

Managing Resources of Network Nodes Using Append-Only-Logs

Simon Laube, simon.laube@stud.unibas.ch

Advisor: Prof. Dr. Christian Tschudin, Supervisor: Fabrizio Parrillo

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Content

- > Motivation
- > Goals
- > TinySSB
- > Feed-Trees
- > Development Process
- > Proof of Concept
- > Future Work

Motivation

- > Solar Community Network

Initial Goals

- › Affordable Hardware
- › Long Transmission Range (Wireless)
- › Resilient Communication Protocol
 - › Low Storage Usage
 - › Low Power Consumption
- › Hardware + Software → Proof-of-Concept

Thesis Focus

- › Affordable Hardware
- › Long Transmission Range (Wireless)
- › **Resilient Communication Protocol**
 - › Low Storage Usage
 - › Low Power Consumption
- › **Hardware + Software → Proof-of-Concept**

Resilient Communication Protocol

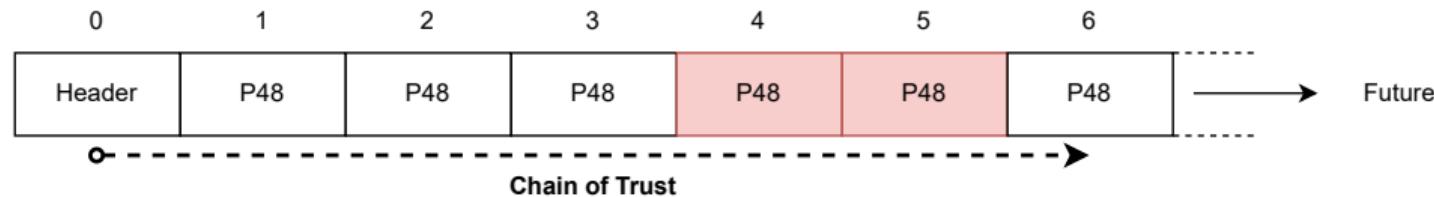
> TinySSB

- > Tiny Version of Secure Scuttlebutt (Peer-to-Peer Communication Protocol)
- > Append-Only-Logs
- > Trust Anchors and Chain of Trust

Feeds

- > Everything Stored in Feeds
- > Child Feeds
- > Continuation Feeds

Limitation: Reverting Packets



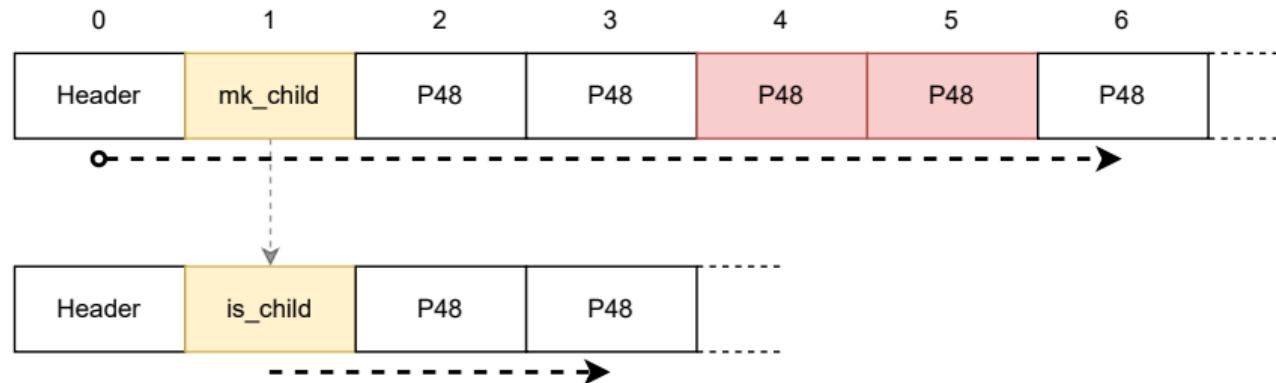
- E.g. Update Feed (Packets depending on previous packets)

