

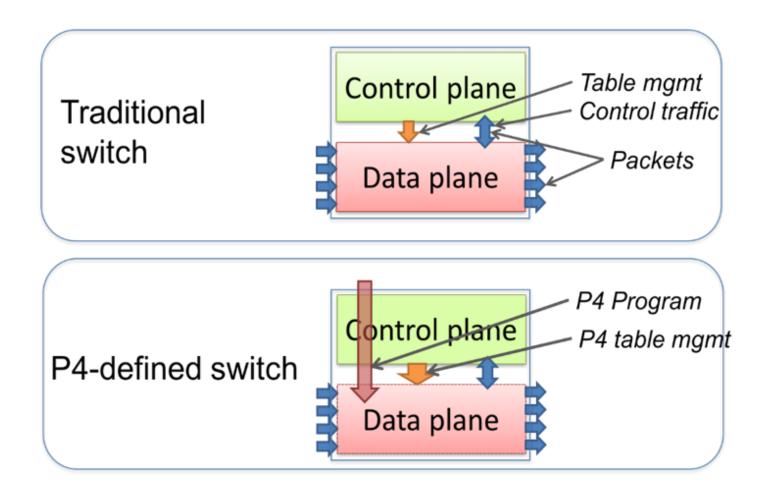
说明:方向键或空格查阅

#### 简介

P4语言是一种用于对网络设备的数据平面进行编程,且与协议无关的数据包处理编程语言。 P4 最初设计是用于可编程的交换机中data plane的编程,目前已经扩展到了许多设备, 包括可编程网络接口卡、FPGA、软件交换机和硬件 ASIC,这些设备在P4中称为target。

## P4可编程交换机与传统交换机的比较

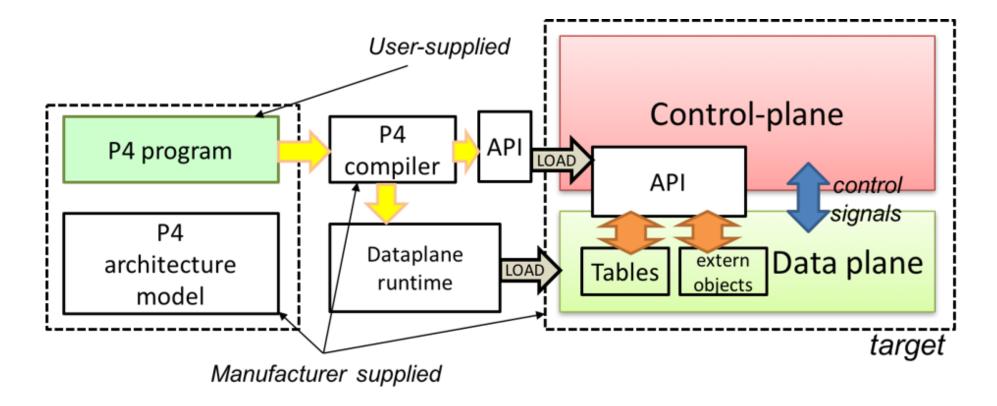
传统交换机中data plane的功能由制造商定义, 而P4可编程交换机的data plane的功能由P4程序定义。



# P4 target编程的工作流

P4 architecture model可以看作是p4 program与target之间的约定, 开发者需要针对architecture完成p4 program的开发。

P4 compiler 由target制造商提供的,在编译p4 program时会产生两个artifacts:描述转发逻辑的data plane配置,例如simple\_switch的配置文件是个json文件。用于control plane管理data plane对象状态的API,例如对某个表项进行添加、删除等操作。



### 安装

#### 从软件源中安装

对于Ubuntu 20.04、20.10、 21.04、21.10可以考虑使用软件源的方式安装。

```
. /etc/os-release
2
secho "deb http://download.opensuse.org/repositories/home:/p4lang/xUbuntu_${VERSION_ID}/ /" | tee /etc/apt/sources.lis
4
curl -L "http://download.opensuse.org/repositories/home:/p4lang/xUbuntu_${VERSION_ID}/Release.key" | apt-key add -
6
apt-get update
apt install -y libbpf p4lang-p4c p4lang-bmv2 p4lang-pi
```

