P4 Hands-on

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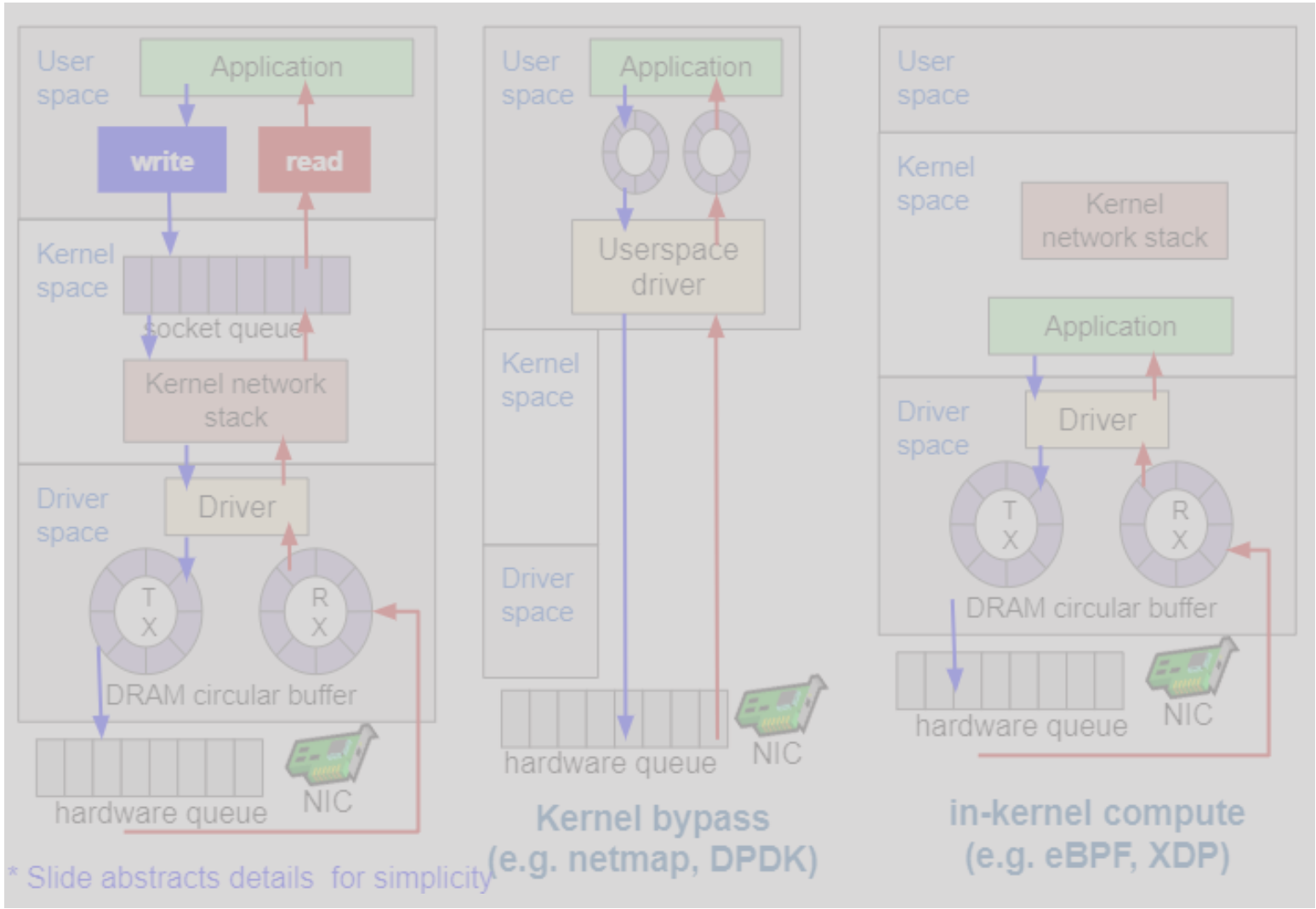
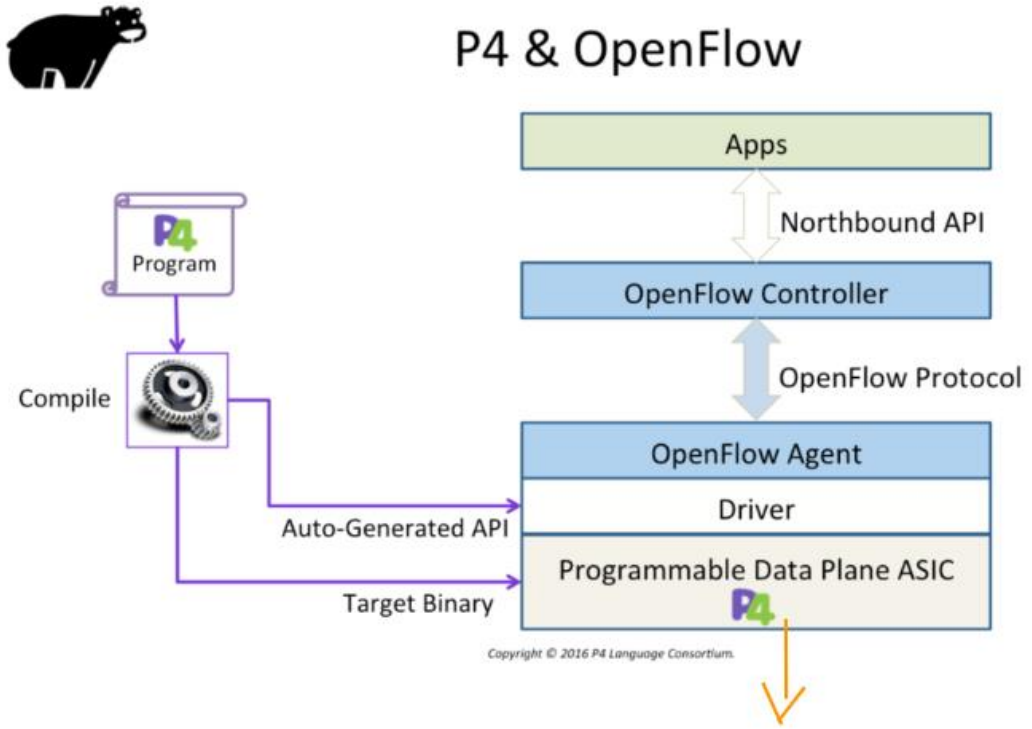


in-network compute (NIC/switch)

SDN - Programmable Switches – P4

- Switches are programmable with a language called P4
- We can modify the way packets are processed at line rate which is very powerful!



Lab 0: Hello World

A write that connects two ports

Let’s get the environment ready!

