

### NVIDIA DOCA DPA L2 Reflector

**Application Guide** 

### **Table of Contents**

Chapter 1	. Introdution	. 1
Chapter 2	. System Design	. 2
Chapter 3	. Application Architecture	. 4
Chapter 4	DOCA Libraries and Drivers	.6
Chapter 5	. Configuration Flow	. 7
Chapter 6	. Dependencies	. 8
Chapter 7	. Running the Application	. 9
Chapter 8	. Arg Parser DOCA Flags	1
Chapter 9	. References	12

### Chapter 1. Introdution

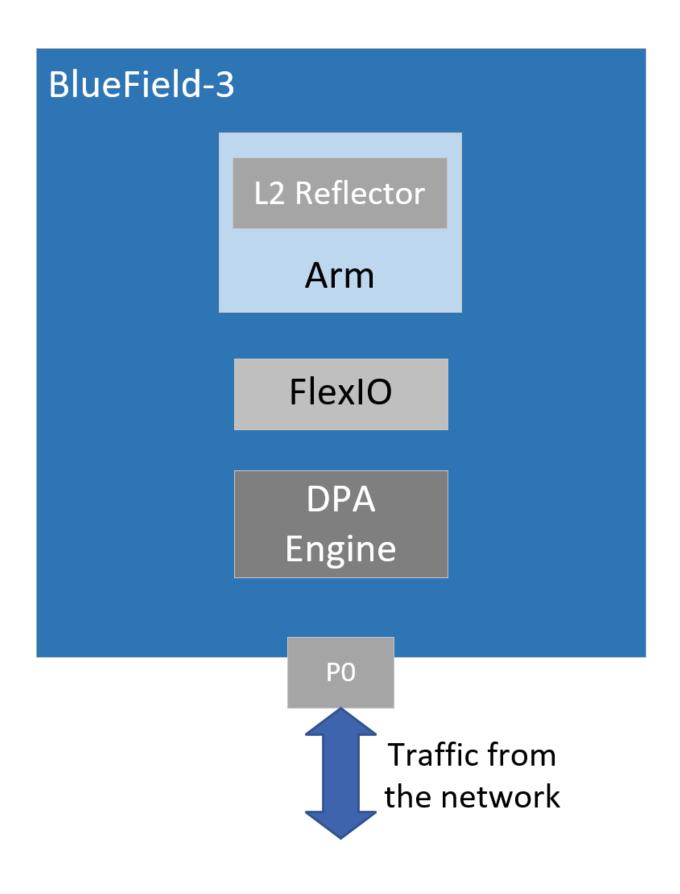
The BlueField-3 DPU supports high-speed DPA. Data path accelerator allows for accelerated packet processing and manipulation.

DOCA Layer-2 (L2) Reflector uses the DPA engine to intercept network traffic and swap the source and destination MAC addresses of each packet.

# Chapter 2. System Design

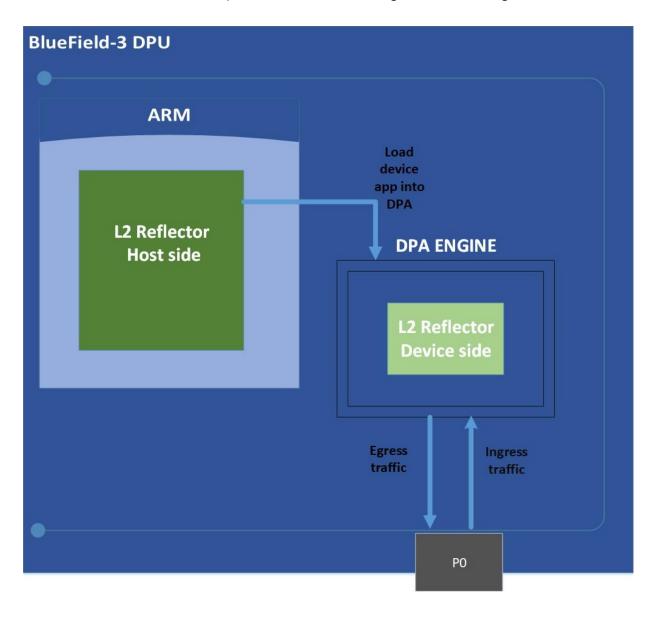
The application accepts traffic from specific port given as an argument and leverage the DPA capabilities for accelerated processing.

