

StarBED³

Hokuriku StarBED Technology Center,
Network Testbed R&D Lab., Network Testbed R&D Promotion Center,
National Institute of Information and Communications Technology (NICT)

What is the StarBED (*BED) ?

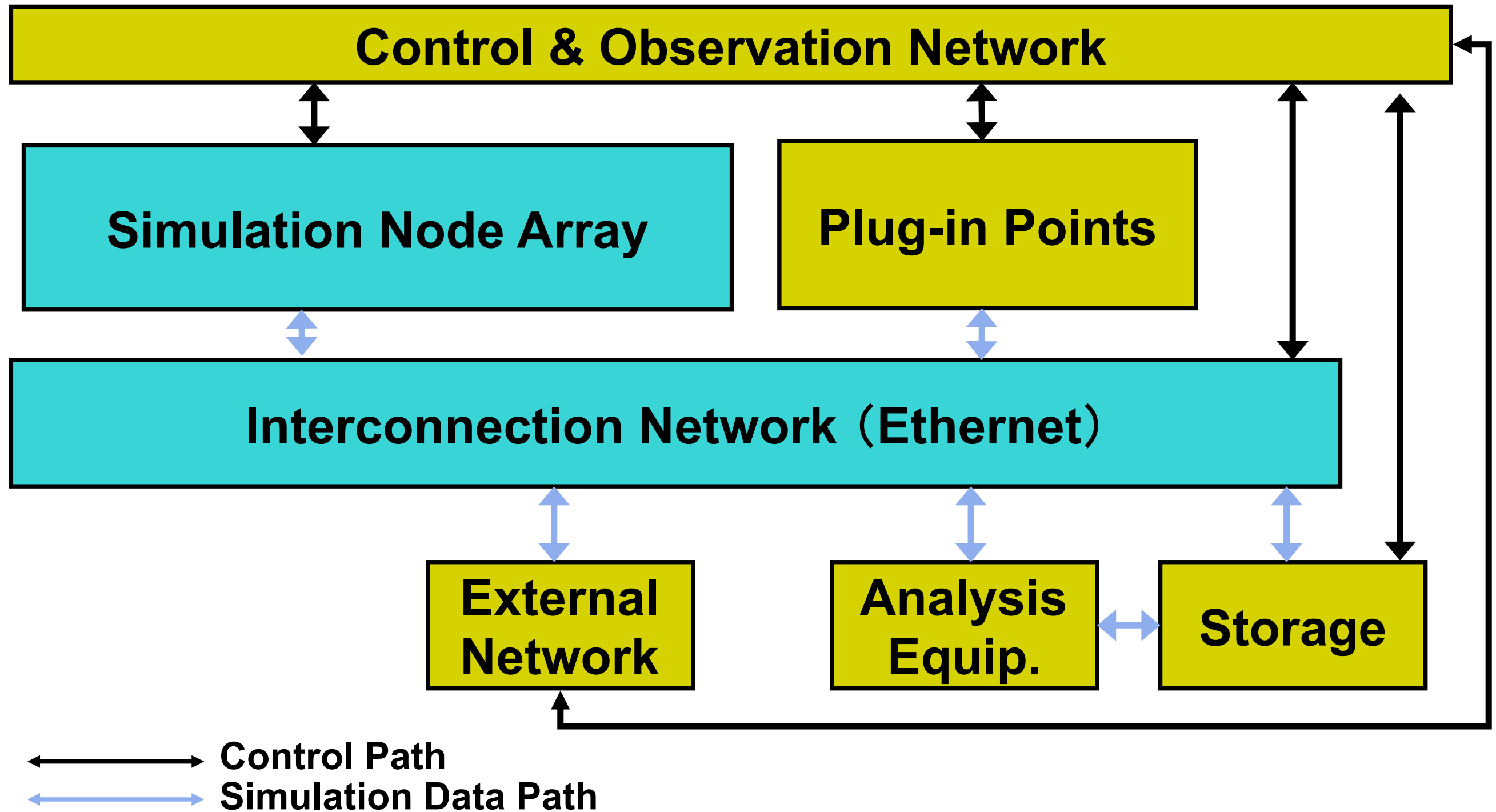
- It's a Networking System Emulator/Simulator
 - Re-configurable cluster supporting various user requirements
 - Large scale
 - over 1000 PCs



