



Università degli Studi di Firenze



# Software Defined Mobile Fog Networking





# Software Defined Mobile Fog Networking - SDMFN

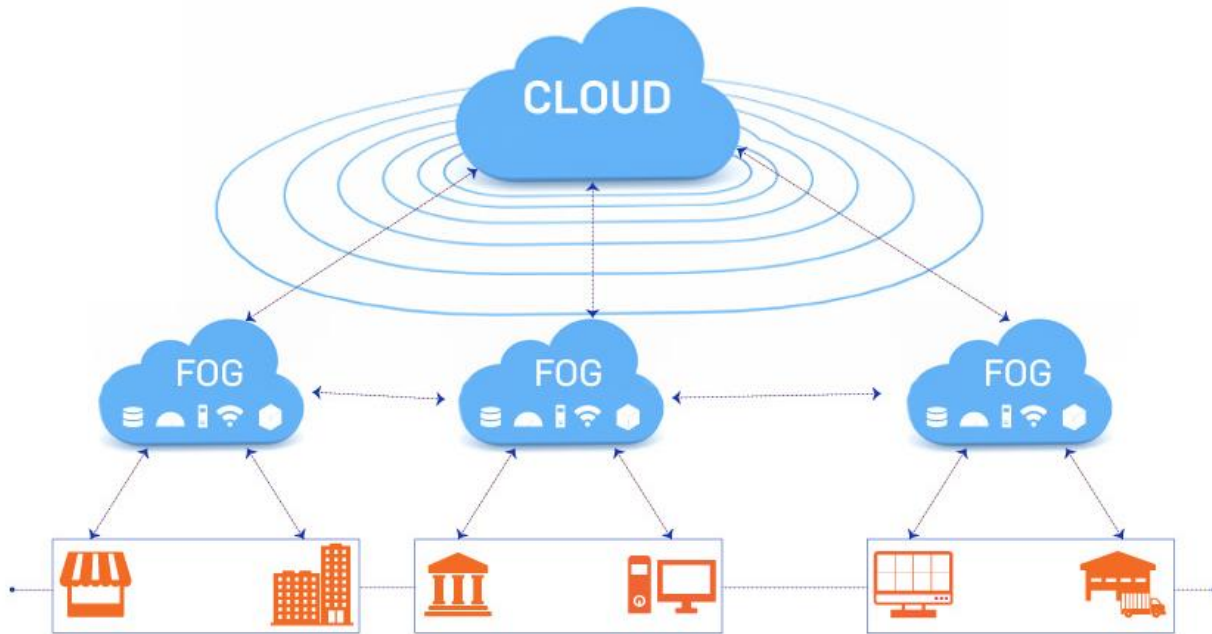


Combination of:

- **Fog Computing**, able to reduce the latency for real time and location aware services and to avoid the increase of traffic in the core network.
- **Software Defined Networking – SDN**, which allows both simplified network management and a high degree of stability, flexibility and innovation.



# Fog Computing

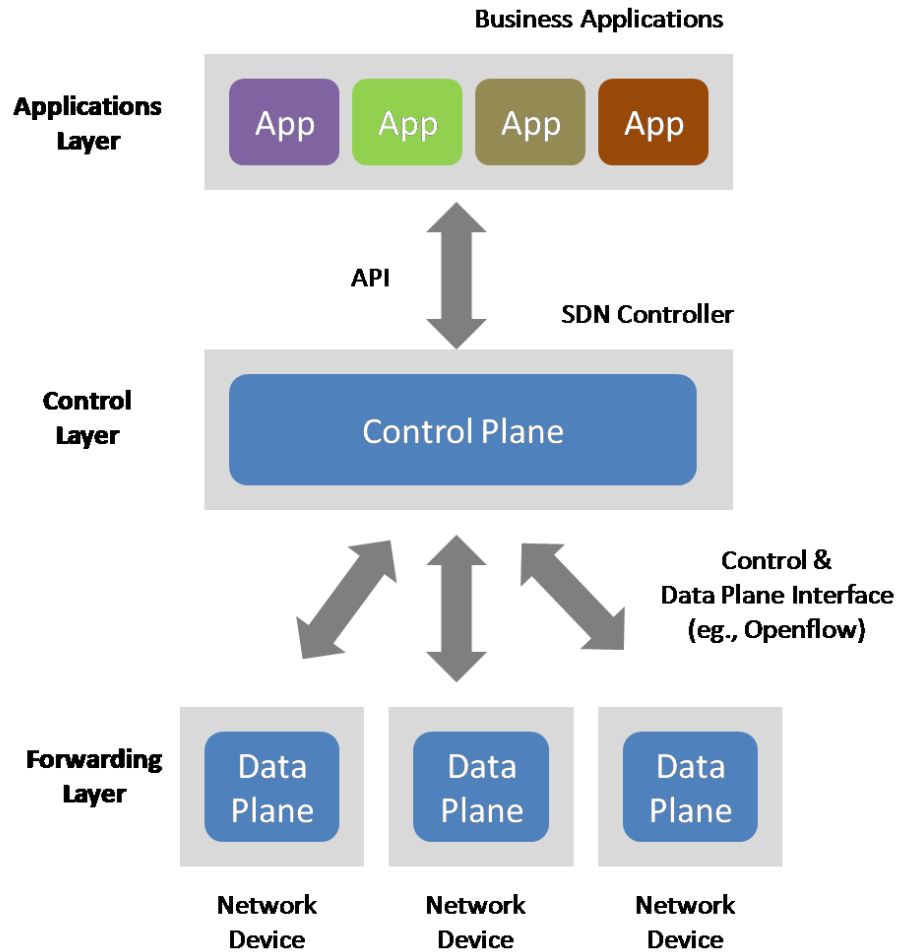


- Distributed infrastructure;
- Central layer between the cloud and the hardware to enable more efficient data processing, analysis and storage;
- Located more close to end users;
- Process and give response to the Client in less time





# Software Defined Networking



## 3 Logical Layers:

- Forwarding Layer;
- Control Layer;
- Application Layer.

