

# **Mininet and Open vSwitch**

Open vSwitch Fall Conference  
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# Mininet and Open vSwitch

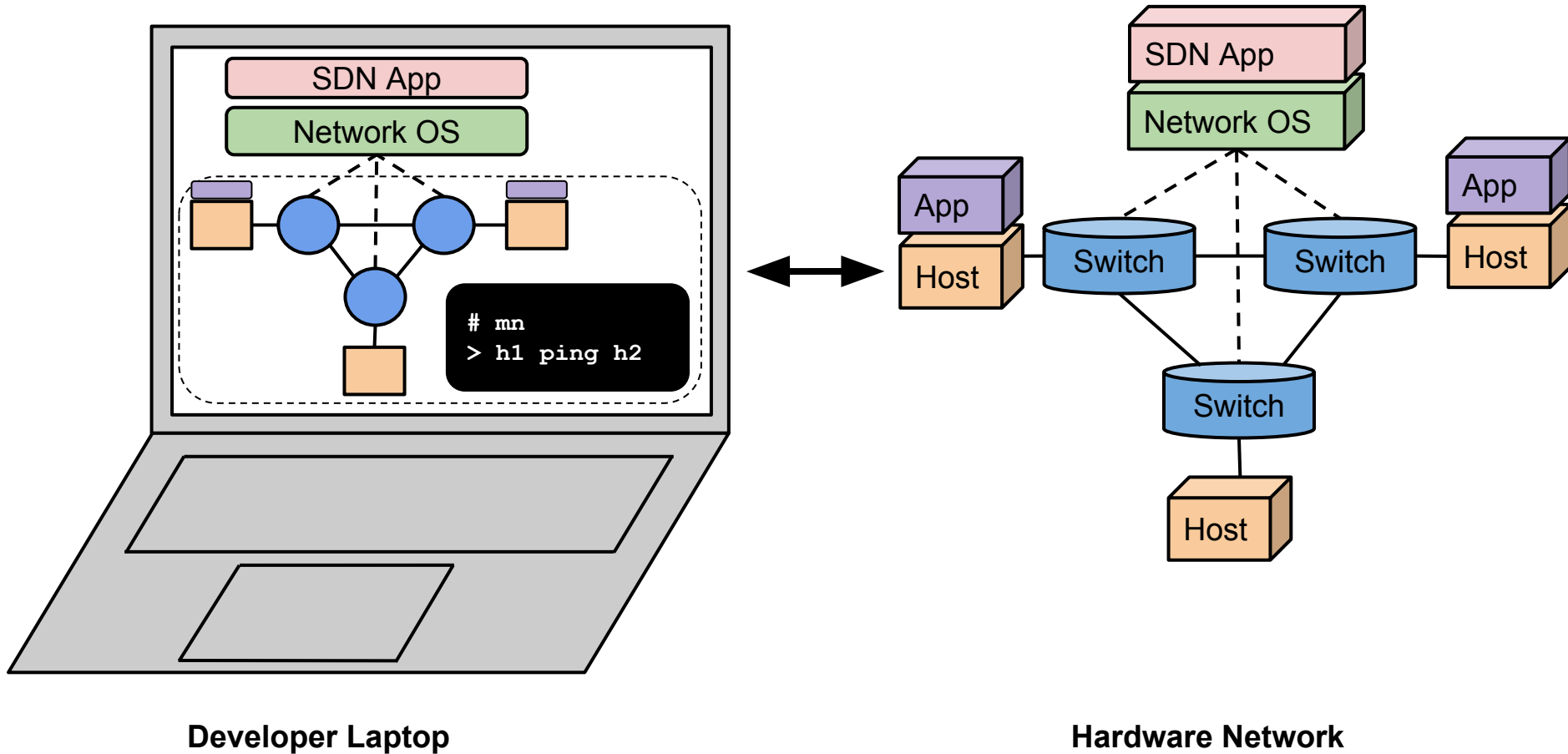
## Development Platform for SDN

Processes in Namespaces

Mininet Demo and API

Experiences with Open vSwitch

# A Development Platform for OpenFlow/SDN



# Mininet and Open vSwitch

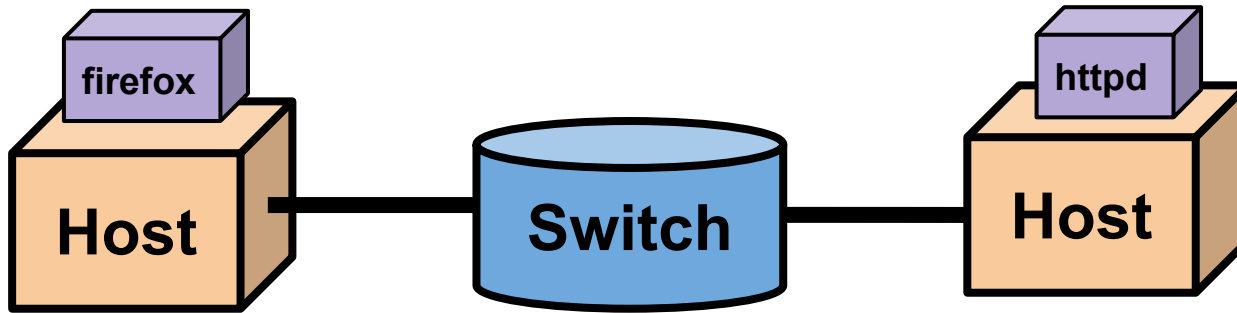
Development Platform for SDN

**Processes in Namespaces**

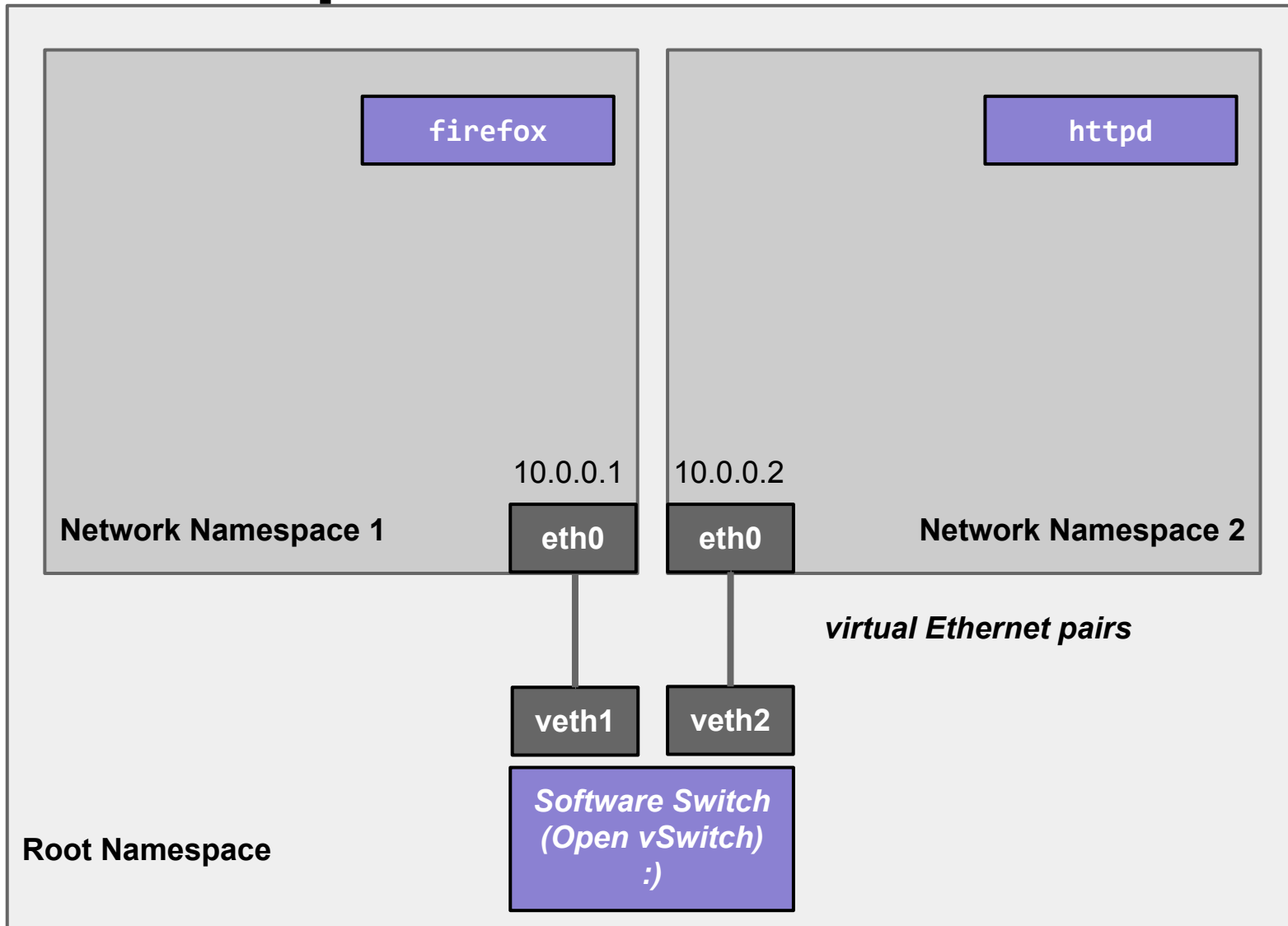
Mininet Demo and API

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# To start with, a Very Simple (legacy) Network



