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Course Project

Create a custom topology of 10 nodes (decide your own topology (except linear or bus)). Randomly select the link delay (1ms – 5ms) for all links in your topology between the switches. Set link bandwidth to 50Mb.

```
from random import randint
from mininet.cli import CLI
from mininet.link import TCLink
from mininet.log import setLogLevel
from mininet.net import Mininet
from mininet.node import OVSSwitch, RemoteController
from mininet.topo import Topo
file = open("values.txt", "w")
def gen value():
   file.write(f"{val} ")
    return val
class Topology(Topo):
   def build(self):
       switches = []
       hosts = []
        for i in range(1, 7):
            switch = self.addSwitch(f"s{i}")
            switches.append(switch)
            host = self.addHost(f"h{i}")
            hosts.append(host)
```

```
self.addLink(host, switch, bw=gen value(),
delay=f"{gen value()}ms")
            file.write("\n")
        file.write("0 1 ")
        self.addLink(switches[0], switches[1], bw=gen value(),
delay=gen value())
        file.write("\n0 2 ")
        self.addLink(switches[0], switches[2], bw=gen value(),
delay=gen value())
       file.write("\n1 2 ")
        self.addLink(switches[1], switches[2], bw=gen value(),
delay=gen value())
        file.write("\n1 3 ")
        self.addLink(switches[1], switches[3], bw=gen value(),
delay=gen value())
        file.write("\n1 4 ")
        self.addLink(switches[1], switches[4], bw=gen value(),
delay=gen value())
        file.write("\n2 4 ")
        self.addLink(switches[2], switches[4], bw=gen value(),
delay=gen value())
        file.write("\n3 4 ")
        self.addLink(switches[3], switches[4], bw=gen value(),
delay=gen value())
        file.write("\n3 5 ")
        self.addLink(switches[3], switches[5], bw=gen value(),
delay=gen value())
        file.write("\n4 5 ")
        self.addLink(switches[4], switches[5], bw=gen value(),
delay=gen value())
def createNetwork():
    topo = Topology()
    file.close()
   net = Mininet(
        controller=RemoteController(name="ryu", port=6633),
```

```
autoSetMacs=True,
    switch=OVSSwitch,
    link=TCLink,
)
net.start()
CLI(net)
net.stop()

if __name__ == "__main__":
    setLogLevel("info")
    createNetwork()
```

Start your topology with Mininet and connect to the RYU controller.

Sudo python3 topology.py



ryu-manager --ofp-tcp-listen-port 6633 --observe-links ./flowmanager/flowmanager.py node_discovery.py

Following tasks need to be performed:

 Write a program to discover the topology, including the switches and hosts in the network. (sample RYU controller file for node discovery is node_discovery.py)

```
from ryu.lib.packet import ethernet, packet
from ryu.ofproto import ofproto v1 3
from ryu.topology import event
from ryu.topology.api import get host, get link, get switch
class TopologyController(ControllerBase):
   def init (self, req, link, data, **config):
        super(TopologyController, self). init (req, link, data,
**config)
        self.topology api app = data["topology api app"]
   @route("topology", "/topology/switches", methods=["GET"])
   def list switches(self, req, **kwargs):
        return self. switches(req, **kwargs)
   @route(
       methods=["GET"],
       requirements={"dpid": dpid lib.DPID PATTERN},
   def get switch(self, req, **kwargs):
        return self. switches(req, **kwargs)
   @route("topology", "/topology/links", methods=["GET"])
   def list links(self, req, **kwargs):
        return self. links(req, **kwargs)
   @route(
       methods=["GET"],
       requirements={"dpid": dpid lib.DPID PATTERN},
   def get links(self, req, **kwargs):
        return self. links(req, **kwargs)
   @route("topology", "/topology/hosts", methods=["GET"])
   def list hosts(self, req, **kwargs):
```

```
return self. hosts(req, **kwargs)
   @route(
       methods=["GET"],
       requirements={"dpid": dpid lib.DPID PATTERN},
   def get hosts(self, req, **kwargs):
       return self. hosts(req, **kwargs)
   def switches(self, req, **kwargs):
       dpid = None
       if "dpid" in kwargs:
           dpid = dpid lib.str to dpid(kwargs["dpid"])
       switches = get switch(self.topology api app, dpid)
       body = json.dumps([switch.to dict() for switch in switches])
       return Response(content type="application/json", body=body)
   def links(self, req, **kwargs):
       dpid = None
       if "dpid" in kwargs:
           dpid = dpid lib.str to dpid(kwargs["dpid"])
       links = get link(self.topology api app, dpid)
       body = json.dumps([link.to dict() for link in links])
       return Response(content type="application/json", body=body)
   def hosts(self, req, **kwargs):
       dpid = None
       if "dpid" in kwarqs:
           dpid = dpid lib.str to dpid(kwargs["dpid"])
       hosts = get host(self.topology api app, dpid)
       body = json.dumps([host.to dict() for host in hosts])
       return Response(content type="application/json", body=body)
class SimpleSwitch13(app manager.RyuApp):
   OFP VERSIONS = [ofproto v1 3.OFP VERSION]
```

```
def init (self, *args, **kwargs):
       super(SimpleSwitch13, self). init (*args, **kwargs)
       self.mac to port = {}
       wsgi = kwargs["wsgi"]
       wsgi.register(TopologyController, {"topology_api_app": self})
   def switch features handler(self, ev):
       datapath = ev.msg.datapath
       ofproto = datapath.ofproto
       parser = datapath.ofproto parser
       match = parser.OFPMatch()
       actions = [
           parser.OFPActionOutput(ofproto.OFPP CONTROLLER,
ofproto.OFPCML NO BUFFER)
       self.add flow(datapath, 0, match, actions)
   def add flow(self, datapath, priority, match, actions,
buffer id=None):
       ofproto = datapath.ofproto
       parser = datapath.ofproto parser
       inst = [parser.OFPInstructionActions(ofproto.OFPIT APPLY ACTIONS,
actions)]
       if buffer id:
           mod = parser.OFPFlowMod(
                datapath=datapath,
               buffer id=buffer id,
               priority=priority,
               match=match,
               instructions=inst,
           mod = parser.OFPFlowMod(
               datapath=datapath,
