

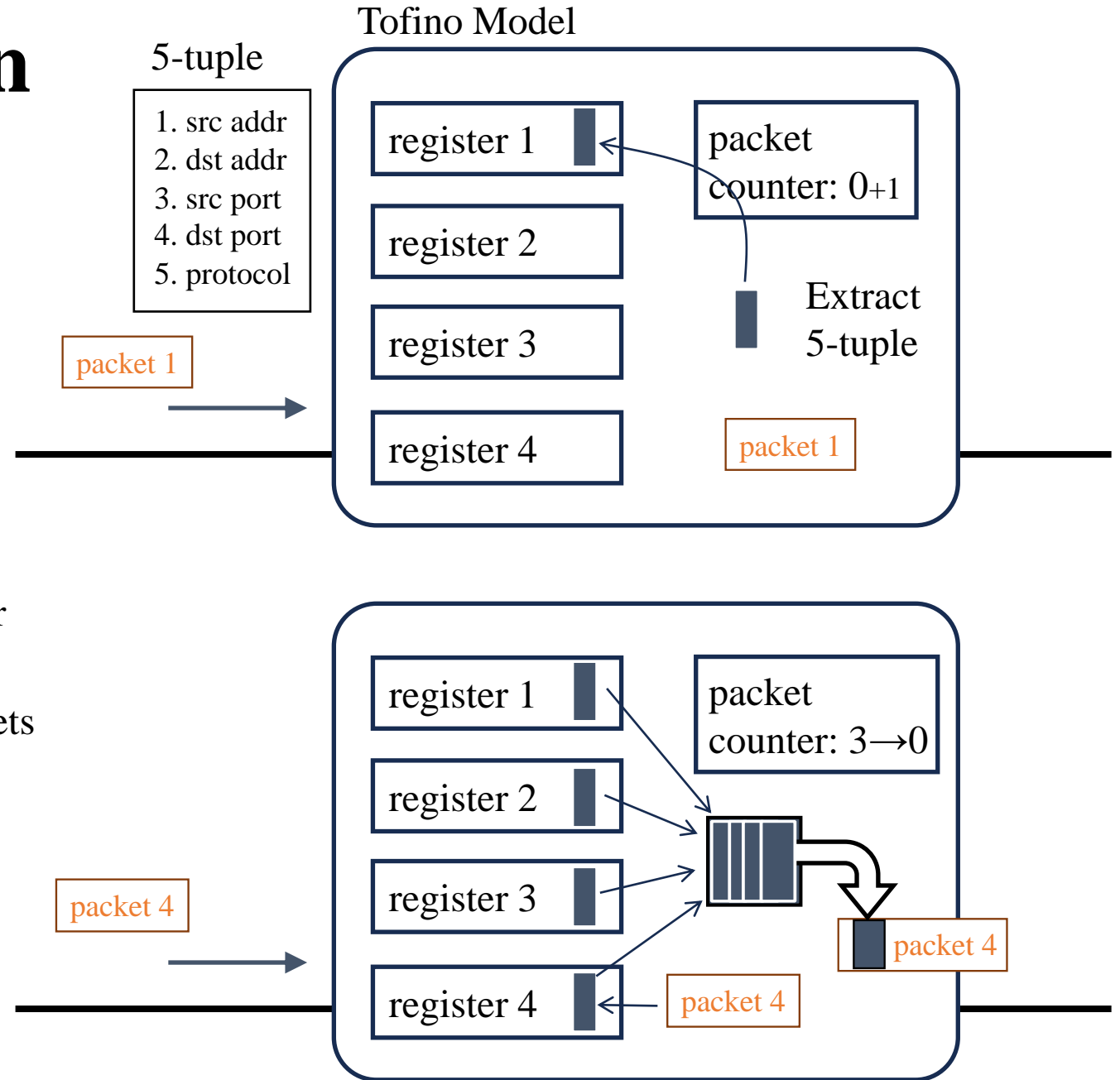
Overall implementation

- **Used registers to save some information**

- Prepared 5 registers
 - ✓ To save 5-tuple of each packet
 - ✓ To count the current packet number

- **Behavior when a packet arrives**

- Check the packet counter
- Increment the packet counter
- Save 5-tuple in the corresponding register number
- If the packet counter exceeds the number of packets to be compressed,
 - ✓ Read all registers and get all 5-tuple
 - ✓ Insert into the #4 packet
 - ✓ Reset the packet counter



Define comp header

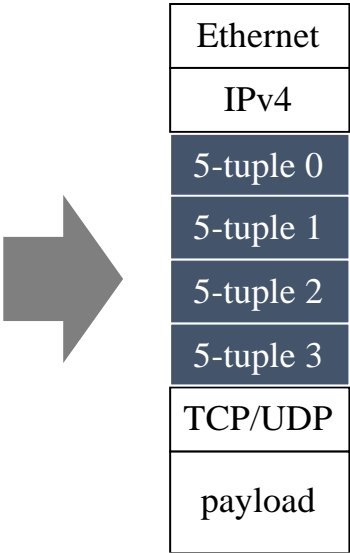
Define header

```
header comp_h {
  bit<32> src_addr;
  bit<32> dst_addr;
  bit<16> src_port;
  bit<16> dst_port;
  bit<8> protocol;
  bit<8> comp_type;
}
```



Add header

```
struct switch_header_t {
  ethernet_t ethernet;
  ipv4_t ipv4;
  comp_h comp_0;
  comp_h comp_1;
  comp_h comp_2;
  comp_h comp_3;
  tcp_t tcp;
  udp_t udp;
}
```



