

Who we are





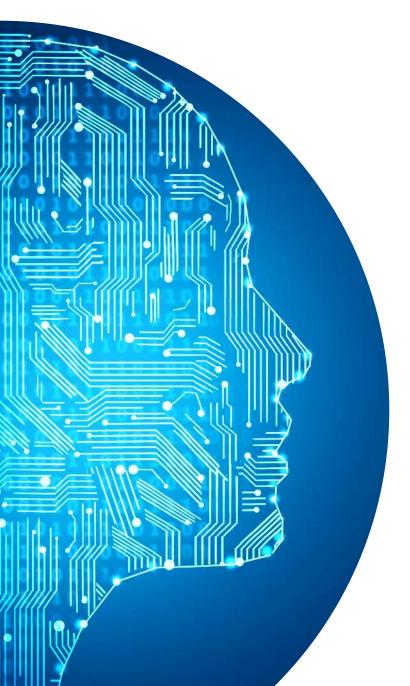
Network Softwarization & IoT (NSIT)

Georgios P. Katsikas NSIT Tech. Lead gkatsikas@ubitech.eu

Our company

Our unit

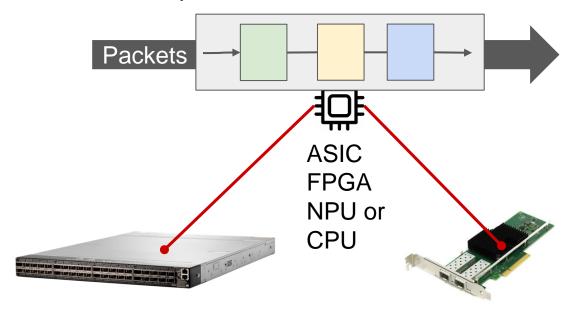


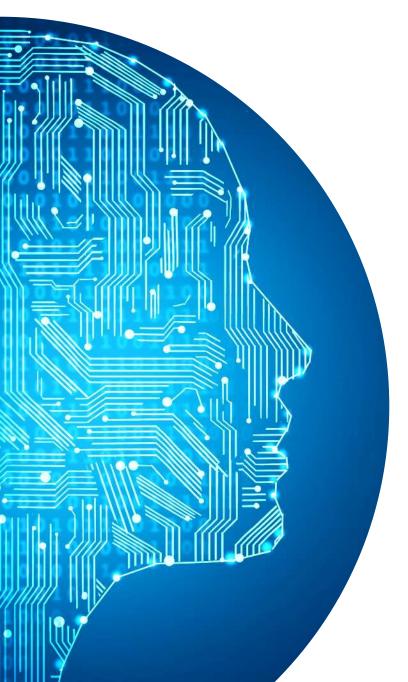


What is a packet processing pipeline?