               priority=priority,
               match=match,
               instructions=inst,
               cookie=randint(0, 255),
```

```
datapath.send msg(mod)
def _packet in handler(self, ev):
    if ev.msg.msg_len < ev.msg.total len:</pre>
        self.logger.debug(
            ev.msg.msg len,
            ev.msg.total len,
   msg = ev.msg
    datapath = msg.datapath
    ofproto = datapath.ofproto
   parser = datapath.ofproto parser
    in port = msg.match["in port"]
   pkt = packet.Packet(msg.data)
    eth = pkt.get protocols(ethernet.ethernet)[0]
    dst = eth.dst
    src = eth.src
    dpid = datapath.id
    self.mac to port.setdefault(dpid, {})
    self.mac to port[dpid][src] = in port
    if dst in self.mac to port[dpid]:
        out port = self.mac to port[dpid][dst]
        out port = ofproto.OFPP FLOOD
    actions = [parser.OFPActionOutput(out port)]
    if out port != ofproto.OFPP FLOOD:
        match = parser.OFPMatch(in port=in port, eth dst=dst)
```

```
if msg.buffer id != ofproto.OFP NO BUFFER:
                self.add flow(datapath, 1, match, actions, msg.buffer id)
                self.add flow(datapath, 1, match, actions)
        data = None
        if msg.buffer id == ofproto.OFP NO BUFFER:
            data = msg.data
       out = parser.OFPPacketOut(
           datapath=datapath,
            buffer id=msg.buffer id,
           in port=in port,
           actions=actions,
           data=data,
        datapath.send msg(out)
   def get topology(self):
       self.switches = get switch(self)
       self.links = get link(self)
       self.hosts = get host(self)
       while len(self.switches) != len(self.hosts):
            time.sleep(0.05)
            print("\rLoading....")
            self.switches = get switch(self)
            self.links = get link(self)
            self.hosts = get host(self)
get topology data().
   @set ev cls(event.EventSwitchEnter)
```

```
print("New Switch", end="")
       self.get topology()
       print("-----")
       print("\nAll Links:")
       for 1 in self.links:
           print(1)
       print("\nAll Switches:")
       for s in self.switches:
           print(s.to dict())
       print("\nAll Hosts:")
       for h in self.hosts:
           print(h)
       self.graph = Graph(self.switches, self.hosts, self.links)
       print("\nFlows:")
       for switch in self.switches:
           datapath = switch.dp
           ofp = datapath.ofproto
           parser = datapath.ofproto parser
           src id = int(data["dpid"]) - 1
           print(f"Installing flows in switch with dpid {src id+1}")
           for host in self.hosts:
               match = parser.OFPMatch(eth dst=host.mac,
eth type=0x086DD)
               index = self.graph.vertices[host.mac]
               dest id = self.graph.parents[index][src_id]
               print(src id, dest id)
               if dest id < len(self.switches):</pre>
                   for link in self.links:
                           int(link["src"]["dpid"]) == src id + 1
```

```
out_port = int(link["src"]["port_no"])
else:
    out_port = int(host.port.port_no)
    actions = [parser.OFPActionOutput(out_port)]
    self.add_flow(datapath, 200, match, actions)

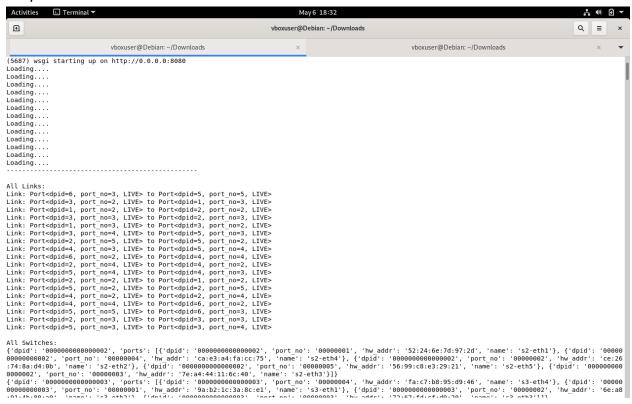
"""

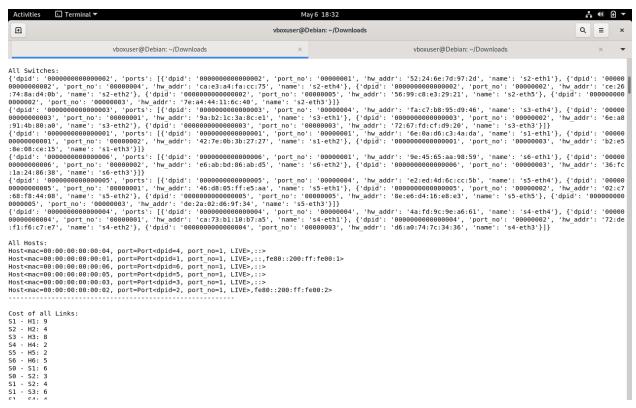
This event is fired when a switch leaves the topo. i.e. fails.
"""

@set_ev_cls(
    event.EventSwitchLeave, [MAIN_DISPATCHER, CONFIG_DISPATCHER,

DEAD_DISPATCHER]
)
def handler_switch_leave(self, ev):
    self.logger.info("Not tracking Switches, switch leaved.")

app_manager.require_app("ryu.topology.switches", api_style=True)
```





