

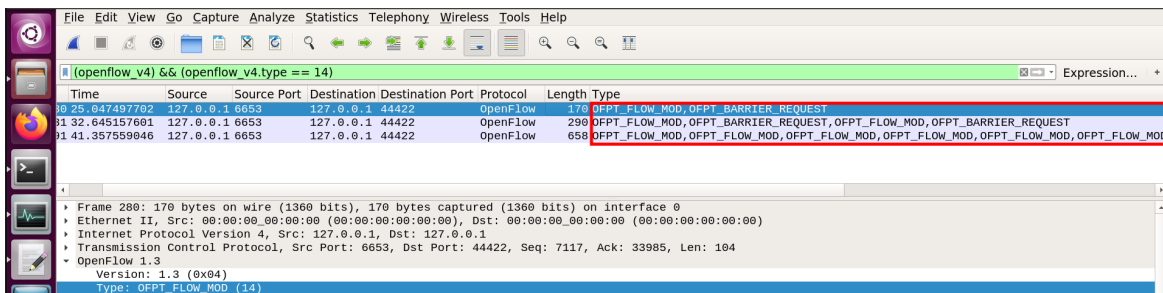
Lab 2 - OpenFlow + Flow Rule

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Part 1: Answer Questions

1. How many OpenFlow headers of type “OFPT_FLOW_MOD” are there among all the packets?

- 9 個，如圖所示。



- 由於每個封包可能有多個 OFPT_FLOW_MOD header，一個一個將封包點開來很容易算錯。於是將 openflow 的 type 作為一個欄位一次全部顯示出來，再做統計。
- OFPT_FLOW_MOD 的 type id 可在 Openflow Spec 當中查到，如圖所示。



2. Flow Rules

a. What are the matching fields and the corresponding actions in each of “OFPT_FLOW_MOD” messages?

- 1st message
 - matching fields
 - OFPXMT_OFB_ETH_TYPE
 - actions
 - OFPIT_CLEAR_ACTIONS
 - OFPIT_APPLY_ACTIONS

- 2nd message
 - matching fields
 - OFPXMT_OFB_IN_PORT
 - OFPXMT_OFB_ETH_DST
 - OFPXMT_OFB_ETH_SRC
 - actions
 - OFPIT_APPLY_ACTIONS
- 3rd message
 - matching fields
 - OFPXMT_OFB_IN_PORT
 - OFPXMT_OFB_ETH_DST
 - OFPXMT_OFB_ETH_SRC
 - actions
 - OFPIT_APPLY_ACTIONS
- 4th message
 - matching fields
 - OFPXMT_OFB_ETH_TYPE
 - actions
 - OFPIT_CLEAR_ACTIONS
 - OFPIT_APPLY_ACTIONS
- 5th message
 - matching fields
 - OFPXMT_OFB_ETH_TYPE
 - actions
 - OFPIT_CLEAR_ACTIONS
 - OFPIT_APPLY_ACTIONS
- 6th message
 - matching fields
 - OFPXMT_OFB_ETH_TYPE
 - actions
 - OFPIT_CLEAR_ACTIONS
 - OFPIT_APPLY_ACTIONS
- 7th message
 - matching fields
 - OFPXMT_OFB_ETH_TYPE
 - actions
 - OFPIT_CLEAR_ACTIONS
 - OFPIT_APPLY_ACTIONS
- 8th message
 - matching fields
 - OFPXMT_OFB_IN_PORT
 - OFPXMT_OFB_ETH_DST
 - OFPXMT_OFB_ETH_SRC
 - actions

- OFPIT_APPLY_ACTIONS
- 9th message
 - matching fields
 - OFPXMT_OFB_IN_PORT
 - OFPXMT_OFB_ETH_DST
 - OFPXMT_OFB_ETH_SRC
 - actions
 - OFPIT_APPLY_ACTIONS

b. What are the values of the priority fields of all “OFPT_FLOW_MOD” messages?

- 按照時間順序，priority 分別是 5, 10, 10, 40000, 40000, 5, 40000, 10, 10，如圖所示。

No.	Time	Source	Source Port	Destination	Destination Port	Protocol	Length	Priority	Info
288	25.047497702	127.0.0.1	6653	127.0.0.1	44422	OpenFlow	170	5	Type: OFPT_BARRIER_REQUEST
331	32.645157681	127.0.0.1	6653	127.0.0.1	44422	OpenFlow	298	10, 10	Type: OFPT_BARRIER_REQUEST
391	41.357559046	127.0.0.1	6653	127.0.0.1	44422	OpenFlow	658	40000, 40000, 5, 40000, 10, 10	Type: OFPT_FLOW_MOD

