



A Web Browser-based Application Interaction Framework for Autonomous Neighborhood Networks

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Neighborhood Networking: Decoupling Users from the Cloud

- Keeping content where is matters
- Reducing dependencies on remote services and the network paths to those



Do-It-Yourself Networking



Mobile devices alone may not be enough

- Device-to-device communication is tricky
 - Mobile OSes and APIs designed for connecting to infrastructure
- How to bootstrap mobile devices?
 - Want to avoid dependency on the web
- Just using people's mobiles may not be very reliable
 - Fluctuation in device density during the day, week, year
 - Potentially shorter range, battery constraints
- More predictable storage locations desirable
 - Apps need to keep their data somewhere

Do-It-Yourself Networking

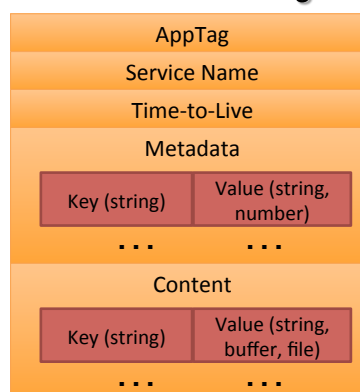


- 1) Networking platform
- 2) Applications
- 3) Embracing Legacy Devices

SCAMPI Networking Platform

- Message-based interactions
 - Self-contained ADUs (arbitrary size)
 - Metadata
 - Lifetime
- Unicast / multicast / broadcast
- Publish / subscribe
- Search using metadata
- Geo-based content sharing (Floating Content)

SCAMPI Message



Liberouter

- Basic features
 - WLAN access point
 - Captive portal
 - SCAMPI router
 - Storage node
 - Can mesh with other liberouters
- Applications
 - Android liberouter distribution
 - Native SCAMPI (Java) applications
 - HTML5 SCAMPI-enabled



Home About

PDP2012

LIBERROUTER




Welcome

You have found a LibeRouter, a do-it-yourself opportunistic router. LibeRouters work together with mobile devices to build a store-carry-forward message passing network, completely separate and independent of the Internet.

The LibeRouter you are currently connected to is a Raspberry Pi running opportunistic router software. The router exchanges messages with any connected mobile device that is also running the router software (download below).

Our goal is to create a device that anyone can build and deploy cheaply to create a communication network that is not dependent on the Internet infrastructure, cannot be shut down and cannot be censored. Each device acts as a message store, with mobile devices like yours creating and consuming content, and spreading messages between the LibeRouters.

Download Android Apps

			
LibeRouter (required) Opportunistic router	GuerrillaTags Messaging application	GuerrillaPics Photo sharing application	PeopleFinder Distributed People Finder

