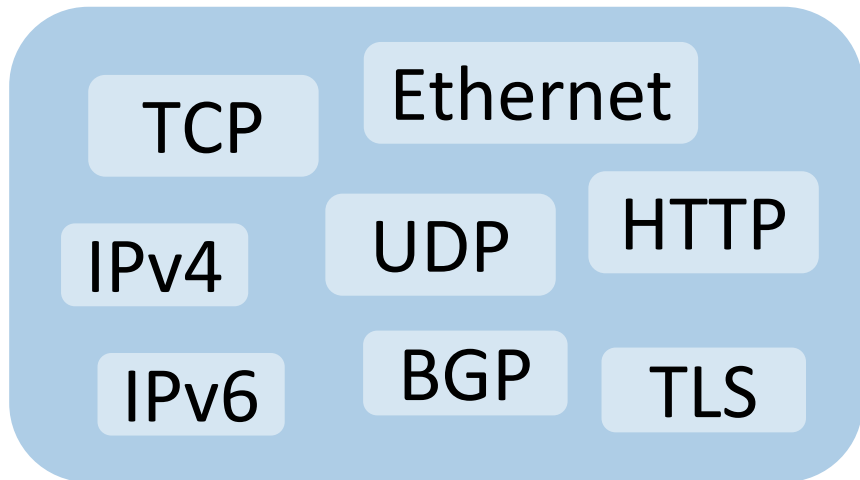


# PISCES: A Programmable, Protocol-Independent Software Switch

Muhammad Shahbaz, **Sean Choi**, Ben Pfaff, Changhoon Kim,  
Nick Feamster, Nick McKeown, and Jennifer Rexford



## Fixed Set of Protocols

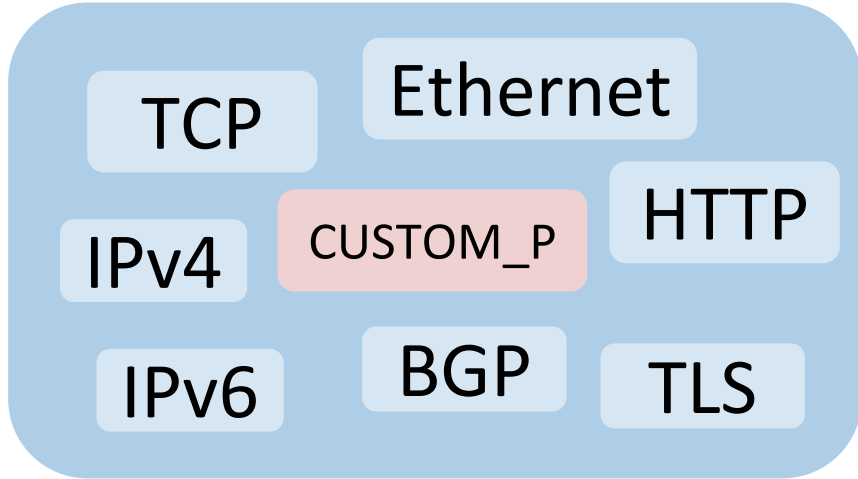


## Fixed-Function Switch Chip

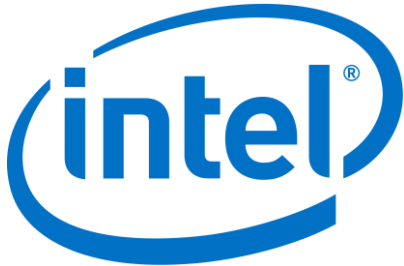


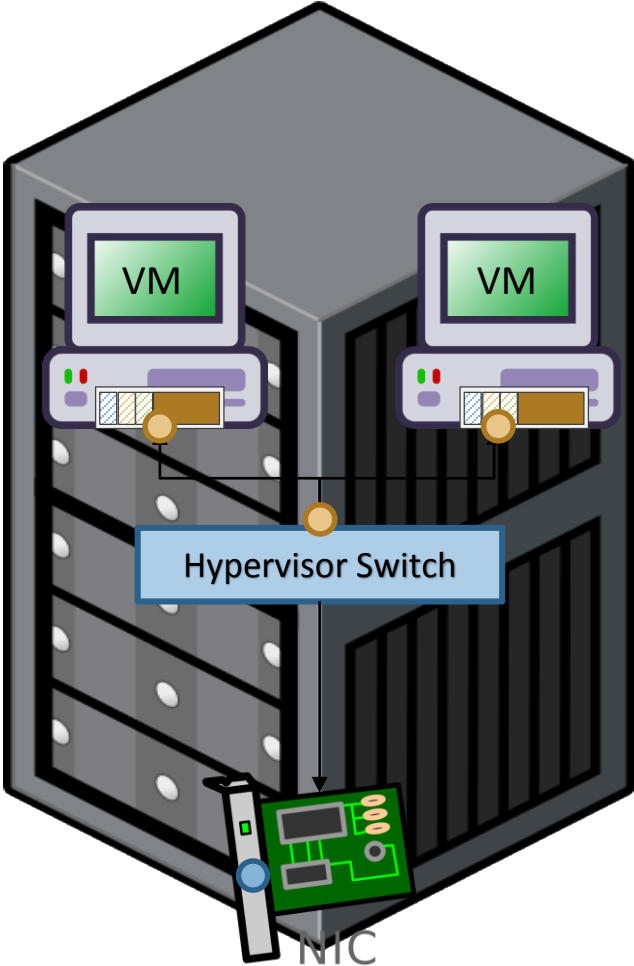
- Ease of **Adding** new protocols
- Ease of **Removing** unused protocols
- Gain greater **Visibility** into the network
- **Fold** network functions into the switch

