

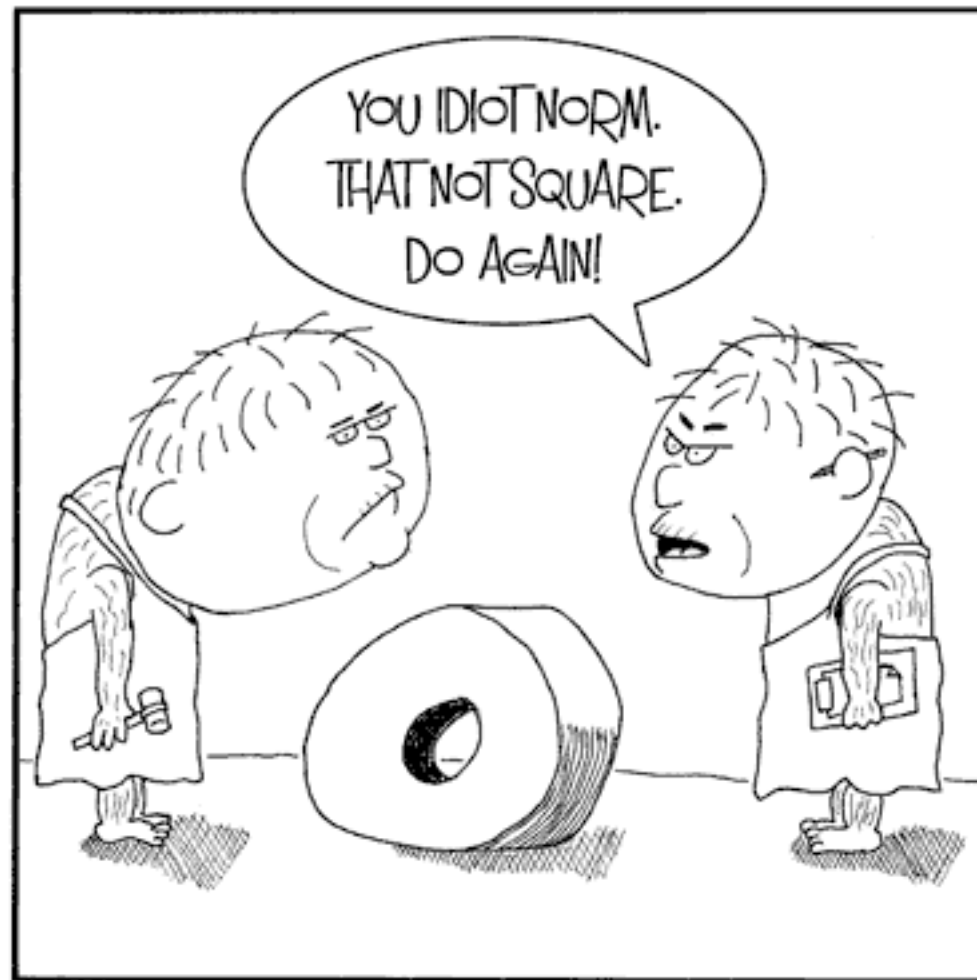
Running Code Simulation with Zebra Routing Software

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Reinventing of the wheel again?



500 years later, the wheel was reinvented.

