Measurement Results from Wireless Battle Mesh Version 7

Type: Measurement Analysis (work in progress)
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Sublab. Leipzig, Germany
12th to 18th of May 2014
http://battlemesh.org/BattleMeshV7

Contents

1 Introduction

WBM...

2 Data and System Repositories

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http://wibed.confine-project.eu

https://github.com/battlemesh/wibed (buildroot)
https://github.com/battlemesh/wibed-battlemesh-experiment (package)
http://wiki.confine-project.eu/wibed:start
https://github.com/axn/wbm2pdf  (this stuff, branch wbmv7 in future)

Raw measurement data:
http://wibed.confine-project.eu/resultsdir/wbmv7-axn-16_2014-05-16_19-28-43 (stationary scenarios)
http://wibed.confine-project.eu/resultsdir/wbmv7-axn-17_2014-05-16_20-13-20 (broken crossed streams scenario)
http://wibed.confine-project.eu/resultsdir/wbmv7-axn-19_2014-05-16_21-35-33 (mobile scenarios)
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3 Testbed Descripiton

3.1 Nodes and Locations

NodeID	Location	exp:axn-16 (stationary)	exp:axn-17 (broken)	exp:axn-19 (mobile)
164a7a	deathroom			
3b3a90	workshopRoom			
3b3d70	????			
3e9db0	deathroom??	9db0->1ab0		9db0->4174
51aac8	halleAnfang			aac8->4174
8a417e	deathroom	417e->4174	417e->1ab0	
c24174	HalleEnde (mobile)		4174->1936	
c2427a	deathroom??			427a->4174
ce3360	EloiTable			
e4b63a	mustiTable			
e60a62	halleMitte			
e60aac	deathroom			
e60ad6	deathroom			
e61936	axelsTable	1936->4174	1936->4174	1936->4174
f41ab0	kloschiOffice??	1ab0->4174	1ab0->417e	1ab0->4174

3.2 Topology

4 Ping Measurements (hops, rtt, loss)

4.1 Stationary Scenarios

4.2 Ping Results Table

The folloing verbatim table lists statistics per experiment (EXP) and group (GRP) as calculated by the lua-based evaluation script based on the raw ping-measurements data and outputted to the file ping.stat. Event based results are given for each received icmp response in ping.data.

