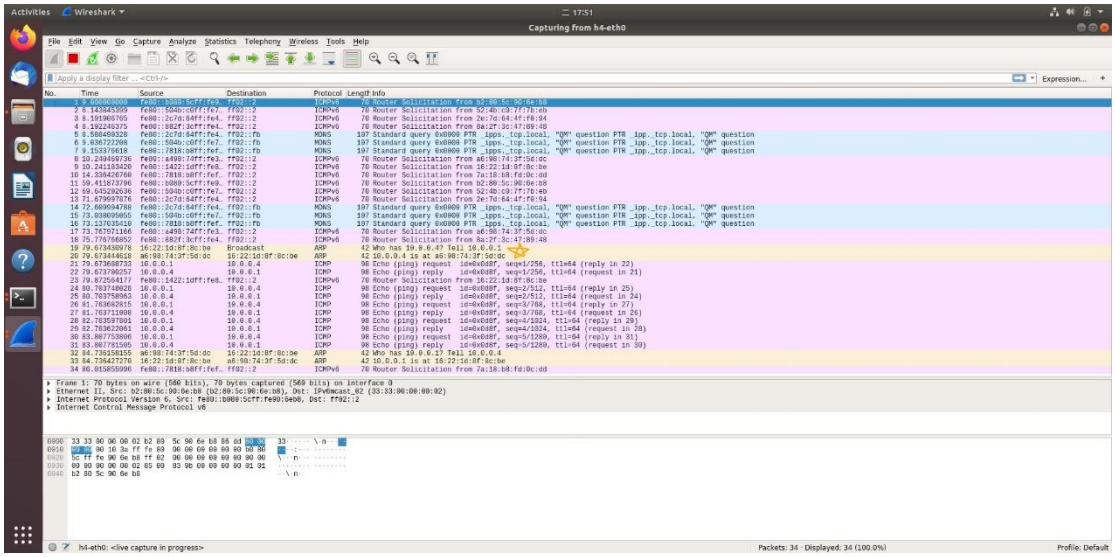
Part1: A Tree Topology

1.

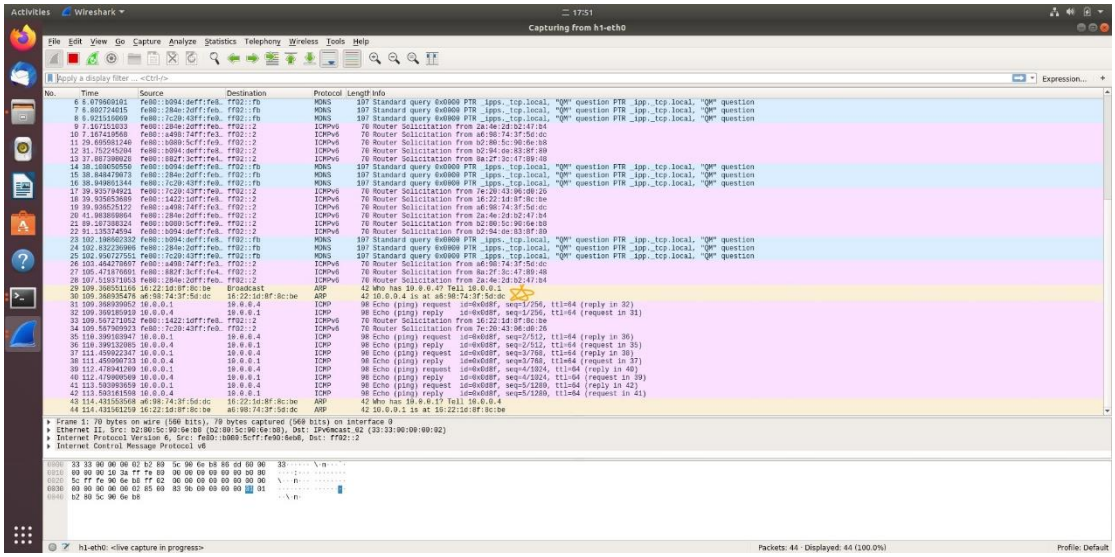
```
File  Edit  View  Search  Terminal  Help
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/flush s1
table successfully flushed
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/flush s2
table successfully flushed
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/flush s3
table successfully flushed
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/show s1
 port  VLAN  MAC                Age
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/show s2
 port  VLAN  MAC                Age
eric070021@eric070021-VirtualBox:~$ sudo ovs-appctl fdb/show s3
 port  VLAN  MAC                Age
eric070021@eric070021-VirtualBox:~$
```

2.