 Use the above information for computing the paths in the network for all pairs of hosts in the network.

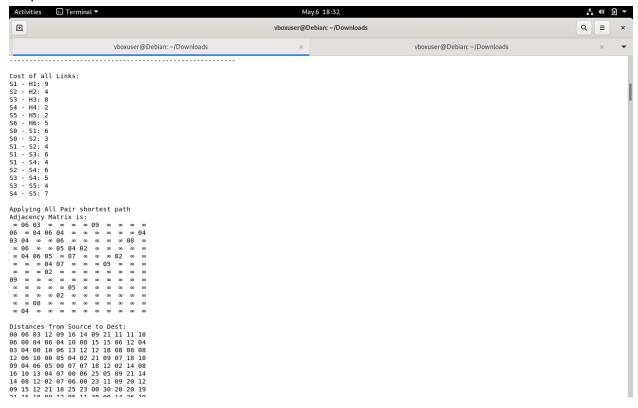
```
with open("values.txt", "r") as file:
    values = [[int(num) for num in line.split()] for line in file]

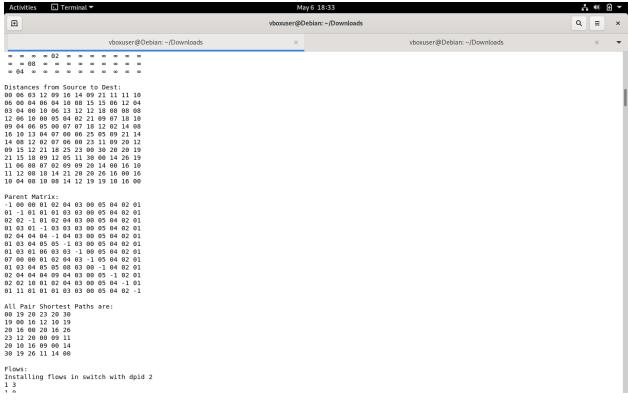
class Graph:
    def __init__(self, switches, hosts, links):
        shift = len(switches)
        self.vertices = {}
        self.hosts = hosts
        self.switches = switches
        self.links = links

        self.nodes = len(switches) + len(hosts)
        self.edges = [
            [le7 for column in range(self.nodes)] for row in
range(self.nodes)
        ]
        self.distances = [
```

```
[1e7 for column in range(self.nodes)] for row in
range(self.nodes)

]
    self.parents = [
        [-1 for column in range(self.nodes)] for row in
range(self.nodes)
]
```





Identify the switches where configuration need to be updated. Provide details of the configuration to be written over each intermediate switch on the path

```
for i in switches:
    switch = i.to_dict()
    value = int(switch["dpid"]) - 1
    self.vertices[i] = value
# Switches are indexed by DPID

for i in hosts:
    self.vertices[i.mac] = shift
    shift += 1
# Hosts are added at the end in random order

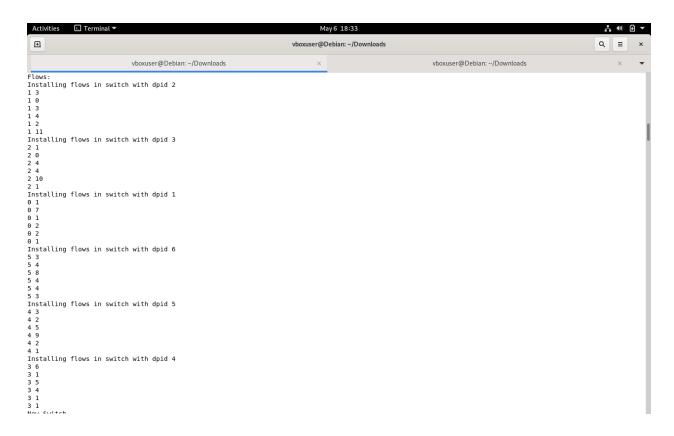
self.host_map = {}
for i in hosts:
    self.host_map["H" + i.mac[-1]] = i.mac

self.main()

def print_matrix(self, matrix, size):
    for i in range(size):
```

```
if matrix[i][j] == 1e7:
                    print(" ∞", end=" ")
                else:
                    print(f"{int(matrix[i][j]):02}", end=" ")
            print()
   def cost(self, delay, bandwidth):
   def create graph(self):
        for i in self.hosts:
            dpid = i.port.dpid - 1
            delay, bandwidth = values[dpid]
            self.edges[self.vertices[i.mac]][dpid] = self.cost(delay,
bandwidth)
            self.edges[dpid][self.vertices[i.mac]] = self.cost(delay,
bandwidth)
        shift = len(self.switches)
        for i in range(shift, len(values)):
            delay, bandwidth = values[i][2:]
            self.edges[values[i][0]][values[i][1]] = self.cost(delay,
bandwidth)
            self.edges[values[i][1]][values[i][0]] = self.cost(delay,
bandwidth)
    def min distance(self, distances, shortest path):
       min = 1e7
        for v in range(self.nodes):
            if distances[v] < min and shortest path[v] == False:</pre>
                min = distances[v]
   def dijkstra(self, src):
        self.distances[src][src] = 0
        shortest_path = [False] * self.nodes
```

```
for _ in range(self.nodes):
            u = self.min distance(self.distances[src], shortest path)
            shortest path[u] = True
            for v in range(self.nodes):
                    self.edges[u][v] > 0
                    and shortest path[v] == False
                    and self.distances[src][v]
                    > self.distances[src][u] + self.edges[u][v]
                    self.parents[src][v] = u
                    self.distances[src][v] = self.distances[src][u] +
self.edges[u][v]
   def all pair shortest paths(self):
       min cost = [
            [0 for column in range(len(self.hosts))] for row in
range(len(self.hosts))
        for i in self.hosts:
            for j in self.hosts:
                src = self.vertices[i.mac]
                dst = self.vertices[j.mac]
                min_cost[int(i.mac[-1]) - 1][int(j.mac[-1]) - 1] =
self.distances[src][
        self.print matrix(min cost, len(self.hosts))
   def cost all links(self):
        for i in range(len(self.switches)):
            print(f"S{i+1} - H{i+1}: {self.cost(values[i][0],
values[i][1])}")
                f"S{values[j][0]} - S{values[j][1]}:
{self.cost(values[j][2], values[j][3])}"
```



