# A Cloud System for Teaching and Research on P4 Programmable Data Plane

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# Agenda

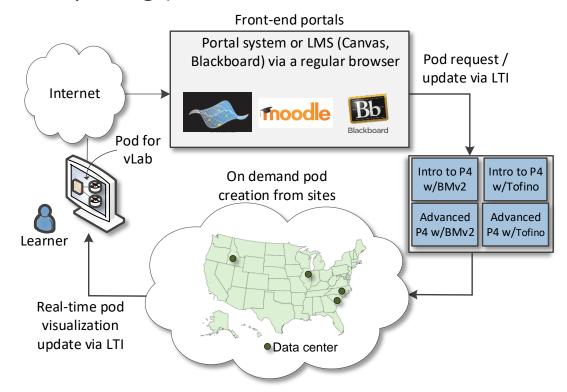
- Motivation for virtual labs
- Platform
- Libraries
- P4 Tofino library
- Research work

### **Motivation for Virtual Labs**

- IT curriculum should emphasize "learning IT core concepts with authentic practice1"
  - "It is not enough to simply attend courses and read books"
- Disadvantages of physical labs
  - Difficult to scale
  - Expensive (space, maintenance, staff)
  - Since COVID-19 emerged, the capacity of labs has been further reduced

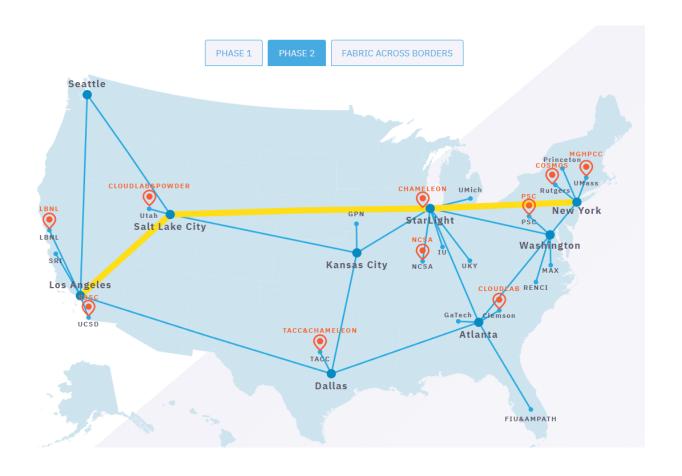
### **Motivation for Virtual Labs**

- The University of South Carolina (USC) (SC), the Network Development Group (NDG) (NC), and Stanly Community College (SCC) (NC) have deployed an Academic Cloud
  - Virtual labs on P4, routing, high-speed networks (USC)
  - Remote-access capability to lab equipment via Internet
  - > Shared resources (CPU, memory, storage) from four data centers



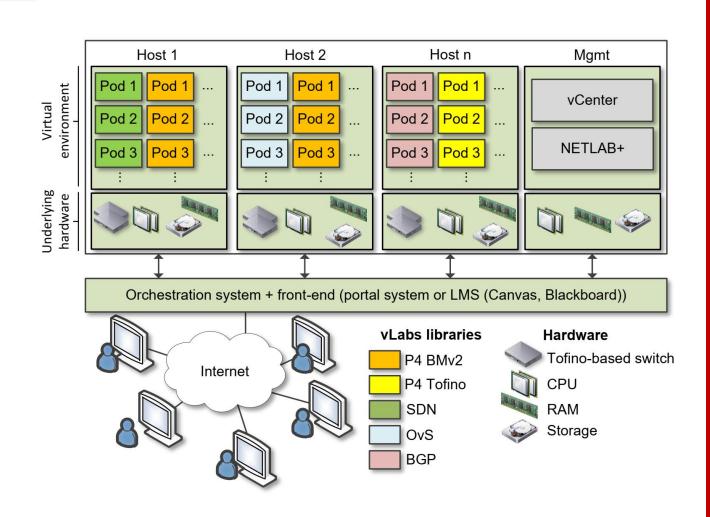
### **FABRIC**

• <u>www.whatisfabric.net</u>



### Platform - USC Data Center

- Hosts 1-n store virtual machines (VMs) for virtual labs
- Management server runs vCenter, Management Software (NETLAB+)
- Partnership with Network
   Development Group (NDG)<sup>1</sup>



