

Report of Click Labs

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1 Introduction

2 ClickLabs package

2.1 File organization

elements/ This directory contains all the additional click elements using in the lab.

plot-template/ This directory contains templates used for plotting data by gnuplot. These files are used by draw-graph.sh

bin/update-elements.sh Run this file to update the new elements implemented in directory elements (above). For more information, type: ./update-elements.sh -h

bin/visual-clicky.sh Shell script to visualize click experiment using clicky. For more information, type: ./visual-clicky.sh -h

bin/init.sh Initialize Click environment for lab. Just run init.sh in the first time you get this source or click source directory changed.

bin/eclick-compile.sh Extend the Click file. A click file can include another one to reuse some compound elements (similar include in C, or import in Java). File eclick-compile.sh is used to translate (or flatten) these extended-click file to a normal click file.

bin/convert-click-dump.sh This script used to transform dump files from click (binary files) into text files. Note: this is one-way transformation, the binary files cannot be recovered from the text files.

bin/draw-graph.sh This script is used to draw graphs from data extracted in CLICK dump files. Just provide the dump files, this script will generate a graph for you. Note: No need to use convert-click-dump.sh before using draw-graph.sh.

bin/draw-graph-framerelay.sh Based on draw-graph.sh, this script helps to show the characteristics of verifying a conformant flow (which is deal with CIR, CBS, EBS).

clicky.css File supporting Clicky Cascading Style Sheets. It controls the appearance of a Clicky diagram with style sheets written in a CSS-like language.

1-test-config/

2-tcp-udp-generation/

3-shaper-policer/

4-scheduler/

2.2 Some introductions before surfing click configurations

1. First of all, initialize the click environment for these stuffs. Run file `init.sh`:

```
chmod +x init.sh
./init.sh
```

Normally, `init` process takes long time for the first finding Click source path. To save time, you can create file `~.clickrc` with the content similar to this:

```
export CLICK_SRC=/home/iizke/click/click-1.8.0
```
2. While finishing to code some Click elements, put it in directory `elements`, and then run file `update-elements.sh` to compile and install new elements:

```
chmod +x update-elements.sh
update-elements.sh
```
3. Explore the click configuration by using tool `visual-clicky.sh`. Simple way to use:

```
visual-clicky.sh $CLICK_CONFIGURATION_FILE
```
4. To support easy-reading and team-working activities, we developed a tool to allow including some click files into a click file. If you write some click files as library files, you can reuse it by using 'include statement'. For example, we have `TCP_Source.click` to implement a TCP-generator, and `UDP_Source.click` to implement an UDP-generator. In `TCP_UDP.click`, we reuse the implementation of these generator by adding these lines at anywhere in `TCP_UDP.click` file (but should be on the top for easy reading):

```
----- file: TCP_UDP.click -----
//include "TCP_Source.click"
//include "UDP_Source.click"
...
-----
```

The syntax of include statement is simple:

```
//include "CLICK_FILE_PATH"
```

where `CLICK_FILE_PATH` can be relative or absolute path. After that, you have to use our tool (`eclick-compile.sh`) to precompile this file before simulating it by Click, for example:

```
eclick-compile.sh -o extend-TCP_UDP.click [-f] TCP_UDP.click
```

Note: if using tool `visual-clicky.sh`, you don't have to pre-compile the extended-click file. It will do automatically.
5. To visualize your packet stream at input or output, we have developed `draw-graph.sh` to generate graph as picture (using `gnuplot` that should be installed before). The second, you have to provide the data. Normally, we usually generate data from Click with element `ToDump`. This data follows the `tcpdump`-like format. When you get the data, the last action you need is running this command:

```
draw-graph.sh -f dataIn.dump -f dataOut.dump
[-o PNG_FILES]
[--plot-type COUNT (default) | RATE | DENSITY]
[--xrange 233:23221] [--yrange 282:2922]
[--xlabel XYZ] [--ylabel ABC]
[--xcol 2] [--ycol 1]
```

After program `draw-graph.sh` finishes its work, it will create a picture file (PNG file). If user does not use output option (`-o`), this program will export to screen (using default output file `/dev/output`). You may want to change the plotting template by modify files in `plot-template` directory.

3 Test configuration

In the first time of using click, we try to implement `Counter_test` element, `Random_IP_generator` element using basic Click elements, such as `Print`, `InfiniteSource`, `RatedSource`, `Script`, also trying to modify a part of source code of `InfiniteSource` to generate packets that randomize byte value at a specific location in payload.

