Alpine: A User-Level Infrastructure for Network Protocol Development

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Problem

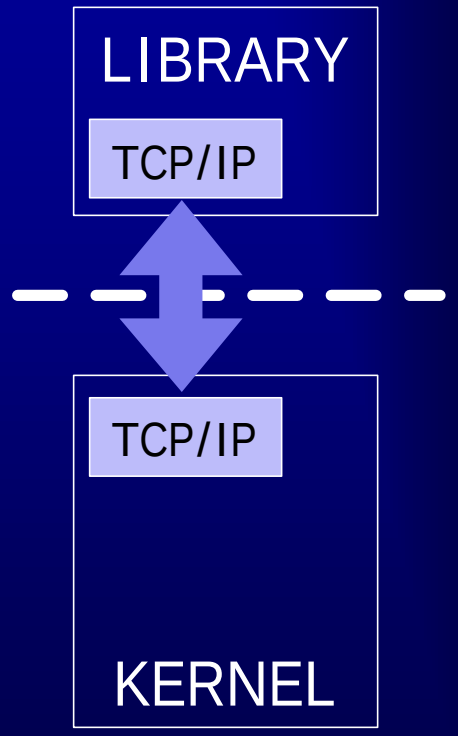
I. Kernel Development is a Pain

II. Network Protocols are in the Kernel

∴ **Network Protocol Development is a Pain**

Solution

- Alpine moves the networking stack into **user-space** for development
- Changes are **easily moved** back to the kernel
- Works for any transport protocol



