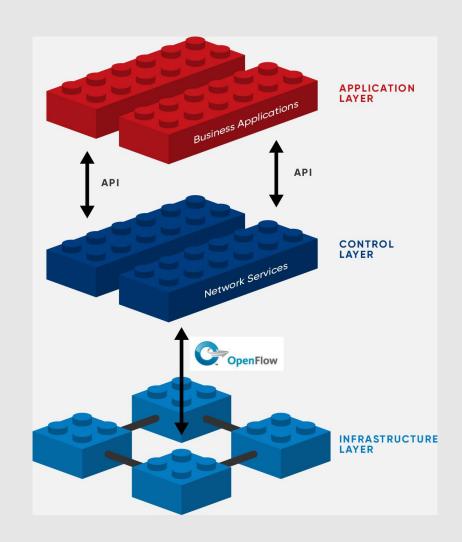
Project SDN A Bruteforce Implementation

SDN

- Software Defined Network
- Controller Switch
 - <- Monitor network topology change
 - -> Deploy Flow Table
 - ∘ <- PacketIn
 - -> PacketOut
- This experiment
 - Ryu: open-sourced Network Operating System
 - Mininet: Create Virtual Network Interface & links



Switch-based

Each host can only connect to 1 switch

Host – switch binding is consistent

°-> Can only focus on network core, not edge

Data Structure & Topology

Switch – Node, Link - Edge

```
class Edge(object):
    def __init__(self, u, port_u, v, port_v):
        self.u = (u, port_u)
        self.v = (v, port_v)
```

```
class SpanningTree():
    def __init__(self, n):
        self.edges = []
        self.tree = []
        self.n = n
        self.fa = []
```

```
class Graph:
    def __init__(self, n):
        self.n = n

        self.to = []
        self.next = []
        self.port = []
        self.exist = []

        self.head = [0] * n
```

Shortest Path

Algorithm: SPFA

```
s1
s1 -p2-> s2
s1 -p3-> s6 -p2-> s3
s1 -p2-> s2 -p3-> s5
s1 -p3-> s6
s2 -p3-> s5 -p3-> s4
s2 -p1-> s1
```

- When host add/remove, link add/remove
 - Update Internal Graph
 - Recalculate the shortest path between all switch pairs (e.g. <s1, s2>...)
 - Update flow table with shortest path information and host connected to switch (dst=[HOST_MAC] -> out_port=[SP_PORT_FOR_HOST])

cookie=0x0, duration=14.030s, table=0, n_packets=0, n_bytes=0, priority=100,dl_dst=00:00:00:00:00:01 actions=output:"s1-eth1

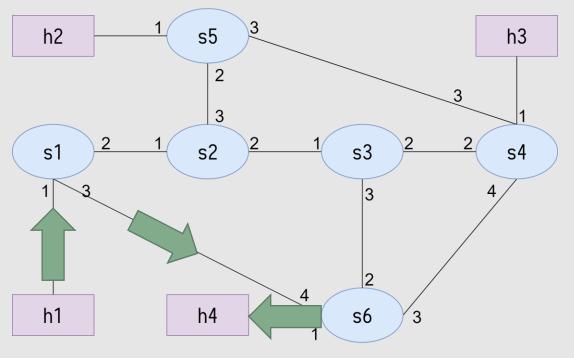
Shortest Path

e.g. h1->h4

Map: Someloops

Shortest Path: h1->s1->s6->h4

```
mininet> net
h1 h1-eth0:s1-eth1
h2 h2-eth0:s5-eth1
h3 h3-eth0:s4-eth1
h4 h4-eth0:s6-eth1
s1 lo: s1-eth1:h1-eth0 s1-eth2:s2-eth1 s1-eth3:s6-eth4
s2 lo: s2-eth1:s1-eth2 s2-eth2:s3-eth1 s2-eth3:s5-eth2
s3 lo: s3-eth1:s2-eth2 s3-eth2:s4-eth2 s3-eth3:s6-eth2
s4 lo: s4-eth1:h3-eth0 s4-eth2:s3-eth2 s4-eth3:s5-eth3 s4-eth4:s6-eth3
s5 lo: s5-eth1:h2-eth0 s5-eth2:s2-eth3 s5-eth3:s4-eth4
c0
mininet>
```



