

THE CLICK2NETFPGA TOOLCHAIN

Teemu Rinta-aho, Mika Karlstedt, Madhav P. Desai

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CLICK2NETFPGA



- › We have explored the possibilities of High Level Synthesis (HLS) in the packet processing domain
 - HLS is transforming software into hardware
- › Using a number of open source components, some new code (and some glue), we have created **a *prototype* toolchain** that allows
 - Defining Click configurations using existing and new elements,
 - Writing new Click elements in C++, and
 - Compiling them to hardware, to be run on NetFPGA
- › The main components are Click, NetFPGA, LLVM, Click2LLVM and AHIR

RELATED WORK



- › There are several academic and commercial HLS tools available: Trident, LegUp, AutoESL, Catapult C, C2S, ...
- › They either hardware accelerate certain parts of a software program, or completely synthesise only smaller units
- › The Click2NetFPGA Toolchain is a “system-to-system” compiler
 - More specifically designed for a specific source and a target system
 - .. but modifying or extending the source system does not require knowledge of the target system
 - .. and modifying packet processing code does not require understanding hardware design or programming in Verilog or VHDL

CLICK MODULAR ROUTER

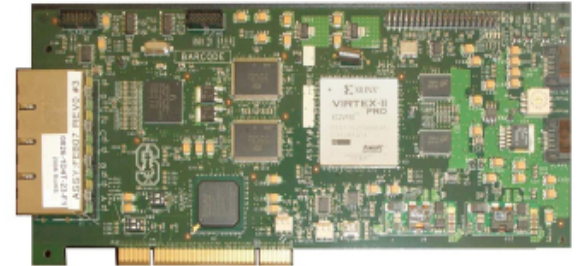


- › A software platform (C++) for building different kinds of packet-processing nodes / functions, or “routers”
- › Define a software router from packet processing elements
- › Runs in Linux/BSD user space or in Linux kernel
- › 100+ existing elements, e.g. ARPResponder, Classifier
- › Easy to add new elements
- › Easy to build custom routers

NETFPGA



- › A PCI network interface card with an FPGA
 - 4 x 1 Gbps Ethernet interface
- › Line-rate, flexible, and open platform
- › For research and classrooms
- › More than 1,000 NetFPGA systems deployed
- › A few open-source, Verilog-based reference designs
- › Harder to modify or add new modules (for an average network developer/researcher) than in Click



LLVM



- › An open source compiler, from UIUC
- › A set of tools and optimizers
- › Easy to write new compiler passes
- › Easy to write new backends (and, maybe, frontends)
- › Represents intermediate code in SSA (Single Static Assignment) form
 - An abstract, assembler-like form, with unlimited registers
- › Outperforms GCC in many (but not all) ways
- › Can perform global optimizations (after linking)



