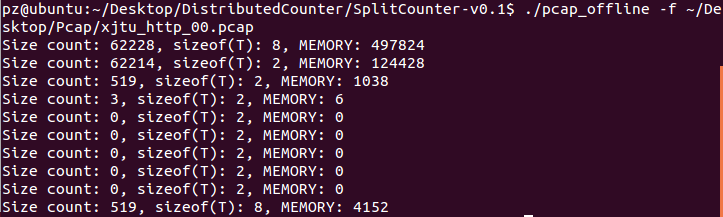
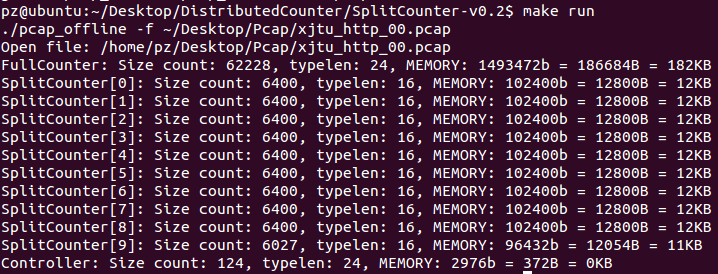
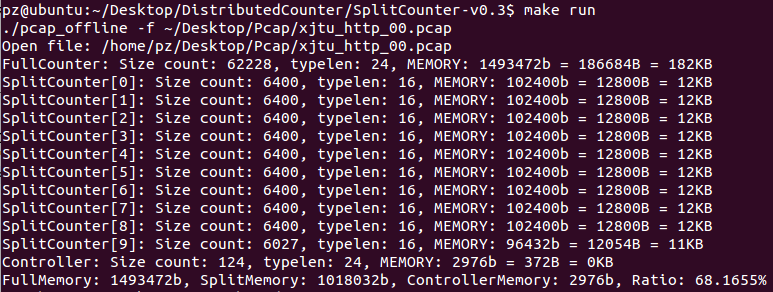
SplitCounter-v0.1