A! Aalto University
School of
Electrical Engineering

- 1) Networking platform
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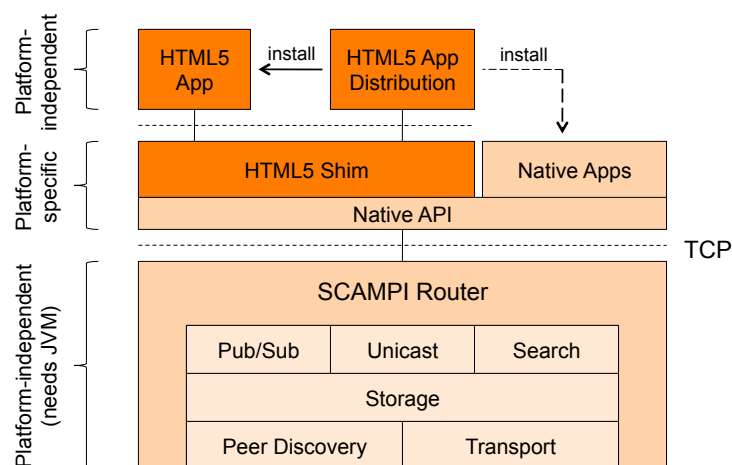
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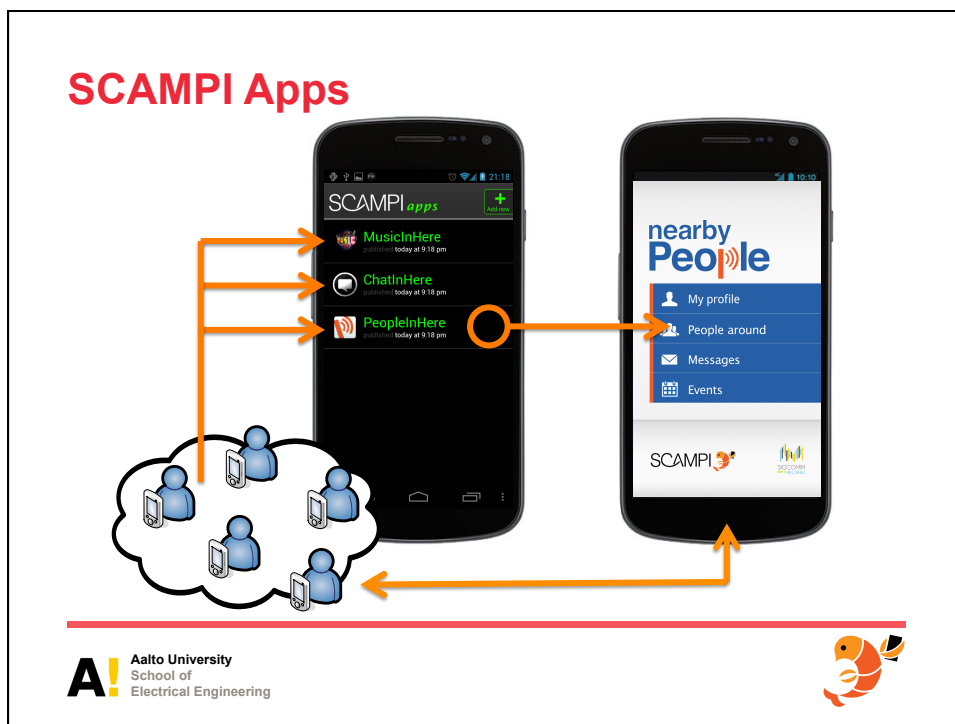
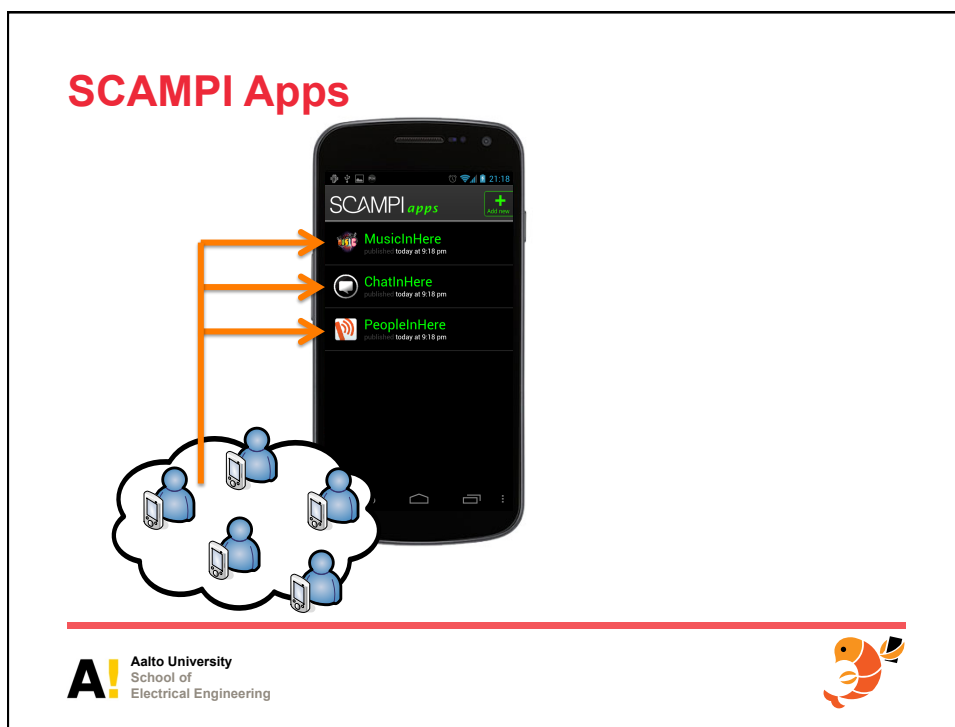
Deploying applications

