

# DOCA Storage Zero Copy Comch to RDMA Application Guide

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#### Introduction

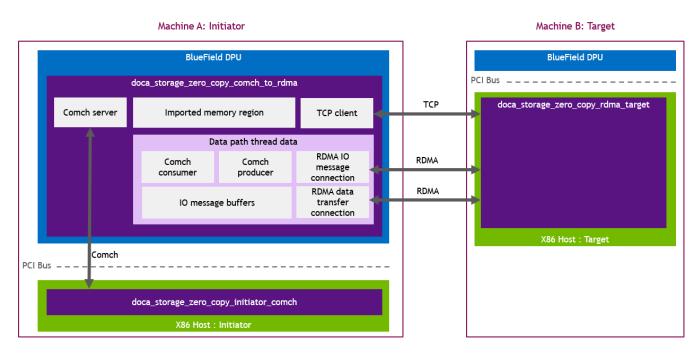
DOCA Storage Zero Copy Comch to RDMA (comch\_to\_rdma) is a communications bridge between the doca\_storage\_zero\_copy\_initiator\_comch (initiator\_comch) and the doca\_storage\_zero\_copy\_target\_rdma (target\_rdma). This keeps the initiator\_comch insulated from the details of target\_rdma.

## System Design

- 1. Comch\_to\_rdma connects to target\_rdma via TCP.
- 2. Comch\_to\_rdma creates a comch server and waits for the initiator\_comch to connect.
- 3. Comch\_to\_rdma waits for control messages from the initiator\_comch and reacts to them appropriately.



Two RDMA connections are made per thread to avoid the large RDMA data transfers interfering with or introducing latency to the smaller IO messages.



# **Application Architecture**

DOCA Storage Zero Copy Comch to RDMA executes in three stages:

- 1. Preparation.
- 2. <u>Data path</u>.
- 3. <u>Teardown</u>.

#### **Preparation Stage**

During this stage, the application performs the following:

- 1. Connects to target\_rdma via TCP.
- 2. Creates a DOCA Comch server and waits for a client connection.
- 3. Waits for a "configure data path" control message from initiator\_comch (including buffer count, buffer size, <u>doca\_mmap</u> export details).
  - 1. Create a doca\_mmap using the exported details from initiator\_comch then reexport it to provide access to target\_rdma.
  - 2. Send a configure data path control message to target\_rdma.

- 3. Wait for a configure data path control message response with a success status from target\_rdma.
- 4. Send a configure data path control message response to initiator\_comch.
- 4. Waits for a "start data path connections" control message from initiator\_comch.
  - 1. Create comch data path objects.
  - 2. Create N RDMA connections, exchanging connection details with target\_rdma.
  - 3. Relay the start data path connections control message to target\_rdma.
  - 4. Wait for a start data path connections control message response with a success status from target\_rdma.
  - 5. Send a start data path connections control message response to initiator\_comch.
- 5. Waits for a "start storage" control message from initiator\_comch.
  - 1. Verify that all RDMA and Comch connections are ready to use.
  - 2. Send a start storage control message to target\_rdma.
  - 3. Wait for a start storage control message response with a success status from target\_rdma.
  - 4. Start data path threads.
  - 5. Send a start storage control message response to initiator\_comch.

	doca_storage_zero_copy_target_rdma
doca_stora	ige_zero_copy_comch_to_rdma
doca_storage_zero_copy_initiator_comch	TCP connect ────→
	Create doca_comch_server
Create doca_comch_client	
⊂ Configure data path	
	Import and re-export mmap Configure data path
۰	<mark>.</mark> •
Start data path connections —————	Create data path objects
	Create RDMA connection
	↓ Start data path connections
	<b>-</b>
Start data path	
<b>—</b> •	

## Data Path Stage

This stage starts the data path threads. Each thread begins by submitting receive comch and RDMA tasks, then executing a tight loop polling the <u>progress engine</u> (PE) as quickly as possible until a "data path stop" IO message is received. The work of the data path threads is reactive, so is performed in task completion callbacks. As each IO message is received from initiator\_comch, it is forwarded to the storage application. Similarly, as each IO message response is received from target\_rdma, it is relayed back to initiator\_comch.

#### **Teardown Stage**

In this stage, the application performs the following:

- 1. Wait for a destroy objects control message from initiator\_comch.
- 2. Send a destroy objects control message to target\_rdma.
- 3. Wait for a destroy objects control message response from target\_rdma.
- 4. Destroy data path objects.
- 5. Send a destroy objects control message response to initiator\_comch.

6. Destroy control path objects.

#### **DOCA Libraries**

This application leverages the following DOCA libraries:

- DOCA Comch
- DOCA RDMA

## **Compiling the Application**

This application is compiled as part of the set of storage zero copy applications. For compilation instructions, refer to *NVIDIA DOCA Storage Zero Copy*.

## **Running the Application**

## **Application Execution**



This application can only be run on the host.

DOCA Storage Zero Copy Comch to RDMA is provided in source form. Therefore, compilation is required before the application can be executed.