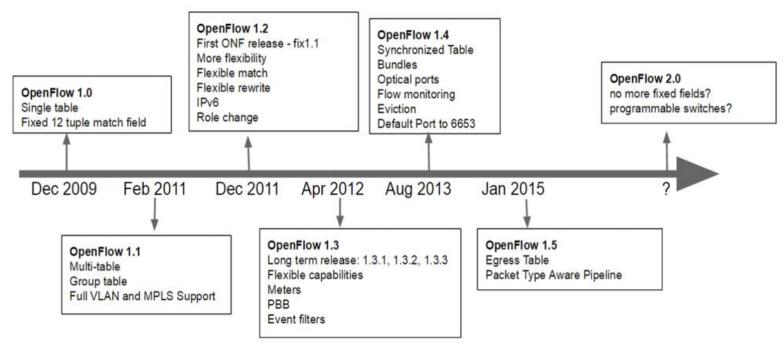


Pipeline of Match-Action Tables

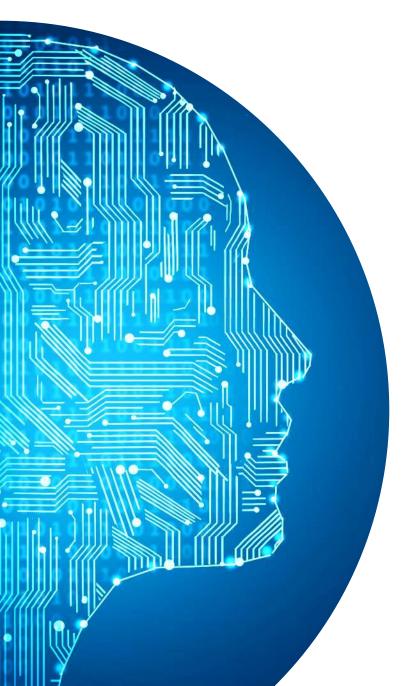




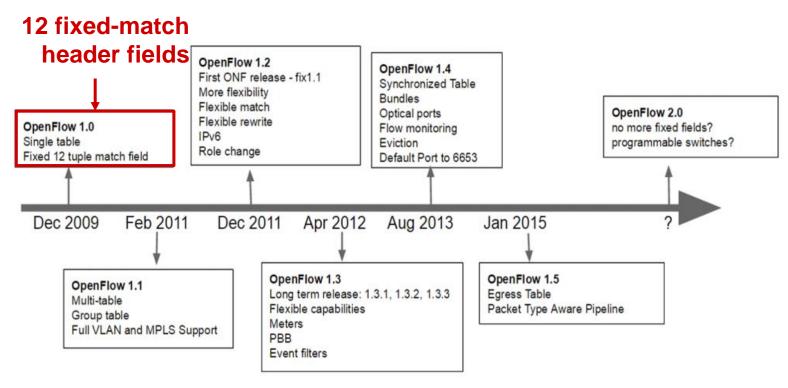




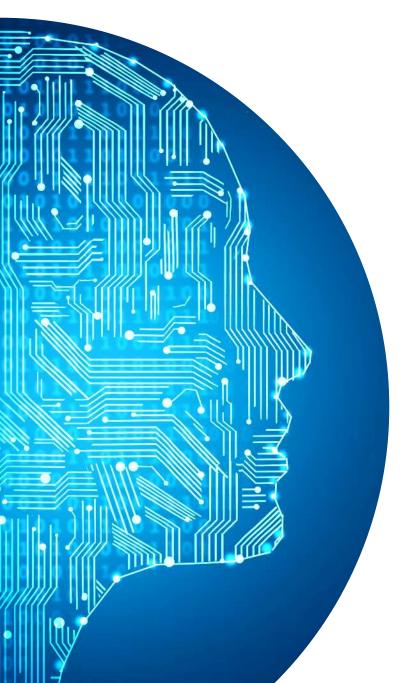
^{*}Figure source: https://kspviswa.github.io/OpenFlow_Version_Roadmap.html



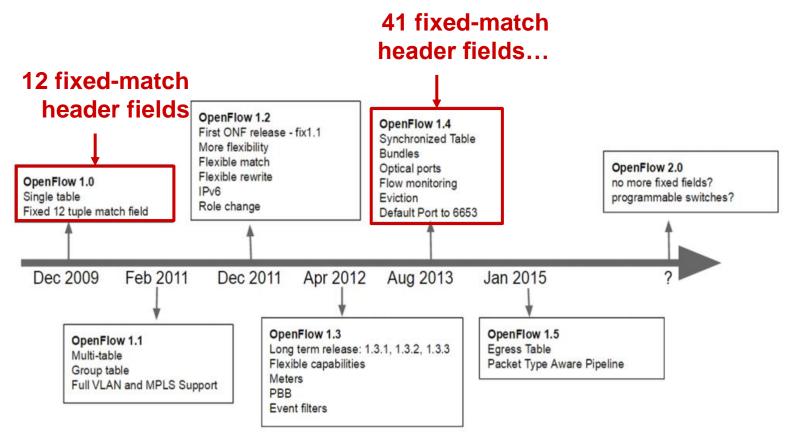




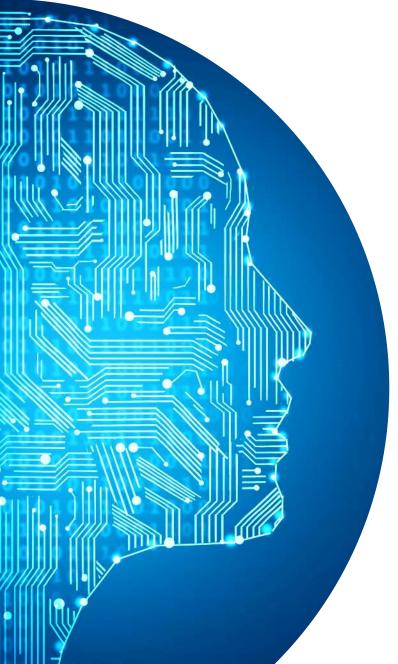
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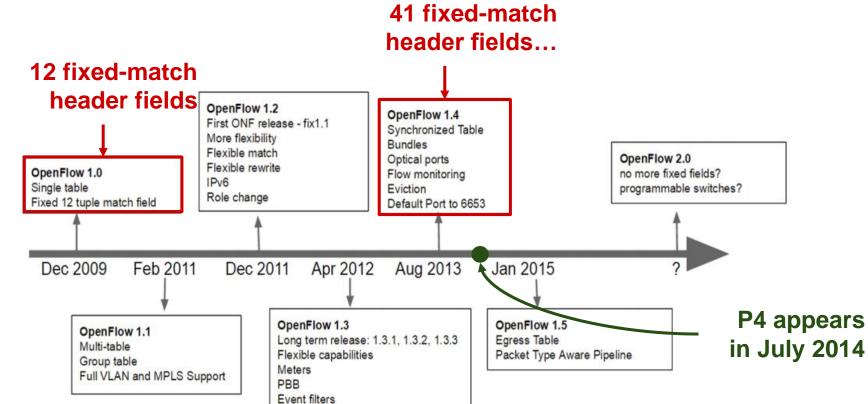