- App Stores (native)
 - Native apps: access to device features
 - Store operator as a gatekeeper
 - + quality control, trust
 - Internet dependency, delay, potential censorship
- Web Apps (HTML5)
 - Limitations due to frameworks
 - Usually require always-on Internet connectivity
- An app is essentially a (signed) bag of bits
 - Use messaging for distribution



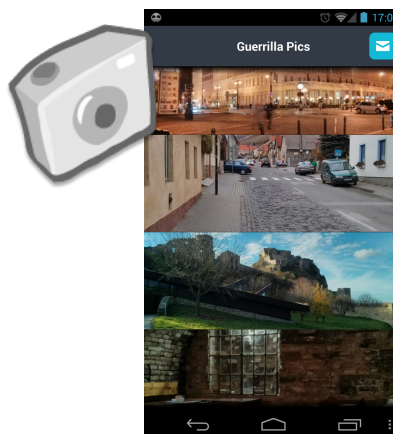
SCAMPI Apps





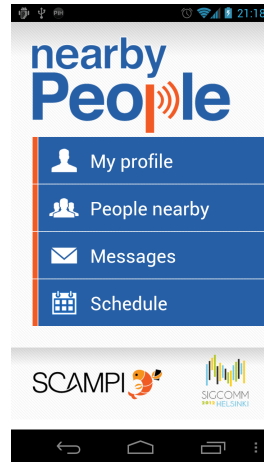
SOME APPLICATIONS

Simple Messaging & Sharing Apps

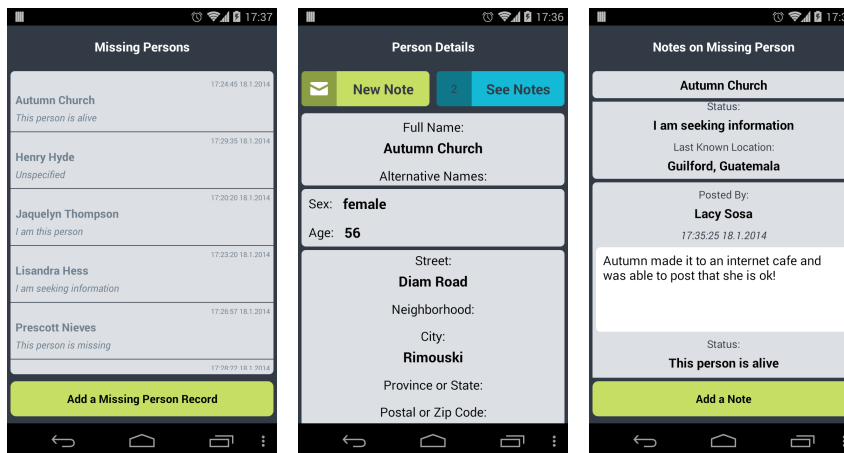


nearbyPeople

- Exploiting ephemeral communities
- Share a personal profile with interests in the background
- Observe how information from others comes in
- Exchange messages with people of interest
- Organize get-togethers around a common event



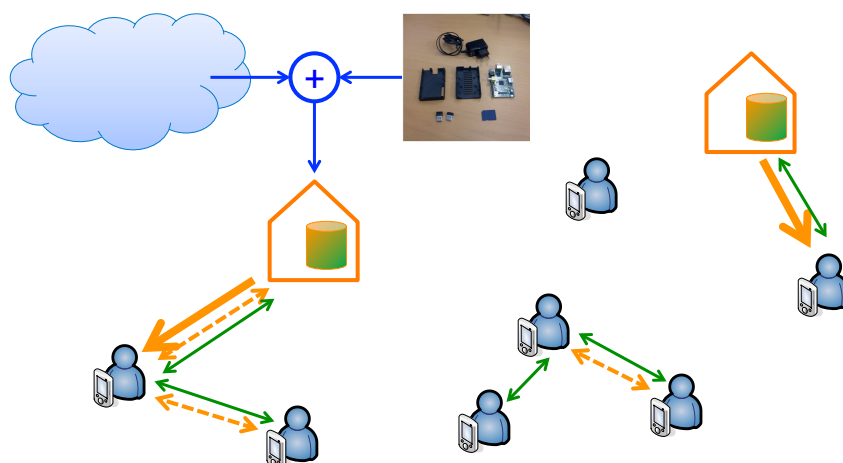
Distributed “Google People Finder”



