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# **Vector Packet Processor Documentation**

***Release 0.1***

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**Jun 27, 2018**



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## Contents

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<b>1</b>	<b>Overview</b>	<b>3</b>
1.1	What is VPP? . . . . .	3
1.2	Performance . . . . .	17
1.3	Architectures and Operating Systems . . . . .	19
1.4	Features . . . . .	19
<b>2</b>	<b>Getting Started</b>	<b>23</b>
2.1	Installing VPP Binaries from Packages . . . . .	23
2.2	Writing VPP Documentation . . . . .	28
2.3	How to Report a Bug . . . . .	41
<b>3</b>	<b>Use Cases</b>	<b>45</b>
3.1	FD.io VPP with Virtual Machines . . . . .	45
3.2	Using VPP as a Home Gateway . . . . .	53
3.3	vSwitch/vRouter . . . . .	56
<b>4</b>	<b>User Guides</b>	<b>59</b>
4.1	Progressive VPP Tutorial . . . . .	59
4.2	API User Guides . . . . .	83
<b>5</b>	<b>Reference</b>	<b>85</b>
5.1	Command Line Reference . . . . .	85



This is beta VPP Documentation it is not meant to be complete or accurate yet!!!!

FD.io Vector Packet Processing (VPP) is a fast, scalable and multi-platform network stack.

FD.io VPP is, at it's core, a scalable layer 2-4 network stack. It supports integration into both Open Stack and Kubernetes environments. It supports network management features including configuration, counters and sampling. It supports extending with plugins, tracing and debugging. It supports use cases such as vSwitch, vRouter, Gateways, Firewalls and Load Balancers, to name but a few. Finally it is useful both a software development kit or an appliance out of the box.



### 1.1 What is VPP?

The FD.io VPP platform is an extensible framework that provides out-of-the-box production quality switch/router functionality. The FD.io's Vector Packet Processing (VPP) technology is a high performance, packet-processing stack that can run on commodity CPUs.

The benefits of this implementation of FD.io VPP are its high performance, proven technology, its modularity and flexibility, and rich feature set.

**Note:** Todo: Will add more detail on vendors later, line that was omitted: "FD.io VPP is a productized commercial-grade network stack that has been use in products since 2002, by a number of vendors including Cisco and ZTE."

**Note:** Todo: Have a short definition of a graph node

It is a modular design. The framework allows anyone to "plug in" new graph nodes without the need to change core code.

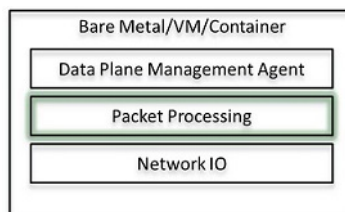


Fig. 1: Packet Processing Layer in High Level Overview of Networking Stack

### 1.1.1 What is vector packet processing?

As the name implies, FD.io VPP uses vector packet processing, as opposed to scalar packet processing. A scalar packet path simply processes one packet at a time: an interrupt strip takes a single packet from a device rx ring, and processes it by traversing a set of functions: A calls B calls C ... return return return, then return from interrupt. For each packet, one of three things happens: the path punts, drops, or rewrites and forwards the packet.

Scalar packet processing is simple, but problematic in these ways:

- When the path length exceeds the size of the I-cache, thrashing occurs. Each packet incurs an identical set of I-cache misses The only solution: bigger caches.
- Deep call stack adds load-store-unit pressure since stack-locals fall out of the L1 D-cache
- Aside from prefetching packet data - probably not in time - one can't address dependent read latency on table walks in a meaningful way

In contrast, vector packet processing constructs vectors of packets by scraping up to 256 packets at a time from device rx rings, and processes them using a directed graph of node. The graph scheduler invokes one node dispatch function at a time, restricting stack depth to a few stack frames.

This scheme fixes the I-cache thrashing problem.

Graph node dispatch functions iterate across up to 256 vector elements. Processing the first packet in a vector warms up the I-cache. The remaining packets all hit in the I-cache, reducing I-cache miss stalls by up to two orders of magnitude.

Given a vector of packets, one can pipeline and prefetch to cover dependent read latency on table data needed to process packets.

Vector packet processing techniques lead to a **stable** graph dispatch circuit time equilibrium. For a given offered load, imagine that the dispatch circuit time - and hence the vector size - converge to certain values. Say that an operating system event such as a clock-tick interrupt introduces a delay into the main dispatch loop.

The next rx vector will be larger. Larger vectors are processed more efficiently: I-cache warmup costs are amortized over a larger number of packets.

Rapidly, the rx vector size and the dispatch circuit time return to the previous equilibrium values. Given a relatively stable offered load, it's an important advantage for the vector size to remain stable in the face of exogenous events.

### 1.1.2 FD.io VPP at 10,000 Feet

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**Note:** todo: Would love some input here. We would like to describe how VPP fits in with L2, L3 and L4. Also how modules like dpdk, vhost, memif MPLS DHCP Open stack ML2 etc. fit. A picture would be nice.

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### 1.1.3 Modular, Flexible, and Extensible

The FD.io VPP packet processing pipeline is decomposed into a 'packet processing graph'. This modular approach means that anyone can 'plugin' new graph nodes. This makes FD.io VPP easily extensible, and it means that plugins can be customized for specific purposes. FD.io is also configurable through its Low-Level API.

At runtime, the FD.io VPP platform assembles a vector of packets from RX rings, typically up to 256 packets in a single vector. A packet processing graph is applied, node by node (including plugins) to the entire packet vector. The received packets typically traverse the packet processing graph nodes in the vector, when the network processing represented by each graph node is applied to each packet in turn. Graph nodes are small and modular. Graph nodes are



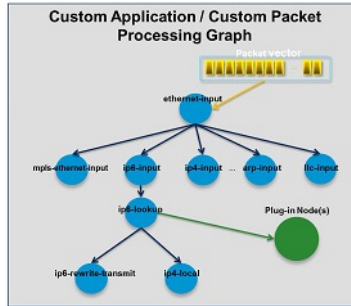


Fig. 2: How do plugins work?

loosely coupled. This makes it easy to introduce new graph nodes. It also makes it relatively easy to rewire existing graph nodes.

A plugin can introduce new graph nodes or rearrange the packet processing graph. You can also build a plugin independently of the FD.io VPP source tree - which means you can treat it as an independent component.

The FD.io VPP platform can be used to build any kind of packet processing application. It can be used as the basis for a Load Balancer, a Firewall, an IDS, or a Host Stack. You could also create a combination of applications. For example, you could add load balancing to a vSwitch.

### 1.1.4 Programmability

#### Local Programmability

One approach is to implement a FD.io VPP application to communicate with an external application within a local environment (Linux host or container). The communication would occur through a low level API. This approach offers a complete, feature rich solution that is simple yet high performance. For example, it is reasonable to expect performance yields of 500k routes/second.

This approach takes advantage of using a shared memory/message queue. The implementation is on a local on a box or container. All CLI tasks can be done through API calls.

The current implementation of the FD.io VPP platform generates Low Level Bindings for C, Java, and Python clients. It's possible for future support to be provided for bindings for other programming languages.

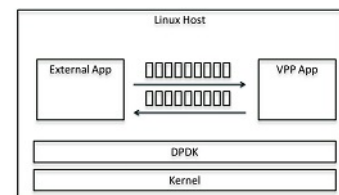


Fig. 3: FD.io VPP Communication Through Low Level API

#### Remote Programmability

Another approach is to use a Data Plane Management Agent through a High Level API. As shown in the figure, a Data Plane Management Agent can speak through a low level API to the FD.io VPP App (engine). This can run locally in a box (or VM or container). The box (or container) would expose higher level APIs through some form of binding.

This is a particularly flexible approach because the FD.io VPP platform does not force a particular Data Plane Management Agent. Furthermore, the FD.io VPP platform does not restrict communication to only \*one\* high level API. Anybody can bring a Data Plane Management Agent. This allows you to match the high level API/Data Plane Management Agent and implementation to the specific needs of the FD.io VPP app.

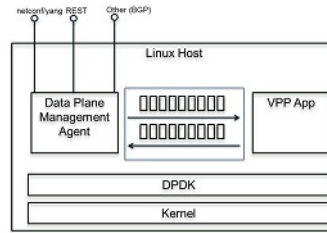


Fig. 4: Figure: API Through Data Plane Management Agent

## ODL Honeycomb Agent

One example of using a high level API is to implement the FD.io VPP platform as an app on a box that is running a local ODL instance (Honeycomb). You could use a low level API over generated Java Bindings to talk to the FD.io VPP App, and expose Yang Models over netconf/restconf NB.

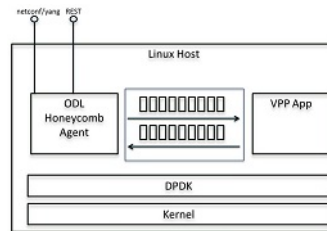


Fig. 5: FD.io VPP Using ODL Honeycomb as a Data Plane Management Agent

This would be one way to implement Bridge Domains.

## 1.1.5 Primary Characteristics of FD.io VPP

### Improved fault-tolerance and ISSU

Improved fault-tolerance and ISSU when compared to running similar packet processing in the kernel:

- crashes seldom require more than a process restart
- software updates do not require system reboots
- development environment is easier to use and perform debug than similar kernel code
- user-space debug tools (gdb, valgrind, wireshark)
- leverages widely-available kernel modules (uio, igb\_uio): DMA-safe memory

### Runs as a Linux user-space process:

- same image works in a VM, in a Linux container, or over a host kernel
- KVM and ESXi: NICs via PCI direct-map
- Vhost-user, netmap, virtio paravirtualized NICs
- Tun/tap drivers
- DPDK poll-mode device drivers

**Integrated with the DPDK, FD.io VPP supports existing NIC devices including:**

- Intel i40e, Intel ixgbe physical and virtual functions, Intel e1000, virtio, vhost-user, Linux TAP

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**Note:** todo: Reorganize this, and include all the supported technologies to this list

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- HP rebranded Intel Niantic MAC/PHY
- Cisco VIC

**Security issues considered:**

- Extensive white-box testing by Cisco’s security team
- Image segment base address randomization
- Shared-memory segment base address randomization
- Stack bounds checking
- Debug CLI “chroot”

The vector method of packet processing has been proven as the primary punt/inject path on major architectures.

### 1.1.6 Software Architecture

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**Note:** Add Overview Section.

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The fd.io vpp implementation is a third-generation vector packet processing implementation specifically related to US Patent 7,961,636, as well as earlier work. Note that the Apache-2 license specifically grants non-exclusive patent licenses; we mention this patent as a point of historical interest.

For performance, the vpp dataplane consists of a directed graph of forwarding nodes which process multiple packets per invocation. This schema enables a variety of micro-processor optimizations: pipelining and prefetching to cover dependent read latency, inherent I-cache phase behavior, vector instructions. Aside from hardware input and hardware output nodes, the entire forwarding graph is portable code.

Depending on the scenario at hand, we often spin up multiple worker threads which process ingress-hashes packets from multiple queues using identical forwarding graph replicas.

**Implementation taxonomy**

The vpp dataplane consists of four distinct layers:

- An infrastructure layer comprising vppinfra, vlib, svm, and binary api libraries. See `.../src/{vppinfra, vlib, svm, vlibapi, vlibmemory}`
- A generic network stack layer: vnet. See `.../src/vnet`
- An application shell: vpp. See `.../src/vpp`
- An increasingly rich set of data-plane plugins: see `.../src/plugins`

It’s important to understand each of these layers in a certain amount of detail. Much of the implementation is best dealt with at the API level and otherwise left alone.

## Vppinfra

Vppinfra is a collection of basic c-library services, quite sufficient to build standalone programs to run directly on bare metal. It also provides high-performance dynamic arrays, hashes, bitmaps, high-precision real-time clock support, fine-grained event-logging, and data structure serialization.

One fair comment / fair warning about vppinfra: you can't always tell a macro from an inline function from an ordinary function simply by name. Macros are used to avoid function calls in the typical case, and to cause (intentional) side-effects.

Vppinfra has been around for almost 20 years and tends not to change frequently.

## Vectors

Vppinfra vectors are ubiquitous dynamically resized arrays with by user defined “headers”. Many vppinfra data structures (e.g. hash, heap, pool) are vectors with various different headers.

The memory layout looks like this:

```

User's pointer -> User header (optional, uword aligned)
                  Alignment padding (if needed)
                  Vector length in elements
                  Vector element 0
                  Vector element 1
                  ...
                  Vector element N-1
```

As shown above, the vector APIs deal with pointers to the 0th element of a vector. Null pointers are valid vectors of length zero.

To avoid thrashing the memory allocator, one often resets the length of a vector to zero while retaining the memory allocation. Set the vector length field to zero via the `vec_reset_length(v)` macro. [Use the macro! It's smart about NULL pointers.]

Typically, the user header is not present. User headers allow for other data structures to be built atop vppinfra vectors. Users may specify the alignment for data elements via the `vec_*_aligned` macros.

Vectors elements can be any C type e.g. (int, double, struct bar). This is also true for data types built atop vectors (e.g. heap, pool, etc.). Many macros have `_a` variants supporting alignment of vector data and `_h` variants supporting non-zero-length vector headers. The `_ha` variants support both.

Inconsistent usage of header and/or alignment related macro variants will cause delayed, confusing failures.

Standard programming error: memorize a pointer to the *i*th element of a vector, and then expand the vector. Vectors expand by 3/2, so such code may appear to work for a period of time. Correct code almost always memorizes vector **indices** which are invariant across reallocations.

In typical application images, one supplies a set of global functions designed to be called from gdb. Here are a few examples:

- `vl(v)` - prints `vec_len(v)`
- `pe(p)` - prints `pool_elts(p)`
- `pifi(p, index)` - prints `pool_is_free_index(p, index)`
- `debug_hex_bytes(p, nbytes)` - hex memory dump `nbytes` starting at `p`

Use the “show gdb” debug CLI command to print the current set.

## Bitmaps

Vppinfra bitmaps are dynamic, built using the vppinfra vector APIs. Quite handy for a variety jobs.

## Pools

Vppinfra pools combine vectors and bitmaps to rapidly allocate and free fixed-size data structures with independent lifetimes. Pools are perfect for allocating per-session structures.

## Hashes

Vppinfra provides several hash flavors. Data plane problems involving packet classification / session lookup often use `.../src/vppinfra/bihash_template.[ch]` bounded-index extensible hashes. These templates are instantiated multiple times, to efficiently service different fixed-key sizes.

Bihashes are thread-safe. Read-locking is not required. A simple spin-lock ensures that only one thread writes an entry at a time.

The original vppinfra hash implementation in `.../src/vppinfra/hash.[ch]` are simple to use, and are often used in control-plane code which needs exact-string-matching.

In either case, one almost always looks up a key in a hash table to obtain an index in a related vector or pool. The APIs are simple enough, but one must take care when using the unmanaged arbitrary-sized key variant. `Hash_set_mem` (`hash_table`, `key_pointer`, `value`) memorizes `key_pointer`. It is usually a bad mistake to pass the address of a vector element as the second argument to `hash_set_mem`. It is perfectly fine to memorize constant string addresses in the text segment.

## Format

Vppinfra format is roughly equivalent to `printf`.

Format has a few properties worth mentioning. Format's first argument is a (`u8 *`) vector to which it appends the result of the current format operation. Chaining calls is very easy:

```
u8 * result;

result = format (0, "junk = %d, ", junk);
result = format (result, "more junk = %d\n", more_junk);
```

As previously noted, NULL pointers are perfectly proper 0-length vectors. Format returns a (`u8 *`) vector, **not** a C-string. If you wish to print a (`u8 *`) vector, use the `"%v"` format string. If you need a (`u8 *`) vector which is also a proper C-string, either of these schemes may be used:

```
vec_addl (result, 0)
or
result = format (result, "<whatever>%c", 0);
```

Remember to `vec_free()` the result if appropriate. Be careful not to pass format an uninitialized `u8 *`.

Format implements a particularly handy user-format scheme via the `"%U"` format specification. For example:

```
u8 * format_junk (u8 * s, va_list *va)
{
    junk = va_arg (va, u32);
```

(continues on next page)

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```
s = format (s, "%s", junk);
return s;
}

result = format (0, "junk = %U, format_junk, "This is some junk");
```

format\_junk() can invoke other user-format functions if desired. The programmer shoulders responsibility for argument type-checking. It is typical for user format functions to blow up if the va\_arg(va, <type>) macros don't match the caller's idea of reality.

## Unformat

Vppinfra unformat is vaguely related to scanf, but considerably more general.

A typical use case involves initializing an unformat\_input\_t from either a C-string or a (u8 \*) vector, then parsing via unformat() as follows:

```
unformat_input_t input;

unformat_init_string (&input, "<some-C-string>");
/* or */
unformat_init_vector (&input, <u8-vector>);
```

Then loop parsing individual elements:

```
while (unformat_check_input (&input) != UNFORMAT_END_OF_INPUT)
{
    if (unformat (&input, "value1 %d", &value1))
        /* unformat sets value1 */
    else if (unformat (&input, "value2 %d", &value2))
        /* unformat sets value2 */
    else
        return clib_error_return (0, "unknown input '%U'", format_unformat_error,
                                   input);
}
```

As with format, unformat implements a user-unformat function capability via a "%U" user unformat function scheme.

## Vppinfra errors and warnings

Many functions within the vpp dataplane have return-values of type clib\_error\_t \*. Clib\_error\_t'ss are arbitrary strings with a bit of metadata [fatal, warning] and are easy to announce. Returning a NULL clib\_error\_t \* indicates "A-OK, no error."

Clib\_warning(<format-args>) is a handy way to add debugging output; clib warnings prepend function:line info to unambiguously locate the message source. Clib\_unix\_warning() adds perror()-style Linux system-call information. In production images, clib\_warnings result in syslog entries.

## Serialization

Vppinfra serialization support allows the programmer to easily serialize and unserialize complex data structures.

The underlying primitive serialize/unserialize functions use network byte-order, so there are no structural issues serializing on a little-endian host and unserializing on a big-endian host.

## Event-logger, graphical event log viewer

The vppinfra event logger provides very lightweight (sub-100ns) precisely time-stamped event-logging services. See `.../src/vppinfra/{elog.c, elog.h}`

Serialization support makes it easy to save and ultimately to combine a set of event logs. In a distributed system running NTP over a local LAN, we find that event logs collected from multiple system elements can be combined with a temporal uncertainty no worse than 50us.

A typical event definition and logging call looks like this:

```
ELOG_TYPE_DECLARE (e) =
{
    .format = "tx-msg: stream %d local seq %d attempt %d",
    .format_args = "i4i4i4",
};
struct { u32 stream_id, local_sequence, retry_count; } * ed;
ed = ELOG_DATA (m->elog_main, e);
ed->stream_id = stream_id;
ed->local_sequence = local_sequence;
ed->retry_count = retry_count;
```

The ELOG\_DATA macro returns a pointer to 20 bytes worth of arbitrary event data, to be formatted (offline, not at runtime) as described by format\_args. Aside from obvious integer formats, the CLIB event logger provides a couple of interesting additions. The “t4” format pretty-prints enumerated values:

```
ELOG_TYPE_DECLARE (e) =
{
    .format = "get_or_create: %s",
    .format_args = "t4",
    .n_enum_strings = 2,
    .enum_strings = { "old", "new", },
};
```

The “t” format specifier indicates that the corresponding datum is an index in the event’s set of enumerated strings, as shown in the previous event type definition.

The “T” format specifier indicates that the corresponding datum is an index in the event log’s string heap. This allows the programmer to emit arbitrary formatted strings. One often combines this facility with a hash table to keep the event-log string heap from growing arbitrarily large.

Noting the 20-octet limit per-log-entry data field, the event log formatter supports arbitrary combinations of these data types. As in: the “.format” field may contain one or more instances of the following:

- i1 - 8-bit unsigned integer
- i2 - 16-bit unsigned integer
- i4 - 32-bit unsigned integer
- i8 - 64-bit unsigned integer
- f4 - float
- f8 - double
- s - NULL-terminated string - be careful
- sN - N-byte character array
- t1,2,4 - per-event enumeration ID

- T4 - Event-log string table offset

The vpp engine event log is thread-safe, and is shared by all threads. Take care not to serialize the computation. Although the event-logger is about as fast as practicable, it's not appropriate for per-packet use in hard-core data plane code. It's most appropriate for capturing rare events - link up-down events, specific control-plane events and so forth.

The vpp engine has several debug CLI commands for manipulating its event log:

```
vpp# event-logger clear
vpp# event-logger save <filename> # for security, writes into /tmp/<filename>.
                                   # <filename> must not contain '.' or '/' characters
vpp# show event-logger [all] [<nnn>] # display the event log
                                   # by default, the last 250 entries
```

The event log defaults to 128K entries. The command-line argument "... vlib { elog-events <nnn> }" configures the size of the event log.

As described above, the vpp engine event log is thread-safe and shared. To avoid confusing non-appearance of events logged by worker threads, make sure to code &vlib\_global\_main.elog\_main - instead of &vm->elog\_main. The latter form is correct in the main thread, but will almost certainly produce bad results in worker threads.

## G2 graphical event viewer

The g2 graphical event viewer can display serialized vppinfra event logs directly, or via the c2cpel tool.

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**Note:** Todo: please convert wiki page and figures

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## VLIB

Vlib provides vector processing support including graph-node scheduling, reliable multicast support, ultra-lightweight cooperative multi-tasking threads, a CLI, plug in .DLL support, physical memory and Linux epoll support. Parts of this library embody US Patent 7,961,636.

## Init function discovery

vlib applications register for various [initialization] events by placing structures and `__attribute__((constructor))` functions into the image. At appropriate times, the vlib framework walks constructor-generated singly-linked structure lists, calling the indicated functions. vlib applications create graph nodes, add CLI functions, start cooperative multi-tasking threads, etc. etc. using this mechanism.

vlib applications invariably include a number of `VLIB_INIT_FUNCTION` (`my_init_function`) macros.

Each init / configure / etc. function has the return type `clib_error_t *`. Make sure that the function returns 0 if all is well, otherwise the framework will announce an error and exit.

vlib applications must link against vppinfra, and often link against other libraries such as VNET. In the latter case, it may be necessary to explicitly reference symbol(s) otherwise large portions of the library may be AWOL at runtime.

## Node Graph Initialization

vlib packet-processing applications invariably define a set of graph nodes to process packets.



One constructs a `vlib_node_registration_t`, most often via the `VLIB_REGISTER_NODE` macro. At runtime, the framework processes the set of such registrations into a directed graph. It is easy enough to add nodes to the graph at runtime. The framework does not support removing nodes.

`vlib` provides several types of vector-processing graph nodes, primarily to control framework dispatch behaviors. The type member of the `vlib_node_registration_t` functions as follows:

- `VLIB_NODE_TYPE_PRE_INPUT` - run before all other node types
- `VLIB_NODE_TYPE_INPUT` - run as often as possible, after `pre_input` nodes
- `VLIB_NODE_TYPE_INTERNAL` - only when explicitly made runnable by adding pending frames for processing
- `VLIB_NODE_TYPE_PROCESS` - only when explicitly made runnable. “Process” nodes are actually cooperative multi-tasking threads. They **must** explicitly suspend after a reasonably short period of time.

For a precise understanding of the graph node dispatcher, please read `.../src/vlib/main.c:vlib_main_loop`.

## Graph node dispatcher

`Vlib_main_loop()` dispatches graph nodes. The basic vector processing algorithm is diabolically simple, but may not be obvious from even a long stare at the code. Here’s how it works: some input node, or set of input nodes, produce a vector of work to process. The graph node dispatcher pushes the work vector through the directed graph, subdividing it as needed, until the original work vector has been completely processed. At that point, the process recurs.

This scheme yields a stable equilibrium in frame size, by construction. Here’s why: as the frame size increases, the per-frame-element processing time decreases. There are several related forces at work; the simplest to describe is the effect of vector processing on the CPU L1 I-cache. The first frame element [packet] processed by a given node warms up the node dispatch function in the L1 I-cache. All subsequent frame elements profit. As we increase the number of frame elements, the cost per element goes down.

Under light load, it is a crazy waste of CPU cycles to run the graph node dispatcher flat-out. So, the graph node dispatcher arranges to wait for work by sitting in a timed `epoll` wait if the prevailing frame size is low. The scheme has a certain amount of hysteresis to avoid constantly toggling back and forth between interrupt and polling mode. Although the graph dispatcher supports interrupt and polling modes, our current default device drivers do not.

The graph node scheduler uses a hierarchical timer wheel to reschedule process nodes upon timer expiration.

## Process / thread model

`vlib` provides an ultra-lightweight cooperative multi-tasking thread model. The graph node scheduler invokes these processes in much the same way as traditional vector-processing run-to-completion graph nodes; plus-or-minus a `setjmp/longjmp` pair required to switch stacks. Simply set the `vlib_node_registration_t` type field to `VLIB_NODE_TYPE_PROCESS`. Yes, process is a misnomer. These are cooperative multi-tasking threads.

As of this writing, the default stack size is  $2^{20}$ ; 32kb. Initialize the node registration’s `process_log2_n_stack_bytes` member as needed. The graph node dispatcher makes some effort to detect stack overrun, e.g. by mapping a no-access page below each thread stack.

Process node dispatch functions are expected to be “`while(1) { }`” loops which suspend when not otherwise occupied, and which must not run for unreasonably long periods of time.

“Unreasonably long” is an application-dependent concept. Over the years, we have constructed frame-size sensitive control-plane nodes which will use a much higher fraction of the available CPU bandwidth when the frame size is low. The classic example: modifying forwarding tables. So long as the table-builder leaves the forwarding tables in a valid state, one can suspend the table builder to avoid dropping packets as a result of control-plane activity.

Process nodes can suspend for fixed amounts of time, or until another entity signals an event, or both. See the next section for a description of the vlib process event mechanism.

When running in vlib process context, one must pay strict attention to loop invariant issues. If one walks a data structure and calls a function which may suspend, one had best know by construction that it cannot change. Often, it's best to simply make a snapshot copy of a data structure, walk the copy at leisure, then free the copy.

## Process events

The vlib process event mechanism API is extremely lightweight and easy to use. Here is a typical example:

```
vlib_main_t *vm = &vlib_global_main;
uword event_type, * event_data = 0;

while (1)
{
    vlib_process_wait_for_event_or_clock (vm, 5.0 /* seconds */);

    event_type = vlib_process_get_events (vm, &event_data);

    switch (event_type) {
    case EVENT1:
        handle_event1s (event_data);
        break;

    case EVENT2:
        handle_event2s (event_data);
        break;

    case ~0: /* 5-second idle/periodic */
        handle_idle ();
        break;

    default: /* bug! */
        ASSERT (0);
    }

    vec_reset_length(event_data);
}
```

In this example, the VLIB process node waits for an event to occur, or for 5 seconds to elapse. The code demuxes on the event type, calling the appropriate handler function. Each call to `vlib_process_get_events` returns a vector of per-event-type data passed to successive `vlib_process_signal_event` calls; `vec_len (event_data) >= 1`.

It is an error to process only `event_data[0]`.

Resetting the `event_data` vector-length to 0 [instead of calling `vec_free`] means that the event scheme doesn't burn cycles continuously allocating and freeing the event data vector. This is a common vppinfra / vlib coding pattern, well worth using when appropriate.

Signaling an event is easy, for example:

```
vlib_process_signal_event (vm, process_node_index, EVENT1,
    (uword)arbitrary_event1_data); /* and so forth */
```

One can either know the process node index by construction - dig it out of the appropriate `vlib_node_registration_t` - or by finding the `vlib_node_t` with `vlib_get_node_by_name(...)`.

## Buffers

vlib buffering solves the usual set of packet-processing problems, albeit at high performance. Key in terms of performance: one ordinarily allocates / frees N buffers at a time rather than one at a time. Except when operating directly on a specific buffer, one deals with buffers by index, not by pointer.

Packet-processing frames are effectively `u32[]`, not `vlib_buffer_t[]`.

Packets comprise one or more vlib buffers, chained together as required. Multiple packet sizes are supported; hardware input nodes simply ask for the required size(s). Coalescing support is available. For obvious reasons one is discouraged from writing one's own wild and wacky buffer chain traversal code.

vlib buffer headers are allocated immediately prior to the buffer data area. In typical packet processing this saves a dependent read wait: given a buffer's address, one can prefetch the buffer header [metadata] at the same time as the first cache line of buffer data.

Buffer header metadata (`vlib_buffer_t`) includes the usual rewrite expansion space, a `current_data` offset, RX and TX interface indices, packet trace information, and a opaque areas.

The opaque data is intended to control packet processing in arbitrary subgraph-dependent ways. The programmer shoulders responsibility for data lifetime analysis, type-checking, etc.

Buffers have reference-counts in support of e.g. multicast replication.

## Shared-memory message API

Local control-plane and application processes interact with the vpp dataplane via asynchronous message-passing in shared memory over unidirectional queues. The same application APIs are available via sockets.

Capturing API traces and replaying them in a simulation environment requires a disciplined approach to the problem. This seems like a make-work task, but it is not. When something goes wrong in the control-plane after 300,000 or 3,000,000 operations, high-speed replay of the events leading up to the accident is a huge win.

The shared-memory message API message allocator `vl_api_msg_alloc` uses a particularly cute trick. Since messages are processed in order, we try to allocate message buffering from a set of fixed-size, preallocated rings. Each ring item has a "busy" bit. Freeing one of the preallocated message buffers merely requires the message consumer to clear the busy bit. No locking required.

## Plug-ins

vlib implements a straightforward plug-in DLL mechanism. VLIB client applications specify a directory to search for plug-in .DLLs, and a name filter to apply (if desired). VLIB needs to load plug-ins very early.

Once loaded, the plug-in DLL mechanism uses `dlsym` to find and verify a `vlib_plugin_registration` data structure in the newly-loaded plug-in.

## Debug CLI

Adding debug CLI commands to VLIB applications is very simple.

Here is a complete example:

```
static clib_error_t *
show_ip_tuple_match (vlib_main_t * vm,
                    unformat_input_t * input,
```

(continues on next page)

(continued from previous page)

```

        vlib_cli_command_t * cmd)
{
    vlib_cli_output (vm, "%U\n", format_ip_tuple_match_tables, &routing_main);
    return 0;
}

static VLIB_CLI_COMMAND (show_ip_tuple_command) = {
    .path = "show ip tuple match",
    .short_help = "Show ip 5-tuple match-and-broadcast tables",
    .function = show_ip_tuple_match,
};

```

This example implements the “show ip tuple match” debug cli command. In ordinary usage, the vlib cli is available via the “vpctl” application, which sends traffic to a named pipe. One can configure debug CLI telnet access on a configurable port.

The cli implementation has an output redirection facility which makes it simple to deliver cli output via shared-memory API messaging,

Particularly for debug or “show tech support” type commands, it would be wasteful to write vlib application code to pack binary data, write more code elsewhere to unpack the data and finally print the answer. If a certain cli command has the potential to hurt packet processing performance by running for too long, do the work incrementally in a process node. The client can wait.

## Packet tracer

Vlib includes a frame element [packet] trace facility, with a simple vlib cli interface. The cli is straightforward: “trace add <input-node-name> <count>”.

To trace 100 packets on a typical x86\_64 system running the dpdk plugin: “trace add dpdk-input 100”. When using the packet generator: “trace add pg-input 100”

Each graph node has the opportunity to capture its own trace data. It is almost always a good idea to do so. The trace capture APIs are simple.

The packet capture APIs snapshot binary data, to minimize processing at capture time. Each participating graph node initialization provides a vppinfra format-style user function to pretty-print data when required by the VLIB “show trace” command.

Set the VLIB node registration “.format\_trace” member to the name of the per-graph node format function.

Here’s a simple example:

```

u8 * my_node_format_trace (u8 * s, va_list * args)
{
    vlib_main_t * vm = va_arg (*args, vlib_main_t *);
    vlib_node_t * node = va_arg (*args, vlib_node_t *);
    my_node_trace_t * t = va_arg (*args, my_trace_t *);

    s = format (s, "My trace data was: %d", t-><whatever>);

    return s;
}

```

The trace framework hands the per-node format function the data it captured as the packet whizzed by. The format function pretty-prints the data as desired.

## Vnet

The vnet library provides vectorized layer-2 and 3 networking graph nodes, a packet generator, and a packet tracer.

In terms of building a packet processing application, vnet provides a platform-independent subgraph to which one connects a couple of device-driver nodes.

Typical RX connections include “ethernet-input” [full software classification, feeds ipv4-input, ipv6-input, arp-input etc.] and “ipv4-input-no-checksum” [if hardware can classify, perform ipv4 header checksum].

## Effective graph dispatch function coding

Over the 15 years, two distinct styles have emerged: a single/dual/quad loop coding model and a fully-pipelined coding model. We seldom use the fully-pipelined coding model, so we won’t describe it in any detail

### Single/dual loops

The single/dual/quad loop model is the only way to conveniently solve problems where the number of items to process is not known in advance: typical hardware RX-ring processing. This coding style is also very effective when a given node will not need to cover a complex set of dependent reads.

## 1.2 Performance

### 1.2.1 Overview

One of the benefits of FD.io VPP, is high performance on relatively low-power computing, this performance is based on the following features:

- A high-performance user-space network stack designed for commodity hardware.
  - L2, L3 and L4 features and encapsulations.
- Optimized packet interfaces supporting a multitude of use cases.
  - An integrated vhost-user backend for high speed VM-to-VM connectivity.
  - An integrated memif container backend for high speed Container-to-Container connectivity.
  - An integrated vhost based interface to punt packets to the Linux Kernel.
- The same optimized code-paths run execute on the host, and inside VMs and Linux containers.
- Leverages best-of-breed open source driver technology: [DPDK](#).
- Tested at scale; linear core scaling, tested with millions of flows and mac addresses.

These features have been designed to take full advantage of common micro-processor optimization techniques, such as:

- Reducing cache and TLS misses by processing packets in vectors.
- Realizing IPC gains with vector instructions such as: SSE, AVX and NEON.
- Eliminating mode switching, context switches and blocking, to always be doing useful work.
- Cache-lined aligned buffers for cache and memory efficiency.

## 1.2.2 Packet Throughput Graphs

These are some of the packet throughput graphs for FD.io VPP 18.04 from the CSIT [18.04 benchmarking report](#).

### L2 Ethernet Switching Throughput Tests

VPP NDR 64B packet throughput in 1 Core, 1 Thread setup, is presented in the graph below.

#### NDR Performance Tests

This is a VPP NDR 64B packet throughput in 1 Core, 1 Thread setup, live graph of the NDR (No Drop Rate) L2 Performance Tests.

### IPv4 Routed-Forwarding Performance Tests

VPP NDR 64B packet throughput in 1t1c setup (1thread, 1core) is presented in the graph below.

### IPv6 Routed-Forwarding Performance Tests

VPP NDR 78B packet throughput in 1t1c setup (1 thread, 1 core) is presented in the graph below.

## 1.2.3 Trending Throughput Graphs

These are some of the trending packet throughput graphs from the CSIT [trending dashboard](#). **Please note that,** performance in the trending graphs will change on a nightly basis in line with the software development cycle.

### L2 Ethernet Switching Performance Tests

This is a live graph of the 1 Core, 1 Thread, L2 Ethernet Switching Performance Tests Test on the x520 NIC.

### IPv4 Routed-Forwarding Performance Tests

This is a live graph of the IPv4 Routed Forwarding Switching Performance Tests.

### IPv6 Routed-Forwarding Performance Tests

VPP NDR 78B packet throughput in 1t1c setup (1 thread, 1 core) is presented in the trending graph below.

### 1.2.4 For More information on CSIT

These are FD.io Continuous System Integration and Testing (CSIT)'s documentation links.

- [CSIT Code Documentation](#)
- [CSIT Test Overview](#)
- [VPP Performance Dashboard](#)

## 1.3 Architectures and Operating Systems

### 1.3.1 Architectures

- – The FD.io VPP platform supports:
  - \* x86/64
  - \* ARM

### 1.3.2 Operating Systems and Packaging

FD.io VPP supports package installation on the following recent LTS operating systems releases:

- – Operating Systems:
  - \* Debian
  - \* Ubuntu
  - \* CentOS
  - \* OpenSUSE

## 1.4 Features

---

**Note:** Todo: John will get a complete list of features

---

The huge number of supported network protocols allows a wide variety of network appliance workloads to be built. At a high level, the platform provides:

- Fast lookup tables for routes, bridge entries
- Arbitrary n-tuple classifiers
- Out of the box production quality switch/router functionality

The following is a summary of the features the FD.io VPP platform provides:

### 1.4.1 List of Features

#### Universal Data Plane

- Layer 2 - 4 Network Stack

- CP, TM, Overlays and more. . .
- Linux (and FreeBSD) support
- Kernel Interfaces (Netmap, Fastmap)
- Container and Virtualization support
- Appliance, infrastructure, VNF & CNF

### Fast, Scalable and Deterministic

- L2XC - 15+ Mpps per core
- 0 packet drops, ~15µs latency
- Continuous & extensive latency testing
- Linear scaling with core/thread count
- Supporting millions of concurrent L[2,3] tables entries

### Extensible Modular Design

- Pluggable, easy to understand & extend
- Mature graph node Architecture
- Full control to reorganize the pipeline
- Fast, plugins are equal citizens

### Developer Friendly

- Runtime counters for everything. (throughput, ipc, errors etc)
- Full pipeline tracing facilities
- Multi-language API bindings
- VPP command line introspection

### IPv4/IPv6

- 14+ MPPS, single core
- Multimillion entry FIBs
- Input Checks
  - Source RPF
  - TTL expiration
  - header checksum
  - L2 length < IP length
  - ARP resolution/snooping
  - ARP proxy
- Thousands of VRFs



- Controlled cross-VRF lookups
- Multipath – ECMP and Unequal Cost
- Multiple million Classifiers - Arbitrary N-tuple
- VLAN Support – Single/Double tag

### 1.4.2 L2

- VLAN Support
  - Single/ Double tag
  - L2 forwarding with EFP/BridgeDomain concepts
- VTR – push/pop/Translate (1:1,1:2, 2:1,2:2)
- Mac Learning – default limit of 50k addresses
- Bridging – Split-horizon group support/EFP Filtering
- Proxy Arp
- Arp termination
- IRB – BVI Support with RouterMac assignment
- Flooding
- Input ACLs
- Interface cross-connect

## MPLS

- MPLS-o-Ethernet – Deep label stacks supported

### 1.4.3 L3

#### IPv4

- GRE, MPLS-GRE, NSH-GRE
- VXLAN
- IPSEC
- DHCP client/proxy

#### IPv6

- Neighbor discovery
- Router Advertisement
- DHCPv6 Proxy
- L2TPv3
- Segment Routing

- MAP/LW46 – IPv4aas
- iOAM

## 2.1 Installing VPP Binaries from Packages

If you are simply using vpp, it can be convenient to simply install the packages. This guide will describe how pull and install the VPP packages.

### 2.1.1 Package Descriptions

The following is a brief description of the packages to be installed with VPP.

#### Packages

##### **vpp**

Vector Packet Processing executables

- vpp - the vector packet engine
- vpp\_api\_test - vector packet engine API test tool
- vpp\_json\_test - vector packet engine JSON test tool

##### **vpp-lib**

Vector Packet Processing runtime libraries. This package contains the VPP shared libraries, including:

- vppinfra - Foundation library supporting vectors, hashes, bitmaps, pools, and string formatting.
- svm - vm library
- vlib - vector processing library
- vlib-api - binary API library

- vnet - network stack library

## **vpp-plugins**

Vector Packet Processing plugin modules

- acl
- dpdk
- flowprobe
- gtpu
- ixge
- kubeproxy
- l2e
- lb
- memif
- nat
- pppoe
- sixrd
- stn

## **vpp-dbg**

Vector Packet Processing debug symbols

## **vpp-dev**

Vector Packet Processing development support. This package contains development support files for the VPP libraries

## **vpp-api-java**

JAVA binding for the VPP Binary API.

## **vpp-api-python**

Python binding for the VPP Binary API.

## **vpp-api-lua**

Lua binding for the VPP Binary API.

## 2.1.2 Installing on Ubuntu

The following are instructions on how to install VPP on Ubuntu.

### Ubuntu 16.04 - Setup the fd.io Repository

From the following choose one of the releases to install.

#### Update the OS

It is probably a good idea to update and upgrade the OS before starting

```
apt-get update
```

#### Point to the Repository

Create a file “**/etc/apt/sources.list.d/99fd.io.list**” with the contents that point to the version needed. The contents needed are shown below.

#### VPP latest Release

Create the file **/etc/apt/sources.list.d/99fd.io.list** with contents:

```
deb [trusted=yes] https://nexus.fd.io/content/repositories/fd.io.ubuntu.xenial.main/ .  
↪/
```

#### VPP stable/1804 Branch

Create the file **/etc/apt/sources.list.d/99fd.io.list** with contents:

```
deb [trusted=yes] https://nexus.fd.io/content/repositories/fd.io.stable.1804.ubuntu.  
↪xenial.main/ ./
```

#### VPP master Branch

Create the file **/etc/apt/sources.list.d/99fd.io.list** with contents:

```
deb [trusted=yes] https://nexus.fd.io/content/repositories/fd.io.master.ubuntu.xenial.  
↪main/ ./
```

#### Install the Mandatory Packages

```
sudo apt-get update  
sudo apt-get install vpp vpp-lib vpp-plugin
```

## Install the Optional Packages

```
sudo apt-get install vpp-dbg vpp-dev vpp-api-java vpp-api-python vpp-api-lua
```

## Uninstall the Packages

```
sudo apt-get remove --purge vpp*
```

## 2.1.3 Installing on Centos

The following are instructions on how to install VPP on Centos.

### Setup the fd.io Repository (Centos 7.3)

From the following choose one of the releases to install.

### Update the OS

It is probably a good idea to update and upgrade the OS before starting

```
yum update
```

### Point to the Repository

Create a file “**/etc/yum.repos.d/fdio-release.repo**” with the contents that point to the version needed. The contents needed are shown below.

### VPP latest Release

Create the file “**/etc/yum.repos.d/fdio-release.repo**”.

