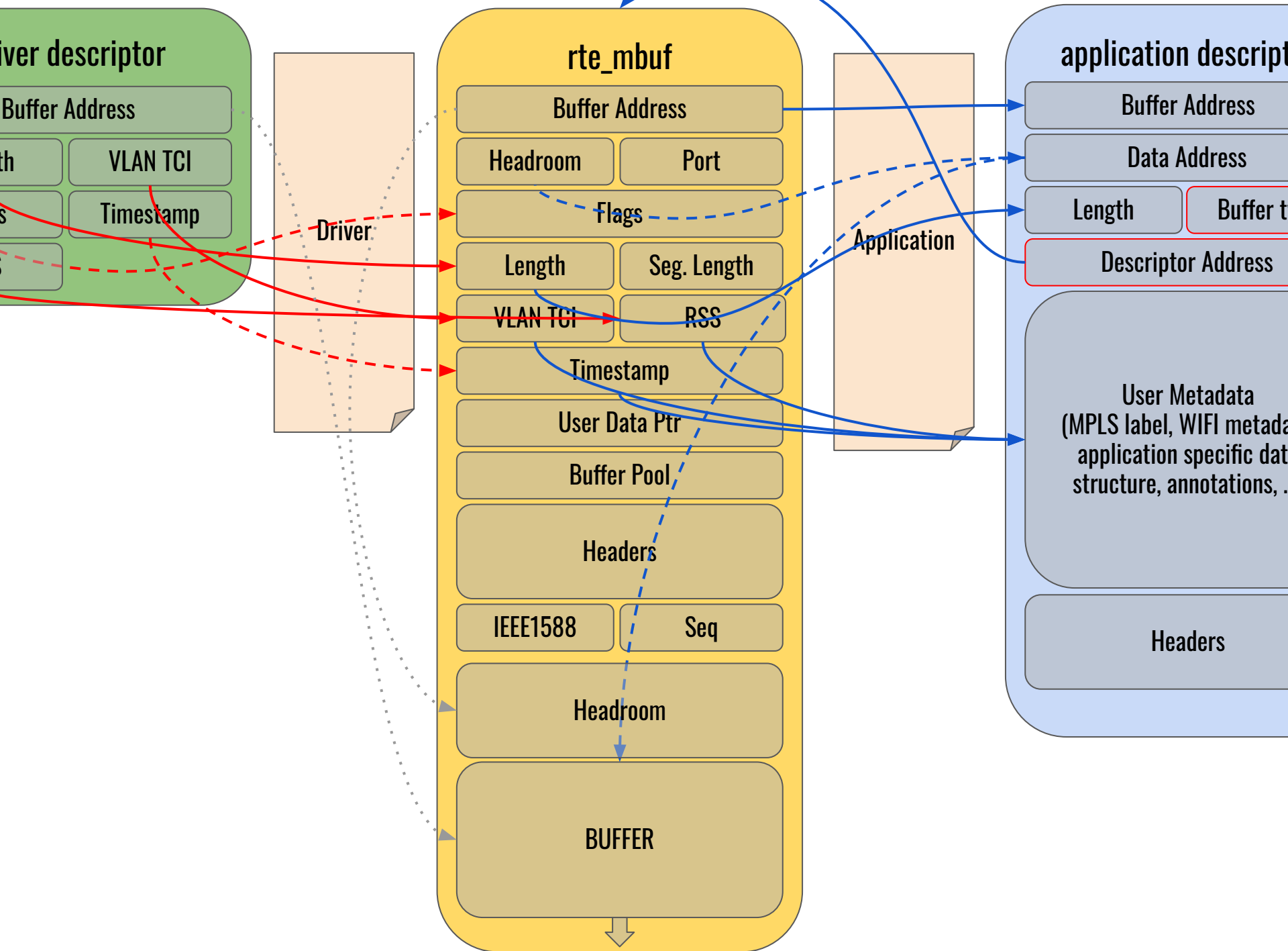
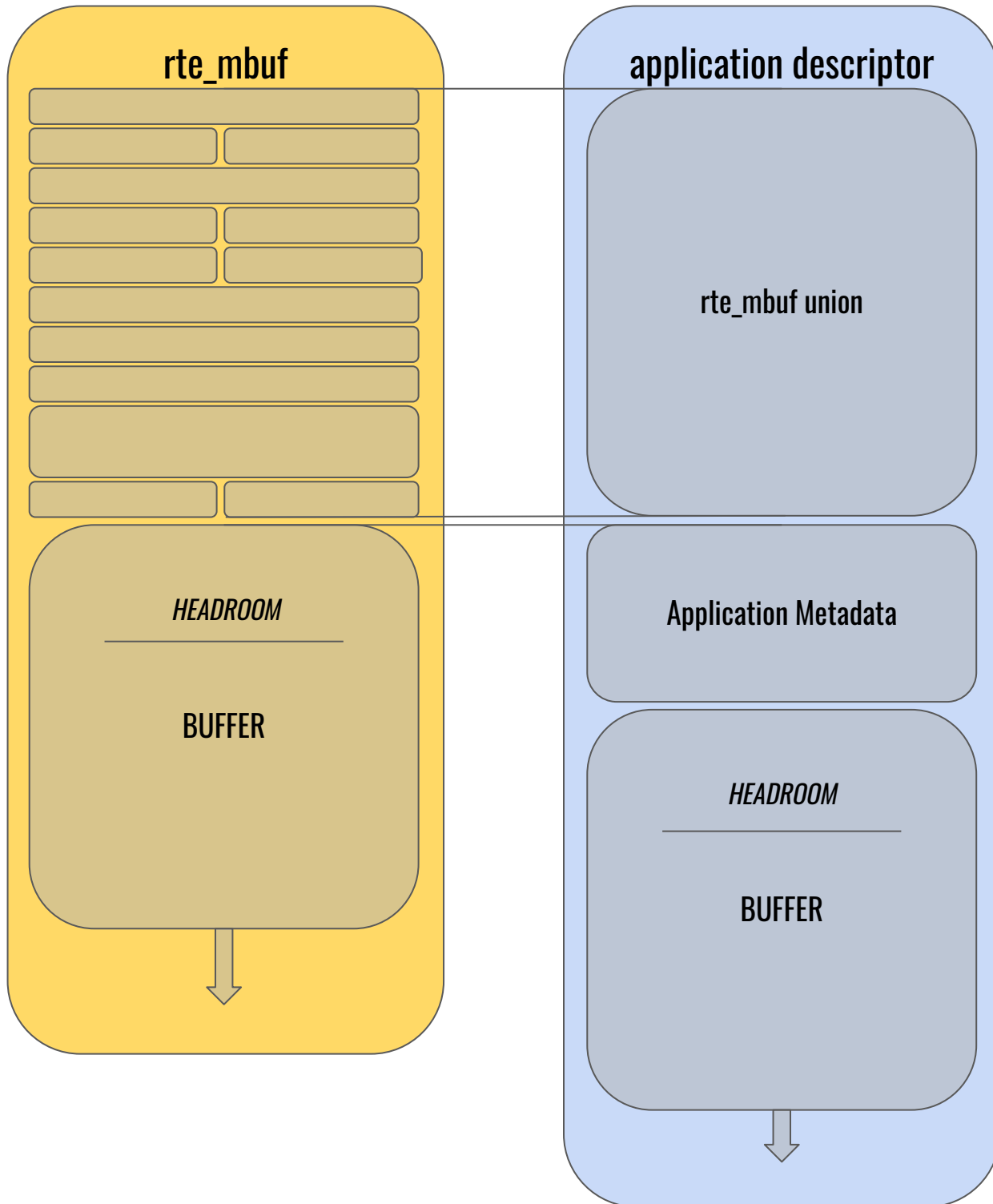


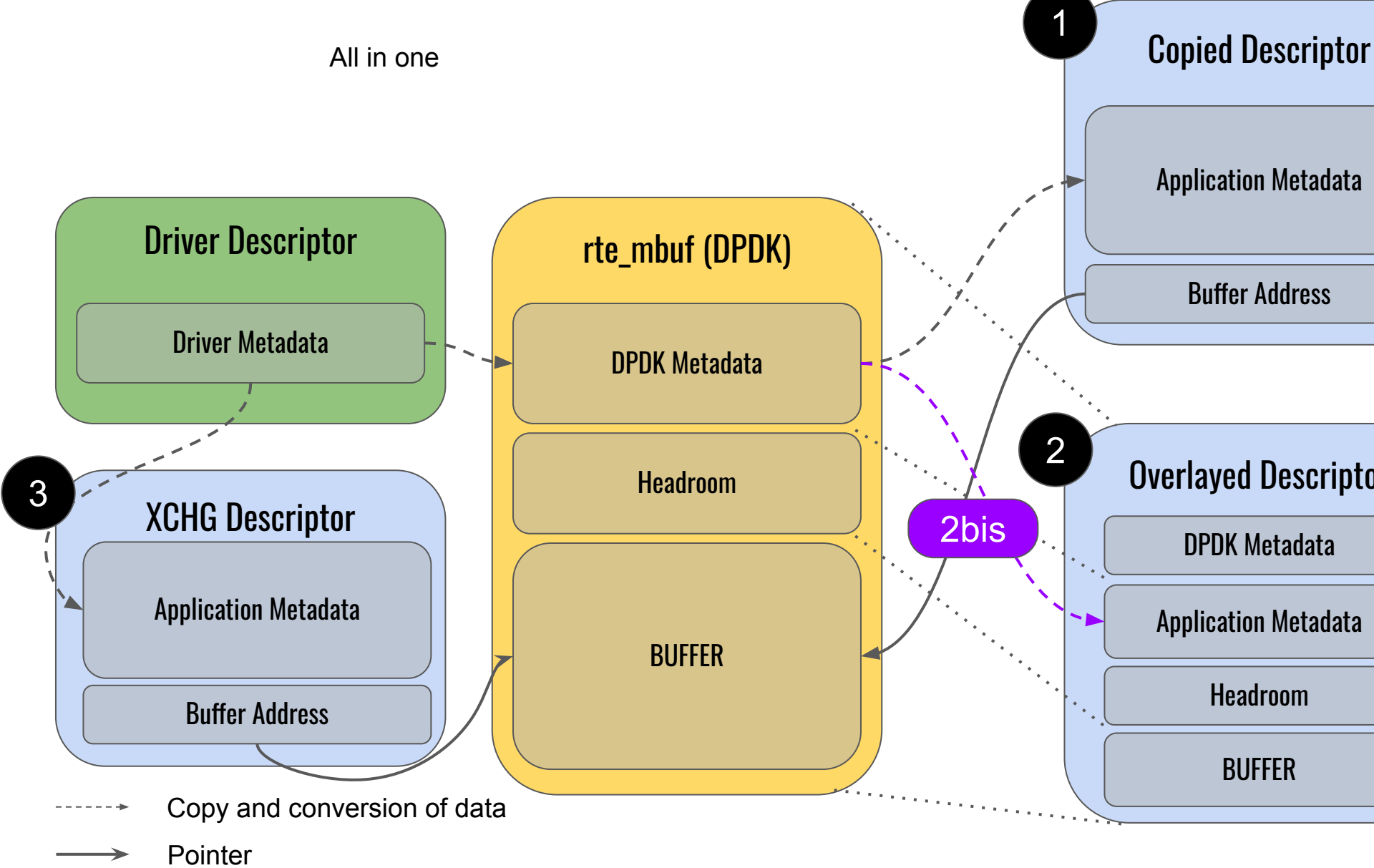