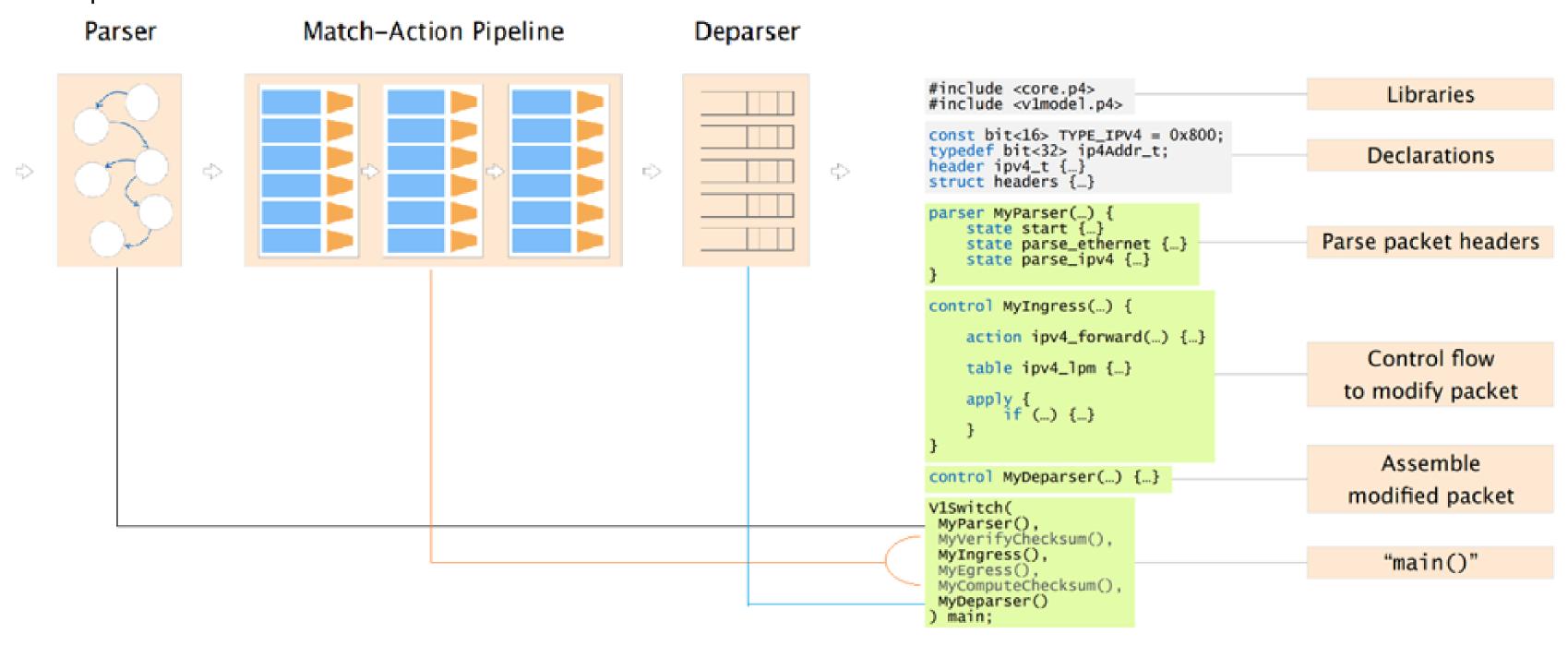
### 安装

#### **源码安装** 以Ubuntu16.04为例。

```
# 安装依赖
     sudo apt-get install -y automake cmake libgmp-dev \
         libpcap-dev libboost-dev libboost-test-dev libboost-program-options-dev \
 3
         libboost-system-dev libboost-filesystem-dev libboost-thread-dev \
         libevent-dev libtool flex bison pkg-config g++ libssl-dev \
         git libgc-dev libfl-dev libboost-iostreams-dev wget\
 6
         libboost-graph-dev llvm python python-scapy python-ipaddr python-ply python3-pip \
         tcpdump libreadline-dev valgrind libtool-bin autoconf curl make unzip \
 8
         build-essential libpcre3-dev libavl-dev libev-dev libprotobuf-c-dev protobuf-c-compiler
 9
10
     pip3 install scapy ply
11
12
     # Mininet安装
13
     # 用于构建一个虚拟的网络拓扑。
14
     git clone https://github.com/mininet/mininet
15
16
     ./mininet/util/install.sh -nwv
17
     # protobuf安装
18
     git clone -- recursive -b v3.6.1 https://github.com/google/protobuf.git
19
     cd protobuf
20
     ./autogen.sh
21
```