### Libraries

- A library consists of between 10-20 lab experiments
- Each lab experiment includes a detailed, step by step manual
- Once a learner completes all experiments, the learner acquires significant knowledge and hands-on expertise, and may earn an academic credential or certificate
- Information about libraries are available at <a href="http://ce.sc.edu/cyberinfra/cybertraining.html">http://ce.sc.edu/cyberinfra/cybertraining.html</a>

### Library on Introduction to P4 with BMv2

#### **Experiments**

- Lab 1: Introduction to Mininet
- Lab 2: Introduction to P4 and BMv2
- Lab 3: P4 Program Building Blocks
- Lab 4: Parser Implementation
- Lab 5: Introduction to Match-action Tables (Part 1)
- Lab 6: Introduction to Match-action Tables (Part 2)
- Lab 7: Populating / Managing Match-action Tables
- Lab 8: Checksum Recalculation and Deparsing

#### Exercises

- Exercise 1: Building a Basic Topology
- Exercise 2: Compiling and Testing a P4 Program
- Exercise 3: Parsing UDP and RTP
- Exercise 4: Building a Simplified NAT
- Exercise 5: Configuring Tables at Runtime
- Exercise 6: Building a Packet Reflector

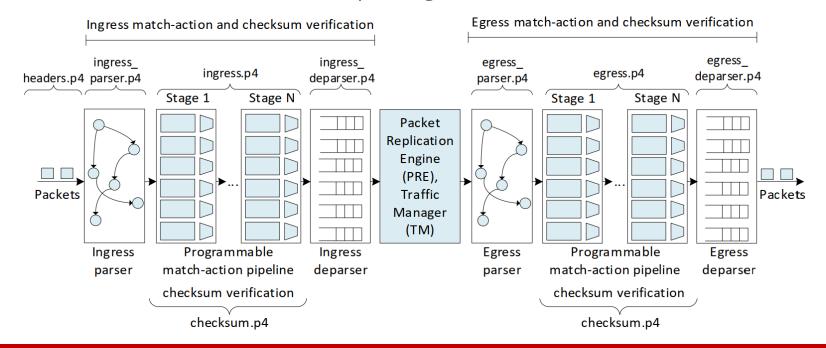
### Library on P4 Applications, Stateful Elements, and Custom Packet Processing

#### **Experiments**

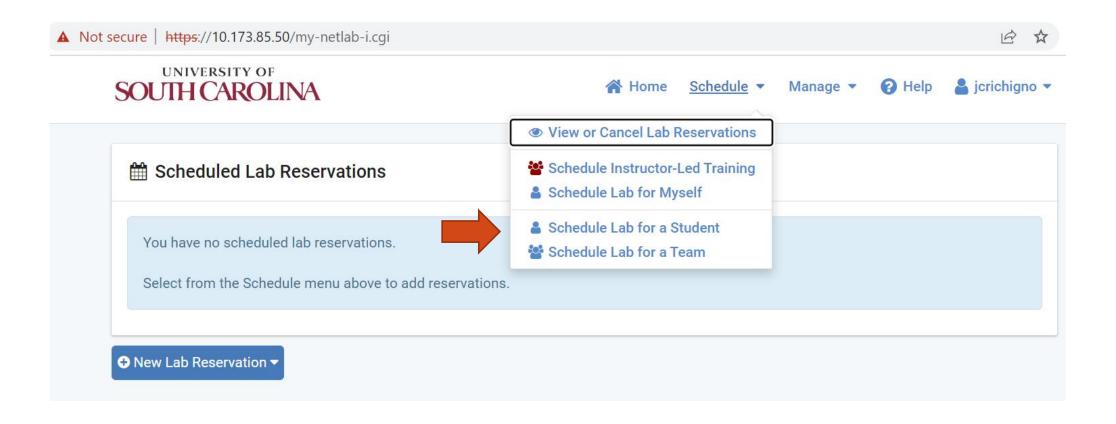
- Lab 1: Introduction to Mininet
- Lab 2: Introduction to P4 and BMv2
- Lab 3: P4 Program Building Blocks
- Lab 4: Defining and processing custom headers
- Lab 5: Monitoring the Switch's Queue using Standard Metadata
- Lab 6: Collecting Queueing Statistics using a Header Stack
- Lab 7: Measuring Flow Statistics using Direct and Indirect Counters
- Lab 8: Rerouting Traffic using Meters
- Lab 9: Storing Arbitrary Data using Registers
- Lab 10: Calculating Packets Interarrival Time w/ Hashes and Registers
- Lab 11: Generating Notification Messages from the Data Plane

