

OverSim

**A Scalable and Flexible Overlay Framework
for Simulation and Real Network Applications**

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IEEE P2P'09, Seattle, Washington, USA



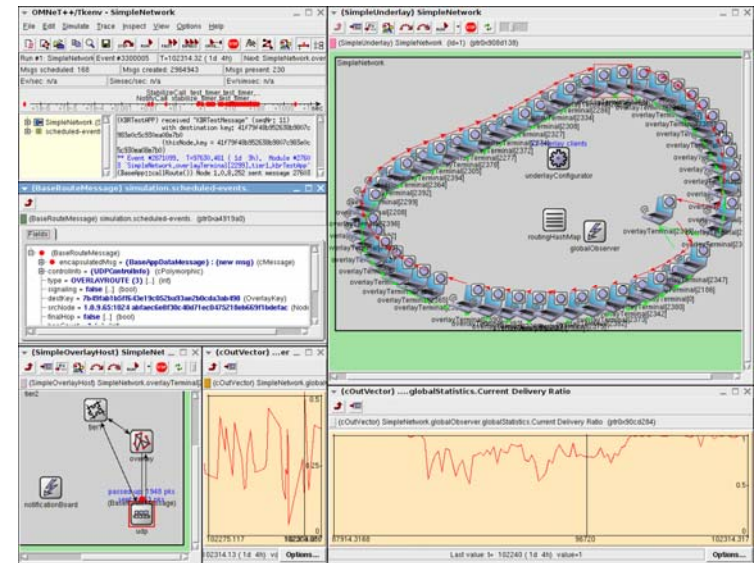
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- OverSim is an **overlay framework**
 - providing common functions for rapid prototyping
 - Once a protocol is implemented in OverSim, you can...
 - ...use OverSim as an **overlay simulator**
 - simulations with >100,000 nodes
 - strong GUI support (e.g. for debugging)
 - gathering of statistical data
 - ...run your protocol in **real networks**
 - deployment in **PlanetLab**
 - ...**emulate** an overlay network
 - connection to real network devices
 - for demonstrational purposes
- all without any code modification !**

- OverSim runs on
 - Linux, Windows, Mac OS X, Nokia Internet Tablets
- Written in C++
 - based on OMNeT++
- Well documented
- Open Source ([GPL](#))
- Internationally and actively used
 - up to now, more than 5,000 downloads
- OverSim includes several **structured** and **unstructured overlay protocols**, and **event distribution protocols**:
 - Chord, Kademlia, Pastry, Bamboo, Koorde, Broose, Gia, VAST, QuON, i3, Scribe, SimMUD, NICE



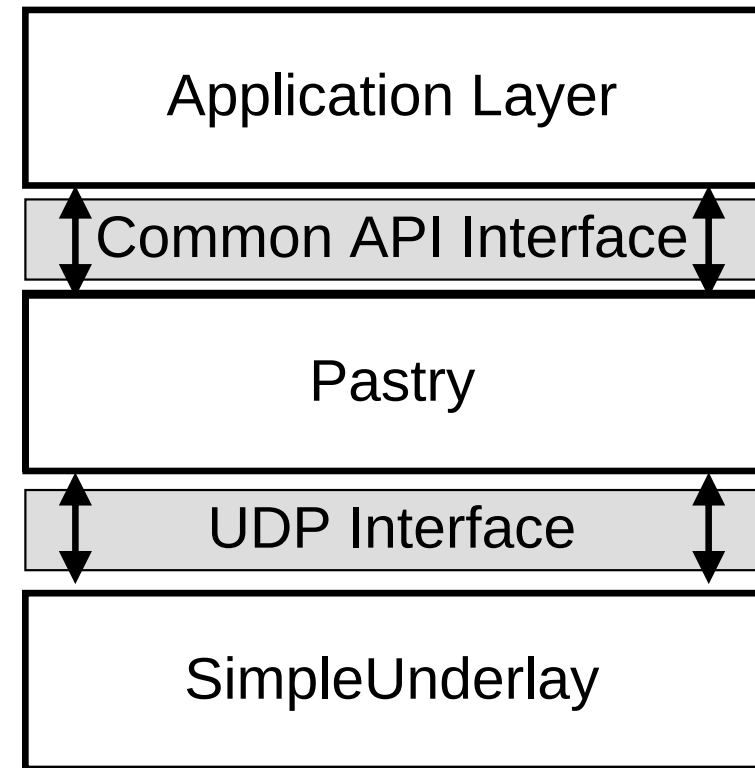
- Layered architecture

- Underlying network
- Overlay layer
- Application layer

- Consistent interfaces between layers

- UDP between network and overlay
- Common API between KBR overlay and application