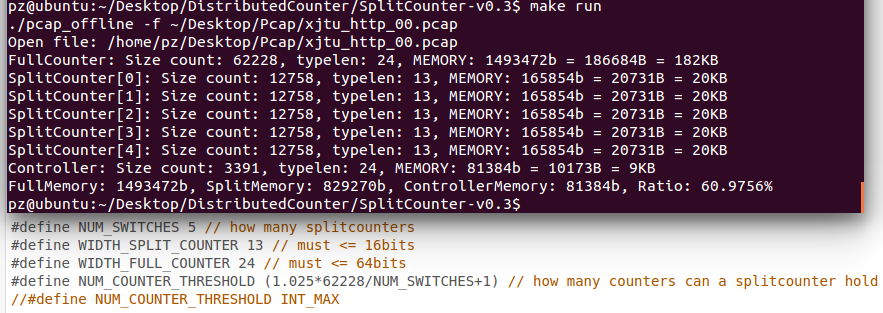


SplitCounter-v0.2

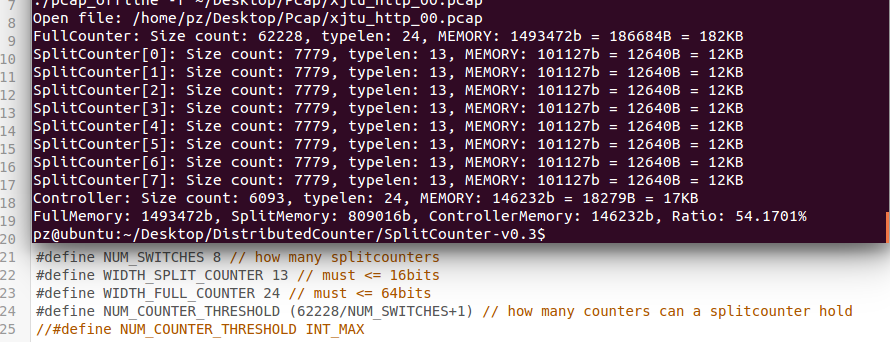


SplitCounter-v0.3





不算controller比例更少为50%多，算controller为60%多。

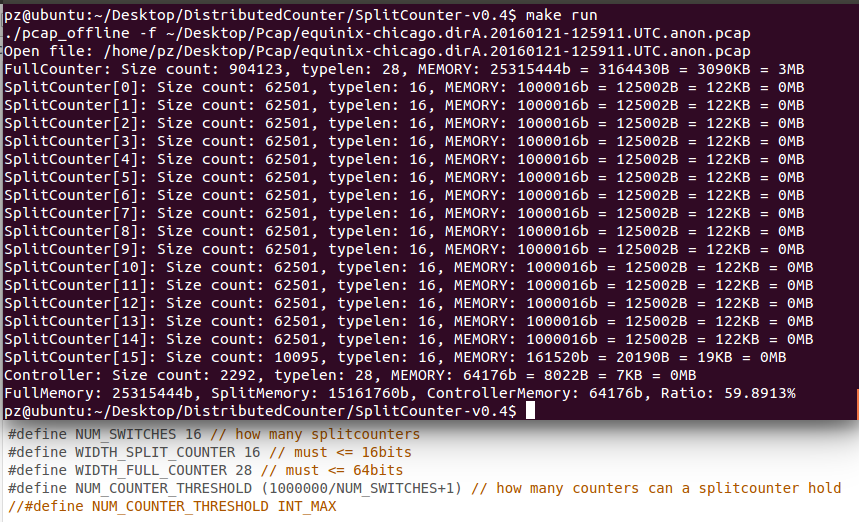


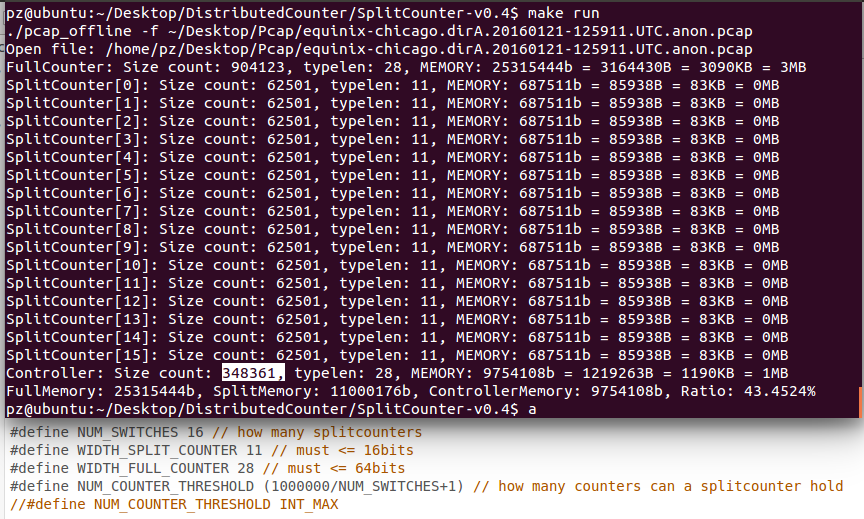
结论：SplitCounter宽度不能小于等于10，否则爆炸。13比较合适。

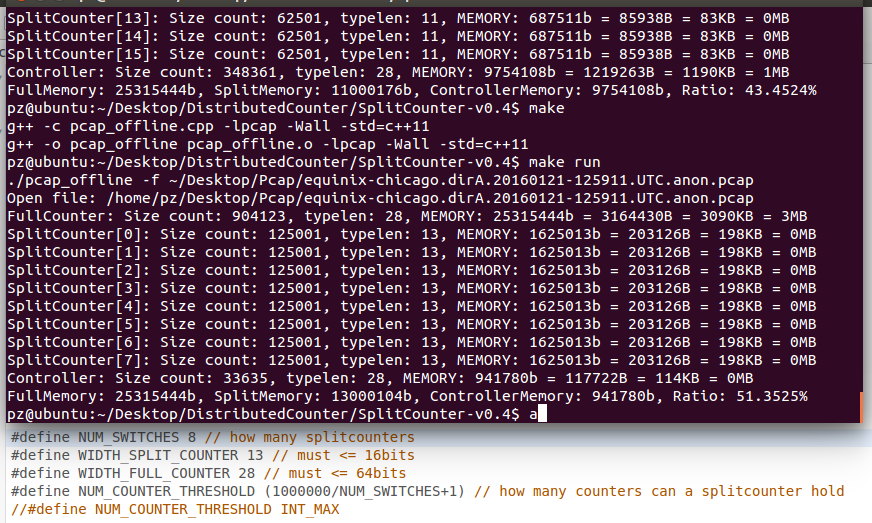
SplitCounter-v0.4

采用CAIDA的PCAP数据，由于是rawIP数据，所以进行了更改，去掉了ethernet包头解析。

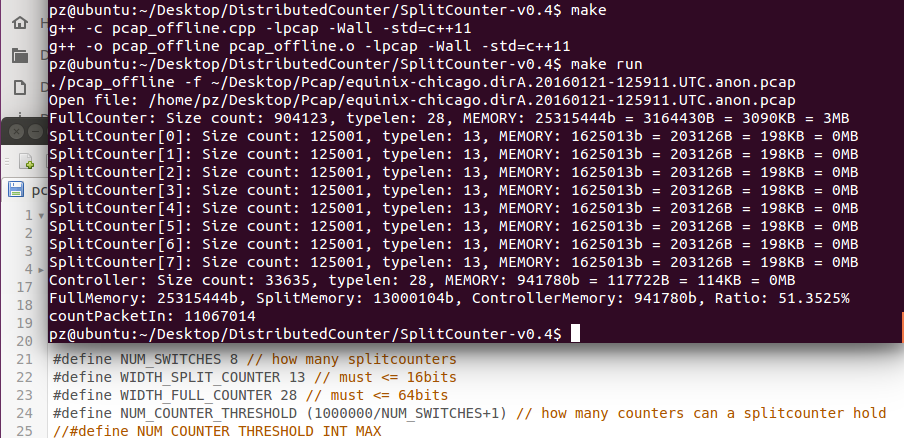
这个数据90万条流（五元组），最大流字节数需要2^28，即28位fullcounter。

