NerveNet:

A Self-distributed Wireless Mesh Access Network Platform with In-network Contents Caching, Processing and Forwarding



National Institute of Information and Communications Technology

Yasunori Owada, Masugi Inoue, Ryu Miura, Hiroaki Harai Kiyoshi Hamaguchi, and Hiroyuki Tsuji

APII 2012, Oct 29, 2012

Background

- The Great East Japan Earthquake -

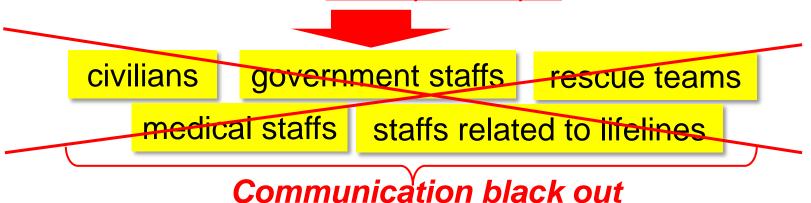


Giant quake

Giant tsunami

Nuclear accident

- Cellular base stations: <u>max. 14,000 BSs went to OOS</u> on the day after the shock (breakdown in system and power)
- Call traffic increased to 50~60 times.
 - → Operators decided on <u>call restriction at max. 90%</u>
- Wired networks were entirely destroyed.



First response for post disaster activities: significantly delayed

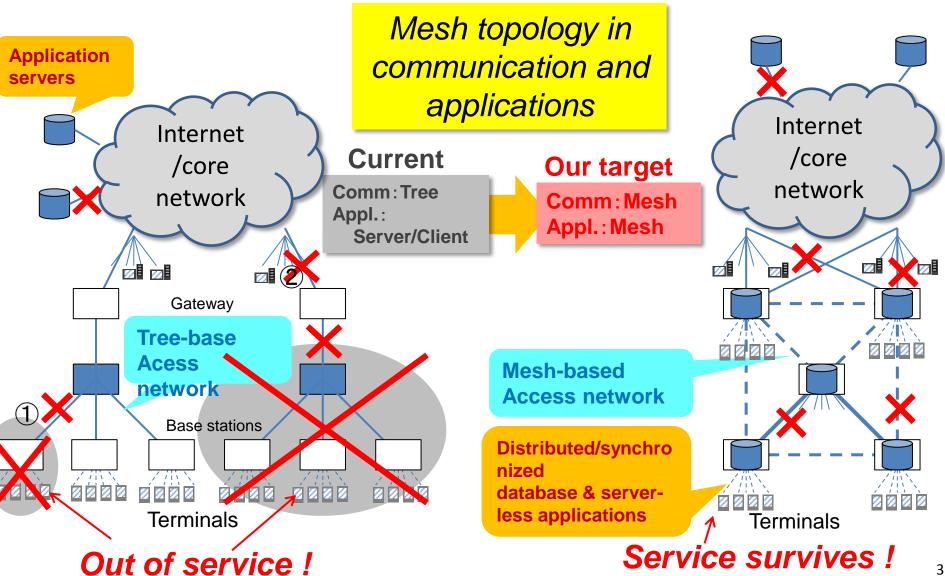
Too much trust should not be placed on cellular networks in emergency.

