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| --- |
|  |

Switch Abstraction Interface

Change Proposal

|  |  |
| --- | --- |
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# List of Changes

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Changes | Name | Date |
| 0.9.2 | Base version |  | 2/5/2015 |
| 0.9.2 | Version 2 with review comments |  | 3/18/2015 |
| 0.9.2 | Version 3 with review comments |  | 4/7/2015 |
| 0.9.2 | Version 4 with review comments |  | 4/9/2015 |
| 0.9.5 | Version 9 with review comments |  | 10/27/2016 |

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# Overview

In the normal operation of a network, the network device CPU is required to handle packets. Most notably, control-plane traffic (System-to-System protocol coordination traffic - e.g. LACP, IGMP ARP … ) and device management traffic must reach the CPU. In addition, The CPU has limited resources and therefore can obviously handle only a limited amount of data. As a result, it is possible that the processing of some of the traffic being sent to the CPU may be delayed or, in extreme cases, some of the traffic may even be dropped.

A system which is properly configured ensures that high priority traffic will experience less (if at all) drops and will get to the CPU sooner than any other lower priority classified traffic. On the software side the application should ensure that high classified traffic will be prioritized in CPU processing time over other traffic.

In order to guarantee proper operation of the switch, the traffic types being sent to the CPU must be handled according to a predefined policy. Within this policy, the priorities, the bandwidth (allowed rate) and the burst of each traffic type should be defined.

Host interface SAI, composed from two parts

Classification & Registration

# SAI object model and pipeline



Router



Port



Bridge



ACL

User define

ACL trap

User define

Router trap

**Host interface Group**



CPU

Port



**trap**

**-**

**id table**

Switch traps



Port



Port



Port



Host table



**trap**

**-**

**id table**

router traps



Host

interface

Port

netdev

**Host interface Group**

**Host interface Group**



Host

interface

LAG



Host

interface

vlan



Host

interface

**FD**



Host

interface

Port

netdev



Host

interface

LAG



Host

Interface

**LAG**



Host

interface

vlan



Host

interface

**vlan**



Host

interface

**FD**



Host

interface

**FD**

Host Interface

**Port**

## SAI objects

### Host interface

SAI object "host interface" is an interface to application in order to be able to send and receive control packet from the HW

Host interface types:

CB- global call back function

FD –file descriptor

Port net device- net device that represent a physical port

LAG net device - net device that represent a logical port

L3 net device - net device that represent a L3 interface

Generic netlink - Linux generic netlink interface

### Host table

Match action table object host table

Mux between control traffic to the corresponding "host interface" object

Host interface table supports five type of entries

{Port,trap\_id}(SAI\_HOSTIF\_TABLE\_ENTRY\_TYPE\_PORT)

{LAG,trap\_id}(SAI\_HOSTIF\_TABLE\_ENTRY\_TYPE\_LAG )

{vlan,trap\_id}(SAI\_HOSTIF\_TABLE\_ENTRY\_TYPE\_VLAN)

{wildcard,trap\_id}(SAI\_HOSTIF\_TABLE\_ENTRY\_TYPE\_TRAP\_ID)

{wildcard, wildcard}(SAI\_HOSTIF\_TABLE\_ENTRY\_TYPE\_WILDCARD)

#### Host table action

Host table action {

{host\_if\_type,host\_if\_data}

}

Valid option are

{ host\_if\_type\_CB ,NULL}- send the data using call back

{ host\_if\_type\_FD ,host\_if\_object\_id}- send the data using FD given in the host\_if\_object\_id

{ host\_if\_type\_net\_phy\_port ,NULL}- send the data using Linux netdev type port

{ host\_if\_type\_net\_logical\_port ,NULL}- send the data using Linux netdev logical port {LAG or port}

{ host\_if\_type\_net\_L3 ,NULL}- send the data using Linux netdev type L3 interface

{ host\_if\_type\_genericNetlink ,NULL}- send the data using Linux netdev type L3 interface

#### Net device selection algorithm



* Host Table port Entry format

**Match: {port},{trap-id}**

**Actions: {** Host table action **}**

* Host Table LAG Entry format

**Match: {LAG},{trap-id}**

**Actions: {** Host table action **}**

* Host Table VLAN Entry format

**Match: {VLAN},{trap-id}**

**Actions: {** Host table action **}**

* Host Table wildcard Entry format

**Match: {\*},{trap-id}**

**Actions: {** Host table action **}**

**Match: {\*},{\* }**

**Actions: {** Host table action **}**

* **Table default action: Call Back**

#### Host interface trap id table

Match action table object trap-id table

Map between control traffic " trap-id" to pipeline action & profile

Trap-id Table Entry format

**Match: {port,\*},{trap-id}**

**Actions: {drop, forward, copy to cpu } {trap\_group\_pointer}**

**Table default action: forward**

Two instantiation of Trap-id Table exists is the SAI pipeline:

**Switch trap table**: pipeline location switch port - all l2 control entry will be inserted to this table

**Router trap table**: pipeline location between bridge and router all l3 control entry will be inserted to this table

### Host interface trap group



Profile object

Configure common attribute between set of trap-ids entries

**Trap group attribute:**

**Priority – will be in use to resolve conflicts between contradiction actions**

**CPU Queue – CPU queue to use**

**Policer – rate limiter**

### Control traffic identification trap-id

SAI assigns a unique identifier **trap\_id** to each control traffic

There are different types of trap **id:**



**L2 control protocol trap id:**

Trap ids for well-known l2 control protocol, e.g. STP, LACP …

**By default PDU will be dropped all other will be forward**

**Pre L3 control protocol trap id:**

Trap ids for well-known L3 control protocol, e.g. ARP, OSPF…

**By default all L3 control will be forward**

**Local IP (IP2ME) control protocol trap id:**

Trap ids for well-known local L3 control protocol, e.g. BFD, BGP…

**By default all IP2ME traffic will be drooped**

**Pipeline exception trap id:**

Trap id for an exception in the switch-router forwarding pipeline, e.g. router TTL=1, RPF …