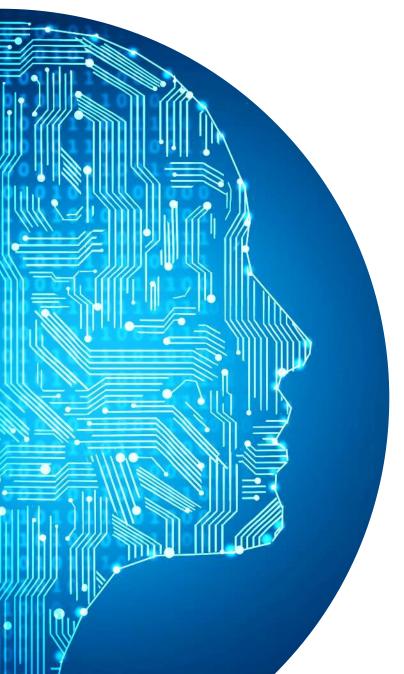
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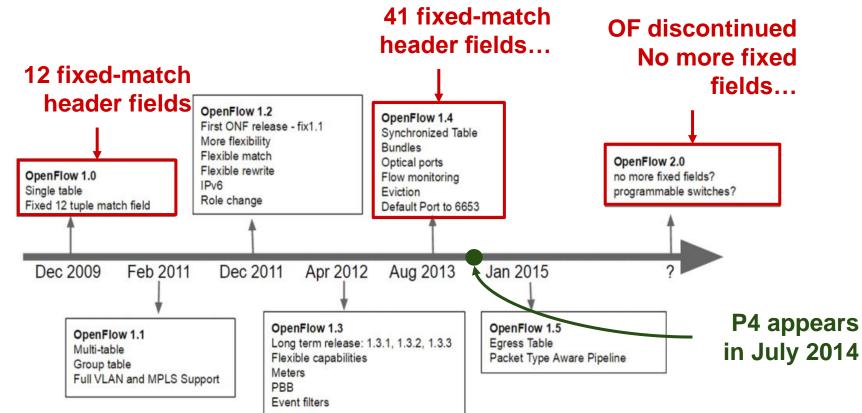




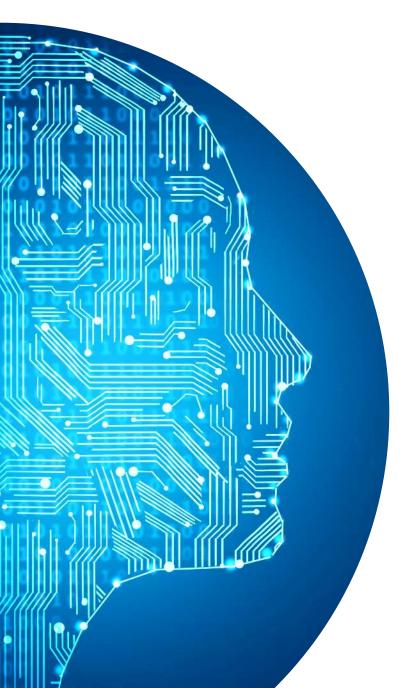
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The sad reality about OpenFlow

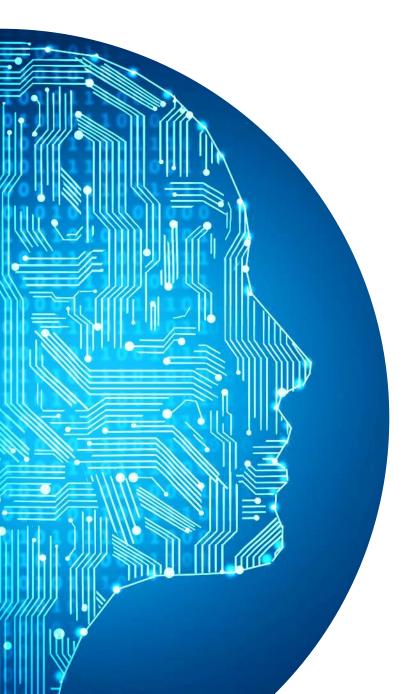


Specification



41 fixed-match header fields

17 action types



The sad reality about OpenFlow



Specification



v1.4

41 fixed-match header fields

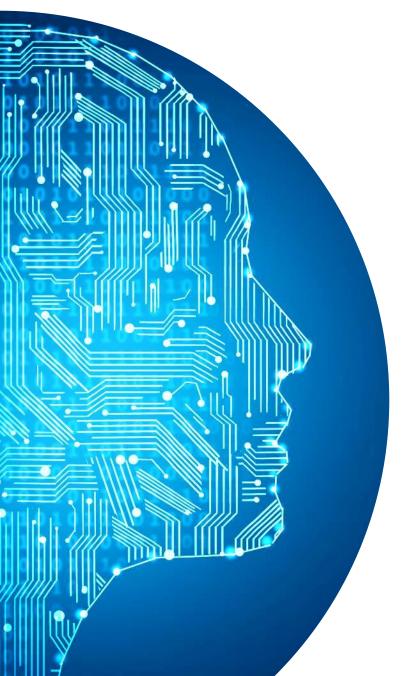
17 action types

In reality

Most hardware switches only support a limited match/action set due to ASIC limitations