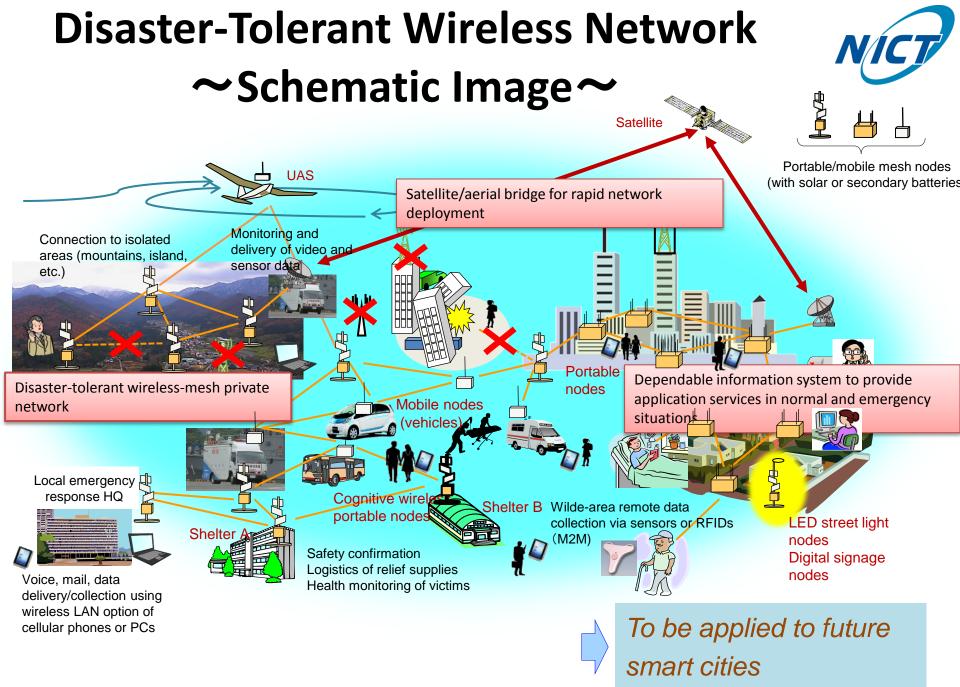
Then, what should we do?

2

Disaster-Tolerant Wireless Network NICT

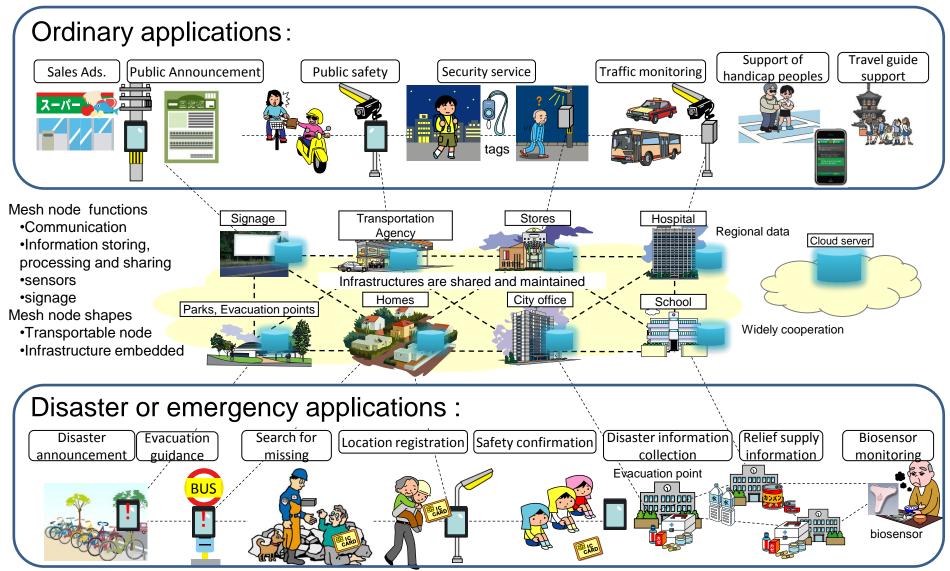
∼Based on decentralized M2M mesh architecture **∼**





