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ENSE 472

Lab: 3

Q 1]. Create a mininet simulation and verify connectivity:

The custom Mininet topology was created using customTreeTopo.py, which configured 8 hosts (h1 to h8) and 11 switches (s1 to s11) with the default Mininet controller. The following screenshot shows that the h1 to h8 ping operation was successful, with 7 packets transmitted and received and 0 packet loss.

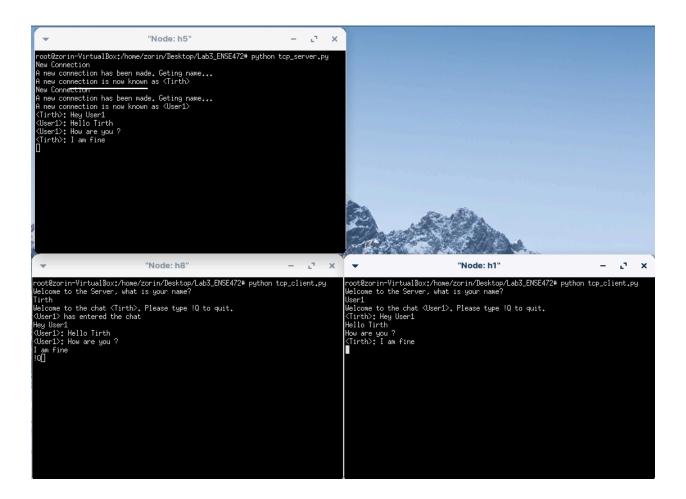
Verify Connectivity: As shown in the following screenshot, the pingall command executed successfully, and all hosts were reachable, confirming successful connectivity.

```
mininet> pingall
*** Ping: testing ping reachability
h1 -> h2 h3 h4 h5 h6 h7 h8
h2 -> h1 h3 h4 h5 h6 h7 h8
h3 -> h1 h2 h4 h5 h6 h7 h8
h4 -> h1 h2 h3 h5 h6 h7 h8
h5 -> h1 h2 h3 h4 h6 h7 h8
h6 -> h1 h2 h3 h4 h6 h7 h8
h7 -> h1 h2 h3 h4 h5 h7 h8
h7 -> h1 h2 h3 h4 h5 h7 h8
h8 -> h1 h2 h3 h4 h5 h6 h8
h8 -> h1 h2 h3 h4 h5 h6 h7
*** Results: 0% dropped (56/56 received)
mininet>
```

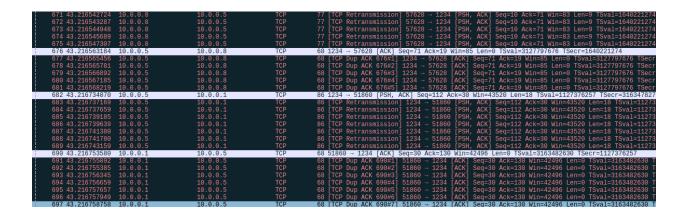
Dump: In the screenshot below, the dump command in Mininet provides detailed information about all network entities in the topology. It displays the class, IP address, and Process ID (PID) for each host, switch, and controller. Each host is shown with its IP (10.0.0.x) and interface (eth0), while switches and the controller are displayed with loopback addresses (127.0.0.1) and their respective PIDs.

```
mininet> dump
<Host h1: h1-eth0:10.0.0.1 pid=2529>
                                                     Provide the class, IP
<Host h2: h2-eth0:10.0.0.2 pid=2531>
                                                     information, and PID for the
<Host h3: h3-eth0:10.0.0.3 pid=2533>
<Host h4: h4-eth0:10.0.0.4 pid=2535>
                                                     hosts, switches, and
<Host h5: h5-eth0:10.0.0.5 pid=2537>
                                                     controller
<Host h6: h6-eth0:10.0.0.6 pid=2539>
<Host h7: h7-eth0:10.0.0.7 pid=2541>
<Host h8: h8-eth0:10.0.0.8 pid=2543>
<OVSSwitch s1: lo:127.0.0.1,s1-eth1:None,s1-eth2:None pid=2548>
<OVSSwitch s2: lo:127.0.0.1,s2-eth1:None,s2-eth2:None pid=2551>
<OVSSwitch s3: lo:127.0.0.1,s3-eth1:None,s3-eth2:None pid=2554>
<OVSSwitch s4: lo:127.0.0.1,s4-eth1:None,s4-eth2:None pid=2557>
<OVSSwitch s5: lo:127.0.0.1,s5-eth1:None,s5-eth2:None,s5-eth3:None pid=2560>
<OVSSwitch s6: lo:127.0.0.1,s6-eth1:None,s6-eth2:None,s6-eth3:None pid=2563>
<OVSSwitch s7: lo:127.0.0.1,s7-eth1:None,s7-eth2:None,s7-eth3:None pid=2566>
<PVSSwitch s8: lo:127.0.0.1,s8-eth1:None,s8-eth2:None,s8-eth3:None,s8-eth4:None pid=2569>
<OVSSwitch s9: lo:127.0.0.1,s9-eth1:None,s9-eth2:None,s9-eth3:None pid=2572>
<OVSSwitch s10: lo:127.0.0.1,s10-eth1:None,s10-eth2:None pid=2575>
<OVSSwitch s11: lo:127.0.0.1,s11-eth1:None,s11-eth2:None pid=2578>
<Controller c0: 127.0.0.1:6653 pid=2522>
mininet>
```

