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# Calico Networking with eBPF

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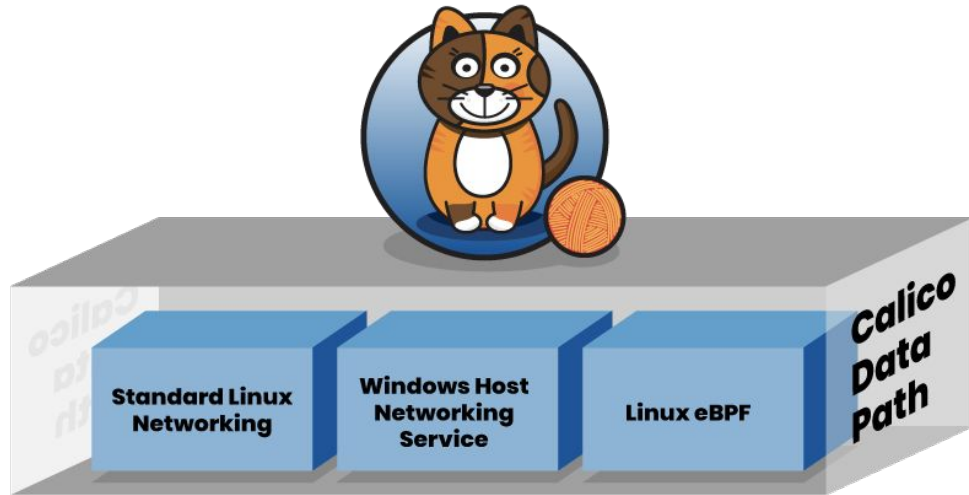
Shaun Crampton, Core Developer for Project Calico  
Chris Hoge, Developer Advocate for Project Calico

What prompted the team to add another dataplane to Calico?



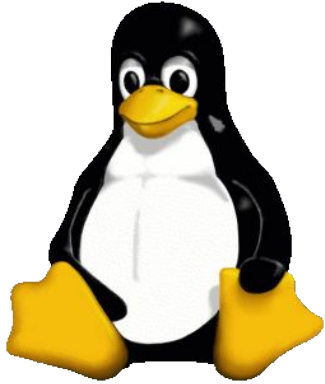
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# Calico's Pluggable Dataplane



# What is eBPF?





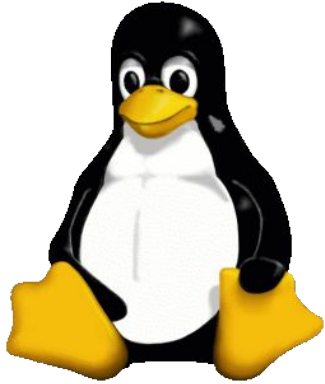
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## (extended) Berkeley Packet Filter

- An in-kernel virtual machine that “gives super-powers to Linux”
  - Allows you to attach mini-programs to low-level hooks in the kernel
  - Programs verified to ensure they are “safe”
    - e.g. can’t crash the system, access invalid memory addresses, will terminate
  - Programs can only interact with the rest of the kernel through helper functions (there’s a limit to super powers!)
  - The `clang` compiler can be used to build eBPF programs or you can write them directly in byte-code
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What sort of things can you  
do with eBPF?





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# eBPF Features and Uses

- **Security!**
    - A *seccomp* filter mode allows users to write a program to determine if a system call is allowed.
  - **Logging and Tracing!**
    - Gather information directly from the kernel about what calls are being run and how much time is being spent in them.
  - **Network Routing and Packet Filtering!**
    - It's right there in the name. There are many different networking hooks - with varying performance and richness in capabilities.
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How did you figure out  
what to build?

What was your design and  
development process?





How is this different from  
the current  
implementation?



What improvements does  
eBPF bring to Calico?

