

Terminodes: Principles and Challenges

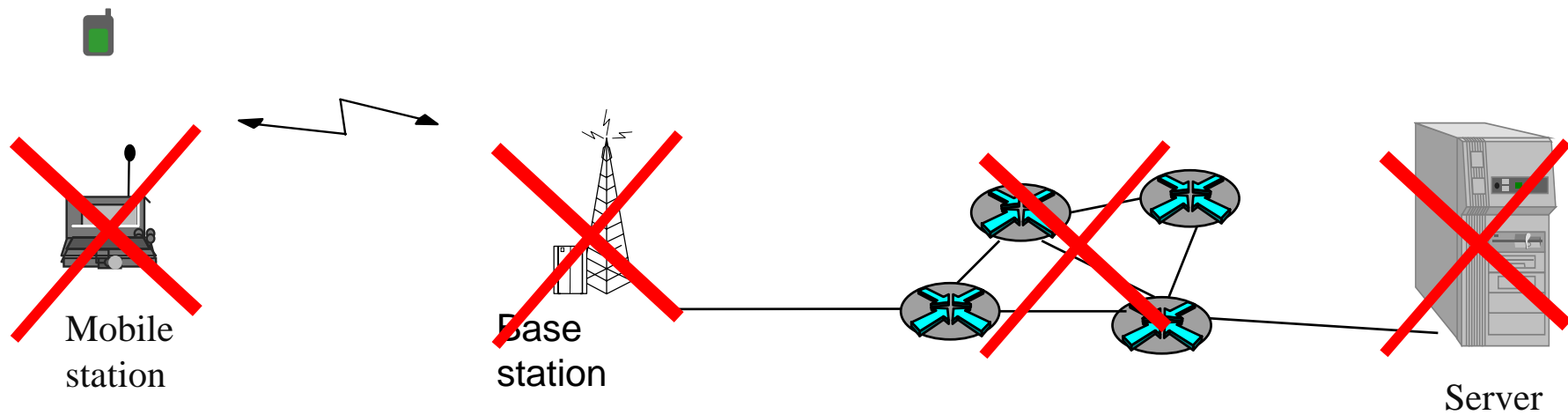
Mobile Information and Communication Systems

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<http://icawww.epfl.ch>

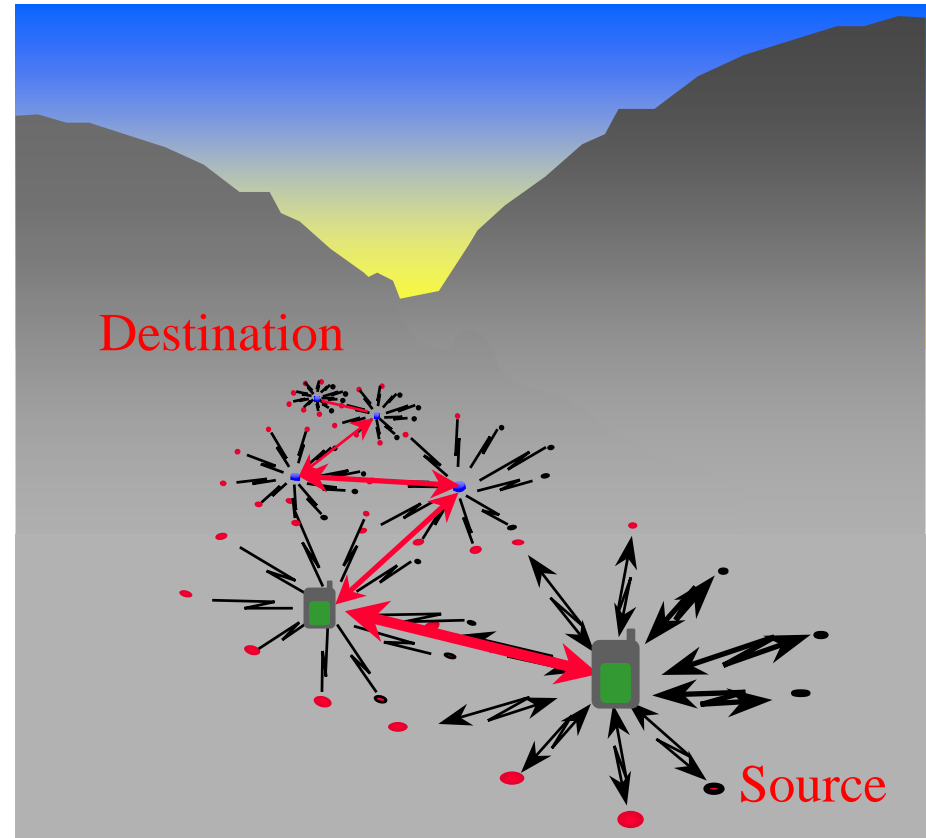
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Self-Organized, Mobile, Infrastructureless WANs



Terminal + Node = Terminode

- All **network functions** (packet forwarding, flow control, error control,...) and **terminal functions** (coding/decoding, A/D and D/A, storage, ciphering,...) are embedded in the terminode
- All terminodes are potentially **mobile**
- A communication must be **relayed** by intermediate terminodes
- The **route** followed can be different for each packet
- A terminode is able to discover its own **environment** and to react accordingly
- The network is **self-organized**: no human intervention to define the addressing plan etc.



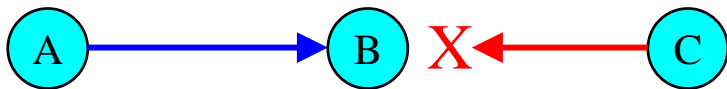
What are Terminodes?

- A societal/political vision
 - **Purpose:** make IT an instrument for democracy and economic development; empower citizens with communication facilities even in hostile environments
 - **Example:** *How would infrastructureless mobile communications foster economic development in remote or poorly equipped areas?*
- An intellectual fantasy
 - **Purpose:** stimulate creativity in order to identify new research challenges
 - **Example:** *What would be a formal model for fair exchange?*
- A technical challenge
 - **Purpose:** make innovative contributions in the area of self-organized mobile ad-hoc networks
 - **Example:** *What is the best way to track the terminals in such a network?*

Reminder: Packet Radio

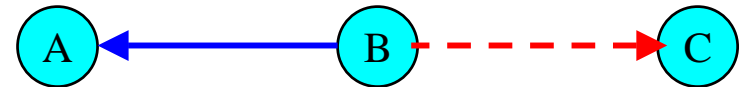
- Research started in the 70's, essentially with military applications in mind
- Unlike with cellular networks, the allocation of the transmission resource is decentralized (no base stations, no cells)
- Two typical problems:

The hidden terminal



- A is sending to B
- C is out of the range of A's transmitter
- C wants to send to B (or someone near to B); a collision occurs in B
- A is *hidden* from C

The exposed terminal



- B is sending to A
- C is in the range of B's transmitter
- C wants to send, but will wait; if A is out of the range of C, then C waits needlessly
- C is *exposed* to B

Upper Bound for the Throughput of Packet Radio Networks

If we have:

- n identical randomly located nodes
- each capable of transmitting W bits/s

Then the throughput $\lambda(n)$ obtainable by each node for a *randomly chosen* destination is

