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Thesis

# AXI OVER ETHERNET: REMOTE MEMORY TRANSACTION ANALYSIS VIA NETWORKED BUS TRAFFIC FORWARDING

by

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We absolutely must leave room for doubt or there is no progress and there is no learning. There is no learning without having to pose a question. And a question requires doubt. People search for certainty. But there is no certainty. People are terrified — how can you live and not know? It is not odd at all. You only think you know, as a matter of fact. And most of your actions are based on incomplete knowledge and you really don't know what it is all about, or what the purpose of the world is, or know a great deal of other things. It is possible to live and not know. -Richard P. Feynman

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#### ABSTRACT

Modern systems are approaching exceedingly complex designs as manufacturers are incorporating heterogeneous CPU architectures, hardware accelerators, and specialized components to address the growing amount of raw data input and the need for diverse computing resources. However, the cost of complexity has exacerbated issues with security, power efficiency, and temporal predictability. The common denominators are a lack of understanding and limited monitoring of the complex interplay between software and hardware components. Efforts have been made to address these pitfalls by introducing methods such as software/hardware containerization, optimized schedulers, and software standards/certifications. These methods have shown considerable improvements in strengthening the security properties of complex systems, achieving power trade-offs, and mitigating key sources of temporal non-determinism. Recent trends in computing models have given ground for new techniques that increase the amount of introspection in complex systems. In particular, given the rise in popularity of programmable logic, vendors are manufacturing tightly coupled FPGAs co-located with traditional compute clusters expanding the hardware/software co-design opportunities with incredible flexibility. We postulate that this model enables remote access to metadata and data traces that are historically confined on-chip.

The proposal of this thesis is to design, implement, and evaluate proof-of-concept

mechanisms with a twofold goal. First, we aim to devise a low-latency non-intrusive mechanism to monitor and/or manipulate information (e.g., about memory transactions, code execution, etc.) flowing through on-chip buses. Second, we tackle the challenge of forwarding data obtained through the first mechanism to a remote node via a dedicated high-bandwidth, low-latency interface. Appropriate packetization techniques are explored accordingly with compression given consideration. Said mechanisms enable novel paradigms for local and remote security threat identification and mitigation of edge systems. Furthermore, it could support complex remote live workload analysis with the objective of (1) achieving better power efficiency and (2) to drive local resource management and scheduling policies to achieve temporal determinism, to name a few.

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# List of Abbreviations

ACE	 AXI Coherency Extensions
AoE	 AXI over Ethernet
APU	 Application processor unit
AXI	 Advanced eXtensible Interface
BRAM	 Block Random Access Memory
CCI	 Cache Coherent Interconnect
CLB	 Configurable Logic Block
COTS	 Commercially-off-the-shelf
CPU	 Central Processing Unit
DRAM	 Dynamic Random Access Memory
DTB	 Device Tree Blob
$\mathbf{FF}$	 FrameFormer
$\mathbf{FFM}$	 FrameFormer Manager
FFS	 FrameFormer Subordinate
FPGA	 Field Programmable Gate Array
FPD	 Full Power Domain
GTH	 Gigabit Transceiver type H
ILA	 Integrated Logic Analyzer
LC	 Lucent Connector
LPD	 Low Power Domain
LUT	 Look-Up Table
MAIR	 Memory Attribute Indirection Register
NIC	 Network Interface Card
PE	 Processing Element
PL	 Programmable Logic
SFP+	 Small Form-factor Pluggable Plus
SoC	 System on Chip
VIP	 Verification Intellectual Property
XES	 Xilinx Ethernet Subsystem

# Chapter 1 Introduction

The age of information has brought about a significant transformation in the way we interact with technology. Furthermore, the increase in computational needs has led to the development of more complex systems across sectors of the industry. Commonplace are interconnected heterogeneous systems that combine multiple processing elements, such as CPUs, GPUs, and FPGAs, to achieve high performance and efficiency. These systems are often used in applications ranging from data centers to edge computing, where the need for real-time processing and analysis is paramount. Despite the advancements in hardware and software, the challenge of profiling and monitoring these systems remains a critical issue. Traditional profiling techniques often fall short in providing the necessary insights into system performance, especially in heterogeneous embedded and realtime environments where multiple processing elements interact and communicate in complex ways. Consequently, the increase in computation and accelerators leads to an induced demand as developers and researchers seek to increase the workload of these systems, pushing them to their limits. Moreover the complexity of modern systems can exacerbate the challenges of profiling, as the interactions between different components can lead to unexpected performance bottlenecks and inefficiencies.

This emphasizes the need for more effective profiling techniques that can provide real-time insights into system performance, enabling developers to identify and address performance issues before they become critical. However, there remains a limit on the amount of information that can be extracted from a single self contained systems. Therefore, it would be appropriate to design a system that can extend the capabilities of traditional profiling techniques. In this study, we will explore extensions of traditional methods by leveraging the interconnected nature of these embedded systems and the same efficient machanisms that enable multiple processing elements to work together.

#### 1.1 Motivation

Many hardware and software methods associated with hardware-level profiling involve a high cost of entry or significant overhead to operate. This high (either financial or compute) cost also applies to any method requiring higher information granularity. This work is geared toward addressing the gap between inflexible low-overhead hardware logic analyzers and malleable high-overhead software methods. The goal is to provide a means of analysis that can be handled remotely to alleviate the burdens on embedded systems in an effort to maintain real-time performance. This is achievable by utilizing a growing trend in COTS development boards that integrate a field-programmable gate array (FPGA) that can communicate with SoC components through high-speed buses. Furthermore, the exponential growth of networking speeds and latencies is minimizing the disparity between system buses and external communication. Coupling these two trends might allow us to expand the capabilities of a single system beyond the board by creating a link between system level mechanisms and mature networking infrastructure.

The goal is to provide an easily extendable, accessible, and low-cost hardware profiling solution, EthHelper, that can be used in embedded systems. This paper is structured to provide abstract design considerations, ZCU102 implementation specific details, and evaluation of the prototype. We provide realistic performance metrics using synthetic and pragmatic benchmarks for the system and demonstrate the practicality of our solution. Further, we want to motivate our application of EthHelper to works of control flow integrity (CFI) checks, security threat detection, and workload analysis.

#### 1.2 Related Works

Methods of system observability for developers and researchers are constantly under development and refinement, and have given us a myriad of SW and HW implementations.

