

# $\pi$ Net

A microservice-based control plane app for SDN  
with a graphical tool to display network topologies

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## 1 General Structure

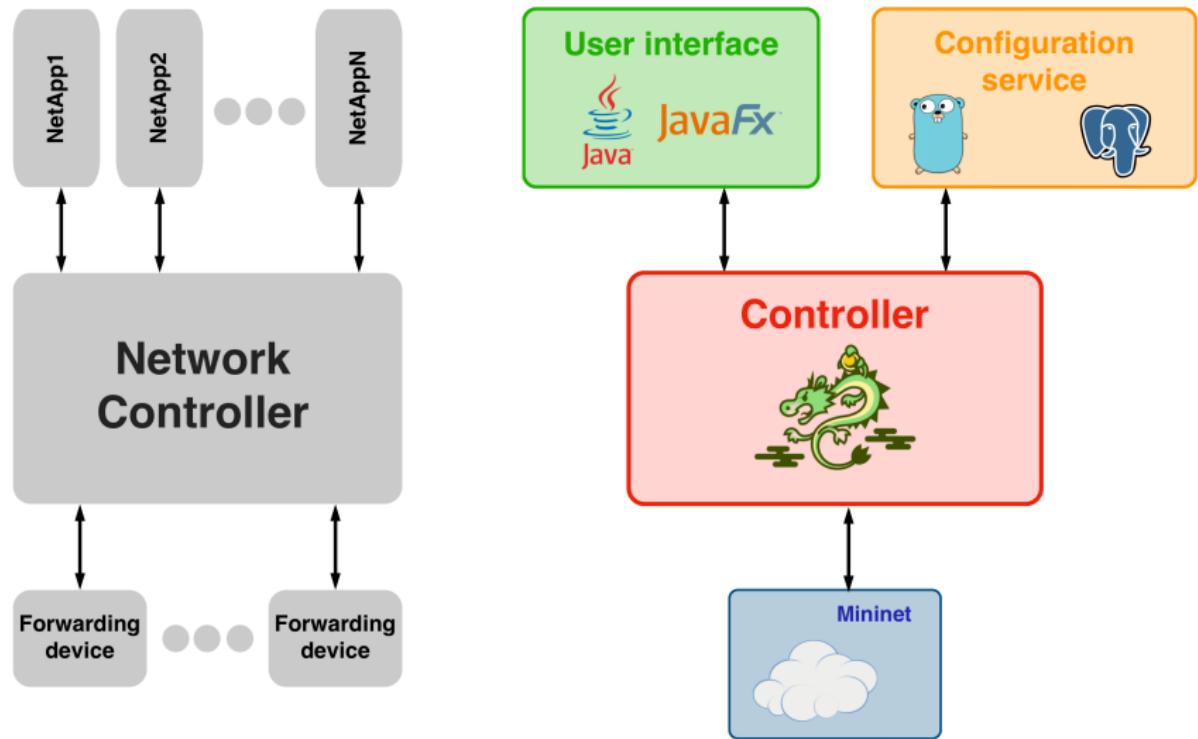
## 2 Live Demo

## 3 Implementation

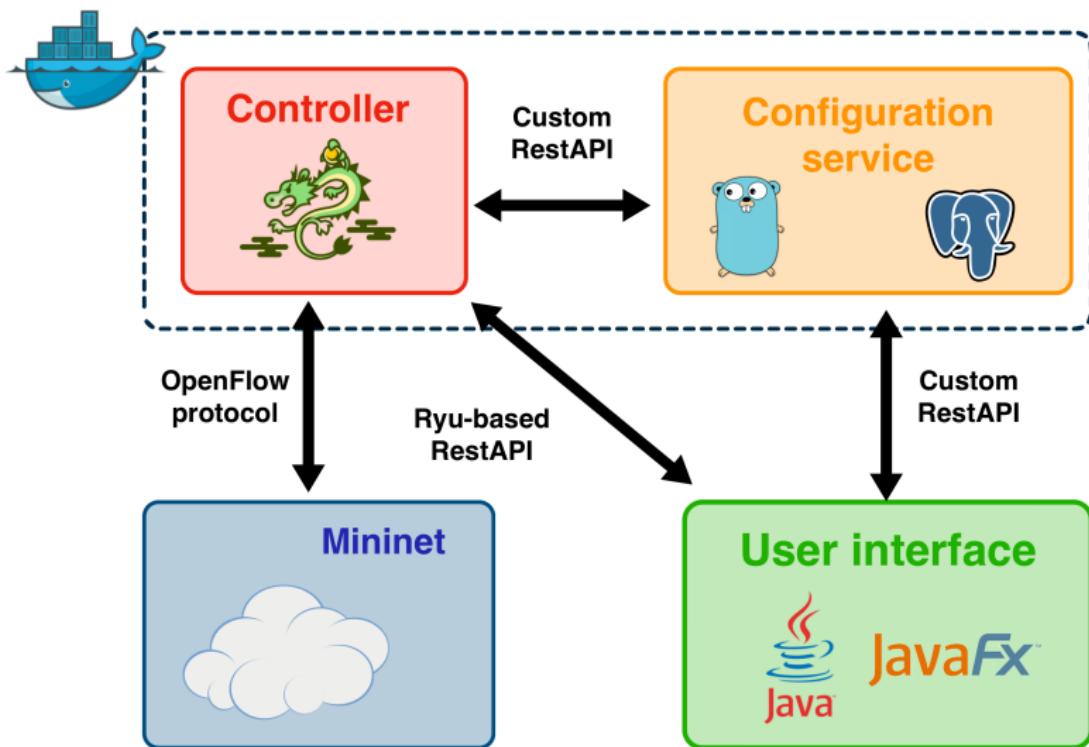