Define parser

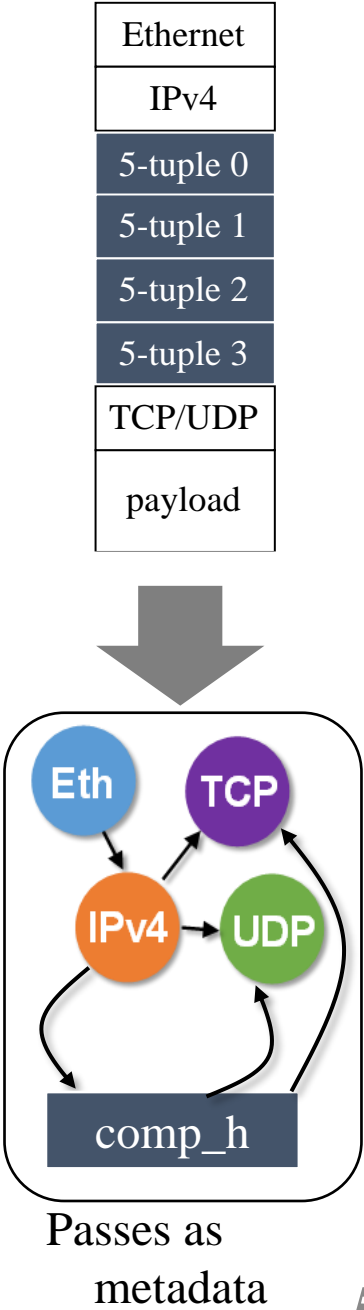
Define how to process the header

```
state parse_comp_0 {
  pkt.extract(hdr.comp_0);
  transition select(hdr.comp_0.comp_type) {
    IP_PROTOCOLS_TCP : parse_tcp;
    IP_PROTOCOLS_UDP : parse_udp;
    IP_PROTOCOLS_COMP : parse_comp_1;
    default: accept;
  }
}

state parse_comp_1 {
  pkt.extract(hdr.comp_1);
  transition select(hdr.comp_1.comp_type) {
    IP_PROTOCOLS_TCP : parse_tcp;
    IP_PROTOCOLS_UDP : parse_udp;
    IP_PROTOCOLS_COMP : parse_comp_2;
    default: accept;
  }
}

state parse_comp_2 {
  pkt.extract(hdr.comp_2);
  transition select(hdr.comp_2.comp_type) {
    IP_PROTOCOLS_TCP : parse_tcp;
    IP_PROTOCOLS_UDP : parse_udp;
    IP_PROTOCOLS_COMP : parse_comp_3;
    default: accept;
  }
}

state parse_comp_3 {
  pkt.extract(hdr.comp_3);
  transition select(hdr.comp_3.comp_type) {
    IP_PROTOCOLS_TCP : parse_tcp;
    IP_PROTOCOLS_UDP : parse_udp;
    default: accept;
  }
}
```



Define register

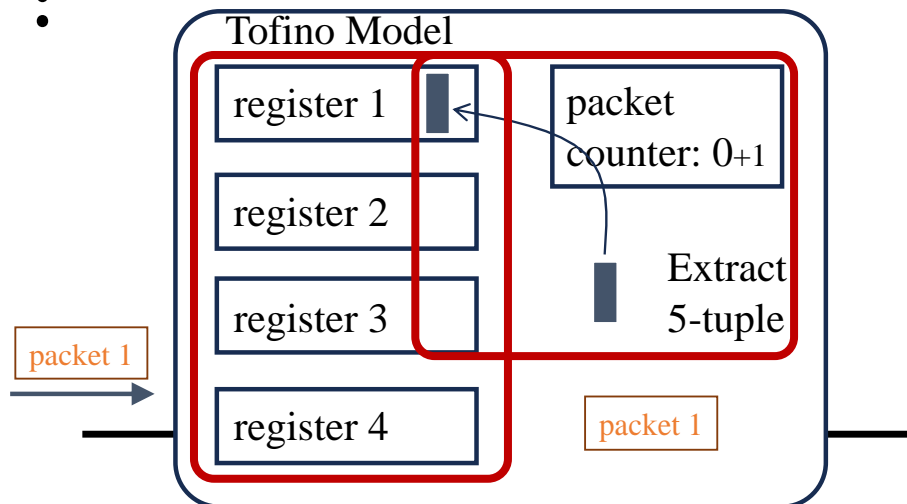
tuple information 0

```
// Information 0 -----  
Register<bit<32>, bit<1>> (1, 0) src_addr_0;  
Register<bit<32>, bit<1>> (1, 0) dst_addr_0;  
Register<bit<16>, bit<1>> (1, 0) src_port_0;  
Register<bit<16>, bit<1>> (1, 0) dst_port_0;  
Register<bit<8>, bit<1>> (1, 0) protocol_0;
```

tuple information 1

```
// Information 1 -----  
Register<bit<32>, bit<1>> (1, 0) src_addr_1;  
Register<bit<32>, bit<1>> (1, 0) dst_addr_1;  
Register<bit<16>, bit<1>> (1, 0) src_port_1;  
Register<bit<16>, bit<1>> (1, 0) dst_port_1;  
Register<bit<8>, bit<1>> (1, 0) protocol_1;
```

...



