Open Software-Defined Wireless Mesh Networks for rural communications

Periplus: An SDN OpenFlow in-band Control Plane

IEEE SA RRSA, Indian Institute of Science, Bangalore, March 2024

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Target Scenario

Rural areas are frequently characterized by:

- a low population density
- lower resources
- higher costs of transport and access

Main challenges for telcos are:

- high deployment costs where wired technologies are prohibitively expensive
- high maintenance costs
- lack of maintenance staff
- low income

Proposal: Sharing infrastructure through wireless technology that provides

- advanced QoS support
- robustness and resilience
- basic self-configuration
- easy centralized management

Existing technologies

TUCAN3G (a project deployed in Peru (2013-2016) by the team

- strong in QoS support
- demonstrated to be a valid alternative for operators both technically and economically
- too complex and rigid

Community networks based on distributed mesh networks

- flexible and resilient
- but lack QoS support

Periplus: in-band control plane

Objectives

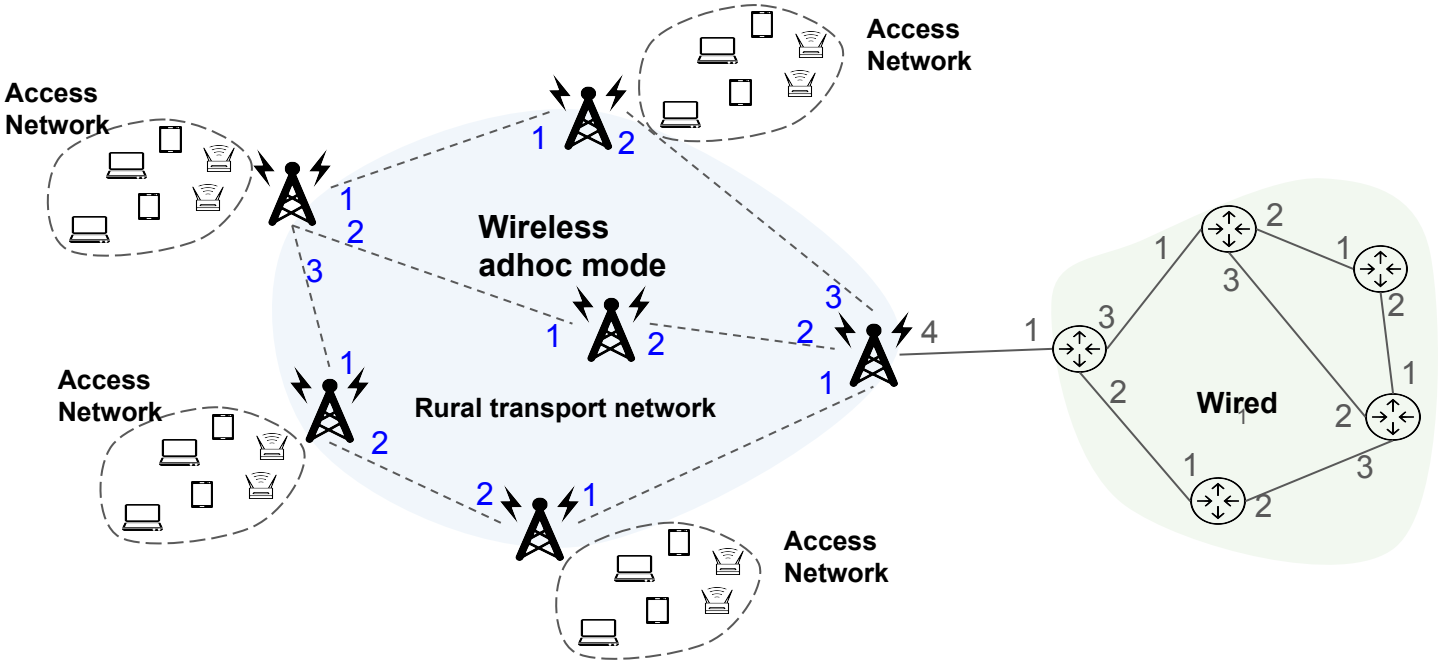
- improved connectivity in rural areas
- support of wireless + wired infrastructure with the same control plane
- enabling advanced QoS support in the data plane
- robustness and resilience
- basic self-configuration
- easy centralized management

Periplus: in-band control plane

- Pure SDN OpenFlow in-band control plane
- Support for multiple SDN controllers
- Forwarding of packets based on Slick Packets: a subgraph is encapsulated between L2 and L3 headers with main and alternate paths
  - Robustness and responsiveness: switches react quickly to link and switch failures without requiring communication with the controller
  - Scalability: amount of OF flows stored in switches is reduced
- Multicontroller support
  - subgraphs scale O(switches of 1 controller)
- Mininet prototype, Ryu, entirely based on OpenFlow, standard Open vSwitch code

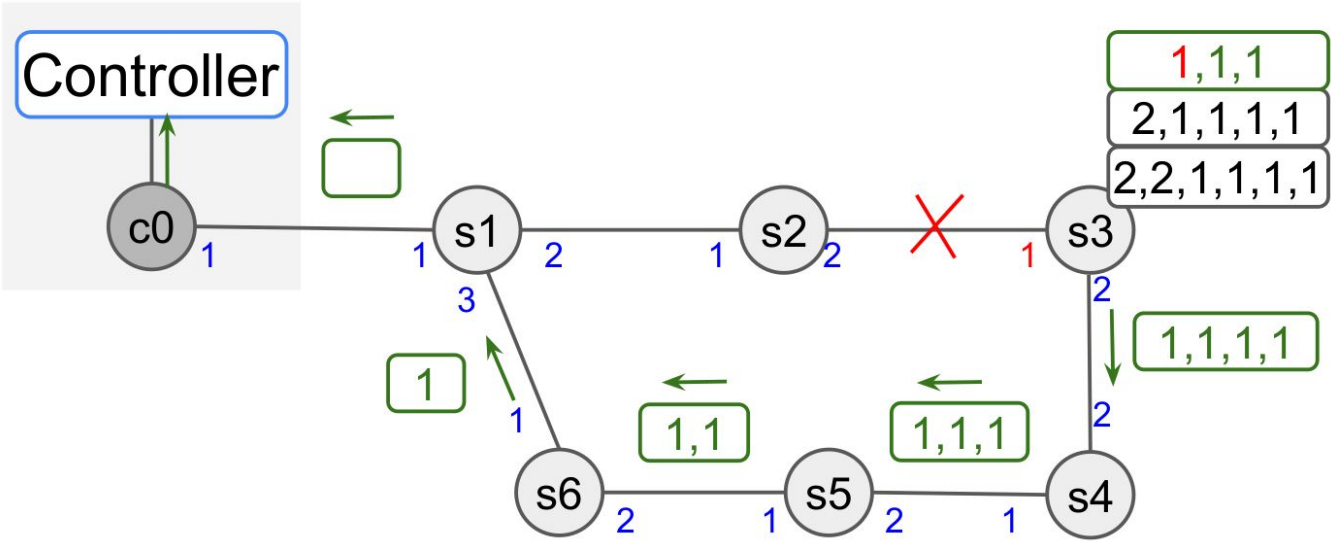
Periplus: in-band control plane

- OpenFlow + Open vSwitch both in Wired & Wireless nodes
- 802.11 adhoc mode
  - Rewriting of src & dst MAC addresses on each hop
  - Each time an 802.11 frame from a new wireless node is rcvd through the same wireless interface, a **new virtual port** is assigned to it

