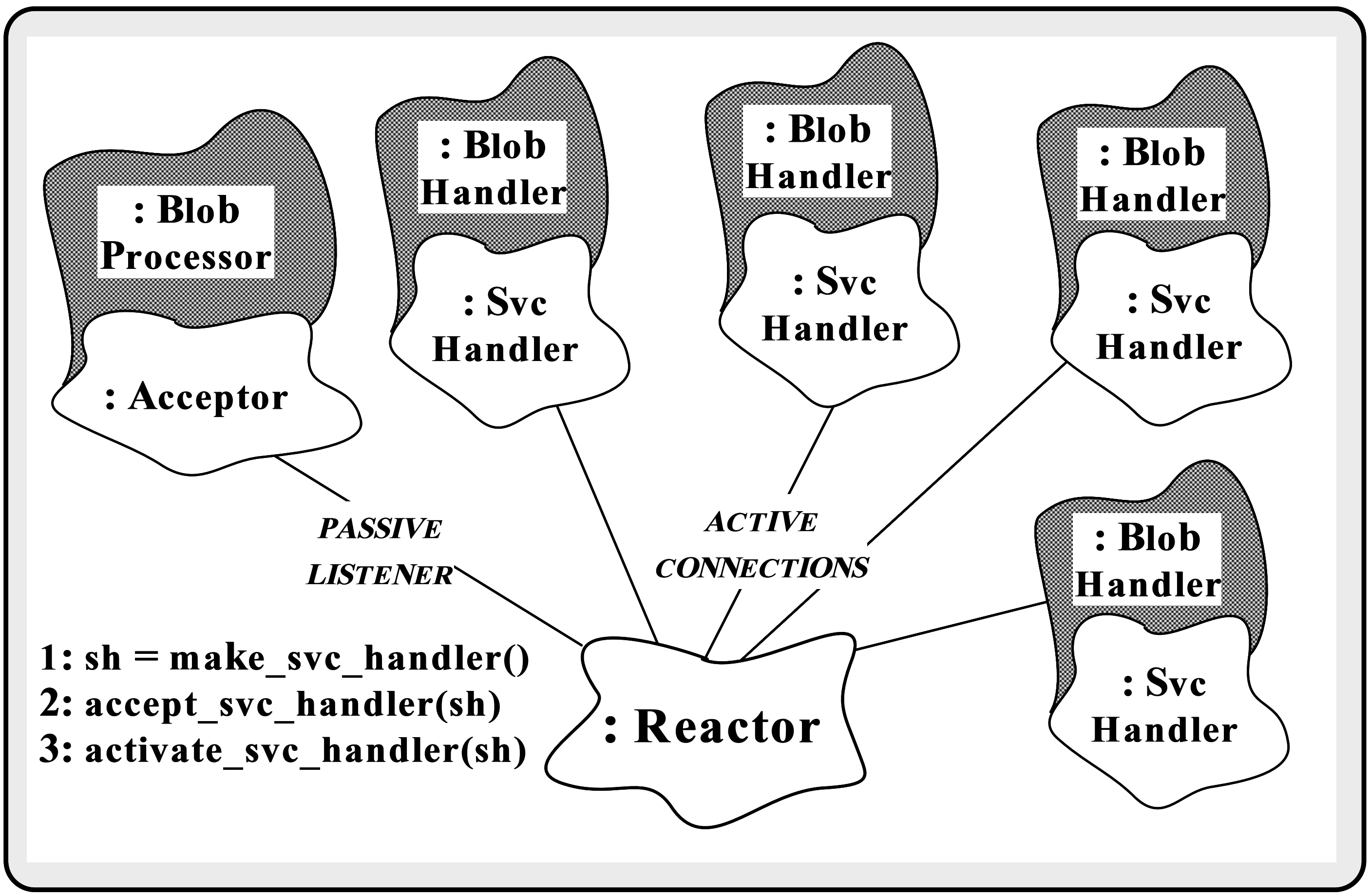


Collaboration in the Acceptor Pattern



- Acceptor factory creates, connects, and activates a Svc_Handler

Using the Acceptor Pattern for Blob Streaming



Evaluation and Recommendations

- Understand communication requirements and network/host environments

- Measure performance empirically before adopting a communication model
  - Low-speed networks often hide performance overhead

- Insist CORBA implementors provide hooks to manipulate options
  - *e.g.*, setting socket queue size with ORBeline was hard

- Increase size of socket queues to largest value supported by OS

- Tune the size of the transmitted data buffers to match MTU of the network

Evaluation and Recommendations (cont'd)

