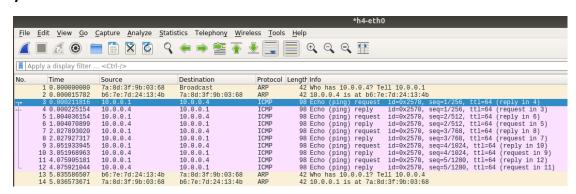
Part1 A Tree Topology

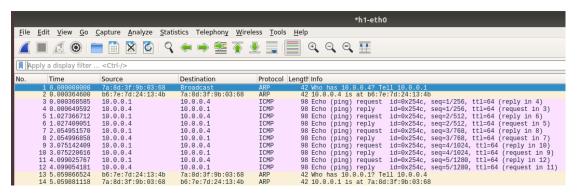
 Flush all switch tables and take screenshots to show the switch tables of all switches

2. How does h4 knows h1's MAC address? Take screenshot on Wireshark to verify your answers.



h4 在收到 h1 的 icmp 封包之前會先收到 h1 廣播的 ARP,然後 h4 會檢查 ARP 封包的 IP 欄位是否與自己的一致,如果一致根據 ARP 協定,h4 會將 h1 的 ip 位址和 mac address 更新到自己的 ARP Cache 內,此時 h4 就會知道 h1 的 mac address 了。

3. How does h1 knows h4's MAC address? Take screenshot on Wireshark to verify your answers



h1 在發送 icmp 封包前會因為不知道 h4 的 mac address 是多少,而先廣播 ARP 給附近的所有 device 去獲得 h4 的 mac address。No.2 收到的封包就是

h4 收到廣播的 ARP 封包回傳給 h1 的 ARP 封包,也告訴 h1 自己 h4 的 mac address 是多少,所以 h1 就知道 h4 的 mac address 了。

4. Why does the first ping have a longer delay?

我想應該是因為第一次傳送 icmp 封包時,因為不知道對方的 mac address,所以要先傳送 ARP,因此才會花比較多的時間。

5. Show the switch tables and identify the entries that constitute the path of Ping

```
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::788d:3fff:fe9b:368 prefixlen 64 scopeid 0x20<link>
       ether 7a:8d:3f:9b:03:68 txqueuelen 1000 (Ethernet)
       RX packets 477 bytes 42478 (42.4 KB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 172 bytes 14236 (14.2 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
```

```
mininet> h4 ifconfig
h4-eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 10.0.0.4 netmask 255.0.0.0 broadcast 10.255.255.255
       inet6 fe80::b47e:7dff:fe24:134b prefixlen 64 scopeid 0x20<link>
       ether b6:7e:7d:24:13:4b txqueuelen 1000 (Ethernet)
       RX packets 474 bytes 42236 (42.2 KB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 172 bytes 14236 (14.2 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 20 bytes 1000 (1000.0 B)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 20 bytes 1000 (1000.0 B)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```

```
wc@wc-VirtualBox:~/Lab1$ sudo ovs-appctl fdb/show s1
port VLAN MAC
         0
            b6:7e:7d:24:13:4b
         0 7a:8d:3f:9b:03:68
wc@wc-VirtualBox:~/Lab1$ sudo ovs-appctl fdb/show s2
port VLAN MAC
   1
         0
            7a:8d:3f:9b:03:68
         0 b6:7e:7d:24:13:4b
                                 7
wc@wc-VirtualBox:~/Lab1$ sudo ovs-appctl fdb/show s3
port VLAN MAC
         0 7a:8d:3f:9b:03:68
   1
                                 9
                                 9
        0 b6:7e:7d:24:13:4b
```

Part2 A Leaf-Spine Topology

- Can h1 ping h4 successfully before enabling STP?
 不行
- 2. Can h1 ping h4 successfully after STP enabled? 可以
- 3. Show s1 MAC tables before and after enables STP and explain the differences.

before

```
wc@wc-VirtualBox:~/Lab1$ sudo ovs-appctl fdb/show s1
[sudo] password for wc:
 port VLAN MAC
                              Age
   4
         0 76:b7:de:38:b0:49
                                0
                                ø
         0 a6:11:50:58:e6:4d
        0 96:3c:48:1d:17:2f
   4
                                0
    3
         0 e2:69:5e:a4:be:7c
                                0
         0 8e:c5:ad:dc:50:86
                                0
        0 d2:83:c6:42:39:f5
                                0
   3
        0 6a:ad:72:3d:82:eb
                               0
   4
         0 d2:83:de:33:9e:8d
                                0
        0 ee:70:02:bd:7a:44
                               0
   4
        0 be:6a:4a:7d:6a:73
                                0
         0 2e:bf:a4:41:46:36
                                0
       0 0e:67:c5:69:f0:3d
                                0
```

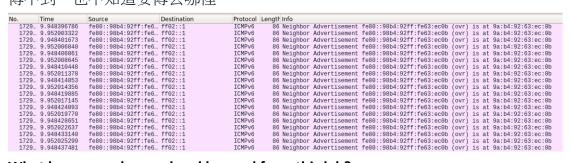
after

```
wc@wc-VirtualBox:~/Lab1$ sudo ovs-appctl fdb/show s1
port VLAN MAC Age
1 0 be:6a:4a:7d:6a:73 55
4 0 0e:67:c5:69:f0:3d 55
```

Differences:

在沒有設置 STP 之前,由於 switch 的接法會產 loop 所以 broadcast 的 封包會一直在 loop 裡面繞且不會停止,它不但占滿了整個網路,也因此讓 switch 從四面八方收到 broadcast 的封包,所以 mac table 上的 address 才會對應到不對的 port。所以之後由 h1 送出的 icmp 封包不但

傳不到,也不知道要傳去哪裡。



4. What have you observed and learned from this lab?

學到了 ARP 的運作方式,和電腦獲得不知道的 host 的 mac address 的方法,也複習了之前學過封包在網絡中傳遞的方式。