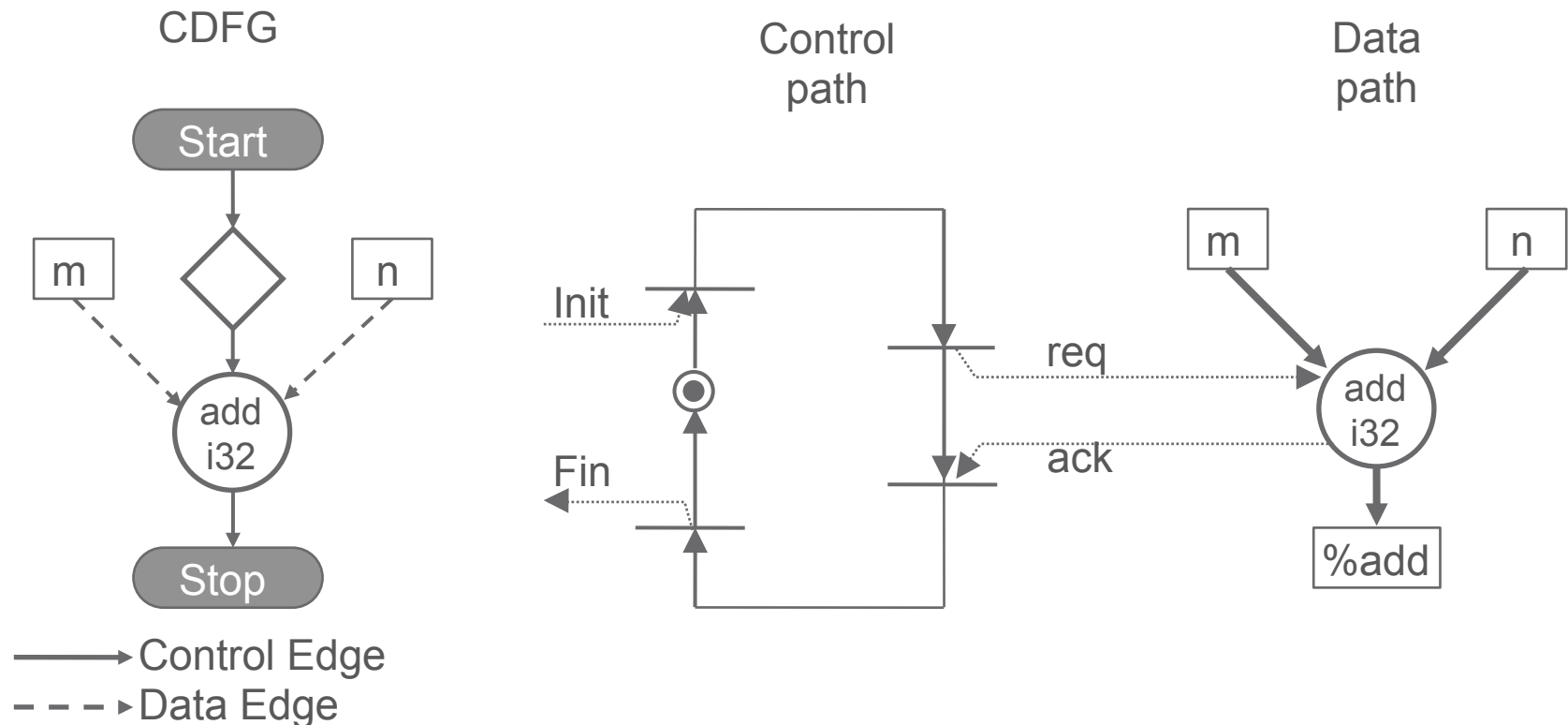
- › LLVM backend for generating VHDL
 - Open source, from IIT Bombay
 - Factorises the system into control, data, and storage
 - › Supports scalable optimisations and analyses
 - Current limitations: no recursion or function pointers, otherwise full C
 - Generates a VHDL module out of each LLVM IR function
- › Design = Set of modules with I/O channels
 - I/O through a simple VHDL “library”, resembling Unix pipes

AN AHIR EXAMPLE

CONVERTING AN LLVM INSTRUCTION TO VHDL



- › A simple example of **addition** instruction
- › C code: **int d = m + n;**
- › Equivalent LLVM IR: **%d = add i32 %m, %n**