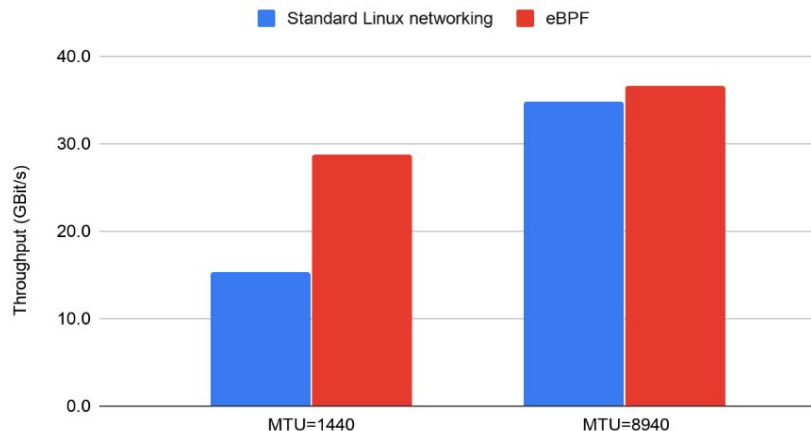


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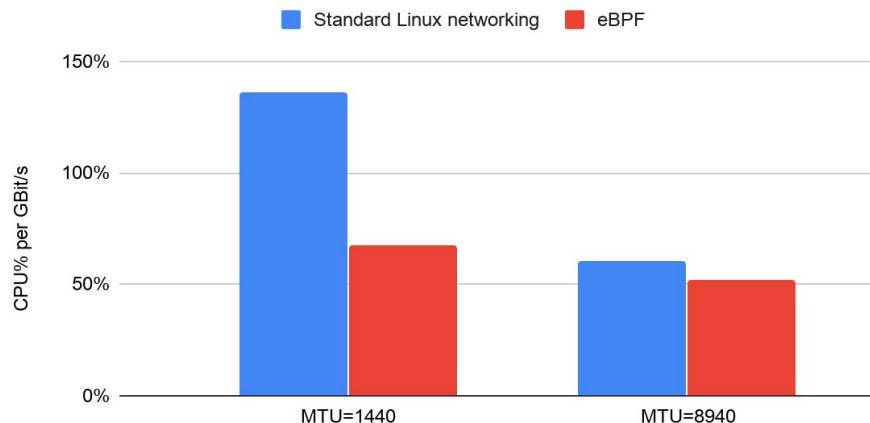
# Pod-to-pod throughput and CPU

40 Gbps network, running qperf in single pod

Throughput (higher is better)



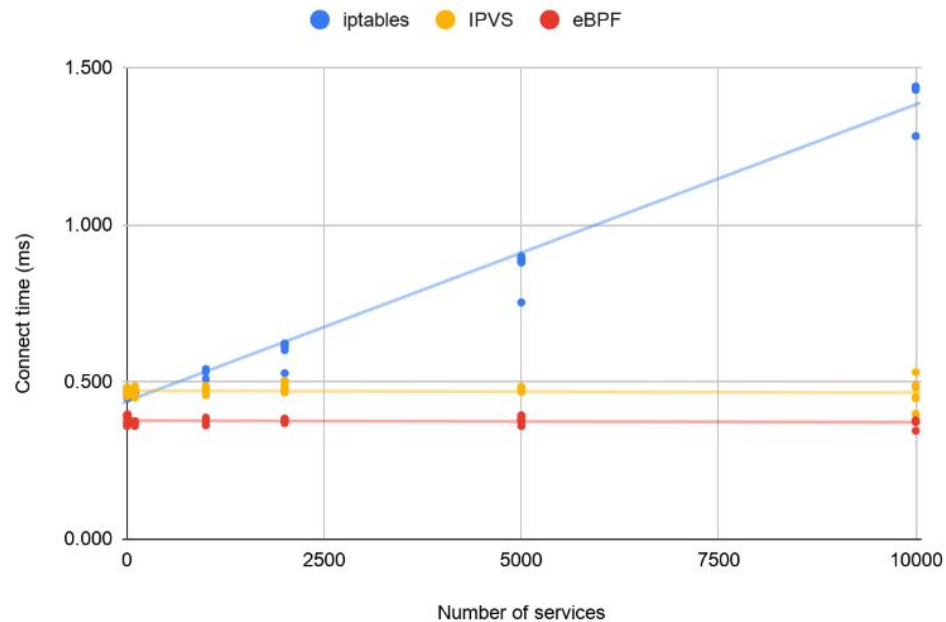
CPU usage (lower is better)



