

DSL-Lab: a Low-power Lightweight Platform to Experiment on Domestic Broadband Internet

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Introduction

Development of Internet access at home over the last decade :

- High speed broadband (xDSL, cable)
20 to 100 Mbps in many countries
- Led to the development of many services and applications
IPTV, VOIP, P2P, desktop computing, network games

However, those network have special characteristics :

- Performance
 - Asymmetric download / upload bandwidth
 - Rather high latency
 - Performance depending on length and quality of line
- Often shared medium
 - Through different kind of networks : WiFi, Ethernet
 - NAT, firewall

Experimenting on the broadband Internet

Need to experiment on the broadband Internet :

- Understand performance characteristics
- Build better applications

Existing experimental platforms :

- Grid'5000, DAS-3 :
 - HPC clusters and very fast networks (10 GbE)
 - Add an emulator (calibration ?) to study broadband Internet ?
- PlanetLab :
 - Hundred of nodes distributed on the Internet
 - Almost always hosted by universities, on high-speed networks
- SatelliteLab (PlanetLab extension) :
 - Uses nodes on broadband Internet to forward traffic
 - Application not running directly on broadband nodes

Contribution : DSL-Lab

- Experimental platform to study the broadband Internet
- 40 nodes located in users' home, using their Internet connection
- Available for researchers to run experiments
- Large variety of network connections (different ISPs, NAT, firewall)

This talk :

Description of DSL-Lab design

Report on early experiments

DSL-Lab Design

Hardware

Requirements :

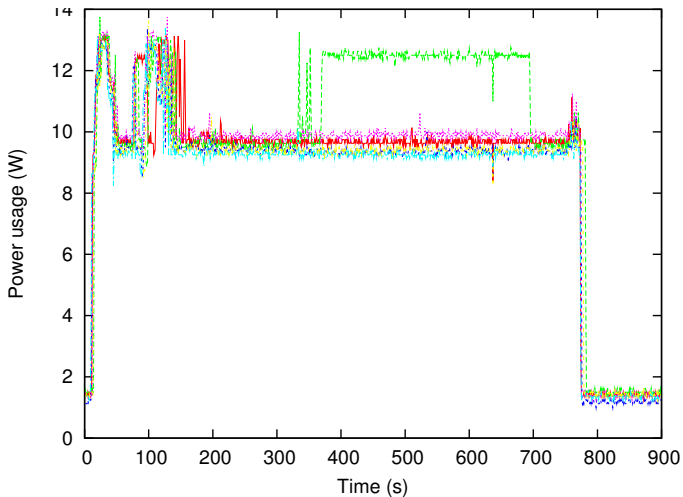
- Small and low power
- Silent
- x86 architecture

Neo CI852A-4RN10 barebone

- Mini-ITX
- Intel Celeron M 1 GHz
- 512 MB RAM
- 2 GB SSD drive
- No fan
- 4 Gb Ethernet ports



Power consumption



6 nodes booting, doing CPU-intensive tasks and stopping
Off : 1.5 W ; Idle : 10 W ; Full load : 13 W

Remote OS deployment

- Nodes installed in researchers' homes
- No way to access them physically
- Need to repair or upgrade the system remotely
- Virtualization : would require additional resources ; performance

Remote deployment implemented using two disk partitions :

- Small partition (5 MB) with read-only minimal system
- Larger partition for the experimentation system
- Bootloader alternatively boots on each partition

The experimentation system can be re-installed from the first partition

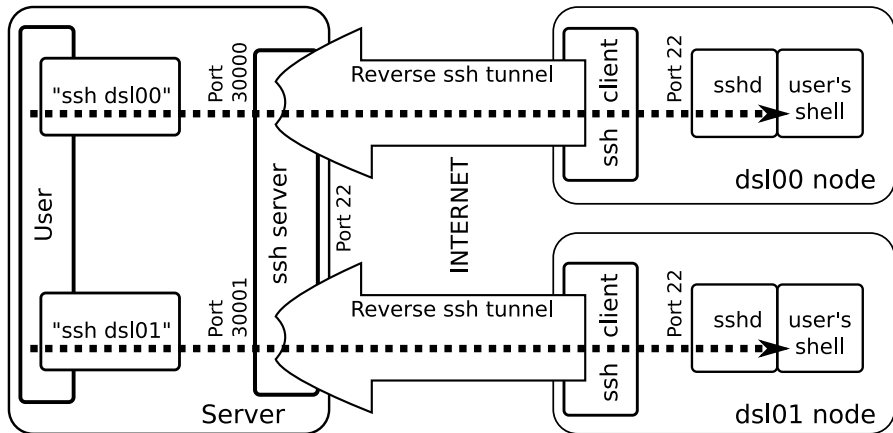
Connectivity

- Most nodes hosted behind firewalls / NAT
- Not accessible from the Internet
- Port forwarding on the router : too hard to configure

Solution :

- Reverse SSH tunnels from node to a central server
- Provides a "cluster" view of the platform

Reverse SSH tunnel



Nodes reservation

- Uses the OAR batch scheduler (also used on Grid'5000)
- Power savings :
 - Node wakes up once a day (ACPI alarm)
 - Checks if tasks submitted
 - Resets the alarm accordingly, and turns off



