# **A Milliflow Aggregation Processor**

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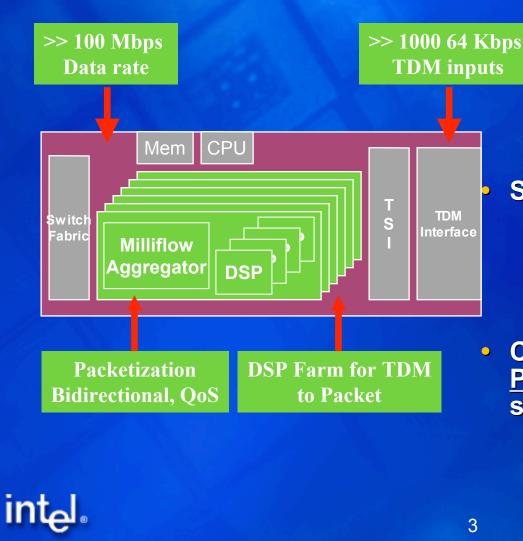


## **Objectives**

- Milliflow aggregation systems
  - Voice and other edge systems
- SoC architecture
  - High-level features
  - System dataflow
- Component architecture
  - Custom cores
  - Packet interfaces
- Results
  - Physicals
  - Performance
- Conclusion

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# **Milliflow Aggregation Systems**



#### Milliflow aggregation nodes

Aggregate thousands of *milliflows* 

The bandwidth of a milliflow is less than one thousandth of the bandwidth of the aggregate bandwidth

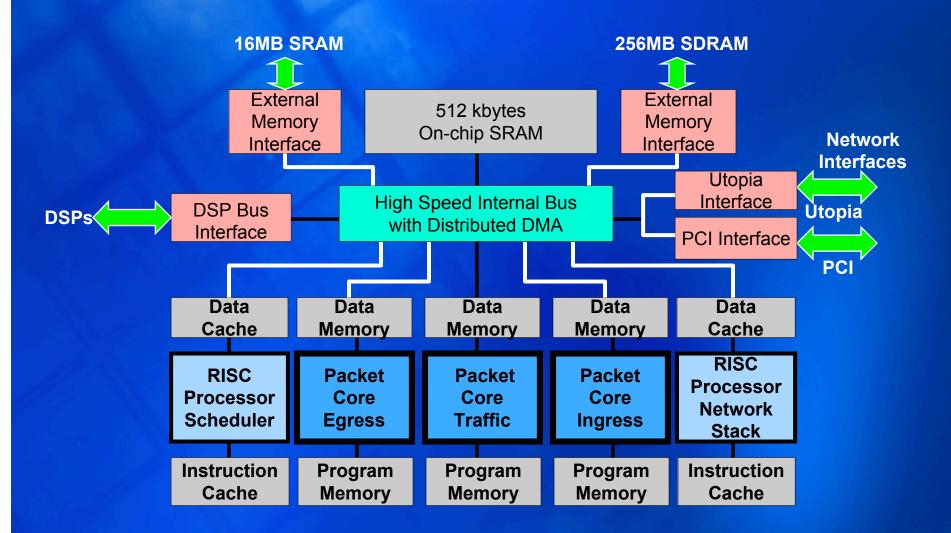
#### **Stringent constraints**

- Real time flows
- Small packet sizes
- System power dissipation is limited

 Custom <u>M</u>illiflow <u>Aggregation</u> <u>Processor</u> (Magpie) for VoIP systems

