

Software Defined Networking

Lab Work 2 Solution



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INTRODUCTION TO OpenFlow Controller / RYU

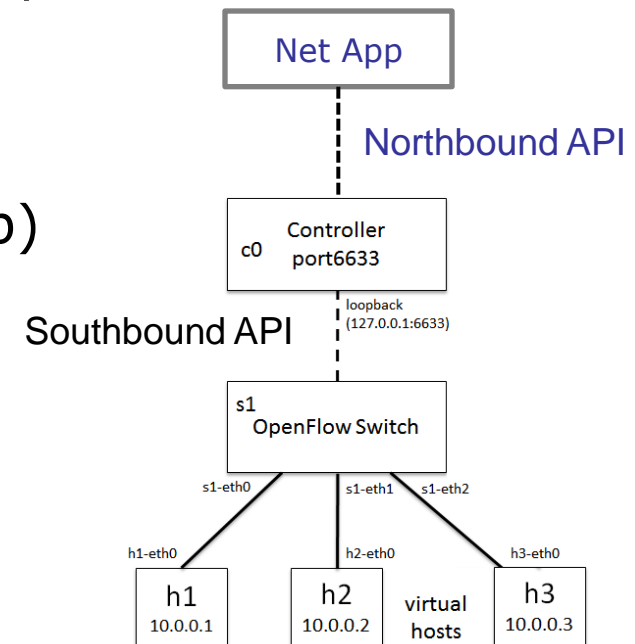
Short Recap

❖ 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 (NetApp)
- E.g. a simple switching NetApp



[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`
 - `pip install six==1.8.0`
 - `mn -c`

Run a simple_switch

❖ Enter:

- `mn --topo single,3 --mac --arp --switch ovsk\`
`--controller=remote,ip=127.0.0.1`
- `h1 ping h2`

❖ Open a second terminal and connect to the VM

❖ Copy the example app to your VM

https://github.com/osrg/ryu/blob/master/ryu/app/simple_switch.py

❖ Execute `ryu-manager ./simple_switch.py`

❖ Now the ping from terminal 1 succeeds

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: Port Mirroring

- ❖ 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 than 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>



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_sol.py  
loading app ./simple_switch_sol.py  
loading app ryu.controller.ofp_handler  
instantiating app ./simple_switch_sol.py of SimpleSwitchinstantiating 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!)
```