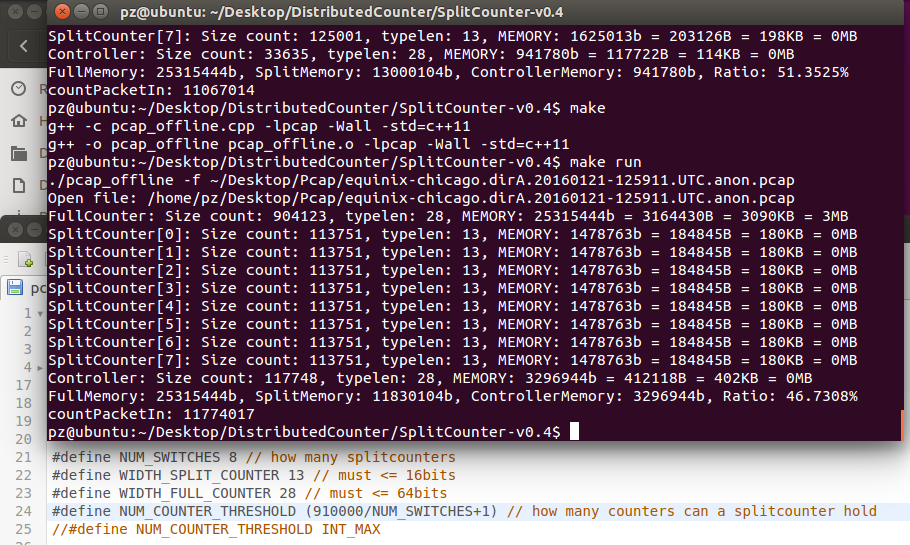


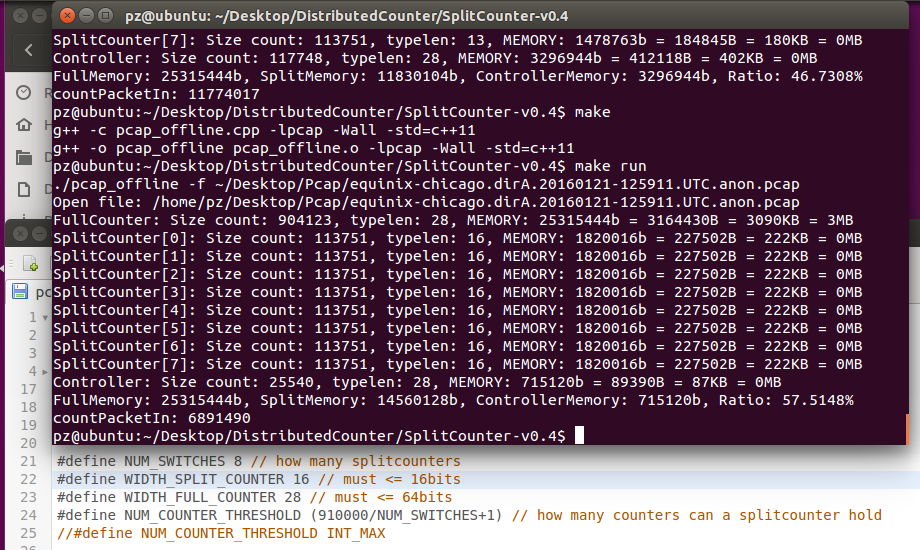


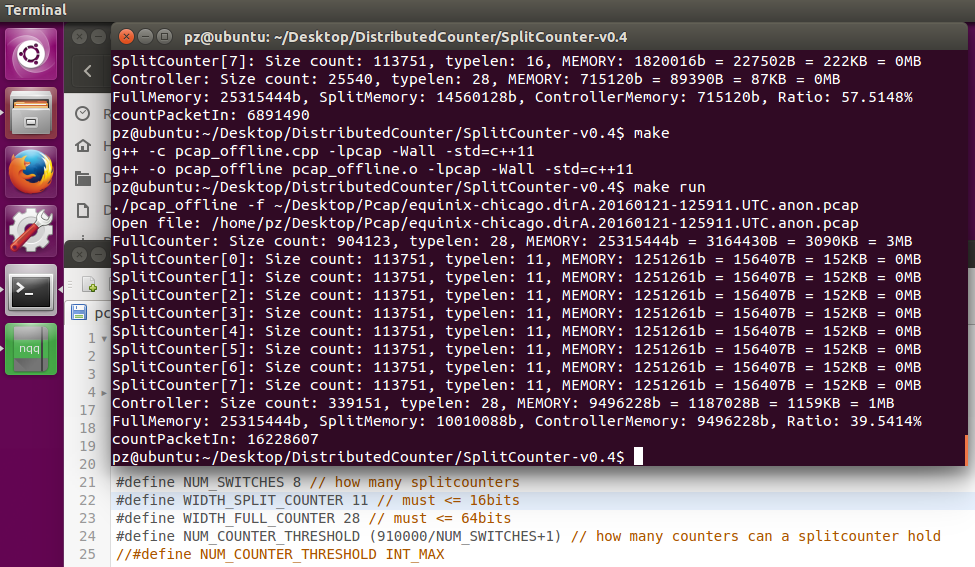


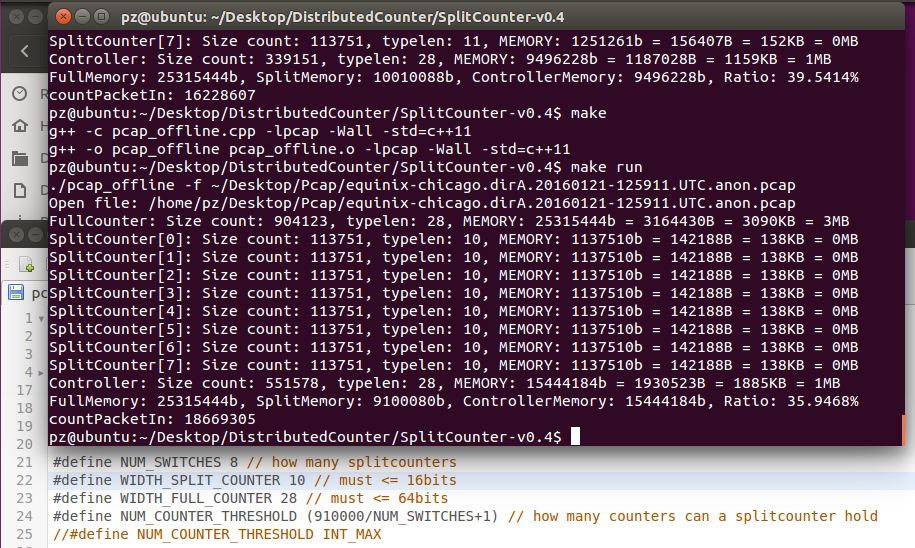
加入Controller的countPacketIn计算开销之后：