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# General structure: SDN & our app

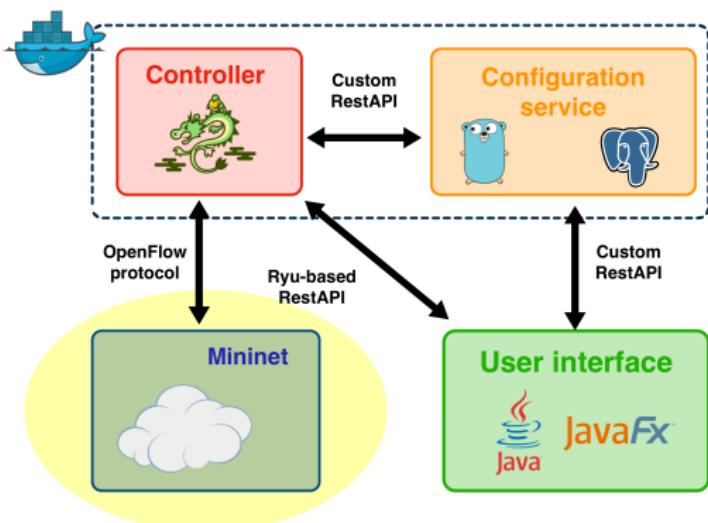


# General structure



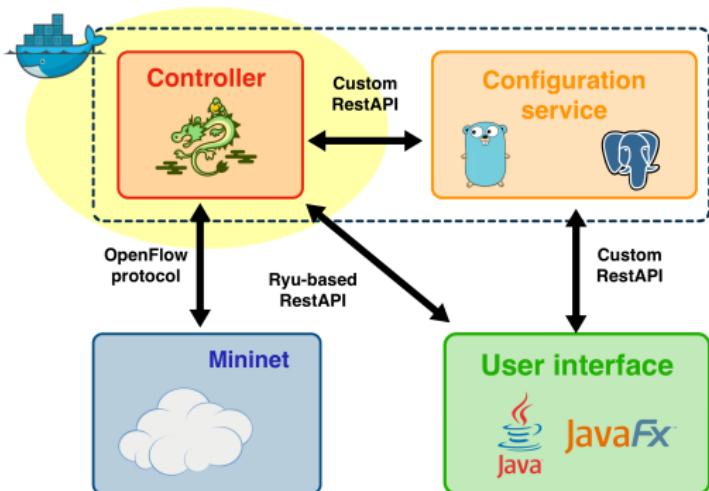
# MiniNet

- We used Mininet to emulate the network infrastructure.
- Python scripts have been provided as configuration tools to quickly instruct Mininet on how the network is organized.



