AMD

XDP offload using Nanotube

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XDP offload benefits

Give performance back to the application

- Reduce CPU usage
- Reduce memory/cache bandwidth usage

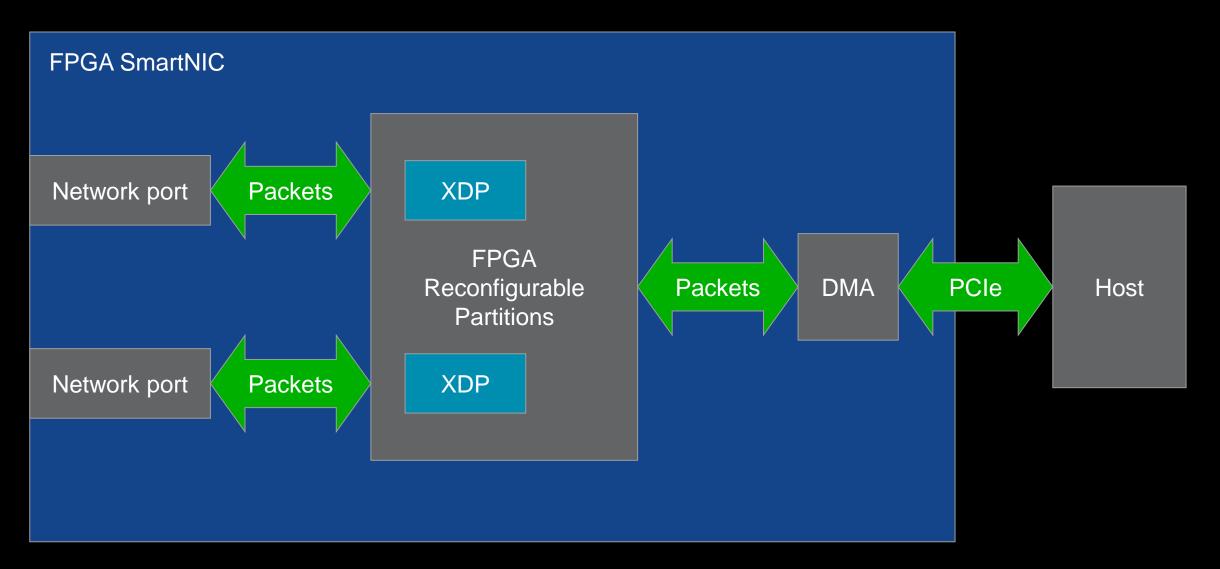
Target use cases

- Packet filtering (e.g., Firewall/DOS filter)
- Port redirection (e.g., Cluster load balancer)
- RX queue redirection (e.g., Host load balancer)