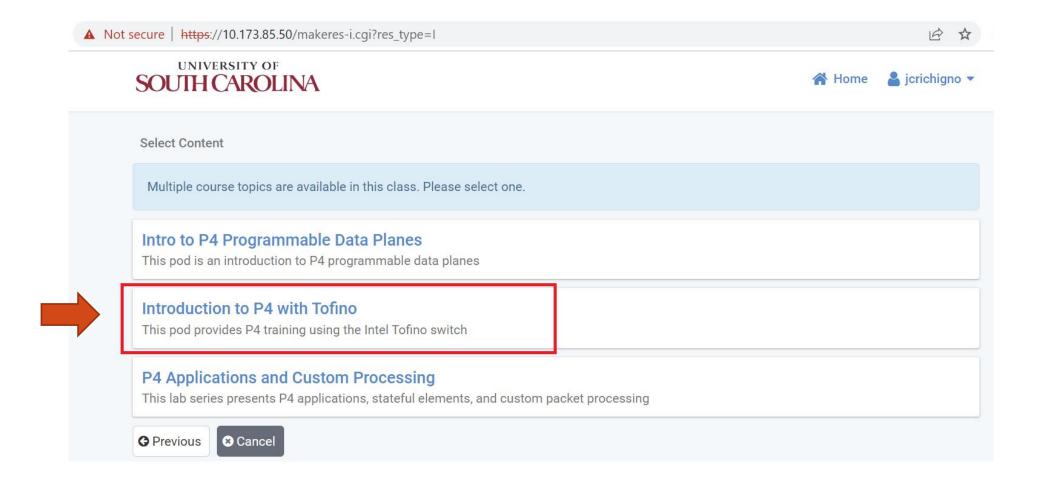
#### **Experiments**

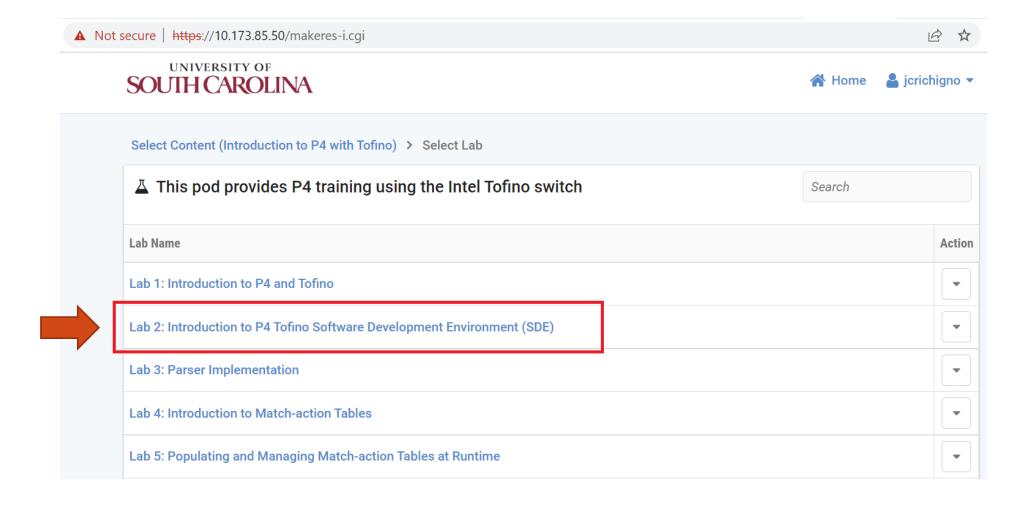
- Lab 1: Introduction to P4 and Tofino
- Lab 2: Introduction to P4 Tofino Software Development Environment
- Lab 3: Parser Implementation
- Lab 4: Introduction to Match-Action Tables
- Lab 5: Populating and Managing Match-Action Tables at Runtime
- Lab 6: Checksum Recalculation and Packet Deparsing