## Custom Protocols



## Programmable Switching Chip

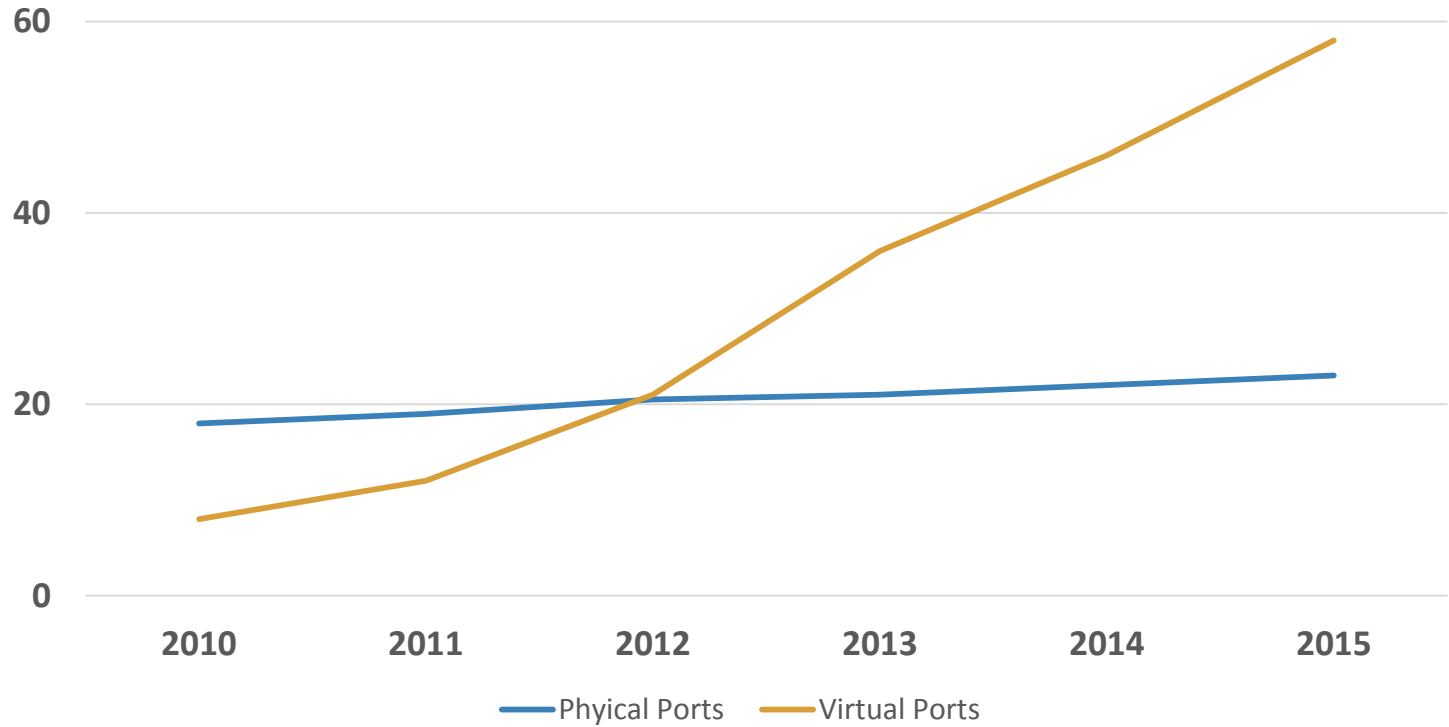




● 3 Virtual Ports

● 1 Physical Port

## Approx. Number of Physical Ports vs. Virtual Ports <sup>[1]</sup>



[1] Martin Casado, VMWorld 2013

It should be **EASY** to **program** software switches!

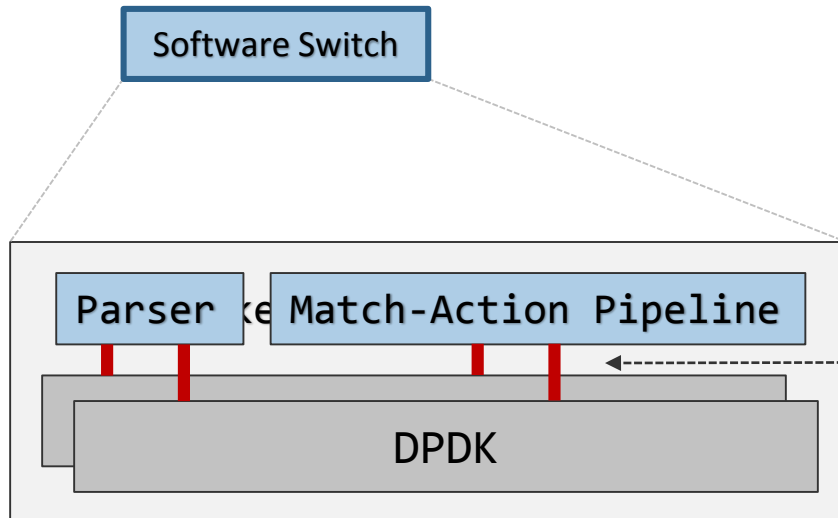
**Not really...**

Software Switch

DPDK







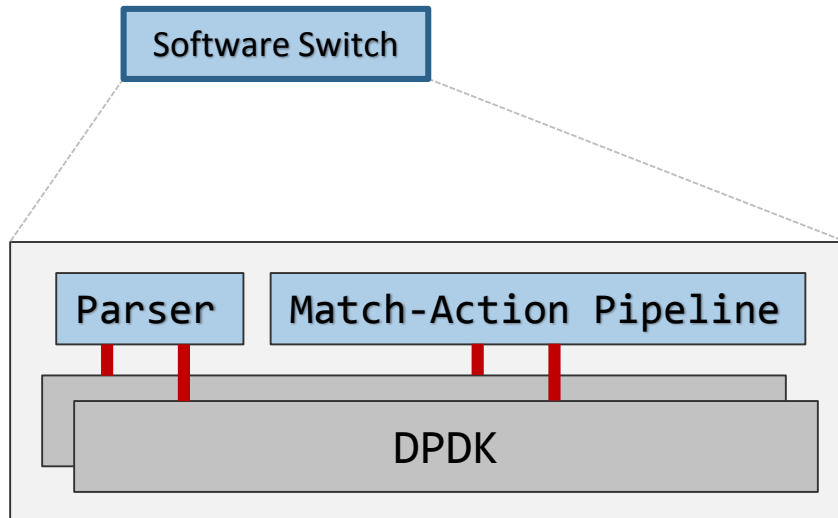
## Requires domain expertise in:

- Network protocol design
- Kernel development

## Slow to release changes

**Specialized APIs**





Adding **TCP Flag** in Open vSwitch required changes in...

**20 Files and 370 Lines of Code!**<sup>[1]</sup>

**Weeks of Development and Test**



[1] <https://github.com/openvswitch/ovs/commit/dc235f7bcff>

# We can do this in **4 lines** and **within minutes** with **PISCES!**

```
header_type tcpv2_t {
  fields {
    srcPort : 16;
    dstPort : 16;
    seqNo : 32;
    ackNo : 32;
    dataOffset : 4;
    res : 4;
    tcp_flags : 12;
    window : 16;
    checksum : 16;
    urgentPtr : 16;
  }
}
```

```
parser tcpv2 {
  extract(tcpv2);
  set_metadata(flow.tcp_flags,
             tcpv2.tcp_flags);
  return ingress;
}
```

```
header_type flow_t {
  fields {
    ...
    tcp_flags_pad : 4;
    tcp_flags : 12;
    ...
  }
}
```



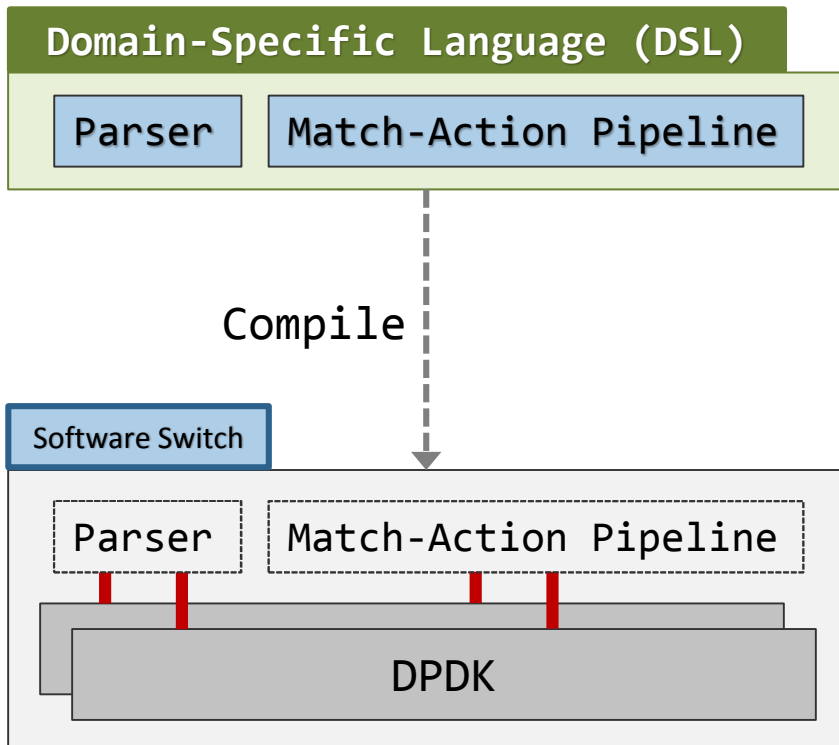