```
[fdio-release]
name=fd.io release branch latest merge
baseurl=https://nexus.fd.io/content/repositories/fd.io.centos7/
enabled=1
gpgcheck=0
```

### VPP stable/1804 Branch

Create the file “**/etc/yum.repos.d/fdio-release.repo**”.

```
[fdio-stable-1804]
name=fd.io stable/1804 branch latest merge
baseurl=https://nexus.fd.io/content/repositories/fd.io.stable.1804.centos7/
enabled=1
gpgcheck=0
```

## VPP master Branch

Create the file “/etc/yum.repos.d/fdio-release.repo”.

```
[fdio-master]
name=fd.io master branch latest merge
baseurl=https://nexus.fd.io/content/repositories/fd.io.master.centos7/
enabled=1
gpgcheck=0
```

## Install VPP RPMs

```
sudo yum install vpp
```

## Install the optional RPMs

```
sudo yum install vpp-plugins vpp-devel vpp-api-python vpp-api-lua vpp-api-java
```

## Uninstall the VPP RPMs

```
sudo yum autoremove vpp*
```

## 2.1.4 Installing on openSUSE

The following are instructions on how to install VPP on openSUSE.

### Installing

To install VPP on openSUSE first pick the following release and execute the appropriate commands.

#### openSUSE Tumbleweed (rolling release)

```
sudo zypper install vpp vpp-plugins
```

#### openSUSE Leap 42.3

```
sudo zypper addrepo --name network https://download.opensuse.org/repositories/network/
↪openSUSE_Leap_42.3/network.repo
sudo zypper install vpp vpp-plugins
```

### Uninstall

```
sudo zypper remove -u vpp vpp-plugins
```

### openSUSE Tumbleweed (rolling release)

```
sudo zypper remove -u vpp vpp-plugins
```

### openSUSE Leap 42.3

```
sudo zypper remove -u vpp vpp-plugins
sudo zypper removerepo network
```

### For More Information

For more information on VPP with openSUSE, please look at the following post.

- <https://www.suse.com/communities/blog/vector-packet-processing-vpp-opensuse/>

## 2.2 Writing VPP Documentation

### 2.2.1 Building VPP Documents

#### Overview

These instructions show how the VPP documentation sources are built.

FD.io VPP Documentation uses [reStructuredText](#) (rst) files, which are used by [Sphinx](#). We will also cover how to view your build on Read the Docs in *Using Read the Docs*.

To build your files, you can either *Create a Virtual Environment using virtualenv*, which installs all the required applications for you, or you can *Install Sphinx manually*.

#### Create a Virtual Environment using virtualenv

For more information on how to use the Python virtual environment check out [Installing packages using pip and virtualenv](#).

#### Install the virtual environment

In your vpp-docs directory, run:

```
$ python -m pip install --user virtualenv
$ python -m virtualenv env
$ source env/bin/activate
$ pip install -r etc/requirements.txt
```

Which installs all the required applications into it's own, isolated, virtual environment, so as to not interfere with other builds that may use different versions of software.



## Build the html files

For example start with a clone of the vpp-docs

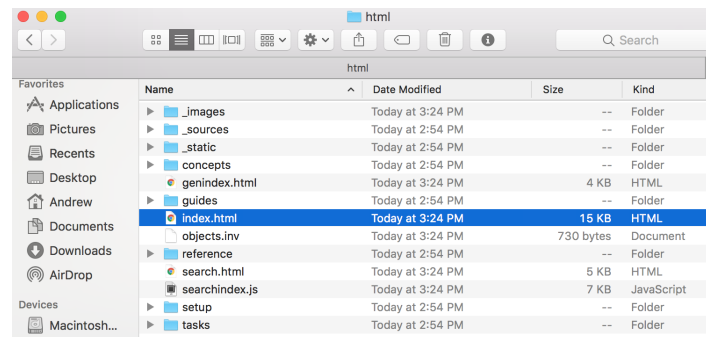
```
$ git clone https://github.com/YOURUSERNAME/vpp-docs
```

Change into your vpp-docs/docs directory, since that is where Sphinx will look for your **conf.py** file, and build the **.rst** files into an **index.html** file:

```
$ cd vpp-docs/docs
$ make html
```

## View the results

If there are no errors during the build process, you should now have an **index.html** file in your **vpp-docs/docs/\_build/html** directory, which you can then view in your browser.



Whenever you make changes to your **.rst** files that you want to see, repeat this build process.

**Note:** To exit from the virtual environment execute:

```
$ deactivate
```

## Install Sphinx manually

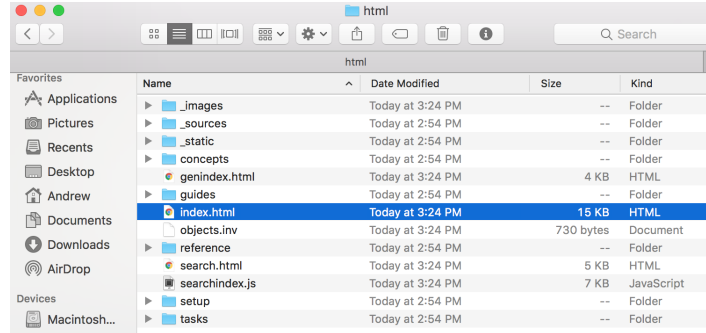
Skip this step if you created a *virtualenv* in the previous step. If you don't want to create a *virtualenv*, you should install Sphinx [here](#), and follow their [getting started guide](#).

Building these files will generate an **index.html** file, which you can then view in your browser to verify and see your file changes.

To *build* your files, make sure you're in your **vpp-docs/docs** directory, where your **conf.py** file is located, and run:

```
$ make html
```

If there are no errors during the build process, you should now have an **index.html** file in your **vpp-docs/docs/\_build/html** directory, which you can then view in your browser.



Whenever you make changes to your `.rst` files that you want to see, repeat this build process.

## Using Read the Docs

[Read the Docs](#) is a website that “simplifies software documentation by automating building, versioning, and hosting of your docs for you”. Essentially, it accesses your Github repo to generate the **index.html** file, and then displays it on its own *Read the Docs* webpage so others can view your documentation.

Create an account on *Read the Docs* if you haven’t already.

Go to your [dashboard](#), and click on “Import a Project”.

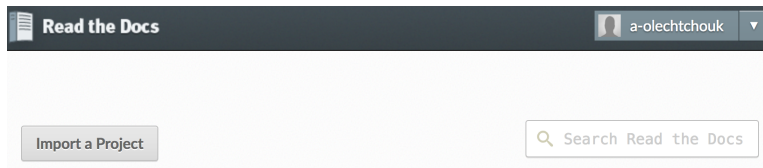
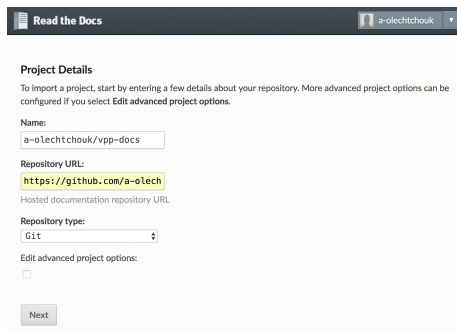


Fig. 1: This will bring you to a page where you can choose to import a repo from your Github account (only if you’ve linked your Github account to your Read the Docs account), or to import a repo manually. In this example, we’ll do it manually. Click “Import Manually”.

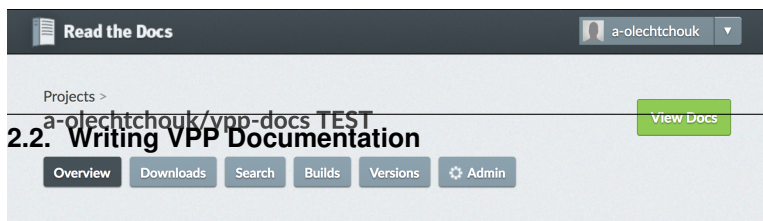
This will bring you to a page that asks for your repo details. Set “Name” to your forked repo name, or whatever you want. Set “Repository URL” to the URL of your forked repo (<https://github.com/YOURUSERNAME/vpp-docs>). “Repository type” should already be selected to “Git”. Then click “Next”.



The screenshot shows the 'Project Details' form on the Read the Docs website. The form is titled 'Project Details' and includes instructions: 'To import a project, start by entering a few details about your repository. More advanced project options can be configured if you select [Edit advanced project options](#).' The form fields are: 'Name' with the value 'a-olechtchouk/vpp-docs', 'Repository URL' with the value 'https://github.com/a-olech', and 'Repository type' set to 'Git'. There is a checkbox for 'Edit advanced project options' which is currently unchecked. A 'Next' button is at the bottom of the form.

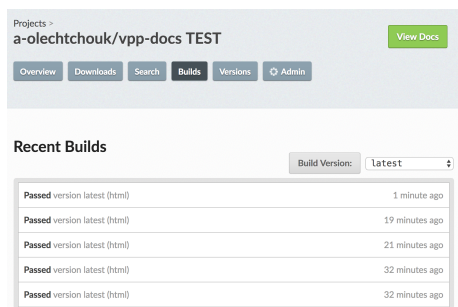
This will bring you to a project page of your repo on Read the Docs. You can confirm it's the correct repo by checking on the right side of the page the Repository URL.

Then click on “Build Version”.



Which takes you to another page showing your recent builds.

Then click on “Build Version:”. This should “Trigger” a build. After about a minute or so you can refresh the page and see that your build “Passed”.



Now on your builds page from the previous image, you can click “View Docs” at the top-right, which will take you a *readthedocs.io* page of your generated build!

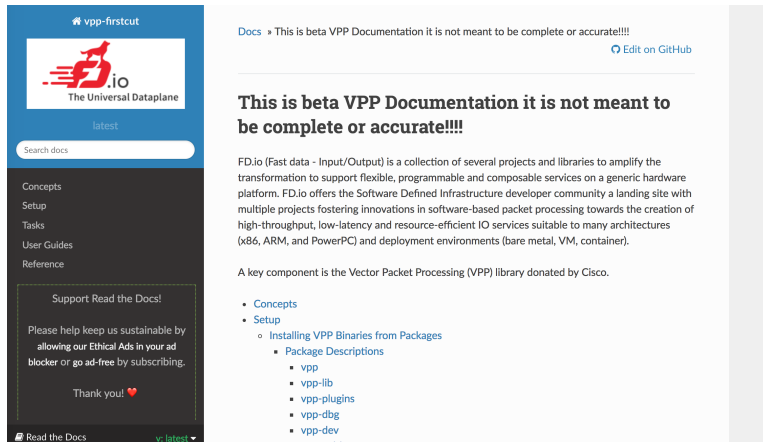
## 2.2.2 Pushing your changes to the VPP Docs Repository

### Overview

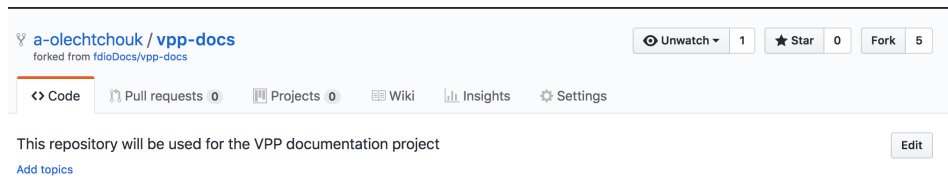
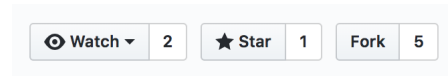
This section will cover how to fork your own branch of the [fdioDocs/vpp-docs](#) repository, clone that repo locally to your computer, make changes to it, and how to issue a pull request when you want your changes to be reflected on the main repo.

### Forking your own branch

In your browser, navigate to the repo you want to branch off of. In this case, the [fdioDocs/vpp-docs](#) repo. At the top right of the page you should see this:



Click on “Fork”, and then a pop-up should appear where you should then click your Github username. Once this is done, it should automatically take you to the Github page where your new branch is located, just like in the image below.



Now your **own branch** can be **cloned** to your computer using the URL (<https://github.com/YOURUSERNAME/vpp-docs>) of the Github page where your branch is located.

## Creating a local repository

Now that you have your own branch of the main repository on Github, you can store it locally on your computer. In your shell, navigate to the directory where you want to store your branch/repo. Then execute:

```
$ git clone https://github.com/YOURUSERNAME/vpp-docs
```

This will create a directory on your computer named **vpp-docs**, the name of the repo.

Now that your branch is on your computer, you can modify and build files however you wish.

If you are not on the master branch, move to it.

```
$ git checkout master
```

## Keeping your files in sync with the main repo

The following talks about remote branches, but keep in mind that there are currently *two* branches, your local “master” branch (on your computer), and your remote “origin or origin/master” branch (the one you created using “Fork” on the Github website).

You can view your *remote* repositories with:

```
$ git remote -v
```

At this point, you may only see the remote branch that you cloned from.

```
Macintosh:docs Andrew$ git remote -v
origin  https://github.com/a-olechtchouk/vpp-docs (fetch)
origin  https://github.com/a-olechtchouk/vpp-docs (push)
```

Now you want to create a new remote repository of the main vpp-docs repo (naming it upstream).

```
$ git remote add upstream https://github.com/fdioDocs/vpp-docs
```

You can verify that you have added a remote repo using the previous **git remote -v** command.

```
Macintosh:docs Andrew$ git remote -v
origin  https://github.com/a-olechtchouk/vpp-docs (fetch)
origin  https://github.com/a-olechtchouk/vpp-docs (push)
upstream https://github.com/fdioDocs/vpp-docs (fetch)
upstream https://github.com/fdioDocs/vpp-docs (push)
```

If there have been any changes to files in the main repo (hopefully not the same files you were working on!), you want to make sure your local branch is in sync with them.

To do so, fetch any changes that the main repo has made, and then merge them into your local master branch using:

```
$ git fetch upstream
$ git merge upstream/master
```

## Create a Branch

At this point you may want to work on a branch. To create a branch create and checkout the branch.

```
$ git checkout -b cleanup-01
$ git branch
* cleanup-01
  master
  overview
```

Now you can make your changes.

## Pushing to your branch

Now that your files are in sync, you want to add modified files, commit, and push them from *your local branch* to your *personal remote branch* (not the main fdioDocs repo).

To check the status of your files, run:

```
$ git status
```

In the output example below, I deleted `gettingsources.rst`, made changes to `index.rst` and `pushingapatch.rst`, and have created a new file called `buildingrst.rst`.

```
Macintosh:docs Andrew$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

    deleted:    tasks/writingdocs/gettingsources.rst

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

    modified:   tasks/writingdocs/index.rst
    modified:   tasks/writingdocs/pushingapatch.rst

Untracked files:
  (use "git add <file>..." to include in what will be committed)

    tasks/writingdocs/buildingrst.rst
```

To add files (use **git add -A** to add all modified files):

```
$ git add FILENAME1 FILENAME2
```

Commit and push using:

```
$ git commit -m 'A descriptive commit message for two files.'
```

Push your changes for the branch where your changes were made

```
$ git push origin <branch name>
```

Here, your personal remote branch is “origin” and your local branch is “master”.

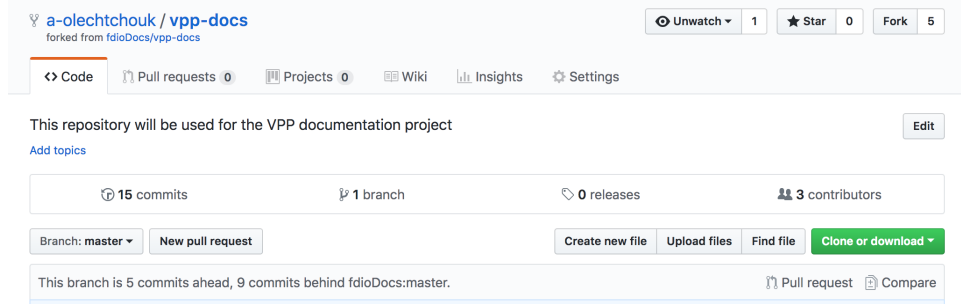
**Note:** Using **git commit** after adding your files saves a “Snapshot” of them, so it’s very hard to lose your work if you *commit often*.

## Initiating a pull request (Code review)

Once you’ve pushed your changes to your remote branch, go to your remote branch on Github (<https://github.com/YOURUSERNAME/vpp-docs>), and click on “New pull request”.

This will bring you to a “Comparing changes” page. Click “Create new pull request”.





Which will open up text fields to add information to your pull request.

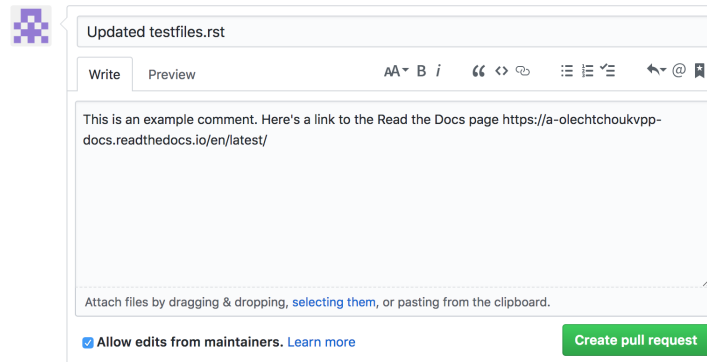


Fig. 2: Then finally click “Create pull request” to complete the pull request.

Your documents will be reviewed. To this same branch make the changes requested from the review and then push your new changes. There is no need to create another pull request.

```
$ git commit -m 'A descriptive commit message for the new changes'
$ git push origin <branch name>
```

### Additional Git commands

You may find some of these Git commands useful:

Use **git diff** to quickly show the file changes and repo differences of your commits.

Use **git rm FILENAME** to stop tracking a file and to remove it from your remote branch and local directory. Use flag **-r** to remove folders/directories. E.g (**git rm -r oldfolder**)

### 2.2.3 Style Guide

This chapter describes some of the Sphinx Markup Constructs used in these documents. The Sphinx style guide can be found at: [Sphinx Style Guide](#) For a more detailed list of Sphinx Markup Constructs please refer to: [Sphinx Markup Constructs](#)

This document is also an example of a directory structure for a document that spans multiple pages. Notice we have the file **index.rst** and the then documents that are referenced in index.rst. The referenced documents are shown at the bottom of this page.



A label is shown at the top of this page. Then the first construct describes a the document title **FD.io Style Guide**. Text usually follows under each title or heading.

A **Table of Contents** structure is shown below. Using **toctree** in this way will show the headings in a nicely in the generated documents.

## Heading 1

This is the top heading level. More levels are shown below.

## Heading 3

## Heading 4

## Heading 5

## Heading 6

## Bullets, Bold and Italics

Bold text can be show with **Bold Text**, Italics with *Italic text*. Bullets like so:

- Bullet 1
- Bullet 2

## Notes

A note can be used to describe something not in the normal flow of the paragraph. This is an example of a note.

---

**Note:** Using **git commit** after adding your files saves a “Snapshot” of them, so it’s very hard to lose your work if you *commit often*.

---

## Code Blocks

This paragraph describes how to do **Console Commands**. When showing VPP commands it is reccomended that the command be executed from the linux console as shown. The Highlighting in the final documents shows up nicely this way.