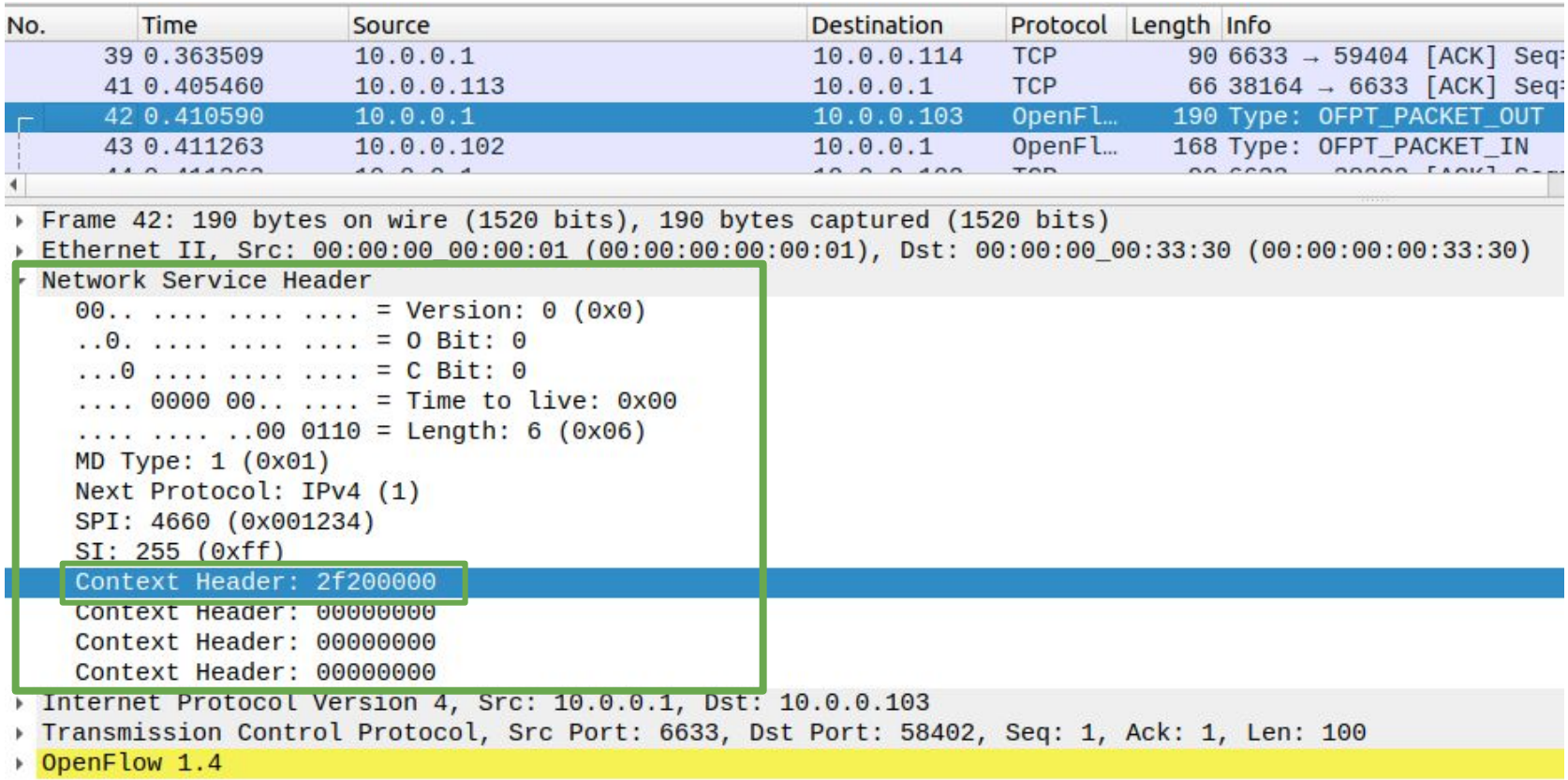


Graph forwarding (Slick Packets)

from s3 to controller (port 1 of s3 is inactive)

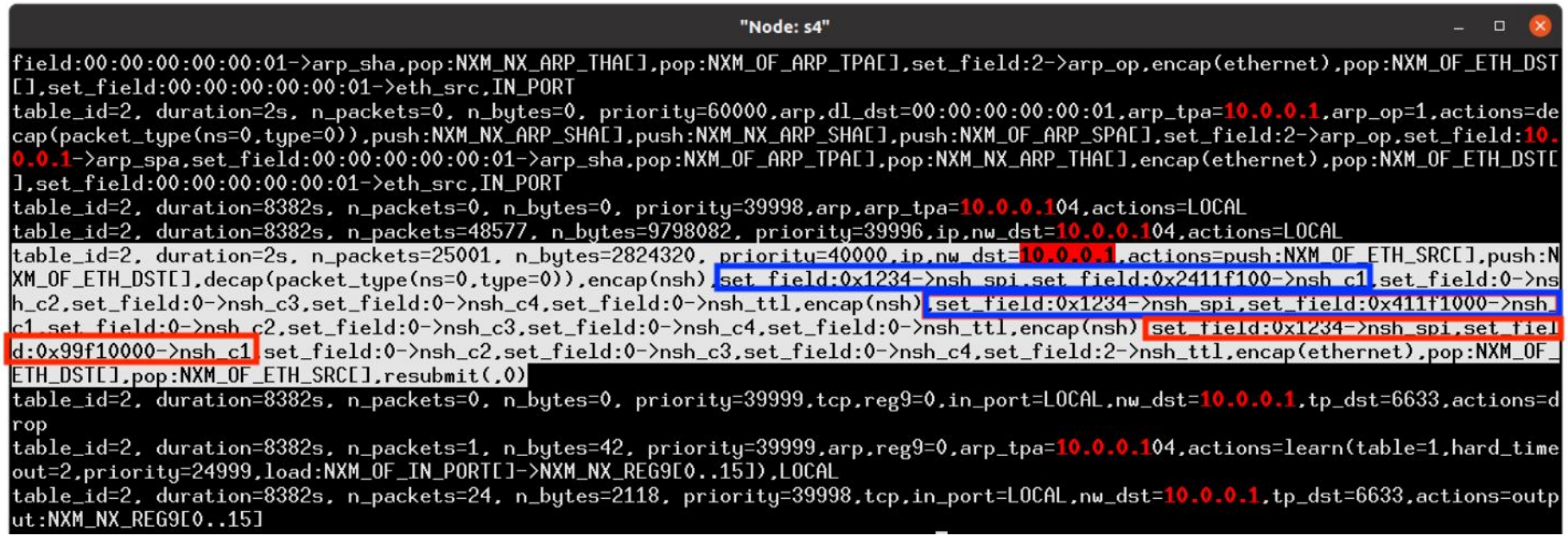


Path coding: NSH Header



OpenFlow implementation in unmodified Open vSwitch

OF flows in a switch:

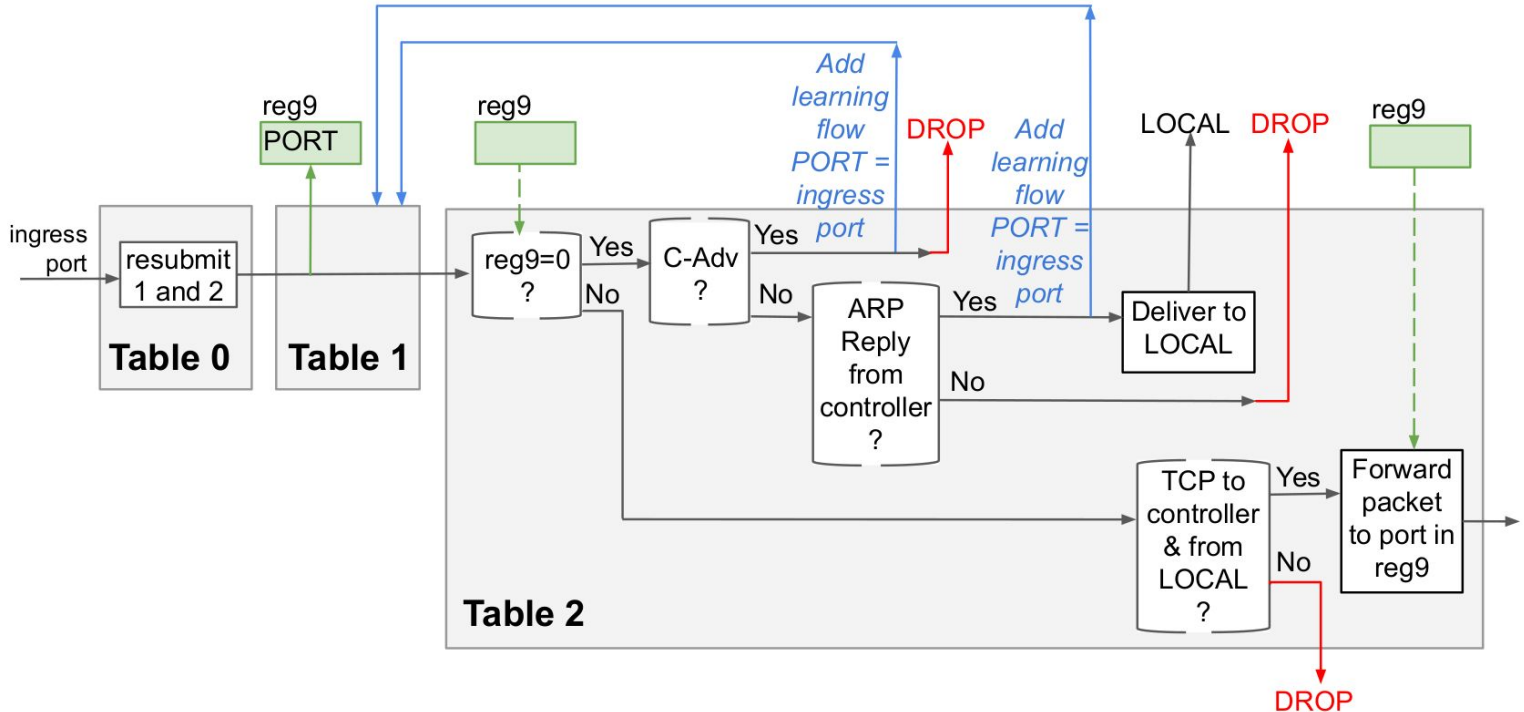


Booting Switch needs to discover controller:

Sends ARP through all ports

Discovers port to controller through rcvd ARP reply or through C-Adv

Then sends SYN through port that leads to any controller

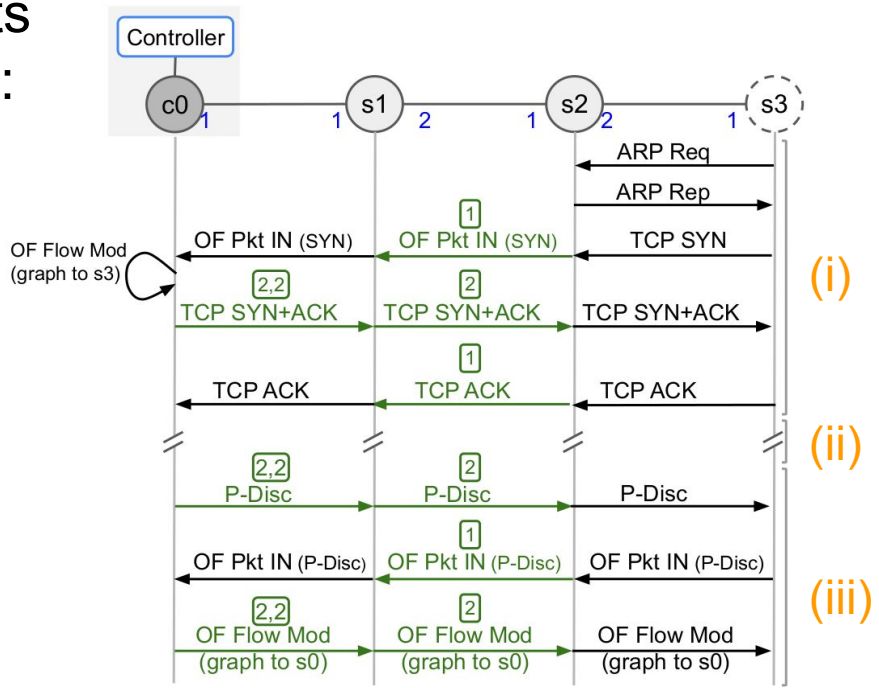


Bootstrap messages (s3 switch):

(i) ARP req. target=controller to all ports
Already MANAGED neighbor switch:
- does Proxy ARP
- then TCP 3-way handshake

(ii) OpenFlow session establishment

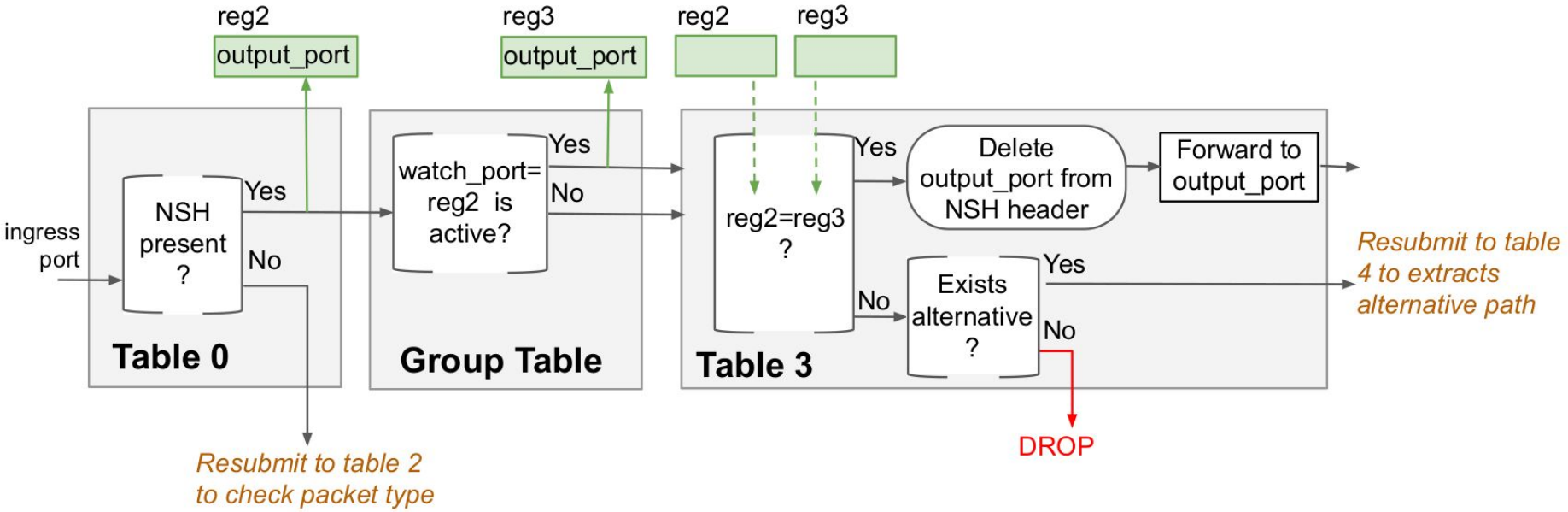
(iii) Port discovery:
(port 1 of s3 ~ root port)



Switch s3 is MANAGED

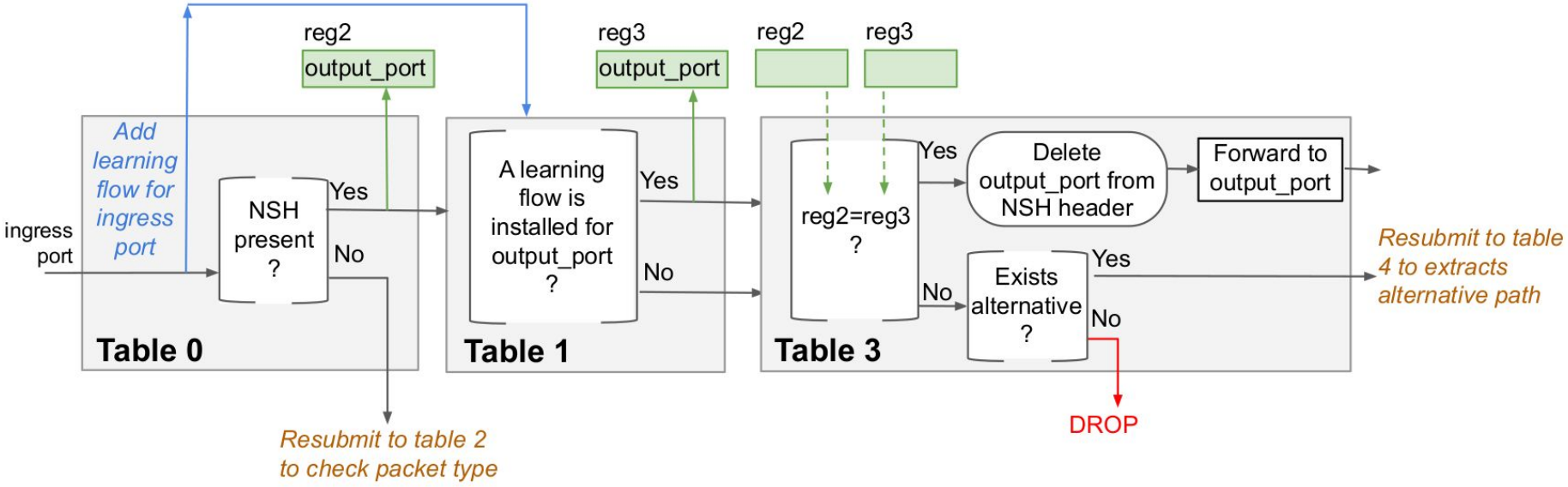
Link/Switch fault detection:

BFD port monitoring checks if output_port is active
If not: commute to alternate path in subgraph



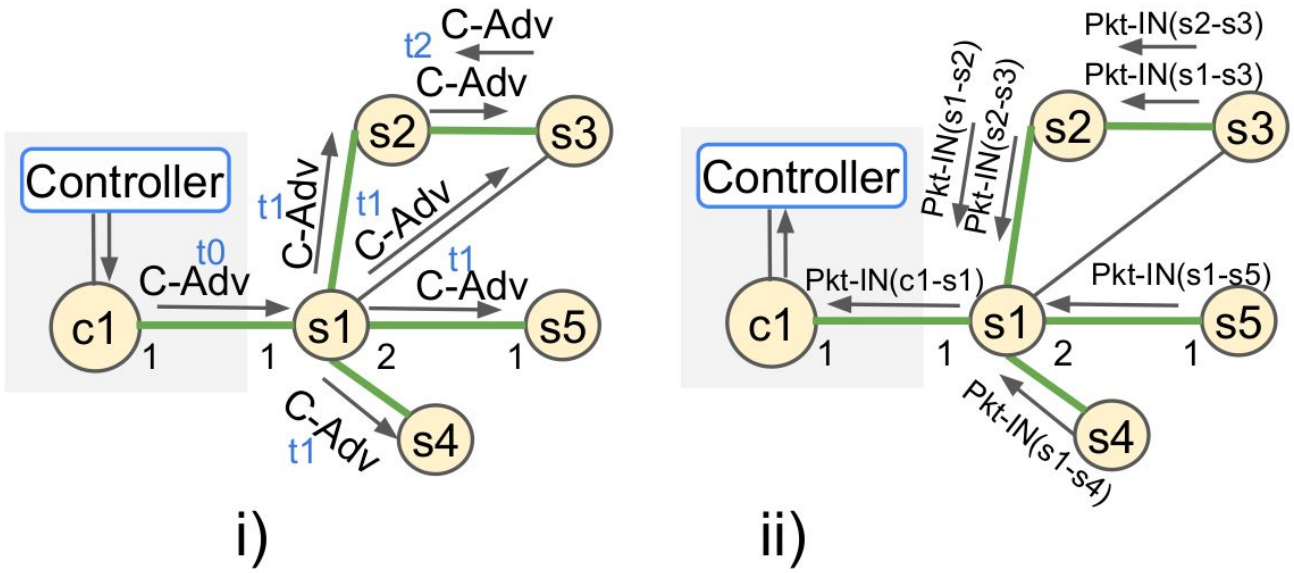
Link/Switch fault detection:

No BFD?
ITD (Input traffic detection)

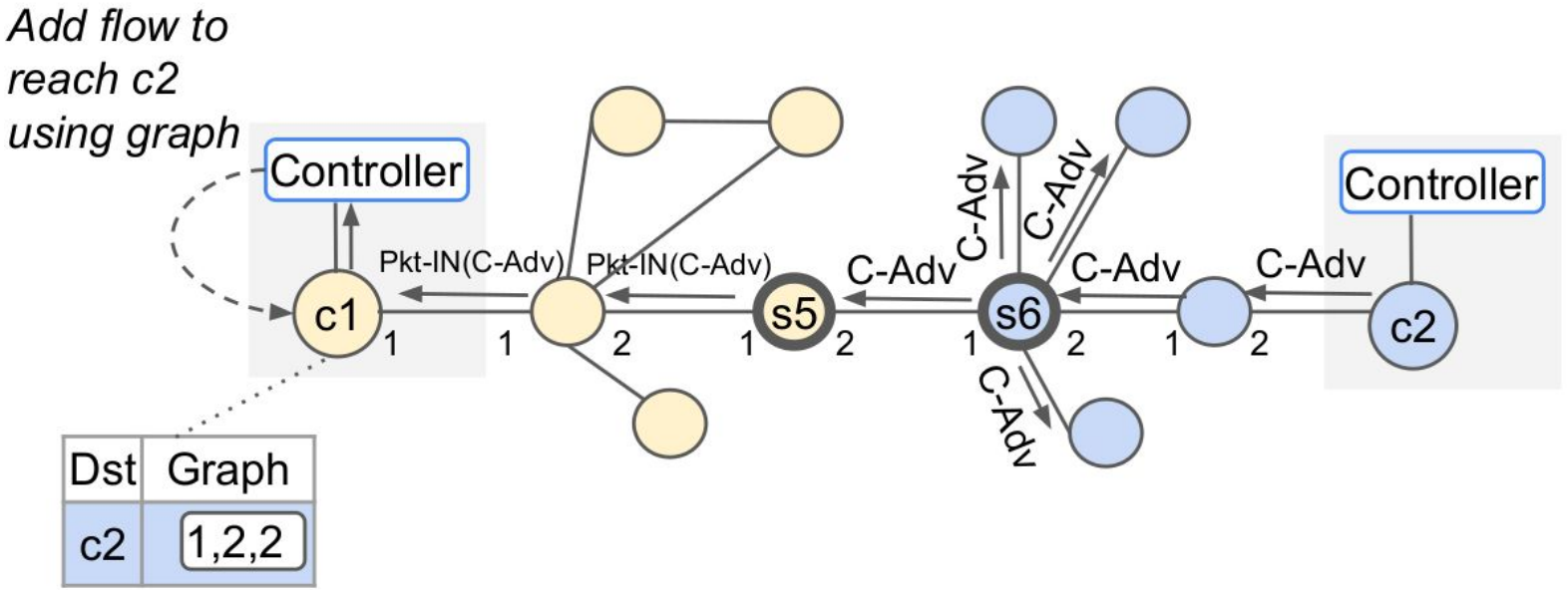


New protocol alternative to LLDP/OFDP

Purpose: Discovery of links not in the tree discovered in bootstrap
How: controlled flooded C-Adv msgs



