

SDN controller clustering

Computer Networks module - SDN assignment

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Overview

In this paper are proposed four different lab activities meant to teach how to implement a cluster of controllers inside Mininet using some of the most common available methods. Each activity focuses on a single method and uses it to implement a given topology.

In particular, in each activity the following methods will be explained:

- **Activity 1:** implement a network with multiple controllers using a python script and the middle-level Mininet API.
- **Activity 2:** implement a network with multiple local controllers using a python script, a custom switch class and the topology classes provided by the Mininet high-level API.
- **Activity 3:** implement a network with multiple controllers using *miniedit*, a tool provided by Mininet.

The paper also includes a fourth lab activity (**Activity 4**), which is a conclusive challenge meant to let the reader test the knowledge acquired with the execution of the previous four activities. Each activity moreover contains some final questions aimed to make the reader reflect about what he did during that specific activity and possibly make him try to bring minor changes to the implemented topology. The solution for the activity 4 and the answers for the questions included in the previous activities can be found in appendix A.

It's important to point out that all the the proposed activities are meant to be only an introduction to SDN controller clustering, therefore this paper won't cover some of the aspects that have to be considered when implementing a cluster of controllers in a real-world context, such as load balancing and communication between controllers. More information about these topics can be found in [1], [2] and []. The communication between different controllers can however be automatically managed by Mininet, the network emulator used in this paper activities. When in fact a network with multiple local controllers is implemented inside the emulator, all the local controllers are executed inside the kernel space on a single machine and therefore they can communicate with each other without an external communication mechanism being necessary. [REFERENCE ???]

Lab activity 1

Topology diagram

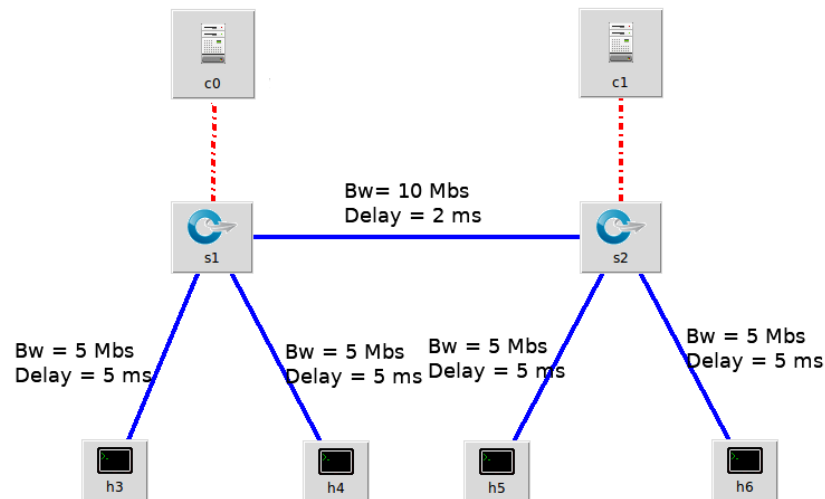


Figure 1: the topology that will be implemented during this lab activity. It is a simple linear topology with two switches connected to each other, each one connected to two hosts. Each switch is linked to a different SDN controller.

Learning objectives

After finishing this lab activity you will be able to:

- Implement a cluster of local/remote controllers inside Mininet using the Python middle-level Mininet API.
- Test the network connectivity of a network which includes a cluster of controllers and verify that its performance meets the requirements.
- Understand the main functions provided by the middle-level Mininet API required to implement a cluster of controllers.
- Understand how to set performance parameters when implementing a network using a Python script and the middle-level Mininet API
- Reflect about the reasons of using more than one controller in SDN networks.

Scenario

In this activity you will implement the simple topology shown in figure 1 using a Python script and the middle-level API provided by Mininet. Begin by creating a new Python script, then import the Mininet classes required for this activity and define the function that will be used to create the topology. Inside the body of this function create a new Mininet network and add to it the required hosts, switches, links and controllers. After writing the script, execute it to create the network, test its connectivity and verify that the performance meets the requirements. To conclude, answer the questions proposed in the last task.

This lab activity assumes you are proficient in SDN networks and Mininet network emulator. A basic knowledge of the Python programming language is also required.

The activity is inspired to the script *controllers2.py* [3] included in the examples provided by Mininet, which can therefore be used as an additional example of how a network with multiple controllers can be implemented inside Mininet using a Python script and the middle-level API.

