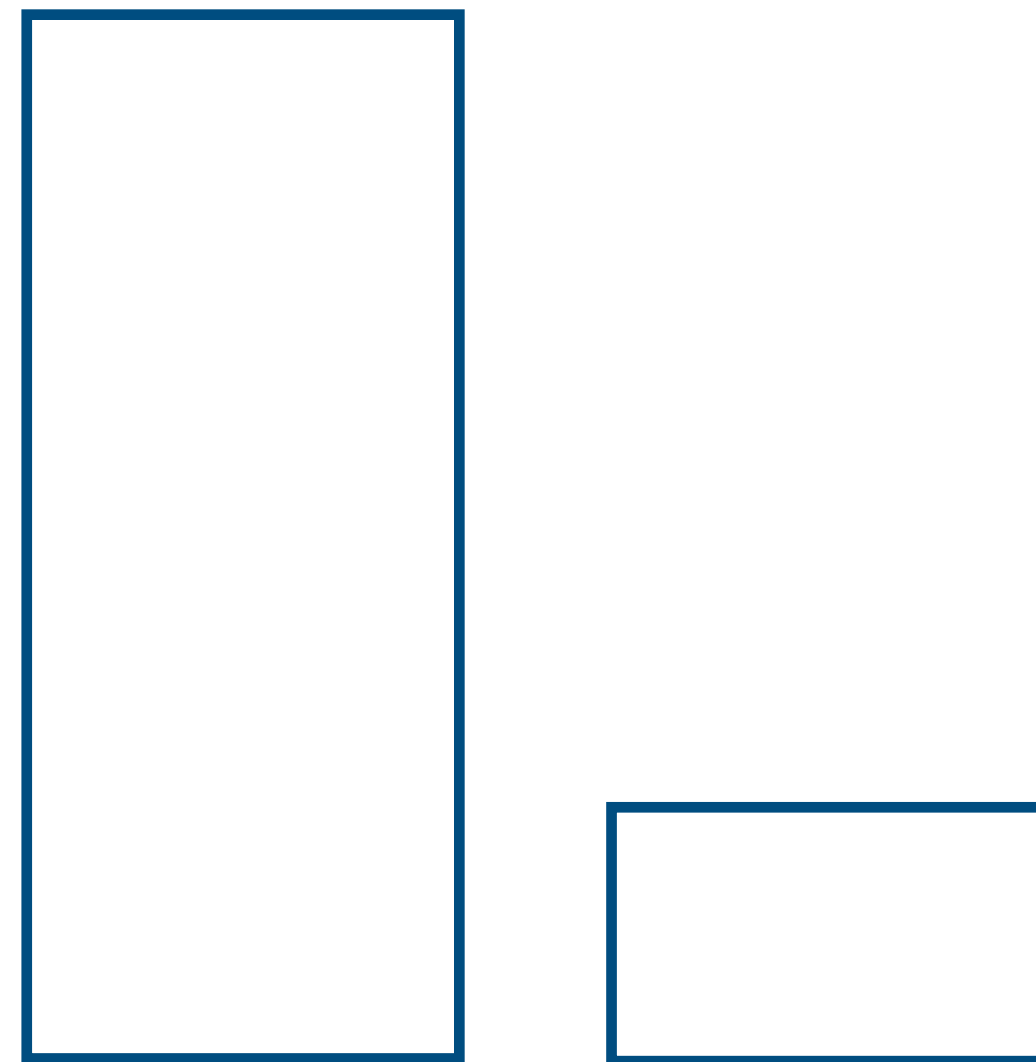


# Reducing P4 Language's Voluminosity using Higher-Level Constructs



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P4's voluminosity is due to two reasons:  
verbosity and limited parametrization

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**verbosity** and limited parametrization

```
// P4 (tofino)
RegisterAction <... >(my_register) inc = {
    void apply (...) {
        val = val + 1;
        ...
    }
};
```

```
// C++
(* my_register)++;
```

P4's voluminosity is due to two reasons:  
verbosity and **limited parametrization**

```
// P4  
  
table my_table_0 {  
    key = { field_0 : exact; }  
    actions = { my_action; }  
}  
  
table my_table_1 {  
    key = { field_1 : exact; }  
    actions = { my_action; }  
}  
  
table my_table_2 {  
    key = { field_2 : exact; }  
    actions = { my_action; }  
}
```