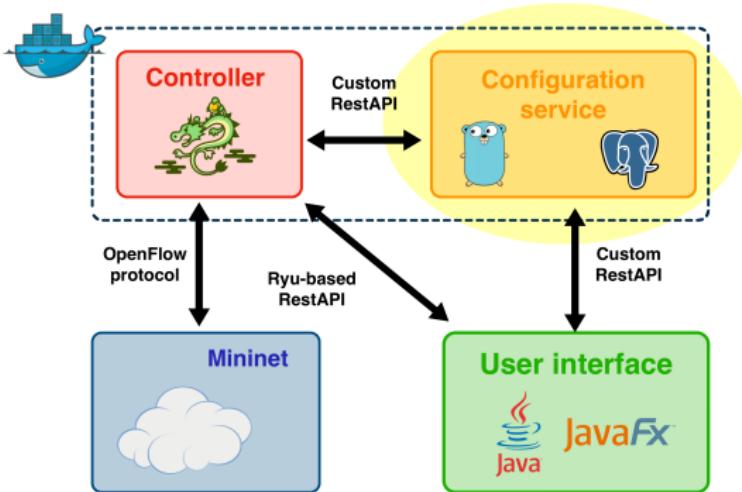
# Ryu w/ OpenFlow

- Ryu directly configures the OF switches by writing rules in their flow tables.
- It exposes a REST API that can be queried to retrieve information about the network physical configuration.



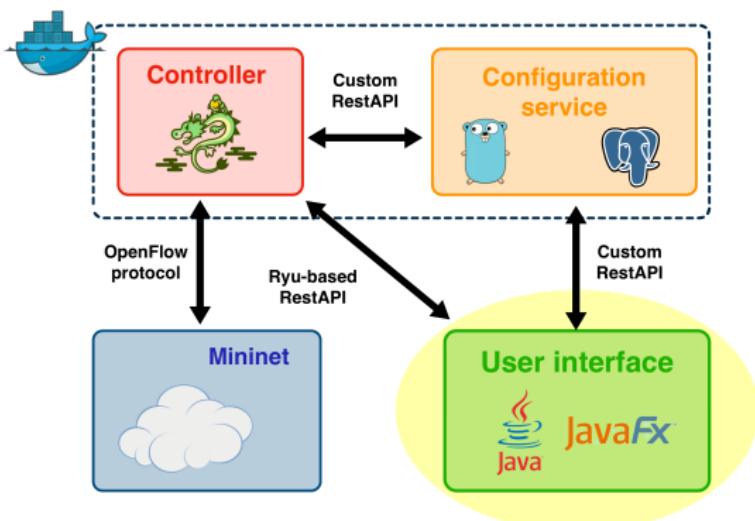
# Configuration service (Go & PostgreSQL)

- The L3 network configuration is retrieved from a PostgreSQL database.
- A GoLang microservice sits on top of the DB to service requests from Ryu and the GUI.



# GUI (Java & JavaFX)

- We used Java and JavaFX to implement the graphical interface.



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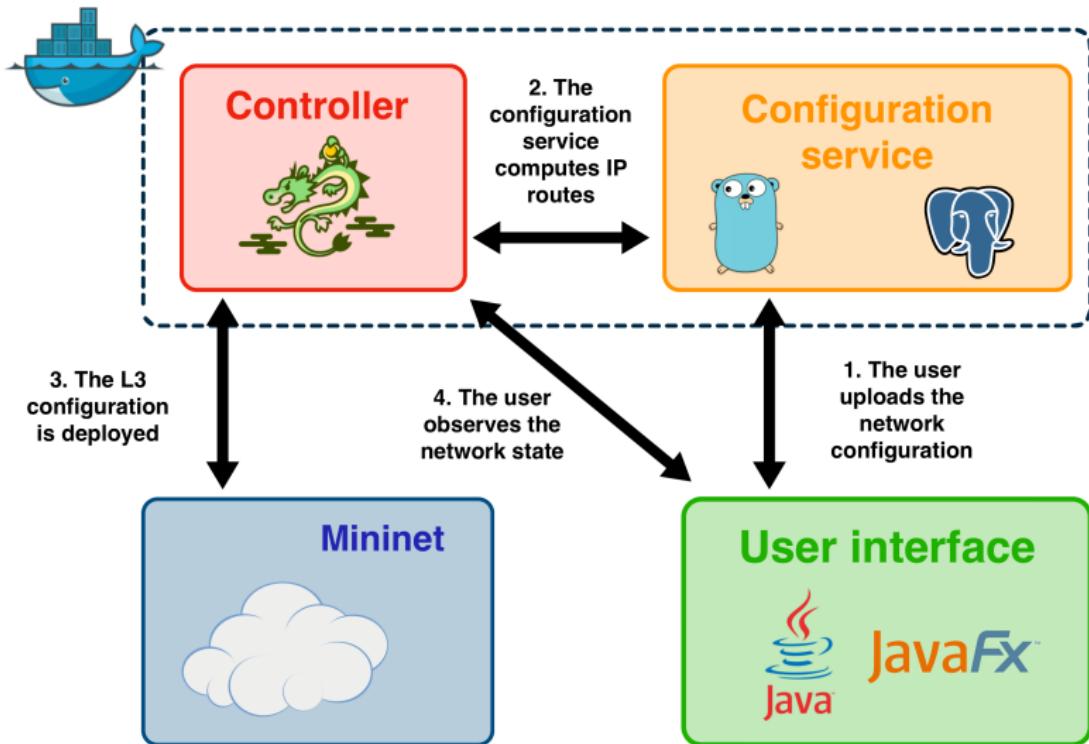
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# Live Demo



