# Networking Module
# Assignment 1 Report

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## 1 Introduction

The assignment consists the following exercises:

- Experimenting with IP, MAC addresses

- Concurrent Servers: Fork vs threads

- Experimenting with Mininet

## 2 Tool Setup

In this lab, we use Mininet , a network simulator to compare a SDN i.e., Software Defined Network with a Hardware Defined Network. A virtual machine image for the same was uploaded in VirtualBox environment. Another alternative for using mininet is to install it on the host machine. For the 5th part of the assignment, Linux machines (Kali OS) was used.

Once the Mininet-VM was up and running, the following commands were executed:

- 'ifconfig' to identify the interface address, IP address and subnet details

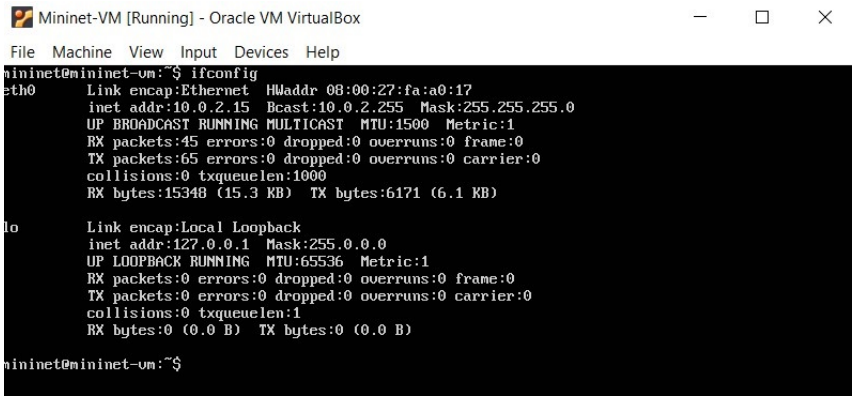


Figure 1: Mininet-VM : ifconfig


Figure 2: To install mininet on Linux machine: 'apt-get install mininet'

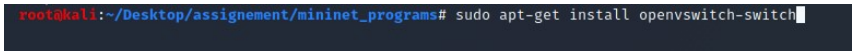


Figure 3: To install Open VSwitch

- 'iperf3' , a cross-platform network performance benchmark tool, was downloaded to measure the download time and bandwidth between hosts in mininet


Figure 4: iperf3 in Mininet

- Download a huge file to be exchanged between hosts to while measuring the performance.

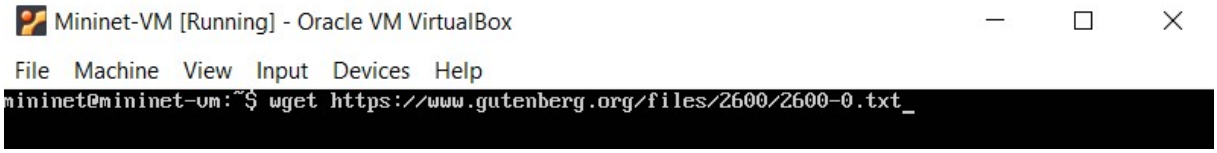


Figure 5: 2600-0.txt - File for transmission

Another method to create a large file is to use the following commands:

- "dd if=/dev/zero of=1GBFile.txt bs=1M count=1024"

- "fallocate -l 1G 1GBFile.txt"

- "truncate -s 1G 1GBFile.txt"

# 3 Experimenting with IP, MAC addresses

For this part of the assignment, Parrot OS was used (IP address: 10.0.2.15)

## 3.1 Secondary IP

The objective of this question was to add a secondary IP address to a chosen interface. Figure 6 shows the current ip addr output.

A secondary IP can be added to the interface temporarily using the command ip add (Figure 7)

After adding the ip address, it can be seen in the output of ip addr. (Figure 8)

One can add an IP address from the GUI option as well. In Parrot OS, Advanced Network Settings - IPv4 has the option to add IP address to the selected interface permanently.