Task 1: write the skeleton of the Python script

Step 1

Create a new Python script and edit it with the text editor you prefer. If you're editing it inside the Mininet virtual machine, it is suggested to use Vim text editor.

Step 2

Import the required Python classes from the Mininet API:

```
#!/usr/bin/Python
from mininet.net import Mininet
from mininet.node import Controller, OVSSwitch
from mininet.cli import CLI
from mininet.log import setLogLevel, info
```

Step 3

Define the function that will be used to create the topology:

```
def multiControllerNet():
```

Step 4

Inside the body of the function `multiControllerNet()` create a new Mininet network:

```
net = Mininet( controller=Controller, switch=OVSSwitch )
```

The Mininet network is created invoking the Mininet constructor: the parameters passed to the constructor are the Controller class and the OVSSwitch class, therefore the Stanford/OpenFlow reference controllers and Open vSwitch switches will be used in the network we are going to create. Note that these two classes are the default parameters in the Mininet constructor, so it is not really necessary to specify them [4].

Step 6

Make the script executable only as a program, set the CLI verbosity level to “info” and call the function `multiControllerNet()`:

```
if __name__ == '__main__':  
    setLogLevel( 'info' )  
    multiControllerNet()
```

Note that the lines of code above must be placed after the function `multiControllerNet()` outside its body.

Step 7

Save the text file as “*activity-1.py*” in your custom directory inside the mininet virtual machine.

Task 2: add hosts to the network

Step 1

Inside the body of the function `multiControllerNet()` add the following line of code in order to print to the console that hosts are being created:

```
info( "*** Creating hosts \n" )
```

Step 2

Still inside the body of the function `multiControllerNet()`, create the four hosts required for the topology by adding them to the mininet network previously created:

```
h1 = net.addHost('h3')
h2 = net.addHost('h4')
h3 = net.addHost('h5')
h4 = net.addHost('h6')
```

The function used to add the hosts to the network is `addHost('name')`, which accept as parameter the name of the host that will be created. The hosts names in this network therefore will be `h3`, `h4`, `h5` and `h6`.

Task 3: add switches to the network

Inside the body of the function `multiControllerNet()` print to the console that switches are being created and then add to the mininet network previously created the two switches required for the topology:

```
info( "*** Creating switches \n" )
s1 = net.addSwitch('s1')
s2 = net.addSwitch('s2')
```

Task 4: create links between nodes

Inside the body of the function `multiControllerNet()` print to the console that links are being created and then add the links between the hosts and the switches and the link between the two switches. For creating the links use the function `addLink`, specifying the bandwidth and the delay for each link:

```
info( "*** Creating links \n" )
net.addLink( h3, s1, bw=10, delay='5ms' )
net.addLink( h4, s1, bw=10, delay='5ms' )
net.addLink( h5, s2, bw=10, delay='5ms' )
net.addLink( h6, s2, bw=10, delay='5ms' )
net.addLink( s1, s2, bw=20, delay='2ms' )
```

Note that the bandwidth specified with the parameter `bw` is expressed in Mbit/s, while the delay specified with the parameter `delay` is expressed in milliseconds since we used the string “ms” (it is also possible to use the strings “us” and “s” in order to express the delay in microseconds and seconds) [7].

Task 5: create the controllers

Inside the body of the function `multiControllerNet()` print to the console that reference controllers are being created and then add to the Mininet network the two required controllers:

```
info( "*** Creating (reference) controllers \n" )
c0 = net.addController( 'c0', port=6633 )
c1 = net.addController( 'c1', port=6634 )
```

The function use to create the controllers is `addController`, which accept as parameters the name of the controller which will be created and the TCP port that will be used by the switches for connecting to the controller.

Task 6: start the mininet network

Step 1

Append to the body the function `multiControllerNet()` the following line of code for printing to the console that the network is being started:

```
info( "*** Starting network \n" )
```

Step 2

Build the Mininet network:

```
net.build()
```

Step 3

Start the controllers:

```
c0.start()
c1.start()
```

Step 4

Start the switches, specifying for each switch the controller to wich connect:

```
s1.start( [ c0 ] )
s2.start( [ c1 ] )
```

Step 5

Start the Mininet CLI:

```
info( "*** Running CLI\n" )  
CLI( net )
```

Step 6

Stop the network so that after the user exits the Mininet CLI the network is stopped:

```
info( "*** Stopping network\n" )  
net.stop()
```

Step 7

Save the file and exit the text editor.