Safe and dependable society Based on disaster tolerant wireless mesh networks

Common ICT Platform: Regional Wireless Mesh Network including server



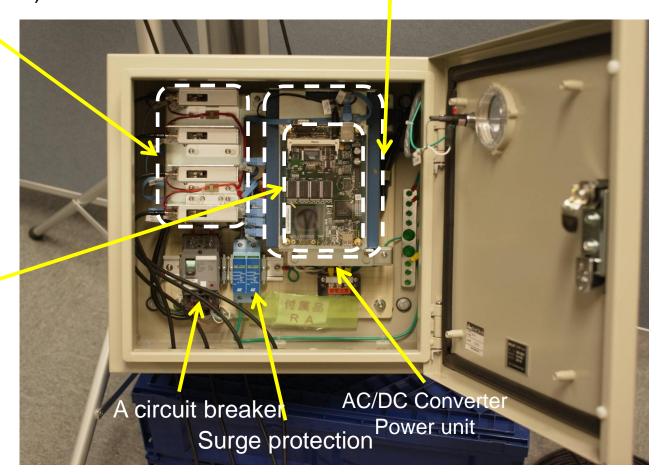
NerveNet Base Station Prototype

Wireless LAN I/F (JRC CMN-727B)
IEEE802.11a/b/g
x4 (1 for WiFi service, 3 for BS
interconnection)

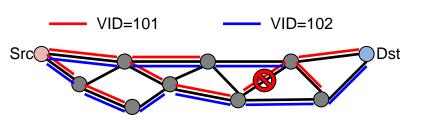
L2 VLAN Switch Hirakawa Hewtech HS-508MA



Linux bord

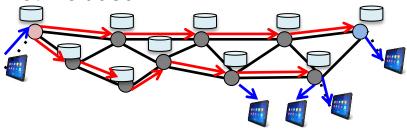


Mesh topology Wired/Wireless Hybrid Access Network: "NerveNet"

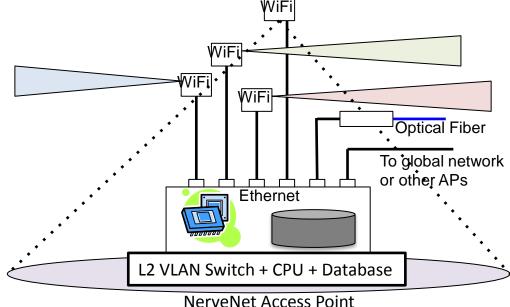


Creates multiple tree (VLAN) layers.

- AP selects minimum cost VLAN for each destination.
- If link is disconnected, swap to other VLAN which the disconnected link is not included.



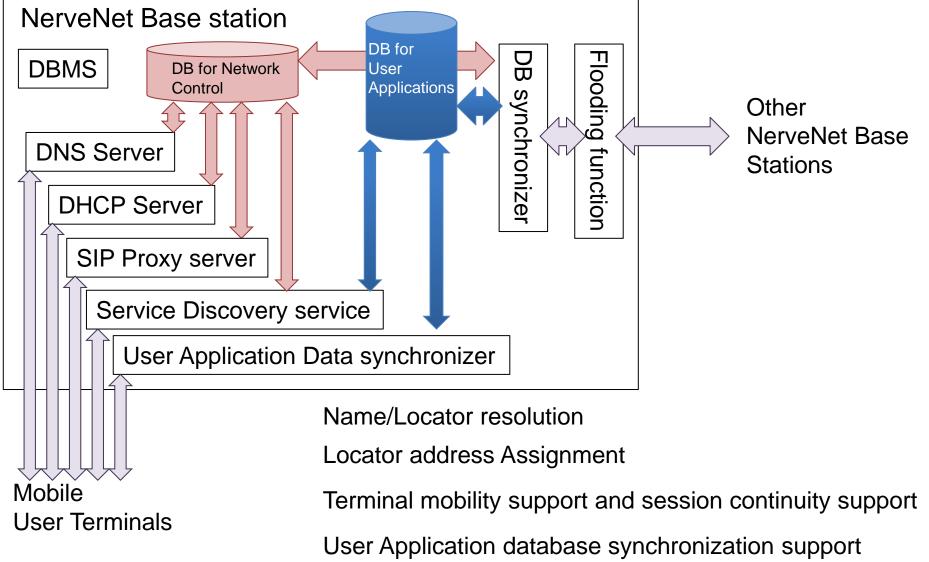
- Reliable flooding and database synchronization mechanisms among APs.
- APIs for service discovery and application database synchronization are provided to mobile terminals