```
$ sudo bash
# vppctl show interface
      Name                               Idx      State      Counter      Count
TenGigabitEthernet86/0/0                1         up      rx packets      6569213
                                           rx bytes      9928352943
                                           tx packets       50384
                                           tx bytes      3329279
TenGigabitEthernet86/0/1                2        down
VirtualEthernet0/0/0                    3         up      rx packets       50384
                                           rx bytes      3329279
                                           tx packets      6569213
```

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			tx bytes	9928352943
			drops	1498
local0	0	down		
#				

The **code-block** construct is also used for code samples. The following shows how to include a block of “C” code.

```
#include <vlib/unix/unix.h>
abf_policy_t *
abf_policy_get (u32 index)
{
    return (pool_elt_at_index (abf_policy_pool, index));
}
```

Diffs are generated in the final docs nicely with “::” at the end of the description like so:

```
diff --git a/src/vpp/vnet/main.c b/src/vpp/vnet/main.c
index 6e136e19..69189c93 100644
--- a/src/vpp/vnet/main.c
+++ b/src/vpp/vnet/main.c
@@ -18,6 +18,8 @@
#include <vlib/unix/unix.h>
#include <vnet/plugin/plugin.h>
#include <vnet/ethernet/ethernet.h>
+#include <vnet/ip/ip4_packet.h>
+#include <vnet/ip/format.h>
#include <vpp/app/version.h>
#include <vpp/api/vpe_msg_enum.h>
#include <limits.h>
@@ -400,6 +402,63 @@ VLIB_CLI_COMMAND (test_crash_command, static) = {
    #endif
```

## Labels, References

A link or reference to other paragraphs within these documents can be done with following construct.

In this example the reference points the label **showintcommand**. The label **styleguide03** is shown at the top of this page. A label used in this way must be above a heading or title.

*Show Interface* command.

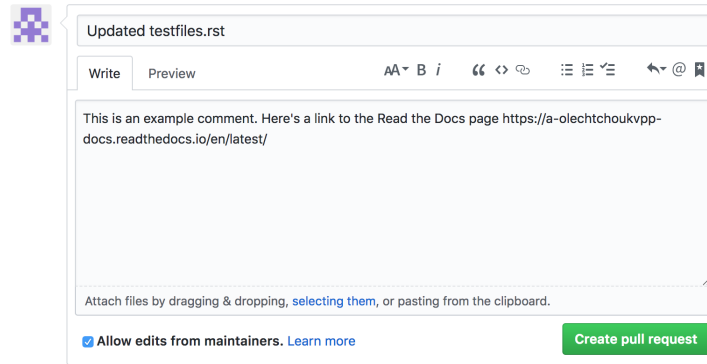
## External Link

An external link is done with the following construct:

Sphinx Markup Constructs

## Images

Images should be placed in the directory docs/\_images. They can then be referenced with following construct. This is the image created to show a pull request.



## Including a file

A complete file should be included with the following construct. It is recommended it be included with its own .rst file describing the file included. This is an example of an xml file is included.

## An XML File

An example of an XML file.

```
<domain type='kvm' id='54'>
  <name>iperf-server</name>
  <memory unit='KiB'>1048576</memory>
  <currentMemory unit='KiB'>1048576</currentMemory>
  <memoryBacking>
    <hugepages>
      <page size='2048' unit='KiB' />
    </hugepages>
  </memoryBacking>
  <vcpu placement='static'>1</vcpu>
  <resource>
    <partition>/machine</partition>
  </resource>
  <os>
    <type arch='x86_64' machine='pc-i440fx-xenial'>hvm</type>
    <boot dev='hd' />
  </os>
  <features>
    <acpi />
    <apic />
  </features>
  <cpu mode='host-model'>
    <model fallback='allow'></model>
    <numa>
      <cell id='0' cpus='0' memory='262144' unit='KiB' memAccess='shared' />
    </numa>
  </cpu>
  <clock offset='utc'>
    <timer name='rtc' tickpolicy='catchup' />
    <timer name='pit' tickpolicy='delay' />
    <timer name='hpet' present='no' />
  </clock>
  <on_poweroff>destroy</on_poweroff>
```

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```

<on_reboot>restart</on_reboot>
<on_crash>restart</on_crash>
<pm>
  <suspend-to-mem enabled='no' />
  <suspend-to-disk enabled='no' />
</pm>
<devices>
  <emulator>/usr/bin/kvm</emulator>
  <disk type='file' device='disk'>
    <driver name='qemu' type='qcow2' />
    <source file='/tmp/xenial-mod.img' />
    <backingStore/>
    <target dev='vda' bus='virtio' />
    <alias name='virtio-disk0' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x07' function='0x0' />
  </disk>
  <disk type='file' device='cdrom'>
    <driver name='qemu' type='raw' />
    <source file='/scratch/jdenisco/sae/configs/cloud-config.iso' />
    <backingStore/>
    <target dev='hda' bus='ide' />
    <readonly/>
    <alias name='ide0-0-0' />
    <address type='drive' controller='0' bus='0' target='0' unit='0' />
  </disk>
  <controller type='usb' index='0' model='ich9-ehci1'>
    <alias name='usb' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x06' function='0x7' />
  </controller>
  <controller type='pci' index='0' model='pci-root'>
    <alias name='pci.0' />
  </controller>
  <controller type='ide' index='0'>
    <alias name='ide' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x01' function='0x1' />
  </controller>
  <controller type='virtio-serial' index='0'>
    <alias name='virtio-serial0' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x05' function='0x0' />
  </controller>
  <interface type='vhostuser'>
    <mac address='52:54:00:4c:47:f2' />
    <source type='unix' path='/tmp/vm00.sock' mode='server' />
    <model type='virtio' />
    <alias name='net1' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x02' function='0x0' />
  </interface>
  <serial type='pty'>
    <source path='/dev/pts/2' />
    <target port='0' />
    <alias name='serial0' />
  </serial>
  <console type='pty' tty='/dev/pts/2'>
    <source path='/dev/pts/2' />
    <target type='serial' port='0' />
    <alias name='serial0' />
  </console>

```

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```

<input type='mouse' bus='ps2' />
<input type='keyboard' bus='ps2' />
<graphics type='vnc' port='5900' autoport='yes' listen='127.0.0.1'>
  <listen type='address' address='127.0.0.1' />
</graphics>
<memballoon model='virtio'>
  <alias name='balloon0' />
  <address type='pci' domain='0x0000' bus='0x00' slot='0x08' function='0x0' />
</memballoon>
</devices>
<seclabel type='dynamic' model='apparmor' relabel='yes'>
  <label>libvirt-2c4c9317-c7a5-4b37-b789-386ccda7348a</label>
  <imagelabel>libvirt-2c4c9317-c7a5-4b37-b789-386ccda7348a</imagelabel>
</seclabel>
</domain>

```

## Raw HTML

An html frame can be included with the following construct. It is recommended that references to raw html be included with it's own .rst file.

### Raw HTML Example

This example shows how to include include a CSIT performance graph.

## 2.3 How to Report a Bug

### 2.3.1 Reporting Bugs

Although every situation is different, this page describes how to collect data which will help make efficient use of everyone's time when dealing with vpp bugs.

Before you press the Jira button to create a bug report - or email [vpp-dev@lists.fd.io](mailto:vpp-dev@lists.fd.io) - please ask yourself whether there's enough information for someone else to understand and possibly to reproduce the issue given a reasonable amount of effort. **Unicast emails to maintainers, committers, and the project PTL are strongly discouraged.**

A good strategy for clear-cut bugs: file a detailed Jira ticket, and then send a short description of the issue to [vpp-dev@lists.fd.io](mailto:vpp-dev@lists.fd.io), perhaps from the Jira ticket description. It's fine to send email to [vpp-dev@lists.fd.io](mailto:vpp-dev@lists.fd.io) to ask a few questions **before** filing Jira tickets.

### 2.3.2 Data to include in bug reports

#### Image version and operating environment

Please make sure to include the vpp image version.

```

$ sudo bash
# vppctl show version verbose

```

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```
vpp v1.0.0-188~geef4d99 built by vagrant on localhost at Wed Feb 24 08:52:13 PST 2016
Built in /home/vagrant/git/vpp
Compiled with GCC 4.8.4
DPDK version is RTE 2.2.0
DPDK EAL init arguments: -c 1 -n 4 --socket-mem 1024 --huge-dir /run/vpp/hugepages
--file-prefix vpp -b 0000:02:00.0 -b 0000:02:01.0 --master-lcore 0
```

With respect to the operating environment: if misbehavior involving a specific VM / container / bare-metal environment is involved, please describe the environment in detail:

- Linux Distro (e.g. Ubuntu 14.04.3 LTS, CentOS-7, etc.)
- NIC type(s) (ixgbe, i40e, enic, etc. etc.), vhost-user, tuntap
- NUMA configuration if applicable

Please note the CPU architecture (x86\_86, aarch64), and hardware platform.

When practicable, please report issues against released software, or unmodified master/latest software.

### “Show” command output

Every situation is different. If the issue involves a sequence of debug CLI command, please enable CLI command logging, and send the sequence involved. Note that the debug CLI is a developer’s tool - **no warranty express or implied** - and that we may choose not to fix debug CLI bugs.

Please include “show error” [error counter] output. It’s often helpful to “clear error”, send a bit of traffic, then “show error” particularly when running vpp on a noisy networks.

Please include ip4 / ip6 / mpls FIB contents (“show ip fib”, “show ip6 fib”, “show mpls fib”, “show mpls tunnel”).

Please include “show hardware”, “show interface”, and “show interface address” output

Here is a consolidated set of commands that are generally useful before/after sending traffic. Before sending traffic.

```
vppctl clear hardware
vppctl clear interface
vppctl clear error
vppctl clear run
```

Send some traffic and then issue the following commands.

```
vppctl show version verbose
vppctl show hardware
vppctl show hardware address
vppctl show interface
vppctl show run
vppctl show error
```

Here are some protocol specific show commands that may also make sense. Only include those features which have been configured.

```
vppctl show l2fib
vppctl show bridge-domain

vppctl show ip fib
vppctl show ip arp
```

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```
vppctl show ip6 fib
vppctl show ip6 neighbors

vppctl show mpls fib
vppctl show mpls tunnel
```

## Network Topology

Please include a crisp description of the network topology, including L2 / IP / MPLS / segment-routing addressing details. If you expect folks to reproduce and debug issues, this is a must.

At or above a certain level of topological complexity, it becomes problematic to reproduce the original setup.

## Packet Tracer Output

If you capture packet tracer output which seems relevant, please include it.

```
vppctl trace add dpdk-input 100 # or similar
```

send-traffic

```
vppctl show trace
```

### 2.3.3 Capturing post-mortem data

It should go without saying, but anyhow: **please put post-mortem data in obvious, accessible places.** Time wasted trying to acquire accounts, credentials, and IP addresses simply delays problem resolution.

Please remember to add post-mortem data location information to Jira tickets.

## Syslog Output

The vpp signal handler typically writes a certain amount of data in /var/log/syslog before exiting. Make sure to check for evidence, e.g via “grep /usr/bin/vpp /var/log/syslog” or similar.

## Binary API Trace

If the issue involves a sequence of control-plane API messages - even a very long sequence - please enable control-plane API tracing. Control-plane API post-mortem traces end up in /tmp/api\_post\_mortem.<pid>.

Please remember to put post-mortem binary api traces in accessible places.

These API traces are especially helpful in cases where the vpp engine is throwing traffic on the floor, e.g. for want of a default route or similar.

Make sure to leave the default stanza “... api-trace { on } ... ” in the vpp startup configuration file /etc/vpp/startup.conf, or to include it in the command line arguments passed by orchestration software.

### Core Files

Production systems, as well as long-running pre-production soak-test systems, **must** arrange to collect core images. There are various ways to configure core image capture, including e.g. the Ubuntu “corekeeper” package. In a pinch, the following very basic sequence will capture usable vpp core files in /tmp/dumps.

```
# mkdir -p /tmp/dumps
# sysctl -w debug.exception-trace=1
# sysctl -w kernel.core_pattern="/tmp/dumps/%e-%t"
# ulimit -c unlimited
# echo 2 > /proc/sys/fs/suid_dumpable
```

Vpp core files often appear enormous. Gzip typically compresses them to manageable sizes. A multi-GByte corefile often compresses to 10-20 Mbytes.

Please remember to put compressed core files in accessible places.

Make sure to leave the default stanza “... unix { ... full-coredump ... } ... ” in the vpp startup configuration file /etc/vpp/startup.conf, or to include it in the command line arguments passed by orchestration software.

Core files from private, modified images are discouraged. If it’s necessary to go that route, please copy the **exact** Debian packages (or RPMs) corresponding to the core file to the same public place as the core file. In particular.

- vpp\_<version>\_<arch>.deb # the vpp executable
- vpp-dbg\_<version>\_<arch>.deb # debug symbols
- vpp-dev\_<version>\_<arch>.deb # development package
- vpp-lib\_<version>\_<arch>.deb # shared libraries
- vpp-plugins\_<version>\_<arch>.deb # plugins

Please include the full commit-ID the Jira ticket.

If we go through the setup process only to discover that the image and core files don’t match, it will simply delay resolution of the issue. And it will annoy the heck out of the engineer who just wasted their time. Exact means **exact**, not “oh, gee, I added a few lines of debug scaffolding since then...”



This chapter contains a sample of the many ways FD.io VPP can be used. It is by no means an extensive list, but should give a sampling of the many features contained in FD.io VPP.

### 3.1 FD.io VPP with Virtual Machines

This chapter will describe how to use FD.io VPP with virtual machines. We describe how to create Vhost port with VPP and how to connect them to VPP. We will also discuss the limitations of Vhost.

#### 3.1.1 Prerequisites

For this use case we will assume FD.io VPP is installed. We will also assume the user can create and start basic virtual machines. This use case will use the linux virsh commands. For more information on virsh refer to [virsh man page](#).

The image that we use is based on an Ubuntu cloud image downloaded from: [Ubuntu Cloud Images](#).

All FD.io VPP commands are being run from a su shell.

#### 3.1.2 Topology

In this case we will use 2 systems. One system we will be running standard linux, the other will be running FD.io VPP.

#### 3.1.3 Creating The Virtual Interface

We will start on the system running FD.io VPP and show that no Virtual interfaces have been created. We do this using the *Show Interface* command.

Notice we do not have any virtual interfaces. We do have an interface (TenGigabitEthernet86/0/0) that is up. This interface is connected to a system running, in our example standard linux. We will use this system to verify our connectivity to our VM with ping.

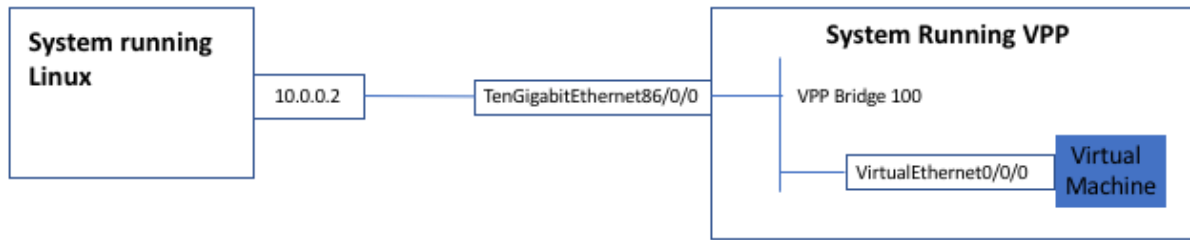


Fig. 1: Vhost Use Case Topology

```

$ sudo bash
# vppctl

  _/ _/ _ \  ( ) _  | | / / _ \ _ \
 _/ _// // / / / _ \ | | / / _ \ _ \
/_/ /____( ) _\____/ |____/_/ /_/

vpp# clear interfaces
vpp# show int

      Name                Idx      State      Counter      Count
TenGigabitEthernet86/0/0    1        up
TenGigabitEthernet86/0/1    2       down
local0                      0       down
vpp#

```

For more information on the interface commands refer to: [Interface Commands](#)

The next step will be to create the virtual port using the [Create Vhost-User](#) command. This command will create the virtual port in VPP and create a linux socket that the VM will use to connect to VPP.

The port can be created using VPP as the socket server or client.

Creating the VPP port:

```

vpp# create vhost socket /tmp/vm00.sock
VirtualEthernet0/0/0
vpp# show int

      Name                Idx      State      Counter      Count
TenGigabitEthernet86/0/0    1        up
TenGigabitEthernet86/0/1    2       down
VirtualEthernet0/0/0        3       down
local0                      0       down
vpp#

```

Notice the interface **VirtualEthernet0/0/0**. In this example we created the virtual interface as a client.

We can get more detail on the vhost connection with the [Show Vhost-User](#) command.

```

vpp# show vhost
Virtio vhost-user interfaces
Global:
  coalesce frames 32 time 1e-3

```

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```

    number of rx virtqueues in interrupt mode: 0
Interface: VirtualEthernet0/0/0 (ifindex 3)
virtio_net_hdr_sz 12
features mask (0xffffffffffffffff):
features (0x58208000):
    VIRTIO_NET_F_MRG_RXBUF (15)
    VIRTIO_NET_F_GUEST_ANNOUNCE (21)
    VIRTIO_F_ANY_LAYOUT (27)
    VIRTIO_F_INDIRECT_DESC (28)
    VHOST_USER_F_PROTOCOL_FEATURES (30)
protocol features (0x3)
    VHOST_USER_PROTOCOL_F_MQ (0)
    VHOST_USER_PROTOCOL_F_LOG_SHMFD (1)

socket filename /tmp/vm00.sock type client errno "No such file or directory"

rx placement:
tx placement: spin-lock
    thread 0 on vring 0
    thread 1 on vring 0

Memory regions (total 0)

```

Notice **No such file or directory** and **Memory regions (total 0)**. This is because the VM has not been created yet.

### 3.1.4 Creating the Virtual Machine

We will now create the virtual machine. We use the “virsh create command”. For the complete file we use refer to [An XML File](#).

It is important to note that in the XML file we specify the socket path that is used to connect to FD.io VPP.

This is done with a section that looks like this

```

<interface type='vhostuser'>
  <mac address='52:54:00:4c:47:f2' />
  <source type='unix' path='/tmp//vm00.sock' mode='server' />
  <model type='virtio' />
  <alias name='net1' />
  <address type='pci' domain='0x0000' bus='0x00' slot='0x02' function='0x0' />
</interface>

```

Notice the **interface type** and the **path** to the socket.

Now we create the VM. The virsh list command shows the VMs that have been created. We start with no VMs.

```

$ virsh list
Id      Name                                     State
-----

```

Create the VM with the virsh create command specifying our xml file.

```

$ virsh create ./iperf3-vm.xml
Domain iperf-server3 created from ./iperf3-vm.xml

$ virsh list

```

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Id	Name	State
65	iperf-server3	running

The VM is now created.

**Note:** After a VM is created an xml file can be created with “virsh dumpxml”.

```
$ virsh dumpxml iperf-server3
<domain type='kvm' id='65'>
  <name>iperf-server3</name>
  <uuid>e23d37c1-10c3-4a6e-ae99-f315a4165641</uuid>
  <memory unit='KiB'>262144</memory>
  .....
```

Once the virtual machine is created notice the socket filename shows **Success** and there are **Memory Regions**. At this point the VM and FD.io VPP are connected. Also notice **qs2 256**. This system is running an older version of qemu. A queue size of 256 will affect vhost throughput. The qs2 should be 1024. On the web you should be able to find ways to install a newer version of qemu or change the queue size.

```
vpp# show vhost
Virtio vhost-user interfaces
Global:
  coalesce frames 32 time 1e-3
  number of rx virtqueues in interrupt mode: 0
Interface: VirtualEthernet0/0/0 (ifindex 3)
virtio_net_hdr_sz 12
features mask (0xffffffffffffffff):
features (0x58208000):
  VIRTIO_NET_F_MRG_RXBUF (15)
  VIRTIO_NET_F_GUEST_ANNOUNCE (21)
  VIRTIO_F_ANY_LAYOUT (27)
  VIRTIO_F_INDIRECT_DESC (28)
  VHOST_USER_F_PROTOCOL_FEATURES (30)
protocol features (0x3)
  VHOST_USER_PROTOCOL_F_MQ (0)
  VHOST_USER_PROTOCOL_F_LOG_SHMFD (1)

socket filename /tmp/vm00.sock type client errno "Success"

rx placement:
  thread 1 on vring 1, polling
tx placement: spin-lock
  thread 0 on vring 0
  thread 1 on vring 0

Memory regions (total 2)
region fd    guest_phys_addr    memory_size    userspace_addr    mmap_offset
→ mmap_addr
=====
→=====
0      31      0x0000000000000000 0x00000000000a0000 0x00007f1db9c00000
→0x0000000000000000 0x00007f7db0400 000
1      32      0x00000000000c0000 0x000000000ff40000 0x00007f1db9cc0000
→0x00000000000c0000 0x00007f7d94ec0 000
```

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```

Virtqueue 0 (TX)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 0 avail.idx 256 used.flags 1 used.idx 0
  kickfd 33 callfd 34 errfd -1

Virtqueue 1 (RX)
  qsz 256 last_avail_idx 8 last_used_idx 8
  avail.flags 0 avail.idx 8 used.flags 1 used.idx 8
  kickfd 29 callfd 35 errfd -1

```

### 3.1.5 Bridge the Interfaces

To connect the 2 interfaces we put them on an L2 bridge.

Use the “set interface l2 bridge” command.