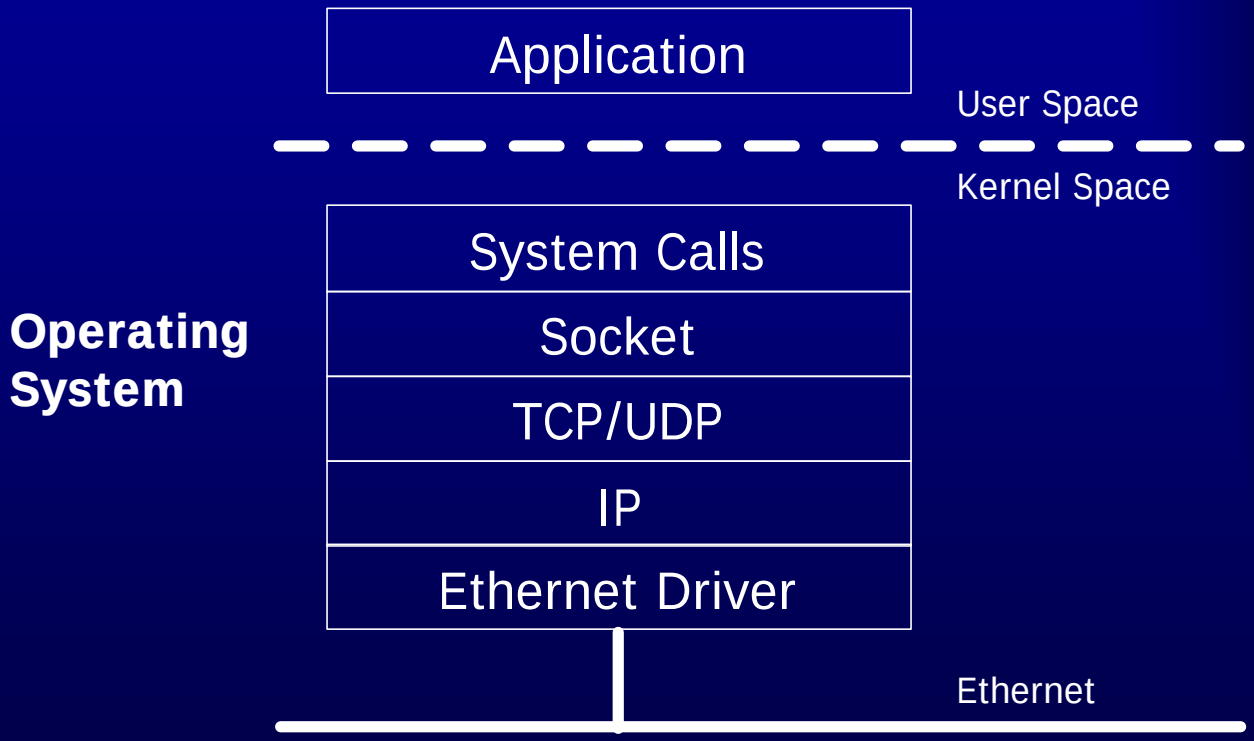
Previous Approaches

- Many systems have moved the networking stack out of the kernel for development
  - Entrapid, OSKit, x-Kernel
- This has always come at a price
  - Modifications were required in either
    - the operating system
    - the applications using the stack
    - the networking stack
  - Administrative barriers
    - a second IP address or network card
    - root access

Alpine's Goal

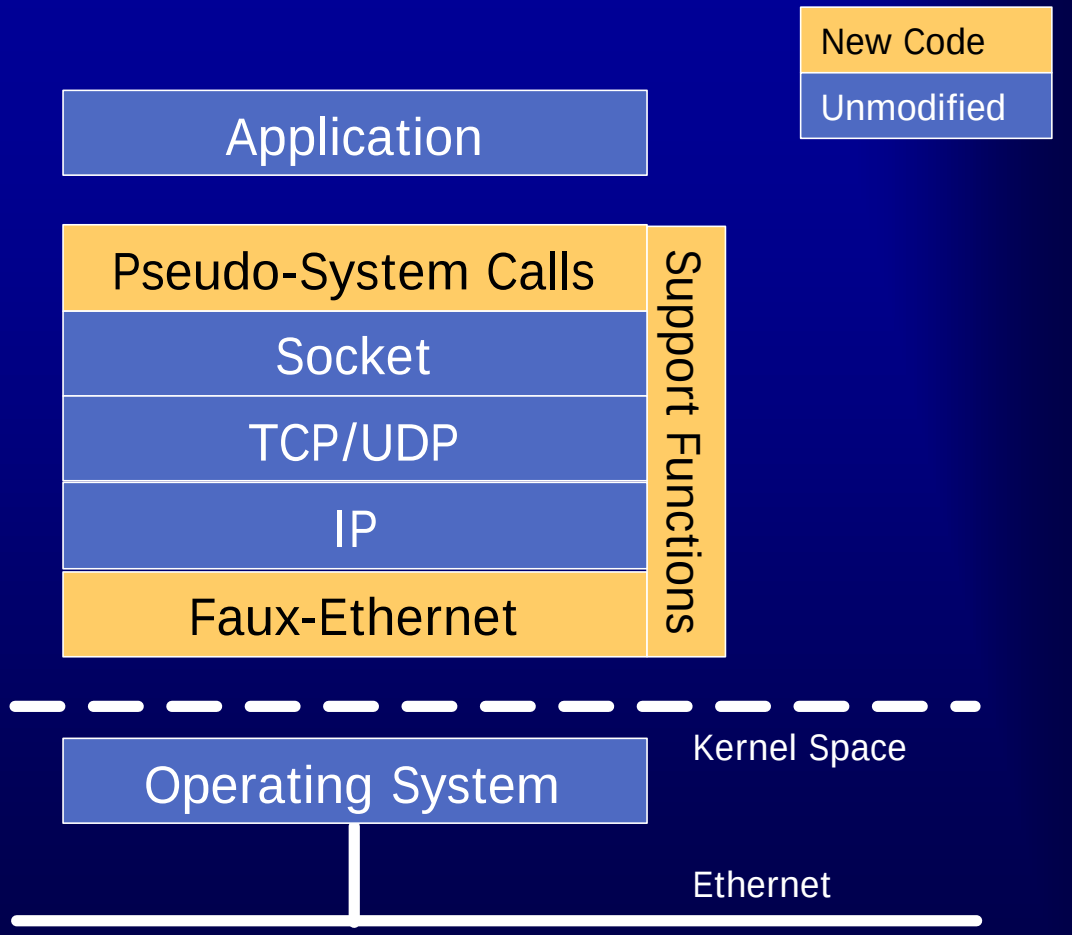
- Alpine runs a FreeBSD 3.3 stack in a user-space library
- No modifications to
  - the operating system
  - the applications using the stack
  - the networking stack
- No administrative barriers
  - uses the same IP address as the kernel
  - doesn't require root access

