

Network Interrupt Service Routine

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netISR

- Historically
 - Could not access structures from interrupt handler
 - Asynchronous execution for network processing
 - Piggy-backed on interrupt handling facilities (ISR)
- Today
 - Used to avoid recursion, re-entrance, deadlock
 - Direct and deferred work dispatch handler
 - Direct dispatch executes in current thread
 - Deferred dispatch executes in worker thread

Registration and Dispatch

- Work managed at packet granularity
 - E.g., Link layer to protocol dispatch
 - E.g., Tunnel decapsulation dispatch
- Subsystem registers name and handler
 - `netisr_register(NETISR_IP, ..., ip_input, ...)`
- Packet source picks protocol + dispatch model
 - `netisr_dispatch(NETISR_x, m)`
 - `netisr_queue(NETISR_x, m)`
- Deferred processing executes in swi kthread

Use and Abuse

Service name

NETISR_USB
NETISR_POLL
NETISR_POLLMORE
NETISR_ROUTE
NETISR_ATALK1
NETISR_ATALK2
NETISR_AARP
NETISR_ATM
NETISR_ARP
NETISR_IP
NETISR_NETGRAPH
NETISR_IPV6
NETISR_IPX
NETISR_NATM

Use

Scheduling only
Scheduling only
Scheduling only
Routing socket input
Appletalk level 1 input
Appletalk level 2 input
Appletalk address resolution input
ATM input
ARP input
IPv4 input
Scheduling only
IPv6 input
IPX input
NATM input



netisr future

- Direct dispatch now the default in 7-CURRENT
 - Avoid context switches and lowers latency
 - Enables parallelism between network layer input processing across different interfaces, but ...
 - ... disallows parallelism between interface ithread and network layer input processing.
- Netisr2 prototype in Perforce
 - Moves from swis to per-cpu kthreads
 - Will be used for loopback and tunneled traffic
 - Ordering is a key design concern

Key code paths to inspect

- netisr.h
- ip_input.c: ip_init(), ip_input()
- if_ETHERSUBR.C: ether_demux()
- netisr.c:
 - netisr_register(), netisr_unregister()
 - netisr_dispatch(), netisr_queue()
 - start_netisr(), swi_net(), netisr_processqueue()