4.3 Stationary Nodes Measurements

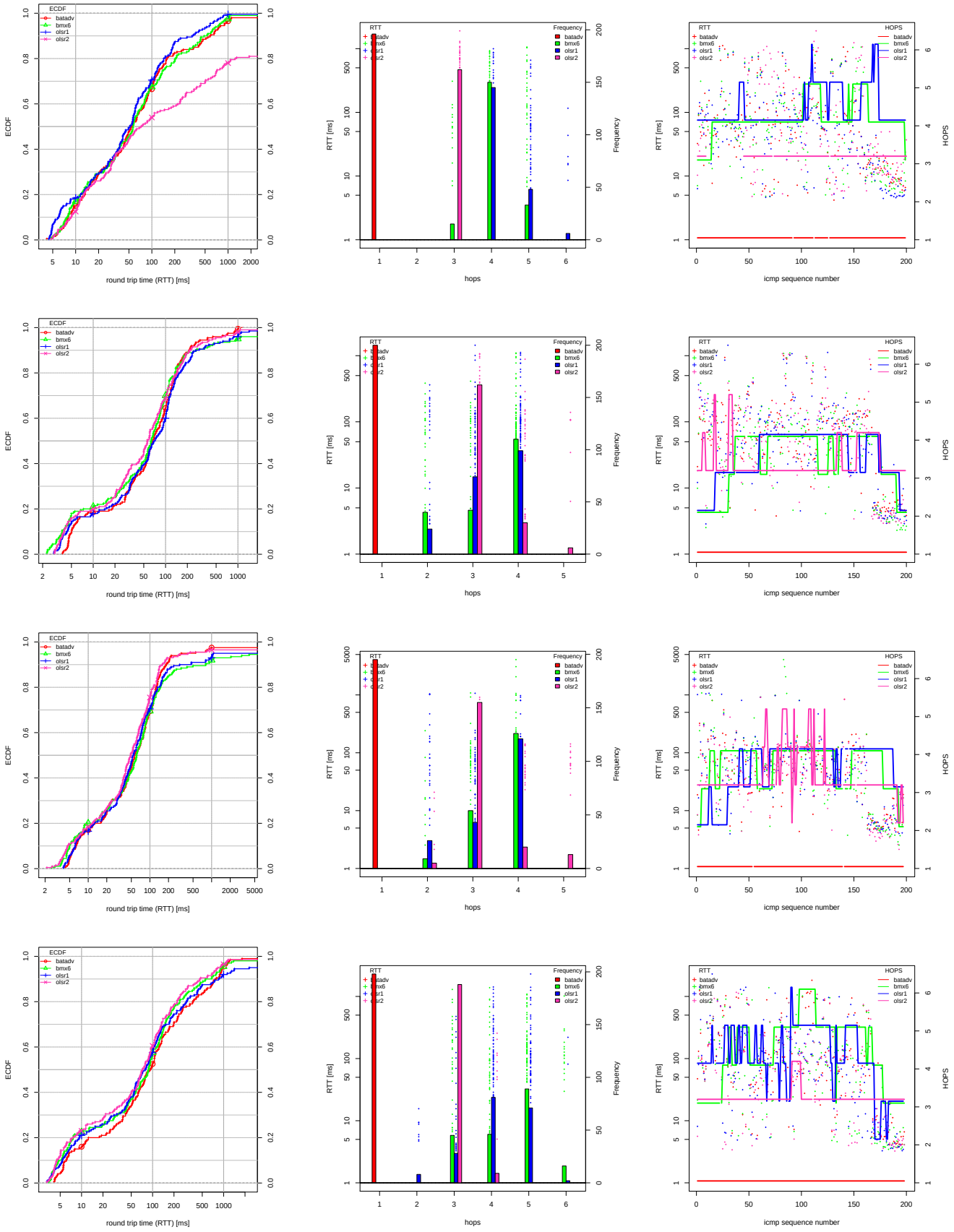

Table 1: End-to-end ping6 performance between two stationary nodes: 9db0-1ab0, 417e-4174, 1936-4174, 1ab0-4174

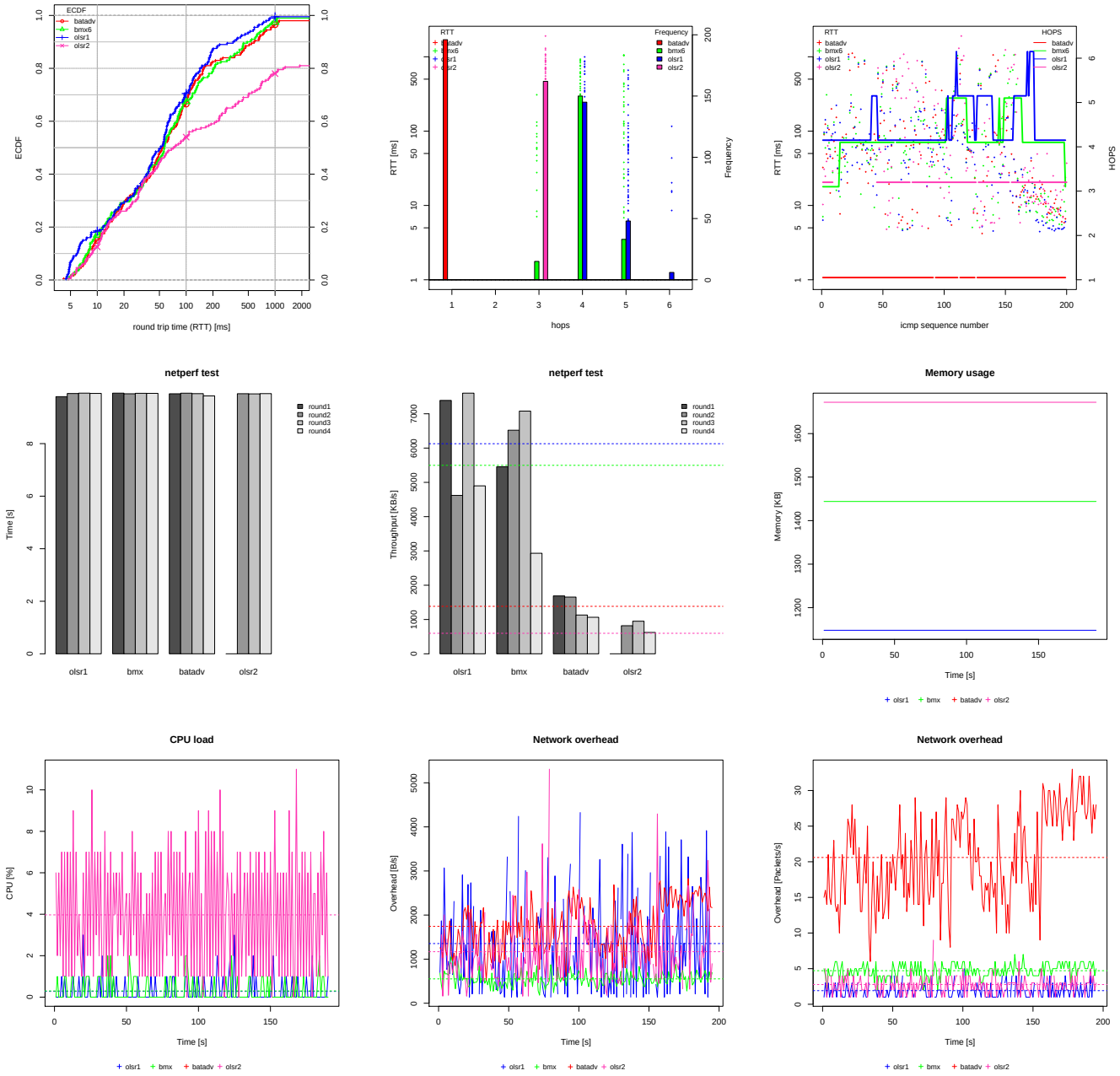

Table 2: Overhead and end-to-end performance between two stationary nodes: 3e9db0 and 1ab0