3.1 Counter_test Click configuration

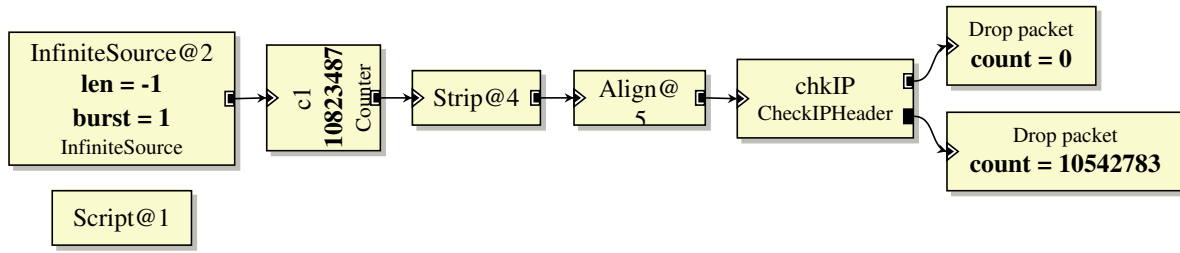


Figure 1: Counter_test Click configuration

To avoid IP CRC checking, we temporarily disable CRC checking by using flag "CHECKSUM false" in CheckIPHeader element. Another solution is to use SetIPChecksum to repair CRC in generated IP packets. Since we can visualize the result by using clicky to replace steps that print out screen counting results from Counter elements.

3.2 RandInfiniteSource element

This element is implemented by modifying source of InfiniteSource element. Its function is similar to InfiniteSource, but by adding one more keyword (RNDBYTEID), generated packets may have random byte value at a specified position in payload. The idea of implementation is that before pushing out packets to the output port, packet payload is changed. Originally, data packet is already prepared one time by setup_packet function before InfiniteSource releases packets. To make new element work, after modifying data, setup_packet function should be called, otherwise generated packets do not change their content. Figure 5 shows the result of using RandInfiniteSource element to generate five packets with random value at the first byte.

```
iizke@iizke-machine:~/svn/clicklabs/1-test-config$ click test-randinfinitesource.click
rand at byte 1: 8 | 68616e64 6f6d2062
rand at byte 1: 8 | 06616e64 6f6d2062
rand at byte 1: 8 | b5616e64 6f6d2062
rand at byte 1: 8 | 7c616e64 6f6d2062
rand at byte 1: 8 | 79616e64 6f6d2062
```

Figure 2: Test RandInfiniteSource element with 5 packets and random at the first byte

3.3 RandomQueue element

There are two ideas of implementing Random Queue:

- Random at input: Pushing packets at random positions in queue, but pulling out packets as FIFO queue. We try to simulate this behavior by using built-in Click elements.
- Random at output: Pushing packets in type of FIFO, but pulling out random packets in queue. We have implemented new element called RandomQueue.

To test our element, we first generate a high rate packet at input, store current timestamp, let packet go through our elements to output which has lower rate than the input. We then print out packet timestamps to see whether they are random or not.

3.3.1 Using built-in Click elements (compound element)

We have implemented two versions:

- **BRandomQueue** (we call it Binary Random Queue): **MixedQueue** allows us to put packets in type of FIFO (input port 0) or LIFO (input port 1). Based on this function, input packets are put randomly (by **RandomSwitch** element) in either FIFO or LIFO input port. By this way, if queue size is n , there are 2^{n-1} possibilities created over total possibilities ($n!$). Technical issue: "When full, **MixedQueue** drops incoming FIFO packets, but drops the oldest packet to make room for incoming LIFO packets". It means that at that time, when observing at output, we only see packets with increasing timestamp, no randomly. We resolve this problem by writing a script to drop LIFO packet when queue is full.
- **2PRandomQueue** (Two Partition Random Queue): We expand the above idea with two queues and using Stride scheduler to join them to the output. Note that, dropped packets in the first queue are push to the second queue.

