

openflow_ovs_flow_arp.pcapng

OpenFlow OFPT_PACKET_IN (10)

XID	0
Buffer ID	256
Length	64
Reason	OFPR_ACTION (1)
Table	1

💡 PACKET_IN – switch sends unmatched packet to controller for decision; reason: no matching flow (table-miss), explicit action, or TTL expiry; controller responds with PACKET_OUT or FLOW_MOD

OpenFlow OFPT_PACKET_IN (10)

XID	0
Buffer ID	257
Length	64
Reason	OFPR_ACTION (1)
Table	1

💡 PACKET_IN – switch sends unmatched packet to controller for decision; reason: no matching flow (table-miss), explicit action, or TTL expiry; controller responds with PACKET_OUT or FLOW_MOD

OpenFlow OFPT_FLOW_MOD (14)

XID	2087374563
Cookie	0x000000005adc15c0
Table	2
Command	OFFFC_ADD (0)
Idle timeout	417
Hard timeout	0
Priority	8192
Buffer ID	OFF_NO_BUFFER (4294967295)
Out port	0
Out group	0

💡 FLOW_MOD – controller installs/modifies/deletes flow entries in switch tables; match fields define which packets to match, actions define what to do (forward, drop, modify headers)

OpenFlow OFPT_FLOW_MOD (14)

XID	2087374564
Cookie	0x000000005adc15c0
Table	1
Command	OFFFC_ADD (0)
Idle timeout	0
Hard timeout	267
Priority	8191
Buffer ID	OFF_NO_BUFFER (4294967295)
Out port	0
Out group	0

💡 FLOW_MOD – controller installs/modifies/deletes flow entries in switch tables; match fields define which packets to match, actions define what to do (forward, drop, modify headers)

OpenFlow OFPT_FLOW_MOD (14)

XID	2087374558
Cookie	0x000000005adc15c0
Table	2
Command	OFFFC_ADD (0)
Idle timeout	403
Hard timeout	0
Priority	8192
Buffer ID	OFF_NO_BUFFER (4294967295)
Out port	0
Out group	0

💡 FLOW_MOD – controller installs/modifies/deletes flow entries in switch tables; match fields define which packets to match, actions define what to do (forward, drop, modify headers)

OpenFlow OFPT_FLOW_MOD (14)

XID	2087374559
Cookie	0x000000005adc15c0
Table	1
Command	OFFFC_ADD (0)
Idle timeout	0
Hard timeout	253
Priority	8191
Buffer ID	OFF_NO_BUFFER (4294967295)
Out port	0
Out group	0

💡 FLOW_MOD – controller installs/modifies/deletes flow entries in switch tables; match fields define which packets to match, actions define what to do (forward, drop, modify headers)