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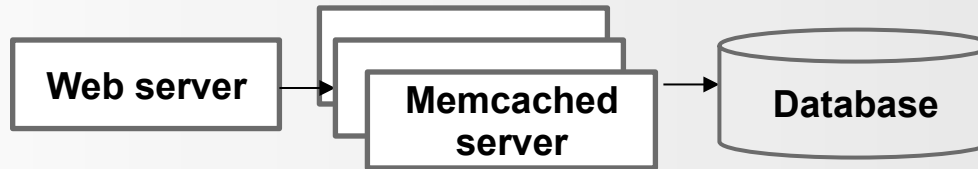
ALL PROGRAMMABLE™

Achieving 10Gbps Line-rate Key-value Stores with FPGAs

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Introduction

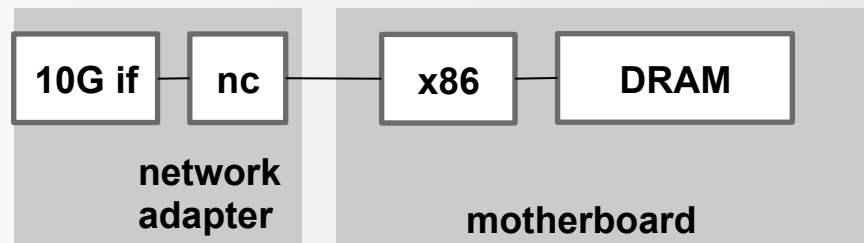
- Common middleware application running on x86s to alleviate bottlenecks on databases



➤ Agenda

- State of the art
- FPGAs
- Proposed architecture
- Results
- Limitations

Typical Memcached Implementations



➤ Best published numbers:

Platform	RPS [M]	Latency [us]	RPS/W [K]
Intel Xeon (8 cores)	1.34	200-300	7
Intel Xeon (2 sockets, 16 cores)	3.15	200-300	11.2
Memcached on Intel Xeon (2 sockets, 16 cores)	1.8	12	Unknown
TilePRO (64 cores)	0.34	200-400	5.8
TilePRO (4x64 cores)	1.34	200-400	5.8
Chalamalasetti (FPGA)	0.27	2.4-12	30.04

1.4MRPS

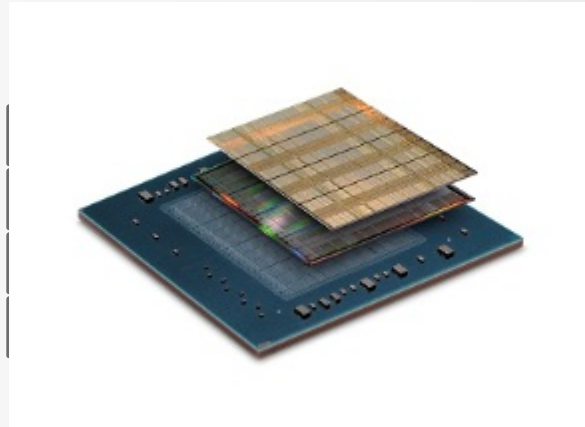
200us latency

7K

Source: see paper

What are FPGAs?

- Semiconductor devices that consist of a matrix of configurable logic blocks (CLBs) connected via programmable interconnects.