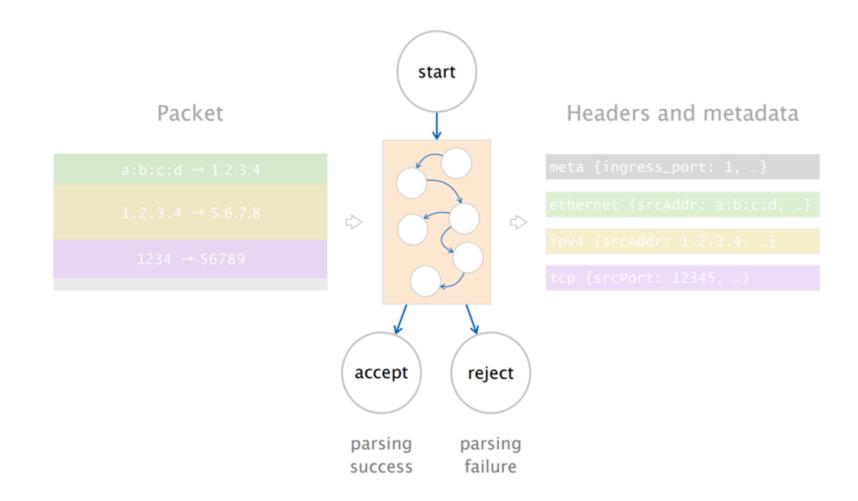
## P4程序可以大致划分为3个部分

- Parser
- Match-Action Pipeline
- Deparser



#### Parser

Parser 解析packet并获取所需的数据到headers and metadata。 Parser预定义了3种状态:start、accept和reject。

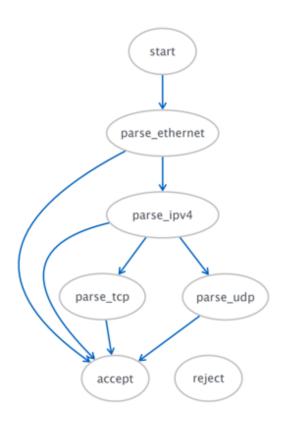


#### Parser实例

从start状态直接跳转到parse\_ethernet。parse\_ethernet状态从packet提取ethernet,并判断是否值是否为0x800,若不满足则直接跳转到accept状态。

parse\_ipv4中进一步提取,判断值是否对应tcp、udp的值并跳转到对应的状态。

. . .



```
parser MyParser(...) {
 state start {
 transition parse_ethernet;
 state parse_ethernet {
  packet.extract(hdr.ethernet);
  transition select(hdr.ethernet.etherType) {
   0x800: parse_ipv4;
   default: accept;
 state parse_ipv4 {
  packet.extract(hdr.ipv4);
  transition select(hdr.ipv4.protocol) {
  6: parse_tcp;
   17: parse_udp;
   default: accept;
 state parse_tcp {
 packet.extract(hdr.tcp);
  transition accept;
 state parse_udp {
 packet.extract(hdr.udp);
  transition accept;
```

#### Match-Action Pipeline

指定表和相应的逻辑处理,例如改写mac地址,让packet发送到指定的port等。

#### Action

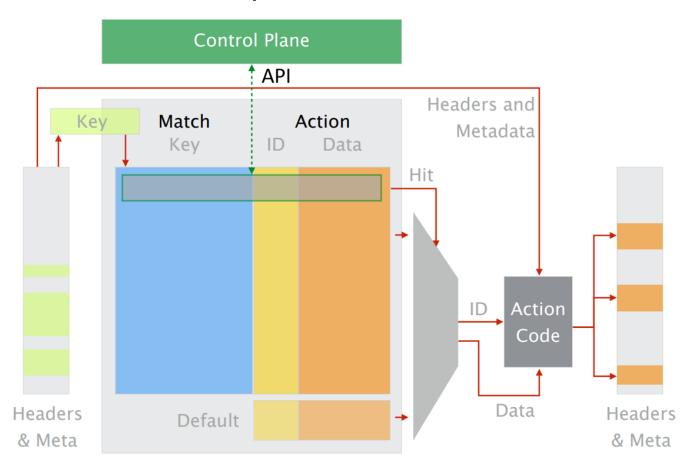
负责逻辑处理的实现,可以看作函数的声明

## Match-Action Pipeline

#### Table

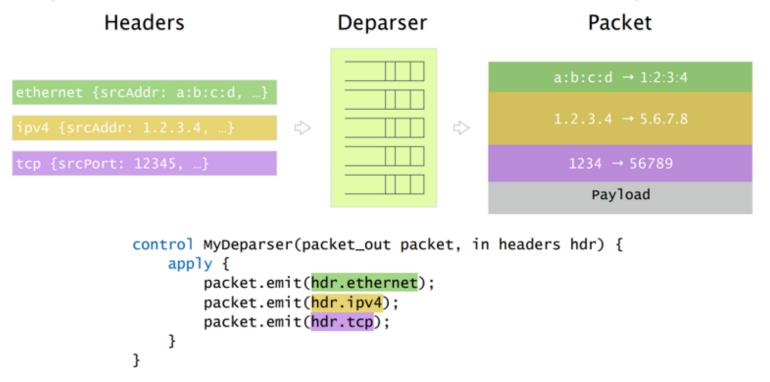
将Parser解析所得的Headers & Metadata作为key在look-up table中查找,若命中则执行对应的Action,否则执行Default Action。

