

MaxiNet

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- **Website:** <http://maxinet.github.io/>
- **Organization:** Wallaschek et al.
- **Contact:** <https://lists.uni-paderborn.de/mailman/listinfo/maxinet>
- **Repository:** <https://github.com/MaxiNet/MaxiNet>
- **License:** The MaxiNet 1.0 License
- **Status:** Active

Project Description: A distributed SDN emulator

Further info: MaxiNet extends the famous Mininet emulation environment to span the emulation across several physical machines. This allows to emulate very large software-defined networks.

MaxiNet runs on a pool of multiple physical machines called Workers. Each of these Workers runs a Mininet emulation and only emulates a part of the whole network. Switches and hosts are interconnected using GRE tunnels across different Workers. MaxiNet provides a centralized API for controlling the emulation. This API is invoked at a specialized Worker called the Frontend. The Frontend partitions and distributes the virtual network onto the Workers and keeps a list of which node resides on which Worker. This way we can access all nodes through the Frontend.



- Link scientific paper(s)
- Link whitepaper(s)
- Link video(s)
- Link presentation(s)
- Link further resources