Software Switch

Parser

Match-Action Pipeline

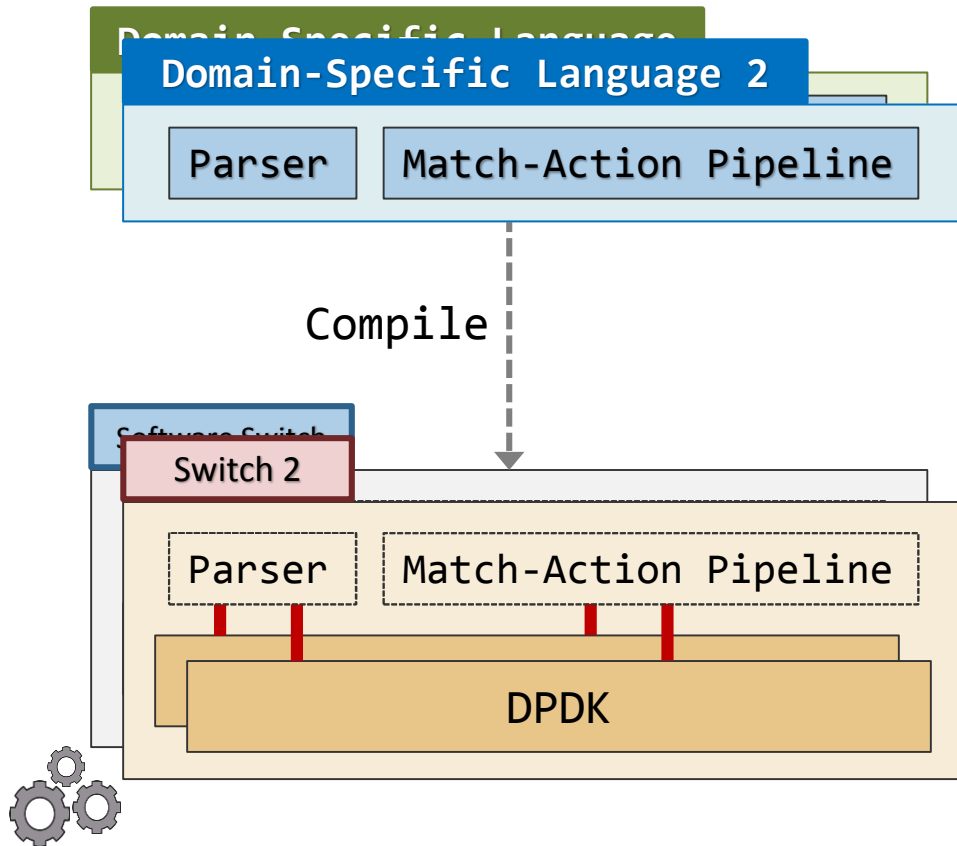
DPDK





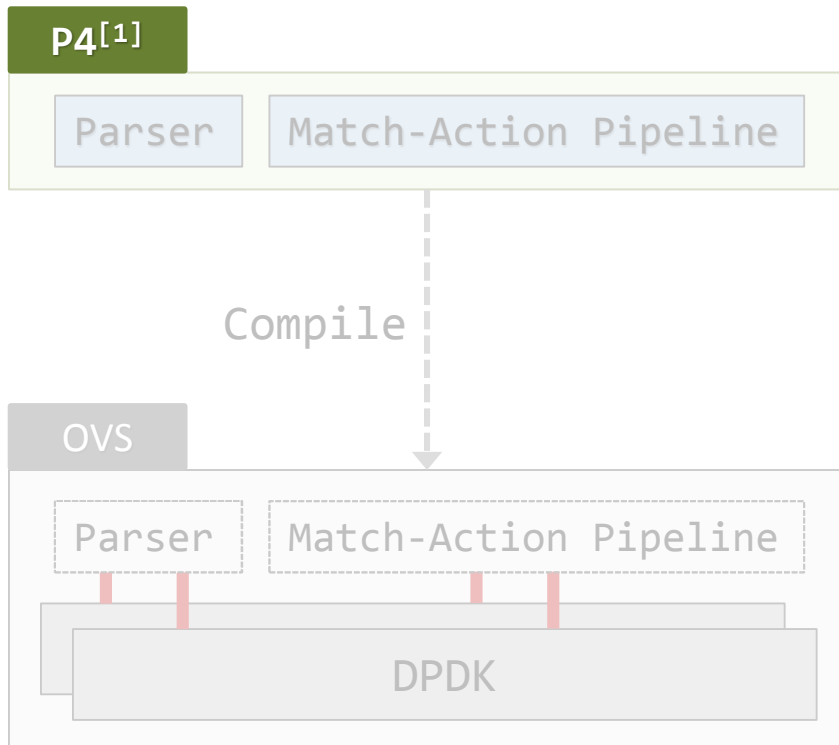
## TCP Header

```
header_type tcp_t {  
    fields {  
        srcPort : 16;  
        dstPort : 16;  
        seqNo : 32;  
        ackNo : 32;  
        dataOffset : 4;  
        res : 4;  
        window : 16;  
        checksum : 16;  
        urgentPtr : 16;  
    }  
}  
  
parser tcp {  
    extract(tcp);  
    return ingress;  
}  
...
```



**PISCES** is an **implementation** with a

- Specific Domain-Specific Language
- Specific Software Switch Target



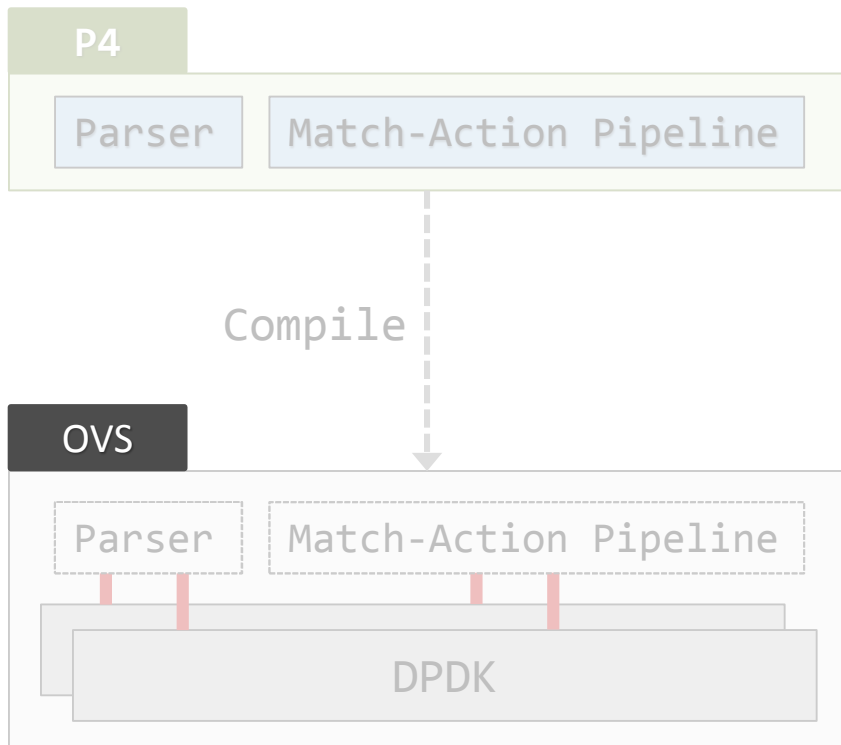
P4 is an **open-source language**.<sup>[1]</sup>

Easy to express different aspects of a packet processor:

- **Packet headers and fields**
- **Parser**
- **Actions**
- **Match-Action Tables**