Table对于data plane是只读的,但其条目可以由Control Plane修改。



# Deparser

#### Deparser将修改后的headers重新组入到packet中并发送出去。



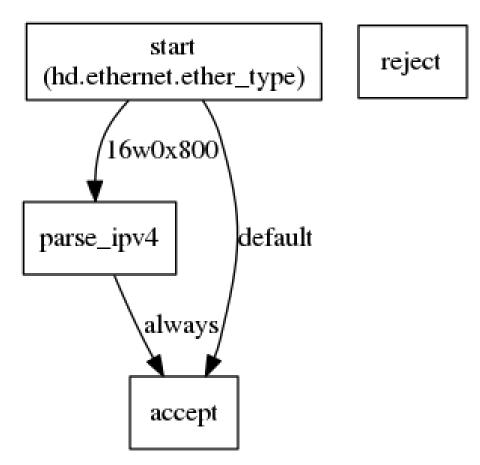
## 实例

#### 创建example.p4文件

```
#include <core.p4>
     #include <v1model.p4>
 3
     typedef bit<48> EthernetAddress;
     typedef bit<32> IPv4Address;
 6
     header ethernet_t {
         EthernetAddress dst_addr;
 8
         EthernetAddress src_addr;
 9
         bit<16>
                          ether_type;
10
11
12
     header ipv4_t {
13
         bit<4>
                     version;
14
         bit<4>
                     ihl;
15
         bit<8>
                     diffserv;
16
                     total_len;
         bit<16>
17
         bit<16>
                     identification;
18
         bit<3>
                     flags;
19
         bit<13>
                     frag_offset;
20
         bit<8>
                     ttl;
21
```

#### 生成parser的表流图(可选)

```
p4c-graphs --std=p4-16 --target=bvm2 --arch=v1model example.p4
     dot -Tpng my_parser.dot -o parser.png
     -- example.p4
      -- example.p4i
      -- example.json
      -- my_compute_checksum.dot
      -- my_deparser.dot
      -- my_egress.dot
     -- my_ingress.dot
      -- my_parser.dot
     -- my_verify_checksum.dot
     `-- parser.png
15
```



### 环境准备

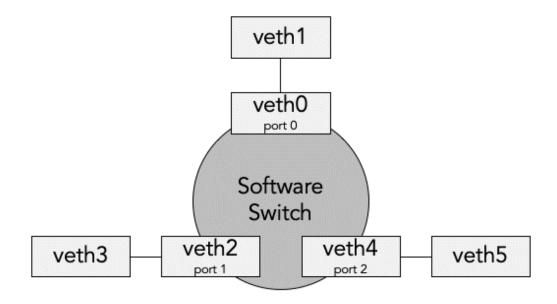
#### 准备网络接口

```
# First pair: veth0-veth1
     ip link add name veth0 type veth peer name veth1
     ip link set dev veth0 up
     ip link set dev veth1 up
     ip link set veth0 mtu 9500
     ip link set veth1 mtu 9500
     sysctl net.ipv6.conf.veth0.disable_ipv6=1
     sysctl net.ipv6.conf.veth1.disable_ipv6=1
 9
     # Second pair: veth2-veth3
10
     ip link add name veth2 type veth peer name veth3
11
     ip link set dev veth2 up
12
     ip link set dev veth3 up
13
     ip link set veth2 mtu 9500
14
     ip link set veth3 mtu 9500
15
     sysctl net.ipv6.conf.veth2.disable_ipv6=1
16
     sysctl net.ipv6.conf.veth3.disable_ipv6=1
17
18
     # Third pair: veth4-veth5
19
     ip link add name veth4 type veth peer name veth5
20
     ip link set dev veth4 up
21
```

# 编译

```
p4c -v --target bmv2 --arch v1model -std program>.p4
#例 p4c -v --target bmv2 --arch v1model -std example.p4
# -v, --debug verbose
# -b TARGET, --target TARGET specify target device [bmv2,dpdk,ebpf]
# -a ARCH, --arch ARCH specify target architecture [v1model,psa]
# --std {p4-14,p4_14,p4-16,p4_16}, -x {p4-14,p4_14,p4-16,p4_16}
# Treat subsequent input files as having type language
```

