

# NVIDIA DOCA with OpenSSL

User Guide

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### Chapter 1. Introduction

The doca\_sha\_offload\_engine is an OpenSSL dynamic engine with the ability of offloading SHA calculation. It can offload the OpenSSL one-shot SHA-1, SHA-256, and SHA-512. It supports synchronous mode and asynchronous mode by leveraging the OpenSSL async\_jobs library. For more information on the async\_jobs library, please refer to <u>official OpenSSL</u> documentation.

This engine is based on the doca\_sha library and the OpenSSL dynamic engine interface API. For more information on the OpenSSL dynamic engine, please refer to <u>official</u> <u>OpenSSL documentation</u>.

This engine can be called by an OpenSSL application through the OpenSSL high-level algorithm call interface, EVP\_Digest. For more information on the EVP\_Digest, please refer to <u>official OpenSSL documentation</u>.

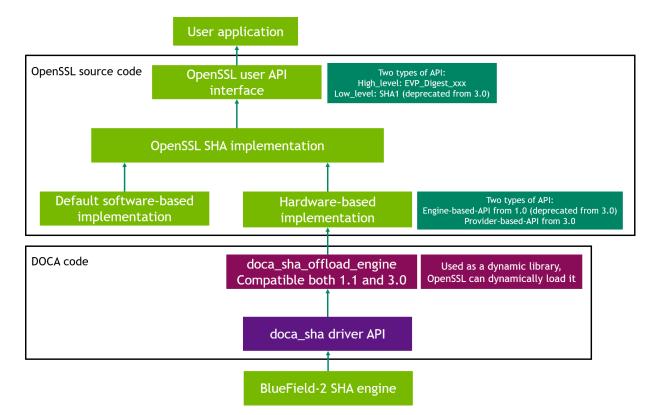
# Chapter 2. Prerequisites

- Hardware-based doca\_sha engine which can be verified by calling doca\_sha\_get\_hardware\_supported()
- ▶ Installed OpenSSL version  $\ge$  1.1.1

# Chapter 3. Architecture

The following diagram shows the software hierarchy of <code>doca\_sha\_offload\_engine</code> and its location in the whole DOCA repository.

From the perspective of OpenSSL, this engine is an instantiation of the OpenSSL dynamic engine interface API by leveraging the doca\_sha library.



## Chapter 4. Capabilities and Limitations

- Only one-shot OpenSSL SHA is supported
- ► The maximum message length ≤ 2GB, the same as doca\_sha library

### Chapter 5. OpenSSL Command Line Verification

### Verify that the engine can be loaded:

► For SHA-1:

\$ echo "hello world" | openssl dgst -shal -engine {DOCA\_DIR}/infrastructure/ doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so -engine\_impl

For SHA-256:

\$ echo "hello world" | openssl dgst -sha256 -engine {DOCA\_DIR}/infrastructure/ doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so -engine\_impl

### ► For SHA-512:

```
$ echo "hello world" | openssl dgst -sha512 -engine {DOCA_DIR}/infrastructure/
doca_sha_offload_engine/libdoca_sha_offload_engine.so -engine_impl
```

# Chapter 6. OpenSSL Throughput Test

openssl-speed is the OpenSSL throughput benchmark tool. For more information, consult <u>official OpenSSL documentation</u>. doca\_sha\_offload\_engine throughput can also be measured using openssl-speed.

- SHA-1, each job 10000 bytes, using engine: \$ openssl speed -evp shal -bytes 10000 -elapsed --engine {DOCA\_DIR}/ infrastructure/doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so
- SHA-256, each job 10000 bytes, using engine, async\_jobs=256: \$ openssl speed -evp sha256 -bytes 10000 -elapsed --engine {DOCA\_DIR}/ infrastructure/doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so -async\_jobs 256
- SHA-512, each job 10000 bytes, using engine, async\_jobs=256, threads=8: \$ openssl speed -evp sha512 -bytes 10000 -elapsed --engine {DOCA\_DIR}/ infrastructure/doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so -async\_jobs 256 -multi 8

## Chapter 7. Using DOCA SHA Offload Engine in OpenSSL Application

More information on the dynamic engine usage can be found in the <u>official OpenSSL</u> <u>documentation</u>.

> To load the doca\_sha\_offload\_engine (optionally, set engine PCle address): ENGINE \*e; const char \*doca\_engine\_path = "\${DOCA\_DIR}/infrastructure/ doca\_sha\_offload\_engine/libdoca\_sha\_offload\_engine.so"; const char \*default\_doca\_pci\_addr = "03:00.0"; ENGINE\_load\_dynamic(); e = ENGINE\_by\_id(doca\_engine\_path); ENGINE\_ctrl\_cmd\_string(e, "set\_pci\_addr", doca\_engine\_pci\_addr, 0); ENGINE\_init(e);

ENGINE\_INIt(e); ENGINE set default digests(e);

▶ To perform SHA calculation by calling the OpenSSL high-level function EVP\_XXX:

```
const EVP_MD *evp_md = EVP_shal();
EVP_MD_CTX *mdctx = EVP_MD_CTX_create();
EVP_DigestInit_ex(mdctx, evp_md, e);
EVP_DigestUpdate(mdctx, msg, msg_len);
EVP_DigestFinal_ex(mdctx, digest, digest_len);
EVP_MD_CTX_destroy(mdctx);
```

To unload the engine:

```
ENGINE_unregister_digests(e);
ENGINE_finish(e);
ENGINE_free(e);
```

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