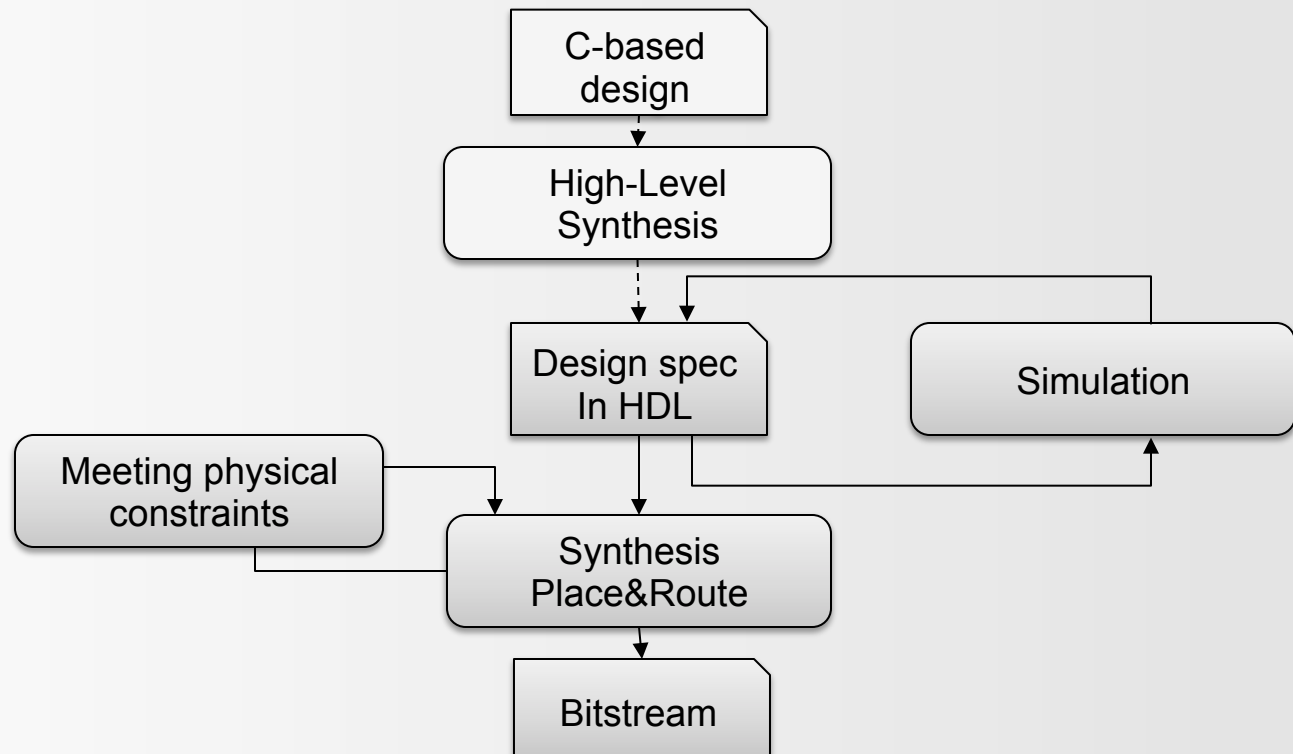


- On an extremely large scale – highly integrated (28nm, 2million logic cells)
- Nowadays, FPGAs integrate many other blocks
 - Up to 3600 DSPs, 68Mb SRAM, 96 high-speed serial IO, ARM processors (Cortex-A9)
- They can be programmed to become ANY custom circuit
 - Ideal for architectural exploration

We use FPGAs to implement a new dataflow-based architecture for memcached

Programming FPGAs?

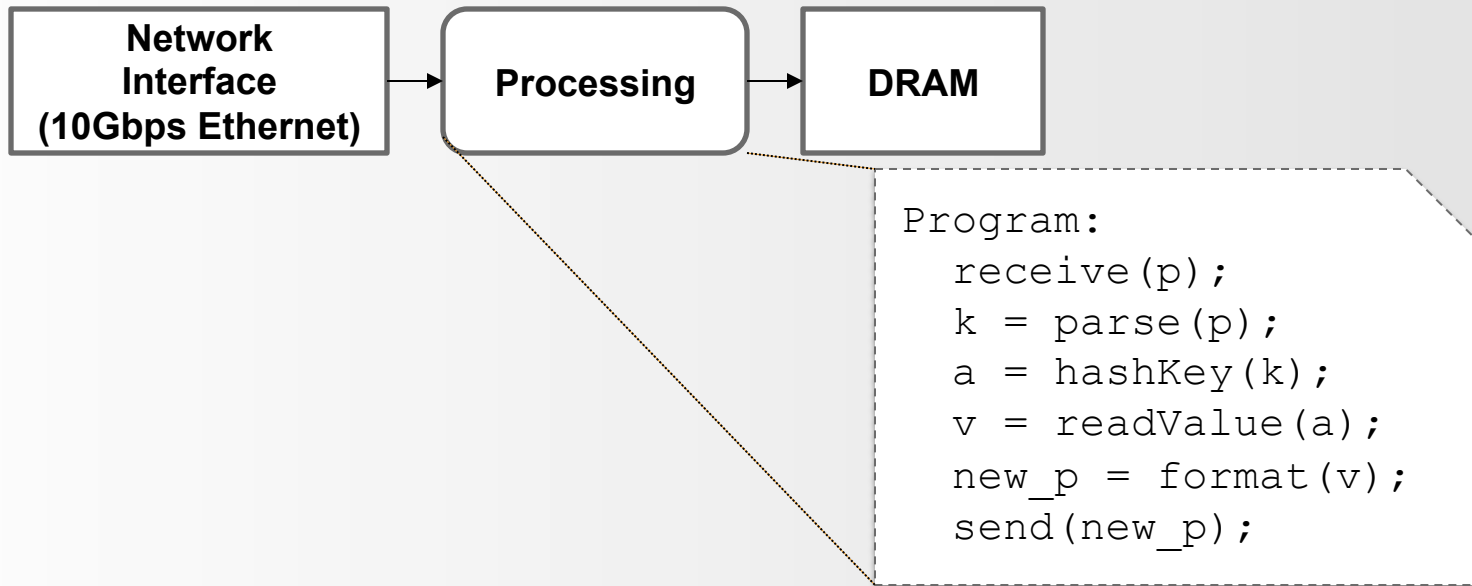
- FPGAs can be reprogrammed after manufacturing through hardware-based design flow



Hardware design exposes a greater complexity to the user and requires therefore more engineering effort

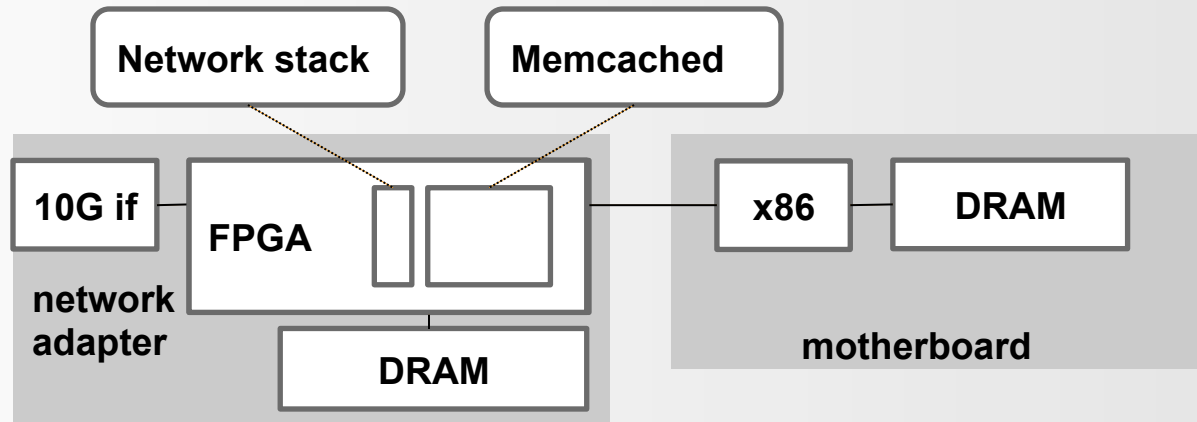
Why Dataflow Architectures?

