

BIRD 3, quo volas?

Parallel execution is here.

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New filter engine (v2, since 2019)

- Thread-safe execution
- Faster also in single-thread
- Extensible and self-optimizing
- Community walking (branch `next` for 2.0.11)
- Simple recursion (branch `next` for 2.0.11)



Asynchronous route export (v3 only)

- Table updates stored in a journal
- Lockless table read (partially)
- Plans: asynchronous route import?
- Asynchronous CLI `show route` (in progress)
- Deadlock prevention
- Separate table cleanup thread

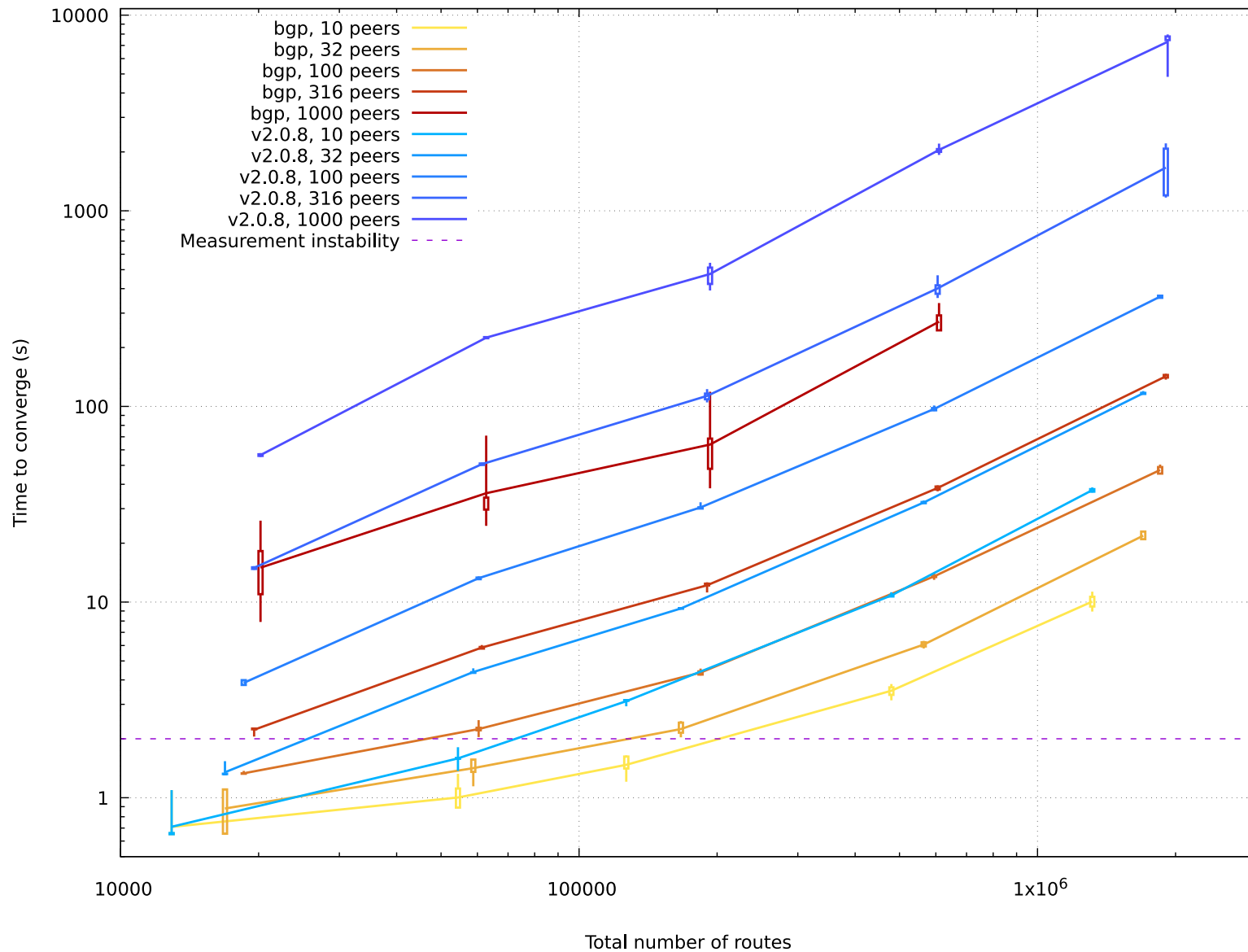


Protocol thread separation

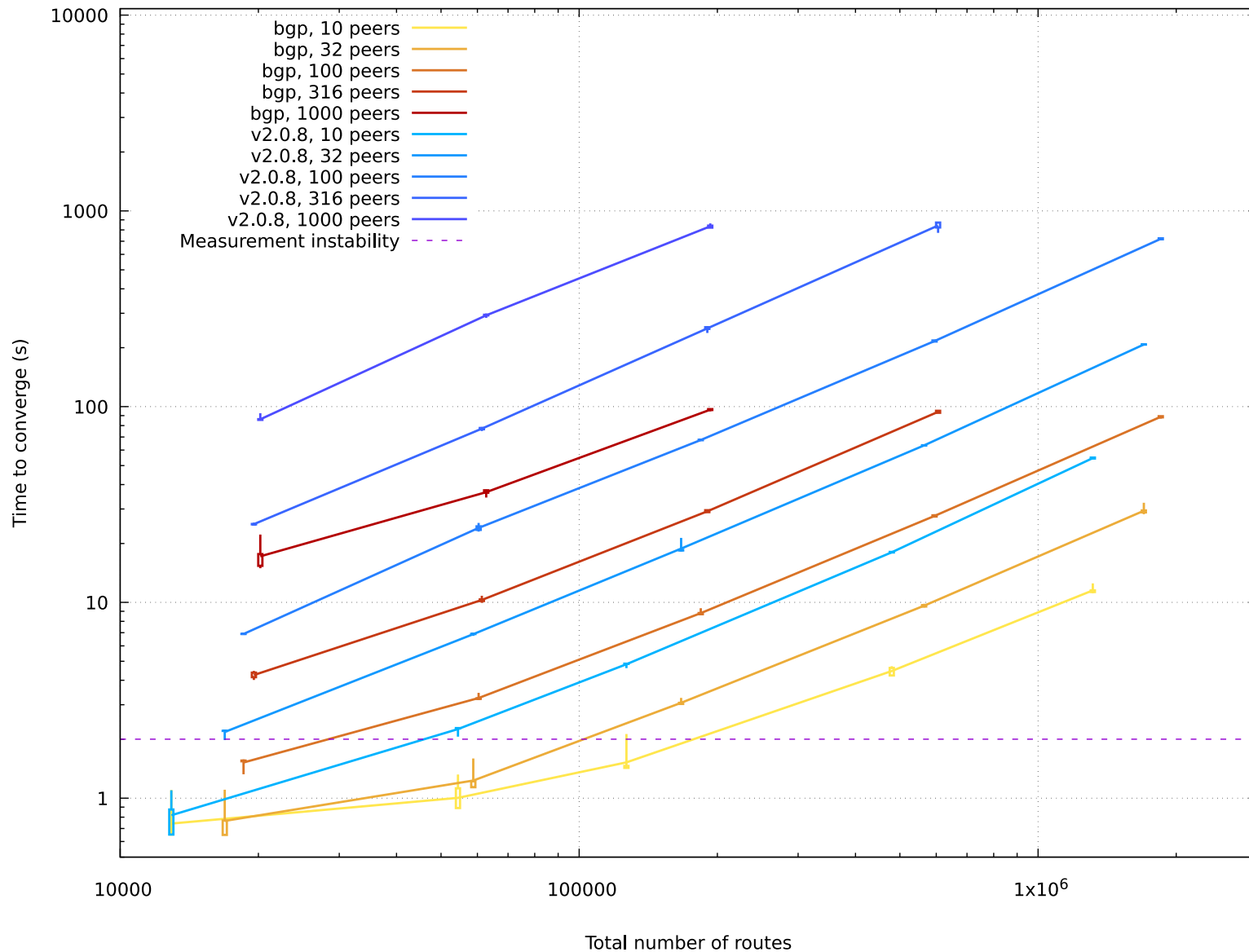