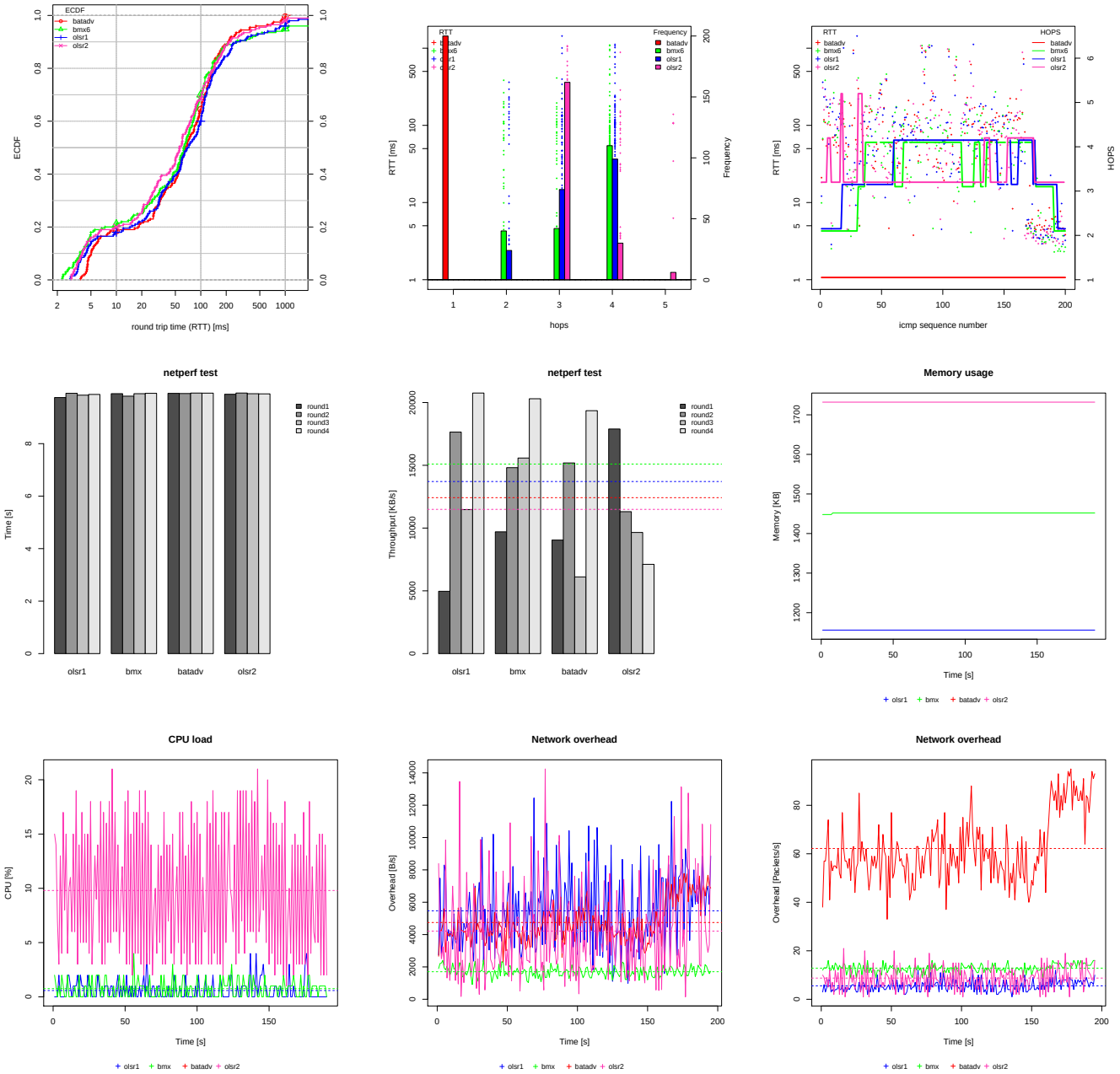

Table 3: Overhead and end-to-end performance between two stationary nodes: 8e417e and c24174