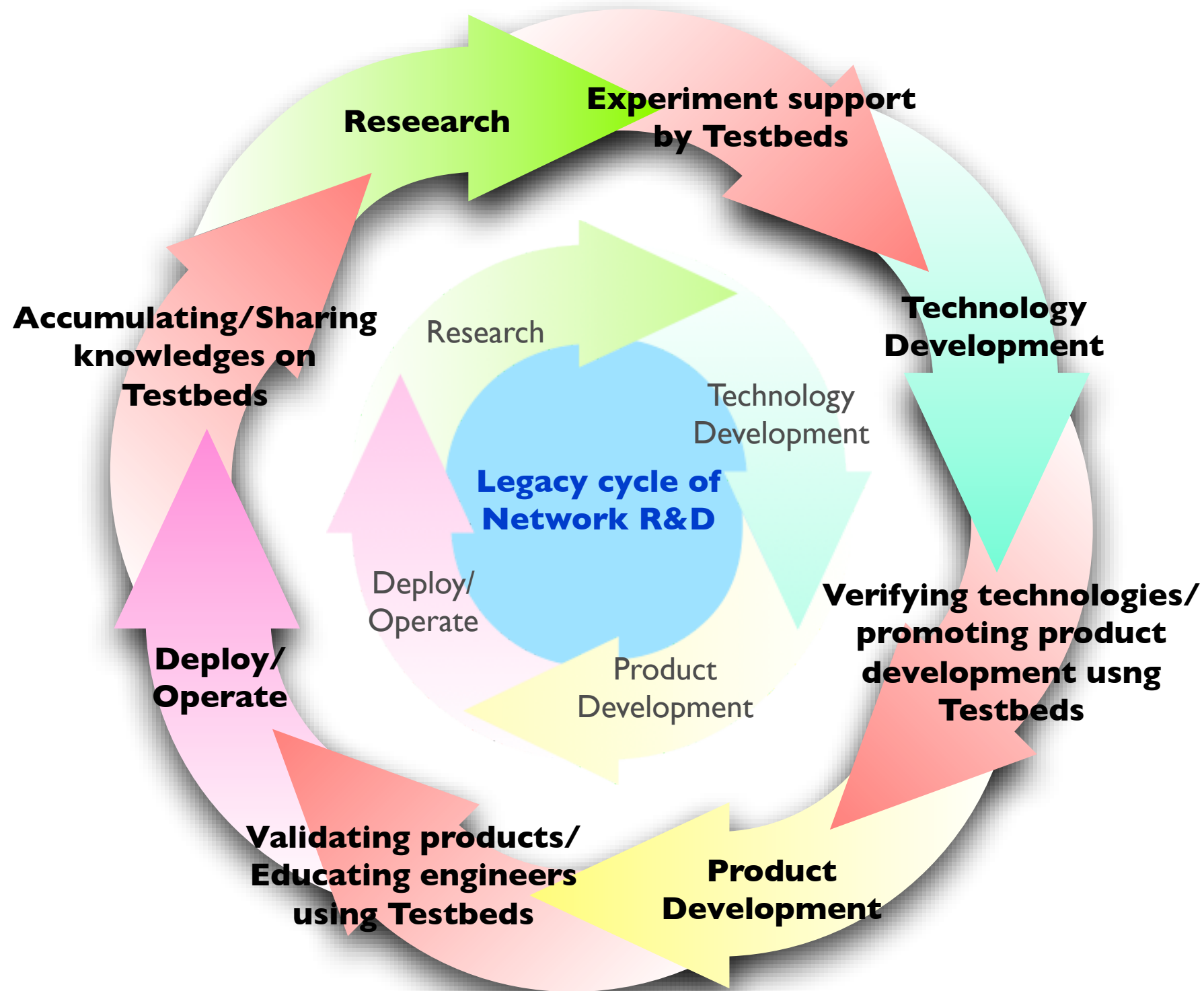
Concept of StarBED

- **Verification using Accurate Emulation**
 - **Verify Actual Running-Codes as in Operate, in Wall-Clock**
 - PC, Embedded System, ...etc.
 - **Large Emulation Capacity**
 - PC level: 1000 Physical nodes (over 30K using VM)
 - Micro-sensor level: over 1 million nodes
 - **Configurable Network topology**
 - Flexible L2 topology configuration using Redundant network switches and VLAN
 - L3 Routing emulations
 - PC-based routers
 - Installation of commercial routers at plug-in points
 - **External connectivity**
 - External connectivities are available for both:
 - Control Path/Simulation Data Path
 - Connection to:
 - JGN-X (10GbE), JAIST (10GbE), and WIDE Project (10GbE)

StarBED design (conceptual)