- BFD (always had its thread)
- **BGP** (one thread per peer)
- **Pipe** (one thread per pipe)
- **RPKI**
- *Future: all protocols shall have their own thread*



Performance with a single table



Performance with 1 table per peer



What is broken in 3.0-alpha0

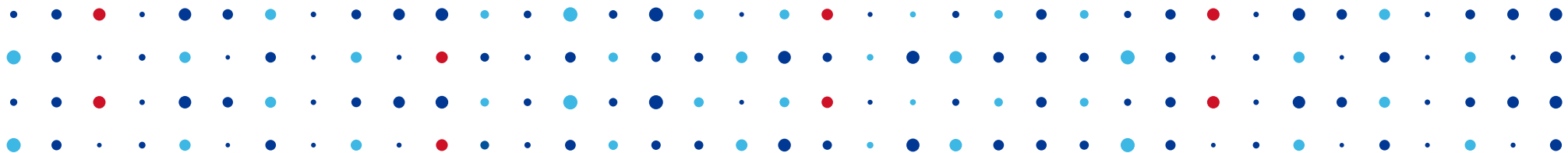
- Calling ROA check from CLI
- Peak memory management
- Auxiliary Import / export table performance
- MRT dumps
- BMP, Flowspec validation (not present)



Upcoming features and changes

- JSON route export
- Unified route attribute names
- Non-blocking reconfiguration
- Non-blocking route synchronization (BSD)





Try BIRD 3 today!

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