

P51: High Performance Networking

Introduction to NetFPGA

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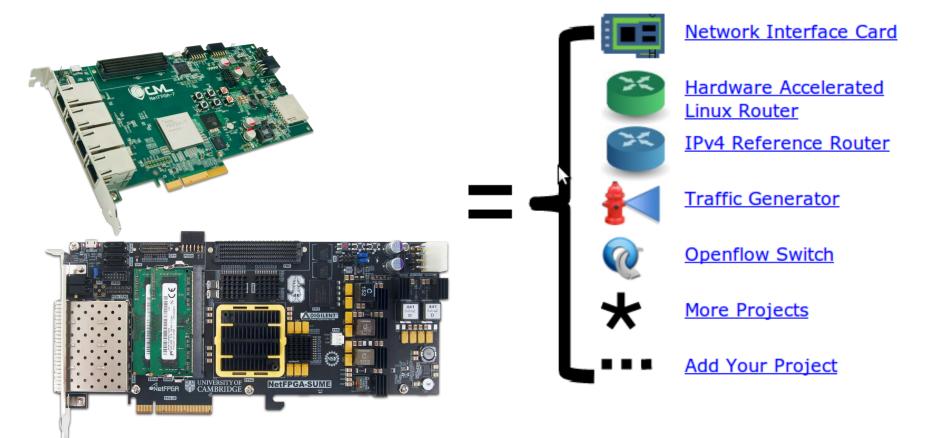
Lent 2017/18

Section I: The NetFPGA platform



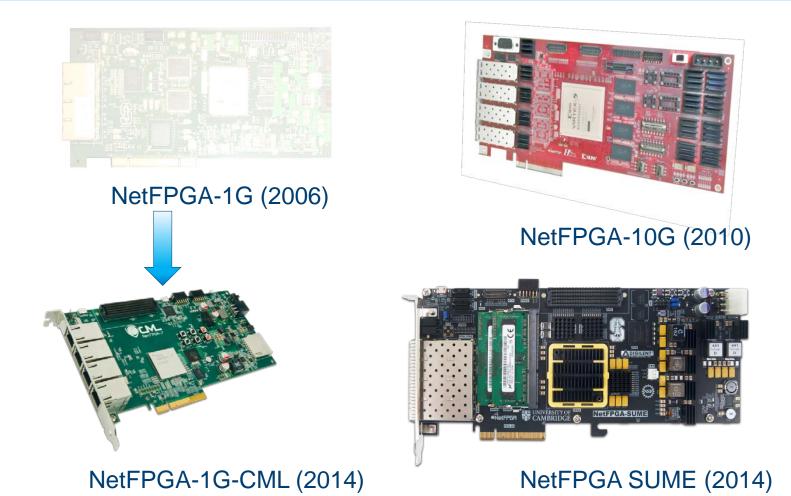
NetFPGA = Networked FPGA

A line-rate, flexible, open networking platform for teaching and research





NetFPGA Family of Boards



UNIVERSITY OF CAMBRIDGE

NetFPGA consists of...

Four elements:



NetFPGA board

• Tools + reference designs

• Contributed projects

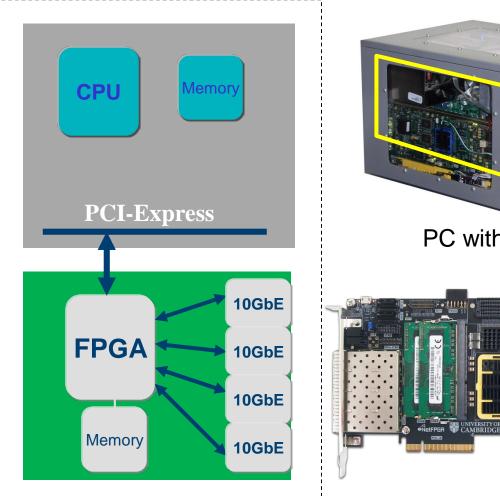


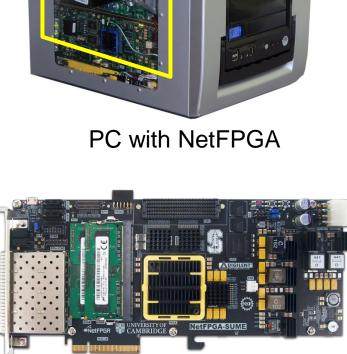


NetFPGA Board

Networking Software running on a standard PC

A hardware accelerator built with Field Programmable Gate Array driving 1/10/ 100Gb/s network links