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# Native handling of Services: First packet latency

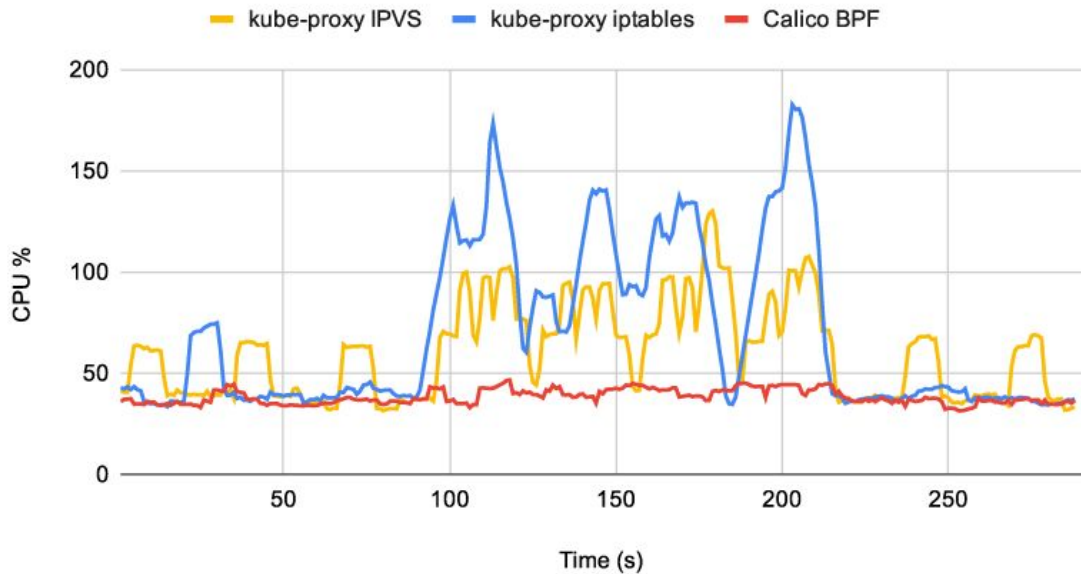
TCP connect time



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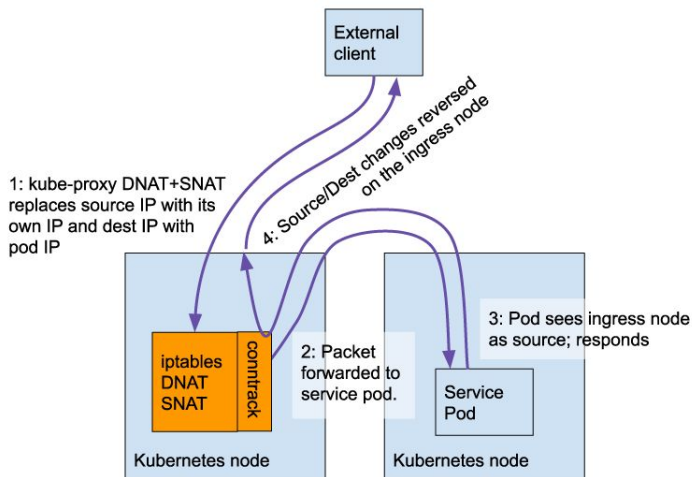
# Native handling of Services: More efficient updates

