

# P4: specifying data planes

netdev0.1

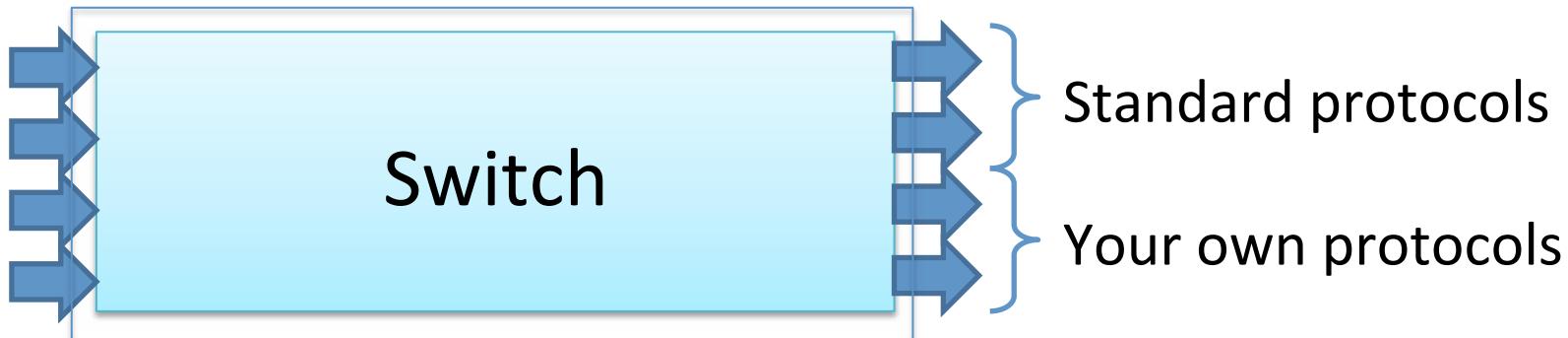
Ottawa, February 15, 2015

Mihai Budiu

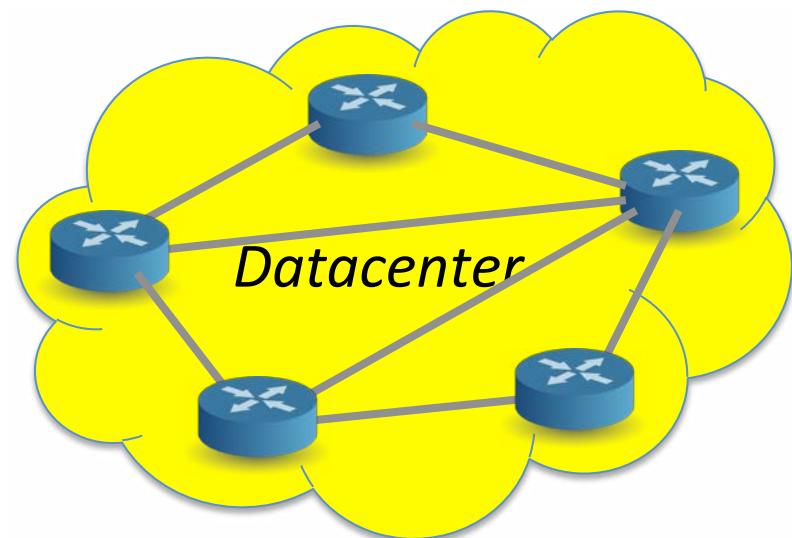
# P4 Language Consortium

- “Open for participation by any individual or corporation”
- No membership fees.
- Language spec v1.0.1 published
- Coming soon:
  - 3/2015 - FOSS release of a reference P4 implementation
- <http://p4.org>