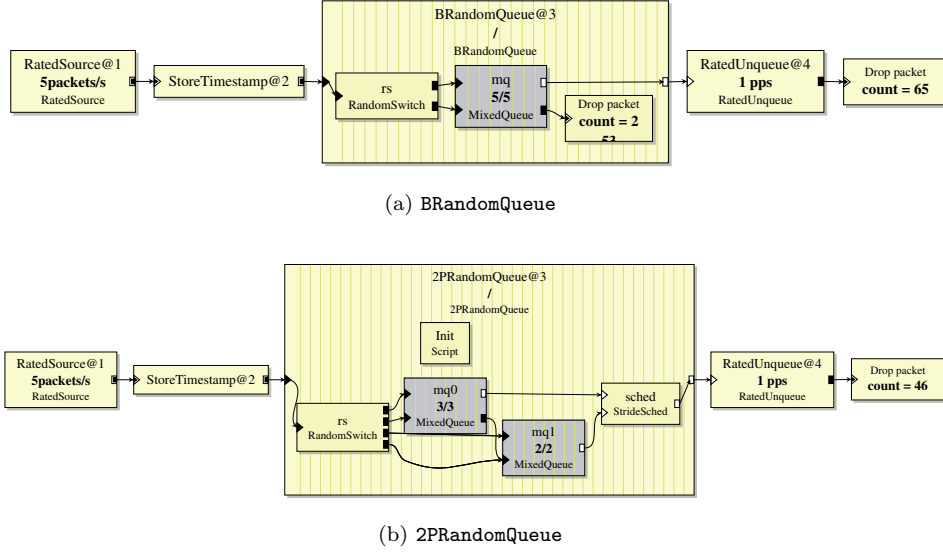


Figure 3: Random Queue configurations based on built-in Click elements

3.3.2 Writing new element: RandomQueue

This element inherit from **ThreadSafeQueue** class. We reuse all the source code but modifying the **pull** function to make it pull out packets randomly. Since queue data structure is not suitable for pulling out random packet (only good for the head and tail packets), we use a trick that swapping the random packet and the first packet. Step by step in our algorithm as following:

a:	8	54f80c00	c69d4c4d
a:	8	15000000	c79d4c4d
a:	8	d3dd0600	c79d4c4d
a:	8	bb400900	c79d4c4d
a:	8	2b000000	c89d4c4d
a:	8	e4010000	d99d4c4d
a:	8	d0dd0600	c89d4c4d
a:	8	50c30000	c99d4c4d
a:	8	95d00300	c99d4c4d
a:	8	28350c00	d99d4c4d
a:	8	2d000000	da9d4c4d
a:	8	400d0300	42884c4d
a:	8	36000000	41884c4d
a:	8	470d0300	45884c4d
a:	8	c0270900	46884c4d
a:	8	00000000	48884c4d
a:	8	00350c00	47884c4d
a:	8	00000000	4a884c4d
a:	8	c0270900	4a884c4d
a:	8	00000000	4c884c4d
a:	8	423c0c00	4c884c4d
a:	8	08350c00	4d884c4d

(a) BRandomQueue

(b) 2PRandomQueue

Figure 4: Test results of Random Queue configurations

- First, determining which packet is pulled out by a random number in the range from 0 to `RandomQueue.length`.
- Next, swapping the random packet and the first packet.
- Last, pull out the first packet (but actually the random packet).

```

a: 8 | 8b350c00 a8a74c4d
a: 8 | f61a0600 a8a74c4d
a: 8 | 40d10300 a9a74c4d
a: 8 | f9dd0600 a9a74c4d
a: 8 | aee10300 aaa74c4d
a: 8 | 7d350c00 a9a74c4d
a: 8 | 86000000 aaa74c4d
a: 8 | 8ff10900 a9a74c4d
a: 8 | fb1a0600 aaa74c4d
a: 8 | 10eb0900 aaa74c4d
a: 8 | 74350c00 aaa74c4d

