# Setup

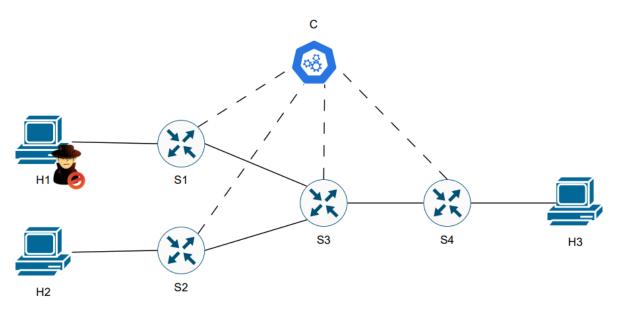
- Create an Ubuntu 22 VM and put it on a hypervisor at your choice (e.g. VMware or Virtualbox)
- Install the required packages with the following commands:
  - o sudo apt install vim
  - o sudo apt install git
  - o sudo apt install python3-pip
  - o sudo pip install ryu
  - o sudo apt install d-itg
  - o sudo apt install nload
- Install mininet with the following procedure
  - o git clone https://github.com/mininet/mininet
  - o cd mininet
  - o git tag
  - o git checkout -b mininet-2.3.0 2.3.0
  - o cd..
  - o sudo PYTHON=python3 mininet/util/install.sh -nv
  - o sudo mn --switch ovsbr --test pingall # Test Mininet installation

# SDN Project Work (Firewall)

The primary objective is twofold: firstly, to develop a robust monitoring system capable of detecting abnormal traffic patterns indicative of a Denial of Service (DoS) attack, and secondly, to implement an automated mitigation mechanism to safeguard network operation for legitimate users.

# Topology definition, traffic generation, performance evaluation

#### a. Define the following topology in Mininet through Python code, using Open vSwitch:



#### b. Guarantee basic reachability through the controller. (you can use for example simple\_switch13.py)

## #### c. Generate traffic:

H1 is controlled by an attacker that generates a large amount of traffic towards H3 causing congestion on the links, while H2 generates normal traffic towards H3.

- For traffic generation you can use iperf or D-ITG.
- H1 generates UDP traffic, while H2 generates TCP traffic, both have constant bitrate.

#### d. Report performance degradation for H2 owing to H1 DoS attack E.g. show packet loss or increased latency or throughput degradation.

## Design and implement a mitigation/remediation for the attack

#### #### a. Traffic Monitoring:

Implement logic within the Ryu app to continuously monitor the traffic on switch ports. Use `EventOFPPortStatsRequest` and `EventOFPPortStatsReply` to collect port statistics periodically.

- Retrieve statistics for each port of every switch in the network.
- Calculate throughput (e.g., bytes received per second) for each port. \*

- Analyze this data to determine if any port's throughput exceeds the defined threshold.
- If it is the latter case raise an alarm.
- Show the alarm variable changing value when the throughput exceeds the defined threshold.
- \*- notice that collected metrics with StatsRequest and StatsReply methods ( $rx_packets$ ,  $tx_packets$ ,  $rx_bytes$ ,  $tx_bytes$ ,  $tx_bytes$

(e.g. keep the previous value and compute (new-previous)/interval)

#### #### b. Remediation

When a port's throughput surpasses the threshold:

- Identify the switch and port that is receiving high traffic and block it.
  - Using OpenFlow rules (`OFPFlowMod`), instruct the switches to block traffic
    from the identified port/ports by installing flow entries that drop packets
    from those port/ports. (Pay attention to the flow priority!) Push the new
    flow entries to the switches experiencing high traffic.

## ### 3. Integration & Execution:

Combine the Mininet topology setup and the Ryu controller application.

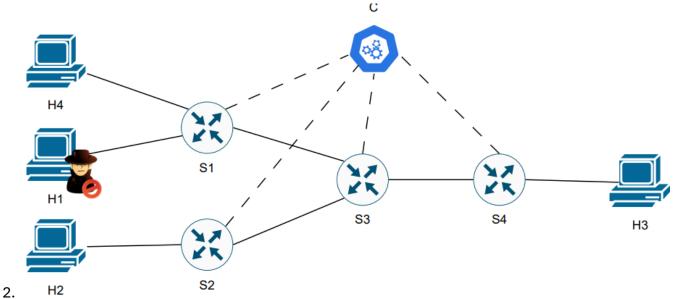
- Start the Mininet network with the defined topology and start the normal Ryu Controller application <u>without</u> the monitoring and remediation mechanism designed.
- Generate traffic.
- Report what happens.
- Run the Ryu controller application <u>with</u> traffic monitoring and traffic-blocking logic when thresholds are exceeded.
- Generate traffic.
- Report what happens by comparing the two situations in terms of the relevant metrics.

#### ### Additional Considerations:

- \*\*Threshold Determination:\*\* Define a reasonable threshold for throughput based on network capacity, desired performance, and potential congestion levels. (e.g. set it considering the network links bandwidth)
- \*\*Multithreading: \*\* You can use multithread programming (e.g. launch a thread for monitoring in the app class constructor )

## Optional features:

1. H1 generates variable bitrate traffic: make the remediation mechanism dynamic: (e.g. after some time that the throughput does not exceed the threshold, unblock the port)



Set rules to minimize the impact on the legitimate hosts: e.g. consider the updated topology: a new host (H4) is attached to S1 and generates traffic to H3. What happens if you block all the traffic from the port connecting S3 to S1? ( ... the piracy shield case)

3. Any other additional features from you are welcome. Be creative!

# Output of the project:

- Python code for the topology
- Phyton code for the Ryu controller with monitoring and remediation actions
- Detailed documentation
  - Describe how you solved every challenge and every design choice you made: e.g. link bandwidth, threshold selection, time interval for monitoring...
  - Not a single block of text! Image for the topology, screenshots of the execution of the experiments (e.g. output of the ping, iperf commands, or d-itg logs), plots of latency/throughput/jitter values...

## Useful links:

OpenFlow v1.3 Messages and Structures — Ryu 4.34 documentation

<u>Traffic Monitor — Ryubook 1.0 documentation (osrg.github.io)</u>

...