



FPGA-based Network Interface Cards

Implementing Real-time Data Transport for HEP Experiments

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Abstract

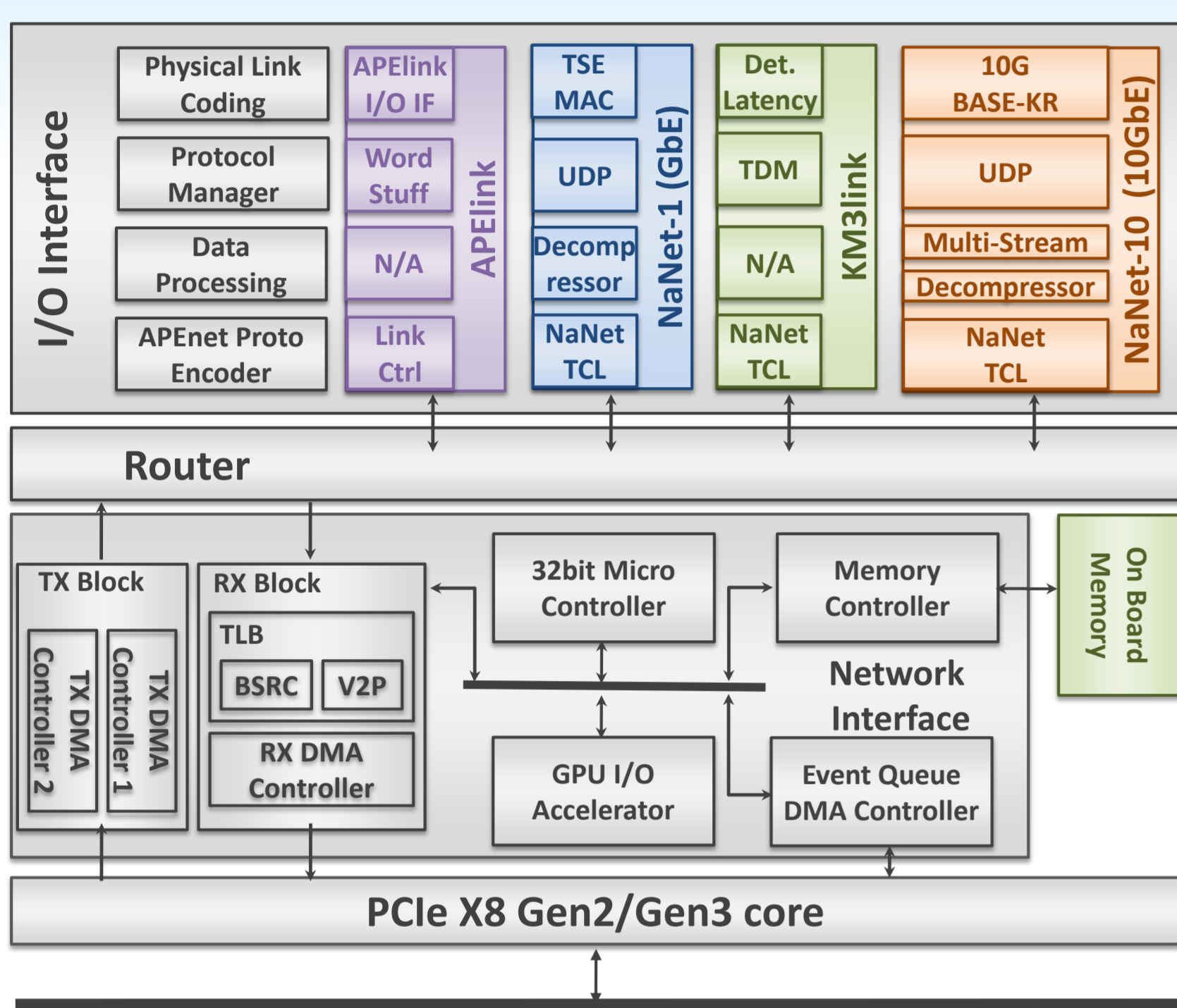
NaNet is a modular design of a family of FPGA-based PCIe Network Interface Cards implementing low-latency, real-time data transport between its network channels and the the host CPU and GPU accelerators memories.

The design feature a network stack protocol offloading module that operating in conjunction with a high performance PCIE Gen2/3 X8 core yields a low and predictable communication latency, making NaNet suitable for real-time applications.

A reconfigurable processing module is also available to implement application-specific processing on inbound/outbound data streams with highly reproducible latency.

As of now NaNet design has been specialized in the NaNet-1 (single 1GbE port) and NaNet-10 (four 10GbE ports) configurations employed in the GPU-based real-time trigger of the CERN NA62 experiment, and in the NaNet3 (four 2.5 Gbit optical channels) configuration adopted in the data acquisition system of the KM3NeT-Italia underwater neutrino telescope.

