

__START__



```
update_checksum<list<bit<4>, bit<4>, bit<6>, bit<2>, bit<16>, bit<16>, bit<3>, bit<13>, bit<8>, bit<8>, bit<32>, bit<32>>, bit<16>>(hdr.ipv4.isValid(), {hdr.ipv4.version, hdr.ipv4.ihl, hdr.ipv4.dscp, hdr.ipv4.ecn, hdr.ipv4.len, hdr.ipv4.identification, hdr.ipv4.flags, hdr.ipv4.frag_offset, hdr.ipv4.ttl, hdr.ipv4.protocol, hdr.ipv4.src_addr, hdr.ipv4.dst_addr}, hdr.ipv4.hdr_checksum, HashAlgorithm.csum16);  
...  
update_checksum<list<bit<32>, bit<32>, bit<8>, bit<8>, bit<16>, bit<16>, bit<16>, bit<16>, gtp_header_t, ipv4_t>, bit<16>>(hdr.internal_udp.isValid(), {hdr.internal_ipv4.src_addr, hdr.internal_ipv4.dst_addr, 0, hdr.internal_ipv4.protocol, hdr.internal_udp.length_, hdr.internal_udp.src_port, hdr.internal_udp.dst_port, hdr.internal_udp.length_, hdr.gtp_header, hdr.ipv4}, hdr.internal_udp.checksum, HashAlgorithm.csum16);
```



__EXIT__