



# Architecture for an Open Source Network Tester

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## The Problem

- Commercial Network Testers are:
  - Prohibitively expensive:** >\$20,000 per 10GbE port
  - Inflexible:** It's difficult to add new features
  - Closed and Proprietary:** It's hard to test new protocols.

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## Our Goal

- Create a **low-cost open-source network tester (OSNT)**.
  - NetFPGA seems a natural choice:  
<\$2000 for 4x10GbE ports
- Build a **community of users** who gradually improve OSNT for use in **research and education**.

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## How can you participate?

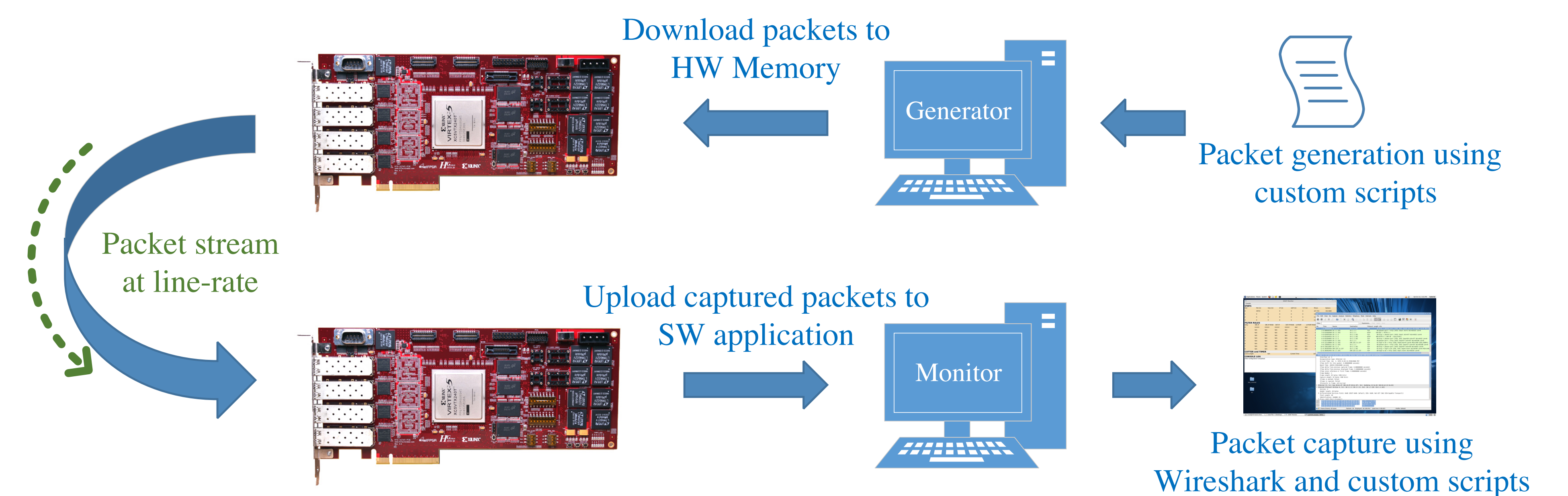
- The code is available at <https://github.com/NetFPGA/OSNT>.
- Contribute** to the project.
  - Get latest repository
  - Design and develop applications and add-ons!**
  - Push back to the repository
- Disseminate** your work to the world.

It's that Simple!

“Help build the open-source network testing community”

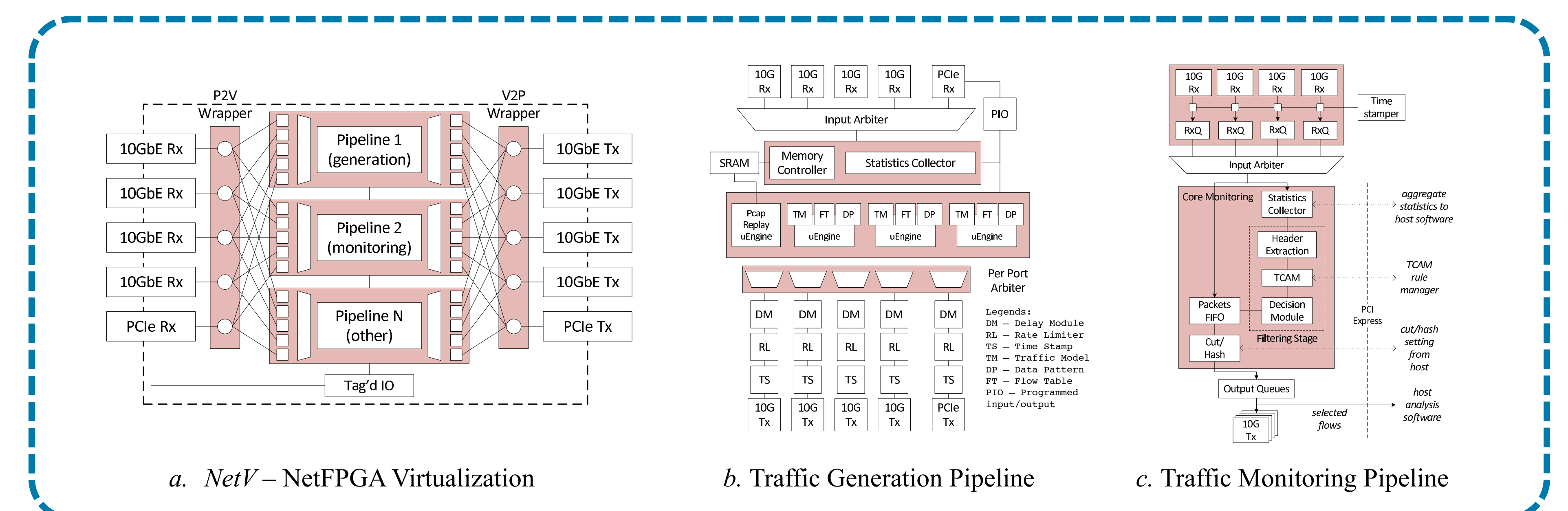
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## DEMO