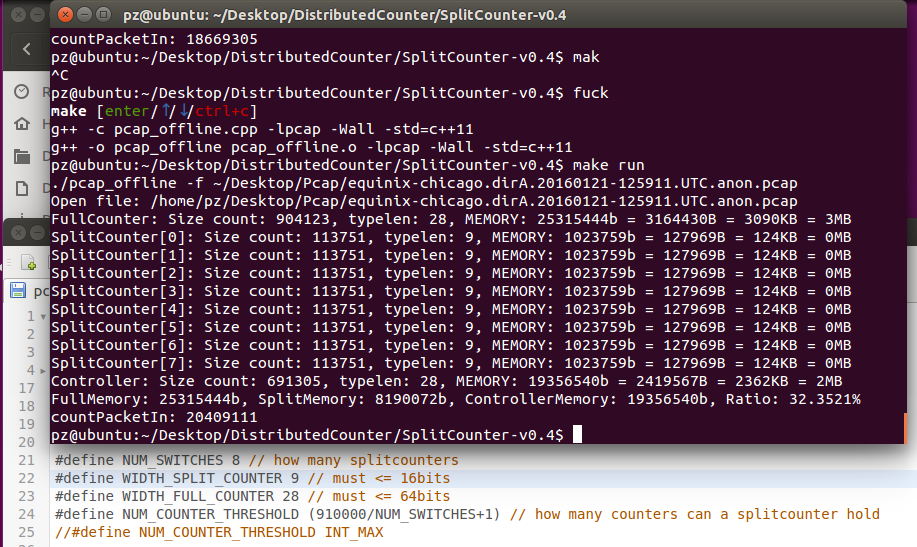


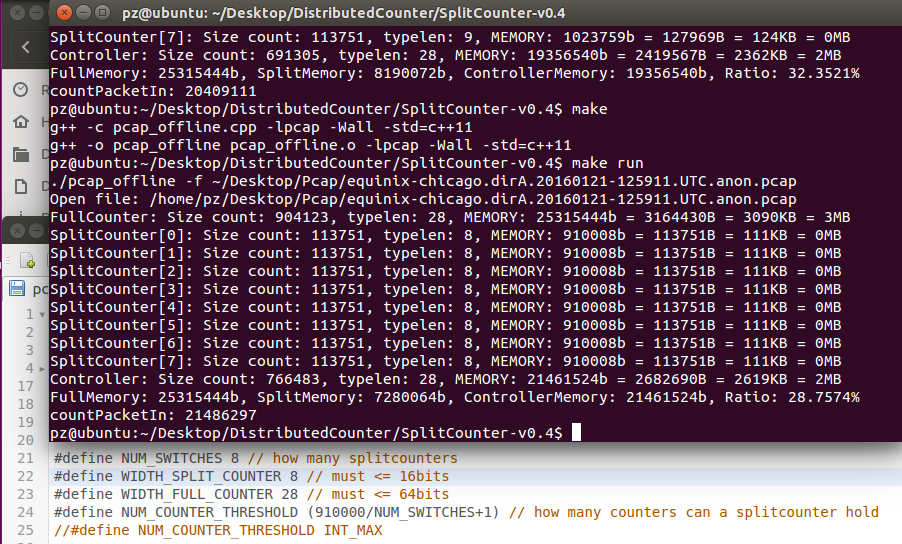


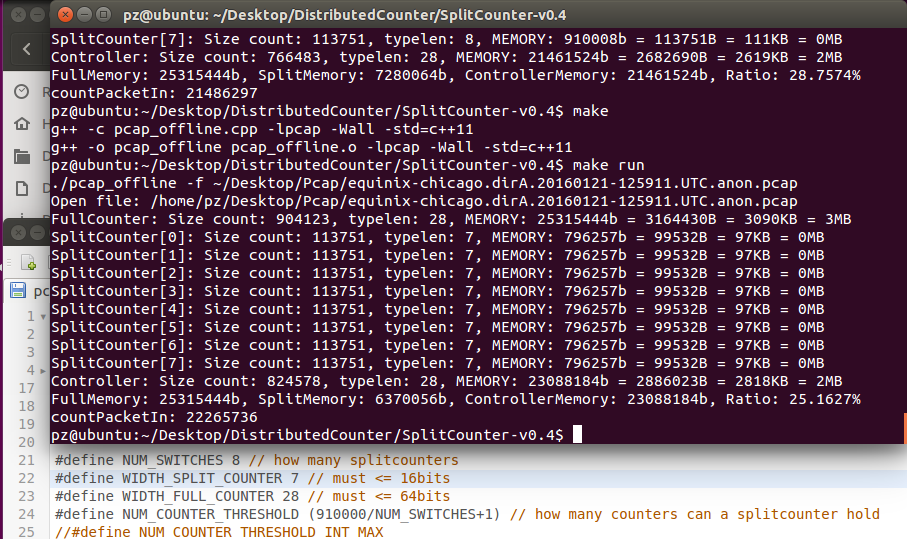


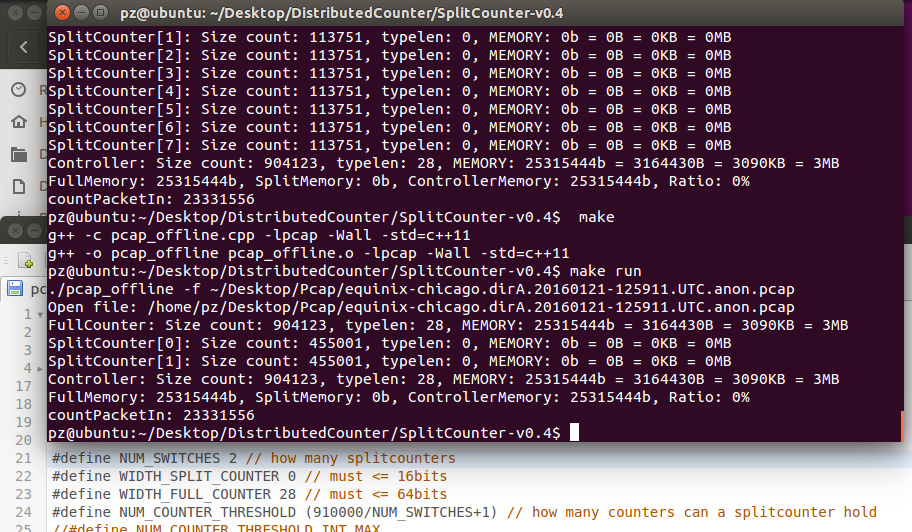


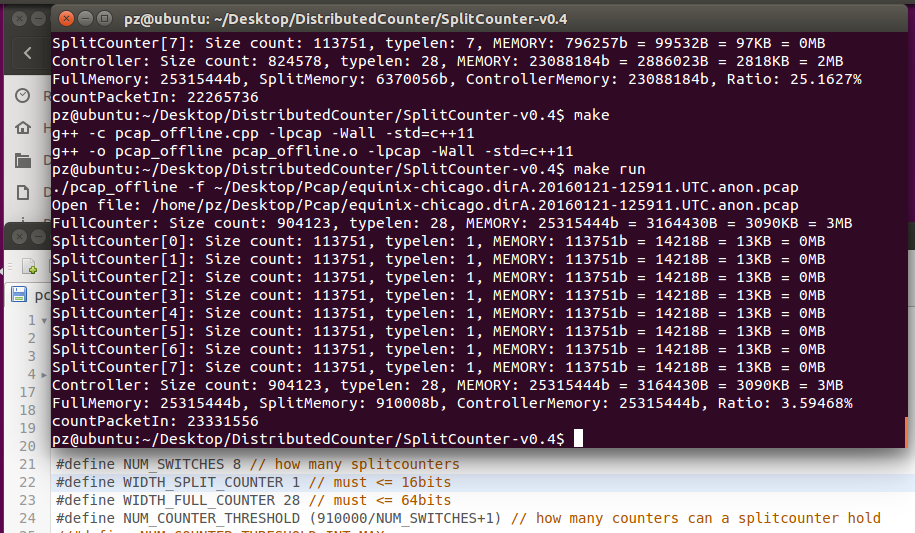