Hardware re-design requires long development cycles and increases cost

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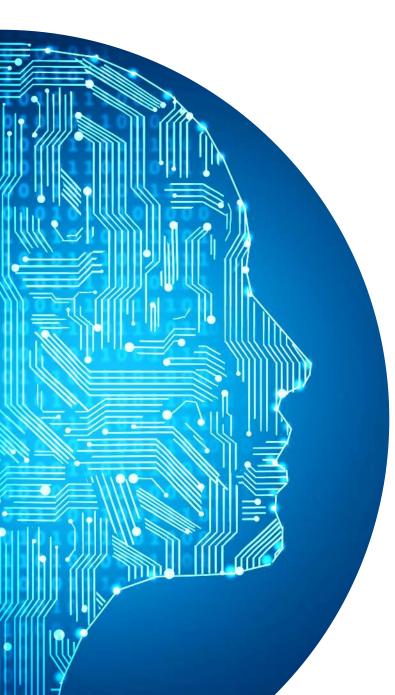


Why P4?



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P4 motivation: Instead of repeatedly extending the OpenFlow standards, let's define a whole new abstraction for programming the data plane



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P4 motivation: Instead of repeatedly extending the OpenFlow standards, let's define a whole new abstraction for programming the data plane

P4 principles:

- a domain-specific language to formally define the data plane pipeline
 - Describes proto headers (existing+new), tables, actions, counters, etc.
 - Describes both fast (ASIC, FPGA) and slow (e.g., soft. switch) pipelines



Why P4?



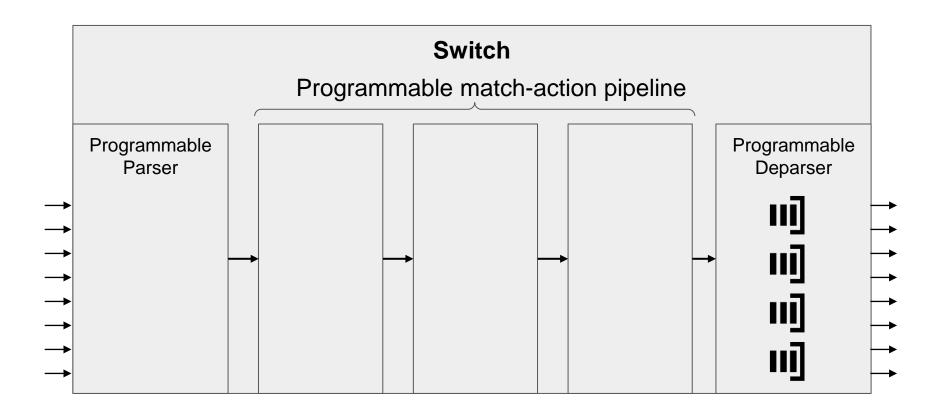
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- a domain-specific language to formally define the data plane pipeline
 - Describes proto headers (existing+new), tables, actions, counters, etc.
 - Describes both fast (ASIC, FPGA) and slow (e.g., soft. switch) pipelines
- a common interface to parse packets and match (arbitrary) header fields
 - Defines a "contract" between the control and data plane

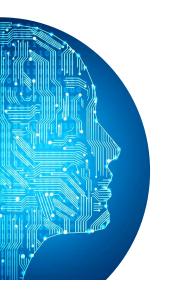
PISA: Protocol Independent Switch Architecture