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## Hardware Architecture

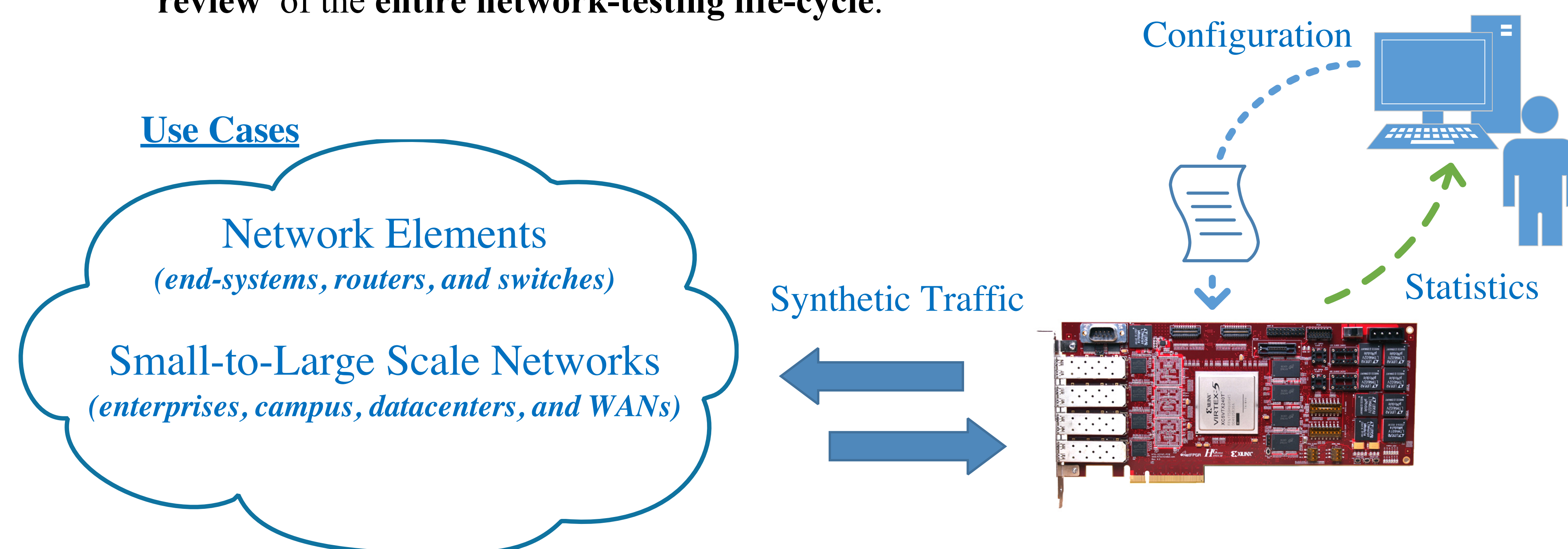


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## Why use OSNT?

- A complete open-source solution from **user-software** through to **hardware implementation**.
- A flexible and extensible platform that permits **validation and review** of the **entire network-testing life-cycle**.

### Use Cases



### Enabling Features

- Line-rate packet processing**
  - Traffic generation and monitoring
- End-to-End traffic measurements**
  - Latency, throughput and jitter etc
- Adding custom features**
  - Traffic models and protocols
- High precision timestamping** and more

### Operating Modes

- Default:**
  - Pre-built traffic models (CBR, Poisson)
  - Pre-built protocol models (TCP/UDP)
- Custom:**
  - User-defined traffic models (UDTM)
  - User-defined protocol models (UDPM)