- Memcached is fundamentally a streaming problem
 - Data is moved from network to memory and back with little compute



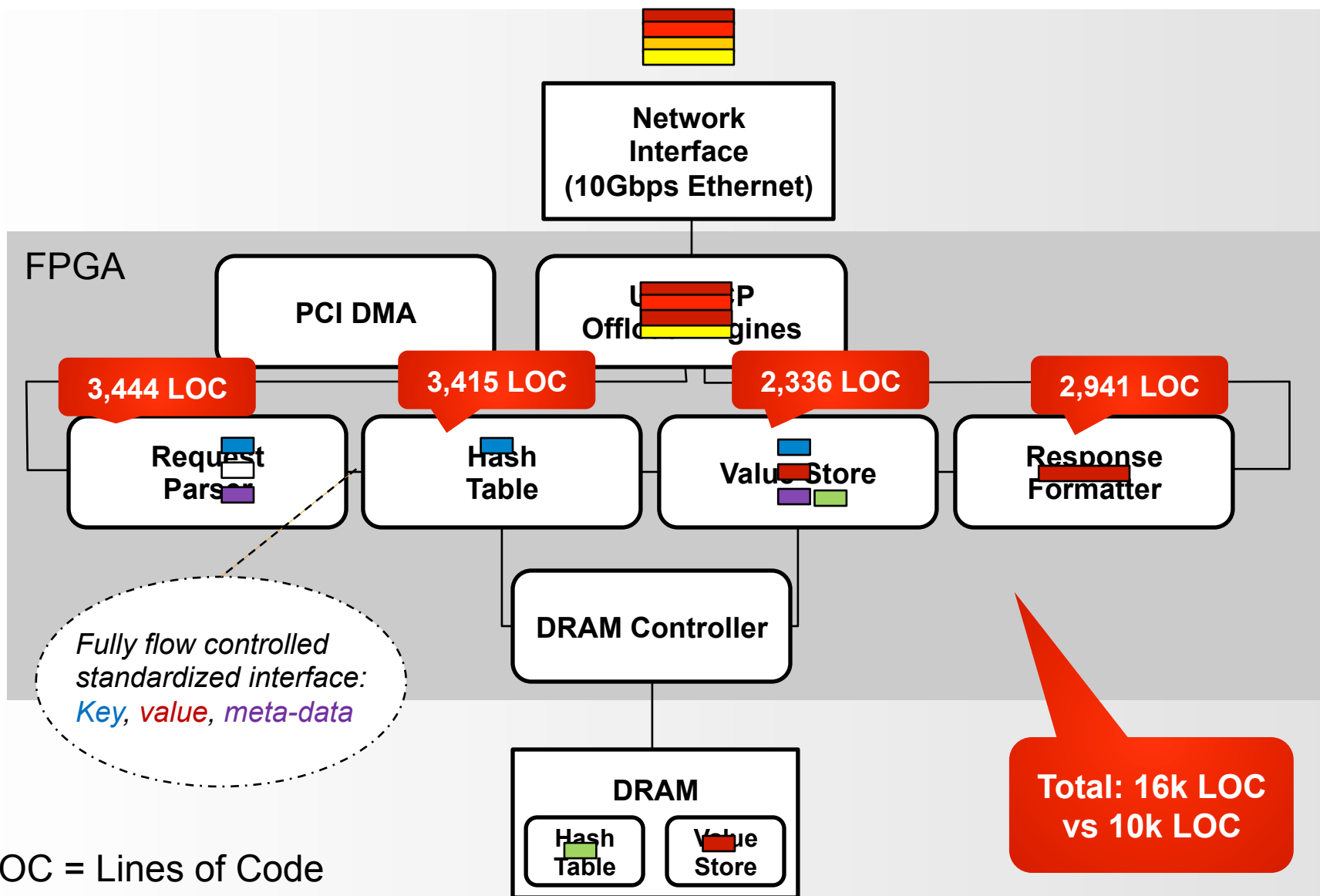
- Dataflow architectures, frequently used for network processing, should be well suited towards the application