Define register action

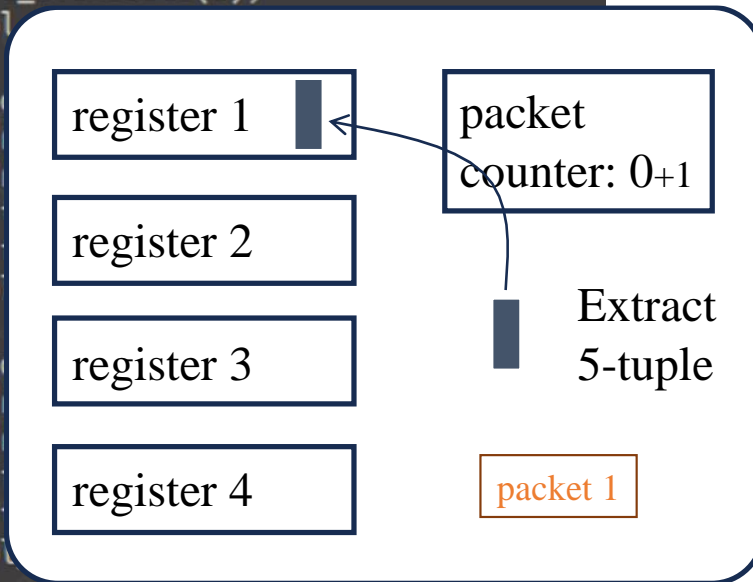
action of tuple information 0

```
RegisterAction<bit<32>,bit<1>,bit<32>> (src_addr_0) save_src_addr_0 = {  
    void apply(inout bit<32> value, out bit<32> read_value) {  
        read_value = value;  
        value = hdr.ipv4.src_addr;  
    }  
};  
RegisterAction<bit<32>,bit<1>,bit<32>> (dst_addr_0) save_dst_addr_0 = {  
    void apply(inout bit<32> value, out bit<32> read_value) {  
        read_value = value;  
        value = hdr.ipv4.dst_addr;  
    }  
};  
RegisterAction<bit<16>,bit<1>,bit<16>> (src_port_0) save_src_port_0 = {  
    void apply(inout bit<16> value, out bit<16> read_value) {  
        read_value = value;  
        value = ig_md.comp_info.src_port;  
    }  
};  
RegisterAction<bit<16>,bit<1>,bit<16>> (dst_port_0) save_dst_port_0 = {  
    void apply(inout bit<16> value, out bit<16> read_value) {  
        read_value = value;  
        value = ig_md.comp_info.dst_port;  
    }  
};  
Register<bit<8>, _> (2, 0) packet_count;  
RegisterAction<bit<8>, bit<2>, bit<8>> (packet_count) p_count = {  
    void apply(inout bit<8> value, out bit<8> read_value) {  
        read_value = value;  
        if (value >= NUM_PACK-1) { value = 0; }  
        else { value = value + 1; }  
    }  
};
```


Save 5-tuple by executing RegisterAction

```
if (hdr.ipv4.protocol == IP_PROTOCOLS_TCP) {  
    ig_md.comp_info.src_port = hdr.tcp.src_port;  
    ig_md.comp_info.dst_port = hdr.tcp.dst_port;  
}  
else {  
    ig_md.comp_info.src_port = hdr.udp.src_port;  
    ig_md.comp_info.dst_port = hdr.udp.dst_port;  
}  
  
// Get the packet count  
ig_md.comp_info.packet_count = p_count.execute(0);  
if (ig_md.comp_info.packet_count == 0) {  
    save_src_addr_0.execute();  
    save_dst_addr_0.execute();  
    save_src_port_0.execute();  
    save_dst_port_0.execute();  
    save_protocol_0.execute();  
}  
else if (ig_md.comp_info.packet_count > 0) {  
    save_src_addr_1.execute();  
    save_dst_addr_1.execute();  
    save_src_port_1.execute();  
    save_dst_port_1.execute();  
    save_protocol_1.execute();  
}else if (ig_md.comp_info.packet_count < 0) {  
    save_src_addr_2.execute();  
    save_dst_addr_2.execute();  
    save_src_port_2.execute();  
    save_dst_port_2.execute();  
    save_protocol_2.execute();  
}
```

The diagram illustrates the state of the hardware after the first packet has been processed. It shows four registers stacked vertically, labeled "register 1", "register 2", "register 3", and "register 4". To the right of the registers is a box labeled "packet counter". A blue arrow points from the "packet counter" box to "register 1". Below the registers, there are two more boxes: one labeled "B" and another labeled "5". At the bottom right, there is a box labeled "packet" with a red border.



