

Limago: an FPGA-based Open-Source 100 GbE TCP/IP Stack

Mario Ruiz¹, David Sidler², Gustavo Sutter¹, Gustavo Alonso² and Sergio López-Buedo^{1,3}

¹High-Performance Computing and Networking Research Group,
Autonomous University of Madrid, Spain

²Systems Group, Department of Computer Science, ETH Zürich, Switzerland

³NAUDIT High-Performance Computing and Networking, Spain

mario.ruiz@uam.es



Motivation

- Network is becoming a bottleneck in current datacenter applications.
- New approaches are being explored to maximize the network efficiency and to tailor its functionality to the actual needs.
- In-network data processing.
- Network-attached paradigm.
- Provide a platform for further research in programmable networks.
- Starting point 10 Gbit/s stack by Sidler *et al.* [1]

[1] Sidler, David, et al. "Scalable 10Gbps TCP/IP stack architecture for reconfigurable hardware." *2015 IEEE 23rd Annual International Symposium on Field-Programmable Custom Computing Machines*. IEEE, 2015.

Challenges

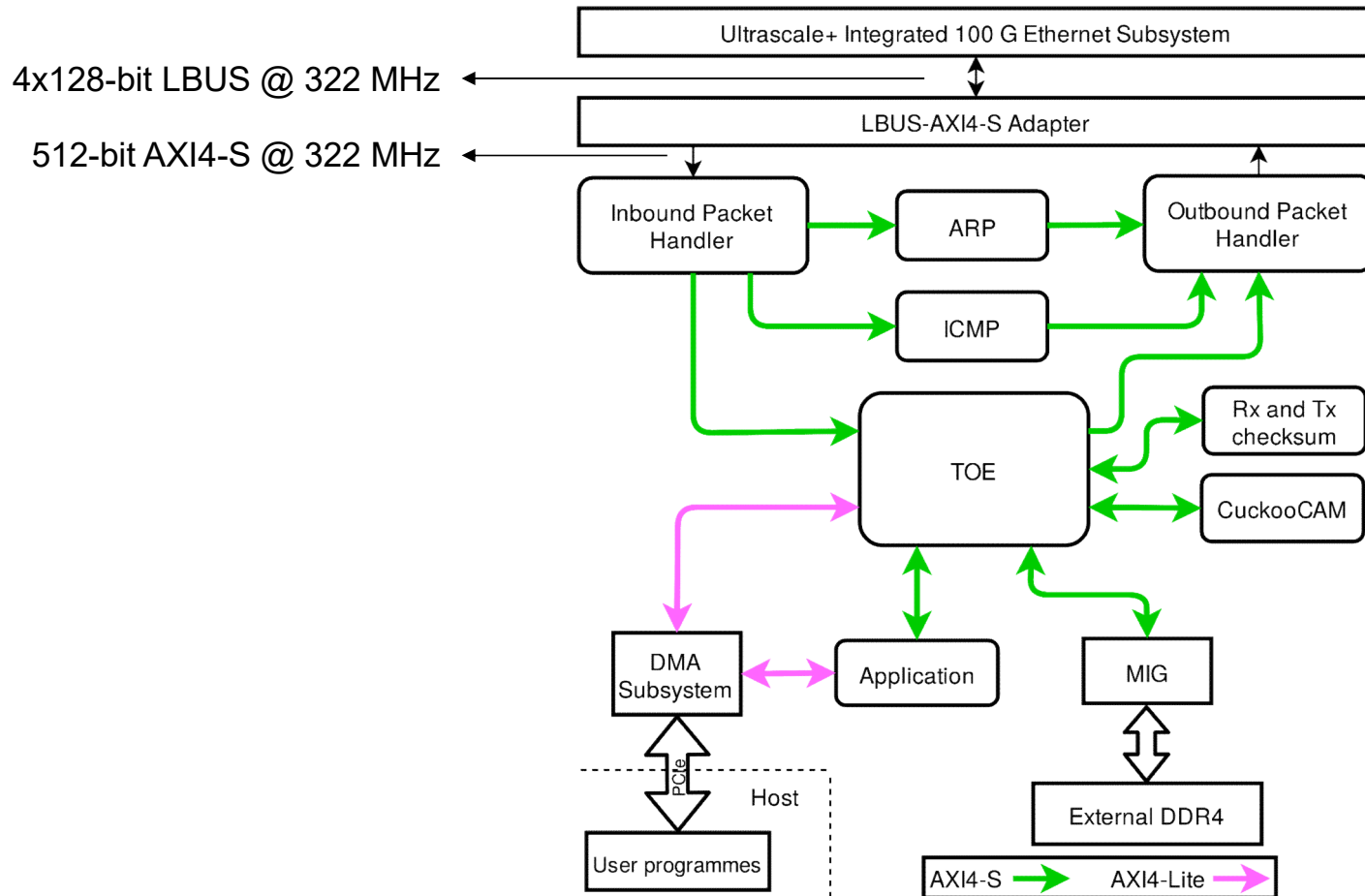
- Datapath 8x, clock frequency 2x
- Scalability with increasing network bandwidth.
- Flexible and high-productivity methodology. Vivado-HLS
- Widen applicability.
- Long Fat Pipe Issue.