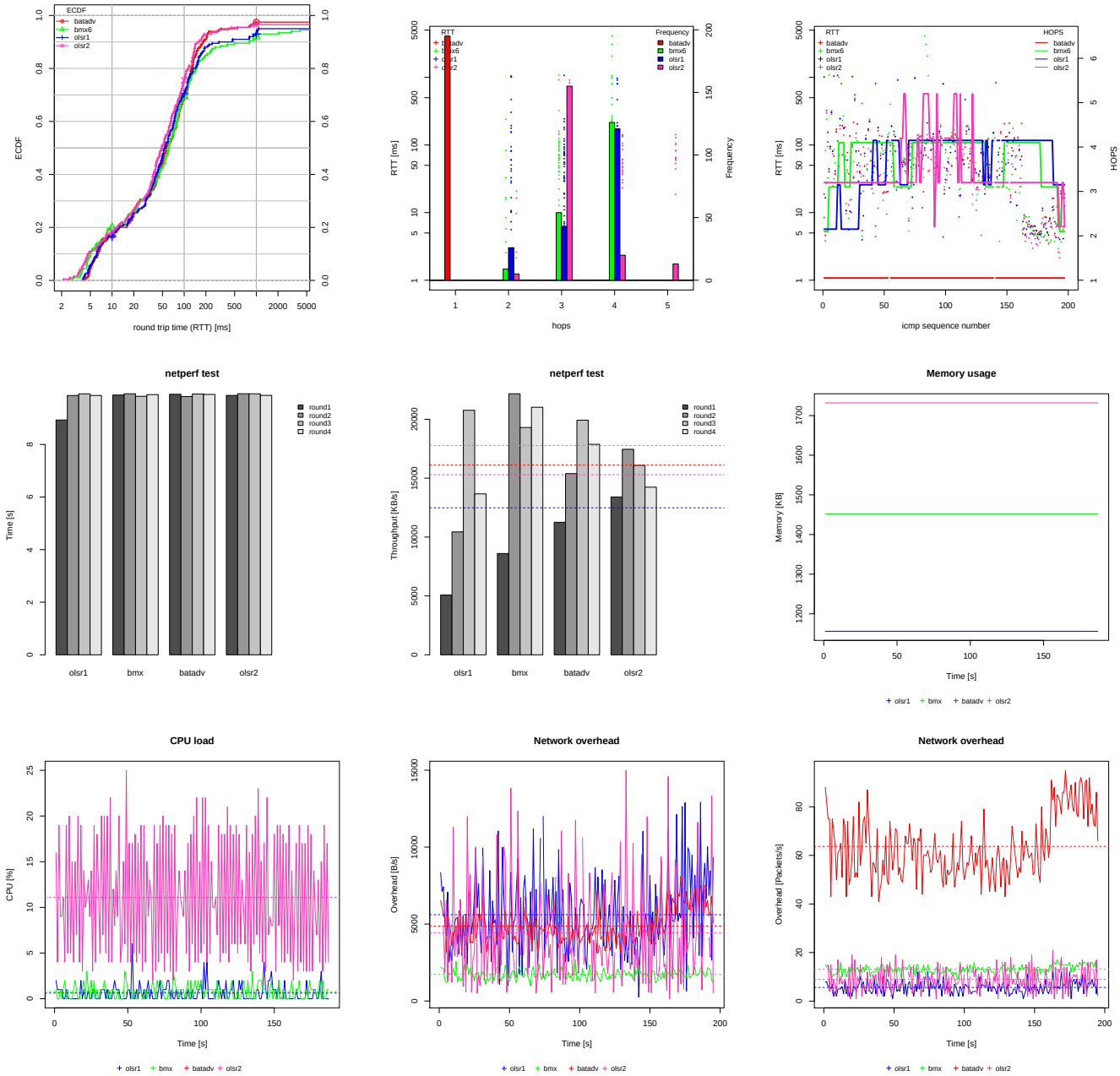

Table 4: Overhead and end-to-end performance between two stationary nodes: e61936 and c24174

