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Signaling Using the NSIS Framework; Messaging and End-host Mobility Applications

Teemu Huovila
Lauri Liuhto
{thuovila,lliuhto}@cs.helsinki.fi
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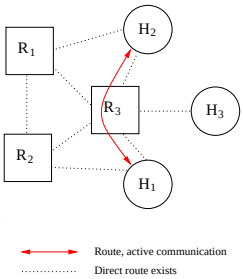
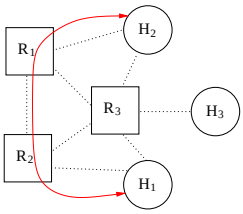
Department of Computer Science

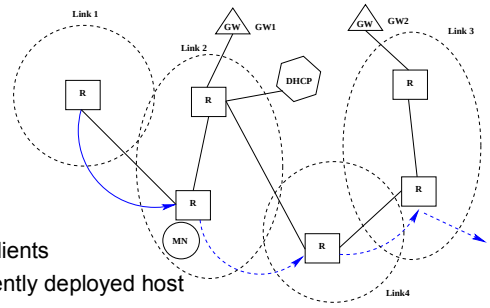
Scenario: Battery monitoring

- Network of battery powered (wireless) routers (R_1..R_3) and three hosts (H_1..H_3)
- Hosts H_1 and H_2 communicate very actively
- Router R_3 runs low on battery
- What about connectivity of H_3?
- We can keep H_3 connected, if we have:
  - Mechanism to alter routing
  - **Battery status information**





Scenario: Mobility



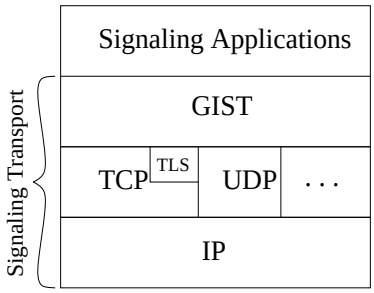
- Mesh access network
- Mobile Node (MN)
- Support for unmodified clients
  - Compatible with currently deployed host software
- Equal nodes in a decentralized topology
  - Co-operating, scalable, robust, autonomous

NSIS Framework

- Next Steps In Signaling WG @ IETF
- Signaling framework
- Signaling transport separated from application logic
  - GIST (General Internet Signaling Transport)
  - Uses existing protocols and methods (TCP, UDP, TLS...)
- NSLPs (NSIS Signaling Layer Protocol) make up the application layer (QoS, NAT/Firewall)
- Uses mainly TLV (Type – Length – Value) objects

GIST services

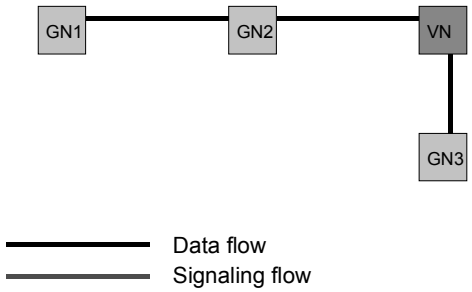
- GIST does all the 'dirty work'
- Next (NSLP level) node discovery
- Path-coupled transport
  - Reliable
  - Unreliable
- Channel security



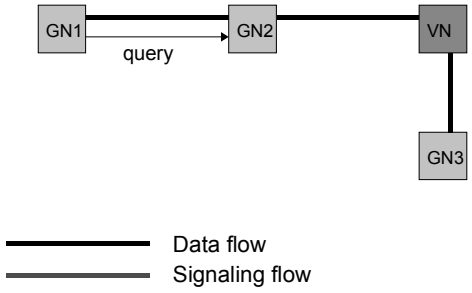
GIST NSLP node discovery

- When NSLP wants to send a message towards some host
- GIST finds the next GIST node on the path running the same NSLP
  - There may be multiple GIST (and non-GIST) nodes between sender and recipient