COPY : FastClick, (VPP in part, as it overlays its descriptor)



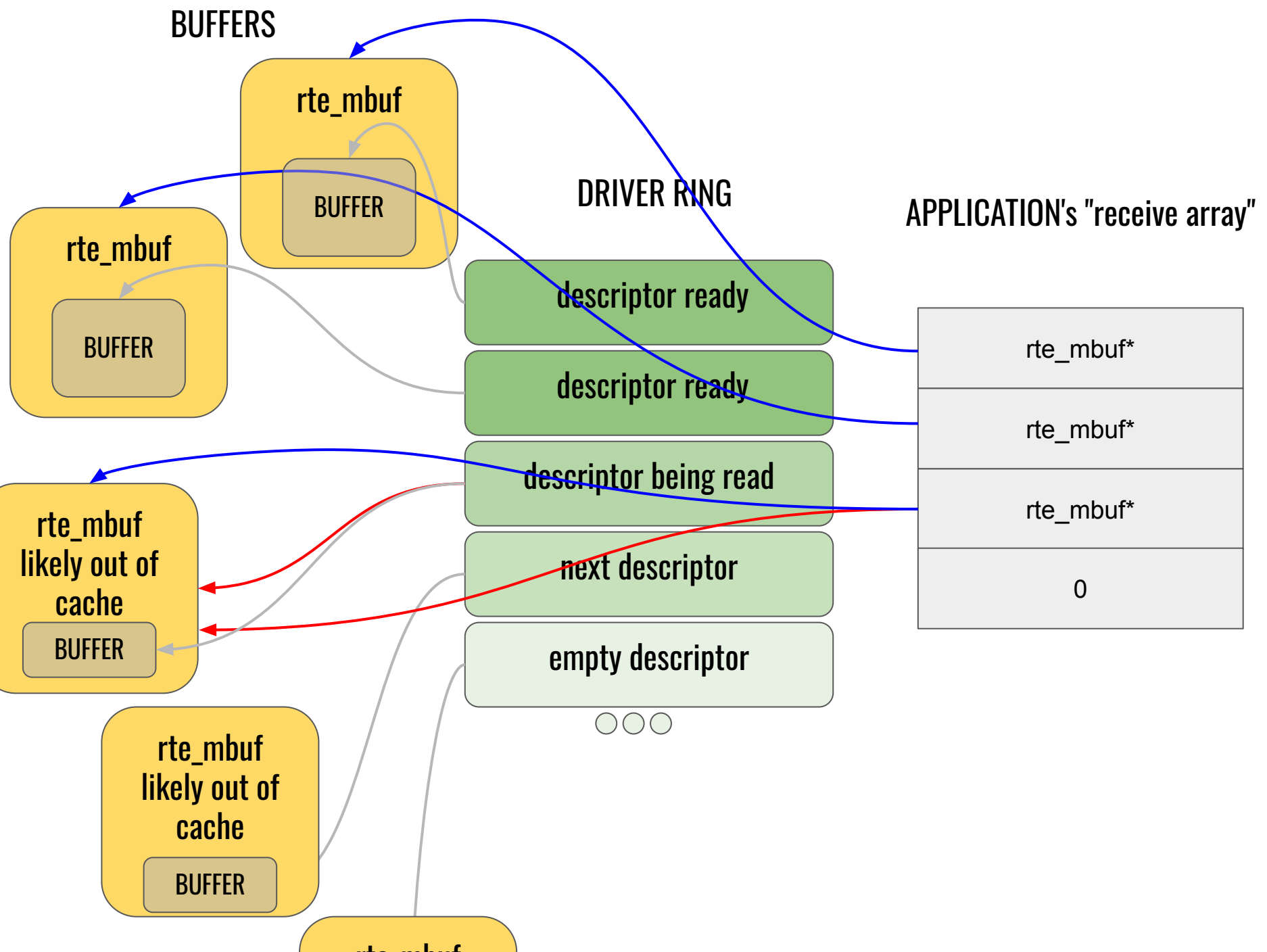