**By default Pipeline exception traffic will be drooped**

**User define trap id:**

Application has the ability to extend and define additional control traffic trap id in order to support a new or proprietary control protocol or to define an additional exception in the switch pipeline. This capability is achieved by providing the ability to define trap-id via the switch-router pipeline, e.g. ACL, router …

**By default, user define CPU copy will be drooped (including Sflow)**

### Trap action

Application can register to receive a trap\_id. In addition, it can control the action to apply on the trap-id, options are:

Ignore – forward the trap-id as a regular packet

Trap – terminate pipeline and send packet to CPU

Mirror- sent a copy to the CPU, the original packet will continue the pipeline

Discard – drop

#### Trap actions

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Switch traps** | **Router traps** | **Local IP traps** | **Pipeline exception trap id** | **User define trap id** |
| Ignore | Forward to bridge | Forward to router | Bridge-forward  Router-forward  Local IP -Trap to CPU as IP2ME | NA | NA |
| Trap | trap and terminate pipeline | Bridge- forward  router- trap and terminate pipeline | Bridge-forward  Router-forward  Local IP- trap | Trap according to the pipeline stage | NA |
| Mirror | trap and Forward to bridge | Bridge- forward  router-Forward and copy to CPU | NA | NA | NA |
| Discard | discard | Bridge- forward Router–discard | Bridge - forward  Router -forward  Local IP - discard | Discard according to the pipeline stage | NA |

### Packet send and receive

SAI provides three different channels in order to send and receive packet from and to the CPU

* OS network device
* a generic file socket
* send function and receive function / receive function callback

### Packet send and receive - net device

SAI will provide the ability to receive (and send) trap-id on the operation system network device infrastructure.

This is done in order to enable standard application such as Quagga to operate the switch as if it is a host.

SAI will provide the ability to create these net devices whether they represent a physical port or a L3 router interface.

On RX, the driver should demux the packet to the relevant net device according to incoming port / RIF ID.

On TX, the application chooses which net device to use

# Host if - Pipeline

## L2/port trap -> user channel port netDev



### Pre L3 trap -> user channel L3 netDev



### IP2ME trap ->user channel L3



### User define trap(router)->user channel FD



# Specification

[This section describes an overview of the proposed interface/API.]

## Host interface functionality

### Host interface object

/\*

\* Attribute data for SAI\_HOST\_INTERFACE\_ATTR\_TYPE

\*/

typedef enum \_sai\_host\_interface\_type\_t

{

SAI\_HOST\_INTERFACE\_TYPE\_NETDEV,

/\* file descriptor \*/

SAI\_HOST\_INTERFACE\_TYPE\_FD

} sai\_host\_interface\_type\_t;

/\*

\* Host interface attribute IDs

\*/

typedef enum \_sai\_host\_interface\_attr\_t

{

/\* READ-ONLY \*/

/\* READ-WRITE \*/

/\* Type [sai\_host\_interface\_type\_t] (MANDATORY\_ON\_CREATE|CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_ATTR\_TYPE,

/\* host intarfce object-id

\* Valid only when SAI\_HOST\_INTERFACE\_ATTR\_TYPE == SAI\_HOST\_INTERFACE\_TYPE\_NETDEV

\* port netdev will be created when the object type is port

\*LAG netdev will be created when the object type is LAG

\*VLAN netdev will be created when the object type is VLAN ID

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY when SAI\_HOST\_INTERFACE\_ATTR\_TYPE ==

\* SAI\_HOST\_INTERFACE\_TYPE\_NETDEV \*/

SAI\_HOST\_INTERFACE\_ATTR\_OBJ\_ID,

/\* Name [char[HOST\_INTERFACE\_NAME\_SIZE]]

\* The maximum number of charactars for the name is HOST\_INTERFACE\_NAME\_SIZE - 1 since

\* it needs the terminating null byte ('\0') at the end.

\* Valid only when SAI\_HOST\_INTERFACE\_ATTR\_TYPE == SAI\_HOST\_INTERFACE\_TYPE\_NETDEV

\* (MANDATORY\_ON\_CREATE when SAI\_HOST\_INTERFACE\_ATTR\_TYPE ==

\* SAI\_HOST\_INTERFACE\_TYPE\_NETDEV \*/

SAI\_HOST\_INTERFACE\_ATTR\_NAME,

/\* Custom range base value \*/

SAI\_HOST\_INTERFACE\_ATTR\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_host\_interface\_attr\_t;

/\*

\* Routine Description:

\* Create host interface

\*

\* Arguments:

\* [out] hif\_id - host interface id

\* [in] attr\_count - number of attributes

\* [in] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_create\_host\_interface\_fn)(

\_Out\_ sai\_object\_id\_t \* hif\_id,

\_In\_ uint32\_t attr\_count,

\_In\_ sai\_attribute\_t \*attr\_list

);

/\*

\* Routine Description:

\* Remove host interface

\*

\* Arguments:

\* [in] hif\_id - host interface id

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_remove\_host\_interface\_fn)(

\_In\_ sai\_object\_id\_t hif\_id

);

/\*

\* Routine Description:

\* Set host interface attribute

\*

\* Arguments:

\* [in] hif\_id - host interface id

\* [in] attr - attribute

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_set\_host\_interface\_attribute\_fn)(

\_In\_ sai\_object\_id\_t hif\_id,

\_In\_ const sai\_attribute\_t \*attr

);

/\*

\* Routine Description:

\* Get host interface attribute

\*

\* Arguments:

\* [in] hif\_id - host interface id

\* [in] attr\_count - number of attributes

\* [inout] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_get\_host\_interface\_attribute\_fn)(

\_In\_ sai\_object\_id\_t hif\_id,

\_In\_ uint32\_t attr\_count,

\_Inout\_ sai\_attribute\_t \*attr\_list

);

