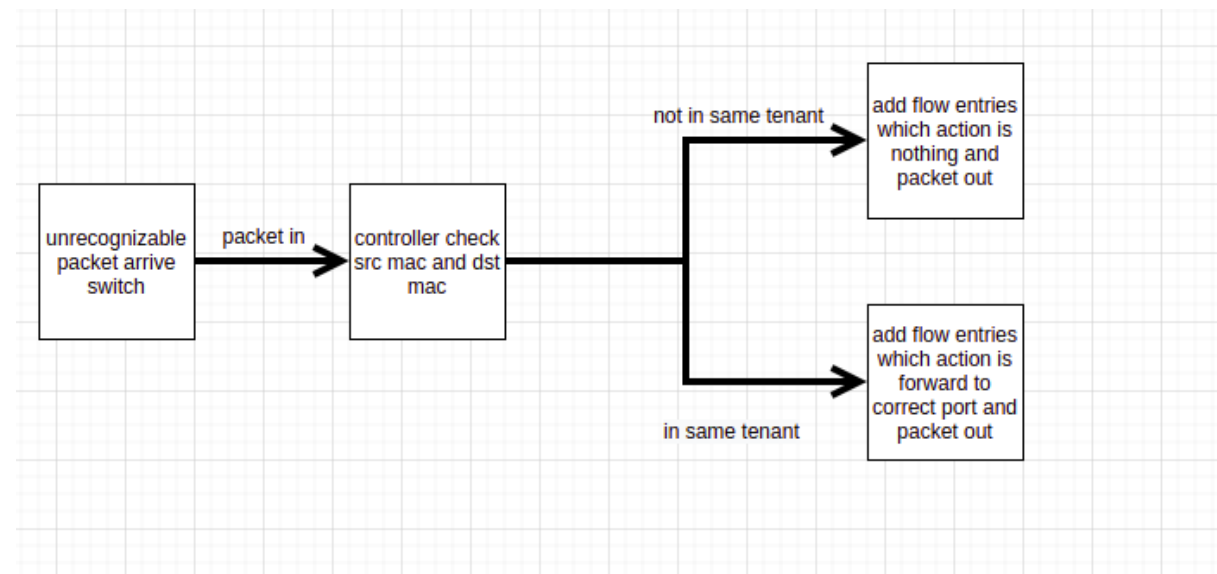


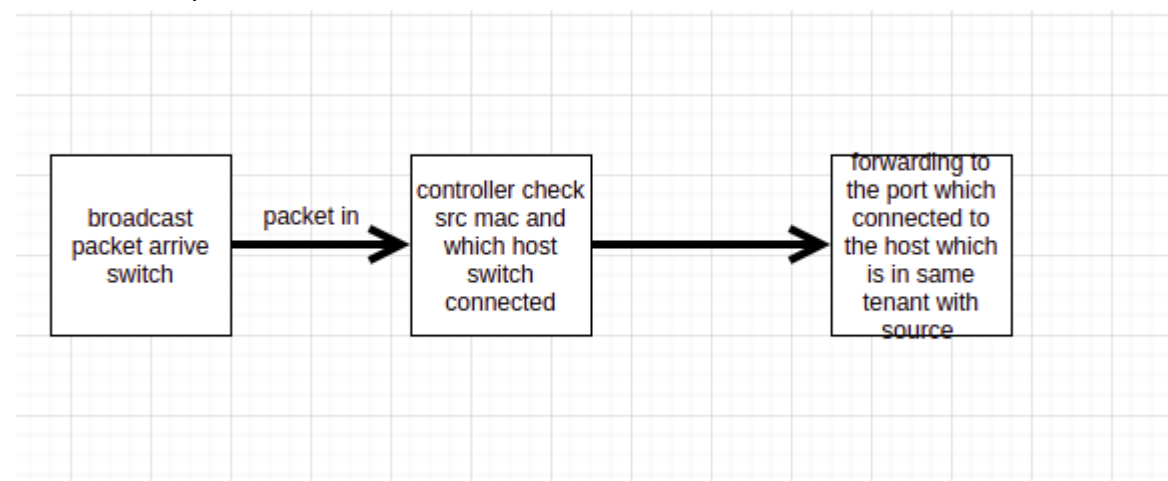
1. Explanation of your design implementation