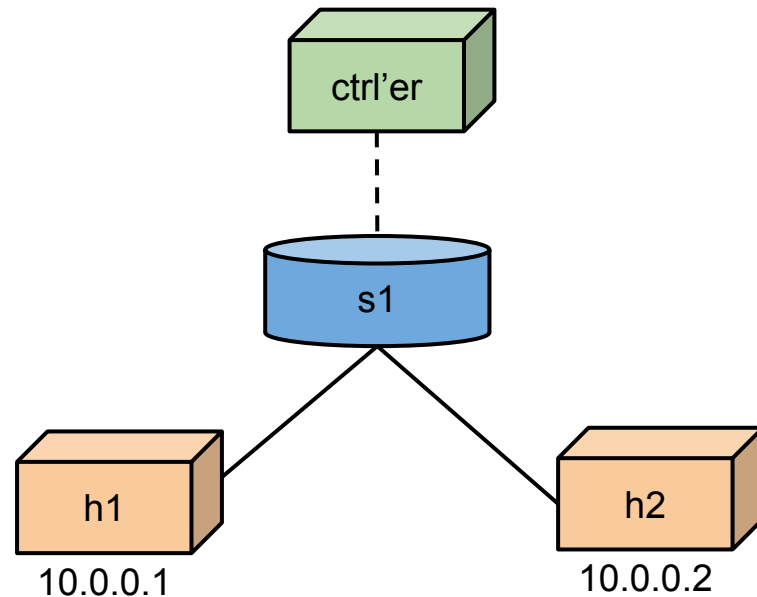
# Mechanism: Processes in Network Namespaces



# SDN version using Linux commands

```
sudo bash
# Create host namespaces
ip netns add h1
ip netns add h2
# Create switch
ovs-vsctl add-br s1
# Create links
ip link add h1-eth0 type veth peer name s1-eth1
ip link add h2-eth0 type veth peer name s1-eth2
ip link show
# Move host ports into namespaces
ip link set h1-eth0 netns h1
ip link set h2-eth0 netns h2
ip netns exec h1 ip link show
ip netns exec h2 ip link show
# Connect switch ports to OVS
ovs-vsctl add-port s1 s1-eth1
ovs-vsctl add-port s1 s1-eth2
ovs-vsctl show
# Set up OpenFlow controller
ovs-vsctl set-controller s1 tcp:127.0.0.1
