



T4P4S: When P4 meets DPDK

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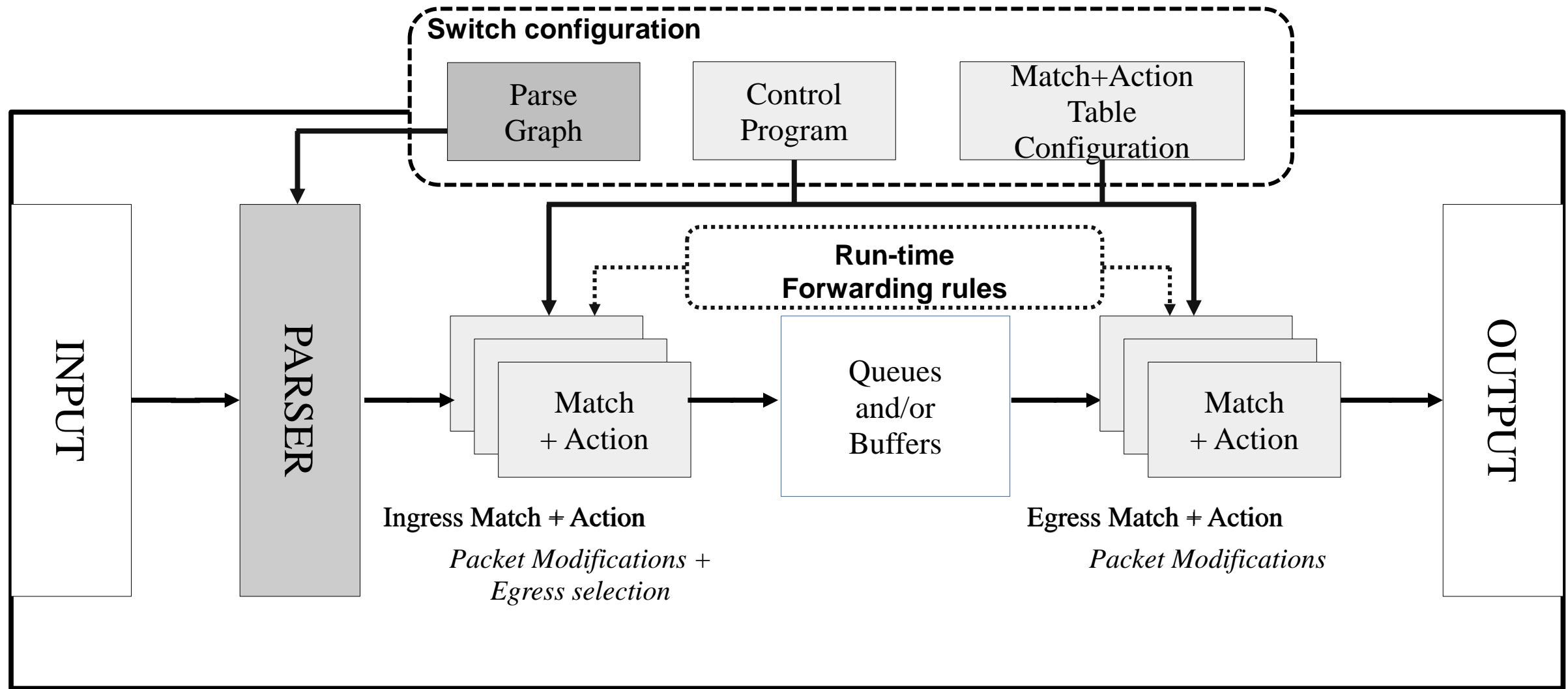


What is P4?



- ▶ Domain specific language for programming any kind of data planes
 - ▶ Flexible, protocol and target independent
 - ▶ Re-configurable
 - ▶ Intuitive abstractions
- ▶ Open source project
 - ▶ Free membership
 - ▶ Strong industrial interest (56 industrial partners + 15 universities)
- ▶ Intensive activity
 - ▶ Workshops, extended language specification, network function examples in P4
 - ▶ Evolving language: P4-14 and P4-16 variants
 - ▶ Open source tools: behavioral compiler, reusable frontend, JSON representation, switch API

P4 model (P4-14)



A P4-14 Example



```
header_type ethernet_t {
    fields {
        dstAddr : 48;
        srcAddr : 48;
        etherType : 16;
    }
}
```

```
table ipv4_lpm {
    reads {
        ipv4.dstAddr : lpm;
    }
    actions {
        set_next_hop;
        drop;
    }
}
```

```
parser parse_ethernet {
    extract(ethernet);
    return select(latest.etherType) {
        0x8100 : parse_vlan;
        0x800 : parse_ipv4;
        0x86DD : parse_ipv6;
    }
}
```

```
action set_next_hop(nhop_ipv4_addr, port) {
    modify_field(metadata.nhop_ipv4_addr, nhop_ipv4_addr);
    modify_field(standard_metadata.egress_port, port);
    add_to_field(ipv4.ttl, -1);
}
```

