生成树机制实验报告

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实验内容

- 基于已有代码，实现生成树运行机制，对于给定拓扑(four_node_ring.py)计算输出相应状态下的最小生成树拓扑。
- 构造一个不少于7个节点，冗余链路不少于2条的拓扑，节点和端口的命名规则可参考four_node_ring.py，使用stp程序计算输出最小生成树拓扑。

实验步骤

本次实验只需完成stp_handle_config_packet函数，即处理Config消息的功能。

1. 将收到的Config消息与本端口Config进行优先级比较

- Config之间的优先级比较遵循以下规则：
  - 如果两者认为的根节点ID不同，则根节点ID小的一方优先级高；
  - 如果两者到根节点的开销不同，则开销小的一方优先级高；
  - 如果两者到根节点的上一跳节点不同，则上一跳节点ID小的一方优先级高； 、如果两者到根节点的上一跳端口不同，则上一跳端口ID小的一方优先级高。
- 优先级比较函数如下：

```
int cmp_config_priority(stp_port_t *p, struct stp_config *config)
{
    // if config's priority > p's, return TRUE
    if (ntohll(config->root_id) != p->designated_root)
        return (ntohll(config->root_id) < p->designated_root) ? 1 : 0;
    else if (ntohl(config->root_path_cost) != p->designated_cost)
        return (ntohl(config->root_path_cost) < p->designated_cost) ? 1 : 0;
    else if (ntohll(config->switch_id) != p->designated_switch)
        return (ntohll(config->switch_id) < p->designated_switch) ? 1 : 0;
    else if (ntohs(config->port_id) != p->designated_port)
        return (ntohs(config->port_id) < p->designated_port) ? 1 : 0;
    return 0;
}
```

2. 收到的Config优先级高的情况处理

如果收到的Config优先级高，说明该网段通过对方端口连接根节点开销更小，则进行以下操作：

- 将本端口的Config替换为收到的Config消息，本端口为非指定端口；
- 更新节点状态(①)，更新剩余端口的Config(②)；
  - ①更新结点状态
    - 遍历所有端口，满足如下条件的为根端口(root_port)
      - 该端口是非指定端口
      - 该端口的优先级要高于所有剩余非指定端口
    - 如果不存在根端口，则该节点为根节点。
    - 否则，选择通过root_port连接到根节点，更新节点状态。
    - 代码如下：

```
    // update stp state
        stp->root_port = NULL;
        for (int i = 0; i < stp->nports; i ++) {
                if (stp_port_is_designated(&stp->ports[i]))
                        continue;
                if ( stp->root_port == NULL || (stp->root_port != NULL \
                     && cmp_port_priority(&stp->ports[i], stp->root_port) > 0))
                        stp->root_port = &stp->ports[i];
```

```
        }
        if (stp->root_port == NULL) {
                // cannot find desire root port
                stp->designated_root = stp->switch_id;
                stp->root_path_cost = 0;
        } else {
                stp->designated_root = stp->root_port->designated_root;
                stp->root_path_cost = stp->root_port->designated_cost + stp->root_port->path_cost;
        }
```

- ②更新剩余端口的Config
  - 如果一个端口为非指定端口，且其网段通过本节点到根节点的开销比通过对端节点的开销小，那么该端口成为指定端口。
  - 对于所有指定端口，更新其认为的根节点和路径开销。
  - 代码如下：

```
    // update rest config
        stp_port_t * port_i;
        for (int i = 0; i < stp->nports; i ++) {
                port_i = &stp->ports[i];
                if (port_i == p) continue;
                if (stp_port_is_designated(port_i)) {
                        port_i->designated_root = stp->designated_root;
                        port_i->designated_cost = stp->root_path_cost;
                } else {
                        if (stp->root_path_cost < port_i->designated_cost) {
                                port_i->designated_switch = stp->switch_id;
                                port_i->designated_port = p->port_id;
                        }
                }
        }
```

- 如果节点由根节点变为非根节点，停止hello定时器；
  - 初始情况下均为根节点，如果某端口遇到更优的config信息，就说明它一定不是根节点，所以只要比较得出config优先级高，则停掉hello计时器。
- 将更新后的Config从每个指定端口转发出去。