### Host interface table entry

/\*

\* Attribute data for SAI\_HOST\_INTERFACE\_TABLE\_ENTRY

\*/

typedef enum \_sai\_host\_interface\_table\_entry\_type\_t

{

/\* Port-based Host Interface entry Type \*/

SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_PORT,

/\* LAG based Host Interface entry Type \*/

SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_LAG,

/\* vlan based Host Interface entry Type \*/

SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_VLAN,

/\* wildcard Interface entry Type \*/

SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_TRAP\_ID,

/\* wildcard Interface , wildcard trap id \*/

SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_WILDCARD,

} sai\_host\_interface\_table\_entry\_type\_t;

/\*\*

\* @brief Attribute data for SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ATTR\_CHANNEL\_TYPE

\*/

typedef enum \_sai\_host\_interface\_table\_entry\_channel\_type\_t

{

/\*\* receive packets via callback \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_CB,

/\*\* receive packets via file descriptor \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_FD,

/\*\* receive packets via Linux netdev type port \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_NETDEV\_PHYSICAL\_PORT,

/\*\* receive packets via Linux netdev logical port (LAG or port) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_NETDEV\_LOGICAL\_PORT,

/\*\* receive packets via Linux netdev L3 interface \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_NETDEV\_L3

} sai\_host\_interface\_table\_entry\_channel\_type\_t;

/\*

\* Attribute data for SAI\_HOST\_INTERFACE\_TABLE\_ENTRY

\*/

typedef enum \_sai\_host\_interface\_table\_user\_channel

{

/\* for user channel callback \*/

SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_CB,

/\* for user channel file descriptor \*/

SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_FD,

/\* for user channel physical port \*/

SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_NET\_PHY\_PORT,

/\* for user channel logical port \*/

SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_NET\_LOGICAL\_PORT,

/\* for user channel L3 intarface \*/

SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_NET\_L3,

} sai\_host\_interface\_table\_user\_channel\_t;

/\*

\* Host interface table entry attribute IDs

\*/

typedef enum \_sai\_host\_interface\_table\_entry\_attr\_t

{

/\* READ-ONLY \*/

/\* READ-WRITE \*/

/\* Type [sai\_host\_interface\_table\_entry\_type\_t] (MANDATORY\_ON\_CREATE|CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ATTR\_TYPE,

/\* host intarfce table entry match field object-id

\* Valid only when SAI\_HOST\_INTERFACE\_ATTR\_TYPE == SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_PORT

\* || SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_LAG || SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_VLAN

\* should be port object when type is SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_PORT

\* should be lag object when type is SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_LAG

\* should be VLAN ID object when type is SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_VLAN

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_FIELD\_OBJ\_ID,

/\* not Valid only when SAI\_HOST\_INTERFACE\_ATTR\_TYPE == SAI\_HOST\_INTERFACE\_ENTRY\_TYPE\_WILDCARD host intarfce table entry match field trap-id []

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_FIELD\_TRAP\_ID,

/\*host intarfce table entry action channel [sai\_host\_interface\_table\_entry\_channel\_type\_t]

Valid only when SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_USER\_CHANNEL\_TYPE == SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_FD

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_CHANNEL,

/\*host intarfce table entry action user channel type [sai\_host\_interface\_table\_user\_channel\_t]

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY) \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_USER\_CHANNEL\_TYPE,

/\*host intarfce table entry action target host intarface [sai\_object\_id\_t]

Valid only when SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_USER\_CHANNEL\_TYPE == SAI\_HOST\_INTERFACE\_ENTRY\_USER\_CHANNEL\_FD

\* (MANDATORY\_ON\_CREATE | CREATE\_ONLY)

\* Valid only when SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_CHANNEL=

\* SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_FD

\*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_ACTION\_HOSTIF\_ID,

/\* Custom range base value \*/

SAI\_HOST\_INTERFACE\_TABLE\_ENTRY ATTR\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_host\_interface\_table\_entry\_attr\_t;

/\*

\* Routine Description:

\* Create host interface table entry

\*

\* Arguments:

\* [out] hif\_table\_entry - host interface table entry

\* [in] attr\_count - number of attributes

\* [in] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_create\_host\_interface\_table\_entry\_fn)(

\_Out\_ sai\_object\_id\_t \* hif\_table\_entry,

\_In\_ uint32\_t attr\_count,

\_In\_ sai\_attribute\_t \*attr\_list

);

/\*

\* Routine Description:

\* Remove host interface table entry

\*

\* Arguments:

\* [in] hif\_table\_entry - host interface table entry

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_remove\_host\_interface\_table\_entry\_fn)(

\_In\_ sai\_object\_id\_t hif\_table\_entry

);

/\*

\* Routine Description:

\* Set host host interface table entry attribute

\*

\* Arguments:

\* [in] hif\_table\_entry - host interface table entry

\* [in] attr - attribute

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_set\_host\_interface\_table\_entry\_attribute\_fn)(

\_In\_ sai\_object\_id\_t hif\_table\_entry,

\_In\_ const sai\_attribute\_t \*attr

);

/\*

\* Routine Description:

\* Get host host interface table entry attribute

\*

\* Arguments:

\* [in] hif\_table\_entry - host interface table entry

\* [in] attr\_count - number of attributes

\* [inout] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_get\_host\_interface\_table\_entry\_attribute\_fn)(

\_In\_ sai\_object\_id\_t hif\_table\_entry,

\_In\_ uint32\_t attr\_count,

\_Inout\_ sai\_attribute\_t \*attr\_list

);