Limitation: Reverting Packets



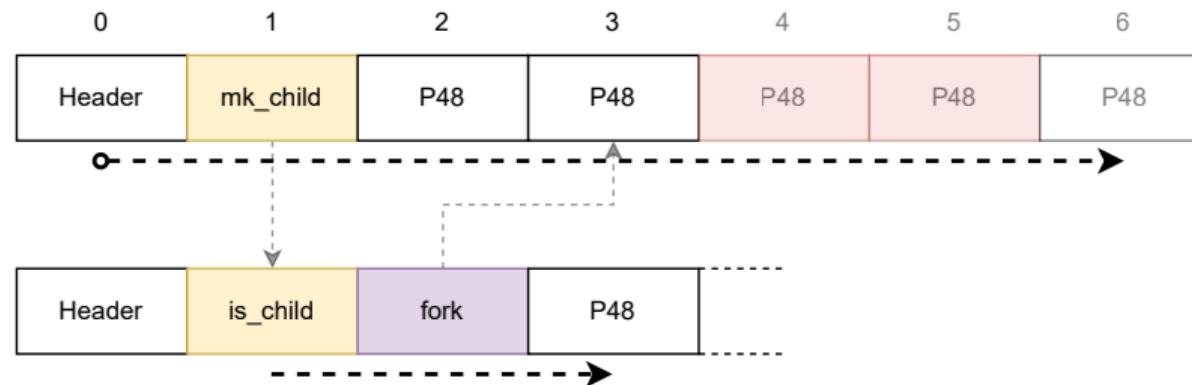
- (+): faulty packets are ignored, simple data structure (feed)
- (-): faulty packets still in storage and included in chain of trust

Limitation: Reverting Packets



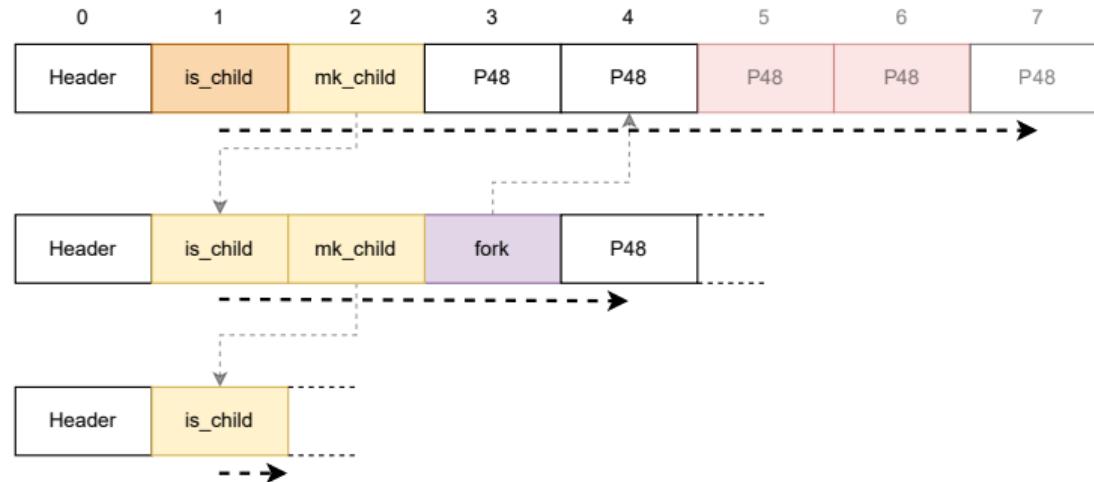
- (+): new packets in separate "trust-chain-branch"
- (-): faulty packets still in storage, feed with faulty packets can still potentially grow, unclear where new feed continues, only one time emergency feed

Limitation: Reverting Packets



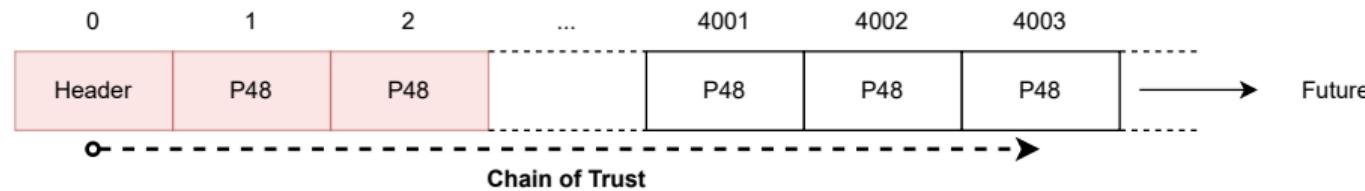
- (+): defined fork position, old feed can stop requesting packets, faulty packets can be deleted
- (-): only one time emergency feed