Compress the comp headers into a packet

```

else if (ig_md.comp_info.packet_count >= NUM_PACK-1) {
    hdr.comp_0.setValid();
    hdr.comp_0.src_addr = save_src_addr_0.execute();
    hdr.comp_0.dst_addr = save_dst_addr_0.execute();
    hdr.comp_0.src_port = save_src_port_0.execute();
    hdr.comp_0.dst_port = save_dst_port_0.execute();
    hdr.comp_0.protocol = save_protocol_0.execute();
    hdr.comp_0.comp_type = IP_PROTOCOLS_COMP;

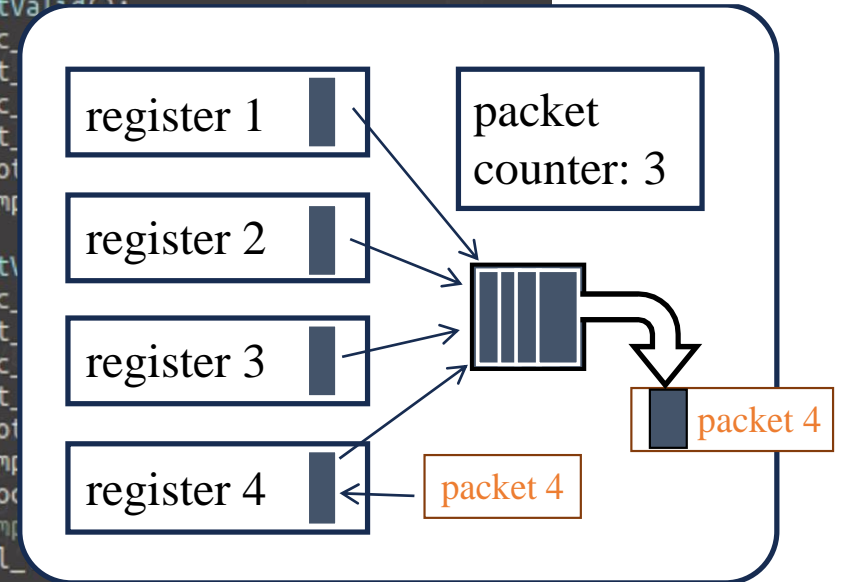
    hdr.comp_1.setValid();
    hdr.comp_1.src_addr = save_src_addr_1.execute();
    hdr.comp_1.dst_addr = save_dst_addr_1.execute();
    hdr.comp_1.src_port = save_src_port_1.execute();
    hdr.comp_1.dst_port = save_dst_port_1.execute();
    hdr.comp_1.protocol = save_protocol_1.execute();
    hdr.comp_1.comp_type = IP_PROTOCOLS_COMP;

