

An open source user space fast path TCP/IP stack

### What is Our Intention with OpenFastPath (OFP)?

#### To enable efficient IP communication

Essential in practically all networking use-cases, including NFV

### To enable efficient system design

• The IP stack runs close to the underlying hardware and can leverage hardware features

### To lower the barriers to build network applications in a multivendor environment

ODP and DPDK support offers application portability across hardware architectures

### To reduce development costs through Open Source business model

Enables companies to focus investments on differentiating features





### IP fast path incubation project between Nokia, Enea and ARM

Developers and supporting staff active from all three companies

### Organized as an Open source project

- Democratic governance model
- Using open source software
- BSD license
- Source code on GitHub
- Mailing list, shared Google docs, weekly calls, Freenode chat etc

### Leverages ODP and DPDK to access hardware from user space

- Maximizes portability and software reuse
- Native DPDK is evaluated

### **Linux user space IP fast path implementation**

- Maximizes throughput and scalability by minimizing Linux overhead
- Leverages Linux for slowpath and route/ARP table updates

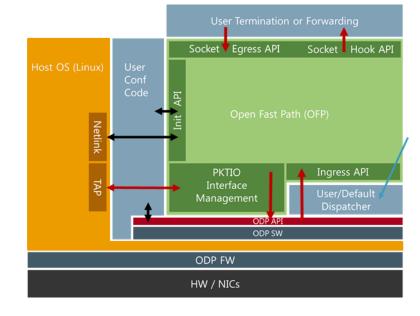












## >> Features implemented

#### Fast path protocols processing:

- Layer 4: UDP termination, TCP termination, ICMP protocol
- Layer 3
  - ARP/NDP
  - IPv4 and IPv6 forwarding and routing
  - IPv4 fragmentation and reassembly
  - VRF for IPv4
  - IGMP and multicast
- Layer 2: Ethernet, VLAN, VxLAN
- GRE Tunneling

Routes and MACs are in sync with Linux through Netlink

Integration with Linux Slow path IP stack through TAP interface

#### **Command line interface**

- Packet dumping and other debugging
- Statistics, ARP, routes, and interface printing
- Configuration of routes and interfaces with VRF support

#### **OFP IP and ICMP implementations passing Ixia conformance tests**

IP and UDP implementations has been optimized for performance, TCP implementation is functional but not performance optimized

#### **Project roadmap candidates**

IPsec, Packet filtering, OFP application IPC, OFP on RTOS, SCTP, GTP-U



### >>OpenFastPath Source code

### New open-source code

Developed by partners during the incubation stage

### **UDP, TCP, ICMP code was ported from libuinet (User space FreeBSD port)**

- Non-blocking event based socket API
- Modular multithreaded design focused on performance and scalability
- Tightly coupled to application, linked in as a library
- Maintainability Tracks evolution of FreeBSD

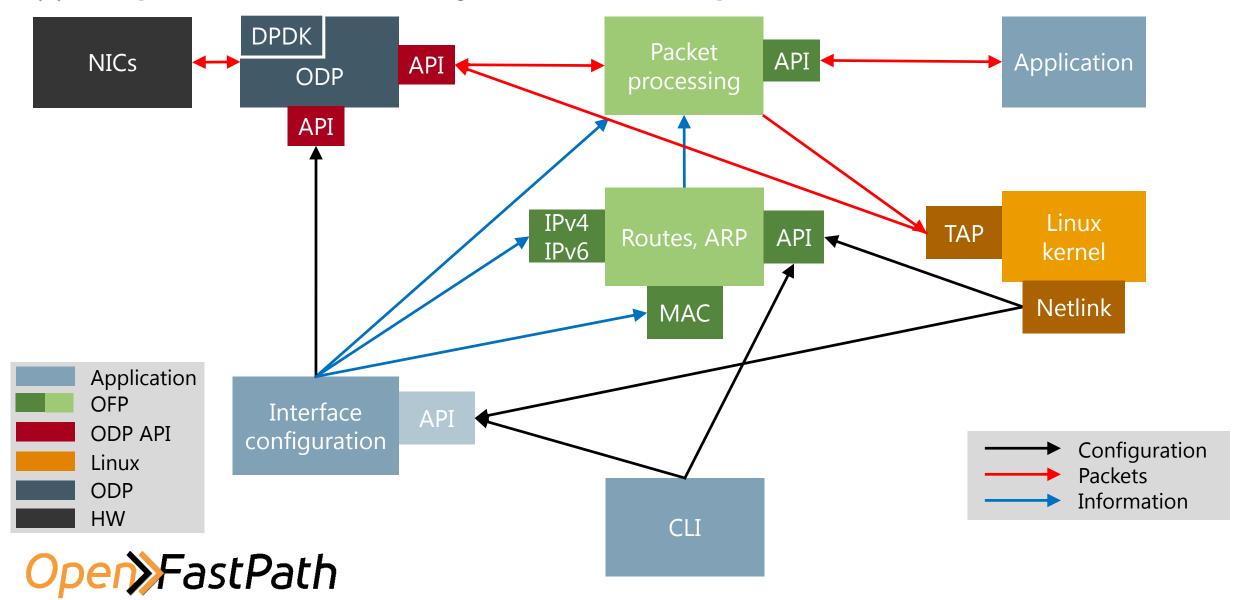
### High performance and scalable implementation for MAC and Route tables