[1] <http://p4.org>



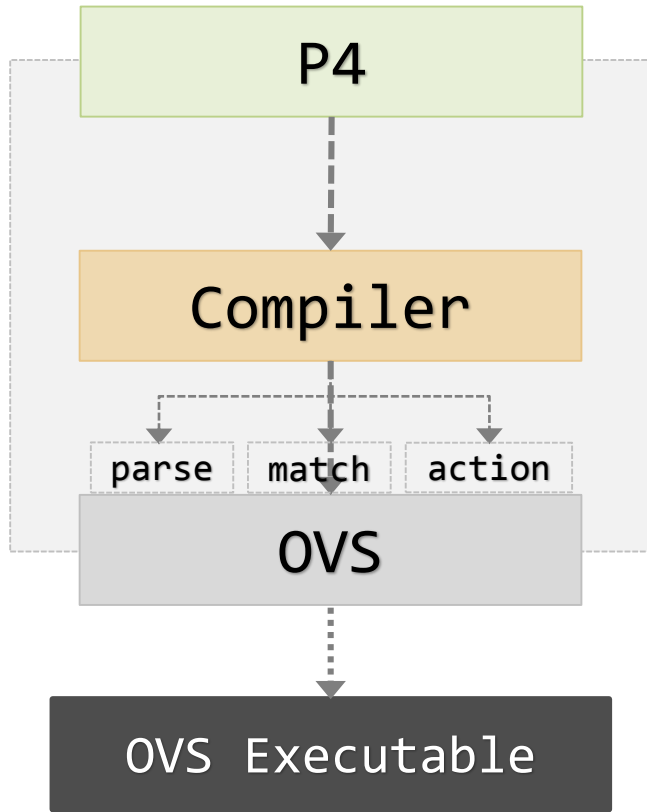
341 lines of code

Native OVS  
Packet Processing Logic

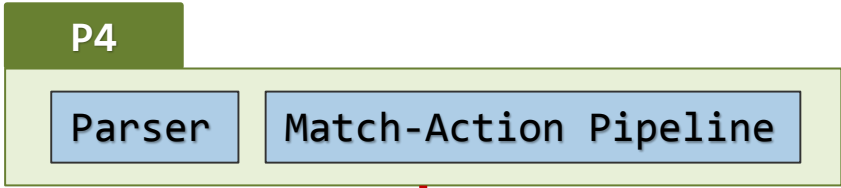
14,535 lines of code





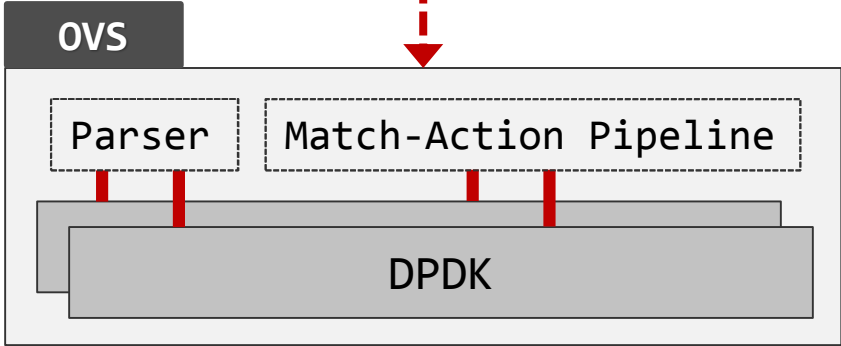


```
header type tcp t {  
  header_type tcpv2_t {  
    fields {  
      srcPort : 16;  
      dstPort : 16;  
      seqNo : 32;  
      ackNo : 32;  
      dataOffset : 4;  
      res : 4;  
      tcp_flags : 8;  
      window : 16;  
      checksum : 16;  
      urgentPtr : 16;  
    }  
  }  
} p  
}  
parser tcpv2 {  
  extract(tcpv2);  
  set_metadata(flow.tcp_flags,  
    tcpv2.tcp_flags);  
  return ingress;  
}  
...
```