Traditional Stack



Alpine's Stack

- Faux-Ethernet Driver
  - send/receive packets
- Pseudo-System Calls
  - interface between application & sockets
- Support Functions
  - convince the stack it's in the kernel



Pseudo-System Calls

- Overrides the socket API
  - send, receive, connect, bind, accept
  - read, write, close, select
- Alpine mirrors the kernel's file descriptor table
  - multiplex between different types of "files"
- Applications use Alpine's sockets by either
  - linking with libAlpine.a before libc.a
  - LD_PRELOAD=libAlpine.so

Support Functions

- Calls stack initialization code at startup
- Kernel timer functions
  - timeout and tsleep/wakeup
- Synchronization functions
  - splnet, splx, etc.
- Memory allocation routines
  - kmem_malloc, zalloci, zfreei
  - copyin/copyout

Faux-Ethernet Challenges

- Sending packets from user-level
- Receiving packets from user-level
- Gracefully sharing state with the kernel

Sending Packets

- Open **raw socket** to bypass protocol stack

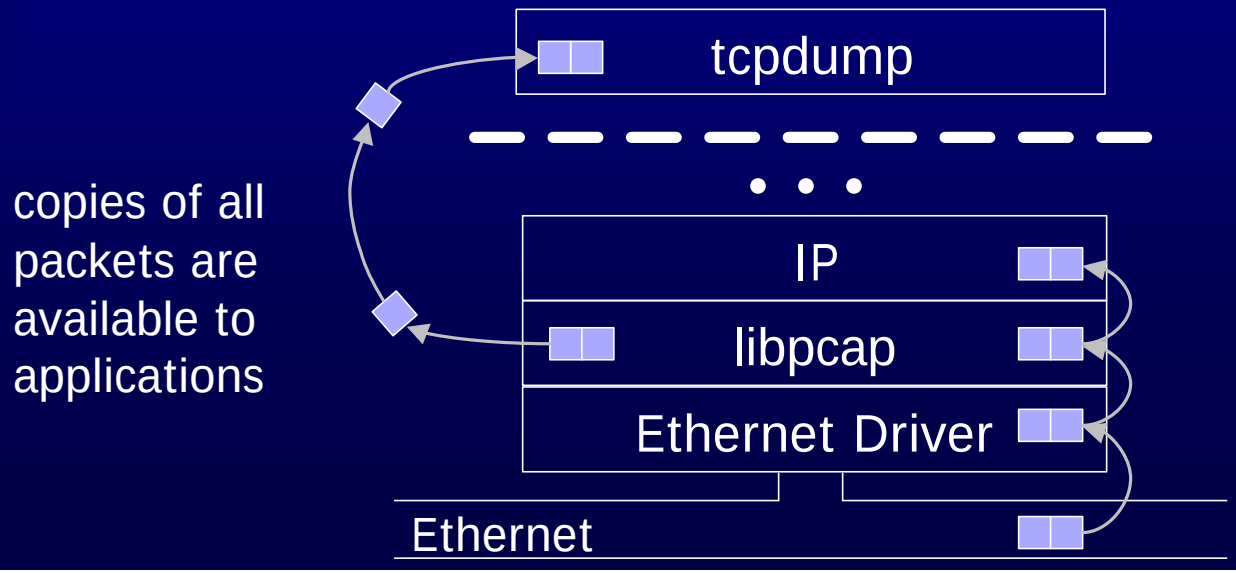
Normal: send(Message)

Raw: send(IP HDR | TCP HDR | Message)

- IP is not modified because it already sends raw packets

Receiving Packets

- **Problem:** Alpine can't directly access the interface to receive packets
- **Solution:** use packet capture library (libpcap) to get packets

