CS-335 Project Sprint Semester 2019

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Agenda

Description

Objective

Workflow

Offline Mode

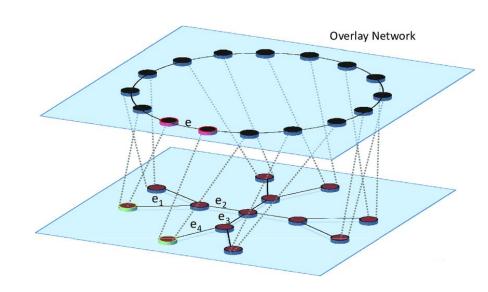
Automation

Analysis

Results

Description

- Overlay Network
- Client Server Model
- Ping Traceroute tools
- Socket Programming
- Encrypted Communication

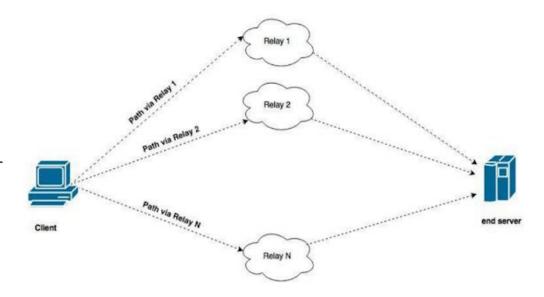


network that is built on top of another network

Objective

Implement an innovative prototype Service that provides:

- Security, by hidding client's 1P address from server using relay nodes
- Speed, by choosing the best path based on criteria such as latency or number of hops



Workflow

- 1. End Server, Number of Pings, Criteria (User Input)
- 2. Ping & Traceroute
 - a. Direct
 - b. Via Relays
- 3. Compare measurements based on Criteria
- 4. Choose best path (Download image)

- Encrypted Communication (RSA AES)
- Client Relay Communication via Socket

Core Entities

- Relay Nodes List
- End Servers List

Criteria :

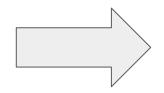
- 1. Latency
- 2. Number of hops

Question?

Best Path Selection based on real time **Measurements** which are expensive in both:

- Time
- Money





Introduces Limitations

Answer!

Offline Mode

- Chooses Best Path based on log history
- Uses Machine Learning techniques

Offline Mode

Chooses best path based on previous best path selection

- Image and Criteria (User Input)
- Best Path selection using

Machine Learning Models:

- Logistic Regression (72%)
 Random Forest (73%)
- SVM

Logfile

- Time
- End Host
- File Size
- Criteria

Automation



- Time consuming to execute measurements manually



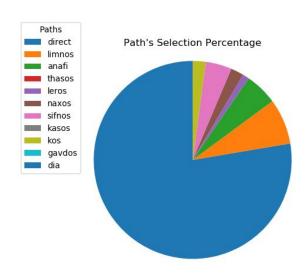
- Adapt to possible changes
- Keep continuous learning approach

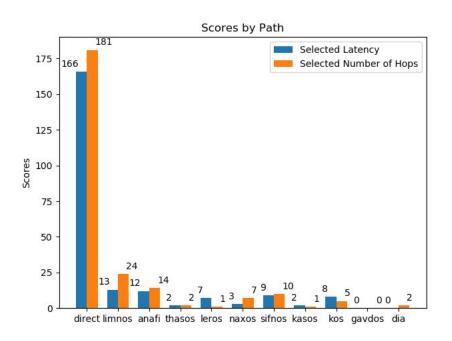


Imitate user's input by randomly choosing:

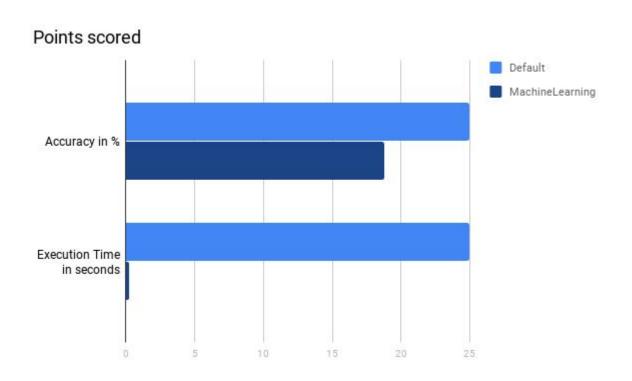
- Criteria
- End Server
- Number of Pings

Analysis





Results



THANK YOU FOR YOUR ATTENTION