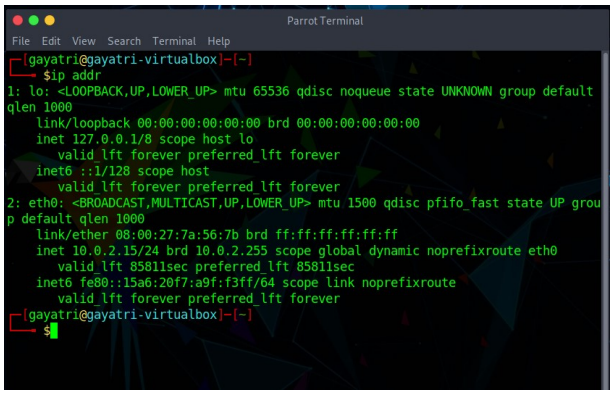


Figure 6: ip addr


Figure 7: Adding a secondary IP address

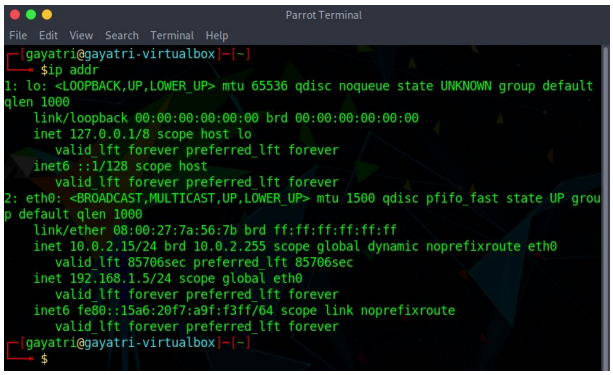


Figure 8: Temporary secondary IP added

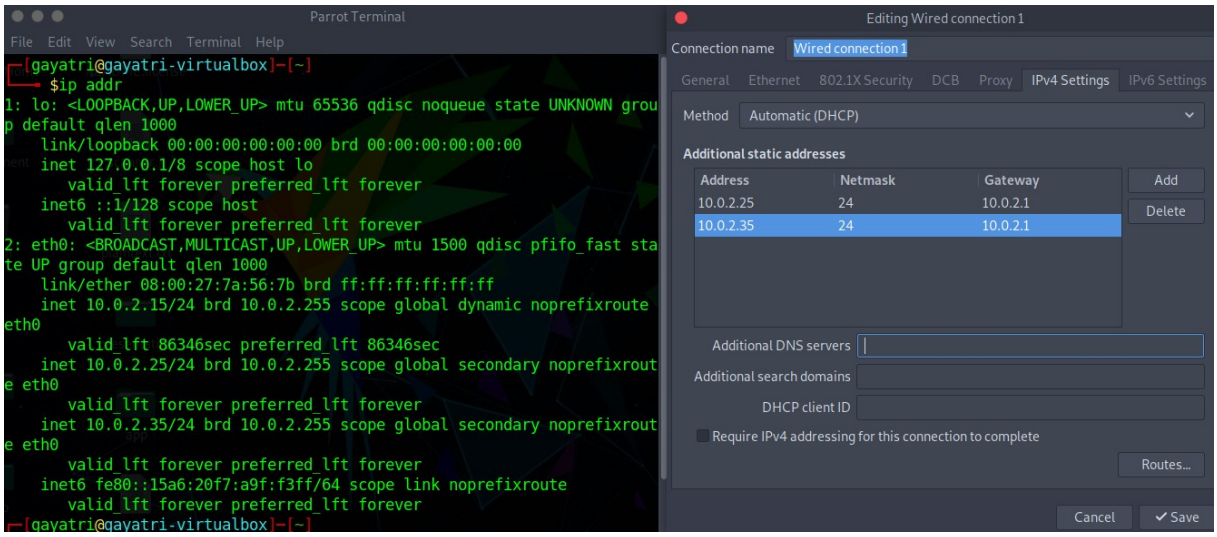


Figure 9: Advanced Network settings to add IPs

## 3.2 IP Aliasing

IP aliasing can be used to provide multiple network addresses on a single physical interface. This demonstrates using IP version 4 addresses only. One reason for using this could be to make a computer look as though it is multiple computers.

Initially there is only one default interface Ethernet (eth0). These device network files are located in /etc/network/interfaces.

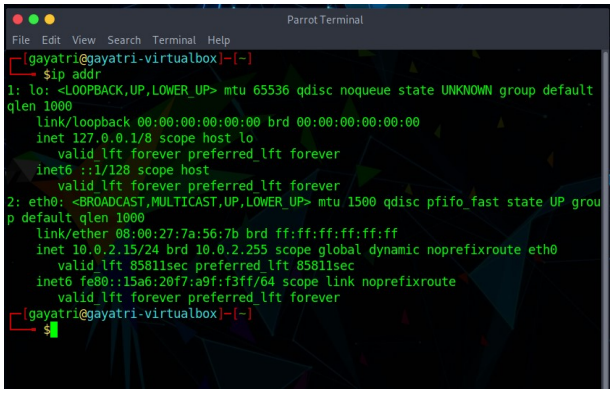


Figure 10: ip addr

Objective of this question was to add an interface to the existing Ethernet device. If we want to create an additional virtual interface to bind a new IP address to the NIC (one mac address), we need to create an additional alias file. This can be done by changing the /etc/network/interfaces file (Parrot OS).

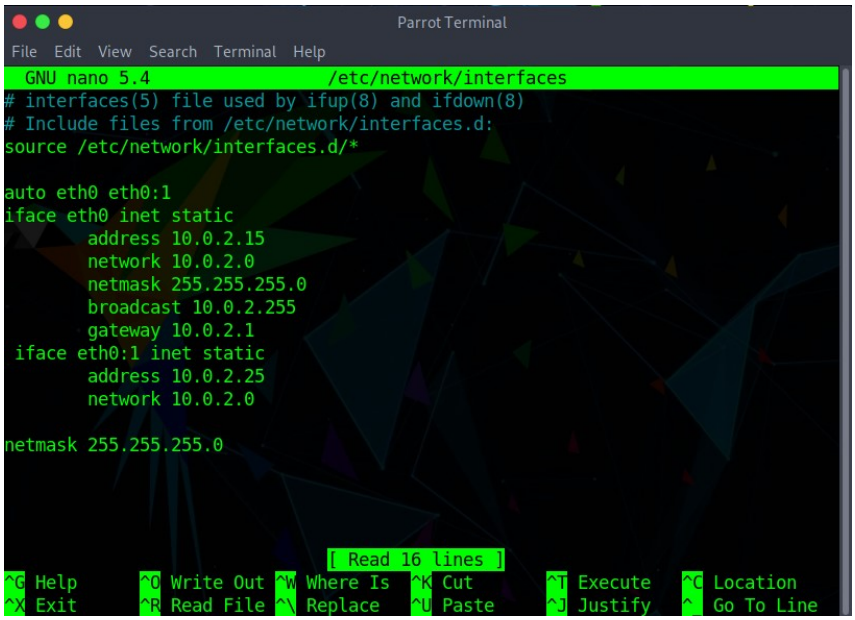


Figure 11: Changes made to /etc/network/interfaces

Here, the ":X" is the device (interface) number to create the alias for interface eth0.