# What do we want to achieve?



*Currently most useful if you have  
your own network playground*

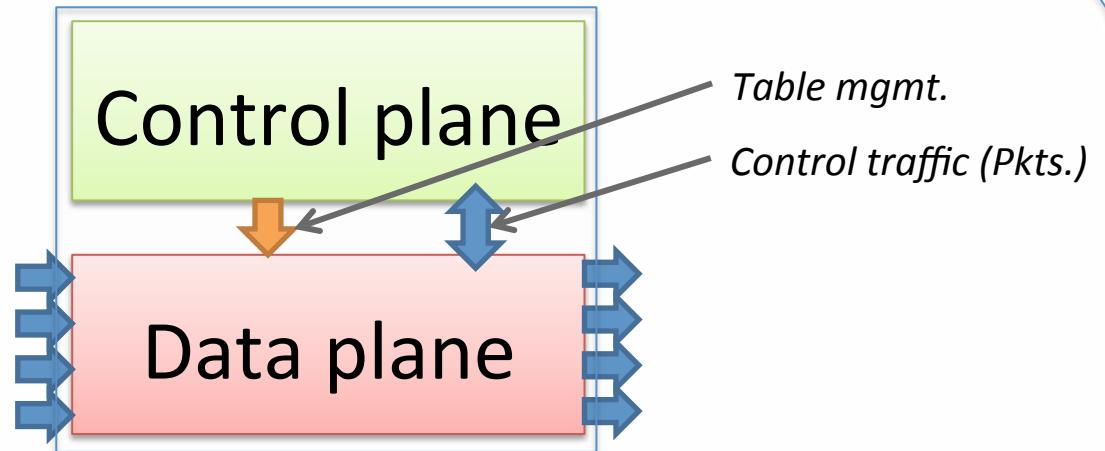


# Benefits

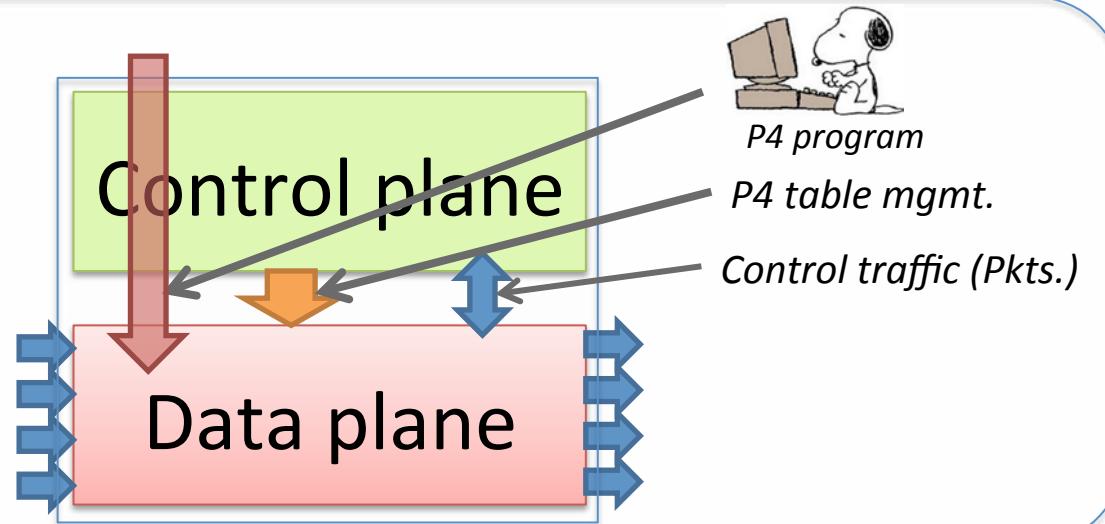
- Implement protocols quickly
  - VxLAN: 175 lines of code
  - NVGRE: 183 lines of code
- Low overhead (high speed)
- Flexible forwarding policies
- Improved monitoring, and troubleshooting
- Change functionality with software upgrades
- Use only what you need



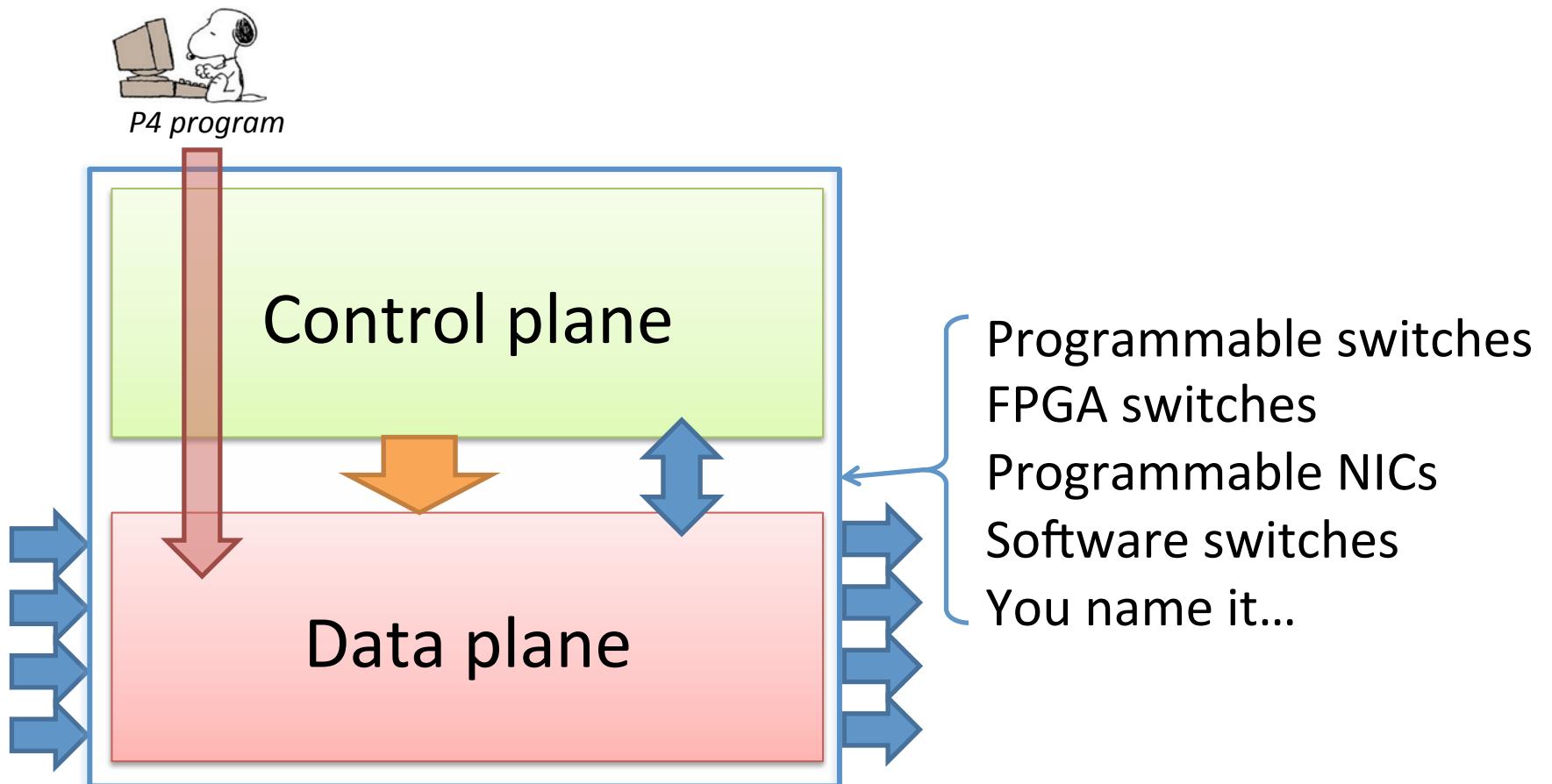
# P4 Scope



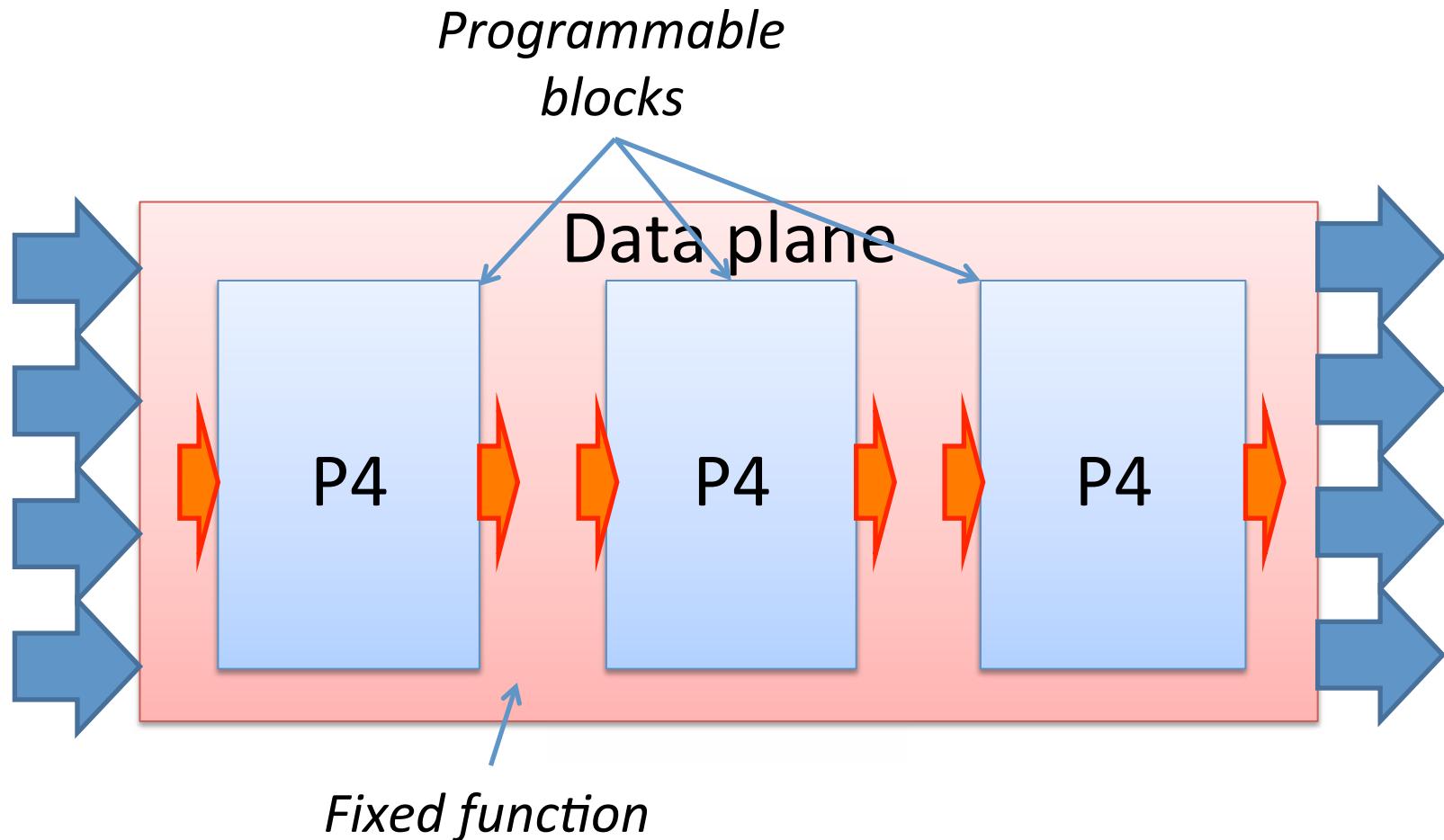
## P4-defined switch



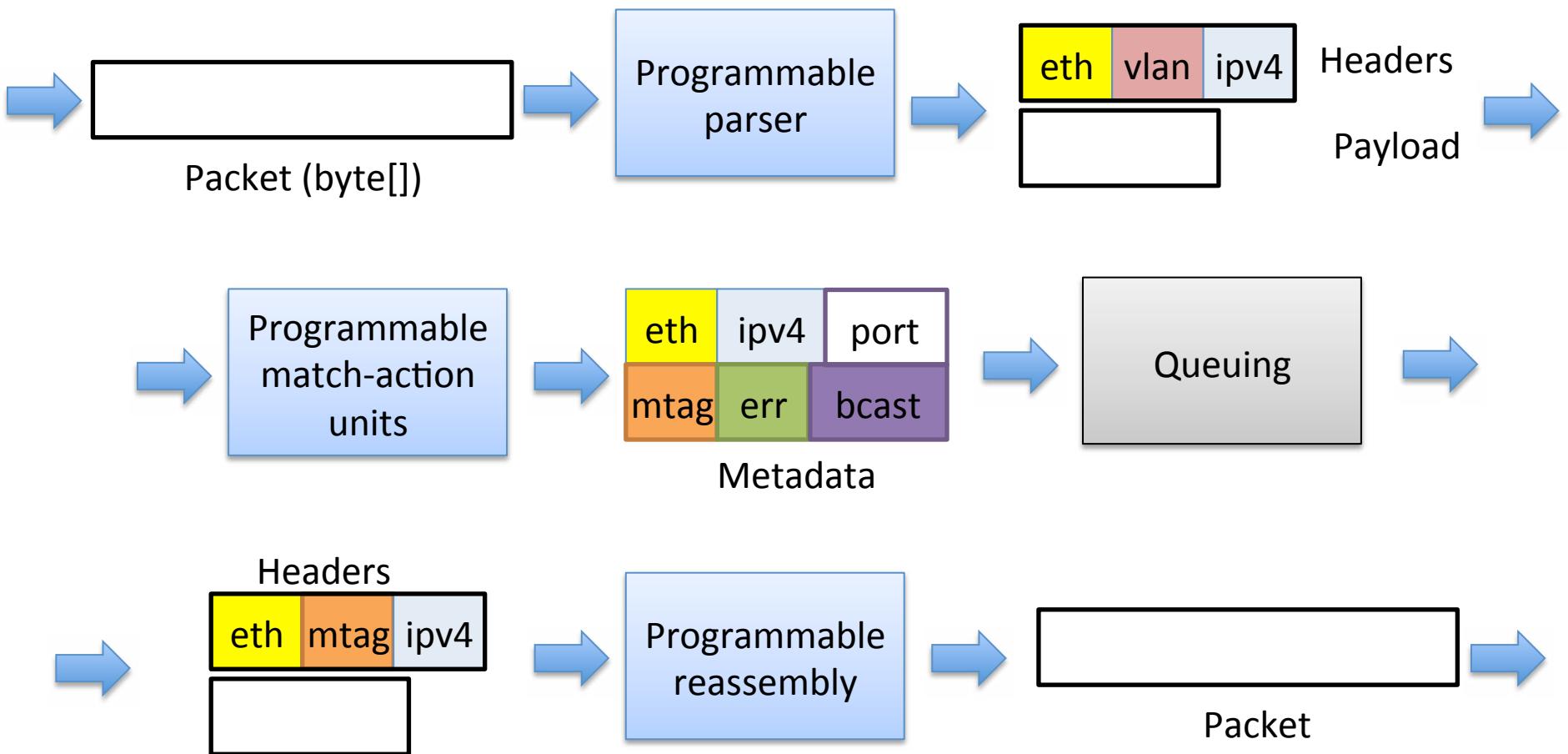
Q: Which data plane?  
A: Any data plane!



# Data plane programmability



# How does it work?



# P4 language

Programmable  
parser

State-machine;  
bitfield extraction

Programmable  
match-action  
units

Table lookup and update;  
bitfield manipulation;  
control flow

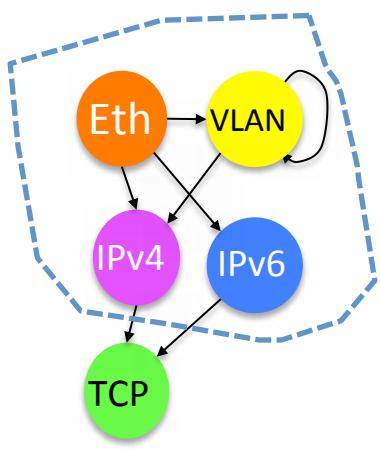
Programmable  
reassembly

Bitfield assembly

No: memory (pointers), loops, recursion, floating point

# Parsing = State machines

```
header_type ethernet_t {  
    fields {  
        dstAddr : 48;  
        srcAddr : 48;  
        etherType : 16;  
    }  
}
```



```
parser parse_ethernet {  
    extract(ethernet);  
    return select(latest.etherType) {  
        0x8100 : parse_vlan;  
        0x800  : parse_ipv4;  
        0x86DD : parse_ipv6;  
    }  
}
```