1. Install Hypervisor

- We need to first install virtualbox (or an equivalent hypervisor) on our system. Download the binary from the links below according to your host OS

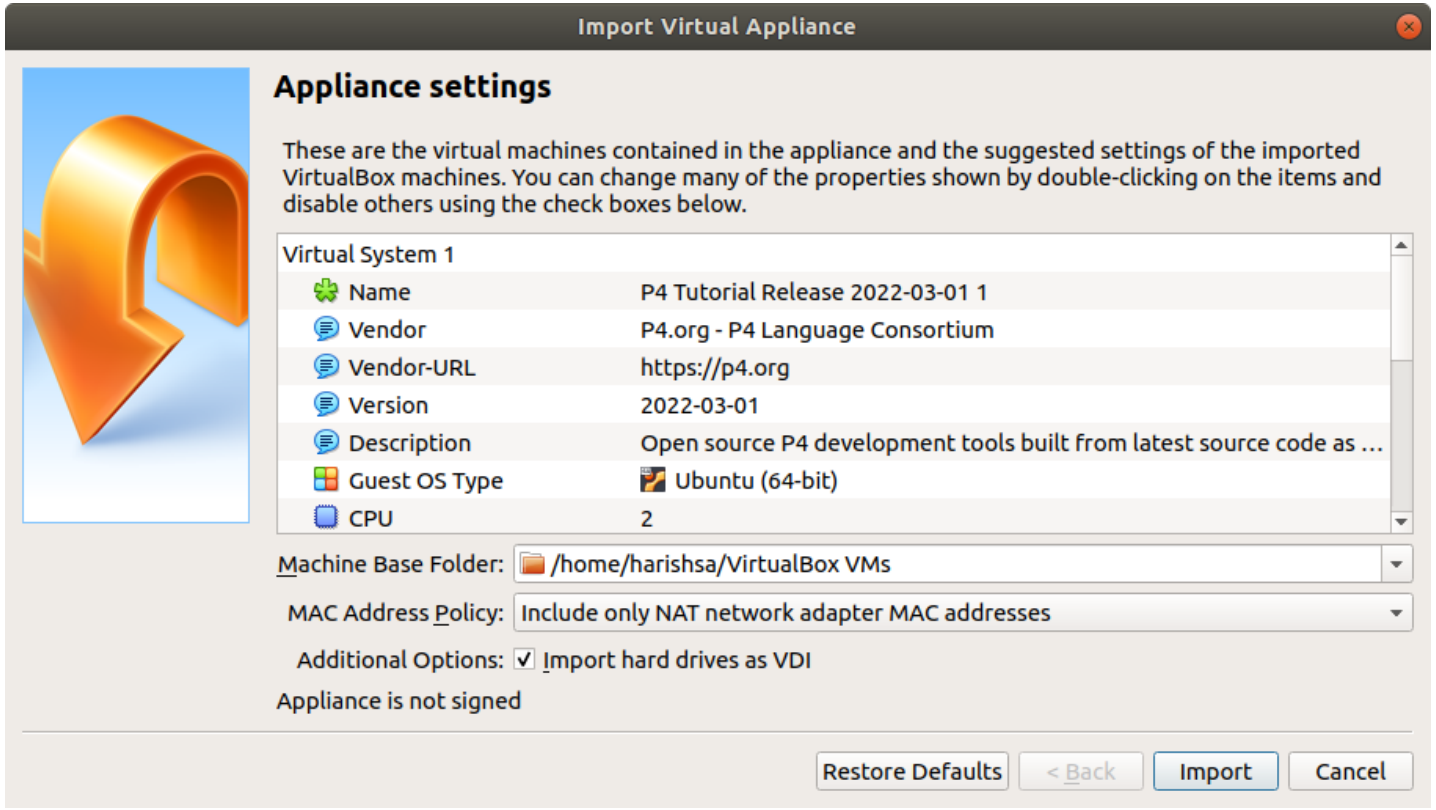
  Windows: https://www.virtualbox.org/wiki/Downloads
  Linux: https://www.virtualbox.org/wiki/Linux_Downloads

  The installation should be straightforward.
  Stick with the default settings.

2. Import VM Image

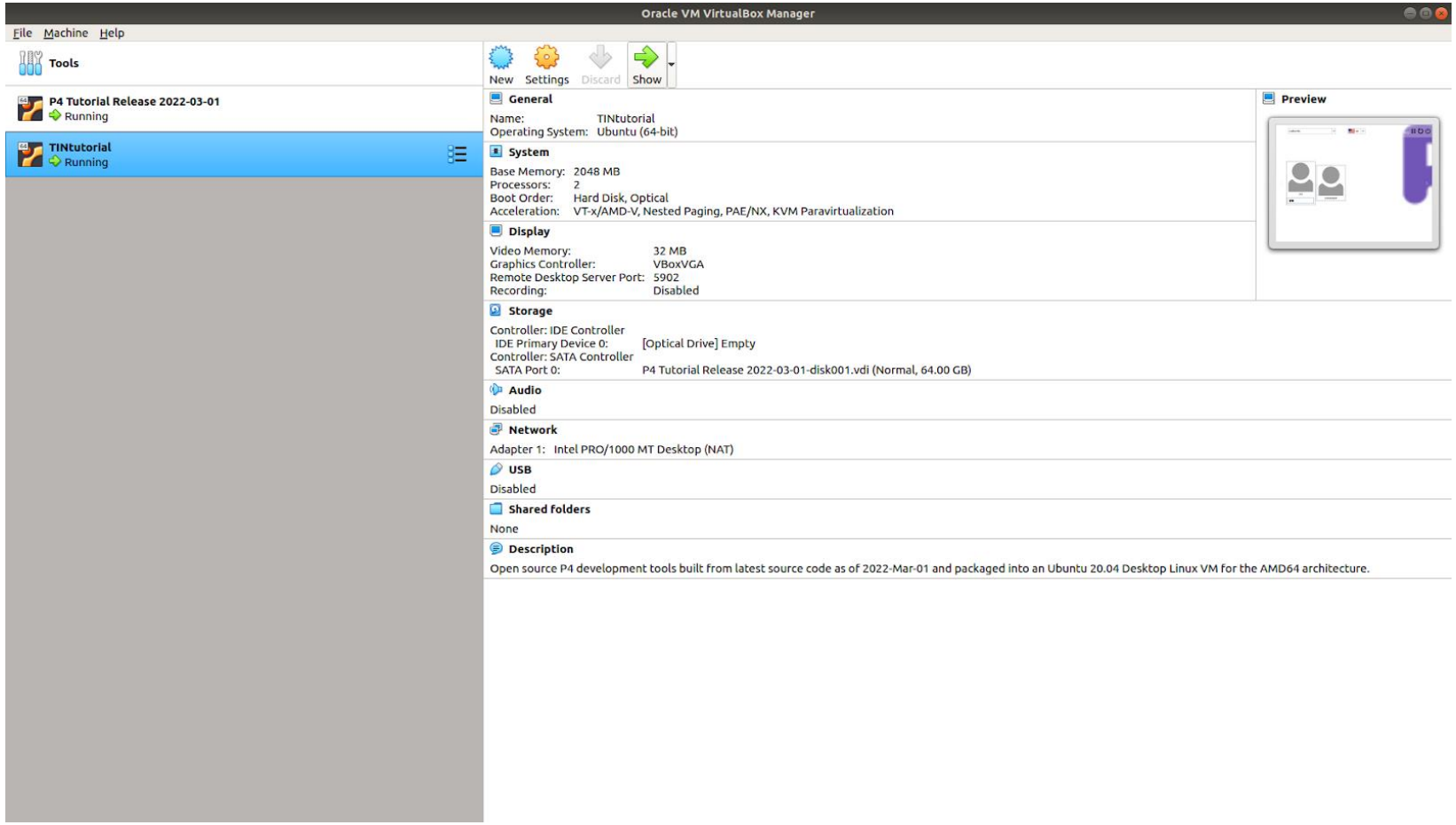
- Double click on the .ova file you just downloaded.
  Link: https://drive.google.com/file/d/1cgZh2wtyT878_GvndVKl-xeNojpB1Ms1/view