NaNet Design

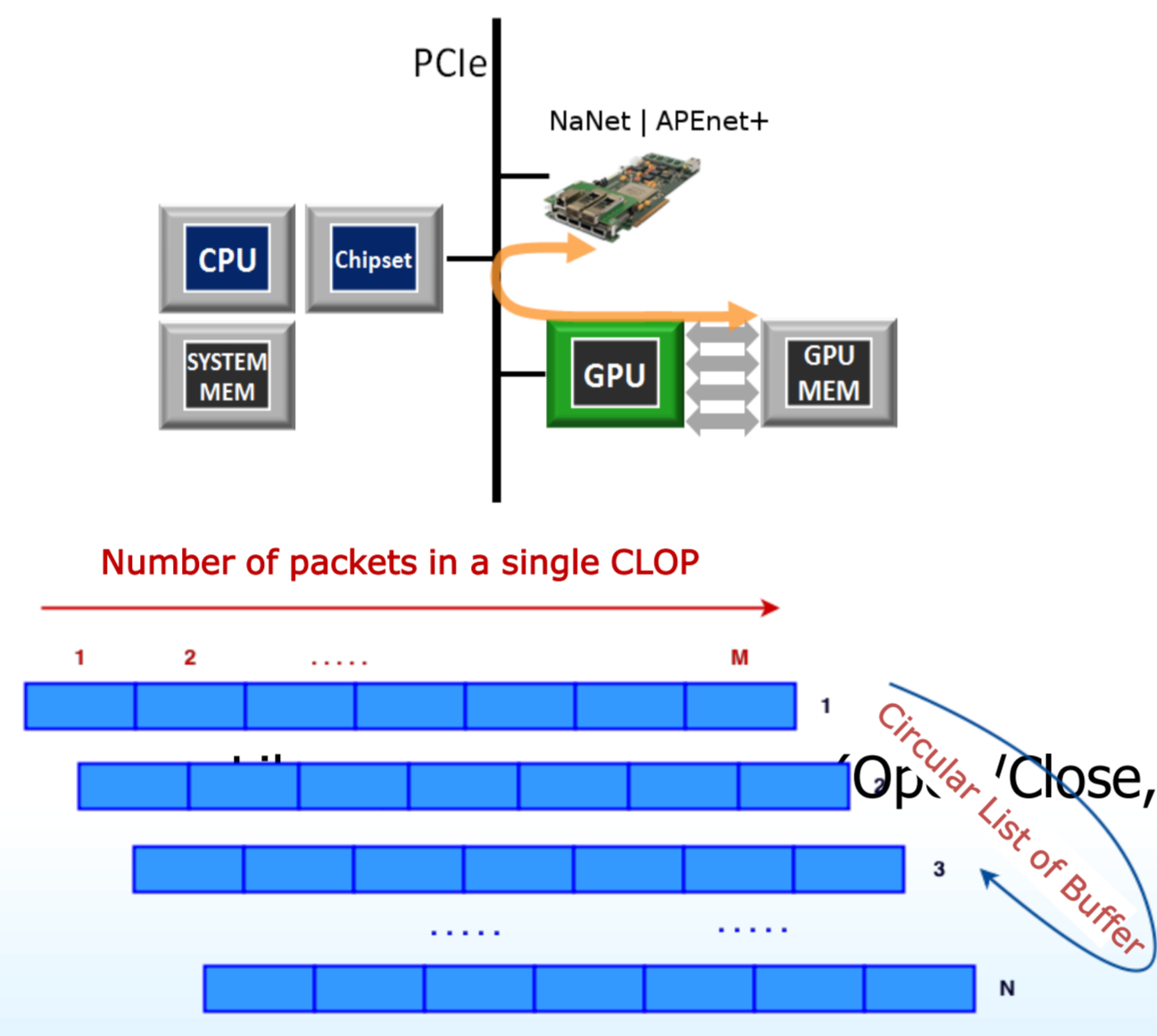


- I/O Interface
 - Multiple link.
 - Multiple network protocols.
 - Off-the-shelf: 1GbE, 10GbE
 - Custom: APElink (34 gbps/QSFP), KM3link
- Router
 - Dynamically interconnects I/O and NI ports.
- Network Interface
 - Manages packets TX/RX from and to CPU/GPU memory.
 - TLB & Nios II Microcontroller
 - Virtual memory management
- PCIe X8 Gen2 Core
 - CPU BW: 2.8 GB/s Read ÷ 2.5 GB/s Write
 - GPU BW: 2.5 GB/s Read & Write.
- Finalizing PCIe X8 Gen3 Core