The following changes appear after adding the interface

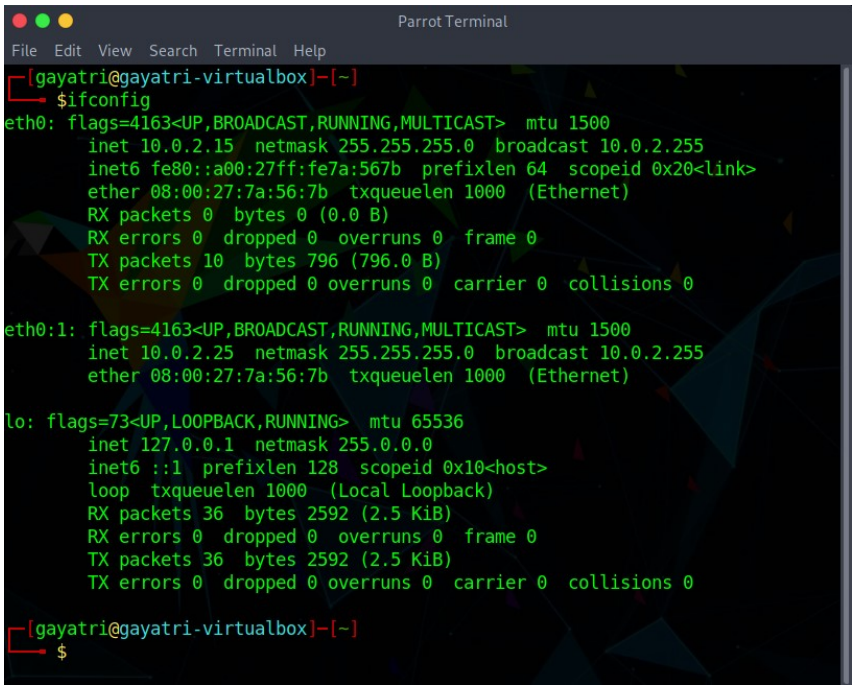


Figure 12: Adding interface - ethO:1

# 4 Concurrent Servers: Fork vs Threads(TCP)

For this part of the assignment, Kali OS was used (IP address: 10.0.2.15)

## 4.1 Server Models

Objective of this exercise is to write TCP server and client programs.

### 4.1.1 Fork Model

To handle a client request, this server code uses a fork() system call, which returns 0 if it was successful in creating this child process. Once a child process is created with a new PID, the parent process return to listen for new client requests.

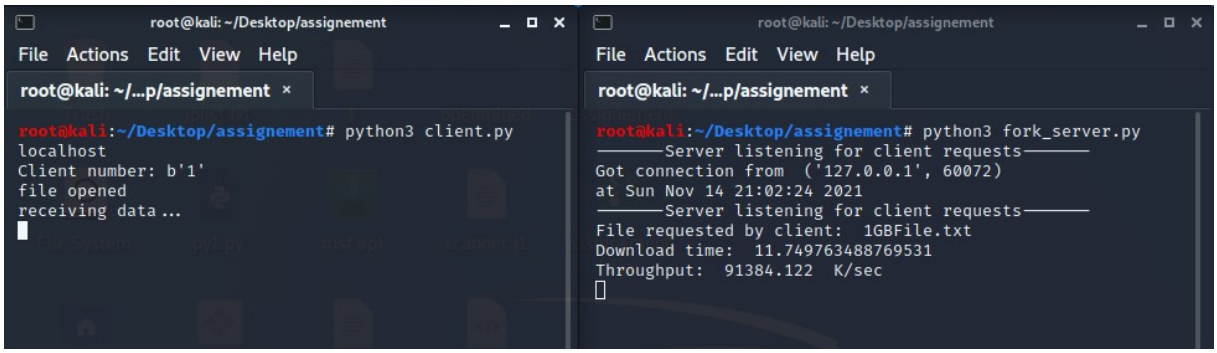


Figure 13: Fork Server and 1 client request

### 4.1.2 Threads Model

In this server code, the server assigns a thread to each client request. All the threads are stored in a list and then concurrency is handled by join().