A P4-14 Example



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}
```

```
table ipv4_lpm {
    reads {
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    }
    actions {
        set_next_hop;
        drop;
    }
}
```

```
control ingress {
    apply(l2_table);
    if (valid(ipv4)) {
        apply(port_mapping);

        apply(bd);

        apply(ipv4_fib) {
            on_miss {
                apply(ipv4_fib_lpm);
            }
        }

        apply(nexthop);
    }
}
```

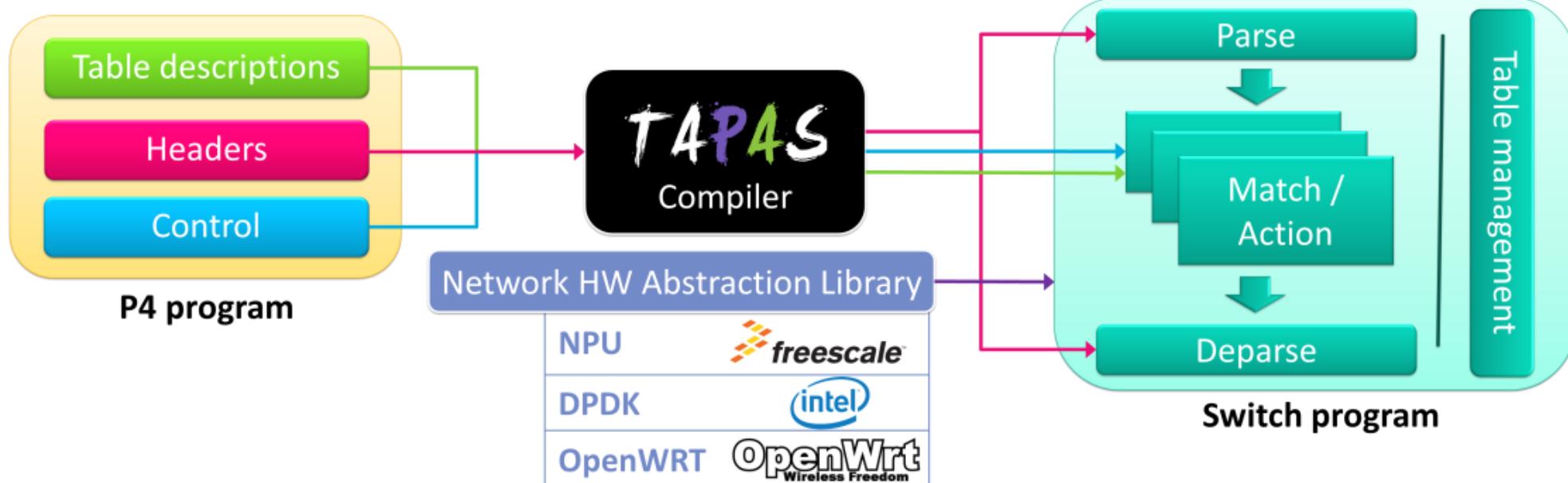
```
_ether {
    ethernet;
    select(latest.etherType) {
        00 : parse_vlan;
        00 : parse_ip4;
        DD : parse_ip6;

