Scalable Routing for Mechanical Backhaul Networks

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Outline

- Motivation
- Background
- Problem Definition
- Scalable Routing Architecture
- Evaluation
- Future Work
- Conclusion

MOTIVATION

Motivation: Rural Connectivity

- E-governance
- Transfer of knowledge
- Exposure to the world wide web
- E-health care
- Business

Reference:

www.csdms.in/.../Presentations/Day%20II/UNDP%20ICTD/Project%20Ashwini, %20Byrraju%20Foundation.pdf

Motivation: Rural Connectivity

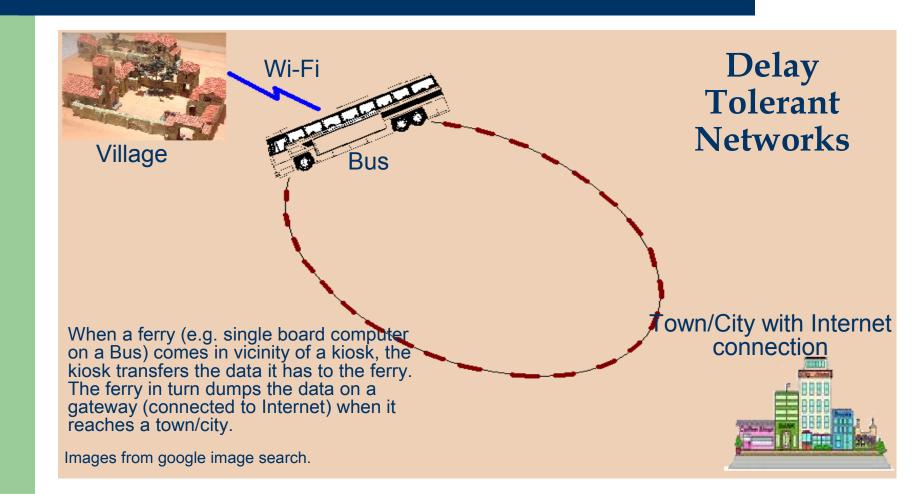
- Ashwini Project Bhimavaram
 - Virtual delivery of
 - Health care
 - Education and Adult Literacy
 - Livelihood training
 - Governance
 - 28 villages, 500,000 people

Reference:

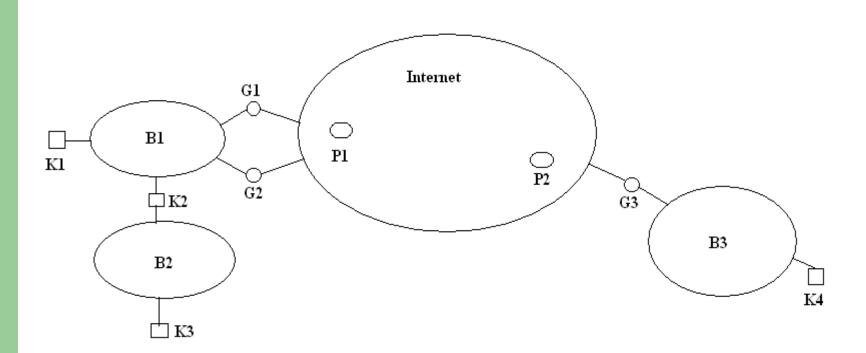
www.csdms.in/.../Presentations/Day%20II/UNDP%20ICTD/Project%20Ashwini, %20Byrraju%20Foundation.pdf

