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Software Defined Networking



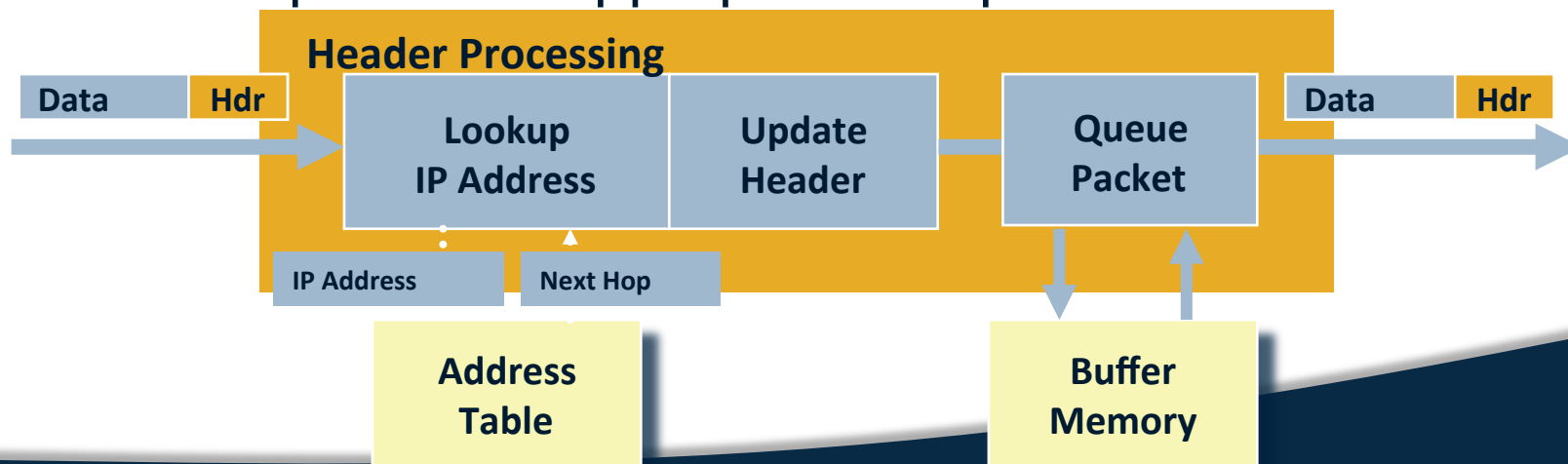
In this course, you will learn about software defined networking and how it is changing the way communications networks are managed, maintained, and secured.

Module 5.1: Programmable Data Plane

- Two Lessons
 - Programming the data plane: Click
 - Scaling programmable data planes
- **Optional** programming assignment (in Click)
- Quiz on Concepts

Data Plane Review

- Router gets packet
- Looks at packet header for destination
- Looks up forwarding table for output interface
- Modifies header (TTL, IP header checksum)
- Passes packet to appropriate output interface



Data Plane

- ⦿ Streaming algorithms that act on packets
 - Matching on some bits, taking a simple action
 - ... at behest of control and management plane
- ⦿ Wide range of functions
 - Forwarding
 - Access control
 - Mapping header fields
 - Traffic monitoring
 - Buffering and marking
 - Shaping and scheduling
 - Deep packet inspection

Motivation for Software Data Plane

⊙ Network devices are diverse!

- Must do much more than forward/route packets
- Adding functions difficult
- **Match/Action is only one type of data plane**