> Experimental prototype chip, not designed for production

# Magpie Architecture

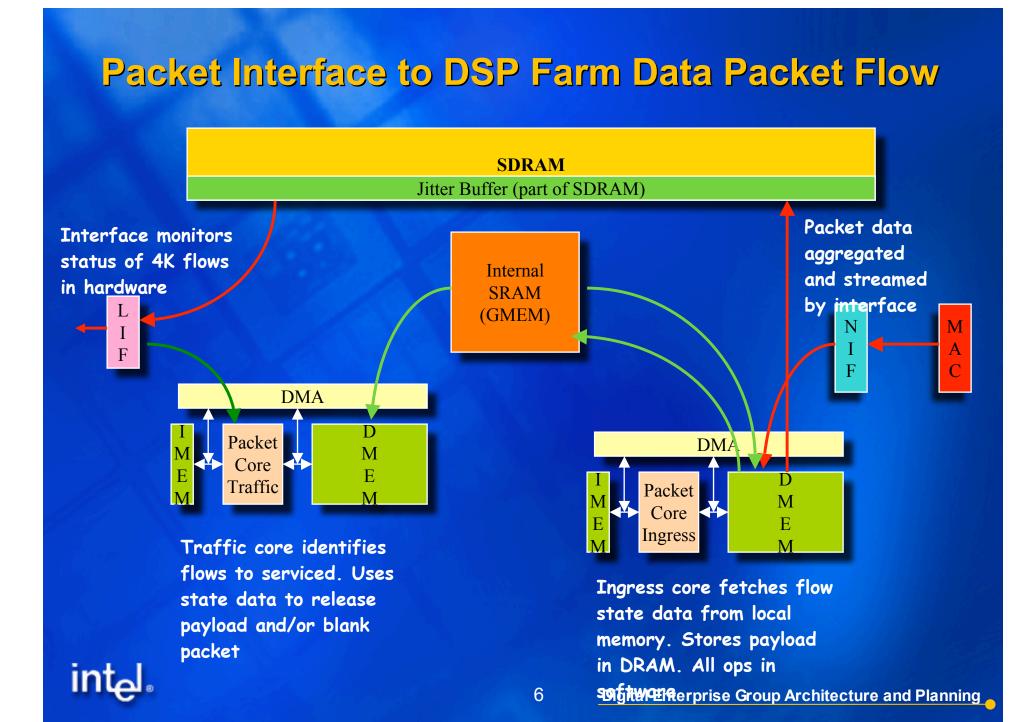


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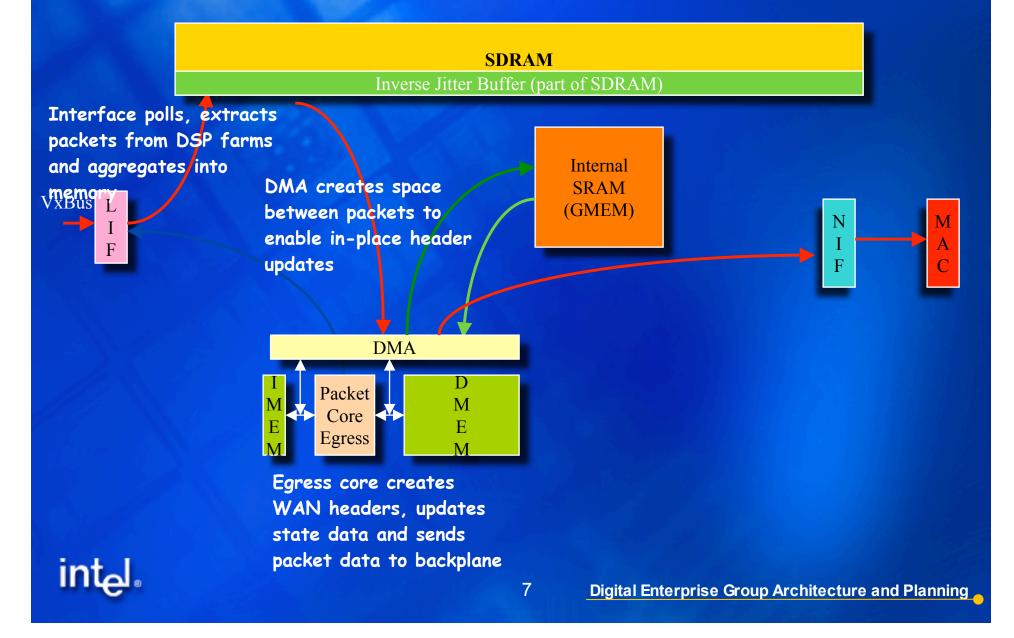
## **Magpie High-Level Description**