Tools + Reference Designs

Tools:

- Compile designs
- Verify designs
- Interact with hardware

Reference designs:

- Router (HW)
- Switch (HW)
- Network Interface Card (HW)
- Router Kit (SW)
- SCONE (SW)



Community

Wiki

- Documentation
 - User's Guide "so you just got your first NetFPGA"
 - Developer's Guide "so you want to build a ..."
- Encourage users to contribute

Mailing list

- Announcements
- Support by users for users



International Community

Over 1,200 users, using over 3500 cards at

200 universities in over 47 countries





NetFPGA SUME Community (since Feb 2015)

Over 600 users, using over 300 cards at 200 universities in 47 countries





NetFPGA's Defining Characteristics

• Line-Rate

- Processes back-to-back packets
 - Without dropping packets
 - At full rate
- Operating on packet headers
 - For switching, routing, and firewall rules
- And packet payloads
 - For content processing and intrusion prevention

• Open-source Hardware

- Similar to open-source software
 - Full source code available
 - BSD-Style License for SUME, LGPL 2.1 for 10G
- But harder, because
 - Hardware modules must meet timing
 - Verilog & VHDL Components have more complex interfaces
 - Hardware designers need high confidence in specification of modules



Test-Driven Design

- Regression tests
 - Have repeatable results
 - Define the supported features
 - Provide clear expectation on functionality
- Example: Internet Router
 - Drops packets with bad IP checksum
 - Performs Longest Prefix Matching on destination address
 - Forwards IPv4 packets of length 64-1500 bytes
 - Generates ICMP message for packets with TTL <= 1
 - Defines how to handle packets with IP options or non IPv4
 - ... and dozens more ...

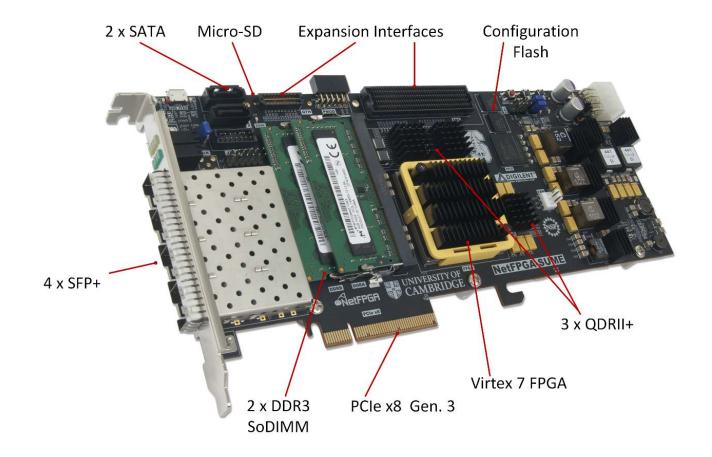
Every feature is defined by a regression test