• Application usage instructions:

```
Usage: doca_storage_zero_copy_comch_to_rdma [DOCA Flags]
[Program Flags]
DOCA Flags:
-h, --help Print a help synopsis
```

-v, --version Print program version information -l, --log-level Set the (numeric) log level for the program <10=DISABLE, 20=CRITICAL, 30=ERROR, 40=WARNING, 50=INFO, 60=DEBUG, 70=TRACE> --sdk-log-level Set the SDK (numeric) log level for the program <10=DISABLE, 20=CRITICAL, 30=ERROR, 40=WARNING, 50=INFO, 60=DEBUG, 70=TRACE> -j, --json <path> Parse all command flags from an input json file Program Flags: -d, --device Device identifier Device host side -r, --representor representor identifier --cpu CPU core to which the process affinity can be set --storage-server One or more storage server addresses in <ip\_addr>:<port> format --command-channel-name Name of the channel used by the doca\_comch\_server. Default: storage\_zero\_copy\_comch

#### (j) Info

This usage printout can be printed to the command line using the -h (or --help) options:

./doca\_storage\_zero\_copy\_comch\_to\_rdma -h

For additional information, refer to section "<u>Command Line</u> <u>Flags</u>". • CLI example for running the application on the BlueField:

```
./doca_storage_zero_copy_comch_to_rdma -d 03:00.0 -r 3b:00.0
--storage-server 172.17.0.1:12345 --cpu 12
```

#### (i) Note

Both the DOCA Comch device PCle address (03:00.0) and the DOCA Comch device representor PCle address (3b:00.0) should match the addresses of the desired PCle devices.

• The application also supports a JSON-based deployment mode in which all command-line arguments are provided through a JSON file:

./doca\_storage\_zero\_copy\_comch\_to\_rdma --json [json\_file]

For example:

./doca\_storage\_zero\_copy\_comch\_to\_rdma --json
doca\_storage\_zero\_copy\_comch\_to\_rdma\_params.json

#### ) Note

Before execution, ensure that the used JSON file contains the correct configuration parameters, and especially the PCIe addresses necessary for the deployment.

# **Command Line Flags**

Flag Type	Sho rt Flag	Long Flag/JSO N Key	Description	JSON Content
Gen eral flag s	h	help	Print a help synopsis	N/A
	V	versio n	Print program version information	N/A
	1	log- level	Set the log level for the application: DISABLE=10 CRITICAL=20 ERROR=30 WARNING=40 INFO=50 DEBUG=60 TRACE=70 (requires compilation with TRACE log level support)	"log-level" : 60
	N/A	sdk- log- level	Set the log level for the program: DISABLE=10 CRITICAL=20 ERROR=30 WARNING=40 INFO=50 DEBUG=60 TRACE=70	"sdk-log- level": 40
	j	json	Parse all command flags from an input JSON file	N/A
Prog ram flag s	d	device	<ul> <li>DOCA device identifier. One of:</li> <li>PCle address: 3b:00.0</li> <li>InfiniBand name: mlx5_0</li> <li>Network interface name: en3f0pf0sf0</li> </ul>	"device" : "03:00.0"

Flag Type	Sho rt Flag	Long Flag/JSO N Key	Description	JSON Content
			(j) <b>Note</b> This flag is a mandatory.	
			DOCA Comch device representor PCIe address	
	r	repres entor	(j) <b>Note</b> This flag is a mandatory.	"representor" : "3b:00.0"
N			Index of CPU to use. One data path thread is spawned per CPU. Index starts at 0.	
			(j) <b>Note</b> The user can specify this argument multiple times	
	N/A	cpu	to create more threads.	"cpu": 6
			(j) <b>Note</b> This flag is a mandatory.	
	N/A	N/A storag e- server	IP Address and port to use to establish the control TCP connection to the target.	"storage- server" :
			i Note	

Flag Type	Sho rt Flag	Long Flag/JSO N Key	Description	JSON Content	
			This flag is a mandatory.		"172.17.0.1:12 345"
	N/A	 comman d- channe l-name	Allows customizing the server name used for this application instance if multiple comch servers exist on the same device.		"command- channel- name" : "storage_zero_ copy_comch"

#### Troubleshooting

Refer to the <u>DOCA Troubleshooting</u> for any issue encountered with the installation or execution of the DOCA applications.

## **Application Code Flow**

# **Control Thread Flow**

1. Parse application arguments:

```
auto const cfg = parse_cli_args(argc, argv);
```

1. Prepare the parser (doca\_argp\_init).

- 2. Register parameters (doca\_argp\_param\_create).
- 3. Parse the arguments ( doca\_argp\_start ).