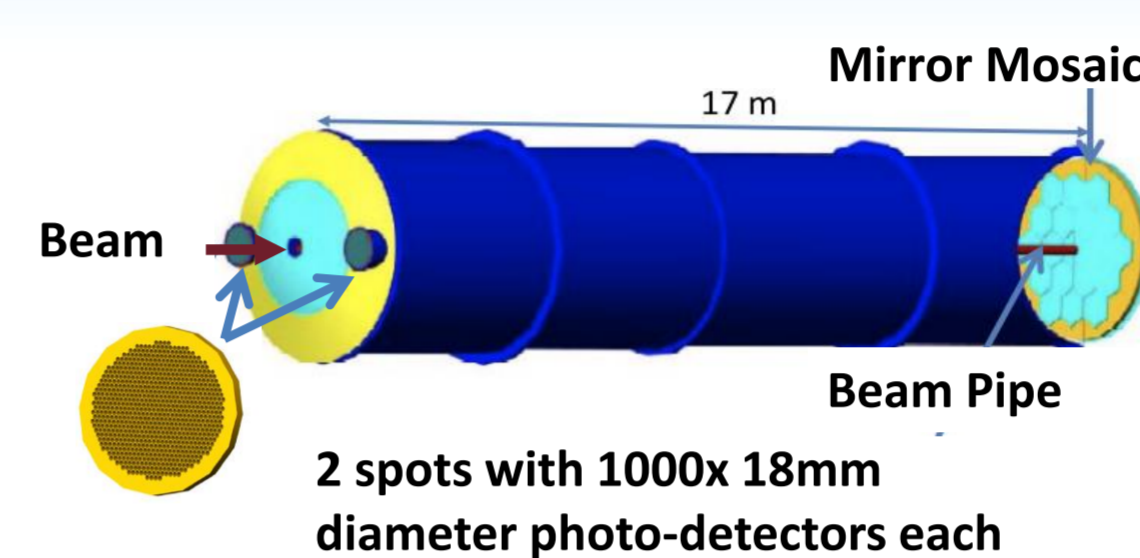
GPUDirect P2P/RDMA
GPUDirect allows GPU direct data exchange on the PCIe bus with no CPU involvement (zero copy) -> Latency reduction for small messages

NaNet Software

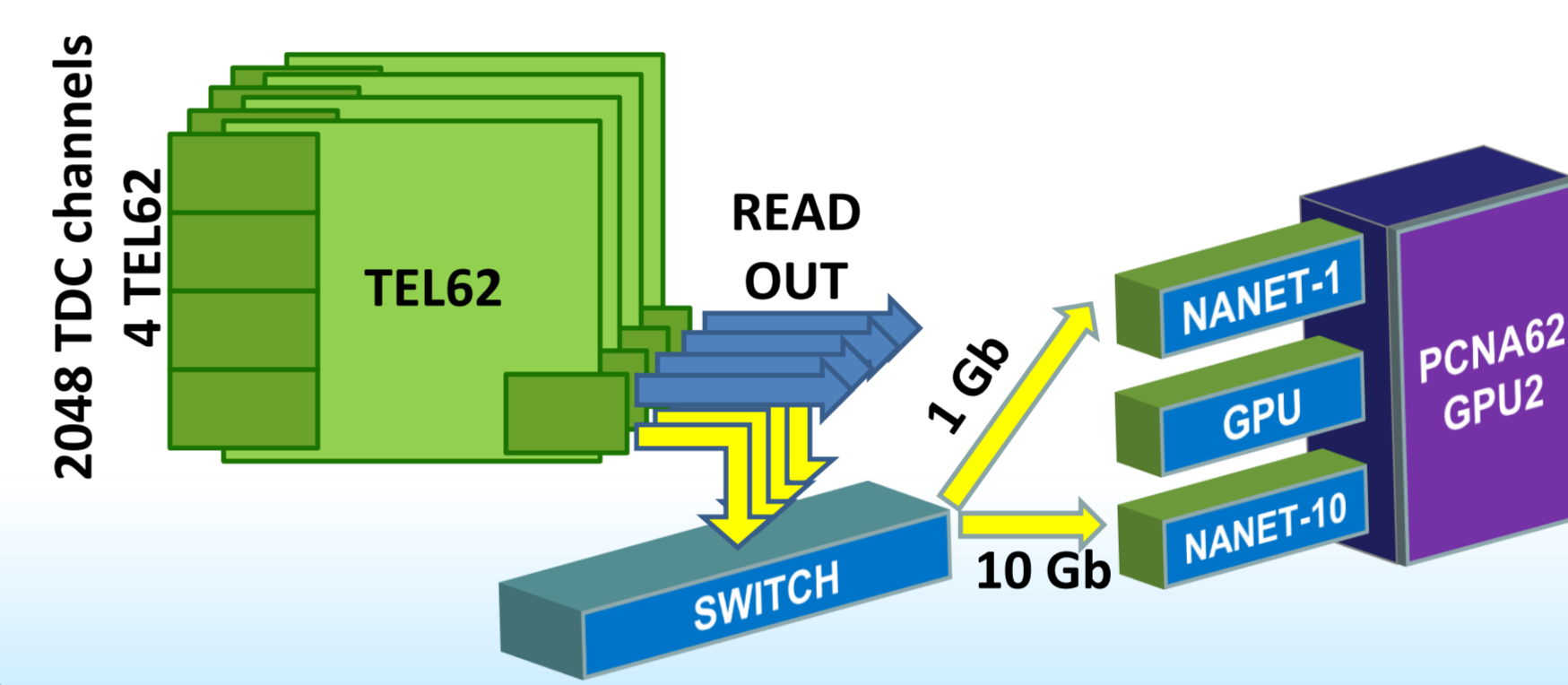
- Host
 - User Space Application
 - User space CLOP management,...
 - Linux Kernel Device Driver
- NaNet Device
 - Nios II Microcontroller: single process software (bare metal) performing system configuration & initialization tasks