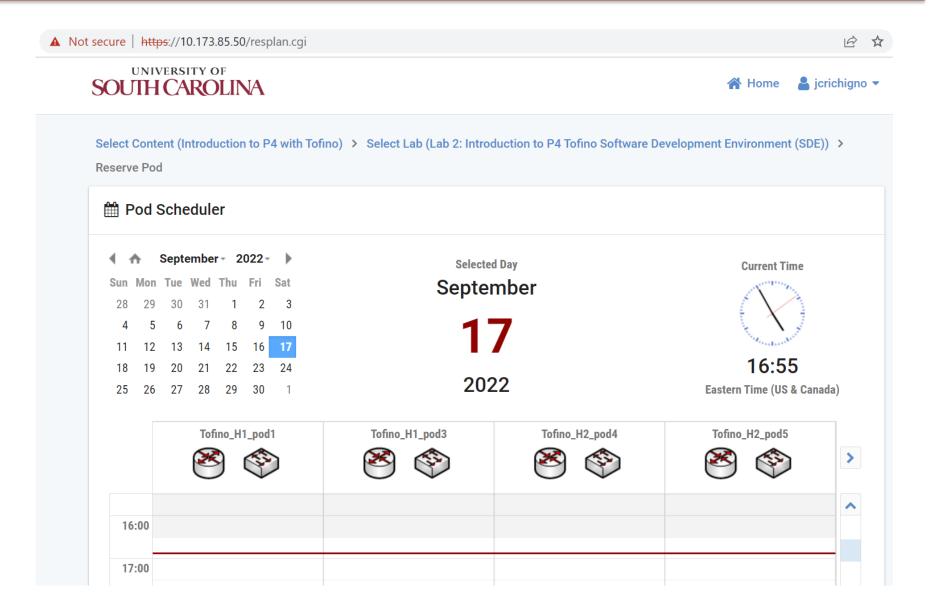


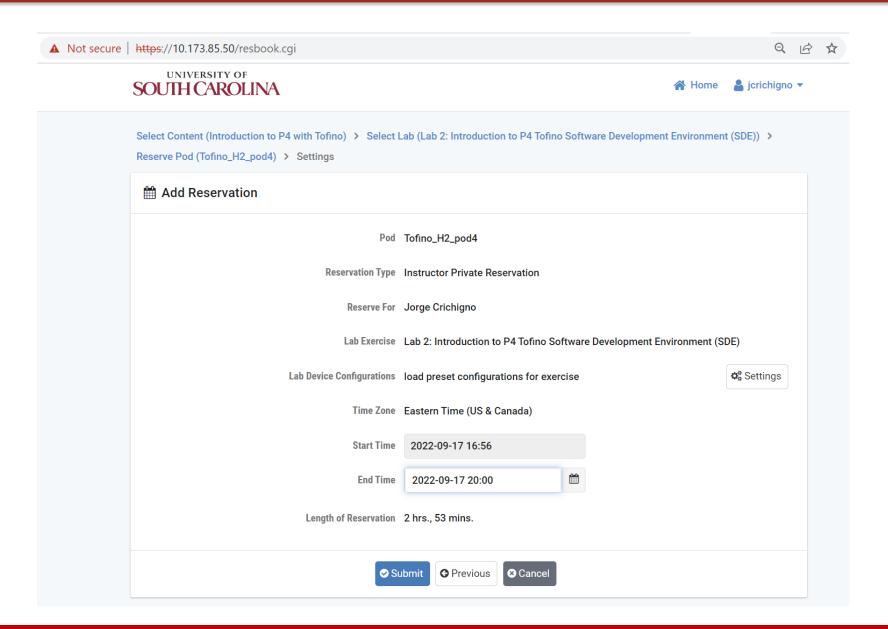
https://netlab2.cec.sc.edu/

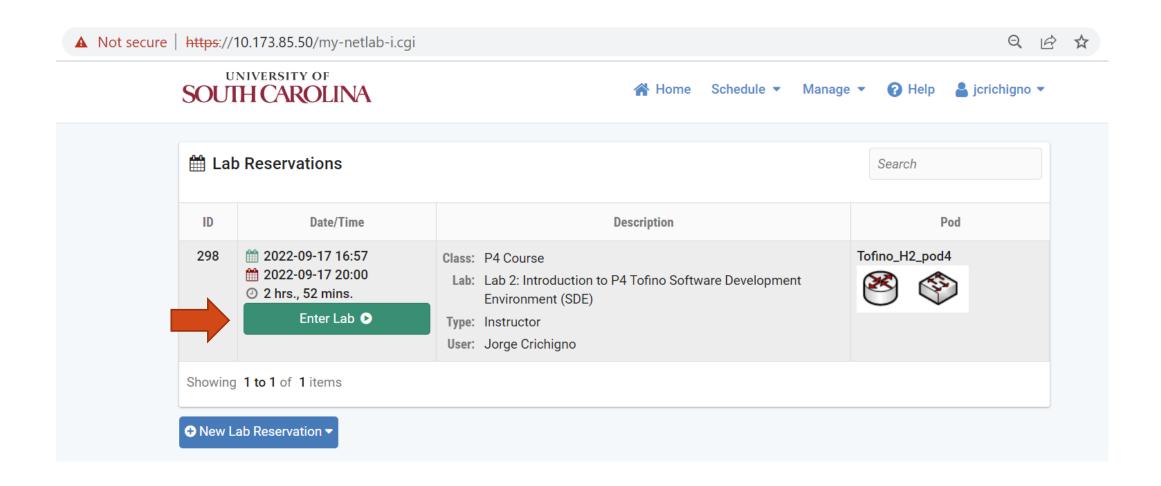


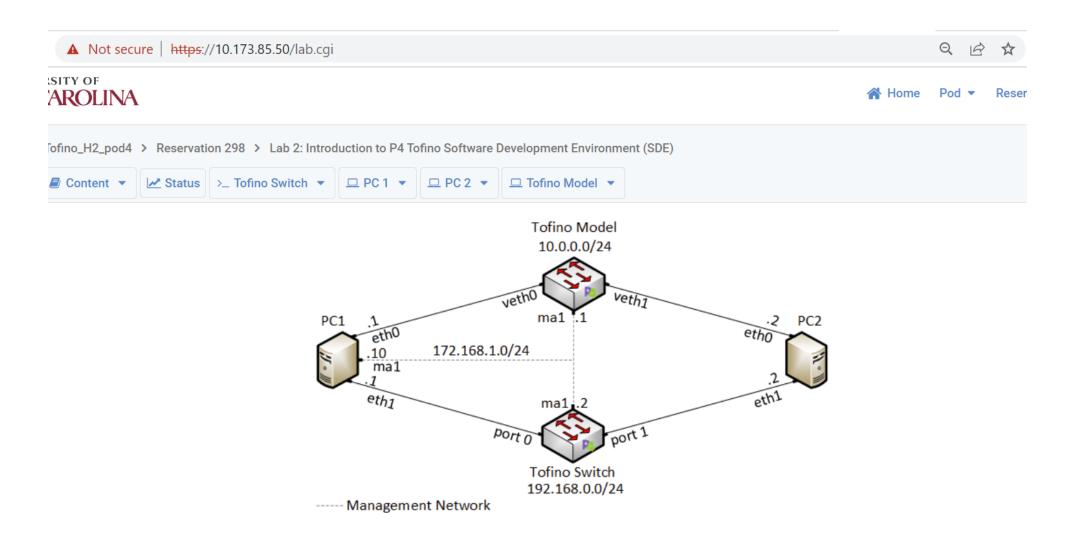


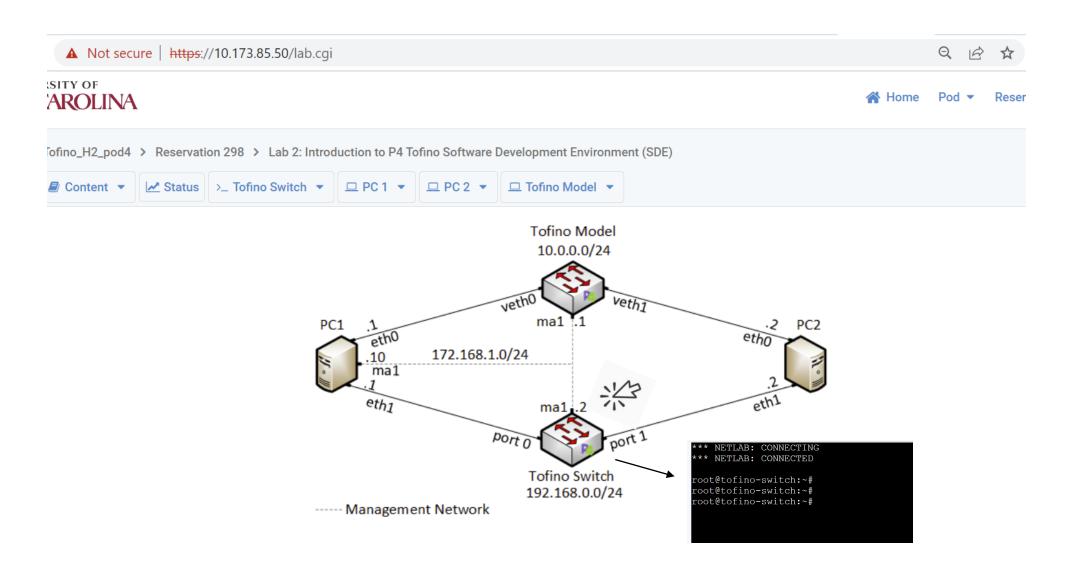












# Platform Features

	Feature	Notes
1	Allocation of resources	Pod granularity
2	Custom pods	Easy to create custom pods, including physical (e.g., Tofino switches) and virtual devices
3	Cost	Cost-effective when used extensively
4	Presentation layer	Topology is graphically presented to the learner using a regular browser
5	Time sharing	Easy to implement time-sharing policies
6	IP addresses	Pods have the same topology / IP addresses (overlapping addresses w/o conflict)
7	Functional realism	Virtual labs have the same functionality as real IT hardware in a real deployment