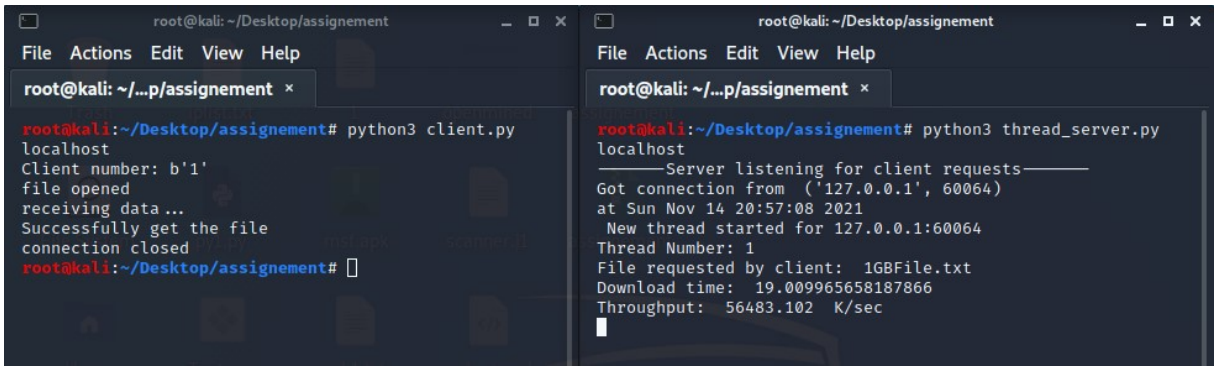


Figure 14: Threads Server and 1 clients request

Server and Client code is accessible at:

https://github.com/Gayatri-Priyadarsini/CS612-Networking_Asisgnment1/blob/main/thread_server.py

https://github.com/Gayatri-Priyadarsini/CS612-Networking_Asisgnment1/blob/main/fork_server.py

https://github.com/Gayatri-Priyadarsini/CS612-Networking_Asisgnment1/blob/main/client.py

## 4.2 Use-Case : File Download

### 4.2.1 Single Connection

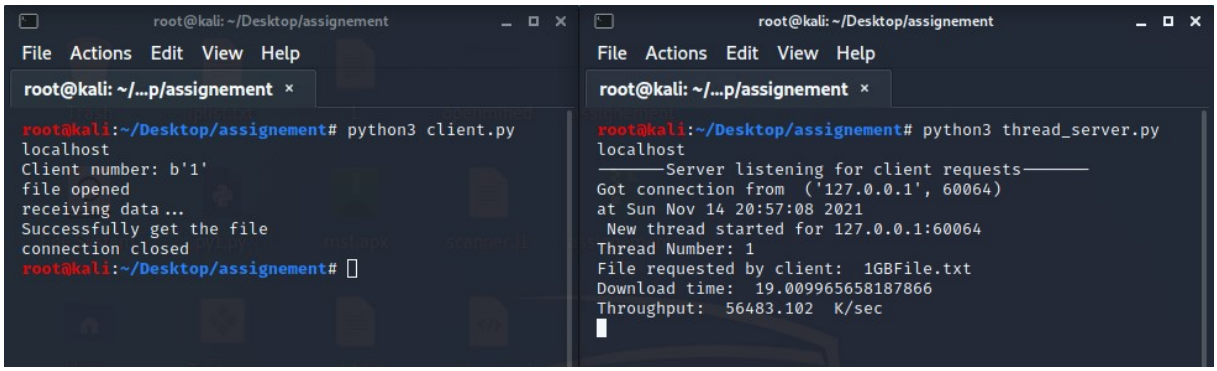


Figure 15: Threads Server and 1 clients request

In this case, only a single client request is managed by the server. The client requests for a 1GB file (Created in section 2). The download time is calculated by the server using the time() function, before starting the request and after the request is completed.

The download time can further be used to calculate the throughput. Throughput is the time taken to transfer the file. As the data is exchanged in 1024 bytes (buffer_size) at a time, the filesize can be calculated by counting the number if times the transfer is made, times the buffer_size.

Throughput = (Filesize*BUFFER_SIZE * 0.001) / download_time K/s

In this case (Figure 15), the download time was: 19 sec and throughput is 56483 K/s Both thread and fork servers took the same amount of time in the case of single request.

### 4.2.2 Multiple Connections

Multiple requests are handled concurrently in both the servers.In case of multi-threading:

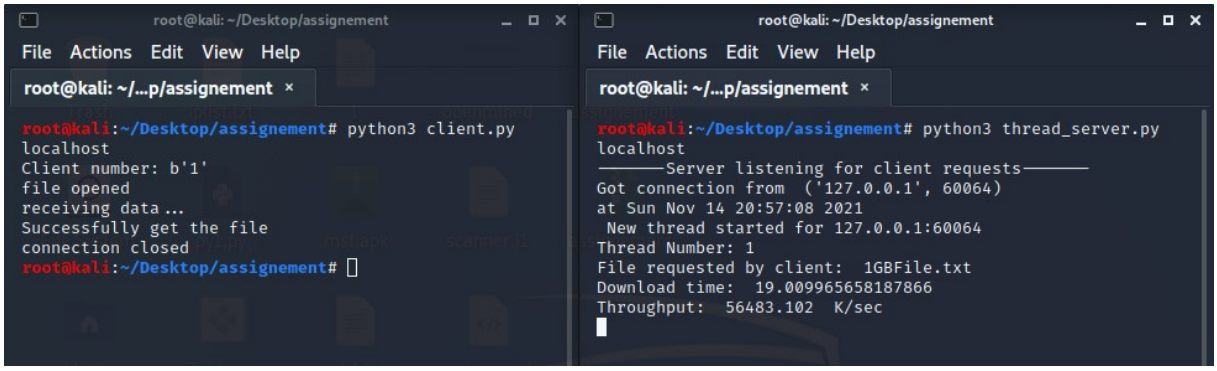


Figure 16: Threads Server and 5 parallel clients requests

Download time: 43.49+44.39+44.73+44.74+44.78= 222.13s

Aggregate Throughput : (24686.909+24183.954+24004.306+23998.558+23975.747 )/5 = 120849.474/5= 24169.8948 K/s