Case Study: NA62 RICH Detector



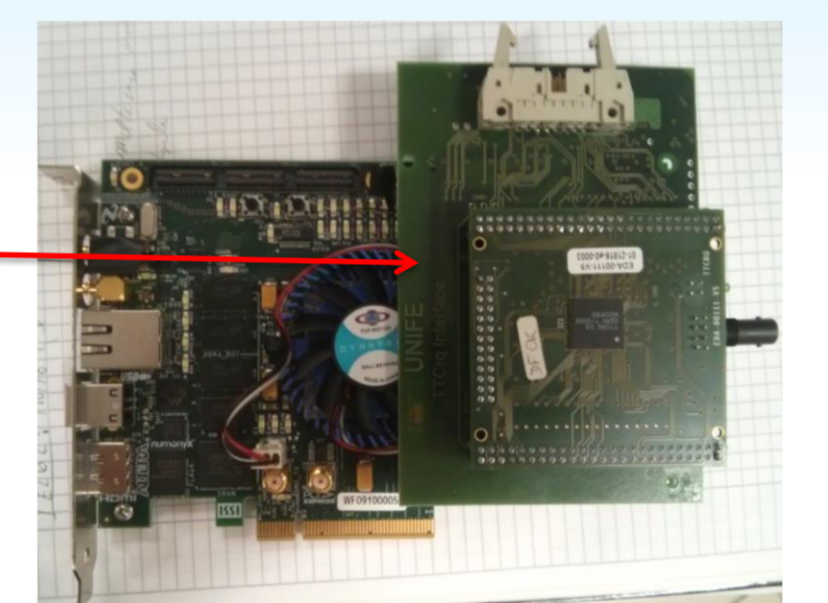
- Ring-imaging Čerenkov detector
 - Pion-Muon discrimination
 - 70 ps time resolution
 - 10 MHz event rate
 - 20 photons detected on average per single ring event (hits on photo-detectors)
 - 40 Byte per event



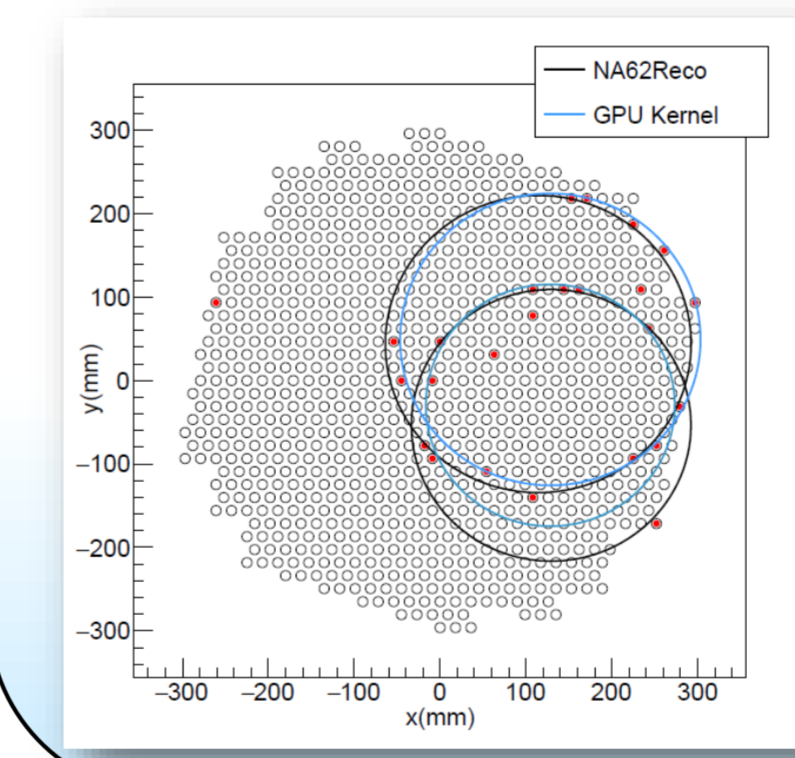
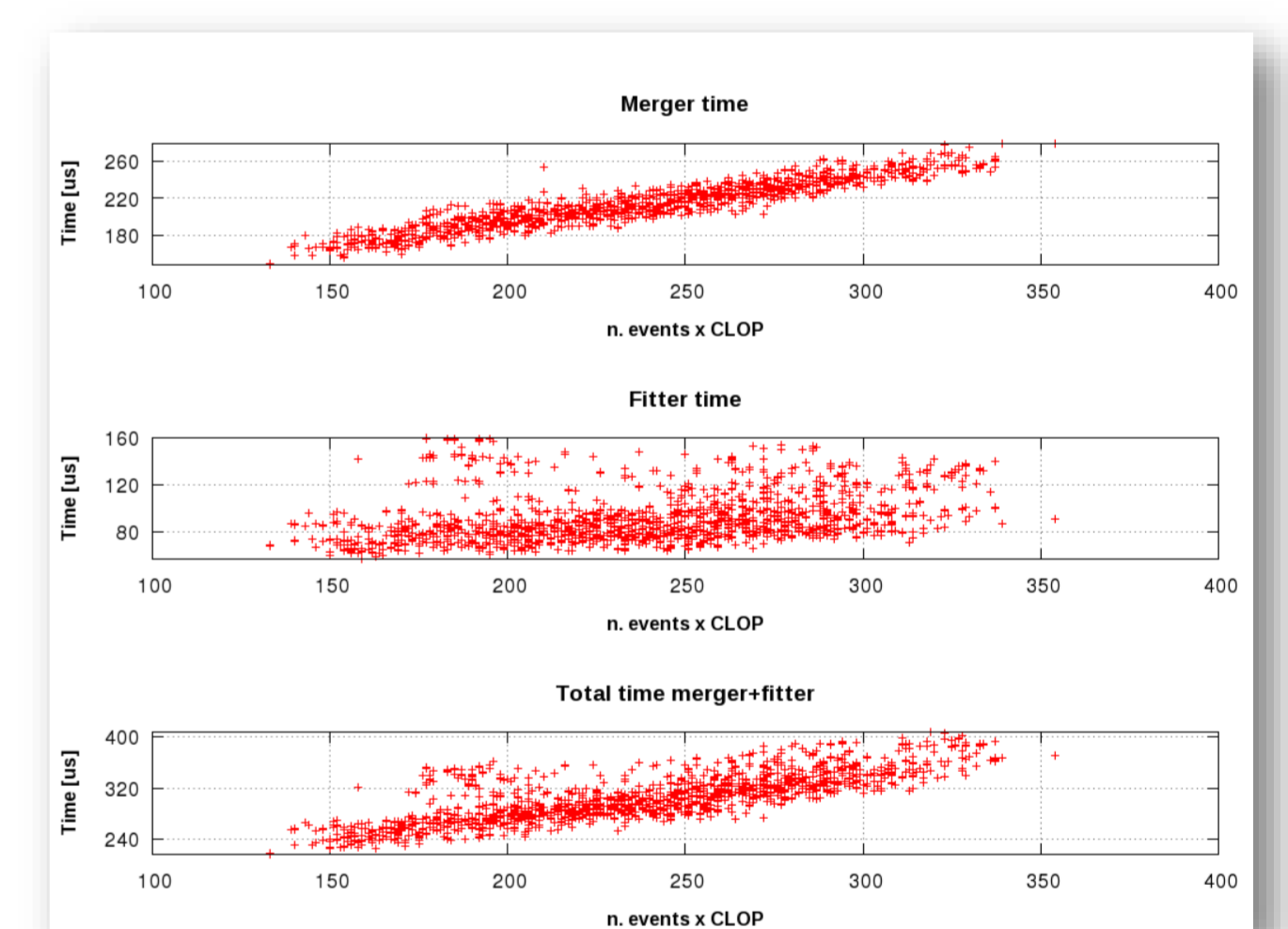
- 4 TEL62 for RICH detector
 - 8x1GbE links for data r/o
 - 4x1GbE trigger primitives
 - 4x1GbE GPU trigger
- Events rate: 10 MHz
- L0 trigger rate: 1 MHz
- Max Latency: 1 ms