Common Application Properties

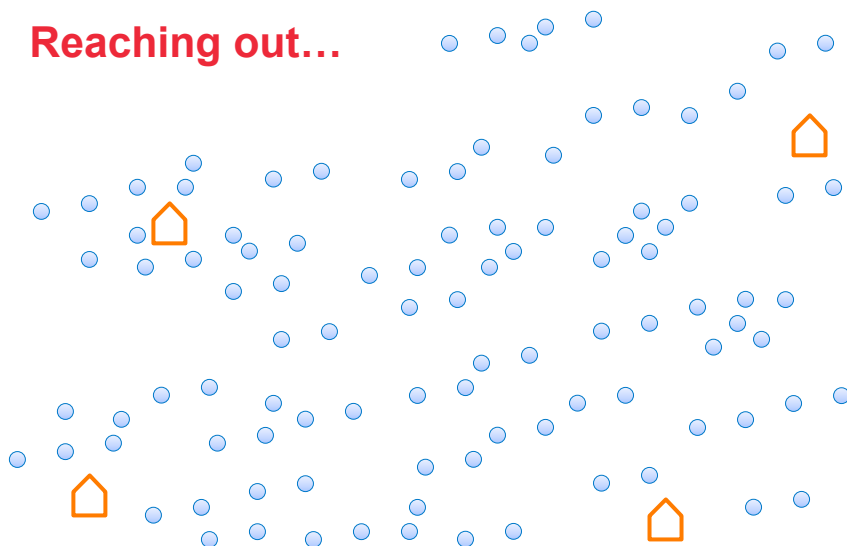
- Applications label object with AppTag and Service Name
 - Exchange identifiable objects
 - Objects carry (and may accumulate) (full) state
 - Objects may be aggregated by the application
 - Objects can be grouped (name, thread, ...)
-
- Objects can be processed and acted upon individually
 - There is no required ordering relationship
 - Timestamps for ordered display, overriding older data