### Host interface trap-id

typedef enum \_sai\_hostif\_trap\_id\_t

{

/\*

\* control protocol

\*/

/\*

\* switch trap

\*/

SAI\_HOSTIF\_TRAP\_ID\_STP,

SAI\_HOSTIF\_TRAP\_ID\_LACP,

SAI\_HOSTIF\_TRAP\_ID\_EAPOL,

SAI\_HOSTIF\_TRAP\_ID\_LLDP,

SAI\_HOSTIF\_TRAP\_ID\_PVRST,

SAI\_HOSTIF\_TRAP\_ID\_SWITCH\_CUSTOM\_RANGE\_BASE = 0x10000000,

/\*

\* router trap

\*/

SAI\_HOSTIF\_TRAP\_ID\_ARP\_REQUEST = 0x20000000,

SAI\_HOSTIF\_TRAP\_ID\_ARP\_RESPONSE,

SAI\_HOSTIF\_TRAP\_ID\_DHCP,

SAI\_HOSTIF\_TRAP\_ID\_OSPF,

SAI\_HOSTIF\_TRAP\_ID\_PIM,

SAI\_HOSTIF\_TRAP\_ID\_VRRP,

SAI\_HOSTIF\_TRAP\_ID\_DHCPV6,

SAI\_HOSTIF\_TRAP\_ID\_OSPFV6,

SAI\_HOSTIF\_TRAP\_ID\_VRRPV6,

SAI\_HOSTIF\_TRAP\_ID\_IPV6\_NEIGHBOR\_DISCOVERY,

SAI\_HOSTIF\_TRAP\_ID\_IGMP\_TYPE\_QUERY,

SAI\_HOSTIF\_TRAP\_ID\_IGMP\_TYPE\_LEAVE,

SAI\_HOSTIF\_TRAP\_ID\_IGMP\_TYPE\_V1\_REPORT,

SAI\_HOSTIF\_TRAP\_ID\_IGMP\_TYPE\_V2\_REPORT,

SAI\_HOSTIF\_TRAP\_ID\_IGMP\_TYPE\_V3\_REPORT,

SAI\_HOSTIF\_TRAP\_ID\_IPV6\_MLD\_V1\_V2 ,

SAI\_HOSTIF\_TRAP\_ID\_IPV6\_MLD\_V1\_REPORT,

SAI\_HOSTIF\_TRAP\_ID\_IPV6\_MLD\_V1\_DONE,

SAI\_HOSTIF\_TRAP\_ID\_MLD\_V2\_REPORT ,

SAI\_HOSTIF\_TRAP\_ID\_ROUTER\_CUSTOM\_RANGE\_BASE = 0x30000000,

/\*

\* local IP traps

\*/

SAI\_HOSTIF\_TRAP\_ID\_BGP,

SAI\_HOSTIF\_TRAP\_ID\_IP2ME,

SAI\_HOSTIF\_TRAP\_ID\_SSH,

SAI\_HOSTIF\_TRAP\_ID\_SNMP,

SAI\_HOSTIF\_TRAP\_ID\_BGPV6,

SAI\_HOSTIF\_TRAP\_ID\_CUSTOM\_LOCAL\_IP\_RANGE\_BASE = 0x40000000

/\*

\* router exceptions

\*/

SAI\_HOSTIF\_TRAP\_ID\_L3\_MTU\_ERROR = 0x40000000,

SAI\_HOSTIF\_TRAP\_ID\_TTL\_ERROR,

  SAI\_HOSTIF\_TRAP\_ID\_L3\_RPF,

SAI\_HOSTIF\_TRAP\_ID\_L3\_ASSERT,

SAI\_HOSTIF\_TRAP\_ID\_CUSTOM\_EXCEPTION\_RANGE\_BASE = 0x50000000,

/\*

\* user define

\*/

SAI\_HOSTIF\_TRAP\_ID\_ROUTER\_MIN,

SAI\_HOSTIF\_TRAP\_ID\_ROUTER\_MAX=SAI\_HOSTIF\_TRAP\_ID\_ROUTER\_MIN+SAI\_HOSTIF\_TRAP\_ID\_TABLE\_RANGE,

SAI\_HOSTIF\_TRAP\_ID\_NEIGH\_MIN,

SAI\_HOSTIF\_TRAP\_ID\_FDB\_MAX=SAI\_HOSTIF\_TRAP\_ID\_NEIGH\_MIN+SAI\_HOSTIF\_TRAP\_ID\_TABLE\_RANGE,

SAI\_HOSTIF\_TRAP\_ID\_ACL\_MIN,

SAI\_HOSTIF\_TRAP\_ID\_ACL\_MAX=SAI\_HOSTIF\_TRAP\_ID\_ACL\_MIN+SAI\_HOSTIF\_TRAP\_ID\_TABLE\_RANGE,

SAI\_HOSTIF\_TRAP\_ID\_CUSTOM\_RANGE\_BASE = 0x60000000,

} sai\_hostif\_trap\_id\_t;

typedef enum \_sai\_hostif\_trap\_attr\_t

{

/\* exclude specific ports [sai\_port\_list\_t] defult is empty /

SAI\_HOSTIF\_TRAP\_ATTR\_EXCLUDE\_PORT\_LIST,

/\* trap action [sai\_packet\_action\_t] (MANDATORY\_ON\_CREATE) \*/

SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_ACTION,

/\* trap-group ID for the trap [sai\_object\_id\_t] (MANDATORY\_ON\_CREATE) \*/ SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_GROUP,

/\* trap priority [uint32\_t] (default to 0). This is equivalent to

\* ACL entry priority SAI\_ACL\_ENTRY\_ATTR\_PRIORITY \*/

SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_PRIORITY,

SAI\_HOSTIF\_TRAP\_ATTR\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_hostif\_trap\_attr\_t;

/\*

\* Routine Description:

\* Create host interface trap

\*

\* Arguments:

\* [in] hostif\_trap\_id - host interface trap id

\* [in] attr\_count - number of attributes

\* [in] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_create\_hostif\_trap\_fn)(

\_In\_ sai\_hostif\_trap\_id\_t hostif\_trapid,

\_In\_ uint32\_t attr\_count,

\_In\_ const sai\_attribute\_t \*attr\_list

);

/\*

\* Routine Description:

\* Remove host interface trap

\*

\* Arguments:

\* [in] hostif\_trap\_id - host interface trap id

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t(\*sai\_remove\_hostif\_trap\_fn)(

\_In\_ sai\_hostif\_trap\_id\_t hostif\_trapid

);

/\*

\* Routine Description:

\* Set trap attribute value.

\*

\* Arguments:

\* [in] hostif\_trap\_id - host interface trap id

\* [in] attr - attribute

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_set\_hostif\_trap\_attribute\_fn )(

\_In\_ sai\_hostif\_trap\_id\_t hostif\_trapid,

\_In\_ sai\_attribute\_t \*attr

);

/\*

\* Routine Description:

\* Get trap attribute value.

