



Softwarized And Virtualized Mobile Networks

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On Demand SDN Slices

Scope:

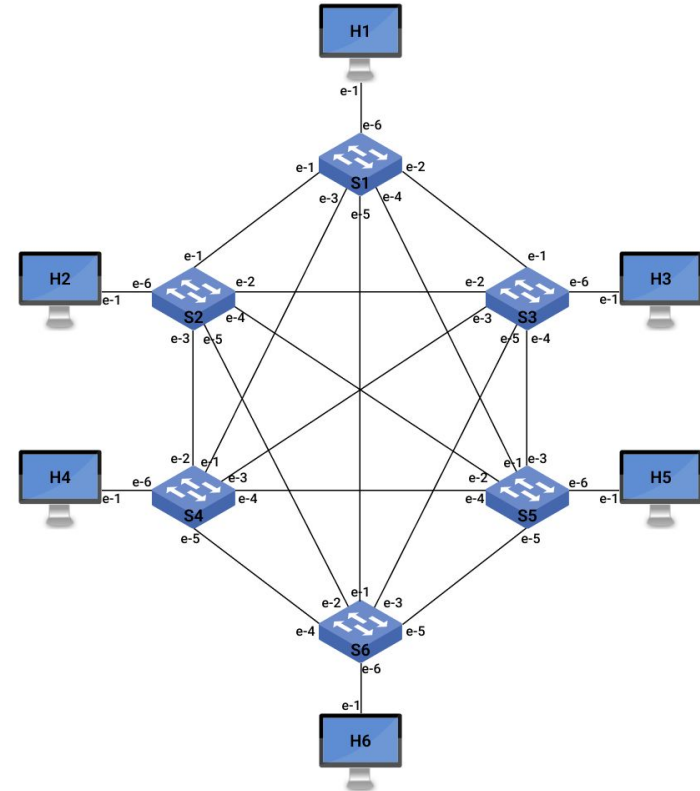
- Implement in ComNetSemu a network slicing mechanism to enable dynamic activation and deactivation of network slices

Users must be able to:

- Activate and deactivate different slices
- Create custom slices and set Quality of Service rules
- Identify the topology, flows and percentage of link capacity for each slice

Default topology

- 6 switches interconnected in a mesh topology
- Each switch is connected to its own host
- No QoS rules applied





Architecture

topology.py

- Setup the default topology and create elements
- Avoid using TCLink because of a collision with OVS QoS rules (explained after)
- Disable IPv6 for each host and switch
- Start the network and perform gratuitous ARP flooding until the STP tree is defined

```
# Generate gratuitous ARP until STP setup is complete
for h in net.hosts:
    h.cmd(f"arping -U -I {h.name}-eth0 ${hostname -I} > /dev/null 2>&1 &")
    h.cmd(f"tcpdump -c 1 'arp' and not host ${hostname -I} > /dev/null 2>&1 && sleep 1 && pkill --nslist net --ns $$ arping > /dev/null 2>&1 &")
    time.sleep(0.1)
```

gui_topology.py

Start the program and import:

- **ofctl_rest**: switch stats
- **rest_topology**: provide API for topology information
- **ws_topology**: websocket to expose topology information
- **rest_conf_switch**: access to OVSDB switches
- **rest_qos_stp**: needed for QoS with STP
- **stplib (default)**: needed for STP functionalities to prevent loops
- **controller**: main Ryu controller

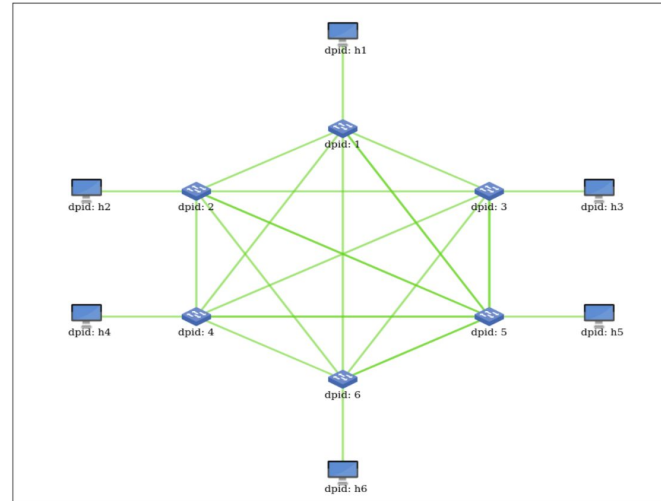
ryu_topology.js

Provide web interface:

- Topology view
- Default slices
- Create and Delete slice
- QoS view

Super Ryu Topology Viewer

Current slice: default



Menu	
Generic buttons	
Create new custom slice	Delete a slice
Slices	
default	circle
doubleV	tree
intersection	
topDown	
QoS	
Click on a switch to check the applied rules	



Controller

controller.py

Controls the topology and the slicing mechanism:

- Slice management
- Packet control
- QoS management
- STP
- API

__init__

- Setup STP
- Load template slices
- Register APIs

_packet_in_handler

- Send packet only if communication is allowed by slice configuration
- Check if destination is known, otherwise flooding
- Install flows to avoid flooding every time

restart_stp

- Recalculate STP for each bridge on slice change

parse_active_ports

- Return the active ports for each switch depending on the active slice

```
#Calculate the active ports
def parse_active_ports(self):
    active_ports = {}
    for outer_key, inner_dict in self.sliceToPort["rules"].items():
        for inner_key, value_list in inner_dict.items():
            for value in value_list:
                #Check if switch (outer_key) is already in the array
                if outer_key in active_ports and value not in active_ports[outer_key]:
                    active_ports[outer_key].append(value)
                else:
                    #if not in the array, add the switch in the array with value the port
                    active_ports[outer_key] = [value]
    return active_ports
```

_change_slice

- Remove QoS rules and queues
- Change active slice
- Setup new QoS rules, if any
- Activate and deactivate links based on slice
- Restart STP if needed



APIs

Slice management API endpoints

- **POST: /sliceCreation:** create the slice based on parameter received
- **DELETE: /sliceDeletion/{slicename}:** delete slice based on the slice name
- **GET: /slice/{slicename}:** activate slice based on the slice name
- **GET: /slices:** return the slice list
- **GET: /activeSlice:** return the active slice name

Default API endpoints

- **GET: /v1.0/topology/switches:** get list of switches
- **GET: /v1.0/topology/hosts:** get list of hosts
- **GET: /v1.0/topology/links:** get list of links
- **POST-DELETE: /qos/rules:** set or remove rules
- **POST-DELETE: /qos/queues:** set or remove queues



Slice Management

Slice template

```
"tree": {
  "rules": {
    "1": { "1": [2,3,4,5,6], "2": [1,3,4,5,6], "3": [1,2,4,5,6], "4": [1,2,3,5,6], "5": [1,2,3,4,6], "6": [1,2,3,4,5] },
    "2": { "1": [6], "2": [], "3": [], "4": [], "5": [], "6": [1] },
    "3": { "1": [6], "2": [], "3": [], "4": [], "5": [], "6": [1] },
    "4": { "1": [6], "2": [], "3": [], "4": [], "5": [], "6": [1] },
    "5": { "1": [6], "2": [], "3": [], "4": [], "5": [], "6": [1] },
    "6": { "1": [6], "2": [], "3": [], "4": [], "5": [], "6": [1] }
  },
  "qos": [
    {
      "sw_id": 1,
      "port": "s1-eth6",
      "match": [ { "dst": "10.0.0.1", "src": "10.0.0.2"}, { "dst": "10.0.0.1", "src": "10.0.0.3" } ],
      "queues": [ { "max_rate": "500000"}, { "max_rate": "600000"}, { "max_rate": "800000"} ]
    }
  ]
}
```

A slice is composed by:

- Slice name
- Rules: for each switch and its ports defines on which ports the packet may be forwarded
- QoS: defines which QoS queue should be applied to the defined switches:
 - match: defines the parameter for the QoS rules to be applied
 - queues: defined the queues matching the rules (index off by one, the 0 index queue is the default one)

Change slice

Users are able to change the active slice by using the apposite buttons.

Upon slice change the controller:

- Remove QoS rules and queues
- Change active slice
- Setup new QoS rules, if any
- Activate and deactivate links based on slice
- Restart STP if needed

Delete slice

Users are able to delete a slice by using the apposite button.

Upon slice deletion the controller:

- Remove the slice from the list
- Setup the default slice if the delete one was active

Create slice

Users are able to create a slice by using the apposite panel.