The software space has provided multiple frameworks and solutions to address the observability of applications at runtime over the decades. (Scales et al., 1996) is an example of the earliest attempts at providing fine-grain memory access with low overhead. (Ashraf et al., 2015) provides a general overview of common modern memory profiling toolkits such as (Luk et al., 2005) (Bruening et al., 2012) (Nethercote and Seward, 2007). These methods employ Dynamic Binary Instrumentation (DBI) to translate and instrument on the execution of a binary on the fly. This flexibility and low manual instrumentation are coupled with the immense effort of platformspecific porting and high runtime overheads resulting from context switches for each instrumented instruction. Furthermore, memory profiling with this class of profilers requires all memory space references to be instrumented.

Other efforts in the software space aim to leverage baked-in hardware debug infrastructures to offload statistic tracking or trace capturing. Works such as (Nicolella et al., 2022) (Bellec et al., 2020) rely on Performance Monitoring Unit (PMU) (Intel Corporation, 2022) (ARM, 2013), which keep track of hardware events such as retired instructions, cache and memory accesses, to profile an application at runtime with marginal overhead. (Chen et al., 2023) relies on a combination of PMU and trace data by utilizing the ARM Coresight debug infrastructure (ARM Ltd., 2004), which exposes components such as the Trace Memory Controller (TMC)(ARM Ltd., 2010) and Embedded Trace Macrocell (ETM)(ARM Ltd., 2012) for user configuration. This again allows one to achieve acceptable progress of an application despite contention through an added scope of observable events and statistics. The few limitations presented by this software and hardware combination are the predetermined events that can be monitored, the number of events that can be monitored concurrently, and the fetching blackout window needed to use the hardware.

This overall trend of delegating tasks to hardware for monitoring or accelerating tasks has seen efforts flourish in the programmable logic space. Similar to (Chen et al., 2023), (Hoppe et al., 2021) uses the Coresight infrastructure to monitor applications; however, it uses an FPGA to decrease the decoding time of the debug packets, since the dataflow can be understood and optimized within configurable hardware. In a similar effort to (Bellec et al., 2020), (Feng et al., 2021) attempt to lower the latencies of detecting attacks on control flow integrity by using the same Coresight+FPGA combination to monitor an application CFI exclusively through hardware.

The advancements in monitoring and profiling space have been improving the efficiency of singular embedded platforms by incorporating more hardware-level infrastructure to minimize latencies and overhead. Meanwhile, other spaces in the research community are seeing the applicability of remote resources (Aguilera et al., 2017), and there have been recent efforts to adapt programmable logic to lower the overhead of these understood dataflows. (Mizutani et al., 2021) proposed a fully connected network of tightly coupled FPGAs to provide significant cost reductions (e.g. packet processing time) for >100Gbps networks. (Calciu et al., 2019) and (Sidler et al., 2020) are works that try to increase the efficiency of remote memory access through programmable logic, but in two distinct manners. (Sidler et al., 2020) is intended to expand Remote over Converged Ethernet (RoCEv2) semantics and introduce data-shuffling at the Network Interface Card (NIC) level to provide consistent and performant remote data traversal and retrieval. (Calciu et al., 2019) minimizes dirty data amplification and page faulting associated with remote memory by allowing an FPGA to track and monitor cache-coherent traffic for statistics that the host operating system can use.

The overlap of a permutation of these efforts have resulted in similar works proposes remote solutions to traditionally local operations. (Abera et al., 2016) and (Ammar et al., 2024) propose remote checking of Control Flow Attestations in order to provide a scalable and secure platform. (Basile et al., 2012) explores the space of remote-code integrity verification through the incorporation of an FPGA to generate CFA and harden distributed embedded systems. Further uses of FPGA in remote verification is explored in (Aysu et al., 2016), which proposes a remote integrity verification of the physcial system in which the FPGA is embedded.

Our work builds on the existing body of knowledge by proposing a novel approach to profiling and monitoring embedded systems through a combination of programmable logic and networking.

## Chapter 2

# Design

The following section provides an overview of the constraints and the requirements to achieve remote monitoring of hardware-level transactions with minimal impact. This section will provided the abstraction of 3 and provide the design choices and backhground that influence the implementation of the system.

#### 2.1 Network Design Overview

In this initial work two systems are connected through a high-speed, low latency link in a producer/consumer architecture and communicate ontop a protocol that abstracts the physical layer. The producer has the capability of sending frames of bus-level data (or copies) without kernel involvement, while the consumer receives, unpacks, and parses the frames to visualize the producer's memory transaction history for observability purposes. This system is designed to work in a many-to-one or many-to-many model, as the consumers would be magnitudes more powerful than the producers to avoid possible bottlenecks and dropped packets.

#### 2.1.1 Network Requirements

The network infrastructure must adhere to stringent requirements to meet the demanding needs of tapping into producer's on-chip high-speed system bus subsystem. A minimum bandwidth of 10Gbps is acceptable, for practical purposes 5.3, to sustain the rapid data exchange demanded by such subsystems. Additionally, latency must be kept below 1  $\mu$ s to ensure swift communication and minimize delays in data transmission. By meeting these criteria, the network can seamlessly accommodate the large data amount generated and maintain optimal producer performance.

#### 2.1.2 Consumer Parsing

The consumer possesses the capability to parse incoming packets efficiently, enabling the extraction of transaction details. Within these packets, the consumer can discern the nature of transactions, identify the addresses impacted by each transaction, and determine the originating system component responsible for initiating the transaction. This parsing ability equips the consumer with comprehensive insights into data flow and transactional dynamics, facilitating precise analysis

#### 2.2 Producer Design Overview

The producer system needs to provide a few basic components and properties. The system must have a processing element (PE), programmable logic (PL), external interface for network communication, main memory, an Observer within the PL, and a system bus subsystem to tie everything together. All components can communicate with any other components independently through the interconnect or other dedicated internal links. This communication must be standardized on all components and should use address space for directing access to the appropriate components, memory, or I/O devices. Communication with the bus and components is generally assumed to be parallel in nature (e.g. reads and writes can occur at the same time given no conflict). Considering these requirements, we will be focusing on specific applications of bus and external communication going forward. Therefore, we will implement AXI over Ethernet(AoE) in the following manners seen in 2.4.

First, transactions on the system bus are explicitly sent to the PL for duplication 2.1. This provides the shortest critical path for explicit routing given that



explicitly routed and duplicated within the PL Figure 2.2: Transactions are explicitly routed through the Observer within the PL



Figure 2.4: Fundamental Routing Schemas

duplication does not imply blocking caused by the Observer's mechanisms. However, this a fundamentally lossy tracking architecture which may unpredictably drop data at the convenience of not slowing PE.