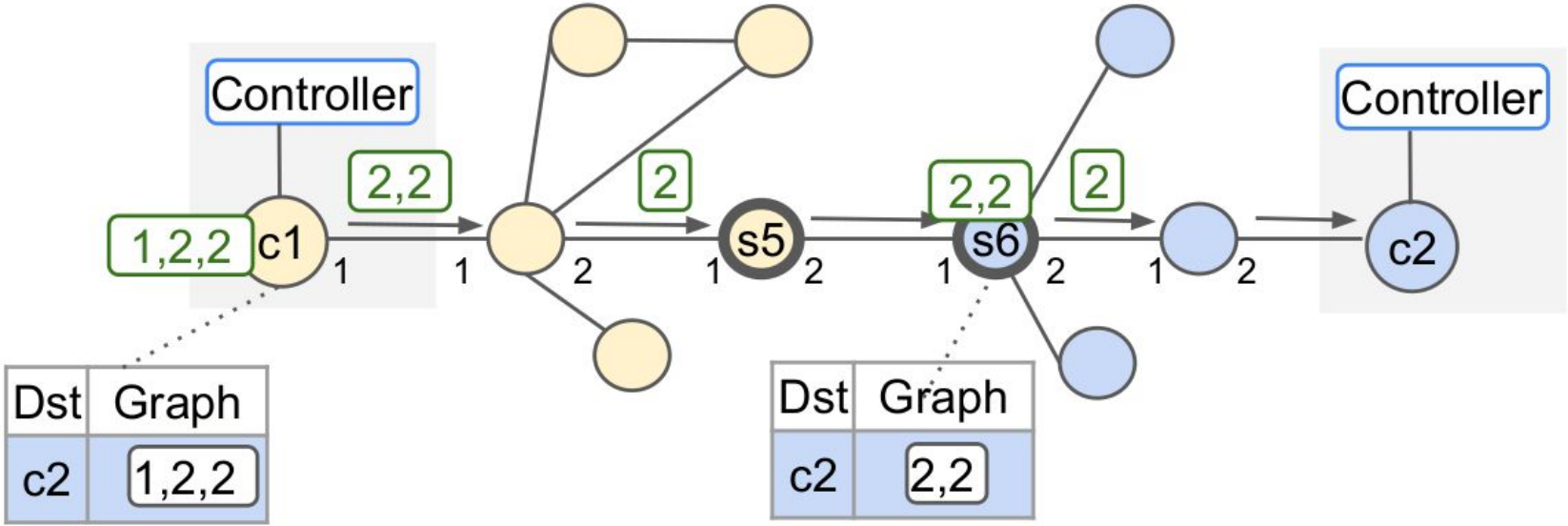
Multicontrollers: discovery of neighbor controllers



Multicontrollers: Forwarding between neighbor controllers

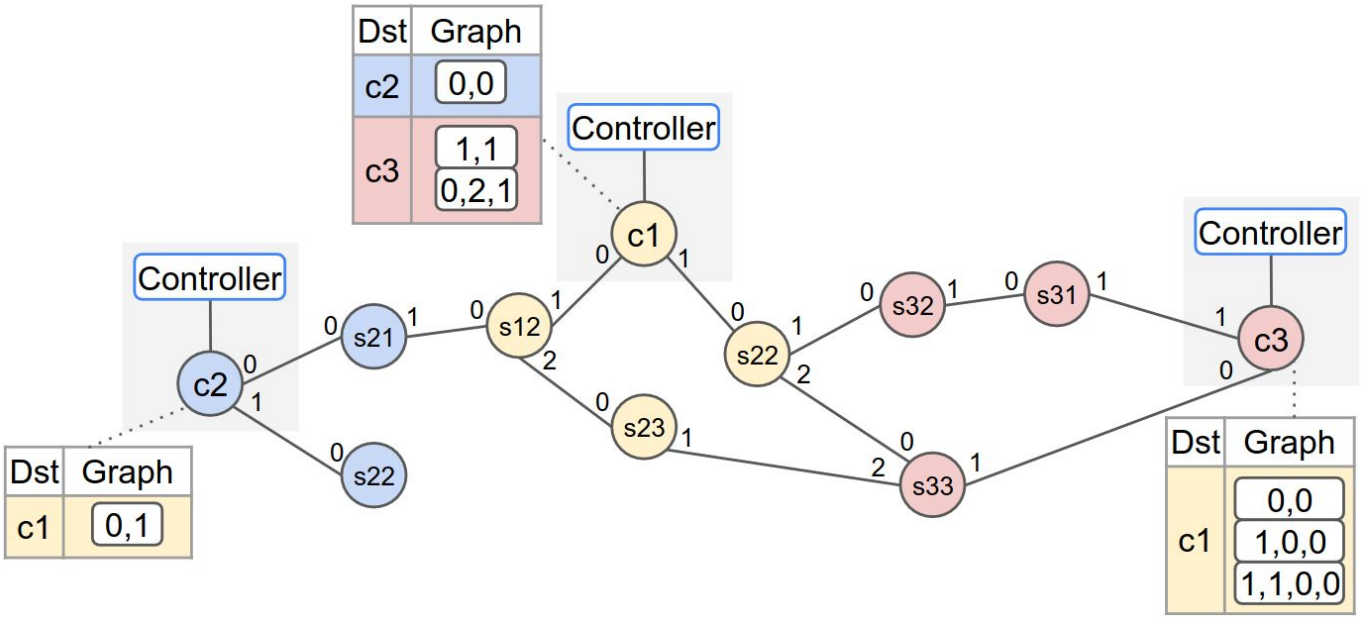
Scaling: size of subgraph is O(diameter of net of 1 controller)

- routing subgraph inserted by c1 only until frontier switch s5
- s6 inserts new subgraph with routes towards c2



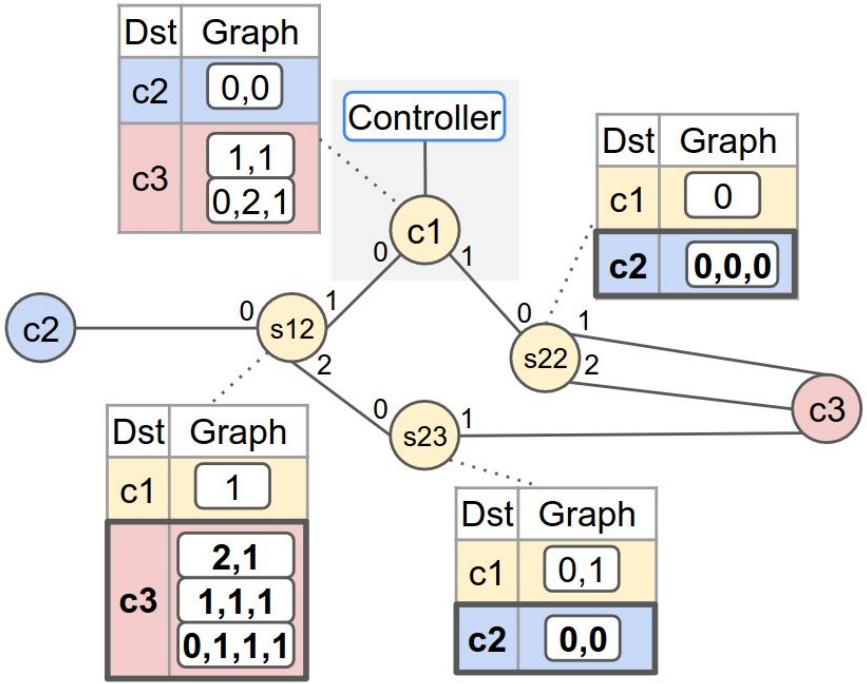
Multicontrollers: controllers that are not neighbors

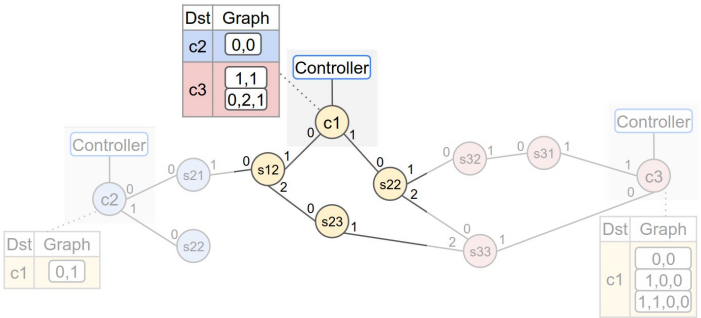
- Path vector protocol (not shown) run between c1, c2, c3
- Enables c1 & c2 to discover that they can reach each other through c1 network