Overlay : BESS (FastClick -- overlay mode)



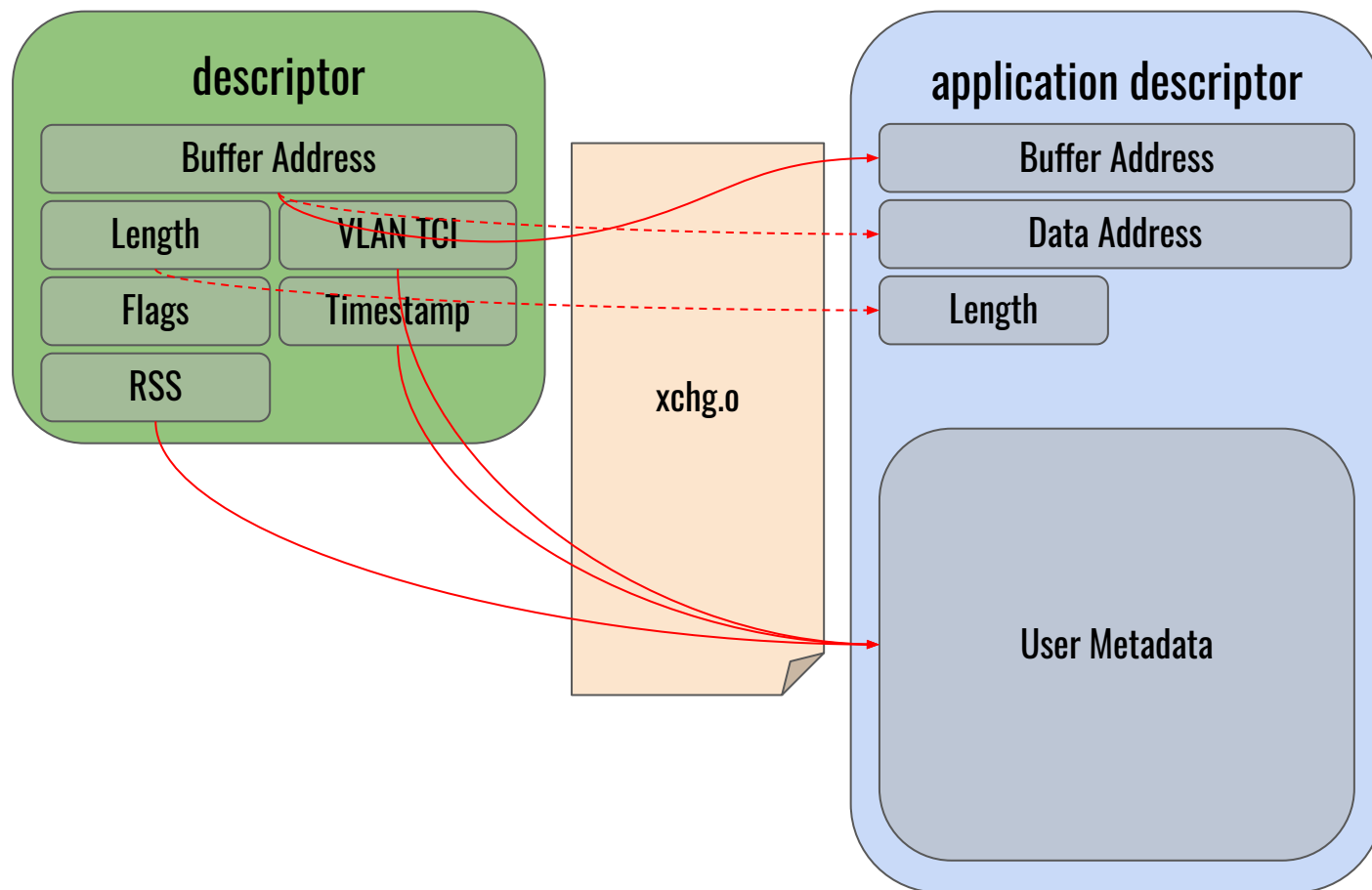
All in one



The problem of memory locality
(at any time, the application will "touch" descriptor
size $(256 + 1024) + 32$ mbufs descriptors



XCHG API



XCHG : the application only use 32 warm descriptors