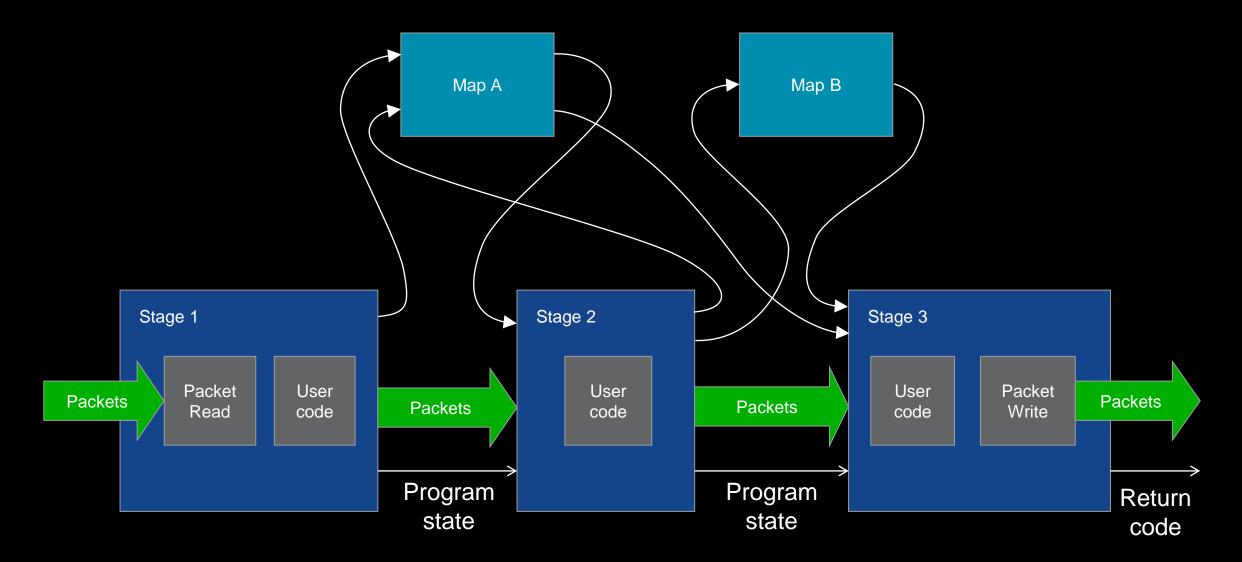
Use eBPF for compatibility

- Easy to program
- Existing programs

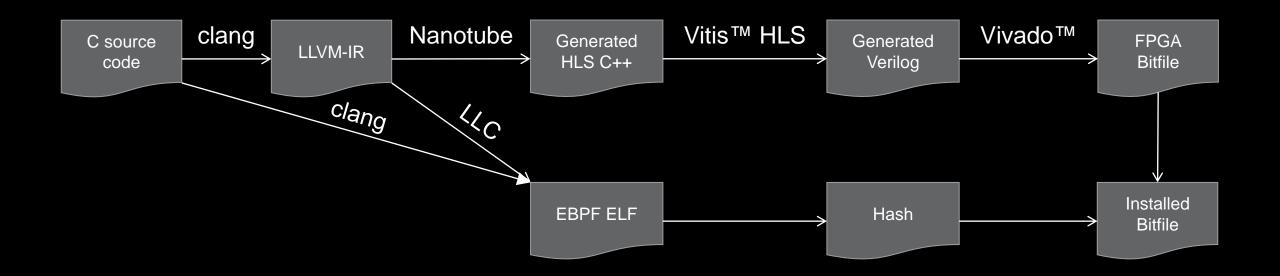
What is an FPGA SmartNIC?