a) Block diagram, flowchart to explain your implementation

for peer to peer packet



for broadcast packet

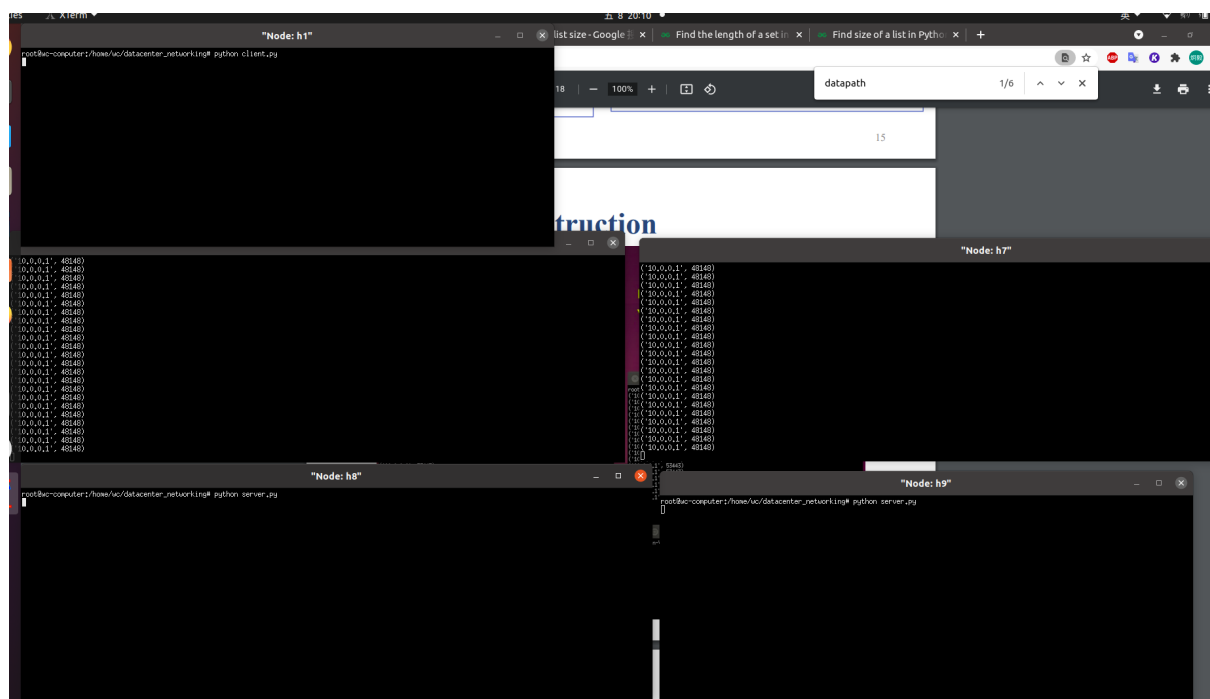


b) Screenshot of your design working (like the one in pp.13 and pp.16)

```

mininet> pingall
*** Ping: testing ping reachability
h1 -> X X h4 X X h7 X X h10 X X h13 X X h16
h2 -> X X X h5 X X h8 X X h11 X X h14 X X
h3 -> X X X X h6 X X h9 X X h12 X X h15 X
h4 -> h1 X X X X h7 X X h10 X X h13 X X h16
h5 -> X h2 X X X X h8 X X h11 X X h14 X X
h6 -> X X h3 X X X X h9 X X h12 X X h15 X
h7 -> h1 X X h4 X X X X h10 X X h13 X X h16
h8 -> X h2 X X h5 X X X X h11 X X h14 X X
h9 -> X X h3 X X h6 X X X X h12 X X h15 X
h10 -> h1 X X h4 X X h7 X X X X h13 X X h16
h11 -> X h2 X X h5 X X h8 X X X X h14 X X
h12 -> X X h3 X X h6 X X h9 X X X X h15 X
h13 -> h1 X X h4 X X h7 X X h10 X X X X h16
h14 -> X h2 X X h5 X X h8 X X h11 X X X X
h15 -> X X h3 X X h6 X X h9 X X h12 X X X X
h16 -> h1 X X h4 X X h7 X X h10 X X h13 X X
*** Results: 70% dropped (70/240 received)
mininet>

```



2. What difficulties/bottleneck do you encounter in this project ?

Originally, I wanted to implement multi-tenancy by a more modular way which can increase hosts without any additional operation. But I found that I can't finish this concept without knowing all mac addresses. Therefore, I just use a static way to implement multi-tenancy.

3. What's the advantage and disadvantage of your design?

disadvantage

1. Because I use mac address to distinguish which tenant they are in, it will not support traditional "plug-and-play" functionality.

2. Because I only use the switch which link directly to host(s11, s12, s14, s15, s5, s4, s7, s8) to filter broadcast packet (mac address is ff:ff:ff:ff:ff:ff), there will be some redundancy broadcast packet in network.

advantage

1. Because I configure the network statically, it will not take time to collect information. If there are no additional devices in the network, this multi-tenancy architecture can function instantly.