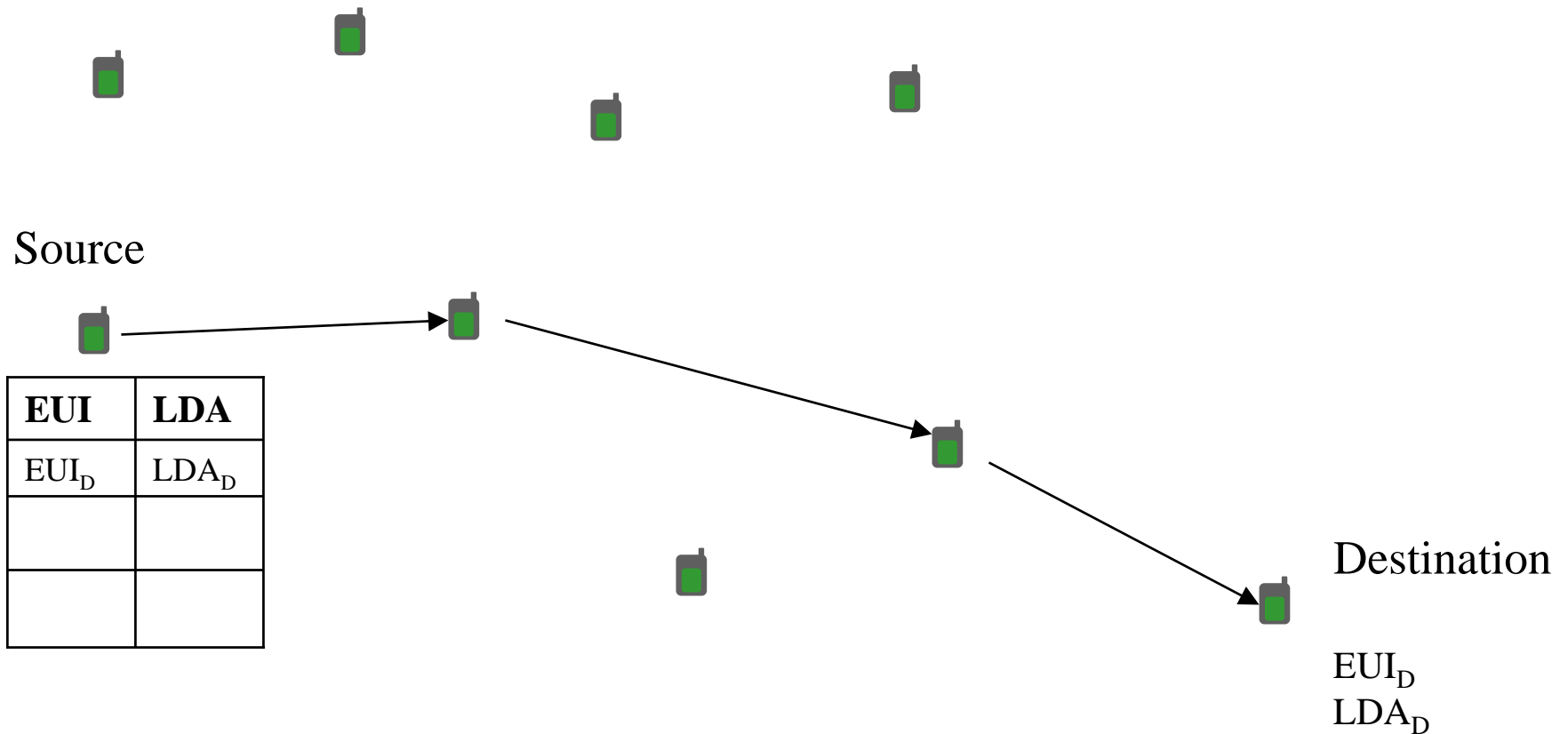
$$\lambda(n) = \Theta\left(\frac{W}{\sqrt{n \log n}}\right)$$

Ref: P. Gupta, P. Kumar, *The Capacity of Wireless Networks*
IEEE Transactions on Information Theory, March 2000

Technical Issues covered by this Talk

- Basic mechanism for terminodes: packet forwarding, location awareness
- Mobility management of terminodes
- Incentive to collaborate for terminodes

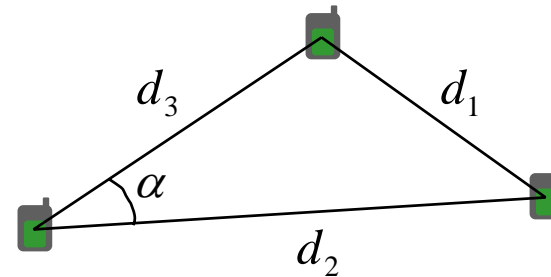
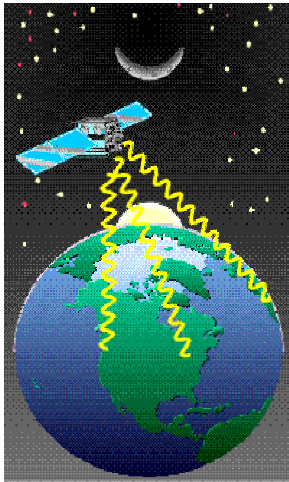
Packet Forwarding in Terminodes



EUI: End-system Unique Identifier (64 bits)

LDA: Location-Dependent Address: (longitude, latitude, height) (approx. 48 bits for 10m accuracy)

Location Awareness

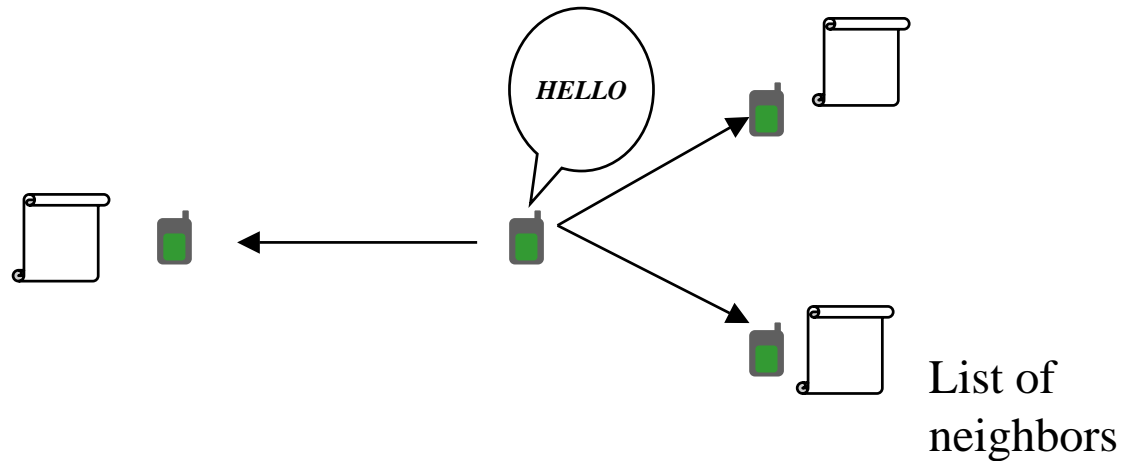


$$\cos \alpha = \frac{d_1^2 - d_2^2 - d_3^2}{2d_2d_3}$$

If GPS is available: Each node is aware of its own Location-Dependent Address (LDA) via GPS (Global Positioning System).

If GPS is not available: computation of relative positions based on Time of Arrival.
Major Pb: *Non-Line-of-Sight*

Neighborhood Awareness

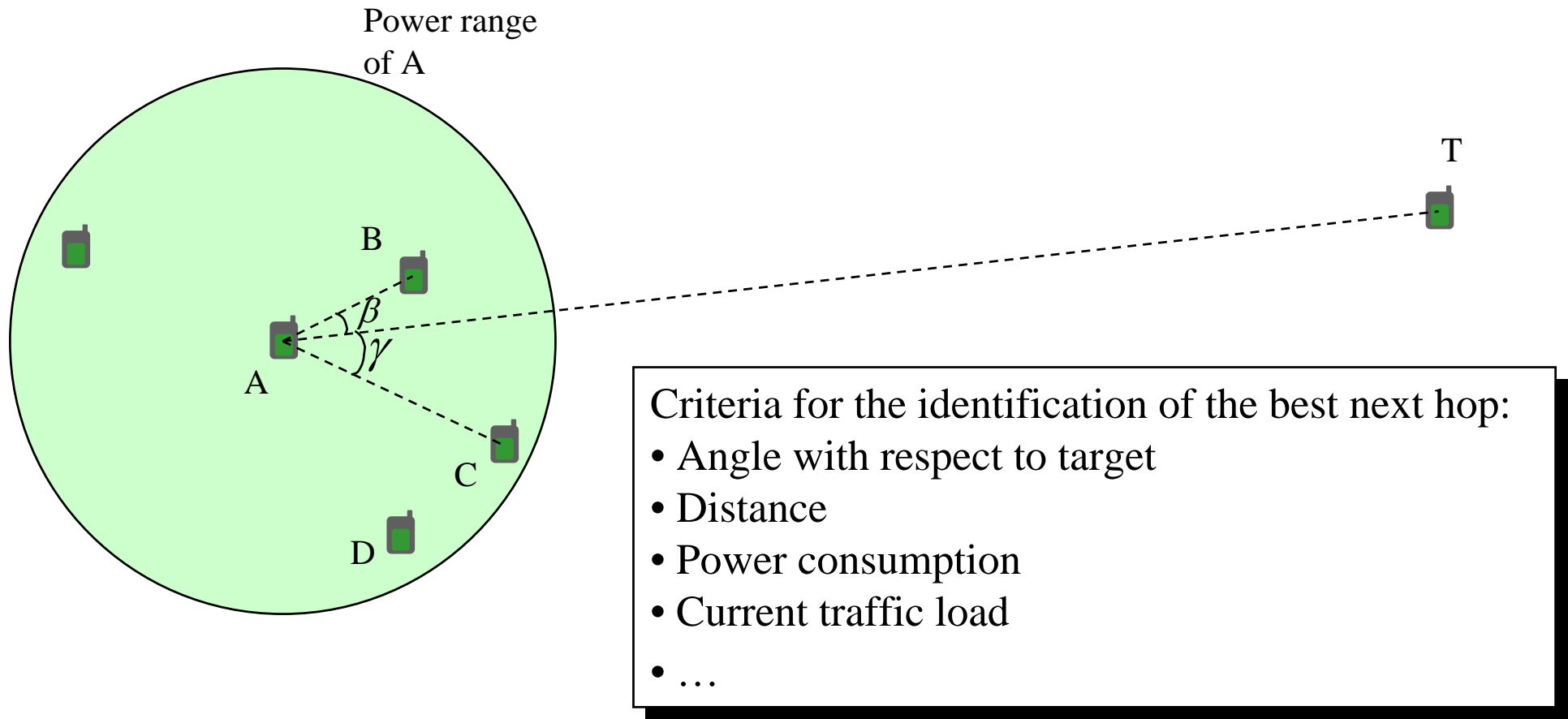


Periodic Broadcast of *Hello* Messages with current position of the sender.