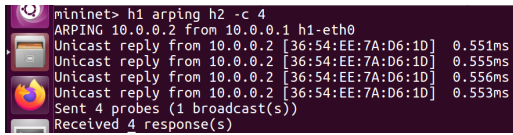
Part 2: Install Flow Rules

ARP:

- Flow Rule

```
{
  "priority": 50000,
  "timeout": 0,
  "isPermanent": true,
  "deviceId": "of:000000000000000001",
  "treatment": {
    "instructions": [
      {
        "type": "OUTPUT",
        "port": "ALL"
      }
    ]
  },
  "selector": {
    "criteria": [
      {
        "type": "ETH_TYPE",
        "ethType": "0x0806"
      }
    ]
  }
}
```

- Verify



```
mininet> h1 arping h2 -c 4
ARPING 10.0.0.2 from 10.0.0.1 h1-eth0
Unicast reply from 10.0.0.2 [36:54:EE:7A:D6:1D] 0.551ms
Unicast reply from 10.0.0.2 [36:54:EE:7A:D6:1D] 0.555ms
Unicast reply from 10.0.0.2 [36:54:EE:7A:D6:1D] 0.556ms
Unicast reply from 10.0.0.2 [36:54:EE:7A:D6:1D] 0.553ms
Sent 4 probes (1 broadcast(s))
Received 4 response(s)
```

- ARP 的 ETH_TYPE (0x0806) 可由以下網址查出。

<https://zh.wikipedia.org/wiki/以太类型>

(<https://zh.wikipedia.org/wiki/%E4%BB%A5%E5%A4%AA%E7%B1%BB%E5%9E%8B>).

IPv4:

- Flow Rules

```
{
  "priority": 50000,
  "timeout": 0,
  "isPermanent": true,
  "deviceId": "of:0000000000000001",
  "treatment": {
    "instructions": [
      {
        "type": "OUTPUT",
        "port": "2"
      }
    ]
  },
  "selector": {
    "criteria": [
      {
        "type": "ETH_TYPE",
        "ethType": "0x0800"
      },
      {
        "type": "IPV4_DST",
        "ip": "10.0.0.2/32"
      }
    ]
  }
}
```

```
{
  "priority": 50000,
  "timeout": 0,
  "isPermanent": true,
  "deviceId": "of:0000000000000001",
  "treatment": {
    "instructions": [
      {
        "type": "OUTPUT",
        "port": "1"
      }
    ]
  },
  "selector": {
    "criteria": [
      {
        "type": "ETH_TYPE",
        "ethType": "0x0800"
      },
      {
        "type": "IPV4_DST",
        "ip": "10.0.0.1/32"
      }
    ]
  }
}
```

• Verify

```
mininet> h1 ping h2 -c 4
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=1.00 ms
64 bytes from 10.0.0.2: icmp_seq=2 ttl=64 time=0.041 ms
64 bytes from 10.0.0.2: icmp_seq=3 ttl=64 time=0.054 ms
64 bytes from 10.0.0.2: icmp_seq=4 ttl=64 time=0.048 ms

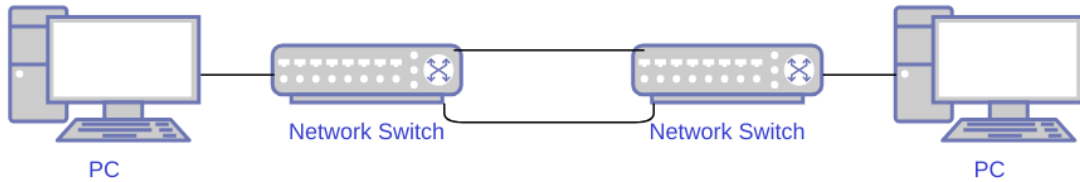
--- 10.0.0.2 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3030ms
rtt min/avg/max/mdev = 0.041/0.287/1.008/0.416 ms
```