# 启动软件交换机



## cli的使用示例

```
1 # 查看命令及帮助信息
2 RuntimeCmd: help
3 RuntimeCmd: help <command> # help show_tables
4 RuntimeCmd: show_tables
5
```

```
RuntimeCmd: help show_tables
List tables defined in the P4 program: show_tables
RuntimeCmd: show_tables
my_ingress.ipv4_match [implementation=None, mk=ipv4.dst_addr(lpm, 32)]
tbl_example85 [implementation=None, mk=]
RuntimeCmd: ■
```

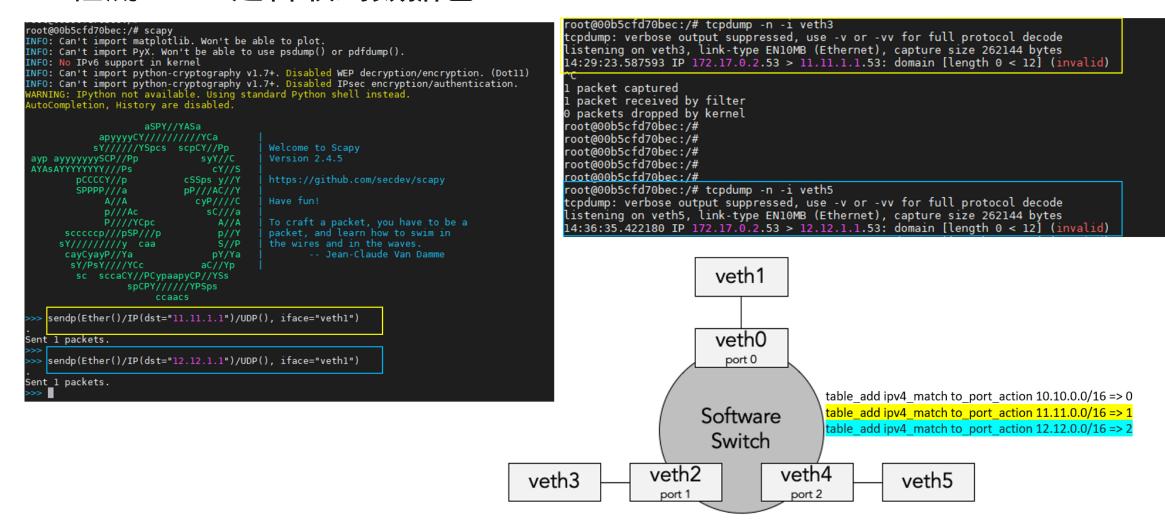
# 添加路由

```
table_add ipv4_match to_port_action 10.10.0.0/16 => 0
table_add ipv4_match to_port_action 11.11.0.0/16 => 1
table_add ipv4_match to_port_action 12.12.0.0/16 => 2
```

```
RuntimeCmd: table_add ipv4_match to_port_action 10.10.0.0/16 => 0
Adding entry to lpm match table ipv4 match
                      LPM-0a:0a:00:00/16
match key:
action:
                      to port action
runtime data:
                      00:00
Entry has been added with handle 0
RuntimeCmd: table_add ipv4_match to_port_action 11.11.0.0/16 => 1
Adding entry to lpm match table ipv4_match
match key:
                      LPM-0b:0b:00:00/16
                      to_port_action
action:
runtime data:
                      00:01
Entry has been added with handle 1
RuntimeCmd: table_add ipv4_match to_port_action 12.12.0.0/16 => 2
Adding entry to lpm match table ipv4_match
match key:
                      LPM-0c:0c:00:00/16
action:
                      to port action
runtime data:
                      00:02
Entry has been added with handle 2
```

### 验证

- 对veth3抓包
- 使用scapy向veth1接口发送目的地址为11.11网段的数据包
- 检测veth3是否抓包是否有接收到,若有则表示数据包成功向指定port发送
- 同理,对veth5抓包,并使用scapy向veth1接口发送目的地址为12.12网段的数据包
- 检测veth5是否收到数据包



#### 参考

https://github.com/p4lang/PI https://github.com/p4lang/p4c

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

https://github.com/p4lang/behavioral-model

https://p4.org/p4-spec/docs/P4-16-v1.2.2.html

https://build.opensuse.org/project/show/home:p4lang

https://github.com/p4lang/tutorials/blob/master/vm/user-bootstrap.sh

https://github.com/protocolbuffers/protobuf/blob/master/src/README.md

https://opennetworking.org/news-and-events/blog/getting-started-with-p4