Task 7: execute the script and test the network

After finishing the task 6 the script for implementing the required topology is completed. The full script is shown in listing 1 at the bottom of this activity.

Step 1

Execute the script as root:

```
$ sudo python activity-1.py
```

Step 2

Test the created topology: verify the network connectivity between all hosts. Write in the lines below the commands you used and the results you obtained.

Step 3

Verify that the bandwidth and the delay of each link comply with the values specified in the topology diagram shown in figure 1. Write in the lines below the commands you used and the results you obtained.

Task 8: reflection

1 - What are the advantages of having more controllers instead of one single controller which serves all the switches of the network?

2 - Would the fault tolerance of the network shown in figure 1 change if we used only one controller (linked to both the switches) instead of two?

3 - In this activity the topology shown in figure 1 was implemented assuming that the two controllers were local controllers. How would you have to change the Python script you created in this activity in order to use remote controllers instead of local ones? (Hint: see reference [5])

4 - How could we improve the fault tolerance of the network shown in figure 1 making minor changes to the Python script used?

Listing 1: the complete Python script required for Activity 1

```
1 #!/usr/bin/Python
2  from mininet.net import Mininet
3  from mininet.node import Controller, OVSSwitch
4  from mininet.cli import CLI
5  from mininet.log import setLogLevel, info
6
7  def multiControllerNet():
8      net = Mininet( controller=Controller, switch=OVSSwitch )
9
10     info( "*** Creating hosts\n" )
11     h1 = net.addHost( 'h3' )
12     h2 = net.addHost( 'h4' )
13     h3 = net.addHost( 'h5' )
14     h4 = net.addHost( 'h6' )
15
16     info( "*** Creating switches\n" )
17     s1 = net.addSwitch( 's1' )
18     s2 = net.addSwitch( 's2' )
19
20     info( "*** Creating links\n" )
21     net.addLink( h3, s1, bw=10, delay='5ms' )
22     net.addLink( h4, s1, bw=10, delay='5ms' )
23     net.addLink( h5, s2, bw=10, delay='5ms' )
24     net.addLink( h6, s2, bw=10, delay='5ms' )
25     net.addLink( s1, s2, bw=20, delay='2ms' )
26
27     info( "*** Creating (reference) controllers\n" )
28     c0 = net.addController( 'c0', port=6633 )
29     c1 = net.addController( 'c1', port=6634 )
30
31     info( "*** Starting network\n" )
32     net.build()
33     c0.start()
34     c1.start()
35     s1.start( [ c0 ] )
36     s2.start( [ c1 ] )
37
38     info( "*** Running CLI\n" )
39     CLI( net )
40
41     info( "*** Stopping network\n" )
42     net.stop()
43
44 if __name__ == '__main__':
45     setLogLevel( 'info' )
46     multiControllerNet()
```

Lab activity 2

Topology diagram

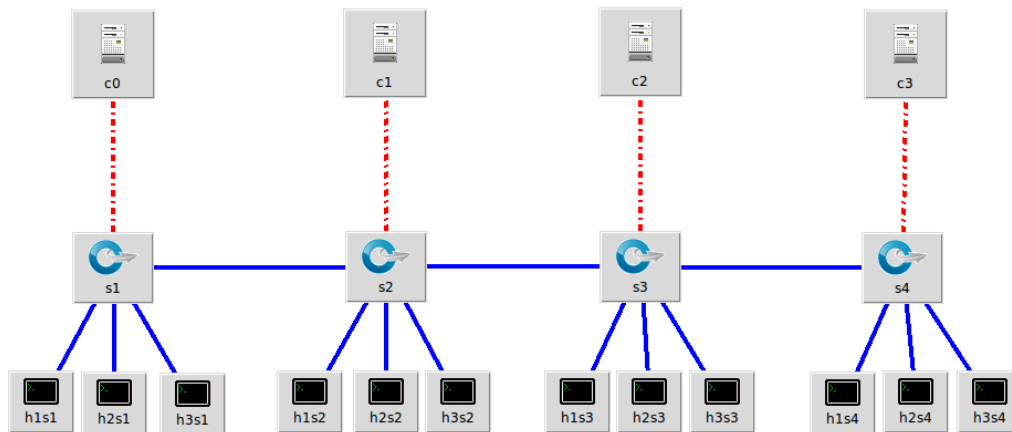


Figure 2: the topology that will be implemented during this lab activity. It is a linear topology with four switches connected to each other, each one connected to three hosts. Each switch is linked to a different SDN controller.