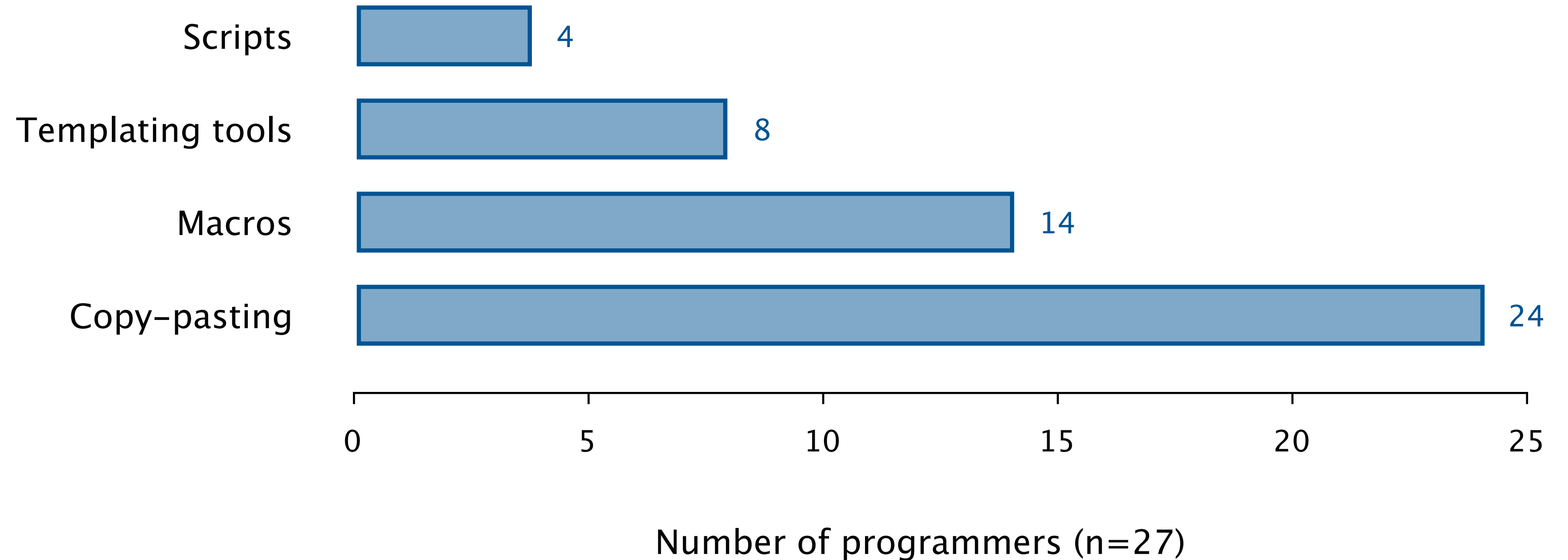
P4's voluminosity makes it harder to  
write, debug, deploy, and maintain code

Voluminous code takes longer to process

Larger programs have higher probability of errors

Errors can propagate across code repetitions

P4 users rely on **various tools** to overcome the language voluminosity





# Recent works have proposed higher-level programming languages

Directly fitting P4 into target hardware

Lyra, Chipmunk, P4All

Adding macro-like annotations into P4

pcube

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However, such languages ...

extend expressivity

lose fine-grained control

Can we reduce P4 language's voluminosity  
by introducing higher-level constructs?

Can we reduce P4 language's voluminosity  
by introducing higher-level constructs...

... *while preserving* ... language expressivity, and  
fine-grained control ?

**Yep!**  
*Introducing* 

O4 extends P4 with three simple constructs:  
**arrays, loops, and factories**

**Arrays**

Group variables of the same type

**Loops**

Reduce code-block repetitions

**Factories**

Enable parametrization, “everywhere”





## O4 arrays group variables of the same type

```
// O4
```

```
bit<32>[2][2] my_array;
```

```
my_array = [[0, 1], [2, 3]];
```

```
my_array[0][0];
```

```
// P4
```

```
bit<32> my_array_0_0;
```

```
bit<32> my_array_0_1;
```

```
bit<32> my_array_1_0;
```

```
bit<32> my_array_1_1;
```

```
my_array_0_0 = 0;
```

```
my_array_0_1 = 1;
```

```
my_array_1_0 = 2;
```

```
my_array_1_1 = 3;
```

```
my_array_0_0;
```