NaNet-1 in RICH low level trigger processor

- Implemented on Altera Stratix IV dev board
- TTC daughtercard with HSMC connector for timing (clock, SOB/EOB) and trigger signals



- Merger time depends on data size. Working on task speed up:
 - NOW performed on GPU
 - Finalizing FPGA implementation (tens of cycles latency)
- Computing time (K20c):
 - ~1 μs per event



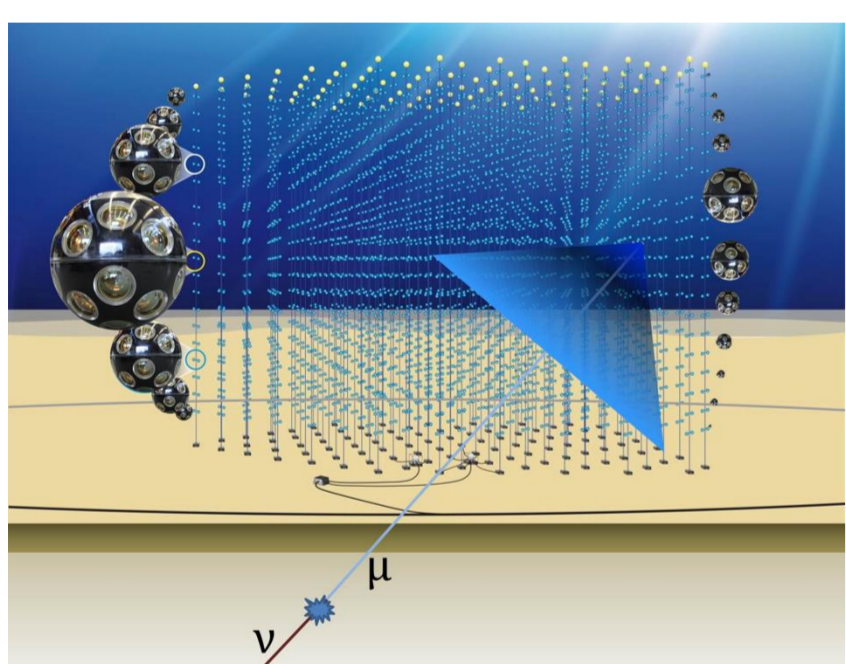
Rings pattern recognition and fit also performed on GPU:

- New algorithm ("Almagest") developed for trackless, fast, and high resolution ring fitting
- Rough detection of particle speed (radius) and direction (centre).
- 0.5 μs per event (on nVIDIA K20x)

SEE ALSO THE TALK ON FRIDAY 8:30 A.M.