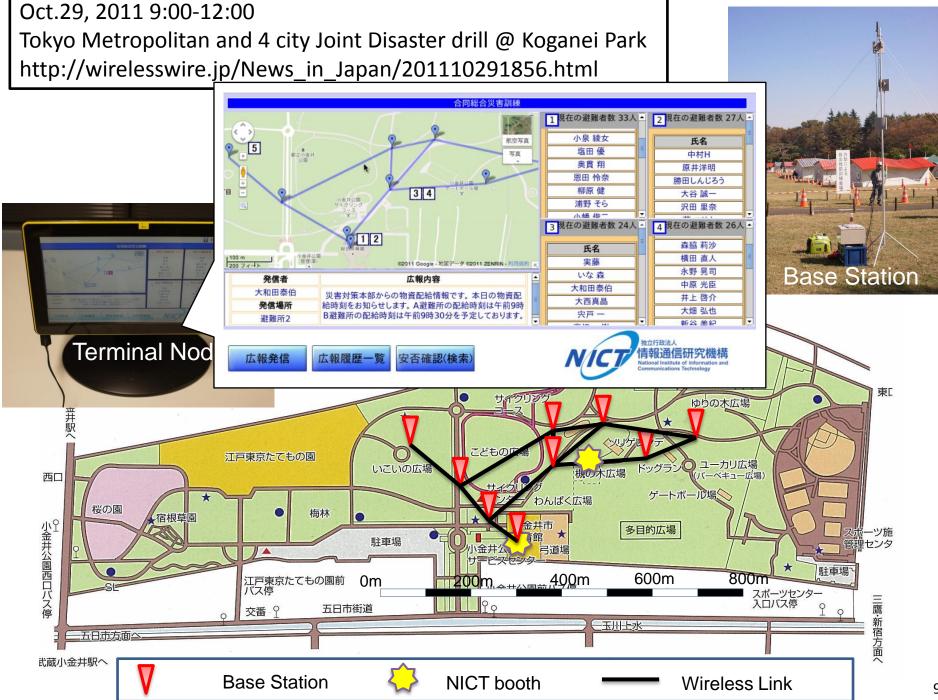


Server included network architecture

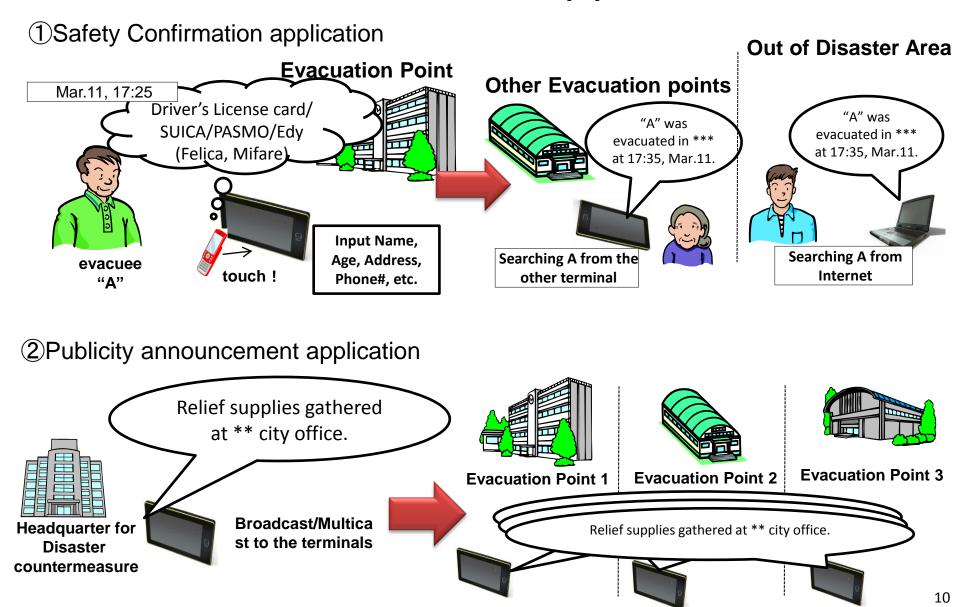




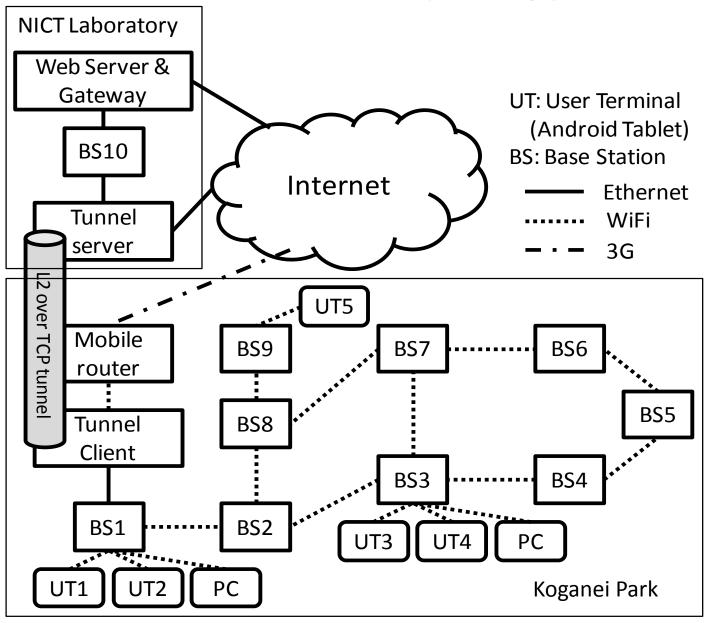
