



QoS - Quality of Service

Table of contents

QoS Architecture

Supported Policy

Port Group

Fabric Setup

QoS-Levels Definition

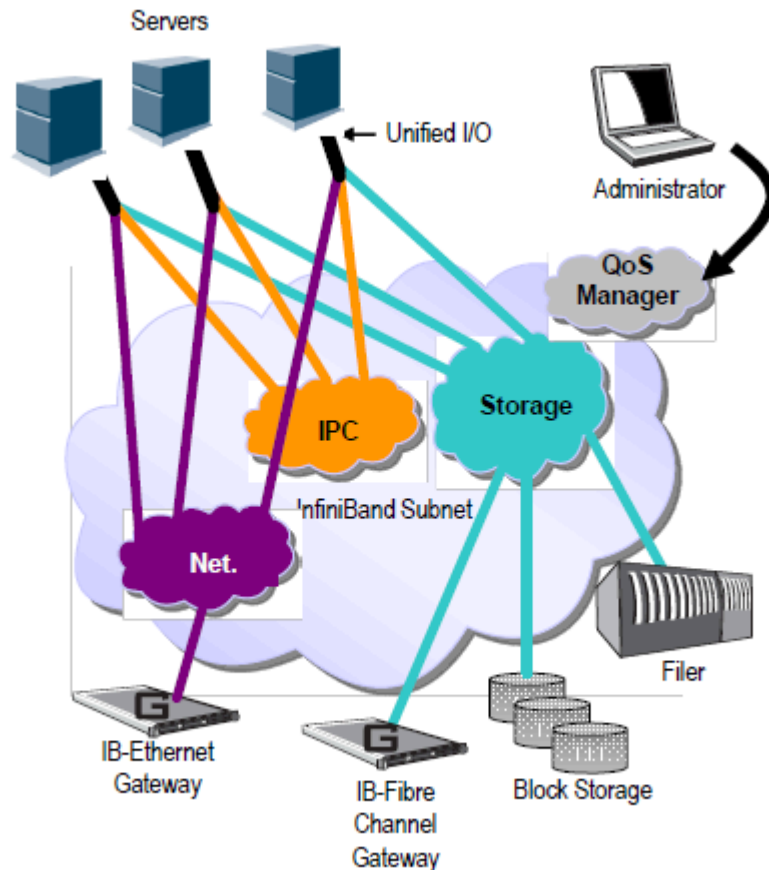
Matching Rules

CMA Features

IPoIB

SRP

Quality of Service (QoS) requirements stem from the realization of I/O consolidation over an IB network. As multiple applications and ULPs share the same fabric, a means is needed to control their use of network resources.



The basic need is to differentiate the service levels provided to different traffic flows, such that a policy can be enforced and can control each flow utilization of fabric resources.

The InfiniBand Architecture Specification defines several hardware features and management interfaces for supporting QoS:

Up to 15 Virtual Lanes (VL) carry traffic in a non-blocking manner

- Arbitration between traffic of different VLs is performed by a two-priority-level weighted round robin arbiter. The arbiter is programmable with a sequence of (VL, weight) pairs and a maximal number of high priority credits to be processed before low priority is served
- Packets carry class of service marking in the range 0 to 15 in their header SL field

- Each switch can map the incoming packet by its SL to a particular output VL, based on a programmable table VL=SL-to-VL-MAP(in-port, out-port, SL)
- The Subnet Administrator controls the parameters of each communication flow by providing them as a response to Path Record (PR) or MultiPathRecord (MPR) queries

DiffServ architecture (IETF RFC 2474 & 2475) is widely used in highly dynamic fabrics. The following subsections provide the functional definition of the various software elements that enable a DiffServ-like architecture over the NVIDIA OFED software stack.

QoS Architecture

QoS functionality is split between the SM/SA, CMA and the various ULPs. We take the "chronology approach" to describe how the overall system works.