Second, transactions on the system bus are explicitly routed through the Observer in the PL  $2\cdot 2$ . This allows for lossless tracking of transactions albeit at the cost of having all of the mechanisms involving the external interface on the critical path.

Lastly, cache-coherent system buses broadcast transactions which the Observer can passively tie into 2.3. A schema that would allow the Observer mechanisms to function without explicit routing to the PL address space. Furthermore, it comes at minimal cost since the transaction is not explicitly crossing the PE/PL boundary.

For ease of implementation, we will be implementing any modules to follow the  $2 \cdot 2$  schema. This will provide a lossless tracking mechanism with minimal engineering overhead.

#### 2.3 PL Design Overview

#### 2.3.1 Memory-mapped Programmable Logic Block

We assume that the PL block has multiple address spaces that can be used to account for possible different power/time domains on a system. These physical address spaces can be allocated to the same or separate physical ports on the Bus. This allows for the PL to contain multiple mechanisms to generate traffic on separate ports to the Bus.

#### 2.3.2 Dedicated hardware

The basic building blocks of FPGAs are Look Up Tables (LUTs) which can be composed into fundamental transistor logic (e.g. AND, OR, etc). Throughout the development of the FPGA dedicated hardware blocks have been embedded into the FPGA to accelerate computation or introduce new functionality. For this paper, we will focus on the use of three dedicated hardware blocks found in modern FPGAs. Digital Signal Processors (DSPs) are computational accelerators for multiplication and division. Block RAM was invented to bring memory inside the FPGAs. Finally, GTH/GTY transceivers were introduced to handle external communication.

#### 2.3.3 Observer Mechanism

The *Observer* has to fulfill several tasks: (1) communicate with the system bus, (2) form packets of transaction data, (3) instantiate a controller to use the external interface, and (4) send the data through the physical port. We show a generic module and layout to achieve the route through schema 2.2 with 2.5.

Serializer/Communicator is the initial point of the Observer mechanisms which allows communication to and from the System Bus. Furthermore, This module is responsible for serializing data and metadata of R/W requests and distributing the



Figure 2.5: General module implementation in PL. For now, Communicator has Bidirectional communication only with non-PL components

data stream among available external interfaces.

The *Packet Former Module (PFM)* is responsible for assembling serialized data and interfacing with the external interface controller. The PFM fulfills its responsibility by accumulating and packaging bus data to comply with the external interface protocols. In addition, this module abstracts control signals between the Serializer/Communicator and the *Medium Controller* to allow for the accumulation of data without blocking the PE and correct communication.

A *Medium Controller* needs to be instantiated to ingest packets from the Packet Former and manage external interface transceivers to transmit data. Moreover, this module offers debug signals to verify protocol compliance and transceiver operation. The medium and protocol will dictate what component in the PL will contribute to the overall additional latency of using AoE. In respect to the minimum requirements, the latency and throughput of the system will be limited by the medium as DDR4 (the defacto memory in use) has a sustained raw throughput of 12.8 GB/s with 15ns CAS latency A·4.

## Chapter 3

# Implementation Overview

#### 3.1 System Overview

Our test environment contains two systems that serve the purpose of producer and consumer. Our consumer will be a Dell Precision 7950 equipped with Dual Intel Xeon Gold 6130 and a Mellanox ConnectX-2 Dual SFP+ NIC running Ubuntu 22.04. The producer is a Xilinx Ultrascale+ ZCU102 with ZU9EG SOC running a generic Petalinux with SFP+ transceivers enabled. The FPGA bitstream was compiled with Vivado v2019.2. These two systems communicate through a single point-to-point connection via 10GBase-SR SFP+ LC Transceiver and OM3 fiber cable. We used tcpdump, a cli tool, to save the exported ethernet packets

#### 3.2 ZCU102 Overview

The ZCU102 is an embedded development platform commercially-of-the-shelf (COTS) developed by AMD (previously Xilinx) equipped with ZU9EG SOC. This SOC is a heterogeneous architecture with an application processor unit (APU) composed of quad ARM Cortex-A53, dual Cortex-R5, and an UltraScale+ FPGA. These three main components interact through three communication modules: the Cache Coherent Interconnect (CCI), the Full Power Domain (FPD) main switch, and the Low Power Domain (LPD) main switch 3·1. The scope of this paper will encompass the APU, FPGA with dedicated SFP+ transceivers, and FPD main switch. All memory



**Figure 3.1:** Internal Layout of the ZCU102 and EthHelper components

allocated for applications will be routed through the FPGA aperture and ultimately be in system memory. This initial concept is possible through reserving memory in the Device Tree Blob (DTB), RT-Bench, and the Advanced eXtensible Interface (AXI) protocol.

#### 3.2.1 Advanced eXtensible Interface

Heterogeneous systems necessitate a common form of communication to facilitate computation and transactions between components of differing underlying mechanisms. Our choice of platform is constructed around the AXI protocol for most inter-chip communication. AXI Coherency Extensions (ACE) are used exclusively for high-speed components connected directly to the CCI. However, ACE is a bidirectional protocol for maintaing coherence with APU caches. ACE is also limited as only read type transactions can be seen excluding any write backs without explicit routing. This will be out of scope for the paper but is not a limitation of the current work or platform. AXI (and ACE by extension) is a memory-mapped communication protocol that relies on (1) manager and subordinate scheme and (2) a handshake mechanism to execute memory transactions. AXI comes in three variations FULL, LITE, and STREAM. This paper will touch directly on AXI4Full and AXI4Stream as these are the necessary components for Transparent Snooping. AXI4Full is a bidirectional protocol that employs 5 channels (2 for reading memory and 3 for writing) that operate independently and in parallel. In contrast, AXI4Stream is a single-channel unidirectional protocol intended for data streams.

#### 3.3 FPGA Overview

The FPGA has 4 major tasks: redirecting memory transactions from APU to DDR memory, serializing of AXI4Full to AXI4Stream, forming an ethernet frame, and correctly using the ethernet module to send packets. We created the Orchestrator module and the FrameFormer module to utilize the Xilinx-provided 10g/25g ethernet subsystem (XES) module. We shall refer to all modules collectively as the EthHelper.

The Orchestrator imposes a simple fair scheduler to schedule up to 5 submodules to serialize the AXI4Full channels (e.g. AR, AW, R, W, B) to a single AXI4Stream channel. Furthermore, the Orchestrator was architected to be modular, allowing the creation of submodules that address other protocols that implement handshaking. For a proof of concept, we constructed the AR and AW submodules to give us metadata consisting of transaction type, AXI ID, Burst Length, and a clock-based timestamp. The other channels are connected to passthrough dummy modules that allow uninterrupted execution, yet the scheduler is implemented for all 5 submodules to work. The current iteration of the Orchestrator requires a source and target that communicates through AXI4Full to generate understandable AXI4Stream outputs.