```

vpp# set interface l2 bridge VirtualEthernet0/0/0 100
vpp# set interface l2 bridge TenGigabitEthernet86/0/0 100
vpp# show bridge
  BD-ID   Index   BSN   Age(min)   Learning   U-Forwrd   UU-Flood   Flooding   ARP-Term
↪BVI-Intf
  100     1       0     off        on         on         on         on         off
↪N/A
vpp# show bridge 100 det
  BD-ID   Index   BSN   Age(min)   Learning   U-Forwrd   UU-Flood   Flooding   ARP-Term
↪BVI-Intf
  100     1       0     off        on         on         on         on         off
↪N/A

      Interface                If-idx  ISN   SHG   BVI   TxFlood      VLAN-Tag-Rewrite
VirtualEthernet0/0/0           3       1    0     -     *           none
TenGigabitEthernet86/0/0       1       1    0     -     *           none
vpp# show vhost

```

### 3.1.6 Bring the Interfaces Up

We can now bring all the pertinent interfaces up. We can then we will then be able to communicate with the VM from the remote system running Linux.

Bring the interfaces up with *Set Interface State* command.

```

vpp# set interface state VirtualEthernet0/0/0 up
vpp# set interface state TenGigabitEthernet86/0/0 up
vpp# sh int

```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	2
			rx bytes	180
TenGigabitEthernet86/0/1	2	down		
VirtualEthernet0/0/0	3	up	tx packets	2
			tx bytes	180
local0	0	down		

### 3.1.7 Ping from the VM

The remote Linux system has an ip address of “10.0.0.2” we can now reach it from the VM.

Use the “virsh console” command to attach to the VM. “ctrl-D” to exit.

```
$ virsh console iperf-server3
Connected to domain iperf-server3
Escape character is ^]

Ubuntu 16.04.3 LTS iperfvm ttyS0
.....

root@iperfvm:~# ping 10.0.0.2
64 bytes from 10.0.0.2: icmp_seq=1 ttl=64 time=0.285 ms
64 bytes from 10.0.0.2: icmp_seq=2 ttl=64 time=0.154 ms
64 bytes from 10.0.0.2: icmp_seq=3 ttl=64 time=0.159 ms
64 bytes from 10.0.0.2: icmp_seq=4 ttl=64 time=0.208 ms
```

On VPP you can now see the packet counts increasing. The packets from the VM are seen as **rx packets** on **VirtualEthernet0/0/0**, they are then bridged to **TenGigabitEthernet86/0/0** and are seen leaving the system as **tx packets**. The reverse is true on the way in.

```
vpp# sh int
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	16
			rx bytes	1476
			tx packets	14
			tx bytes	1260
TenGigabitEthernet86/0/1	2	down		
VirtualEthernet0/0/0	3	up	rx packets	14
			rx bytes	1260
			tx packets	16
			tx bytes	1476
local0	0	down		

```
vpp#
```

### 3.1.8 Cleanup

Destroy the VMs with “virsh destroy”

```
cto@tf-ucs-3:~$ virsh list
```

Id	Name	State
65	iperf-server3	running

```
cto@tf-ucs-3:~$ virsh destroy iperf-server3
Domain iperf-server3 destroyed
```

Delete the Virtual port in FD.io VPP

```
vpp# delete vhost-user VirtualEthernet0/0/0
vpp# show int
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	21
			rx bytes	1928

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			tx packets	19
			tx bytes	1694
TenGigabitEthernet86/0/1	2	down		
local0	0	down		

## Restart FD.io VPP

```
# service vpp restart
# vppctl show int
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	down		
TenGigabitEthernet86/0/1	2	down		
local0	0	down		

### 3.1.9 The XML File

An example of a file that could be used with the virsh create command.

```
<domain type='kvm' id='54'>
  <name>iperf-server</name>
  <memory unit='KiB'>1048576</memory>
  <currentMemory unit='KiB'>1048576</currentMemory>
  <memoryBacking>
    <hugepages>
      <page size='2048' unit='KiB' />
    </hugepages>
  </memoryBacking>
  <vcpu placement='static'>1</vcpu>
  <resource>
    <partition>/machine</partition>
  </resource>
  <os>
    <type arch='x86_64' machine='pc-i440fx-xenial'>hvm</type>
    <boot dev='hd' />
  </os>
  <features>
    <acpi />
    <apic />
  </features>
  <cpu mode='host-model'>
    <model fallback='allow'></model>
    <numa>
      <cell id='0' cpus='0' memory='262144' unit='KiB' memAccess='shared' />
    </numa>
  </cpu>
  <clock offset='utc'>
    <timer name='rtc' tickpolicy='catchup' />
    <timer name='pit' tickpolicy='delay' />
    <timer name='hpet' present='no' />
  </clock>
  <on_poweroff>destroy</on_poweroff>
  <on_reboot>restart</on_reboot>
  <on_crash>restart</on_crash>
  <pm>
    <suspend-to-mem enabled='no' />
  </pm>
</domain>
```

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```

    <suspend-to-disk enabled='no' />
</pm>
<devices>
  <emulator>/usr/bin/kvm</emulator>
  <disk type='file' device='disk'>
    <driver name='qemu' type='qcow2' />
    <source file='/tmp/xenial-mod.img' />
    <backingStore />
    <target dev='vda' bus='virtio' />
    <alias name='virtio-disk0' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x07' function='0x0' />
  </disk>
  <disk type='file' device='cdrom'>
    <driver name='qemu' type='raw' />
    <source file='/scratch/jdenisco/sae/configs/cloud-config.iso' />
    <backingStore />
    <target dev='hda' bus='ide' />
    <readonly />
    <alias name='ide0-0-0' />
    <address type='drive' controller='0' bus='0' target='0' unit='0' />
  </disk>
  <controller type='usb' index='0' model='ich9-ehci1'>
    <alias name='usb' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x06' function='0x7' />
  </controller>
  <controller type='pci' index='0' model='pci-root'>
    <alias name='pci.0' />
  </controller>
  <controller type='ide' index='0'>
    <alias name='ide' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x01' function='0x1' />
  </controller>
  <controller type='virtio-serial' index='0'>
    <alias name='virtio-serial0' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x05' function='0x0' />
  </controller>
  <interface type='vhostuser'>
    <mac address='52:54:00:4c:47:f2' />
    <source type='unix' path='/tmp//vm00.sock' mode='server' />
    <model type='virtio' />
    <alias name='net1' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x02' function='0x0' />
  </interface>
  <serial type='pty'>
    <source path='/dev/pts/2' />
    <target port='0' />
    <alias name='serial0' />
  </serial>
  <console type='pty' tty='/dev/pts/2'>
    <source path='/dev/pts/2' />
    <target type='serial' port='0' />
    <alias name='serial0' />
  </console>
  <input type='mouse' bus='ps2' />
  <input type='keyboard' bus='ps2' />
  <graphics type='vnc' port='5900' autoport='yes' listen='127.0.0.1'>
    <listen type='address' address='127.0.0.1' />

```

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```

</graphics>
<memballoon model='virtio'>
  <alias name='balloon0' />
  <address type='pci' domain='0x0000' bus='0x00' slot='0x08' function='0x0' />
</memballoon>
</devices>
<seclabel type='dynamic' model='apparmor' relabel='yes'>
  <label>libvirt-2c4c9317-c7a5-4b37-b789-386ccda7348a</label>
  <imagelabel>libvirt-2c4c9317-c7a5-4b37-b789-386ccda7348a</imagelabel>
</seclabel>
</domain>

```

## 3.2 Using VPP as a Home Gateway

Vpp running on a small system (with appropriate NICs) makes a fine home gateway. The resulting system performs far in excess of requirements: a TAG=vpp\_debug image runs at a vector size of ~1.1 terminating a 90-mbit down / 10-mbit up cable modem connection.

At a minimum, install sshd and the isc-dhcp-server. If you prefer, you can use dnsmasq.

### 3.2.1 Configuration files

/etc/vpp/startup.conf:

```

unix {
  nodaemon
  log /var/log/vpp/vpp.log
  full-coredump
  cli-listen /run/vpp/cli.sock
  startup-config /setup.gate
  gid vpp
}
api-segment {
  gid vpp
}
dpdk {
  dev 0000:03:00.0
  dev 0000:14:00.0
  etc.
  poll-sleep 10
}

```

isc-dhcp-server configuration:

```

subnet 192.168.1.0 netmask 255.255.255.0 {
  range 192.168.1.10 192.168.1.99;
  option routers 192.168.1.1;
  option domain-name-servers 8.8.8.8;
}

```

If you decide to enable the vpp dns name resolver, substitute 192.168.1.2 for 8.8.8.8 in the dhcp server configuration.

/etc/ssh/sshd\_config:

```
# What ports, IPs and protocols we listen for
Port <REDACTED-high-number-port>
# Change to no to disable tunnelled clear text passwords
PasswordAuthentication no
```

For your own comfort and safety, do NOT allow password authentication and do not answer ssh requests on port 22. Experience shows several hack attempts per hour on port 22, but none (ever) on random high-number ports.

vpp configuration:

```
comment { This is the WAN interface }
set int state GigabitEthernet3/0/0 up
comment { set int mac address GigabitEthernet3/0/0 mac-to-clone-if-needed }
set dhcp client intfc GigabitEthernet3/0/0 hostname vppgate

comment { Create a BVI loopback interface}
loop create
set int 12 bridge loop0 1 bvi
set int ip address loop0 192.168.1.1/24
set int state loop0 up

comment { Add more inside interfaces as needed ... }
set int 12 bridge GigabitEthernet0/14/0 1
set int state GigabitEthernet0/14/0 up

comment { dhcp server and host-stack access }
tap connect lstack address 192.168.1.2/24
set int 12 bridge tapcli-0 1
set int state tapcli-0 up

comment { Configure NAT}
nat44 add interface address GigabitEthernet3/0/0
set interface nat44 in loop0 out GigabitEthernet3/0/0

comment { allow inbound ssh to the <REDACTED-high-number-port>
nat44 add static mapping local 192.168.1.2 <REDACTED> external GigabitEthernet3/0/0
↪<REDACTED> tcp

comment { if you want to use the vpp DNS server, add the following }
comment { Remember to adjust the isc-dhcp-server configuration appropriately }
comment { nat44 add identity mapping external GigabitEthernet3/0/0 udp 53053 }
comment { bin dns_name_server_add_del 8.8.8.8 }
comment { bin dns_name_server_add_del 68.87.74.166 }
comment { bin dns_enable_disable }
comment { see patch below, which adds these commands }
service restart isc-dhcp-server
add default linux route via 192.168.1.1
```

### 3.2.2 Patches

You'll need this patch to add the “service restart” and “add default linux route” commands:

```
diff --git a/src/vpp/vnet/main.c b/src/vpp/vnet/main.c
index 6e136e19..69189c93 100644
--- a/src/vpp/vnet/main.c
+++ b/src/vpp/vnet/main.c
```

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```

@@ -18,6 +18,8 @@
#include <vlib/unix/unix.h>
#include <vnet/plugin/plugin.h>
#include <vnet/ethernet/ethernet.h>
+#include <vnet/ip/ip4_packet.h>
+#include <vnet/ip/format.h>
#include <vpp/app/version.h>
#include <vpp/api/vpe_msg_enum.h>
#include <limits.h>
@@ -400,6 +402,63 @@ VLIB_CLI_COMMAND (test_crash_command, static) = {

    #endif

+static clib_error_t *
+restart_isc_dhcp_server_command_fn (vlib_main_t * vm,
+                                   unformat_input_t * input,
+                                   vlib_cli_command_t * cmd)
+{
+  int rv __attribute__((unused));
+  /* Wait three seconds... */
+  vlib_process_suspend (vm, 3.0);
+
+  rv = system ("/usr/sbin/service isc-dhcp-server restart");
+
+  vlib_cli_output (vm, "Restarted the isc-dhcp-server...");
+  return 0;
+}
+
+/* *INDENT-OFF* */
+VLIB_CLI_COMMAND (restart_isc_dhcp_server_command, static) = {
+  .path = "service restart isc-dhcp-server",
+  .short_help = "restarts the isc-dhcp-server",
+  .function = restart_isc_dhcp_server_command_fn,
+};
+/* *INDENT-ON* */
+
+static clib_error_t *
+add_default_linux_route_command_fn (vlib_main_t * vm,
+                                     unformat_input_t * input,
+                                     vlib_cli_command_t * c)
+{
+  int rv __attribute__((unused));
+  ip4_address_t ip4_addr;
+  u8 *cmd;
+
+  if (!unformat (input, "%U", unformat_ip4_address, &ip4_addr))
+    return clib_error_return (0, "default gateway address required...");
+
+  cmd = format (0, "/sbin/route add -net 0.0.0.0/0 gw %U",
+               format_ip4_address, &ip4_addr);
+  vec_add1 (cmd, 0);
+
+  rv = system (cmd);
+
+  vlib_cli_output (vm, "%s", cmd);
+
+  vec_free (cmd);

```

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```
+
+ return 0;
+}
+
+/* *INDENT-OFF* */
+VLIB_CLI_COMMAND (add_default_linux_route_command, static) = {
+ .path = "add default linux route via",
+ .short_help = "Adds default linux route: 0.0.0.0/0 via <addr>",
+ .function = add_default_linux_route_command_fn,
+};
+/* *INDENT-ON* */
+
+
```

### 3.2.3 Using the temporal mac filter plugin

If you need to restrict network access for certain devices to specific daily time ranges, configure the “mactime” plugin. Enable the feature on the NAT “inside” interfaces:

```
bin mactime_enable_disable GigabitEthernet0/14/0
bin mactime_enable_disable GigabitEthernet0/14/1
...
```

Create the required src-mac-address rule database. There are 4 rule entry types:

- allow-static - pass traffic from this mac address
- drop-static - drop traffic from this mac address
- allow-range - pass traffic from this mac address at specific times
- drop-range - drop traffic from this mac address at specific times

Here are some examples:

```
bin mactime_add_del_range name alarm-system mac 00:de:ad:be:ef:00 allow-static
bin mactime_add_del_range name unwelcome mac 00:de:ad:be:ef:01 drop-static
bin mactime_add_del_range name not-during-business-hours mac <mac> drop-range Mon -_
↪Fri 7:59 - 18:01
bin mactime_add_del_range name monday-busines-hours mac <mac> allow-range Mon 7:59 -_
↪18:01
```

## 3.3 vSwitch/vRouter

### 3.3.1 FD.io VPP as a vSwitch/vRouter

---

**Note:** We need to provide commands and and show how to use VPP as a vSwitch/vRouter

---

One of the use cases for the FD.io VPP platform is to implement it as a virtual switch or router. The following section describes examples of possible implementations that can be created with the FD.io VPP platform. For more in depth descriptions about other possible use cases, see the list of

You can use the FD.io VPP platform to create out-of-the-box virtual switches (vSwitch) and virtual routers (vRouter). The FD.io VPP platform allows you to manage certain functions and configurations of these application through a command-line interface (CLI).

Some of the functionality that a switching application can create includes:

- Bridge Domains
- Ports (including tunnel ports)
- Connect ports to bridge domains
- Program ARP termination

Some of the functionality that a routing application can create includes:

- Virtual Routing and Forwarding (VRF) tables (in the thousands)
- Routes (in the millions)

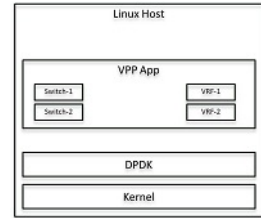


Fig. 2: Figure: Linux host as a vSwitch



## 4.1 Progressive VPP Tutorial

### 4.1.1 Introduction

This tutorial is designed for you to be able to run it on a single Ubuntu 16.04 VM on your laptop. It walks you through some very basic vpp senarios, with a focus on learning vpp commands, doing common actions, and being able to discover common things about the state of a running vpp.

This is *not* intended to be a ‘how to run in a production environment’ set of instructions.

### 4.1.2 Exercise: Setting up your environment

All of these exercises are designed to be performed on an Ubuntu 16.04 (Xenial) box.

If you have an Ubuntu 16.04 box on which you have sudo, you can feel free to use that.

If you do not, a Vagrantfile is provided to setup a basic Ubuntu 16.04 box for you

### 4.1.3 Vagrant Set Up

#### Action: Install Virtualbox

If you do not already have virtualbox on your laptop (or if it is not up to date), please download and install it:

<https://www.virtualbox.org/wiki/Downloads>

#### Action: Install Vagrant

If you do not already have Vagrant on your laptop (or if it is not up to date), please download it:

<https://www.vagrantup.com/downloads.html>

## Action: Create a Vagrant Directory

Create a directory on your laptop

```
mkdir fdio-tutorial
cd fdio-tutorial/
```

## Create a Vagrantfile

```
# -*- mode: ruby -*-
# vi: set ft=ruby :

Vagrant.configure(2) do |config|

  config.vm.box = "puppetlabs/ubuntu-16.04-64-nocm"
  config.vm.box_check_update = false

  vmcpu=(ENV['VPP_VAGRANT_VMCPU'] || 2)
  vmram=(ENV['VPP_VAGRANT_VMRAM'] || 4096)

  config.ssh.forward_agent = true

  config.vm.provider "virtualbox" do |vb|
    vb.customize ["modifyvm", :id, "--ioapic", "on"]
    vb.memory = "#{vmram}"
    vb.cpus = "#{vmcpu}"
    #support for the SSE4.x instruction is required in some versions of VB.
    vb.customize ["setextradata", :id, "VBoxInternal/CPUM/SSE4.1", "1"]
    vb.customize ["setextradata", :id, "VBoxInternal/CPUM/SSE4.2", "1"]
  end
end
```

## Action: Vagrant Up

Bring up your Vagrant VM:

```
vagrant up
```

## Action: ssh to Vagrant VM

```
vagrant ssh
```

## 4.1.4 Exercise: Install VPP

### Skills to be Learned

- Learn how to install vpp binary packages using apt-get.

Follow the instructions at [Installing VPP Binaries](#) for installing xenial vpp packages from the release repo. Please note, certain aspects of this tutorial require vpp 17.10 or later.



### 4.1.5 Exercise: VPP basics

#### Skills to be Learned

By the end of the exercise you should be able to:

- Run a vpp instance in a mode which allows multiple vpp processes to run
- Issue vpp commands from the unix shell
- Run a vpp shell and issue its commands

### 4.1.6 VPP command learned in this exercise

- `show ver`

### 4.1.7 Action: Remove dpdk plugin

In this tutorial, we will be running multiple vpp instances. DPDK does not work well with multiple instances, and so to run multiple instances we will need to disable the dpdk-plugin by removing it:

```
sudo rm -rf /usr/lib/vpp_plugins/dpdk_plugin.so
```

..how-to-run-vpp:

### 4.1.8 Action: Run VPP

VPP runs in userspace. In a production environment you will often run it with DPDK to connect to real NICs or vhost to connect to VMs. In those circumstances you usually run a single instance of vpp.

For purposes of this tutorial, it is going to be extremely useful to run multiple instances of vpp, and connect them to each other to form a topology. Fortunately, vpp supports this.

When running multiple vpp instances, each instance needs to have specified a ‘name’ or ‘prefix’. In the example below, the ‘name’ or ‘prefix’ is “vppl”. Note that only one instance can use the dpdk plugin, since this plugin is trying to acquire a lock on a file.

```
sudo vpp unix {cli-listen /run/vpp/cli-vppl.sock} api-segment { prefix vppl }
```

#### Example Output:

```
vlib_plugin_early_init:230: plugin path /usr/lib/vpp_plugins
```

Please note:

- “api-segment {prefix vppl}” tells vpp how to name the files in /dev/shm/ for your vpp instance differently from the default.
- “unix {cli-listen /run/vpp/cli-vppl.sock}” tells vpp to use a non-default socket file when being addressed by vppctl.