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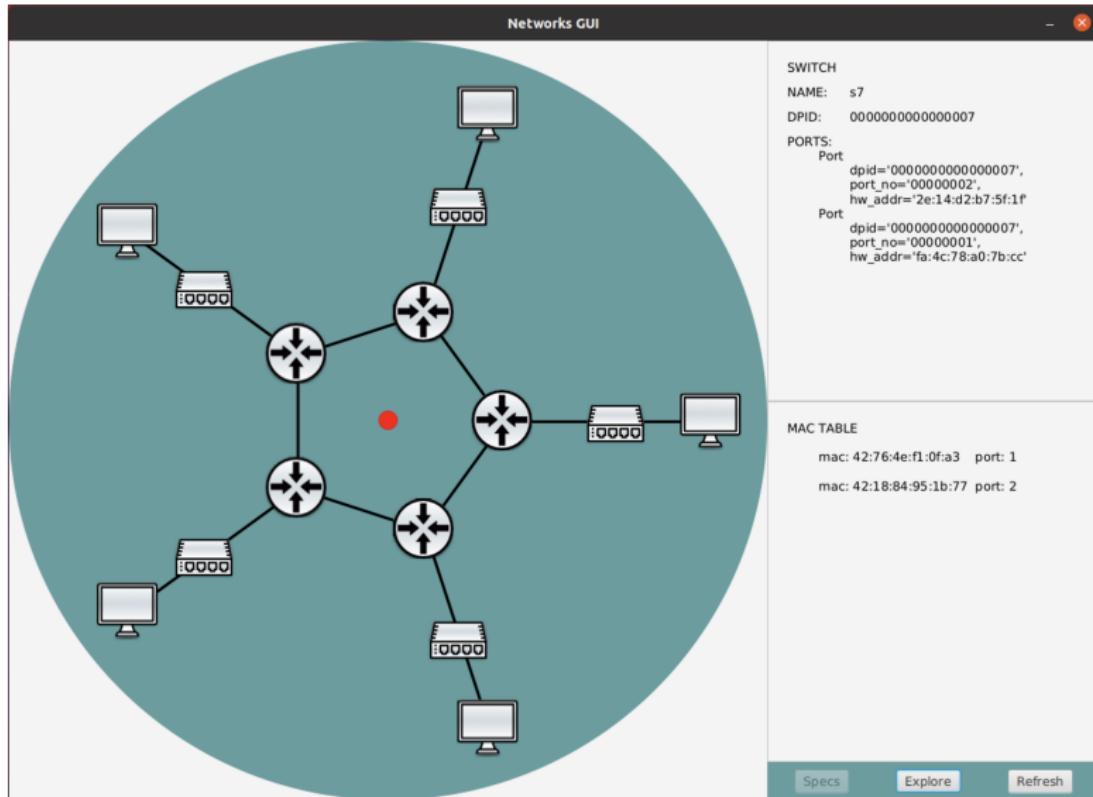
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