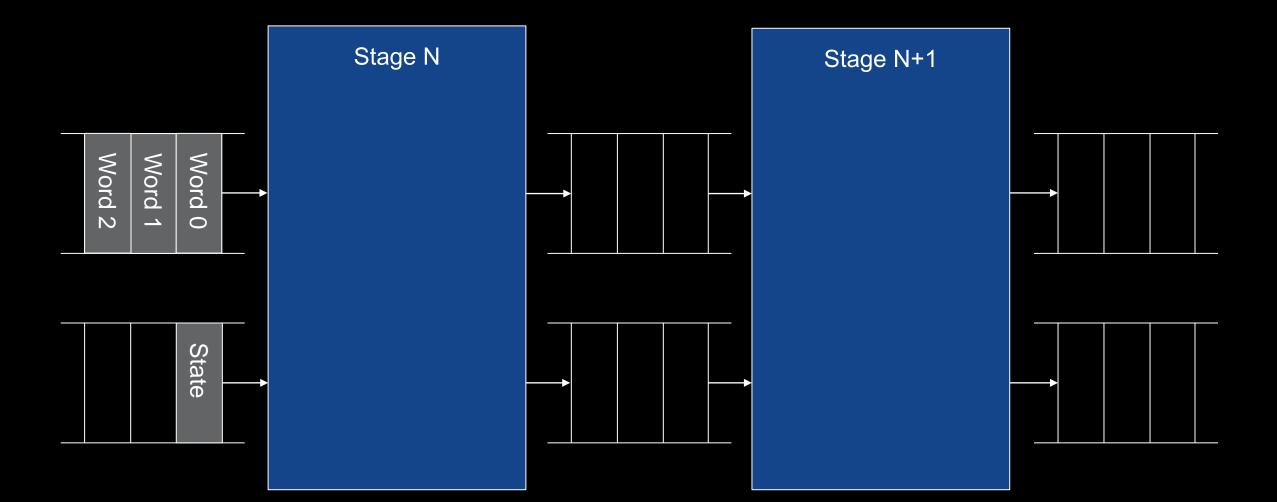


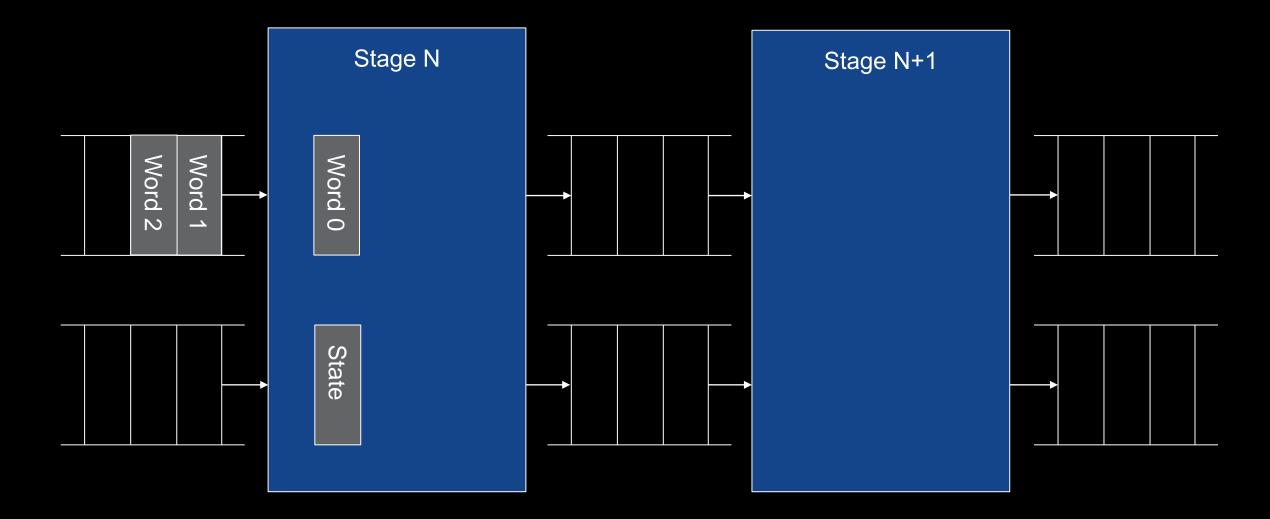
Compiling the program to FPGA logic

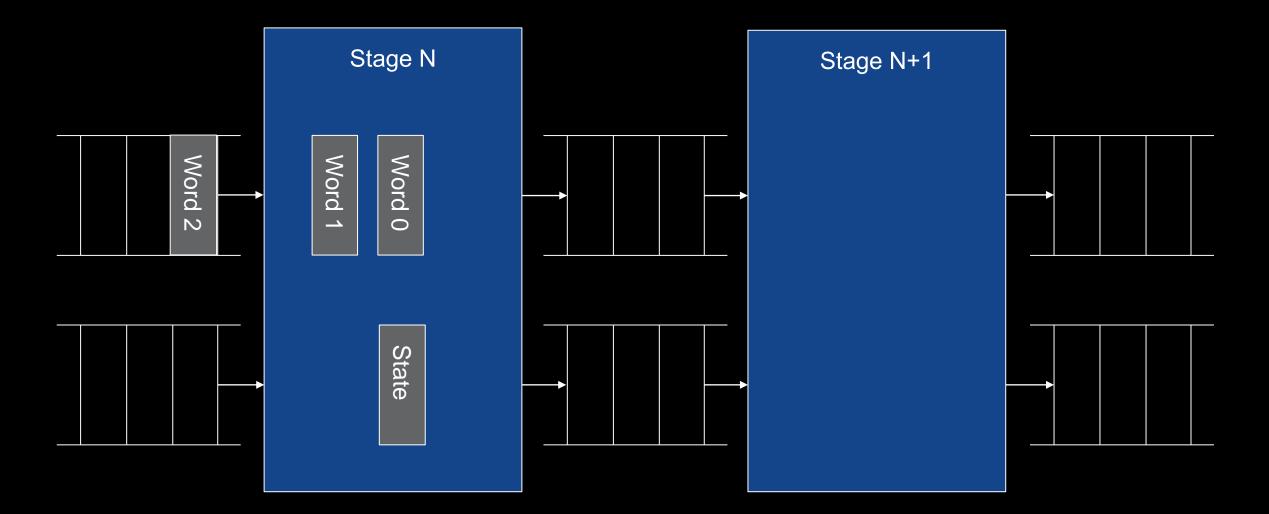


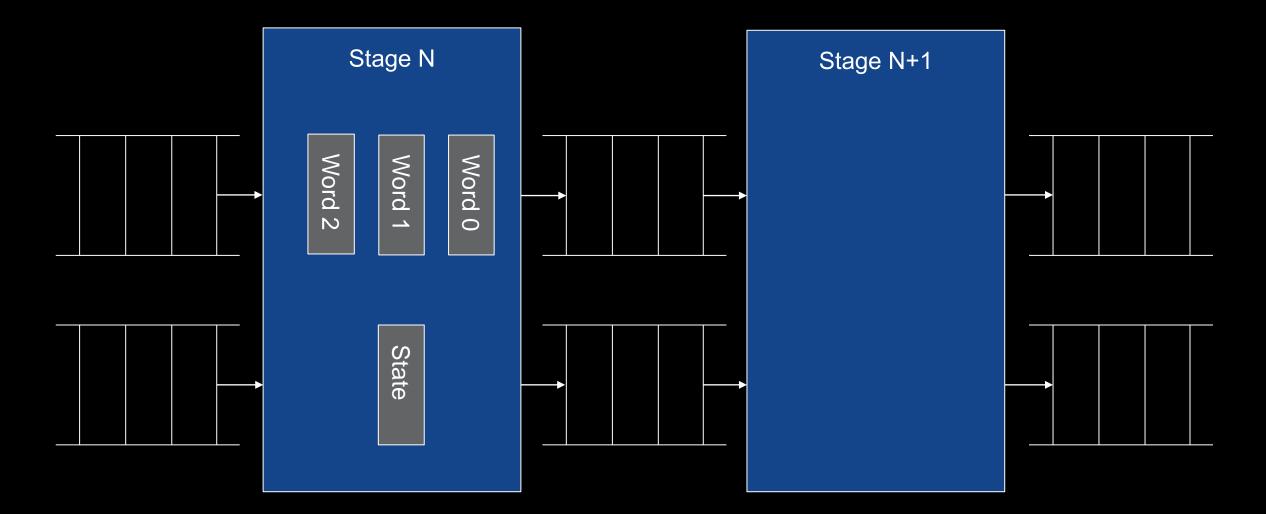
Nanotube compilation flow

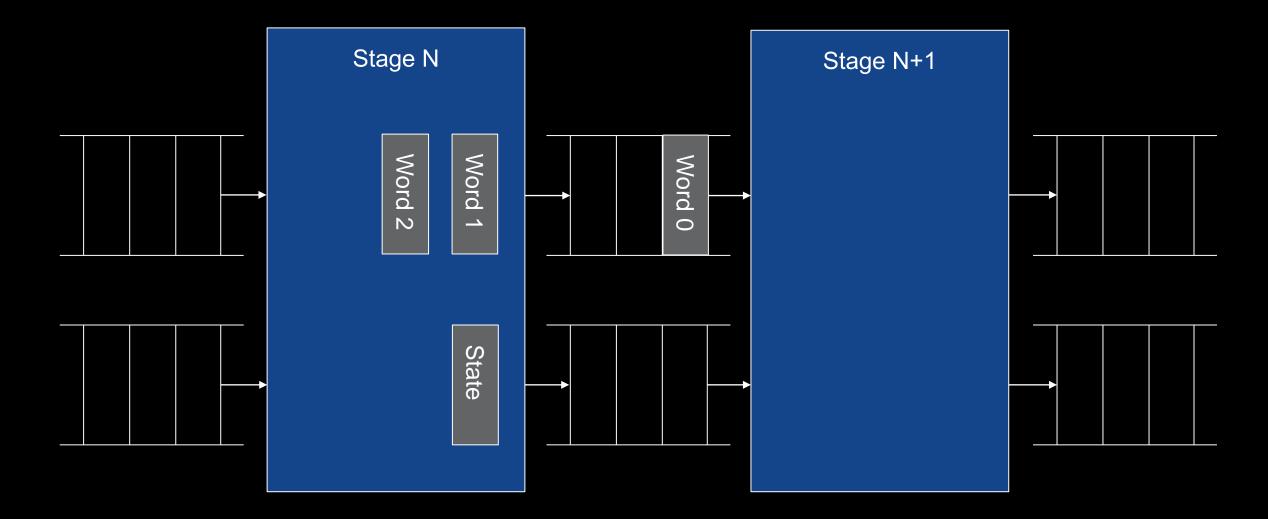


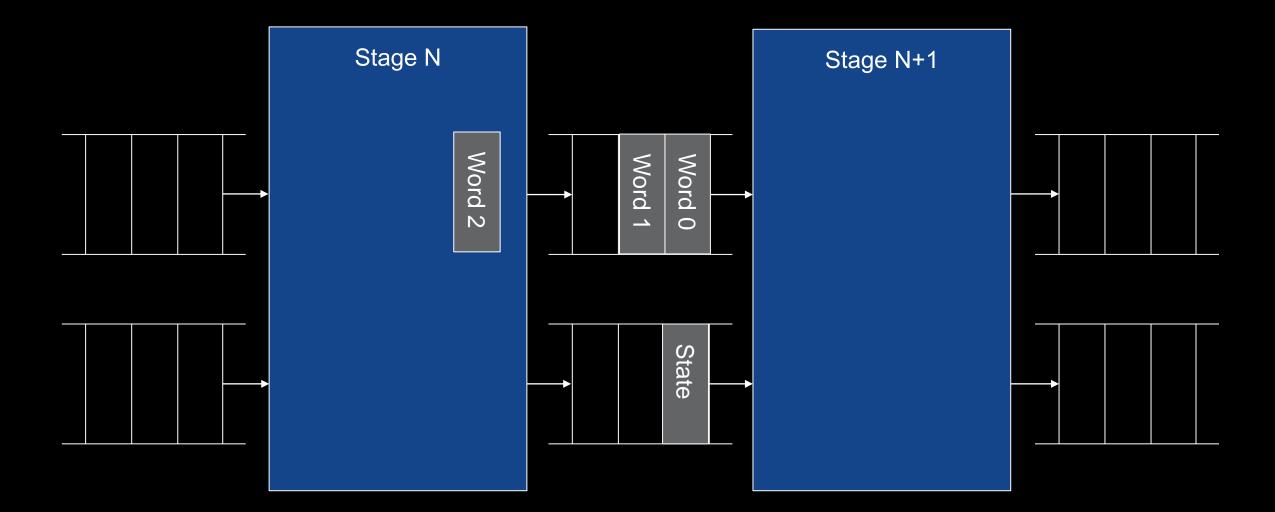


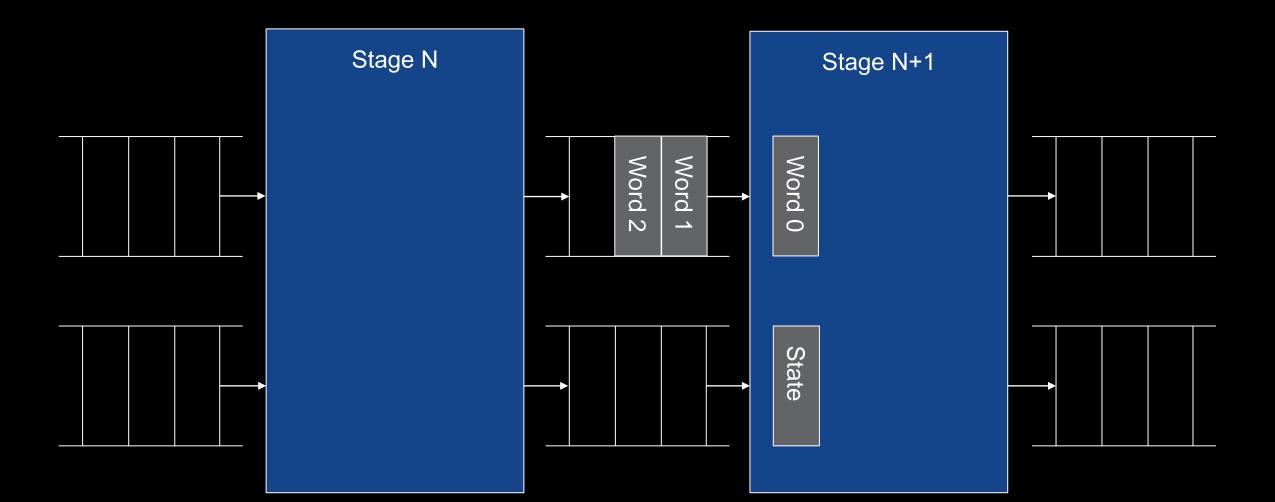












Comparisons with a CPU/NPU based approach

Pros

- Processes many packets in parallel
- Deterministic performance
- Compute resources adapt to the program
- No instruction fetch logic
- No instruction cache
- No branch prediction logic
- No load balancer logic
- No branch penalty
- No load imbalance

Cons

