Report

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Execution:

1. steps for finishing this lab and how to run my code:

First of all, I followed the content from the slide to setup the environment. Secondly, I modified "topo.py" by adding the constraints (bandwidth, delay, loss) in addLink function so as to build the topology via mininet which satisfy "topo.png". Then I duplicated the sample code "SimpleController.py" two times, in each copy, I followed the forwarding rules in page 29 and 31, modified the function "switch features handler(self, ev)". Last but not least, I measured simple code and my code. I ran topo.py in a terminal, and run "SimpleController.py", "controller1", "controller2" respectively in another terminal. Later, I enter "h1 ping h2" to make sure that ICMP and APR packets can reach the destination. Moreover, I create an "out" directory in src to store the different results. After entering iperf command in mininet CLI, I was able to measure my bandwidth and store the result in ./out/result1 or 2 or 3. I also got the packets number in the terminal runnung the controller. Finally, I opened a new terminal and using the following command so as to output the forwarding rules. I would start over the above steps so as to measure different forwarding rules.

2. What is the meaning of the executing command?

ryu-manager: loads Ryu application and run it.

--observe-links: manifest the message between connection.

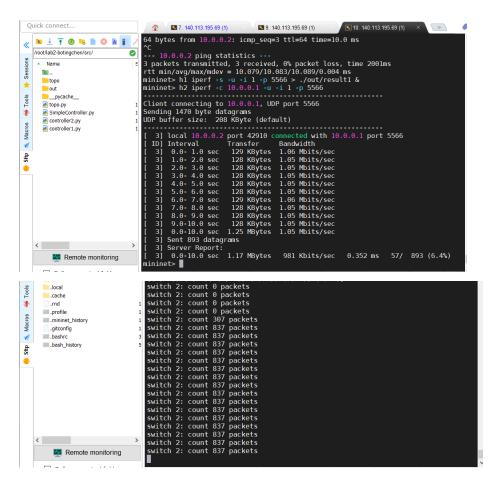
mn-c: clean up the mininet or RTNETLINK

mn --custom topo.py : choose py file by custom parameter.

- --topo topo: according to the name of the last line of python.
- --link tc : users can setup via connection.
- --controller remote : setup controller, remote = controlled by outside controller.

3. Screenshot

SimpleController:



```
H lab2 0816169 root ~ | lab2-botingchen | src | ovs-ofctl -0 OpenFlow13 dump-f lows s2 OFPST_FLOW reply (OF1.3) (xid=0x2): cookie=0x0, duration=100.452s, table=0, n_packets=175, n_bytes=10500, priority=65535,dl dst=01:80:c2:00:00:00.dl type=0x88cc actions=CONTROLLER:65535 cookie=0x0, duration=100.458s, table=0, n_packets=0, n_bytes=0, priority=3,udp, in_port=1,nw_src=10.0.0.1,nw_dst=10.0.0.1,tp_dst=5566 attions=output:2 cookie=0x0, duration=100.458s, table=0, n_packets=837, n_bytes=1265544, priorit y=3,udp,in_port=2,nw_src=10.0.0.2,nw_dst=10.0.0.1,tp_dst=5566 actions=output:1 cookie=0x0, duration=89./30s, table=0, n_packets=24, n_bytes=1/92, priority=1,1 n_port=3,dl_dst=92:50:47:ff:bl:ea actions=output:1 cookie=0x0, duration=89.340s, table=0, n_packets=16, n_bytes=2814, priority=1,i n_port=1,dl_dst=7a:aa:00:51:08:19 actions=output:3 cookie=0x0, duration=100.458s, table=0, n_packets=25825, n_bytes=1807498, priority=0 actions=CONTROLLER:65535
```