- Criteria IPV4_DST 跟 ETH_TYPE 具有 dependency, 可由 Openflow Spec 得知, 如图所示。

Field	Bits	Mask	Pre-requisite	Description
OXM_OF_IN_PORT	32	No	None	Ingress port. Numerical representation of incoming port, starting at 1. This may be a physical or switch-defined logical port.
OXM_OF_IN_PHY_PORT	32	No	IN_PORT present	Physical port. In <code>ofp_packet_in</code> messages, underlying physical port when packet received on a logical port.
OXM_OF_METADATA	64	Yes	None	Table metadata. Used to pass information between tables.
OXM_OF_ETH_DST	48	Yes	None	Ethernet destination MAC address.
OXM_OF_ETH_SRC	48	Yes	None	Ethernet source MAC address.
OXM_OF_ETH_TYPE	16	No	None	Ethernet type of the OpenFlow packet payload, after VLAN tags.
OXM_OF_VLAN_VID	12+1	Yes	None	VLAN-ID from 802.1Q header. The CFI bit indicate the presence of a valid VLAN-ID, see below.
OXM_OF_VLAN_PCP	3	No	VLAN.VID!=NONE	VLAN-PCP from 802.1Q header.
OXM_OF_IP_DSCP	6	No	ETH.TYPE=0x0800 or ETH.TYPE=0x86dd	Diff Serv Code Point (DSCP). Part of the IPv4 ToS field or the IPv6 Traffic Class field.
OXM_OF_IP_ECN	2	No	ETH.TYPE=0x0800 or ETH.TYPE=0x86dd	ECN bits of the IP header. Part of the IPv4 ToS field or the IPv6 Traffic Class field.
OXM_OF_IP_PROTO	8	No	ETH.TYPE=0x0800 or ETH.TYPE=0x86dd	IPv4 or IPv6 protocol number.
OXM_OF_IPV4_SRC	32	Yes	ETH.TYPE=0x0800	IPv4 source address. Can use subnet mask or arbitrary bitmask
OXM_OF_IPV4_DST	32	Yes	ETH.TYPE=0x0800	IPv4 destination address. Can use subnet mask or arbitrary bitmask

Part 3: Create Topology with Broadcast Storm

- Topology



- Mininet Custom Topology Script

```
from mininet.topo import Topo

class Project2_Topo_0866007(Topo):
    def __init__(self):
        Topo.__init__(self)

        # Add hosts
        h1 = self.addHost('h1')
        h2 = self.addHost('h2')

        # Add switches
        s1 = self.addSwitch('s1')
        s2 = self.addSwitch('s2')

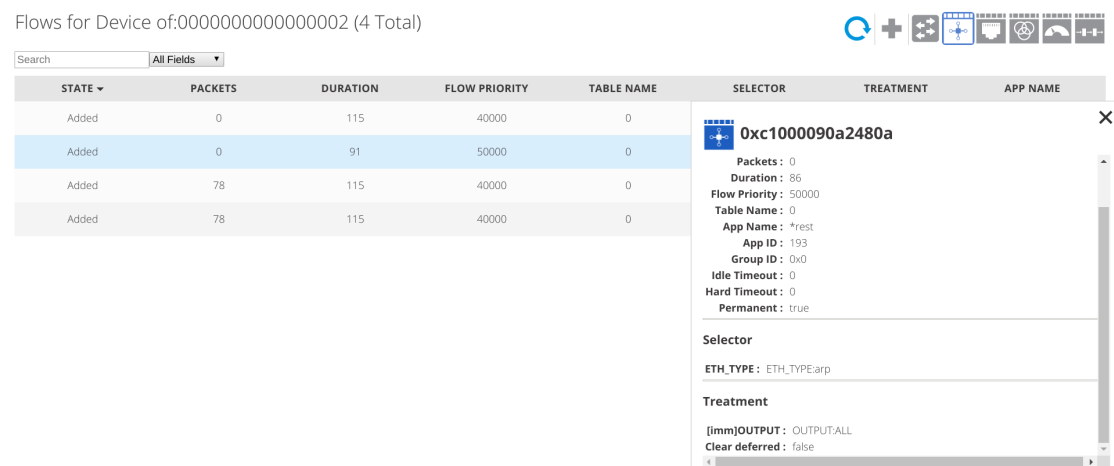
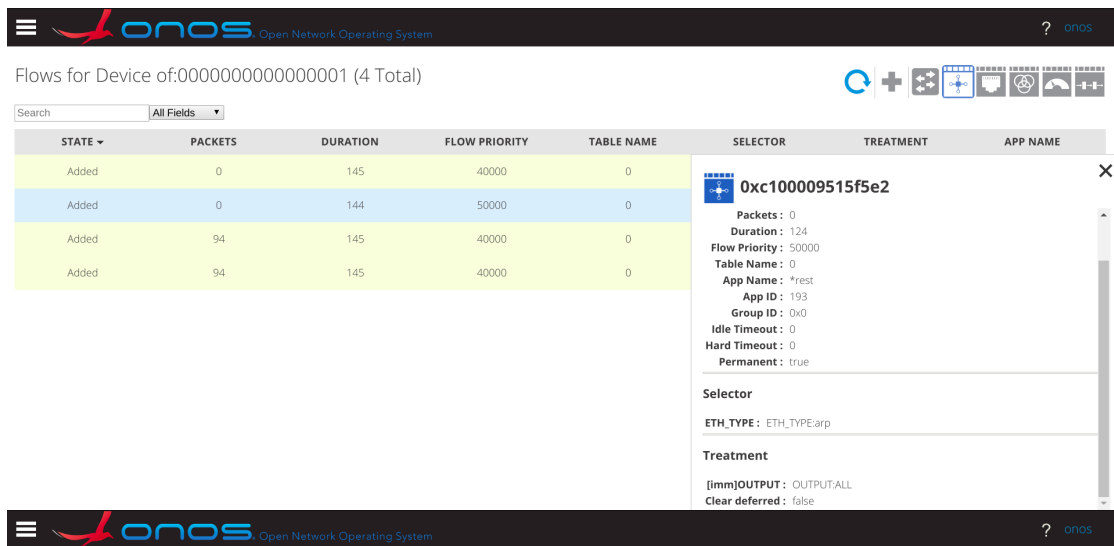
        # Add links
        self.addLink(h1, s1)
        self.addLink(h2, s2)
        self.addLink(s1, s2)
        self.addLink(s1, s2)

topos = {'topo_0866007': Project2_Topo_0866007}
```