The FrameFormer (FF) is a custom FIFO module that allows configurable ethernet packet arguments (except for 802.1Q tag and CRC) to frame and send incoming AXI4Stream data. The FF is internally split into two parts: the FrameFormerSubordinate (FFS) and the FrameFormerManager (FFM). The FFS provides a shifting register to buffer and send all incoming data for the FFM. the FFM provides the control outputs for the XES and will create and size the ethernet frame with FFS data and inputs given. The mechanism is as follows: FFS will wait for a single AXI4Stream burst to write into the shifting register, upon receiving the FFS will initiate the FFM to output all parts except payload to the XES, after the FFM will receive all data within the FFS shifting register until packet size is reached, once the packet size is reached it will either idle or redo the cycle depending if there is still more data.

### Chapter 4

# Implementation Details

#### 4.1 Consumer In-depth view

#### 4.1.1 Memory and Buffers

Network data transmission relies heavily on buffering mechanisms to reconcile the asynchronous nature of network interfaces and host system processing capabilities. Two primary buffer types are employed: hardware-managed buffers within the Network Interface Card (NIC) and kernel-space buffers. These buffers serve a critical role in mitigating the performance disparity between network link speeds and the processing rate of the host system, preventing data loss and optimizing overall RX/TX efficiency. The hardware NIC buffer, typically one for transmit (TX) and one for receive (RX) operations, provides a temporary storage area for data awaiting processing. Increasing the size of the NIC RX buffer can significantly reduce the interrupt load on the host CPU, as fewer interrupts are required to signal per given packet amount. Furthermore, larger RX buffers enable the transmission and reception of jumbo frames (packets exceeding the standard IEEE 802.3 Ethernet frame size of 1500 bytes), which can reduce protocol overhead by consolidating multiple smaller packets into a single, larger frame. While increasing buffer sizes can improve throughput, it is important to acknowledge the potential impact on network latency, a factor not directly addressed within the scope of this research.

The kernel buffer acts as an intermediary, facilitating the transfer of data from the NIC hardware buffer to the user application memory. Insufficient kernel buffer



Figure  $4 \cdot 1$ : Buffer usage in linux pre 2.6.

capacity can lead to two primary issues: NIC buffer overflow (occurs in Linux 2.6+ with New API (NAPI) implementation), where the NIC hardware buffer overwrites incoming data, or excessive kernel buffer thrashing, manifested as frequent calls to netif\_rx() for pre-NAPI implementations 4.1, which both are indicative of a bottleneck. The kernel buffer's size must be carefully considered in relation to the NIC's RX buffer size to ensure efficient data flow and prevent these detrimental effects.

A significant performance consideration is the often default configuration of NIC buffer sizes. Many network interfaces are configured with RX buffer sizes ranging from 256 to 1024 bytes, significantly smaller than the NIC's maximum buffer size of 4096-8192 bytes found on modern Ethernet NICs. Consequently, the kernel buffer must be proportionally sized to accommodate the increased data volume handled by the larger NIC RX buffer, ensuring a balanced and efficient data transfer pipeline.

#### 4.1.2 Parsing and visualization

The data acquisition and analysis pipeline constructed for this research utilizes a combination of command-line tools and custom software programs. Packet capture is performed using tcpdump, a well-known command line packet analyzer, during the runtime of the producer system application under observation. The subsequent processing and visualization of the data are executed offline. Furthermore, the process



**Figure 4.2:** Example of a FPGA trace visualized with data obtained by the consumer

is not limited to this operation scheme.

The processing of packets of the pipeline is handle by two C++ parsers: packetStripper.cpp and packet\_processor.cpp.The process starts with the preprocessing of raw packets captured by tcpdump with packetStripper.cpp. This step extracts the raw hexadecimal data of the captured packet trace. Then packet\_processor.cpp identifies user-defined start and end delimiters within the FPGA data stream. This design choice of start and end delimiters allow identifying a complete and fully formed packet. After, packet\_processor.cpp performs several transformations: removal of inter-transaction padding, byte order inversion, and reformatting of the data into a human-readable structure. This structured data includes address information, metadata, and a decomposition of the metadata into fields such as AXI ID, AXI burst length, transaction type, and a clock cycle timestamp. To facilitate debugging and modularity, each processing stage is output to a separate file.

The final stage of the pipeline is implemented in Mapper.py, a Python script responsible for constructing the visualization of the processed data. This script uses the parsed and formatted data and generates two scatterplots. These scatterplots depict the distribution over time of transaction types across a defined address range, with the granularity of the address at byte-level and page-level.

#### 4.2 ZCU Details

#### 4.2.1 General Configuration

The ZCU102 has been configured to run Petalinux 2023.2 without modifications to the kernel or user applications. There is a modified device tree blob (DTB) that includes a modified Si570 frequency of 156.25MHz (per XES/IEEE specification) and multiple instantiations within the amba\_pl block for configuring the necessary clocks of the EthHelper. Additionally, there is a reserved memory region of 256MB in DRAM for testing purposes to avoid data collisions.

#### 4.2.2 Memory Alignment and Caching

The Orchestrator is capable of handling unaligned accesses without issue due to it being more of a passthrough/monitor module on the critical route. Simply, all transactions, given that components upstream and downstream of the Orchestrator work correctly together. However, the Cortex-A53, by default, is not configured to allow unaligned accesses in device memory or non-cacheable memory. Yet, this feature of unaligned access has been supported since ARMv6 (ARM Ltd., 2018). This is corrected in two possible ways: modifications to the Memory Attribute Indirection Register (MAIR), or making the memory region cacheable. We chose for the latter as a colleague had a module from (Izhbirdeev et al., 2024) that could be modified with ease with memremap() to allocate a 3MB range at the specific memory apertures of the FPGA module.

#### 4.3 FPGA In-depth view

#### 4.3.1 AXI4Full to AXI4Stream translation

The Xilinx Ethernet Submodule (XES) used for this preliminary study has the datapath for RX/TX built as an AXI4Stream interface. Along with the limitation of 4 physical ports for the XES to utilize, there requires a serializer to convert the 5 channels of AXI4Full into a single AXI4Stream channel. This responsibility formed into the Orchestrator module.