Take user input to request the connection by asking for following:

- 1. Source and destination host
- Service requests are either IPv4 or MAC based
- 3. Bandwidth of the service (1-5Mb)

```
def compute_path(self):
    print("Enter Source Host:", end=" ")
    src_host = input()
    print("Enter Destination Host:", end=" ")
    dest_host = input()

    print(f"{src_host} - {dest_host}:", end=" ")
    src_index = self.vertices[self.host_map[src_host]]
    dest_index = self.vertices[self.host_map[dest_host]]
    self.path(src_index, dest_index, src_host, dest_host)
    print()

def compute_all_paths(self):
    print("Enter Source Host:", end=" ")
    src_host = input()
    for i in self.hosts:
```

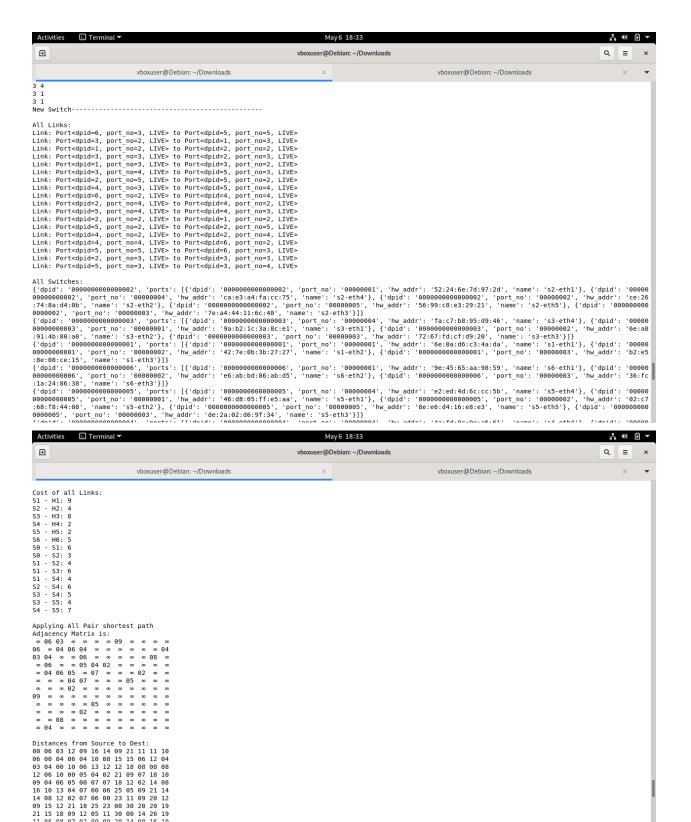
Include the already configured services in path computation.