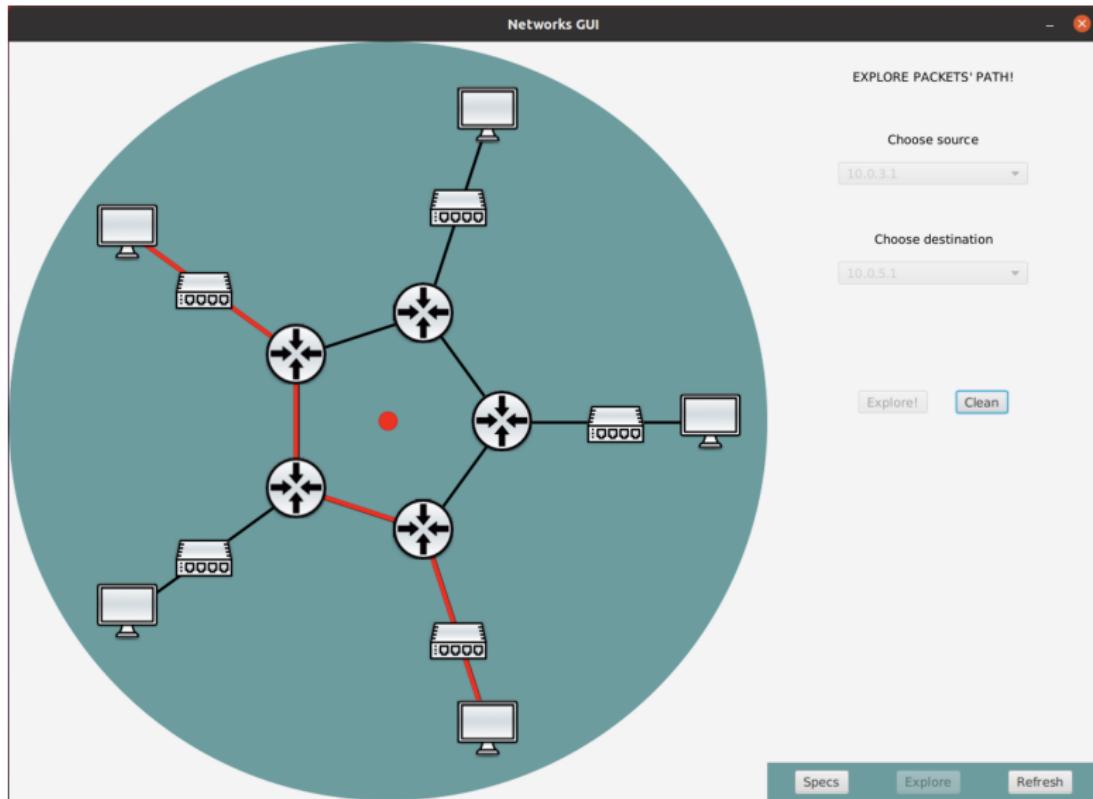
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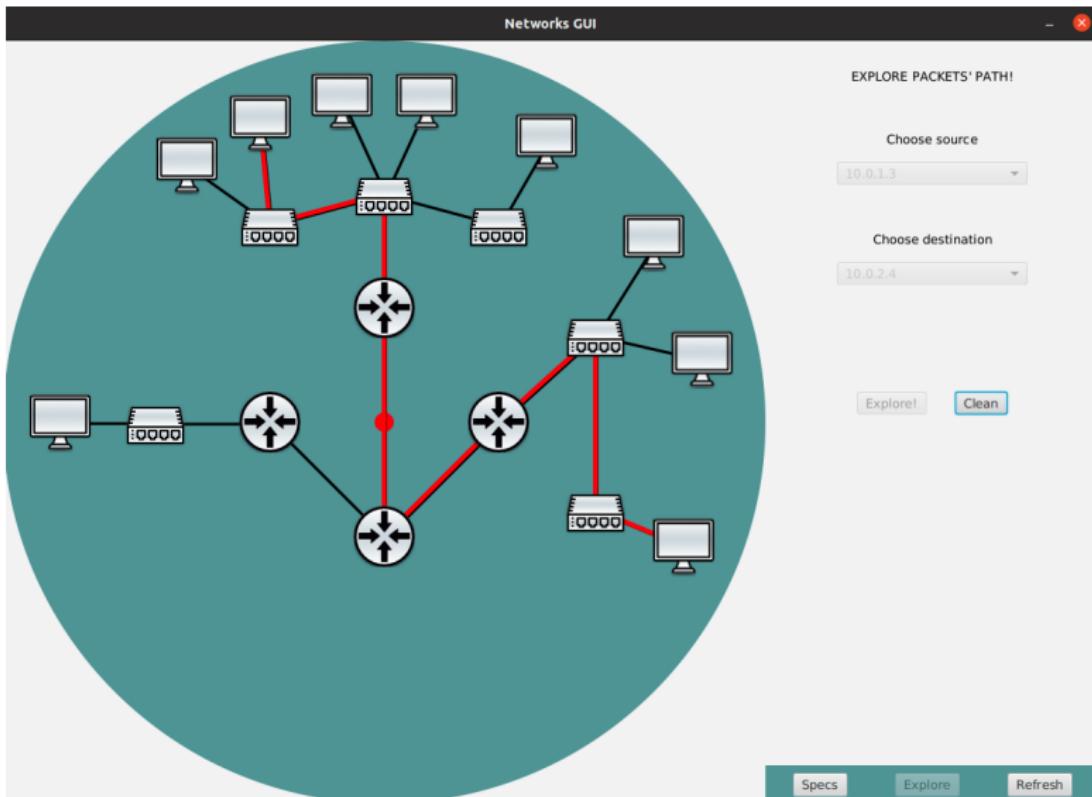
# GUI: the general view