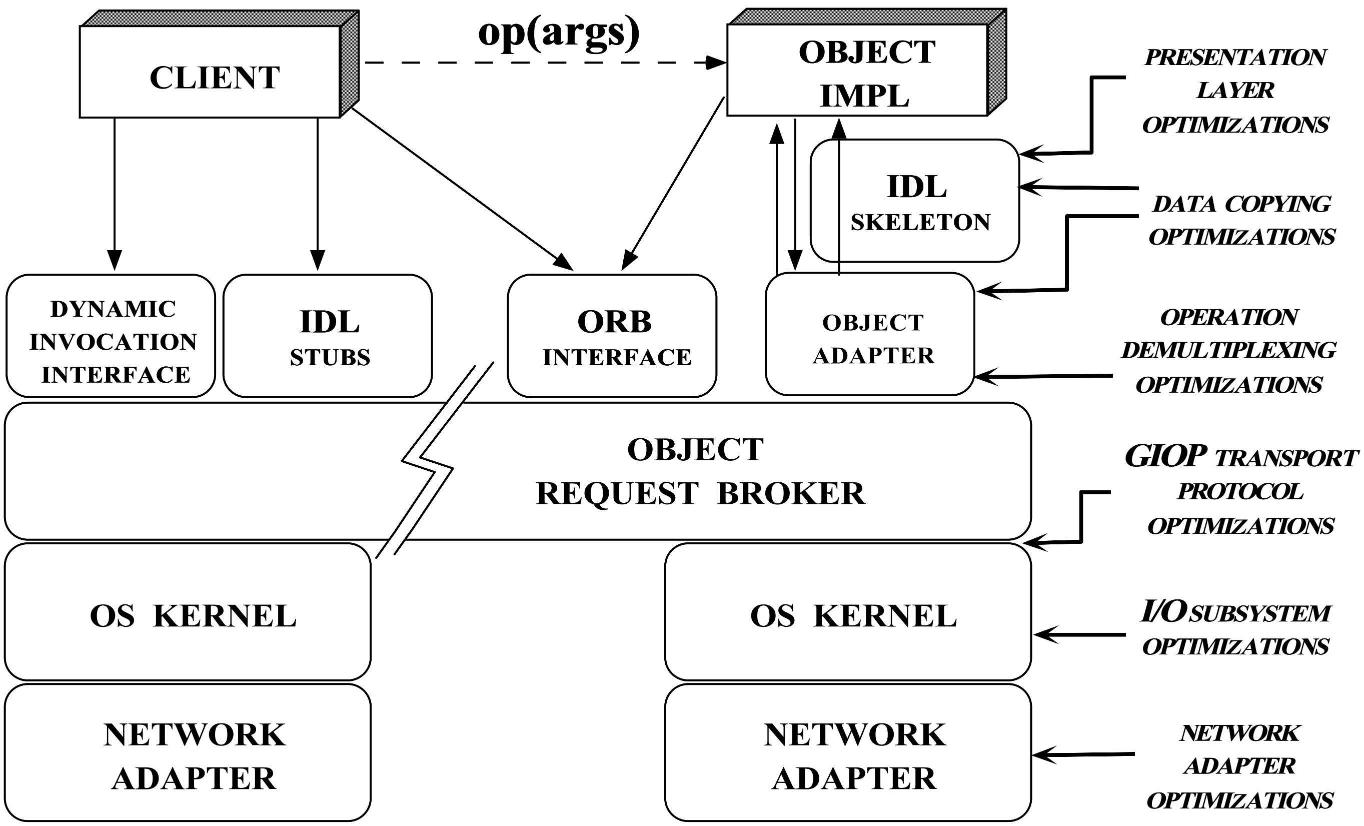
- Use IDL `sequences` rather than IDL `strings` to avoid unnecessary data access (i.e. `strlen`)

- Use `write/read` rather than `send/recv` on SVR4 platforms

- Long-term solution:
  - Optimize DOC frameworks
  - Add streaming support to CORBA specification

- Near-term solution for CORBA overhead on high-speed networks:
  - *e.g.*, Blob Streaming integrates CORBA with ACE

Optimizations



- To be effective for use with performance-critical applications over high-speed networks, CORBA implementations must be optimized

Obtaining ACE

- The ADAPTIVE Communication Environment (ACE) is an OO toolkit designed according to key network programming patterns

- All source code for ACE is freely available
  - Anonymously ftp to **wuarchive.wustl.edu**
  - Transfer the files `/languages/c++/ACE/*.gz` and `gnu/ACE-documentation/*.gz`

- Mailing list
  - ace-users@cs.wustl.edu
  - ace-users-request@cs.wustl.edu

- WWW URL
  - http://www.cs.wustl.edu/~schmidt/ACE.html