controller ptcp: &
ovs-vsctl show
```

```
# Configure network
ip netns exec h1 ifconfig h1-eth0 10.1
ip netns exec h1 ifconfig lo up
ip netns exec h2 ifconfig h2-eth0 10.2
ip netns exec h1 ifconfig lo up
ifconfig s1-eth1 up
ifconfig s1-eth2 up
# Test network
ip netns exec h1 ping -c1 10.2
```



# Wouldn't it be great if...

We had a simple **command-line tool** and/or **API** that did this for us automatically?

It allowed us to **easily create topologies** of varying size, up to **hundreds of nodes**, and run tests on them?

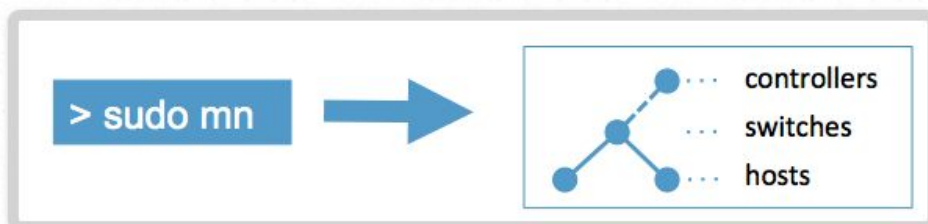
It was already **included in Debian and Ubuntu**?