- No instruction cache or branches
- Rarely used code paths occupy FPGA space
- JIT compilation is not feasible
- Uses vendor-specific tools

Nanotube passes

Ebpf2nt - Converts eBPF helper calls into Nanotube API calls Mem2reg - Converts pointer accesses to read/write requests Lower - Add functions for handling packet metadata Inline - Inline functions from the previous step Platform - Adjust packet offsets to account for metadata Control capsule - Add code to handle control packets Optreg - Combine similar requests Converge - Makes Nanotube API calls unconditional Pipeline - Breaks the pipeline into stages at Nanotube API call sites Link_taps - Add functions to access packets and maps Inline opt - Inline functions from the previous step HLS printer - Produces HLS C++ output

The ebpf2nt pass

<pre>int ip_tunnel(struct xdp_md *ctx) {</pre>				
char *end =	<pre>(char*)(uint64_t)(ctx->data); (char*)(uint64_t)(ctx->data_end);</pre>			
[]				

ι			
	char *	'packet_data =	<pre>nanotube_packet_data(packet);</pre>
	char *	<pre>packet_end =</pre>	<pre>nanotube_packet_end(packet);</pre>
	$[\ldots]$		
۱			

The mem2req pass

uint8_t *packet_data = nanotube_packet_data(packet); uint8_t *packet_end = nanotube_packet_end(packet);

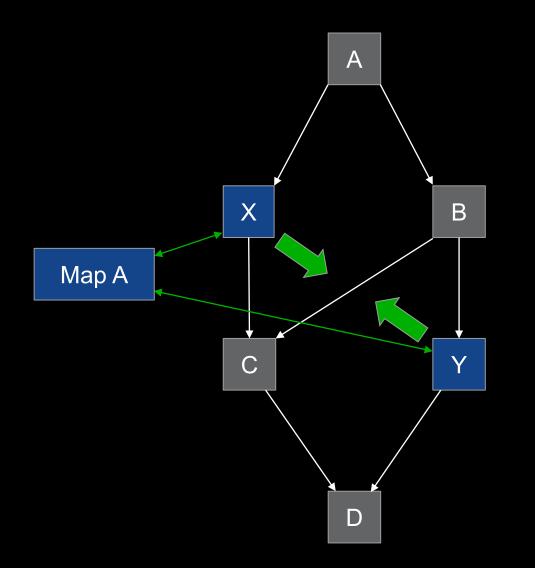
```
if (nanotube_packet_bounded_length(packet,14) < 14)
  return NANOTUBE_PACKET_DROP;</pre>
```