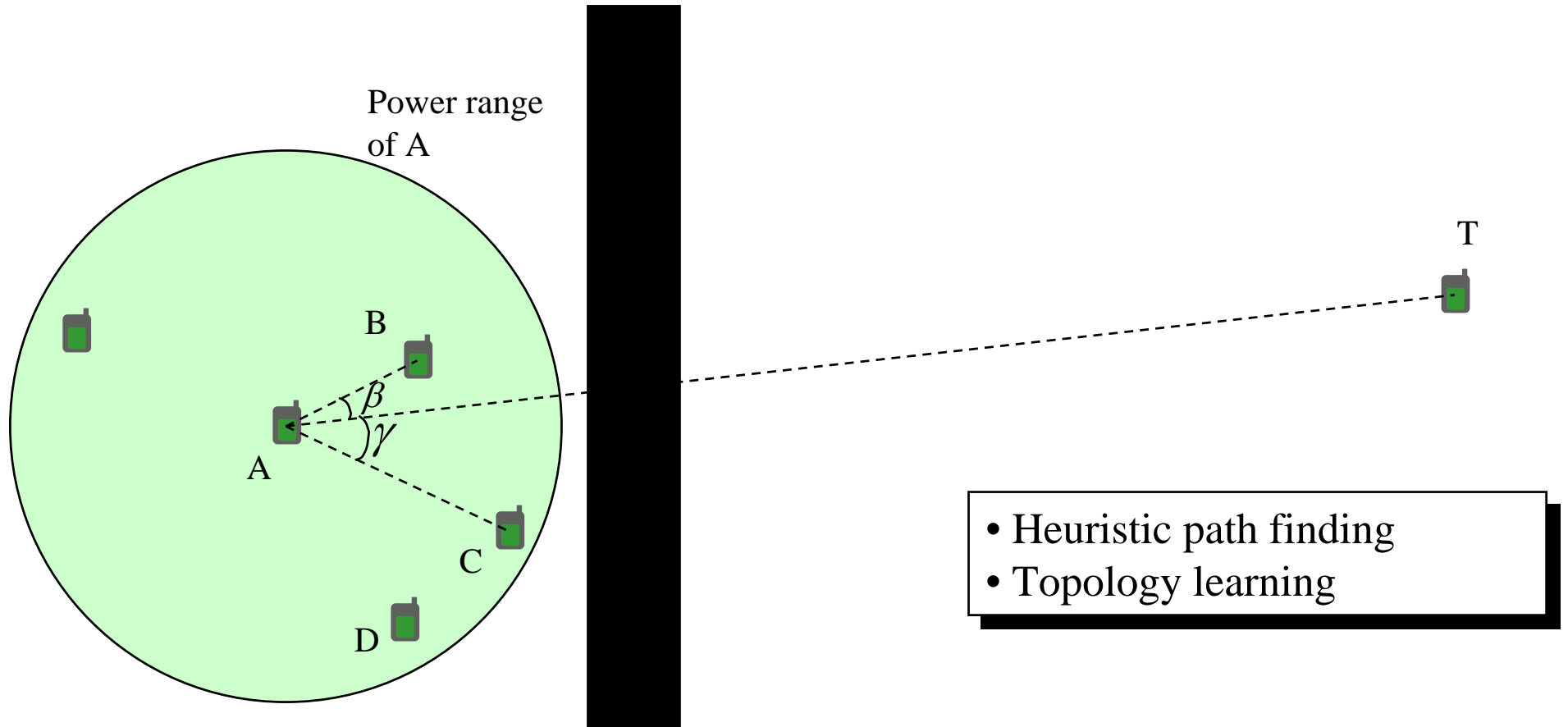
Applications:

- Code negotiation (for spread spectrum)
- Power control
- Establishment of pairwise security keys