Learning objectives

After finishing this lab activity you will be able to:

- Create a custom switch class that extends the OVSSwitch class provided by the Mininet Python API.
- Implement a cluster of local/remote controllers inside Mininet using a custom switch class and the topology classes provided by the Mininet high-level API.
- Implement more complex topologies with multiple controllers using a few lines of Python code.
- Reflect upon the method used in this activity for implementing a cluster of controllers and compare it with the method shown in Activity 1, focusing on the advantages and disadvantages of each method.
- Test the network connectivity and the performance of a network with multiple controllers.

Scenario

In this activity you will implement the topology shown in figure 2 using a Python script and the classes provided by the high-level Mininet API, which represent topology templates. In order to use these classes for creating a network with multiple controllers, you will have to define a new switch class that extends the standard OVSSwitch class provided by the API.

Begin by creating a new Python script and importing the required Mininet classes. Create the controllers present in the topology and define a custom switch class which extends the class `OVSSwitch`. Define a function for creating the network and inside its body use one of the topology templates provided by the API to implement the required topology. After writing the script, execute it and test the network connectivity and its performance. To conclude, answer the questions proposed in the last task.

This lab activity assumes that:

- you are proficient in SDN networks
- you are proficient in Mininet network emulator
- you have a basic knowledge of Python object-oriented
- you have already completed Activity 1.

The activity is inspired to the script *controllers.py* [6] included in the examples provided by Mininet, which can therefore be used as an additional example of how a topology with multiple controllers can be implemented inside Mininet using a Python script and defining a custom switch class.

Task 1: create the controllers

Step 1

Create a new Python script and edit it with the text editor you prefer. If you're editing it inside the Mininet virtual machine, it is suggested to use Vim text editor.

Step 2

Import the required Python classes from the Mininet API:

```
#!/usr/bin/Python
from mininet.net import Mininet
from mininet.node import OVSSwitch, Controller
from mininet.topo import LinearTopo
from mininet.log import setLogLevel
from mininet.cli import CLI
```

Step 3

Create the four required controllers, specifying for each one a different name and a different TCP port:

```
c0 = Controller( 'c0', port=6633 )
c1 = Controller( 'c1', port=6634 )
c2 = Controller( 'c2', port=6635 )
c3 = Controller( 'c3', port=6636 )
```

Step 4

Create a new array and initialize it with the four created controllers:

```
controllers = [c0, c1, c2, c3]
```

This array will be used later in the script to easily add all the controllers to the network using a for loop (see Step 4 of Task 3).

Step 5

Create a map that associates each switch to the relative controller:

```
cmap = { 's1': c0, 's2': c1, 's3': c2, 's4' : c3 }
```

Task 2: create a custom switch class

Step 1

Define a new class called `MultiSwitch` wich extends the class `OVSSwitch` provided by the Mininet API:

```
class MultiSwitch( OVSSwitch ):
```

Step 2

Overwrite the method `start` of the superclass `OVSSwitch`:

```
def start( self, controllers ) :  
    return OVSSwitch.start( self, [ cmap[ self.name ] ] )
```

The method simply returns the result of the call to the method `start` of the superclass passing as parameter the controller associated to the switch name, as defined by the map `cmap` previously created. In this way each switch will connect to the relative controller according to the map `cmap`.

Task 3: define a function that creates the topology

Step 1

Define a new function called “multiControllerNet”:

```
def multiControllerNet() :
```

Step 2

Create a new linear topology using the class `LinearTopo` provided by the API, specifying as parameters the number of switches `k` and the number of hosts per switch `n`:

```
topo = LinearTopo( k=4, n=3 )
```

Step 3

Create a new Mininet network, specifying as constructor parameters the topology called `topo` created in the previous step, the class `MultiSwitch` defined in task 2 and the value `build=False` for preventing Mininet to build the network immediately:

```
net = Mininet( topo=topo, switch=MultiSwitch, build=False)
```

Step 4

Add the controllers to the network:

```
for c in controllers :  
    net.addController(c)
```

Step 5

Build the network and start it:

```
net.build()
net.start()
```

Step 6

Start the CLI and stop the network:

```
CLI( net )
net.stop()
```

Task 4: finalize the script and save it**Step 1**

Make the script executable only as a program and set the CLI verbosity level to “info”:

```
if __name__ == '__main__':
    setLogLevel( 'info' )
    multiControllerNet()
```

Step 2

Save the text file as “*activity-2.py*” in your custom directory inside the mininet virtual machine.