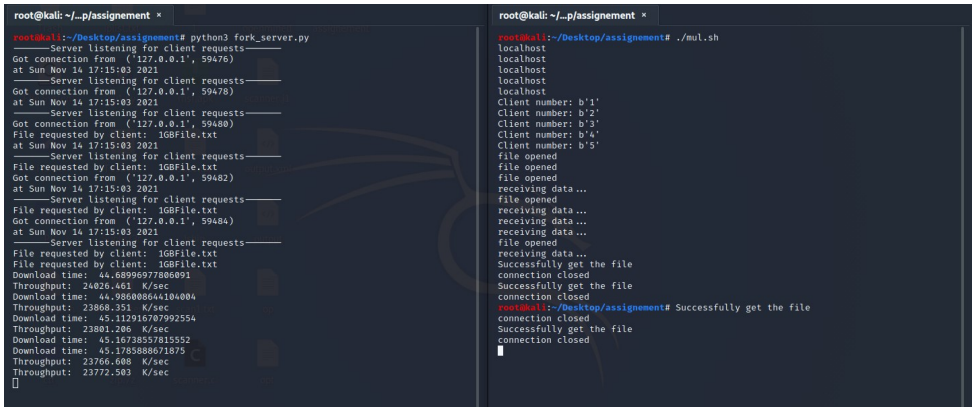


Figure 17: Fork Server and 5 parallel clients requests

Download time: 44.689+44.989+45.122+45.167+45.178= 225.132 s

Aggregate Throughput : 119235.247/5 =23847.0548 K/s

The concurrent requests in both cases is sent by running 5 concurrent client.py codes. Each request is given a thread number or a child number wrt to the type of server and this number is then used as the output filename generated on downloading the file at the client side.

Concurrent requests were sent using the following shell script:

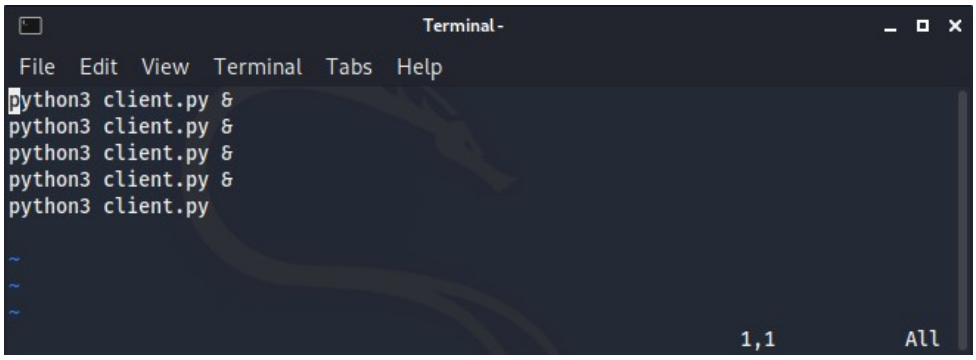


Figure 18: 5 clients run concurrently

# 5 Experimenting with Mininet

This part of the assignment is done by installing Mininet in the Kali OS with 10.0.2.15 as the IP address. Once Mininet and Open VSwitch is installed, topologies can be created using the command:

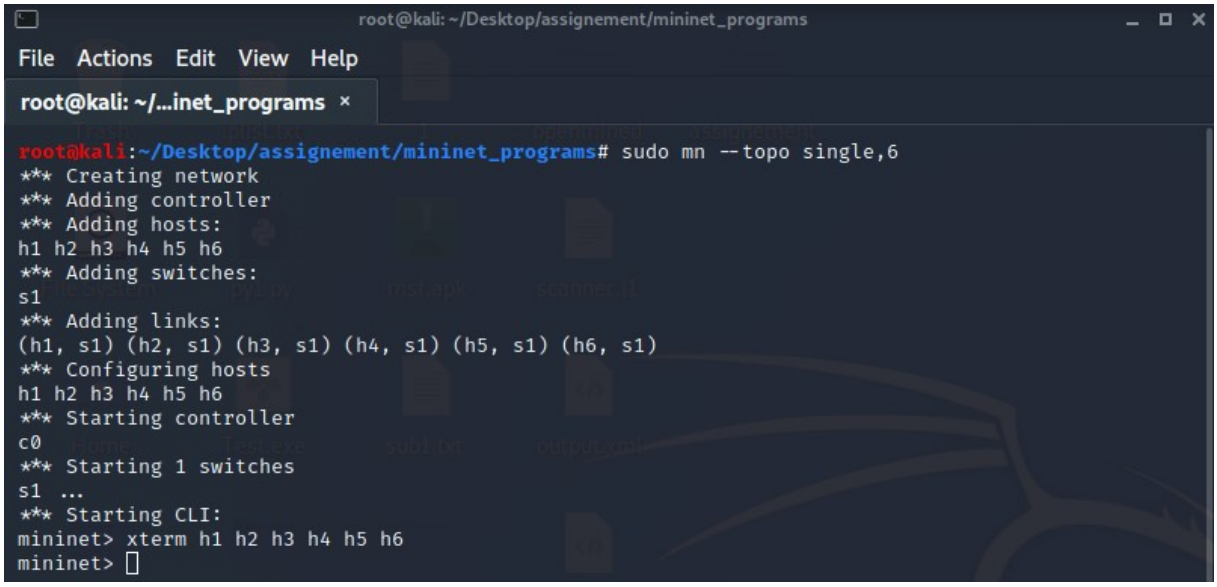


Figure 19: Topology with 6 hosts and 1 switch

## 5.1 Running commands on individual hosts

At the mininet terminal, commands at particular hosts can be run by stating the command with it's name. For example:

The switch has 6 interfaces, one for each host.

To run individual terminals for each host: xterm h1 h2 h3 h4 h5 h6 command is used.

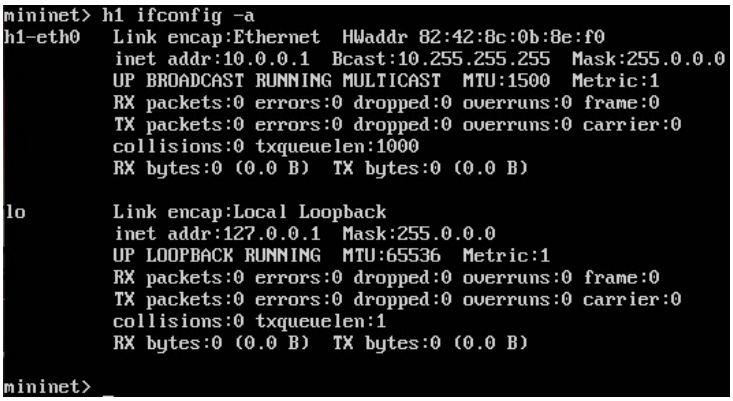


Figure 20: ifconfig at h1

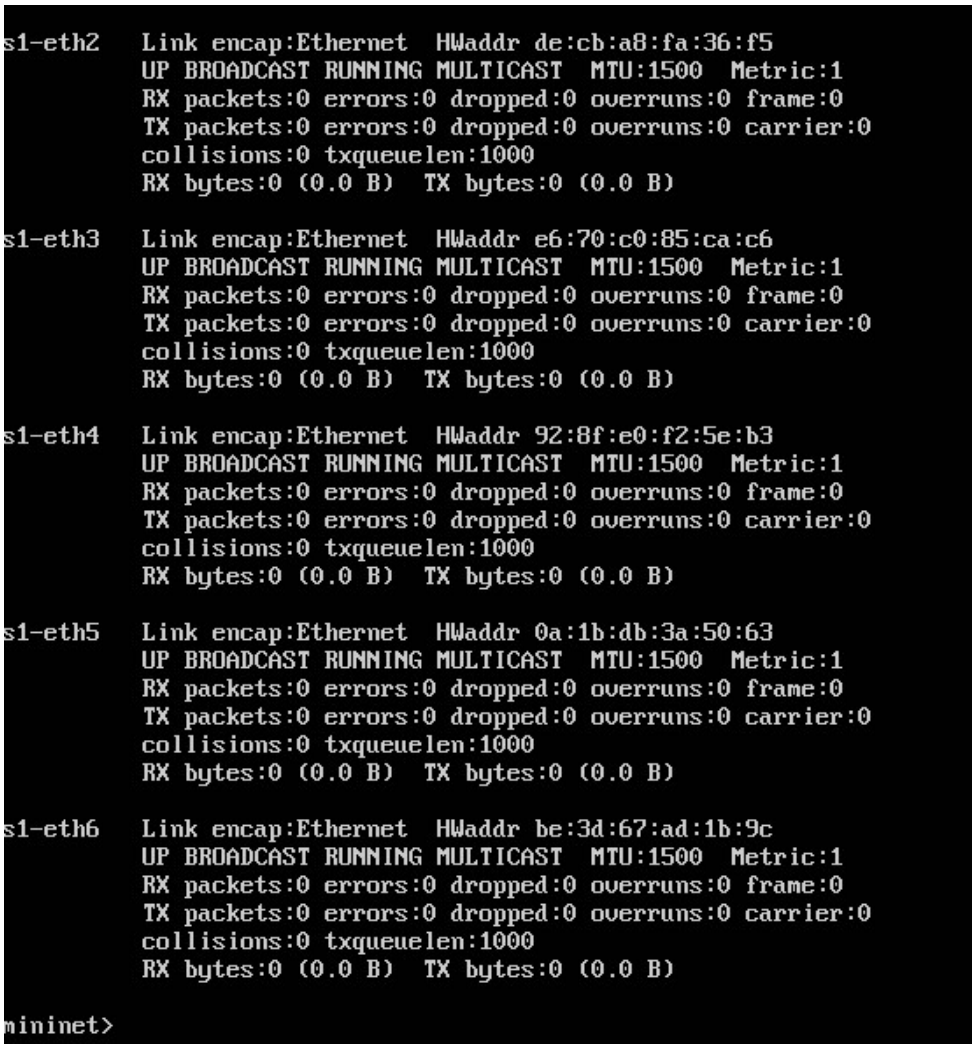


Figure 21: ifconfig at s1

## 5.2 Use Case: 1 server and 5 clients

h1 is made the server by running the thread_server.py and all other hosts make a request for downloading the 1GB file to the server h1.