If you can’t see the vpp process running on the host, activate the nodaemon option to better understand what is happening

```
sudo vpp unix {nodaemon cli-listen /run/vpp/cli-vppl.sock} api-segment { prefix vppl }
```

#### Example Output with errors from the dpdk plugin:

```
vlib_plugin_early_init:356: plugin path /usr/lib/vpp_plugins
load_one_plugin:184: Loaded plugin: acl_plugin.so (Access Control Lists)
load_one_plugin:184: Loaded plugin: dpdk_plugin.so (Data Plane Development Kit (DPDK))
load_one_plugin:184: Loaded plugin: flowprobe_plugin.so (Flow per Packet)
load_one_plugin:184: Loaded plugin: gtpu_plugin.so (GTPv1-U)
load_one_plugin:184: Loaded plugin: ila_plugin.so (Identifier-locator addressing for
↳IPv6)
load_one_plugin:184: Loaded plugin: ioam_plugin.so (Inbound OAM)
load_one_plugin:114: Plugin disabled (default): ixge_plugin.so
load_one_plugin:184: Loaded plugin: kubeproxy_plugin.so (kube-proxy data plane)
load_one_plugin:184: Loaded plugin: l2e_plugin.so (L2 Emulation)
load_one_plugin:184: Loaded plugin: lb_plugin.so (Load Balancer)
load_one_plugin:184: Loaded plugin: libsixrd_plugin.so (IPv6 Rapid Deployment on IPv4
↳Infrastructure (RFC5969))
load_one_plugin:184: Loaded plugin: memif_plugin.so (Packet Memory Interface
↳(experimental))
load_one_plugin:184: Loaded plugin: nat_plugin.so (Network Address Translation)
load_one_plugin:184: Loaded plugin: pppoe_plugin.so (PPPoE)
load_one_plugin:184: Loaded plugin: stn_plugin.so (VPP Steals the NIC for Container
↳integration)
vpp[10211]: vlib_pci_bind_to_uio: Skipping PCI device 0000:00:03.0 as host interface
↳eth0 is up
vpp[10211]: vlib_pci_bind_to_uio: Skipping PCI device 0000:00:04.0 as host interface
↳eth1 is up
vpp[10211]: dpdk_config:1240: EAL init args: -c 1 -n 4 --huge-dir /run/vpp/hugepages -
↳file-prefix vpp -b 0000:00:03.0 -b 0000:00:04.0 --master-lcore 0 --socket-mem 64
EAL: No free hugepages reported in hugepages-1048576kB
EAL: Error - exiting with code: 1
Cause: Cannot create lock on '/var/run/.vpp_config'. Is another primary process
↳running?
```

#### 4.1.9 Action: Send commands to VPP using vppctl

You can send vpp commands with a utility called *vppctl*.

When running vppctl against a named version of vpp, you will need to run:

```
sudo vppctl -s /run/vpp/cli-${name}.sock ${cmd}
```

##### Note

```
/run/vpp/cli-${name}.sock
```

is the particular naming convention used in this tutorial. By default you can set vpp to use what ever socket file name you would like at startup (the default config file uses `/run/vpp/cli.sock`) if two different vpps are being run (as in this tutorial) you must use distinct socket files for each one.

So to run ‘show ver’ against the vpp instance named `vppl` you would run:

```
sudo vppctl -s /run/vpp/cli-vppl.sock show ver
```

##### Output:

```
vpp v17.04-rc0~177-g006eb47 built by ubuntu on fdio-ubuntu1604-sevt at Mon Jan 30
↳18:30:12 UTC 2017
```

### 4.1.10 Action: Start a VPP shell using vppctl

You can also use vppctl to launch a vpp shell with which you can run multiple vpp commands interactively by running:

```
sudo vppctl -s /run/vpp/cli-${name}.sock
```

which will give you a command prompt.

Try doing show ver that way:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock
vpp# show ver
```

Output:

```
vpp v17.04-rc0~177-g006eb47 built by ubuntu on fdio-ubuntu1604-sevt at Mon Jan 30
↪18:30:12 UTC 2017
vpp#
```

To exit the vppctl shell:

```
vpp# quit
```

### 4.1.11 Exercise: Create an interface

#### Skills to be Learned

1. Create a veth interface in Linux host
2. Assign an IP address to one end of the veth interface in the Linux host
3. Create a vpp host-interface that connected to one end of a veth interface via AF\_PACKET
4. Add an ip address to a vpp interface
5. Setup a 'trace'
6. View a 'trace'
7. Clear a 'trace'
8. Verify using ping from host
9. Ping from vpp
10. Examine Arp Table
11. Examine ip fib

#### VPP command learned in this exercise

1. create host-interface
2. set int state
3. set int ip address
4. show hardware
5. show int

6. `show int addr`
7. `trace add`
8. `clear trace`
9. `ping`
10. `show ip arp`
11. `show ip fib`

## Topology

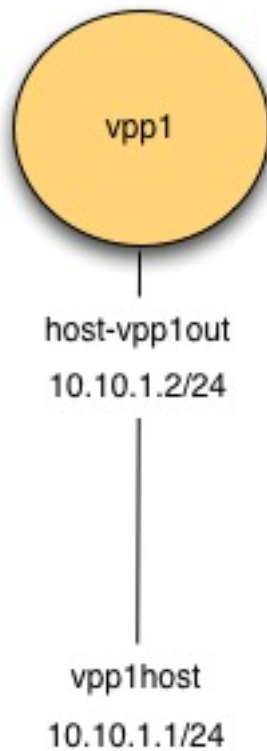


Fig. 1: Figure: Create Interface Topology

## Initial State

The initial state here is presumed to be the final state from the exercise [VPP Basics](#)

## Action: Create veth interfaces on host

In Linux, there is a type of interface call ‘veth’. Think of a ‘veth’ interface as being an interface that has two ends to it (rather than one).

Create a veth interface with one end named **vpp1out** and the other named **vpp1host**

```
sudo ip link add name vpp1out type veth peer name vpp1host
```

Turn up both ends:

```
sudo ip link set dev vpp1out up
sudo ip link set dev vpp1host up
```

Assign an IP address

```
sudo ip addr add 10.10.1.1/24 dev vpp1host
```

Display the result:

```
sudo ip addr show vpp1host
```

Example Output:

```
10: vpp1host@vpp1out: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue state UP
    link/ether 5e:97:e3:41:aa:b8 brd ff:ff:ff:ff:ff:ff
    inet 10.10.1.1/24 scope global vpp1host
        valid_lft forever preferred_lft forever
    inet6 fe80::5c97:e3ff:fe41:aab8/64 scope link
        valid_lft forever preferred_lft forever
```

## Action: Create vpp host- interface

Create a host interface attached to **vpp1out**.

```
sudo vppctl -s /run/vpp/cli-vpp1.sock create host-interface name vpp1out
```

Output:

```
host-vpp1out
```

Confirm the interface:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show hardware
```

Example Output:

Name	Idx	Link	Hardware
host-vpp1out	1	up	host-vpp1out
Ethernet address 02:fe:48:ec:d5:a7			
Linux PACKET socket interface			
local0	0	down	local0
local			

Turn up the interface:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set int state host-vpp1out up
```

Confirm the interface is up:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show int
```

Name	Idx	State	Counter	Count
host-vpplout	1	up		
local0	0	down		

Assign ip address 10.10.1.2/24

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set int ip address host-vpplout 10.10.1.2/24
```

Confirm the ip address is assigned:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show int addr
```

```
host-vpplout (up):  
  10.10.1.2/24  
local0 (dn):
```

### Action: Add trace

```
sudo vppctl -s /run/vpp/cli-vpp1.sock trace add af-packet-input 10
```

### Action: Ping from host to vpp

```
ping -c 1 10.10.1.2
```

```
PING 10.10.1.2 (10.10.1.2) 56(84) bytes of data.  
64 bytes from 10.10.1.2: icmp_seq=1 ttl=64 time=0.557 ms  
  
--- 10.10.1.2 ping statistics ---  
1 packets transmitted, 1 received, 0% packet loss, time 0ms  
rtt min/avg/max/mdev = 0.557/0.557/0.557/0.000 ms
```

### Action: Examine Trace of ping from host to vpp

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show trace
```

```
----- Start of thread 0 vpp_main -----  
Packet 1  
  
00:09:30:397798: af-packet-input  
  af_packet: hw_if_index 1 next-index 4  
    tpacket2_hdr:  
      status 0x20000001 len 42 snaplen 42 mac 66 net 80  
      sec 0x588fd3ac nsec 0x375abde7 vlan 0 vlan_tpid 0  
00:09:30:397906: ethernet-input  
  ARP: fa:13:55:ac:d9:50 -> ff:ff:ff:ff:ff:ff  
00:09:30:397912: arp-input  
  request, type ethernet/IP4, address size 6/4  
  fa:13:55:ac:d9:50/10.10.1.1 -> 00:00:00:00:00:00/10.10.1.2  
00:09:30:398191: host-vpplout-output
```

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```

host-vpplout
ARP: 02:fe:48:ec:d5:a7 -> fa:13:55:ac:d9:50
reply, type ethernet/IP4, address size 6/4
02:fe:48:ec:d5:a7/10.10.1.2 -> fa:13:55:ac:d9:50/10.10.1.1

Packet 2

00:09:30:398227: af-packet-input
af_packet: hw_if_index 1 next-index 4
tpacket2_hdr:
    status 0x20000001 len 98 snaplen 98 mac 66 net 80
    sec 0x588fd3ac nsec 0x37615060 vlan 0 vlan_tpid 0
00:09:30:398295: ethernet-input
IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:09:30:398298: ip4-input
ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x9b46
    fragment id 0x894c, flags DONT_FRAGMENT
    ICMP echo_request checksum 0x83c
00:09:30:398300: ip4-lookup
fib 0 dpo-idx 5 flow hash: 0x00000000
ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x9b46
    fragment id 0x894c, flags DONT_FRAGMENT
    ICMP echo_request checksum 0x83c
00:09:30:398303: ip4-local
ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x9b46
    fragment id 0x894c, flags DONT_FRAGMENT
    ICMP echo_request checksum 0x83c
00:09:30:398305: ip4-icmp-input
ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x9b46
    fragment id 0x894c, flags DONT_FRAGMENT
    ICMP echo_request checksum 0x83c
00:09:30:398307: ip4-icmp-echo-request
ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x9b46
    fragment id 0x894c, flags DONT_FRAGMENT
    ICMP echo_request checksum 0x83c
00:09:30:398317: ip4-load-balance
fib 0 dpo-idx 10 flow hash: 0x0000000e
ICMP: 10.10.1.2 -> 10.10.1.1
    tos 0x00, ttl 64, length 84, checksum 0xbef3
    fragment id 0x659f, flags DONT_FRAGMENT
    ICMP echo_reply checksum 0x103c
00:09:30:398318: ip4-rewrite
tx_sw_if_index 1 dpo-idx 2 : ipv4 via 10.10.1.1 host-vpplout: IP4:
->02:fe:48:ec:d5:a7 -> fa:13:55:ac:d9:50 flow hash: 0x00000000
IP4: 02:fe:48:ec:d5:a7 -> fa:13:55:ac:d9:50
ICMP: 10.10.1.2 -> 10.10.1.1
    tos 0x00, ttl 64, length 84, checksum 0xbef3
    fragment id 0x659f, flags DONT_FRAGMENT
    ICMP echo_reply checksum 0x103c
00:09:30:398320: host-vpplout-output
host-vpplout
IP4: 02:fe:48:ec:d5:a7 -> fa:13:55:ac:d9:50

```

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```
ICMP: 10.10.1.2 -> 10.10.1.1
  tos 0x00, ttl 64, length 84, checksum 0xbef3
  fragment id 0x659f, flags DONT_FRAGMENT
ICMP echo_reply checksum 0x103c
```

### Action: Clear trace buffer

```
sudo vppctl -s /run/vpp/cli-vpp1.sock clear trace
```

### Action: ping from vpp to host

```
sudo vppctl -s /run/vpp/cli-vpp1.sock ping 10.10.1.1
```

```
64 bytes from 10.10.1.1: icmp_seq=1 ttl=64 time=.0865 ms
64 bytes from 10.10.1.1: icmp_seq=2 ttl=64 time=.0914 ms
64 bytes from 10.10.1.1: icmp_seq=3 ttl=64 time=.0943 ms
64 bytes from 10.10.1.1: icmp_seq=4 ttl=64 time=.0959 ms
64 bytes from 10.10.1.1: icmp_seq=5 ttl=64 time=.0858 ms

Statistics: 5 sent, 5 received, 0% packet loss
```

### Action: Examine Trace of ping from vpp to host

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show trace
```

```
----- Start of thread 0 vpp_main -----
Packet 1

00:12:47:155326: af-packet-input
  af_packet: hw_if_index 1 next-index 4
  tpacket2_hdr:
    status 0x20000001 len 98 snaplen 98 mac 66 net 80
    sec 0x588fd471 nsec 0x161c61ad vlan 0 vlan_tpid 0
00:12:47:155331: ethernet-input
  IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:47:155334: ip4-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2604
    fragment id 0x3e8f
  ICMP echo_reply checksum 0x1a83
00:12:47:155335: ip4-lookup
  fib 0 dpo-idx 5 flow hash: 0x00000000
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2604
    fragment id 0x3e8f
  ICMP echo_reply checksum 0x1a83
00:12:47:155336: ip4-local
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2604
```

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```

    fragment id 0x3e8f
    ICMP echo_reply checksum 0x1a83
00:12:47:155339: ip4-icmp-input
    ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2604
    fragment id 0x3e8f
    ICMP echo_reply checksum 0x1a83
00:12:47:155342: ip4-icmp-echo-reply
    ICMP echo id 17572 seq 1
00:12:47:155349: error-drop
    ip4-icmp-input: unknown type

```

## Packet 2

```

00:12:48:155330: af-packet-input
    af_packet: hw_if_index 1 next-index 4
    tpacket2_hdr:
        status 0x20000001 len 98 snaplen 98 mac 66 net 80
        sec 0x588fd472 nsec 0x1603e95b vlan 0 vlan_tpid 0
00:12:48:155337: ethernet-input
    IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:48:155341: ip4-input
    ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2565
    fragment id 0x3f2e
    ICMP echo_reply checksum 0x7405
00:12:48:155343: ip4-lookup
    fib 0 dpo-idx 5 flow hash: 0x00000000
    ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2565
    fragment id 0x3f2e
    ICMP echo_reply checksum 0x7405
00:12:48:155344: ip4-local
    ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2565
    fragment id 0x3f2e
    ICMP echo_reply checksum 0x7405
00:12:48:155346: ip4-icmp-input
    ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2565
    fragment id 0x3f2e
    ICMP echo_reply checksum 0x7405
00:12:48:155348: ip4-icmp-echo-reply
    ICMP echo id 17572 seq 2
00:12:48:155351: error-drop
    ip4-icmp-input: unknown type

```

## Packet 3

```

00:12:49:155331: af-packet-input
    af_packet: hw_if_index 1 next-index 4
    tpacket2_hdr:
        status 0x20000001 len 98 snaplen 98 mac 66 net 80
        sec 0x588fd473 nsec 0x15eb77ef vlan 0 vlan_tpid 0
00:12:49:155337: ethernet-input
    IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:49:155341: ip4-input

```

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```

ICMP: 10.10.1.1 -> 10.10.1.2
  tos 0x00, ttl 64, length 84, checksum 0x249e
  fragment id 0x3ff5
ICMP echo_reply checksum 0xf446
00:12:49:155343: ip4-lookup
  fib 0 dpo-idx 5 flow hash: 0x00000000
ICMP: 10.10.1.1 -> 10.10.1.2
  tos 0x00, ttl 64, length 84, checksum 0x249e
  fragment id 0x3ff5
ICMP echo_reply checksum 0xf446
00:12:49:155345: ip4-local
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x249e
    fragment id 0x3ff5
  ICMP echo_reply checksum 0xf446
00:12:49:155349: ip4-icmp-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x249e
    fragment id 0x3ff5
  ICMP echo_reply checksum 0xf446
00:12:49:155350: ip4-icmp-echo-reply
  ICMP echo id 17572 seq 3
00:12:49:155354: error-drop
  ip4-icmp-input: unknown type

Packet 4

00:12:50:155335: af-packet-input
  af_packet: hw_if_index 1 next-index 4
  tpacket2_hdr:
    status 0x20000001 len 98 snaplen 98 mac 66 net 80
    sec 0x588fd474 nsec 0x15d2ffb6 vlan 0 vlan_tpid 0
00:12:50:155341: ethernet-input
  IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:50:155346: ip4-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2437
    fragment id 0x405c
  ICMP echo_reply checksum 0x5b6e
00:12:50:155347: ip4-lookup
  fib 0 dpo-idx 5 flow hash: 0x00000000
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2437
    fragment id 0x405c
  ICMP echo_reply checksum 0x5b6e
00:12:50:155350: ip4-local
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2437
    fragment id 0x405c
  ICMP echo_reply checksum 0x5b6e
00:12:50:155351: ip4-icmp-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x2437
    fragment id 0x405c
  ICMP echo_reply checksum 0x5b6e
00:12:50:155353: ip4-icmp-echo-reply
  ICMP echo id 17572 seq 4

```

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```

00:12:50:155356: error-drop
  ip4-icmp-input: unknown type

Packet 5

00:12:51:155324: af-packet-input
  af_packet: hw_if_index 1 next-index 4
  tpacket2_hdr:
    status 0x20000001 len 98 snaplen 98 mac 66 net 80
    sec 0x588fd475 nsec 0x15ba8726 vlan 0 vlan_tpid 0
00:12:51:155331: ethernet-input
  IP4: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:51:155335: ip4-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x23cc
    fragment id 0x40c7
  ICMP echo_reply checksum 0xedb3
00:12:51:155337: ip4-lookup
  fib 0 dpo-idx 5 flow hash: 0x00000000
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x23cc
    fragment id 0x40c7
  ICMP echo_reply checksum 0xedb3
00:12:51:155338: ip4-local
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x23cc
    fragment id 0x40c7
  ICMP echo_reply checksum 0xedb3
00:12:51:155341: ip4-icmp-input
  ICMP: 10.10.1.1 -> 10.10.1.2
    tos 0x00, ttl 64, length 84, checksum 0x23cc
    fragment id 0x40c7
  ICMP echo_reply checksum 0xedb3
00:12:51:155343: ip4-icmp-echo-reply
  ICMP echo id 17572 seq 5
00:12:51:155346: error-drop
  ip4-icmp-input: unknown type

Packet 6

00:12:52:175185: af-packet-input
  af_packet: hw_if_index 1 next-index 4
  tpacket2_hdr:
    status 0x20000001 len 42 snaplen 42 mac 66 net 80
    sec 0x588fd476 nsec 0x16d05dd0 vlan 0 vlan_tpid 0
00:12:52:175195: ethernet-input
  ARP: fa:13:55:ac:d9:50 -> 02:fe:48:ec:d5:a7
00:12:52:175200: arp-input
  request, type ethernet/IP4, address size 6/4
  fa:13:55:ac:d9:50/10.10.1.1 -> 00:00:00:00:00:00/10.10.1.2
00:12:52:175214: host-vpplout-output
  host-vpplout
  ARP: 02:fe:48:ec:d5:a7 -> fa:13:55:ac:d9:50
  reply, type ethernet/IP4, address size 6/4
  02:fe:48:ec:d5:a7/10.10.1.2 -> fa:13:55:ac:d9:50/10.10.1.1

```

After examining the trace, clear it again.

**Action: Examine arp tables**

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show ip arp
```

Time	IP4	Flags	Ethernet	Interface
570.4092	10.10.1.1	D	fa:13:55:ac:d9:50	host-vpp1out