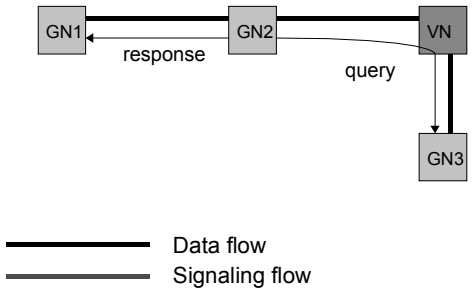
GIST NSLP node discovery



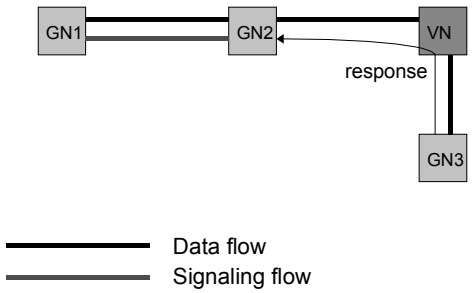
GIST NSLP node discovery



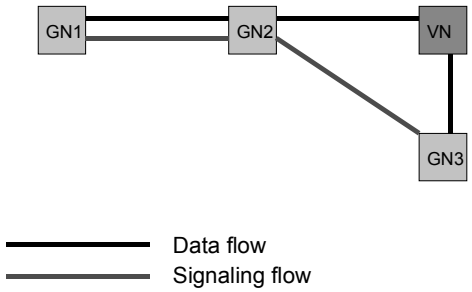
GIST NSLP node discovery



GIST NSLP node discovery

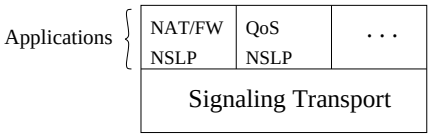


GIST NSLP node discovery



Signaling Applications (NSLPs)

- Use services provided by GIST
- May use services provided by other NSLPs
  - NAT/FW traversal
- Forwards its own messages (identified by NSLP ID) along the path towards signaling end host



NSIS Framework and GIST

- Anything to ask about NSIS or GIST?

Messaging NSLP: Outline

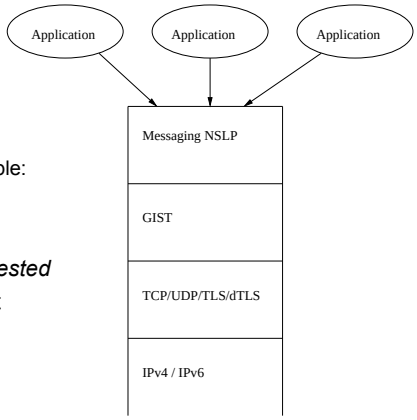
- Motivation
- Architecture
- Protocol Messages
- API
- Messaging Sessions
- Status and Next Steps

Messaging NSLP: Motivation

- A new kind of generic messaging protocol could have a lot of use cases
  - Router-to-Router communications
  - Host-to-Router communications
  - Router-to-Host communications
- New NSLP to provide generic messaging service to Messaging applications

Messaging NSLP: Layers

- Layered architecture
  - Messaging NSLP provides transport to messaging applications
  - Application of the first example: Monitoring application
- Messaging NSLP is *not interested* in content it carries – it is just transport

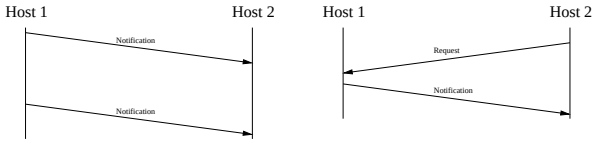


Messaging NSLP

- While GIST provides quite nice tools to signaling application developers, it still has some limitations
  - NSLP ID reservation bureaucracy
  - Quite complex API
- Messaging NSLP needs only one NSLP ID
  - Multiple messaging applications share the same GIST level identifier (NSLP ID)