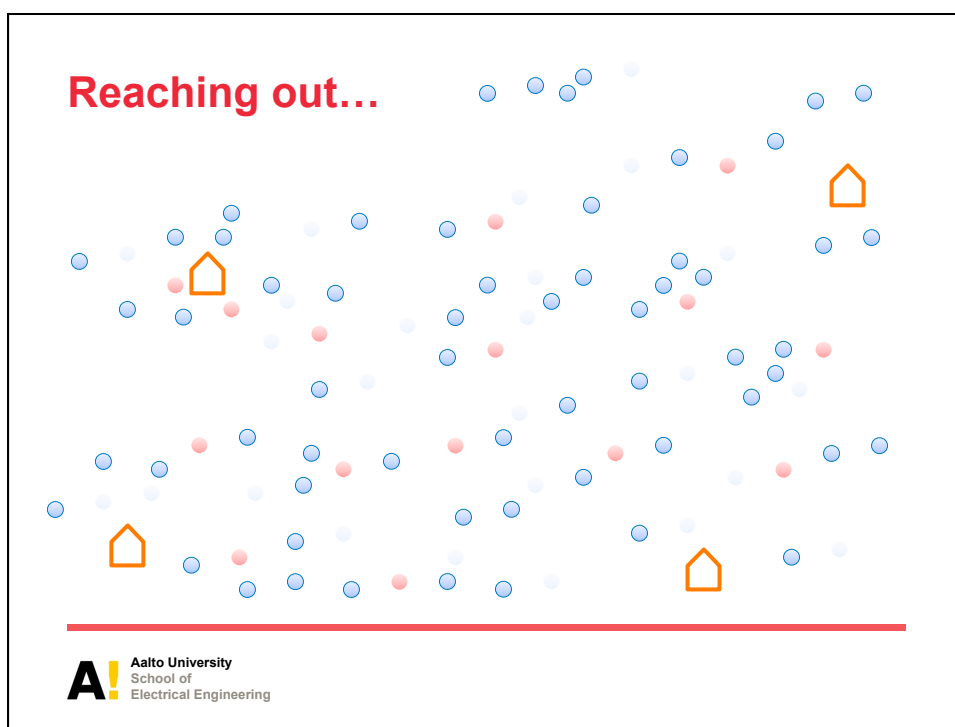
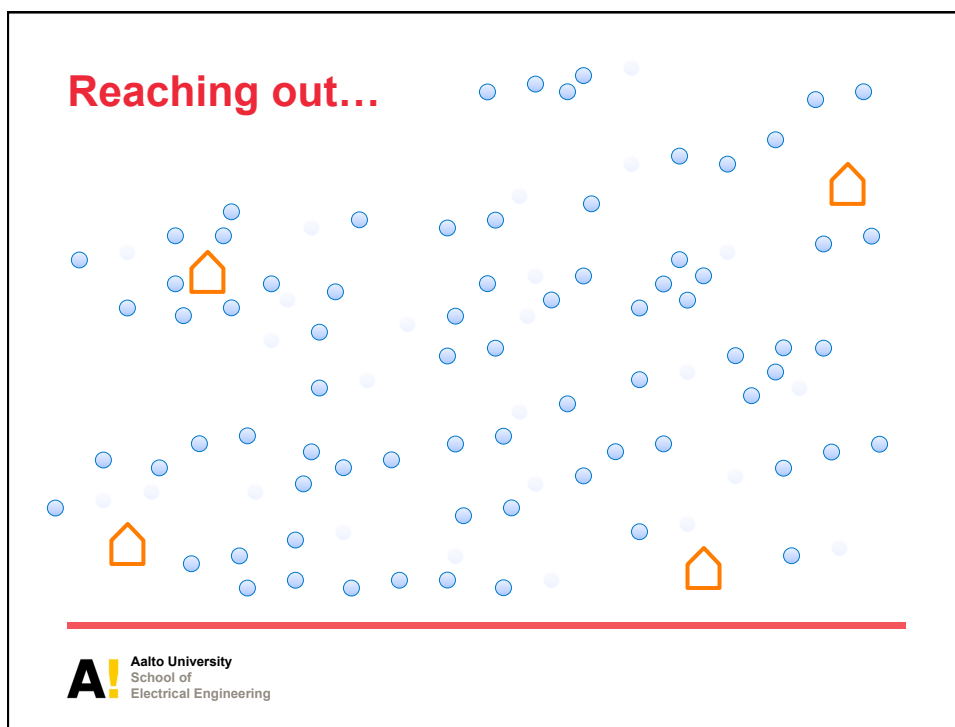
What we have now...