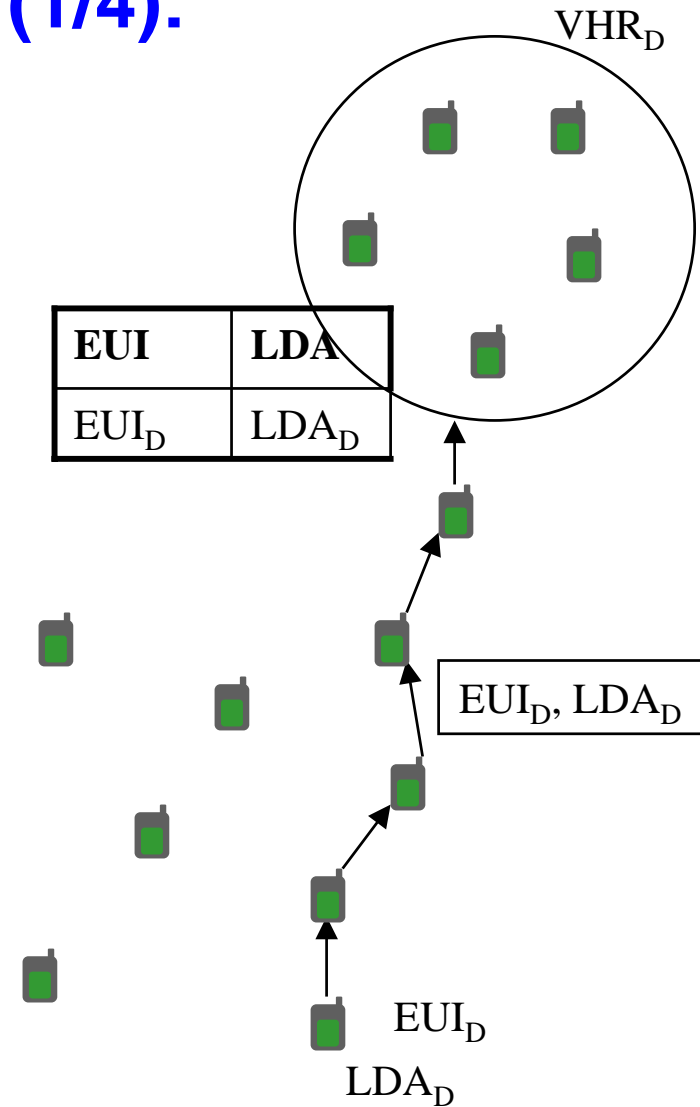
Directional Packet Forwarding



Obstacle Avoidance

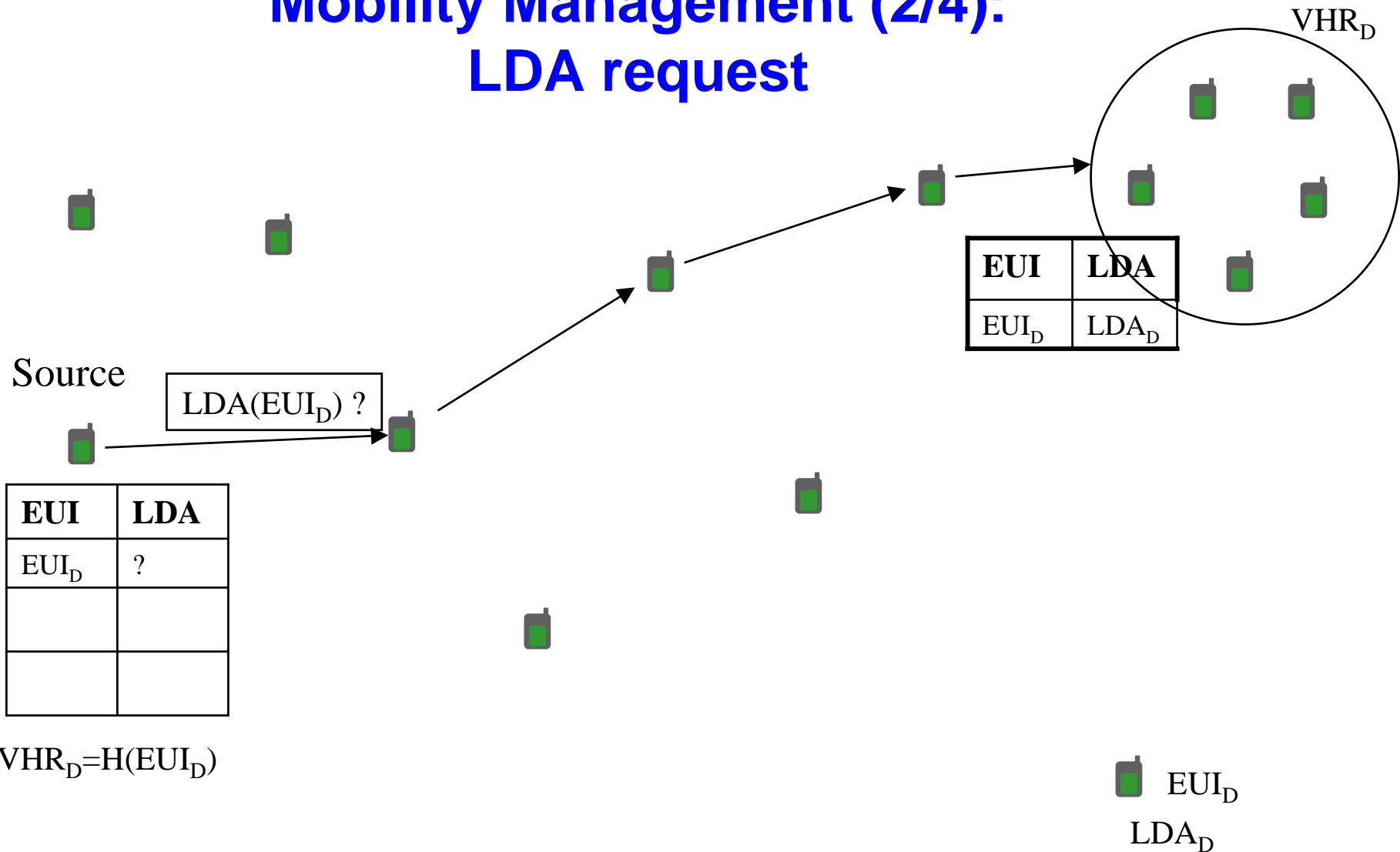


Mobility Management (1/4): LDA storage



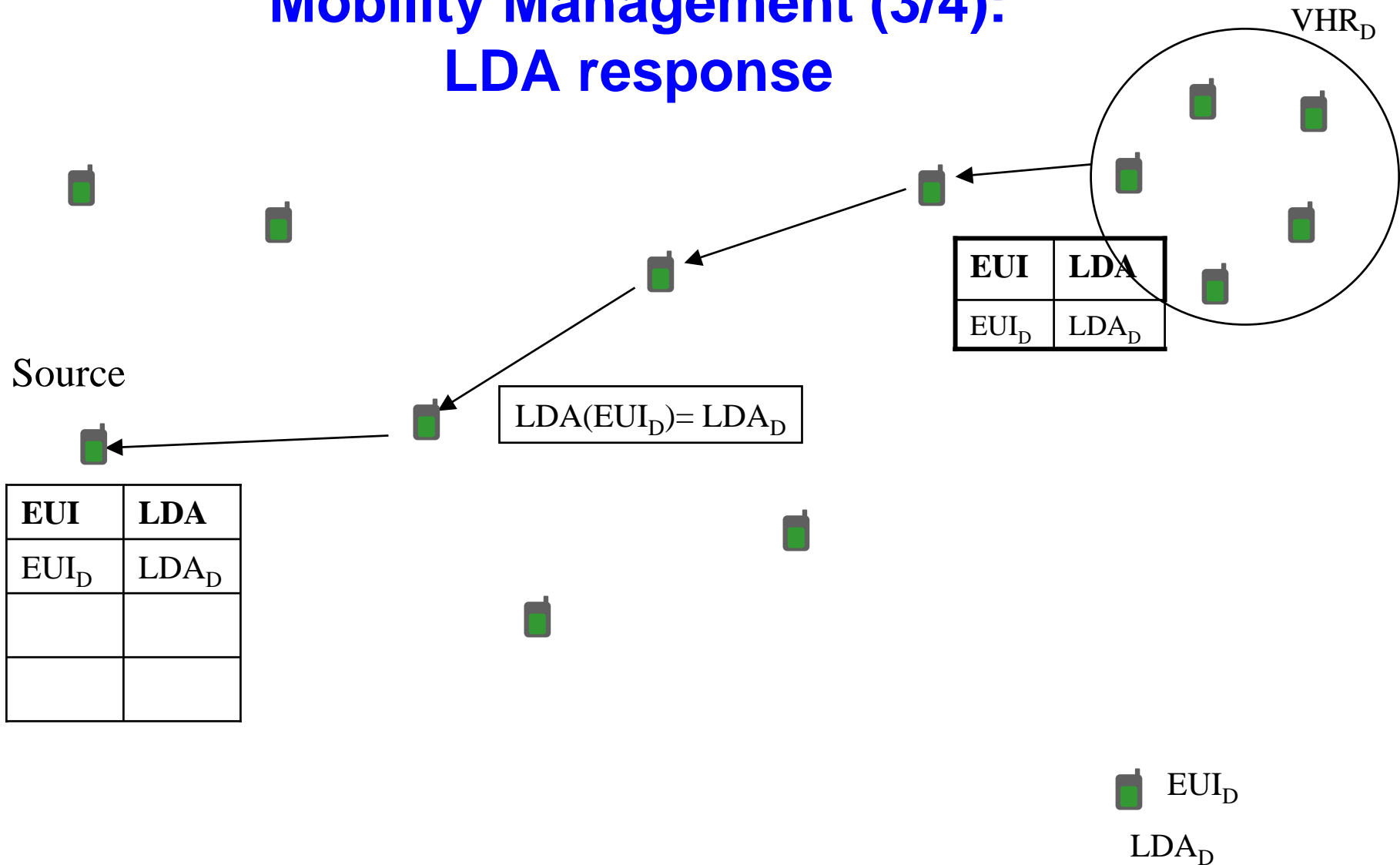
EUI: End-system Unique Identifier
LDA: Location-Dependent Address
VHR: Virtual Home Region

Mobility Management (2/4): LDA request



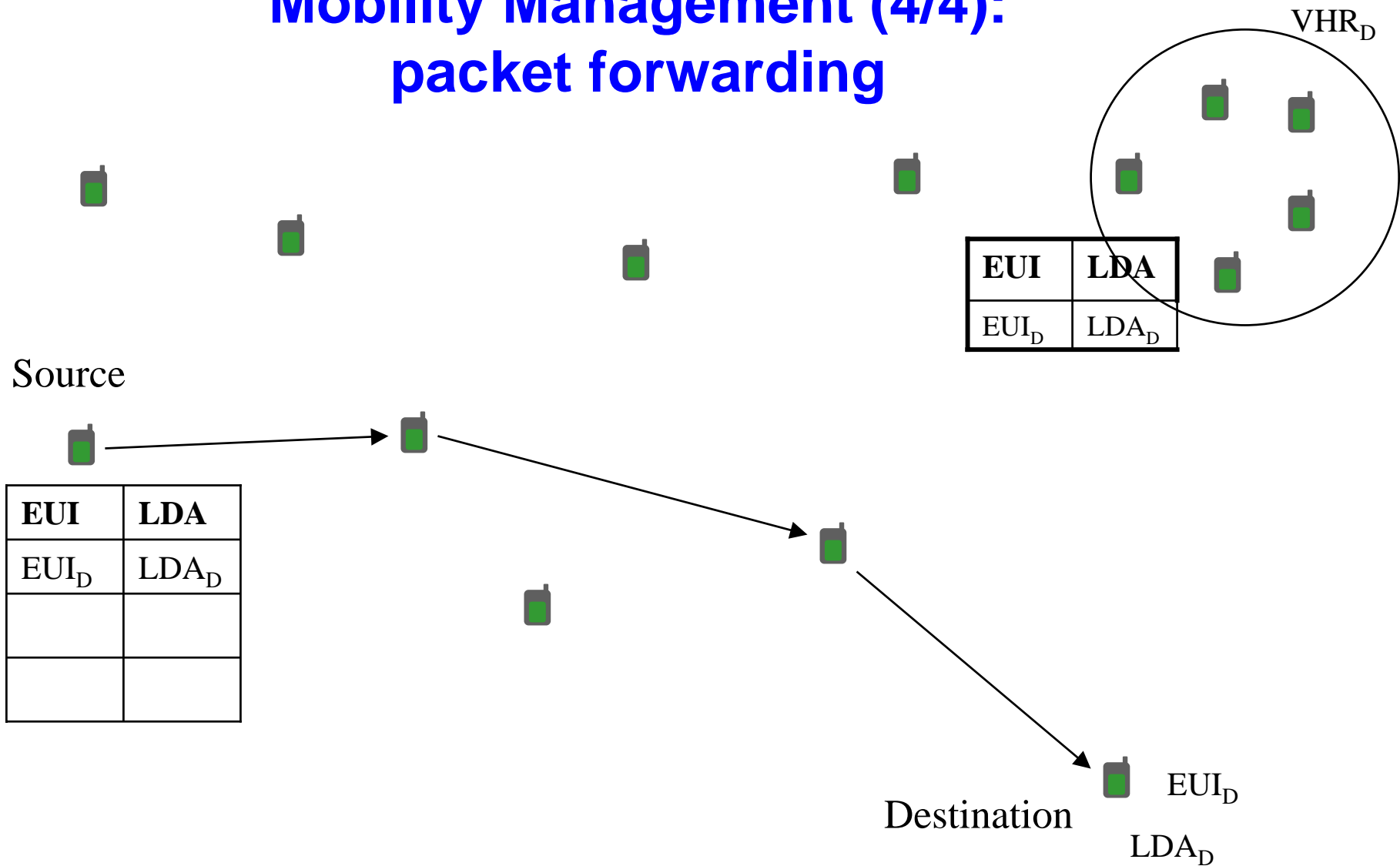
EUI: End-system Unique Identifier
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Mobility Management (3/4): LDA response