The screenshot is h4's wireshark. h1 ping h4, but h1 don't know the mac address of h4. Thus, h1 send an arp request packet to all the other hosts in the LAN. h4 get the arp request and record the source ip/ mac pair in its arp table.

3.



The screenshot is h1's wireshark. h1 ping h4, but h1 don't know the mac address of h4. Thus, h1 send an arp request packet to all the other hosts in the LAN. h4 get the request and response its mac address to h1. H1 then record them on its arp table. Below are the arp tables of h1 and h4 after ping.

```
mininet> h1 arp
Address                  HWtype  HWaddress           Flags Mask            Iface
10.0.0.4                 ether   a6:98:74:3f:5d:dc   C                     h1-eth0
mininet> h4 arp
Address                  HWtype  HWaddress           Flags Mask            Iface
10.0.0.1                 ether   16:22:1d:8f:8c:be   C                     h4-eth0
mininet>
```

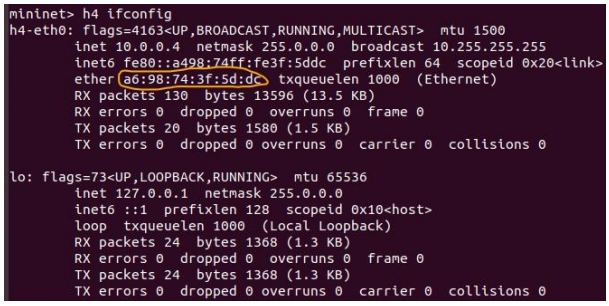
4. Since h1 need to send arp request and wait for h4 response, it will take longer time for first ping.

5.

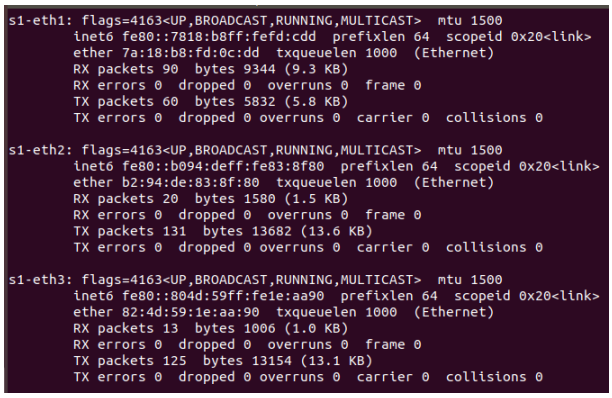
```
mininet> h1 ifconfig
h1-eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST>  mtu 1500
        inet 10.0.0.1  netmask 255.0.0.0  broadcast 10.255.255.255
        inet6 fe80::1422:1dff:fe8f:8cbe  prefixlen 64  scopeid 0x20<link>
        ether 16:22:1d:8f:8c:be  txqueuelen 1000  (Ethernet)
        RX packets 131  bytes 13682 (13.6 KB)
        RX errors 0  dropped 0  overruns 0  frame 0
        TX packets 20  bytes 1580 (1.5 KB)
        TX errors 0  dropped 0 overruns 0  carrier 0  collisions 0

lo: flags=73<UP,LOOPBACK,RUNNING>  mtu 65536
        inet 127.0.0.1  netmask 255.0.0.0
        inet6 ::1  prefixlen 128  scopeid 0x10<host>
        loop  txqueuelen 1000  (Local Loopback)
        RX packets 24  bytes 1368 (1.3 KB)
        RX errors 0  dropped 0  overruns 0  frame 0
        TX packets 24  bytes 1368 (1.3 KB)
        TX errors 0  dropped 0 overruns 0  carrier 0  collisions 0
```