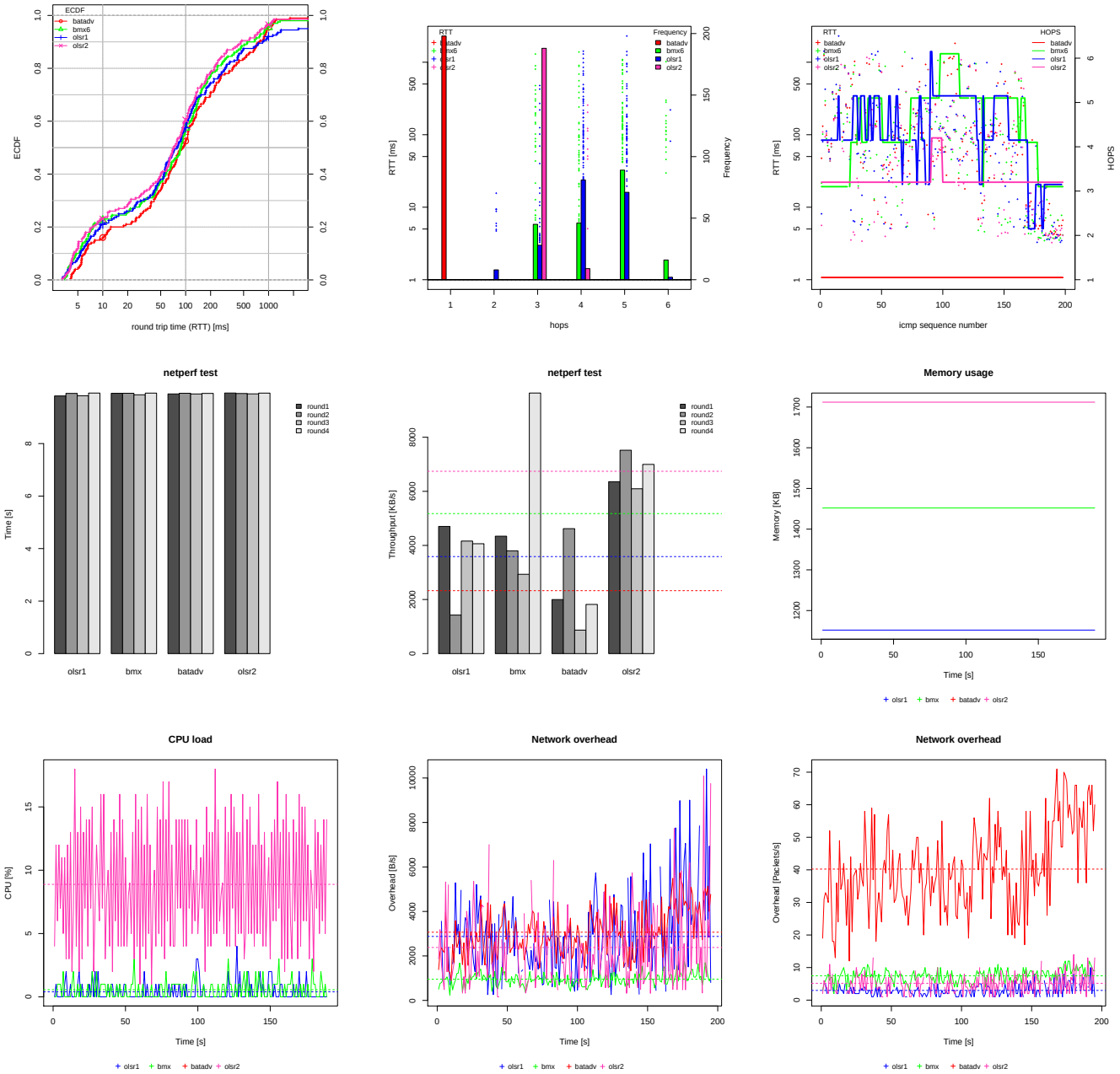

Table 5: Overhead and end-to-end performance between two stationary nodes: f41ab0 and c24174