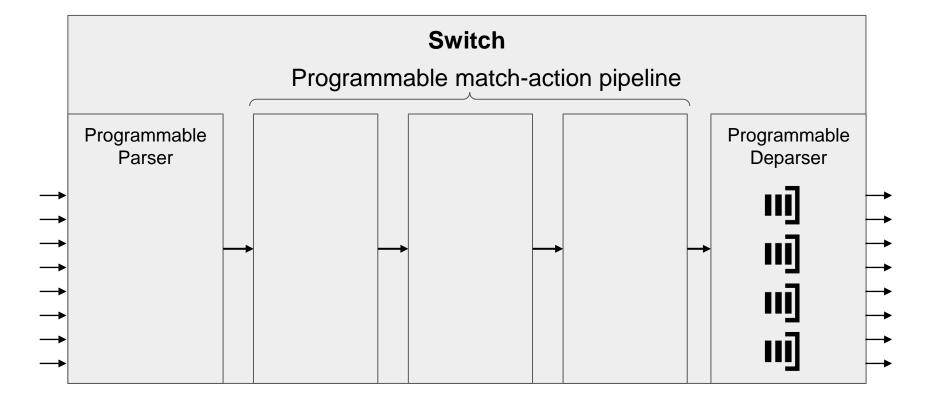




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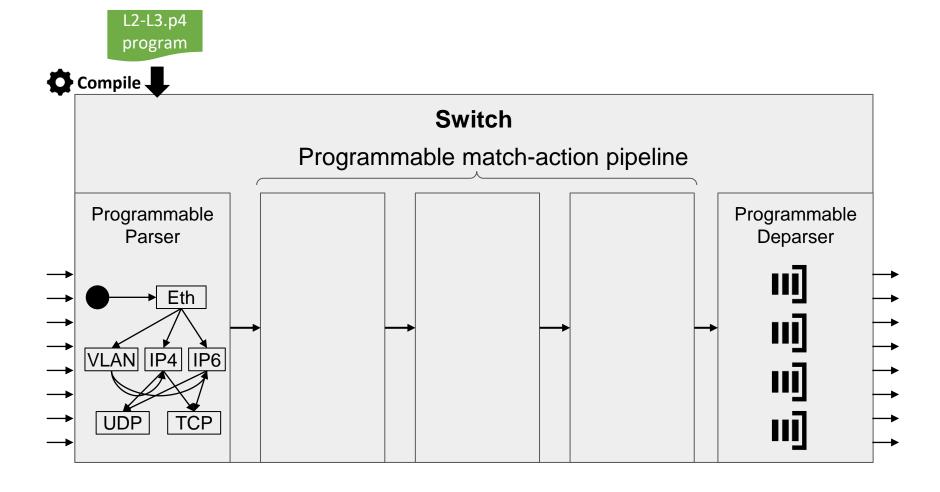
L2-L3.p4 program





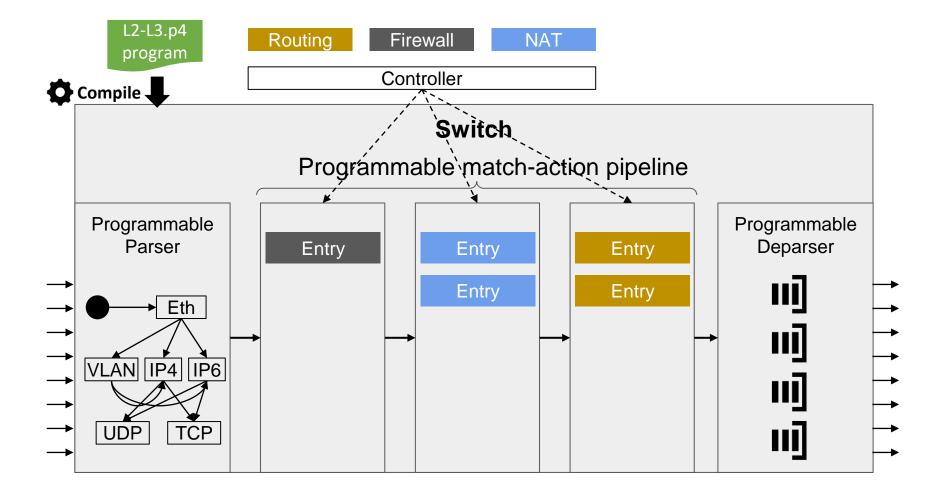
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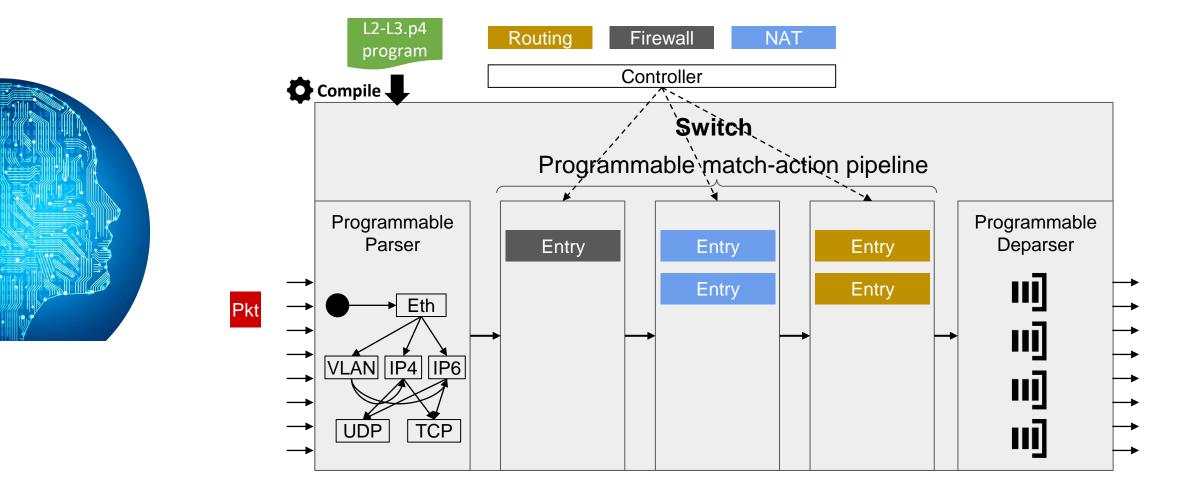


