

Interactive Session 2

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Quick P4 tutorial

cd ~/controller/src/tests/hackfest3/p4



P4 program structure



A P4 program comprises of the following blocks:

- Header Definitions
 - Optimize the protocol headers

Parser

- A state machine that dictates how to parse a packet
- Control Blocks
 - Comprising of Match-Action Tables

Deparser

Defining how the packet will be encoded in the wire



Header definition and Parser



header Ethernet_h {

bit<48> dstAddr;

bit<48> srcAddr;

bit<16> etherType;

```
parser MyParser (packet_in pkt, out accepted_packet hdr) {
    state start {
        pkt.extract(hdr.ethernet);
        transition select (pkt.ethernet.etherType) {
            0x800: parse_ipv4;
        }
    }
    state parse_ipv4 {
        pkt.extract(hdr.ip);
        transition accept;
    }
}
```

Control Block



- The main part of the program are the user-defined tables, comprising of:
 - A set of keys
 - A set of actions

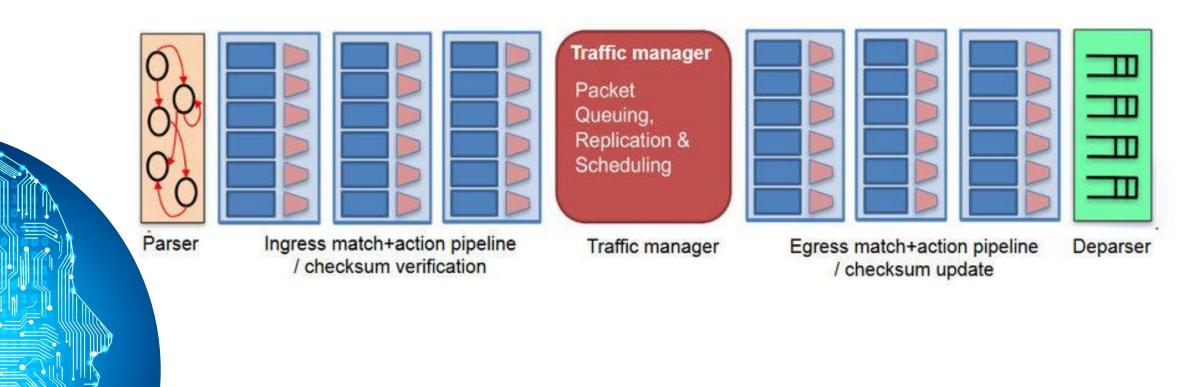
- The controller instructions are basically table entries consisting of:
 - A key
 - A corresponding action
 - Parameters for the action

```
table 12_exact_table {
    key = {
        hdr.ethernet.dst_addr: exact;
    }
    actions = {
        set_egress_port;
        drop;
    }
    const default_action = drop;
}
```

```
action drop () {
    mark_to_drop(standard_metadata);
}
action set_egress_port(port_num_t port_num) {
    standard_metadata.egress_spec = port_num;
}
```



V1 model





Our P4 program



• Let's take a look at our P4 program!

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Toy case for P4 telemetry

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Inband Network Telemetry (INT)



The basic idea is to embed some metadata to the packets that traverse the switch

More details will be shared in a later presentation by <u>Georgios Katsikas</u>

Sut let's try and see in practice how such a thing could be implemented



IPv4 options



 IPv4 headers have an optional part called Options which follows the standard IPv4 header and can be of variable length (0-40 bytes)

 IPv4 Options are (rarely) used to record routes, timestamps, security mechanisms, etc.

We are going to use that part to embed some information from the switches



P4 Standard Metadata



- Many different things are collected by a P4 switch, including:
 - ingress_port : implementation specific
 - packet_length : implementation specific
 - egress_port : implementation specific
 - ingress_global_timestamp : 48 bits
 - egress_global_timestamp : 48 bits
 - mcast_grp : 16 bits
 - enq_timestamp : 48 bits
 - enq_qdepth : 19 bits
 - deq_timedelta : 32 bits
 - deq_qdepth : 19 bits



Implementation

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Sender/Receiver



First, we need a way to correctly decode our packets and extract the int information

• For that reason, we are providing two python scripts

Some extra steps are needed to run those in a Mininet container!

The scripts are taken from the Networked Systems Group (NSG) in ETH Zurich

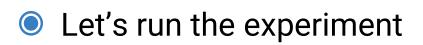
https://github.com/nsg-ethz/p4-learning/tree/master



P4 program



- The P4 program used encodes in each packet the following information:
 - The switch ID
 - The queue depth when the packet dequeued
 - The output port
- As it stands now, the switch ID is always the default 1



It is best to redeploy TFS using SKIP_BUILD!



Exercise 1



Change the P4 program to receive a custom number as switch id from the controller

Change the Service Handler to automatically install a rule with the correct switch id



Exercise 2



Change the P4 program and the send/receive scripts to write the timestamp of when a packet arrived on the switch

ingress_global_timestamp is 48 bits, but options
 currently is 32 bits (maximum 40 bits)!

For now, let's remove all the other information to accommodate timestamp

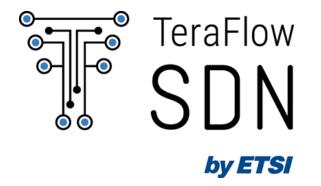


Extensions to try on your own



- Create a KPIs in Monitoring from the INT timestamp
 - Combine with the scripts we created in Session 1

- Use (or define) a new protocol, besides IPv4 Options, for INT. That will allow us more flexibility (like more than 40 bits)
 - INT specification: <u>https://p4.org/p4-spec/docs/INT_v2_1.pdf</u>
 - And more details following by <u>Georgios Katsikas</u>
- Do not hesitate to contact in slack or mail
 - pfamelis@ubitech.eu



Thank you! TFSsupport@etsi.org