4.4 Mobile Node Measurements

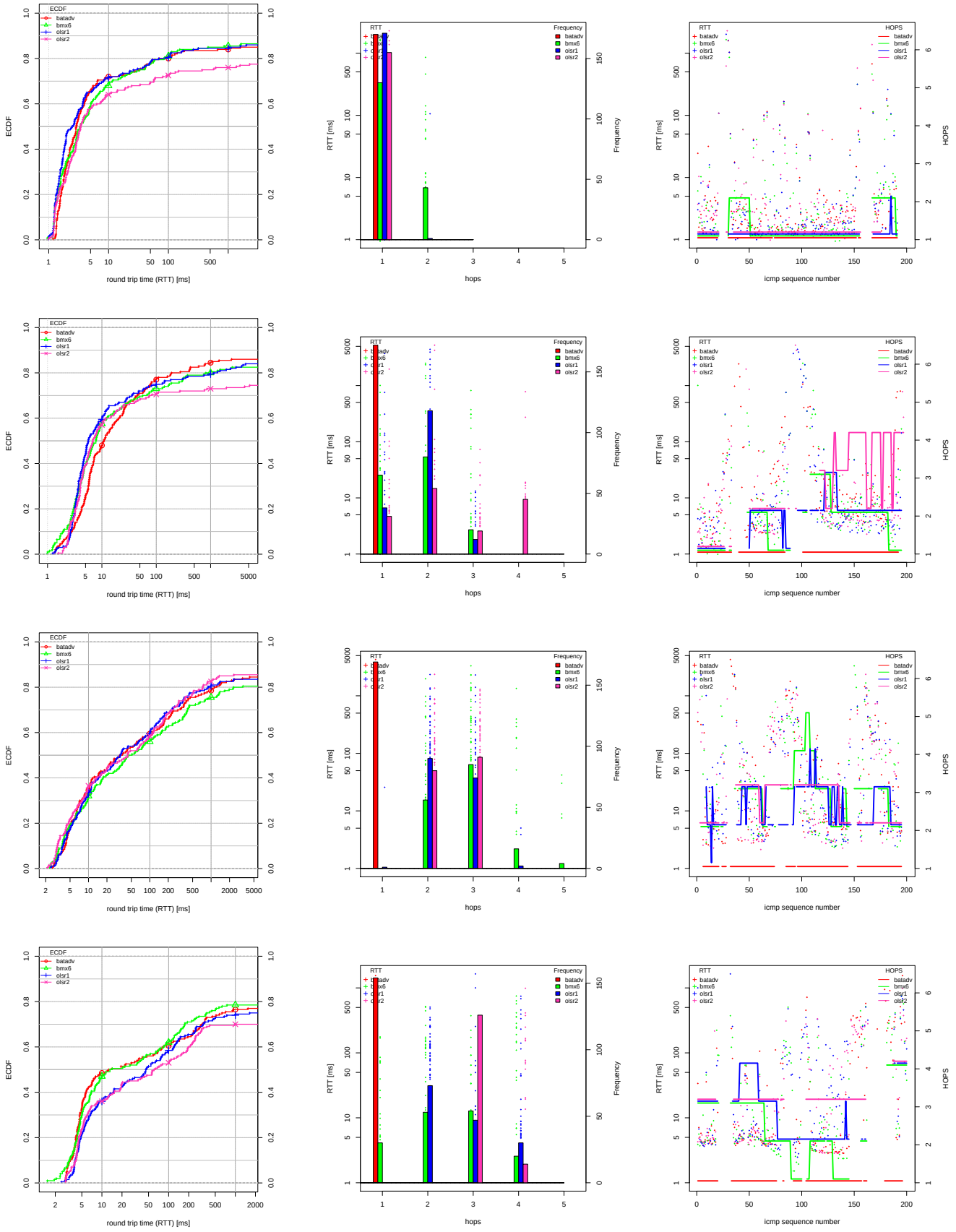

Table 6: End-to-end ping6 performance to mobile node 4174 from aac8, 1936, 1ab0

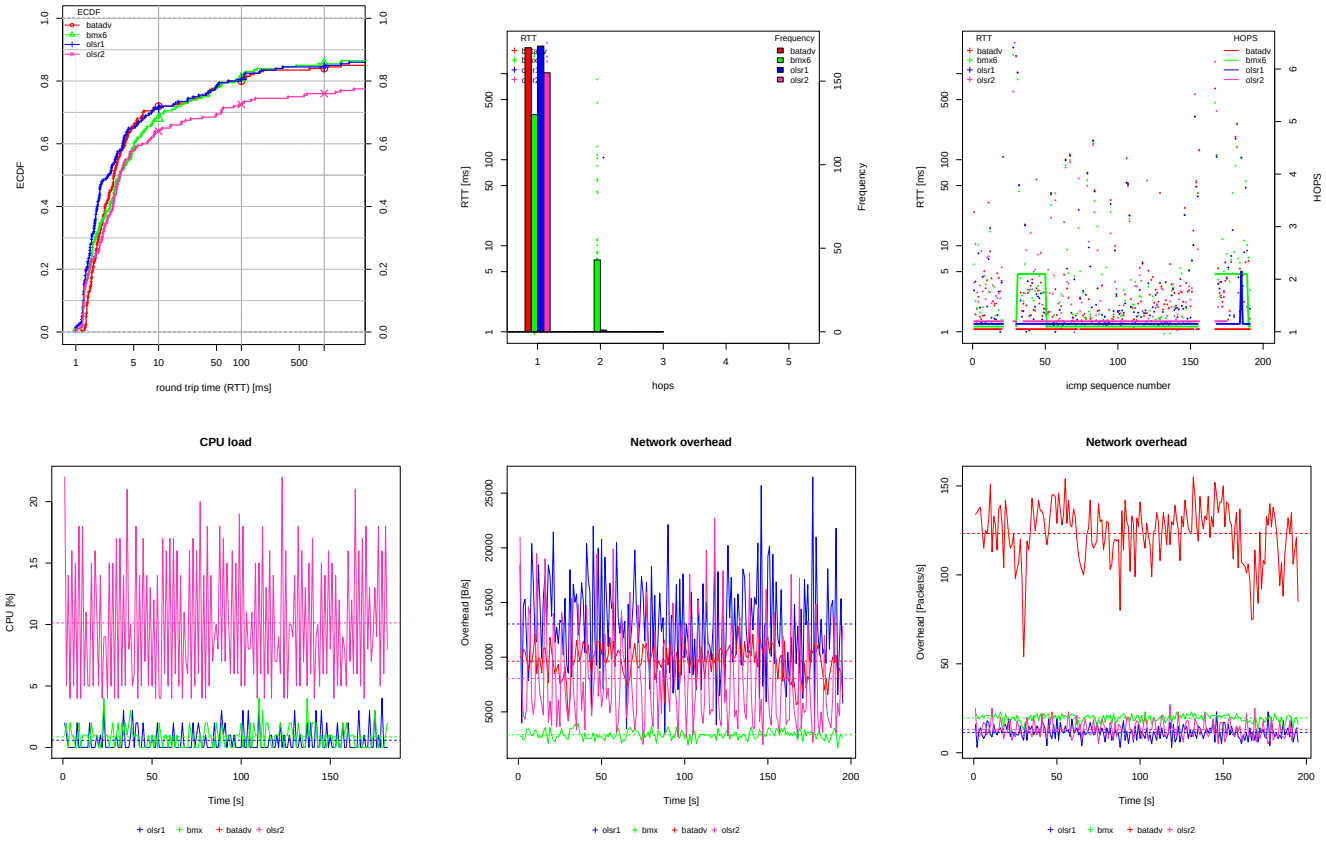

Table 7: Overhead and end-to-end performance to mobile node c24174 from stationary node 51aac8

