Introductory and Advanced Topics on P4 Programmable Data Plane Switches

Elie Kfoury, Jose Gomez University of South Carolina http://ce.sc.edu/cyberinfra ekfoury@email.sc.edu, gomezgaj@email.sc.edu

WASTC 2022 virtual Faculty Development Weeks (vFDW) June 13, 2022



Checksum Recalculation and Packet Deparsing

Lab activities are described in Lab 8, P4 Programmable Data Plane Switches (BMv2) lab series





- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

Sender	
Packet headers	



- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)





- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)





- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

- Several protocols use checksums to validate the integrity of the packet headers
- A checksum is a small value derived using a checksum algorithm such as the Cyclic Redundancy Check (CRC)

Lab Topology and Objectives

- The topology consists of three hosts: h1, h2, and h3; one P4 switch: s1
- The P4 program modifies the headers of the packet
- The P4 program recomputes the checksum of the updated headers