- Click on import and wait for the process to finish.



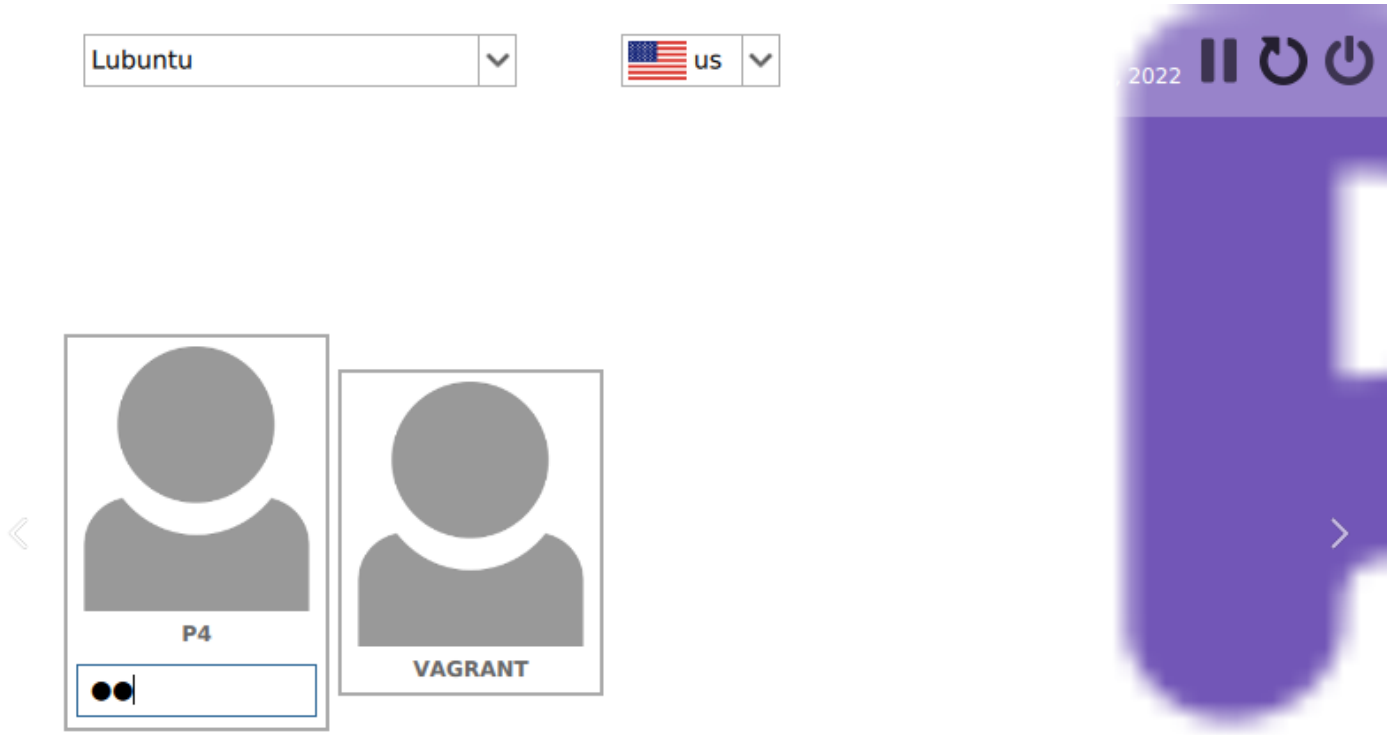
3. Boot up the VM

- The imported VM would be visible on the left pane as shown. Click on it and click start on the right pane.



4. Log in to the VM

- Use password “p4”



5. Clone the repository

- Create a local copy of the hands-on material using git clone:

- Open Terminal and type the following command:

```
$ git clone https://github.com/pnl-iiitd/2023-P4-for-all-tutorial.git
```