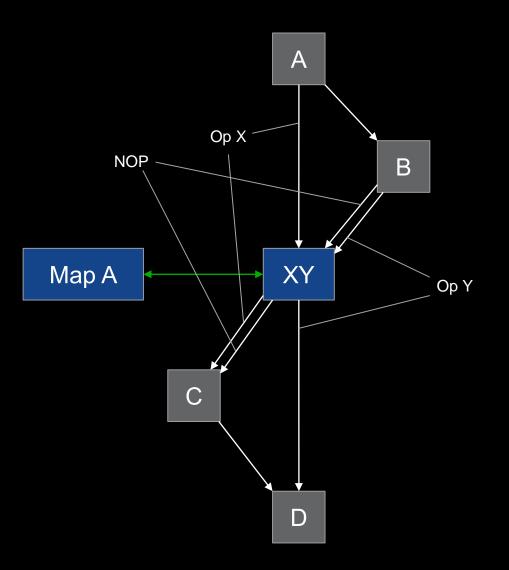
```
uint16_t ether_type = *(uint16_t*) (packet_data+12);
[...]
```

if (nanotube_packet_bounded_length(packet,14) < 14)
 return NANOTUBE_PACKET_DROP;</pre>

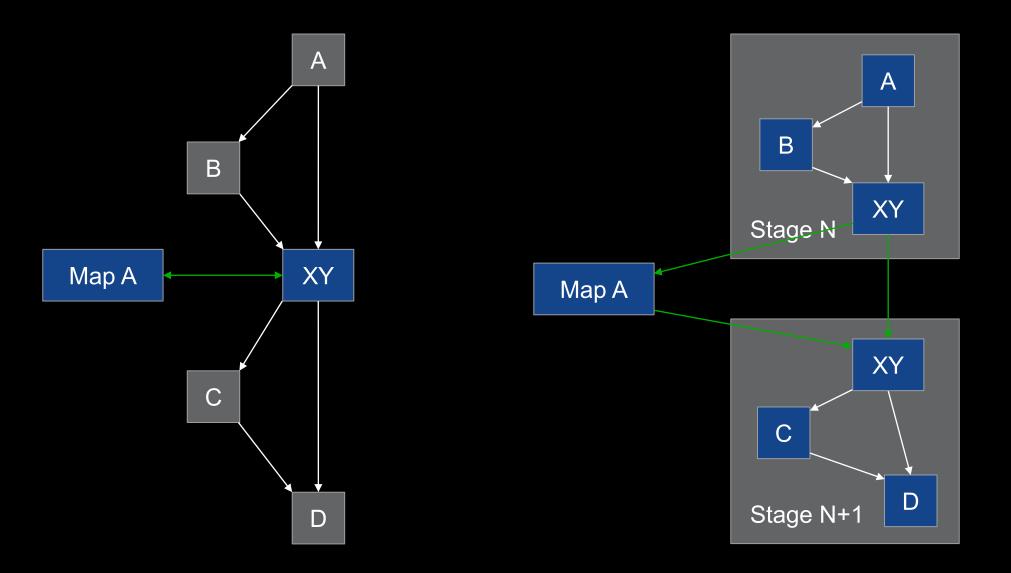
uint8_t buffer[2]; nanotube_packet_read(packet, buffer, 12, 2); uint16_t ether_type = *(uint16_t*)buffer; [...]

The converge pass





The pipeline pass



Net driver interface

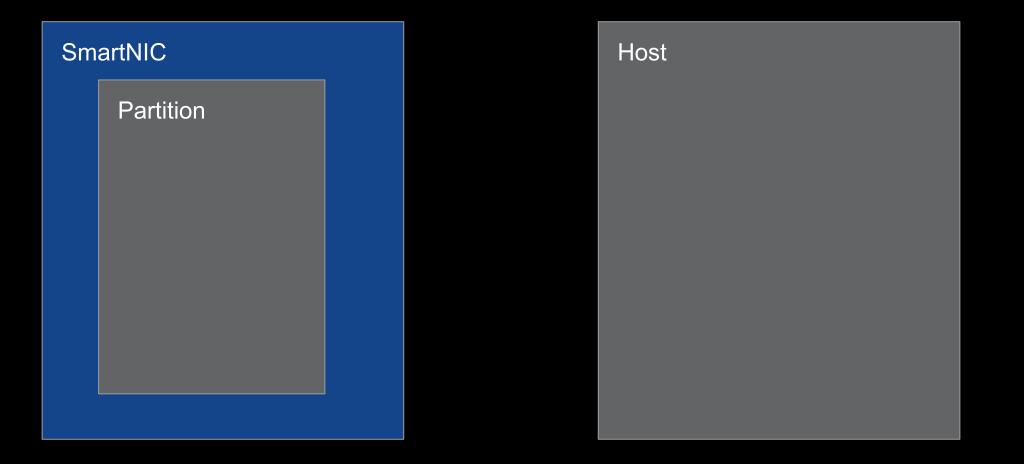
Loading a program

- Create the maps
- Load the BPF byte-code and associate with the maps
- Attach the program to the XDP hardware offload hook

