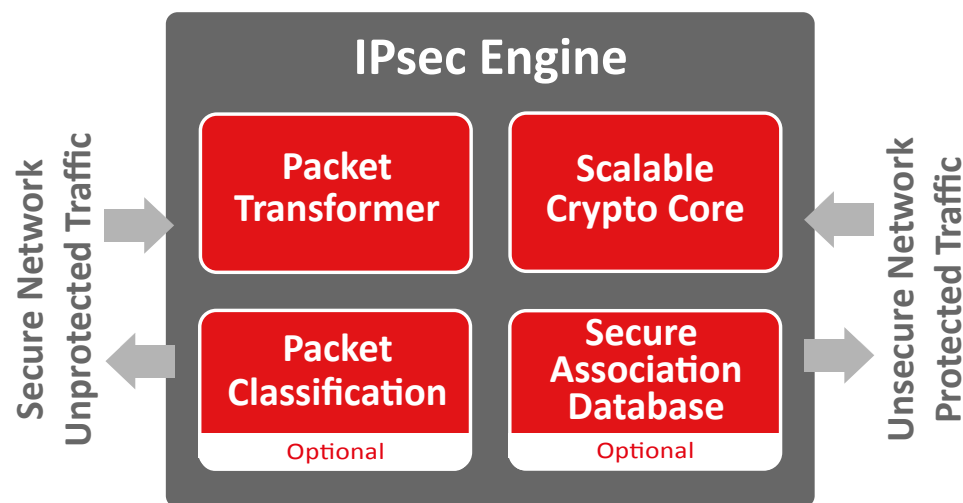




## IPsec ENGINE

The IPsec Engine implements RFC4301 and other relevant RFCs, providing confidentiality, connectionless data integrity, data-origin authentication and replay protection on OSI layer 3.

The scalable architecture provides low-latency, line rate acceleration of packet encapsulation, encryption and replay protection. Its modular design not only gives the ability to choose between different cryptographic algorithms, but also provides fine-grained control on classification features, packet formats, and more. Integration with a wide range of performance or area-optimized cryptographic IP cores allows unrivalled trade-off possibilities between throughput, area and latency.



### Features

- ✓ ASIC and FPGA
- ✓ Can aggregate several 10, 40 or 100 GbE link
- ✓ Throughput from 1 Gbps up to 100 Gbps
- ✓ Compliant with RFC 4106, 4301, 4303, 7634
- ✓ Supports AES-GCM-128/256, AES-CBC/SHA-2, ChaCha20 Poly1305
- ✓ 32 to 1024 bits datapath
- ✓ ESP encapsulation/decapsulation
- ✓ UDP encapsulation
- ✓ Byte lifetime counters
- ✓ Generic interface to TCAM
- ✓ Supports IPv4 and IPv6
- ✓ 5-tuple classification
- ✓ Bypass mode
- ✓ Data interface: AMBA 4 AXI-Stream
- ✓ Control interface: AMBA 4 APB

### Applications

- ✓ Cloud computing
- ✓ Data center
- ✓ Edge router
- ✓ Edge networking for IoT data aggregation

### Implementation aspects

At its very core, the IPsec Engine is completely technology-agnostic and can be integrated in a wide range of FPGA and ASIC technologies. On FPGA, the engine can use vendor-specific optimizations to reach very high throughput goals.

### Deliverables

- ✓ Netlist or RTL
- ✓ Scripts for synthesis & STA
- ✓ Self-checking RTL test-bench on referenced vectors
- ✓ Documentation

V1.1