IMPLEMENTATION



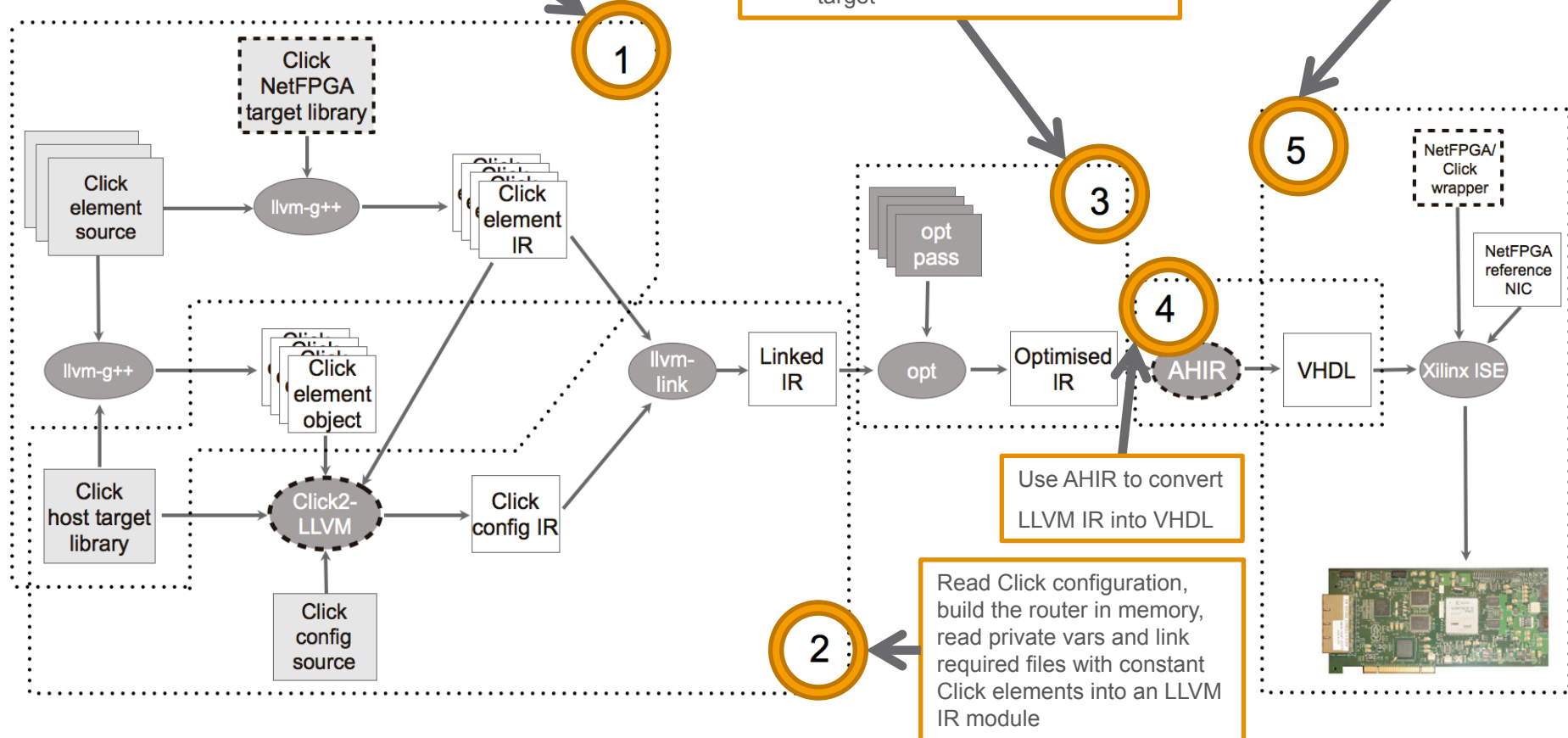
Compile Click elements to

- linkable .o files (host)
 - LLVM IR source files (NetFPGA)
- (only initially and after Click updates)