The module itself is quite simple and is composed of a simple round-robin scheduler and a finite state machine internally with output signals to actuate sub-modules, which the end user could create, that handled the interface responsibilities. Each submodule is responsible for a single channel on an interface. The submodules send up information of valid and ready signals, in progress status, transaction length, along with metadata and data to the Orchrestrator. The Orchestrator's passes down resets, clock, and AXI4Stream ready signals to the submodules. The Orchestrator uses a set of encoding masks that allow the proper control for all modules at in a single clock cycle, so that the proper submodule can unblock a pending transaction. The encoding mask design choice was made to retain the lowest channel transaction latency possible. The Orchestrator was also made with the intent of an easily modifiable (offline or online) and understandable wrapper and framework for any serialization to AXI4Stream .

Given a simple assumption that the downstream AXI4Stream is always ready. We can formulate a simple equation for the longest wait time that one module needs to wait to unblock. Given N enabled submodules and a function  $Burst\_Length()$ which gives the transaction length for the  $n\_i$  we can make 4.1:

$$\sum_{n=1}^{N} 2 * Burst\_length(n_i) + 2 * N$$
(4.1)

Where the longest latency will be for the last submodule as it will have to wait the orchestrator to send all metadata and data from each burst of each submodule, with the added overhead of enabling and receiving data from each submodule.

#### 4.3.2 Frame Former

This module allows the decoupling of signals and configuring data link layer parameters. The FrameFormer comprises a FrameFormerSubordinate (FFS) and the FrameFormerManager (FFM).

The FFS submodule provides a shifting register array (that is user-defined in length) to buffer incoming data from the Orchestrator in order to minimize the amount of blocking the downstream sending mechanisms present. The blocking may come from frame-forming actions (e.g., sending start of frame and sending the end of frame) to physical module or protocol actions (inter-frame gap wait, resets on error, etc). The initial motivation for using a shift register was to have the latest data on a wire and minimize the logic to refresh the data. In comparison, a traditional approach would have an additional register to store the output, whereas we intended the first register of the shifting register array to uphold this responsibility. This choice allowed all logic to revolve around the single object of the shifting register. It may have only had a slight clock difference.

FFM is a simpler module that executes the actual framing of a packet and sends the correct signal to the XES for proper transmission. Furthermore, this module allows the users (and in the future programs) to select the parameters of the ethernet frame (e.g. source/destination address, ethernet type, and frame length) to other parameters such as sync words (i.e. to show start and end of FPGA stream) via configuration ports.

#### 4.3.3 10g/25g Ethernet Subsystem

To facilitate testing the Xilinx 10g/25g Ethernet module was employed for availability and documentation purposes. It does require an additional license for xxv-ethernet-3.1 which comes free of cost yet is only available for 180 days. The module has an AXI4Full interface for configuration of the many options. However, the default module configuration is ready to transmit (given the correct signaling) data. Furthermore, there are two AXI4Stream interfaces for rx/tx.

# Chapter 5

# Evaluation

#### 5.0.1 Evaluation Infrastructure

The behavioral analysis methodology incorporated simulations during preliminary stages, followed by implementation of a System Integrated Logic Analyzer (ILA) in conjunction with supplementary debug pins and counters. The software infrastructure provided by (Nicolella et al., 2022) enabled monitoring of benchmark metrics for (Venkata et al., 2009) and programs (Isolbench) in (Valsan et al., 2016), while simultaneously providing the requisite mechanisms for heap reallocation to specified memory regions. Furthermore, as stated in Section 4.2, a kernel module was implemented to facilitate unaligned access and caching to the FPGA memory region. Three physical address apertures were established, directing to physical DRAM, DRAM loopback, and EthHelper, as illustrated in Figure 5.1 with a mechanism similar to (Roozkhosh and Mancuso, 2020) using a modified UARTDriver module from (Ciraolo et al., 2025)



Figure 5.1: General evaluation infrastructure for evaluation experiments

Resource	Utilization	Available	Utilization %
LUT	43878	274080	16.01
LUTRAM	11477	144000	7.97
FF	67303	548160	12.28
BRAM	69	912	7.57
IO	1	328	0.30
GT	1	24	4.17
BUFG	9	404	2.23

 Table 5.1: Overall FPGA resource usage in percentage of tested design

Components	LUT %	BRAM %	CLB %
Orchestrator	0.04	0.03	0.11
FrameFormer	1.62	0.78	2.63
AXI Width Converter	0.03	0.05	0.17
XES	3.11	3.88	10.30

 

 Table 5.2: FPGA resource usage of EthHelper components in percentage of tested design

that we will refer to as the Address Modifier.

#### 5.0.2 FPGA Utilization and Limits

The design was synthesized with Vivado 2019.2 with a clock frequency of 156.25MHz for the dataflow path and 75MHz for the control path. The overall utilization 5.1 for the tested design is quite light despite the additional debug infrastructure. Furthermore, the core components to enable AoE use significantly less resources 5.2.

#### 5.0.3 Verification of Operation Characteristics

Testbenches were developed within the Vivado environment to evaluate custom modules. AXI Verification IP (VIP) modules were employed to generate and validate AXI4Full and AXI4Stream transactions. The primary objectives of simulation testing were to observe and optimize Orchestrator state transitions and transaction handling latency. Figure 5.2 demonstrates the correctness of the Orchestrator given single and multiple concurrent channel transactions. Additionally, the simple bounding equation proposed in Section 3 demonstrates consistency with System ILA capture



Figure 5.2: Analysis of the Orchestrator functionality

data and simulation.

#### 5.0.4 Preliminary Evaluation

Baseline application and medium throughput metrics were established utilizing Isolbench's bandwidth program. The experimental protocol employed a one-shot configuration on a FIFO scheduler with priority 99 and memory allocation of 12MB, while constraining execution to CPU #1. The experiment was conducted across three noncached memory regions: direct DRAM access, DRAM loopback in the FPGA, and the EthHelper. This methodological approach facilitated calculation of the sustained throughput of the XES through analysis of counter outputs and benchmark metrics. Empirical data revealed transmission of 290,063 packets, each comprising 1035 bytes, with program execution completing in 0.21111 seconds. Subsequent computational analysis yielded a medium throughput of 10.5953 Gb/s, with application throughput recorded at 277.5679 MB/s.

The results depicted in Figure 5.3 demonstrate that the predominant performance penalty is attributable to traversing the Processing Element/Programmable Logic (PE/PL) boundary, as evidenced by comparable throughput measurements between EthHelper and DRAM loopback configurations. The observed throughput differential



**Figure 5.3:** Bandwidth.c execution time comparison between different memory routes

can be attributed to disparities in clock frequencies, power domains, and extended critical path length. Moreover, runtime analysis revealed minimal utilization of the FrameFormer buffer, rarely exceeding three buffer allocations, indicating that the performance bottleneck resides primarily within the Orchestrator component.

