Software Defined Networking



Lab Work 2 Solution

Jeremias Blendin, Leonhard Nobach, Christian Koch, Julius Rückert, Matthias Wichtlhuber



PS - Peer-to-Peer Systems Engineering Lab
Dept. of Electrical Engineering and Information Technology
Technische Universität Darmstadt
Rundeturmstr. 12, D-64283 Darmstadt, Germany
http://www.ps.tu-darmstadt.de/

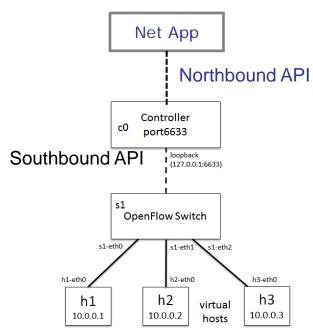


INTRODUCTION TO OpenFlow Controller / RYU

Short Recap



- Previously we manually added rules in the switch
 - \$ dpctl add-flow tcp:127.0.0.1:6634\
 in_port=1,idle_timeout=0,actions=output:2
- This should be done automatically
 - Task of a Network Application (App)
 - E.g. a simple switching App



[1] http://sdnhub.org/resources/useful-mininet-setups/

Installing Ryu



- Reboot your existing Mininet VM and enter:
 - > \$ sudo -s
 - \$ apt-get install python-eventlet python-routes
 python-webob python-paramiko python-pip python-dev
 libxml2-dev libxslt-dev zlib1g-dev
 - \$ pip install ryu

Run a simple_switch



Enter:

- \$ mn --topo single,3 --mac --arp --switch ovsk\
 --controller=remote,ip=127.0.0.1
- \$ \$ h1 ping h2 -> timeout
- Open a second terminal and connect to the VM
 - Execute
 - \$ ryu-manager ryu.app.simple_switch --verbose
 - h1 ping h2 → success
 - Investigate the OpenFlow rules in switch s1
 - New tool: ovs-ofctl
 - \$ ovs-ofctl dump-flows s1

Understand how it works



- A step-by-step explanation can be found here
 - http://osrg.github.io/ryu-book/en/html/switching_hub.html
 - Read it carefully!
- Other resources like books and tutorials available
 - E.g. http://books.google.de/books?id=JC3rAgAAQBAJ

Task 1: Packet Replication 1/2



- Modify the simple_switch.py in a way that all received ICMP request packets are sent through the two other out_ports of the switch. The packet should not be sent back to the port from where it originated.
 - The basis for the task is the Ryu application simple_switch.py and OF 1.0:
 https://github.com/osrg/ryu/blob/master/ryu/app/simple_switch.py
 - A ping request from h1 to h2 should result in a ping reply to h1 from h2 and h3. As a result, h1 receives more packets then it has sent.
 - It is sufficient for the solution to work for in the example network with 3 hosts
 - Mininet provides a fixed mapping between OpenFlow port numbers, MAC, and IP addresses. This information should be used for implementation.
 - Carefully think about what actions need to be applied to the ICMP packets
 - Have a look at the respective standards documents:
 - OpenFlow Switch Specification 1.0.0 & Errata

https://www.opennetworking.org/sdn-resources/technical-library

Task 1: Packet Replication 2/2



Debugging

- How to open a third terminal and connect it to one of the hosts?
 - Use xterm if you have a GUI installed
 - Open a second ssh session to the mininet VM
 - In Mininet run: mininet> py h3.pid -> 3013
 - Attach to h3 by running \$ sudo mnexec -a 3013 bash
 - Verify by running \$ ip a -> you should see the interfaces of h3 only
- Run tcpdump on h3
 - Open a terminal on h3
 - \$ tcpdump -eUvi h3-eth0
 - mininet> h1 ping h3
 - With the packet duplication code in place
 - mininet> h1 ping h2
 - A packet copy of the ICMP request to h2 should be visible in the tcpdump output
 - Why does h3 not send an ICMP reply to the ICMP request?