$$RTT(s) \times LinkCapacity(b/s) > BufferSize(b)$$

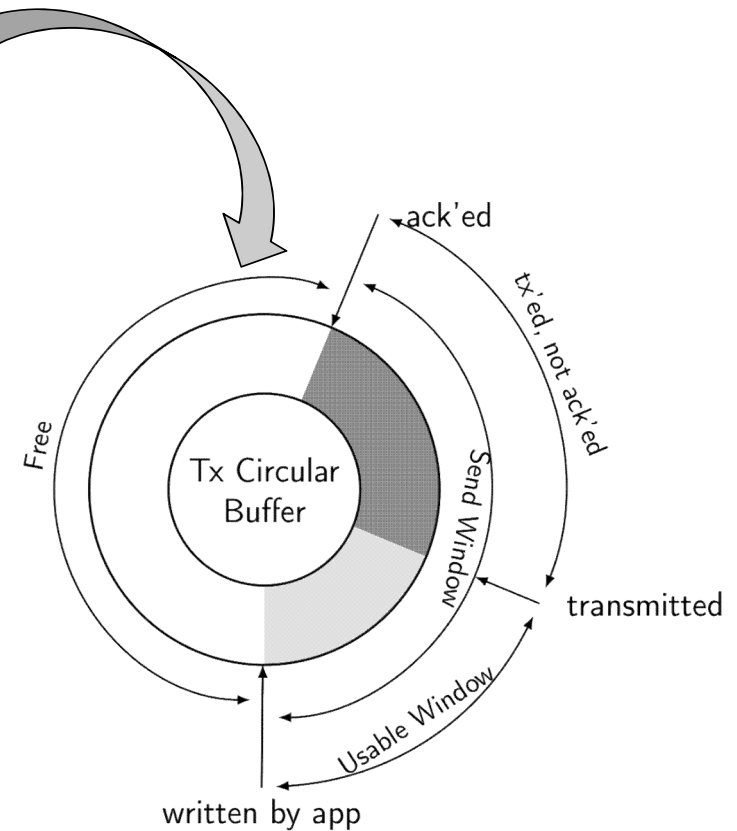
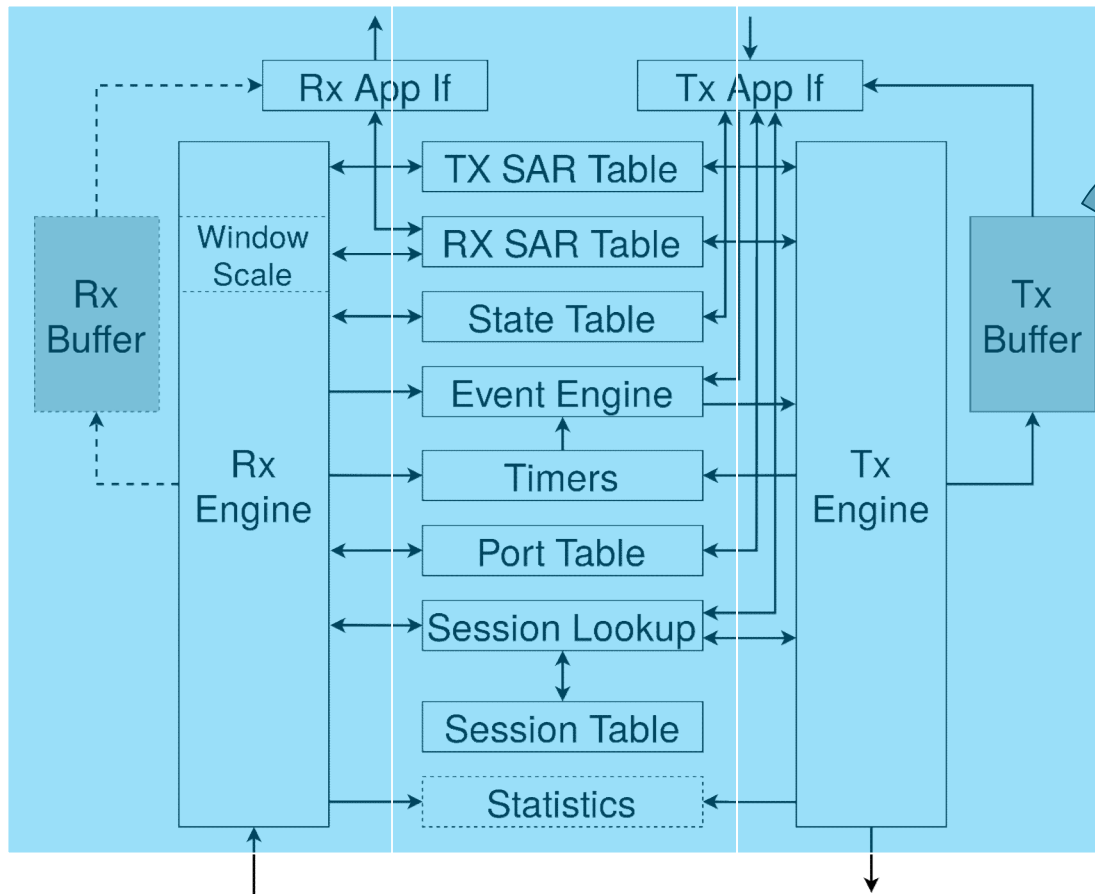
- One's complement checksum [2].
- CAM. New design based on cuckoo hashing (HLS).
- DRAM bandwidth.