→ Exchange of one component is transparent to all other components



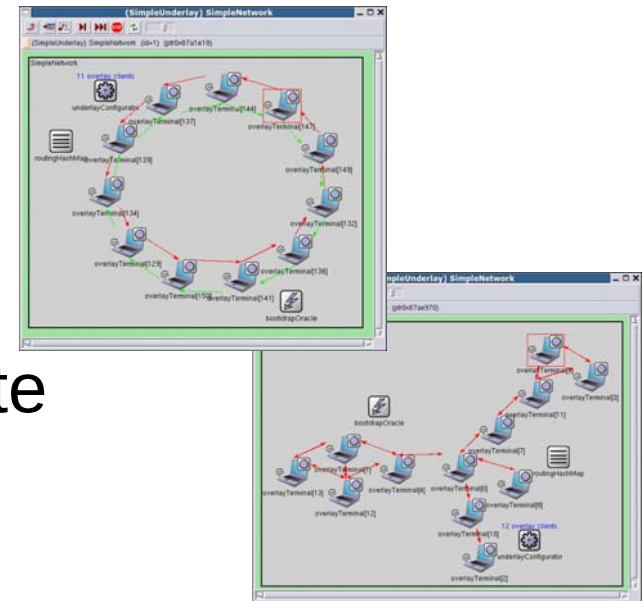
OverSim offers different underlay models

- Simple Underlay
 - Low computational overhead
 - Coordinate-based delays calculated from CAIDA/Skitter measurements
 - Logical access network
- INET Underlay
 - Based on the INET framework
 - Complete IP stack is modeled
 - Backbone simulation
 - Extendable by INET framework models, e.g. 802.11

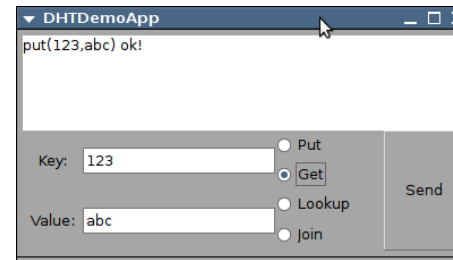


Base class for structured overlays to facilitate implementation of new overlay protocols

- Overlay message handling (RPCs, statistics)
- Generic lookup function for KBR protocols
 - support for different iterative and recursive routing modes
- Peer failure discovery
- Bootstrapping support
- Visualization
 - Topology, messages, node state
- Proximity awareness
 - Vivaldi, GNP