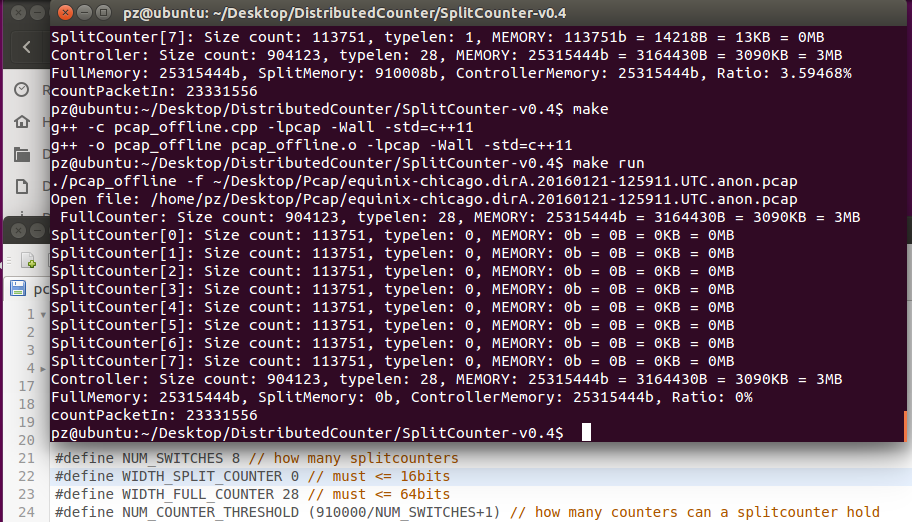


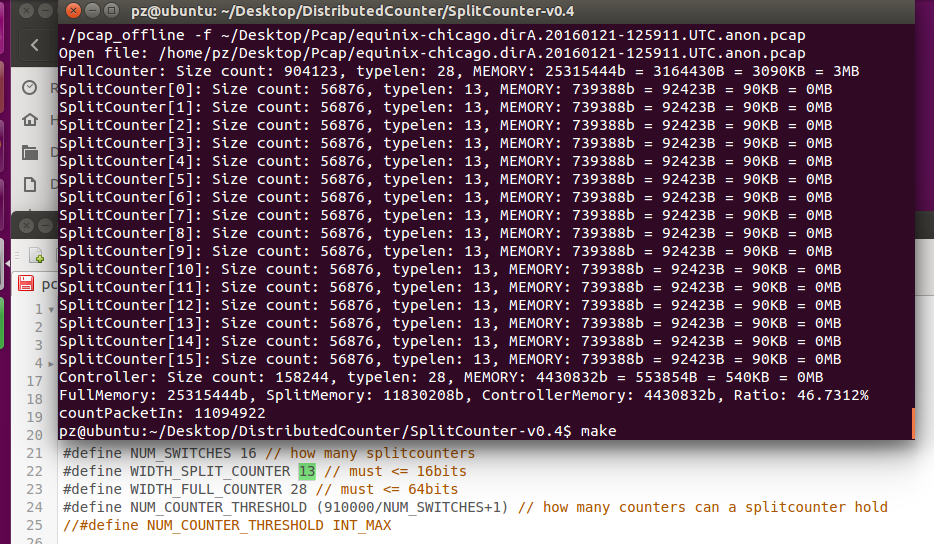


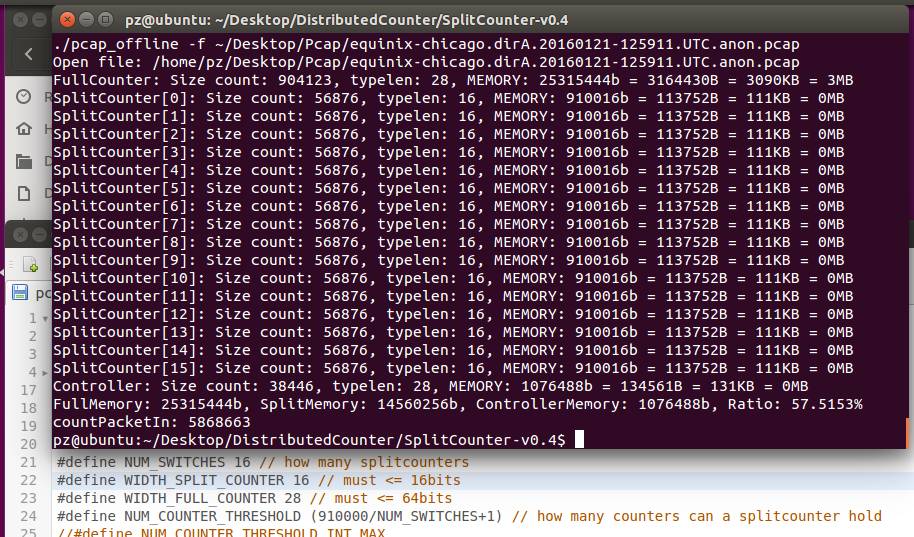






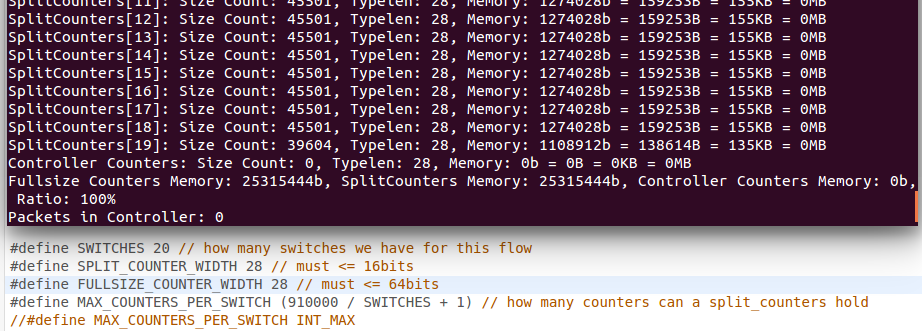