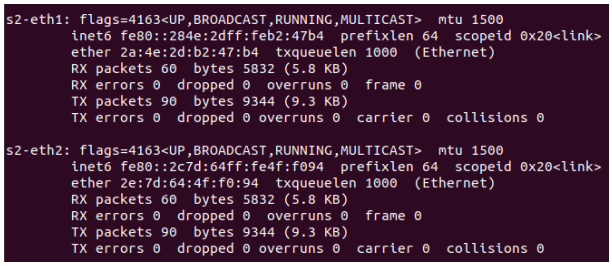
H1's ifconfig
Mac address: 16:22:1d:8f:8c:be



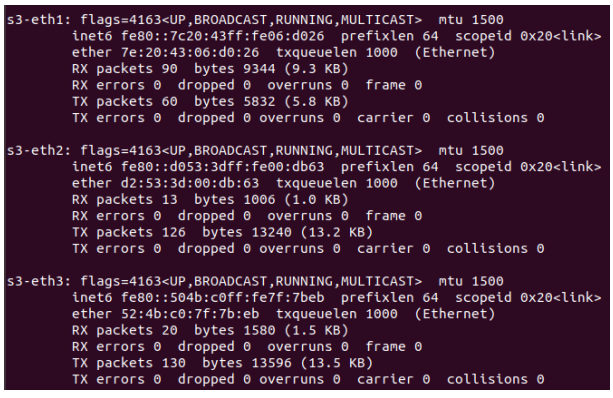
h4's ifconfig
Mac address: a6:98:74:3f:5d:dc



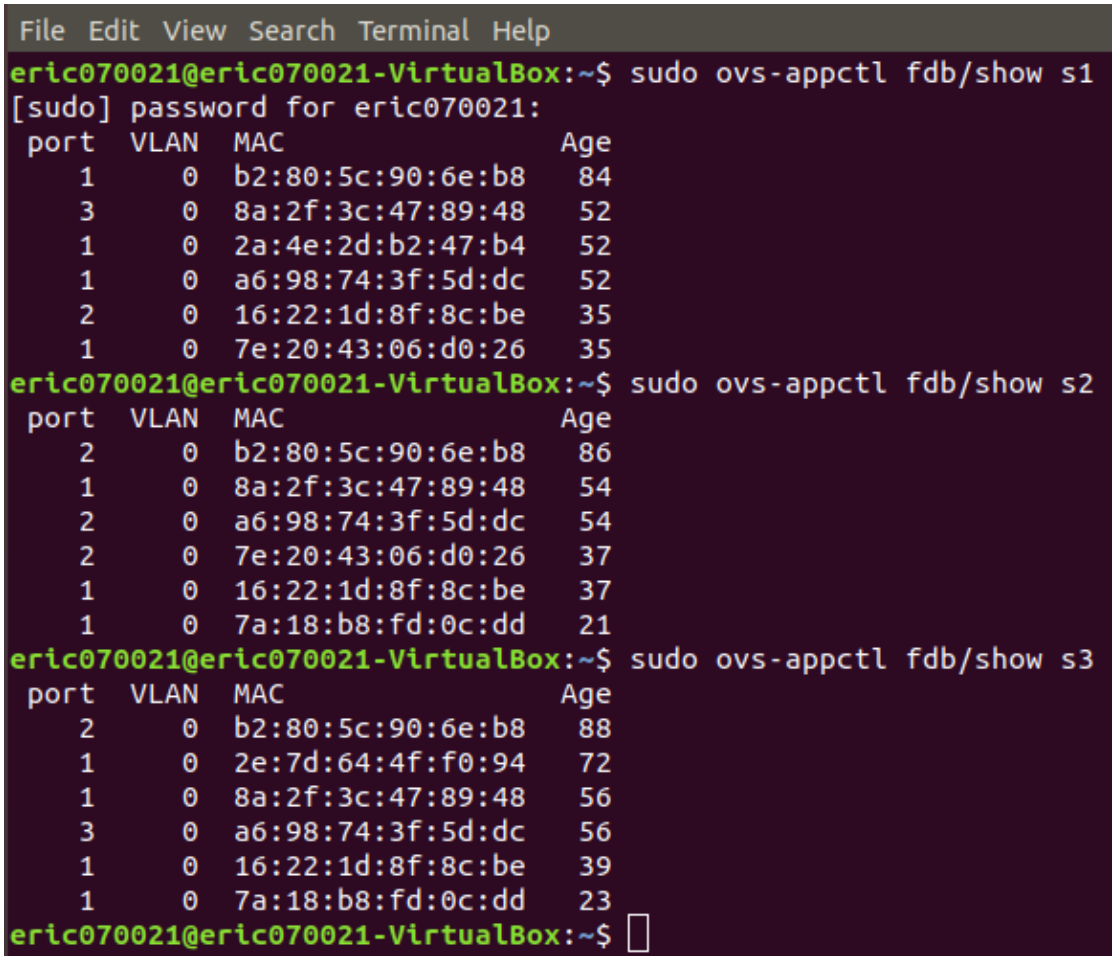
s1's ifconfig
1st port: 7a:18:b8:fd:0c:dd
2nd port: b2:94:de:83:8f:80
3rd port: 82:4d:59:1e:aa:90