System-level Architecture

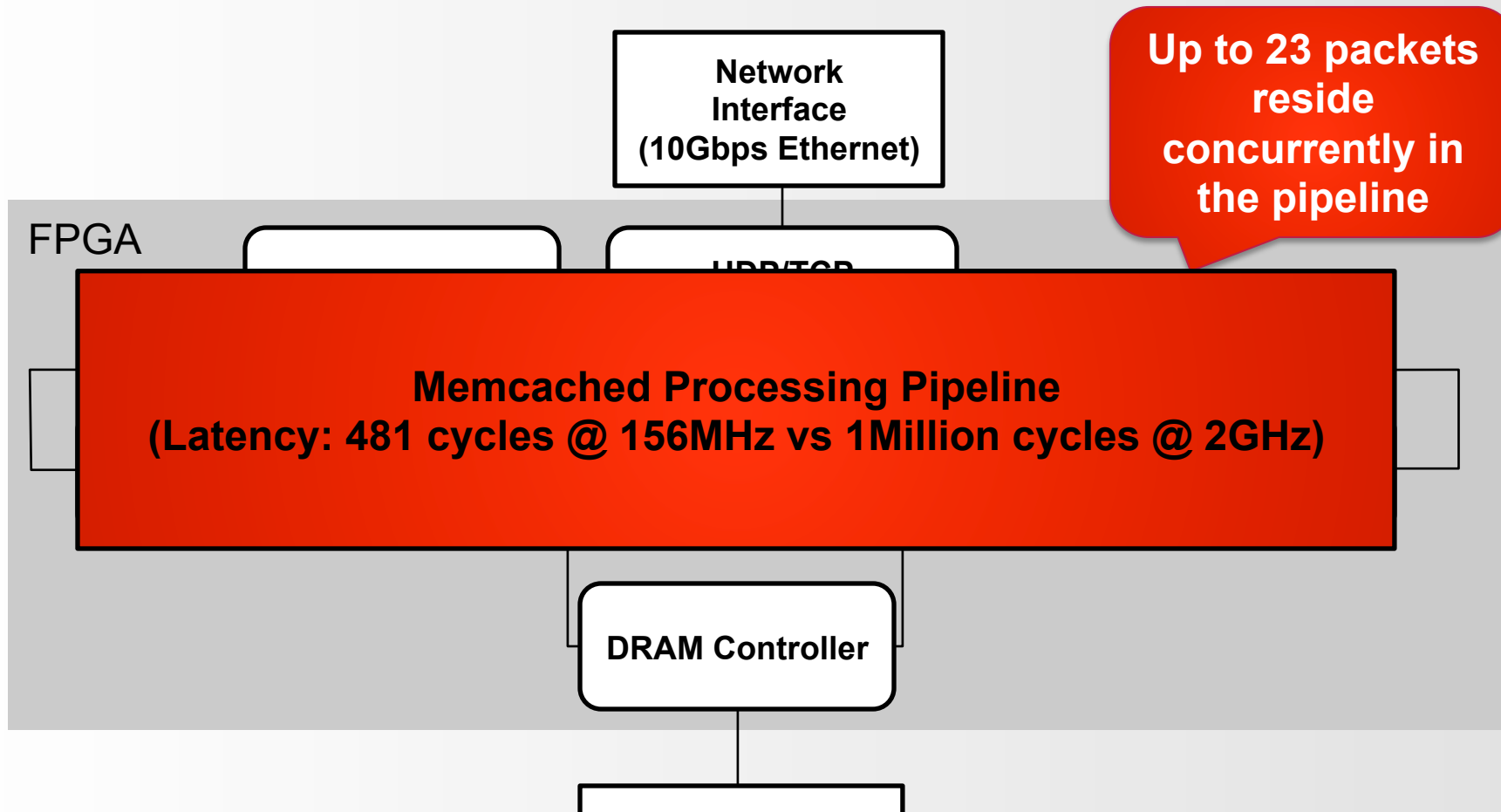


- High throughput through data-flow architecture
- Low latency through tight integration of network, compute and memory
- Hash table to support 2 million entries and 24GB of storage