Controller1:

```
Quick connect..
                                                    64 bytes from 10.0.0.2: icmp_seq=10 ttl=64 time=20.0 ms ^C
    ^C --- 10.0.0.2 ping statistics --- 10 packets transmitted, 10 received, 0% packet loss, time 9016ms rtt min/avg/max/mdev = 20.045/20.132/20.851/0.255 ms mininet> h1 iperf -s -u -i 1 -p 5566 > ./out/result2 & mininet> h2 iperf -c 10.0.0.1 -u -i 1 -p 5566

Client connecting to 10.0.0.1, UDP port 5566
Sending 1470 byte datagrams
UDP buffer size: 208 KByte (default)
    /root/lab2-botingchen/src/
                                            ②

    Name

       topo
       out __pycache__
Tools
       le topo.py
       ropo.py
SimpleController.py
controller2.py
                                                    3] local 10.0.0.2 port 56604 connected with 10.0.0.1 port 5566

10] Interval Transfer Bandwidth

3] 0.0-1.0 sec 129 KBytes 1.06 Mbits/sec

3] 1.0-2.0 sec 128 KBytes 1.05 Mbits/sec

3] 2.0-3.0 sec 128 KBytes 1.05 Mbits/sec

3] 3.0-4.0 sec 128 KBytes 1.05 Mbits/sec

3] 4.0-5.0 sec 128 KBytes 1.05 Mbits/sec

3] 5.0-6.0 sec 128 KBytes 1.05 Mbits/sec

3] 5.0-6.0 sec 128 KBytes 1.05 Mbits/sec

3] 6.0-7.0 sec 128 KBytes 1.05 Mbits/sec

3] 7.0-8.0 sec 129 KBytes 1.05 Mbits/sec

3] 7.0-8.0 sec 129 KBytes 1.05 Mbits/sec

3] 9.0-10.0 sec 128 KBytes 1.05 Mbits/sec

3] 9.0-10.0 sec 1.25 MBytes 1.05 Mbits/sec

3] Sent 893 datagrams

3] Server Report:
*
       e controller1.py
Sftp
    <
                                                  [ 3] Server Report:
[ 3] 0.0-10.0 sec 1.15 MBytes 959 Kbits/sec 1.356 ms 76/ 893 (8.5%)
mininets ■
            Remote monitoring
           switch 2: count 0 packets
             switch 2: count 0 packets
            switch 2: count 0 packets
           switch 2: count 0 packets
           switch 2: count 0 packets
            switch 2: count 0 packets
           switch 2: count 0 packets
           switch 2: count 0 packets
            switch 2: count 0 packets
           switch 2: count 449 packets
           switch 2: count 818 packets
```

Controller2:

```
switch 2: count 0 packets
switch 2: count 0 packets
switch 2: count 0 packets
switch 2: count 624 packets
switch 2: count 860 packets
```

```
H lab2 0816169 root ~ lab2-botingchen | src ovs-ofctl -0 OpenFlow13 dump-f lows s2

0FPST_FLOW reply (0F1.3) (xid=0x2):
    cookie=0x0, duration=89.220s, table=0, n_packets=151, n_bytes=9060, priority=65

535.dl_dst=01:80:c2:00:00:0e.dl_type=0x88cc_actions=CONTROLLER:65535

    cookie=0x0, duration=89.227s, table=0, n_packets=0, n_port=1,nw_src=10.0.0.1,nw_dst=10.0.0.2, ry_dst=5566
    cookie=0x0, duration=89.227s, table=0, n_packets=860
    =3,udp,in_port=3,nw_src=10.0.0.2,nw_dst=10.0.0.1,tp_dst=5566 actions=output:1
    cookie=0x0, duration=84.024s, table=0, n_packets=982, n_bytes=415492, priority=1,in_port=2,dl_dst=ca:ae:dc:97:68:e7 actions=output:1
    cookie=0x0, duration=84.618s, table=0, n_packets=11, n_bytes=2324, priority=1,in_port=1,dl_dst=fe:dd:0a:d0:3f:cf actions=output:2
    cookie=0x0, duration=89.227s, table=0, n_packets=18920, n_bytes=794696, priority=0 actions=CONTROLLER:65535
```

Discription:

1. packet in 和 packet out 是來自於 controller 的指令。如果 openflow 交換器收到 packet in ,要對於接收到的封包進行轉

送到 Controller 的動作。相反的收到 packet out 的話,要對於接收到來自 Controller 的封包轉送到指定的連接埠。

- 2. 一個 packet 在一個 flow table 中沒有發現能夠匹配的 flow entry.
- 3. 要撰寫一支 Ryu 應用程式,你只需要將你的應用程式類別繼承 自 RyuApp 即可
- 4. OpenFlow 交換器以及 Flow table 的操作都是透過 Datapath 類別的實體來進行。 在一般的情況下,會由事件傳遞給事件管理的訊息中取得
- 5. 使用 UDP 以及設定協定為 IPv4
- 6. controller2.py,因為 loss 比較少