Delay/Disruption tolerant network function support



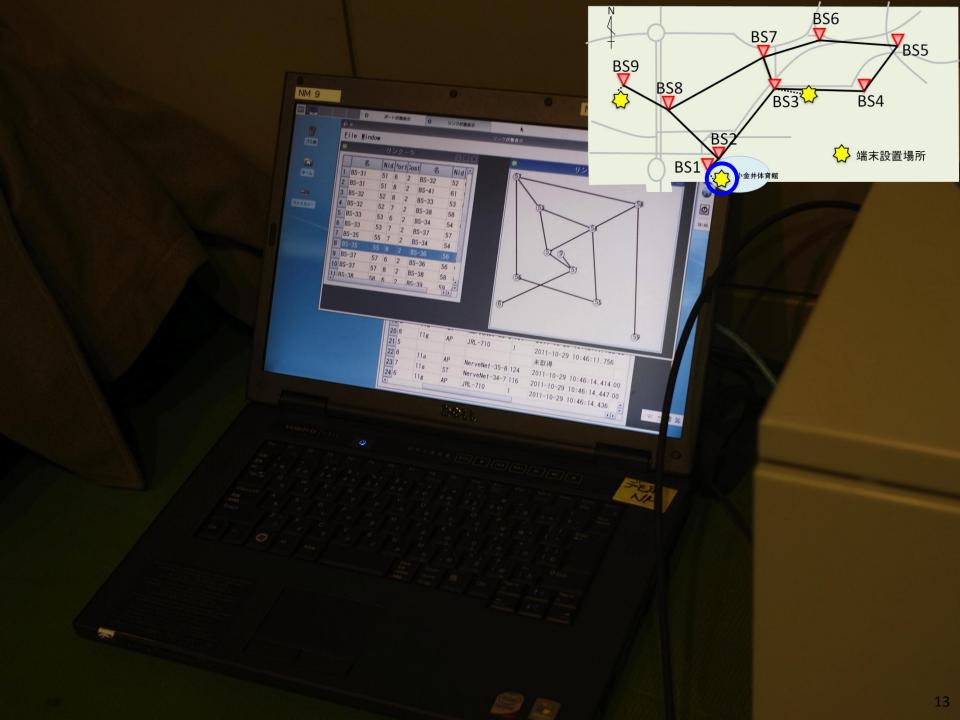
Safety Confirmation and Announcement Application