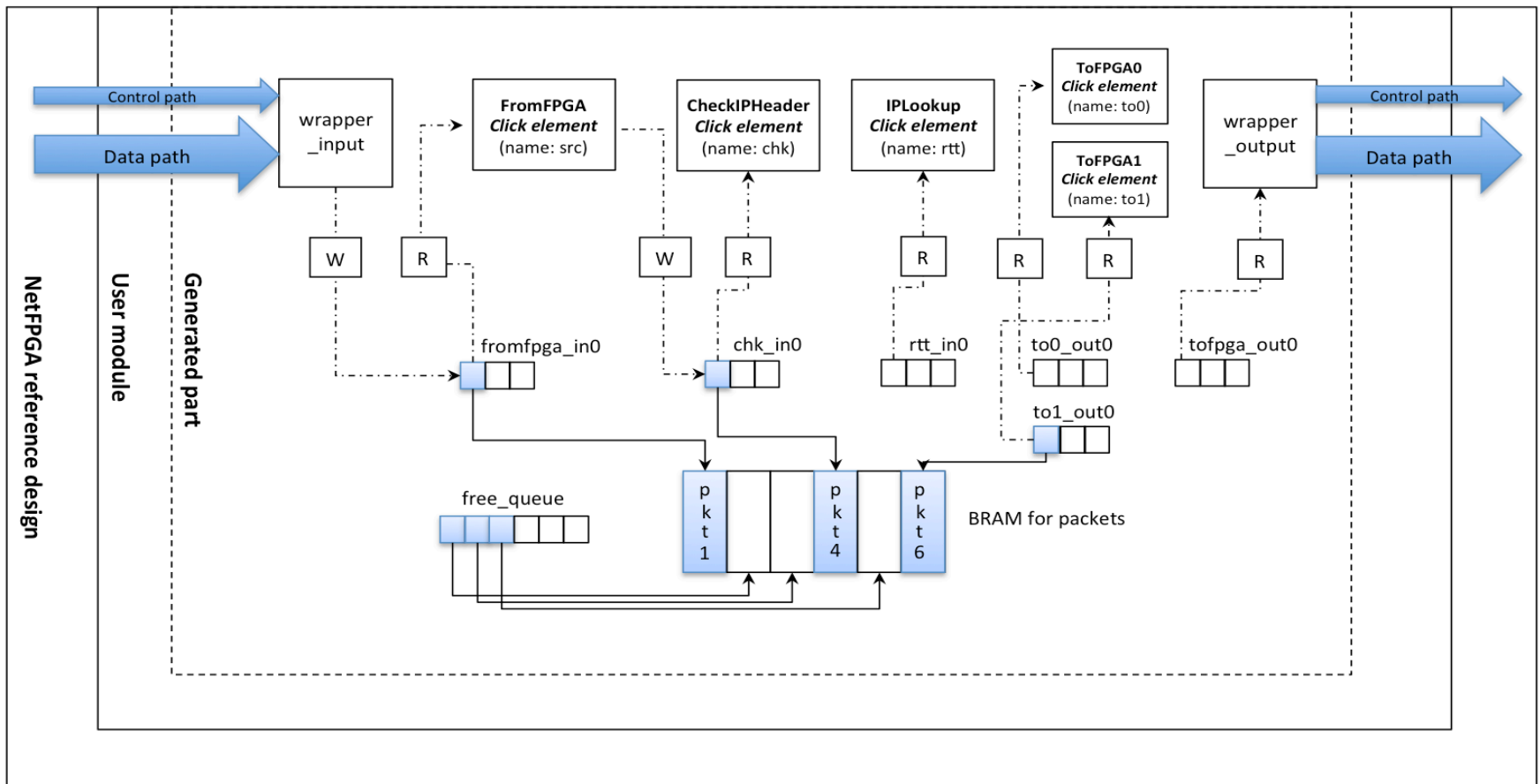
Run transformations

- Optimisations
- Make code more suitable for target

Run NetFPGA SDK to build a new netlist, including VHDL generated from Click



RESULTING HARDWARE



EVALUATION



- › Modifying a Click-based hardware router requires only modification of the Click element's C++ code, running make and waiting for the hardware synthesis to complete
- › Current prototype can reach 1/3 of the line speed (1 Gbps)
 - Translation between NetFPGA and Click data models on input and output is the major bottleneck
- › We could reach the same packet processing performance but we would use more (than available) FPGA resources
 - For example, in one configuration, replicating the CheckIPHeader element gave an 18% improvement with 10% increase in resource usage
 - Also adding double banked memory gives a total of 31% improvement with a total of 19% increase in resource usage

FUTURE WORK



- › Redesigning memory/packet-I/O model
 - 64-bit instead of 8-bit memory transfer functions
 - Initiating Click processing before a complete packet is received
- › Using memory outside the FPGA (e.g. DRAM)
- › Finding more ways to add parallelism
- › Using optimized code templates in LLVM -> VHDL transformation
- › Dividing Click code to run partly on host CPU and partly as hardware
 - Get back Click live reconfigurability
 - Save FPGA resources for time critical processing tasks

CONCLUSION



- › We have shown that writing a toolchain that transforms a complex software system into a hardware system ***is possible***
- › However, more work is required in order to develop a toolchain that
 - Creates a hardware system which runs ***more efficiently*** than the original software system and ***doesn't require more hardware resources*** than a hand-written hardware design
 - Supports ***all software features*** (e.g. recursive constructs, system reconfigurability)



Thank you!

Questions?



ERICSSON