**Action: Examine routing table**

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show ip fib
```

```

ipv4-VRF:0, fib_index 0, flow hash: src dst sport dport proto
0.0.0.0/0
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:0 buckets:1 uRPF:0 to:[0:0]]
  [0] [0]: dpo-drop ip4
0.0.0.0/32
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:1 buckets:1 uRPF:1 to:[0:0]]
  [0] [0]: dpo-drop ip4
10.10.1.1/32
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:10 buckets:1 uRPF:9 to:[5:420] via:[1:84]]
  [0] [0]: ipv4 via 10.10.1.1 host-vpp1out: IP4: 02:fe:48:ec:d5:a7 ->
  ↪ fa:13:55:ac:d9:50
10.10.1.0/24
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:8 buckets:1 uRPF:7 to:[0:0]]
  [0] [0]: ipv4-glean: host-vpp1out
10.10.1.2/32
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:9 buckets:1 uRPF:8 to:[6:504]]
  [0] [0]: dpo-receive: 10.10.1.2 on host-vpp1out
224.0.0.0/4
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:3 buckets:1 uRPF:3 to:[0:0]]
  [0] [0]: dpo-drop ip4
240.0.0.0/4
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:2 buckets:1 uRPF:2 to:[0:0]]
  [0] [0]: dpo-drop ip4
255.255.255.255/32
  unicast-ip4-chain
  [0]: dpo-load-balance: [index:4 buckets:1 uRPF:4 to:[0:0]]
  [0] [0]: dpo-drop ip4

```

**4.1.12 Exercise: Connecting two vpp instances****Background**

memif is a very high performance, direct memory interface type which can be used between vpp instances to form a topology. It uses a file socket for a control channel to set up that shared memory.

## Skills to be Learned

You will learn the following new skill in this exercise:

1. Create a memif interface between two vpp instances

You should be able to perform this exercise with the following skills learned in previous exercises:

1. Run a second vpp instance
2. Add an ip address to a vpp interface
3. Ping from vpp

## Topology

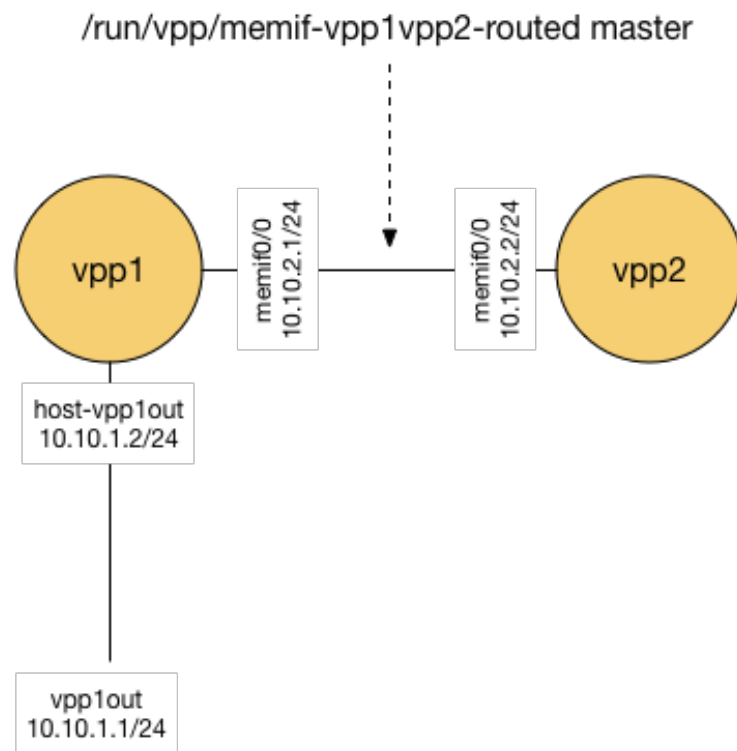


Fig. 2: Connect two vpp topology

## Initial state

The initial state here is presumed to be the final state from the exercise [Create an Interface](#)

### Action: Running a second vpp instances

You should already have a vpp instance running named: vpp1.

Run a second vpp instance named: vpp2.

### Action: Create memif interface on vpp1

Create a memif interface on vpp1:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock create memif id 0 master
```

This will create an interface on vpp1 memif0/0 using /run/vpp/memif as its socket file. The role of vpp1 for this memif interface is 'master'.

Use your previously used skills to:

1. Set the memif0/0 state to up.
2. Assign IP address 10.10.2.1/24 to memif0/0
3. Examine memif0/0 via show commands

### Action: Create memif interface on vpp2

We want vpp2 to pick up the 'slave' role using the same run/vpp/memif-vpp1vpp2 socket file

```
sudo vppctl -s /run/vpp/cli-vpp2.sock create memif id 0 slave
```

This will create an interface on vpp2 memif0/0 using /run/vpp/memif as its socket file. The role of vpp1 for this memif interface is 'slave'.

Use your previously used skills to:

1. Set the memif0/0 state to up.
2. Assign IP address 10.10.2.2/24 to memif0/0
3. Examine memif0/0 via show commands

### Action: Ping from vpp1 to vpp2

Ping 10.10.2.2 from vpp1

Ping 10.10.2.1 from vpp2

## 4.1.13 Exercise: Routing

### Skills to be Learned

In this exercise you will learn these new skills:

1. Add route to Linux Host routing table
2. Add route to vpp routing table

And revisit the old ones:

1. Examine vpp routing table
2. Enable trace on vpp1 and vpp2
3. ping from host to vpp
4. Examine and clear trace on vpp1 and vpp2
5. ping from vpp to host
6. Examine and clear trace on vpp1 and vpp2

#### vpp command learned in this exercise

1. `ip route add`

#### Topology

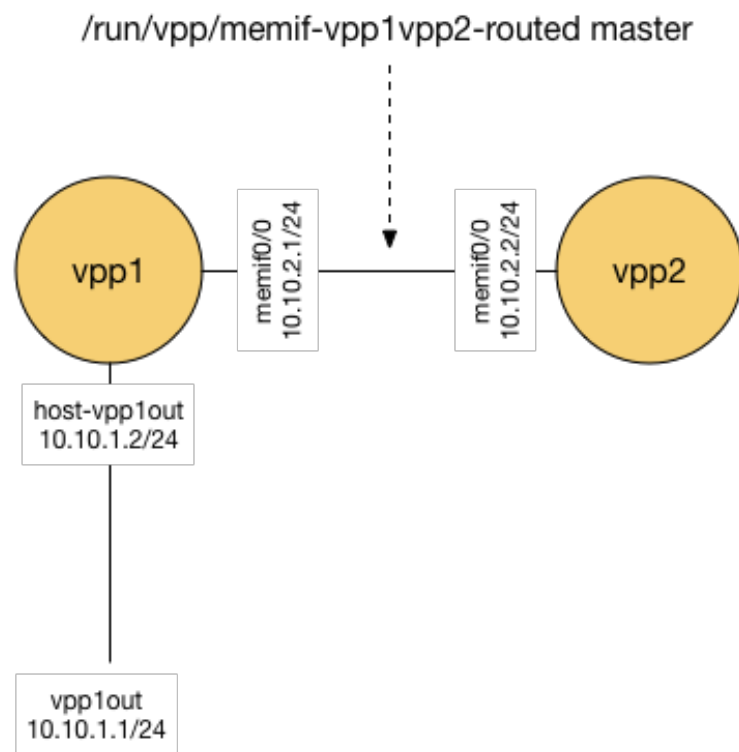


Fig. 3: Connect two vpp topology

### Initial State

The initial state here is presumed to be the final state from the exercise [Connecting two vpp instances](#)

### Action: Setup host route

```
sudo ip route add 10.10.2.0/24 via 10.10.1.2
ip route
```

```
default via 10.0.2.2 dev enp0s3
10.0.2.0/24 dev enp0s3 proto kernel scope link src 10.0.2.15
10.10.1.0/24 dev vpp1host proto kernel scope link src 10.10.1.1
10.10.2.0/24 via 10.10.1.2 dev vpp1host
```

### Setup return route on vpp2

```
sudo vppctl -s /run/vpp/cli-vpp2.sock ip route add 10.10.1.0/24 via 10.10.2.1
```

### Ping from host through vpp1 to vpp2

1. Setup a trace on vpp1 and vpp2
2. Ping 10.10.2.2 from the host
3. Examine the trace on vpp1 and vpp2
4. Clear the trace on vpp1 and vpp2

## 4.1.14 Exercise: Switching

### Skills to be Learned

1. Associate an interface with a bridge domain
2. Create a loopback interface
3. Create a BVI (Bridge Virtual Interface) for a bridge domain
4. Examine a bridge domain

### vpp command learned in this exercise

1. `show bridge`
2. `show bridge detail`
3. `set int l2 bridge`
4. `show l2fib verbose`



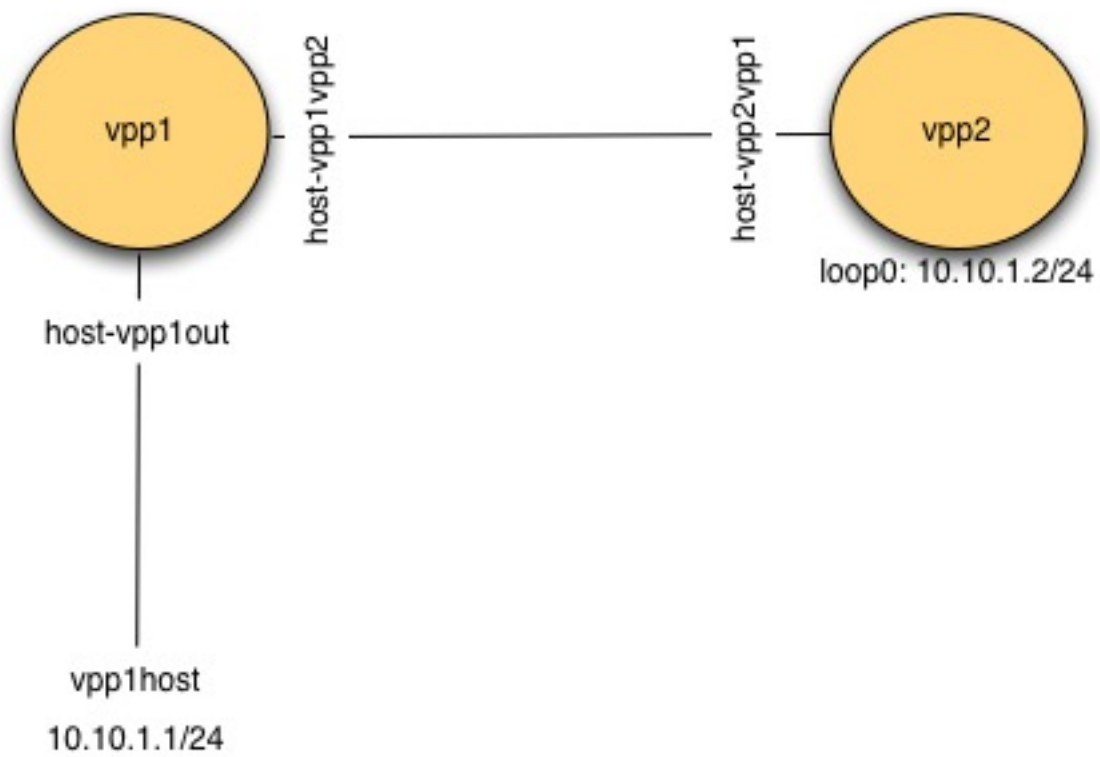


Fig. 4: Switching Topology

## Topology

### Initial state

Unlike previous exercises, for this one you want to start tabula rasa.

Note: You will lose all your existing config in your vpp instances!

To clear existing config from previous exercises run:

```
ps -ef | grep vpp | awk '{print $2}' | xargs sudo kill
sudo ip link del dev vpp1host
sudo ip link del dev vpp1vpp2
```

### Action: Run vpp instances

1. Run a vpp instance named **vpp1**
2. Run a vpp instance named **vpp2**

### Action: Connect vpp1 to host

1. Create a veth with one end named vpp1host and the other named vpp1out.
2. Connect vpp1out to vpp1
3. Add ip address 10.10.1.1/24 on vpp1host

### Action: Connect vpp1 to vpp2

1. Create a veth with one end named vpp1vpp2 and the other named vpp2vpp1.
2. Connect vpp1vpp2 to vpp1.
3. Connect vpp2vpp1 to vpp2.

### Action: Configure Bridge Domain on vpp1

Check to see what bridge domains already exist, and select the first bridge domain number not in use:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show bridge-domain
```

ID	Index	Learning	U-Forwrd	UU-Flood	Flooding	ARP-Term	BVI-Intf
0	0	off	off	off	off	off	local0

In the example above, there is bridge domain ID '0' already. Even though sometimes we might get feedback as below:

```
no bridge-domains in use
```

the bridge domain ID '0' still exists, where no operations are supported. For instance, if we try to add host-vpp1out and host-vpp1vpp2 to bridge domain ID 0, we will get nothing setup.

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set int l2 bridge host-vpp1out 0
sudo vppctl -s /run/vpp/cli-vpp1.sock set int l2 bridge host-vpp1vpp2 0
sudo vppctl -s /run/vpp/cli-vpp1.sock show bridge-domain 0 detail
```

```
show bridge-domain: No operations on the default bridge domain are supported
```

So we will create bridge domain 1 instead of playing with the default bridge domain ID 0.

Add host-vpp1out to bridge domain ID 1

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set int l2 bridge host-vpp1out 1
```

Add host-vpp1vpp2 to bridge domain ID1

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set int l2 bridge host-vpp1vpp2 1
```

Examine bridge domain 1:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show bridge-domain 1 detail
```

BD-ID →Intf	Index	BSN	Age(min)	Learning	U-Forwrd	UU-Flood	Flooding	ARP-Term	BVI-
1	1	0	off	on	on	on	on	off	N/A
Interface				If-idx	ISN	SHG	BVI	TxFlood	VLAN-Tag-Rewrite
host-vpp1out				1	1	0	-	*	none
host-vpp1vpp2				2	1	0	-	*	none

### Action: Configure loopback interface on vpp2

```
sudo vppctl -s /run/vpp/cli-vpp2.sock create loopback interface
```

```
loop0
```

Add the ip address 10.10.1.2/24 to vpp2 interface loop0. Set the state of interface loop0 on vpp2 to 'up'

### Action: Configure bridge domain on vpp2

Check to see the first available bridge domain ID (it will be 1 in this case)

Add interface loop0 as a bridge virtual interface (bvi) to bridge domain 1

```
sudo vppctl -s /run/vpp/cli-vpp2.sock set int l2 bridge loop0 1 bvi
```

Add interface vpp2vpp1 to bridge domain 1

```
sudo vppctl -s /run/vpp/cli-vpp2.sock set int l2 bridge host-vpp2vpp1 1
```

Examine the bridge domain and interfaces.

### Action: Ping from host to vpp and vpp to host

1. Add trace on vpp1 and vpp2
2. ping from host to 10.10.1.2
3. Examine and clear trace on vpp1 and vpp2
4. ping from vpp2 to 10.10.1.1

5. Examine and clear trace on vpp1 and vpp2

### Action: Examine l2 fib

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show l2fib verbose
```

Mac Address	BD Idx	Interface	Index	static	filter	bvi	
↪Mac Age (min)							
de:ad:00:00:00:00	1	host-vpp1vpp2	2	0	0	0	
↪ disabled							
c2:f6:88:31:7b:8e	1	host-vpp1out	1	0	0	0	
↪ disabled							
2 l2fib entries							

```
sudo vppctl -s /run/vpp/cli-vpp2.sock show l2fib verbose
```

Mac Address	BD Idx	Interface	Index	static	filter	bvi	
↪Mac Age (min)							
de:ad:00:00:00:00	1	loop0	2	1	0	1	
↪ disabled							
c2:f6:88:31:7b:8e	1	host-vpp2vpp1	1	0	0	0	
↪ disabled							
2 l2fib entries							

## 4.1.15 Source NAT

### Skills to be Learned

1. Abusing networks namespaces for fun and profit
2. Configuring snat address
3. Configuring snat inside and outside interfaces

### vpp command learned in this exercise

1. `snat add interface address`
2. `set interface snat`

### Topology

### Initial state

Unlike previous exercises, for this one you want to start tabula rasa.

Note: You will lose all your existing config in your vpp instances!

To clear existing config from previous exercises run:

```
ps -ef | grep vpp | awk '{print $2}' | xargs sudo kill
sudo ip link del dev vpp1host
sudo ip link del dev vpp1vpp2
```

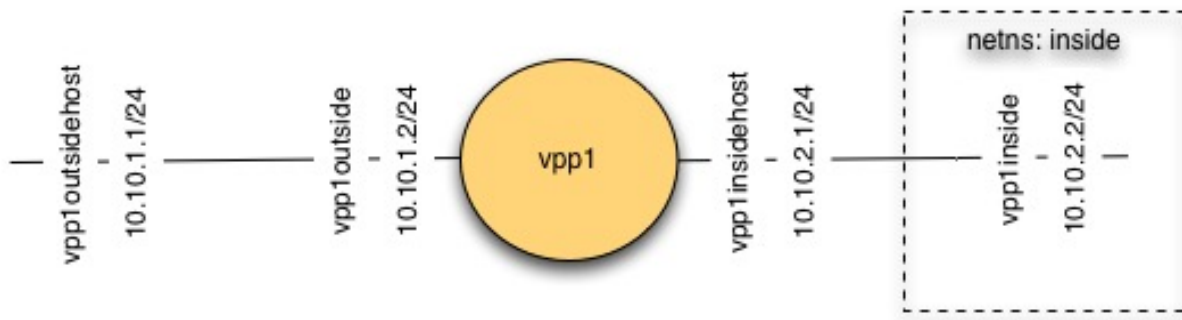


Fig. 5: SNAT Topology

**Action: Install vpp-plugins**

Snat is supported by a plugin, so vpp-plugins need to be installed

```
sudo apt-get install vpp-plugins
```

**Action: Create vpp instance**

Create one vpp instance named vpp1.

Confirm snat plugin is present:

```
sudo vppctl -s /run/vpp/cli-vpp1.sock show plugins
```

```
Plugin path is: /usr/lib/vpp_plugins
Plugins loaded:
1.ioam_plugin.so
2.ila_plugin.so
3.acl_plugin.so
4.flowperpkt_plugin.so
5.snat_plugin.so
6.libsixrd_plugin.so
7.lb_plugin.so
```

**Action: Create veth interfaces**

1. Create a veth interface with one end named vpp1outside and the other named vpp1outsidehost
2. Assign IP address 10.10.1.1/24 to vpp1outsidehost
3. Create a veth interface with one end named vpp1inside and the other named vpp1insidehost
4. Assign IP address 10.10.2.1/24 to vpp1insidehost

Because we'd like to be able to route \*via\* our vpp instance to an interface on the same host, we are going to put vpp1insidehost into a network namespace

Create a new network namespace 'inside'

```
sudo ip netns add inside
```

Move interface vpp1inside into the 'inside' namespace:

```
sudo ip link set dev vpp1insidehost up netns inside
```

Assign an ip address to vpp1insidehost

```
sudo ip netns exec inside ip addr add 10.10.2.1/24 dev vpp1insidehost
```

Create a route inside the netns:

```
sudo ip netns exec inside ip route add 10.10.1.0/24 via 10.10.2.2
```

### Action: Configure vpp outside interface

1. Create a vpp host interface connected to vpp1outside
2. Assign ip address 10.10.1.2/24
3. Create a vpp host interface connected to vpp1inside
4. Assign ip address 10.10.2.2/24

### Action: Configure snat

Configure snat to use the address of host-vpp1outside

```
sudo vppctl -s /run/vpp/cli-vpp1.sock snat add interface address host-vpp1outside
```

Configure snat inside and outside interfaces

```
sudo vppctl -s /run/vpp/cli-vpp1.sock set interface snat in host-vpp1inside out host-  
->vpp1outside
```

### Action: Prepare to Observe Snat

Observing snat in this configuration is interesting. To do so, vagrant ssh a second time into your VM and run:

```
sudo tcpdump -s 0 -i vpp1outsidehost
```

Also enable tracing on vpp1

### Action: Ping via snat

```
sudo ip netns exec inside ping -c 1 10.10.1.1
```

### Action: Confirm snat

Examine the tcpdump output and vpp1 trace to confirm snat occurred.

## 4.2 API User Guides

This chapter describes how to use the C, Python and java APIs.

### 4.2.1 Downloading the jvpp jar

The following are instructions on how to download the jvpp jar

#### Getting jvpp jar

VPP provides java bindings which can be downloaded at:

- <https://nexus.fd.io/content/repositories/fd.io.release/io/fd/vpp/jvpp-core/18.01/jvpp-core-18.01.jar>

#### Getting jvpp via maven

**1. Add the following to the repositories section in your ~/.m2/settings.xml to pick up the fd.io maven repo:**

```
<repository>
  <id>fd.io-release</id>
  <name>fd.io-release</name>
  <url>https://nexus.fd.io/content/repositories/fd.io.release/</url>
  <releases>
    <enabled>false</enabled>
  </releases>
  <snapshots>
    <enabled>true</enabled>
  </snapshots>
</repository>
```

For more information on setting up maven repositories in settings.xml, please look at:

- <https://maven.apache.org/guides/mini/guide-multiple-repositories.html>

**2. Then you can get jvpp by putting in the dependencies section of your pom.xml file:**

```
<dependency>
  <groupId>io.fd.vpp</groupId>
  <artifactId>jvpp-core</artifactId>
  <version>17.10</version>
</dependency>
```

For more information on maven dependency management, please look at:

- <https://maven.apache.org/guides/introduction/introduction-to-dependency-mechanism.html>





## 5.1 Command Line Reference

This is a reference guide for the vpp debug commands that are referenced in the within these documents. This is **NOT** a complete list. For a complete list refer to the Debug CLI section of the [Source Code Documents](#).