Multicontrollers: controllers that are not neighbors

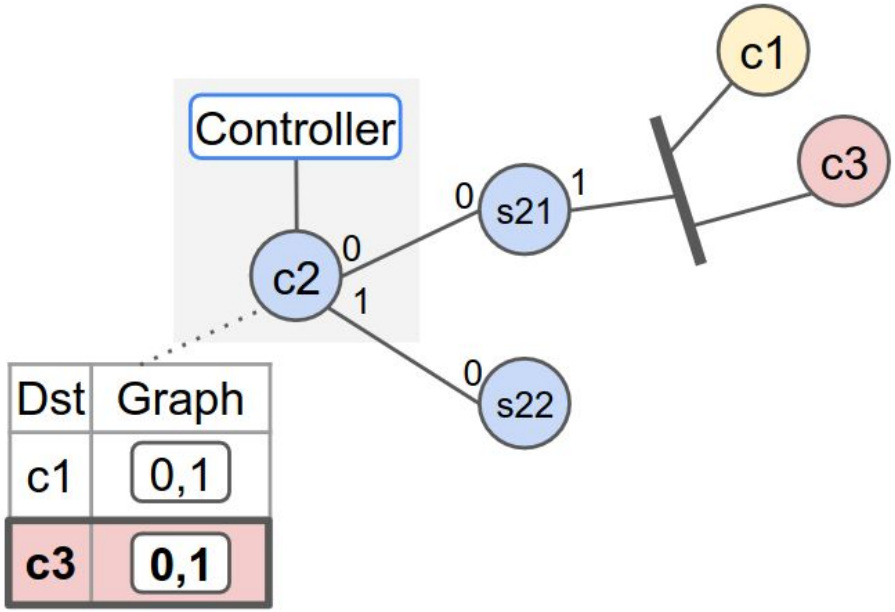
- c1 is neighbor of c2 and c3
- so it can install routing subgraphs in frontier switches s12, s23, s22
- this enables routing between c2 ⇔ c3

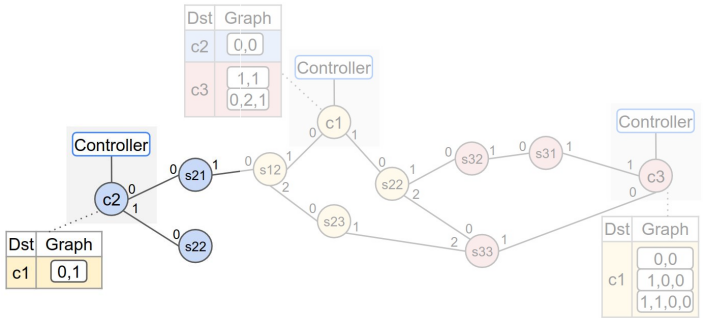




Multicontrollers: controllers that are not neighbors

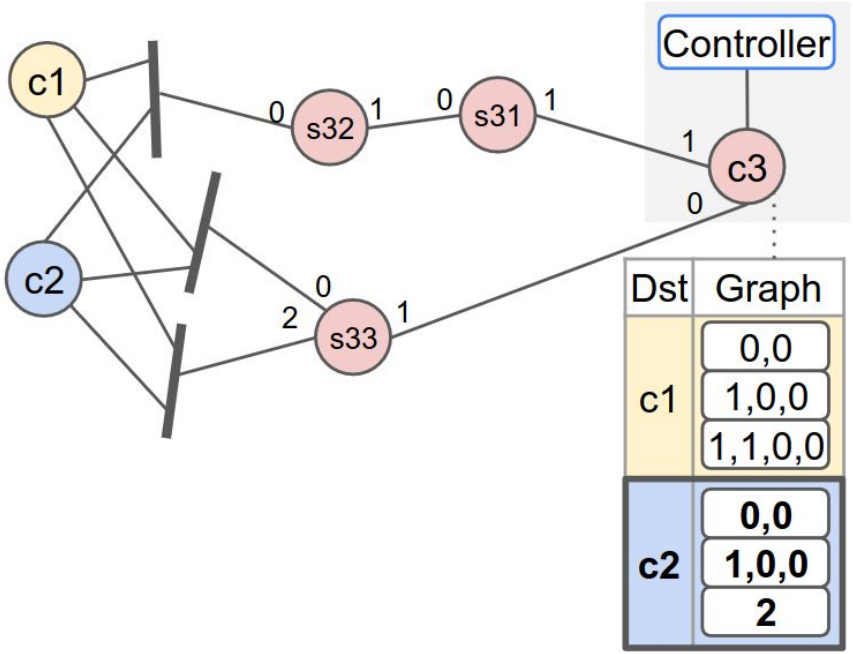
Routing subgraph from c2 to reach c1 and c3

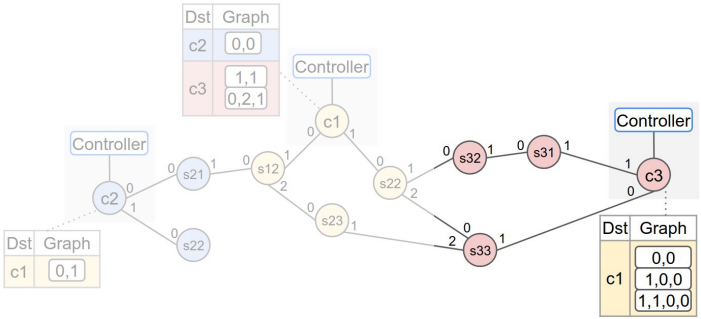




Multicontrollers: controllers that are not neighbors

Routing subgraph from c3 to reach c1 and c2



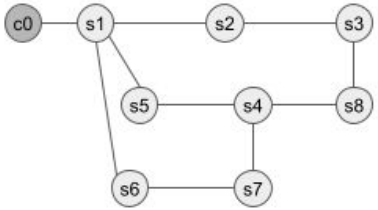


Testbed

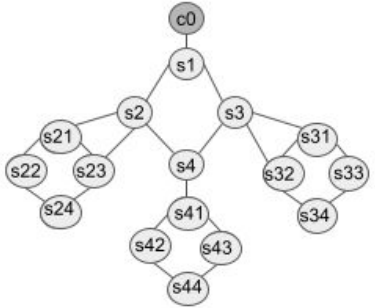
- RyU implementation of controller
- Open vSwitch
- Mininet WiFi
- TLA+ specs of protocols

Testing in topologies using one controller

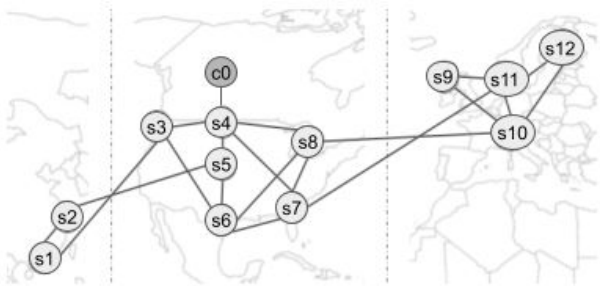
(i) Linear



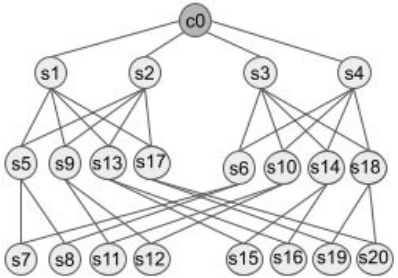
(ii) Simple



(iii) Mesh

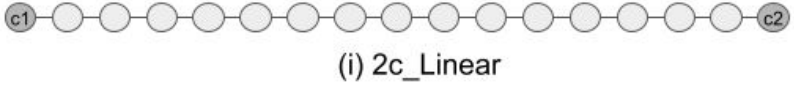


(iv) B4

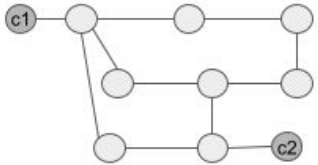


(v) Clos

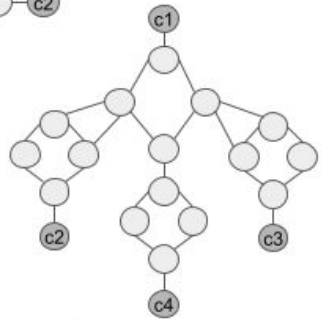
Testing in topologies using multiple controllers