Q 2]. Load the TCP-based chat server from lab 2 with the server on h5, and clients on h1 and h8. Using the mininet controller for routing, and wireshark for testing, see if either h4 and/or h6 can see the chat packets being sent and read their contents.



The above image shows a TCP-based chat server running on host **h5**, with clients on hosts **h1** and **h8** successfully connecting and exchanging messages.

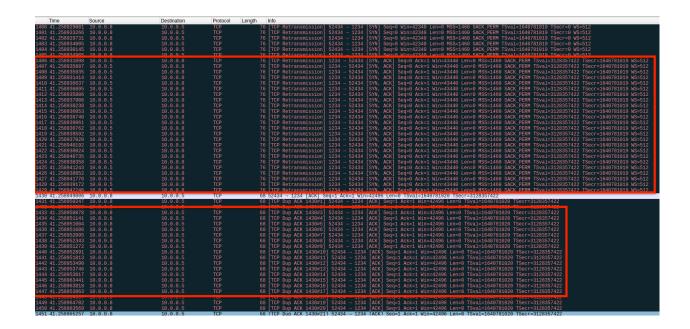


The above image shows captured packets in Wireshark, indicating that the TCP-based chat packets are only exchanged between h1, h5, and h8. There is no evidence of packets being delivered to h4 or h6, as the switches are acting as smart switches, only delivering packets to their intended destinations. This confirms that h4 and h6 cannot see or read the chat messages in this setup.

Q 3]. Replace the mininet controller with the POX Flooding algorithm. Do the TCP-based chat packets still arrive at their destination? Are there any broadcast storms?

```
Terminal - zorin@zorin-VirtualBox: ~/Desktop/Lab3_ENSE472
 File Edit View Terminal Tabs Help
 zorin@zorin-VirtualBox:~$ cd Desktop/Lab3_ENSE472/
zorin@zorin-VirtualBox:~/Desktop/Lab3_ENSE472$ python ~/pox/pox.py --verbose forwarding.hub
POX 0.7.0 (gar) / Copyright 2011-2020 James McCauley, et al.
INFO:forwarding.hub:Proactive hub running.
DEBUG:core:POX 0.7.0 (gar) going up...
DEBUG:core:Running on CPython (3.8.10/May 26 2023 14:05:08)
DEBUG:core:Platform is Linux-5.15.0-84-generic-x86_64-with-glibc2.29
WARNING:version:Support for Python 3 is experimental.
INFO:core:POX 0.7.0 (gar) is up.
DEBUG:openflow.of_01:[istening on 0.0.0:6633
INFO:openflow.of_01:[00-00-00-00-06_2] connected
INF0:forwarding.hub:Hubifying 00-00-00-00-00-06
INF0:openflow.of_01:[00-00-00-00-00-01 3] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-01
INFO:openflow.of_01:[00-00-00-00-03 4] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-03
INFO:openflow.of_01:[00-00-00-00-00-0 5] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-00
INFO:openflow.of_01:[00-00-00-00-00-08 6] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-08
INFO:openflow.of_01:[00-00-00-00-07 8] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-07
INFO:openflow.of_01:[00-00-00-00-00-02 7] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-02
INFO:openflow.of_01:[00-00-00-00-00-09 9] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-09
INFO:openflow.of_01:[00-00-00-00-00-0b 10] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-0b
INFO:openflow.of_01:[00-00-00-00-00-04 11] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-00-00-01
INFO:openflow.of_01:[00-00-00-00-00-05 12] connected
INFO:forwarding.hub:Hubifying 00-00-00-00-00-05
```

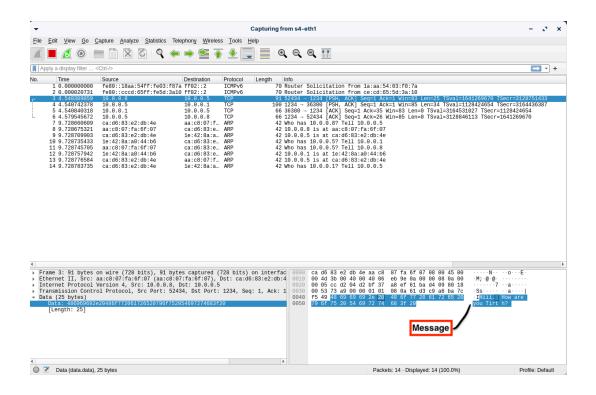
The above image shows the POX controller running with the flooding algorithm (forwarding.hub), where each switch is connected and set to "hubify," meaning it forwards incoming packets to all ports.