Spanning Tree

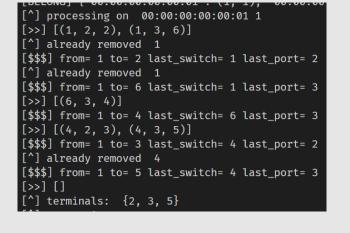
Algorithm: Kruskal

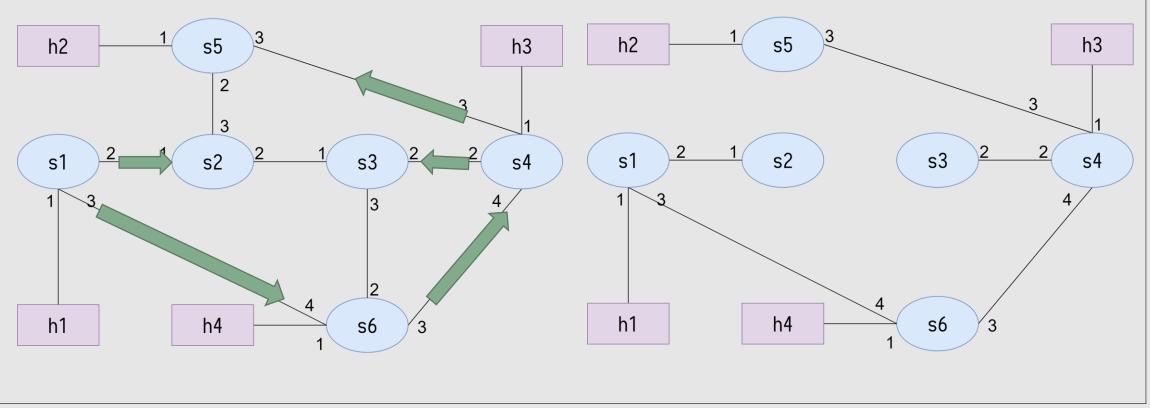
```
@set_ev_cls(ofp_event.EventOFP<mark>PacketIn</mark>, MAIN_DISPATCHER)
def packet_in_handler(self, ev):
    # 如果收到 PacketIn 请求
    pass
```

After: Just process broadcast packet as normal, no need for special processing

Spanning Tree

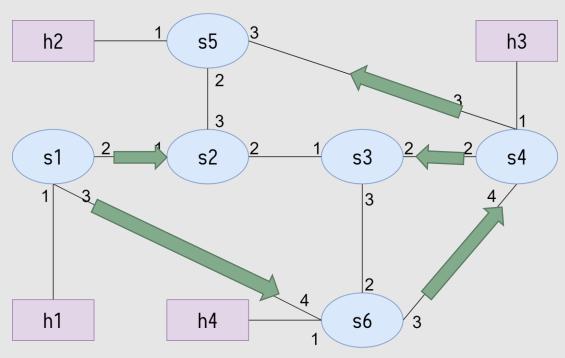
e.g. ROOT=s1





Spanning Tree

e.g. ROOT=s1



Combining SP & ST

- Multi-layer approach
 - If has destination / not broadcast packet (dst != FF:FF:FF:FF:FF), then go shortest path
 - If no destination / is broadcast packet (dst == FF:FF:FF:FF:FF:FF), then go spanning tree (with the root as the switch that connects to the host sending this packet)

Catches

- The add_forwarding_rule method given uses IP, not MAC
- Broadcast packet should also go to the host that the switch connects
- PacketIn will only happen if all the flow rules mismatch by default
- Need to close both ryu-manager and mininet when changing network topology
- ARP entry lives only for around 30s
- LLDP_Multicast packet shown in Wireshark can be ignored

Live Demo

Thanks