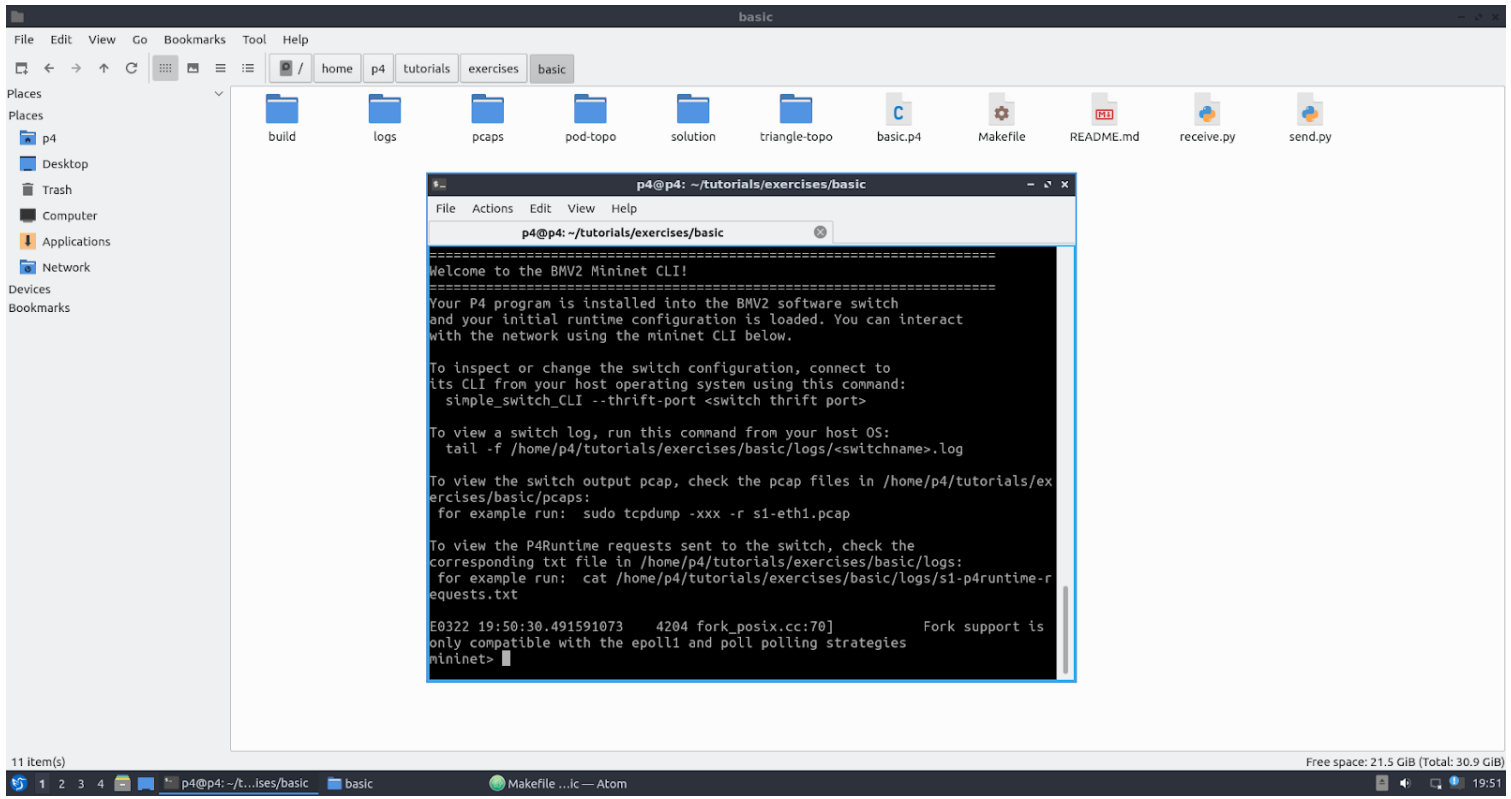
```
$ git clone pnl-iiitd/2023-P4-for-all-tutorial
```

- Verify that a new folder called 2023-P4-for-all-tutorial has been created in /home/p4

6. Environment Verification

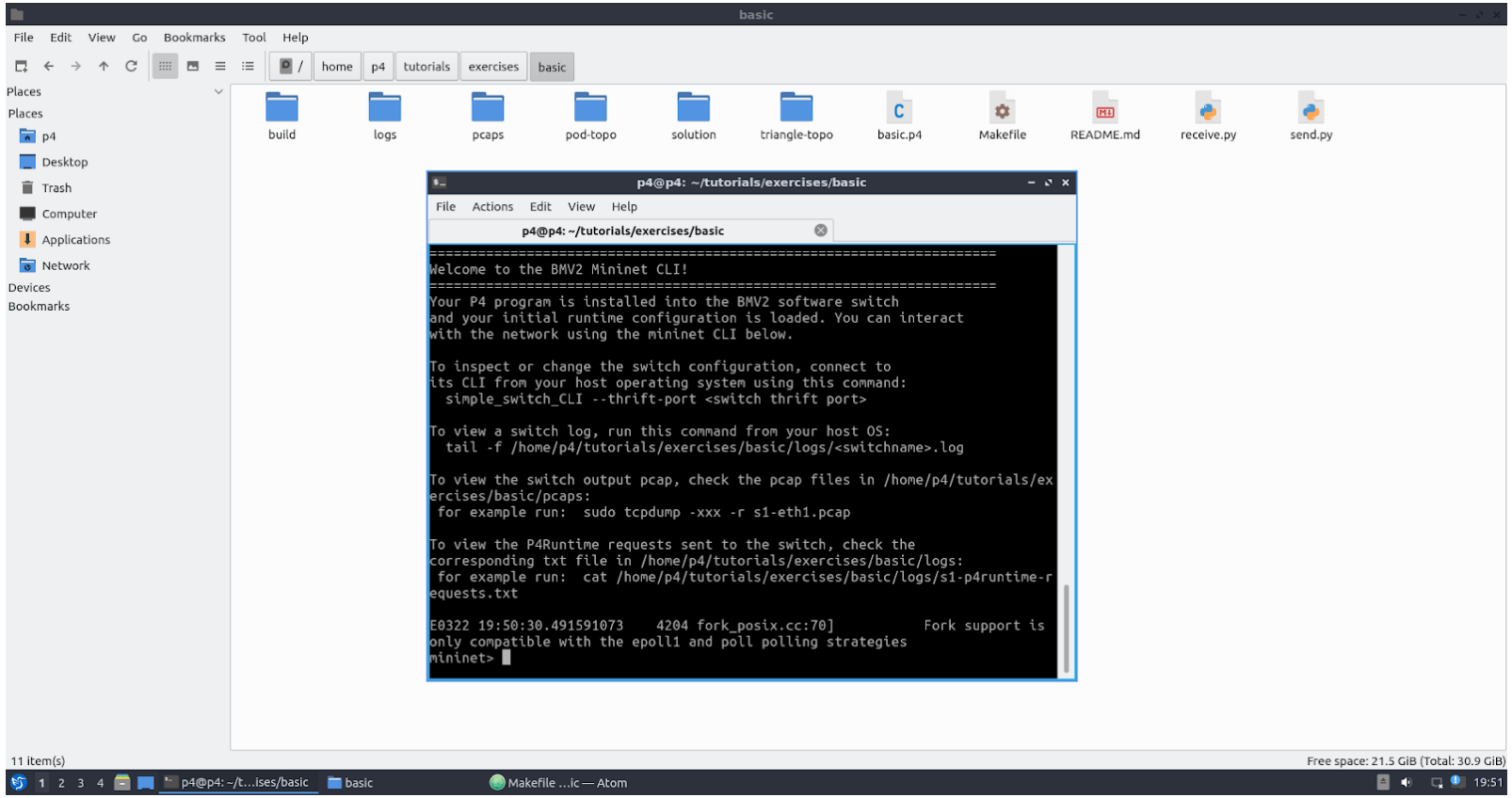
- Open terminal and navigate to “/home/p4/2023-P4-for-all-tutorial/exercises/simple”
- Once inside the location execute the following command on the terminal:

$ make



5. Environment Verification

- The screen shown below should be visible. We have now successfully started a mininet topology containing P4 compatible switches, hosts and links.