KM3NeT-Italia experiment

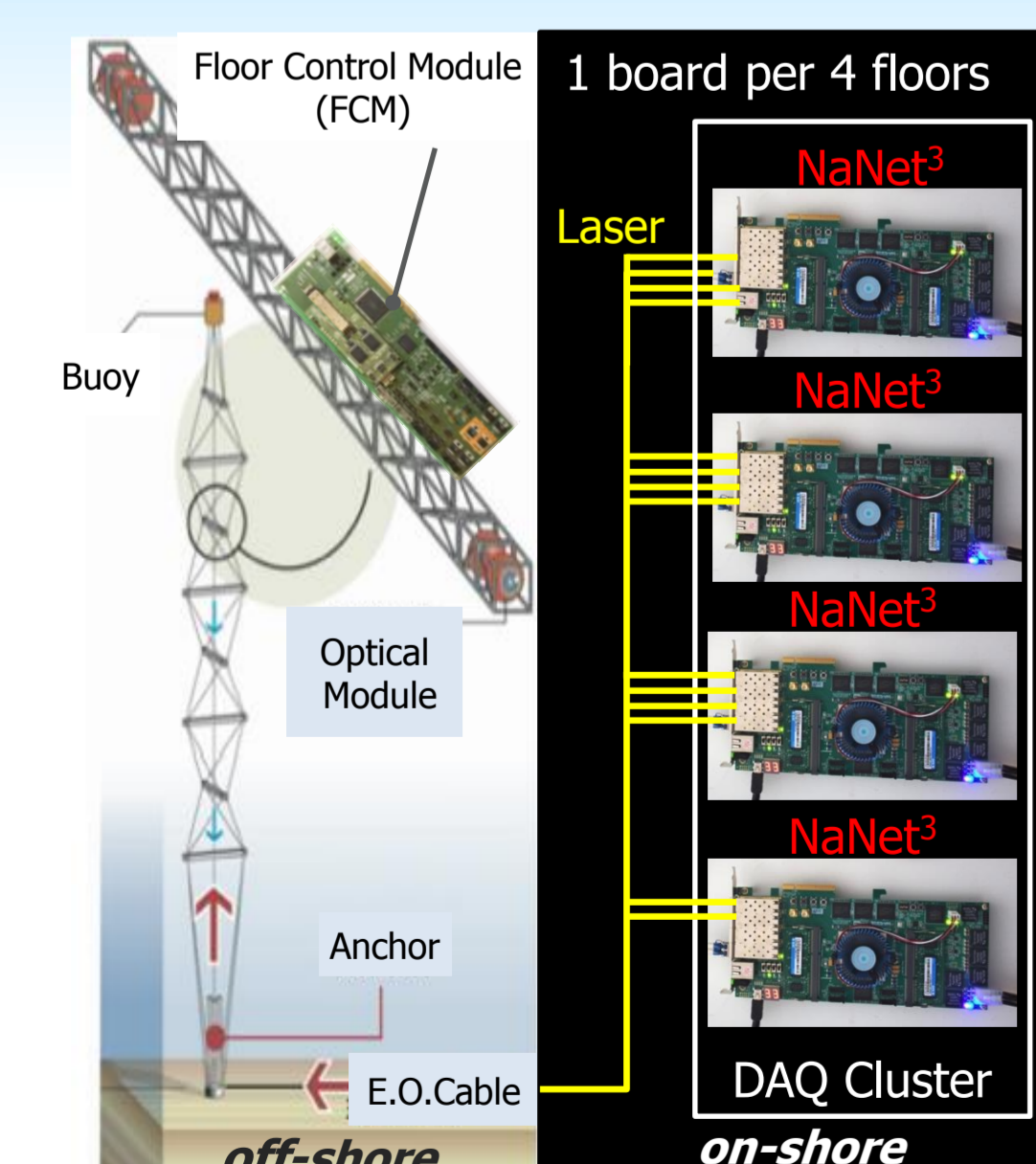
European deep-sea research infrastructure hosting a new generation of a neutrino telescope with a volume of several cubic kilometres located at the bottom of the Mediterranean Sea (~100km off-shore, ~3500m under the level of the sea).



- Data produced by OMs, hydrophones, and instruments, are collected by an electronic board contained in a vessel at the centre of the floor (FCM board)
- NaNet³ manages communication between the on-shore lab and the underwater devices, also distributing the timing information (GPS clock) and signals received from the on-shore equipment
- Deterministic latency links are required to obtain a common timing and known delay for the spatially distributed readout