EUI: End-system Unique Identifier
 LDA: Location-Dependent Address
 VHR: Virtual Home Region

Mobility Management (4/4): packet forwarding

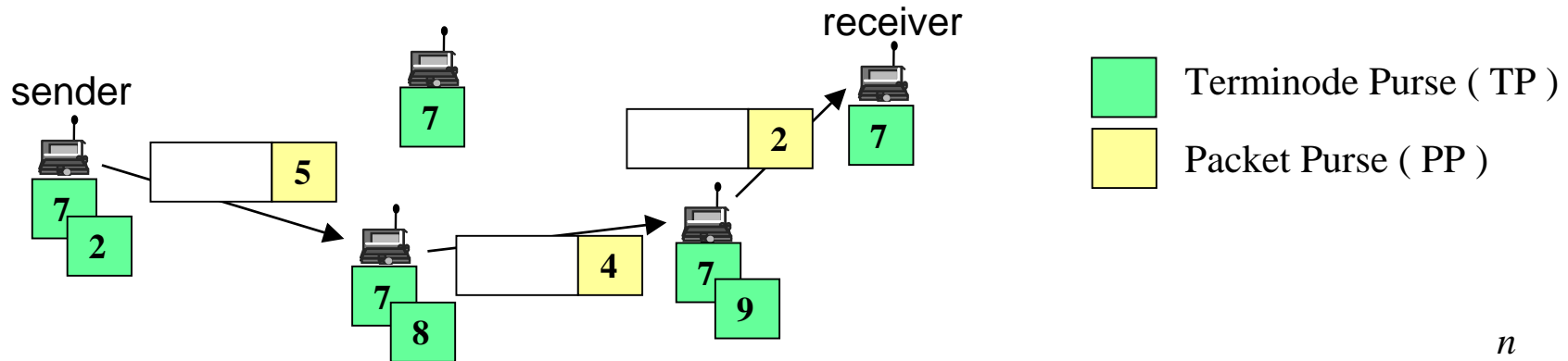


EUI: End-system Unique Identifier
 LDA: Location-Dependent Address
 VHR: Virtual Home Region

Incentive to cooperate and to prevent congestion

- Mechanism required to:
 - Encourage end-users to let their terminode **act as a relay** (keep them turned on and not tamper with them)
 - Discourage end-users from **overloading** the network; in particular, limit the number of long distance communications
- 2 models
 - Packet Purse Model (payment by the sender)
 - Packet Trade Model (payment by the receiver)

Charging the sender: Packet Purse Model (PPM)

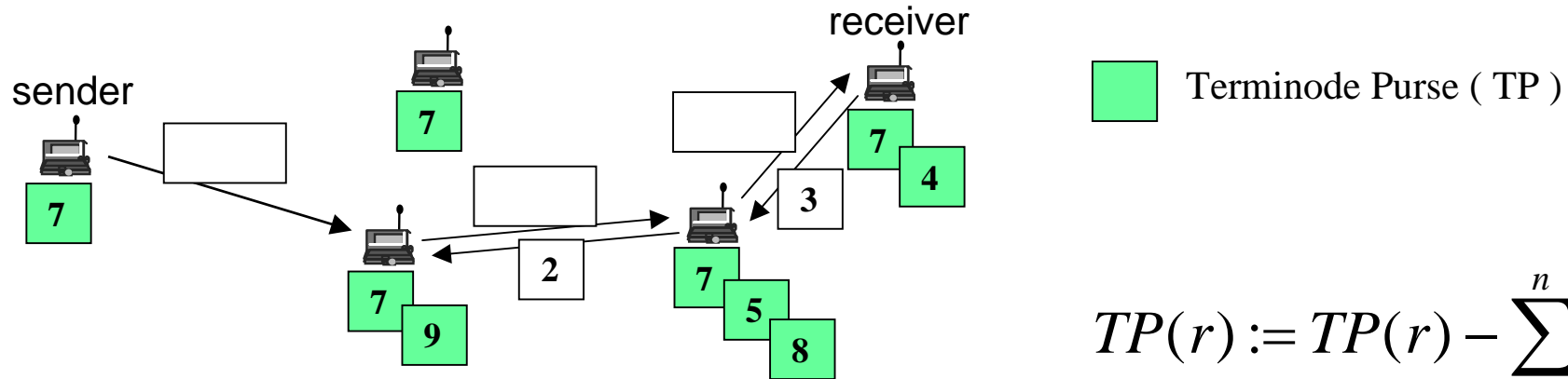


$$PP_r(p_k) = PP_s(p_k) - \sum_{i=1}^n C_i(p_k)$$

Problems to be solved include:

- **Nugget forgery** should be prevented
- **Nugget robbery** should be prevented
- Each packet should **indeed** be forwarded
- The packet purse should be **bundled** to its packet

Charging the receiver: Packet Trade Model (PTM)



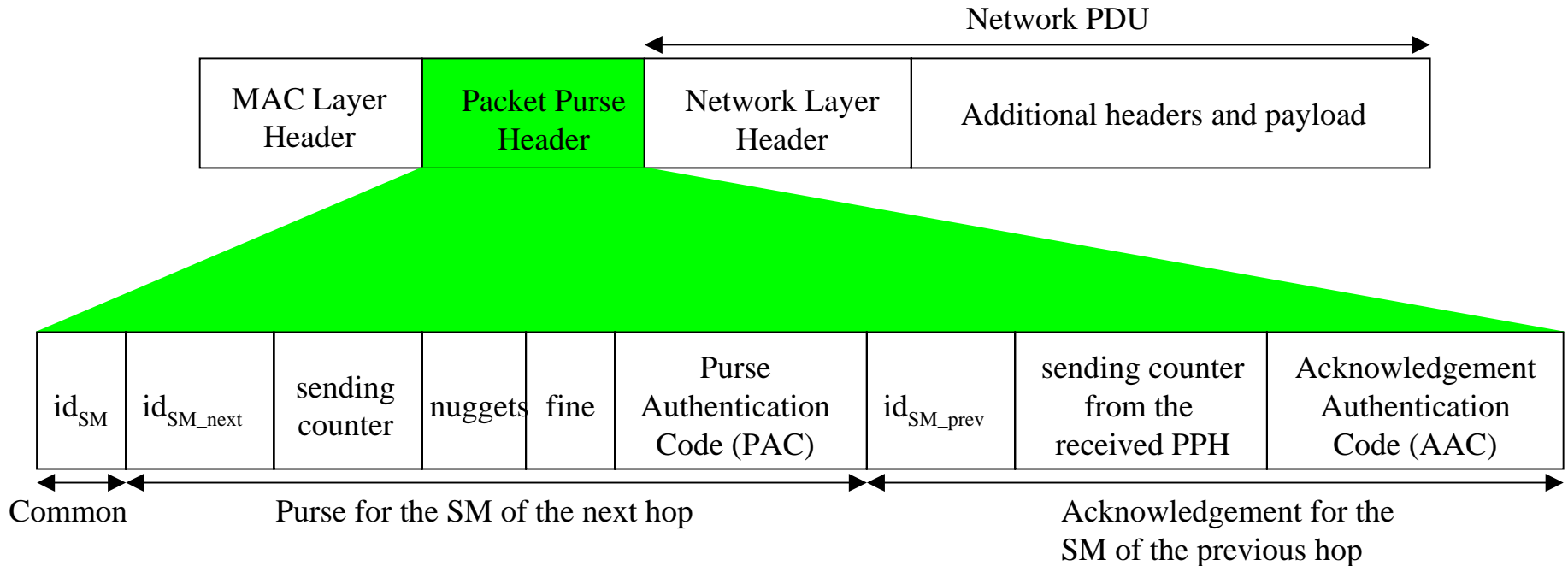
$$TP(r) := TP(r) - \sum_{i=1}^n C_i(p_k)$$

