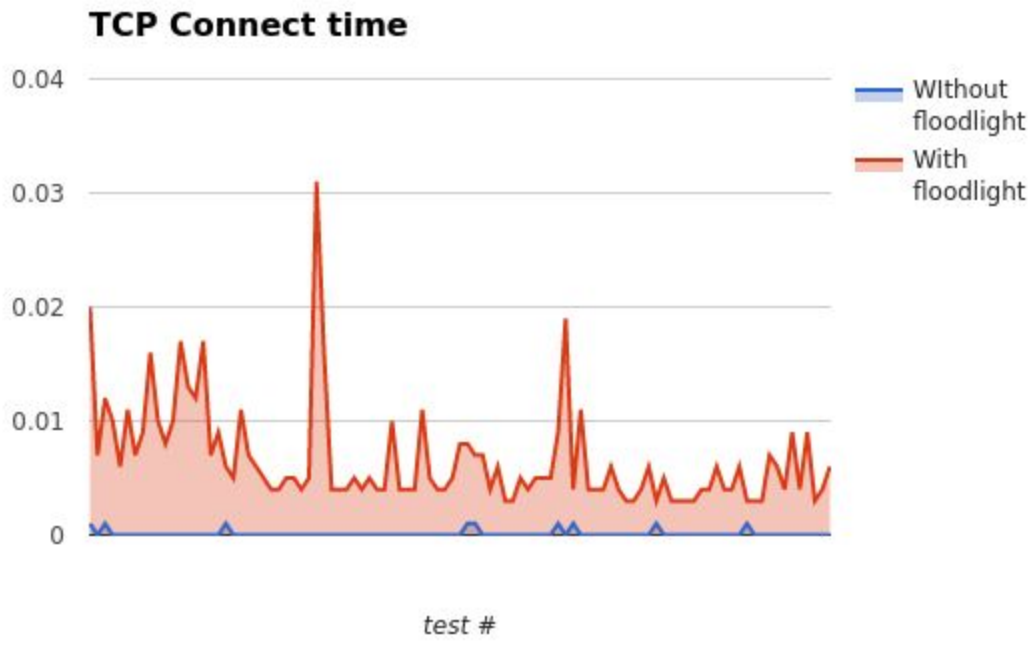
Team 7

From our testing, we discovered that using Floodlight to control our switch adds quite a bit of latency. On average, Floodlight added about 10 ms of processing time to each trial. Here is a graph that plots our 100 Floodlight data points vs normal data points (Red is with floodlight):



As you can see, Floodlight is much slower. The switch doing standard forwarding usually did a round trip connect time of less than 1 ms, while forwarding to the floodlight controller took about 10 ms. We could also introduce artificial latency by printing our debug statements, as the printing packet information to the console added some overhead to every packet.

This analysis is exactly what we expected. Even though Floodlight may be running in a very basic mode right now (just piping all packets to and from the controller), it is still an extra layer of processing that each packet needs to go through before being sent along its' path.

You can find out full data as a PDF or excel spreadsheet included in our zip.