- Key Functionality
  - VoIP (RFC1489), VoATM (I366.2), VoIPoATM (RFC1483)
  - RTP(RTCP)/UDP/IP, RTP/AAL2 muxing, AAL5, TCP/IP
  - Jitter buffer algorithms and statistics support
- Performance
  - OC-3 5-ms, 2\*OC-3 10 ms, OC-12 20 ms
- Functional Interfaces
  - 32-bit 66 MHz PCI (v.2.1)
  - 16-bit 50 MHz Utopia Level II
  - 32-bit 33 MHz VxBus (functionally glueless interface to IXS farm)
- Memory Interfaces
  - 64-bit SDRAM interface up to 256MB
  - 32-bit ZBT SSRAM interface up to 16MB
- Architecture
  - Three packet engines, two control cores, DMA engines

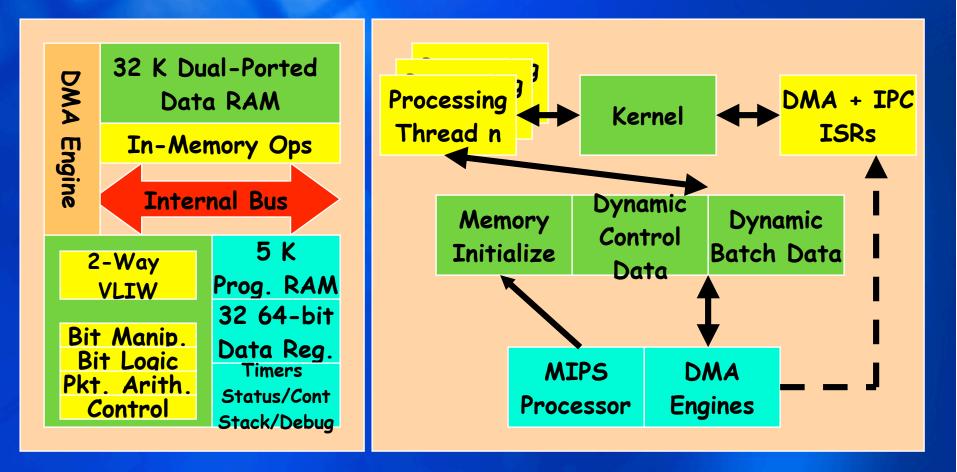




#### **DSP Farm to Packet Interface Data Packet Flow**



#### Packet Engine Architecture



RISC-based core with custom instructions for functional acceleration



# Instruction Set Class/ Application Matrix

	Flow	Payload	Header	Shaping
	Assoc.	Ops.	Ops	Control
Control Flow		X	X	X
Bit Manip.	X		X	X
Packet L & A	X	X	X	
In Memory	X	X	X	X

Each class of instructions is applicable to multiple flow processing operations



### Packet Engine ISA

#### Bit Manipulation

- Header explosion/aggregation, Endian rearrange, Bit insert/extract
- Packet Logic and Arithmetic Operations
  - Checksums, CRCs, In-place addition, Reg. controlled adds, Inplace pattern matching, Bit counts, Shift-logic operations
- Memory Operations
  - In-memory copy, Tree/List/Pointer manipulation, Multi-register loads, Byte-aligned operations
- Program flow control
  - Predicate-based branches, Hardware loopds, Variable-count loops, Multi-index loops, Multi-way decisions
- Multi-instruction links
  - Coordinate control/data instructions



### **ISA** Applications

- Flow association
  - CAM emulation, Hash functions, Heap-based look-up, Table look-up, Tree/List-based look-up
- Payload operations
  - Packetization/Cellification, AAL2 SAR/RTP Muxing, Payload encoding/encryption, Jitter buffer insertion
- Header Operations
  - RTP/IP/UDP/ATM Header parsing/assembly, Checksum/CRC calculation/verification, Field updates
- Traffic shaping, flow control
  - Jitter buffer extraction, Calendar queuing, Statistics updates, GCRA algorithms, Hierarchical queuing