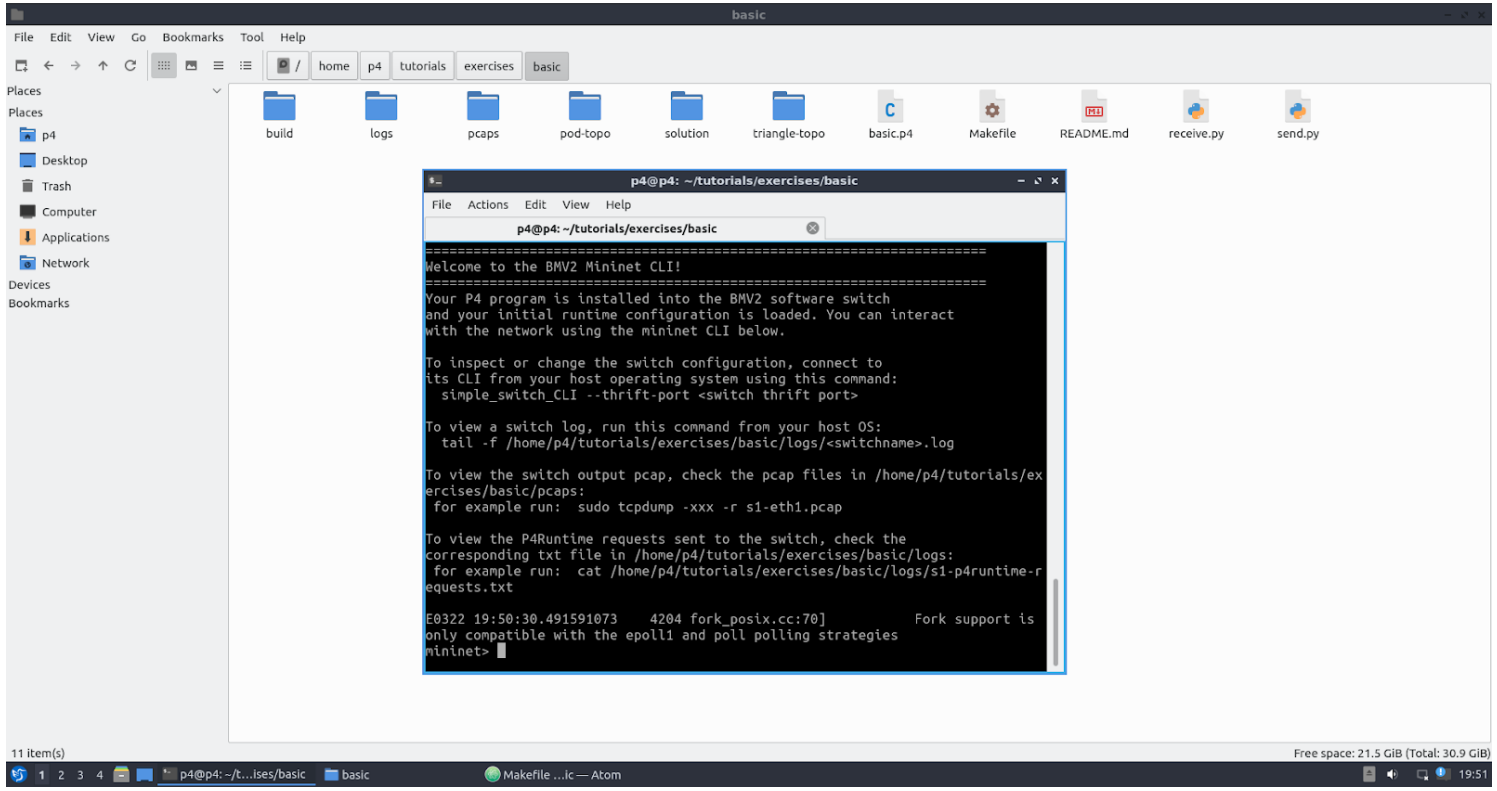


5. Environment Verification

- Next, inside the prompt type the following command:

  $ xterm h1

- A new xterm window as shown below should open up. Type “ifconfig” in the prompt and verify if the screenshot and your result are the same.

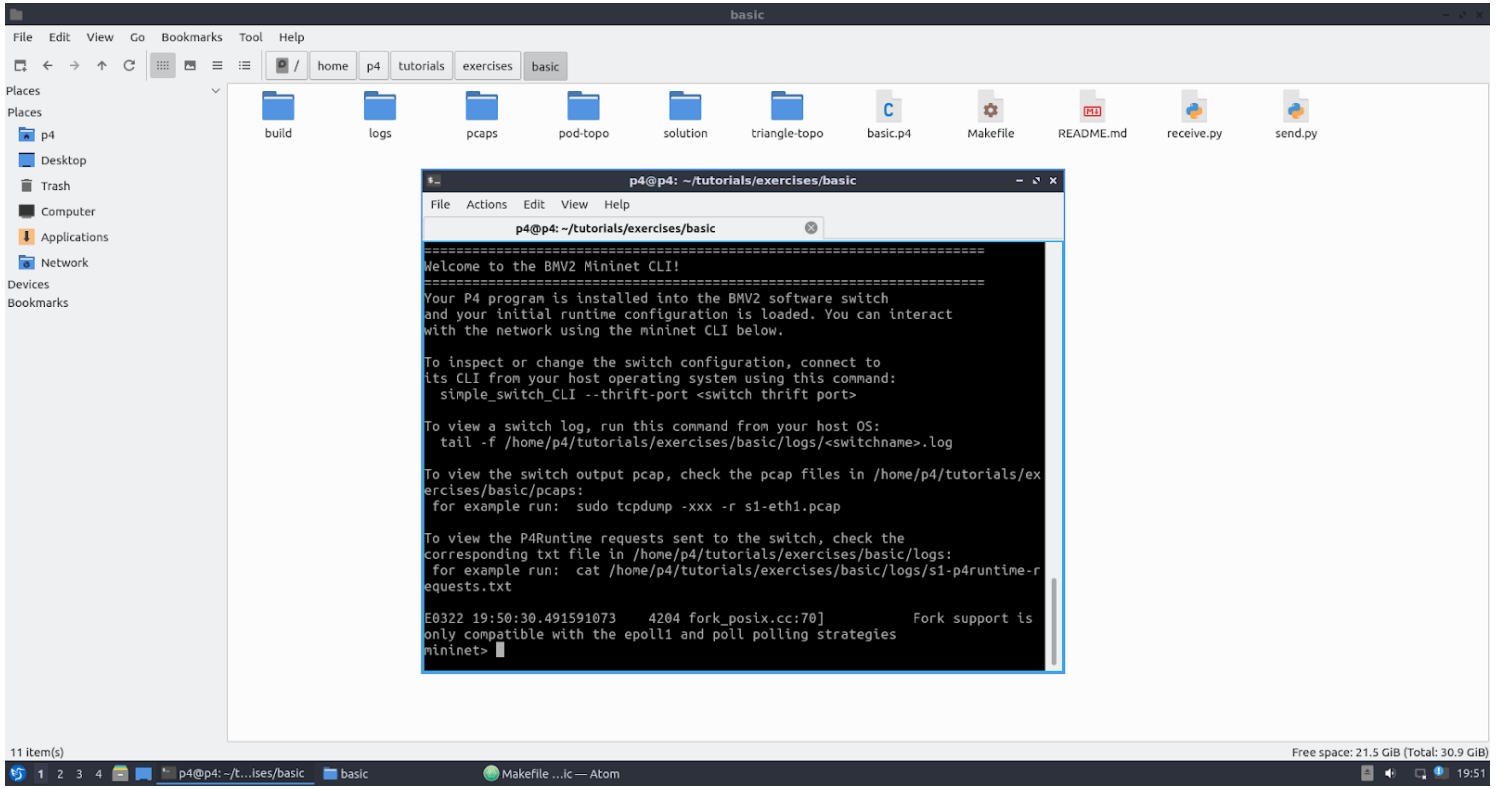


6. Wireshark

- Now we will generate packets and ensure that we can capture them on wireshark.
- Open up a new terminal and type the following command:

  $ sudo wireshark &

- Once wireshark opens up, double click the interface “s1-eth1” as shown:

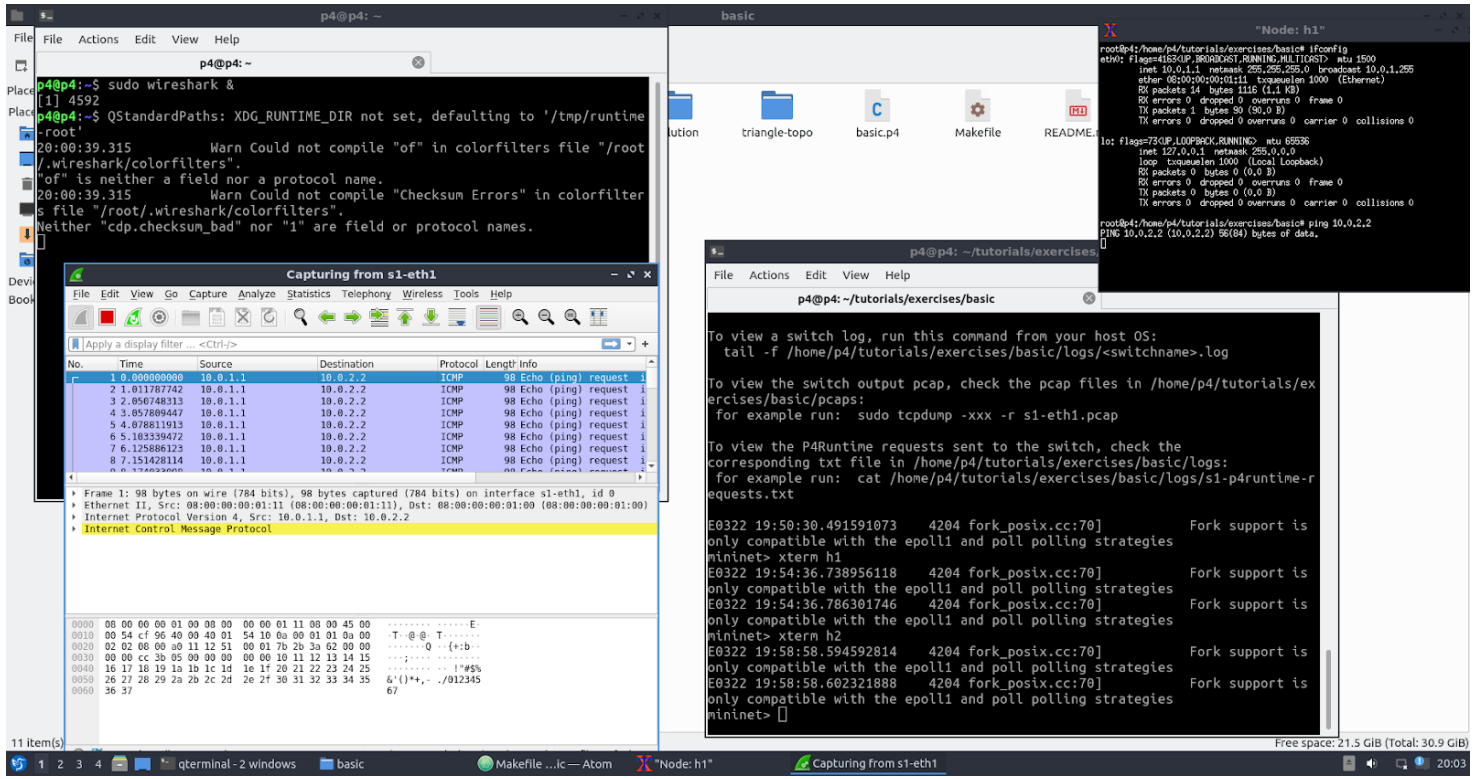


7. Test if all of it works

- Now go back to the xterm window and type the command:

  ping 10.0.2.2

- The wireshark screen will show ICMP packets captured



What did we just do?

