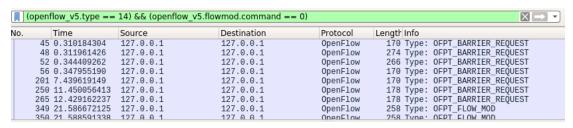
Part1.

1. 總共有 10 個 packets,但實際檢查 header 種類就只有 6 種。



2.

* First header

```
Match
     Type: OFPMT_OXM (1)
     Length: 10
   ▼ 0XM field
        Class: OFPXMC_OPENFLOW_BASIC (0x8000)
        0000 101. = Field: OFPXMT OFB ETH TYPE (5)
        .... - ...0 = Has mask: False
        Length: 2
        Value: 802.1 Link Layer Discovery Protocol (LLDP) (0x88cc)
     Pad: 000000000000
Action
     Type: OFPAT_OUTPUT (0)
     Length: 16
     Port: OFPP_CONTROLLER (4294967293)
     Max length: OFPCML_NO_BUFFER (65535)
     Pad: 0000000000000
```

* Second header

```
Match
     Type: OFPMT_OXM (1)
     Length: 10
  ▼ 0XM field
        Class: OFPXMC_OPENFLOW_BASIC (0x8000)
        0000 101. = Field: OFPXMT_OFB_ETH_TYPE (5)
        .... ...0 = Has mask: False
        Length: 2
        Value: ARP (0x0806)
     Pad: 000000000000
Action
     Type: OFPAT OUTPUT (0)
     Length: 16
     Port: OFPP_CONTROLLER (4294967293)
     Max length: OFPCML_NO_BUFFER (65535)
     Pad: 0000000000000
```

* Third header

```
▼ Match
      Type: OFPMT_OXM (1)
      Length: 10
    ▼ OXM field
         Class: OFPXMC_OPENFLOW_BASIC (0x8000)
         0000 101. = Field: OFPXMT_OFB_ETH_TYPE (5)
         .... ...0 = Has mask: False
         Length: 2
         Value: Unknown (0x8942)
      Pad: 000000000000
  ▼ Action
       Type: OFPAT_OUTPUT (0)
       Length: 16
       Port: OFPP_CONTROLLER (4294967293)
       Max length: OFPCML_NO_BUFFER (65535)
       Pad: 0000000000000
* Fourth header
Match
      Type: OFPMT_OXM (1)
      Length: 10
   ▼ OXM field
        Class: OFPXMC_OPENFLOW_BASIC (0x8000)
        0000 101. = Field: OFPXMT OFB ETH TYPE (5)
         .... - ...0 = Has mask: False
        Length: 2
        Value: IPv4 (0x0800)
      Pad: 000000000000
 Action
      Type: OFPAT_OUTPUT (0)
      Length: 16
      Port: OFPP_CONTROLLER (4294967293)
      Max length: OFPCML_NO_BUFFER (65535)
      Pad: 0000000000000
* Fifth header
Match
```

```
Type: OFPMT_OXM (1)
  Length: 32
▼ 0XM field
     Class: OFPXMC OPENFLOW BASIC (0x8000)
     0000 000. = Field: OFPXMT_OFB_IN_PORT (0)
     .... ...0 = Has mask: False
     Length: 4
     Value: 2
▼ 0XM field
     Class: OFPXMC_OPENFLOW_BASIC (0x8000)
     0000 011. = Field: OFPXMT OFB ETH DST (3)
     .... ...0 = Has mask: False
     Length: 6
     Value: 46:39:f1:28:40:c1 (46:39:f1:28:40:c1)
▼ 0XM field
     Class: OFPXMC_OPENFLOW_BASIC (0x8000)
     0000 100. = Field: OFPXMT_OFB_ETH_SRC (4)
     .... ...0 = Has mask: False
     Length: 6
     Value: f2:40:d2:e0:2b:de (f2:40:d2:e0:2b:de)
```

Action

Type: OFPAT_OUTPUT (0)

