



# Me, Myself and High Performance Network Functions for Programmable Dataplanes

**Salvator Galea** 

# Introduction

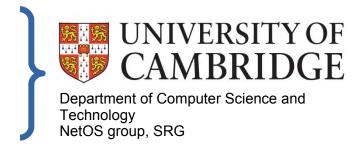
**Salvator Galea** : 1<sup>st</sup> year student for CPGS (PhD)

Andrew W. Moore : Supervisor, Reader

Gianni Antichi

: 2<sup>Nd</sup> Advisor,

Senior Research Associate





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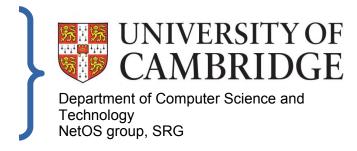
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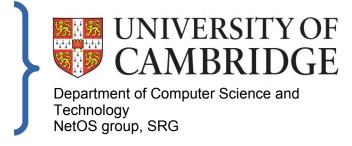
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- **Roberto Bifulco** : Industrial Advisor, Senior Researcher









- NetFPGA project
- Emu
- OSNT
- Future work







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







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





















#### So who, how, why?



- Researchers, Teachers, Students
- To build modular designs
- To prototype new network systems and measure network performance







#### Community





NetFPGA SUME Community (since Feb 2015) Over 600 users, using over 300 cards at 200 universities in 47 countries







#### Emu: Rapid Prototyping of Networking Services

#### Published in USENIX ATC'17

Nik Sultana, Salvator Galea, David Greaves, Marcin Wojcik, Jonny Shipton, Richard Clegg, Luo Mai, Pietro Bressana, Robert Soule, Richard Mortier, Paolo Costa, Peter Pietzuch, Jon Crowcroft, Andrew W Moore, Noa Zilberman



Imperial College London







# **Using FPGAs for acceleration**

Using FPGA is great because of...

- Programmability
- Performance
- Predictability
- Power efficiency



**Catapult FPGA Accelerator** 

But why FPGAs have never became mainstream?



# **Programming FPGAs**

- It is because of the cost doing FPGA engineering.

– The programming and reprogramming is done in complex, low-level hardware description languages like Verilog and VHDL.

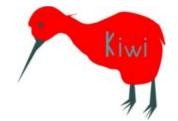
- Lack of FPGA developers compared to number of software developers.

Led to the development of *High Level Synthesis* tools

- Use High-level programming languages
- For Scientific Applications







- HLS open-source compiler
- Transforms C#





• Any .NET bytecode to Verilog

David Greaves, and Satnam Singh. "Distributing C# methods and threads over Ethernet-connected FPGAs using Kiwi." Formal Methods and Models for Codesign (MEMOCODE), 2011.



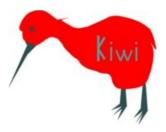
# **Accelerating network services**

- Write the network application in C#
- Compile to Verilog using Kiwi Compiler
- Run on the FPGA
- End of story :)



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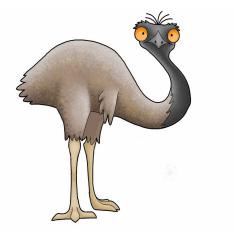


Kiwi is just a compiler, not a linker, neither provides networking libraries





#### **EMU** The Network Library for Kiwi



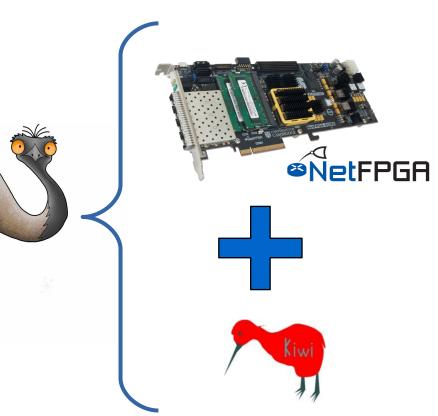


# **Emu: Accelerating Network Services**

Goal: Rapid prototyping of network services

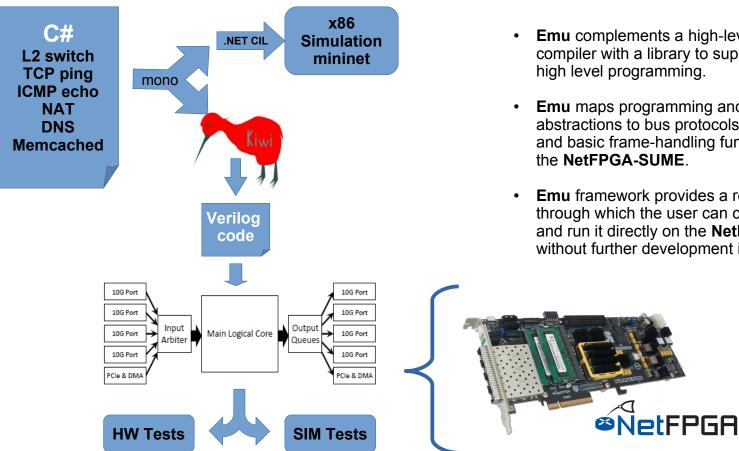
Emu provides a framework with:

- A library of functions
- Compiling to multiple targets
- A runtime environment
- Automatic implementation on FPGA
- Advanced debug capabilities





#### **Emu Framework**

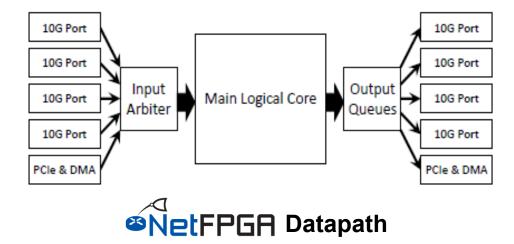


- Emu complements a high-level synthesis compiler with a library to support network-related high level programming.
- **Emu** maps programming and networking abstractions to bus protocols, memory interfaces, and basic frame-handling functionality used on the NetFPGA-SUME
- **Emu** framework provides a reference design path through which the user can compile the C# code and run it directly on the NetFPGA-SUME without further development intervention.



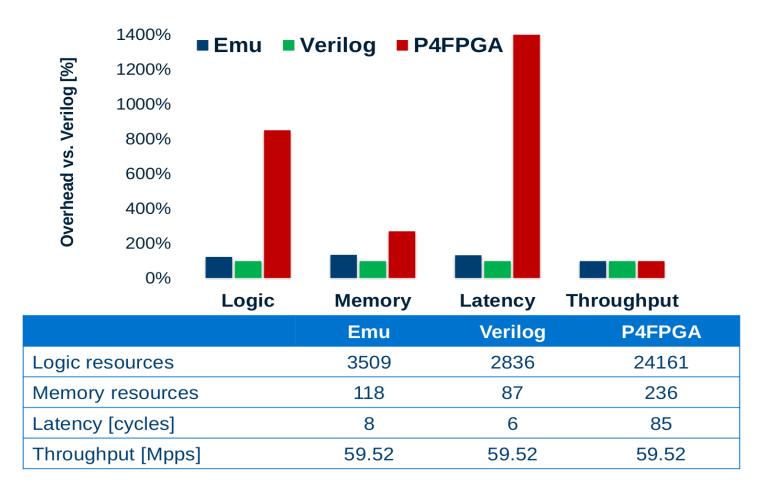
# **Emu: Hardware Integration**

- Multiple FPGA targets using templates
- Support integration with hardware IP cores
- Support of multicore Emu cores
- Library of networking functions





# **Emu: Efficiency Comparison – Layer-2 Switch**

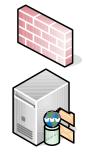




# **Emu: Use Cases**

- Networking devices
  - Layer-2 Switch
- Network Services
  - -NAT
  - DNS Server
  - ICMP echo reply
- Performance sensitive applications
  - Memcached Server