\*

\* Arguments:

\* [in] hostif\_trap\_id - host interface trap id

\* [in] attr\_count - number of attributes

\* [in,out] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_get\_hostif\_trap\_attribute\_fn )(

\_In\_ sai\_hostif\_trap\_id\_t hostif\_trapid,

\_In\_ uint32\_t attr\_count,

\_Inout\_ sai\_attribute\_t \*attr\_list

);

### Host interface trap group

typedef enum \_sai\_hostif\_trap\_group\_attr\_t

{

/\* Admin Mode [bool] (default to TRUE) \*/

SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_ADMIN\_STATE,

/\* group priority [uint32\_t] (MANDATORY\_ON\_CREATE). This is equivalent

\* to ACL table priority SAI\_ACL\_TABLE\_ATTR\_PRIORITY \*/

SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_PRIO,

/\* group egress queue [uint32\_t] (MANDATORY\_ON\_CREATE) \*/

SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_QUEUE,

/\* sai\_object\_id\_t [uint32\_t] \*/

SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_POLICER,

SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_hostif\_trap\_group\_attr\_t;

/\*

\* Routine Description:

\* Create host interface trap group

\*

\* Arguments:

\* [out] hostif\_group\_id - host interface trap group id

\* [in] attr\_count - number of attributes

\* [in] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_create\_hostif\_trap\_group\_fn)(

\_Out\_ sai\_object\_id\_t \*hostif\_trap\_group\_id,

\_In\_ uint32\_t attr\_count,

\_In\_ sai\_attribute\_t \* attr\_list

);

/\*

\* Routine Description:

\* Remove host interface trap group

\*

\* Arguments:

\* [in] hostif\_trap\_group\_id -host interface trap group id

\*

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_remove\_hostif\_trap\_group\_fn)(

\_In\_ sai\_object\_id\_t hostif\_trap\_group\_id

);

/\*

\* Routine Description:

\* Set host interface trap group attribute value.

\*

\* Arguments:

\* [in] hostif\_trap\_group\_id - host interface trap group id

\* [in] attr - attribute

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_set\_hostif\_trap\_group\_attribute\_fn )

(

\_In\_ sai\_object\_id\_t hostif\_trap\_group\_id,

\_In\_ sai\_attribute\_t \*attr

);

/\*

\* Routine Description:

\* get host interface trap group attribute value.

\*

\* Arguments:

\* [in] hostif\_trap\_group\_id - host interface trap group id

\* [in] attr\_count - number of attributes

\* [in,out] attr\_list - array of attributes

\*

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\*sai\_get\_hostif\_trap\_group\_attribute\_fn )(

\_In\_ sai\_object\_id\_t hostif\_trap\_group\_id,

\_In\_ uint32\_t attr\_count,

\_Inout\_ sai\_attribute\_t \*attr\_list

);

### Host interface packet send and receive

typedef enum \_sai\_tx\_type

{

SAI\_TX\_TYPE\_PIPELINE\_LOOKUP,

SAI\_TX\_TYPE\_PIPELINE\_BYPASS,

SAI\_TX\_TYPE\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_tx\_type\_t;

typedef enum \_sai\_packet\_attr

{

/\* Trap ID [sai\_hostif\_trap\_id\_t] \*/

SAI\_PACKET\_TRAP\_ID,

/\* Ingress port [sai\_object\_id\_t] \*/

SAI\_PACKET\_INGRESS\_PORT,

/\* Ingress LAG [sai\_object\_id\_t] \*/

SAI\_PACKET\_INGRESS\_LAG,

/\* Egress port [sai\_object\_id\_t].

\* Either Port, or LAG, or both attributes, should be provided on TX \*/

SAI\_PACKET\_EGRESS\_PORT,

/\* Egress LAG [sai\_object\_id\_t] \*/

SAI\_PACKET\_EGRESS\_LAG,

/\* Egress Queue [sai\_object\_id\_t]. Optional \*/

SAI\_PACKET\_EGRESS\_QUEUE,

/\* TX type [sai\_tx\_type\_t]. Mandatory \*/

SAI\_PACKET\_TX\_TYPE,

} sai\_packet\_attr\_t;

/\*

\* Routine Description:

\* hostif receive function

\*

\* Arguments:

\* [in] hif\_id - host interface id

\* [out] buffer – packet buffer

\* [in,out] buffer\_size- [in] allocated buffer size. [out] actual packet size in bytes

\* [in,out] attr\_count – [in] allocated list size. [out] number of attributes

\* [out] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* SAI\_STATUS\_BUFFER\_OVERFLOW if buffer\_size is insufficient,

\* and buffer\_size will be filled with required size. Or

\* if attr\_count is insufficient, and attr\_count

\* will be filled with required count.

\* Failure status code on error

\*/

typedef sai\_status\_t (\* sai\_recv\_hostif\_packet\_fn)(

\_In\_ sai\_object\_id\_t hif\_id,

\_Out\_ void \*buffer,

\_Inout\_ sai\_size\_t \*buffer\_size,

\_Inout\_ uint32\_t \*attr\_count,

\_Out\_ sai\_attribute\_t \*attr\_list

);

/\*

\* Routine Description:

\* hostif send function

\*

\* Arguments:

\* [in] hif\_id - host interface id. only valid for send through FD channel. 0 for send

\* through CB channel.