<http://www.mofcomic.com/matteroffact/reinvention-of-the-wheel/>

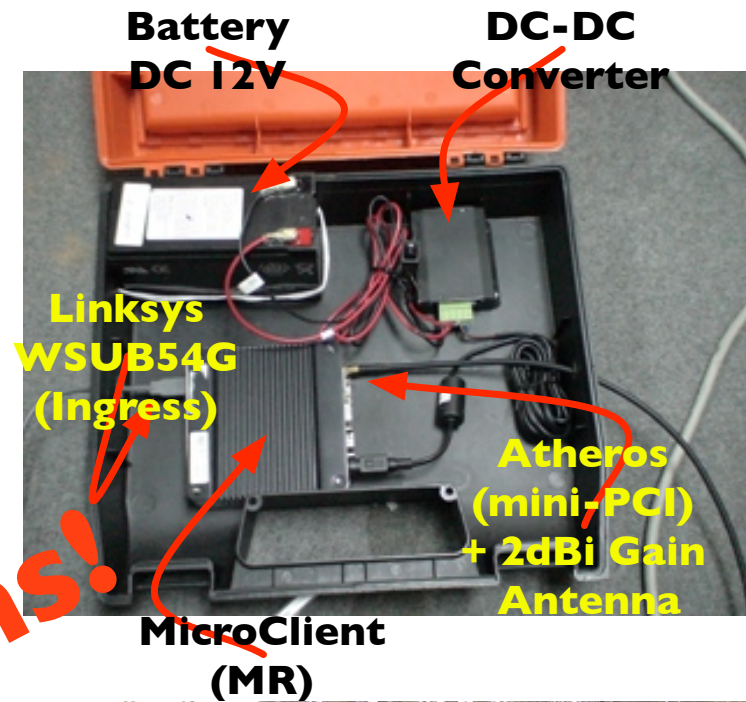
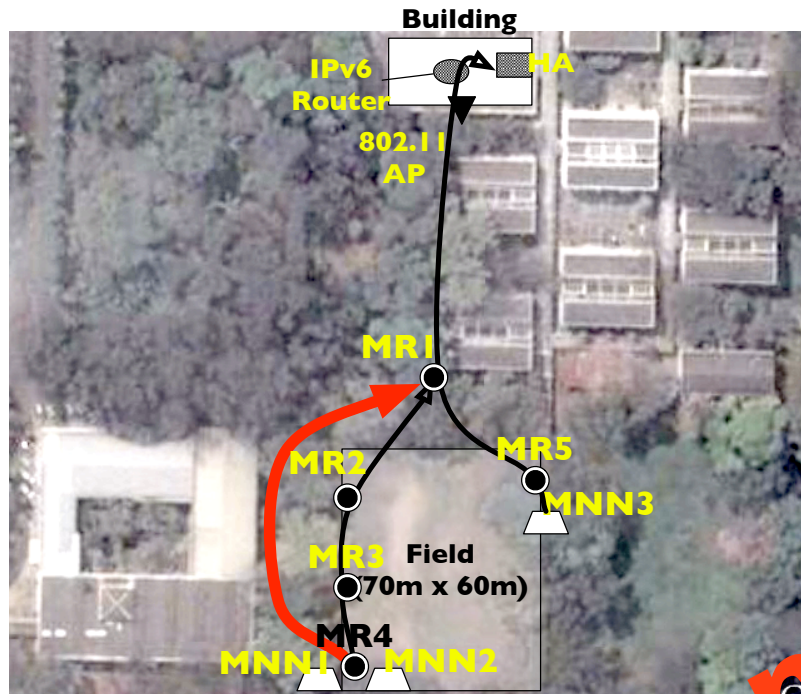
Goal of this talks

- Reinventing is happening in ns-3!
- **Code should be re-used, not from scratch**
- Running code on simulator (ns-3)
 - Zebra (actual running code) as a routing daemon
 - BGP/OLSR/TD in IPv6 are already available

Who am I?

- Research area: MANET can be a part of Internet
- I Like
 - Internet
 - Code than Document :-)
 - Inter-Operability
 - Inter-Connection
 - Still believe the magic of Internet
- Has developed
 - Zebra/Quagga
 - kbfd (Bi-directional Fwd Detection)
 - SHISA (NEMO stacks for NetBSD)
- **Research on the right hand, Operation on the left hand**
- Simulation was considered as harmful in our lab ...
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MANET Experiment



3 months!

Problems of Mobile Networking Experiment

- Difficulty of in-field experiment
 - Maintenance, preparation is hard, and temporary
 - Mobility with a large number of nodes (1000 nodes?)
- Experiment in virtual environment
 - Heaviness in the large numbers's emulation (60 vnodes/1 Phy)
 - Controllable experiment with a bunch of script

On the other hand....