## O4 loops reduce repetitions of code-blocks

```
// O4
```

```
for (int index in [0,1,2,3]){  
    my_call(index);  
}
```

```
// P4
```

```
my_call(0);  
my_call(1);  
my_call(2);  
my_call(3);
```

## O4 factories enable parametrization in “any” P4 construct

```
// O4

factory my_factory (bit <8> field){

    table my_table {
        key = { field : exact; }
        actions = { my_action; }
    }
    return my_table ;
}

my_table_0 = my_factory (field_0);
my_table_1 = my_factory (field_1);
my_table_2 = my_factory (field_2);
```

```
// P4

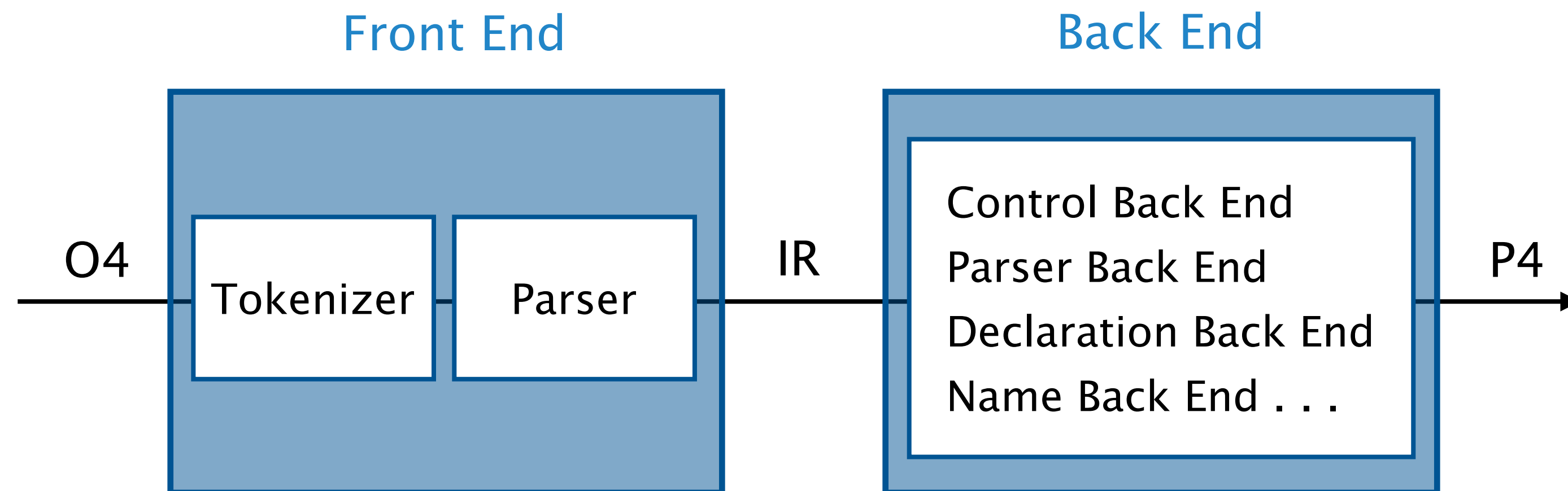
table my_table_0 {
    key = { field_0 : exact; }
    actions = { my_action; }
}

table my_table_1 {
    key = { field_1 : exact; }
    actions = { my_action; }
}

table my_table_2 {
    key = { field_2 : exact; }
    actions = { my_action; }
}
```

# We implemented an O4 compiler using Racket

Compiler



# We evaluated O4 on several state-of-the-art P4 programs

We built a dataset of p4-16 programs

Open Tofino and P4-Learning

*v1 model* and *tna* architectures

(AES, Conquest, ACC-Turbo...)

We evaluated ...