1. The network manager (human) provides a set of rules (policy) that define how the network is being configured and how its resources are split to different QoS-Levels. The policy also define how to decide which QoS-Level each application or ULP or service use.
2. The SM analyzes the provided policy to see if it is realizable and performs the necessary fabric setup. Part of this policy defines the default QoS-Level of each partition. The SA is enhanced to match the requested Source, Destination, QoS-Class, Service-ID, PKey against the policy, so clients (ULPs, programs) can obtain a policy enforced QoS. The SM may also set up partitions with appropriate IPoIB broadcast group. This broadcast group carries its QoS attributes: SL, MTU, RATE, and Packet Lifetime.
3. IPoIB is being setup. IPoIB uses the SL, MTU, RATE and Packet Lifetime available on the multicast group which forms the broadcast group of this partition.
4. MPI which provides non IB based connection management should be configured to run using hard coded SLs. It uses these SLs for every QP being opened.
5. ULPs that use CM interface (like SRP) have their own pre-assigned Service-ID and use it while obtaining PathRecord/MultiPathRecord (PR/MPR) for establishing connections. The SA receiving the PR/MPR matches it against the policy and returns the appropriate PR/MPR including SL, MTU, RATE and Lifetime.
6. ULPs and programs (e.g. SDP) use CMA to establish RC connection provide the CMA the target IP and port number. ULPs might also provide QoS-Class. The CMA then creates Service-ID for the ULP and passes this ID and optional QoS-Class in the PR/MPR request. The resulting PR/MPR is used for configuring the connection QP.

PathRecord and Multi Path Record Enhancement for QoS:

As mentioned above, the PathRecord and MultiPathRecord attributes are enhanced to carry the Service-ID which is a 64bit value. A new field QoS-Class is also provided.

A new capability bit describes the SM QoS support in the SA class port info. This approach provides an easy migration path for existing access layer and ULPs by not introducing new set of PR/MPR attributes.

Supported Policy

The QoS policy, which is specified in a stand-alone file, is divided into the following four subsections:

Port Group

A set of CAs, Routers or Switches that share the same settings. A port group might be a partition defined by the partition manager policy, list of GUIDs, or list of port names based on NodeDescription.

Fabric Setup

Defines how the SL2VL and VLArb tables should be set up.

Note

In OFED this part of the policy is ignored. SL2VL and VLArb tables should be configured in the OpenSM options file (opensm.opts).

QoS-Levels Definition

This section defines the possible sets of parameters for QoS that a client might be mapped to. Each set holds SL and optionally: Max MTU, Max Rate, Packet Lifetime and Path Bits.

Note

Path Bits are not implemented in OFED.

Matching Rules

A list of rules that match an incoming PR/MPR request to a QoS-Level. The rules are processed in order such as the first match is applied. Each rule is built out of a set of match expressions which should all match for the rule to apply. The matching expressions are defined for the following fields:

- SRC and DST to lists of port groups
- Service-ID to a list of Service-ID values or ranges
- QoS-Class to a list of QoS-Class values or ranges

CMA Features

The CMA interface supports Service-ID through the notion of port space as a prefix to the port number, which is part of the sockaddr provided to `rdma_resolve_add()`. The CMA also allows the ULP (like SDP) to propagate a request for a specific QoS-Class. The CMA uses the provided QoS-Class and Service-ID in the sent PR/MPR.

IPoIB

IPoIB queries the SA for its broadcast group information and uses the SL, MTU, RATE and Packet Lifetime available on the multicast group which forms this broadcast group.

SRP

The current SRP implementation uses its own CM callbacks (not CMA). So SRP fills in the Service-ID in the PR/MPR by itself and use that information in setting up the QP.

SRP Service-ID is defined by the SRP target I/O Controller (it also complies with IBTA Service- ID rules). The Service-ID is reported by the I/O Controller in the ServiceEntries DMA attribute and should be used in the PR/MPR if the SA reports its ability to handle QoS PR/MPRs.

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 ("NVIDIA") makes no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes 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 and the NVIDIA logo are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.