Simple Forwarding: topology

- We sent ICMP packets from h1 to h2

Lab 1: Basic Forwarding

Link

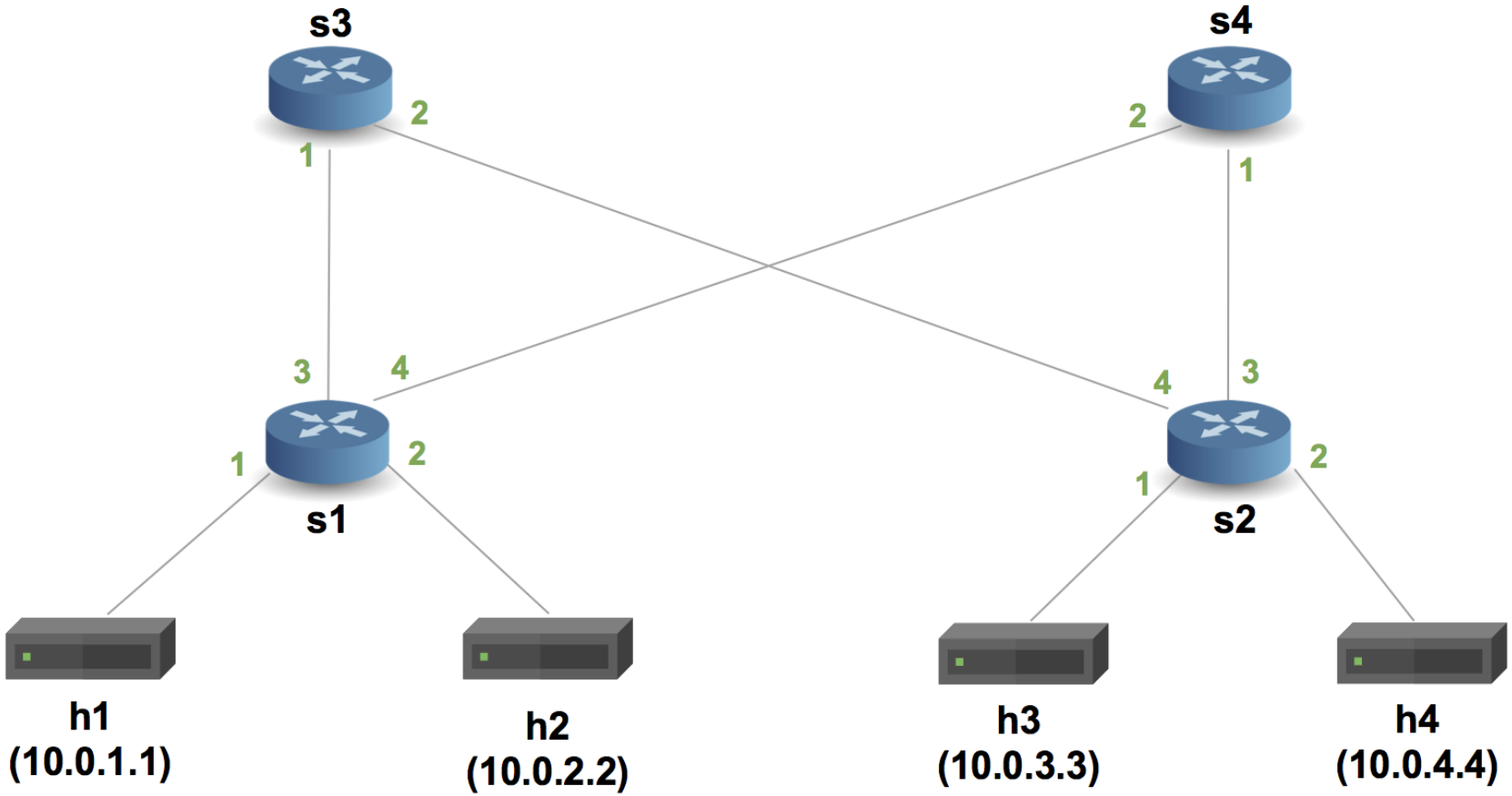
Basic Forwarding

- The objective of this exercise is to write a P4 program that implements basic forwarding. To keep things simple, we will just implement forwarding for IPv4.

- With IPv4 forwarding, the switch must perform the following actions for every packet:
  (i) update the source and destination MAC addresses,
  (ii) decrement the time-to-live (TTL) in the IP header, and
  (iii) forward the packet out the appropriate port.

Basic Forwarding: topology

- We will use the following topology for this exercise. It is a single pod of a fat-tree topology and henceforth referred to as pod-topo:



Basic Forwarding

- The skeleton P4 program, **basic.p4** initially drops all packets. We need to extend this skeleton program to properly forward IPv4 packets.

Before that, let's compile the incomplete basic.p4 and bring up a switch in Mininet to test its behavior!

Basic Forwarding

Commands:

```
> make run
```

- **This will:**
  - compile **basic.p4**, and
  - start the pod-topo in Mininet and configure all switches with the appropriate P4 program + table entries, and
  - configure all hosts with the commands listed in pod-topo/topology.json

Let's run some more commands

Basic Forwarding

Commands:

```
mininet> h1 ping h2
```

```
mininet> pingall
```

Let’s bring up one of the device interface and run “ifconfig”

```
mininet> xterm h1
```

```
mininet> xterm h2
```

Based on the IP address, ping h2 from h1: ping 10.0.2.2

Unable to ping any hosts! Something is not fine!

```
make stop
```

```
make clean
```

Basic Forwarding

- The ping failed because each switch is programmed according to **basic.p4**, which drops all packets on arrival

Goal: Extend this file so it forwards packets

Basic Forwarding

- Replace all the /* TODO: …… */ in **basic.p4**
- Once filled, bring up mininet using make run
- Try h1 ping h2
- Bring up the respective xterms of the hosts and try pinging using the IP address

Now, let us dissect what we just did!

Basic Forwarding

- **Let us first look at the Makefile!**

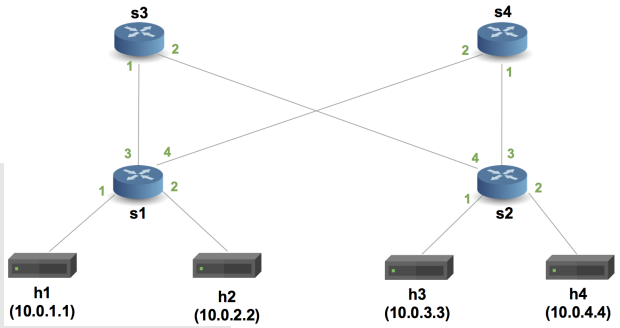
```
BMV2_SWITCH_EXE = simple_switch_grpc
TOPO = pod-topo/topology.json

include ../../utils/Makefile
```

Let’s look at topology.json

Basic Forwarding

topology.json




```
{
    "hosts": {
        "h1": {"ip": "10.0.1.1/24", "mac": "08:00:00:00:01:11",
               "commands":["route add default gw 10.0.1.10 dev eth0",
                           "arp -i eth0 -s 10.0.1.10 08:00:00:00:01:00"] },
…
},
    "switches": {
        "s1": { "runtime_json" : "pod-topo/s1-runtime.json" },
….
},
    "links": [
        ["h1", "s1-p1"], ["h2", "s1-p2"], ["s1-p3", "s3-p1"], ["s1-p4", "s4-p2"],
        ["h3", "s2-p1"], ["h4", "s2-p2"], ["s2-p3", "s4-p1"], ["s2-p4", "s3-p2"]
    ]
}
```