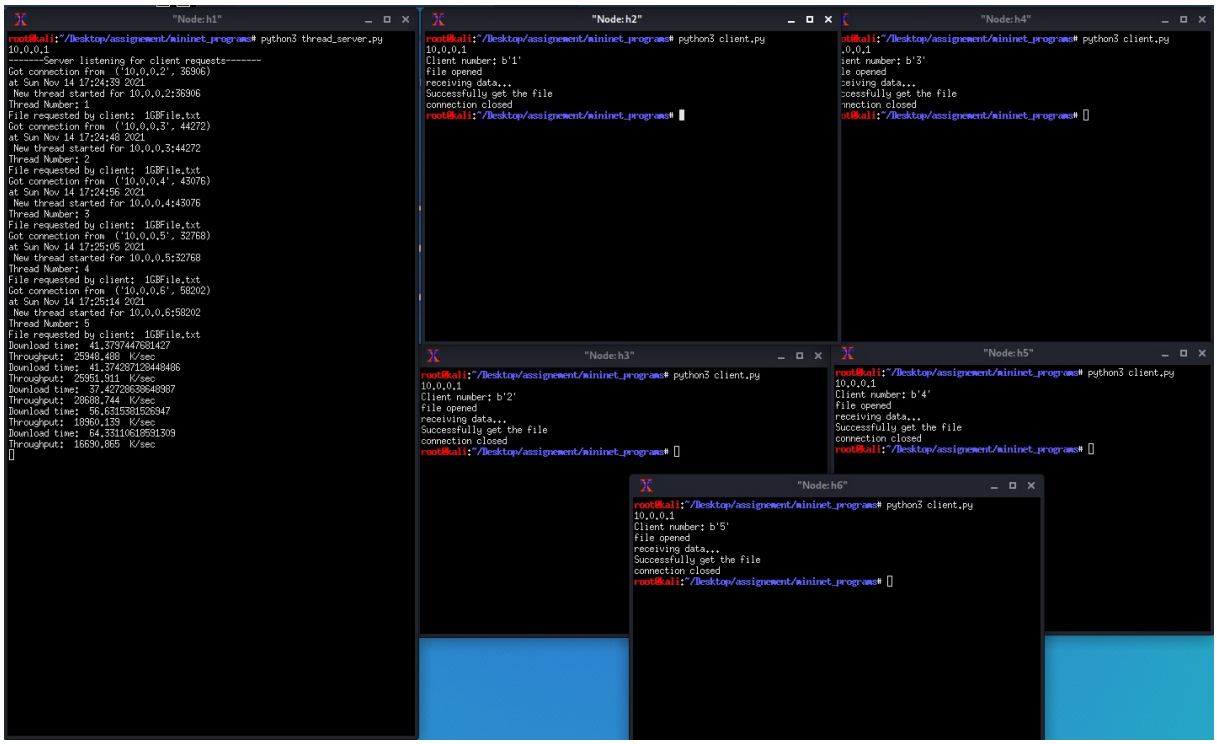


Figure 22: xterm for each host

Download time: 241.134 s

Throughput:116240.147/5 = 23248.0294 K/s

If the requests are run parallely from the same host (figure 23):