Section II: Hardware Overview



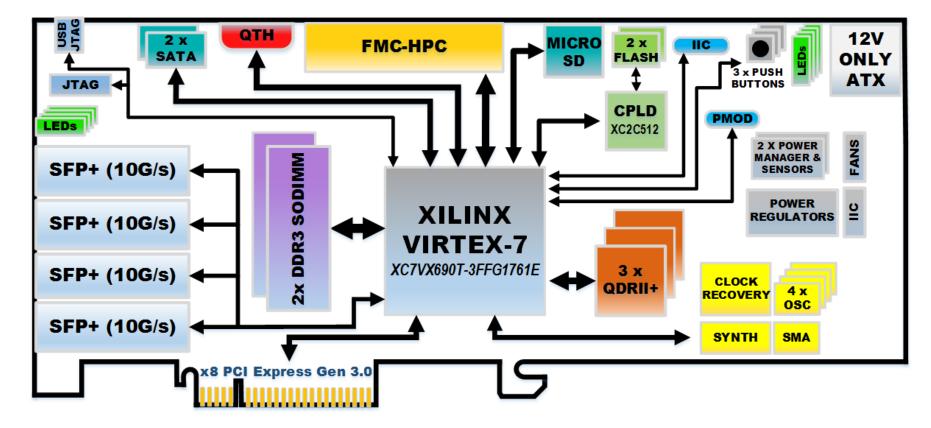
NetFPGA-SUME





NetFPGA-SUME

High Level Block Diagram





Xilinx Virtex 7 690T

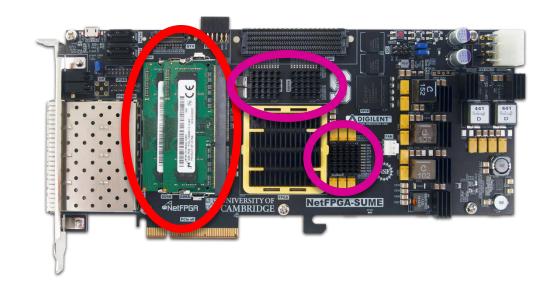
- Optimized for high-performance applications
- 690K Logic Cells
- 52Mb RAM
- 3 PCIe Gen. 3 Hard cores





Memory Interfaces

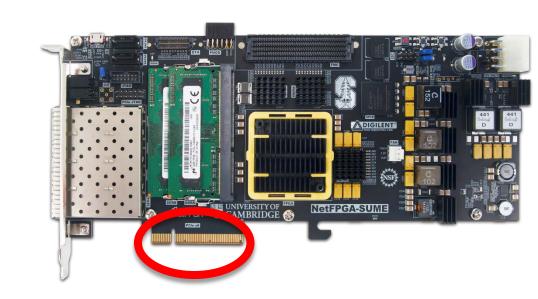
- DRAM:
 2 x DDR3 SoDIMM 1866MT/s, 4GB
- SRAM: 3 x 9MB QDRII+, 500MHz





Host Interface

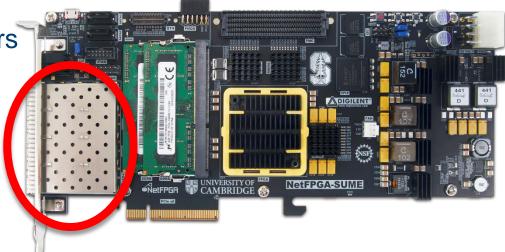
- PCIe Gen. 3
- x8 (only)
- Hardcore IP





Front Panel Ports

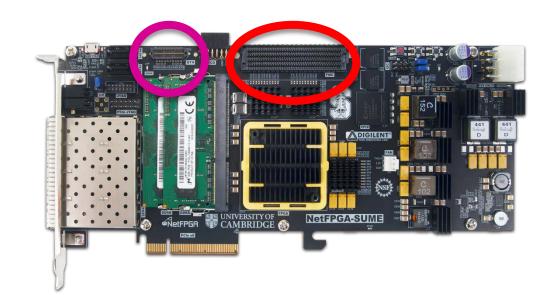
- 4 SFP+ Cages
- Directly connected to the FPGA
- Supports 10GBase-R transceivers (default)
- Also Supports 1000Base-X transceivers and direct attach cables





Expansion Interfaces

- FMC HPC connector
 - VITA-57 Standard
 - Supports Fabric Mezzanine Cards (FMC)
 - 10 x 12.5Gbps serial links
- QTH-DP
 - 8 x 12.5Gbps serial links