FPGA-based Dataflow Architecture



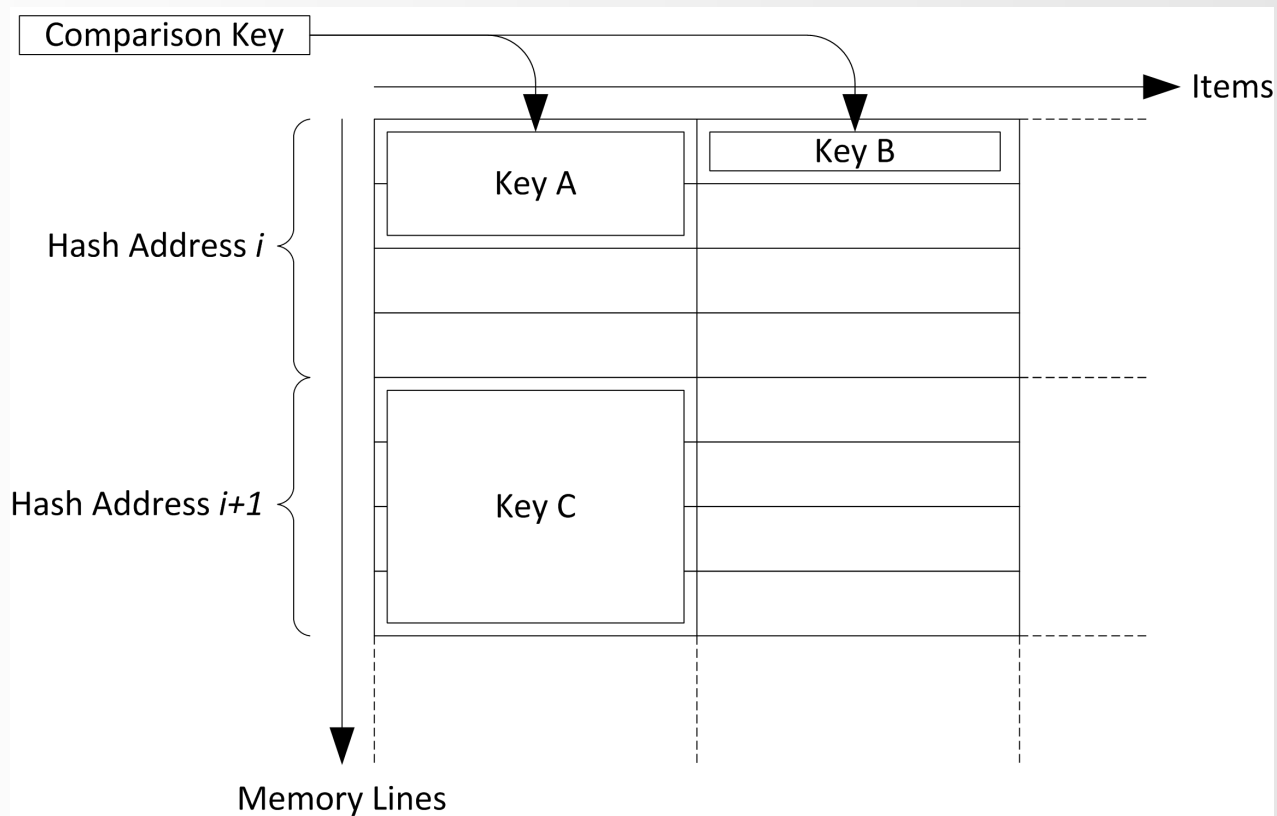
FPGA-based Dataflow Architecture



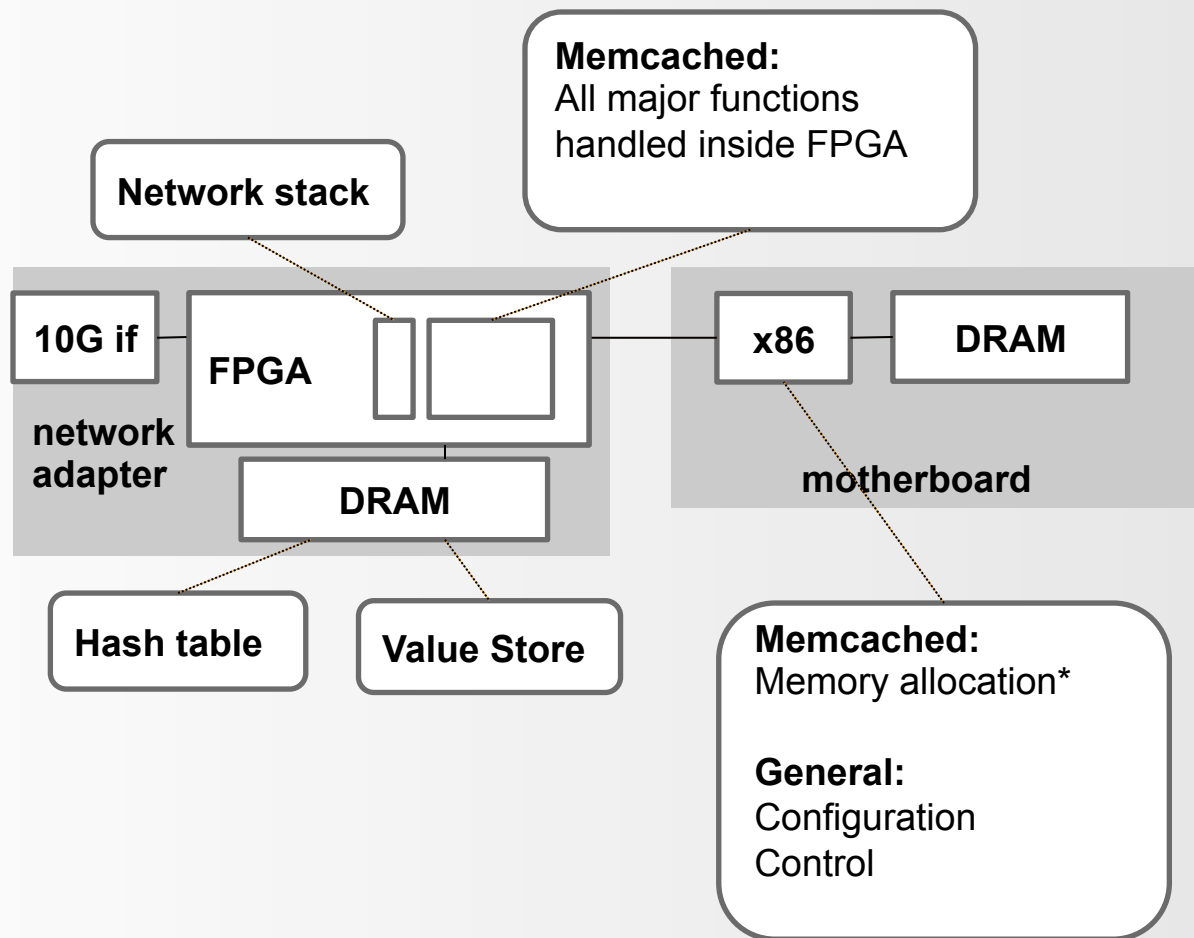
Exploiting task and instruction-level parallelism increases throughput and is more power efficient
Inherently scalable

Hash Table architecture

- Bob Jenkins lookup3 implemented in FPGA
- Collision handling through parallel lookup (8-way)
- Flexible key handling through striping

