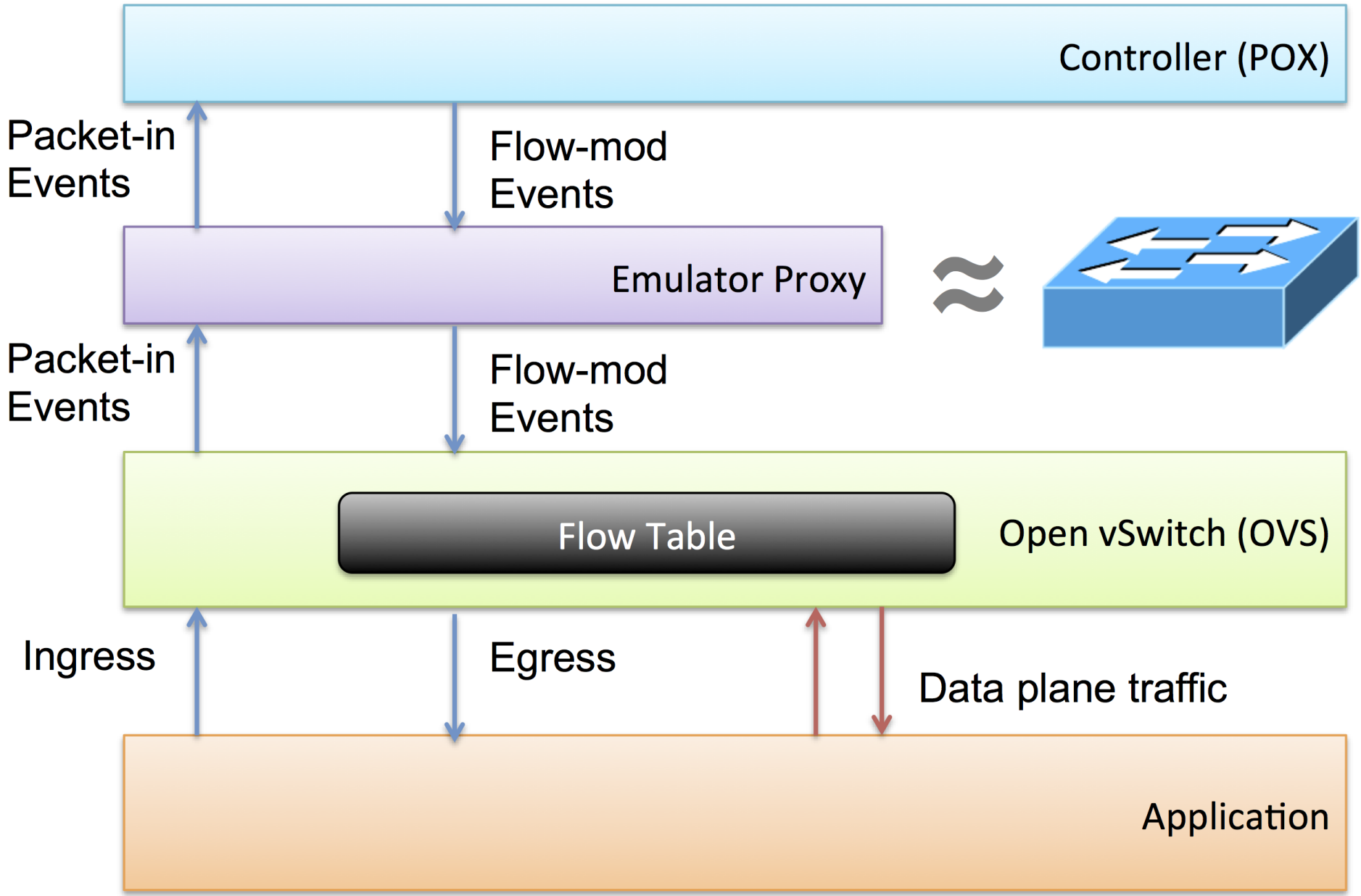

Figure 4: The emulator manipulates OpenFlow events between the controller and OVS in order to approximate the performance of a given hardware switch.