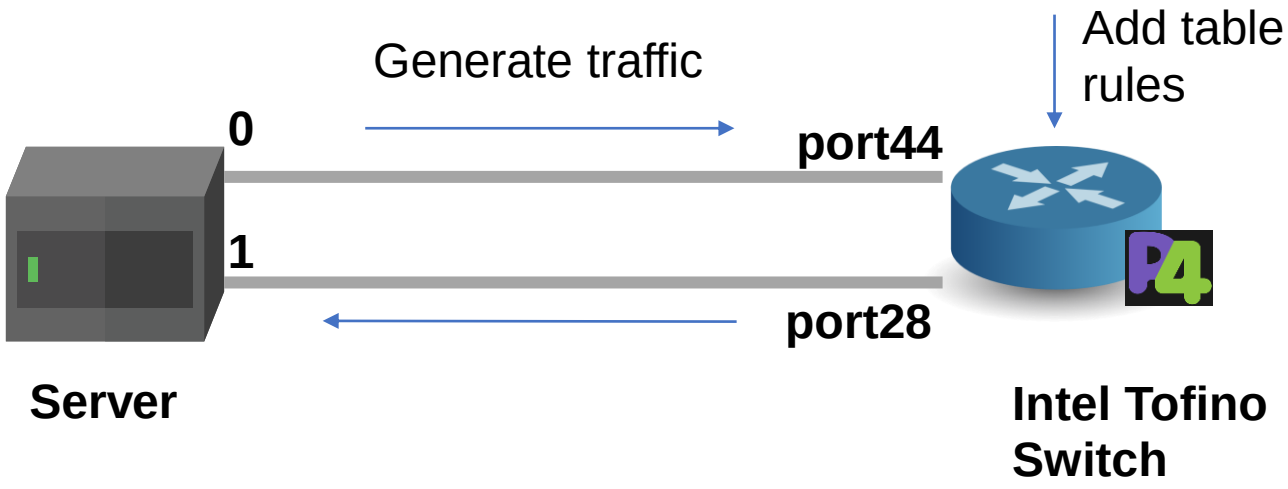
Let’s analyze one of the runtime files

Basic Forwarding

s1-runtime.json

```
"target": "bmv2",
  "p4info": "build/basic.p4.p4info.txt",
  "bmv2_json": "build/basic.json",
  "table_entries": [
    ……
    {
      "table": "MyIngress.ipv4_lpm",
      "match": {
        "hdr.ipv4.dstAddr": ["10.0.1.1", 32]
      },
      "action_name": "MyIngress.ipv4_forward",
      "action_params": {
        "dstAddr": "08:00:00:00:01:11",
        "port": 1
      }
    },
```

Tofino Demonstration



Tofino

- Initialize the switch
- Compile the code
- Add the ports: QSFP ports
- Now observe using BFRT the table rules and values, etc

Lab2: Basic Tunneling

Link

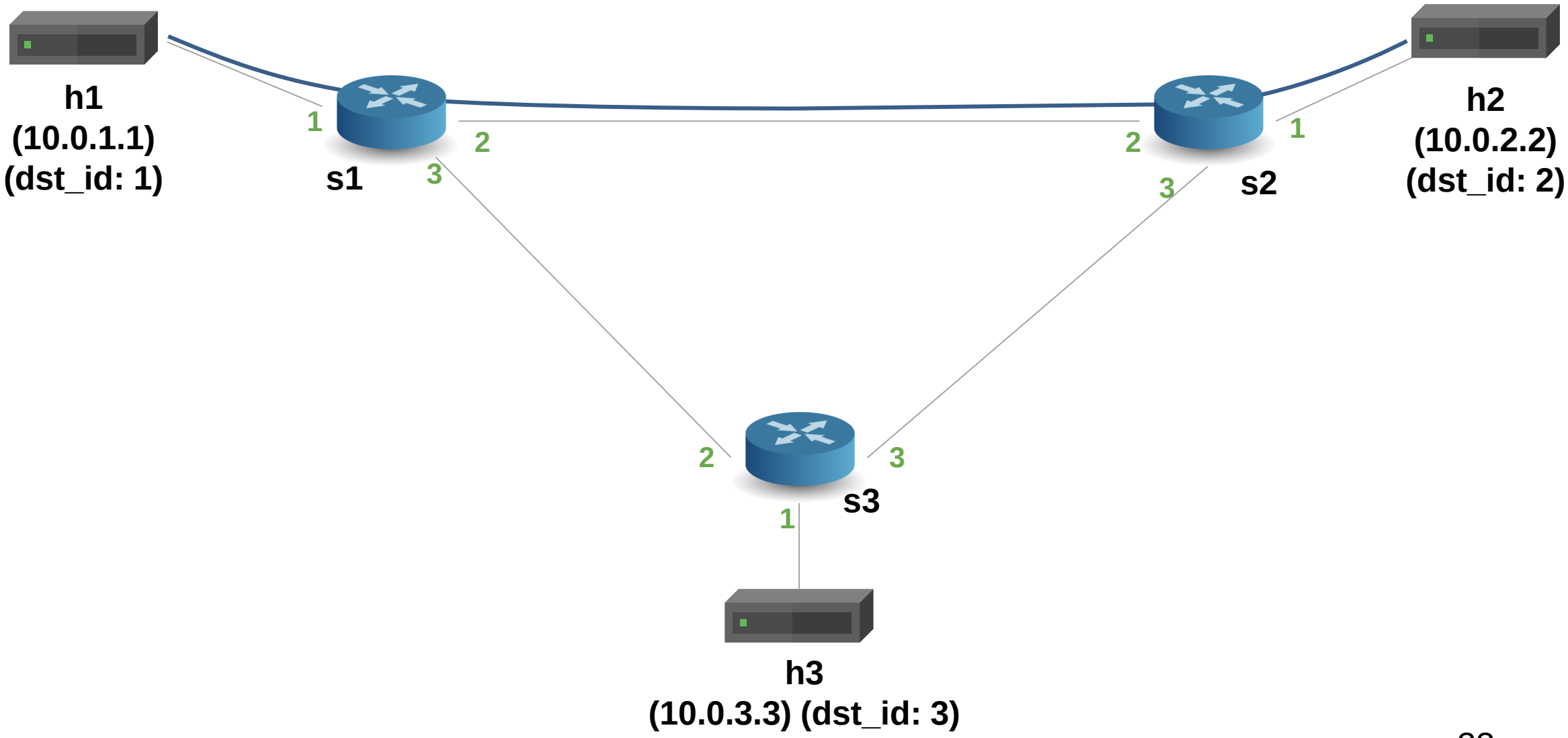
Basic Tunneling

- We will add support for a basic tunneling protocol to the IP router that you completed in the previous assignment. The basic switch forwards based on the destination IP address.

- Define a new header type to encapsulate the IP packet and modify the switch code, so that it instead decides the destination port using a new tunnel header.

- The new header type will contain a protocol ID, which indicates the type of packet being encapsulated, along with a destination ID to be used for routing.

Basic Tunneling: topology



Basic Tunneling

- Add support for basic tunneling to the basic IP router
- Define a new header type (`myTunnel`) to encapsulate the IP packet
- `myTunnel` header includes:
  - `proto_id` : type of packet being encapsulated
  - `dst_id` : ID of destination host
- Modify the switch to perform routing using the `myTunnel` header

Basic Tunneling TODO List

- Define `myTunnel_t` header type and add to `headers` struct
- Update parser
- Define `myTunnel_forward` action
- Define `myTunnel_exact` table
- Update table application logic in `MyIngress` `apply` statement
- Update deparser
- Adding forwarding rules

FAQs

- **Can I apply a table multiple times in my P4 Program?**
  - No (except via resubmit / recirculate)
- **Can I modify table entries from my P4 Program?**
  - No (except for direct counters)
- **What happens upon reaching the `reject` state of the parser?**
  - Architecture dependent
- **How much of the packet can I parse?**
  - Architecture dependent