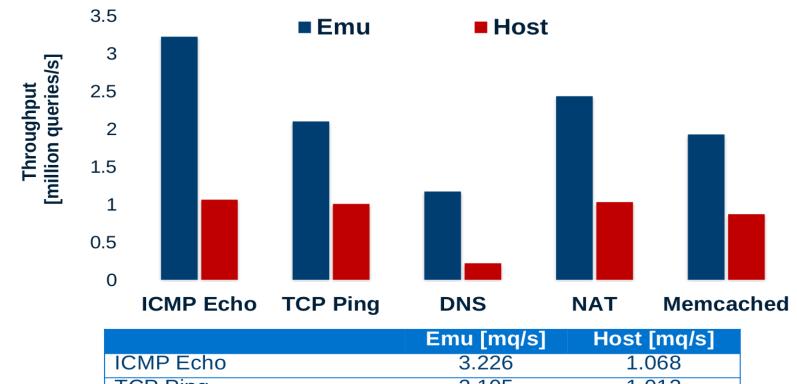








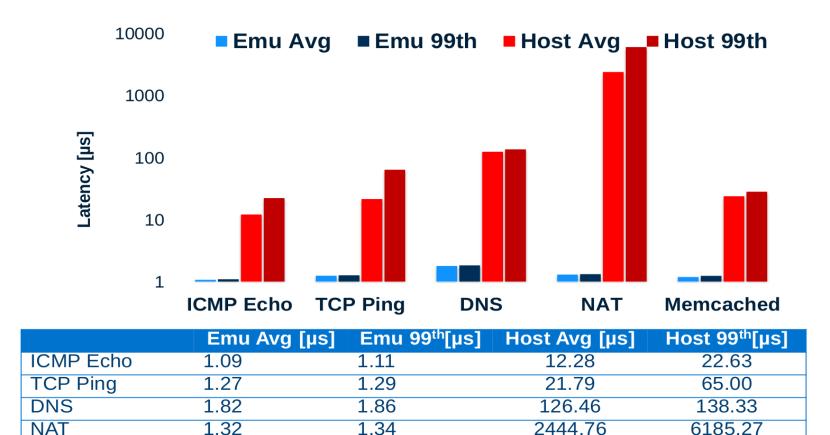
# **Emu: Use cases evaluation – Throughput**



TCP Ping	2.105	1.012
DNS	1.176	0.226
NAT	2.439	1.037
Memcached	1.932	0.876



# **Emu: Use cases evaluation – Latency**



1.26

24.29



Memcached

1.21

28.65

# **Emu: What about Debugging**

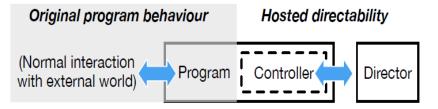


Every program comes with bugs



# **Emu: Extended Debug Capabilities**

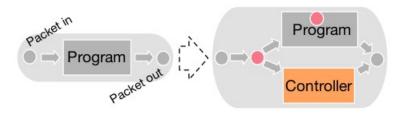
- > Use *Directed Packets* to inspect the state of a device in the field
- Support *extension points* in the code
  - Observe the program from that point
  - Influence program state
- $\rangle$  Example supported commands:
  - Print, trace, count, (un)break,(un)watch, backtrace
- > Implemented using *an embedded controller* and *a program director*





# **Emu: Debug core overhead**

Artefact	Utilisation (%)	Performance (%)	
	Logic	Latency	Queries- per-sec
DNS	100.00	100.00	100.00
+R	103.40	100.00	100.00
$+\mathbf{W}$	115.05	99.45	100.00
+I	109.79	99.45	100.00
Memcached	100.00	100.00	100.00
+ <b>R</b>	99.17	100.00	100.00
$+\mathbf{W}$	99.80	100.49	100.00
+ <b>I</b>	100.63	100.00	100.00





# **Emu: Conclusion**

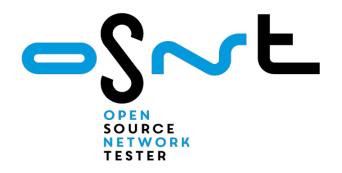
So what you get with the Emu framework?

- Rapid prototyping of networking services
- Code in .NET, compile to multiple targets
- Accelerates the development and debug process
- High throughput and low latency
- Open source





# **OSNT: Open Source Network Tester**



Open source hardware and software platform for network monitoring and testing

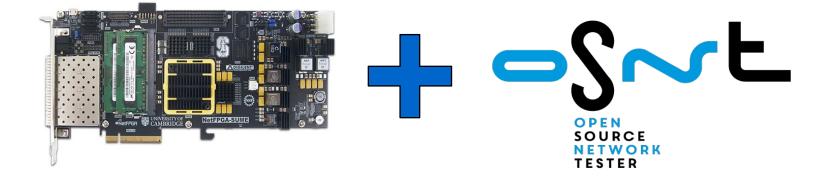
https://osnt.org

Low cost, flexible to update, scale-out, no CPU usage, nanosecond resolution measurements



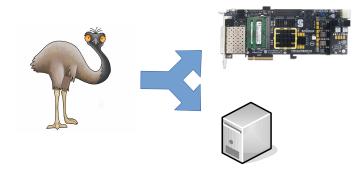


- 4x10Gbps traffic generator.
- Capture card with high resolution timestamp (6.4nsec).
- GPS-ready synchronized measurement kit.





#### **Future work**



Hybrid solution for network applications – Parts of the application run on HW – Parts of the application run in host



Customized per network application generator and monitor tool

- more accurate latency predictor
- interactive traffic generator





Questions?