Solution: Fork Tree



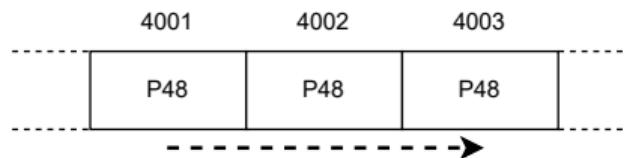
- › (+): no emergency feed limit
- › (-): more complex data structure (some storage and requesting overhead compared to single feed)

Limitation: Deleting Old Packets



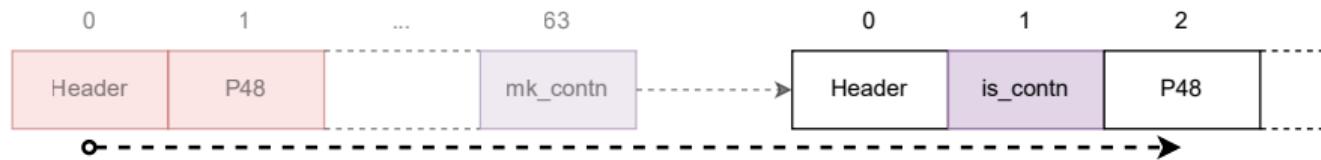
- E.g. Weather Data (Packets not depending on previous packets)

Limitation: Deleting Old Packets



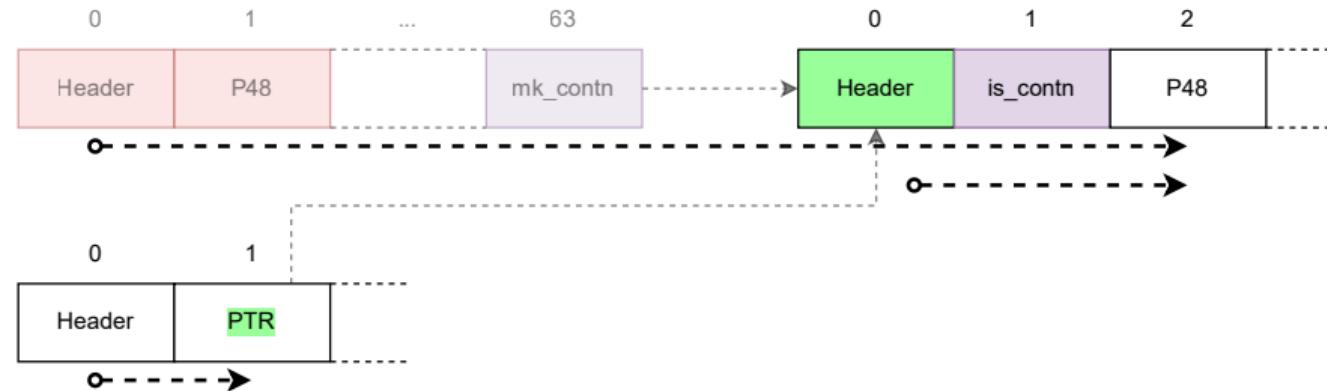
- › (+): Storage problem solved on producer node
- › (-): Consumer may lose chain of trust