The following figure shows a view of the high-level components of the application:



# Chapter 3. Application Architecture

DOCA L2 Reflector runs on top of FlexIO SDK to configure the DPA engine.



The FlexIO application consist of two parts:

- ▶ Host side responsible for allocating resources and loading them to the DPA
- ▶ Device side core processing logic of the application which swaps the MACs on the DPA

For more information, please refer to section "Programming FlexIO SDK" in the NVIDIA DOCA DPA Subsystem Programming Guide.

## Chapter 4. DOCA Libraries and **Drivers**

This application leverages the following DOCA driver:

► FlexIO SDK Library

### Chapter 5. Configuration Flow

This section lists the application's configuration flow which includes different FlexIO functions and wrappers.

- 1. Parse application argument.
  - a). Initialize arg parser resources and register DOCA general parameters.

```
doca argp init();
```

b). Register the application's parameters.

```
register 12 reflector params();
```

c). Parse the arguments.

```
doca_argp_start();
```

2. Setup the InfiniBand device.

```
12_reflector_setup_ibv_device();
```

3. Setup the DPA device.

```
12_reflector_setup_device();
```

4. Allocate the device's resources.

```
12 reflector allocate device resources();
```

5. Run initialization function on the device:

```
flexio process call();
```

6. Create the steering rule.

```
12_reflector_create_steering_rule();
```

7. Start the event handler on the device.

```
flexio event handler run();
```

8. Main loop.

```
while (!force quit)
    sleep(10);
```

9. Cleanup the resources.

```
12 reflector_destroy();
```

# Chapter 6. Dependencies

NVIDIA BlueField-3 DPU is required.

### Chapter 7. Running the Application

- 1. Refer to the following documents:
  - NVIDIA DOCA Installation Guide for Linux for details on how to install BlueFieldrelated software.
  - NVIDIA DOCA Troubleshooting Guide for any issue you may encounter with the installation, compilation, or execution of DOCA applications.
  - NVIDIA DOCA Applications Overview for additional compilation instructions and development tips of DOCA applications.
- 2. The L2 Reflector binary is located under /opt/mellanox/doca/applications/ 12 reflector/bin/12 reflector. To build all the applications together, run:

```
cd /opt/mellanox/doca/applications/
meson build
ninja -C build
```

- 3. To build only the L2 Reflector application:
  - a). Edit the following flags in /opt/mellanox/doca/applications/ meson options.txt:
    - ▶ Set enable all applications to false
    - ▶ Set enable 12 reflector to true
  - b). Run the commands in step 2.



#### Application usage:

```
Usage: 12 reflector [DOCA Flags] [Program Flags]
DOCA Flags:
 -h, --help
                                   Print a help synopsis
 -v, --version
                                  Print program version information
                                   Set the log level for the program
 <CRITICAL=20, ERROR=30, WARNING=40, INFO=50, DEBUG=60>
Program Flags:
 -d, --device <device name>
                                   Device name
```

Note: For additional information on the application, use -h: /opt/mellanox/doca/applications/12 reflector/bin/12 reflector -h 4. CLI example for running the application on BlueField/host:

/opt/mellanox/doca/applications/12\_reflector/bin/12\_reflector -d mlx5\_0



Note: To run the application on the second port, verify that it has a partition. Run: dpaeumgmt partition info -d mlx5 1

If DPA EU partition creation is required, refer to NVIDIA DOCA DPA EU Management

5. To run 12 reflector using a JSON file:

<application name> --json [json\_file]

#### For example:

cd /opt/mellanox/doca/applications/12\_reflector/bin ./12\_reflector --json ./12\_reflector\_params.json

# Chapter 8. Arg Parser DOCA Flags

### Refer to NVIDIA DOCA Arg Parser Programming Guide for more information.

Flag Type	Short Flag	Long Flag/ JSON Key	Description	JSON Content
General Flags	1	log-level	Sets the log level for the application:	"log-level": 60
			<ul><li>CRITICAL=20</li><li>ERROR=30</li><li>WARNING=40</li><li>INFO=50</li></ul>	
			▶ DEBUG=60	
	V	version	Print program version information	N/A
	h	help	Prints a help synopsis	N/A
Program Flags	d	device	Device name	"device": mlx5_0

# Chapter 9. References

- /opt/mellanox/doca/applications/12\_reflector/src
- /opt/mellanox/doca/applications/12\_reflector/bin/12\_reflector\_params.json

#### 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 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

© 2023 NVIDIA Corporation & affiliates. All rights reserved.