# Mininet

An Instant Virtual Network on your Laptop (or other PC)

Mininet creates a **realistic virtual network**, running **real kernel, switch and application code**, on a single machine (VM, cloud or native), in seconds, with a single command:



Because you can easily [interact with](#) your network using the Mininet [CLI](#) (and [API](#)), [customize](#) it, [share](#) it with others, or [deploy](#) it on real hardware, Mininet is useful for [development](#), [teaching](#), and [research](#).

Mininet is also a great way to develop, share, and experiment with [OpenFlow](#) and Software-Defined Networking systems.

Mininet is actively developed and supported, and is released under a permissive BSD Open Source license. We encourage you to [contribute](#) code, bug reports/fixes, documentation, and anything else that can improve the system!

## Get Started

[Download](#) a Mininet VM, do the [walkthrough](#) and run the [OpenFlow tutorial](#).

## Support

Read the [FAQ](#), read the [documentation](#), and join our mailing list, [mininet-discuss](#).

## Contribute

File a [bug](#), download the [source](#), or submit a [pull request](#) - all on GitHub.

## Mininet

### [Get Started](#)

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### [Walkthrough](#)

### [Overview](#)

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## News

[Mininet Tutorial at SIGCOMM](#)

[Announcing Mininet 2.1.0 !](#)

[Nick Feamster's SDN Course](#)

[Automating Controller Startup](#)

# Mininet and Open vSwitch

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Processes in Namespaces

**Mininet Demo and API**

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# Mininet command line tool and CLI demo

```
# mn
```

```
# mn --topo tree,depth=3,fanout=3 --  
link=tc,bw=10
```

```
mininet> xterm h1 h2
```

```
h1# wireshark &
```

```
h2# python -m SimpleHTTPServer 80 &
```

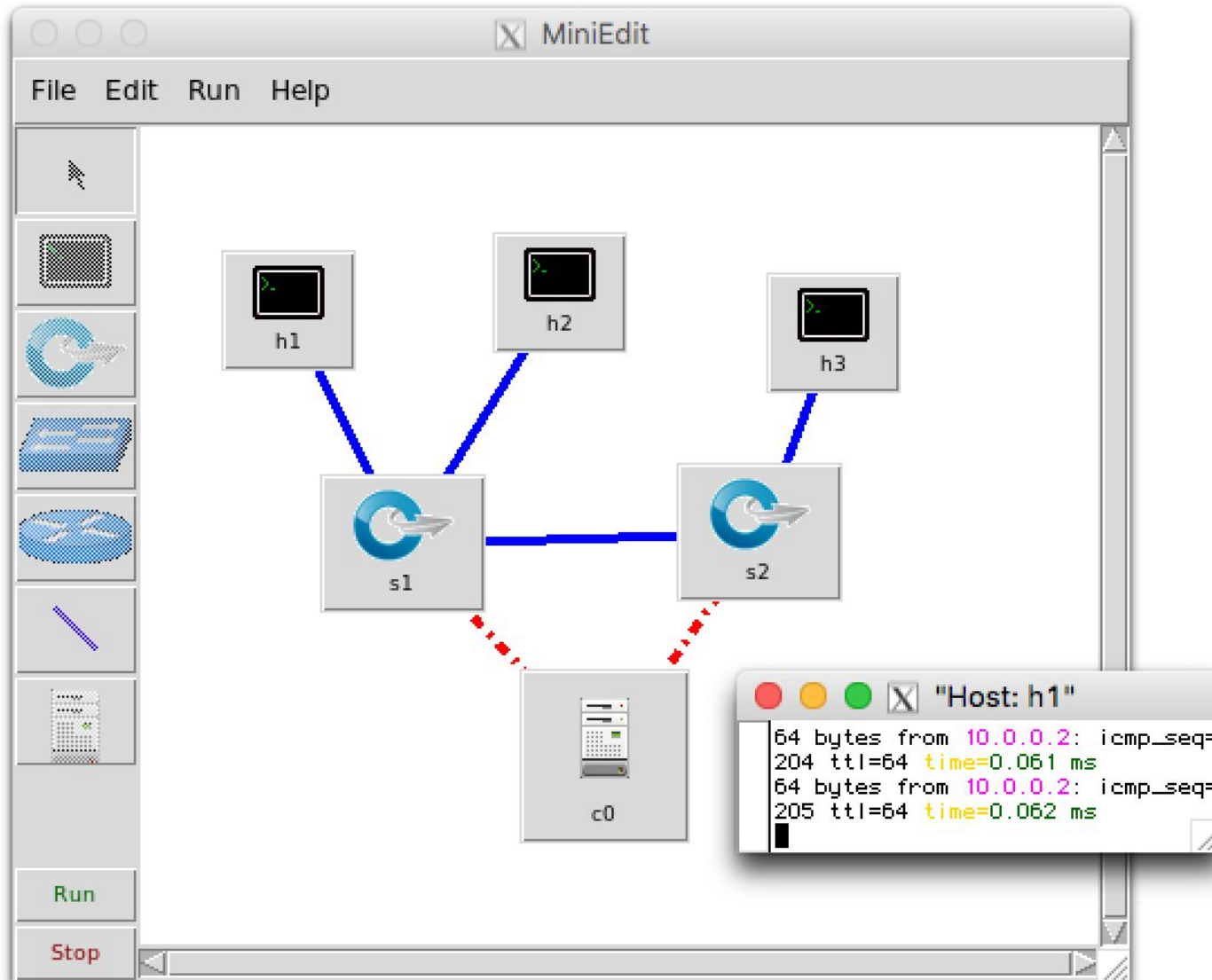
```
h1# firefox &
```

```
# mn --topo linear,100
```

```
# examples/miniedit.py
```