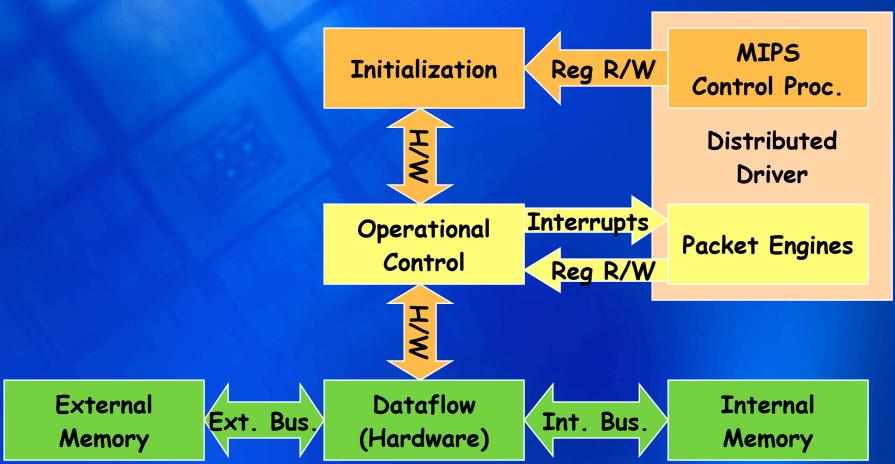


#### **ISA Application Examples**

**Checksum for IP/UDP** 0 **ELOOP //Identifies number of bytes to be loaded** LST EPLD // Loads data into register file SMAD //Single cycle checksum up to 16 bytes Tree traversal for flow association  $\bigcirc$ ELOOP //Controls tree traversal/ LST ETREE //Looks for match/follows appropriate branch/NOPs Software SAR for AAL5/AAL2 (I363.2, I366.2, RFC 1483) **VLOOP //Identifies segment for SAR** LST EMCPY //Copies over data ATM Header extraction **EEXTR //Explodes target data into up to 5 registers** 

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## Interface DMA Structure

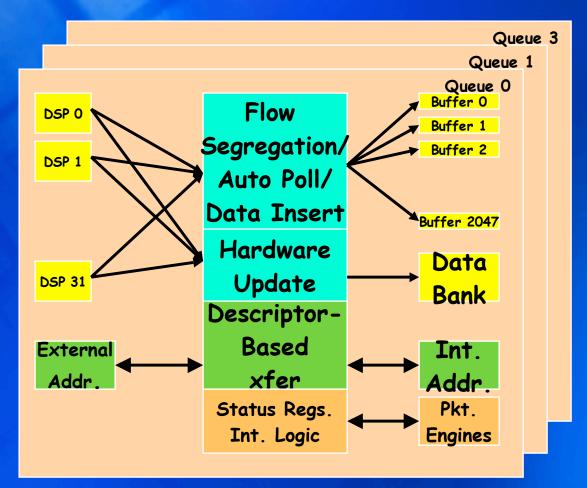


Distributed DMA engine designed to offload routine data movement tasks Aggregates packets to reduce data movement overhead



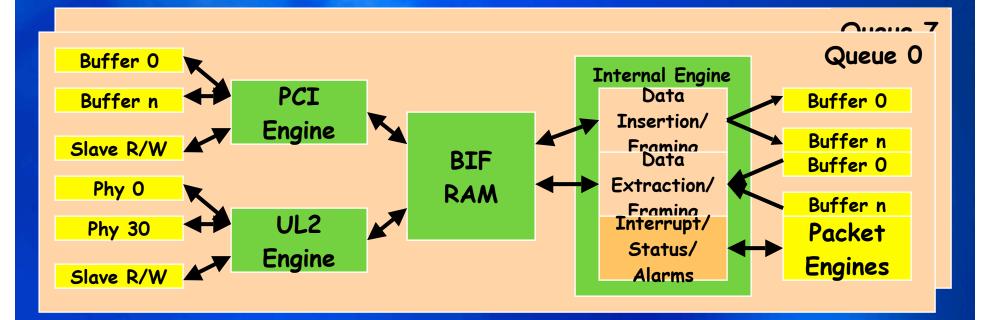
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#### **DSP Interface Functions**



