

#### CloudShield®

an SAIC company

Managing Heterogeneous Processor
Machine Dependencies in Computer
Network Applications

Ralph Duncan, Peder Jungck, Kenneth Ross, Greg Triplett, Jim Frandeen

August 26, 2013 HeteroPar2013 (Aachen, Germany)

#### Heterogeneous Packet Processing



- Computer network packet processing is the App Domain par excellence for Heterogeneous parallelism,
- Relentless speed demands 10 Gbps, 40, 100, 320?
- Predictable, specialized ops:
  - "Cracking the packet"
  - Matching header fields
  - Searching packet payloads
- Asynchronous, non-SIMD style processing
- Relevant chips: NPUs, TCAMs, regex PEs, FPGAs, ...

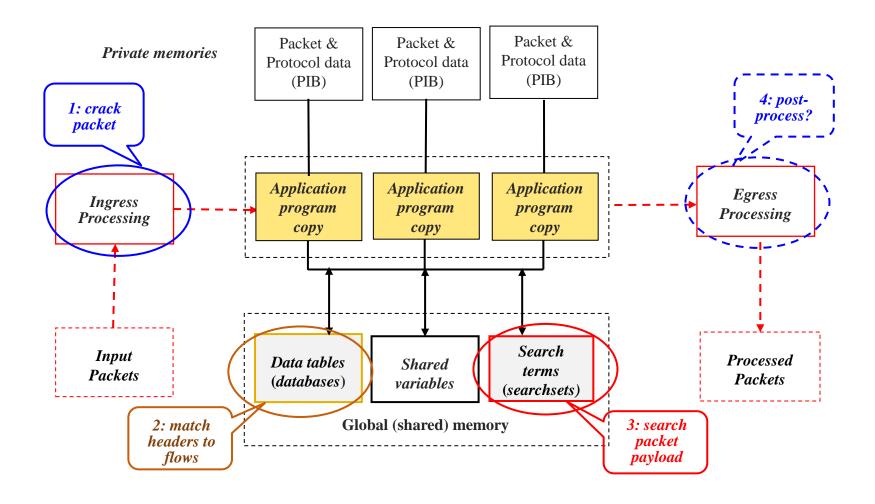
# Packet Processing Heterogeneous Chip Types



- Mapping actions to Heterogeneous Processor Types
  - "crack the packet" FPGAs, ASCIIs
  - match packet headers to Flows TCAMs (Ternary Content Addressable Memory)
  - Searching packet payloads Regex Processors
  - NPUs (Network Processing Units) for many tasks

#### **Characterizing the Work**





# Challenges for Using Heterogeneity in this Domain



How to orchestrate Heterogeneous Processing

How do users program Heterogeneous Processors?
 (especially specialty chips, FGAs, etc.)

- Practical Considerations
  - Hide processor-specifics from User Apps (reusability).
  - Encapsulate processor-specifics in Tool-chain (maintainability)

# Response to Challenges: Our Technical Approach



- Hide chips-specifics from <u>Programmers</u> with <u>high-level</u> language extended types and operators – packetC.
- Hide chips-specifics from <u>Tool-chain</u> with *high-level* bytecodes to express operations.
- Encapsulate chip-specifics in Microcoded Interpreters:
  - Parallel copies of the Interpreter interpret the bytecodes
  - Interpreter knows chip Command Languages
  - Interpreter knows chip Communication details
- Orchestrate processors via the Interpreters

#### Hide Chip-Specifics from Programmers with packetC



- Users program via high-level packetC types, operators
  - define Data as extended, C-style types
  - define Actions as C++-style methods on data objects
- E.g., make masked databases be structs (not TCAMs)

```
struct stype { short dest; short src;};
database stype myDB[50];
// each element of myDB has the structure: { stype data; stype mask;};
```

E.g., express operations as C/C++-style methods

```
rownum = myDB.match( myStruct ); // do masked search
```

#### Translate packetC source to Chip-Independent Bytecodes



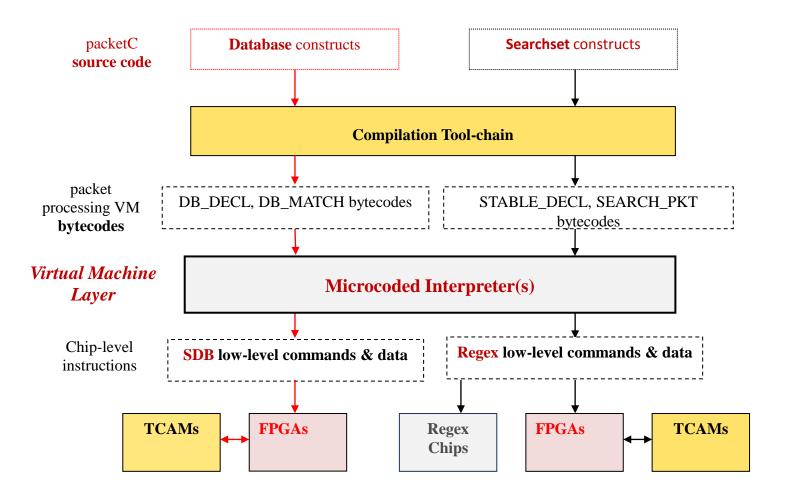
- Use complex, chip-independent bytecodes that...
  - Define a virtual packet processing machine
  - Avoid chip-specific commands, formats, etc.

```
// Bytecode - database declaration and MATCH operation
DBASE_DECL myDB [500] 5 // where 5 is the database ID

DB_MATCH Id, maskKind, inData, inMask, rownum
// Id: integer indicating with DB to use
// maskKind: scenario indicator
// inData: data to match
// inMask: to combine w/ each element mask
// rownum: 32bit integer to rec matching DB row #
```