\* [In] buffer – packet buffer

\* [in] buffer size- packet size in bytes

\* [in] attr\_count - number of attributes

\* [in] attr\_list - array of attributes

\*

\* Return Values:

\* SAI\_STATUS\_SUCCESS on success

\* Failure status code on error

\*/

typedef sai\_status\_t (\* sai\_send\_hostif\_packet\_fn)(

\_In\_ sai\_object\_id\_t hif\_id,

\_Inout\_ void \*buffer,

\_Inout\_ sai\_size\_t \*buffer\_size,

\_In\_ uint32\_t attr\_count,

\_In\_ sai\_attribute\_t \*attr\_list

);

### Host interface API

/\*

\* hostif methods table retrieved with sai\_api\_query()

\*/

typedef struct \_sai\_host\_interface\_api\_t

{

sai\_create\_host\_interface\_fn create\_host\_interface;

sai\_remove\_host\_interface\_fn remove\_host\_interface;

sai\_set\_host\_interface\_attribute\_fn set\_host\_interface\_attribute;

sai\_get\_host\_interface\_attribute\_fn get\_host\_interface\_attribute;

sai\_create\_host\_interface\_table\_entry\_fn create\_host\_interface\_table\_entry;

sai\_remove\_host\_interface\_table\_entry\_fn remove\_host\_interface\_table\_entry;

sai\_set\_host\_interface\_table\_entry attribute\_fn set\_host\_interface\_table\_entry attribute;

sai\_get\_host\_interface\_table\_entry attribute\_fn get\_host\_interface\_table\_entry attribute;

sai\_create\_hostif\_trap\_fn create\_hostif\_trap;

sai\_remove\_hostif\_trap\_fn remove\_hostif\_trap;

sai\_set\_hostif\_trap\_attribute\_fn set\_trap\_attribute;

sai\_get\_hostif\_trap\_attribute\_fn get\_trap\_attribute;

sai\_create\_hostif\_trap\_group\_fn create\_hostif\_trap\_group;

sai\_remove\_hostif\_trap\_group\_fn remove\_hostif\_trap\_group;

sai\_set\_hostif\_trap\_group\_attribute\_fn set\_trap\_group\_attribute;

sai\_get\_hostif\_trap\_group\_attribute\_fn get\_trap\_group\_attribute;

sai\_recv\_hostif\_packet\_fn recv\_packet;

sai\_send\_hostif\_packet\_fn send\_packet;

} sai\_host\_interface\_api\_t;

## New Callback function for packet receive

|  |
| --- |
| /\*  \* Switch notification table passed to the adapter via sai\_initialize\_switch() |
| \*/ |
| typedef struct \_sai\_switch\_notification\_t |
| { |
| sai\_switch\_state\_change\_notification\_fn on\_switch\_state\_change; |
| sai\_fdb\_event\_notification\_fn on\_fdb\_event;  **sai\_packet\_event\_notification\_fn on\_packet\_event;** |
| sai\_port\_state\_change\_notification\_fn on\_port\_state\_change; |
| sai\_switch\_shutdown\_request\_fn on\_switch\_shutdown\_request; |
| } sai\_switch\_notification\_t;  typedef void (\*sai\_packet\_event\_notification\_fn)(  \_In\_ const void \*buffer,  \_In\_ sai\_size\_t buffer\_size,  \_In\_ uint32\_t attr\_count,  \_In\_ const sai\_attribute\_t \*attr\_list  ); |
|  |

## Changes in saitypes.h

|  |
| --- |
| typedef size\_t sai\_size\_t; |
|  |

## Changes in saiswitch.h

- /\* Action for Packets with TTL 0 or 1 [sai\_packet\_action\_t]

- (default to SAI\_PACKET\_ACTION\_TRAP) \*/

- SAI\_SWITCH\_ATTR\_VIOLATION\_TTL1\_ACTION,

## Configuration example – using netdev channel

In the below example we will configure a system running L2 {STP, LACP, IGMP snooping}, L3 {BGP}.

We will create 3 QoS groups for the traffic to CPU

High – for control STP, LACP, BGP

Medium – IGMP packet, ARP

Low – L3 exception (non-resolved ARP)

The system has 4 physical ports, and the method for send and receive of CPU traffic is via OS net device

### Step 1- create three trap groups

sai\_object\_id\_t low\_prio\_group;

sai\_object\_id\_t med\_prio\_group;

sai\_object\_id\_t high\_prio\_group;

sai\_attribute\_t sai\_attr\_list[3];

sai\_attr\_list[0].id=SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_PRIO;

sai\_attr\_list[0].value=7;

sai\_attr\_list[1].id=SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_QUEUE;

sai\_attr\_list[1].value=high\_queue\_id; // high\_queue\_id is a queue element created via QoS SAI API

sai\_attr\_list[2].id= SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_POLICER;

sai\_attr\_list[2].value=high\_policer\_id; //high\_policer\_id is a policer element created via policer SAI API

sai\_create\_hostif\_trap\_group\_fn(&high\_prio\_group, 3, sai\_attr\_list);

sai\_attr\_list[0].id=SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_PRIO;

sai\_attr\_list[0].value=6;

sai\_attr\_list[1].id= SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_QUEUE;

sai\_attr\_list[1].value=med\_queue\_id; // high\_queue\_id is a queue element created via QoS SAI API

sai\_attr\_list[2].id= SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_POLICER;

sai\_attr\_list[2].value=med\_policer\_id; //high\_policer\_id is a policer element created via policer SAI API

sai\_create\_hostif\_trap\_group\_fn(&med\_prio\_group,3, sai\_attr\_list);

sai\_attr\_list[0].id=SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_PRIO;

sai\_attr\_list[0].value=5;

sai\_attr\_list[1].id= SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_QUEUE;

sai\_attr\_list[1].value=low\_queue\_id; // high\_queue\_id is a queue element created via QoS SAI API

sai\_attr\_list[2].id= SAI\_HOSTIF\_TRAP\_GROUP\_ATTR\_POLICER;

sai\_attr\_list[2].value=low\_policer\_id; //high\_policer\_id is a policer element created via policer SAI API

sai\_create\_hostif\_trap\_group\_fn(&low\_prio\_group,3, sai\_attr\_list);