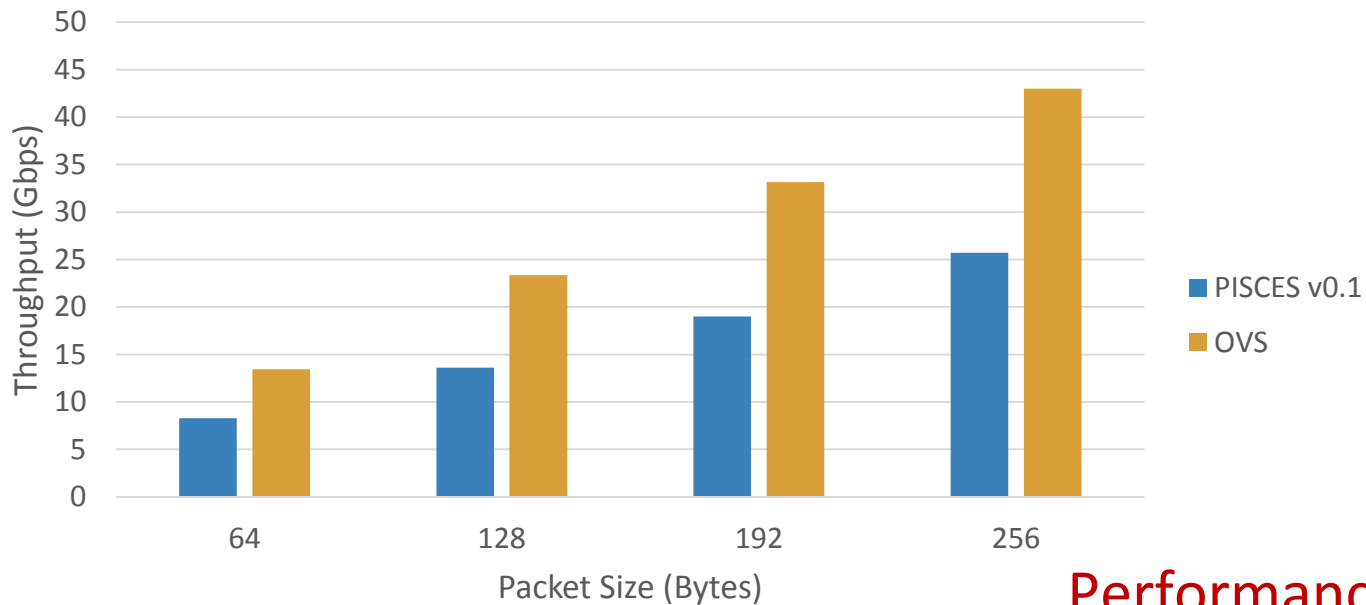


Compile

**Performance Overhead?**

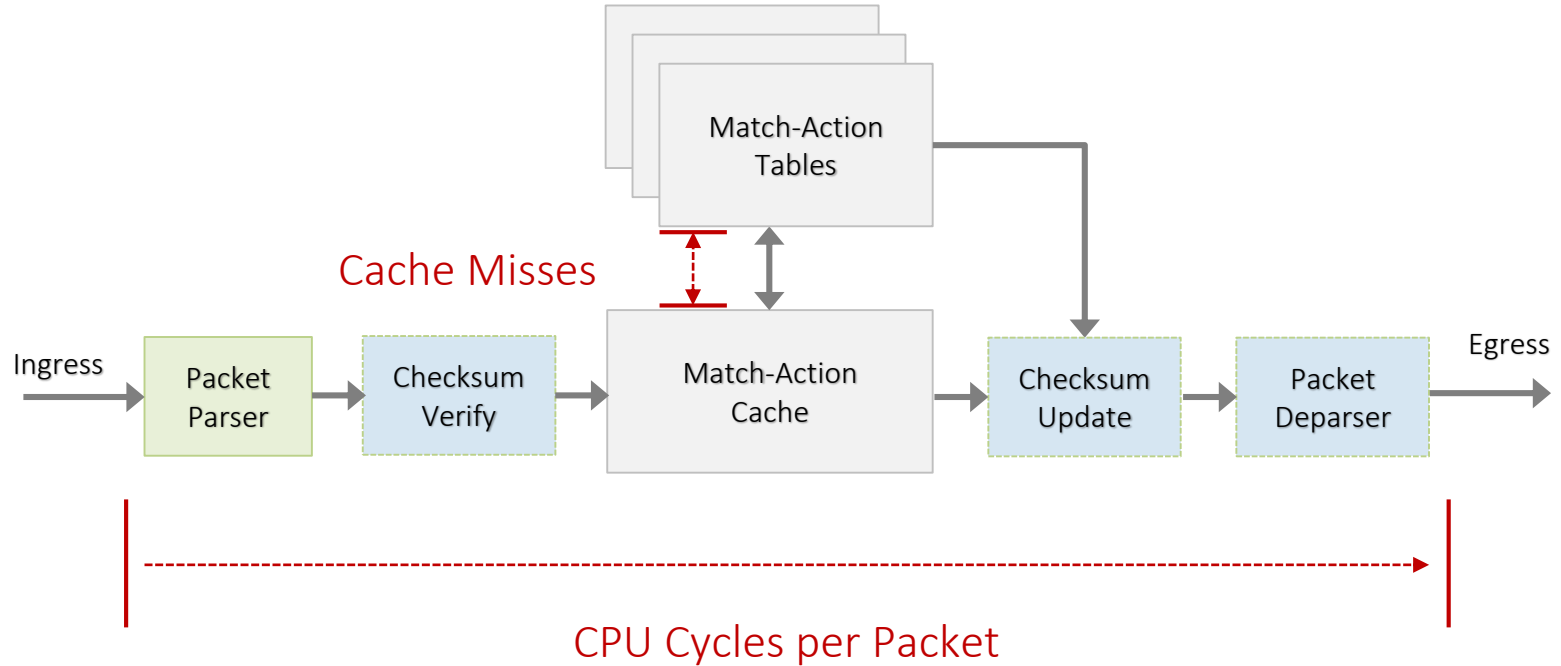


## Throughput on L2L3-ACL benchmark application



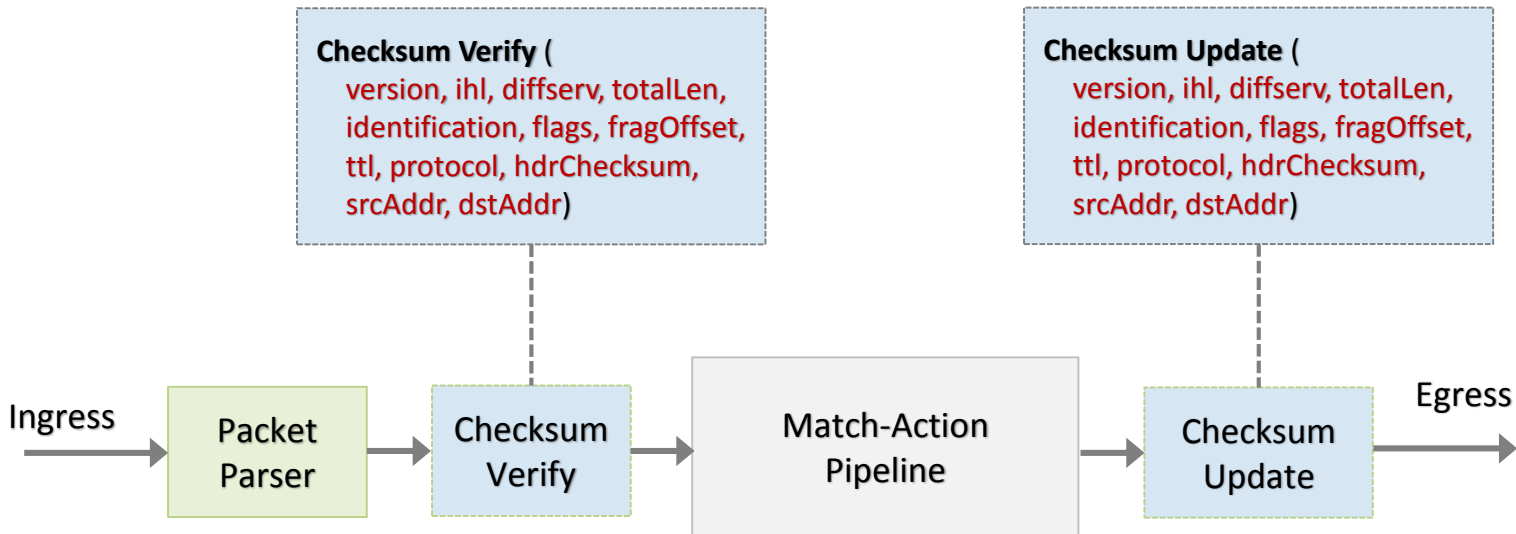