#### 5.0.5 Pragmatic Benchmarks

The study utilizes (Venkata et al., 2009) as the foundation for pragmatic benchmarks, selected for its provision of realistic, real-time workloads. A kernel module was implemented to perform memremap operations on FPGA memory regions using the CACHE\_WB flag. It is imperative to acknowledge the constraints of the module and the associated limitations on memory allocation for pragmatic benchmarks; specifically, mapping capabilities were restricted to a maximum of 3 megabytes, despite



Figure 5.4: Bandwidth throughput comparison between different memory routes.

a 256 megabyte range reserved and mapped in the Device Tree Blob *DTB*. Consequently, experimental evaluations were constrained to small image sizes categorized as "sim" and "sim\_fast." This limitation particularly affects programs characterized by memory-bound operations due to intensive memory transactions, restricting observability of larger image dimensions. The benchmark selection incorporates a balanced distribution between memory-intensive and compute-intensive programs to comprehensively demonstrate the performance impact of the EthHelper during representative workloads.

The module's performance aligns with expectations 5.5 5.6. Memory-intensive applications such as mser, disparity, and tracking exhibit characteristic behavior of memory-bound computations, wherein memory transactions incur substantial penalties associated with power domain transitions. While statistical significance of standard deviation between EthHelper and loopback configurations is not explicitly demonstrated in this experiment, differences are attributable to the Orchestrator's operational requirement to block alternative channels during individual channel transactions.

#### 5.0.6 Tracing and Visualiization

The tracing and visualization infrastructure leverages tcpdump, a conventional commandline interface program utilizing libpcap, in conjunction with custom Python scripts. Hardware and software limitations within the evaluation infrastructure result in occasional data discontinuities and interpretative inaccuracies in the Python scripts responsible for parsing and visualizing data captured from tcpdump packets. It should be emphasized, however, that these limitations do not compromise the core FPGA infrastructure, which maintains data integrity without information loss. Furthermore, the implemented kernel module constrains memory accesses to cache line dimensions (to which the orchestrator is capable of byte alignment and recording). To mitigate



**Figure 5.5:** SD-VBS suite execution time comparison between different memory routes with sim image size



**Figure 5.6:** SD-VBS suite execution time comparison between different memory routes with sim\_fast image size



Figure 5.7: disparity with sim image size

Network Interface Controller buffer overruns, memory bomds of extended execution duration are conducted concurrently on all cores except the primary core executing the application under observation. This methodology deliberately induces memory contention to reduce the operational frequency of the memory subsystem, thereby decreasing the frequency of responses to requests from the program under observation. Yet, We did gather a result for the ground truth of the memory access with a small memory size for bandwidth.c 4.2.

This methodological approach is exemplified through analysis of the "disparity" program under observation. Execution with and without interference demonstrates markedly different data capture characteristics; specifically, interference within the memory subsystem reduces packet loss due to diminished NIC buffer overruns resulting from decreased memory transaction response frequency. Comparable effects are observable in alternative applications such as mser A.2 and tracking A.1.

#### 5.0.7 Limitations

While the framework of the Orchestrator is complete, implementation of submodules for the R, W, and B channels remains necessary for comprehensive AXI4Full tracing. The FrameFormer architecture was designed to transmit information immediately, even when padding was required to fulfill minimum packet length requirements. This design decision results in potential fragmentation of metadata and addressing information across multiple packets, thereby precluding multi-threaded processing as packets lack information completeness (i.e., they are not self-contained). Consequently, packet loss provokes cascading effects within parser logic. Furthermore, the absence of transmission flow control in the FrameFormer potentially triggers Network Interface Controller (NIC) buffer overrun issues with our consumer. As a result, the simple parser demonstrates deficiencies in identifying or appropriately recovering fragmented data portions, leading to results that inadequately reflect the system's ground truth.

# Chapter 6 Future Works

There are several improvements to be made on the AoE implementation. The immediate efforts lie in implementing submodules to handle the remaining AXI channels. Similar efforts wil also create sumbmodules to handle the ACE protocol extension of AXI. We are also interested in the space of extending hardware mechanisms with remote capabilities. Primarily, efforts to extend ACE with remote capabilities to lower the implementation difficulties and overhead related to distributed memory. In addition, we would like to extend the Coresight debug infrastructure in the same manner to potentially adapt methods such as (Chen et al., 2023) and verify feasibility of orchestrating hardware on remote systems.

# Chapter 7 Conclusions

This thesis study the feasibility of distributing traditionally on-board profiling techniques by repurposing high-speed external interfaces custom profiling hardware. By utilizing the highly coupled and I/O rich FPGA on the Xilinx Zynq Ultrascale+ platform, a proof of concept networking mechanism for unifying the system bus to the outside world was accomplished and studied.

The proposed solution leverages the SFP+ interface to transmit profiling data from the FPGA to a host computer, enabling real-time monitoring and analysis of system performance. This approach not only enhances the observability of the system but also provides a non-invasive method for profiling, allowing developers to gain insights into system behavior without significantly impacting performance.

The initial applications of this work will be to provide a more powerful and flexible Logic analyzer to complement or replace the traditional In-Circuit Logic Analyzer (ILA) in the Xilinx toolchain. The proposed solution is non-invasive, easy to use, and extendable, allowing for enhanced observability of the system. This mechanism can be adapted to complement other techniques in both hardware and software domains, providing a robust framework for system monitoring and debugging. Furthermore, it offers an opportunity for simpler embedded solutions to feed data into a central, powerful computer, enabling comprehensive Control Flow Integrity (CFI) checking and other advanced methods.

Despite experiencing a performance hit, it is important to note that this is not

due to our module but rather the inherent penalty of the Processing Element (PE) and Programmable Logic (PL) boundary. Nevertheless, we maintain performance on par with a simple translator, demonstrating the efficiency of our approach. The ZCU platform utilized only one SFP port out of a total of four available, indicating that further exploration of these limitations could yield insights into compatibility with larger swarms of computers performing similar tasks.

Future work will not only focus on sending data but also on receiving data in the same manner, potentially enabling remote memory access. Additionally, direct interfacing with the CoreSight debug infrastructure could provide enhanced tools for system analysis and debugging, further expanding the capabilities of this profiling mechanism.