- Simulation is often used
 - Easy to use
 - Reproducibility of the result
- Is the result reliable?
 - Who validate the simulator itself?
 - Who validate the routing daemon on simulator?
- Inter-Operability
 - Of the Application/Protocol
 - Is the value of Inter Networking
- “Rough consensus and Running Code”

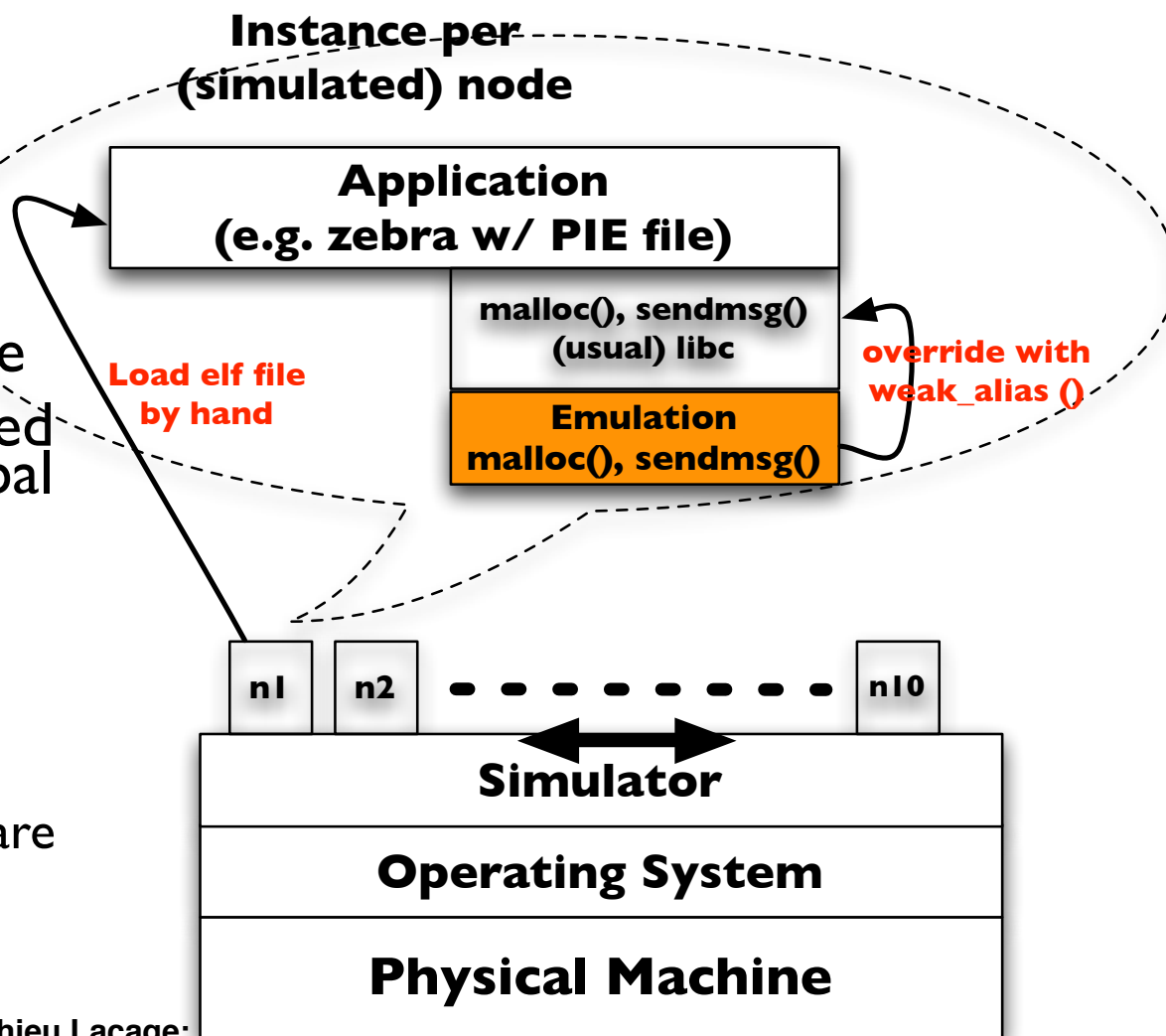
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Motivation

- Bugs what I saw (from Feb. 2009 to Feb. 2010)
 - Common: packet-> GetSize() returns invalid size
 - IPv6L3: Hoplimit of IPv6 Echo Reply is always 64
 - Icmpv6L4: Ignore NA packet (IPv6) without LL option
 - TCP: getsockname () only works for connected socket
 - socket by accept() lacks endPoint
 - and more and more
- Writing code from scratch is :
 - **Re-inventing the wheel**
 - Build inter-operability from the beginning
- How many times are we implement the protocol stack?