Lockless synchronization based on epoch reclamation

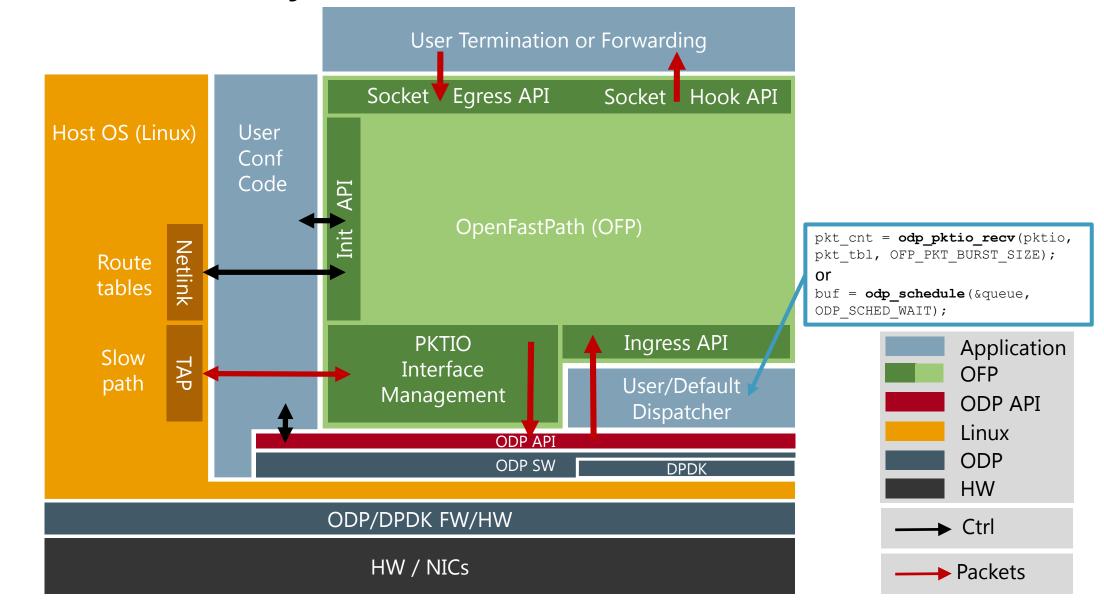


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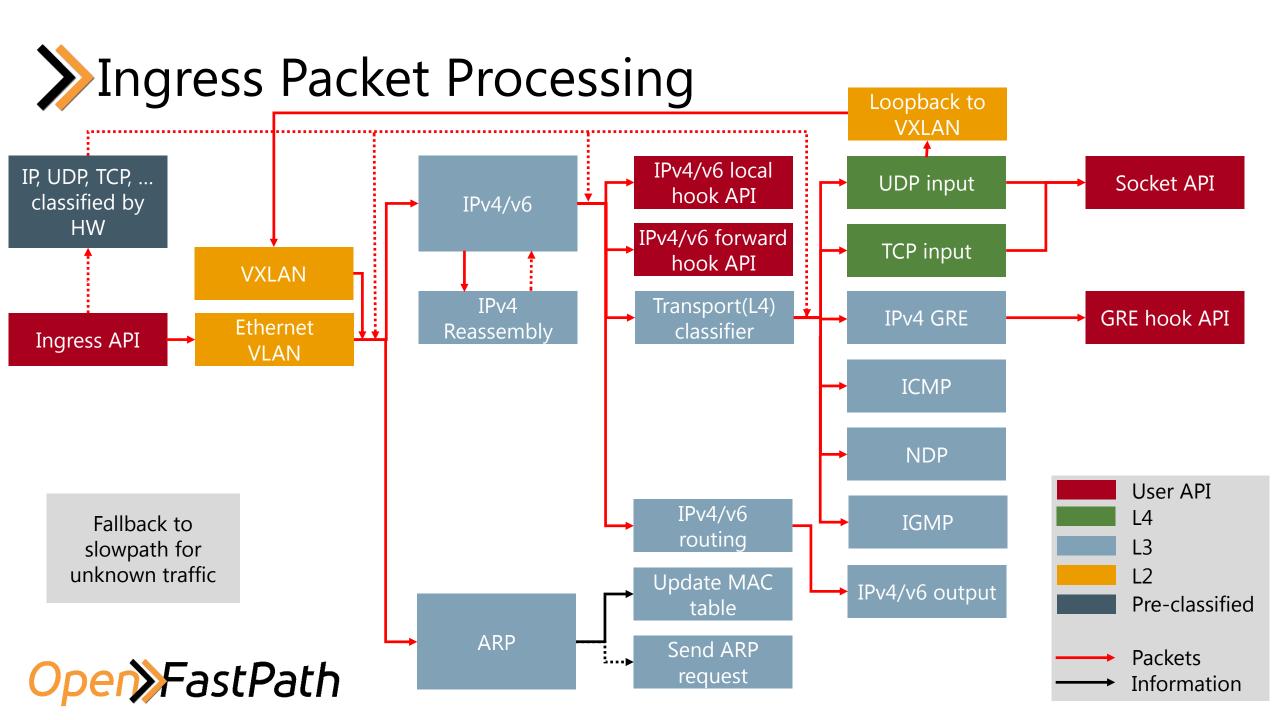
### OpenFastPath system components