# Match

```
table ipv4_lpm
{
    reads {
        ipv4.dstAddr : lpm;
    }
    actions {
        set_next_hop;
        drop;
    }
}
```

Diagram illustrating the Match table (lpm) structure:

The table has one entry point (dstAddr) and one exit point (action). The dstAddr field is the **Lookup key**.

dstAddr	action
0.*	drop
10.0.0.*	set_next_hop
224.*	drop
192.168.*	drop
10.0.1.*	set_next_hop

# Actions

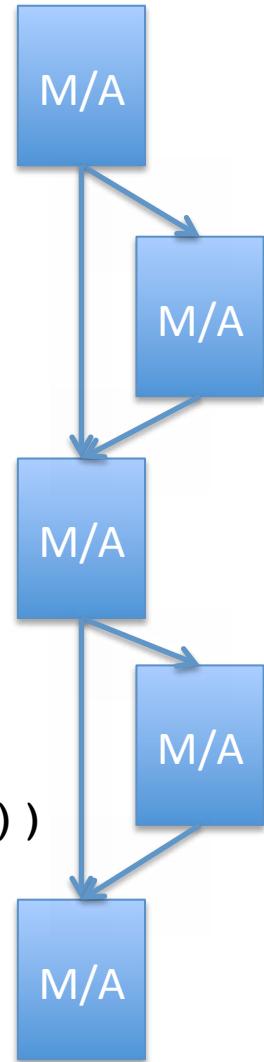
```
action set_nhop(nhop_ipv4_addr, port)
{
    modify_field(metadata.nhop_ipv4_addr, nhop_ipv4_addr);
    modify_field(standard_metadata.egress_port, port);
    add_to_field(ipv4.ttl, -1);
}
```

dstAddr	action
0.*	drop
10.0.0.*	set_next_hop
224.*	drop
192.168.*	drop
10.0.1.*	set_next_hop

nhop_ipv4_addr	port
10.0.0.10	1
10.0.1.10	2

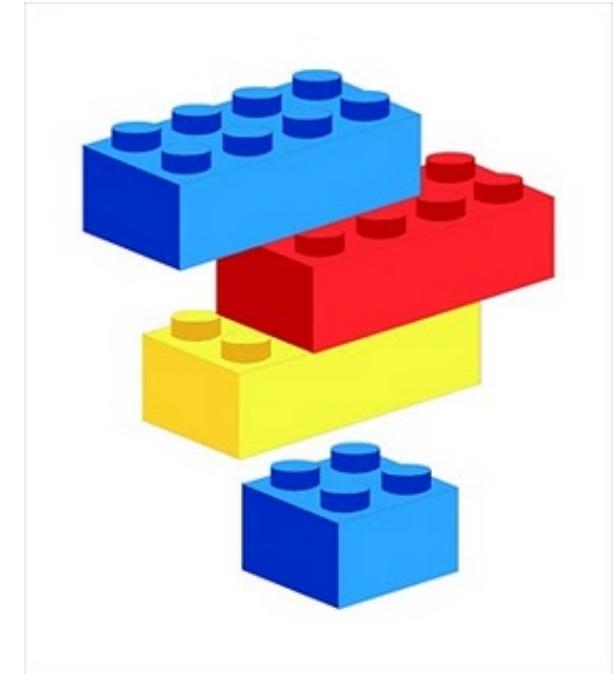
# Control-Flow

```
control ingress
{
    apply(port);
    if (valid(vlan_tag[0])) {
        apply(port_vlan);
    }
    apply(bridge_domain);
    if (valid(mpls_bos)) {
        apply(mpls_label);
    }
    retrieve_tunnel_vni();
    if (valid(vxlan) or valid(genv) or valid(nvgre))
    {
        apply(dest_vtep);
        apply(src_vtep);
    }
}
```