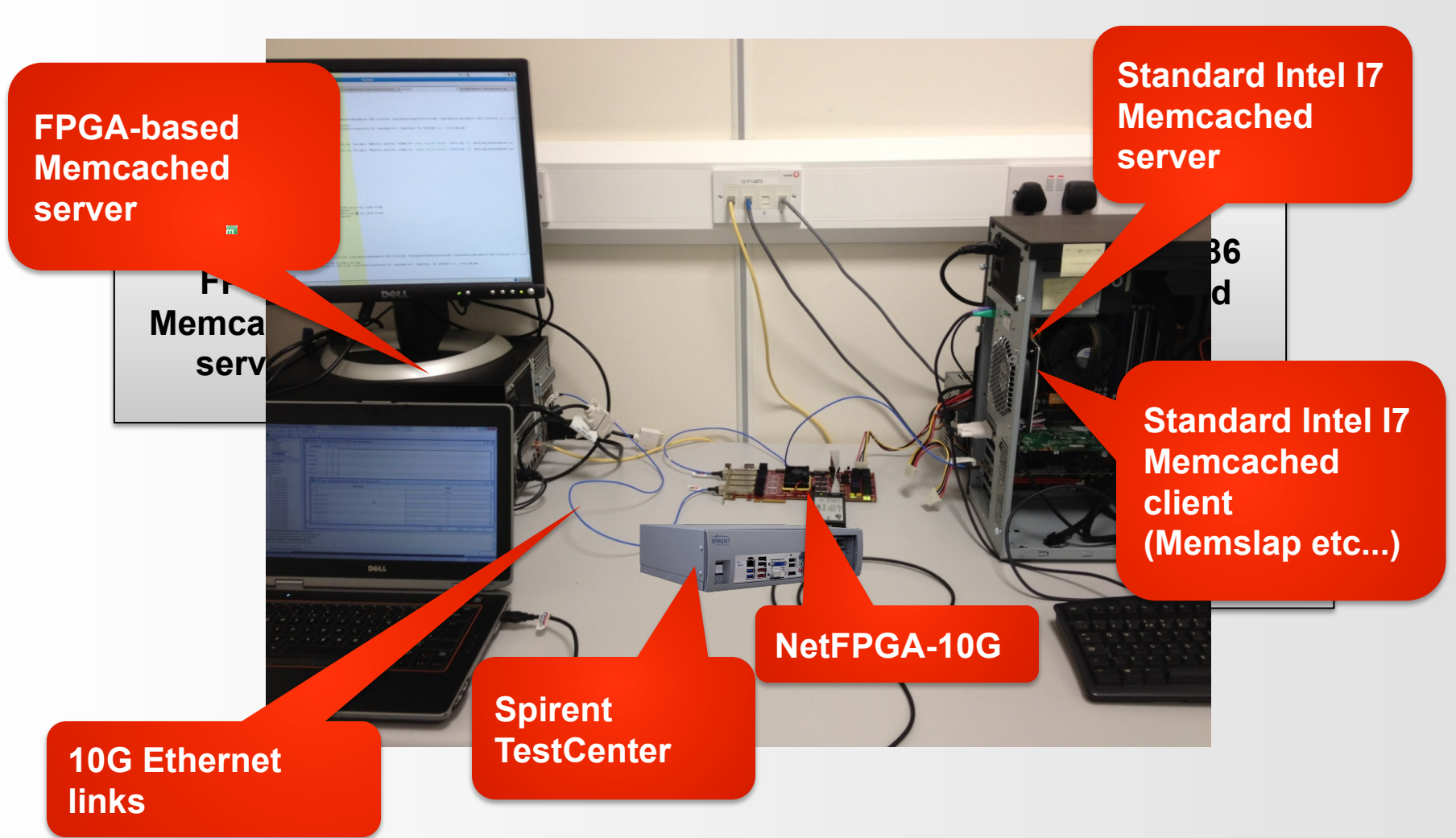


System-Level Architecture



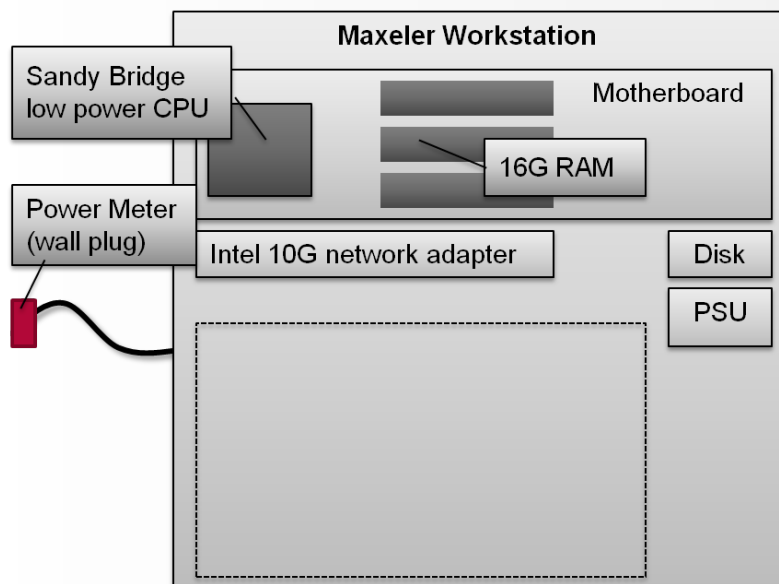
*below 3% of 1 core for 10% SET operations
*limited memory access bandwidth on platform