s2's ifconfig
1st port: 2a:4e:2d:b2:47:b4
2nd port: 2e:7d:64:4f:f0:94



s3's ifconfig
1st port: 7e:20:43:06:d0:26
2nd port: d2:53:3d:00:db:63
3rd port: 52:4b:c0:7f:7b:eb



By the above information, we can constitute the path of ping.

h1 -> s1's port 2 -> s2's port 1 -> s3's port 1(by s2's port 2) -> h4(by s3's port 3)

Part2: A Leaf-Spine Topology

1.

```
eric070021@eric070021-VirtualBox:~/Desktop$ sudo python lab1_part2_0716234.py
mininet> nodes
available nodes are:
h1 h2 h3 h4 s1 s2 s3 s4
mininet> links
s1-eth1<->s2-eth1 (OK OK)
s3-eth1<->s2-eth2 (OK OK)
s1-eth2<->s4-eth1 (OK OK)
s3-eth2<->s4-eth2 (OK OK)
h1-eth0<->s1-eth3 (OK OK)
h2-eth0<->s1-eth4 (OK OK)
h3-eth0<->s3-eth3 (OK OK)
h4-eth0<->s3-eth4 (OK OK)
mininet> h1 wireshark &
mininet> h1 ping h4 -c 5
QStandardPaths: XDG_RUNTIME_DIR not set, defaulting to '/tmp/runtime-root'
PING 10.0.0.4 (10.0.0.4) 56(84) bytes of data.
From 10.0.0.1 icmp_seq=1 Destination Host Unreachable
From 10.0.0.1 icmp_seq=2 Destination Host Unreachable
From 10.0.0.1 icmp_seq=3 Destination Host Unreachable
From 10.0.0.1 icmp_seq=4 Destination Host Unreachable
From 10.0.0.1 icmp_seq=5 Destination Host Unreachable

--- 10.0.0.4 ping statistics ---
5 packets transmitted, 0 received, +5 errors, 100% packet loss, time 4092ms
pipe 4
mininet>
```

No, h1 can’t successfully ping h4 before enable STP.

2.