# Mininet GUI (MiniEdit)

(unfortunately omitted from live presentation!)



# Mininet's Python API

Core of Mininet!! Everything is built on it.

Dynamic Python >> static JSON/XML/etc.

Easy and (hopefully) fun

Python is used for *orchestration*, but emulation is performed by compiled C code (Linux + switches + apps)

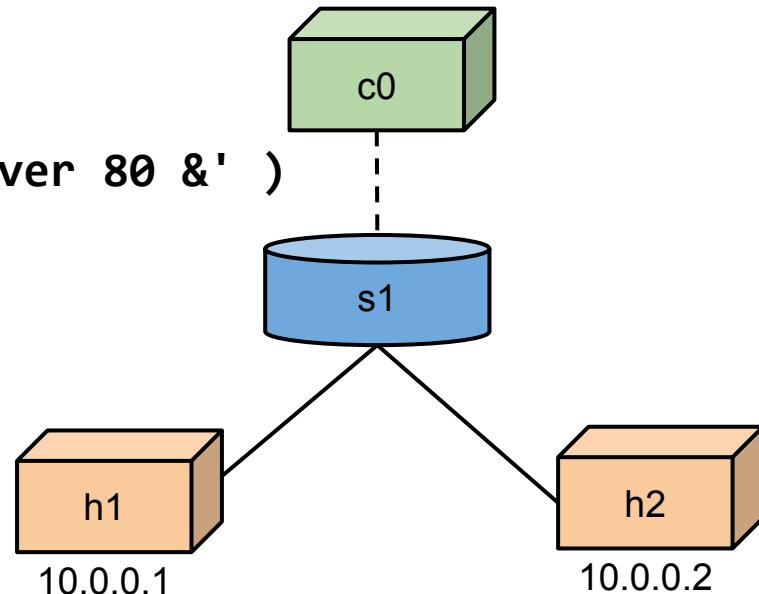
[api.mininet.org](http://api.mininet.org)

[docs.mininet.org](http://docs.mininet.org)

[Introduction to Mininet](#)