BACKGROUND

Background: Delay Tolerant Networks



Background: Mechanical backhaul networks



PROBLEM DEFINITION

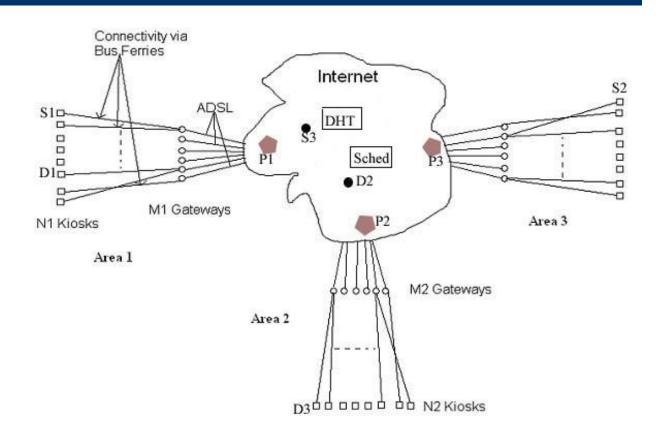
Problem Setting: India as case in point

- Low capacity Internet connectivity at district headquarters
- Good bus connectivity to villages
- Low cost requirement

Problem Definition

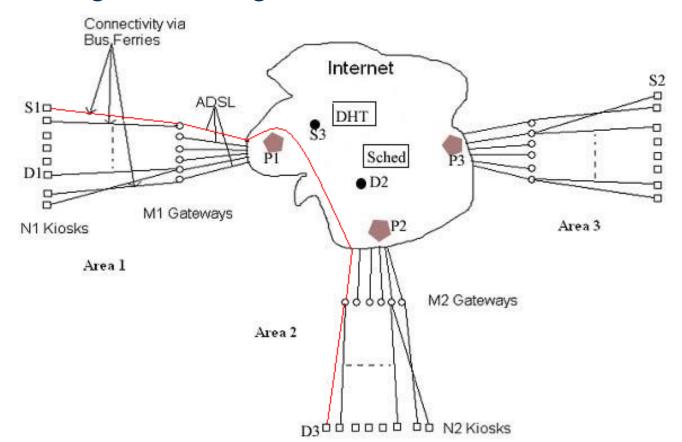
- Design, implement and evaluate a routing protocol for mechanical backhaul networks with the following properties
 - Scales to country wide networks (order of 100K nodes)
 - Gives high delivery ratio; it is robust.
 - Uses bottleneck Internet links minimally.
 - Minimizes cost of deployment

SCALABLE ROUTING ARCHITECTURE

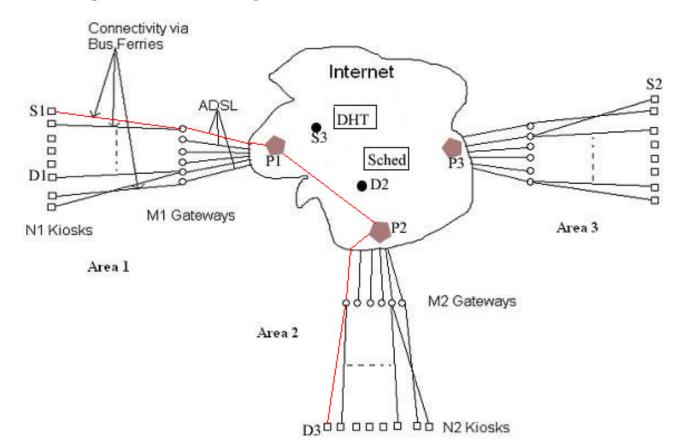


- Intra-Region Routing
 - Flood bundles
 - Redundancy = Robustness
 - No book keeping requirement
 - Bundle received over best path
 - Delivery to multiple gateways for inter-region routing
 - Smart Flooding
 - Metadata exchange
 - Death Certificates

