## FeTCP: Hardware-Based Light Weight TCP/IP

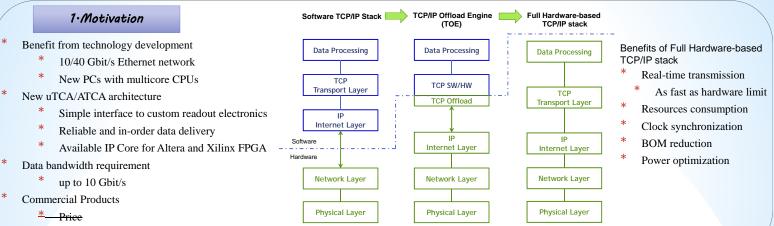
# for 10 Gigabit Ethernet



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<u>\*</u><u>Maintainability</u>

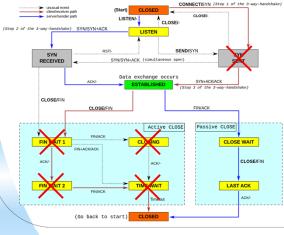
#### Comparison of software and hardware-based TCP/IP stacks

### 2. IMPLEMENTATION

#### Simplification

\* The main data flow is only in one direction from the front-end to the receiving PC.

\* The DAQ network topology is fixed and the network bandwidth is enough to avoid packet congestion.



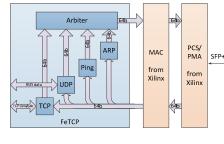
### 3. PRELIMINARY RESULT

<sup>k</sup> Full hardware-based TCP processor

Only one external device—an SFP+. No other devices are required.

Resource utilization

Slice Logic Utilization	Used	Available	Utilization
Number of Slice Registers	6,504	407,600	1%
Number of Slice LUTs	7,615	203,800	3%
Number of occupied Slices	3,056	50,950	5%
Number of RAMB36E1/FIFO36E1s	9	455	2%
Number of RAMB18E1/FIFO18E1s	0	890	0%
Number of BUFG/BUFGCTRLs	4	32	12%



\* Packets arriving from SFP+ transceiver enter the parameterizable IP solution PCS/PMA (10GBASE-R) and MAC (10GEMAC) block which is provided by Xilinx.

\* The APR, Ping, UDP and TCP block decode the packet and check for validity (CRC, MAC, IP address and protocol match) independently.

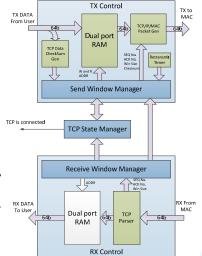
\* The ARP and Ping block only process ARP request and ICMP echo-request packets.

\* The UDP block processes IPbus and controls the external bus.

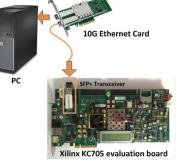
\* The TCP block is the main block and processes TCP. The FeTCP, acts as server, waits client to connect. Only one socket is accepted when the connection is established.

\* The Arbiter block arbitrates and selects among sources and sends the packet to the MAC block.

\*Looking from FPGA Side, FeTCP looks like a FIFO \*Looking from Client(PC) side, it looks like a Server

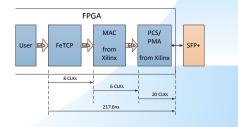


The block with dotted line is needed if we implement bidirectional transmission, unrealized by now



The preliminary test shows the throughput of FeTCP is about 400MBps, which has certain distance to the maximum possible TCP throughput.

TX Latency: 217.6ns



Running TCP at the maximum link speeds requires some software and hardware performance tuning. Optimization is in progress.