- Advantages
 - The sender does not need to know the **amount of nuggets** that is necessary to send a packet
 - Intermediaries are **interested** in forwarding the packet after having bought it
 - Charging for **multicast** communications is easier
- Drawback
 - There is no direct incentive to refrain from overloading the network

Implementation: Assumptions

- Tamper resistant **security module** in each device, which is used for the management of nuggets and cryptographic keys
- **Public key infrastructure** that can be used by the security modules to authenticate each other and establish secure communication links
- Neighborhood changes **slowly** (at least compared to the speed of the packets)
- **Reliable, bidirectional communication** between neighbors
- **Pricing** mechanism
- Terminodes are **greedy** and they always want to increase their number of nuggets

Implementation of PPM: Packet Purse Header (PPH)



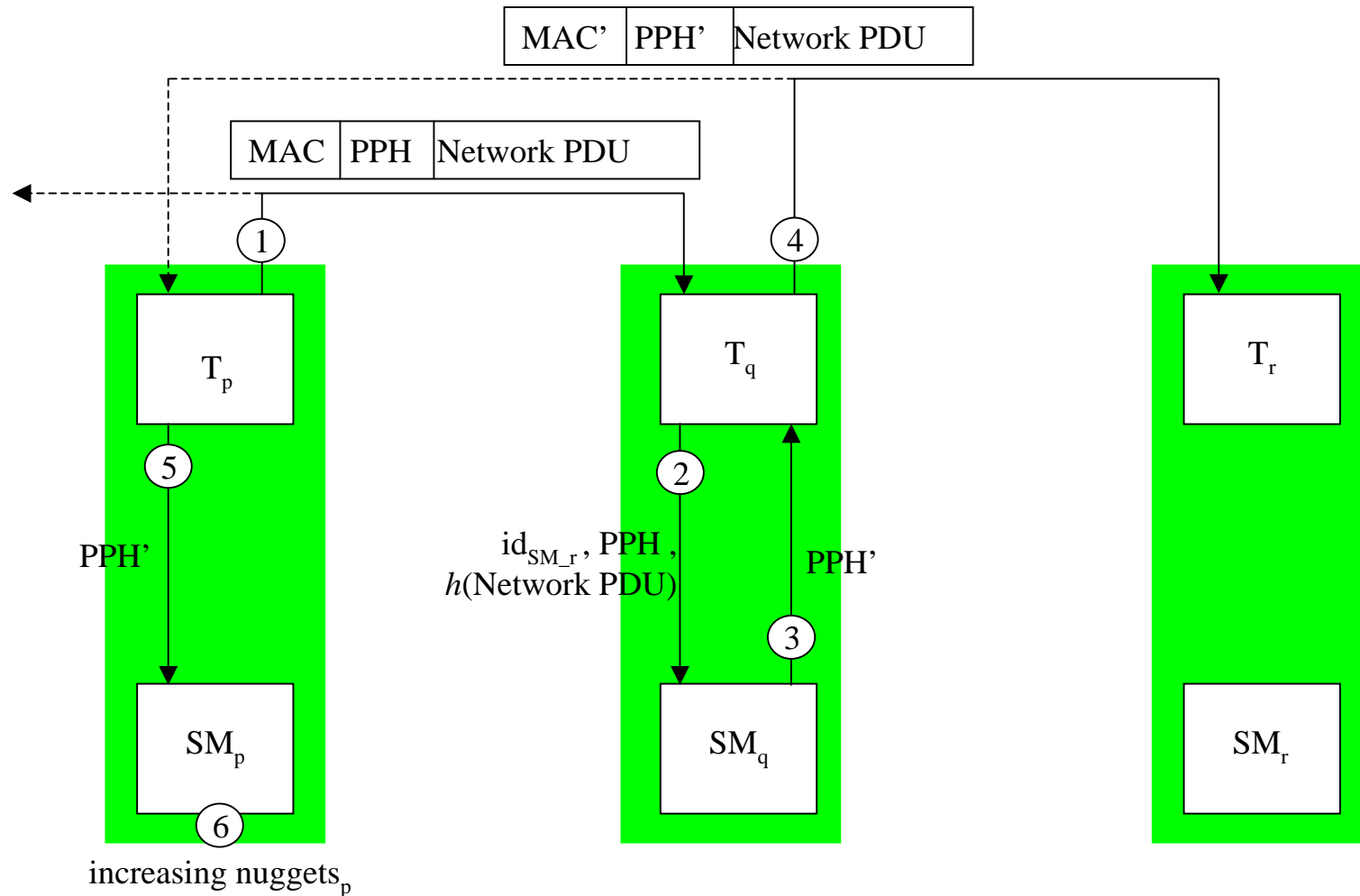
$$PAC = g(k_{SM,SM_next}; id_{SM}, id_{SM_next}, sending\ counter, nuggets, fine, h(Network\ PDU))$$

$$AAC = g(k_{SM,SM_prev}; received\ PPH)$$

g is a publicly known keyed cryptographic hash function

h is a publicly known cryptographic hash function

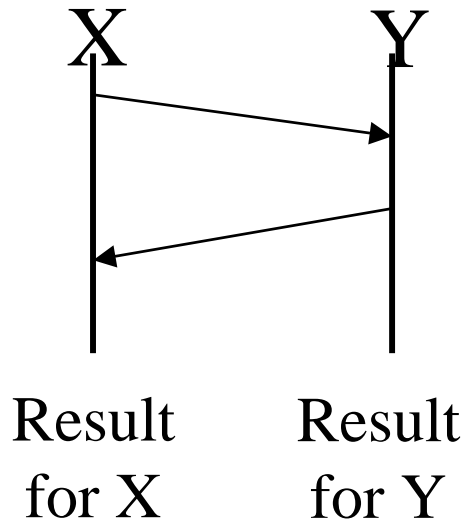
Implementation of PPM: Packet forwarding protocol