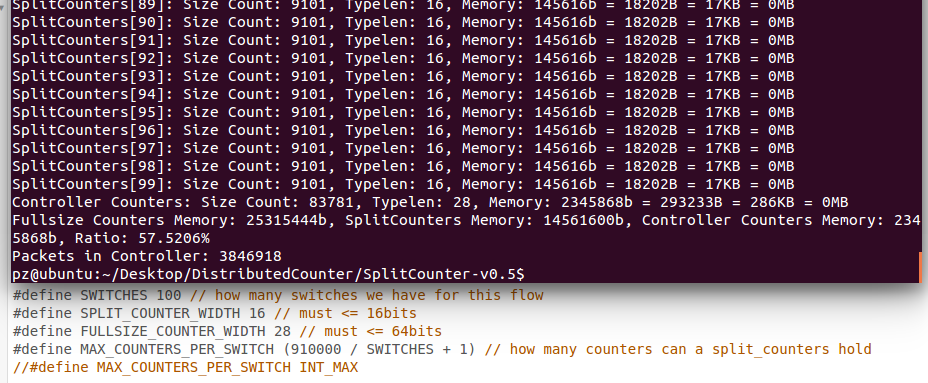




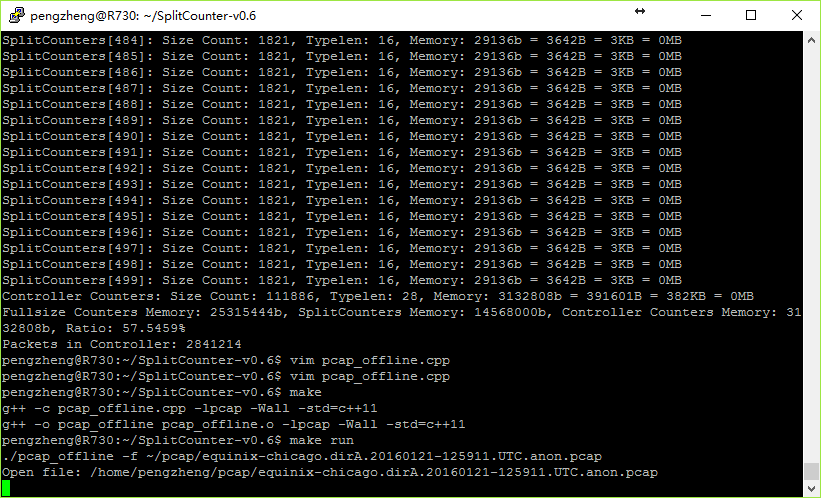
SplitCounter-v0.5

此版本只测试CAIDA流量，由于是RAW IP流量，因此将所有IP的判断全部去掉。改进了部分逻辑。



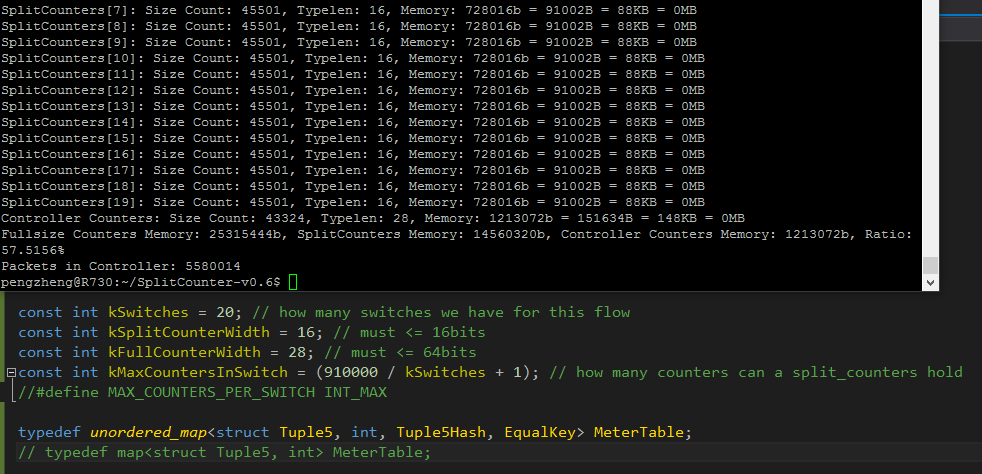


换服务器