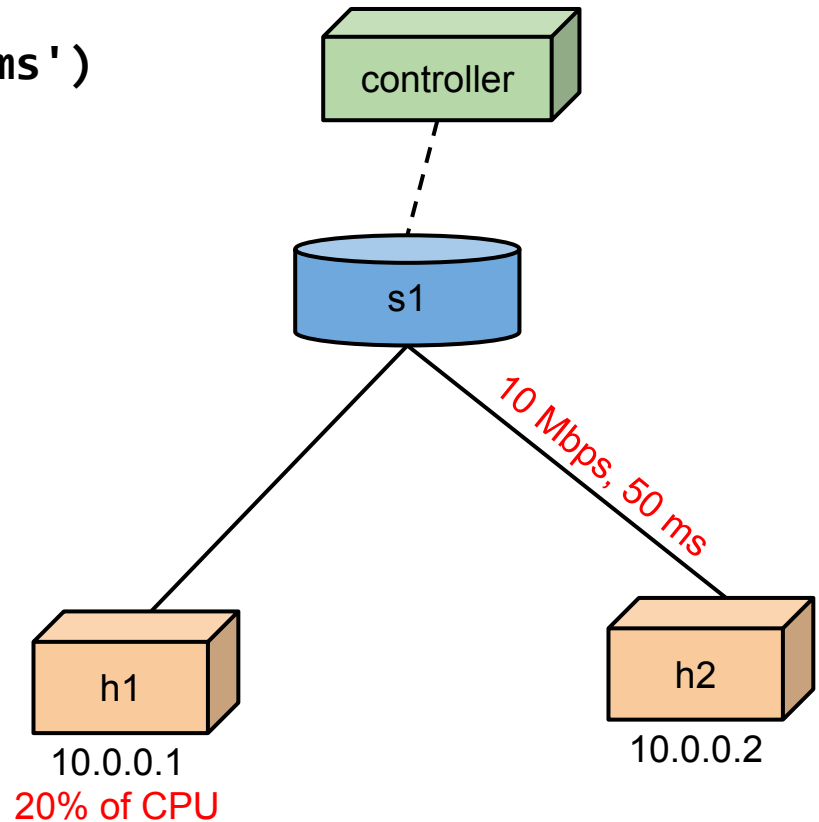
# Mininet API basics

```
net = Mininet() # net is a Mininet() object
h1 = net.addHost( 'h1' ) # h1 is a Host() object
h2 = net.addHost( 'h2' ) # h2 is a Host()
s1 = net.addSwitch( 's1' ) # s1 is a Switch() object
c0 = net.addController( 'c0' ) # c0 is a Controller()
net.addLink( h1, s1 ) # creates a Link() object
net.addLink( h2, s1 )
net.start()
h2.cmd( 'python -m SimpleHTTPServer 80 &' )
sleep( 2 )
h1.cmd( 'curl', h2.IP() )
CLI( net )
h2.cmd( 'kill %python' )
net.stop()
```



# Performance modeling in Mininet

```
# Use performance-modeling link and host classes
net = Mininet(link=TCLink, host=CPULimitedHost)
# Limit link bandwidth and add delay
net.addLink(h2, s1, bw=10, delay='50ms')
# Limit CPU bandwidth
net.addHost('h1', cpu=.2)
```



examples:

[reproducingnetworkresearch.wordpress.com](http://reproducingnetworkresearch.wordpress.com)

# Mininet and Open vSwitch

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# **Experience with OvS and Mininet**

**Network emulation is an incredibly useful application of Open vSwitch!**

**Mininet + Open vSwitch gives you an instant network on your laptop, for development, testing, research, demos, experimentation... almost anything you can think of!**

# Experience with OvS and Mininet

Initially, **poorer startup and switching performance** than Stanford reference switch (I miss the reference kernel switch!)

**Switching performance has improved over time** by a factor of 30+

**Inclusion in the Linux kernel** was a major coup!

**Startup performance is still slow** due to `ovsdb`

**OVS patch links do provide better performance and faster startup** at the expense of losing `tcpdump` capability and bandwidth limiting using `tc`.

Even **batching `ovsdb` commands**, it is still **slow to create large networks** with hundreds/thousands of switches/ports.

Both OvS and Mininet want to use `tc`.

# How can OvS evolve to improve support for network emulation?

Scaling to **thousands of virtual switches** (many **thousands of ports!**) on a single Linux kernel. (Also long chains of patch links.)

Supporting **configuration of flow tables** (size, match/action support) and **flow pipeline** on individual switches (P4 may help, though it's overkill.)

**Even better performance** of true OpenFlow switching (closer to memory bandwidth and to netmap/VALE's reported performance)

Accurate **switch port characteristics reporting** from Linux, OpenFlow (currently everything is reported as 10 Gb/s)

**Tracking OpenFlow** (and **possibly P4**) is essential for enabling the future of networking, including network OS development and network applications (compare with smartphone revolution.)

Can OvS **do all this today?** If not, **how can we get there?**

# Thank you

[mininet.org](http://mininet.org)

[github.com/mininet](https://github.com/mininet)

[reproducingnetworkresearch.wordpress.com](http://reproducingnetworkresearch.wordpress.com)