This work proposes working towards AXI over Ethernet (AoE) as a standard for profiling and debugging in heterogeneous systems, leveraging the existing infrastructure and protocols to create a unified approach to system monitoring. Through the use of the EthHelper framework we aim to establish a robust and adaptable profiling solution that can be integrated into various systems, with the initial application for profiling but with the powerful potential for broader applications of remote execution, remote memory, and remote integrity checking. Appendix A Additional Results



#### (a) without interference



(b) with interference

Figure A.1: Tracking with sim image size





(b) with interference

Figure A·2: Mser with sim image size

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Figure A·3: Entire PL Design used for Debugging and Testing

Standard name	Memory clock (MHz)	I/O bus clock (MHz)	Data rate (MT/s) <sup>[b]</sup>	Module name	Peak trans- fer rate (GB/s) <sup>[C]</sup>	Timings CL-tRCD-tRP	CAS latency (ns)
DDR4-1600J*						10-10-10	12.5
DDR4-1600K	200	800	1600	PC4-12800	12.8	11-11-11	13.75
DDR4-1600L						12-12-12	15
DDR4-1866L*						12-12-12	12.857
DDR4-1866M	233.33	933.33	1866.67	PC4-14900	14.9333	13-13-13	13.929
DDR4-1866N						14-14-14	15
DDR4-2133N*						14-14-14	13.125
DDR4-2133P	266.67	1066.67	2133.33	PC4-17000	17.06667	15-15-15	14.063
DDR4-2133R						16-16-16	15
DDR4-2400P*						15-15-15	12.5
DDR4-2400R	200	1200	2400	BC4 10200	10.2	16-16-16	13.32
DDR4-2400T	300	1200	2400	F04-19200	19.2	17-17-17	14.16
DDR4-2400U						18-18-18	15
DDR4-2666T						17-17-17	12.75
DDR4-2666U	333 33	1333 33	2666 67	PC4 21300	21 3333	18-18-18	13.50
DDR4-2666V	000.00	1000.00	2000.07	104-21000	21.0000	19-19-19	14.25
DDR4-2666W						20-20-20	15
DDR4-2933V						19-19-19	12.96
DDR4-2933W	366 67	1466.67	2033 33	PC4 23466	23 46667	20-20-20	13.64
DDR4-2933Y	500.07	1400.07	2300.00	104-20400	20.40007	21-21-21	14.32
DDR4-2933AA						22-22-22	15
DDR4-3200W						20-20-20	12.5
DDR4-3200AA	400	1600	3200	PC4-25600	25.6	22-22-22	13.75
DDR4-3200AC						24-24-24	15

Figure A-4: DDR4 Memory speeds and latencies

Program	normal dram (s)	no ETH (s)	$\mathbf{ETH}\ (\mathbf{s})$
disparity	$8.62e-04 \pm 2.30e-05$	$8.61e-04 \pm 3.60e-05$	$8.64e-04 \pm 4.40e-05$
mser	$1.46e-03 \pm 2.20e-05$	$1.45e-03 \pm 3.00e-05$	$1.47e-03 \pm 3.70e-05$
$\operatorname{sift}$	$2.66e-03 \pm 2.30e-05$	$2.64e-03 \pm 2.20e-05$	$2.65e-03 \pm 3.00e-05$
$\operatorname{stitch}$	$3.55e-04 \pm 1.60e-05$	$3.47e-04 \pm 1.80e-05$	$3.47e-04 \pm 1.80e-05$
texture_synthesis	$9.91e-04 \pm 3.10e-05$	$9.90e-04 \pm 3.20e-05$	$1.00e-03 \pm 3.20e-05$
tracking	$2.00e-03 \pm 2.00e-05$	$1.97e-03 \pm 2.10e-05$	$1.97e-03 \pm 2.40e-05$

**Table A.1:** Runtime comparison between different memory routingsfor sim\_fast image size.

Program	normal dram (s)	no ETH (s)	$\mathbf{ETH}\ (\mathbf{s})$
disparity	$1.94e-03 \pm 2.50e-05$	$1.95e-03 \pm 3.70e-05$	$1.95e-03 \pm 4.30e-05$
mser	$4.89e-03 \pm 4.20e-05$	$4.90e-03 \pm 1.28e-04$	$4.91e-03 \pm 1.52e-04$
sift	$1.37e-02 \pm 4.90e-05$	$1.36e-02 \pm 7.40e-05$	$1.37e-02 \pm 7.10e-04$
stitch	$5.96e-04 \pm 1.80e-05$	$5.86e-04 \pm 1.80e-05$	$5.85e-04 \pm 1.80e-05$
texture_synthesis	$6.67e-03 \pm 4.37e-04$	$6.61e-03 \pm 1.02e-04$	$6.62e-03 \pm 1.04e-04$
tracking	$5.27e-03 \pm 2.90e-05$	$5.19e-03 \pm 3.30e-05$	$5.18e-03 \pm 2.80e-05$

**Table A.2:** Runtime comparison between different memory routingsfor sim image size.

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# Education

2021 - Present Master's Computer ScienceBoston University	MA, USA
2016 - 2020 Bachelors of Arts in PhysicsCollege of the Holy Cross	MA, USA
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## **Research Interest**

Investigating, assembling, designing, and testing high-performance safety-critical cyber-physical systems (CPS), with special focus on integrating FPGAs for sensor-fusion and resource management. Also, interested in investigating practical applications of network communication and programmable logic within the automotive world to discover new ways to promote safety, efficiency, and verifiability. Currently, focused on novel uses with hybrid CPU+FPGA platforms to potentially provide a transparent memory profiler for offboard analysis.

# **Publications & Presentations**

International Conference & Workshop Papers

Weifan Chen, Ivan Izhbirdeev, Denis Hoornaert, Shahin Roozkhosh, Patrick Carpanedo, Sanskriti Sharma, and Renato Mancuso. Low-Overhead Online Assessment of Timely Progress as a System Commodity. In 35th Euromicro Conference on Real-Time Systems (ECRTS 2023). Leibniz International Proceedings in Informatics (LIPIcs), Volume 262, pp. 13:1-13:26, Schloss Dagstuhl – Leibniz-Zentrum für Informatik (2023) https://doi.org/10.4230/LIPIcs.ECRTS.2023.13 ECRTS

Presentation

 Shahin Roozkhosh, Bassel El Mabsout, Cristiano Rodrigues, Patrick
 Carpanedo, Denis Hoornaert, Su Min Tan, Benjamin Lubin, Marco Caccamo, Sandro Pinto, and Renato Mancuso. Burning Fetch Execution: A Framework for Zero-Trust Multi-Party Confidential Computing. In 2024 Technology Innovation Institute (TII) GENZERO Workshop.