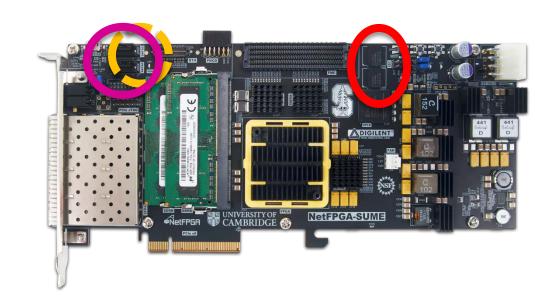


• 128MB FLASH

• 2 x SATA connectors

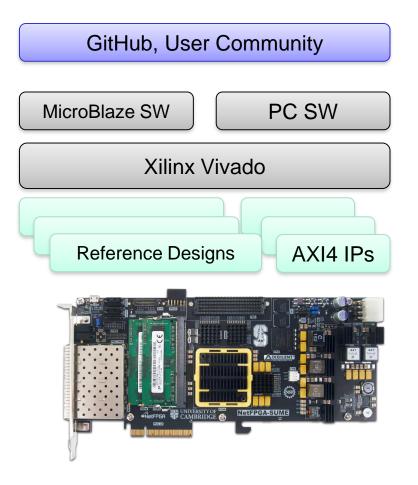
• Micro-SD slot

• Enable standalone operation





Beyond Hardware



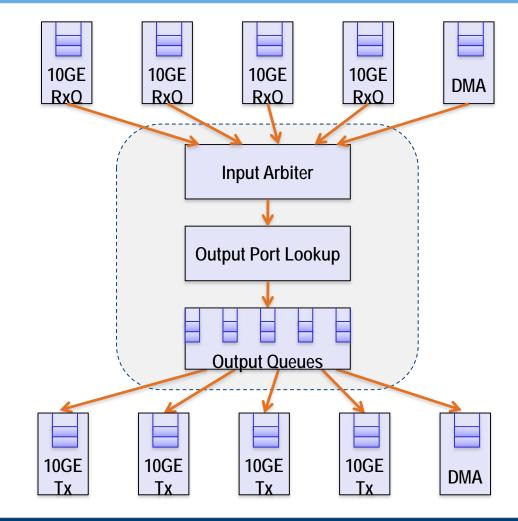
- NetFPGA Board
- Xilinx Vivado based IDE
- Reference designs using AXI4
- Software (embedded and PC)
- Public Repository
- Public Wiki

Section III: Life of a Packet

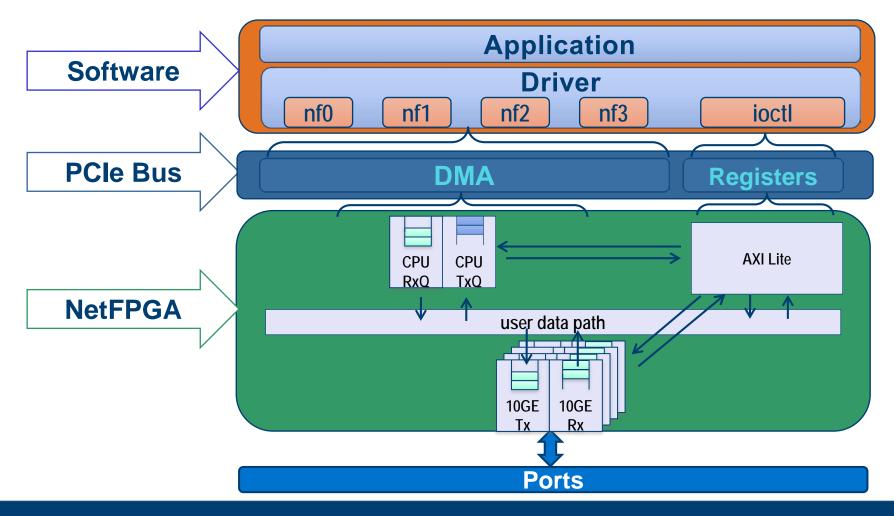


Reference Switch Pipeline

- Five stages:
 - Input port
 - Input arbitration
 - Forwarding decision and packet modification
 - Output queuing
 - Output port
- Packet-based module interface
- Pluggable design

