

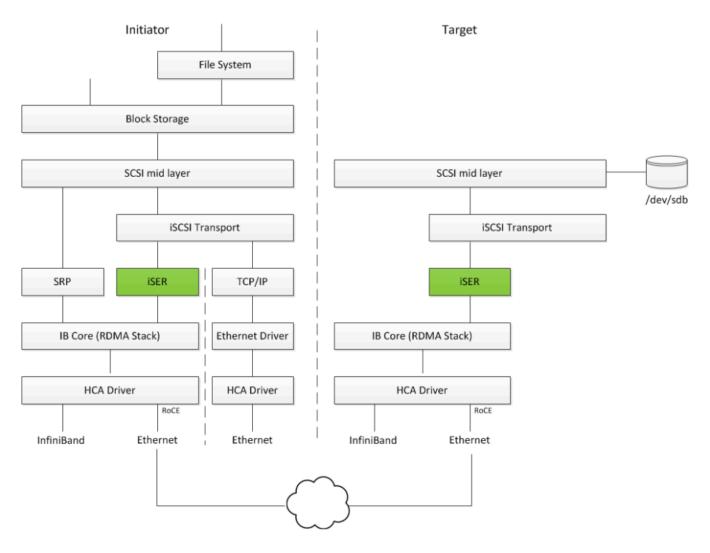
iSER - iSCSI Extensions for RDMA

Table of contents

iSER Initiator				
iSER Targets				

iSCSI Extensions for RDMA (iSER) enhances the iSCSI protocol by integrating it with RDMA, enabling direct data transfers to and from SCSI buffers without intermediate copying.

By leveraging the RDMA protocol suite, iSER provides higher bandwidth for block storage transfers with zero-copy efficiency. This approach eliminates the overhead of TCP/IP processing while maintaining full compatibility with the iSCSI protocol.



There are three target implementation of ISER:

- Linux SCSI target framework (tgt)
- Linux-IO target (LIO)
- Generic SCSI target subsystem for Linux (SCST)

Each target can operate in either TCP or iSER transport mode.

iSER also supports RoCE without requiring additional configuration. To bond RoCE interfaces, set the fail_over_mac option in the bonding driver (see "Bonding IPolB").

In the network stack, RDMA/RoCE is positioned below the iSER layer. To run iSER, ensure that the RDMA layer is properly configured and validated, whether over Ethernet or InfiniBand. For guidance on troubleshooting RDMA, refer to "HowTo Enable, Verify and Troubleshoot RDMA" community article.

iSER Initiator

The iSER initiator is controlled through the iSCSI interface available from the iscsiinitiator-utils package.

To discover and log into iSCSI targets, as well as access and manage the open-iscsi database use the iscasiadm utility, a command-line tool.

To enable iSER as a transport protocol use "I iser" as a parameter of the iscasiadm command.

Example for discovering and connecting targets over iSER:

```
iscsiadm -m discovery -o new -o old -t st -I iser -p <ip:port> -l
```

Note that the target implementation (e.g. LIO, SCST, TGT) does not affect he initiator process and configuration.

iSER Targets



Note

Setting the iSER target is out of scope of this manual. For guidelines of how to do so, please refer to the relevant target documentation (e.g. stgt, targetcli).

Targets settings such as timeouts and retries are set the same as any other iSCSI targets.

(i) Note

If targets are set to auto connect on boot, and targets are unreachable, it may take a long time to continue the boot process if timeouts and max retries are set too high.

For various configuration, troubleshooting and debugging examples, refer to Storage Solutions on the Community website.

Notice
>This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. NVIDIA Corporation ("NVIDIA") makes no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.
br/>Customer should obtain the latest

 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.

NVIDIA 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/>
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.

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 rights of NVIDIA.

>color/seproduction of information in this document is permissible only if approved in 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.

 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.

<b

© Copyright 2025, NVIDIA. PDF Generated on 02/11/2025