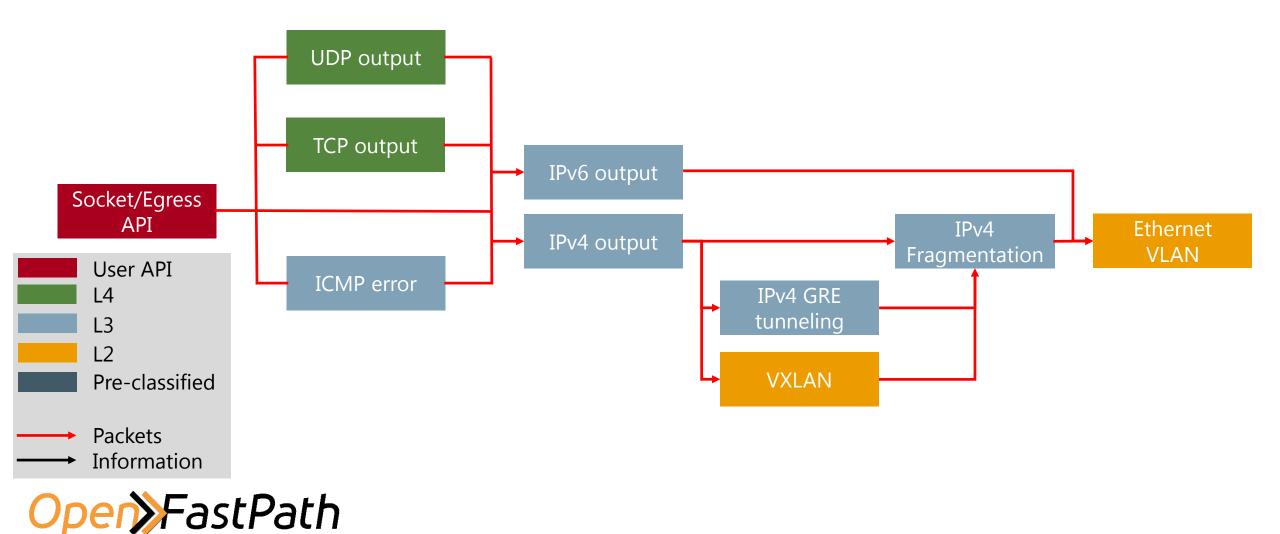
### OpenFastPath System View



OpenFastPath multicore System View User Termination or User Termination or User Termination or • • • • Forwarding A Forwarding *X* Forwarding B One ODP Socket callback Socket callback Socket callback /Hook API /Hook API /Hook API thread context Host OS (Linux) User OpenFastPath (OFP) Conf (SMP multicore library) Code Init API Netlink Route tables Ingress API Ingress API Ingress API **PKTIO PKTIO PKTIO** Slow TAP path Dispatcher Dispatcher Dispatcher ODP API **ODP SW** DPDK **Application OFP** Core 0 Core 2 Core 1 Core N .... **ODP API** ODP/DPDK FW/HW Linux ODP **NICs** HW



# > Egress Packet Processing



### >Optimized OpenFastPath socket APIs

### New zero-copy APIs optimized for single thread run-to-completion environments

- UDP
  - Send: Optimized send function with ODP packet container (odp packet t)
  - Receive: A function callback can be registered to read on a socket. Receives ODP packet container and socket handle
- TCP
  - Accept event: A function callback can be registered for TCP accept event. Receives socket handle.
  - Receive: A function callback can be registered to read on socket. Receives ODP packet container and a socket handle

#### Standard BSD Socket interface

For compatibility with legacy applications



### >Other OpenFastPath user application APIs

- Initiation of Open Fast Path
- Interface configuration
- Route and MAC table access
- Packet Ingress and Egress processing
- Hooks for IP local, IP forwarding and GRE
- Timer callbacks
- Statistics
- Packet capture



## >> Why should someone use OpenFastPath?

### **Open source project**

Enables companies to focus investments on differentiating features

### **Highly optimized and scalable solution**

Non-blocking event based API focused on performance and scalability

### Portable high performance solution supporting multiple HW and SW platforms

Functionality verified on ARM, MIPS and x86 HW with native ODP, ODP-DPDK, ODP-NETMAP support

#### Reliable

OFP IP and ICMP implementations passing Ixia conformance test

### **User space implementation**

Simplifies maintenance and maximizes throughput and scalability by minimizing Linux kernel dependency



# >> Thank You

For additional information, please visit <a href="https://www.openfastpath.org">www.openfastpath.org</a>