Task 5: execute the script and test the network

After finishing the task 4 the script for implementing the required topology is completed. The full script is shown in listing 2 at the bottom of this activity.

Step 1

Execute the script as root:

```
$ sudo python activity-2.py
```


Step 2

Test the created topology: verify the network connectivity between all hosts. Write in the lines below the commands you used and the results you obtained.

Step 3

Verify the bandwidth and the delay between the hosts `h1s1` and `h3s4`. Write in the lines below the commands you used and the results you obtained.

Task 6: reflection

1 - In this activity you implemented a network with multiple controllers using a custom switch class and the high-level API. Which are the advantages of using this method instead of the one used in Activity 1? What about the disadvantages?

2 - In this activity the topology shown in figure 2 was implemented assuming that all the controllers were local controllers. How would you have to change the Python script you created in this activity in order to use remote controllers instead of local ones?

3 - Try to modify the script you realized in order to have only two controllers instead of four, each one linked to two different switches. Each switch must be linked to a controller.

Listing 2: the complete Python script required for Activity 2

```
1 #!/usr/bin/Python
2  from mininet.net import Mininet
3  from mininet.node import OVSSwitch, Controller
4  from mininet.topo import LinearTopo
5  from mininet.log import setLogLevel
6  from mininet.cli import CLI
7
8  c0 = Controller( 'c0', port=6633 )
9  c1 = Controller( 'c1', port=6634 )
10 c2 = Controller( 'c2', port=6635 )
11 c3 = Controller( 'c3', port=6636 )
12
13 controllers = [c0, c1, c2, c3]
14 cmap = { 's1': c0, 's2': c1, 's3': c2, 's4' : c3 }
15
16
17 class MultiSwitch( OVSSwitch ):
18     def start( self, controllers ):
19         return OVSSwitch.start( self, [ cmap[ self.name ] ] )
20
21
22 def multiControllerNet():
23     topo = LinearTopo( k=4, n=3 )
24     net = Mininet( topo=topo, switch=MultiSwitch, build=False)
25
26     for c in controllers:
27         net.addController(c)
28
29     net.build()
30     net.start()
31     CLI( net )
32     net.stop()
33
34 if __name__ == '__main__':
35     setLogLevel( 'info' )
36     multiControllerNet()
```

Appendix A

References

- [1] N. T. Hai and D. S. Kim, “Efficient load balancing for multi-controller in SDN-based mission-critical networks”, *2016 IEEE 14th International Conference on Industrial Informatics (INDIN)*, Poitiers, 2016, pp. 420-425.
- [2] K. Phemius, M. Bouet and J. Leguay, “DISCO: Distributed SDN controllers in a multi-domain environment”, *2014 IEEE Network Operations and Management Symposium (NOMS)*, Krakow, 2014, pp. 1-2.
- [3] GitHub. (2016). *mininet*. [online]. Available at: <https://github.com/mininet/mininet/blob/master/examples/controllers2.py> [Accessed 28 Mar. 2018].
- [4] GitHub. (n.d.). *Introduction to Mininet*. [online]. Available at: <https://github.com/mininet/mininet/wiki/Introduction-to-Mininet#controllers> [Accessed 3 Apr. 2018].
- [5] GitHub. (2014). *Reg:Mininet with multiple external Remote controllers - Issue #319*. [online]. Available at: <https://github.com/mininet/mininet/issues/319> [Accessed 30 Mar. 2018]
- [6] GitHub. (2016). *mininet*. [online]. Available at: <https://github.com/mininet/mininet/blob/master/examples/controllers.py> [Accessed 28 Mar. 2018].
- [7] Allouzi, M 2015, *Programming Assignment 2: Using Mininet and Mininet Python API: Instructions*, lecture notes, Software defined networking Kent State University, Available at: <http://www.cs.kent.edu/~mallouzi/Software%20Defined%20Networking/Assignment2.pdf>