        _addr, port) {
            op_ip4_addr, nhop_ip4_addr);
            data.egress_port, port);
    }
}
```

Goals of T4P4S



- ▶ Extended data plane programmability
 - ▶ P4 code as a high level abstraction
- ▶ Support of different hardware targets
 - ▶ CPUs, NPUs, FPGA, etc.
- ▶ Create a compiler that separates hardware dependent and independent parts
 - ▶ Easily retargetable P4 compiler



Multi-target Compiler Architecture for P4



1. Hardware-independent „Core”

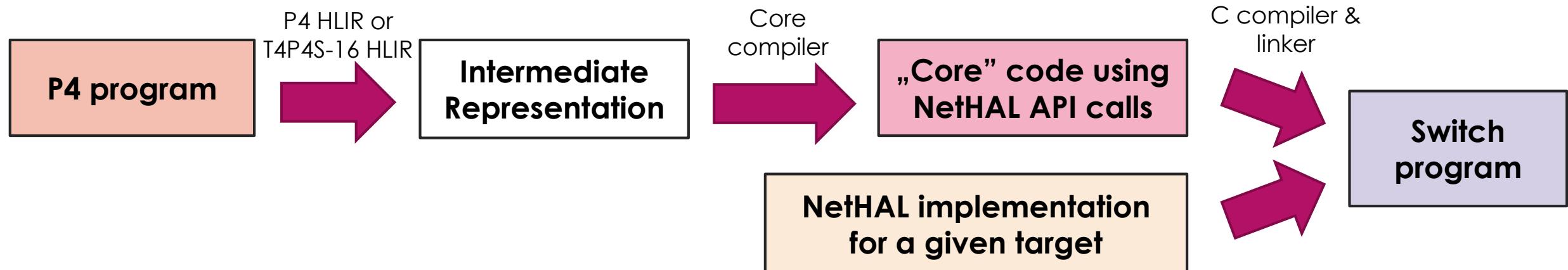
- ▶ Using an Intermediate Representation (IR)
- ▶ Compiling IR to a hardware independent C code with NetHAL calls

2. Hardware-dependent „Network Hardware Abstraction Layer” (NetHAL)

- ▶ Implementing well primitives that fulfill the requirements of most hardware
- ▶ A static and thin library
- ▶ Written by a hardware expert (currently available for DPDK and ODP)

3. Switch program

- ▶ Compiled from the hardware-independent C code of the „Core” and the target-specific HAL
- ▶ Resulting in a hardware dependent switch program



Multi-target Compiler Architecture for P4

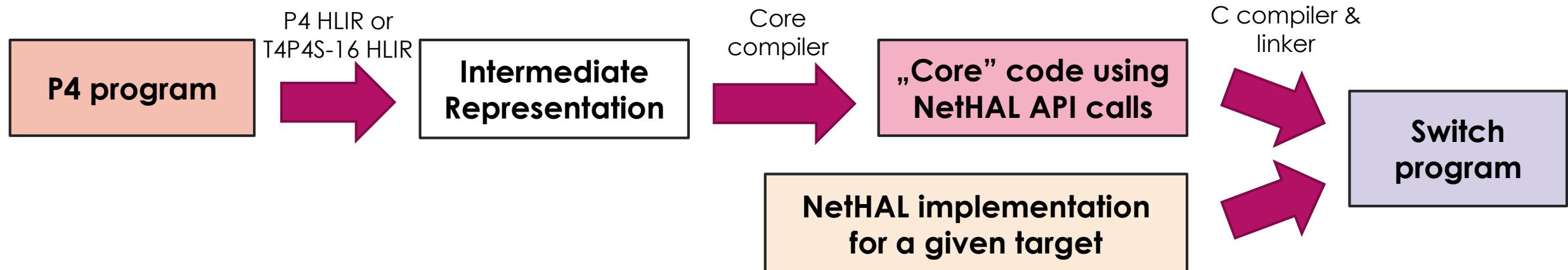


► PROs

- ▶ Much simpler compiler
- ▶ Modularity = better maintainability