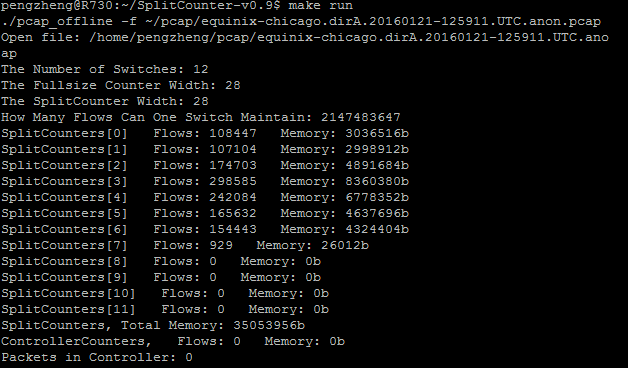


SplitCounter-v0.6

将map改为unordered\_map以提高性能。

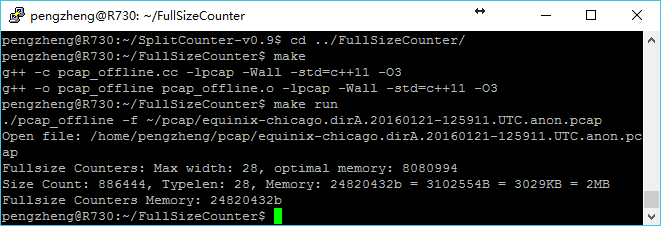


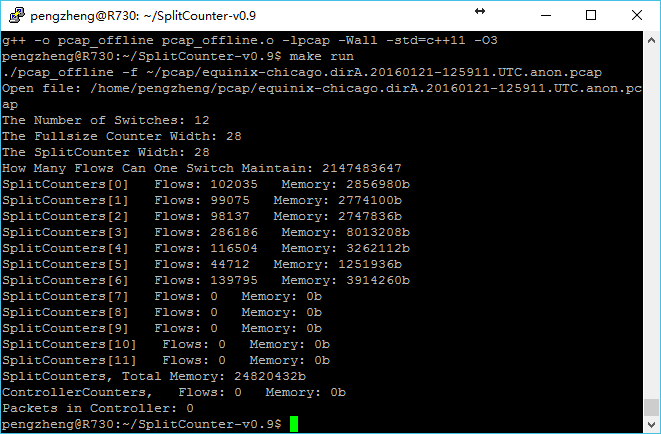
SplitCounter-v0.9