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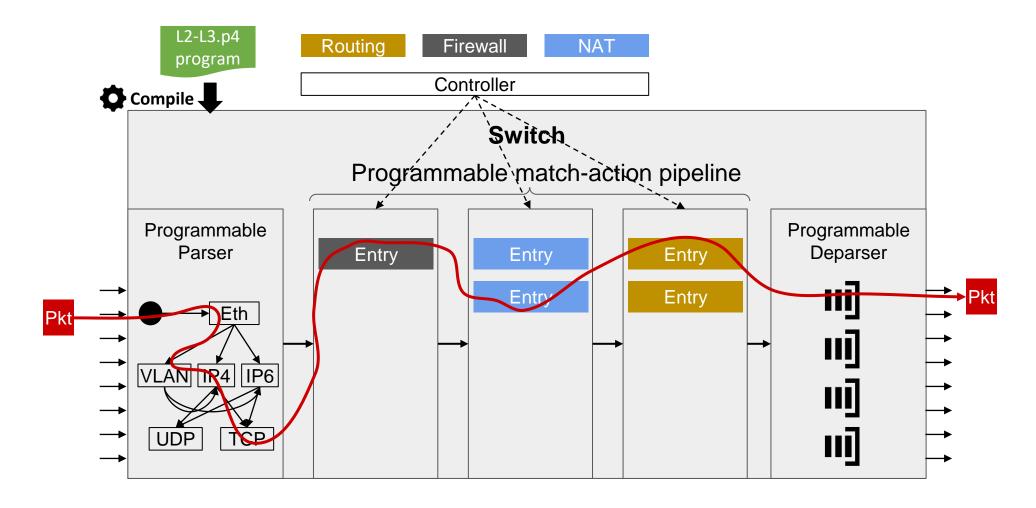


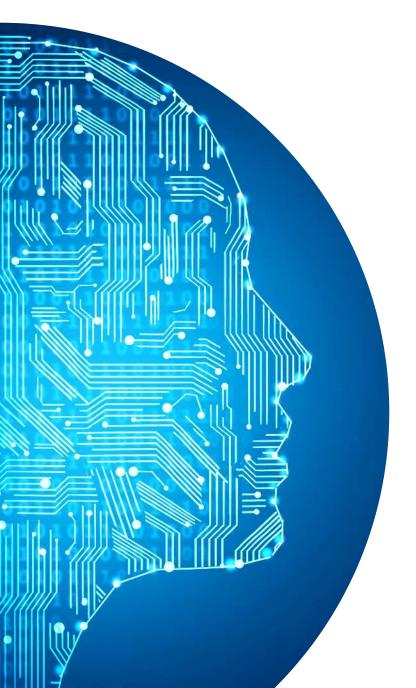
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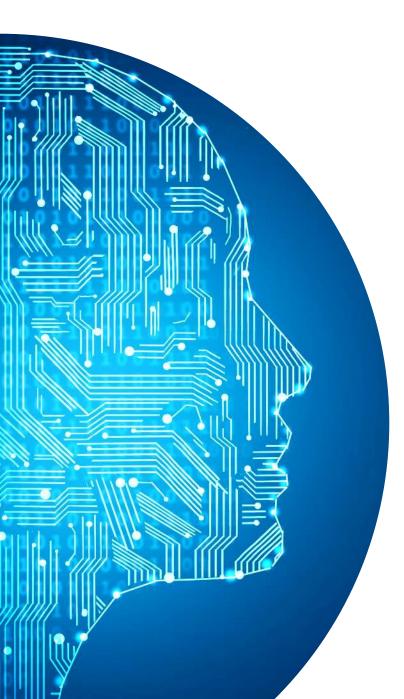


But switches still have ASICS...



Correct, but...

New custom ASICs offer decent flexibility even at several Tbits/sec

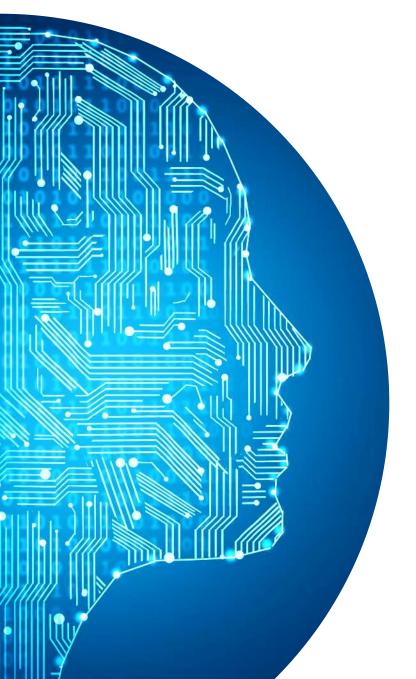


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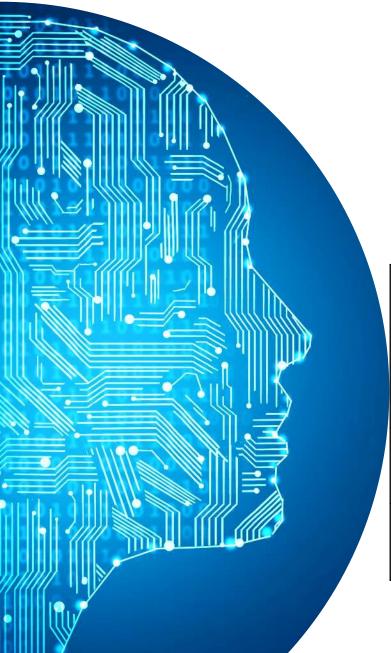
- New custom ASICs offer decent flexibility even at several Tbits/sec
- Some switches offer higher programmability than others:
 - FPGAs (e.g., Intel, Xilinx)
 - NPUs (e.g., Netronome, EZchip)
 - Software-based (e.g., OVS)



P4Runtime: Not just yet another P4 API?