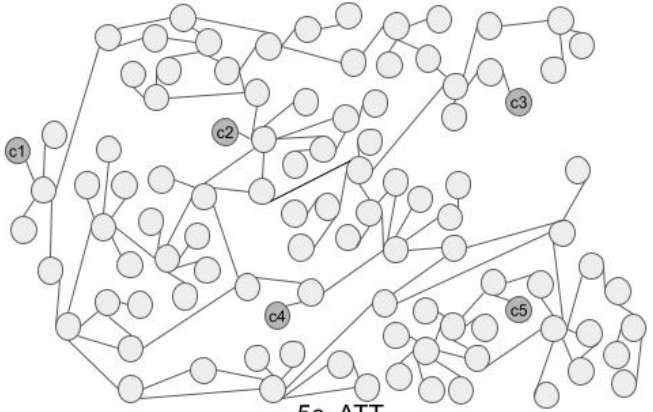
(i) 2c_Linear



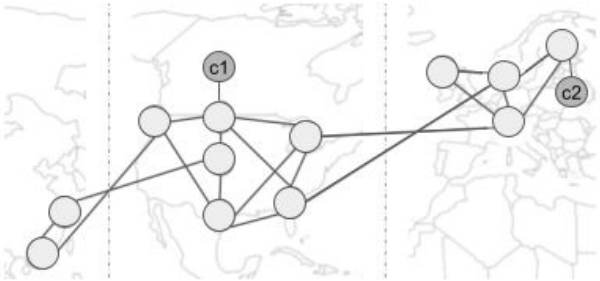
(ii) 2c_Simple



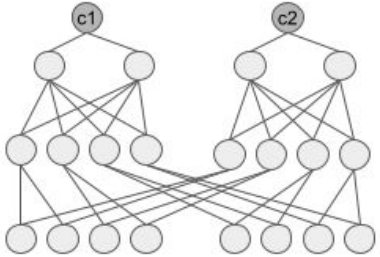
(iii) 4c_Mesh



5c_ATT

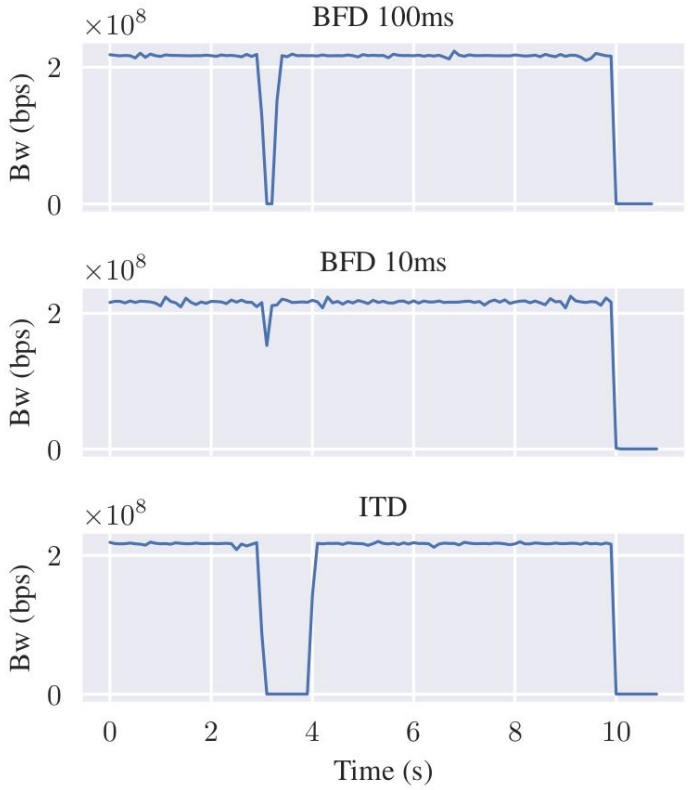


(iv) 2c_B4

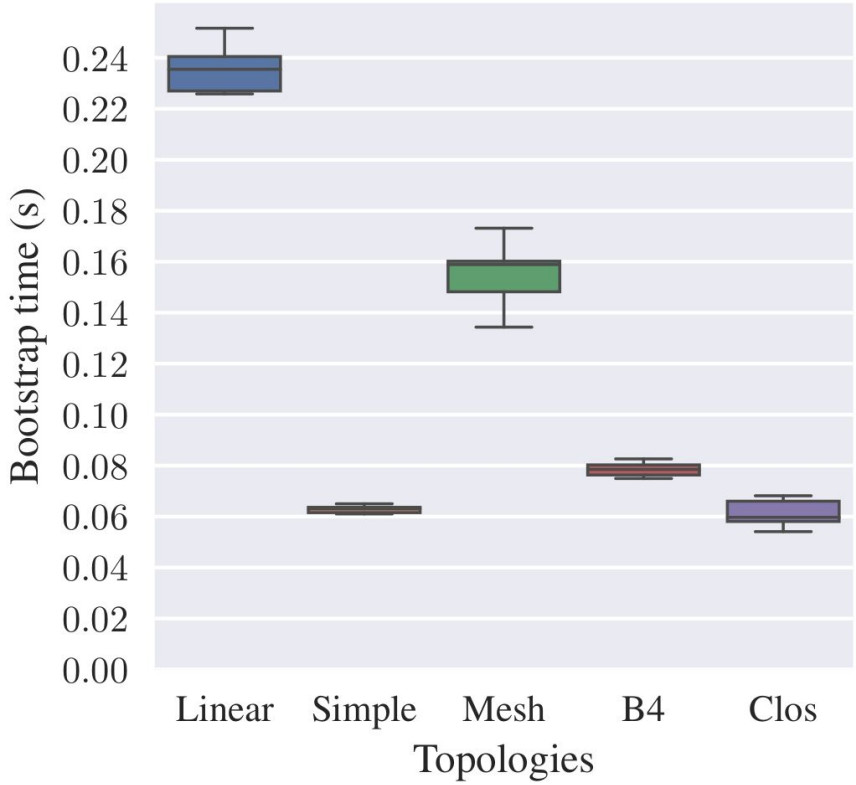


(v) 2c_Clos

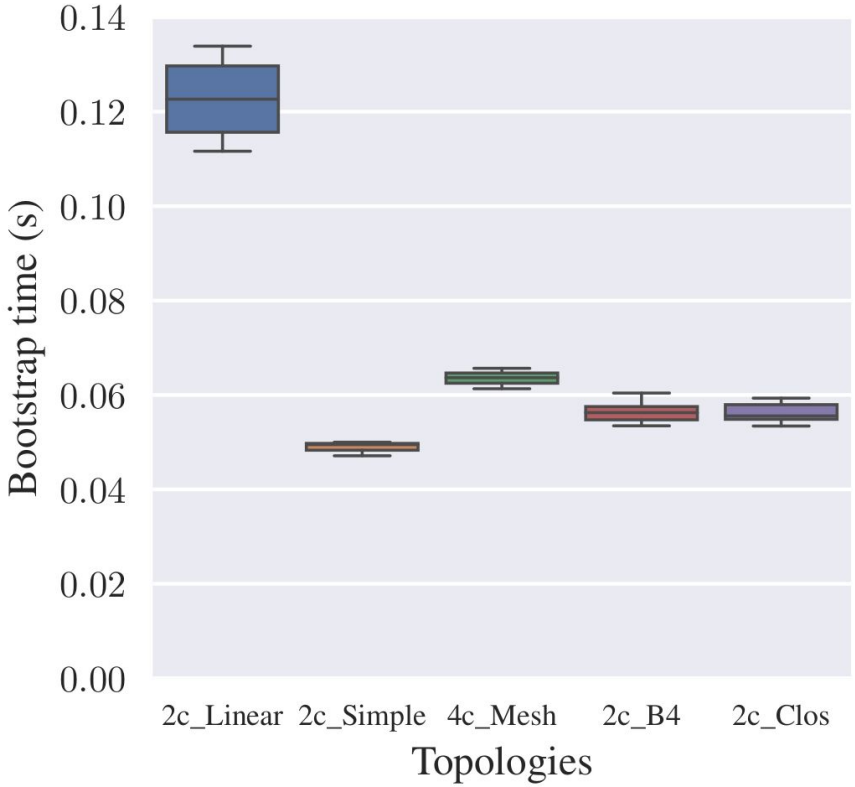
Throughput fall due to node/link failure.