Virtualization in Simulator

- Private branch of ns-3 [1]
- Each zebra (application) instance on the virtual node
- Simulator provides separated program resource (e.g. global sym, mem, sched, file, etc)
- **Can be use real world program AS-IS!**
- Minimum overhead of virtualization
 - No need to virtualize hardware
 - Required resources is only virtualized



[1] ns-3 POSIX/socket emulation branch by Mathieu Lacage:

<http://code.nsnam.org/mathieu/ns-3-simu/>

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Zebra w/ ns-3-simu

- Netlink support in ns-3
 - <http://code.nsnam.org/lj/quagga-porting/>
- Also use IPv6 code in ns-3-dev
- Still outside of ns-3-simu code
 - http://www.sfc.wide.ad.jp/~tazaki/hg/ns-3-simu_zebra_ipv6-2nd/
- Zebra includes
 - Several routing protocol (RIP, OSPF, BGP, IPv4/IPv6)
 - Our extension for Zebra (Tree-Discovery [2], OLSR [3])

[2] Nested Nemo Tree Discovery <http://tools.ietf.org/html/draft-thubert-tree-discovery-08>

[3] Optimized Link State Routing Protocol (OLSR) <http://tools.ietf.org/html/rfc3626>

[4] Zebra <http://www.zebra.org>
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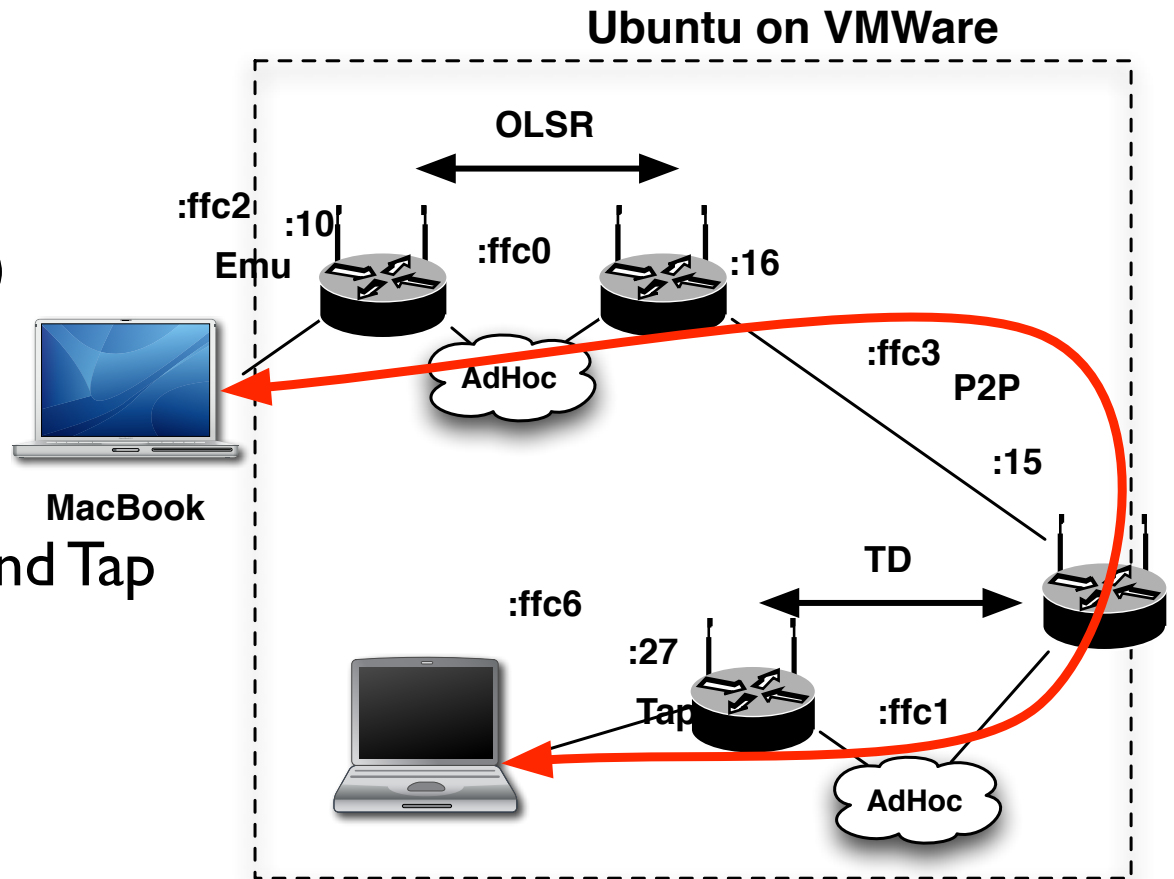
Demonstration