    hdr.comp_2.setValid();
    hdr.comp_2.src_addr = save_src_addr_2.execute();
    hdr.comp_2.dst_addr = save_dst_addr_2.execute();
    hdr.comp_2.src_port = save_src_port_2.execute();
    hdr.comp_2.dst_port = save_dst_port_2.execute();
    hdr.comp_2.protocol = save_protocol_2.execute();
    hdr.comp_2.comp_type = IP_PROTOCOLS_COMP;

    hdr.comp_3.setValid();
    hdr.comp_3.src_addr = save_src_addr_3.execute();
    hdr.comp_3.dst_addr = save_dst_addr_3.execute();
    hdr.comp_3.src_port = save_src_port_3.execute();
    hdr.comp_3.dst_port = save_dst_port_3.execute();
    hdr.comp_3.protocol = save_protocol_3.execute();
    hdr.comp_3.comp_type = IP_PROTOCOLS_COMP;

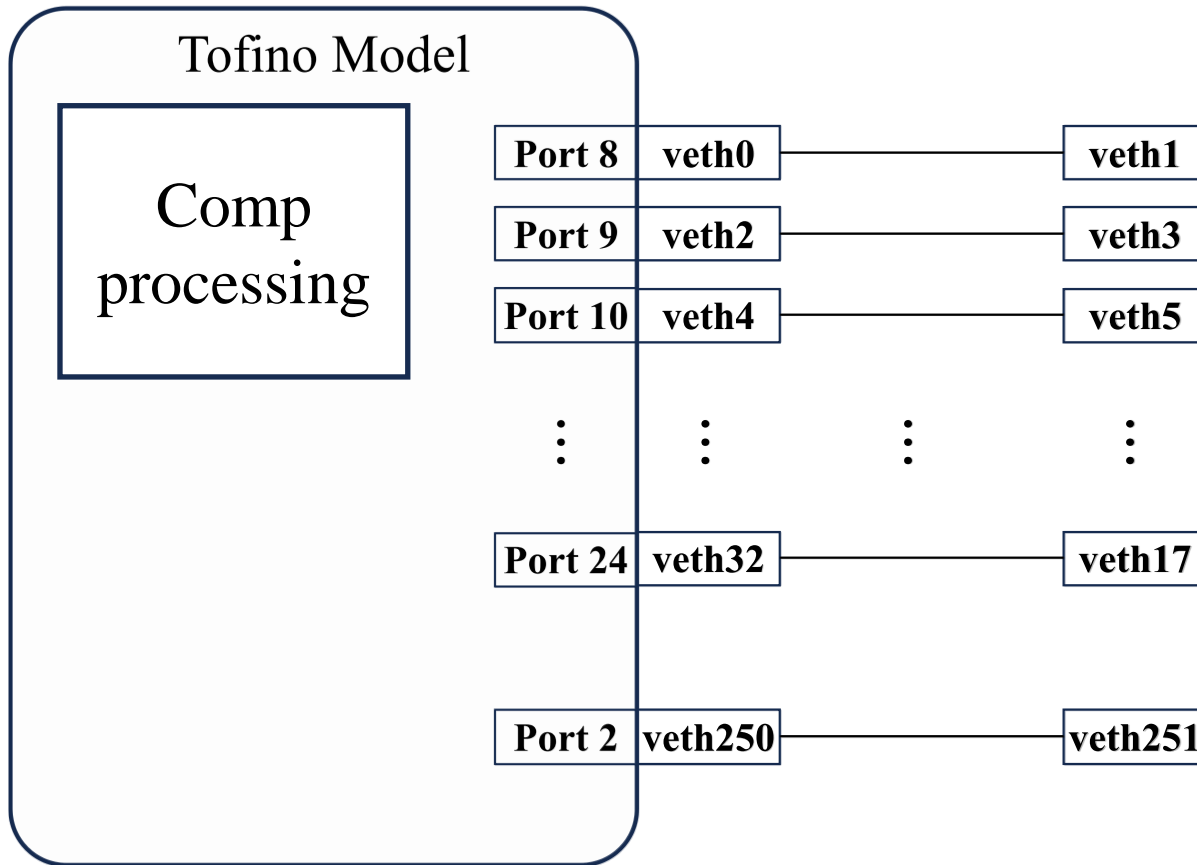
    // 14bytes(comp_0+comp_1+comp_2+comp_3)
    hdr.ipv4.total_len = 14;
}

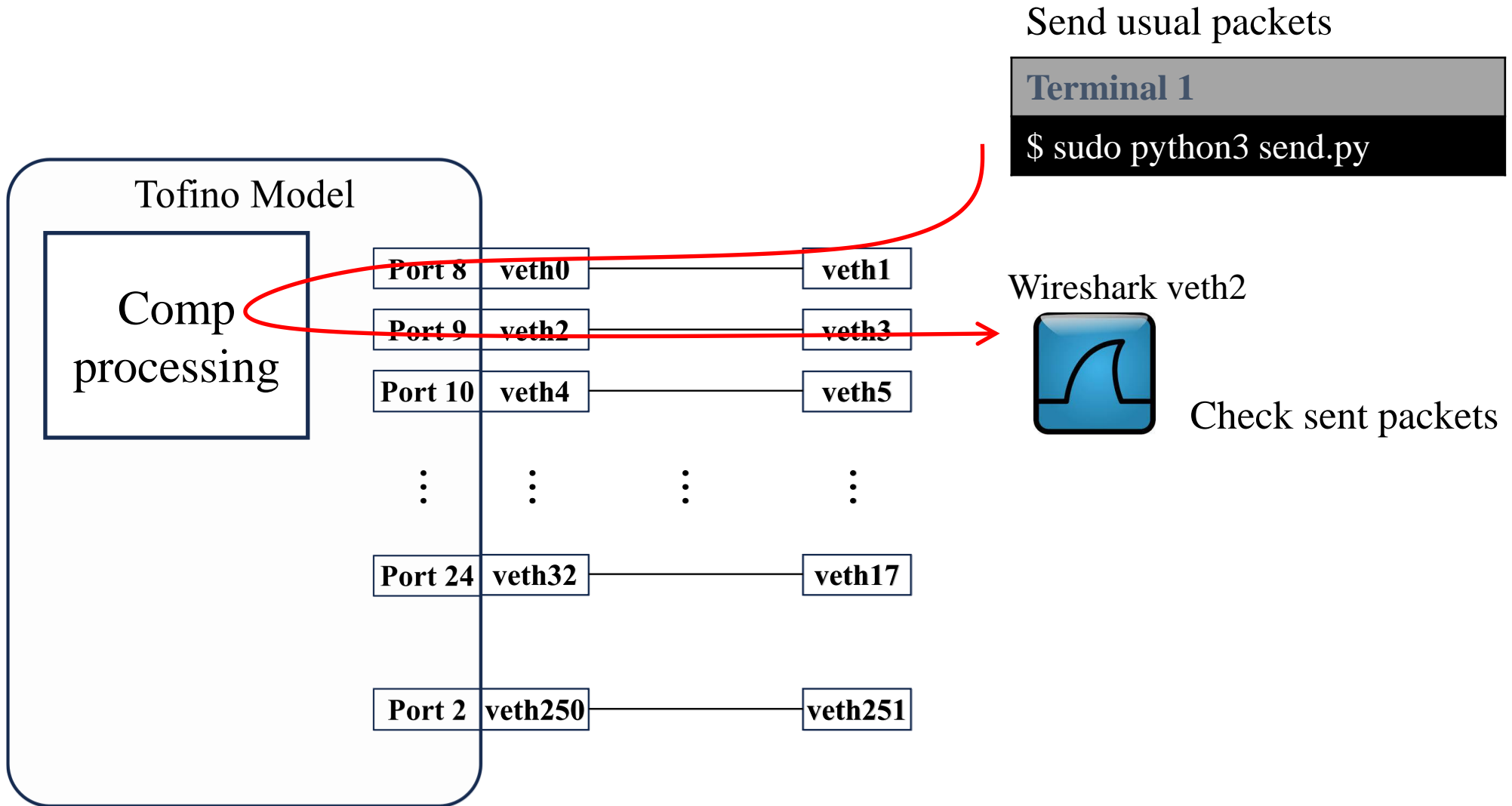
```