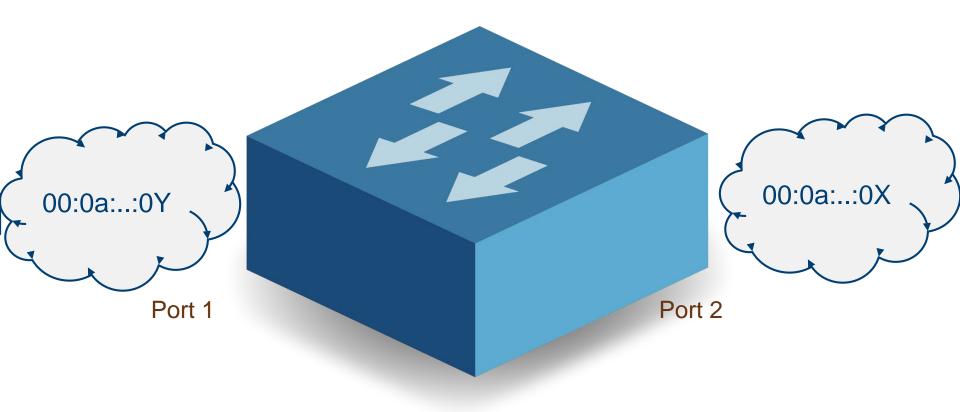


Full System Components





Life of a Packet through the Hardware



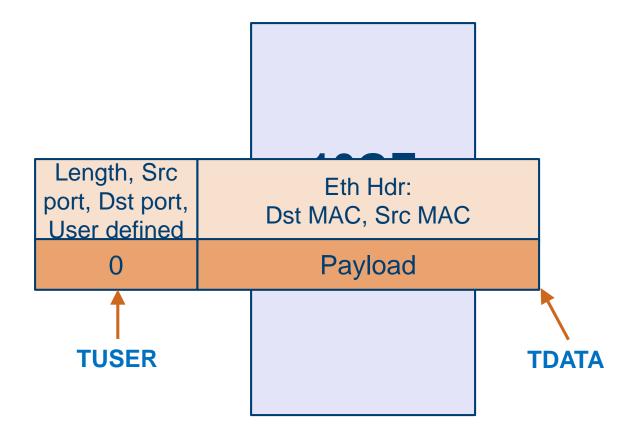


10GE Rx Queue



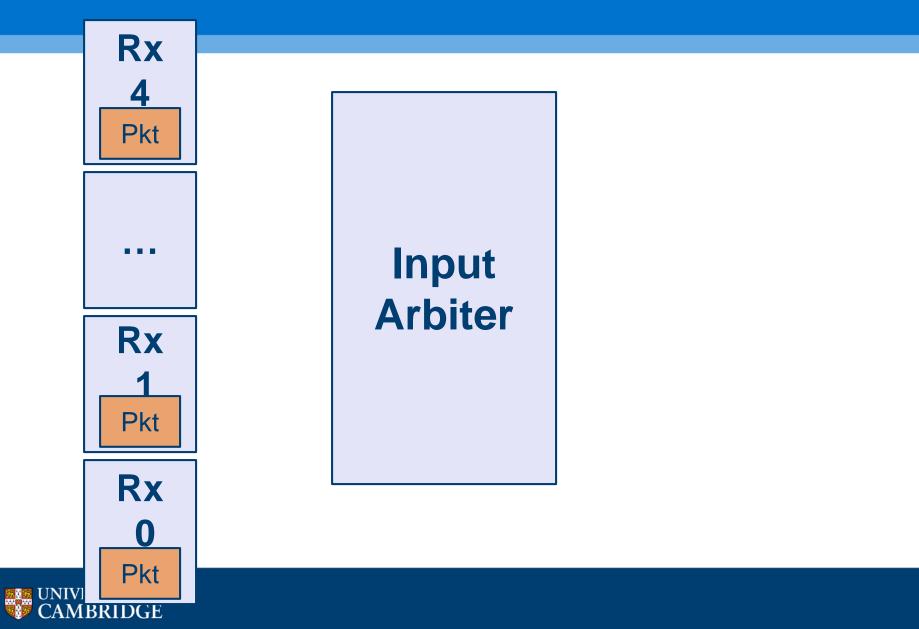


10GE Rx Queue

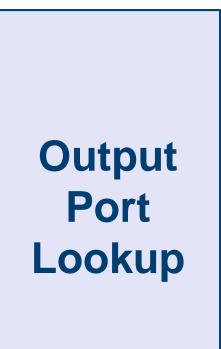




Input Arbiter

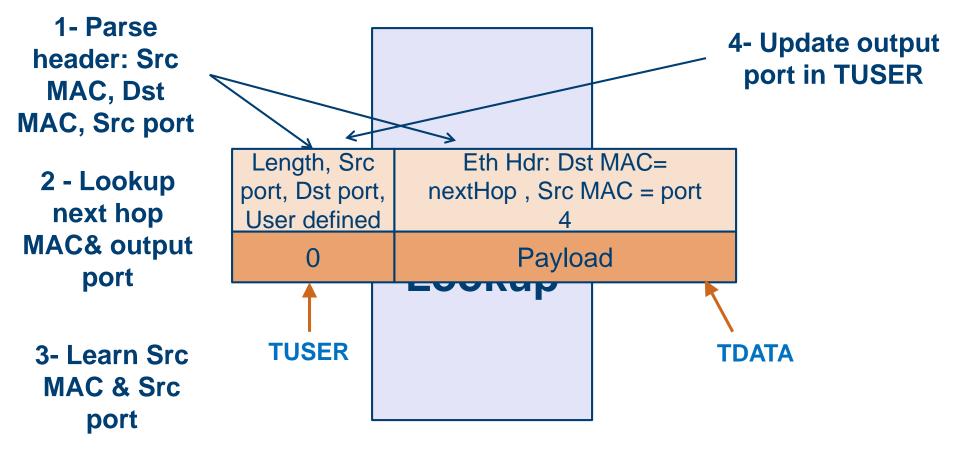


Output Port Lookup



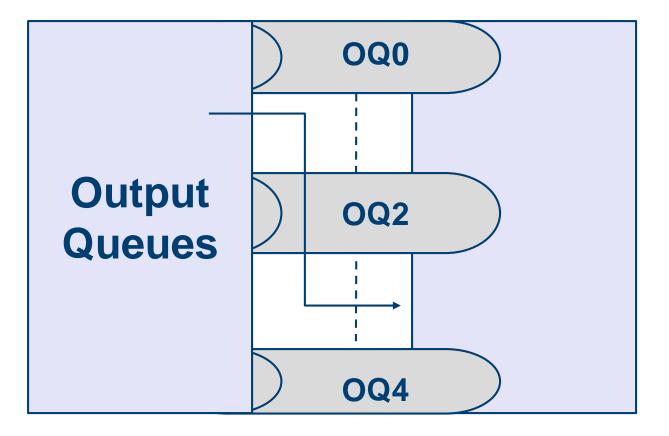