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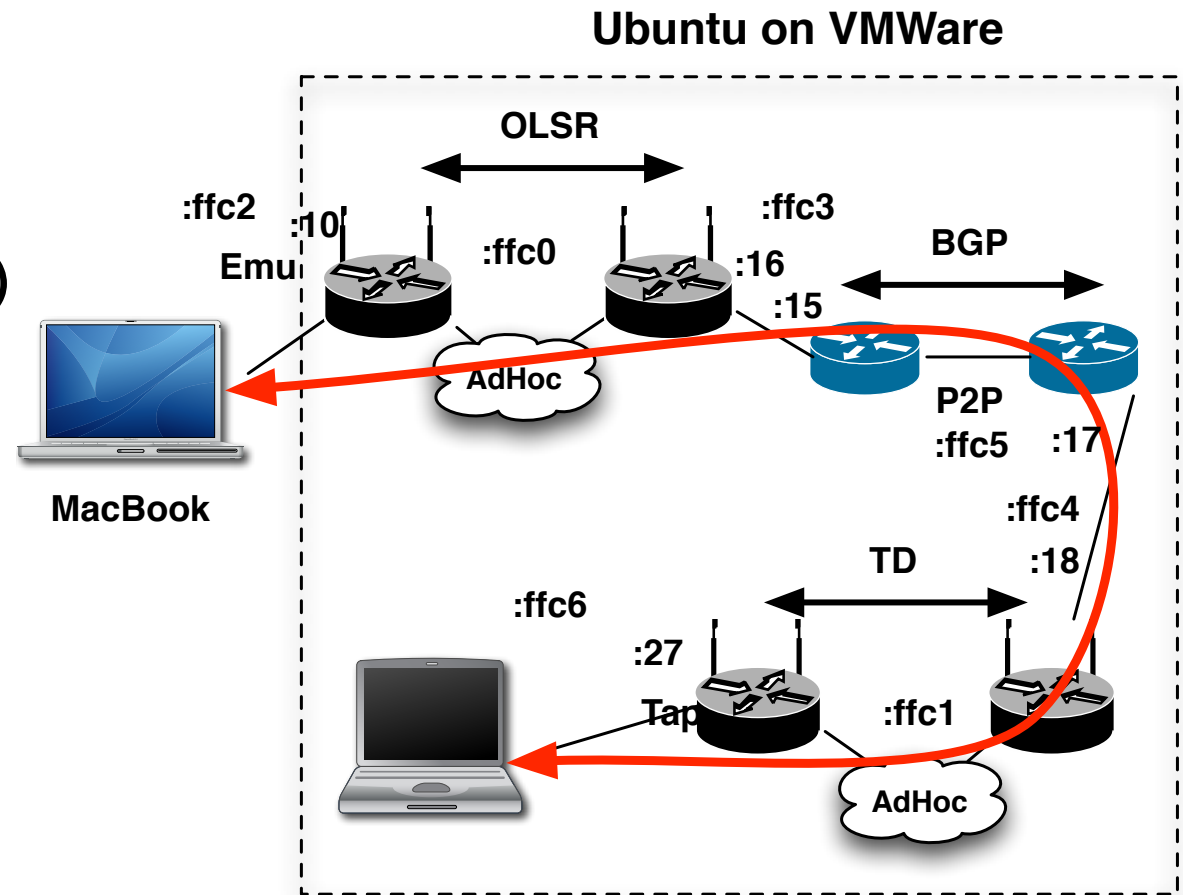
Topology

- 10 nodes (OLSR, RWP)
- 10 nodes (TD, RWP)
- Connectivity via Emu and Tap between MacBook and Ubuntu