3. 本端口Config优先级高的情况处理

- 如果本端口Config优先级高，说明该网段通过本端口连接根节点开销更小，该端口是指定端口，发送Config消息。

4. 完整stp_handle_config_packet函数

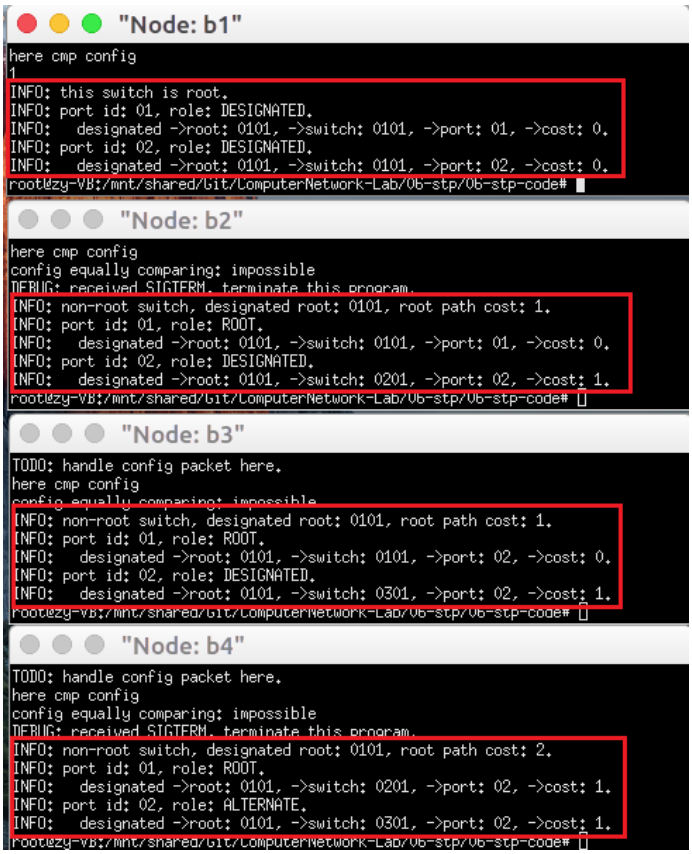
```
static void stp_handle_config_packet(stp_t *stp, stp_port_t *p, struct stp_config *config)
{
    // TODO: handle config packet here
    // fprintf(stdout, "TODO: handle config packet here.\n");

    // compare priority of configs
    if (cmp_config_priority(p, config)) {
        // replace config
        p->designated_root = ntohll(config->root_id);
        p->designated_port = ntohs(config->port_id);
        p->designated_cost = ntohl(config->root_path_cost);
        p->designated_switch = ntohll(config->switch_id);

        // update stp state
        stp->root_port = NULL;
        for (int i = 0; i < stp->nports; i ++) {
            if (stp_port_is_designated(&stp->ports[i]))
                continue;
            if ( stp->root_port == NULL || (stp->root_port != NULL \
                && cmp_port_priority(&stp->ports[i], stp->root_port) > 0))
                stp->root_port = &stp->ports[i];
        }
        if (stp->root_port == NULL) {
            // cannot find desire root port
            stp->designated_root = stp->switch_id;
            stp->root_path_cost = 0;
        } else {
            stp->designated_root = stp->root_port->designated_root;
            stp->root_path_cost = stp->root_port->designated_cost + stp->root_port->path_cost;
        }

        // update rest config
```

```
            stp_port_t * port_i;
            for (int i = 0; i < stp->nports; i ++) {
                port_i = &stp->ports[i];
                if (port_i == p) continue;
                if (stp_port_is_designated(port_i)) {
                    port_i->designated_root = stp->designated_root;
                    port_i->designated_cost = stp->root_path_cost;
                } else {
                    if (stp->root_path_cost < port_i->designated_cost) {
                        port_i->designated_switch = stp->switch_id;
                        port_i->designated_port = p->port_id;
                    }
                }
            }
            // stop hello timer
            stp_stop_timer(&stp->hello_timer);

            // send new config from designated port
            stp_send_config(stp);

        } else {
            stp_port_send_config(p);
        }
    }
```

实验结果

1. 利用四结点环路验证STP函数

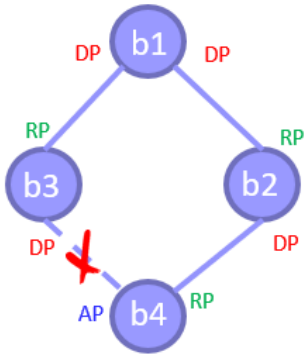
验证结果如下：




```
    # ./dump_output.sh 4
    NODE b1 dumps:
    INFO: this switch is root.
    INFO: port id: 01, role: DESIGNATED.
    INFO:       designated ->root: 0101, ->switch: 0101, ->port: 01, ->cost: 0.
    INFO: port id: 02, role: DESIGNATED.
    INFO:       designated ->root: 0101, ->switch: 0101, ->port: 02, ->cost: 0.

    NODE b2 dumps:
    INFO: non-root switch, designated root: 0101, root path cost: 1.
    INFO: port id: 01, role: ROOT.
    INFO:       designated ->root: 0101, ->switch: 0101, ->port: 01, ->cost: 0.
```