## **Proposal Writing**

> Efficient control for energy constrained quadrapeds proposal

PIs: Prof. Sabrina Neuman, Prof. Renato Mancuso NSF-medium proposal aiming to enable a new class of low cost, powerefficient robots through improving neural network control for underinstrumented limbed robots, exploration hardware/software co-designing techniques for energy-efficient control, and designing efficient learned runtime adaptation techniques on constrained platforms

> (TII) Genzero Proposal

*PIs: Benjamin Lubin, Marco Caccamo, Sandro Pinto, Renato Mancuso* Joint effort between PhD candidates from Boston University, University of Minho, and Technical University of Munich to develop zero trust framework for multi-party confidential computing. Contributed to proposal development and creation of a successful prototype demonstration. The proposal was accepted and the team was awarded the Best Presentation Award.

### **Research Positions**

Spring 2022 -	Masters Student	Cyber Physical	Boston, MA, USA
ongoing	Researcher	Systems Lab	

- Researching and implementing methods for allowing AXI over Ethernet
- Integration of hardware infrastructure to evaluate and measure phases in an executing program
- Assembling and maintaining servers (e.g. MegaMind and Proxmox Cluster) for CPS Lab use to facilitate research and collaboration and ease the access to development boards and related software
- Participating in pseudo-Technical Program Committee (TPC) meetings with Lead P.I. to review papers.
- Volunteering to assist or lead students enrolled in directed studies inside of CPS lab.

Summer 2019	Research	College of the Holy	Worcester, MA, USA
	Assistant	Cross	

- Gathered and assembled subsystems of the Beam Profile Monitor (BPM) system
- Verified electrical tolerances and timings each components of the BPM systems
- Debugged the BPM system through a gamut experiments which were logged and relayed to the Lead P.I.
- Arranged presentations and discussions weekly on the experiment findings with a different research group

## Notable Research

> AXI over Ethernet

This work revolves around using Programmable Logic to export bus-level memory transactions packed into an Ethernet frame and sent through dedicated low-latency high-bandwidth external optical interfaces. This would allow for methods such as Control Flow Integrity checks, Digital Twinning, and Remote Memory Access to happen transparently without code/kernel instrumentation. In the future, the work will be expanded to handle coherent bus traffic that is architecture agnostic.

> Burning Fetch Execution: A Framework for Zero-Trust Multi-Party Confidential Computing

This work tackles the gap in existing safeguarding technology by avoiding byte-level decryption until it is immediately fetched by the processor, only to burn it right after. We perform on-the-fetch data decryption, immediately followed by burning, i.e., erasing right after processing cycles. Thus, BFX minimizes the existence of sensitive data in-use. BFX does not demand new processing hardware units nor requires restructuring application software.

# Teaching and Mentoring

Spring 2024 - Ongoing	F1Tenth Directed Study Mentor	Boston University	Boston, MA, USA
<ul> <li>Assisting undergy projects</li> <li>Teaching undergy components</li> <li>Ensuring the satisfies sensitive electronic sensitive sensitive electronic sensitive sensitive sensitive electronic sensitive s</li></ul>	raduates with hardwa raduates the basics of ety of undergraduates nics	are associated with I f electronic design a s when handling hig	F1tenth related nd electronic h current and
Spring 2024 Persist Directe	ence of Vision ed Study Mentor	Boston University	Boston, MA, USA
<ul> <li>Guiding undergr underlying hard of Vision (PoV)</li> <li>Assisting undergr physical outputs</li> <li>Customizing the previous student</li> </ul>	aduates on designing ware with a focus on t Display graduates understand c circuit layout for ado t attempts	low-level software w timing requirements and debug the gap ditional features or o	with respect to the for a Persistence between code and corrections from
Fall 2023 UR2PhD	Mentor Computing Association	r Research n	Boston University
<ul> <li>Attended weekly mentoring style</li> <li>Lead weekly ind develop hardwar Display</li> <li>Designed or sour after verifying co</li> <li>Guided undergrapapers</li> </ul>	<sup>7</sup> meeting to learn abo ividual and group me e/software modules fo rced circuit boards, el ompatibility and toler aduates on how to sea	out mentoring skills etings with four und or a Persistence of V ectrical components ances anch, read, and verify	and developed a lergraduates to <sup>7</sup> ision (PoV) , and hardware y academic research

### Spring 2023 PL-Ethernet Directed Boston University Boston, MA, USA Study Mentor

- Taught undergraduates the basics of Vivado Design Suite and functions of FPGAs
- Delegated tasks to undergraduates in order to debug and learn about Processor, FPGA, and ethernet Connectivity
- Arranged weekly meeting to discuss undergraduate findings on particular modules and board designs while evaluating the proceeding goals

## Affiliations

#### Cyber Physical Systems Lab

#### Alter Byte Corp

## **Professional Experience**

2019-2020	Student Technical	Alternate College	Worcester, MA, USA
	Director	Theatre	

- Collaborated with the college technical director and student scene designer to construct sets
- Created schematics to follow when cutting lumber and assembling pieces of the set
- Coordinated groups of students on tasks to assemble and furnish sets
- Communicated with directors and set designers on progress of set and accommodated any desired details or changes

2019-2020 Shop Assistant College of the Holy Cross Worcester, MA, USA Fenwick Theatre

- Assisted in creating sets for the department plays by following a schematic, manufacturing, and assembling components, and compensating for any error along the way
- Guided assistants on correct use of tools and provided advanced techniques to address certain cases
- Relayed instructions from Technical Director to sub group(s)
- Provided assistance to other technical teams within the theatre

Fall 2017-2019	Resident	College of the Holy	Worcester, MA,
	Assistant	Cross	USA

- Acted as a resource to and ensured the safety of 38 students in their residence hall
- Planned events with Resident Assistant team members for residents and building
- Performed safety checks and engaged with residents throughout the semester
- Relayed information bi-weekly regarding the dormitory and residents in a concise manner to dormitory supervisor

## Honors & Awards

- Holy Cross Grant
- 2024 (TII) GENZERO Workshop Best Presentation Award

### Skills

- Programming: C, C++, Java, Python, SQL
- **Design:** System Verilog, Verilog, CAD, PCB design, Carpentry, Additive/ Subtractive Fabrication
- Hardware Debugging: Xilinx Integrated Logic Analyzer, ARM Coresight, Circuit Debugging
- System Administration: Network Architecture, Virtual Machine Management

## Languages

English	Portuguese	Spanish
[Native]	[Fluent]	[Fluent]
References		

References available upon request.