### Step 2- create host interface channel

Creation of port net devices in the OS

sai\_object\_id\_t host\_if\_id[4];

sai\_attribute\_t sai\_if\_channel\_attr[3];

sai\_if\_channel\_attr[0].id=SAI\_HOST\_INTERFACE\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value=SAI\_HOST\_INTERFACE\_TYPE\_NETDEV;

sai\_if\_channel\_attr[1].id= SAI\_HOST\_INTERFACE\_TYPE\_OBJ\_ID;

sai\_if\_channel\_attr[1].value=port\_id[0]; // port\_id[X] is a port element created via port SAI API

sai\_if\_channel\_attr[2].id= SAI\_HOST\_INTERFACE\_ATTR\_NAME;

sai\_if\_channel\_attr[2].value=”port1”;

sai\_create\_host\_interface\_fn(&host\_if\_id[0], 3, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id= SAI\_HOST\_INTERFACE\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value=SAI\_HOST\_INTERFACE\_TYPE\_NETDEV;

sai\_if\_channel\_attr[1].id= SAI\_HOST\_INTERFACE\_TYPE\_OBJ\_ID;

sai\_if\_channel\_attr[1].value=port\_id[1]; // port\_id[X] is a port element created via port SAI API

sai\_if\_channel\_attr[2].id= SAI\_HOST\_INTERFACE\_ATTR\_NAME;

sai\_if\_channel\_attr[2].value=”port2”;

sai\_create\_host\_interface\_fn(&host\_if\_id[1] ,3, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id= SAI\_HOST\_INTERFACE\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value=SAI\_HOST\_INTERFACE\_TYPE\_NETDEV;

sai\_if\_channel\_attr[1].id= SAI\_HOST\_INTERFACE\_TYPE\_OBJ\_ID;

sai\_if\_channel\_attr[1].value=port\_id[2]; // port\_id[X] is a port element created via port SAI API

sai\_if\_channel\_attr[2].id= SAI\_HOST\_INTERFACE\_ATTR\_NAME;

sai\_if\_channel\_attr[2].value=”port3”;

sai\_create\_host\_interface\_fn(&host\_if\_id[2] ,3, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id= SAI\_HOST\_INTERFACE\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value=SAI\_HOST\_INTERFACE\_TYPE\_NETDEV;

sai\_if\_channel\_attr[1].id= SAI\_HOST\_INTERFACE\_TYPE\_OBJ\_ID;

sai\_if\_channel\_attr[1].value=port\_id[3]; // port\_id[X] is a port element created via port SAI API

sai\_if\_channel\_attr[2].id= SAI\_HOST\_INTERFACE\_ATTR\_NAME;

sai\_if\_channel\_attr[2].value=”port4”;

sai\_create\_host\_interface\_fn(&host\_if\_id[3], 3, sai\_if\_channel\_attr);

### Step 3- configure the trap-ids

// configure STP trap-id

sai\_attribute\_t sai\_trap\_attr[3];

sai\_object\_id\_t host\_trap\_id[4];

sai\_trap\_attr[0].id=SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_GROUP;

sai\_trap\_attr[0].value=&high\_prio\_group;

sai\_trap\_attr[1].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_ACTION;

sai\_trap\_attr[1].value= SAI\_PACKET\_ACTION\_TRAP*;*

sai\_trap\_attr[2].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_TYPE;

sai\_trap\_attr[2].value= SAI\_HOSTIF\_TRAP\_TYPE\_STP;

sai\_create\_hostif\_trap\_fn(&host\_trap\_id[0],2, sai\_trap\_attr);

// configure LACP trap-id

sai\_trap\_attr[0].id=SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_GROUP;

sai\_trap\_attr[0].value=&high\_prio\_group;

sai\_trap\_attr[1].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_ACTION;

sai\_trap\_attr[1].value=SAI\_PACKET\_ACTION\_TRAP*;*

sai\_trap\_attr[2].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_TYPE;

sai\_trap\_attr[2].value= SAI\_HOSTIF\_TRAP\_TYPE\_LACP;

sai\_create\_hostif\_trap\_fn(&host\_trap\_id[1], 2, sai\_trap\_attr);

// configure ARP trap-id

sai\_trap\_attr[0].id=SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_GROUP;

sai\_trap\_attr[0].value=&med\_prio\_group;

sai\_trap\_attr[1].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_ACTION;

sai\_trap\_attr[1].value= SAI\_PACKET\_ACTION\_LOG;

sai\_trap\_attr[2].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_TYPE;

sai\_trap\_attr[2].value= SAI\_HOSTIF\_TRAP\_TYPE\_ARP\_REQUEST;

sai\_create\_hostif\_trap\_fn(&host\_trap\_id[2], 2, sai\_trap\_attr);

…

//configure router exception

sai\_trap\_attr[0].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_GROUP;

sai\_trap\_attr[0].value=&low\_prio\_group;

sai\_trap\_attr[1].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_ACTION;

sai\_trap\_attr[1].value= SAI\_PACKET\_ACTION\_TRAP;

sai\_trap\_attr[2].id= SAI\_HOSTIF\_TRAP\_ATTR\_TRAP\_TYPE;

sai\_trap\_attr[2].value= SAI\_HOSTIF\_TRAP\_TYPE\_ROUTER\_MIN;

sai\_create\_hostif\_trap\_fn(&host\_trap\_id[3], 2, sai\_trap\_attr);

### Step 4- configure the host table

### 

sai\_object\_id\_t host\_table\_entry[4];

sai\_attribute\_t sai\_if\_channel\_attr[3];

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[0]; // Object referencing STP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_NETDEV\_LOGICAL\_PORT;

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[0], 3, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[1]; // Object referencing LACP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_NETDEV\_PHYSICAL\_PORT;

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[1], 3, sai\_if\_channel\_attr);

…

## Configuration example – using file descriptor channel

Same setup and packet types as above example working with a single file descriptor.