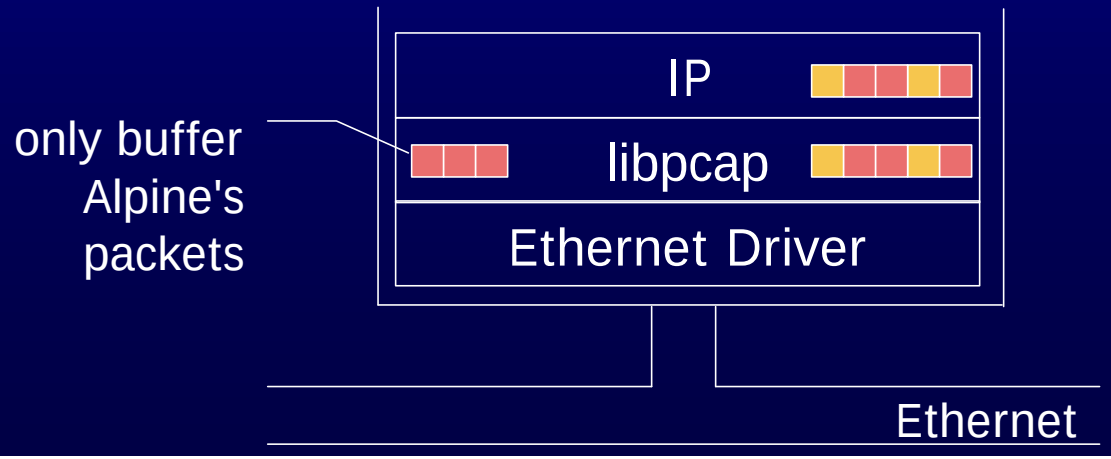


Allocating Ports

- **Problem:** Alpine and the kernel cannot allocate the same ports
- **Solution:** bind a “dummy” socket to each port Alpine allocates
  - success Þ kernel will not reallocate the port
  - failure Þ kernel has already allocated port