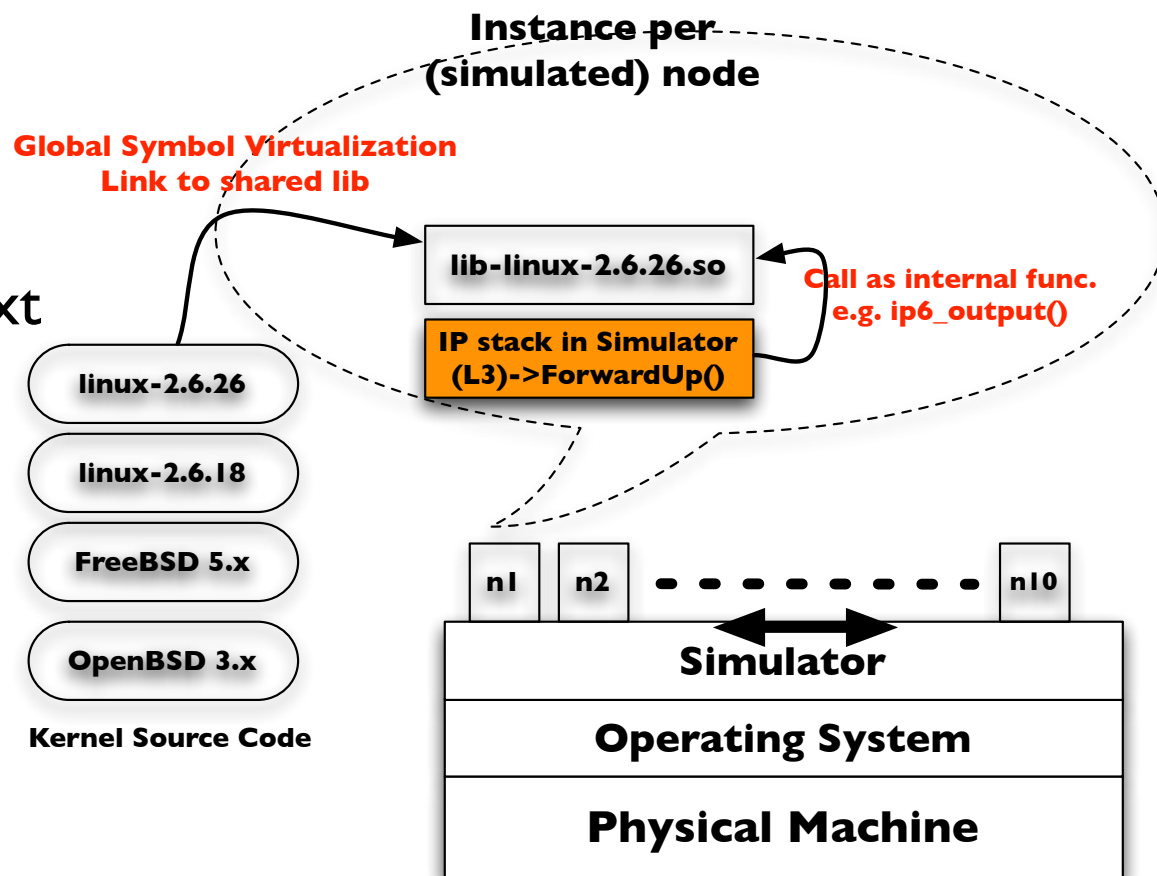
Topology (given up..)

- 10 nodes (OLSR, RWP)
- **2 nodes (bgp)**
- 10 nodes (TD, RWP)
- Ping for connectivity
- Reset BGP session



Next Steps

- Obviously, kernel-land is next Battle Field
 - IP stacks (e.g., NSC)
 - Mobility protocol stack (e.g., MIP6, NEMO)



Conclusion

- Running Code Simulation with Zebra
- Currently, bgpd, zebra-mnndpd/olsrd (out extension) is running
- Quagga can be supported
- Can be integrated with Real World network (Internet)

Reference

- Software
 - ns-3 zebra support
 - <http://www.sfc.wide.ad.jp/~tazaki/ns3>
 - zebra-mn dpd
 - <http://www.sfc.wide.ad.jp/~tazaki/zebra-mn dpd/>
 - ns-3-simu (by Mathieu Lacage, INRIA)
 - <http://code.nsnam.org/mathieu/ns-3-simu/>
- Paper
 - My paper at ACM PE-WASUN09'
 - <http://doi.acm.org/10.1145/1641876.1641895>
- Contact
 - Hajime Tazaki ([tazaki at sfc.wide.ad.jp](mailto:tazaki@sfc.wide.ad.jp))

Backup

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