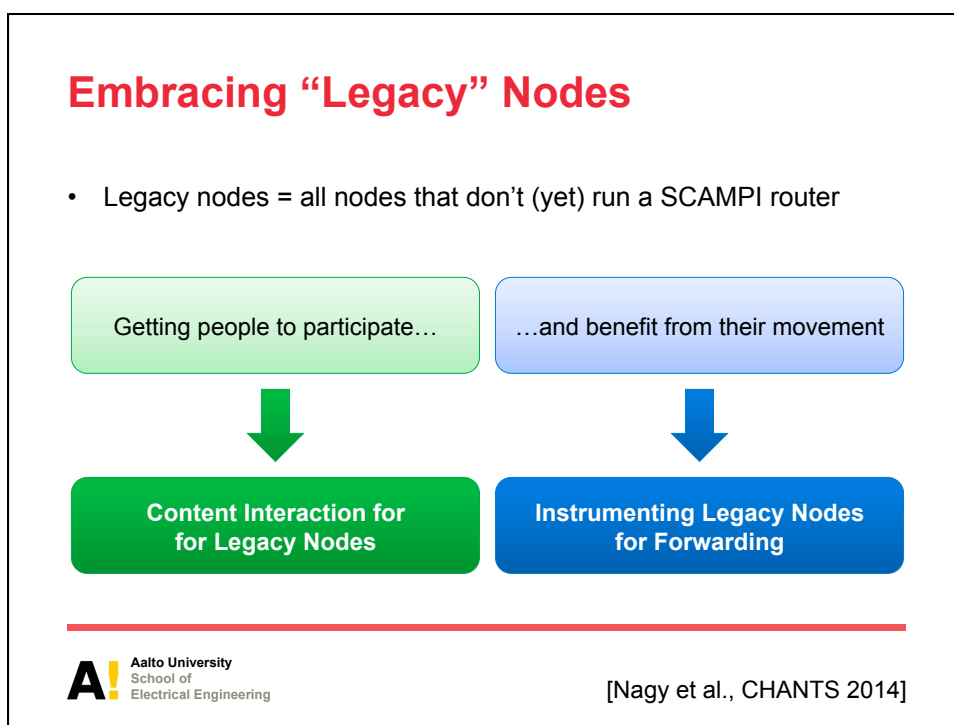
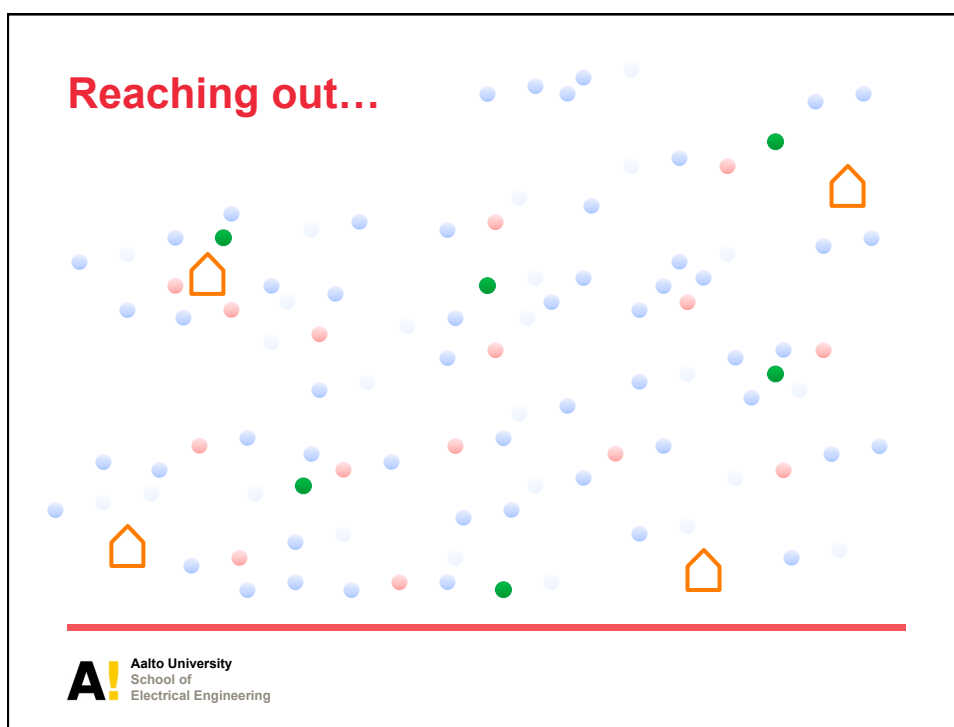


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- 3) Embracing Legacy Nodes

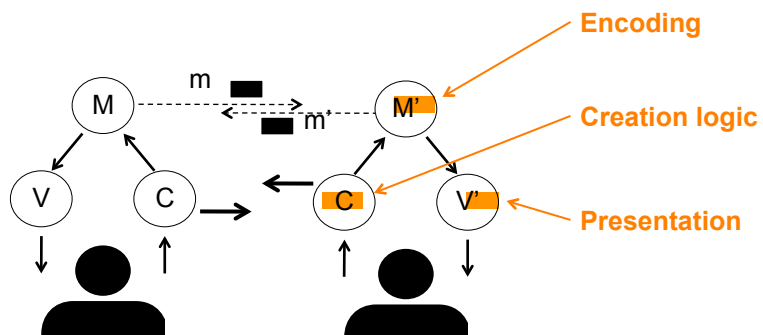
Reaching out...