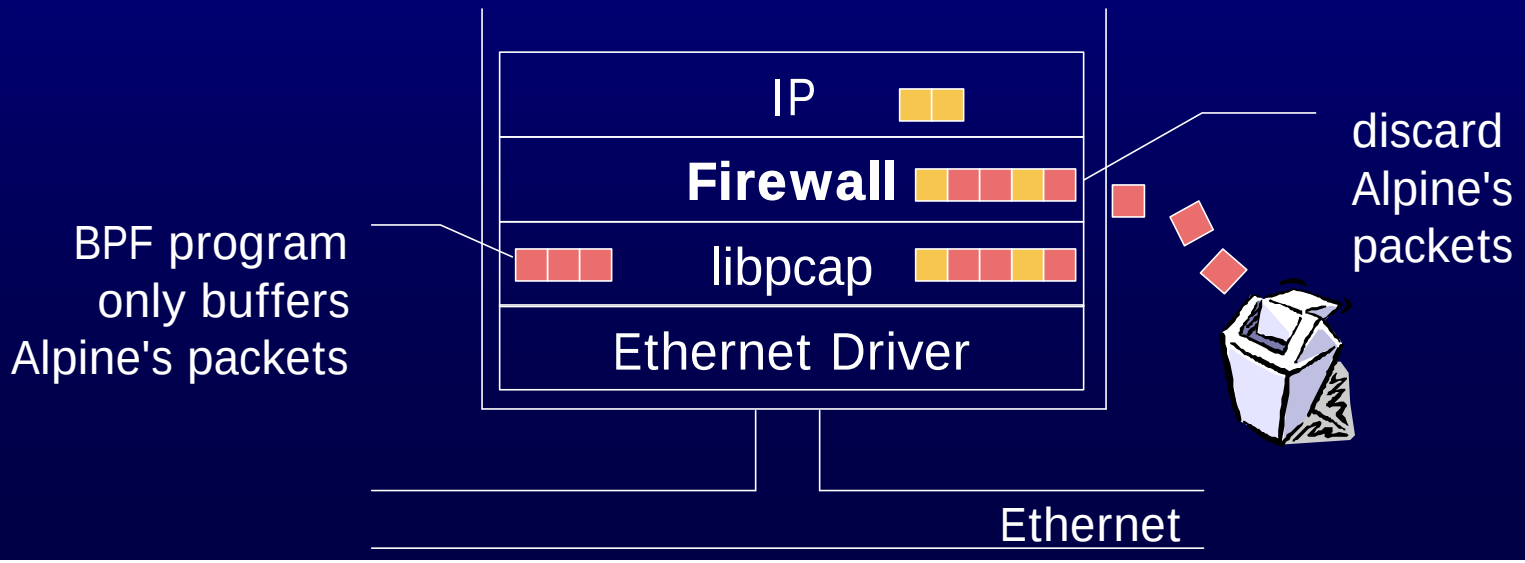
Filtering the Kernel's Packets

- **Problem:** Alpine must not receive the kernel’s packets
- **Solution:** only capture Alpine's packets
  - dynamically install a filter in libpcap to only capture Alpine's packets



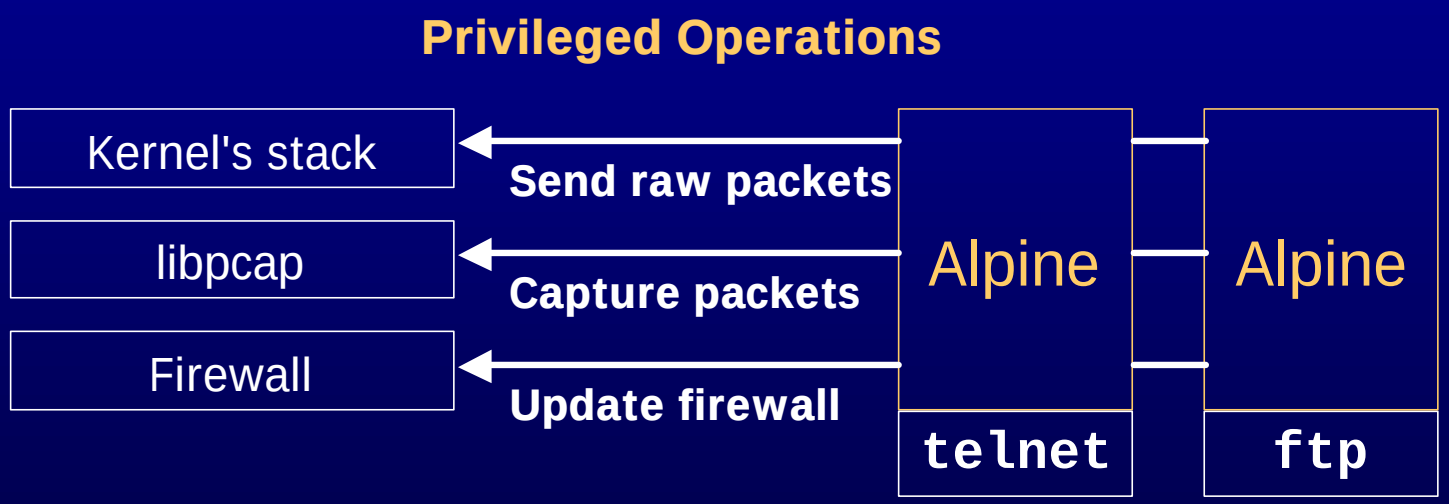
Filtering Alpine's Packets

- **Problem:** he kernel must not receive Alpine’s packets
- **Solution:** install a software firewall to filter out Alpine's packets