To create a slice the user must define:

- Slice name
- Active links between switches
- Optionally QoS rules for any host

Upon slice creation the controller:

- Add the slice to the list
- Setup the new slice as the active one by calling `change_slice`

Create your custom slice
Defaults for the created links: Max bandwidth = 10Mb - Max rate = 8Mb


Switch 1 configuration	Switch 2 configuration	Switch 3 configuration	Switch 4 configuration	Switch 5 configuration	Switch 6 configuration
Switch 1 ↔ Switch 2 <input type="checkbox"/>	Switch 2 ↔ Switch 1 <input type="checkbox"/>	Switch 3 ↔ Switch 1 <input type="checkbox"/>	Switch 4 ↔ Switch 1 <input type="checkbox"/>	Switch 5 ↔ Switch 1 <input type="checkbox"/>	Switch 6 ↔ Switch 1 <input type="checkbox"/>
Switch 1 ↔ Switch 3 <input type="checkbox"/>	Switch 2 ↔ Switch 3 <input type="checkbox"/>	Switch 3 ↔ Switch 2 <input type="checkbox"/>	Switch 4 ↔ Switch 2 <input type="checkbox"/>	Switch 5 ↔ Switch 2 <input type="checkbox"/>	Switch 6 ↔ Switch 2 <input type="checkbox"/>
Switch 1 ↔ Switch 4 <input type="checkbox"/>	Switch 2 ↔ Switch 4 <input type="checkbox"/>	Switch 3 ↔ Switch 4 <input type="checkbox"/>	Switch 4 ↔ Switch 3 <input type="checkbox"/>	Switch 5 ↔ Switch 3 <input type="checkbox"/>	Switch 6 ↔ Switch 3 <input type="checkbox"/>
Switch 1 ↔ Switch 5 <input type="checkbox"/>	Switch 2 ↔ Switch 5 <input type="checkbox"/>	Switch 3 ↔ Switch 5 <input type="checkbox"/>	Switch 4 ↔ Switch 5 <input type="checkbox"/>	Switch 5 ↔ Switch 4 <input type="checkbox"/>	Switch 6 ↔ Switch 4 <input type="checkbox"/>
Switch 1 ↔ Switch 6 <input type="checkbox"/>	Switch 2 ↔ Switch 6 <input type="checkbox"/>	Switch 3 ↔ Switch 6 <input type="checkbox"/>	Switch 4 ↔ Switch 6 <input type="checkbox"/>	Switch 5 ↔ Switch 6 <input type="checkbox"/>	Switch 6 ↔ Switch 5 <input type="checkbox"/>
Host QoS					
Host 1 ↔ Host 2 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 2 ↔ Host 1 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 3 ↔ Host 1 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 4 ↔ Host 1 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 5 ↔ Host 1 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 6 ↔ Host 1 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>
Host 1 ↔ Host 3 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 2 ↔ Host 3 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 3 ↔ Host 2 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 4 ↔ Host 2 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 5 ↔ Host 2 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 6 ↔ Host 2 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>
Host 1 ↔ Host 4 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 2 ↔ Host 4 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 3 ↔ Host 4 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 4 ↔ Host 3 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 5 ↔ Host 3 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 6 ↔ Host 3 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>
Host 1 ↔ Host 5 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 2 ↔ Host 5 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 3 ↔ Host 5 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 4 ↔ Host 5 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 5 ↔ Host 4 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 6 ↔ Host 4 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>
Host 1 ↔ Host 6 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 2 ↔ Host 6 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 3 ↔ Host 6 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 4 ↔ Host 6 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 5 ↔ Host 6 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>	Host 6 ↔ Host 5 <input type="text"/> Min BW <input type="button" value="v"/> <input type="text"/> Max BW <input type="button" value="v"/>



Errors and Solutions

Errors

- *Problem in the Ryu API*
 - *Restart the ryu service to reload the REST API engine (restoring the default slice)*

Status	Method	Domain	File	Initiator	Type	Transferred	Size
	GET	localhost:8080	switches	fetch		NS_BINDING_ABORT...	
304	GET	localhost:8080	/	document	html	cached	35.02 kB
200	GET	localhost:8080	d3.v3.min.js	script	js	cached	0 B
304	GET	localhost:8080	ryu.topology.js	script	js	cached	25.36 kB
	GET	localhost:8080	switches	ryu.topology.js:370 (fetch)			
200	GET	localhost:8080	slices	ryu.topology.js:426 (fetch)	json	299 B	166 B

