

## **DPU Kernel Representors Model**

(i) Note

This model is only applicable when the DPU is operating <u>DPU mode</u>.

BlueField® DPU uses netdev representors to map each one of the host side physical and virtual functions:

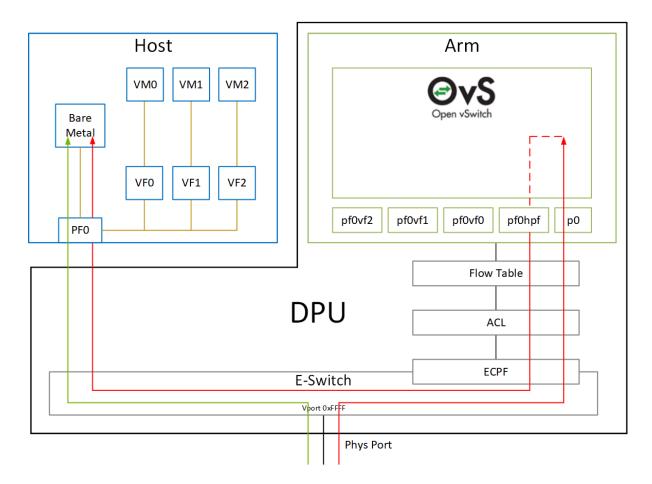
- 1. Serve as the tunnel to pass traffic for the virtual switch or application running on the Arm cores to the relevant PF or VF on the Arm side.
- 2. Serve as the channel to configure the embedded switch with rules to the corresponding represented function.

Those representors are used as the virtual ports being connected to OVS or any other virtual switch running on the Arm cores.

When in ECPF ownership mode, we see 2 representors for each one of the DPU's network ports: one for the uplink, and another one for the host side PF (the PF representor created even if the PF is not probed on the host side). For each one of the VFs created on the host side a corresponding representor would be created on the Arm side. The naming convention for the representors is as follows:

- Uplink representors: p<port\_number>
- PF representors: pf<port\_number>hpf
- VF representors: pf<port\_number>vf<function\_number>

The diagram below shows the mapping of between the PCI functions exposed on the host side and the representors. For the sake of simplicity, we show a single port model (duplicated for the second port).



The red arrow demonstrates a packet flow through the representors, while the green arrow demonstrates the packet flow when steering rules are offloaded to the embedded switch. More details on that are available in the switch offload section.

## (j) Note

The MTU of host functions (PF/VF) must be smaller than the MTUs of both the uplink and corresponding PF/VF representor. For example, if the host PF MTU is set to 9000, both uplink and PF representor must be set to above 9000.

<br/>shr/>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.<br/><br/>>VIDIA 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.<br/>shr/><br/>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.<br/>sch/>sch/>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 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.<br/><br/><br/><br/><br/> 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.<br/><br/><br/><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>>>br/>><br/>><br/>><br/>><br/>>>br/>><br/>><br/>>>br/>><br/>><br/>>>br/>><br/>><br/>>>br/>><br/>><br/>>>br/>><br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>><br/>>>br/>>br/>>br/>>>br/>>>br/>>br/>>br/>>>>br/>>br/>>>br/>>>br/>>br/>>>br/>>>br/>>>br/>>>br/>>>br/>>>br/>>>br/>>>br/>>br/>>br/>>>>>br/>>>br/>>>br/>>>br/>>>br/>>>br/> 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.<br/>

Copyright 2025. PDF Generated on 01/15/2025