# Design and Performance Analysis of Parallel Processing of SRTP Packets

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## Task Definition



#### Requirements

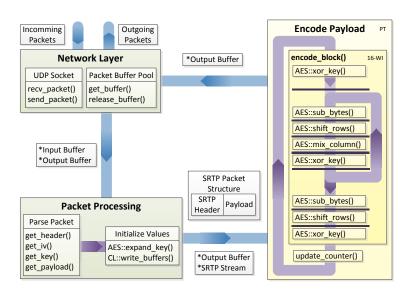
- improve concurrent calls on VoIP gateway
- utilize HighPath 4000 softgate's standard hardware
- integrable with current solution

#### SRTP parsing

- usual size 2 to 10 AES blocks
- careful allocation of resources vs. massive parallelization
- minimize average delay caused by packet processing on gateway

# Application Design



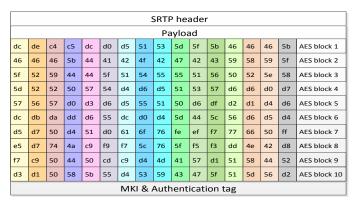


# Parallel Programing Paradigm



#### **Persistent Thread**

- kernel uses at most as many blocks as can be concurrently scheduled
- schedules work through queues, not hardware
- provides "global synchronization"
- work-item's lifetime through the entire execution of kernel



### Results



Following graph visualizes distribution of packet delays in *ms* over *number of concurrent calls* using G.711 with sampling period 20ms during test.

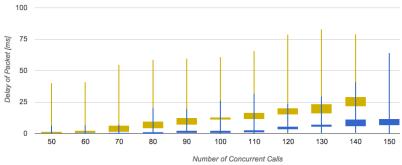


Figure: Comparison of parallel and serial implementation.

#### Average packet delay caused by SRTP encryption

- dropped to one third during 140 concurrent calls
- · at least to half during smaller amount of concurrent calls



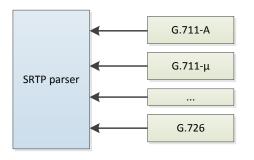
## Related Tasks



#### **Transcoding**

- dynamically linked plugins
- · common interface

```
const char* encoding_name
const int PT
transcode(src, dst, len_src, len_dst, pt);
to_pcm(src, raw, len_src, len_dst);
from_raw(raw, dst, len_src, len_dst);
```



# Implementation & Testing Details



### **Open Computing Language**

- standard for parallel computations
- wide support of HW and SW
- active contributions
- many important vendors (including Apple, AMD, intel)



OpenCL

#### Compiled and tested using:

- processor intel core i5 2500k
- operating system OpenSUSE 12.2
- used languages, frameworks and libraries
  - C/C++ std=c++11 (compiled with gcc 4.7)
  - OpenCL 1.2
  - Boost 1.53.0