CPU usage with 5k services, churning one service

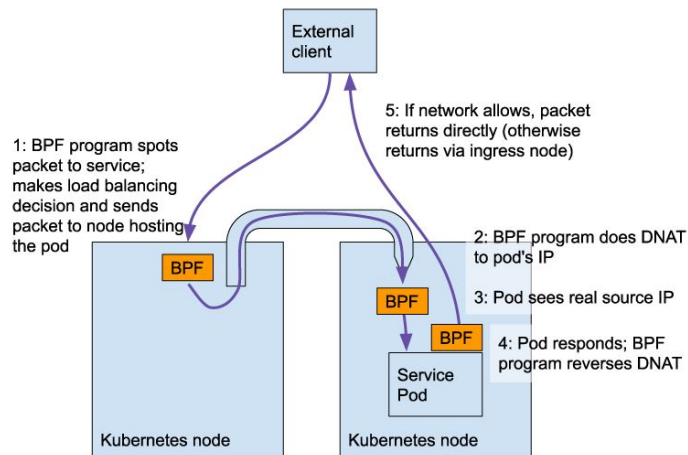


# Native handling of Services: Direct Server Return

## Kube-proxy packet path



## Calico eBPF

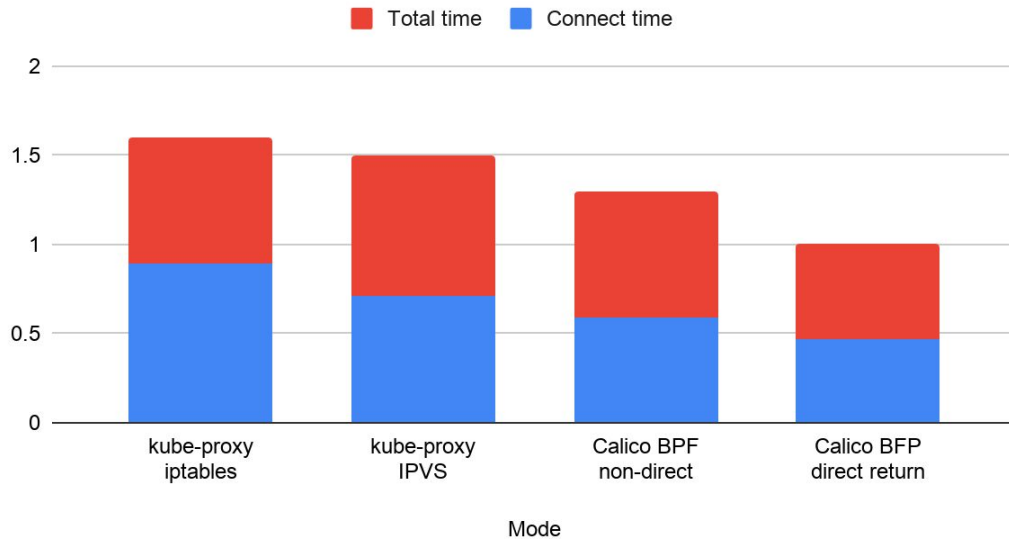


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# Native handling of Services: Direct Server Return

40 Gbps network, 1k services

Connect time (ms) and Total time (ms)



How can I try it out?







## How to try it out!

- This is a tech preview, which means it's not ready for production... yet!
  - <https://docs.projectcalico.org/getting-started/kubernetes/trying-ebpf>
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What's next?



# Thank you!

Questions?



PROJECT  
**CALICO**

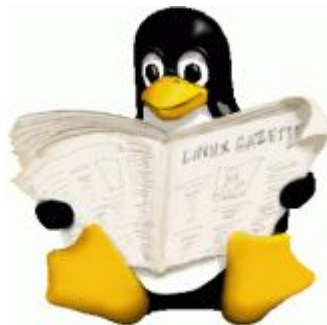
<https://projectcalico.org>

 [@projectcalico](https://twitter.com/projectcalico)

 <https://github.com/projectcalico/community>

 <https://slack.projectcalico.org>

 <https://discuss.projectcalico.org>



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# References

- [Introducing the Calico eBPF Dataplane](#) (projectcalico)
- [A Thorough Introduction to eBPF](#) (lwn)
- [A seccomp overview](#) (lwn)
- [eBPF Tracing Tools](#)