[2] Sutter, Gustavo, et al. "FPGA-based TCP/IP Checksum Offloading Engine for 100 Gbps Networks." *2018 International Conference on ReConfigurable Computing and FPGAs (ReConFig)*. IEEE, 2018.

Limago at a Glance



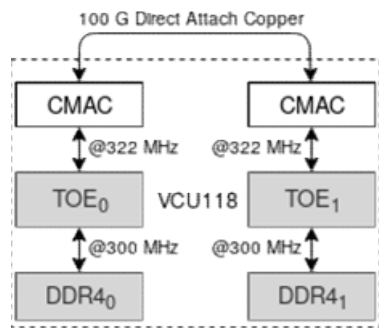
TOE



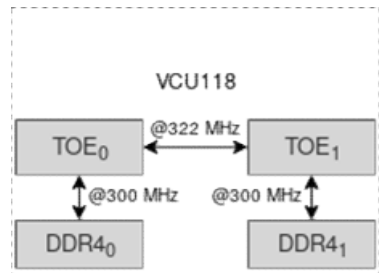
Experiments

Limago to Limago (running iperf2 one connection)

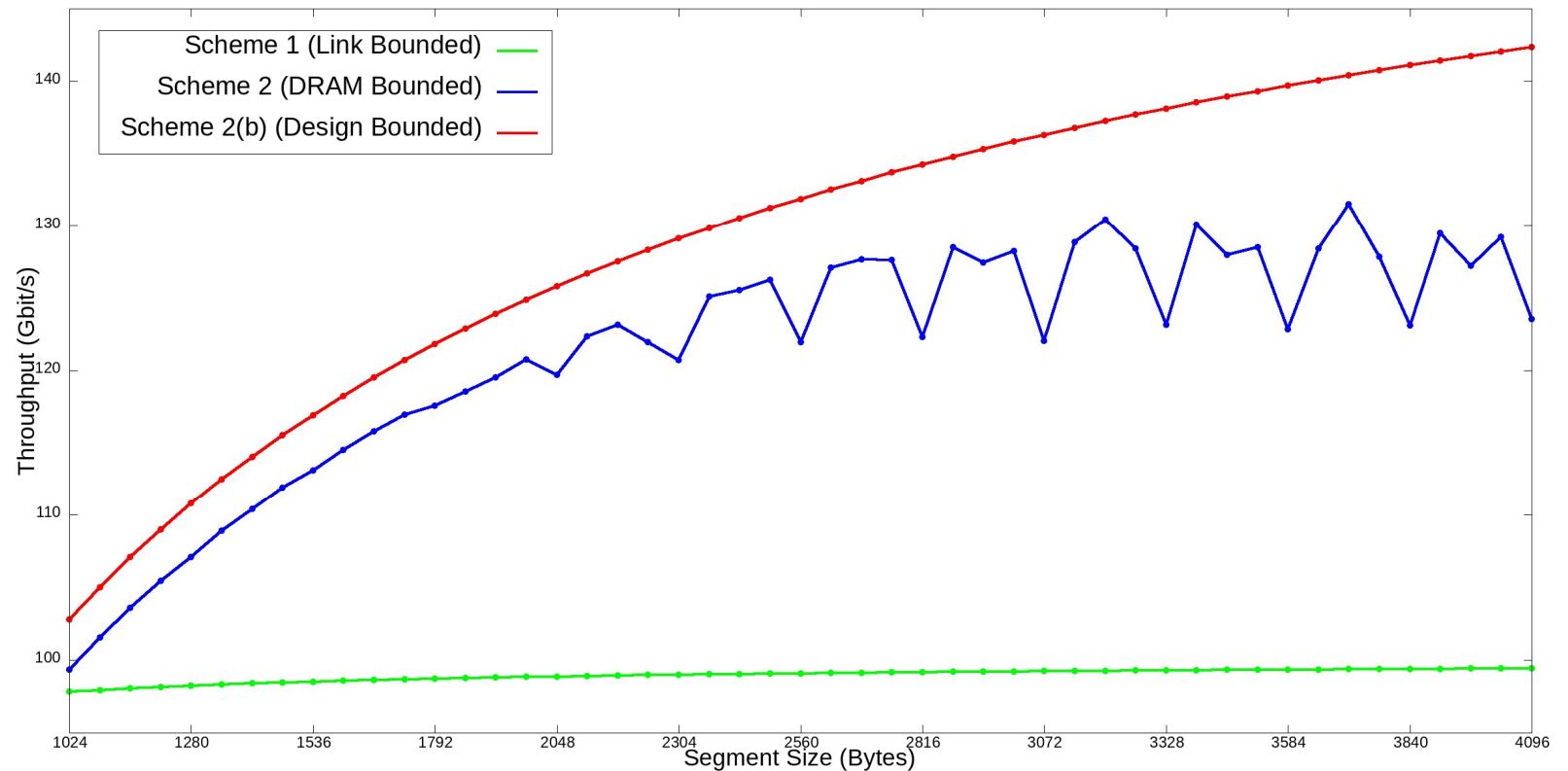
Measured Throughput Over Different Schemes