Model

- **Used the Tofino model and driver to check the “compression header program”**
 - Create the environment below:





Check register values

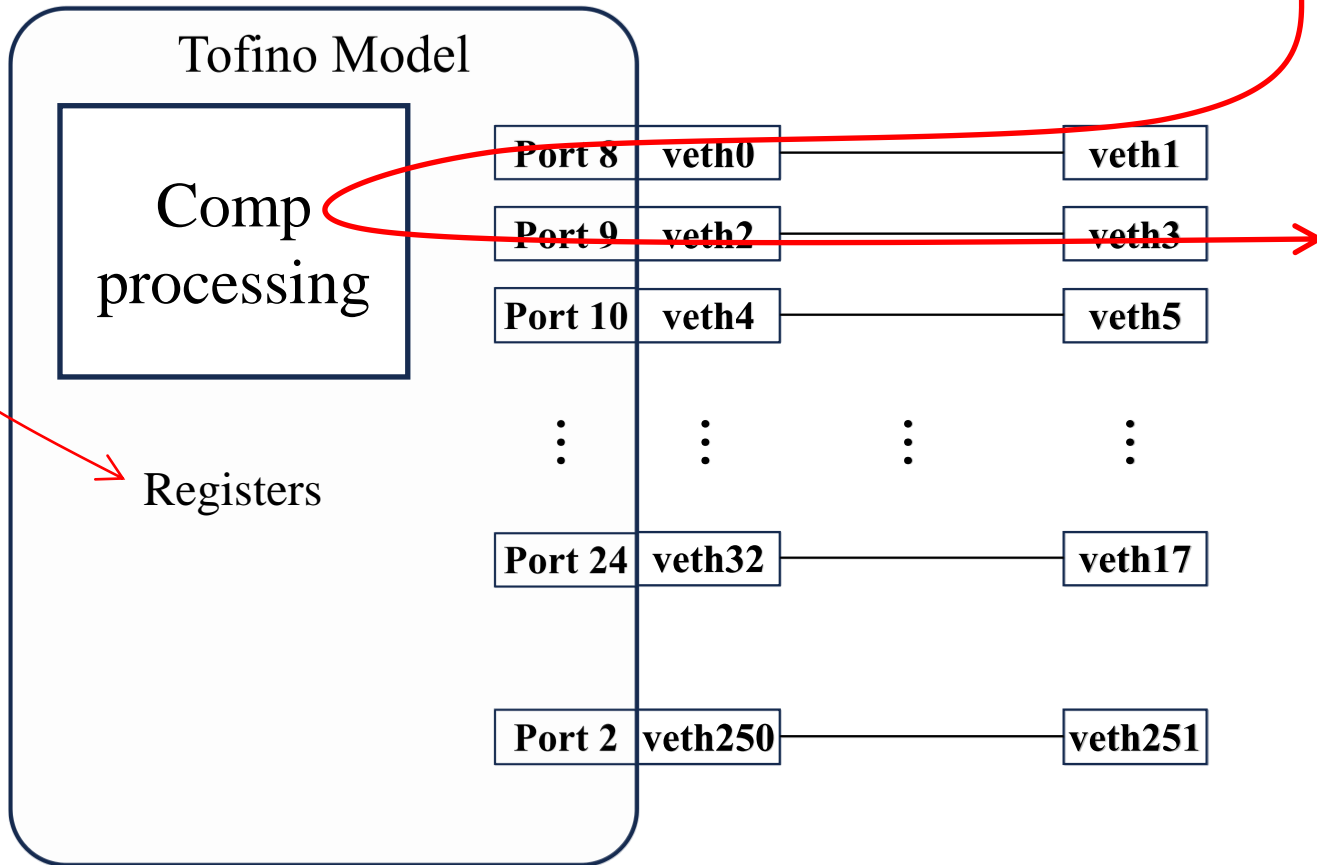
Terminal 2

```
$ bfshell -b read_comp.py
```