# GUI: the Explore section



# GUI: a more complex topology



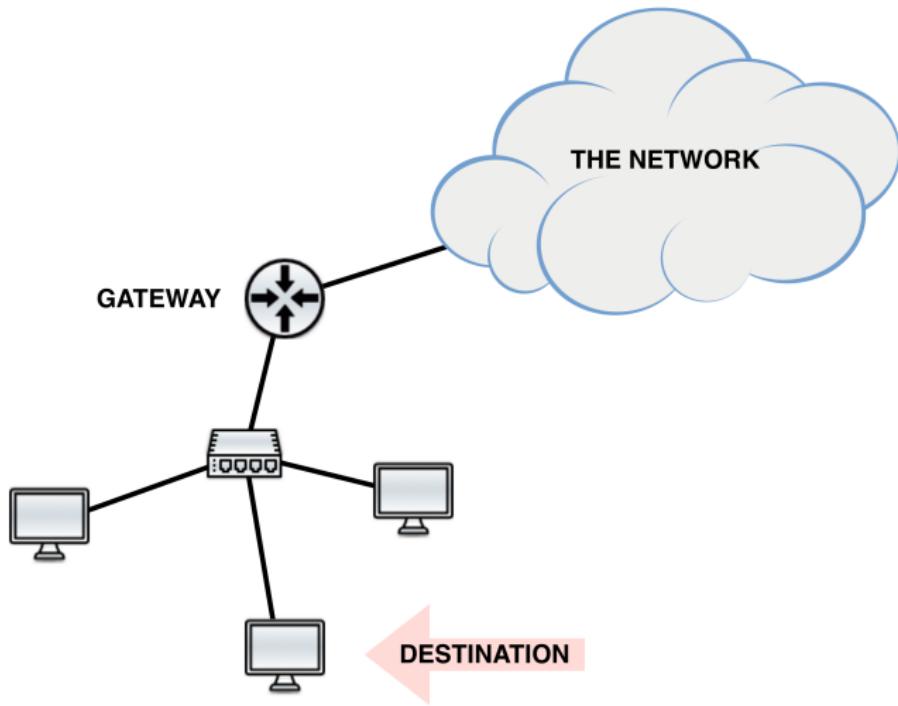
# Configuration service

- The L3 configuration uploaded by the user is saved in the PostgreSQL DB.
- The network core is represented as a graph.
- Shortest paths are computed by performing BFS (no need to use Dijkstrra) and the IP tables are built.