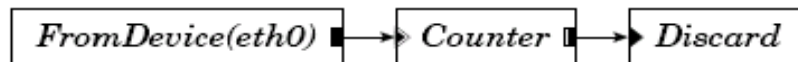
⊙ Data plane design goals

- Flexible
- Extensible
- Clean interfaces

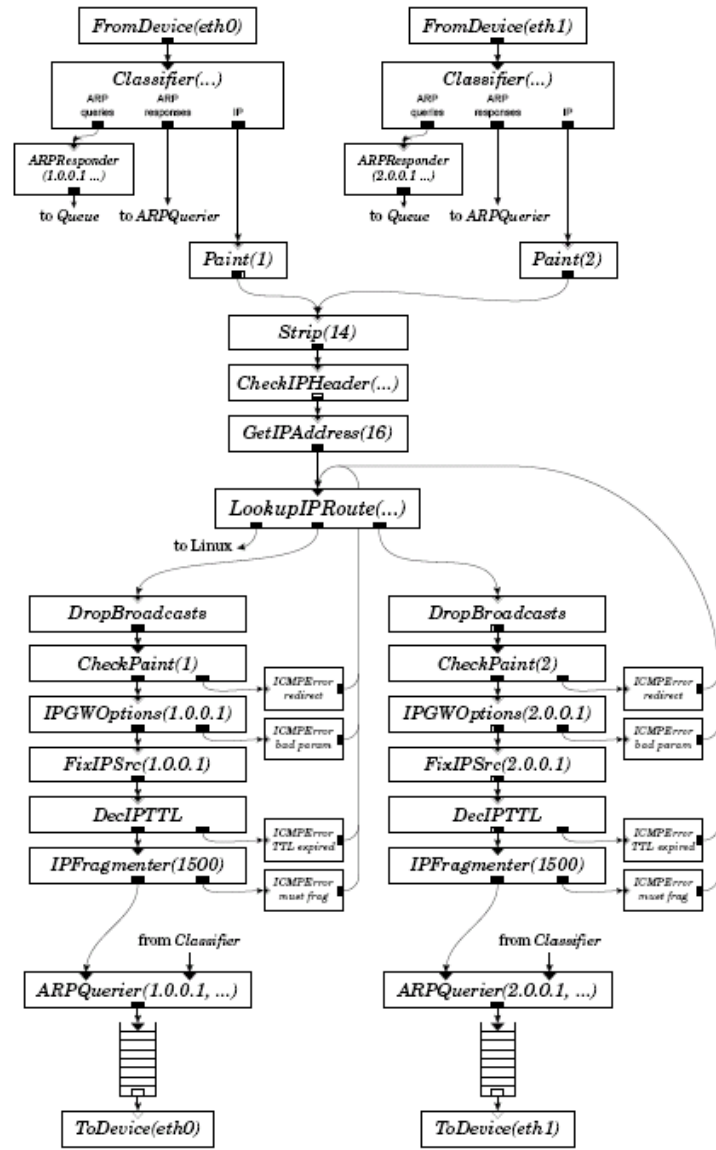
Click: A Software Data Plane

⦿ Elements (building blocks)

- Each individual element provides unique function
 - Packet switching
 - Lookup and Classification
 - Dropping



⦿ Implement functions: assemble building blocks



Aspects of an Element

- ◎ **Class:** The code that should be executed when an element processes a packet
- ◎ **Ports:** Connections go from output port of one element to input port on another element
- ◎ **Configuration:** Additional arguments that are passed to the element at configuration time
- ◎ **Method:** Additional functions (e.g., reporting queue length)

Connecting Elements: Push and Pull

- ⦿ Edges between two elements that could be possible data paths for packets
 - **Push:** Upstream element hands over a packet to a downstream element
 - packet-arrival element where the data is handed over to the next unit of processing
 - **Pull:** Downstream element requests data from the upstream element
 - transmit-side elements where the transmit ports will request for a packet from the previous element

Packet Storage: Queues

- ⦿ Elements need to either store packets, discard them, or forward them to the next element.
- ⦿ **Data storage necessary:** a push input and a pull output necessitates storage of pushed data until it is requested.
 - Packet storage at element is not implicit.
- ⦿ Queues implemented as elements so that their insertion/deletion becomes more configurable.
 - Need to be explicitly put at elements.

Configuration Language

- ⦿ Two constructs
 - Declarations create elements
 - Connections say how they are connected
- ⦿ Configuration string passed as is, as a list separated by commas to the element
- ⦿ Other elements used as primitives to define **compound elements**

```
// Declare three elements ...  
src :: FromDevice(eth0);  
ctr :: Counter;  
sink :: Discard;  
// ... and connect them together  
src -> ctr;  
ctr -> sink;  
  
// Alternate definition using syntactic sugar  
FromDevice(eth0) -> Counter -> Discard;
```

Summary

- The data plane must also be programmable!
- Click: Open, extensible, configurable router framework.
- The example router configuration proves that a complex router can be designed using simple building blocks.
- Performance is acceptable for prototyping.
 - Click is still 90% as fast as the base Linux system