- ▶ Exchangeable NetHAL = re-targetable switch (without rewriting a single line of code)
- ▶ NetHAL is not affected by changes in the P4 program

► CONs

- ▶ Potentially lower performance
- ▶ Difficulties with protocol/hardware-dependent optimization
- ▶ Communication overhead between the components (C function calls)
- ▶ Too general vs too detailed NetHAL API



The „core”



Run to completion model

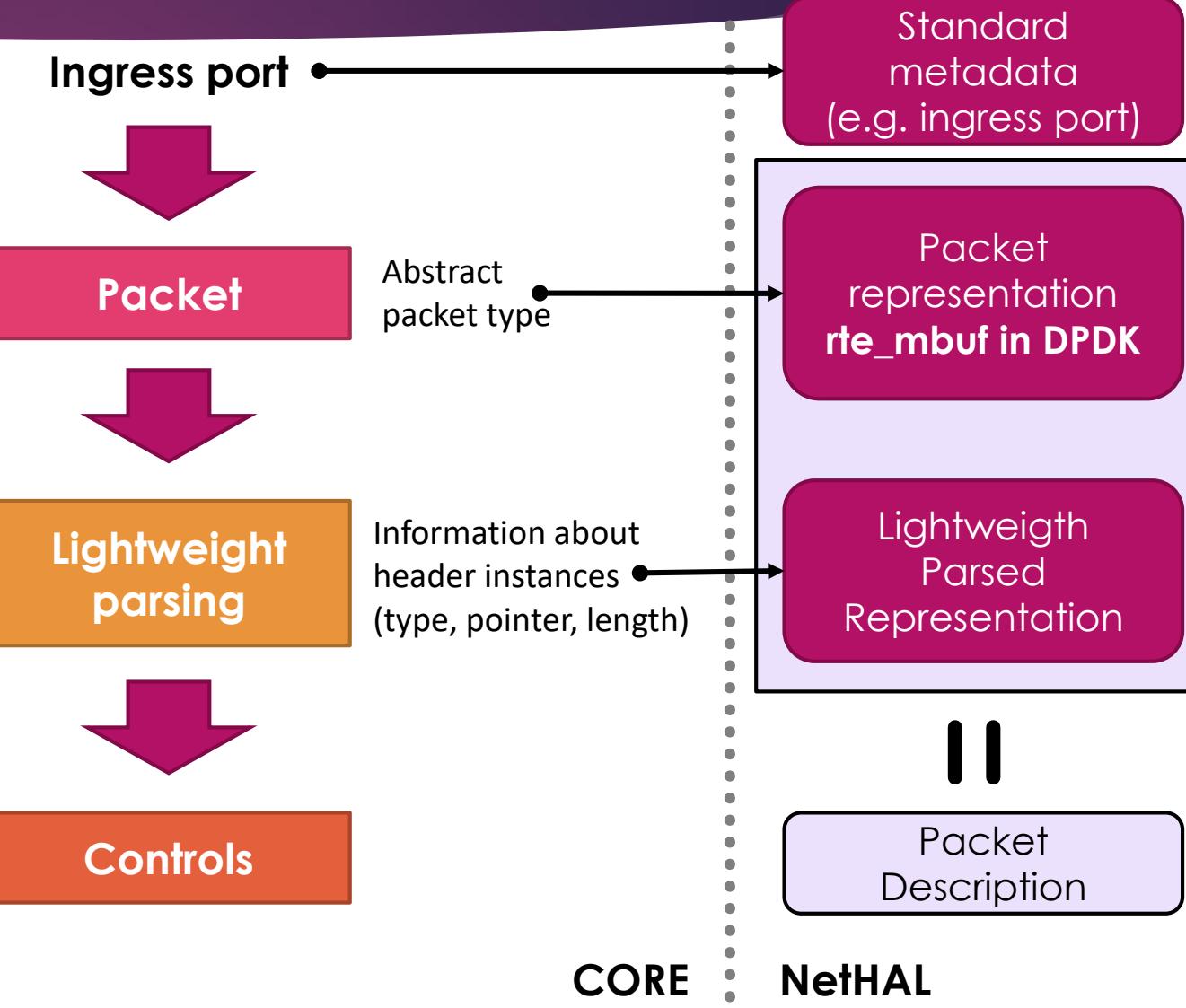
- ▶ Plans to move to a pipeline model

The core implements

- ▶ Packet „parsing”
- ▶ Control programs
- ▶ Actions
- ▶ Key calculations for lookup tables

Packet parsing

- ▶ Lightweight Parsed Representation
- ▶ Determining the positions and types of headers in the packet
- ▶ No "real" parsing or field extraction
 - ▶ lazy evaluation



The „core”



Run to completion model

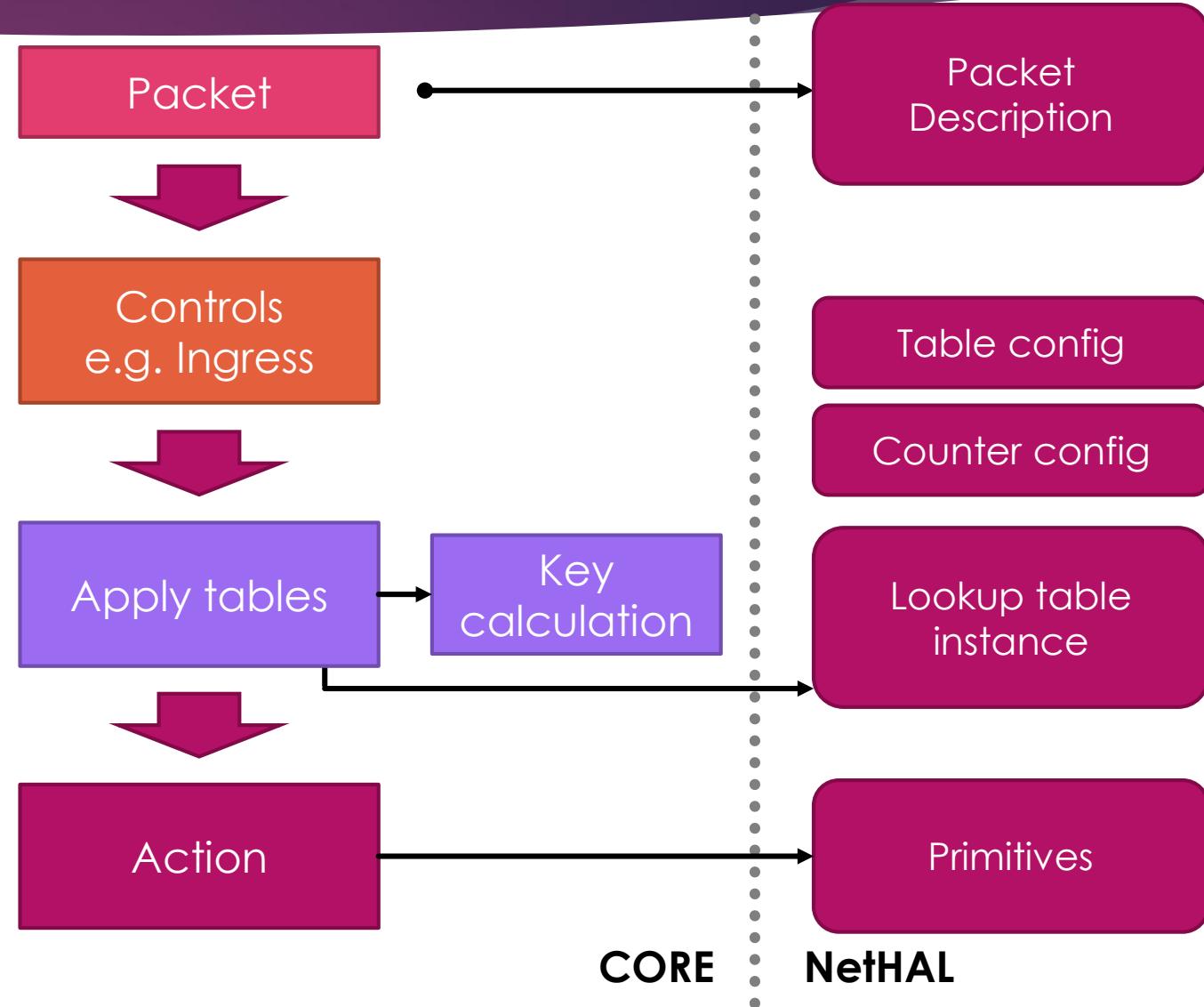
- ▶ Plans to move to a pipeline model

The core implements

- ▶ Packet „parsing”
- ▶ Control programs
- ▶ Actions
- ▶ Key calculations for lookup tables

Controls and actions

- ▶ Controls and actions are translated to C functions
- ▶ Key calculation for lookup tables
- ▶ Fields are extracted when needed
- ▶ In-place field modifications



The „core”



```
void action_code_forward(  
    packet_descriptor_t* pkt,  
    lookup_table_t** tables,  
    struct action_forward_params parameters)  
  
{// sugar@199  
  
    MODIFY_INT32_BYTEBUF(  
        pkt,  
        field_instance_standard_metadata_egress_port,  
        parameters.port,  
        2)// sugar@61  
  
}// sugar@207
```

to core primitives

- ▶ Key calculation for lookup tables
- ▶ Fields are extracted when needed
- ▶ In-place field modifications



Network Hardware Abstraction Library



Low-level generic C API

- ▶ For networking hardwares

Hardware specific implementations of

- ▶ States/settings (tables, counters, meters etc.)
- ▶ Related operations (table insert/delete/lookup, counter increment, etc.)
- ▶ Packet RX and TX operations
- ▶ Primitive actions (header-related + digests)
- ▶ Helpers for primitive actions (field-related)
 - ▶ Implemented as macros for performance reasons

Add and remove headers

```
add_header(packet_descriptor_t* p, header_reference_t h)
push(packet_descriptor_t* p, header_stack_t h)
remove_header(packet_descriptor_t* p, header_reference_t h)
pop(packet_descriptor_t* p, header_stack_t h)
```

Field modification & extraction

```
MODIFY_BYTEBUF_BYTEBUF(pd, dstfield, src, srclen)
MODIFY_INT32_BYTEBUF(pd, dstfield, src, srclen)
MODIFY_INT32_INT32(pd, dstfield, value32)
EXTRACT_INT32(pd, field, dst)
```

Table & counter operations

```
exact_lookup(lookup_table_t* t, uint8_t* key)
lpm_lookup(lookup_table_t* t, uint8_t* key)
ternary_lookup(lookup_table_t* t, uint8_t* key)
exact_add(lookup_table_t* t, uint8_t* key, uint8_t* value)
lpm_add(lookup_table_t* t, uint8_t* key, uint8_t depth, uint8_t* value)
ternary_add(lookup_table_t* t, uint8_t* key, uint8_t* mask, uint8_t* value)
increase_counter(int counterid, int index)
read_counter(int counterid, int index)
```

NetHAL for DPDK

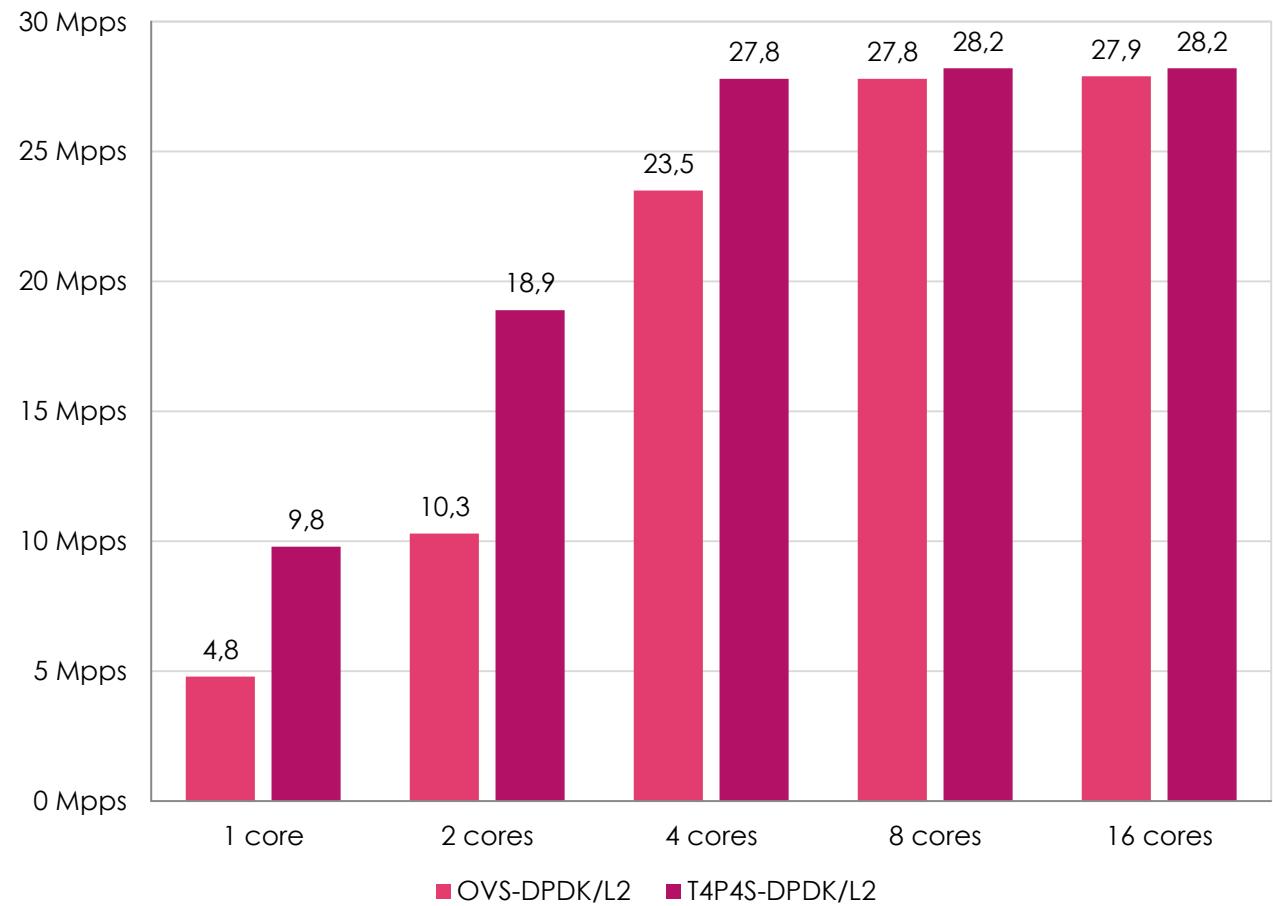


- ▶ Our current NetHAL implementation is based on DPDK 17.05
 - ▶ Earlier versions are also supported
- ▶ Reuses LPM and HASH table implementations of DPDK
- ▶ Atomic integers for counters and meters
- ▶ Run to completion model
 - ▶ Each packet is processed by a dedicated lcore from parsing to egressing [current state]
 - ▶ Plans for pipeline models and table segmentation
- ▶ NUMA support
 - ▶ Lookup tables
 - ▶ Two instances of each table on each socket - lock-free solution
 - active/passive instances
 - ▶ Counter instances for each lcore on the corresponding socket
 - ▶ To avoid overhead by cache coherency

Evaluation - L2 forwarding



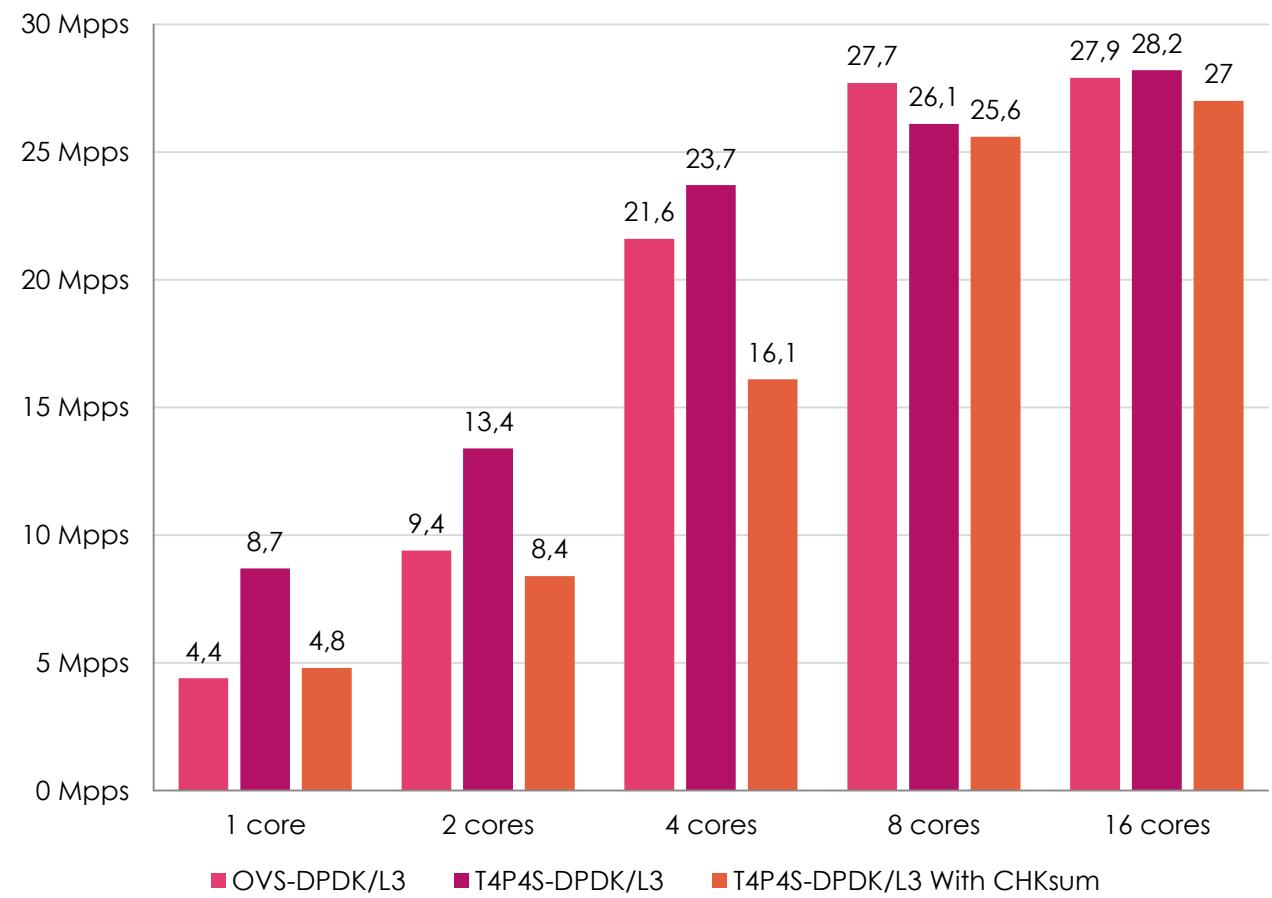
- ▶ L2 forwarding
 - ▶ Source mac learning
 - ▶ Two exact match tables: src mac + dst mac
- ▶ Testbed setup
 - ▶ Intel(R) Xeon(R) CPU E5-1660 v4 @ 8c 16t 3.20GHz, 8x8GB DDR4 SDRAM
 - ▶ Dual port 100 Gbps NIC
 - ▶ Mellanox MT27700 Family [ConnectX-4]
 - ▶ T4P4S performance is compared to OVS
 - ▶ Identical implementations in OpenFlow and P4
 - ▶ Pseudo random test traffic generated
 - ▶ A few hundred flows



Evaluation - L3 forwarding



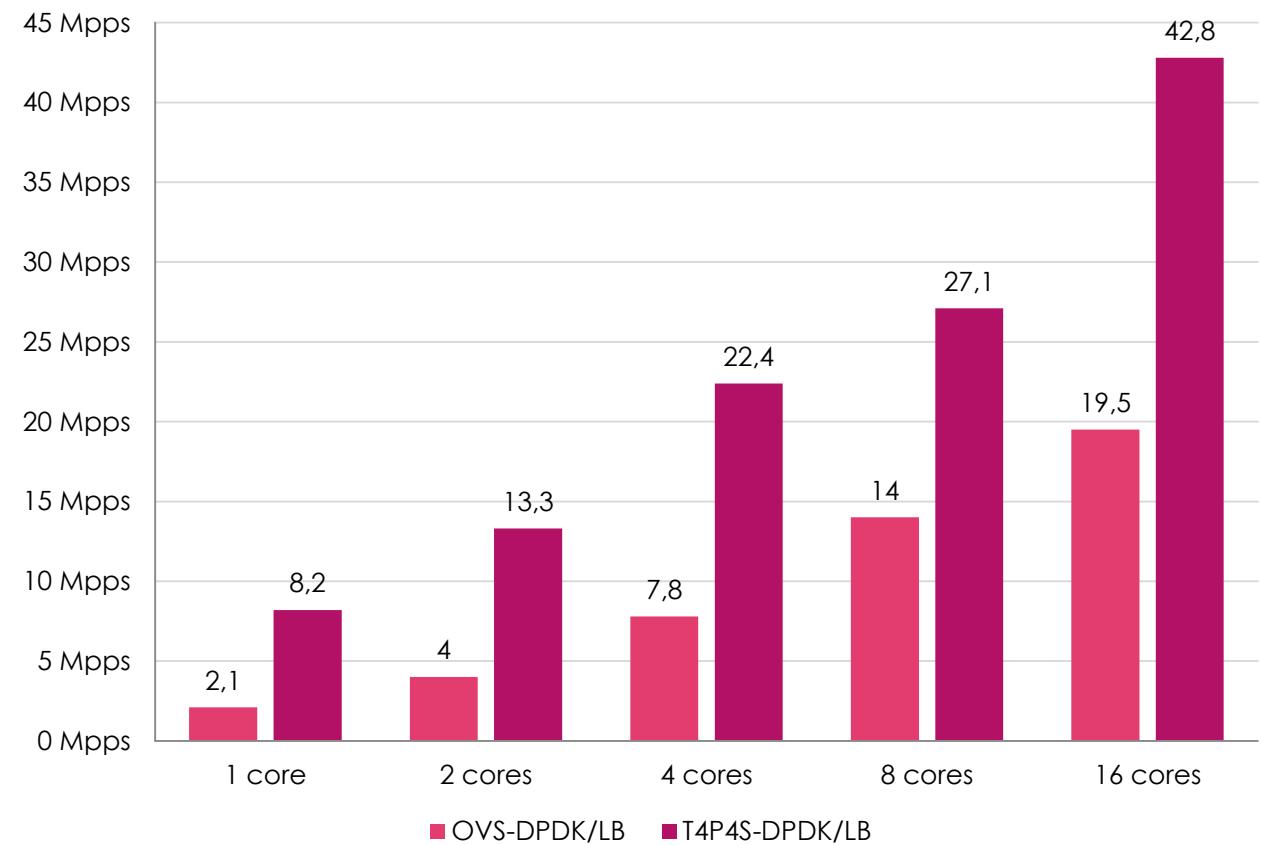
- ▶ L3 forwarding
 - ▶ LPM and exact match tables
- ▶ Testbed setup
 - ▶ Intel(R) Xeon(R) CPU E5-1660 v4 @ 8c 16t 3.20GHz, 8x8GB DDR4 SDRAM
 - ▶ Dual port 100 Gbps NIC
 - ▶ Mellanox MT27700 Family [ConnectX-4]
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 - ▶ A few hundred flows



Evaluation - Simple load balancer



- ▶ Load balancing
 - ▶ Based on the first bit of the IP address
 - ▶ LPM table with a few entries only (number of servers)
- ▶ Testbed setup
 - ▶ Intel(R) Xeon(R) CPU E5-1660 v4 @ 8c 16t 3.20GHz, 8x8GB DDR4 SDRAM
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 - ▶ 10K flows



- ▶ A translator for P4 Switches
 - ▶ Open source (on GitHub)
 - ▶ Visit our site: <http://p4.elte.hu>
 - ▶ Or the GitHub repository: <https://github.com/P4ELTE/t4p4s>
 - ▶ P4-14 language support (support of P4-16 is under development)
 - ▶ Support of multiple targets
 - ▶ by the **Hardware Independent Core** and **Network Hardware Abstraction Libraries**
 - ▶ NetHALs for **Intel** (DPDK), **Freescale** (ODP SDK), **OpenWRT** (Native Linux) platforms



Open source available on GitHub!

T4P4S

<http://p4.elte.hu>

Questions?

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