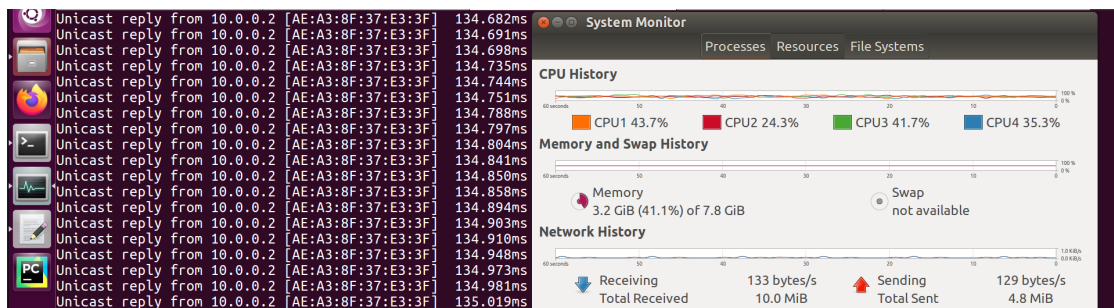
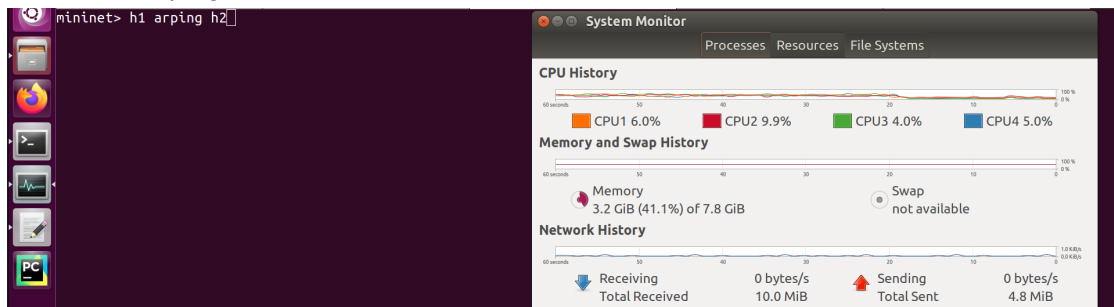
- Flow Rules

```
{
  "priority": 50000,
  "timeout": 0,
  "isPermanent": true,
  "deviceId": "of:0000000000000001",
  "treatment": {
    "instructions": [
      {
        "type": "OUTPUT",
        "port": "ALL"
      }
    ]
  },
  "selector": {
    "criteria": [
      {
        "type": "ETH_TYPE",
        "ethType": "0x0806"
      }
    ]
  }
}
```

```
{
  "priority": 50000,
  "timeout": 0,
  "isPermanent": true,
  "deviceId": "of:0000000000000002",
  "treatment": {
    "instructions": [
      {
        "type": "OUTPUT",
        "port": "ALL"
      }
    ]
  },
  "selector": {
    "criteria": [
      {
        "type": "ETH_TYPE",
        "ethType": "0x0806"
      }
    ]
  }
}
```



- 由 h1 發送 arping 封包給 h2 前後之節圖可看出 CPU 的用量有明顯的上升。



- 當兩個交換器 (a, b) 之間存在不只一條路徑時，會在網路當中形成一個圓環 (loop)。當廣播封包通過 a 交換機，然後送到 b 交換機時，b 會透過圓環這條路徑又將廣播封包傳送回 a。且 layer 2 封包當中沒有 TTL (Time To Live) header，因此這個循環是永久性的。當這

樣的廣播封包量很大時，便會拖垮整個網路的效能，甚至導致網路中斷。