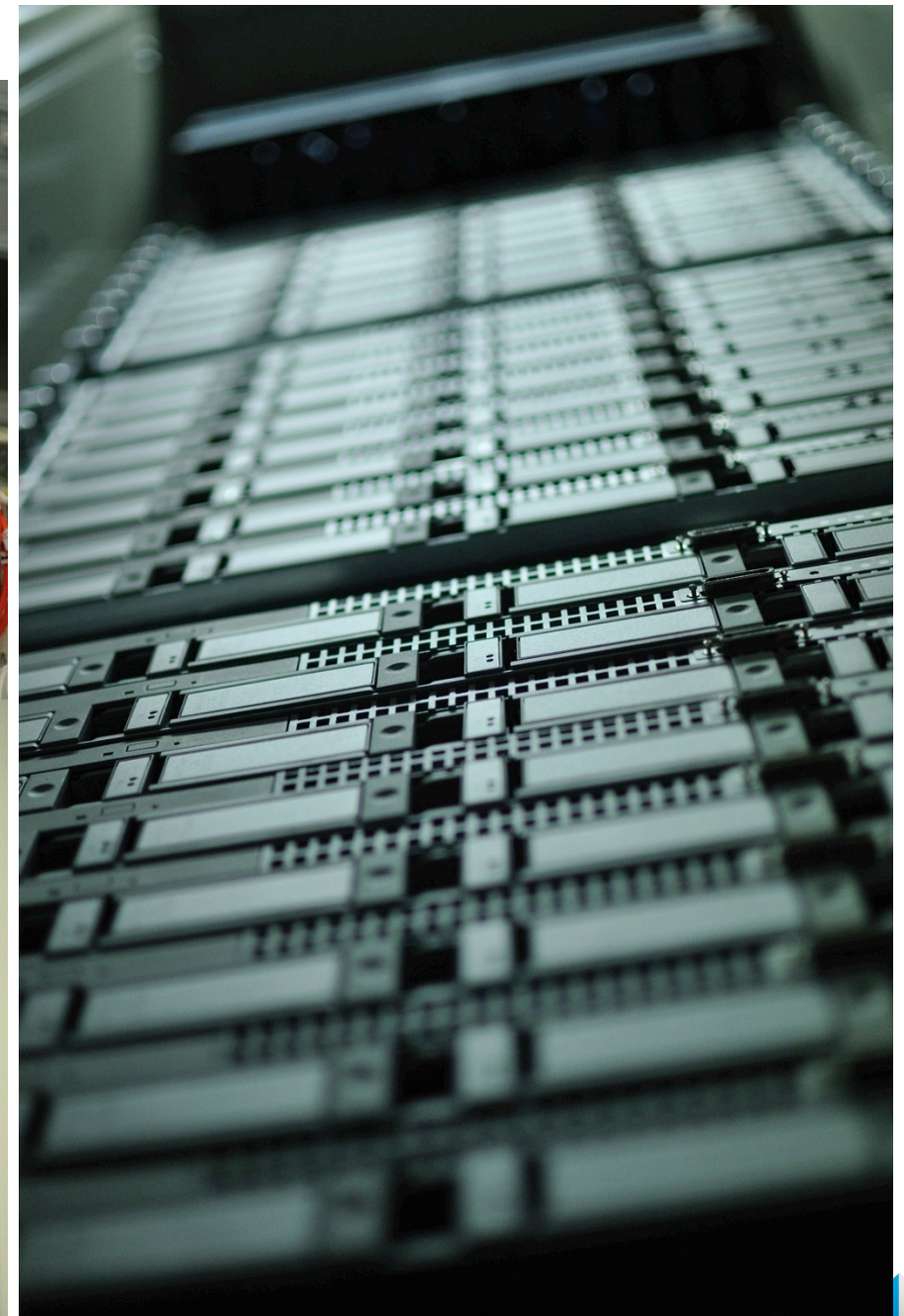
Grand Goal: Network R&D process innovation