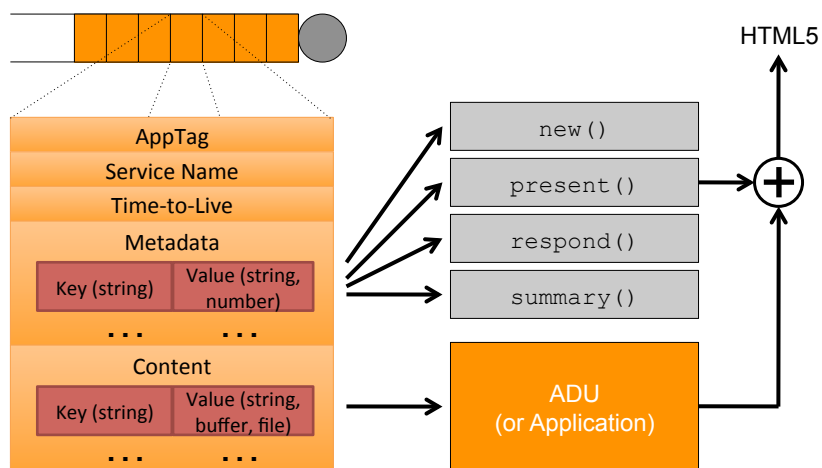




Simple Application Model

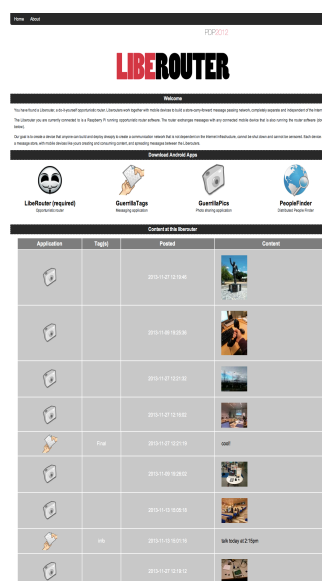


Content Interaction



Content interaction

- Web-based access to locally stored unencrypted messages
 - Content overview
 - Individual message rendering
 - Creating “responses”
 - Creating new messages
- Summary
 - App icon
 - Thumbnail or similar
 - Topic / threading
 - App-specific grouping



Forwarding with Legacy Nodes

- Browsers = modestly powerful storage devices
 - Cookies: 4096 bytes per cookie, ~150 cookies per domain
 - Web storage: 2.6 – 5.2 MB per domain
- All liberouters form one domain
 - Cookies will be sent and accepted
 - Web storage will be accessible
- Translate messages into
 - Cookies (if they are small)
 - Storage objects (if they are larger)
 - Use SHA-1 hashes of content for unique naming

Yields a “Backbone”
Between liberouters

Quick Look at Evaluation

3 scenarios in ONE simulator

1. Random Waypoint

- 1x1km area
- {10, 20, 50} DTN nodes
- 8 or 16 APs

2. Shortest Path Map Based Movement (SPMBM)

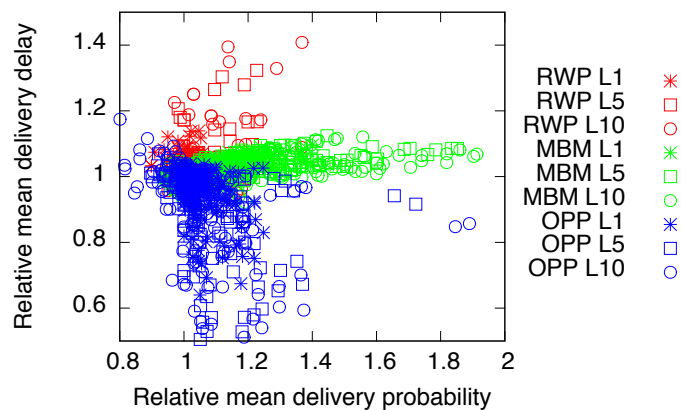
- Helsinki downtown area [[Pitkänen et. al. 2010](#)]
- {50, 100, 200} pedestrians (restless tourists)
- 11–325 stationary APs

3. OPP

- like 2. above with {10, 20, 50, 100}% of devices acting as APs

Number of legacy nodes: $N_l \in \{0, 1, 5, 10\} \times N_d$

Quick Look at Evaluation



Conclusion

- DIY networking with less dependency on the Internet
- Creating a somewhat autonomous ecosystem
- Lowering the barrier for participation: web browsers
 - Content interaction and forwarding
- Currently exploring
 - Updating our software distribution (see below)
 - More diverse (outdoor) applications
 - Application authoring
 - Mutable contents, distributed editing, and merging
[Kärkkäinen et al., CHANTS 2014]