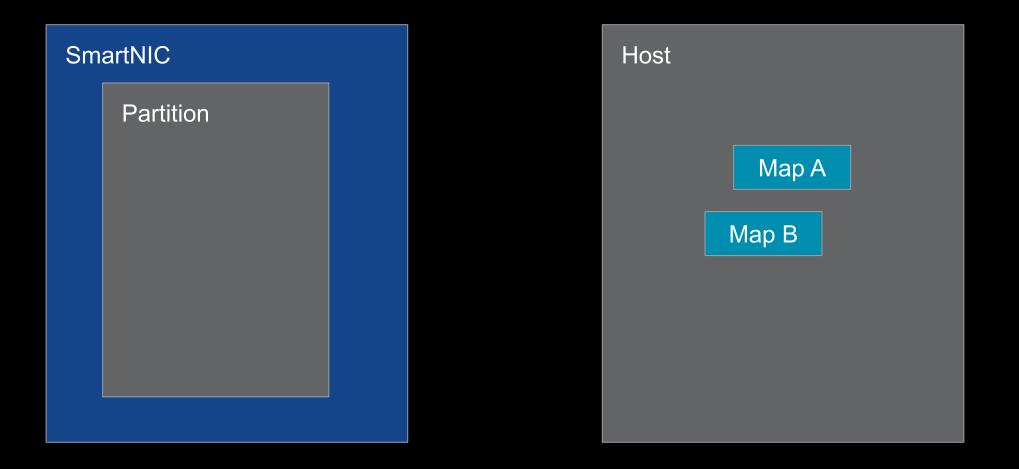
Accessing map entries

- Lookup
- Update
- Delete

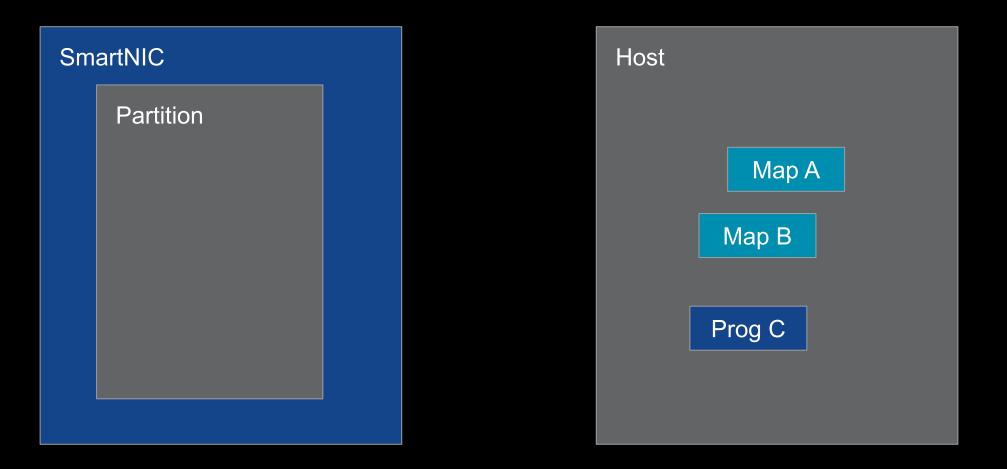
Offloading a program - initial state



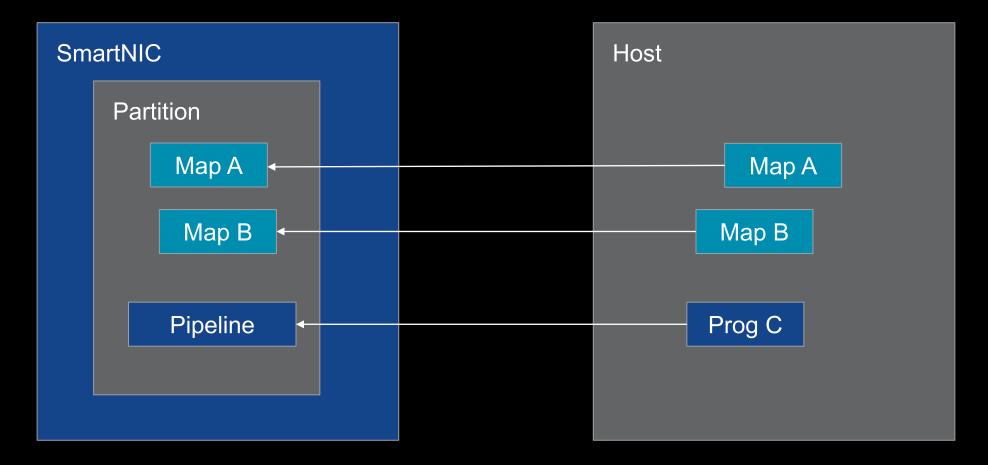
Offloading a program - created maps



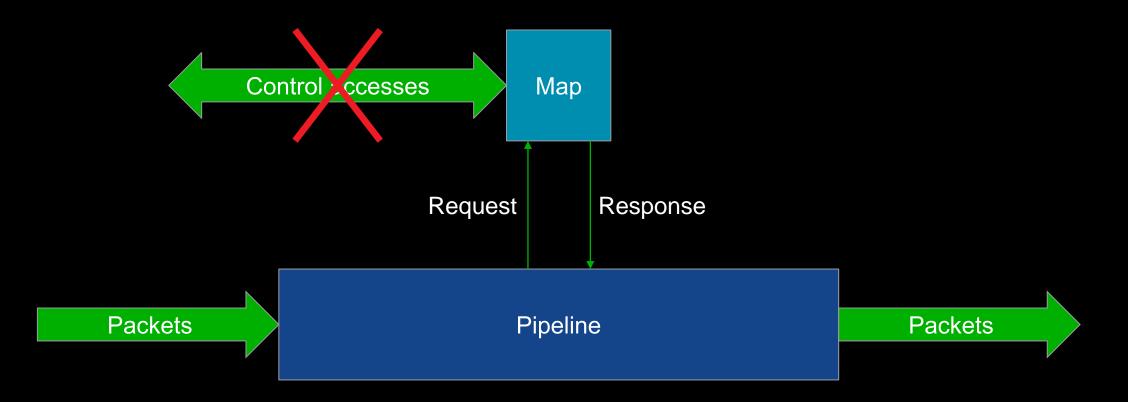
Offloading a program - loaded program



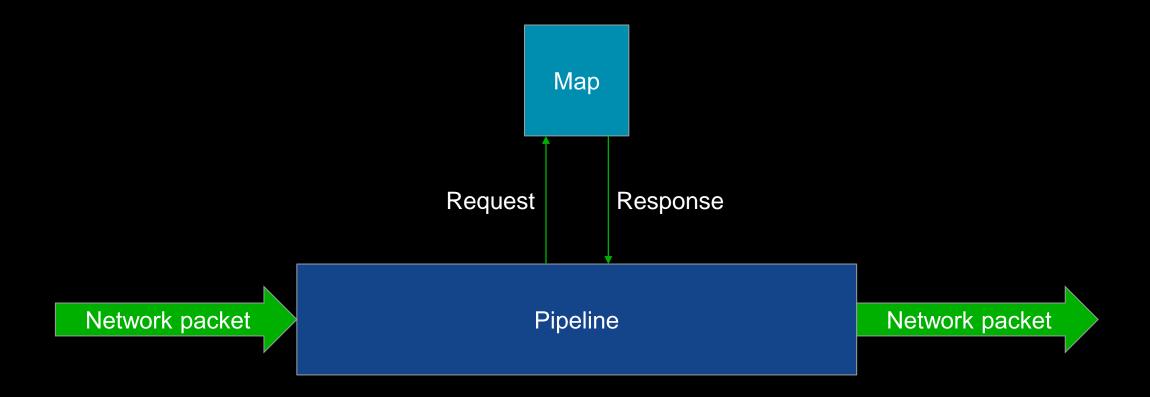
Offloading a program - attached program



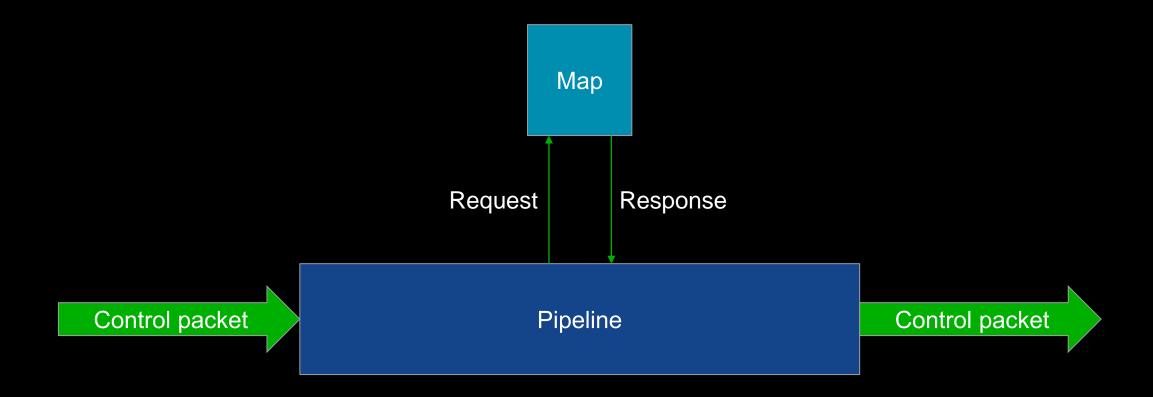
Map accesses from the net driver



Map access for a network packet



Map access for a control packet



Current Status

- Actively being developed
- Working proof of concept compiler
 - Can perform the required structural transformations
 - Tested with the Katran load balancer from Meta
 - Expect to achieve line rate on 100Gbps Ethernet
 - Tested on Alveo[™] SN1022 and Alveo[™] X3522 SmartNICs
 - Very basic map implementation max 10 entry array/hash maps
- Net driver changes have not been started

Getting involved

GitHub repository: https://github.com/Xilinx/nanotube

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