

Introductory and Advanced Topics on P4 Programmable Data Plane Switches

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Exercise 6: Building a Packet Reflector

Building a Packet Reflector in P4

- In this exercise, the user will implement a P4 program that acts as a packet reflector.
- The P4 switch will bounce back a packet to the port the packet came from.
- This includes the headers definition, the parser, the control blocks, and the checksum update.

Lab Topology and Objectives

- The topology consists of one host: h1 and one P4 switch: s1.
- The user will create a packet reflector in P4.
- The P4 program will add a new source IP address to IPv4 and IPv6 packets.
- The rules are populated from the control plane using the *simple_switch_CLI* application.