Length: 16 Port: 1

Max length: 0 Pad: 0000000000000

* Sixth header

```
Match
      Type: OFPMT_OXM (1)
      Length: 32
   ▼ 0XM field
         Class: OFPXMC_OPENFLOW_BASIC (0x8000)
0000 000. = Field: OFPXMT_OFB_IN_PORT (0)
.....0 = Has mask: False
Length: 4
          Value: 1
   ▼ 0XM field
          Class: OFPXMC_OPENFLOW_BASIC (0x8000)
          0000 011. = Field: OFPXMT_OFB_ETH_DST (3)
                ...0 = Has mask: False
          Value: f2:40:d2:e0:2b:de (f2:40:d2:e0:2b:de)
   ▼ 0XM field
          Class: OFPXMC_OPENFLOW_BASIC (0x8000)
          0000 100. = Field: OFPXMT_OFB_ETH_SRC (4)
         .... ...0 = Has mask: False
Length: 6
Value: 46:39:f1:28:40:c1 (46:39:f1:28:40:c1)
```

Action

Type: OFPAT_OUTPUT (0)

Length: 16 Port: 2

Max length: 0 Pad: 0000000000000

3. App Name 為 "*fwd"的 flow rule,timeout 皆為 10,App name

為 "*core"的 flow rule,timeout 皆為 0。



Flow ID: 0x2800000edde621

State: Added Bytes: 392 Packets: 4 Duration: 5 Flow Priority: 10 Table Name: 0 App Name: *fwd **App ID:** 40 Group ID: 0x0 Idle Timeout: 10 Hard Timeout: 0

Permanent: false



State: Added

Flow ID: 0x280000f43a48ff

Bytes: 392 Packets: 4 **Duration: 17** Flow Priority: 10 Table Name: 0 App Name: *fwd **App ID**: 40 Group ID: 0x0

Idle Timeout: 10 Hard Timeout: 0 Permanent: false



Flow ID: 0x100007a585b6f

State: Added
Bytes: 0
Packets: 0
Duration: 2,115
Flow Priority: 40000
Table Name: 0
App Name: *core
App ID: 1
Group ID: 0x0
Idle Timeout: 0
Hard Timeout: 0

3 0x10000ea6f4b8e

Permanent: true

Flow ID: 0x10000ea6f4b8e

 State:
 Added

 Bytes:
 588

 Packets:
 14

 Duration:
 2,160

 Flow Priority:
 40000

 Table Name:
 0

 App Name:
 *core

 App ID:
 1

 Group ID:
 0x0

 Idle Timeout:
 0

 Hard Timeout:
 0

 Permanent:
 true

0x100009465555a

Flow ID: 0x100009465555a

State: Added
Bytes: 0
Packets: 0
Duration: 2,140
Flow Priority: 40000
Table Name: 0
App Name: *core
App ID: 1
Group ID: 0x0
Idle Timeout: 0
Permanent: true

0x10000021b41dc

State: Added

Flow ID: 0x10000021b41dc

Bytes: 1,372
Packets: 14
Duration: 2,170
Flow Priority: 5
Table Name: 0
App Name: *core
App ID: 1
Group ID: 0x0
Idle Timeout: 0
Hard Timeout: 0

Permanent: true

Part2.

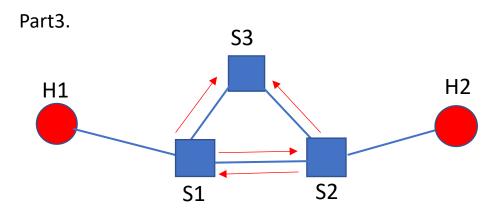
o@root > apps -a -s 6 org.onosproject.optical-model Optical Network Model 2.2.0 8 org.onosproject.drivers 2.2.0 Default Drivers 15 org.onosproject.hostprovider 2.2.0 Host Location Provider 17 org.onosproject.openflow-base 2.2.0 OpenFlow Base Provider LLDP Link Provider 90 org.onosproject.lldpprovider 2.2.0 * 105 org.onosproject.openflow 2.2.0 OpenFlow Provider Suite 155 org.onosproject.gui2 2.2.0 ONOS GUI2