NaNet³

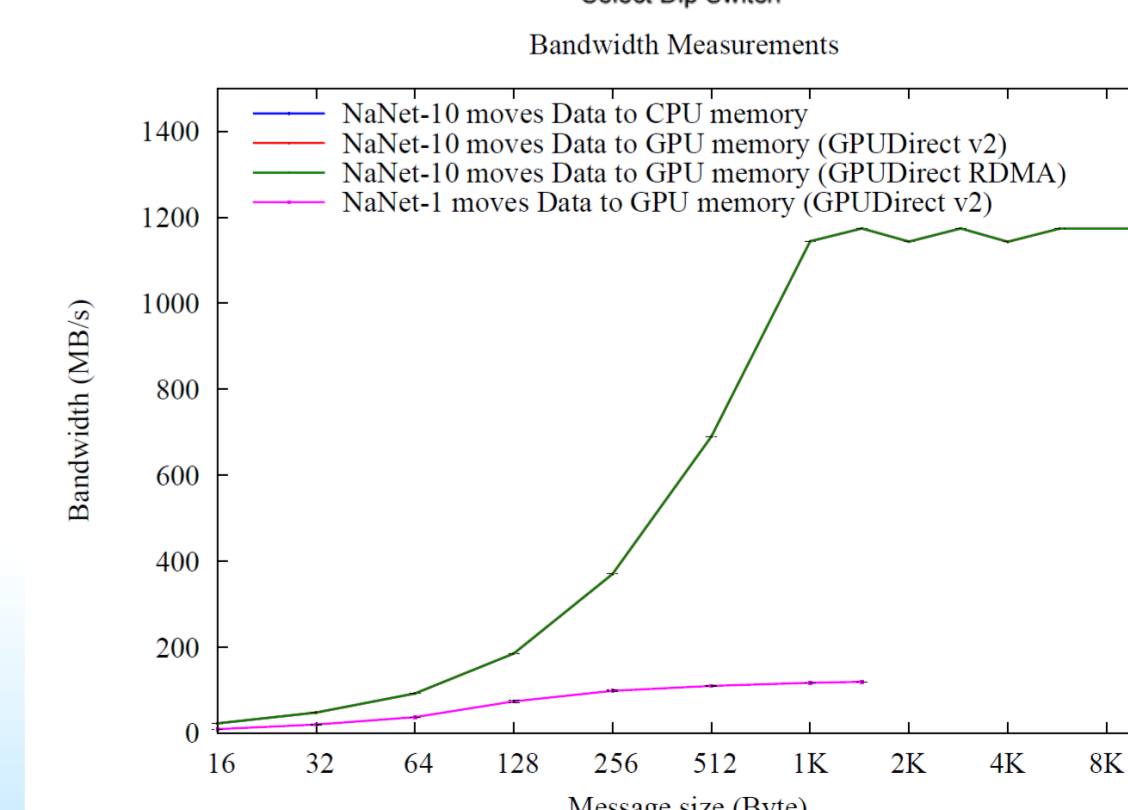
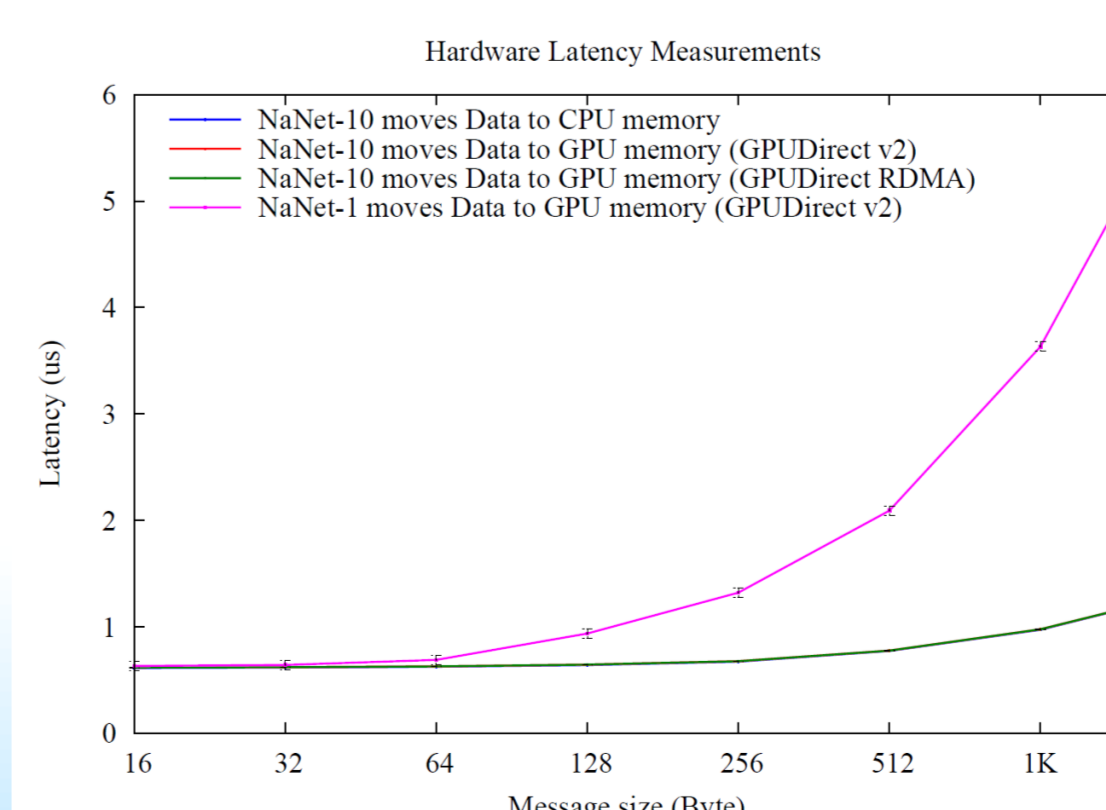
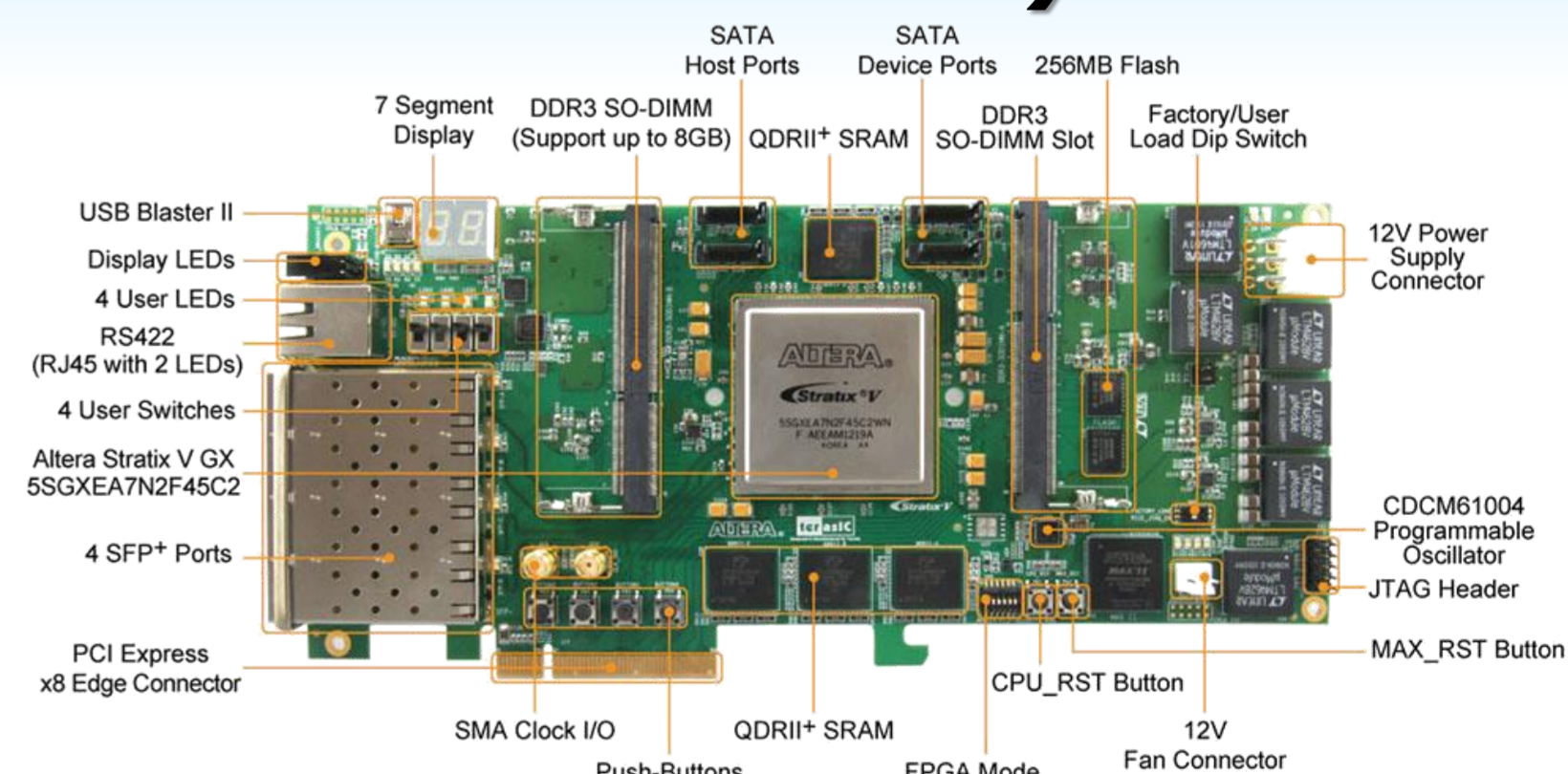
Is the on-shore endpoint for 4 offshore readout cards.



- Implemented on the Terasic DE5-NET Stratix V FPGA dev board
- 4 custom 2.5 Gbps deterministic latency optical channels
- Link speed up to 10 Gb/s
- GPUDirect P2P/RDMA capability
- Deterministic latency link: employs Altera Deterministic Latency Transceivers with an 8B/10B encoding scheme as Physical Link Coding and Time Division MultiPlexing (TDMP) data transmission protocol

NaNet-10 (four 10GbE SFP+ Ports)

- ALTERA Stratix V Terasic DE5-NET dev board
- 4 SFP+ ports (Link speed up to 10 Gb/s)
- Implemented on Terasic DE5-NET board
- GPUDirect P2P/RDMA capability
- UDP offload supports
- Realtime decompressing and event merging capability
- Planned 40GbE development



Contacts:

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APE project: <http://apegate.roma1.infn.it/APE>
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