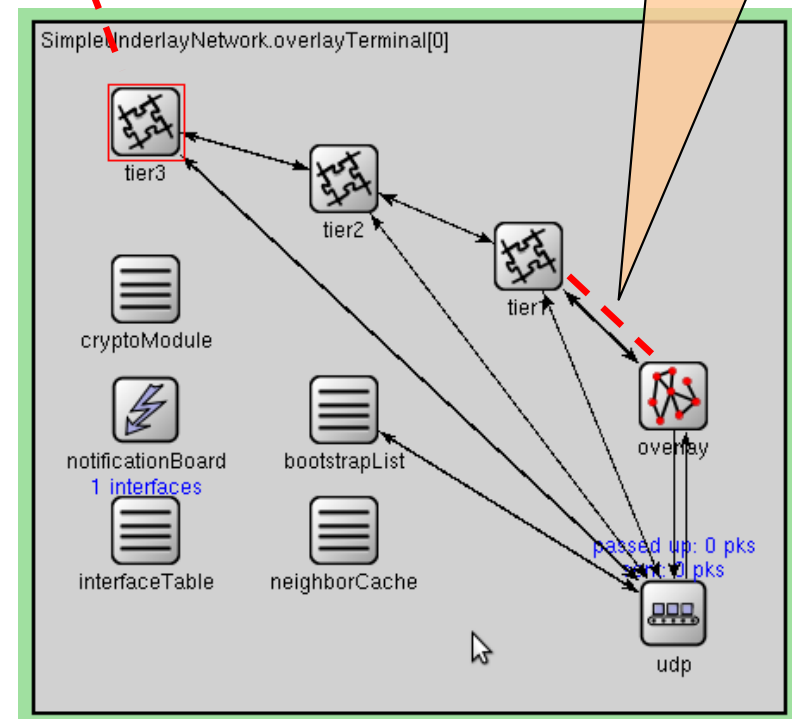


- Support for
 - layered (tiers)
 - component-based architectures
- Interfaces
 - CommonAPI
 - ALM API
 - XML-RPC interface
 - connection of external applications
- Trace Manager
 - scripted user behavior



XML-RPC

CommonAPI



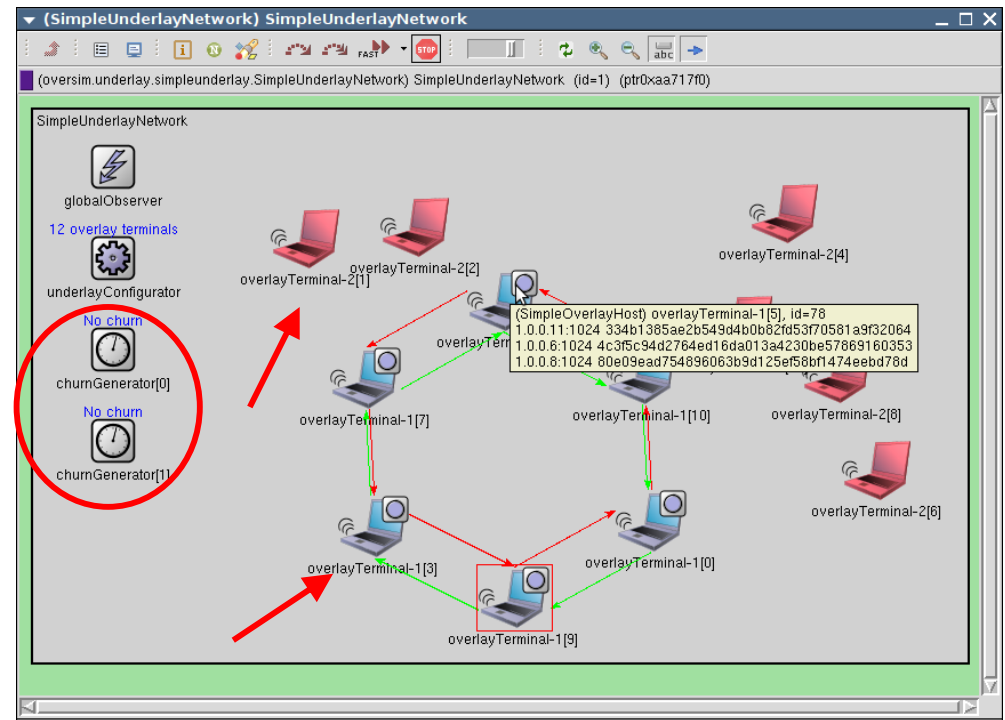
- For real world **interconnection**:
 - One single host is emulated
 - Exchange packets with the real network
 - **External applications** can be connected to the emulated host
 - Deployment in **PlanetLab**



- For **demonstrational purposes**:
 - Emulation of overlay networks with large numbers of nodes
 - **External devices** can communicate with emulated overlay

