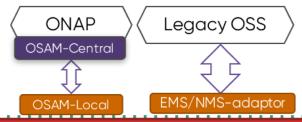


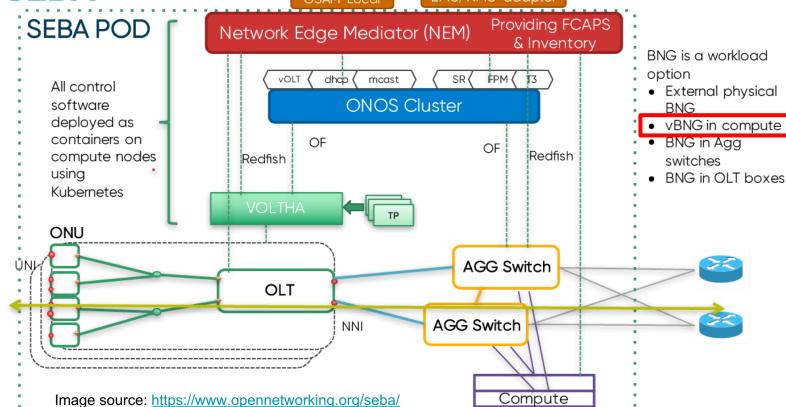
vBNG dataplane in P4-programmable FPGA-based acceleration card

Viktor Puš, Netcope Technologies



BNG in SEBA





Subscriber traffic 'fast-path' to Internet



vBNG in compute

- √ Software flexibility upgrade, bugfix, customize
- √ Scales with the number of servers (assuming load balancing)
- √ Can be standalone

CAPEX, OPEX per Gbps?



Our plan

FPGA accelerators available as a config option when buying a server.

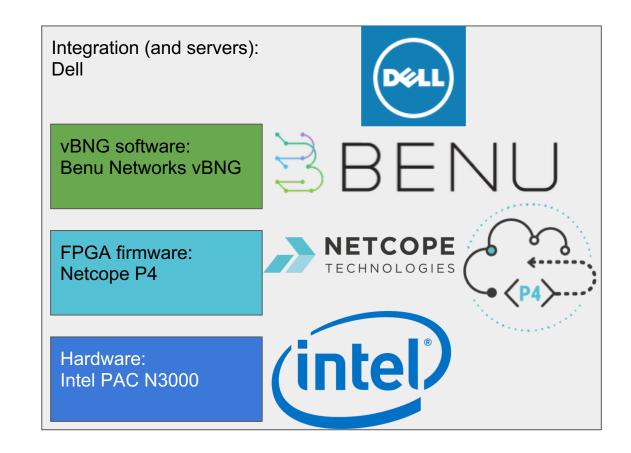
Use commodity servers with FPGA accelerator to run optimized vBNG.

Use P4 to implement the vBNG data plane in FPGA.

Use CPU cores to run vBNG control plane.



Ecosystem

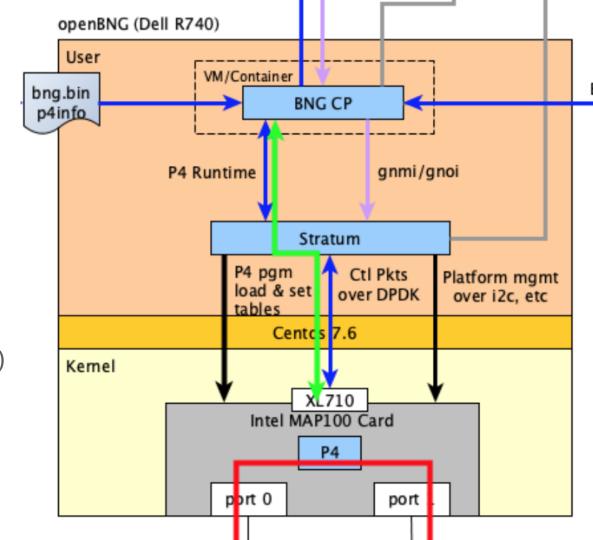




vBNG Architecture

Most traffic **processed only in FPGA** (red)

First packets and exception traffic (ex. DHCP) **forwarded locally** to control plane (green)





vBNG pipeline in FPGA

Using P4 code from https://github.com/opencord/p4se

- Complex
 - ~30 Match Action Tables
 - ~25 Counter arrays
 - Many #ifdefs (INT, IPv6, SPGW, VRF, ...)
- Does not cover features outside P4 language spec (QoS)
 - Set as output metadata



Results (focused at P4 on FPGA)

Features

Throughput

Subscribers



Next Steps

Use on-board DRAM to implement

- Large-capacity tables
 - Millions of entries
 - => Support more subscribers
- HQoS
 - Separate FPGA module, controlled by P4 output metadata

Full integration

Using open standards for extensibility (P4, P4Runtime, DPDK)



Thank you for attention.

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