System Test Setup

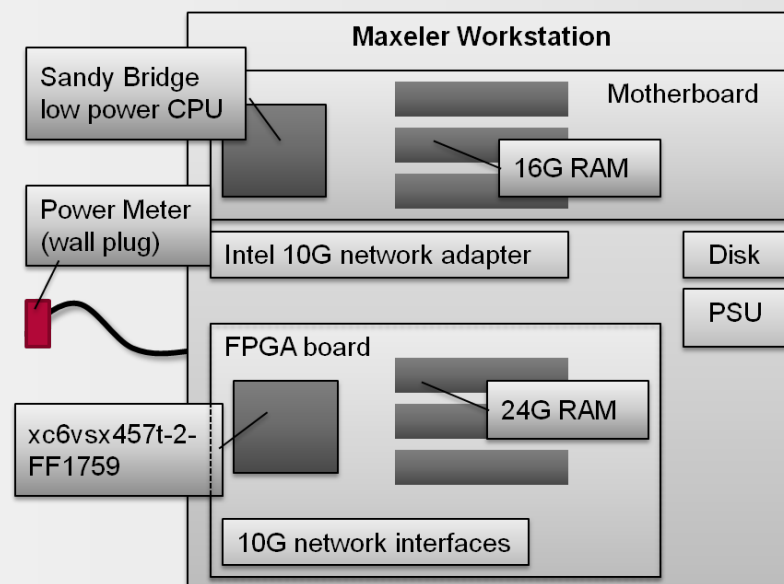


Power - Test Setup & Results

Test system 1: without FPGA board



Test system 2: with FPGA board

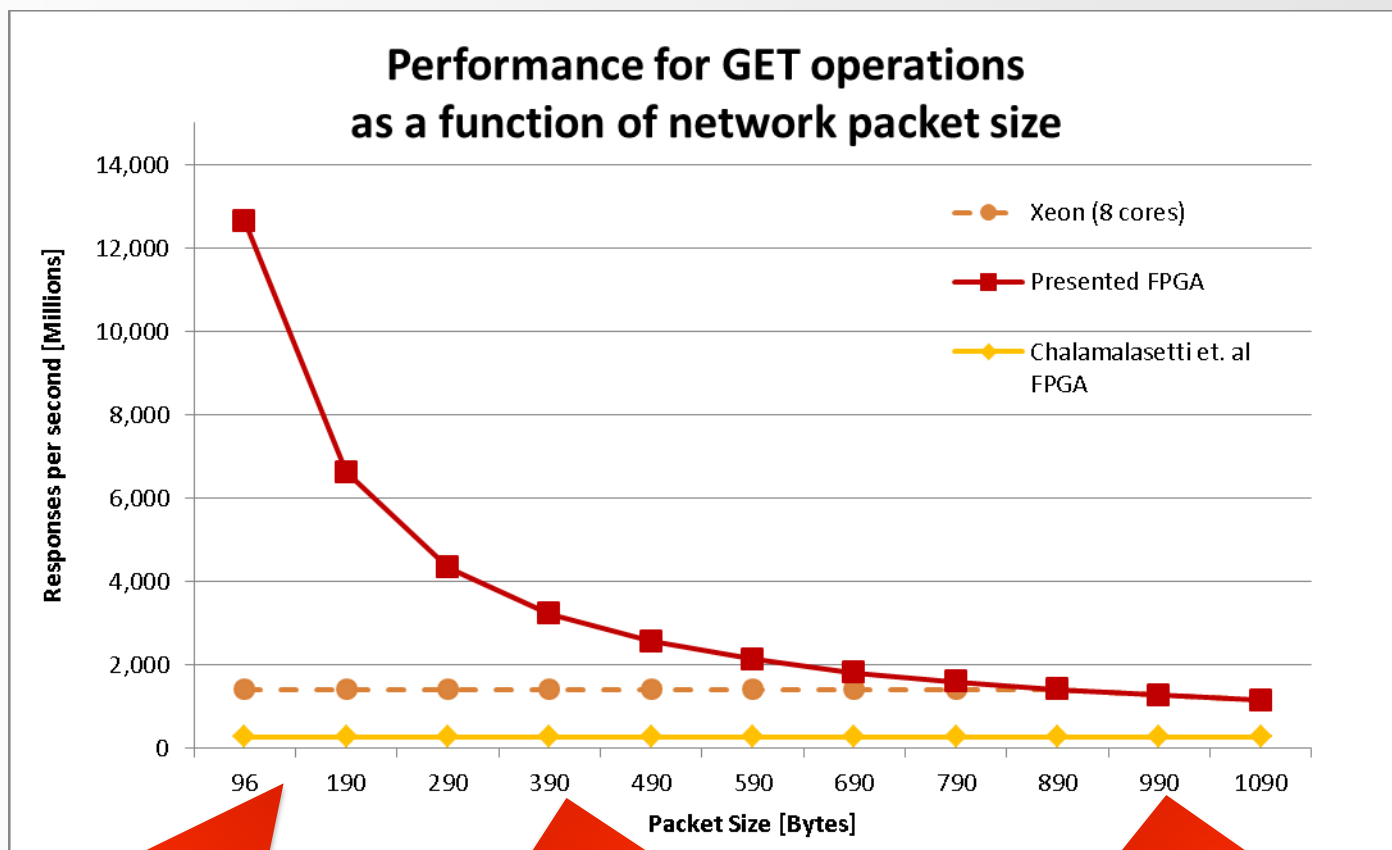


**(Power sourced from: power plug meter, xpower, data sheets and power regulator readings)*

*** (UDP, binary protocol)*

**** (includes FPGA and host system)*

Results - Performance



FPGA delivers constant 10Gbps performance – network becomes the bottleneck

X86 performance limited by a per packet overhead

Set performance saturates network as well

First Results of Memcached Evaluation

➤ **Sustained line rate processing for 10GE – 13MTps possible**

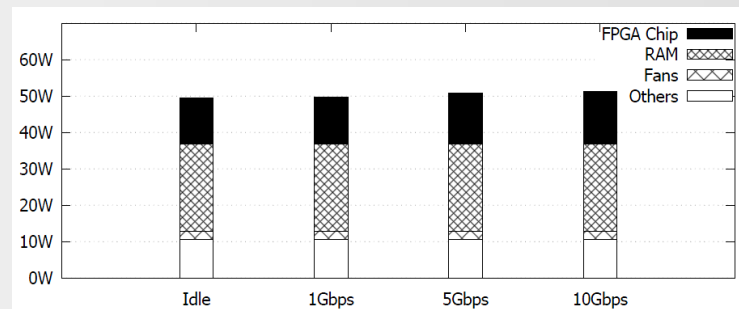
– Significant improvement over latest x86 numbers

➤ **Lower power**

➤ **Combined: 36x in RPS/Watt with low variation**

➤ **Cutting edge latency**

– microseconds instead of 100s of microseconds