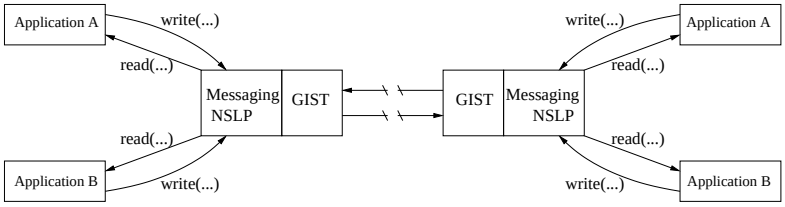
Messaging NSLP: Messages

- Just three types of messages
  - Request
  - Notification
    - May be sent with or without request
  - Error



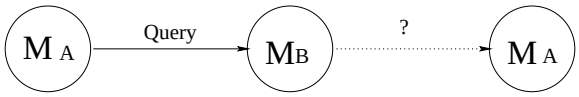
Messaging NSLP: API

- Simple API for Signaling Application development
  - Open(..) to open new messaging session
  - Write(..) to send data to remote application
  - Read(..) to read data sent by remote application
  - Close(..) to end messaging session



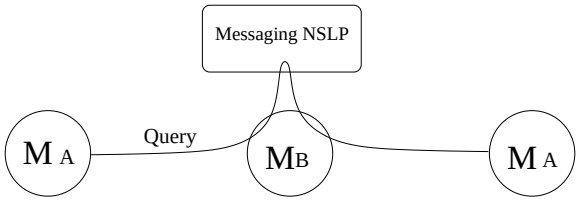
Messaging NSLP: Messaging Sessions

- Session opened by calling *Open(..)*
  - New Session identifier allocated
  - Triggers eventually GIST Query
  - The GIST peering process is invisible to application
- What if nodes running Messaging NSLP do not have the same Messaging applications?
- GIST decision whether to peer or not is based on NSLP IDs



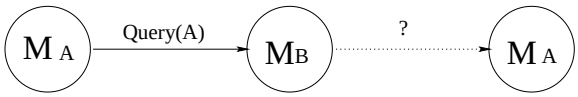
Messaging NSLP: Conditional peering

- Vanilla GIST can NOT always carry data within query messages
- Each Messaging NSLP node must act as relays
  - Works, but is very inefficient



Messaging NSLP: Conditional peering

- To get conditional peering really working, we need to modify GIST
  - Additional GIST object
  - We can use solution shown at previous slide as a backup



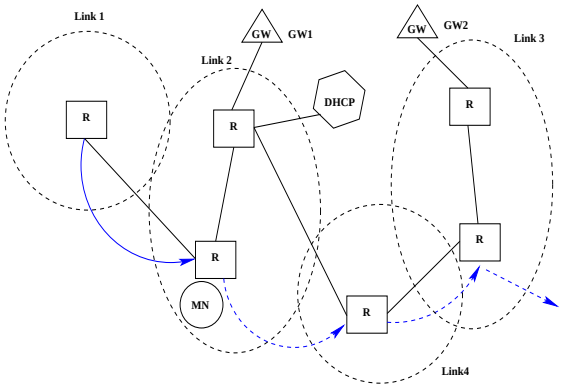
Messaging NSLP: Status and next steps

- First version of specification is ready
  - Works on paper...
  - ...and implementation has begun
- A couple of example applications are needed
- Tests and benchmarks
- Papers (including my MSc thesis...)
- Internet Draft?

Messaging NSLP

- Thank You for listening
- Questions or comments?