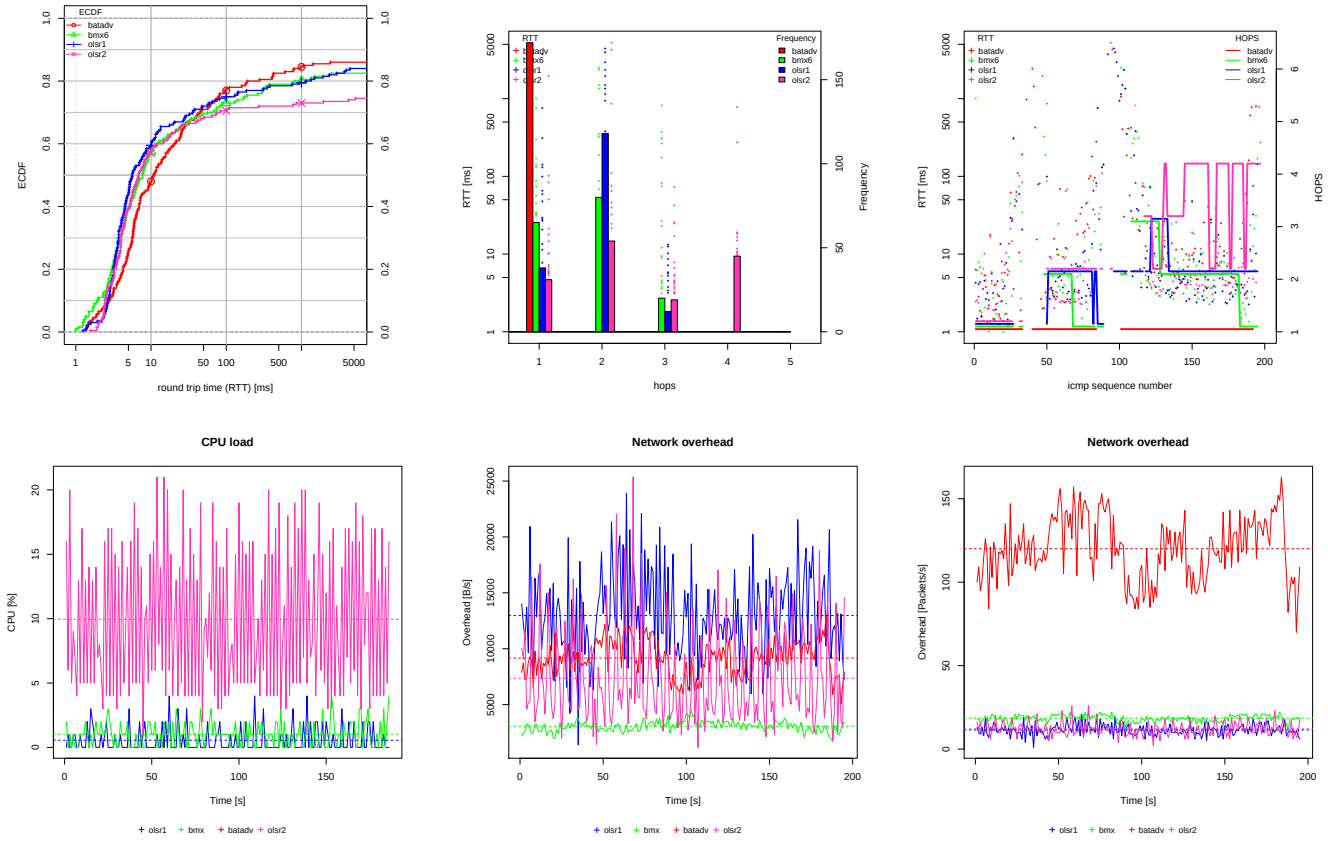

Table 8: Overhead and end-to-end performance to mobile node c24174 from stationary node e61936