Performance overhead of  
**~40%**

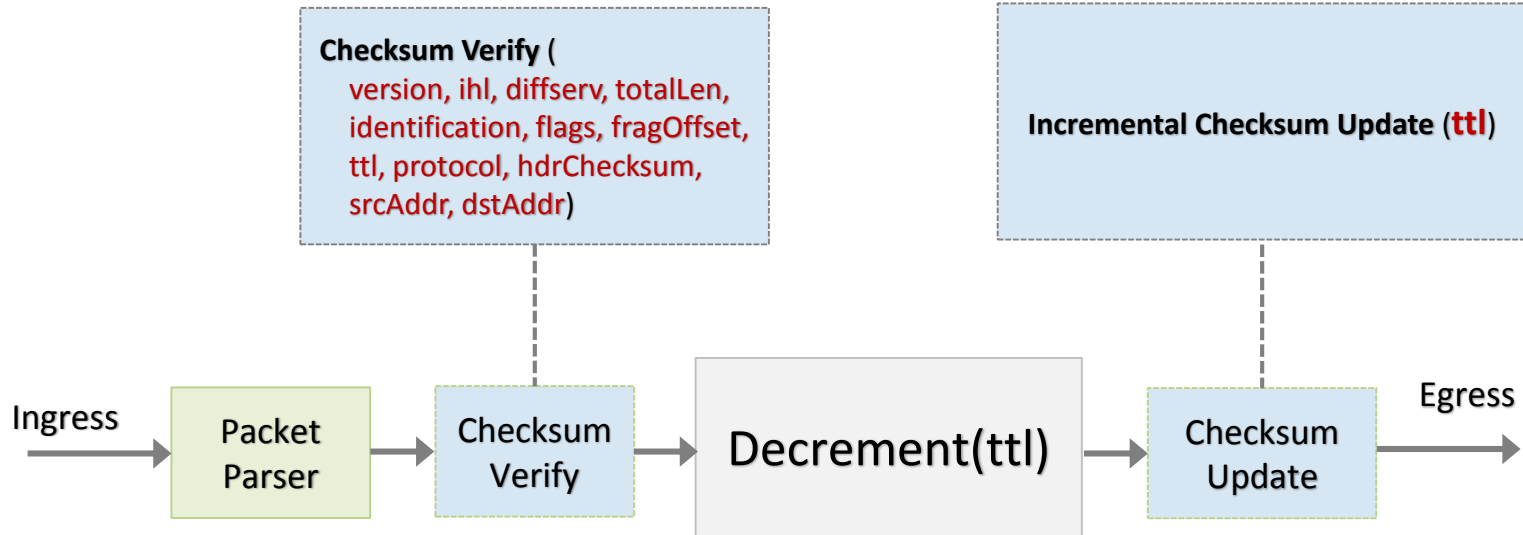
# Causes for the Cost on Performance



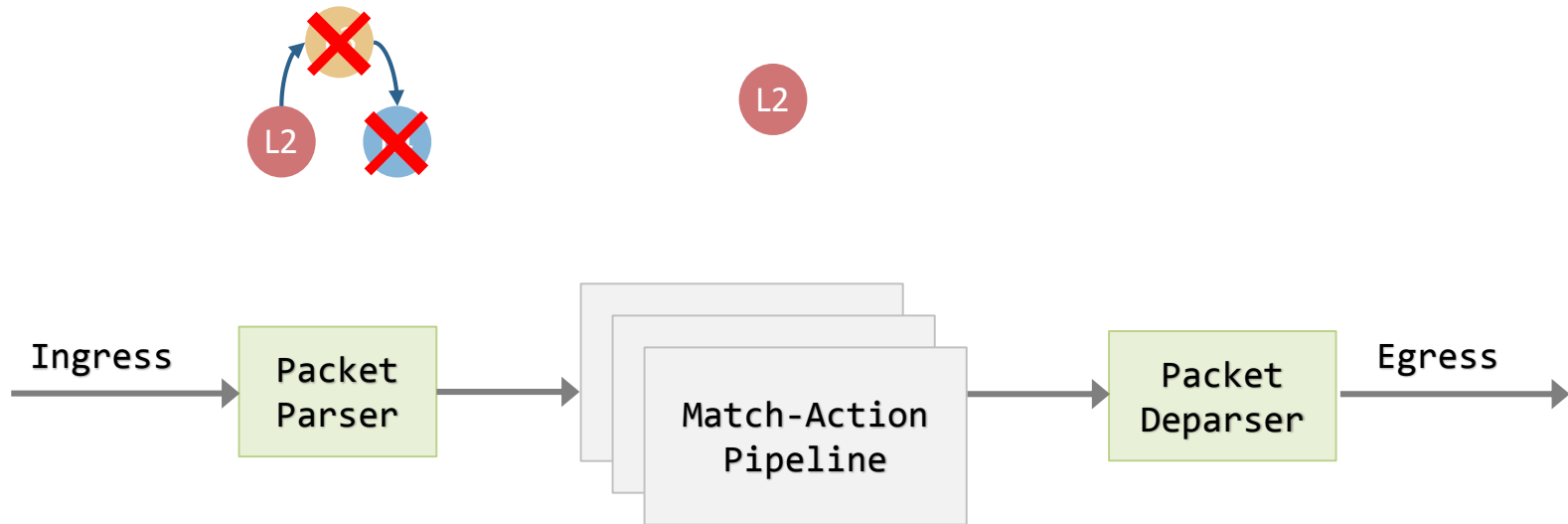
# Factors affecting CPU Cycles per Packet

