

NVIDIA DOCA SHA

Sample Guide

Table of Contents

Chapter 1.	Introduction	1
Chapter 2.	Dependencies	2
Chapter 3.	Prerequisites	3
Chapter 4.	Running the Sample	4
Chapter 5.	Samples	5
5.1. SHA	Create	5
52 SHA	Partial Create	5

Chapter 1. Introduction

This document describes SHA samples based on the DOCA SHA library. These samples illustrate how to use the DOCA SHA API to calculate secure hash algorithm on a given message.

For more information about DOCA SHA library, refer to the <u>NVIDIA DOCA SHA Programming Guide</u>.

NVIDIA DOCA SHA MLNX-15-060557 _v1.4 | 1

Chapter 2. Dependencies

The DOCA SHA library requires BlueField-2 firmware version 24.35.1012 or higher.

Chapter 3. Prerequisites

N/A

Chapter 4. Running the Sample

- 1. Refer to the following documents:
 - NVIDIA DOCA Installation Guide for Linux for details on how to install BlueField-related software.
 - NVIDIA DOCA Troubleshooting Guide for any issue you may encounter with the installation, compilation, or execution of DOCA applications.
- 2. To build a given sample:

```
cd /opt/mellanox/doca/samples/doca_sha/<sample_name>
meson build
ninja -C build
```



Note: The doca <sample name> will be created under ./build/.

3. Sample (e.g., doca sha create) usage:

For additional information per sample, use the -h option:

```
./build/doca <sample name> -h
```

Chapter 5. Samples

5.1. SHA Create

This sample illustrates how to send A SHA job and retrieve the result.

The sample logic includes:

- 1. Locating a DOCA device.
- 2. Initializing the required DOCA core structures.
- 3. Populating DOCA memory map with two relevant buffers; one for the source data and one for the result.
- 4. Allocating the element in DOCA buffer inventory for each buffer.
- 5. Initializing a DOCA SHA job object.
- 6. Submitting the SHA job into work queue.
- 7. Retrieving the SHA job from the queue once it is done.
- 8. Printing the job result.
- 9. Destroying all SHA and DOCA core structures.

References:

- /opt/mellanox/doca/samples/doca sha/sha create/sha create sample.c
- /opt/mellanox/doca/samples/doca sha/sha create/sha create main.c
- /opt/mellanox/doca/samples/doca_sha/sha_create/meson.build

5.2. SHA Partial Create

This sample illustrates how to send partial SHA jobs and retrieve the result. Each job source buffer (except the final) will be 64 bytes.

The sample logic includes:

- 1. Locating a DOCA device.
- 2. Initializing the required DOCA core structures.
- 3. Initializing a partial session for all the jobs.

- 4. Populating DOCA memory map with two relevant buffers; one for the source data and one for the result.
- 5. Allocating the element in DOCA buffer inventory for the result buffer.
- 6. Calculating total jobs; user data length divided by 64.
- 7. For each job:
 - a). Allocating the element in DOCA buffer inventory for the relevant part in the source buffer.
 - b). Initializing the DOCA SHA job object. If it is the final job, send DOCA SHA JOB FLAGS SHA PARTIAL FINAL flag.
 - c). Submitting SHA job into work queue.
 - d). Retrieving SHA job from the queue once it is done.
- 8. Printing the final job result.
- 9. Destroying all SHA and DOCA core structures.

References:

- /opt/mellanox/doca/samples/doca_sha/sha_partial_create/ sha_partial_create_sample.c
- /opt/mellanox/doca/samples/doca_sha/sha_partial_create/ sha partial create main.c
- /opt/mellanox/doca/samples/doca_sha/sha_partial_create/meson.build

Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. NVIDIA Corporation nor any of its direct or indirect subsidiaries and affiliates (collectively: "NVIDIA") make no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assume no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.

Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer ("Terms of Sale"). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

NVIDIA products are not designed, authorized, or warranted to be suitable for use in medical, military, aircraft, space, or life support equipment, nor in applications where failure or malfunction of the NVIDIA product can reasonably be expected to result in personal injury, death, or property or environmental damage. NVIDIA accepts no liability for inclusion and/or use of NVIDIA products in such equipment or applications and therefore such inclusion and/or use is at customer's own risk.

NVIDIA makes no representation or warranty that products based on this document will be suitable for any specified use. Testing of all parameters of each product is not necessarily performed by NVIDIA. It is customer's sole responsibility to evaluate and determine the applicability of any information contained in this document, ensure the product is suitable and fit for the application planned by customer, and perform the necessary testing for the application in order to avoid a default of the application or the product. Weaknesses in customer's product designs may affect the quality and reliability of the NVIDIA product and may result in additional or different conditions and/or requirements beyond those contained in this document. NVIDIA accepts no liability related to any default, damage, costs, or problem which may be based on or attributable to: (i) the use of the NVIDIA product in any manner that is contrary to this document or (ii) customer product designs.

No license, either expressed or implied, is granted under any NVIDIA patent right, copyright, or other NVIDIA intellectual property right under this document. Information published by NVIDIA regarding third-party products or services does not constitute a license from NVIDIA to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property rights of the third party, or a license from NVIDIA under the patents or other intellectual property rights of NVIDIA.

Reproduction of information in this document is permissible only if approved in advance by NVIDIA in writing, reproduced without alteration and in full compliance with all applicable export laws and regulations, and accompanied by all associated conditions, limitations, and notices.

THIS DOCUMENT AND ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL NVIDIA BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Notwithstanding any damages that customer might incur for any reason whatsoever, NVIDIA's aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms of Sale for the product.

Trademarks

NVIDIA, the NVIDIA logo, and Mellanox are trademarks and/or registered trademarks of Mellanox Technologies Ltd. and/or NVIDIA Corporation in the U.S. and in other countries. The registered trademark Linux® is used pursuant to a sublicense from the Linux Foundation, the exclusive licensee of Linus Torvalds, owner of the mark on a world-wide basis. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

 $^{\odot}$ 2022 NVIDIA Corporation & affiliates. All rights reserved.