NSLP for End-host mobility



Outline of presentation

- Overview
- Design criteria
- Related work
- Protocol messages
- Example sequence
- Phases of development and future work
- Questions

Overview

- Initial version functionality
  - Provide “best effort” mobility for unmodified clients
  - Edge access routers act on behalf of their clients
  - Host and source host routes
  - Proactive information exchange between mesh routers
- Clients
  - Arrive in network: DHCP
  - Move: send data or DHCP
- Mesh routers running NSIS
  - Detect clients
  - Set routes, monitor routes
  - Proactive information propagation

Design criteria

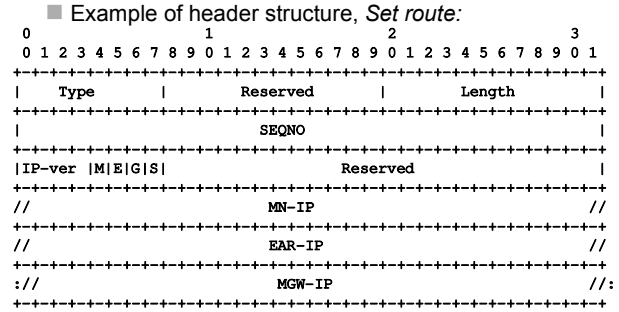
- Any routing protocol between ARs
  - MANET, ad hoc, regular IGP
  - GW known or a route 'upstream' available
  - Routing handles topology changes between ARs
- Address management through DHCP
  - Centralized or distributed
- Multicast available (for multicast GIST)
- IPv4 or IPv6; all or part of the nodes

Related work

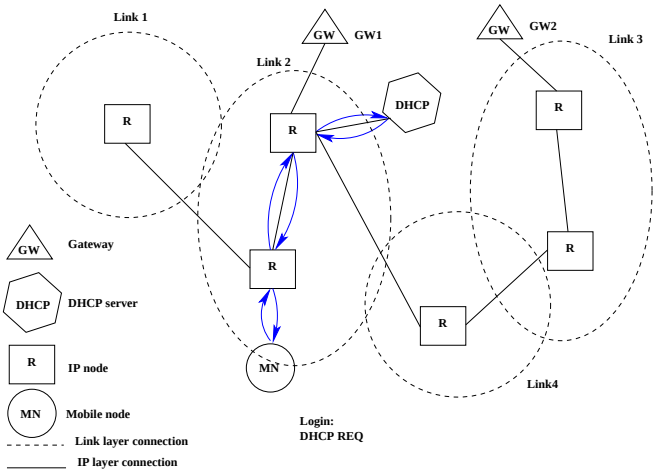
- MIP (Perkins RFC3344, Johnson et. al RFC3775)
- BCMP (Boukis et. al, IEEE globecom 2003)
- CellularIP Valko, ACM CCR 1999)
- HMIP (Soliman et. al RFC4140)
- NetLMM WG (ProxyMIP?)

Protocol messages

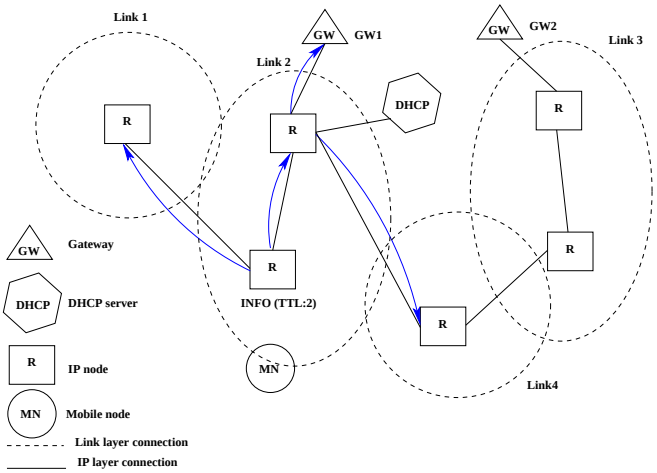
- Info
- Info refresh
- Set route
- Route reply
- Route refresh
- Example of header structure, *Set route:*