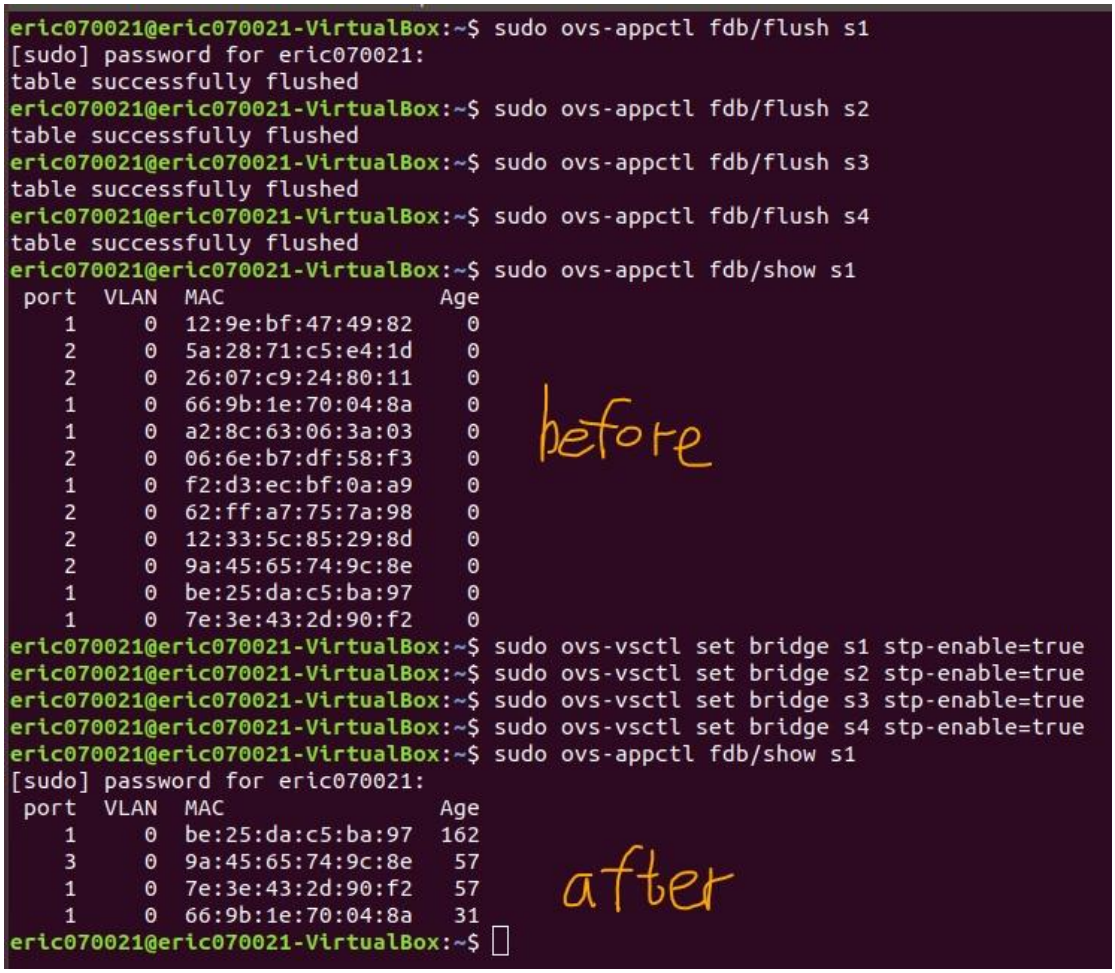
```
mininet> h1 ping h4 -c 5
PING 10.0.0.4 (10.0.0.4) 56(84) bytes of data.
From 10.0.0.1 icmp_seq=1 Destination Host Unreachable
From 10.0.0.1 icmp_seq=2 Destination Host Unreachable
From 10.0.0.1 icmp_seq=3 Destination Host Unreachable
From 10.0.0.1 icmp_seq=4 Destination Host Unreachable
From 10.0.0.1 icmp_seq=5 Destination Host Unreachable

--- 10.0.0.4 ping statistics ---
5 packets transmitted, 0 received, +5 errors, 100% packet loss, time 4087ms
pipe 4
mininet> h1 ping h4 -c 5
PING 10.0.0.4 (10.0.0.4) 56(84) bytes of data.
64 bytes from 10.0.0.4: icmp_seq=1 ttl=64 time=0.961 ms
64 bytes from 10.0.0.4: icmp_seq=2 ttl=64 time=0.108 ms
64 bytes from 10.0.0.4: icmp_seq=3 ttl=64 time=0.061 ms
64 bytes from 10.0.0.4: icmp_seq=4 ttl=64 time=0.042 ms
64 bytes from 10.0.0.4: icmp_seq=5 ttl=64 time=0.096 ms

--- 10.0.0.4 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4098ms
rtt min/avg/max/mdev = 0.042/0.253/0.961/0.354 ms
mininet>
```


Yes, h1 can successfully ping h4 after enable STP.

3



Since there are loop in the switches, s1's mac table will contain every mac address in the LAN(12) before enable STP.
After enable STP, only root and designated port will be able to transmit data, so the mac table of s1 will contain less mac address.

4.

This lab let me quickly review the main concept of the network. Including arp protocol, how the packet is process on the internet. I also know more about switch. Before this class, I can't even distinguish between switch and hub. I also observe that internet is really complicated. It has a lot of rule and protocol. To learn all the protocols is impractical. So, we need to learn the main concept like what is the problem, how this internet protocol solves it. This may be the key point in learning internet.