Errors

- Problem in the Ryu API
 - *Restart the ryu service to reload the REST API engine (restoring the default slice)*
- After applying a new slice the topology show all the link
 - *Refresh it to observe the (potential) cut of links made by the STP rebuild action.*

Errors

- Problem in the Ryu API
 - Restart the ryu service
- After applying a new slice
 - Refresh it to observe the change
- BPDU thread kill failed
 - override the `hub.py` file or add a check to catch the exception on `bridge.recalculate_spanning_tree()` function call and continues the execution without interruption

```
[STP][INFO] dpid=0000000000000003: [port=1] Receive superior BPDU.  
[STP][INFO] dpid=0000000000000003: [port=6] DESIGNATED_PORT / BLOCK  
hub: uncaught exception: Traceback (most recent call last):  
  File "/usr/lib/python3/dist-packages/ryu/lib/hub.py", line 59, in _launch  
    return func(*args, **kwargs)  
  File "/usr/lib/python3/dist-packages/ryu/lib/stplib.py", line 540, in recalculate_spanning_tree  
    port.down(PORT_STATE_BLOCK, msg_init=init)  
  File "/usr/lib/python3/dist-packages/ryu/lib/stplib.py", line 803, in down  
    self._change_status(state)  
  File "/usr/lib/python3/dist-packages/ryu/lib/stplib.py", line 879, in _change_status  
    self.send_bpdu_thread.stop()  
  File "/usr/lib/python3/dist-packages/ryu/lib/stplib.py", line 1101, in stop  
    hub.joinall([self.thread])  
  File "/usr/lib/python3/dist-packages/ryu/lib/hub.py", line 102, in joinall  
    t.wait()  
AttributeError: 'NoneType' object has no attribute 'wait'
```


Errors

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 - *Restart the ryu service to reload the REST API engine (restoring the default slice)*
- After applying a new slice the topology show all the link
 - *Refresh it to observe the (potential) cut of links made by the STP rebuild action.*
- BPDU thread kill failed
 - *override the `hub.py` file or add a check to catch the exception on `bridge.recalculate_spanning_tree()` function call and continues the execution without interruption*
- Mininet TC(U)link is conflicting with OVS tc usage, so no QoS rule would have be applied:
 - *create the link without any specification of the bandwidth or loss*
 - <https://mail.openvswitch.org/pipermail/ovs-discuss/2015-November/019565.html>
 - <https://github.com/mininet/mininet/issues/243>

Errors

- Problem in the Ryu API
 - Restart the ryu service to reload the REST API engine
- After applying a new slice the topology show all the links
 - Refresh it to observe the (potential) cut of links made
- BPDU thread kill failed
 - override the `hub.py` file or add a check to catch the exception in `bridge.recalculate_spanning_tree()`
- Mininet TC(U)link is conflicting with OVS tc usage,
 - create the link without any specification of the bandwith
 - <https://mail.openvswitch.org/pipermail/ovs-discuss/2015-November/019565.html>
 - <https://github.com/mininet/mininet/issues/243>
- The standard ryu REST endpoint doesn't recognize `dl_type` LLDP leading to a `KeyError: 35020` during the call of <http://localhost:8080/qos/rules/000000000000000001>
 - Override of `ryu.app.rest_qos` with `rest_qos_stp.py` adding LLDP type

```
[
  {
    "switch_id": "000000000000000001",
    "command_result": [
      {
        "qos": [
          {
            "qos_id": 0,
            "priority": 65535,
            "dl_dst": "01:80:c2:00:00:0e",
            "dl_type": "lldp",
            "actions": []
          },
          {
            "qos_id": 0,
            "priority": 65535,
            "dl_dst": "01:80:c2:00:00:00",
            "actions": []
          }
        ]
      }
    ]
  }
]
```



Install & Run Instructions

Install

- `sudo apt install arping`
- `git clone https://github.com/nicolacarlin/networking-on-demand-slicing-project.git`

Run

Terminal 1:

- `ryu run --observe-links gui_topology.py`

Terminal 2:

- `sudo python3 topology.py`



Thank you for your attention