- 4. Destroy the parser (doca\_argp\_destroy).
- 2. Display the configuration:

print\_config(cfg);

3. Create application instance:

g\_app.reset(storage::zero\_copy::make\_dpu\_application(cfg));

4. Run the application:

g\_app->run()

1. Find and open the specified device:

```
m_dev = storage::common::open_device(m_cfg.device_id);
```

2. Find and open the selected representor:

```
m_dev_rep = storage::common::open_representor(m_dev,
m_cfg.representor_id);
```

3. Create control path progress engine:

```
doca_pe_create(&m_ctrl_pe);
```

4. Connect to target\_rdma:

```
connect_storage_server();
```

- 1. Create a TCP socket.
- 2. Connect the TCP socket.
- 5. Create comch server and wait for comch client to connect:

```
create_comch_server();
while (m_client_connection == nullptr) {
    static_cast<void>(doca_pe_progress(m_ctrl_pe));
    if (m_abort_flag)
        return;
}
```

- 6. Wait for configure storage control message.
- 7. Configure storage:

```
configure_storage();
```

- 1. Create mmap using the exported details provided by initiator\_comch.
- 2. Export the mmap to allow RDMA access.
- 8. Send "configure storage" control message to target\_rdma with re-exported mmap details.
- 9. Wait for configure storage control message response from target\_rdma.

- 10. Send configure storage control message response to initiator\_comch.
- 11. Wait for "start data path" control message.
- 12. Prepare data path:

- 1. Create per thread data context:
  - 1. Create IO messages.
  - 2. Create progress engine.
  - 3. Create mmap for IO message buffers.
  - 4. Create comch producer.
  - 5. Create comch consumer.
  - 6. Create RDMA contexts.
  - 7. Create RDMA connections:
    - 1. Export RDMA connection details ( doca\_rdma\_export ).
    - 2. Send "create RDMA connection" control message.
    - 3. Wait for create RDMA connection control message.
    - 4. Start connection using remote RDMA connection details doca\_rdma\_connect.
- 2. Send data path control message to target\_rdma.
- 3. Wait for data path control message response from target\_rdma.
- 4. Send data path control message response to initiator\_comch.

- 13. Wait for start storage control message.
- 14. Verify all connections are ready (comch and RDMA):

```
wait_for_connections_to_establish();
```

- 15. Send start storage control message to target\_rdma.
- 16. Create threads:

```
if (op_type == io_message_type::read) {
        m_thread_contexts[ii].thread =
std::thread{&thread_hot_data::non_validated_test,
std::addressof(m_thread_contexts[ii].hot_context)};
} else if (op_type == io_message_type::write) {
        if (m_cfg.validate_writes) {
                m_thread_contexts[ii].thread =
std::thread{&thread_hot_data::validated_test,
std::addressof(m_thread_contexts[ii].hot_context)};
        } else {
                m_thread_contexts[ii].thread =
std::thread{&thread_hot_data::non_validated_test,
std::addressof(m_thread_contexts[ii].hot_context)};
        }
}
```

- 17. Wait for "start storage" control message response from target\_rdma.
- 18. Start data path threads.

- 19. Send start storage control message response to initiator\_comch.
- 20. Run all threads until completion.
- 21. Wait for "destroy objects" control message.
- 22. Send destroy objects control message to target\_rdma.
- 23. Wait for destroy objects control message response from target\_rdma.
- 24. Destroy data path objects.
- 25. Send destroy objects control message response to initiator\_comch.
- 5. Display stats:

```
printf("| Stats\n");
printf("+========+\n") :
for (uint32_t ii = 0; ii != stats.size(); ++ii) {
       printf("| Thread[%u]\n", ii);
       auto const pe_hit_rate_pct = (static_cast<double>
(stats[ii].pe_hit_count) /
                                   (static_cast<double>
(stats[ii].pe_hit_count) +
                                    static cast<double>
(stats[ii].pe_miss_count))) *
                                  100.;
       printf("| PE hit rate: %2.03lf%% (%lu:%lu)\n",
              pe_hit_rate_pct,
              stats[ii].pe_hit_count,
              stats[ii].pe_miss_count);
       printf("+-----+\n");
}
printf("+=========+\n");
```

6. Destroy control path objects.

#### **Performance Data Path Thread Flow**

The data path involves polling the PE as quickly as possible; to receive IO messages from either initiator\_comch or target\_rdma.

1. Run until initiator\_comch sends a stop IO message:

```
while (hot_data->running_flag) {
    doca_pe_progress(pe) ? ++(hot_data->pe_hit_count) :
++(hot_data->pe_miss_count);
}
```

2. Handle IO message from initiator\_comch:

```
auto *const hot_data = static_cast<thread_hot_data *>
(ctx_user_data.ptr);
...
doca_task_submit(static_cast<doca_task *>(task_user_data.ptr));
```

3. Handle IO message from target\_rdma:

```
auto *const hot_data = static_cast<thread_hot_data *>
(ctx_user_data.ptr);
doca_error_t ret;
auto *const io_message =
storage::common::get_buffer_bytes(doca_rdma_task_receive_get_d
```

```
if (io_message_view::get_type(io_message) !=
io_message_type::stop) {
    io_message_view::set_type(io_message_type::result,
io_message);
    io_message_view::set_result(DOCA_SUCCESS,
io_message);
} else {
    hot_data->app_impl->stop_all_threads();
}
do {
    ret = doca_task_submit(static_cast<doca_task *>
(task_user_data.ptr));
} while (ret == DOCA_ERROR_AGAIN);
```

#### References

```
• /opt/mellanox/doca/applications/storage/
```

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