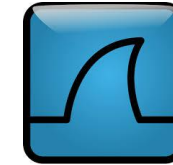
Send usual packets

Terminal 1

```
$ sudo python3 send.py
```



Wireshark veth2



Check sent packets

Check register values

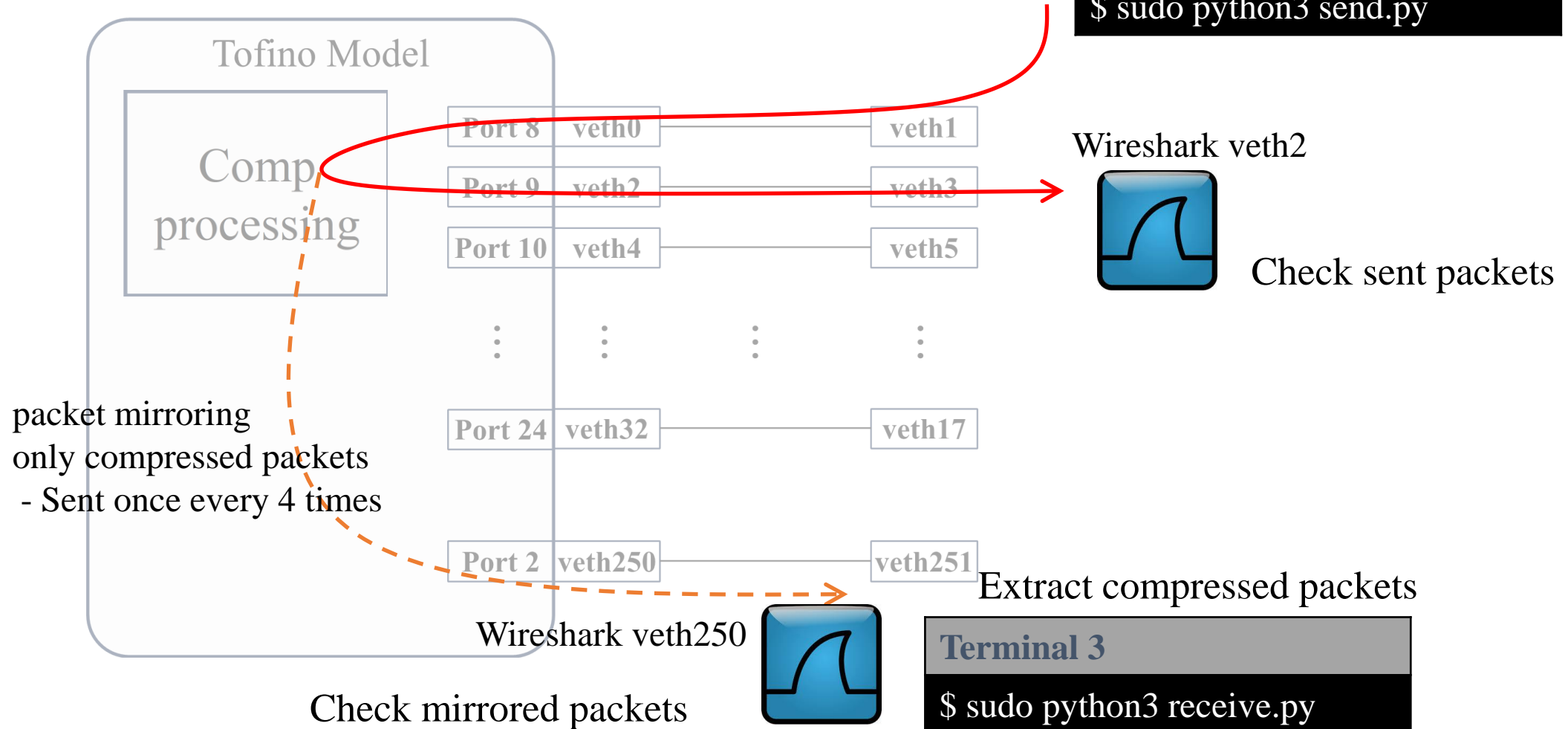
Terminal 2

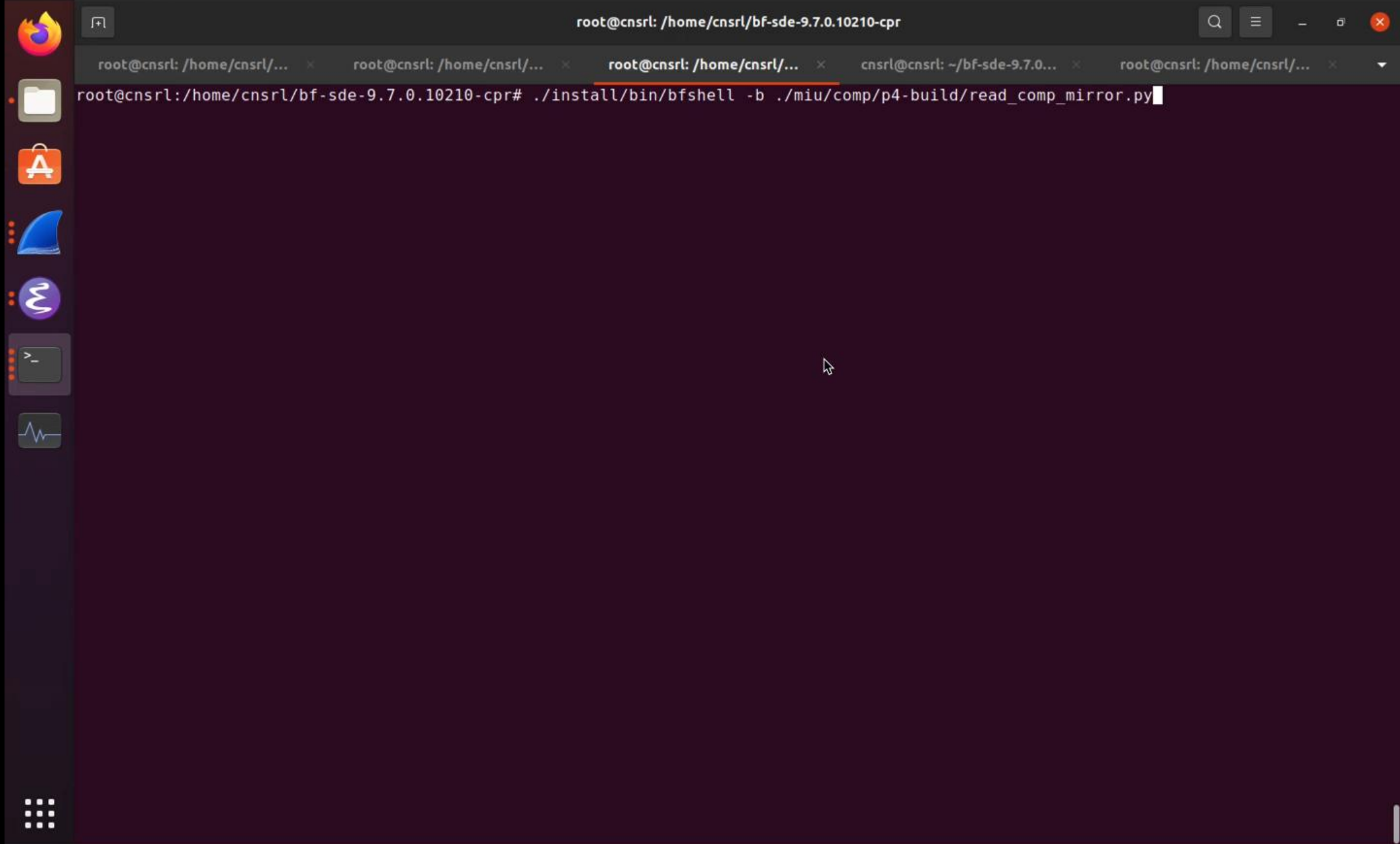
```
$ bfshell -b read_comp.py
```

Send usual packets

Terminal 1

```
$ sudo python3 send.py
```







root@cnsrl: /home/cnsrl/bf-sde-9.7.0.10210-cpr



root@cnsrl: /home/cnsrl/...

root@cnsrl: /home/cnsrl/...

root@cnsrl: /home/cnsrl/...

cnsrl@cnsrl: ~/bf-sde-9.7.0...

root@cnsrl: /home/cnsrl/...