a) Scheme 1



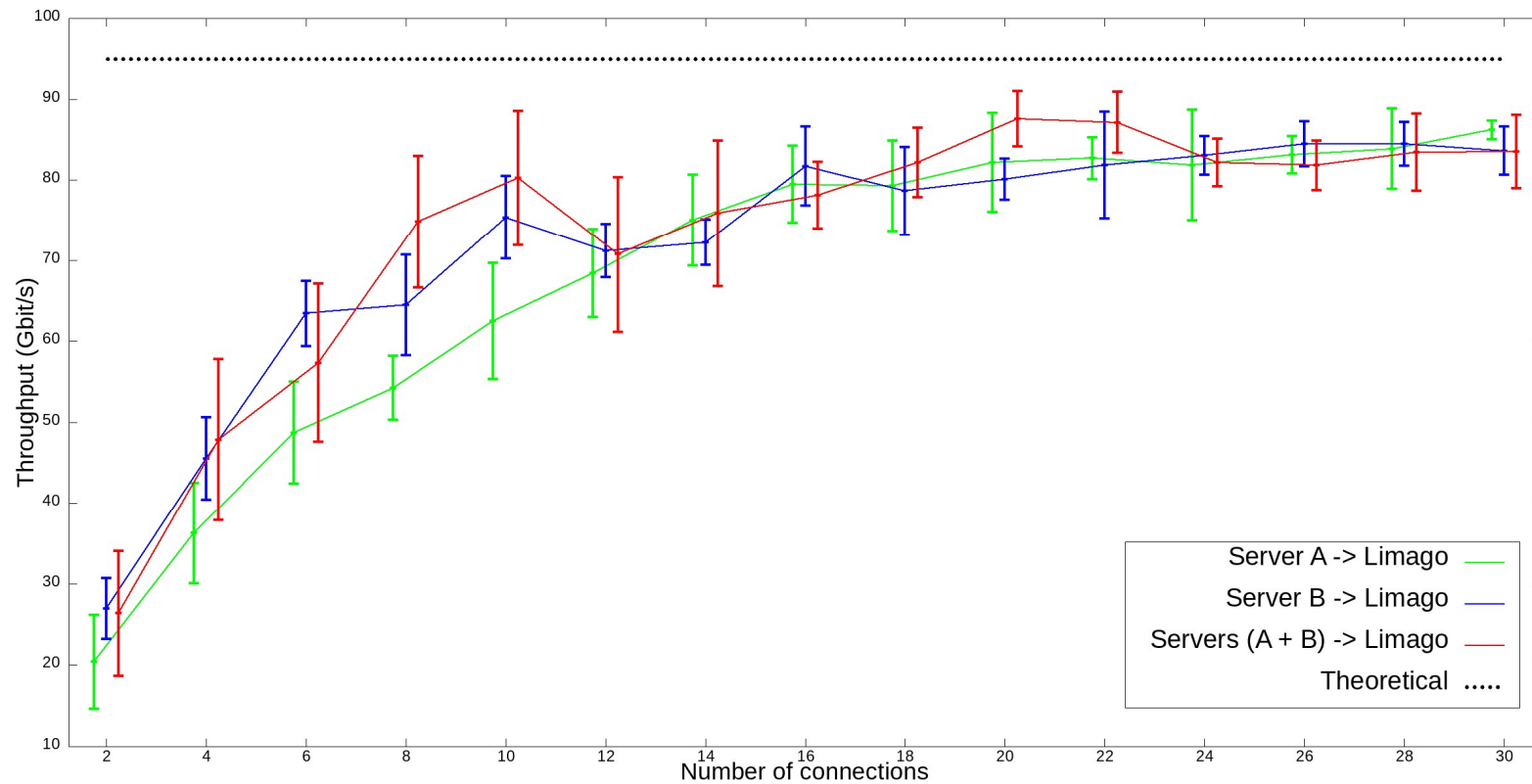
b) Scheme 2



Experiments

Server(s) to Limago (running iperf2)

Throughput for concurrent connections



Resource consumption (TOE)



Conclusions

- ✓ Open-Source implementation.
- ✓ Support for multiple connections and Window Scale.
- ✓ Mostly written in C/C++ using Vivado-HLS.
- ✓ 7,456 lines of C/C++ and 1,482 lines of HDL.
- ✓ Future work includes support for packet reordering and selective acknowledgement (using HBM).

VCU118	LUT	FF	BRAM
10 G	6.6 %	3.6 %	17.1 %
100 G	10.1 %	7.5 %	20.4 %
Difference	1.55x	2.1x	1.2x

Just
20 % more BRAM
for 10x throughput

Visit our poster for further details

Check out our github!