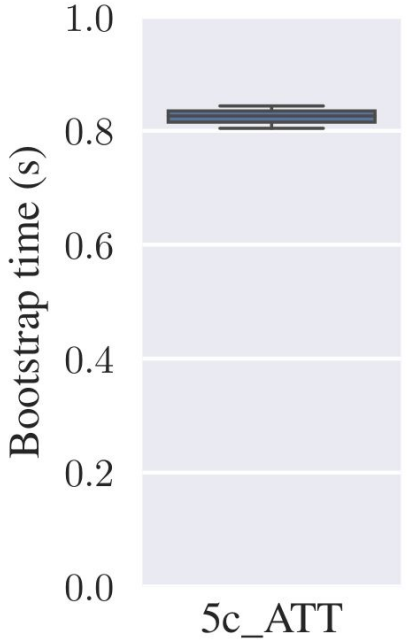


Time until all switches MANAGED in topologies with one controller



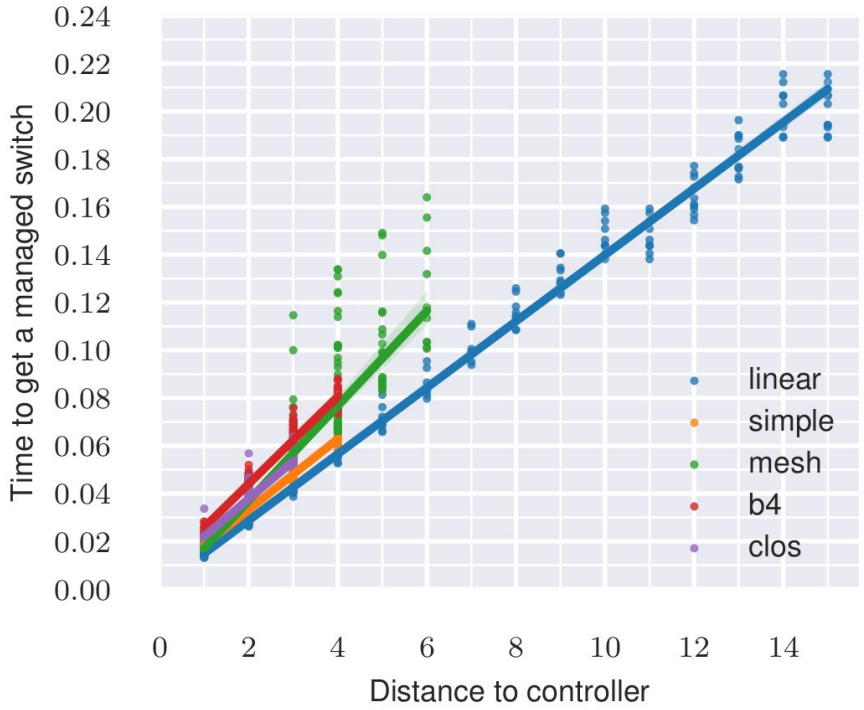
Time until all switches MANAGED in topologies with multiple controllers





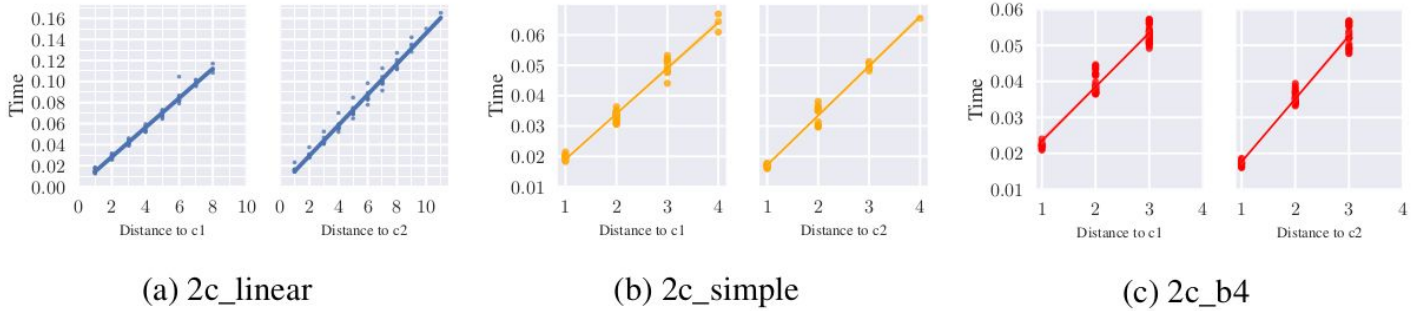
Time until a switch is managed vs distance to controller

topologies with 1 controller

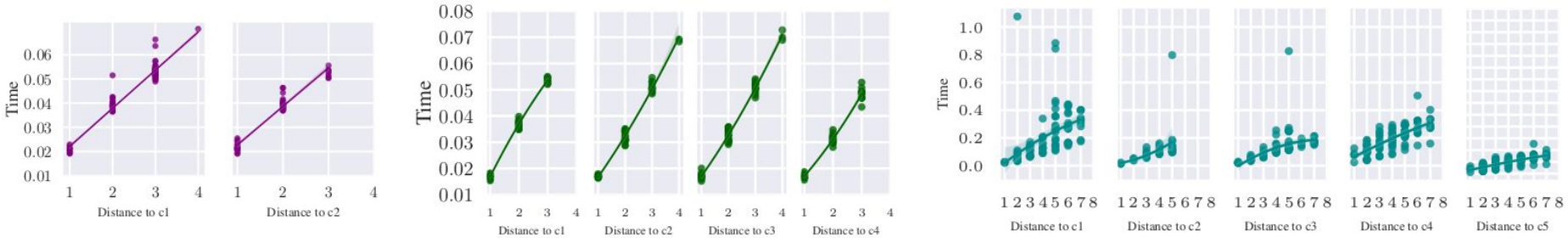


Time until each switch is MANAGED vs distance to controller

topologies with multiple controllers



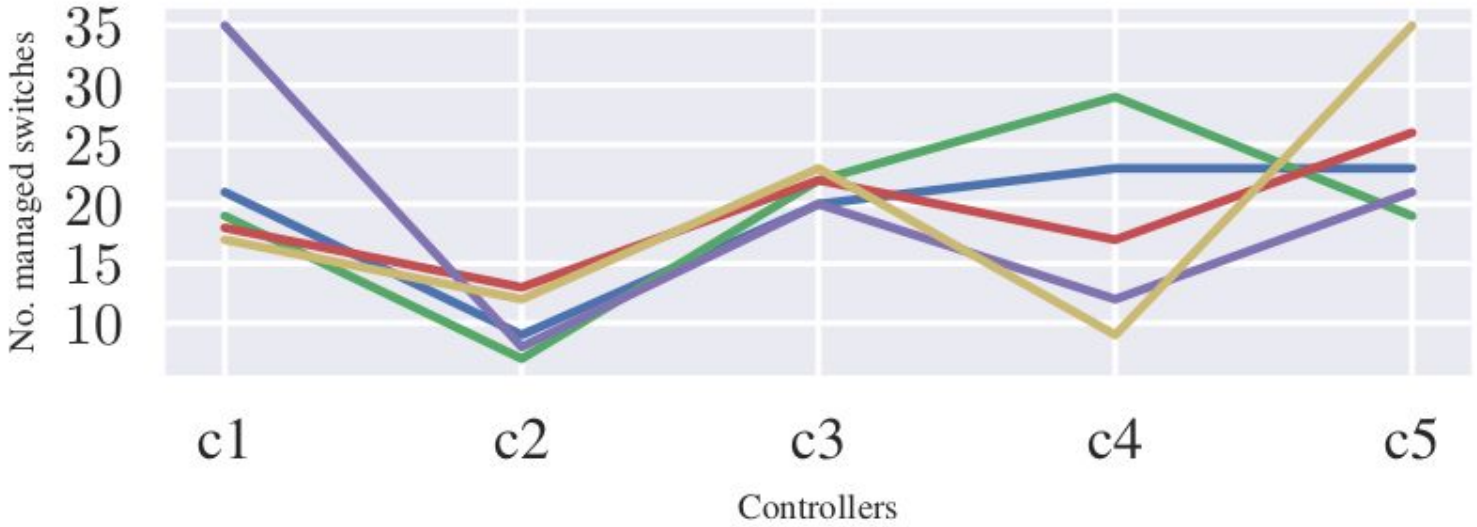
(a) 2c_linear (b) 2c_simple (c) 2c_b4



(d) 2c_clos (e) 4c_mesh (f) 5c_att

Number of switches per controller in 5c_ATT topology

each line is a different execution



C-Adv messages vs LLDP