Output Port Lookup





Output Queues



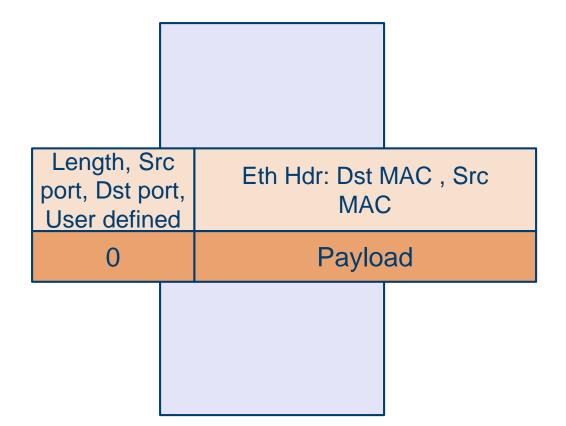


10GE Port Tx





MAC Tx Queue





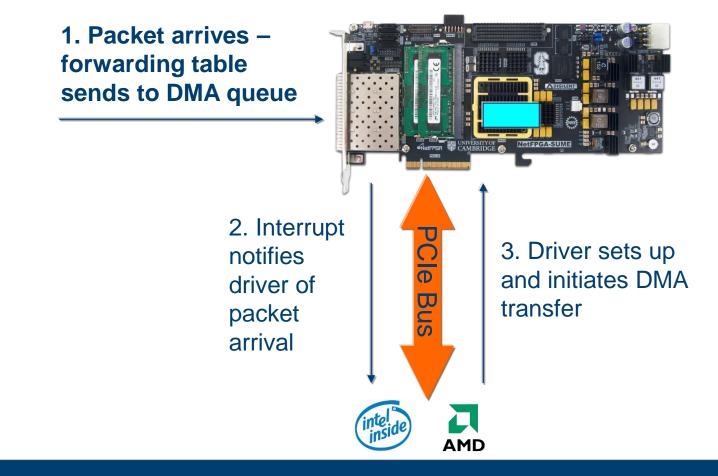
- Linux driver interfaces with hardware
 - Packet interface via standard Linux network stack
 - Register reads/writes via ioctl system call with wrapper functions:
 - rwaxi(int address, unsigned *data);

eg:

rwaxi(0x7d4000000, &val);