Innovating Network R&D process using **StarBED³&JGN-X**

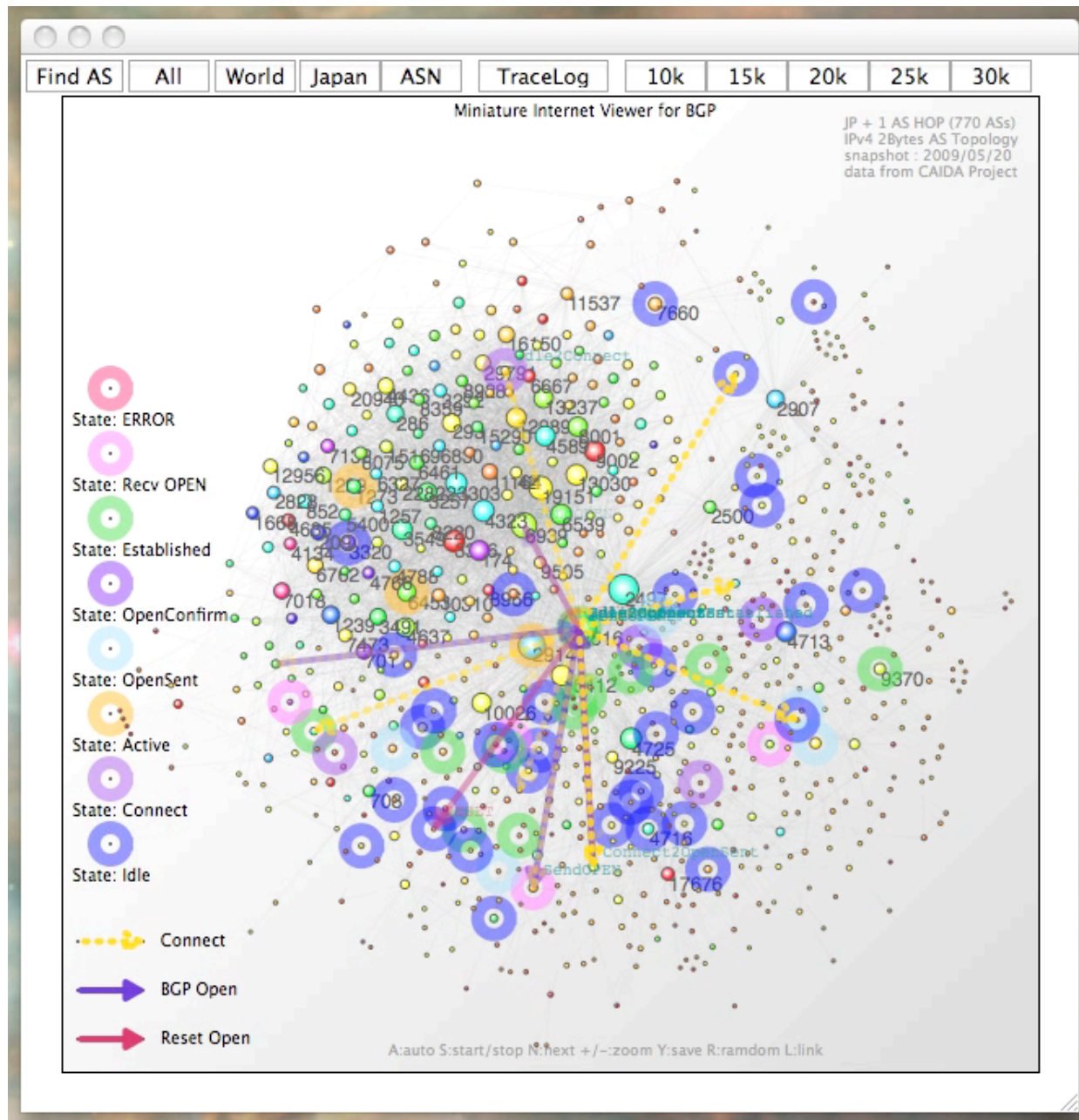
New H/W of StarBED

- ❖ 552 nodes of Cisco UCS C200M2: Intel 6-core Xeon X5670 x2, 48GB Mem, SATA 500GB x2 HDD, 4GbE NIC
- ❖ Interconnect via Brocade MLXe32 x2 with 100GbE
- ❖ Cisco Nexus SWs as Control Path



StarBED capability: The Scale

Global Internet Routing Emulation



Emulation of JP's Inter-AS network (eBGP)

❖ Target:

- ❖ Routing system composed by massive (actual Internet AS: 35K-40K) routing entities

❖ Technology Highlights:

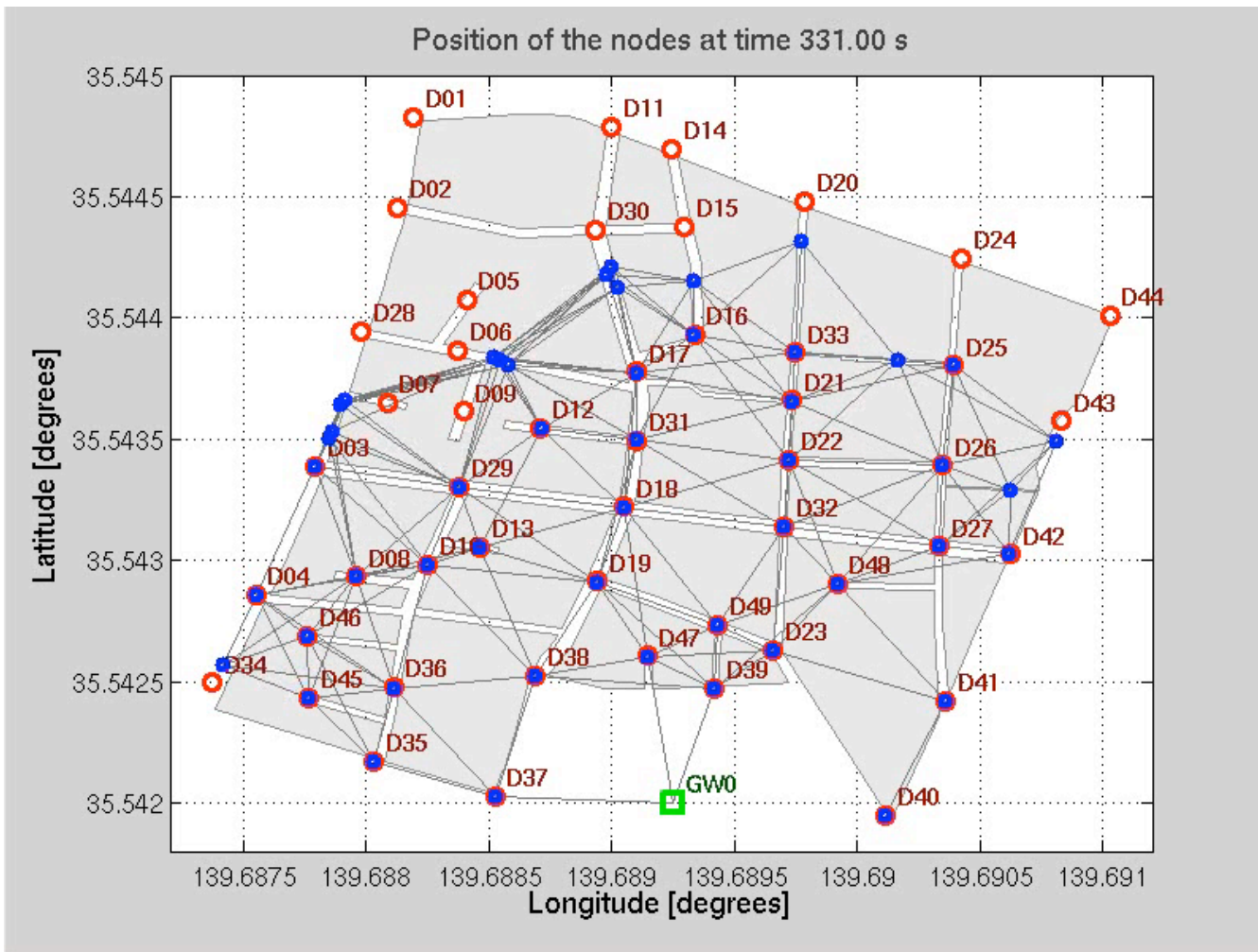
- ❖ Successfully constructed full scale Inter-AS network
- ❖ Massive VM multiplexing and control, AS topology generator

❖ Applications:

- ❖ Routing system in Future Network, Inter-AS IP traceback, countermeasure for route high-jacking, etc.

StarBED Capability: Various Networks

OLSR ad-hoc wireless network emulation



Emulation of Search & Rescue using OLSR

❖ Target System:

- ❖ ad-hoc wireless network controlled by OLSR

❖ Technology:

- ❖ Wireless link emulator(QOMET)
- ❖ 802.11a/b/g
- ❖ inner channel interference
- ❖ mobility support
- ❖ obstacles (2D/3D)

❖ Assumed Applications:

- ❖ Wireless routing system, Mobile networking, Vehicle networking, etc.