Platform	RPS [M]	Latency [us]	RPS/W [K]
Intel Xeon (8 cores)	1.34	200-300	7
TilePRO (64 cores)	0.34	200-400	3.6
FPGA (board only)	13.02	3.5-4.5	254.8
FPGA (with host)	13.02	3.5-4.5	106.7

Source: see paper

Current Platform Limitations

➤ Programmability

- HLS investigation

➤ TCP offload

- Future work

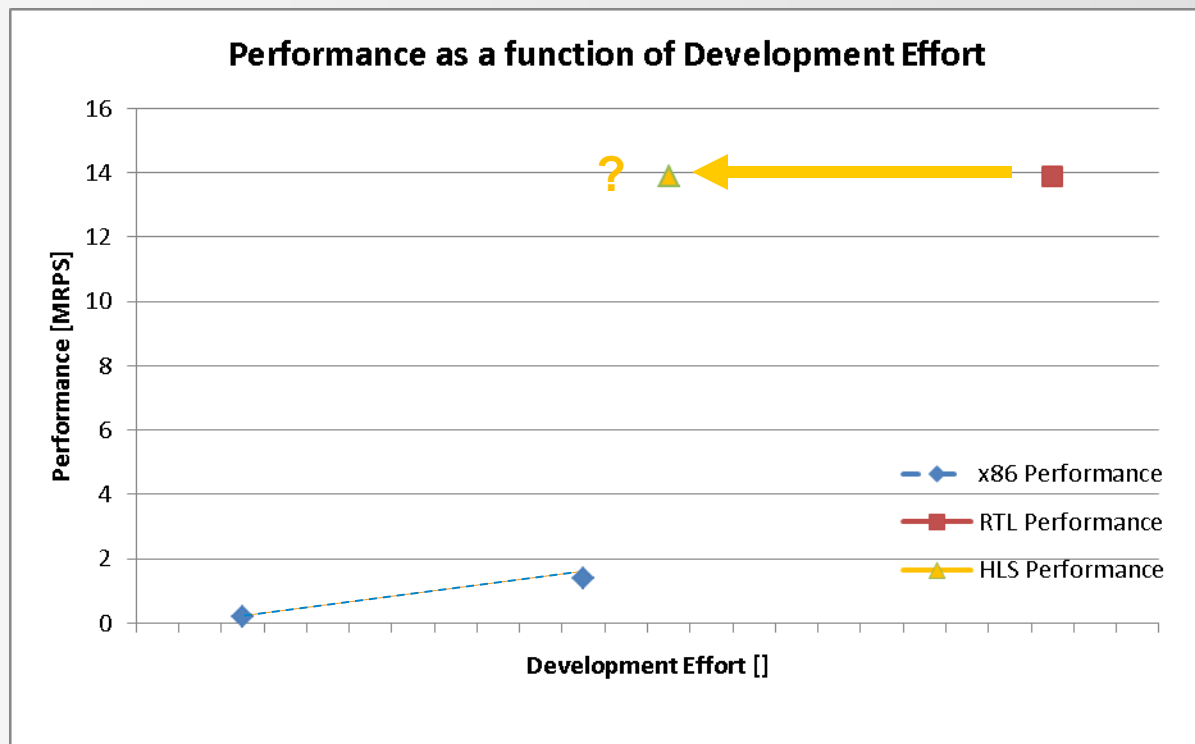
➤ Storage capacity

- SSD

➤ Memory allocation & cache management

- Current platform limitation

➤ Limited protocol support



Qualitative graph only

Summary & Next Steps

- **Dataflow architecture delivers 10Gbps line-rate performance and scalability to higher rates**
- **Significantly higher RPS/Watt, with that lower TCO**
- **Minimal latency**
- **Next Steps:**
 - Addressing limitations
 - Trials with real use cases
 - Exploration of other applications



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Thank You.
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