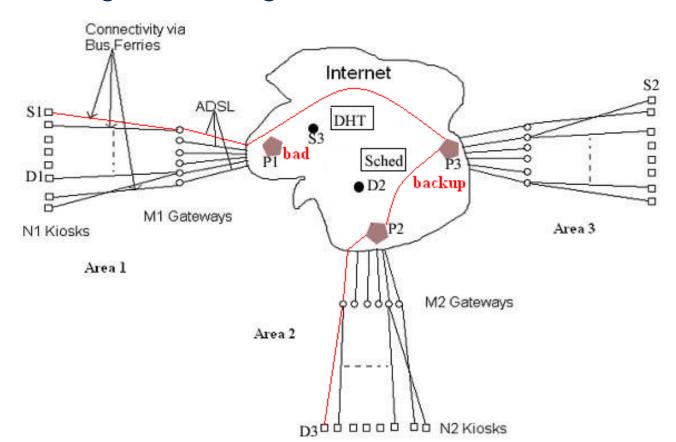
Inter-Region Routing: G2G



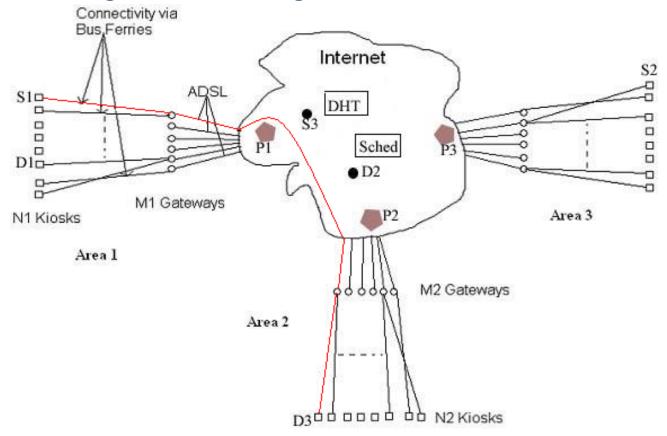
Inter-Region Routing: G2P



Inter-Region Routing: G2PB



Inter-Region Routing: G2GC

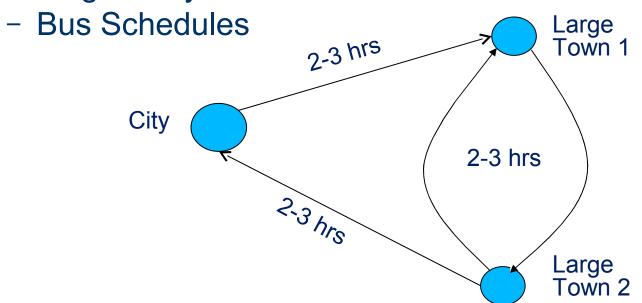


Comparison of various inter-region routing approaches:

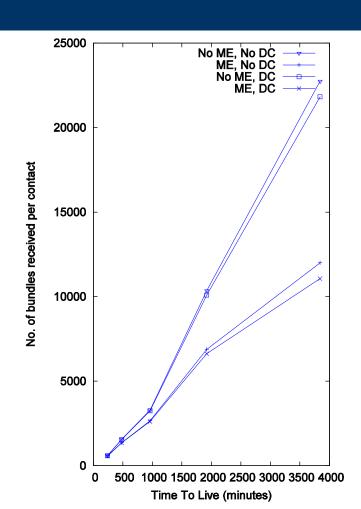
Solutions	Performance	Reliability	Complexity
G2G	High	High	High
G2P	Low	Low	Low
G2PB	Low	High	Medium
G2GC	Low	High	Medium