... voluminosity reduction

... verbosity reduction

... code-clone reduction

We evaluated O4 on several **state-of-the-art P4 programs**

Results

Volume

-42.4%

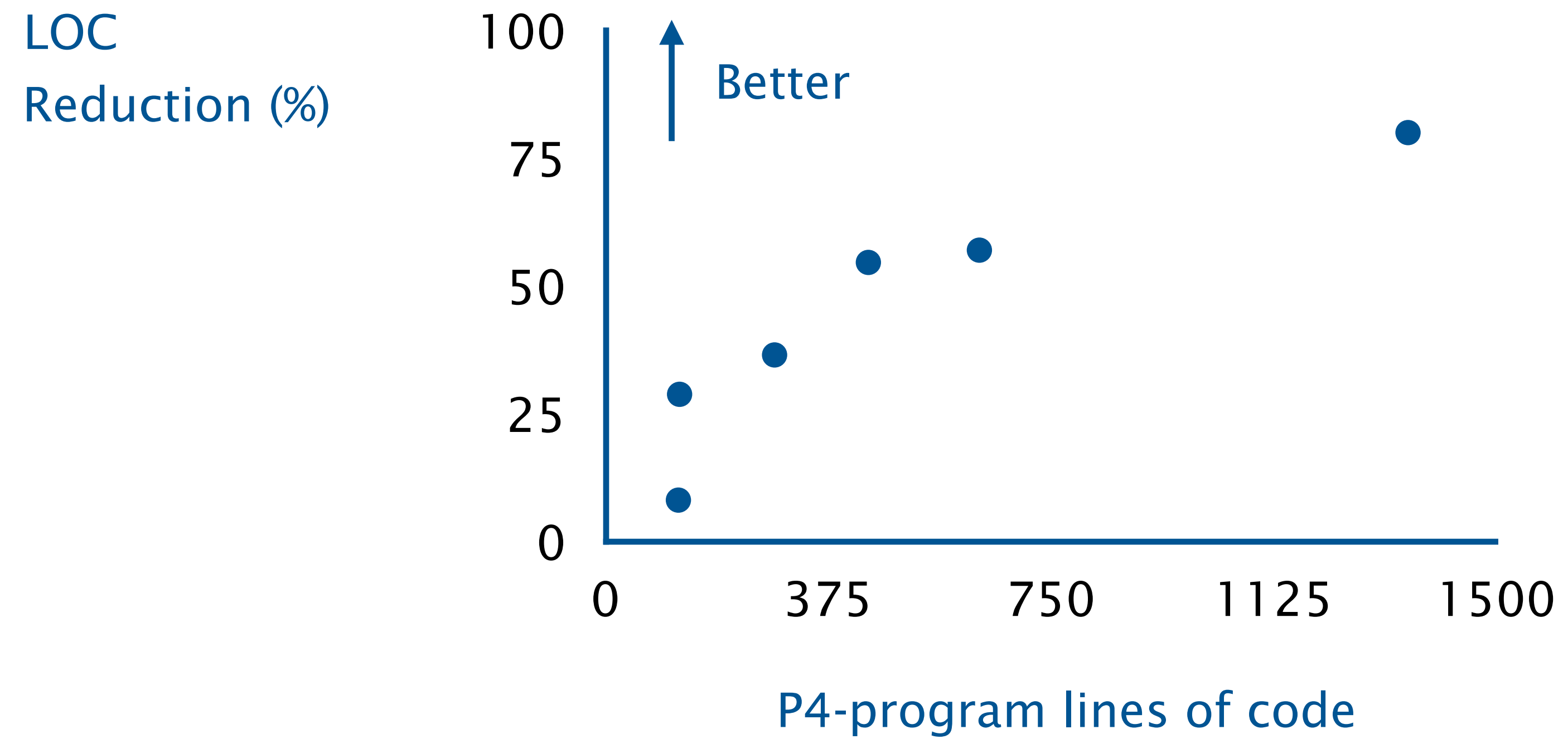
Verbosity

-32.6%

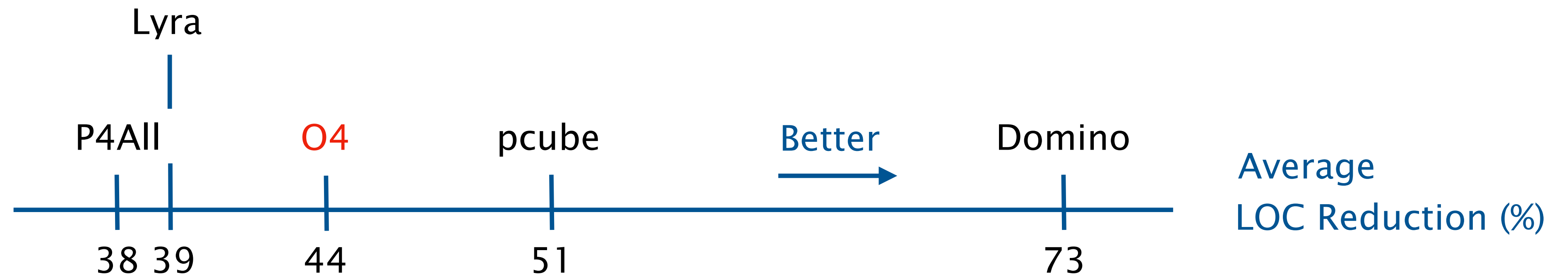
Number of Clones

-56.3%

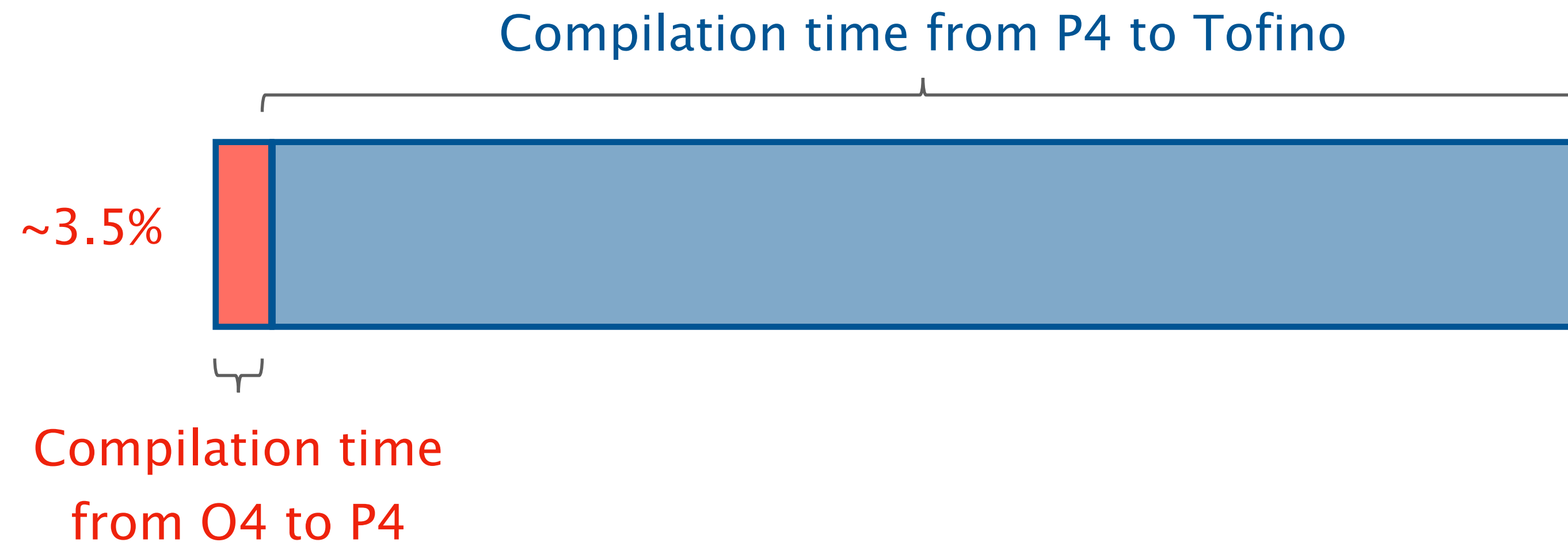
# O4 performs better for larger programs



O4 performs **similarly to state-of-the-art**  
higher-level programming languages



# The O4 compiler is fast





# Reducing P4 Language's Voluminosity using Higher-Level Constructs

P4 language is highly voluminous  
usually requiring thousands of lines of code

O4 introduces three high-level constructs  
[arrays](#), [loops](#), and [factories](#)

O4 significantly decreases code volumes  
preserving expressivity and low-level control

[github.com/nsg-ethz/O4](https://github.com/nsg-ethz/O4)