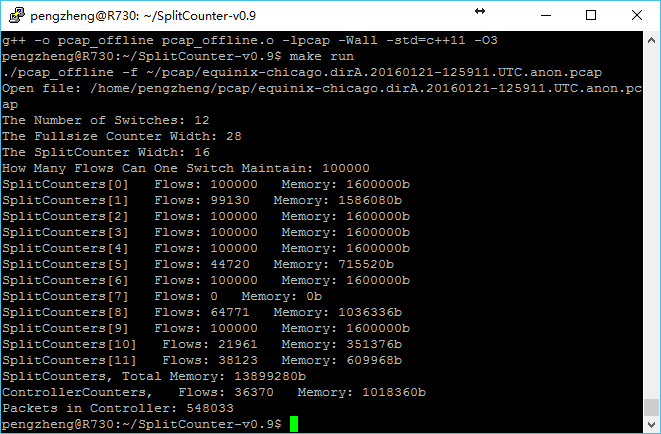
总流数1251927条，与Fullsize测的结果不一样。。。。

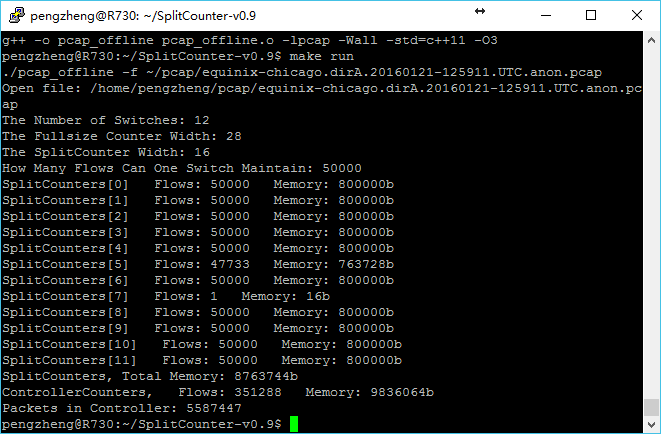
将非TCP/UDP的剔除掉。Fullsize如下：

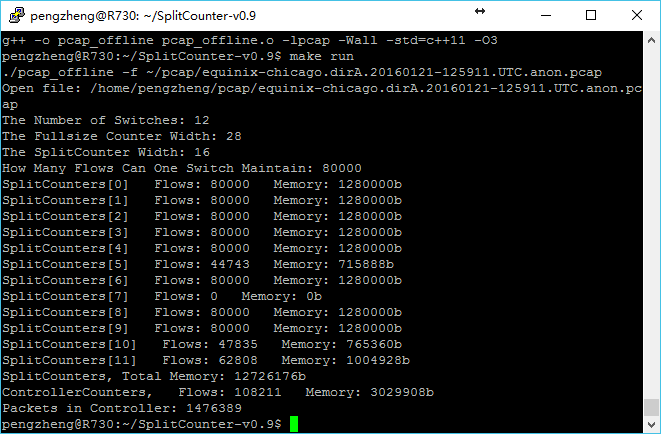




这样都是886444个流，吻合了。







v1