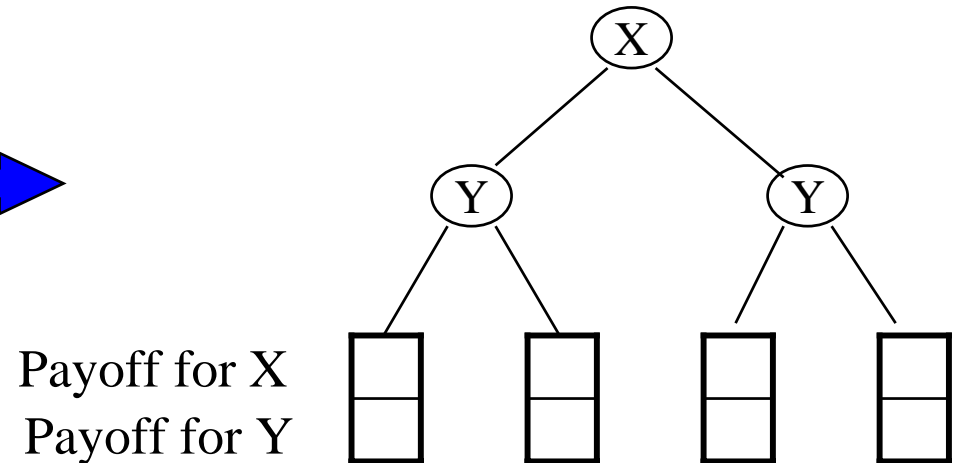
PPH: Packet Purse Header

Modeling exchange protocols using game theory

1. Protocol Design



2. Modelling as a game tree



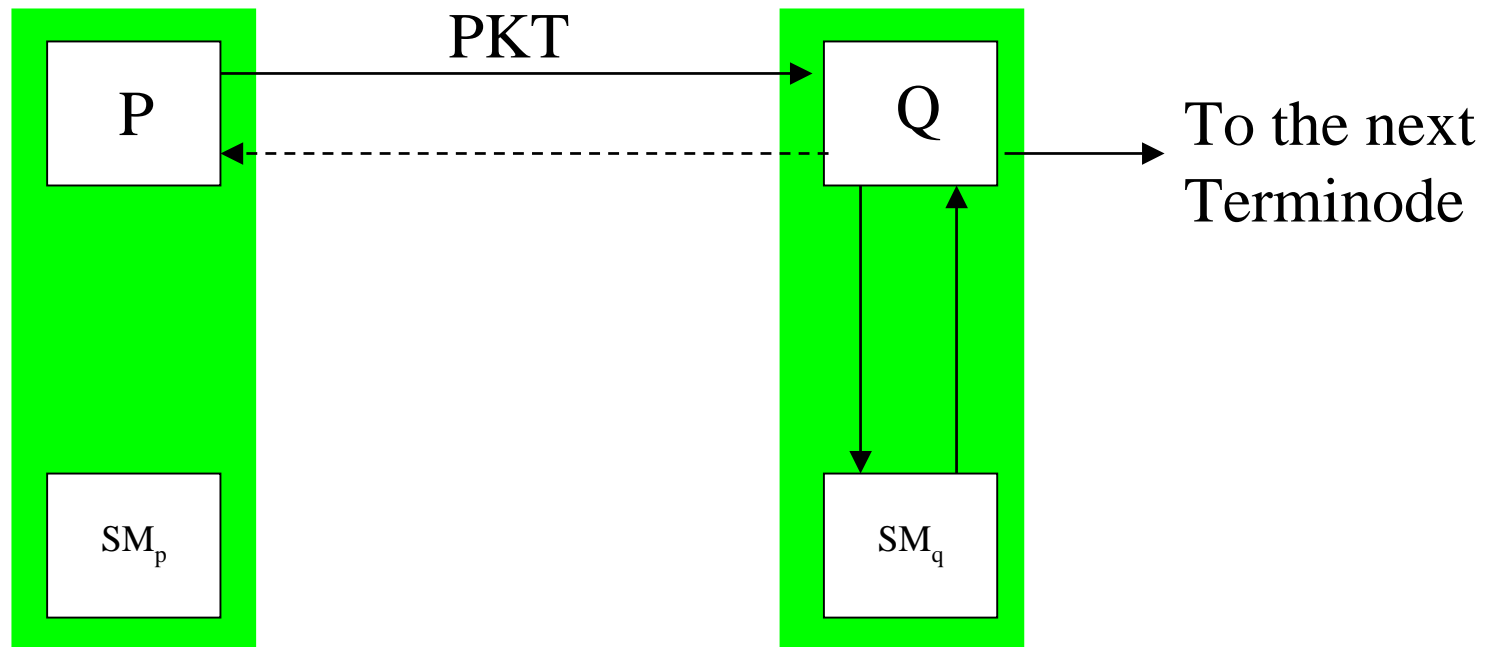
4. Identification of the properties

- Fairness
 - Incentive for desirable behaviours
- Example of practical usage:
- Fine tuning of the parameters

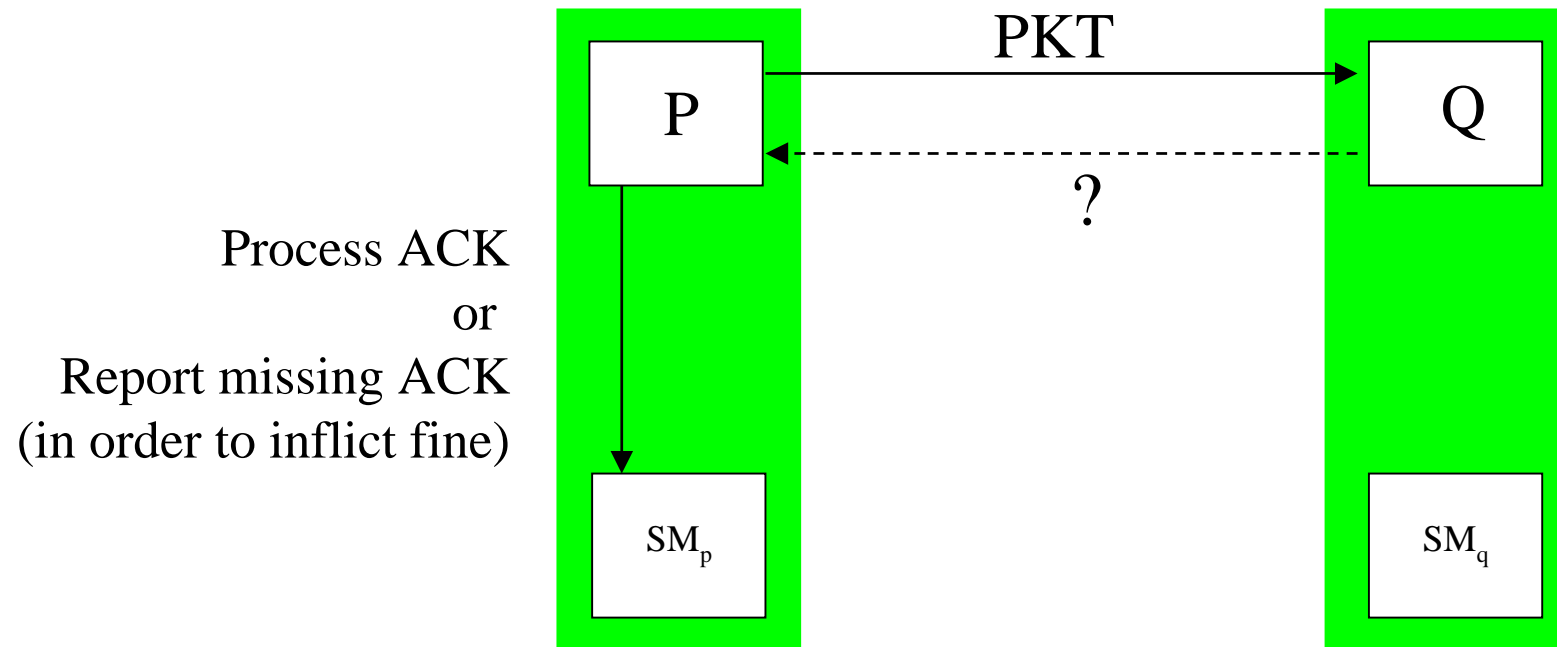
3. Analysis of the payoffs

	Y strategies			
X strategies	Payoffs for X and Y			

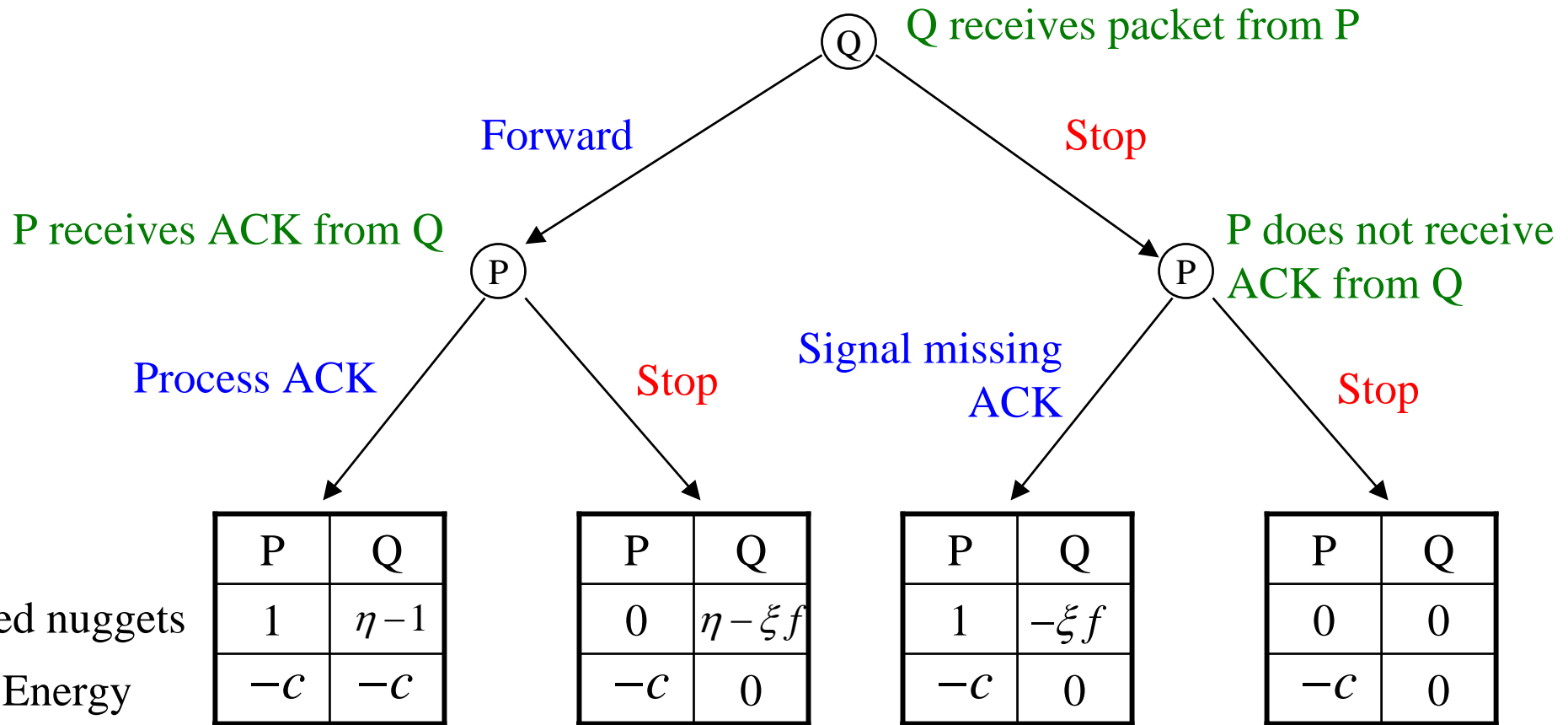
Modeling packet forwarding as a game: Q's behavior