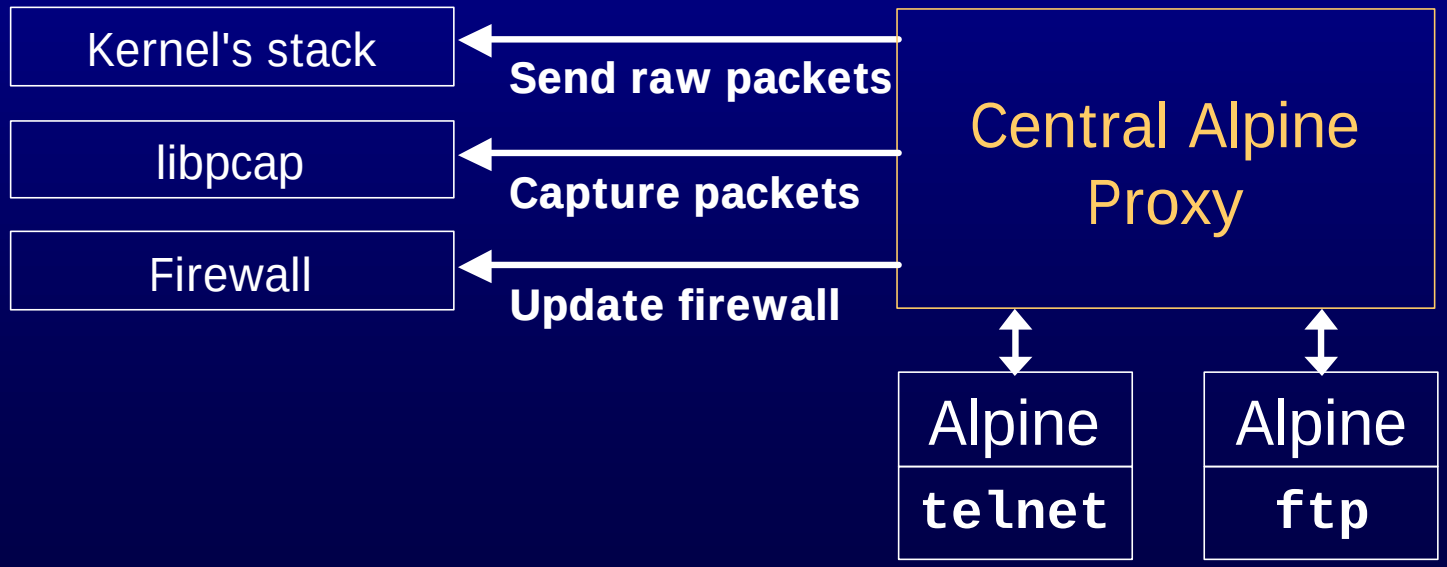
Privileged Operations

- **Problem:** many operations are privileged



Central Proxy

- **Solution:** central proxy running as root
  - central proxy performs access control
  - individual users don't need root access



bind()

- Application calls pseudo-system call bind()
- Validate that the file descriptor is valid
- Create & bind a dummy socket to the port
  - ensures port is not in use
  - prevents kernel from allocating the port
- Contact the central proxy
  - updates the libpcap filter
  - updates the firewall

FreeBSD Implementation

- Alpine runs an unmodified FreeBSD 3.3 stack
- No modifications to kernel, applications, or stack
- 3043 Non-commenting source statements
  - 1188 Support functions + miscellaneous
  - 785 Pseudo-system calls
  - 285 Faux-Ethernet
  - 786 Central proxy
- Experience: makes protocol development easier
  - no reboots, easier debugging
  - running client and server on same machine