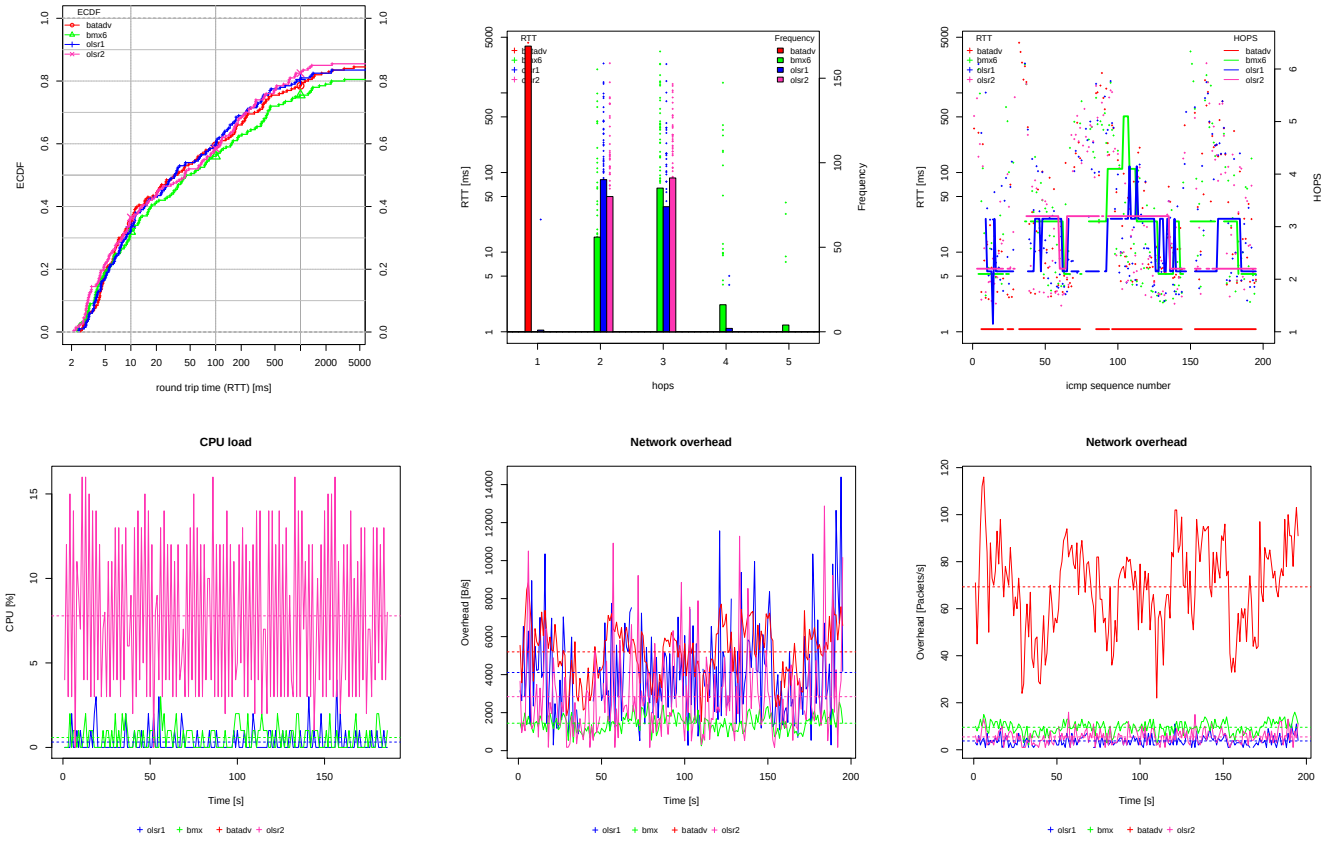

Table 9: Overhead and end-to-end performance to mobile node c24174 from stationary node f41ab0

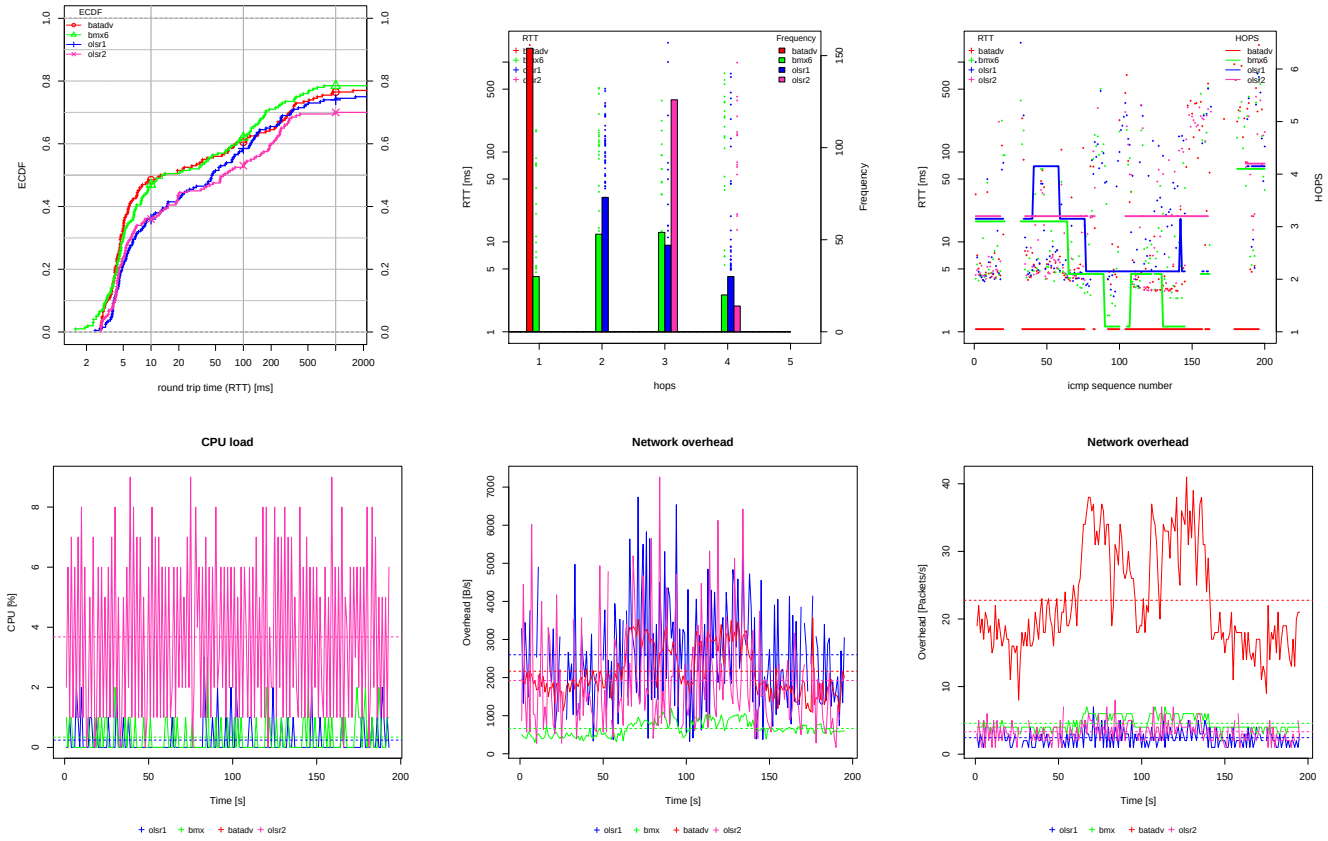

Table 10: Overhead and end-to-end performance to mobile node c24174 from stationary node c2427a

4.5 Mobile Scenarios

5 TCP Throughput Measurements

6 Recommendations for next battlemesh

- Traceroute and mrt often show high packet for intermediate nodes. This is due to a kind of denial-of-service mechanism enabled by default in Linux kernel. WIth this mechanism the kernel simply discards frequent icmp responses (eg due to exceeded TTL values). This behavior can be disabled by lowering the default net.ipv6.icmp.ratelimit=1000 setting, eg via: sysctl -w net.ipv6.icmp.ratelimit=10

7 Appendix