DSP interface integrates per-packet DSP push/pull and polling with QoS support intel
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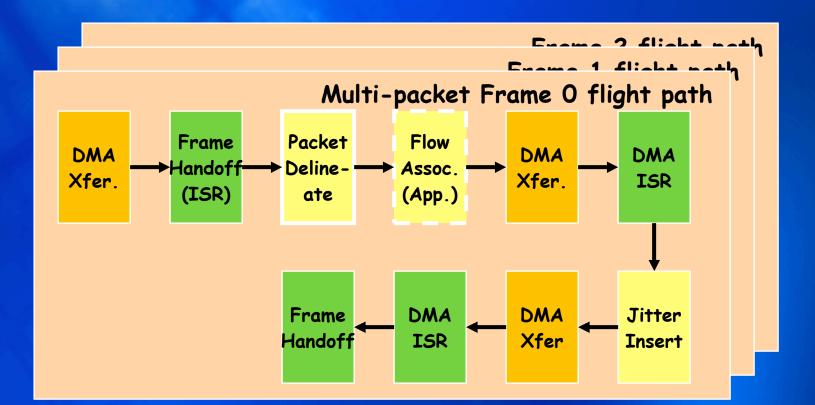
#### **Network Interface Functions**



Network interface presents multiple external interface in common format Aggregates small packets to reduce data transport overhead Absorbs network jitter



### **Packet Engine Application Architecture**



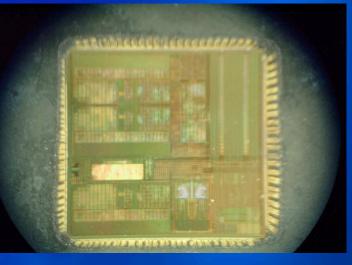
Pipelined data flow enables compute/movement overlap Memory sized to support multiple frames of data in flight in each engine simultaneously



# **Magpie Physicals**

Parameter	Value
Technology	<b>0.18</b> μ
Packet Core Gates/Size	~1M Gates/ ~7.5mmx4.5mm
Gate/Transistor Count/Die Size	~10M/~70M/ ~15.5mmx15.5mm
Clock Rate/ Power	125MHz/ 4W/~2mW/flow
Package	625-pin PBGA





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# Magpie Performance

Parameter	Value
Target throughput	2016 Flows
Per flow data rate/packet rate	64 Kbps/128 Kbps/200 pps
Aggregate data/packet rate	155 Mbps/258 Mbps/403 Kpps
Cycles/packet at 125 MHz	310
Ingress actual cycles/functions	170 - flow association, header processing, replacement, checksum, flow state update
Traffic actual cycles/functions	90 – flow status check, jitter buffer timing check, packet release
Egress actual cycles/functions	130 – flow association, header replacement, checksum creation, state update, packet release



### Conclusion

- Milliflows present at high density flow aggregation nodes
  - The bandwidth of the aggregate flow more than 1000 times that of component flows
- Systems to service aggregation nodes are required to meet stringent constraints
  - Real-time service for several thousand component flows under tight power constraints
- Developed an experimental SoC IC targeting real-time milliflow aggregation
  - Functional acceleration for primary functions in VoIP packet processing
  - Results in an effective power-performance trade-off
- Thanks to
  - Sunil Chaudhari, Kumar Ganapathy, Saleem Mohammadali, Jonathan Liu, Saurin Shah, David Gilbert, T.H. Lu, Sameer Nanavati, Jennifer Donnelly, Carl Alberola, Manoj Mehta