Lab 2 Task 1 Solution (1)



- Some confusion/uncertainty regarding the task
 - We will stick to this line in the description: "A ping from h1 to h2 should result in a ping from h1 to h2 and h3. As a result, h1 receives more packets than it has sent."

```
mininet> h1 ping h2
64 bytes from 10.0.0.2: icmp_seq=343 ttl=64 time=0.076 ms
64 bytes from 10.0.0.2: icmp_seq=343 ttl=64 time=0.079 ms (DUP!)
```

Verify using tcpdump

```
:~$ sudo tcpdump -ei s1-eth1
52 00:00:00:00:01 > 00:00:00:00:02, ethertype IPv4 (0x0800), length 98: 10.0.0.1 > 10.0.0.2:
ICMP echo request, id 5168, seq 48, length 64
92 00:00:00:00:02 > 00:00:00:00:01, ethertype IPv4 (0x0800), length 98: 10.0.0.2 > 10.0.0.1:
ICMP echo reply, id 5168, seq 48, length 64
95 00:00:00:00:00:03 > 00:00:00:00:01, ethertype IPv4 (0x0800), length 98: 10.0.0.3 > 10.0.0.1:
ICMP echo reply, id 5168, seq 48, length 64
```

Lab 2 Task 1 Sample Solution (1)



- See the file "simple_switch_duplicate.py" for a complete example solution
- The network is static and known: Add a host list

Lab 2 Task 1 Sample Solution (2)



Add additional output rules

```
Adarsh Chikkaballapur Umashankar

Bhargava Narasipura

actions=[]

# install a flow to avoid packet_in next time

if out_port != ofproto.OFPP_FLOOD:

for host in self.hosts_for_omniping:

if msg.in_port != host['port']:

if out_port != host['port']:

actions.append(datapath.ofproto_parser.OFPActionSetDlDst(haddr_to_bin(host['mac'])))

actions.append(datapath.ofproto_parser.OFPActionSetNwDst(ofctl.ipv4_to_int(host['ip'])))

actions.append(datapath.ofproto_parser.OFPActionOutput(host['port']))

self.logger.info("actions is %s ", actions)

self.add_flow(datapath, msg.in_port, dst, actions)
```

OpenFlow rules

```
mininet@mininet-vm:~$ sudo ovs-ofctl dump-flows s1
NXST_FLOW reply (xid=0x4):
   cookie=0x0, duration=41.308s, table=0, n_packets=32, n_bytes=3136, idle_timeout=20, idle_age=9,
   icmp,in_port=2 actions=output:1,mod_dl_dst:00:00:00:00:00:00:00:nw_dst:10.0.0.3,output:3
   cookie=0x0, duration=41.311s, table=0, n_packets=32, n_bytes=3136, idle_timeout=20, idle_age=9,
   icmp,in_port=1 actions=output:2,mod_dl_dst:00:00:00:00:00:03,mod_nw_dst:10.0.0.3,output:3
   cookie=0x0, duration=41.308s, table=0, n_packets=32, n_bytes=3136, idle_timeout=20, idle_age=9,
   icmp,in_port=3 actions=output:1,mod_dl_dst:00:00:00:00:00:00:02,mod_nw_dst:10.0.0.2,output:2
```

Solution: Terminal Output



Terminal1

mininet@mininet-vm:~\$ sudo mn --topo single,3 --mac --arp --switch ovsk --controller=remote,ip=127.0.0.1

Terminal2

mininet@mininet-vm:~\$ sudo ryu-manager ./simple_switch_duplicate.py

loading app ./simple_switch_duplicate.py

loading app ryu.controller.ofp_handler

instantiating app ./simple_switch_duplicate.py of SimpleSwitch app

ryu.controller.ofp_handler of OFPHandler

Terminal1

mininet> h1 ping h2

PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.

64 bytes from 10.0.0.2: icmp_seq=1 ttl=64 time=2.99 ms

64 bytes from 10.0.0.2: icmp_seq=1 ttl=64 time=3.14 ms (DUP!)