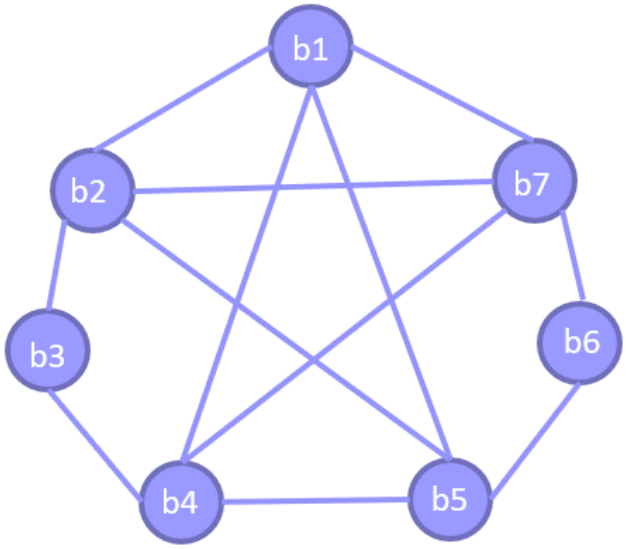
```
INFO: port id: 02, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 02, ->cost: 1.

NODE b3 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 1.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 02, ->cost: 0.
INFO: port id: 02, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0301, ->port: 02, ->cost: 1.

NODE b4 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 2.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 02, ->cost: 1.
INFO: port id: 02, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0301, ->port: 02, ->cost: 1.
```

