实验三

一. 实验目的

使用 Pyretic 实现第二层 Mac 地址上的防火墙

二. 实验环境

- 1. VMWare 虚拟机
- 2. 安装 mininet virtual machine,这在实验二的时候介绍过了,就不重复介绍了。
- 3. 安装 putty,安装 putty 的方法在实验二也介绍过了,也不重复介绍了。

三. 实验内容

1. 网络拓扑结构

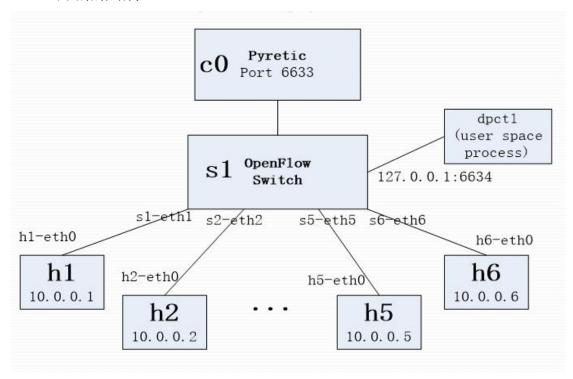


图 1 网络拓扑结构

我们需要实现的网络拓扑结构如图 1。这是一个简单的网络拓扑结构。一个OpenFlow 交换机控制着 6 个主机,而交换机又由 Pyretic 控制器控制着。

2. 防火墙代码与相关解释

(1) 引入头文件

```
from pyretic.lib.corelib import *
from pyretic.lib.std import *
from pyretic.examples.pyretic_switch import act_like_switch
import os, csv
from csv import DictReader
```

(2) 确定防火墙规则文件地址

policy_file = "%s/pyretic/pyretic/examples/firewall-policies.csv" % os.environ['
HOME']

- (3) 主函数:
- ① 初始化防火墙规则为 none

```
not_allowed = none
```

② 读入防火墙规则文件的数据

```
# read data from policy file
with open(policy_file, "r") as policy_content:
```

③ 根据防火墙规则文件的数据确定不训练连接的网络链路

```
# read data from policy file
with open(policy_file, "r") as policy_content:
    dictReader = csv.DictReader(policy_content)
    # add the forbidden policy and not allow the two side communication
    for d in dictReader:
        not_allowed = not_allowed + (match(srcmac=MAC(d['mac_0']))&match(dstmac=MAC(d['mac_1'])))+(match(srcmac=MAC(d['mac_1']))&match(dstmac=MAC(d['mac_0'])))
# add the allowed rules
```

④ 确定允许连接的网络链路,它相当于不允许的链路取反

```
# add the allowed rules
allowed = ~not_allowed
```

⑤ 输出当前的允许的链路连接规则

```
# print allowed
print allowed
```

⑥ 将允许的规则传递 act_like_switch()

```
# regard the allowed switch input as the act_like_switch of pyretic_switch
return allowed>>act_like_switch()
```

我将这个代码保存在了\$HOME/pyretic/pyretic/examples/pyretic_firewall.py中

3. 防火墙规则

```
_id,mac_0,mac_1
1,00:00:00:00:00:01,00:00:00:00:04
2,00:00:00:00:02,00:00:00:00:05
3,00:00:00:00:00:00:00:00:06
```

我制定的规则是节点 1 和节点 4 之间不能相互通信,节点 2 和节点 5 之间不同相互通信,节点 3 和 节点 6 之间 不同相互通信。 我将这个防火墙规则文件保存在 \$HOME/pyrertic/pyretic/examples/firewall-policies.csv 中。

四. 实验结果

1. 启动控制器

输入 pyretic.py -v high pyretic.examples.pyretic_firewall

```
mininet@mininet:~/pyretic$ pyretic.py -v high pyretic.examples.pyretic_firewall_
```

得到如下的执行结果:

```
match:
        ('srcmac', 00:00:00:00:00:04)
    match:
        ('dstmac', 00:00:00:00:00:01)
sequential:
    match:
        ('srcmac', 00:00:00:00:00:02)
   match:
('dstmac', 00:00:00:00:00:05)
sequential:
    match:
        ('srcmac', 00:00:00:00:00:05)
    match:
        ('dstmac', 00:00:00:00:00:02)
sequential:
   match:
        ('srcmac', 00:00:00:00:00:03)
   match:
('dstmac', 00:00:00:00:00:06)
sequential:
    match:
        ('srcmac', 00:00:00:00:00:06)
    match:
        ('dstmac', 00:00:00:00:00:03)
```

这是允许的链路规则,说明我们的防火墙代码已经生效了。

- 2. 创建拓扑
- (1) 首先先打开 putty,将其连接到我的虚拟机上。连接虚拟机需要 ip 地址,所以我先用 ifconfig 查看了我的 ip 地址。我当前的 ip 地址如下:

从图中的 eth0 的 inet addr 可以看出我的 ip 地址是 192.168.43.131

(2) 通过 putty 连接上虚拟机, 然后输入账号密码登陆。登陆后的结果如下图:

```
mininet@mininet: ~/pyretic
                                                                          П
                                                                                X
login as: mininet
mininet@192.168.43.131's password:
Welcome to Ubuntu 12.04.2 LTS (GNU/Linux 3.5.0-23-generic 1686)
* Documentation: https://help.ubuntu.com/
 System information as of Sat Jun 2 04:59:33 PDT 2018
 System load: 0.0
Usage of /: 8.4% of 18.94GB
                                  Processes:
                                                        104
                                  Users logged in:
 Memory usage: 8%
                                  IP address for eth0: 192.168.43.131
 Swap usage: 0%
 Graph this data and manage this system at https://landscape.canonical.com/
New release '14.04.5 LTS' available.
Run 'do-release-upgrade' to upgrade to it.
ast login: Fri Jun 1 07:04:08 2018
```

(3) 创建一个6个节点,一个交换机的网络。

```
mininet@mininet: ~/pyretic
                                                                             ** Stopping 1 controllers
c0
*** Done
completed in 179.150 seconds
mininet@mininet:~/pyretic$ sudo mn --topo single,6 --mac ovsk --controller remot
[sudo] password for mininet:
Sorry, try again.
[sudo] password for mininet:
** Creating network
*** Adding controller
** Adding hosts:
hl h2 h3 h4 h5 h6
** Adding switches:
sl
*** Adding links:
(h1, s1) (h2, s1) (h3, s1) (h4, s1) (h5, s1) (h6, s1)
** Configuring hosts
hl h2 h3 h4 h5 h6
** Starting controller
*** Starting 1 switches
sl
** Starting CLI:
mininet>
```

(4) 此时可以发现在虚拟机上,出现了以下信息:

```
OpenFlow switch 1 connected
2018-06-02 06:16:38.332554
                              clear_all
2018-06-02 06:16:38.334117
                              clear_all
2018-06-02 06:16:38.335051
                               clear_all
2018-06-02 06:16:38.335862
                               clear_all
2018-06-02 06:16:38.336878
                              clear_all
2018-06-02 06:16:38.338677
                              clear_all
2018-06-02 06:16:38.339574
                              clear_all
2018-06-02 06:16:38.995153
                             | clear_all
```

这说明网络拓扑正式建立,网络拓扑中的控制机也连接上了。

- 3. Pingall 测试
- (1) 我们在 mininet 中进行 pingall 测试,可以得到如下的结果:

```
mininet> pingall

*** Ping: testing ping reachability

h1 -> h2 h3 X h5 h6

h2 -> h1 h3 h4 X h6

h3 -> h1 h2 h4 h5 X

h4 -> X h2 h3 h5 h6

h5 -> h1 X h3 h4 h6

h6 -> h1 h2 X h4 h5

*** Results: 20% dropped (6/30 lost)

mininet> [
```

(2) 同时我们可以发现在虚拟机会显示如下的信息: 下面是部分信息截图

4. 单个交换机 Ping 测试 以节点 1 对其他节点的连通性为例,进行测试: 节点 1 与节点 2:

```
mininet> hl ping h2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
64 bytes from 10.0.0.2: icmp req=1 ttl=64 time=64.0 ms
64 bytes from 10.0.0.2: icmp req=2 ttl=64 time=0.047 ms
64 bytes from 10.0.0.2: icmp req=3 ttl=64 time=0.035 ms
64 bytes from 10.0.0.2: icmp req=4 ttl=64 time=0.029 ms
64 bytes from 10.0.0.2: icmp req=5 ttl=64 time=0.073 ms
64 bytes from 10.0.0.2: icmp req=6 ttl=64 time=0.047 ms
64 bytes from 10.0.0.2: icmp req=7 ttl=64 time=0.045 ms
64 bytes from 10.0.0.2: icmp req=8 ttl=64 time=0.033 ms
64 bytes from 10.0.0.2: icmp req=9 ttl=64 time=0.036 ms
64 bytes from 10.0.0.2: icmp req=10 ttl=64 time=0.028 ms
64 bytes from 10.0.0.2: icmp req=11 ttl=64 time=0.038 ms
64 bytes from 10.0.0.2: icmp req=12 ttl=64 time=0.047 ms
64 bytes from 10.0.0.2: icmp req=13 ttl=64 time=0.049 ms
--- 10.0.0.2 ping statistics ---
```

节点1与节点3:

```
mininet> hl ping h3
PING 10.0.0.3 (10.0.0.3) 56(84) bytes of data.
64 bytes from 10.0.0.3: icmp_req=1 ttl=64 time=85.4 ms
64 bytes from 10.0.0.3: icmp_req=2 ttl=64 time=0.029 ms
64 bytes from 10.0.0.3: icmp_req=3 ttl=64 time=0.213 ms
64 bytes from 10.0.0.3: icmp_req=4 ttl=64 time=0.062 ms
64 bytes from 10.0.0.3: icmp_req=5 ttl=64 time=0.042 ms
64 bytes from 10.0.0.3: icmp_req=6 ttl=64 time=0.046 ms
64 bytes from 10.0.0.3: icmp_req=6 ttl=64 time=0.066 ms
65 cc
--- 10.0.0.3 ping statistics ---
6 packets transmitted, 6 received, 0% packet loss, time 5000ms
rtt min/avg/max/mdev = 0.029/14.312/85.462/31.819 ms
```

节点 1 与节点 4:

```
mininet> hl ping h4

PING 10.0.0.4 (10.0.0.4) 56(84) bytes of data.

From 10.0.0.1 icmp_seq=10 Destination Host Unreachable

From 10.0.0.1 icmp_seq=11 Destination Host Unreachable

From 10.0.0.1 icmp_seq=12 Destination Host Unreachable

^C
--- 10.0.0.4 ping statistics ---
15 packets transmitted, 0 received, +3 errors, 100% packet loss, time 13999ms

pipe 3
```

节点1与节点5:

```
mininet> h1 ping h5
PING 10.0.0.5 (10.0.0.5) 56(84) bytes of data.
64 bytes from 10.0.0.5: icmp_req=1 ttl=64 time=89.6 ms
64 bytes from 10.0.0.5: icmp_req=2 ttl=64 time=0.058 ms
64 bytes from 10.0.0.5: icmp_req=3 ttl=64 time=0.052 ms
64 bytes from 10.0.0.5: icmp_req=4 ttl=64 time=0.032 ms
64 bytes from 10.0.0.5: icmp_req=5 ttl=64 time=0.086 ms
^C
--- 10.0.0.5 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4000ms
rtt min/avg/max/mdev = 0.032/17.975/89.651/35.838 ms
```

节点 1 与节点 6:

```
mininet> hl ping h6

PING 10.0.0.6 (10.0.0.6) 56(84) bytes of data.

64 bytes from 10.0.0.6: icmp_req=1 ttl=64 time=50.1 ms

64 bytes from 10.0.0.6: icmp_req=2 ttl=64 time=0.056 ms

64 bytes from 10.0.0.6: icmp_req=3 ttl=64 time=0.046 ms

64 bytes from 10.0.0.6: icmp_req=4 ttl=64 time=0.034 ms

64 bytes from 10.0.0.6: icmp_req=5 ttl=64 time=0.034 ms

64 bytes from 10.0.0.6: icmp_req=6 ttl=64 time=0.044 ms

64 bytes from 10.0.0.6: icmp_req=7 ttl=64 time=0.041 ms

64 bytes from 10.0.0.6: icmp_req=8 ttl=64 time=0.043 ms

64 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

67 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

68 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

69 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

60 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

61 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.043 ms

62 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

63 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.043 ms

64 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

65 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

66 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

67 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.034 ms

68 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

69 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

60 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

60 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

61 bytes from 10.0.0.6: icmp_req=9 ttl=64 time=0.041 ms

62 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

63 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

64 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

65 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

66 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

67 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

68 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

69 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

60 bytes from 10.0.0.6: icmp_req=0 ttl=64 time=0.041 ms

60 bytes from 10.0.0.6: icmp_req=0 ttl=6
```

从以上的结果图,我们可以很容易的看出节点 1 和节点 2,3,5,6 之间是连通的,而与节点 4 是不连通的。

五. 总结

- 1. 从实验结果上我们可以看出我们防火墙生效了。因为在 pingall 的时候,节点 1 与节点 4、节点 2 与节点 5、节点 3 与节点 6 是两两不连通的,而其余的节点是相互联通的。这和我们设定的防火墙规则是符合的。同时从节点 1 的单节点 ping 测试,我们也可以直观的看出防火墙的效果。
- 2. 本次实验使用了 Pyretic 控制器,使用控制器实现了 Mac 层上的防火墙相关的策略。也很容易从本次 Project 中看出,使用 SDN 网络实现防火墙策略的管理比传统网络更加容易。
- 3. 在做本次实验的时候有一个需要注意的就是,我们在写防火墙规则的时候,每一列之间要用逗号空格,因为 Python csv 的 DictReader 只能识别这种格式。我刚开始使用 tab 相隔,结果代码不能执行。