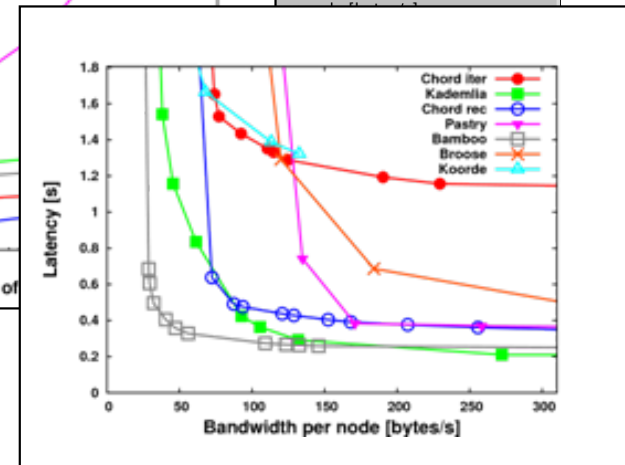
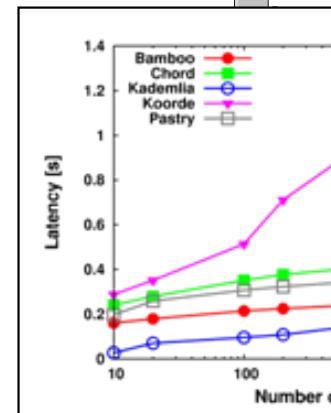
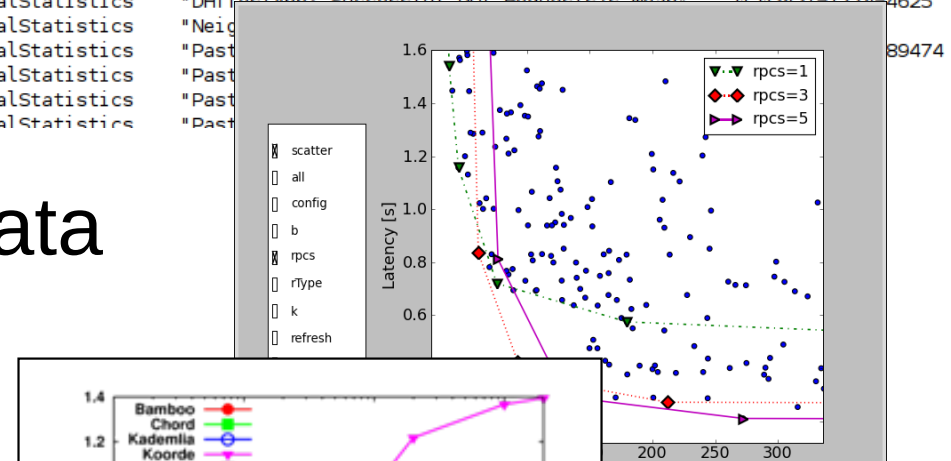


- Several Churn models provided, based on different lifetime distributions:
 - Weibull
 - Exponential
 - Pareto
- Simulations with several churn generators possible
 - different node configurations (parameters, applications)
 - overlay partitions, landmarks, i3-server



- Central module for gathering statistics
- Post-processing scripts for statistical data
 - facilitate generation of **publication quality plots**: scatterplots, vectorplots, lineplots
 - **gnuplot** compatible output

```
balStatistics "DHTTestApp: Failed PUT Requests/s.mean" 0
balStatistics "DHTTestApp: GET Success Ratio.mean" 0.98969072164948
balStatistics "DHTTestApp: GET delay (s).mean" 0.66294881581159
balStatistics "DHTTestApp: PUT delay (s).mean" 0.65709845571269
balStatistics "DHTTestApp: Sent GET Messages/s.mean" 0.012381014096145
balStatistics "DHTTestApp: Sent PUT Messages/s.mean" 0.02430289675287
balStatistics "DHTTestApp: Sent Total Messages/s.mean" 0.036683910849016
balStatistics "DHTTestApp: Successful GET Requests/s.mean" 0.012293294797899
balStatistics "DHTTestApp: Successful PUT Requests/s.mean" 0.024215177454625
balStatistics "Neig"
balStatistics "Past"
balStatistics "Past"
balStatistics "Past"
balStatistics "Past"
```



OverSim is a modular and flexible overlay framework

- Various underlay models
 - different speed and accuracy
 - real network use
- Many implemented overlay protocols
 - can be used as a reference platform for overlay protocols
- Simulation, emulation, real network application
- Easily extendable, well documented
 - OverSim facilitates rapid prototyping
 - open for contributions, visit:
<http://www.oversim.org/>



Thank you !

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