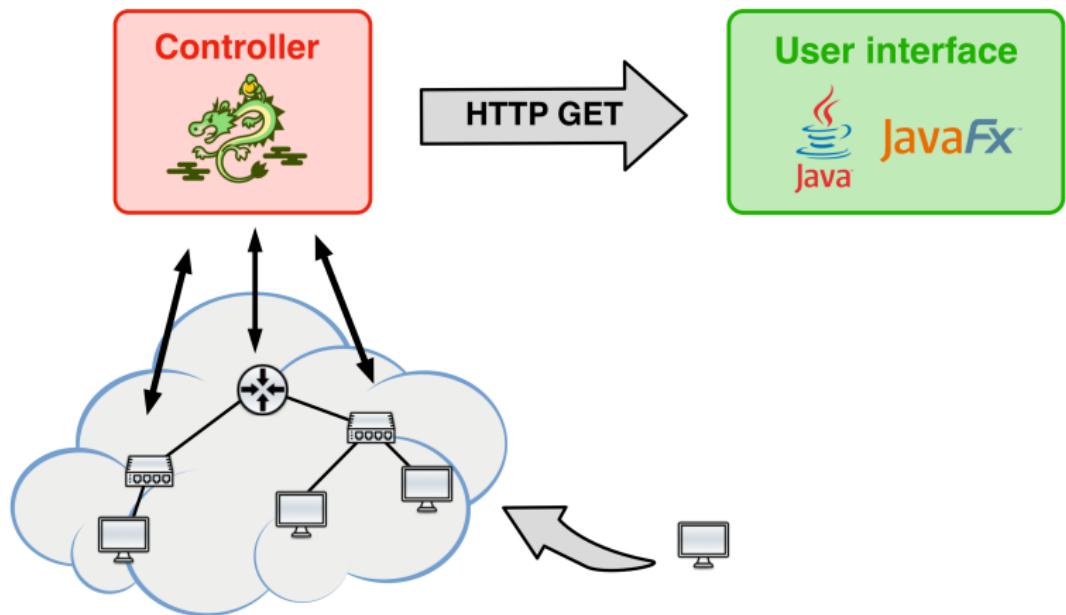
# Ryu

- Ryu is notified by the Go microservice when a network configuration is available.
- It then learns which switches should operate at L2 and L3, respectively.
- It then writes the necessary rules in the flow tables.

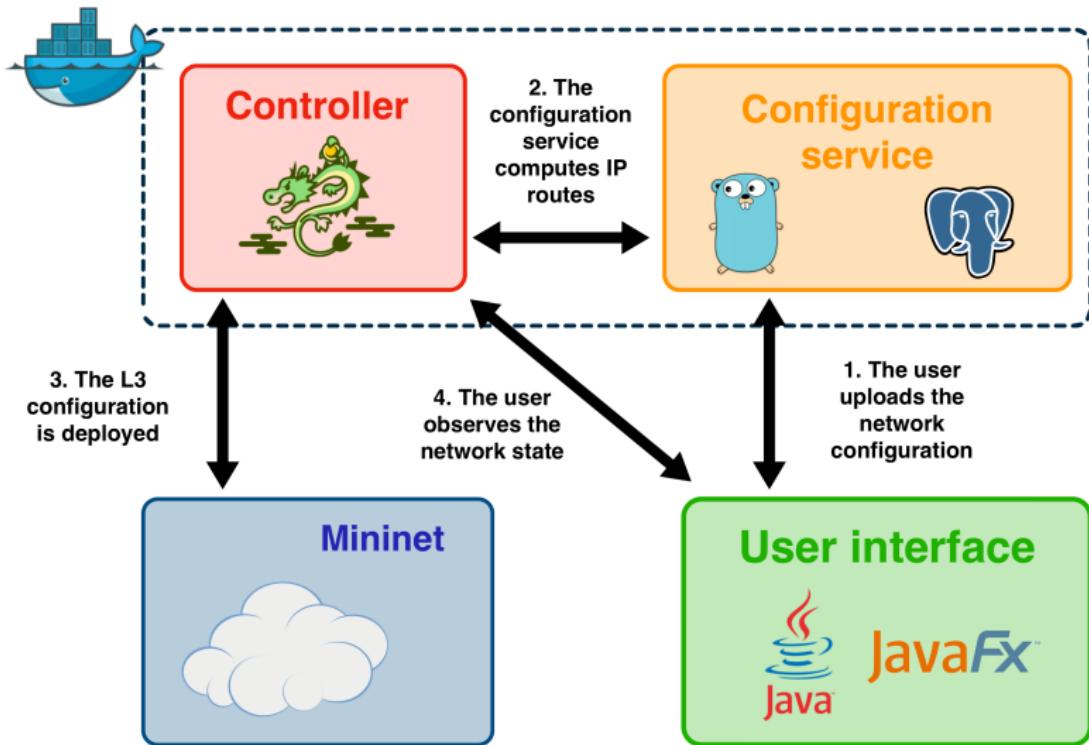
# ARP handling



# HTTP notifications



# The complete flow



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# Future improvements

- more advance forwarding and routing policies
- slicing implementation
- scalability
- simplify the configuration procedure