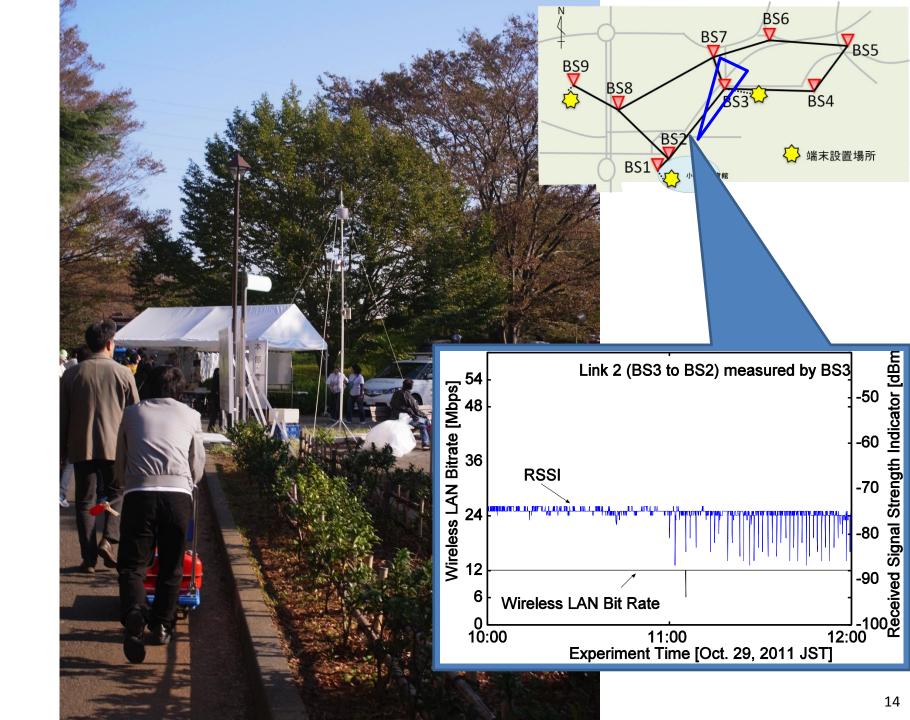


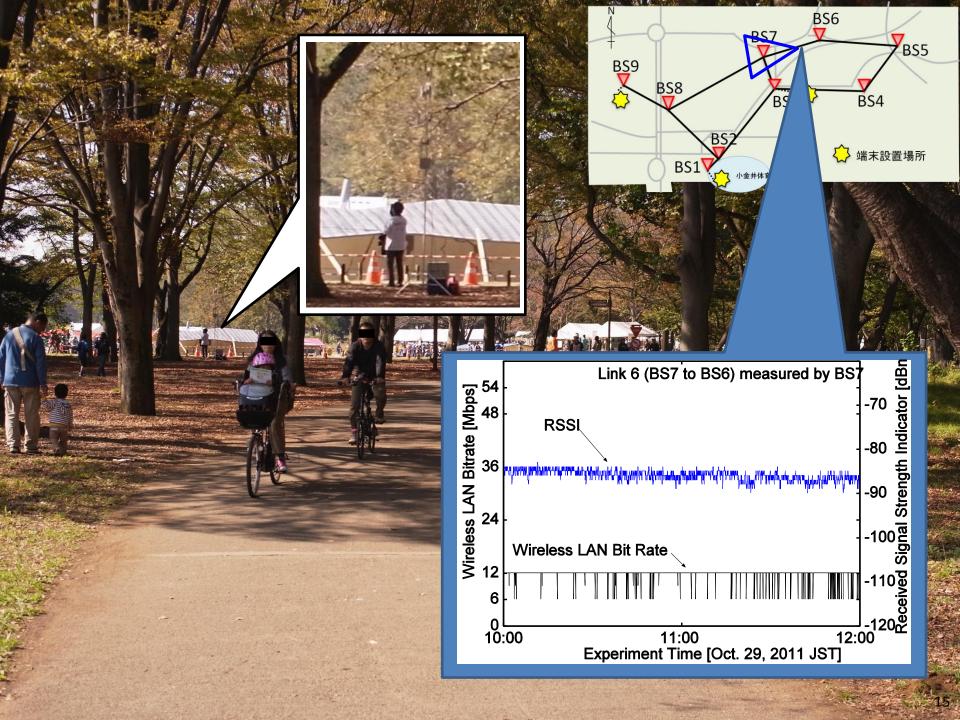
Network Topology



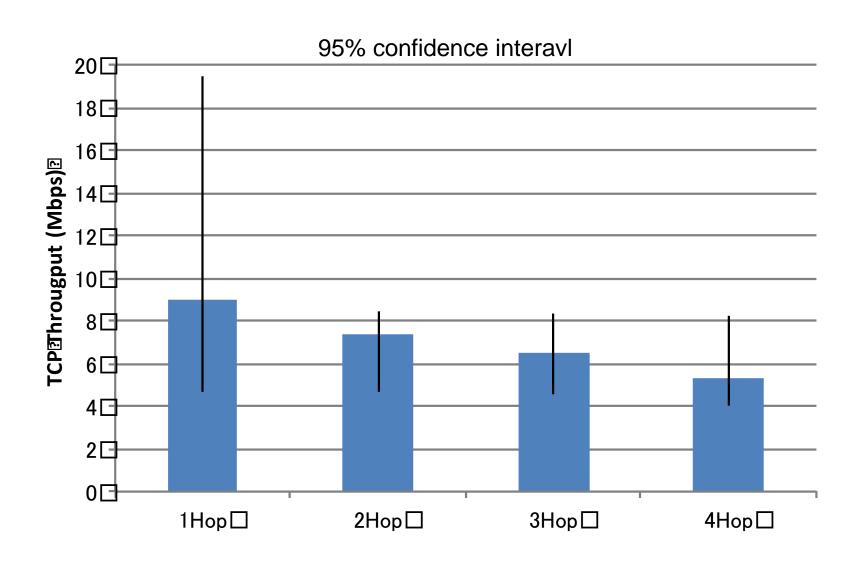




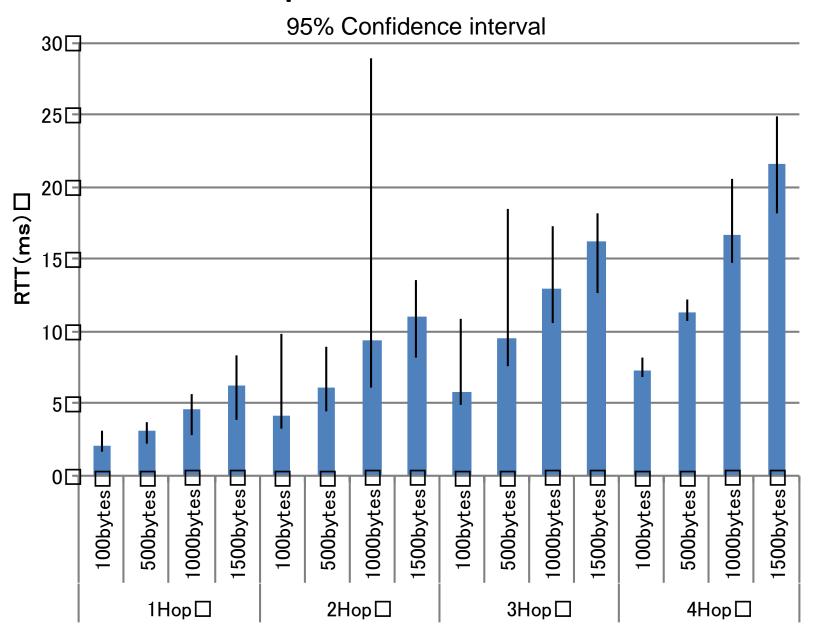




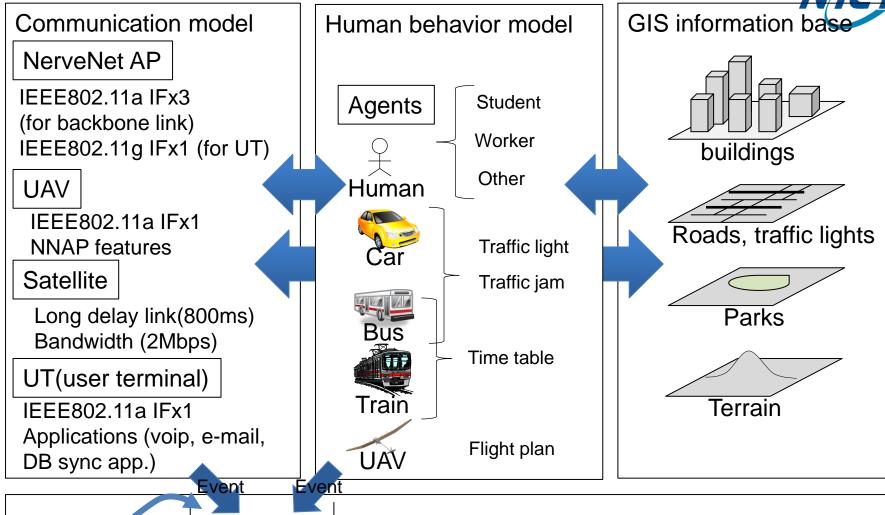
TCP throughput between BS



ICMP packet size and RTT



Simulator and model implementation



Event queue

Discrete event simulation engine

(Scenargie Event scheduler)

Human behavior with communications

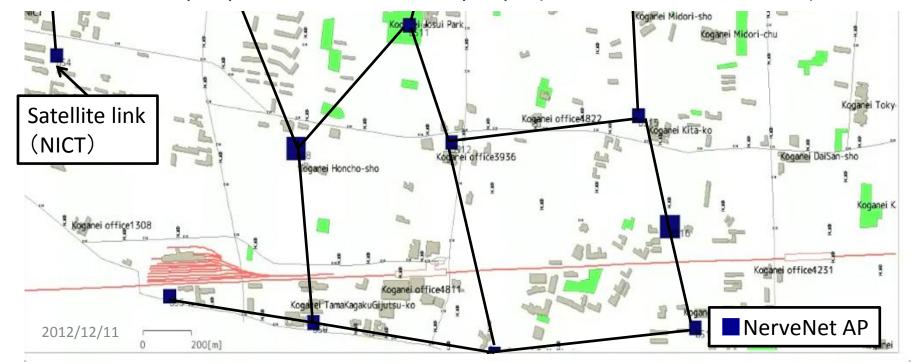


Scenario assumptions:

- •8:00 AM, Koganei city in Tokyo, Japan, M7 earthquake occurs.
- •Citizens evacuate to the nearest evacuation point, then move to Koganei park.
- •People tries to contact at least 4 people to confirm their safety.

Communication system

- •Wired and wireless telephone system are down.
- •18 NerveNet APs, 1 Satelite system exist, but the network is divided into two.
- •Safety confirmation trial priority: voice call, E-mail, and DB sync application.
- •Number of people to simulate: 1000 people(include communications).



Summary

- "NerveNet"
 - Distributed network platform with distributed servers;
 information caching, forwarding and delivering.
 - Applications are demonstrated:
 - Safety Confirmation Application
 - Disaster Management Announcement Application
- Demonstrated at the real field (Disaster drill) and simulation environment
 - Evaluated its performance at the real field test
 - Evaluated its scalability with a realistic human behavior

Thank you