得到课件中的网络结构：

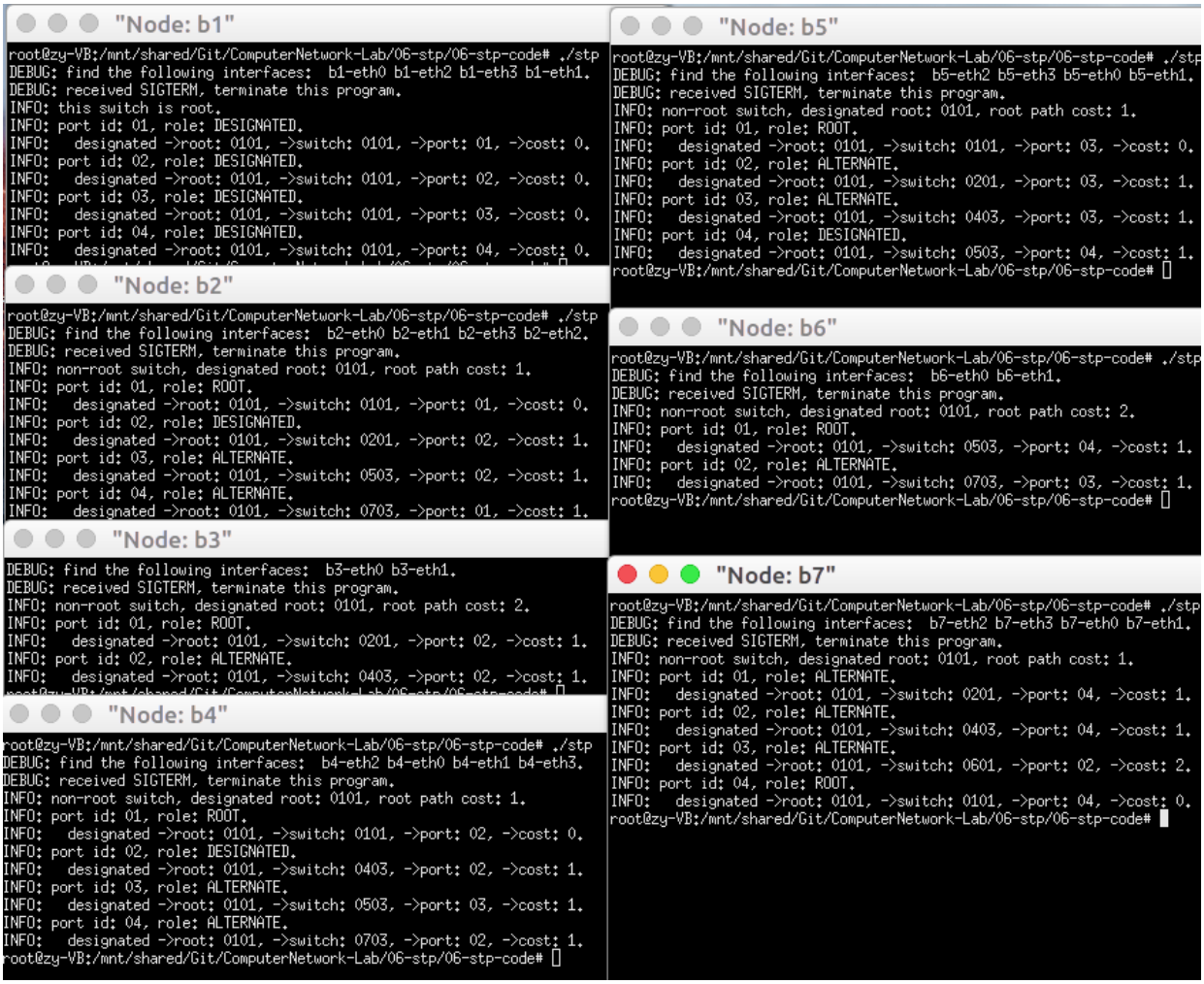


2. 构造七结点网络拓扑验证STP函数

构造的七结点拓扑结构如下图(代码见`seven_node_topo.py`文件)：



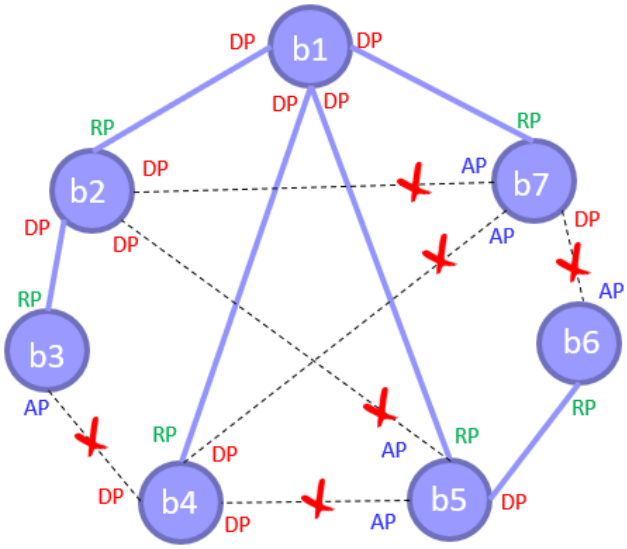
运行生成树函数的结果：




```
# ./dump_output.sh 7
NODE b1 dumps:
INFO: this switch is root.
INFO: port id: 01, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 01, ->cost: 0.
INFO: port id: 02, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 02, ->cost: 0.
INFO: port id: 03, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 03, ->cost: 0.
INFO: port id: 04, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 04, ->cost: 0.

NODE b2 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 1.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 01, ->cost: 0.
INFO: port id: 02, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 02, ->cost: 1.
INFO: port id: 03, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 03, ->cost: 1.
INFO: port id: 04, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 04, ->cost: 1.

NODE b3 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 2.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 02, ->cost: 1.
INFO: port id: 02, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 02, ->cost: 1.

NODE b4 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 1.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 02, ->cost: 0.
INFO: port id: 02, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 02, ->cost: 1.
INFO: port id: 03, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 03, ->cost: 1.
```

```
INFO: port id: 04, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 04, ->cost: 1.

NODE b5 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 1.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 03, ->cost: 0.
INFO: port id: 02, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 03, ->cost: 1.
INFO: port id: 03, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 03, ->cost: 1.
INFO: port id: 04, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0503, ->port: 04, ->cost: 1.

NODE b6 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 2.
INFO: port id: 01, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0503, ->port: 04, ->cost: 1.
INFO: port id: 02, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0703, ->port: 03, ->cost: 1.

NODE b7 dumps:
INFO: non-root switch, designated root: 0101, root path cost: 1.
INFO: port id: 01, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0201, ->port: 04, ->cost: 1.
INFO: port id: 02, role: ALTERNATE.
INFO:       designated ->root: 0101, ->switch: 0403, ->port: 04, ->cost: 1.
INFO: port id: 03, role: DESIGNATED.
INFO:       designated ->root: 0101, ->switch: 0703, ->port: 03, ->cost: 1.
INFO: port id: 04, role: ROOT.
INFO:       designated ->root: 0101, ->switch: 0101, ->port: 04, ->cost: 0.
```

所构造的开销最小的树状拓扑如下：



结果分析

根据上图的检验，可见生成的网络结构为树状，且没有冗余环路，结果正确。
生成树算法确实可以从逻辑上避免环路，避免广播风暴。