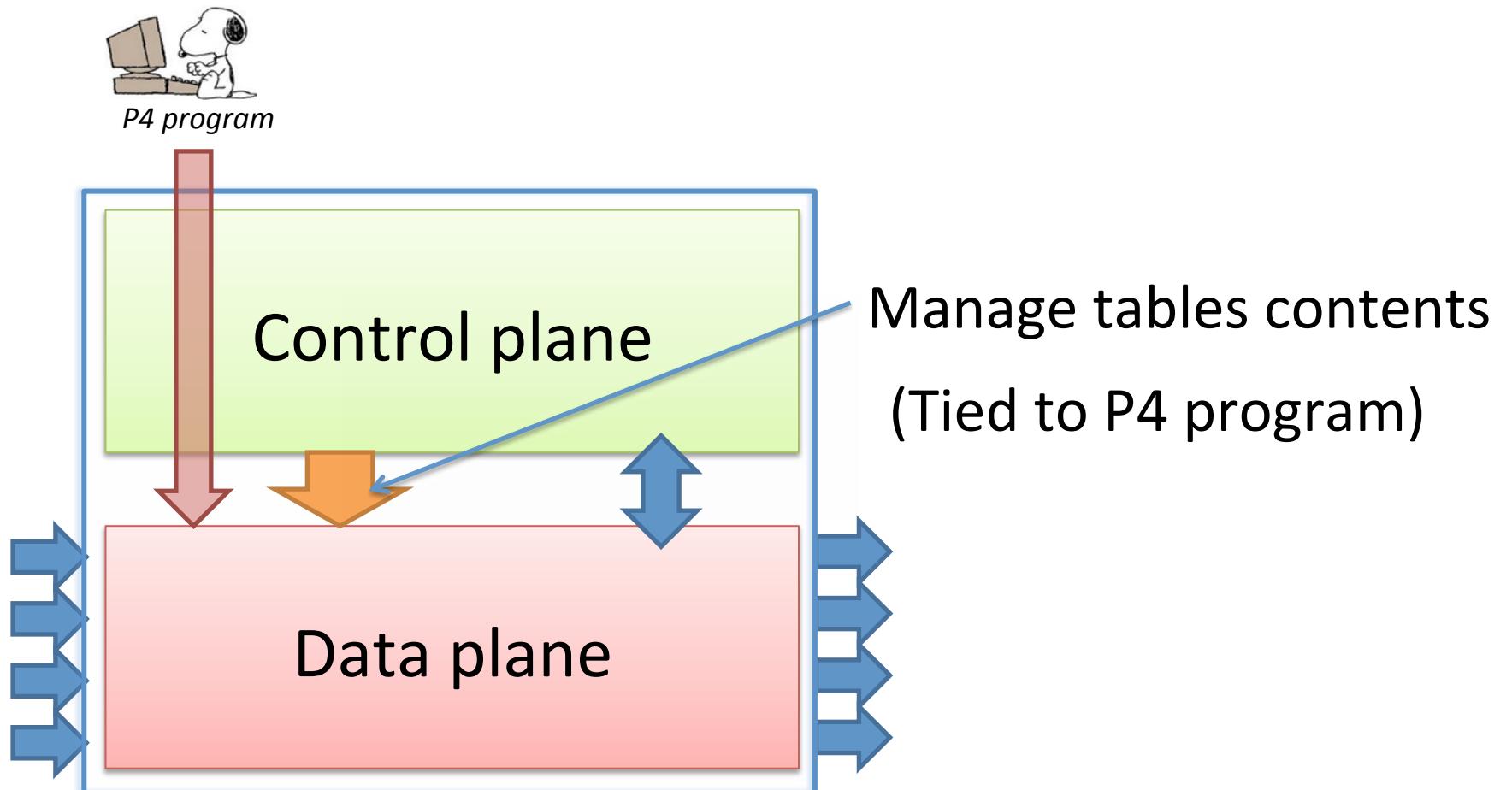


# Reassembly

- Driven by header types
- `add_header(ipv6);`
- `remove_header(vlan);`



# Table contents management



# P4 Summary

- Simple language
  - Parsing, bit-field manipulation, table lookup, control flow, packet reassembly
- Efficient execution (high speed switching)
- Simple cost model
- Abstract resources
- Portable
- Expressive:
  - New protocols, forwarding policies, monitoring and instrumentation



# *Creating a Programming Language Interface in a place where there wasn't one.*