Download time: 350.451 s

Throughput:79152.402/5 = 15830.4804 K/s

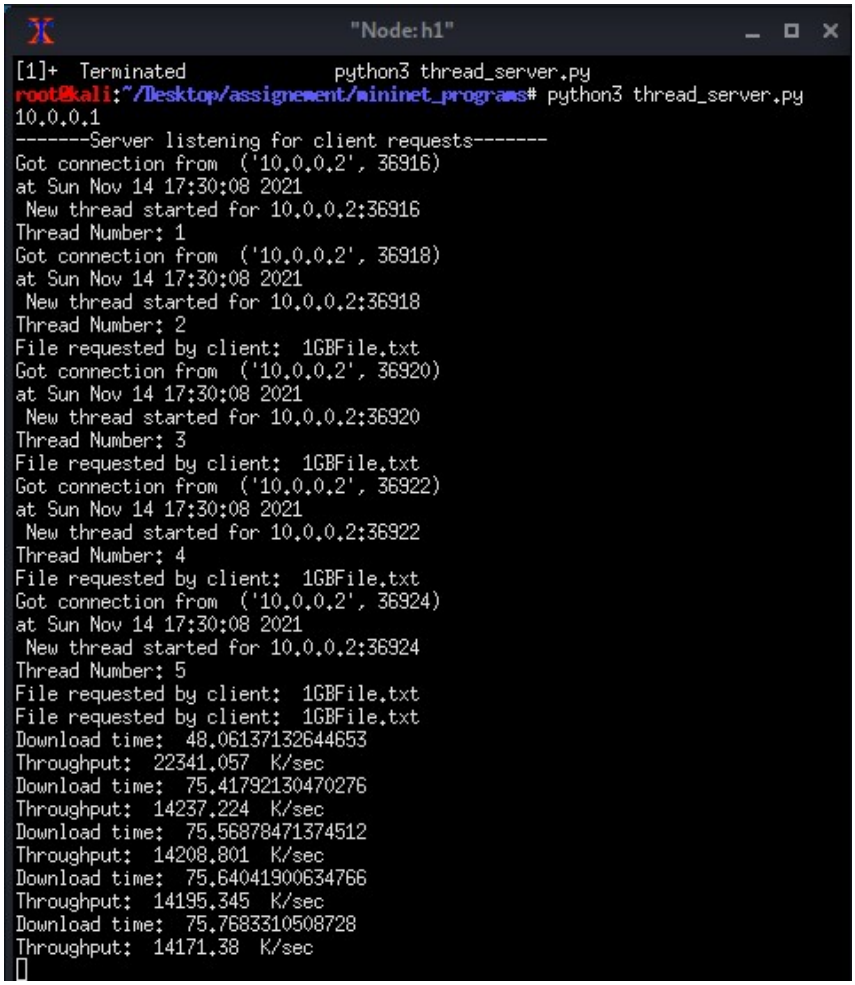


Figure 23: 5 concurrent requests from h1

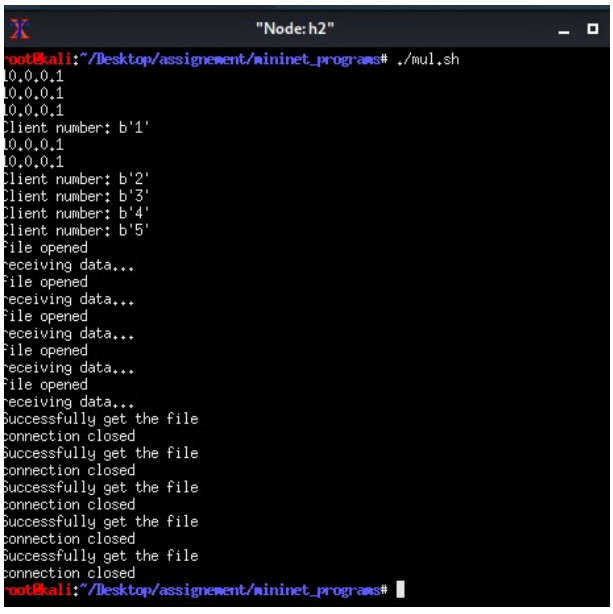


Figure 24: xterm for each host

### 5.3 Iperf3

Iperf3 -s is used to make a host (at h1) as server and iperf3 -c is used at the client side at h2 and TCP packets are transfered from the server,h1 to h2. -P option makes 5 parallel connection

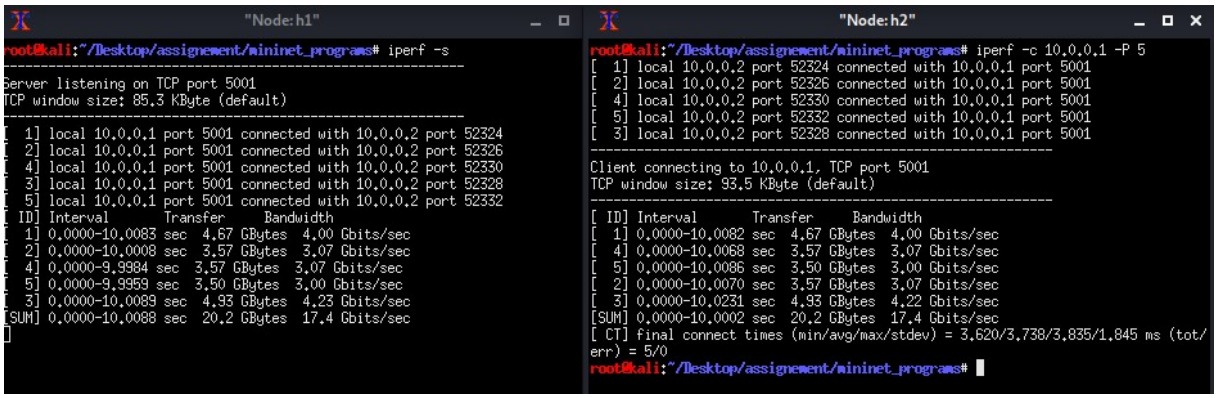


Figure 25: 5 concurrent requests from h1 from iperf3

The tool gives the total transferred bytes and bandwidth

Total data: 20.2 GBytes Bandwidth : 17.4 Gbits/sec

# 6 Conclusions

The throughput on a normal network was 23847.0548 KB/s i.e 0.0238 GB/s

the throughput in mininet: 17.4 Gbps or 139.2 GB/s

Throughput difference shows that mininet is better than the normal network configuration, as it uses SDN i.e, Software defined network.

# 7 References

http://mininet.org/download/

https://www.geeksforgeeks.org/alias-secondary-ip-address/

https://programming.vip/docs/mininet-use-iperf-tool-to-test-bandwidth.html

https://seis.bristol.ac.uk/ sy13201/sdn_lab/

https://webcms3.cse.unsw.edu.au/static/uploads/course/COMP3331/16s1/a78e6660ae6c4193d3a3bc88