计算机网络实验报告

本文是计算机网络——路由算法实验的实验报告。

1 实验目的

学习和掌握距离向量算法

2 实验环境

CentOS 6.2 + GCC 4.4.6

Win10+Python3.7

3 实验内容

3.1 内容

编程实现并分析以下过程:

模拟路由收敛

模拟拓扑变化

制造路由回路

抑制路由回路

3.2 实验原理

3.2.1 路由器的功能

1、路由选择（Routing）

选择一条正确的路径——寻找下一跳（next hop），同时使目的可达且路径最优（距离最短、延迟最小、费用最低……）。最后建立路由表（包括距离向量、链路状态、路径向量等）

2、转发（Forwarding）

根据路由选择的结果，将数据包从输入接口转发至输出接口

3.2.2 DV 算法基本思想

1、使用“距离”度量路由

路由表保存到达各目标的最短距离及下一跳

2、使用“距离向量”交换路由信息

相邻路由器之间交换路由表，各自计算最佳路由——到达目标的最短距离及下一跳

3、所有路由器两两定时交换，将路由信息扩散至全网，最后达到收敛状态

3.2.3 DV 算法

1、定义：

adj(i) 为节点 i 的所有相邻节点的集合

c(i, n) 为一对相邻节点 i 和 n 之间的距离

d(i, j) 为从节点 i 到节点 j 之间的最短距离

2、公式：

$d(i, i) = 0$

$d(i, j) = \min[c(i, n) + d(n, j)]$。其中 $n \in adj(i)$

c(i, n) 为初始条件，已知

d(n, j) 为节点 i 从邻居节点 n 获知的路由信息，已知

4 实验内容

4.1 任务 1：模拟路由收敛

已知网络拓扑如图所示，请使用 DV 算法模拟该网络的迭代收敛过程。

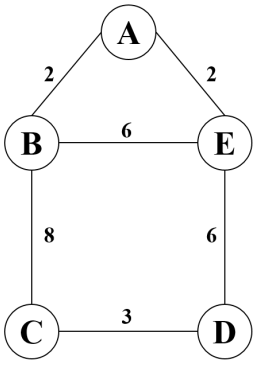


图 1　一个简单的网络拓扑结构

4.1.1　程序要求

建议使用 python3 编程；使用 socket 编程实现分布式；每次迭代后（每隔 Interval，如 30s），各节点输出路由表，输出格式可参考本课件“算法示例：一次迭代后的路由表”；输出收敛后的路由表，即输出每对节点间的最短距离和下一跳。

4.1.2　源程序

```
import socket
import sys
import time
import threading
import copy

""" thread that will call a function every interval seconds """
class RepeatTimer(threading.Thread):

    def __init__(self, interval, target):
        threading.Thread.__init__(self)
        self.target = target
        self.interval = interval
        self.daemon = True
        self.__flag = threading.Event()
        self.__flag.set()  # True
        self.__running = threading.Event()
        self.__running.set()  # running--True

    def run(self):
        while self.__running.isSet():
            self.__flag.wait()  # True--return, False--blocking until True
            self.target()
```

```
24              time.sleep(self.interval)
25
26      def pause(self):
27          self.__flag.clear()  # False--set blocking
28
29      def resume(self):
30          self.__flag.set()  # True--stop blocking
31
32      def stop(self):
33          self.__flag.set()
34          self.__running.clear()  # False
35
36
37  ''' getting the program parameters '''
38  def parse_argv():
39      # Get the parameter list
40      s = sys.argv[1:]
41      length = len(s)
42      # Incomplete information
43      if length <= 0 or (length - 1) % 3 != 0:
44          print("error: parameters must be :"
45                "python dvroute.py <listening-port> <ip-address1 port1 distance1>
                      <ip-address2 port2 distance2> ……")
46          return False
47
48      parsed1 = {}
49      port = s.pop(0)
50      # Get the listening port number
51      try:
52          parsed1['port'] = int(port)
53      except ValueError:
54          print("error: port values must be integers. {0} is not an int.".format(
                port))
55          return False
56
57      # {'port': xxx, 'neighbors':[addr1,addr2,addr3], 'costs':[cost1,cost2,cost3
            ]}
58      parsed1['neighbors'] = []
59      parsed1['costs'] = []
60      while len(s):
61          ip = s.pop(0)
62          port = s.pop(0)
```

```
63          try:
64              port = int(port)
65              parsed1['neighbors'].append((ip, port))
66          except ValueError:
67              print("error: port values must be integers. {0} is not an int.".
                    format(port))
68              return False
69          distance = s.pop(0)
70          try:
71              distance = float(distance)
72              parsed1['costs'].append(distance)
73          except ValueError:
74              print("error: link distance values must be numbers. {0} is not a
                    number.".format(distance))
75              return False
76      return parsed1
77
78
79  """ recalculate inter-node path costs using bellman ford algorithm """
80  def update_costs(data, addr):
81      # Gets the distance from the adjacent router
82      dis = neighbors[addr][0]
83      # Traverse the route table received
84      for address in data.keys():
85          if address == host_addr:
86              # we don't need to update the distance to ourselves
87              continue
88          else:
89              # iterate through neighbors and find cheapest route
90              if address not in routing.keys():
91                  # If a node listed in costs is not in our list of nodes
92                  # join the routing table
93                  routing[address] = [dis + data[address][0], addr]
94              else:
95                  if routing[address][1] == addr:
96                      # The next hop is 'addr'
97                      # update route table
98                      routing[address][0] = dis + data[address][0]
99                  else:
100                     # To the destination network 'address', but the next hop
                            address is not 'addr'
101                     if data[address][0] + dis < routing[address][0]:
```

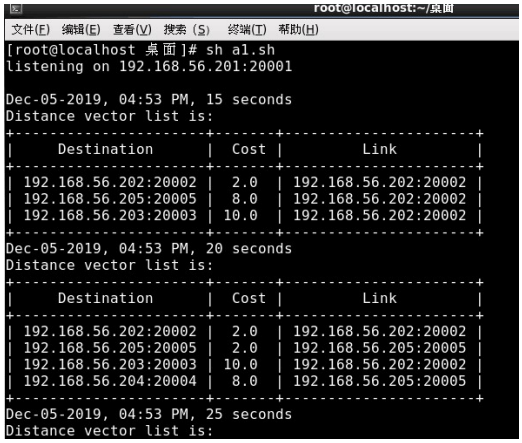
```
102                         # 'addr' is a closer link
103                         # update route table
104                         routing[address] = [data[address][0] + dis, addr]
105
106
107 ''' Receive routing information '''
108 def recv_costs():
109     while True:
110         try:
111             data, addr = skt.recvfrom(4096)
112             data = eval(data.decode('utf-8'))
113             if isinstance(data, dict):
114                 # DICTIONARY is receved
115                 # it is routing information
116                 # update route table
117                 if addr not in neighbors.keys():
118                     # Do not process messages from routers not a neighbor
119                     # (consider link disconnection)
120                     continue
121                 # update route table
122                 update_costs(data, addr)
123                 # update the updated-time of the neighbers
124                 neighbors[addr][1] = time.time()
125             else:
126                 # LIST is receved
127                 # it is a command
128                 # call to the modify link function
129                 r_cmd = data[0]
130                 r_parsed = data[1]
131                 if r_cmd == 'linkdown':
132                     linkdown(r_parsed)
133                 elif r_cmd == 'linkup':
134                     linkup(r_parsed)
135                 else:
136                     linkchange(r_parsed)
137         except ConnectionError:
138             # print(skt.gettimeout())
139             # print("远程主机强迫关闭了一个现有的连接。")
140             pass
141
142
143 ''' Send routing information '''
```

```
144 def send_costs():
145     for address in neighbors.keys():
146         # Dictionary -> byte stream
147         skt.sendto(str(routing).encode('utf-8'), address)
148 
149 
150 ''' Check the update time of your neighbor's router every THREE seconds '''
151 def check_neighbors():
152     while True:
153         # The present time
154         now_time = time.time()
155         # Traverse the adjacent router table
156         for address in list(neighbors.keys()):
157             if now_time - neighbors[address][1] > 6 * Interval:
158                 # The last update of a router was too long
159                 # removes it from the adjacent router table
160                 neighbors.pop(address)
161                 # Traverse
162                 for add in list(routing.keys()):
163                     # 'Address is the next hop address of a destination network
                            in the routing table
164                     # the routing item needs to be removed
165                     if routing[add][1] == address:
166                         routing.pop(add)
167         # sleep
168         time.sleep(3)
169 
170 """ display routing info: cost to destination; route to take """
171 def showrt():
172     print(formatted_now())
173     print("Distance vector list is:")
174     print("+---------------------+-------+---------------------+")
175     print("|      Destination      |  Cost |         Link        |")
176     print("+---------------------+-------+---------------------+")
177 
178     for address in routing.keys():
179         print ("|{destination:^22}|{cost:^7}|{nexthop:^22}|".format(
180             destination=str(address),
181             cost=routing[address][0],
182             next=str(routing[address][1])))
183     print("+---------------------+-------+---------------------+") # extra
        line
```

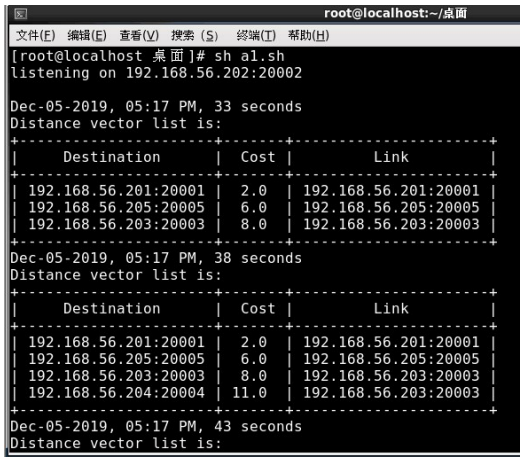
```
184
185 if __name__ == '__main__':
186     # Verify that parameters are correct
187     parsed = parse_argv()
188     if parsed == False:
189         sys.exit(1)
190     # print(parsed)
191
192     # Different programs have different localhost, which needs to be manually
        modified within the program
193     # 不同的程序对应的localhost不同, 需要在程序内手动修改
194     localhost = '127.0.0.1'
195     # time between two transmissions, interval
196     Interval = 30
197     skt = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
198     host_addr = (localhost, parsed['port'])
199     skt.bind(host_addr)
200     # skt.setblocking(True)
201     print('UDP Server on %s:%s...' % (host_addr[0], host_addr[1]))
202
203     # Adjacent router: {adjacent router address: [distance, last update time]}
204     neighbors = {}
205     for i in range(len(parsed['neighbors'])):
206         neighbors[parsed['neighbors'][i]] = [parsed['costs'][i], time.time()]  #
            + timeout * 3
207
208     # Routing table dictionary, {destination address: [distance, next hop
        address]}
209     routing = {host_addr: [0, host_addr]}
210
211     for i in range(len(parsed['neighbors'])):
212         # Routing table dictionary, {destination address: [distance, next hop
            address]}
213         routing[parsed['neighbors'][i]] = [parsed['costs'][i], parsed['neighbors
            '][i]]
214     # print(routing)
215
216     # Send routing table information regularly
217     ts = RepeatTimer(interval=Interval, target=send_costs)
218     # Receive routing table information regularly
219     tr = threading.Thread(target=recv_costs, daemon=True)  # 守护线程, 当主线程
        结束时, 停止接收子线程
```

```
220     # Print routing table information regularly
221     t_showrt = RepeatTimer(interval=Interval, target=showrt)
222     # Periodically check routing table information
223     t_check = threading.Thread(target=check_neighbors, daemon=True)  # 守护线
            程，当主线程结束时，停止检查
224     ts.start()
225     tr.start()
226     t_showrt.start()
227     t_check.start()
228
229     cmds = ('linkdown', 'linkup', 'linkchange')
230     while True:
231         cmd = input()
232         # print(cmd)
233         if cmd in cmds:
234             # Pause printing routing information
235             t_showrt.pause()
236             if cmd == 'linkdown':
237                 parsed = input("link down : ")
238                 ad_other = linkdown(parsed)
239             elif cmd == 'linkup':
240                 parsed = input("link up : ")
241                 ad_other = linkup(parsed)
242             else:
243                 parsed = input("link change : ")
244                 ad_other = linkchange(parsed)
245             if ad_other != False:
246                 # Send it to another router and change the routing table of the
                        other party
247                 skt.sendto(str([cmd, ad_other[1]]).encode('utf-8'), ad_other[2])
248             # Restore printing routing information
249             t_showrt.stopped = False
250             t_showrt.resume()
251         if cmd == 'close':
252             break
253     skt.close()
```

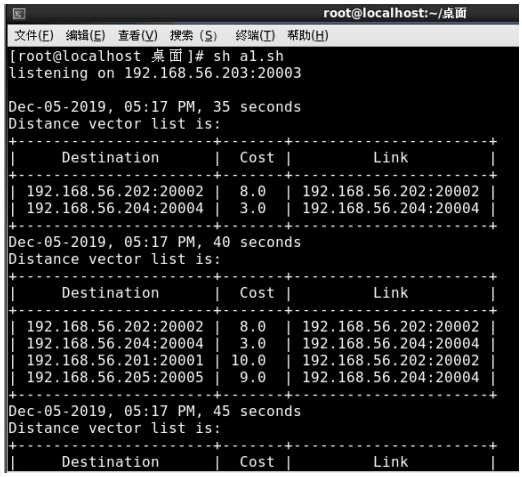
4.1.3 运行结果



(a) 主机 A

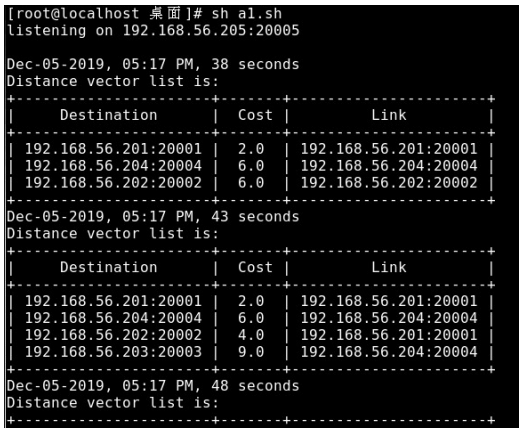


(b) 主机 B



(c) 主机 C

(d) 主机 D



(e) 主机 E

图 2　模拟路由收敛运行结果

4.2 任务 2：模拟拓扑变化

在任务 1 的网络收敛后，将 B 和 E 之间的距离由 6 改为 2（好消息!），模拟该变化导致的重新收敛过程。

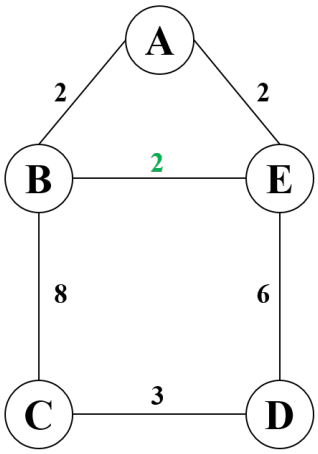


图 3　网络拓扑结构变化

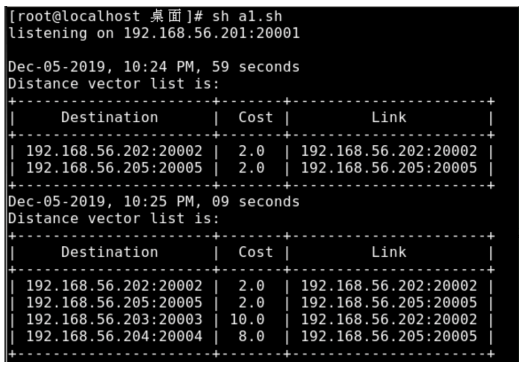
4.2.1 源程序

添加函数如下：

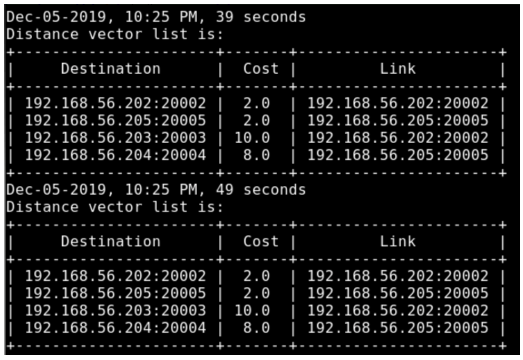
```
''' change the link '''
def linkchange(parsed):
    parsed = parsed.split()
    length = len(parsed)
    # incompleted information
    if length != 3:
        print("error: parameters must be :<neighbor-ip> <port> <link-cost> ")
        return False

    ip = parsed[0]
    port = parsed[1]
    distance = parsed[2]
    try:
        port = int(port)
    except ValueError:
        print("error: port values must be integers. {0} is not an int.".format(
            port))
        return False
    try:
        distance = float(distance)
    except ValueError:
```

```
21          print("error: link distance values must be numbers. {0} is not a number.
                ".format(distance))
22          return False
23
24      ad_temp = (ip, port)
25      if ad_temp in neighbors.keys():
26          neighbors[ad_temp] = [distance, time.time()]
27          # comparison
28          # change the routing table if the next hop address of the original
                routing path is ad_temp
29          if routing[ad_temp][1] == ad_temp:
30              # Modify the routing table dictionary, {destination address: [
                    distance, next hop address]}
31              routing[ad_temp] = [distance, ad_temp]
32          elif routing[ad_temp][0] >= distance:
33              # Compare the distance if the next hop address of the original
                    routing path is not ad_temp (that is, arrive indirectly)
34              # update if the distance is smaller
35              # {destination address: [distance, next hop address]}
36              routing[ad_temp] = [distance, ad_temp]
37          print("the cost of {0} has been changed.".format(ad_temp))
38          return ["linkchange", str(host_addr[0]) + ' ' + str(host_addr[1]) + ' '
                + str(distance), ad_temp]
39      else:
40          print("there is no {0} in neighbors.".format(ad_temp))
41          return False
```

4.2.2 运行结果

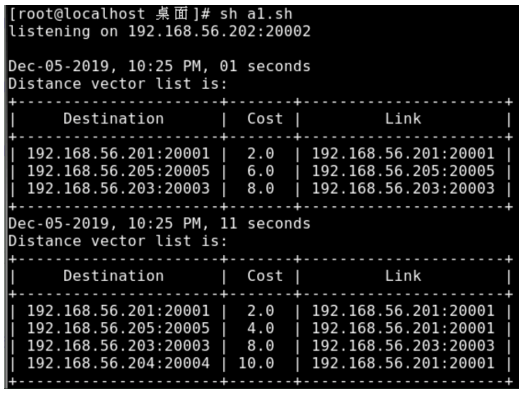


(a) 初始收敛

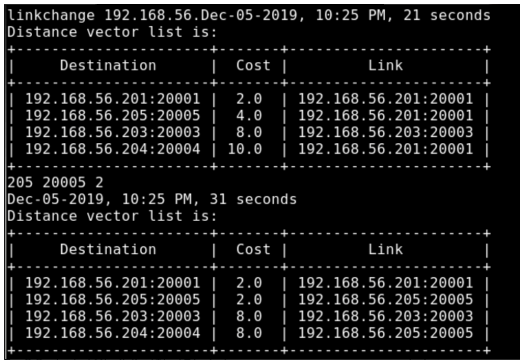


(b) 改变路径长度后

图 4　主机 A

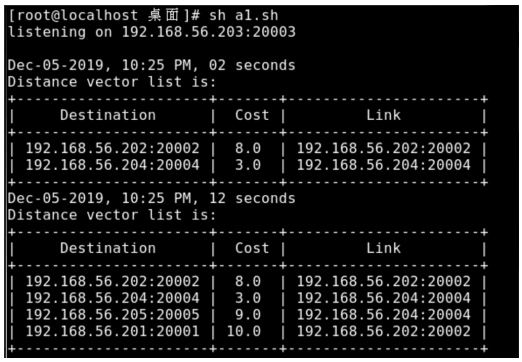


(a) 初始收敛

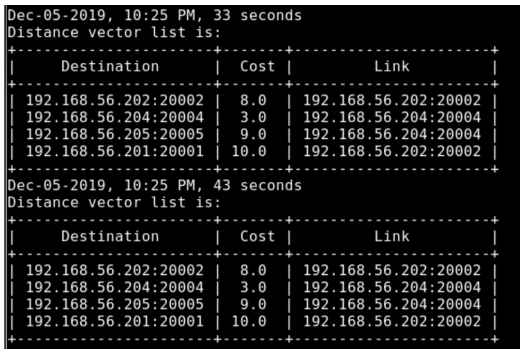


(b) 改变路径长度后

图 5　主机 B

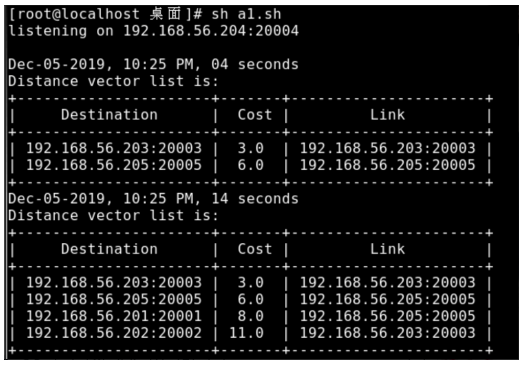


(a) 初始收敛

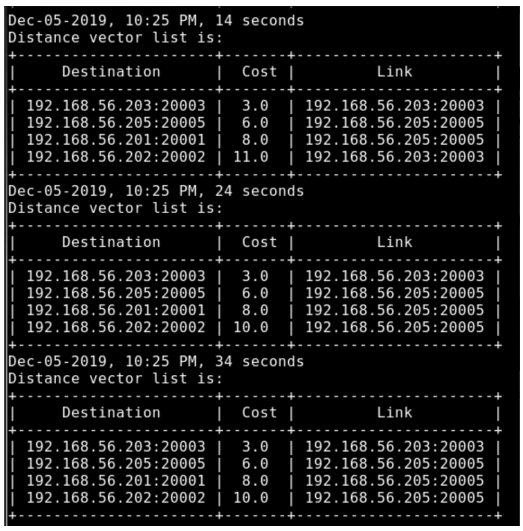


(b) 改变路径长度后

图 6　主机 C

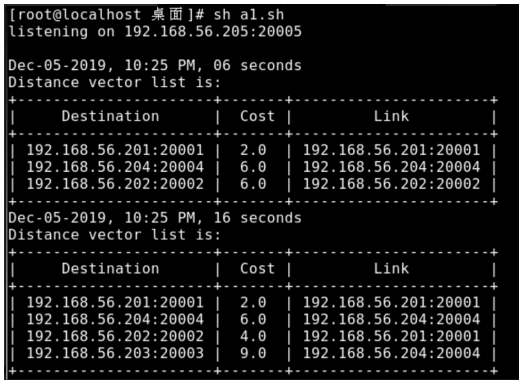


(a) 初始收敛

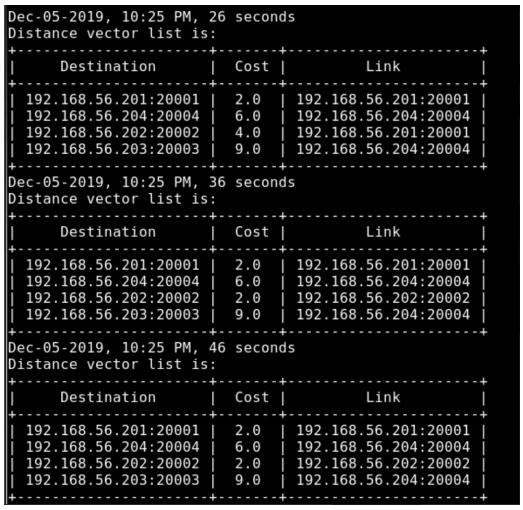


(b) 改变路径长度后

图 7　主机 D



(a) 初始收敛



(b) 改变路径长度后

图 8　主机 E

4.3　任务 3：制造路由回路

将左图拓扑的 A 和 B 连接断开（坏消息!），模拟该变化导致的重新收敛过程。

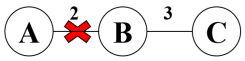


图 9　路由回路

4.3.1　源程序

添加函数如下：

```
1  ''' disconnect the link '''
2  def linkdown(parsed):
3      # split by the blank
4      parsed = parsed.split()
5      length = len(parsed)
6      # incompleted information
7      if length != 2:
8          print("error: parameters must be :<neighbor-ip> <port> ")
9          return False
10
11     ip = parsed[0]
12     port = parsed[1]
13     try:
14         port = int(port)
15     except ValueError:
```

```
16          print("error: port values must be integers. {0} is not an int.".format(
                port))
17          return False
18
19      ad_temp = (ip, port)
20      if ad_temp in neighbors.keys():
21          neighbors.pop(ad_temp)
22          for address in list(routing.keys()):
23              # If the next hop address of a destination network in the routing
                    table is ad_temp
24              # remove
25              if routing[address][1] == ad_temp:
26                  routing.pop(address)
27          print("{0} has been removed from neighbors.".format(ad_temp))
28          return ["linkdown", str(host_addr[0]) + ' ' + str(host_addr[1]), ad_temp
                ]
29      else:
30          # no operation addresses in the adjacent router table
31          print("there is no {0} in neighbors.".format(ad_temp))
32          return False
```

4.3.2 运行结果

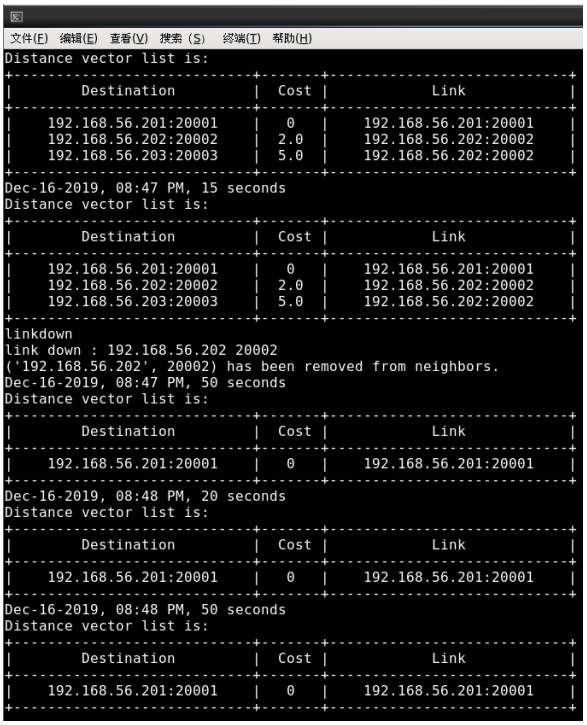


图 10　主机 A

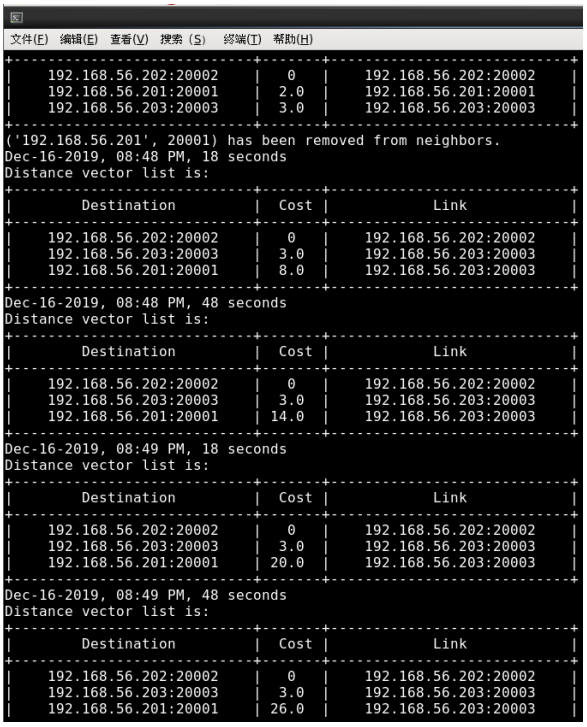


图 11　主机 B

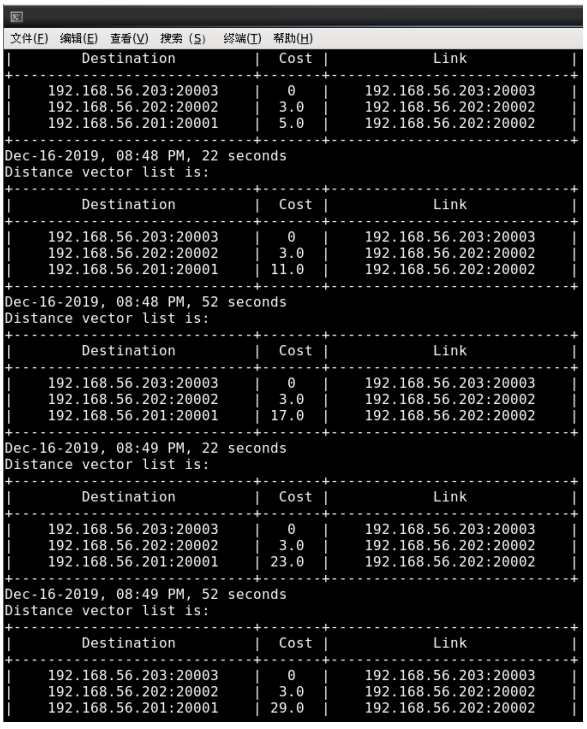


图 12　主机 C

4.4　任务 4：解决路由回路

如果使用逆向毒化技术，重新模拟 A 和 B 链接断开所导致的重新收敛过程。

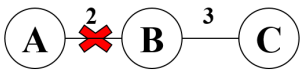


图 13　路由回路

4.4.1　源程序

修改部分函数：

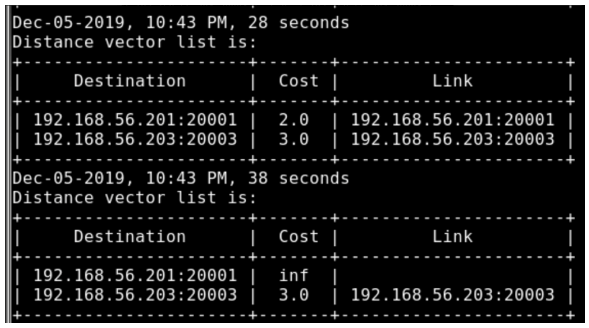
```
""" recalculate inter-node path costs using bellman ford algorithm """
def update_costs(data, addr):
    # Gets the distance from the adjacent router
    dis = neighbors[addr][0]
    # Traverse the route table received
    for address in data.keys():
        if address == host_addr:
            # we don't need to update the distance to ourselves
            continue
        else:
            # iterate through neighbors and find cheapest route
            if address not in routing.keys():
                # If a node listed in costs is not in our list of nodes
                # join the routing table
                routing[address] = [dis + data[address][0], addr]
            else:
                if routing[address][1] == addr:
                    # The next hop is 'addr'
                    # update route table
                    routing[address][0] = dis + data[address][0]
                else:
                    # To the destination network 'address', but the next hop
                        address is not 'addr'
                    if data[address][0] + dis < routing[address][0]:
                        # 'addr' is a closer link
                        # update route table
                        routing[address] = [data[address][0] + dis, addr]
        if routing[address][0] == float('inf'):
            routing[address][1] = None

''' Receive routing information '''
def recv_costs():
    while True:
        try:
```

```
34              data, addr = skt.recvfrom(4096)
35              data = eval(data.decode('utf-8'))
36              if isinstance(data, dict):
37                  # DICTIONARY is receved
38                  # it is routing information
39                  # update route table
40                  if addr not in neighbors.keys():
41                      # Do not process messages from routers not a neighbor
42                      # (consider link disconnection)
43                      continue
44                  for ad in data.keys():
45                      # set float'inf'
46                      if data[ad][0] == 99999:
47                          data[ad][0] = float('inf')
48
49                  # update route table
50                  update_costs(data, addr)
51                  # update the updated-time of the neighbers
52                  neighbors[addr][1] = time.time()
53              else:
54                  # LIST is receved
55                  # it is a command
56                  # call to the modify link function
57                  r_cmd = data[0]
58                  r_parsed = data[1]
59                  if r_cmd == 'linkdown':
60                      linkdown(r_parsed)
61                  elif r_cmd == 'linkup':
62                      linkup(r_parsed)
63                  else:
64                      linkchange(r_parsed)
65          except ConnectionError:
66              # print(skt.gettimeout())
67              # print("远程主机强迫关闭了一个现有的连接。")
68              pass
69
70  def send_costs():
71      for address in neighbors.keys():
72          # Copy
73          routing_poison_reverse = copy.deepcopy(routing)
74              #Set the routing table to unreachable for routing items obtained
                    from adjacent routers          for ad in routing_poison_reverse.
```

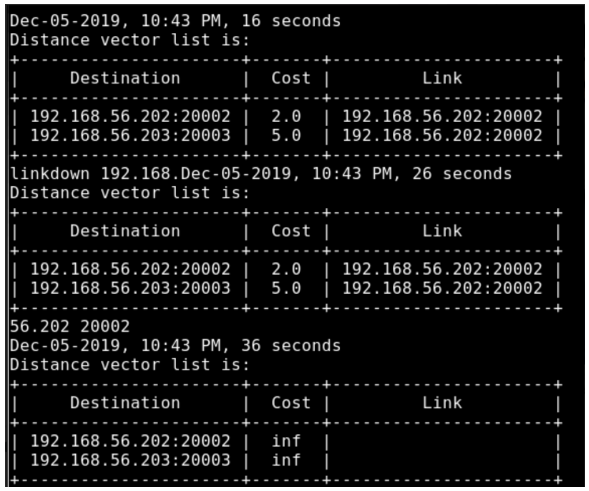
```
                keys():
75              if routing_poison_reverse[ad][1] == address or
                    routing_poison_reverse[ad][0] == float('inf'):
76                  # This routing item is obtained from the adjacent router
77                  # Or this route is not accessible
78                  # Float 'inf' converted to STR 'inf' cannot be converted back to
                        float'inf'
79                  routing_poison_reverse[ad][0] = 99999
80                  # so it is replaced by a large number.
                        routing_poison_reverse[ad][0] = 99999
81          # Dictionary -> byte stream
82          skt.sendto(str(routing_poison_reverse).encode('utf-8'), address)
83
84  ''' disconnect the link '''
85  def linkdown(parsed):
86      # split by the blank
87      parsed = parsed.split()
88      length = len(parsed)
89      # incompleted information
90      if length != 2:
91          print("error: parameters must be :<neighbor-ip> <port> ")
92          return False
93
94      ip = parsed[0]
95      port = parsed[1]
96      try:
97          port = int(port)
98      except ValueError:
99          print("error: port values must be integers. {0} is not an int.".format(
                port))
100         return False
101
102     ad_temp = (ip, port)
103     if ad_temp in neighbors.keys():
104         neighbors.pop(ad_temp)
105         for address in list(routing.keys()):
106             # If the next hop address of a destination network in the routing
                    table is ad_temp
107             # remove
108             if routing[address][1] == ad_temp:
109                 routing[address] = [float('inf'), None]
110
```

```
111             print("{0} has been removed from neighbors.".format(ad_temp))
112             return ["linkdown", str(host_addr[0]) + ' ' + str(host_addr[1]), ad_temp
                    ]
113         else:
114             # no operation addresses in the adjacent router table
115             print("there is no {0} in neighbors.".format(ad_temp))
116             return False
```

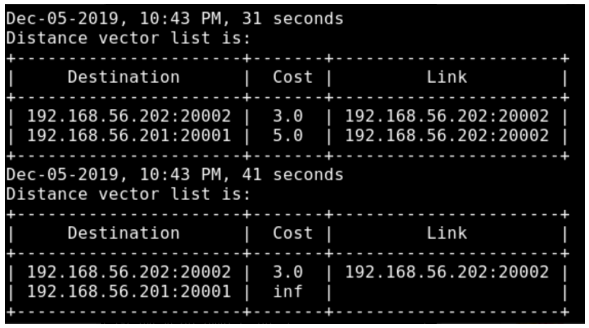
4.4.2 运行结果



(a) 主机 A



(b) 主机 B



(c) 主机 C

图 14　逆向毒化后不会产生 loop

5 思考

5.1 演示说明

使用 UDP socket 实现 DV 信息的交换:

python client.py <listening-port> <ip-address1 port1 distance1> <ip-address2 port2 distance2> ……

本节点通过 localhost：listening-port 进行监听（采用大端口如 20000）

邻居关系由三元组定义：IP 地址、监听端口号、与本节点的距离

拓扑改变所需功能:

linkchange <neighbor-ip> <port> <link-cost> 改变边的大小（任务 2）

linkdown <neighbor-ip> <port> 取消和这个节点的链接（任务 3、4）

linkup <neighbor-ip> <port> 恢复以前使用 linkdown 取消的链接（便于调试）

本实验中在每个虚拟机中分别编写 shell 文件，并运行。

```
#命令行中键入：sh a1.sh
#A
python test2.py 20001 192.168.56.202 20002 2 192.168.56.205 20005 2

#B
python test2.py 20002 192.168.56.201 20001 2 192.168.56.205 20005 6
    192.168.56.203 20003 8

#C
python test2.py 20003 192.168.56.202 20002 8 192.168.56.204 20004 3

#D
python test2.py 20004 192.168.56.203 20003 3 192.168.56.205 20005 6

#E
python test2.py 20005 10 192.168.56.201 20001 2 192.168.56.204 20004 6
    192.168.56.202 20002 6

#linkchange in B
linkchange 192.168.56.205 20005 2
```

任务 3、4 中使用的 shell 文件：

```
#命令行中键入：sh a2.sh
#A
python test2.py 20001 192.168.56.202 20002 2

```

```
#B
python test2.py 20002 192.168.56.201 20001 2 192.168.56.203 20003 3

#C
python test2.py 20003 192.168.56.202 20002 3

#linkdown in A
linkdown 192.168.56.202 20002
```

5.2 思考题解答

假设现有如图 15所示的网络。[1] 现在结点 C 至结点 D 之间的链路断了，并且假设原来从 B 到 D 的最短路径为 B—A—C—D，于是 B 将会从它的角度告知 C 这条最短路径。那么，在这种情形下，即使使用了毒性逆转技术，C 还是会选取 B 作为到达 D 的下一跳。这样，一个回环形成了。

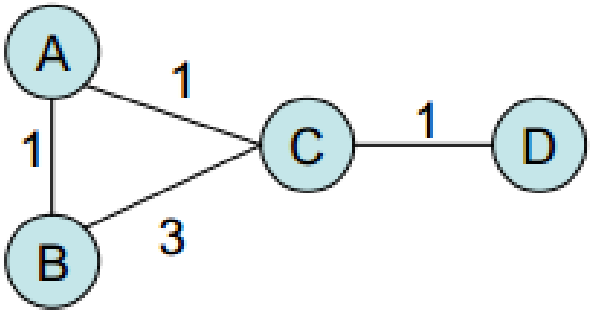


图 15　一个简单的网络拓扑结构

6 小结

通过本次实验，我熟悉了 DV 算法的执行过程以及针对 DV 算法存在的问题的解决方法。在实验过程中，主要需要注意更新前后的路由表的保存不能混乱，以尽可能模拟同步性。在编写毒性逆转时，需要对这个技术有详细的了解，在查阅相关资料后，解决了这个问题。总之，这次实验对于我理解 RIP 协议和 DV 算法很有帮助。

[1] https://people.mpi-sws.org/~gummadi/teaching/sp07/datanets/homework/homework2solution.pdf