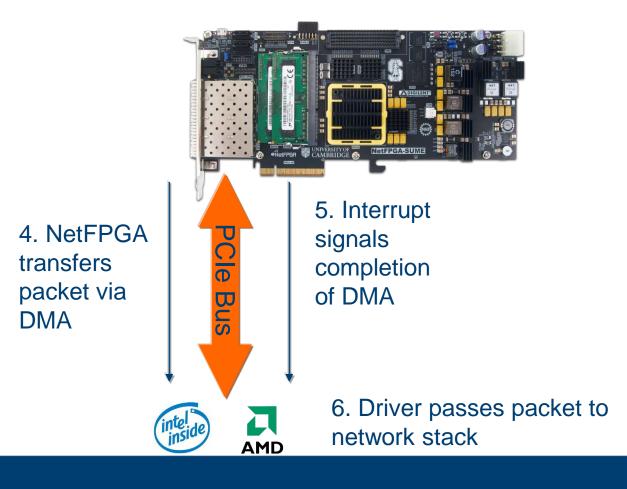


NetFPGA to host packet transfer



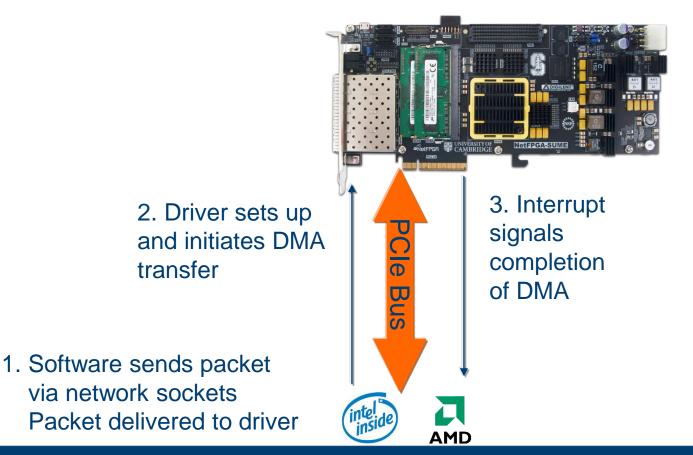


NetFPGA to host packet transfer (cont.)



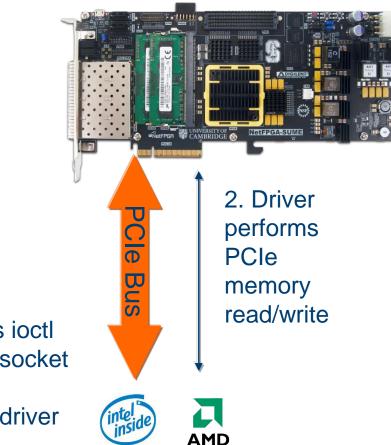


Host to NetFPGA packet transfers





Register access



1. Software makes ioctl call on network socket

ioctl passed to driver



Section IV: Practical Assignment



Practical Assignment

- Goal: Design a high performance network device
- Who: 2 students in each group
- What:
 - Start from a reference design
 - Pick a performance metric (latency, throughput)
 - Improve by a factor of 2 (or more)
- When:
 - Due date: First day of Easter term, 24/4/2018
 Via Moodle



Practical Assignment

- Submission contents:
 - Source code and bit files
 - Any scripts used for testing + outputs
 - Documentation
 - Architecture
 - Performance profiles
 - Design decisions
 - Evaluation plan and evaluation results
 - Full details will be provided later



Project Selection

- Project ideas appear on the course's website
- Pick a **Network** performance metric thought in class (e.g. bandwidth, throughput, latency)
- Pick a platform:
 - NetFPGA default, provided by the course's team
 - Otherwise bring your own platform, subject to approval Access to the platform required for the assessment
- Pick a starting point Choose an easy starting point!
 - Default NetFPGA Reference Switch
 - Can be any network application



Project – For Next Week

- Choose your partner
- Choose your project
- Submit a project proposal via Moodle by 30/1/2018 16:00
 - Use the template on the course's website
- Projects will be discussed in the next lab (31/1/2018)
- The project proposal can be updated following 2:1 discussion (next week)



Section V: Today's Lab Session



Today: Getting to know the NetFPGA Platform

- Starting point: experimenting with existing projects
- Then: Learning how to modify projects
- Follow the instructions in the handout
- 2-3 people per machine