P4Runtime is a runtime control API for P4-defined data planes

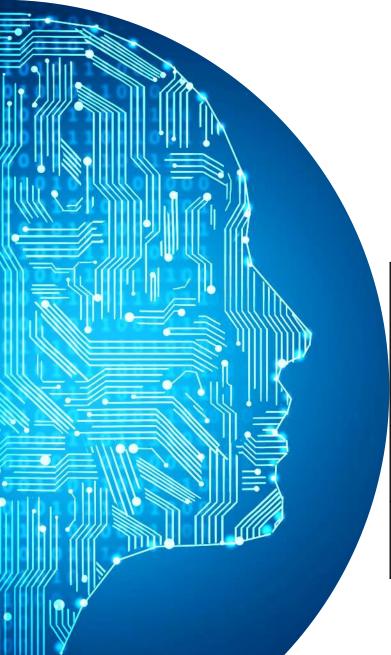


P4Runtime: Not just yet another P4 API?



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API	Target independent	Pipeline independent	Protocol independent
	Same API works with different switches from different vendors	Same API allows control of many arbitrary pipelines	Same API allows control of any data plane proto (standard/ custom)
OpenFlow		With table type patterns (TTP)	Proto headers and actions hardcoded in the spec
P4Runtime			







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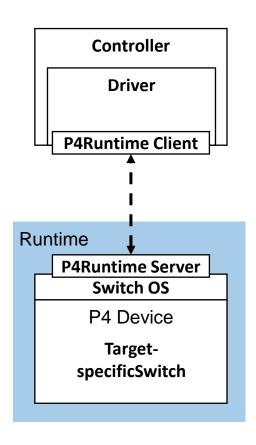
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P4Runtime		With P4	

P4 Workflow



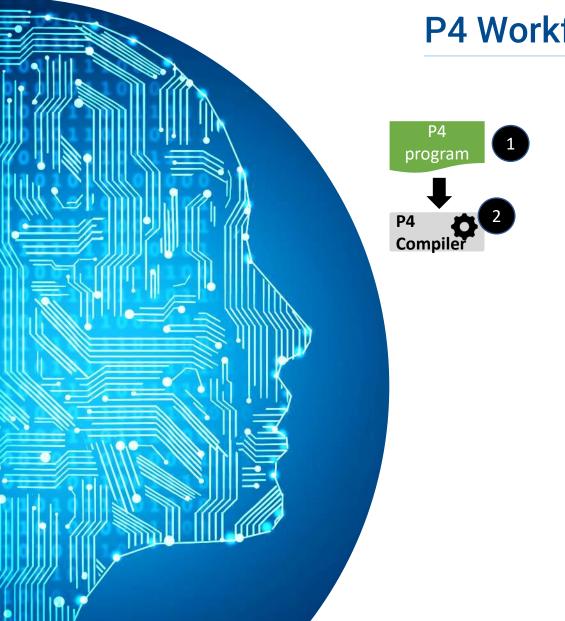


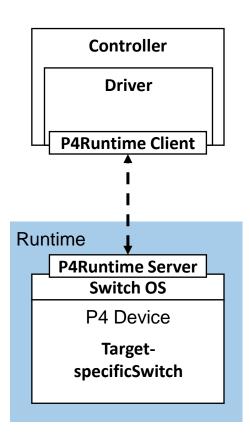
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P4 Workflow