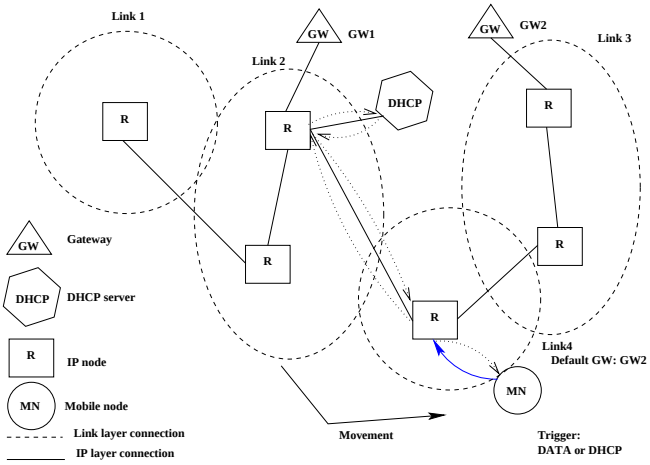
Example sequence: Login



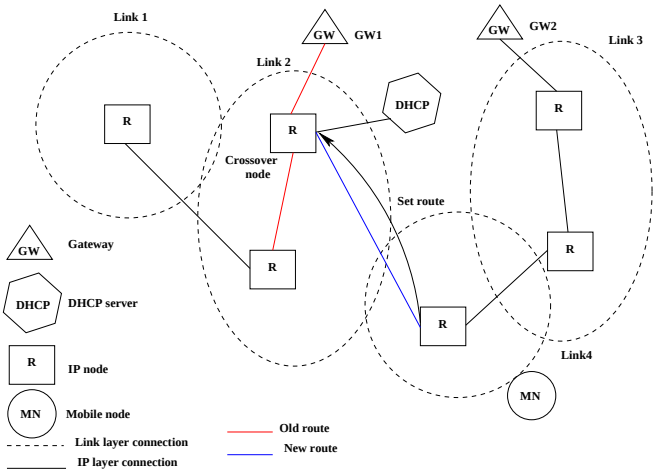
Example sequence: Info



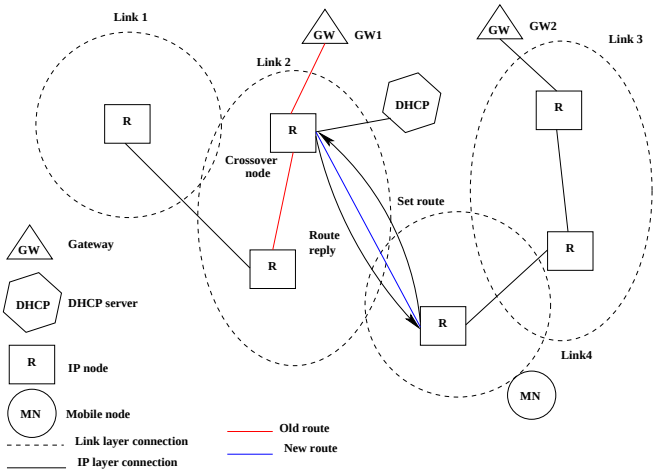
Example sequence: Handover



Example sequence: Set route



Example sequence: Route reply



Example sequence

- Terminating at the crossover node optimizes:
  - Delay in setting route
  - Space on routers, only routers that need them have host routes set
- CRN compares *Set route* to Mobile Node Info and detects different peer

Phases of development and future work 1/2

- Three phases: basic, basic plus and extended
- Basic
  - Like described above, only a baseline
  - Handovers not very smooth
  - No route optimization
  - Lacks persistence if information has not propagated
- Basic plus
  - Forcefully change IP of client to e.g. optimize routes
  - Reactive exchange of client information

Phases of development and future work 2/2

- Extended
  - The client participates in the signaling, NSLP on host
  - Co-operative handovers, planned change of IP
  - Session authentication
  - CARD + CTP functionality
  - Utilize other metrics for handover, available bandwidth and battery etc.
- Currently working on
  - Implementation
  - My MSc thesis on the basic phase
  - More detailed presentations for future workshops

Questions

- Thank You for listening
- Any questions or comments?