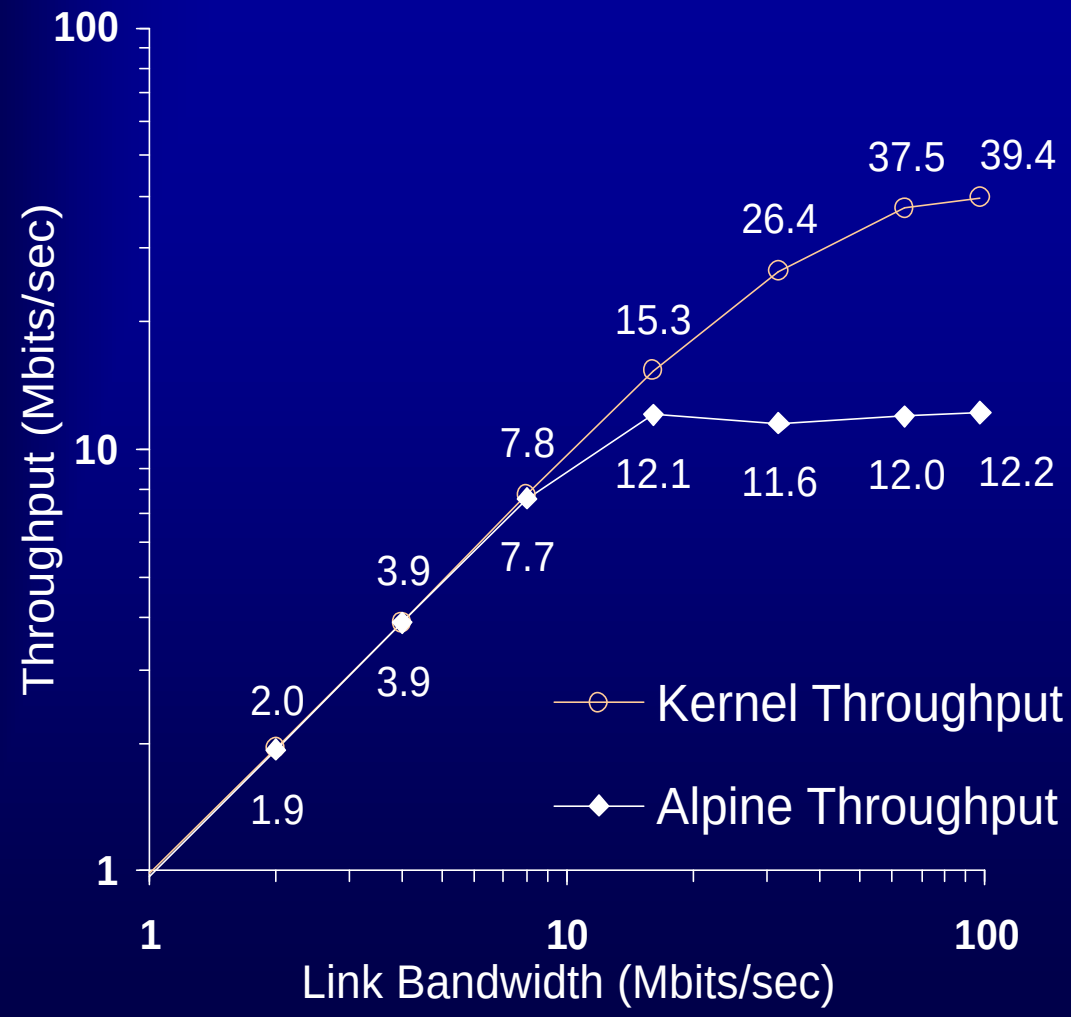
Current Limitations

- Alpine only runs on FreeBSD 3.X
  - porting to FreeBSD 4.X and Linux mainly requires sorting out header files
- TCP and UDP
- Maximum sockets used by Alpine ~100
  - limit of 512 instructions in BPF program
- fork() is currently not supported
  - parent and child stacks interfere for shared open connections

Uses of Alpine

- Easier development
- Environment for class projects
- Application specific protocol extensions
- User level overlay networks