8	Traffic realism	Devices generate/receive real, interactive network traffic to/from the Internet
9	Management	Devices are managed via out-of-band management connections (i.e., management is not disrupted by experiments)

- Topology complexity
  - ➤ 6.4 Tbps Tofino programmable switch
  - Tofino model for debugging (trace execution in the data plane)
  - Servers to send/receive data to/from the switch/other servers
  - Multi-mode fiber
  - QSFP28+ transceivers
  - Open Network Linux (ONL) (control plane)
  - Software Development Environment (SDE) from Intel (control plane)
  - > Sample P4 codes for each lab (data plane)
  - > Laboratory experiments with step-by-step directions (thousands of development hours)

### Research Work

- "INC: In-Network Classification of Botnet Propagation at Line Rate"
- "P4DDPI: Securing P4-Programmable Data Plane Networks via DNS Deep Packet Inspection"
- "Dynamic Router's Buffer Sizing using Passive Measurements and P4 Programmable Switches"
- "On Offloading Network Forensic Analytics to Programmable Data Plane Switches"
- "Coarse Estimation of Bottleneck Router's Buffer Size for Heterogeneous TCP Sources"
- "Offloading Media Traffic to Programmable Data Plane Switches"
- "Towards a Unified In-Network DDoS Detection and Mitigation Strategy"
- "Enabling TCP Pacing using Programmable Data Plane Switches"
- "An Exhaustive Survey on P4 Programmable Data Plane Switches: Taxonomy, Applications, Challenges, and Future Trends"
- "A Survey on TCP Enhancements using P4-programmable Devices"
- "A Survey on Security Applications of P4 Programmable Switches and a STRIDE-based Vulnerability Assessment"