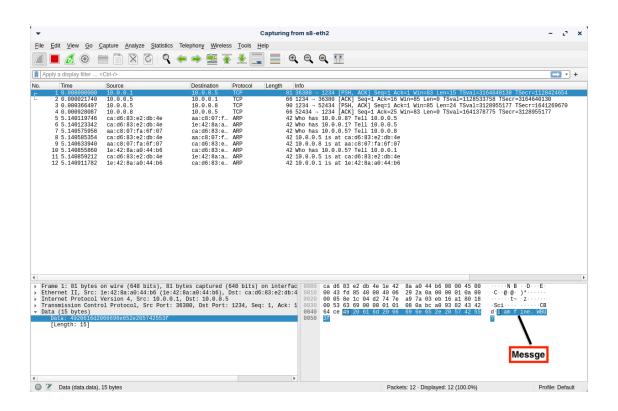


The TCP-based chat packets are still reaching their destination (10.0.0.5 and 10.0.0.8). However, the presence of multiple retransmissions and duplicate acknowledgments (Dup ACK) suggests network congestion or broadcast storms.

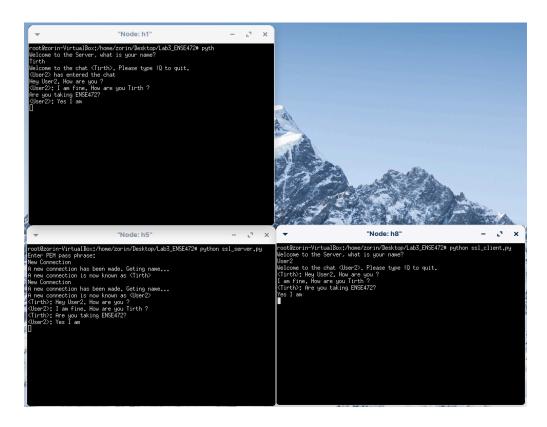
Q 4]. With the flooding controller, verify if either h4 and/or h6 can see the chat packets being sent and read their contents.

The images below show packet captures on the h4 and h6 interfaces, verifying that, with the flooding controller in use, both h4 and h6 can indeed see the chat packets being sent between h1, h5, and h8. Additionally, they are able to read the contents of the messages.

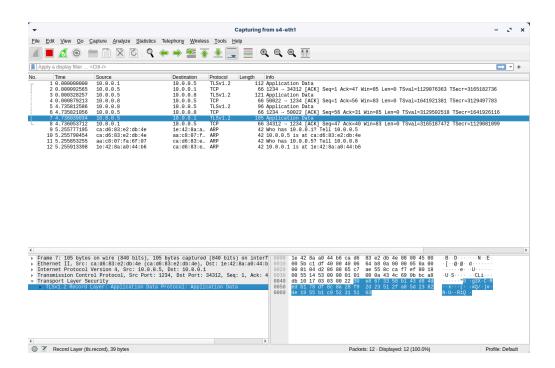


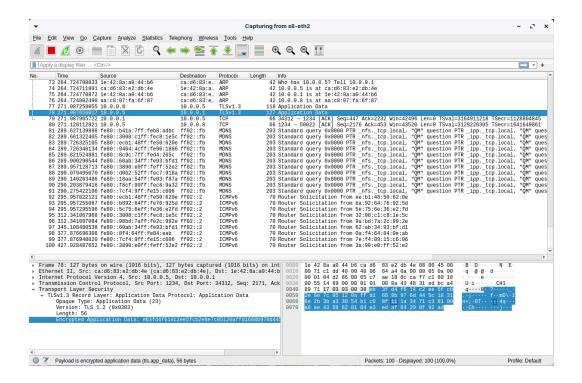


Q 5]. Finally, using the SSL-based chat protocol from Part 2 of lab 2, using the flooding algorithm. See if either h4 and/or h6 can see the chat packets being sent and read their contents.



The images above show an SSL-based chat protocol setup where the server runs on h5, and clients are connected on h1 and h8.





The images above show packet captures on h4 and h6 interfaces with the flooding algorithm in use. Although packets are broadcast across the network, the SSL-based chat protocol encrypts the data, so even though h4 and h6 receive the packets, they cannot view or read the message contents. The encryption provided by SSL ensures that only the intended participants (h1, h5, and h8) can decrypt and read the messages.