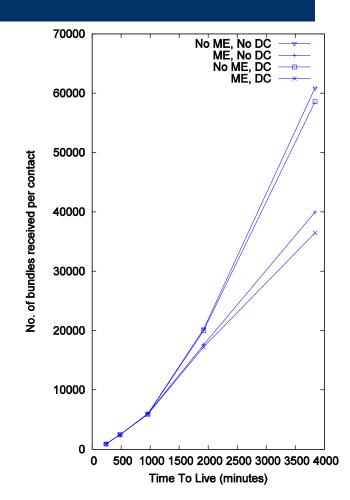
EVALUATION

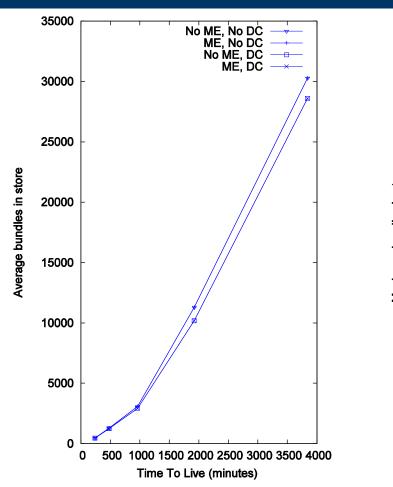
- Simulation setup
 - 100,00 nodes
 - 100 nodes per region: 80 kiosks, 10 buses, and 10 gateways

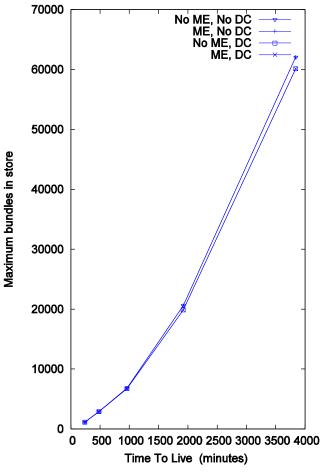


- Simulation setup continued
 - Tuning parameters
 - Bundle generation rate 1 bundle/minute/node and 0.5 bundles/minute/node
 - Bundle TTL values of 240, 480, 960, 19200 and 3840 minutes.
 - NoME-NoDC, NoME-DC, Me-NoDC and ME-DC
 - Measured metrics
 - Average and maximum number of bundles in store at a node at any point of time during the simulation
 - Average and maximum number of bundles received by a node per contact during the simulation.









- Potential Bottlenecks
 - Nonvolatile storage
 - Network Bandwidth
 - CPU capacity
- Nonvolatile storage
 - Maximum bundles in store = 62,000
 - Assuming 50KB bundle size 62K ⇔ 3.1GB << 40GB
 - Storage NOT a bottleneck

Network Bandwidth

- Assuming nominal application throughput of 10Mbps, 75MB of data can be transferred per minute.
- For TTL value of 960, bundle generation rate of 1bundle/min/node, and for ME-DC average number of bundles exchanged per contact = 5000
- This implies avg bundle size = 75K/5K = 15KB
- This translates to 21.6MB/day/node or 650MB/month/node

CPU capacity

- Poor application throughput achieved.
- In theory 802.11g is 5 times faster than 802.11b but not even 2 the throughput was achieved
- CPU capacity is a major bottleneck
- Allows 260MB/month/node

802.11 Type	20MB	25MB	30MB
b	53.58	67.40	81.70
g	42.78	54.41	66.34

- Using same numbers as the simulation
 - Bundle generation rate 1bundle/min/node
 - 100 nodes per region
- Analysis for G2P and G2PB
 - Total 100,000 bundles/minute in the system
 - Assuming equal division to all the regions 100 bundles/region/minute to be processed by the proxy.
 - This translates to 1.66 bundles/second.
 - Proxy lies on the data path.

- Analysis for G2GC
 - Total 100,000 bundles/minute in the system
 - This implies that at centralized scheduler must process 100,000req/minute = 1,666 req/sec.
- Analysis for random gateway selection
 - Simulation setup
 - Region 100 nodes
 - 100 bundles/min to the region, ideally 10 per gateway
 - Overload variable for each gateway
 - Simulation run for 60 hours ⇔ 360,000 bundles
 - 10 runs of the simulation
 - Maximum overload of 564 bundles ⇔ 27Mb ⇔
 4.5 minutes

Future Work

- Implementation of G2P and G2PB
- Stress testing of the implementation
- Deployment and study of traffic loads

Conclusion

- Successfully designed, implemented and evaluated a scalable and robust routing protocol for mechanical backhaul networks
- Smart flooding is a good design choice
- Identified CPU capacity as the primary bottleneck for the system
- The system can allow upload of up to 260MB/node/month

Thank You