```

Figure 5: Test `RandomQueue` element

3.4 `Random_IP_generator` configuration

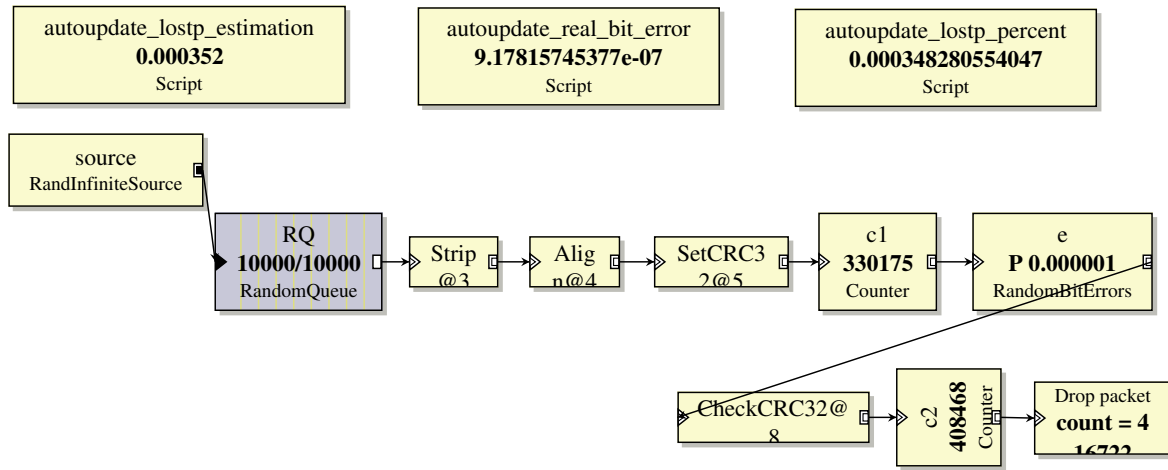


Figure 6: `Random_IP_generator` configuration

4 TCP/UDP traffic generation

4.1 TCP traffic

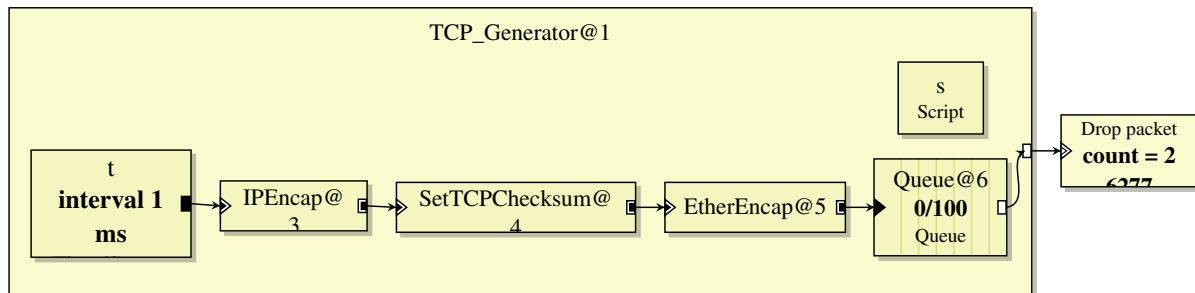


Figure 7: TCP_Source element

4.2 UDP traffic

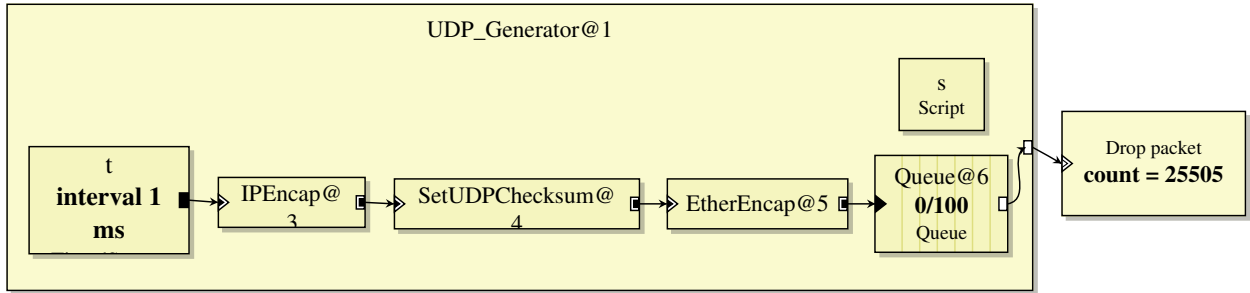


Figure 8: UDP_Source element

4.3 TCP_UDP_generator element

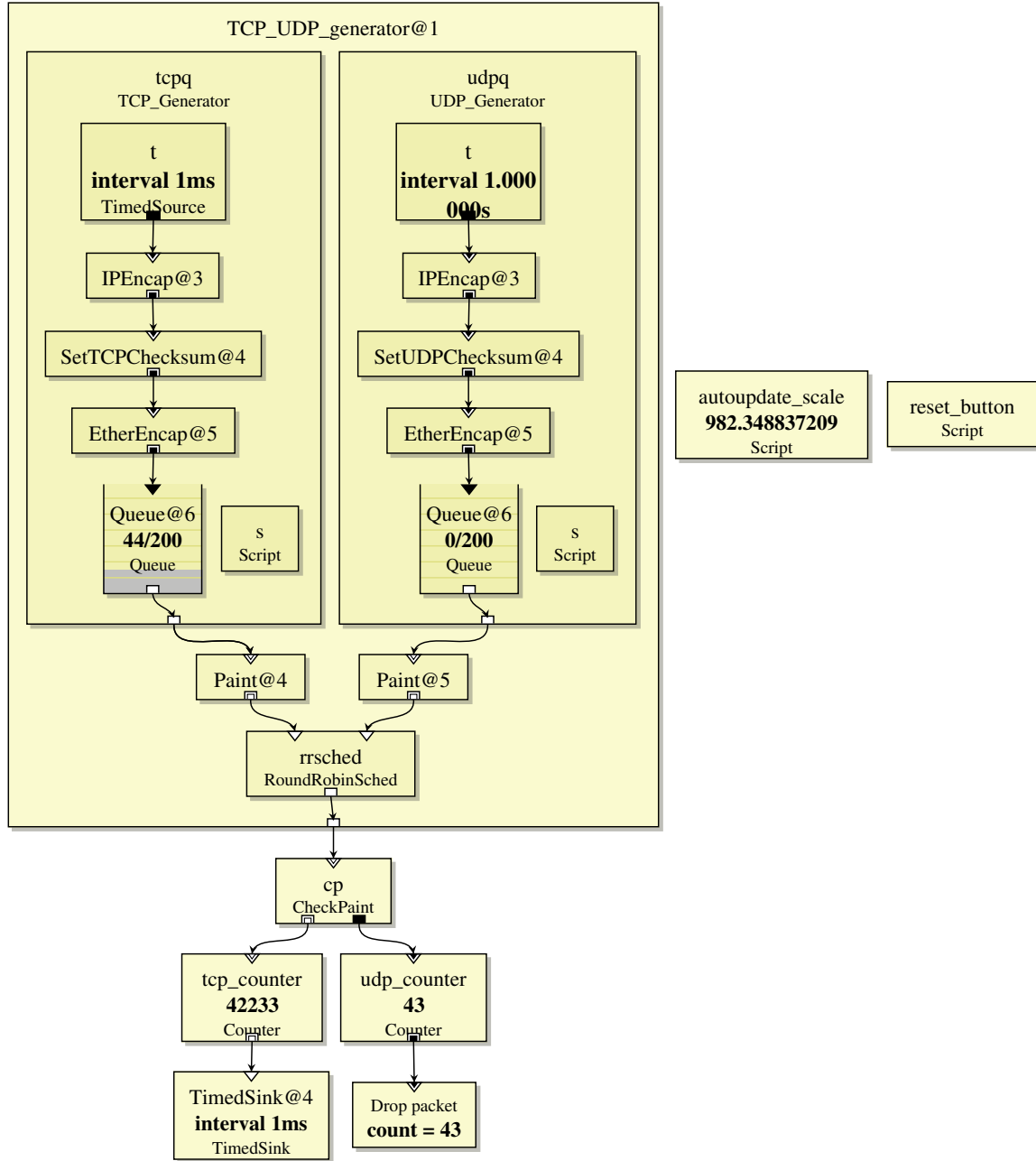


Figure 9: TCP_UDP_generator element

5 Shapers and Policers

5.1 Uncontrolled flow