- a. Fully-specified Checksum
  - b. Parsing unused header fields
- and more ...



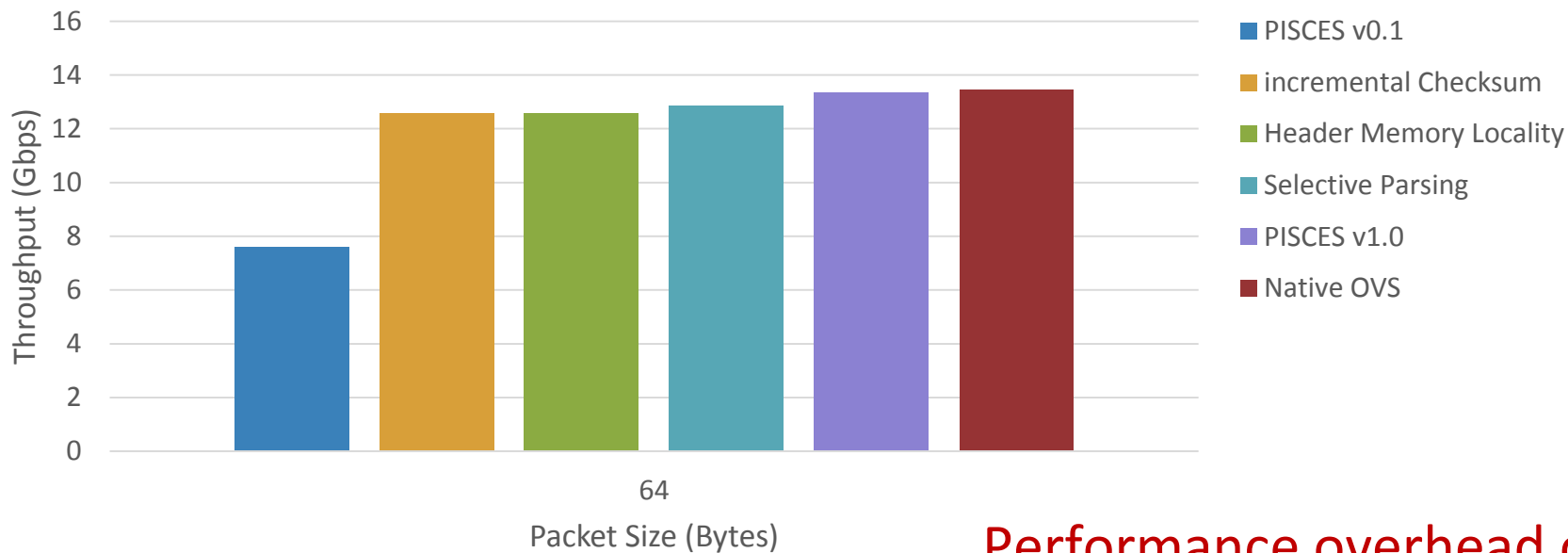


# Selective Parsing





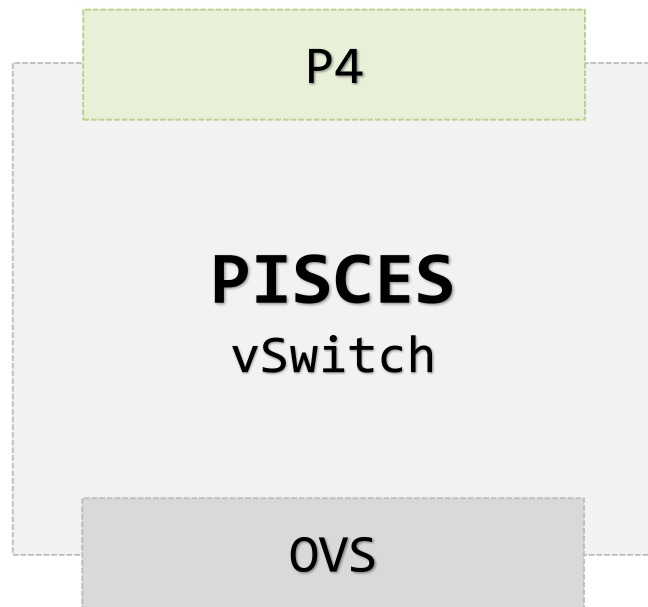
## Throughput on L2L3-ACL benchmark application



Performance overhead of

**< 2%**

# Summary



- **Quickly develop and deploy** new packet header format.
- With hardly **any performance cost!**

# Questions?

Learn more and **Try** PISCES here:

<http://pisc.es.cs.princeton.edu>



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