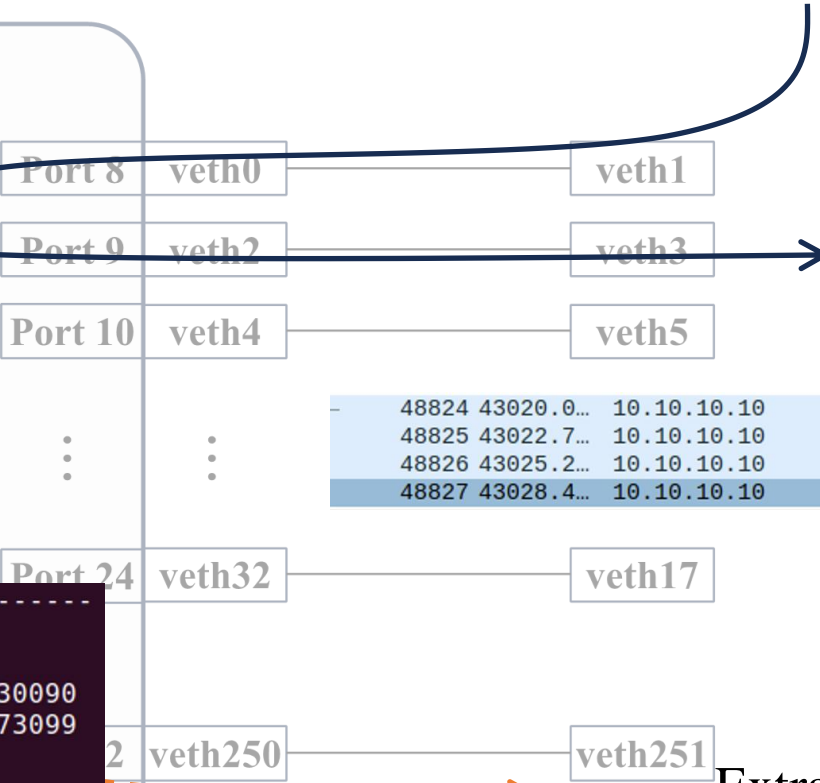
```
:06-07 00:56:43.214631:  :-:-:<0,-,0>:Begin packet processing
:06-07 00:56:43.214673:  :-:-:<0,-,0>:Chip=0 Thread=0 Pipe=0: PktsIn=4 PktsOut=5
:06-07 00:56:43.214677:  :-:-:<0,-,0>:Chip=0 Thread=0 Pipe=*: PktsIn=4 PktsOut=5 PktsTOT=9 Waits=52
root@cnsrl:/home/cnsrl/bf-sde-9.7.0.10210-cpr# ^C
root@cnsrl:/home/cnsrl/bf-sde-9.7.0.10210-cpr#
root@cnsrl:/home/cnsrl/bf-sde-9.7.0.10210-cpr# ./run_tofino_model.sh -p switch_tofino2_y1 --arch Tofino2
```

Check register values

```
-----
p_count [0] [0]
-----
===== Info-0 =====
src_addr SwitchIngress.comp.src_addr_0.fl: 0
dst_addr SwitchIngress.comp.dst_addr_0.fl: 0
src_port SwitchIngress.comp.src_port_0.fl: 0
dst_port SwitchIngress.comp.dst_port_0.fl: 0
protocol SwitchIngress.comp.protocol_0.fl: 0
-----
===== Info-1 =====
src_addr SwitchIngress.comp.src_addr_1.fl: 0
dst_addr SwitchIngress.comp.dst_addr_1.fl: 0
src_port SwitchIngress.comp.src_port_1.fl: 0
dst_port SwitchIngress.comp.dst_port_1.fl: 0
protocol SwitchIngress.comp.protocol_1.fl: 0
-----
===== Info-2 =====
src_addr SwitchIngress.comp.src_addr_2.fl: 0
dst_addr SwitchIngress.comp.dst_addr_2.fl: 0
src_port SwitchIngress.comp.src_port_2.fl: 0
dst_port SwitchIngress.comp.dst_port_2.fl: 0
protocol SwitchIngress.comp.protocol_2.fl: 0
-----
===== Info-3 =====
src_addr SwitchIngress.comp.src_addr_3.fl: 0
dst_addr SwitchIngress.comp.dst_addr_3.fl: 0
src_port SwitchIngress.comp.src_port_3.fl: 0
dst_port SwitchIngress.comp.dst_port_3.fl: 0
protocol SwitchIngress.comp.protocol_3.fl: 0
-----
```

```
-----
p_count [1] [0]
-----
===== Info-0 =====
src_addr SwitchIngress.comp.src_addr_0.fl: 168430090
dst_addr SwitchIngress.comp.dst_addr_0.fl: 185273099
src_port SwitchIngress.comp.src_port_0.fl: 10
dst_port SwitchIngress.comp.dst_port_0.fl: 11
protocol SwitchIngress.comp.protocol_0.fl: 17
-----
===== Info-1 =====
src_addr SwitchIngress.comp.src_addr_1.fl: 0
dst_addr SwitchIngress.comp.dst_addr_1.fl: 0
-----
```

Check mirrored packets



reshark veth250



Extract compressed packets

Terminal 3

```
$ sudo python3 receive.py
```

Send usual packets

```
sending on interface veth0 to 11.11.11.11
###[ Ethernet ]###
  dst      = 08:00:00:00:01:00
  src      = f2:14:a3:f2:cd:67
  type     = IPv4
###[ IP ]###
  version  = 4
  ihl      = None
  tos      = 0x0
  len      = None
  id       = 1
  flags    =
  frag     = 0
  ttl      = 64
  proto    = udp
  chksum   = None
  src      = 10.10.10.10
  dst      = 11.11.11.11
  \options \
###[ UDP ]###
  sport    = 12
  dport    = daytime
  len      = None
  chksum   = None
###[ Raw ]###
  load     = 'hello'
```

Check sent packets

48824	43020.0...	10.10.10.10	11.11.11.11	UDP	60 10 → 11 Len=5
48825	43022.7...	10.10.10.10	11.11.11.11	DAYTIME	60 DAYTIME Request
48826	43025.2...	10.10.10.10	11.11.11.11	UDP	60 14 → 15 Len=5
48827	43028.4...	10.10.10.10	11.11.11.11	IPv4	116 Unassigned (146)