



## High-performance IP Forwarding Using Host Interface Peering

**Joe Touch, touch@isi.edu**  
**Anne Hutton, hutton@isi.edu**  
**Simon Walton, simonw@isi.edu**  
**Stephen Suryaputra, surya@isi.edu**  
 USC/ISI Computer Networks Division

*This work is supported by the Defense Advanced Research Projects Agency through Ft. Huachuca contract #DART63-93-C0062 entitled "Netstation Architecture and Advanced Atomic Network". The views and conclusions contained in this document are those of the authors and should not be interpreted as necessarily representing the official policies, either expressed or implied, of the Department of the Army, the Defense Advanced Research Projects Agency, or the U.S. Government.*



## Host-Based Forwarding

### Benefits

- Programmability
- Commodity Platforms and Network Interfaces
- Network Interface Cards track technology advances
- NICs precede line cards (if line cards exist at all).

### Example uses in Research

- in testbeds DARTnet and successor CAIRN
- Active Networks.
- ATOMIC project supporting Myrinet LAN at ISI



## Problems

### Latency

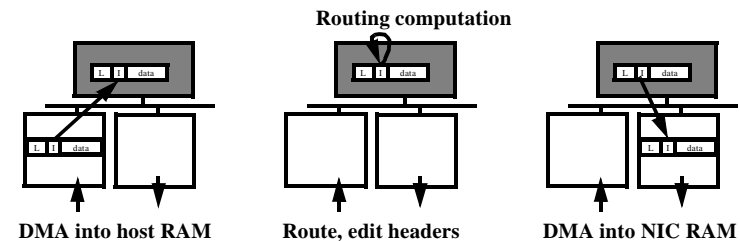
- Store and forward copying

### Bandwidth

- bus limited backplane

### CPU load

- interrupts
- cycles to manage transfers (PIO more than DMA)





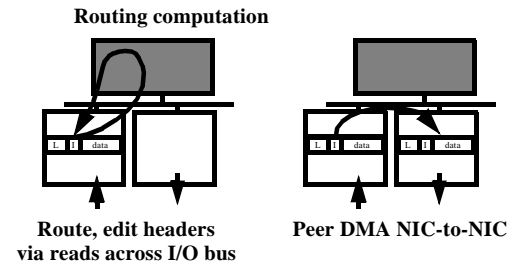
## Solution: Forwarding using Peer DMA

### Two approaches:

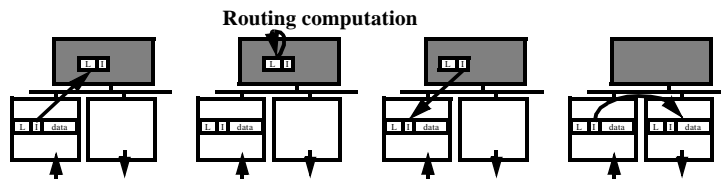
- packet on NIC
- data on NIC, copy header to host

### Results:

- UDP throughput up by over 40%
- CPU pegged for small packet sizes and multiple sources
- Relieves CPU load by 35% for 2 sources
- Max packet per sec. 12,000 @ 128 byte packet sizes
- Worse for TO-Host traffic (PIO)



Data and header remain on NIC, followed by peer DMA



Header Copy, data remains on NIC, followed by peer DMA



## Implications for NIC

### NIC design

- support DMA
- sufficient shared memory for packet storage
- Co-processor available on NIC ?

### Packet issues

- Fragmentation not required or trivial
- Packet data not utilised by CPU (not so in Active Nets)

### Host issues

- I/O subsystem supporting DMA



## Future Work?

### Processing

- How much involvement is needed by Host CPU?
- How much can be done on NIC?

### Buffers

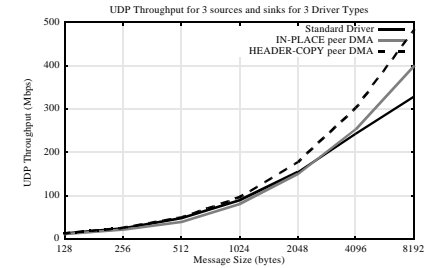
- Is buffering required for send and receive on NICs?

### Integration

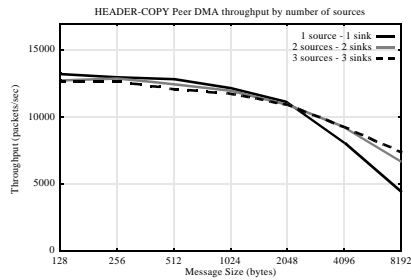
- How to integrate Peer DMA forwarding with TO-Host data?
- Implications for early demux NIC architectures? (APIC)



## Throughput Comparison for Three driver Types (UDP)



## Packet Rate Throughput for Header Copy



## Improvement of peer DMA over Standard Driver