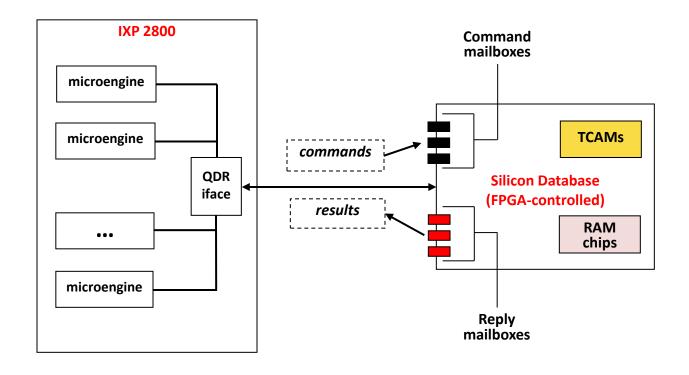
#### Encapsulate Chip-Specifics in a bytecode Interpreter





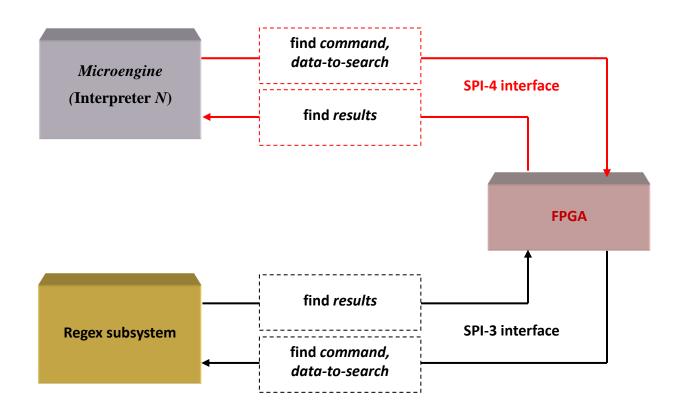
#### Orchestrate Using Specialized Processors: FPGA/TCAMs #1





#### Orchestrate Using Specialized Processors: FPGA/Regex #2





# The Running System: a hive of heterogeneous activity



- A running CS-2000 or PN41 has:
  - 95 IXP contexts running an Interpreter copy (NPUs)
  - Other IXP contexts doing house-keeping functions
  - An FPGA managing shared memory and TCAMs
  - 8 TCAM chips (associative memories) running
  - Another FPGA managing access to a Regex System
  - An IDT PAX Port regex system running
  - Other FPGAs executing specialized tasks.
- This is a highly asynchronous system, driven by the arrival of Packets.

#### Timing the hive of activity: 2 Experiments



- Equipment
  - PN41 (the heterogeneous CloudShield platform)
  - ► IXIA® XM12 traffic generator -> up to 10 Gbps traffic
- Experiment 1 matching: NPUs, FPGA and TCAMs
  - match contents of a specific payload location vs.
  - 30,000 byte patterns stored in TCAMs.
- Experiment 2 finding: NPUs, FPGA and regex
  - search contents of the entire packet for
  - 10,000 strings (in regex form) stored in regex memory.

#### **Performance**

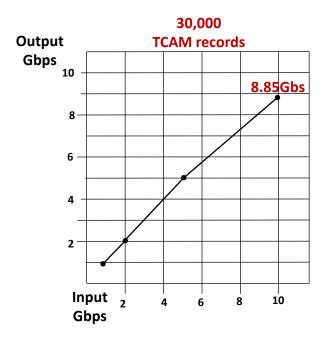


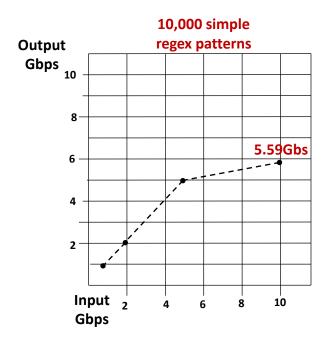
Matching TCAM records

**Searching for Regex Strings** 

Almost 9 Gbps: TCAMs compare all records in parallel

5.59 Gbps: good for an app spending most of its time in a 5 Gbps regex





#### CONCLUSIONS



- Speed is at least state-of-practice (2-9 Gpbs)
  - Microcoded interpretation is low-level and fast
  - > SPI-3, SPI-4 and QDR are effective data movers.
- packetC's C/C++ style constructs
  - Are intutive ways to express classic network structures
  - Effectively disguise chip-specific attributes.
- High-level bytecodes for packet-processing
  - Hide chip-specifics from the Tool-chain.
  - Involves new Tool-chain design (working on refinements).