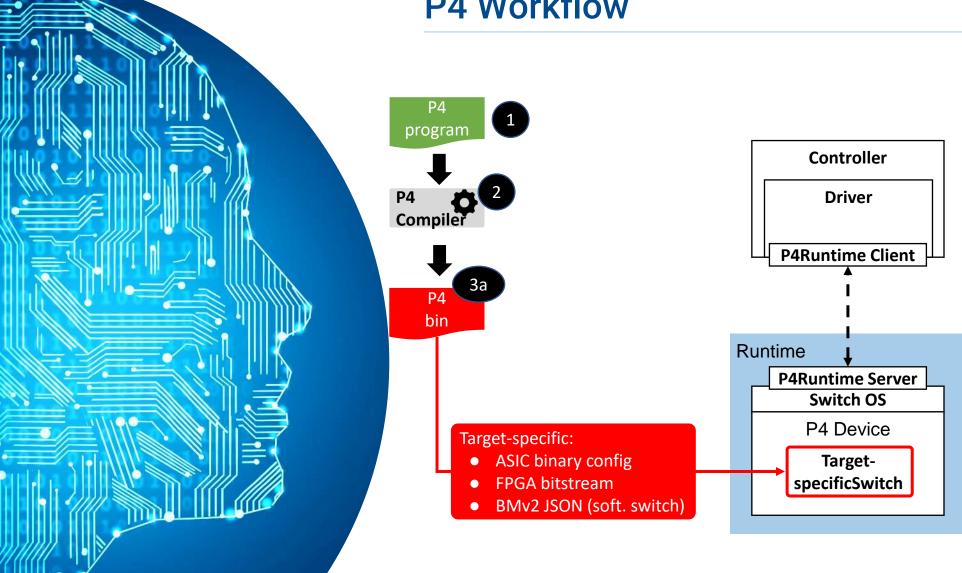


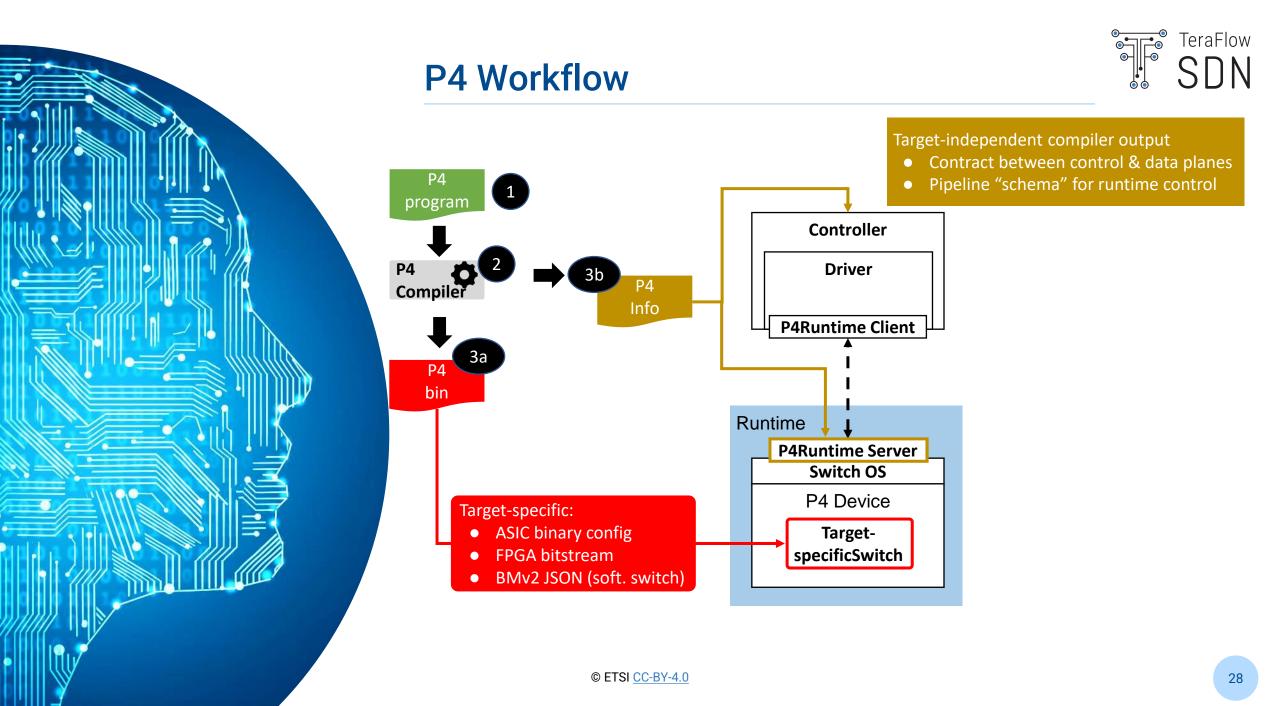


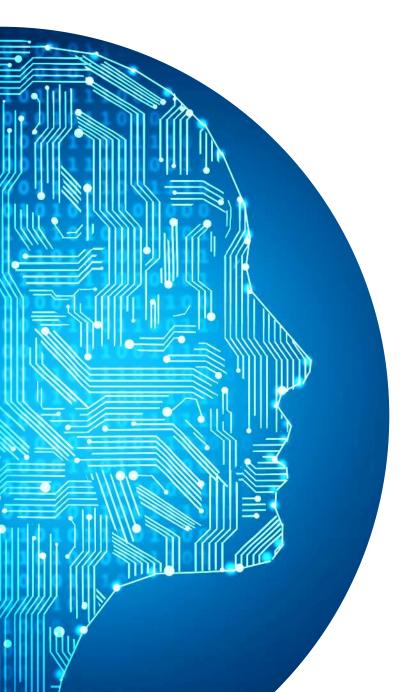


P4 Workflow









References



ONF's P4 Language Tutorial:

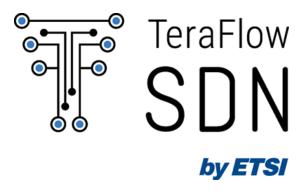
https://opennetworking.org/wp-content/uploads/2020/12/P4_D2_East_2018_01_basics.pdf

ONF's Next generation SDN tutorial:

https://github.com/opennetworkinglab/ngsdn-tutorial

P4 presentation:

https://olivermichel.github.io/doc/p4.pdf



Thank you!

TFSsupport@etsi.org