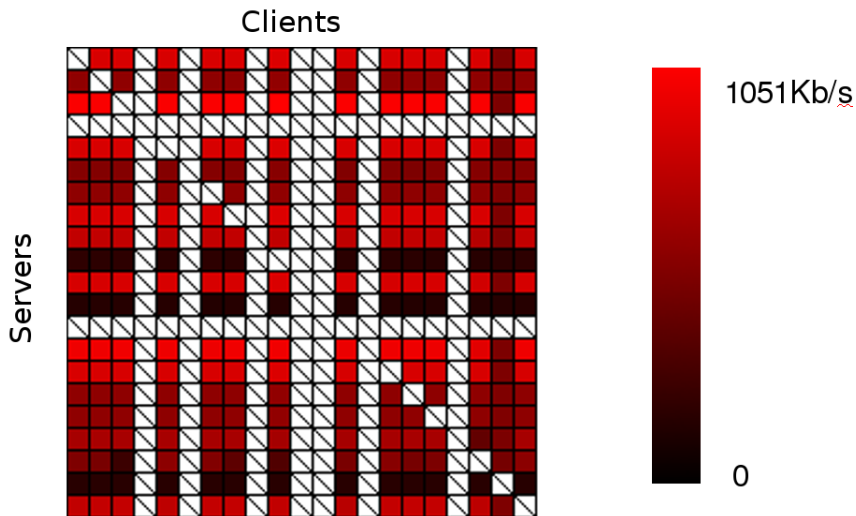
Early Experiments

Latency

(To central DSL-Lab server)

| City | ISP | DSL latency | Tot. latency |
|---------------|------------|-------------|--------------|
| Chaville | Free (v.5) | 22.18 ms | 25.14 ms |
| Lyon | SFR | 37.75 | 46.47 |
| Versailles | Free (v.5) | 4.07 | 7.14 |
| Lyon | Free | 33.5 | 42.38 |
| Grenoble | Free (v.5) | 44.61 | 54.92 |
| Le Touvet | Free (v.4) | 46.85 | 57.76 |
| Paris | Free (v.5) | 33.63 | 37.23 |
| Saint Gratien | Free | 37.86 | 41.85 |
| Bezons | Free | 14.27 | 17.05 |
| Lyon | SFR | 27.29 | 36.47 |

Bandwidth



Direct communications between nodes

Private Virtual Cluster (PVC) :

- Transparent execution environment for existing applications
- Enables connecting through NAT and firewalls

Techniques : UPnP, TCP Hole Punching, Traversing TCP, Proxy

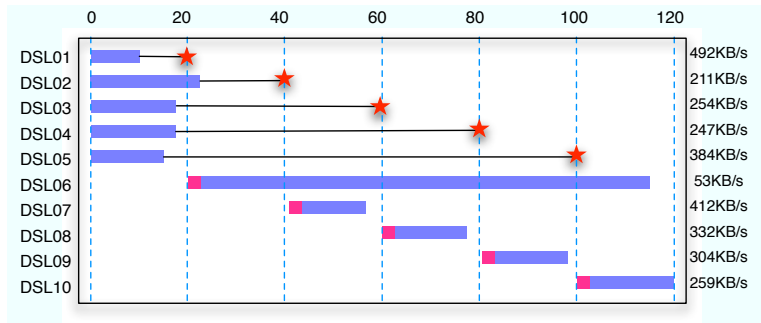
| ISP | Nodes | Connection establishment method |
|---------|-------|---------------------------------|
| Free v4 | 5 | <i>UPnP or Traversing-TCP</i> |
| Free v5 | 16 | <i>UPnP or Proxy</i> |
| SFR | 4 | <i>UPnP or Traversing-TCP</i> |
| Orange | 2 | <i>UPnP or Traversing-TCP</i> |
| Comcast | 1 | <i>Traversing-TCP</i> |
| Noos | 1 | <i>UPnP or Traversing-TCP</i> |
| Lab. | 2 | Proxy |

DSL-Lab used to :

- Validate PVC design and identify shortcomings
- Run experiments (NAS PB, etc) on DSL-Lab with PVC

Desktop grid platforms - BitDew

- BitDew : middleware for data management on desktop grids
Includes both P2P and GridFTP-like protocols
- Validated on DSL-Lab
- Scenario 1 : data resiliency in presence of host failures
- Scenario 2 : All-to-all data transfers

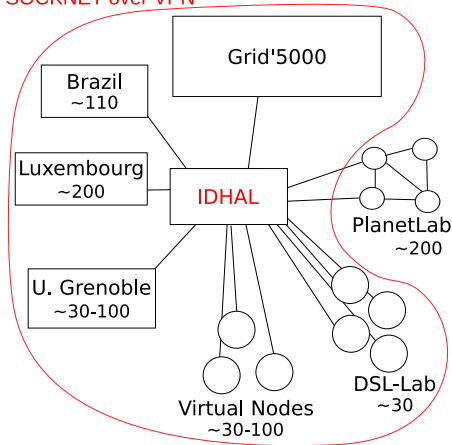


Bridging experimental platforms together

- **IDHAL experiment** : connecting several experimental platforms
DSL-Lab, Grid'5000, PlanetLab, desktop computing nodes, clusters in Luxembourg and Porto Alegre, virtual machines
- **Challenges** :
 - Connect nodes from different platforms together
Despite firewalls, NATs, private networks, . . .
 - Make them compute together efficiently
N-Queens problem
- **Two support tools used** :
 - TakTuk : adaptative deployment tool
 - KAAPI : Adaptative, Asynchronous, Parallel programming
Work-stealing capabilities to use both slower and faster nodes

Bridging experimental platforms together

SOCKNET over VPN



Computed several large N-Queens instances

Conclusions

DSL-Lab : platform to experiment on the broadband DSL Internet

40 nodes located on the edge of the Internet, available to researchers

Design :

- Low power, low noise nodes
- Remote OS deployment
- Cluster-like connectivity
- Nodes reservation using batch scheduler

Experiments :

- Latency / Bandwidth
- Direct communication between nodes
- Evaluation of desktop grid platforms
- Connecting experimental platforms together