# P4 Programmable Data Plane Switches

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# Traditional Switching

- Hubs
  - Layer 1 (Physical)
  - Forwards everything everywhere
    - Relies on packet dropping
  - Slow
    - Can cause DOS on large networks
- Unmanaged switches
  - (Layer 2 Data-Link)
  - Forwards based on MAC
  - Popular to just add more ports

- Managed Switches
  - Layer 2 with Layer 3 (Network) functionality
  - Operates very similarly to unmanaged
    - Has added configurability & security
    - Can do some routing (VLANs)
    - Modify control plane but not data plane
  - Best for buildings and datacenters

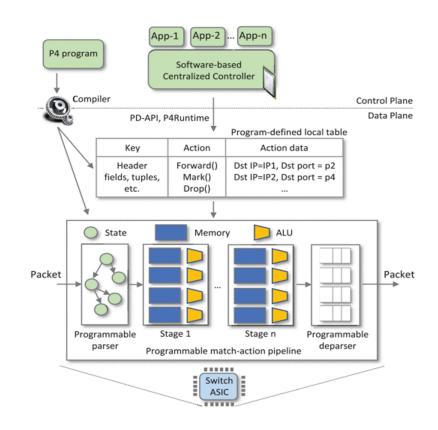




### Control & Data Plane

#### Control Plane

- Defines logic to determine how packets are switched by the data plane
  - Independent of Data Plane
- Contains routing table
- Applications like QoS
- Protocols like BGP, OSPF, IS-IS
- Data Plane
  - Functions & Processes for packet switching
  - Parser & De-parser

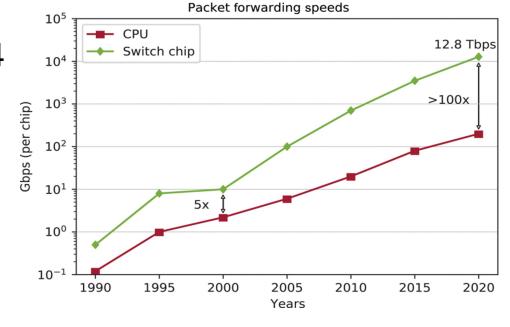








- (Programming Protocol-Independent Packet Processors)
- Programming language developed in 2014
  - Target-Independent (CPU & ASICs)
    - ASICs are significantly faster
- No native protocol support
  - Everything defined by programmer
- Allows researchers to develop protocols faster
  - Feature rollout from vendors takes years

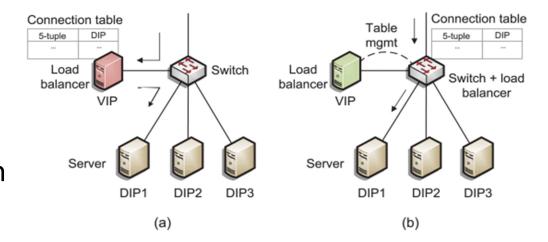


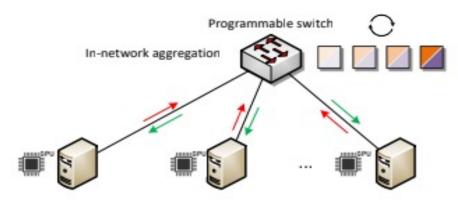




## Applications

- In-Band Network Telemetry
  - Add metadata in transit
  - Adjust sending rates to reduce congestion
- Load Balancing
  - Do forwarding on the switch and manage table on a server
    - Instead of forwarding from the server
- Machine Learning
  - Aggregate data on switch instead of on workers (Aggregation is cheap)





Worker sends update vector Worker receives aggregated updates