### Step 1- create three trap groups

Same as 3.5.1

### Step 2- create host interface FD

Creation of the file descriptor (the same logic and flow can be used in order to create more than one file descriptor)

sai\_object\_id\_t host\_if\_id;

sai\_attribute\_t sai\_if\_channel\_attr[1];

sai\_if\_channel\_attr[0].id=SAI\_HOST\_INTERFACE\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value=SAI\_HOST\_INTERFACE\_TYPE\_FD;

sai\_create\_host\_interface\_fn(&host\_if\_id, 1, sai\_if\_channel\_attr);

### Step 3- configure the trap-ids

Same as 3.5.3

### Step 4- configure the host table

sai\_object\_id\_t host\_table\_entry[4];

sai\_attribute\_t sai\_if\_channel\_attr[4];

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[0]; // Object referencing STP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_FD;

sai\_if\_channel\_attr[3].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_HOST\_IF;

sai\_if\_channel\_attr[3].value=host\_if\_id; // host interface of type file descriptor

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[0], 4, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[1]; // Object referencing LACP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_FD;

sai\_if\_channel\_attr[3].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_HOST\_IF;

sai\_if\_channel\_attr[3].value=host\_if\_id; // host interface of type file descriptor

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[1], 3, sai\_if\_channel\_attr);

…

### Step 5- send and receive

// receive flow

void \*buffer;

sai\_size\_t buffer\_size,

sai\_attribute\_t sai\_packet\_attr[3];

uint32\_t attr\_count = 3;

// alloocate buffer

buffer\_alloc(&buffer, CONTROL\_MTU);

while(TRUE)

{

buffer\_size = CONTROL\_MTU;

sai\_recv\_hostif\_packet\_fn(host\_if\_id, buffer, &buffer\_size, &attr\_count, sai\_packet\_attr);

handle\_packet(buffer, buffer\_size, attr\_count, sai\_packet\_attr);

);

// send flow

void \*buffer;

sai\_attribute\_t sai\_packet\_send\_attr[3];

// send STP packet through port 4

buffer\_alloc(&buffer, STP\_FRAME\_SIZE);

stp\_buffer\_set(buffer);

sai\_packet\_send\_attr[0].id= SAI\_PACKET\_EGRESS\_PORT;

sai\_packet\_send\_attr[0].value=4;

sai\_packet\_send\_attr[1].id= SAI\_PACKET\_EGRESS\_QUEUE;

sai\_packet\_send\_attr[1].value= queue\_id; //queue\_id is a queue element created via QoS SAI;

sai\_packet\_send\_attr[2].id= SAI\_PACKET\_TX\_TYPE;

sai\_packet\_send\_attr[2].value= SAI\_TX\_TYPE\_PIPELINE\_BYPASS;

sai\_send\_hostif\_packet\_fn(host\_if\_id, buffer, STP\_FRAME\_SIZE, 3, sai\_packet\_send\_attr);

## Configuration example – using packet receive callback channel

Same setup and packet types as above example working with a packet receive callback

### Step 1- create three trap groups

Same as 3.5.1

### Step 2- configure the trap-ids

Same as 3.5.2

### Step 3- configure the host table

sai\_object\_id\_t host\_table\_entry[4];

sai\_attribute\_t sai\_if\_channel\_attr[3];

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[0]; // Object referencing STP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_CB;

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[0], 3, sai\_if\_channel\_attr);

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_TRAP\_ID;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TRAP\_ID;

sai\_if\_channel\_attr[1].value=host\_trap\_id[1]; // Object referencing LACP trap

sai\_if\_channel\_attr[2].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[2].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_CB;

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[1], 3, sai\_if\_channel\_attr);

…

### Step 4- send and receive

// recive flow SAI via CB

SAI calls application callback on\_packet\_event(

\_In\_ const void \*buffer,

\_In\_ sai\_size\_t buffer\_size,

\_In\_ uint32\_t attr\_count,

\_In\_ const sai\_attribute\_t \*attr\_list

)

// send flow

void \* buffer;

sai\_attribute\_t sai\_packet\_send\_attr[3];

// send STP packet through port 4

buffer\_alloc(&buffer, STP\_FRAME\_SIZE);

stp\_buffer\_set(buffer);

sai\_packet\_send\_attr[0].id= SAI\_PACKET\_EGRESS\_PORT;

sai\_packet\_send\_attr[0].value=4;

sai\_packet\_send\_attr[1].id= SAI\_PACKET\_EGRESS\_QUEUE;

sai\_packet\_send\_attr[1].value= queue\_id; //queue\_id is a queue element created via QoS SAI;

sai\_packet\_send\_attr[2].id= SAI\_PACKET\_TX\_TYPE;

sai\_packet\_send\_attr[2].value= SAI\_TX\_TYPE\_PIPELINE\_BYPASS;

sai\_send\_hostif\_packet\_fn(0, buffer, STP\_FRAME\_SIZE, 3 ,sai\_packet\_send\_attr);

## Configuration example – trap via ACL

In the below example we will configure a system running using ACL to trap packet to the CPU

The user channel will be set globally (not per trap-id ) to OS net device

### Step 1- configure the trap id

Same as 3.5.1

### Step 2- create host interface netdev

Same as 3.5.2

### Step 3- configuring the host table

sai\_object\_id\_t host\_table\_entry[4];

sai\_attribute\_t sai\_if\_channel\_attr[2];

sai\_if\_channel\_attr[0].id=SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_TYPE;

sai\_if\_channel\_attr[0].value= SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_TYPE\_WILDCARD;

sai\_if\_channel\_attr[1].id= SAI\_HOSTIF\_TABLE\_ENTRY\_ATTR\_CHANNEL;

sai\_if\_channel\_attr[1].value=SAI\_HOST\_INTERFACE\_TABLE\_ENTRY\_CHANNEL\_TYPE\_PHYSICAL\_NETDEV;

sai\_create\_hostif\_table\_entry\_fn(&host\_table\_entry[0], 2, sai\_if\_channel\_attr);

### Step 2- ACL configuration

* Create ACL table
  + Set ACL table priority attribute
* Create an ACL entry
  + Set ACL entry match fields
  + Set ACL entry priority
    - Set ACL entry action fields
      * SAI\_ACL\_ENTRY\_ATTR\_ACTION\_TRAP\_TO\_CPU to true
      * SAI\_ACL\_ENTRY\_ATTR\_ACTION\_SET\_POLICER with pre define policer
      * SAI\_ACL\_ENTRY\_ATTR\_ACTION\_SET\_COS with pre define traffic class
  + Bing ACL entry to a ACL table