Modeling packet forwarding as a game: P's behavior



Payoff for each player in packet forwarding



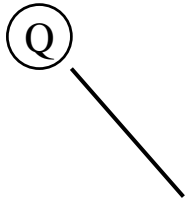
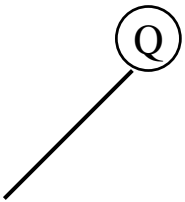
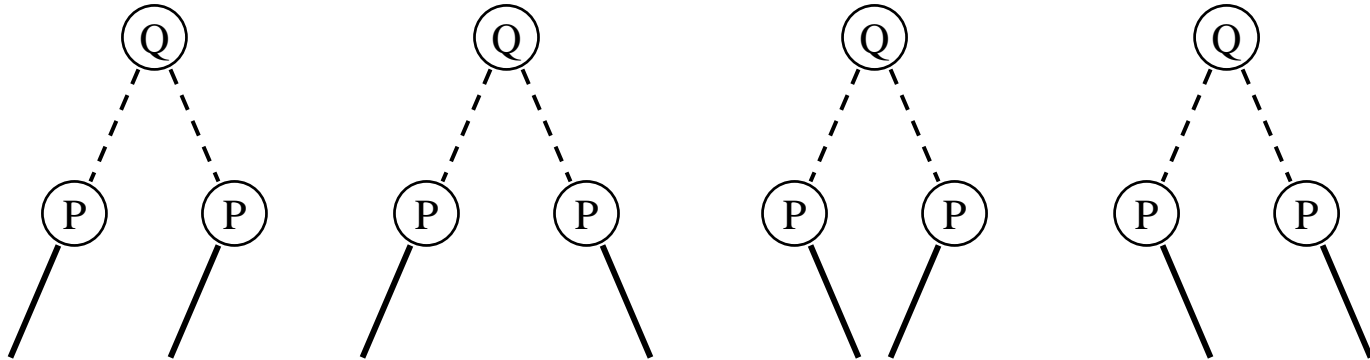
c : cost

f : fine

η : probability that Q will eventually receive payment from R

ξ : probability that the fine will eventually be inflicted to Q

Identification of the strategies



Payoff for P and Q			

Analysis of the strategies

		P		Q	
		Process ACK/ Signal missing ACK	Process ACK/ Stop	Stop/ Signal missing ACK	Stop/ Stop
Q	Forward	P: 0 Q: $\eta - 1$	P: 0 Q: $\eta - 1$	P: -1 Q: $\eta - \xi f - 1$	P: -1 Q: $\eta - \xi f - 1$
	Stop	P: -1 Q: $-\xi f$	P: -1 Q: 0	P: -1 Q: $-\xi f$	P: -1 Q: 0

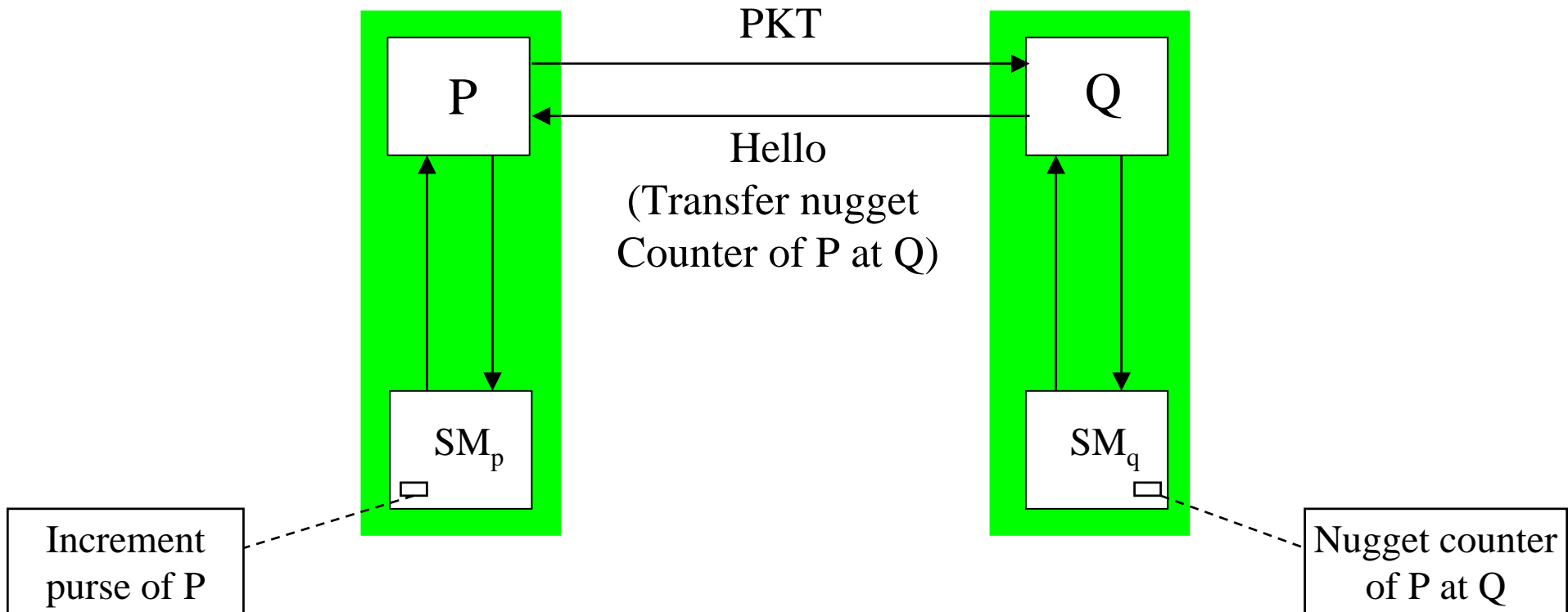
$$\eta - 1 > -\xi f \Rightarrow f > \frac{1 - \eta}{\xi} \quad (1)$$

Weakly dominated by the two left columns

A : desired Nash equilibrium

B : undesired Nash equilibrium

Alternative solution (non real-time increase of the Terminode Purse)



Conclusion on the incentive to cooperation

- In self-organized mobile ad hoc networks, the **cooperation mechanisms** have to be carefully scrutinized
- Some form of **funny money** (nuggets) can be introduced to incentivate cooperation
- **Game theory** can be used to study the properties of exchange protocols
- **Future work:**
 - Reduce the overhead (statistical mechanisms?)
 - Get rid of the assumption of communication bidirectionality

Main challenge and benefit :

Working across layers

Mathematical foundation	Information theory	Security	Economics	System architecture	Communicating embedded systems
			Real-time services		
			Information systems		
			Network layer		
			Physical layer and MAC		

Related Projects

- Carnegie-Mellon: Monarch
 - Testbed
 - Routing protocols (proposal: Dynamic Source Routing Protocol)
- MIT/LCS: Wireless Network of Devices (WIND)
 - Energy-efficient routing
 - Intentional Naming System
- Cornell Univ./EE Dept
 - Zone Routing Protocol (ZRP)
 - Mobility management with Uniform Quorum Systems (UQS) and Randomized Database Group (RDG)
- Georgia Tech/School of ECE: Associativity-Based Routing (ABR)
- SUN: Ad Hoc on Demand Distance Vector Routing (AODV)
- UCLA/CS Dept: Clustering
- Univ. of Texas at Dallas/CS Dept: Clustering
- IETF: MANET Working Group
- ...

References on the Project

- ***Terminodes: Toward Self-Organized Mobile Wide Area Networks***
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- ***The Terminode Project: Towards Mobile Ad-Hoc WANs***
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JP Hubaux, JY Le Boudec, M. Vojnovic, S. Giordano, M. Hamdi, L. Blazevic, L. Buttyan
Technical Report SSC/2000/006, February 2000
- ***Enforcing Service Availability in Mobile Ad-Hoc WANs***
L. Buttyan, JP Hubaux
Technical Report SSC/2000/025, April 2000; accepted for publication at MobiHoc'00
- ***Toward a Formal Model of Fair Exchange - a Game Theoretic Approach***
L. Buttyan, JP Hubaux
Technical report No. SSC/1999/039, December 1999

All documents available at <http://dscwww.epfl.ch>. See also <http://www.terminodes.org>