Limitation: Deleting Old Packets



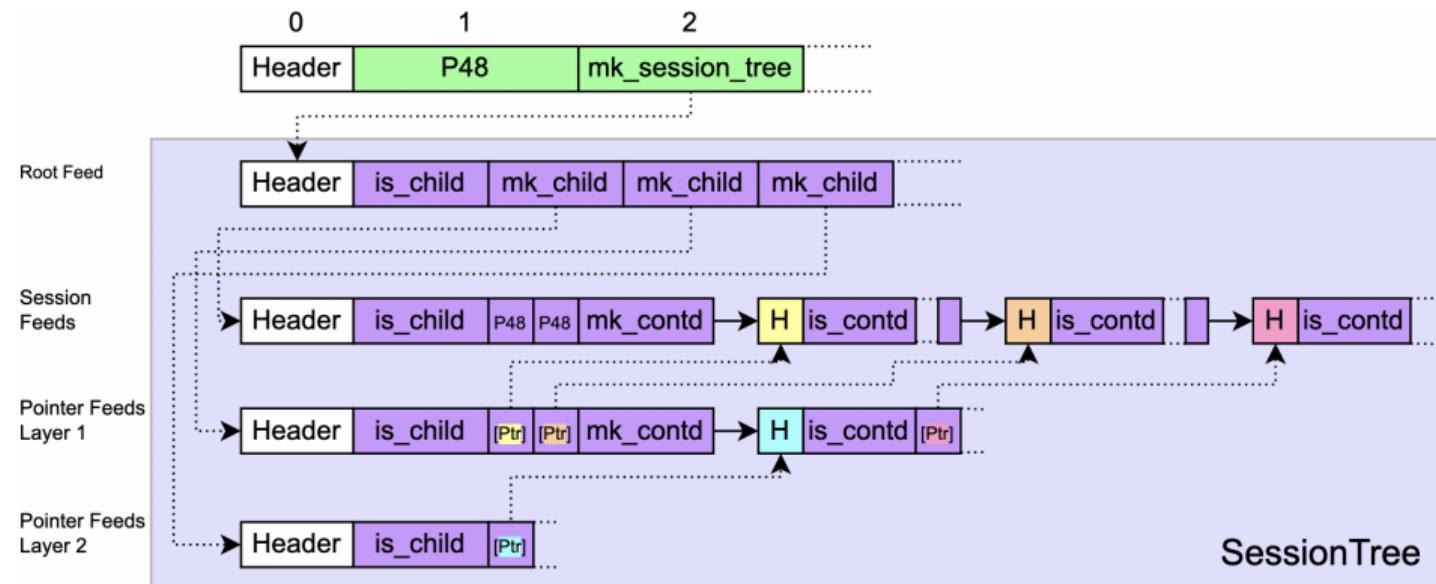
- › (+): Storage problem solved on producer node
- › (-): Consumer may lose chain of trust

Limitation: Deleting Old Packets



- (+): Old feeds can be deleted, Consumer reaches new feeds
- (-): More complex data structure, Pointer Feed can get large

Addition: Session-Tree



Storage and Energy Usage

- › Trees have different storage limitation strategies
- › Energy consumption reduced with efficient dmx requesting / handling

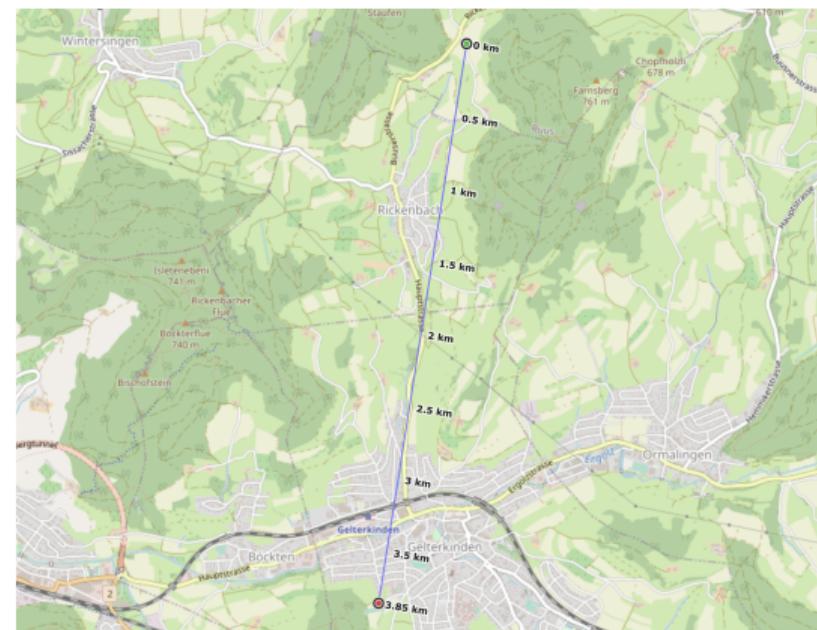
Development Setup

- › Micropython
- › Test Code on Computer (use UDP)
- › Test Code on LoPy 4 (use LoRa)

Issues

- > Stack Overflows
 - > Too much memory usage (not noticed on computer)
 - > Format of LoPy 4 disk
- > Testing on LoPy much slower (e.g. Ed25519)
- > PyMakr Extension (Visual Studio, Atom)

Real Life Test



Demo

- > Fork-Tree on LoPy 4
- > Session-Tree over UDP

Future Work

- › Less pointers in Session-Tree
- › Optimize DMX requesting (dynamic prioritization)