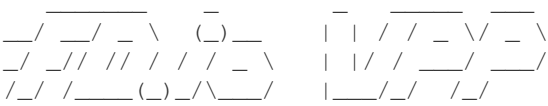
The debug CLI can be executed from a su shell using the vppctl command.

```
# sudo bash
# vppctl show interface
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	6569213
			rx bytes	9928352943
			tx packets	50384
			tx bytes	3329279
TenGigabitEthernet86/0/1	2	down		
VirtualEthernet0/0/0	3	up	rx packets	50384
			rx bytes	3329279
			tx packets	6569213
			tx bytes	9928352943
			drops	1498
local0	0	down		

Commands can also be executed from the vppct shell.

```
# vppctl
```



```
vpp# show interface
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	6569213

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			rx bytes	9928352943
			tx packets	50384
			tx bytes	3329279
TenGigabitEthernet86/0/1	2	down		
VirtualEthernet0/0/0	3	up	rx packets	50384
			rx bytes	3329279
			tx packets	6569213
			tx bytes	9928352943
			drops	1498
local0	0	down		

## 5.1.1 Interface Commands

### Show Hardware-Interfaces

Display more detailed information about all or a list of given interfaces. The verbosity of the output can be controlled by the following optional parameters:

- brief: Only show name, index and state (default for bonded interfaces).
- verbose: Also display additional attributes (default for all other interfaces).
- detail: Also display all remaining attributes and extended statistics.

To limit the output of the command to bonded interfaces and their slave interfaces, use the “\*bond\*” optional parameter.

### Summary/Usage

```
show hardware-interfaces [brief|verbose|detail] [bond] [<interface> [<interface> [...]]]
→]]] [<sw_idx> [<sw_idx> [...]]].
```

### Examples

Example of how to display default data for all interfaces:

```
vpp# show hardware-interfaces
      Name                Idx  Link  Hardware
GigabitEthernet7/0/0      1    up   GigabitEthernet7/0/0
  Ethernet address ec:f4:bb:c0:bc:fc
  Intel e1000
    carrier up full duplex speed 1000 mtu 9216
    rx queues 1, rx desc 1024, tx queues 3, tx desc 1024
    cpu socket 0
GigabitEthernet7/0/1      2    up   GigabitEthernet7/0/1
  Ethernet address ec:f4:bb:c0:bc:fd
  Intel e1000
    carrier up full duplex speed 1000 mtu 9216
    rx queues 1, rx desc 1024, tx queues 3, tx desc 1024
    cpu socket 0
VirtualEthernet0/0/0      3    up   VirtualEthernet0/0/0
  Ethernet address 02:fe:a5:a9:8b:8e
```

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```

VirtualEthernet0/0/1      4      up   VirtualEthernet0/0/1
  Ethernet address 02:fe:c0:4e:3b:b0
VirtualEthernet0/0/2      5      up   VirtualEthernet0/0/2
  Ethernet address 02:fe:1f:73:92:81
VirtualEthernet0/0/3      6      up   VirtualEthernet0/0/3
  Ethernet address 02:fe:f2:25:c4:68
local0                    0      down local0
  local

```

Example of how to display ‘*verbose*’ data for an interface by name and software index (where 2 is the software index):

```

vpp# show hardware-interfaces GigabitEthernet7/0/0 2 verbose
      Name      Idx   Link   Hardware
GigabitEthernet7/0/0      1    up   GigabitEthernet7/0/0
  Ethernet address ec:f4:bb:c0:bc:fc
  Intel e1000
    carrier up full duplex speed 1000 mtu 9216
    rx queues 1, rx desc 1024, tx queues 3, tx desc 1024
    cpu socket 0
GigabitEthernet7/0/1      2    down GigabitEthernet7/0/1
  Ethernet address ec:f4:bb:c0:bc:fd
  Intel e1000
    carrier up full duplex speed 1000 mtu 9216
    rx queues 1, rx desc 1024, tx queues 3, tx desc 1024
    cpu socket 0

```

## Clear Hardware-Interfaces

Clear the extended statistics for all or a list of given interfaces (statistics associated with the ‘*show hardware-interfaces*’ command).

## Summary/Usage

```
clear hardware-interfaces [<interface> [<interface> [...]] [<sw_idx> [<sw_idx> [...]]].
```

## Examples

Example of how to clear the extended statistics for all interfaces:

```
vpp# clear hardware-interfaces
```

Example of how to clear the extended statistics for an interface by name and software index (where 2 is the software index):

```
vpp# clear hardware-interfaces GigabitEthernet7/0/0 2
```

## Interface Commands

### Show Interface

Shows software interface information including counters and features

## Summary/Usage

```
show interface [address|addr|features|feat] [<interface> [<interface> [...]]]
```

## Examples

Example of how to show the interface counters:

```
vpp# show int
```

Name	Idx	State	Counter	Count
TenGigabitEthernet86/0/0	1	up	rx packets	6569213
			rx bytes	9928352943
			tx packets	50384
			tx bytes	3329279
TenGigabitEthernet86/0/1	2	down		
VirtualEthernet0/0/0	3	up	rx packets	50384
			rx bytes	3329279
			tx packets	6569213
			tx bytes	9928352943
			drops	1498
local0	0	down		

Example of how to display the interface placement:

```
vpp# show interface rx-placement
Thread 1 (vpp_wk_0):
  node dpdk-input:
    GigabitEthernet7/0/0 queue 0 (polling)
  node vhost-user-input:
    VirtualEthernet0/0/12 queue 0 (polling)
    VirtualEthernet0/0/12 queue 2 (polling)
    VirtualEthernet0/0/13 queue 0 (polling)
    VirtualEthernet0/0/13 queue 2 (polling)
Thread 2 (vpp_wk_1):
  node dpdk-input:
    GigabitEthernet7/0/1 queue 0 (polling)
  node vhost-user-input:
    VirtualEthernet0/0/12 queue 1 (polling)
    VirtualEthernet0/0/12 queue 3 (polling)
    VirtualEthernet0/0/13 queue 1 (polling)
    VirtualEthernet0/0/13 queue 3 (polling)
```

## Clear Interfaces

Clear the statistics for all interfaces (statistics associated with the *'show interface'* command).

## Summary/Usage

```
clear interfaces
```

## Example

Example of how to clear the statistics for all interfaces:

```
vpp# clear interfaces
```

## Set Interface Mac Address

The `'set interface mac address'` command allows to set MAC address of given interface. In case of NIC interfaces the one has to support MAC address change. A side effect of MAC address change are changes of MAC addresses in FIB tables (ipv4 and ipv6).

## Summary/Usage

```
set interface mac address <interface> <mac-address>.
```

## Examples

Examples of how to change MAC Address of interface:

```
vpp# set interface mac address GigabitEthernet0/8/0 aa:bb:cc:dd:ee:01
vpp# set interface mac address host-vpp0 aa:bb:cc:dd:ee:02
vpp# set interface mac address tap-0 aa:bb:cc:dd:ee:03
vpp# set interface mac address pg0 aa:bb:cc:dd:ee:04
```

## Set Interface Mtu

## Summary/Usage

```
set interface mtu [packet|ip4|ip6|mpls] <value> <interface>.
```

## Set Interface Promiscuous

## Summary/Usage

```
set interface promiscuous [on|off] <interface>.
```

## Set Interface State

This command is used to change the admin state (up/down) of an interface.

If an interface is down, the optional `'punt'` flag can also be set. The `'punt'` flag implies the interface is disabled for forwarding but punt all traffic to slow-path. Use the `'enable'` flag to clear `'punt'` flag (interface is still down).

## Summary/Usage

```
set interface state <interface> [up|down|punt|enable].
```

## Examples

Example of how to configure the admin state of an interface to **up**:

```
vpp# set interface state GigabitEthernet2/0/0 up
```

Example of how to configure the admin state of an interface to **down**:

```
vpp# set interface state GigabitEthernet2/0/0 down
```

## Create Sub-Interfaces

This command is used to add VLAN IDs to interfaces, also known as subinterfaces. The primary input to this command is the *'interface'* and *'subId'* (subinterface Id) parameters. If no additional VLAN ID is provide, the VLAN ID is assumed to be the *'subId'*. The VLAN ID and *'subId'* can be different, but this is not recommended.

This command has several variations:

- **create sub-interfaces <interface> <subId>** - Create a subinterface to process packets with a given 802.1q VLAN ID (same value as the *'subId'*).
- **create sub-interfaces <interface> <subId> default** - Adding the *'default'* parameter indicates that packets with VLAN IDs that do not match any other subinterfaces should be sent to this subinterface.
- **create sub-interfaces <interface> <subId> untagged** - Adding the *'untagged'* parameter indicates that packets no VLAN IDs should be sent to this subinterface.
- **create sub-interfaces <interface> <subId>-<subId>** - Create a range of subinterfaces to handle a range of VLAN IDs.
- **create sub-interfaces <interface> <subId> dot1q|dot1ad <vlanId>|any [exact-match]** - Use this command to specify the outer VLAN ID, to either be explicited or to make the VLAN ID different from the *'subId'*.
- **create sub-interfaces <interface> <subId> dot1q|dot1ad <vlanId>|any inner-dot1q <vlanId>|any [exact-match]** - Use this command to specify the outer VLAN ID and the innner VLAN ID.

When *'dot1q'* or *'dot1ad'* is explictly entered, subinterfaces can be configured as either exact-match or non-exact match. Non-exact match is the CLI default. If *'exact-match'* is specified, packets must have the same number of VLAN tags as the configuration. For non-exact-match, packets must at least that number of tags. L3 (routed) interfaces must be configured as exact-match. L2 interfaces are typically configured as non-exact-match. If *'dot1q'* or *'dot1ad'* is NOT entered, then the default behavior is exact-match.

Use the *'show interface'* command to display all subinterfaces.

## Summary/Usage

```
create sub-interfaces <interface> {<subId> [default|untagged]} | {<subId>-<subId>} | {  
↪<subId> dot1q|dot1ad <vlanId>|any [inner-dot1q <vlanId>|any] [exact-match]}.
```

## Examples

Example of how to create a VLAN subinterface 11 to process packets on 802.1q VLAN ID 11:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 11
```

The previous example is shorthand and is equivalent to:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 11 dot1q 11 exact-match
```

Example of how to create a subinterface number that is different from the VLAN ID:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 11 dot1q 100
```

Examples of how to create q-in-q and q-in-any subinterfaces:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 11 dot1q 100 inner-dot1q 200
vpp# create sub-interfaces GigabitEthernet2/0/0 12 dot1q 100 inner-dot1q any
```

Examples of how to create dot1ad interfaces:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 11 dot1ad 11
vpp# create sub-interfaces GigabitEthernet2/0/0 12 dot1ad 100 inner-dot1q 200
```

Examples of ‘*exact-match*’ versus non-exact match. A packet with outer VLAN 100 and inner VLAN 200 would match this interface, because the default is non-exact match:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 5 dot1q 100
```

However, the same packet would NOT match this interface because ‘*exact-match*’ is specified and only one VLAN is configured, but packet contains two VLANs:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 5 dot1q 100 exact-match
```

Example of how to create a subinterface to process untagged packets:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 5 untagged
```

Example of how to create a subinterface to process any packet with a VLAN ID that does not match any other subinterface:

```
vpp# create sub-interfaces GigabitEthernet2/0/0 7 default
```

When subinterfaces are created, they are in the down state. Example of how to enable a newly created subinterface:

```
vpp# set interface GigabitEthernet2/0/0.7 up
```

## 5.1.2 Vhost User Commands

### Create Vhost-User

Create a vHost User interface. Once created, a new virtual interface will exist with the name ‘*VirtualEthernet0/0/x*’, where ‘*x*’ is the next free index.

There are several parameters associated with a vHost interface:

- **socket <socket-filename>** - Name of the linux socket used by hypervisor and VPP to manage the vHost interface. If in *'server'* mode, VPP will create the socket if it does not already exist. If in *'client'* mode, hypervisor will create the socket if it does not already exist. The VPP code is indifferent to the file location. However, if SELinux is enabled, then the socket needs to be created in *'/var/run/vpp/'*.
- **server** - Optional flag to indicate that VPP should be the server for the linux socket. If not provided, VPP will be the client. In *'server'* mode, the VM can be reset without tearing down the vHost Interface. In *'client'* mode, VPP can be reset without bringing down the VM and tearing down the vHost Interface.
- **feature-mask <hex>** - Optional virtio/vhost feature set negotiated at startup. **This is intended for debugging only.** It is recommended that this parameter not be used except by experienced users. By default, all supported features will be advertised. Otherwise, provide the set of features desired.
  - 0x000008000 (15) - VIRTIO\_NET\_F\_MRG\_RXBUF
  - 0x000020000 (17) - VIRTIO\_NET\_F\_CTRL\_VQ
  - 0x000200000 (21) - VIRTIO\_NET\_F\_GUEST\_ANNOUNCE
  - 0x000400000 (22) - VIRTIO\_NET\_F\_MQ
  - 0x004000000 (26) - VHOST\_F\_LOG\_ALL
  - 0x008000000 (27) - VIRTIO\_F\_ANY\_LAYOUT
  - 0x010000000 (28) - VIRTIO\_F\_INDIRECT\_DESC
  - 0x040000000 (30) - VHOST\_USER\_F\_PROTOCOL\_FEATURES
  - 0x100000000 (32) - VIRTIO\_F\_VERSION\_1
- **hwaddr <mac-addr>** - Optional ethernet address, can be in either X:X:X:X:X:X unix or X.X.X cisco format.
- **renumber <dev\_instance>** - Optional parameter which allows the instance in the name to be specified. If instance already exists, name will be used anyway and multiple instances will have the same name. Use with caution.

## Summary/Usage

```
create vhost-user socket <socket-filename> [server] [feature-mask <hex>] [hwaddr <mac-addr>] [renumber <dev_instance>]
```

## Examples

Example of how to create a vhost interface with VPP as the client and all features enabled:

```
vpp# create vhost-user socket /var/run/vpp/vhost1.sock  
VirtualEthernet0/0/0
```

Example of how to create a vhost interface with VPP as the server and with just multiple queues enabled:

```
vpp# create vhost-user socket /var/run/vpp/vhost2.sock server feature-mask 0x40400000  
VirtualEthernet0/0/1
```

Once the vHost interface is created, enable the interface using:

```
vpp# set interface state VirtualEthernet0/0/0 up
```



## Show Vhost-User

Display the attributes of a single vHost User interface (provide interface name), multiple vHost User interfaces (provide a list of interface names separated by spaces) or all Vhost User interfaces (omit an interface name to display all vHost interfaces).

## Summary/Usage

```
show vhost-user [<interface> [<interface> [...]] [descriptors].
```

## Examples

Example of how to display a vhost interface:

```
vpp# show vhost-user VirtualEthernet0/0/0
Virtio vhost-user interfaces
Global:
  coalesce frames 32 time 1e-3
Interface: VirtualEthernet0/0/0 (ifindex 1)
virtio_net_hdr_sz 12
features mask (0xffffffffffffffff):
features (0x50408000):
  VIRTIO_NET_F_MRG_RXBUF (15)
  VIRTIO_NET_F_MQ (22)
  VIRTIO_F_INDIRECT_DESC (28)
  VHOST_USER_F_PROTOCOL_FEATURES (30)
protocol features (0x3)
  VHOST_USER_PROTOCOL_F_MQ (0)
  VHOST_USER_PROTOCOL_F_LOG_SHMFD (1)

socket filename /var/run/vpp/vhost1.sock type client errno "Success"

rx placement:
  thread 1 on vring 1
  thread 1 on vring 5
  thread 2 on vring 3
  thread 2 on vring 7
tx placement: spin-lock
  thread 0 on vring 0
  thread 1 on vring 2
  thread 2 on vring 0

Memory regions (total 2)
region fd    guest_phys_addr    memory_size    userspace_addr    mmap_offset
↳ mmap_addr
=====
↳=====
0      60      0x0000000000000000 0x00000000000a0000 0x00002aaaaac00000
↳0x0000000000000000 0x00002aab2b400000
1      61      0x00000000000c0000 0x000000003ff40000 0x00002aaaaacc0000
↳0x00000000000c0000 0x00002aababcc0000

Virtqueue 0 (TX)
  qsz 256 last_avail_idx 0 last_used_idx 0
```

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```

avail.flags 1 avail.idx 128 used.flags 1 used.idx 0
kickfd 62 callfd 64 errfd -1

Virtqueue 1 (RX)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 65 callfd 66 errfd -1

Virtqueue 2 (TX)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 128 used.flags 1 used.idx 0
  kickfd 63 callfd 70 errfd -1

Virtqueue 3 (RX)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 72 callfd 74 errfd -1

Virtqueue 4 (TX disabled)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 76 callfd 78 errfd -1

Virtqueue 5 (RX disabled)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 80 callfd 82 errfd -1

Virtqueue 6 (TX disabled)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 84 callfd 86 errfd -1

Virtqueue 7 (RX disabled)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 0 used.flags 1 used.idx 0
  kickfd 88 callfd 90 errfd -1

```

The optional ‘*descriptors*’ parameter will display the same output as the previous example but will include the descriptor table for each queue. The output is truncated below:

```

vpp# show vhost-user VirtualEthernet0/0/0 descriptors

Virtio vhost-user interfaces
Global:
  coalesce frames 32 time 1e-3
Interface: VirtualEthernet0/0/0 (ifindex 1)
virtio_net_hdr_sz 12
features mask (0xffffffffffffffff):
features (0x50408000):
  VIRTIO_NET_F_MRG_RXBUF (15)
  VIRTIO_NET_F_MQ (22)
:
Virtqueue 0 (TX)
  qsz 256 last_avail_idx 0 last_used_idx 0
  avail.flags 1 avail.idx 128 used.flags 1 used.idx 0

```

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```
kickfd 62 callfd 64 errfd -1

descriptor table:
  id      addr      len  flags  next  user_addr
=====
0      0x0000000010b6e974 2060 0x0002 1      0x00002aabb76e974
1      0x0000000010b6e034 2060 0x0002 2      0x00002aabb76e034
2      0x0000000010b6d6f4 2060 0x0002 3      0x00002aabb76d6f4
3      0x0000000010b6cdb4 2060 0x0002 4      0x00002aabb76cdb4
4      0x0000000010b6c474 2060 0x0002 5      0x00002aabb76c474
5      0x0000000010b6bb34 2060 0x0002 6      0x00002aabb76bb34
6      0x0000000010b6b1f4 2060 0x0002 7      0x00002aabb76b1f4
7      0x0000000010b6a8b4 2060 0x0002 8      0x00002aabb76a8b4
8      0x0000000010b69f74 2060 0x0002 9      0x00002aabb769f74
9      0x0000000010b69634 2060 0x0002 10     0x00002aabb769634
10     0x0000000010b68cf4 2060 0x0002 11     0x00002aabb768cf4
:
249    0x0000000000000000 0      0x0000 250    0x00002aab2b400000
250    0x0000000000000000 0      0x0000 251    0x00002aab2b400000
251    0x0000000000000000 0      0x0000 252    0x00002aab2b400000
252    0x0000000000000000 0      0x0000 253    0x00002aab2b400000
253    0x0000000000000000 0      0x0000 254    0x00002aab2b400000
254    0x0000000000000000 0      0x0000 255    0x00002aab2b400000
255    0x0000000000000000 0      0x0000 32768 0x00002aab2b400000

Virtqueue 1 (RX)
  qsz 256 last_avail_idx 0 last_used_idx 0
```

## Debug Vhost-User

Turn on/off debug for vhost

## Summary/Usage

```
debug vhost-user <on | off>.
```

## Delete Vhost-User

Delete a vHost User interface using the interface name or the software interface index. Use the *'show interface'* command to determine the software interface index. On deletion, the linux socket will not be deleted.

## Summary/Usage

```
delete vhost-user {<interface> | sw_if_index <sw_idx>}.
```

## Examples

Example of how to delete a vhost interface by name:

```
vpp# delete vhost-user VirtualEthernet0/0/1
```

Example of how to delete a vhost interface by software interface index:

```
vpp# delete vhost-user sw_if_index 1
```