We have tried some implementations of uncontrolled flow but the main idea is that the inter-time (interval) between two consecutive packets is a random number.

5.2 Leaky bucket

5.3 Token bucket

5.4 Cascading Leaky and Token bucket

5.5 Negotiation (CIR, CBS, EBS)

6 Schedulers

6.1 FIFO scheduler

6.2 Round Robin scheduler

6.3 Weighted Round Robin Scheduler

6.4 Deficit Round Robin scheduler

6.5 SetVirtualClock element

6.6 Weighted Deficit Round Robin scheduler

6.7 Virtual Clock scheduler

6.8 Weighted Fair Queue scheduler

7 Congestion control

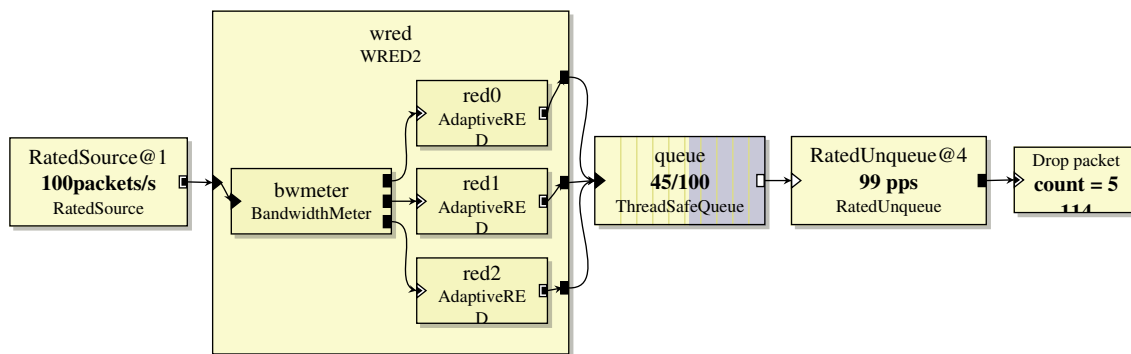


Figure 10: One simple implementation of WRED element