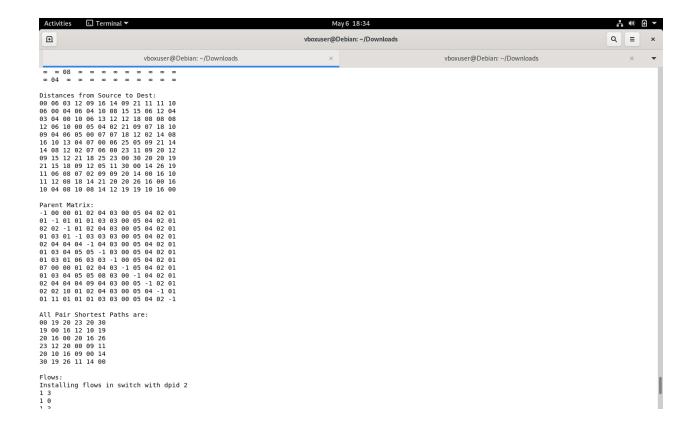
- 1. You need to keep track of the available bandwidth of the links (how much utilized, how much unutilized)
- 2. Based on the delay and available bandwidth information compute the new cost for the link. Cost will be updated with changes in the available bandwidth.
- 3. Run step 4.

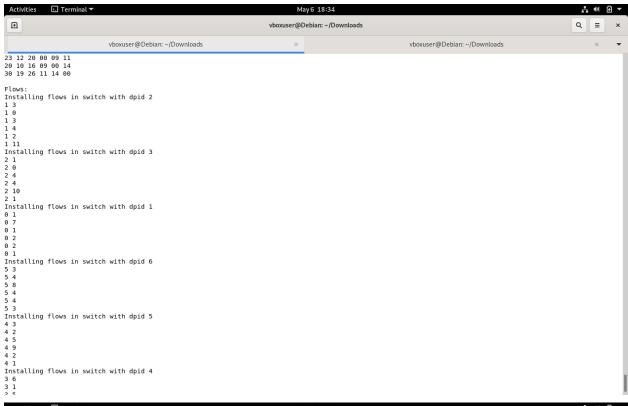
```
print("\nCost of all Links:")
self.create_graph()
self.cost_all_links()

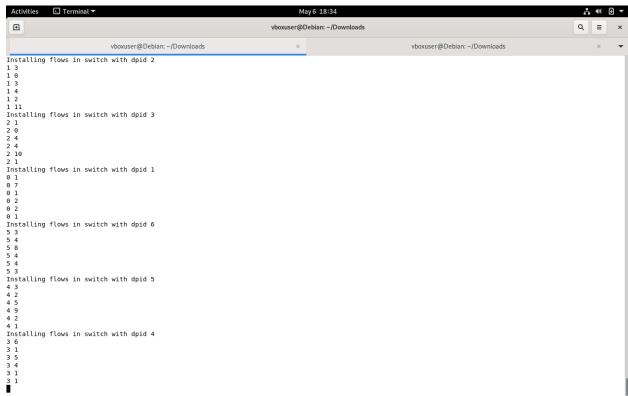
print("\nApplying All Pair shortest path")
for i in range(self.nodes):
    self.dijkstra(i)

print("Adjacency Matrix is:")
self.print_matrix(self.edges, self.nodes)
print("\nDistances from Source to Dest:")
```









```
*** Adding controller
*** Adding hosts:
h1 22 34 h5 h6 h7 h8 h9 h10
*** Adding hosts:
h1 22 34 h5 h6 h7 h8 h9 h10
*** Adding host ches:
** Adding host ches:
*** Adding host che
```

Input: Values.txt:

