SDN Lab3

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Outline

- Goals
- Instructions

Goals

- Learn how to use Ryu to modify flow entry dynamically
- Learn how to write a simple application based on monitor feature

Lab Content

- Step 1: Retrieve flow information
- Step 2: Delete a flow entry when it has transmitted "30" packets

Instructions

- Step 1: Retrieve flow information
  - Use “OFPFlowStatsRequest()” and “OFPFlowStatsReply()” to get information about flow entries
  - Remove flow entries based on “packet_count”

Instructions

- Step 2: Delete a flow entry when it has transmitted "30" packets
  - Use "OFPFlowMod" to delete flow entries
  - Specify command "OFPFC_DELETE"
  - Parameter "match" decides which flow entry will be remove
  - Note that you have to stop "_packet_in_handler" from adding flow entry which you want to delete

Reference :
[1]http://ryu.readthedocs.io/en/latest/ofproto_v1_3_ref.html#ryu.ofproto.ofproto_v1_3_parser.OFPFlowMod

Instructions

- Step 2: Delete a flow entry when it has transmitted "30" packets
  - Test your code with "ping"
  - Ex: "h1 ping h2" makes host 1 keep sending packets to host 2
  - If flow entry is removed, host 1 won't be able to ping host 2