StarBED capability:

Accuracy & Vertical Integration

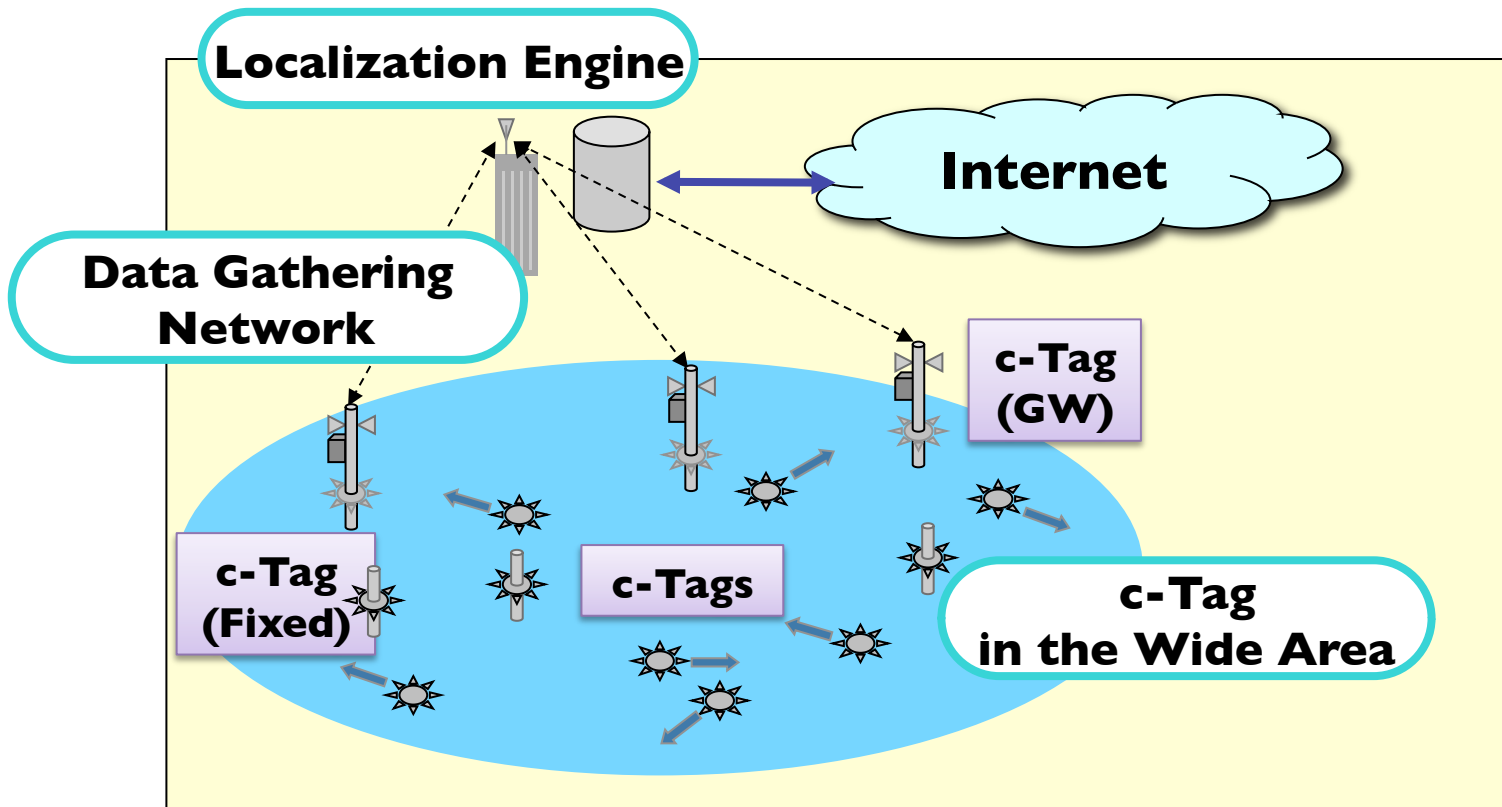
Large, integrated, and accurate emulation of active tag

❖ Target:

- ❖ Pedestrian localization with Inter-communicating active tags and localization engine
- ❖ System elements: tags (mobiles, fixed, gw), localization engine and search engine service

❖ Technology Highlights:

- ❖ Verification of the tag software and communication protocol with bus-cycle accuracy by CPU emulation
- ❖ Large and Vertically Integrated emulation, from CPU bus-cycle to service on the Internet in a single frame work with real space emulation
- ❖ solved many problems, ranging from microscopic to macroscopic, feedback to the actual product (protocol timing problems & scalability issues)



You are Welcome at the StarBED!

- ❖ Experiments and ideas that can be qualified as:
New, Big, or First.
- ❖ Participation in supporting tools/UI design and implementation
- ❖ Please contact to:

`info@starbed.org`