Performance

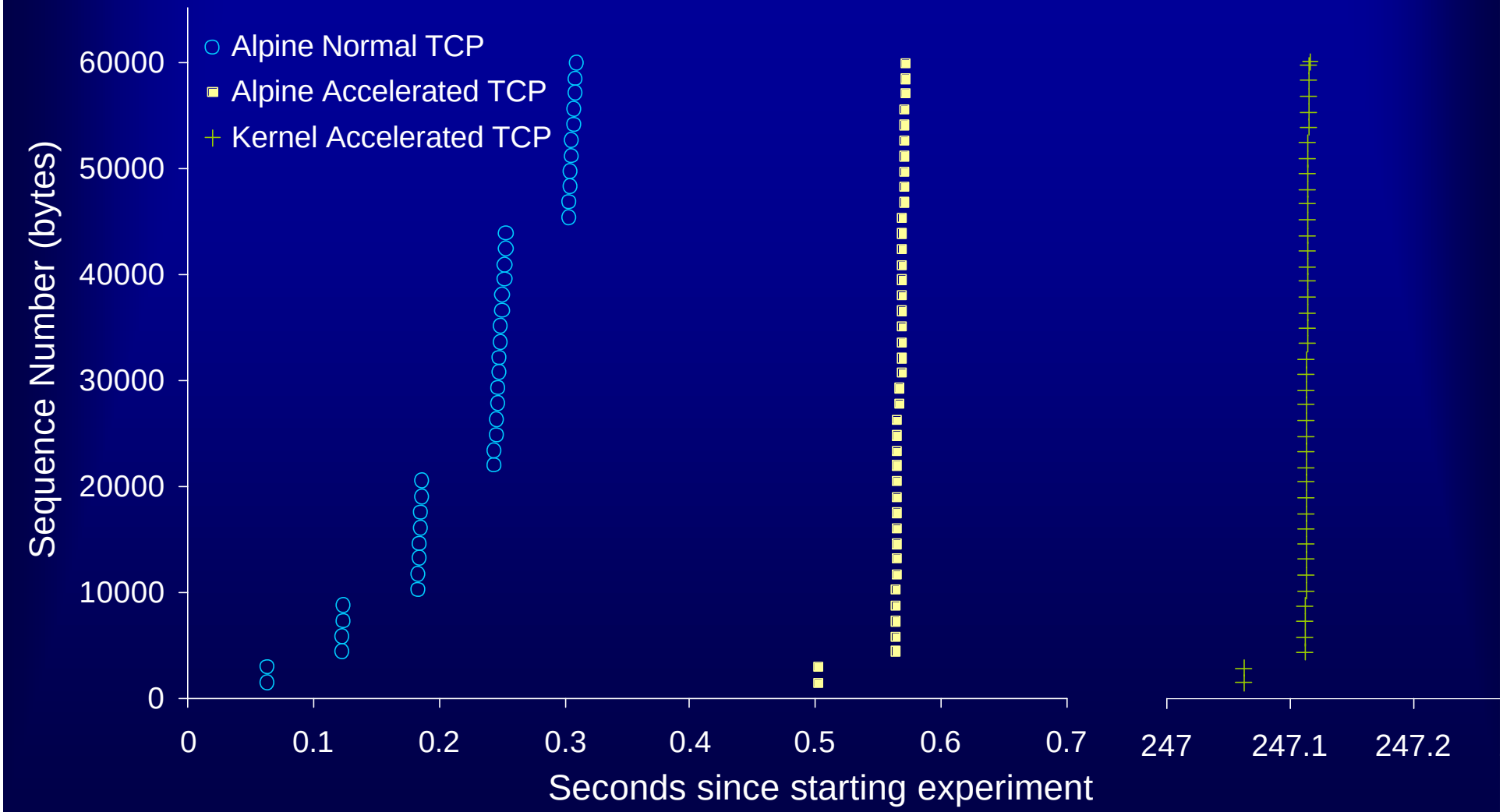


- Alpine keeps up until 10 Mbit/s
  - too many copies
- Latency increases by 2ms
- 300 MHz P-Pro, 100 Mbit/s Ethernet

Demo of Alpine's Usefulness

- We downloaded the same file using three different networking stacks
  - Alpine running a normal TCP receiver
  - Alpine running an accelerated TCP receiver
  - the kernel running an accelerated TCP receiver

Demo of Alpine's Usefulness



Current Work

- Porting FreeBSD 3.3 version to Linux

Future Work

- Porting Alpine to FreeBSD 4.x and Linux
- Support applications that fork

- New release in about a month

Conclusion

- Alpine is a tool that lowers the barrier of protocol development
- Requires no modifications to
  - operating system
  - applications
  - networking stack
- **http://alpine.cs.washington.edu**