在 deactivate "org.onosproject.fwd"下,執行和下圖差不多的那 4 條指令,以制訂不同的 4 種 flow rule,才可以互傳 ARP 和 IPV4 Packets。

demo@SDN-NFV:~/Lab2\$ curl -u onos:rocks -X POST -H Content-Typ
e:application/json -d @flows_s1-1_310551096.json http://localh
ost:8181/onos/v1/flows/of:000000000000001

Curl 完後,執行下圖兩個指令,可以成功達到 ping 的效果。

```
mininet> h1 arping h2
ARPING 10.0.0.2 from 10.0.0.1 h1-eth0
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
                                                                  0.627ms
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
                                                                  0.532ms
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
                                                                  0.529ms
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
                                                                  0.542ms
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
Unicast reply from 10.0.0.2 [FA:AF:38:52:EF:90]
                                                                  0.530ms
                                                                  0.528ms
^CSent 6 probes (1 broadcast(s))
Received 6 response(s)
mininet> h1 ping h2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
64 bytes from 10.0.0.2: icmp_seq=1 ttl=64 time=0.167 ms
64 bytes from 10.0.0.2: icmp_seq=2 ttl=64 time=0.025 ms
64 bytes from 10.0.0.2: icmp_seq=3 ttl=64 time=0.027 ms
64 bytes from 10.0.0.2: icmp_seq=4 ttl=64 time=0.051 ms
64 bytes from 10.0.0.2: icmp_seq=5 ttl=64 time=0.030 ms
64 bytes from 10.0.0.2: icmp_seq=6 ttl=64 time=0.031 ms
64 bytes from 10.0.0.2: icmp_seq=7 ttl=64 time=0.025 ms
--- 10.0.0.2 ping statistics ---
7 packets transmitted, 7 received, 0% packet loss, time 6145ms
rtt min/avg/max/mdev = 0.025/0.050/0.167/0.049 ms
```

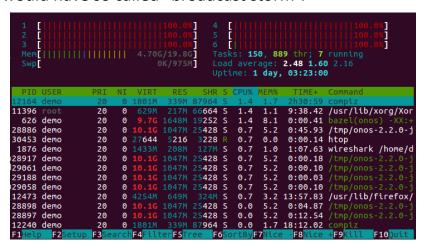


 Create a topology like the above, and create the flow rule for each 3 switches.

 Send ARP packets from h1 to h2. Since my flow rule from S2 would not output the packet to h2(port1), so there won't have any result after I type this command.

```
mininet> h1 arping h2
ARPING 10.0.0.2 from 10.0.0.1 h1-eth0
```

However, the packets are actually looping between the 3 switches.
 Therefore, the CPU utilization will be all 100%. In that way, there would have so called "broadcast storm".



Part4.

- Host 1 sends an ARP request to the switch first (in data plane)
- The switch receives the ARP request, and forwards it to the controller (between control and data plane)
- The controller receives the ARP request, and check its ARP table to find host 2's MAC address (in control plane)
- After finding the MAC address of host 2, the controller sends the ARP reply back to the switch (between control plane and data plane)
- The switch receives the ARP reply, and forward it back to the host 1 (in data plane)
- After receiving the ARP reply, host 1 would know the MAC address of host 2. Then, host1 sends an ICMP request to the switch (in data plane)
- The switch receives the ICMP request, and checks its MAC address with the forwarding table (in data plane)
- Finally, the switch sends the ICMP request to the destination, according to the MAC address => host 2 (in data plane)

What I've learned or solved

- The use of wireshark
- How to distinguish the different openflow header
- The difference between "arping" and "ping".
- Use the json to construct the flow rule.
- Basic operation of "curl" command.
- The definition of "Broadcast Strom"