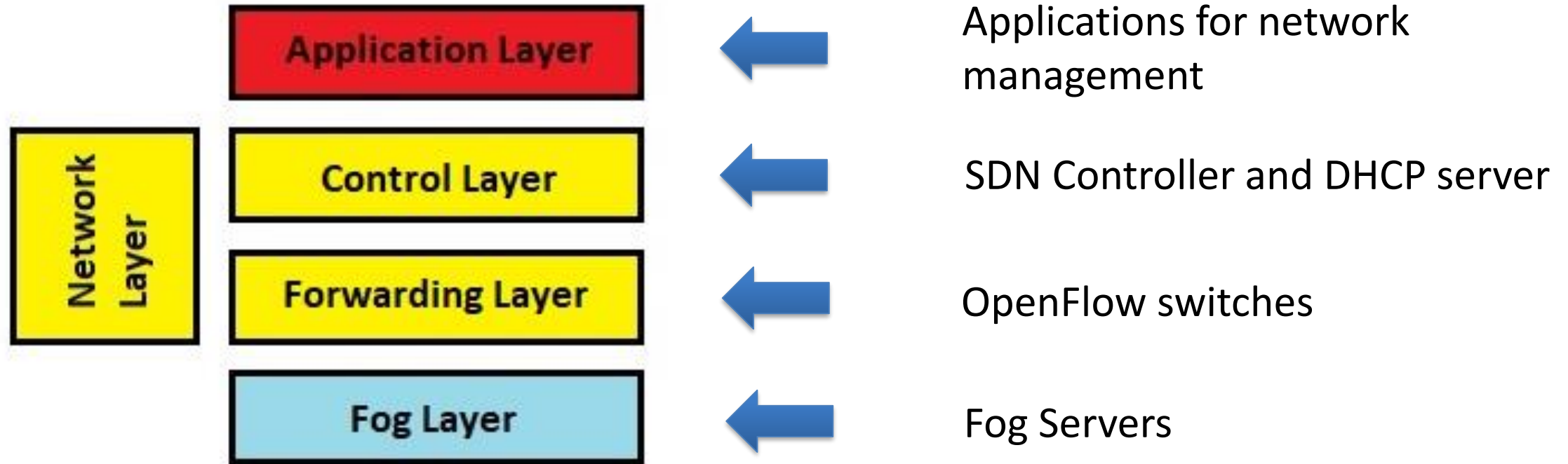
## 4 Types of Interfaces:

- Southbound;
- Northbound;
- Eastbound;
- Westbound;

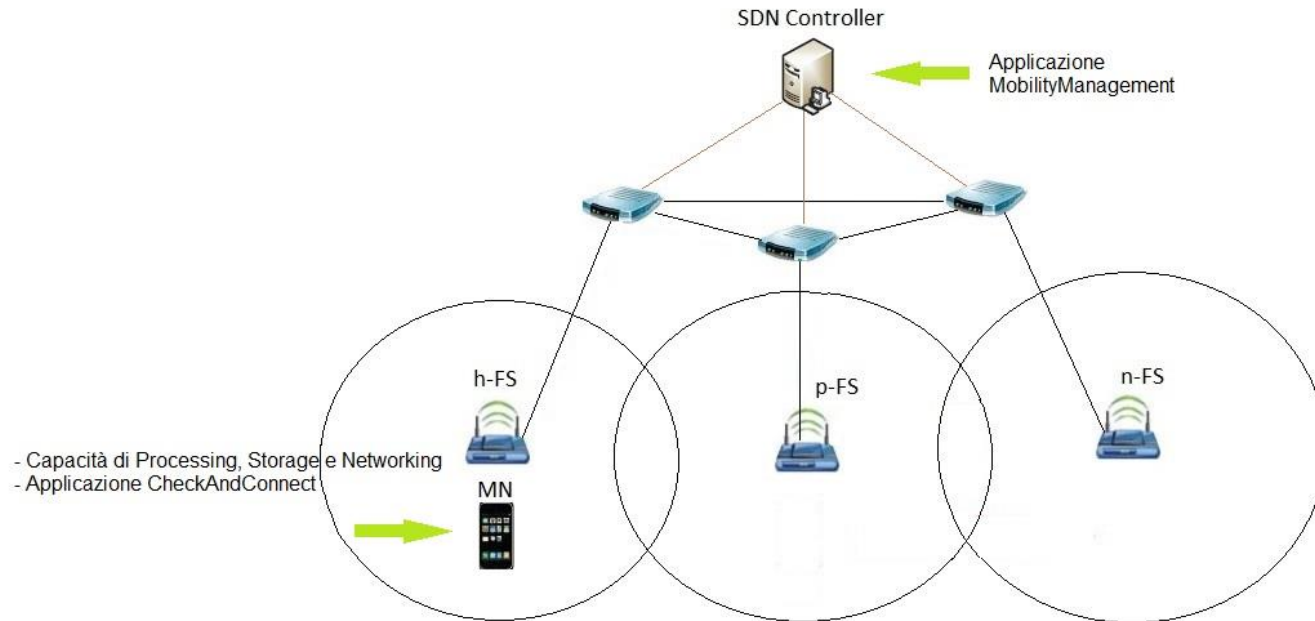




# Architecture of Software Defined Fog Network



# Design



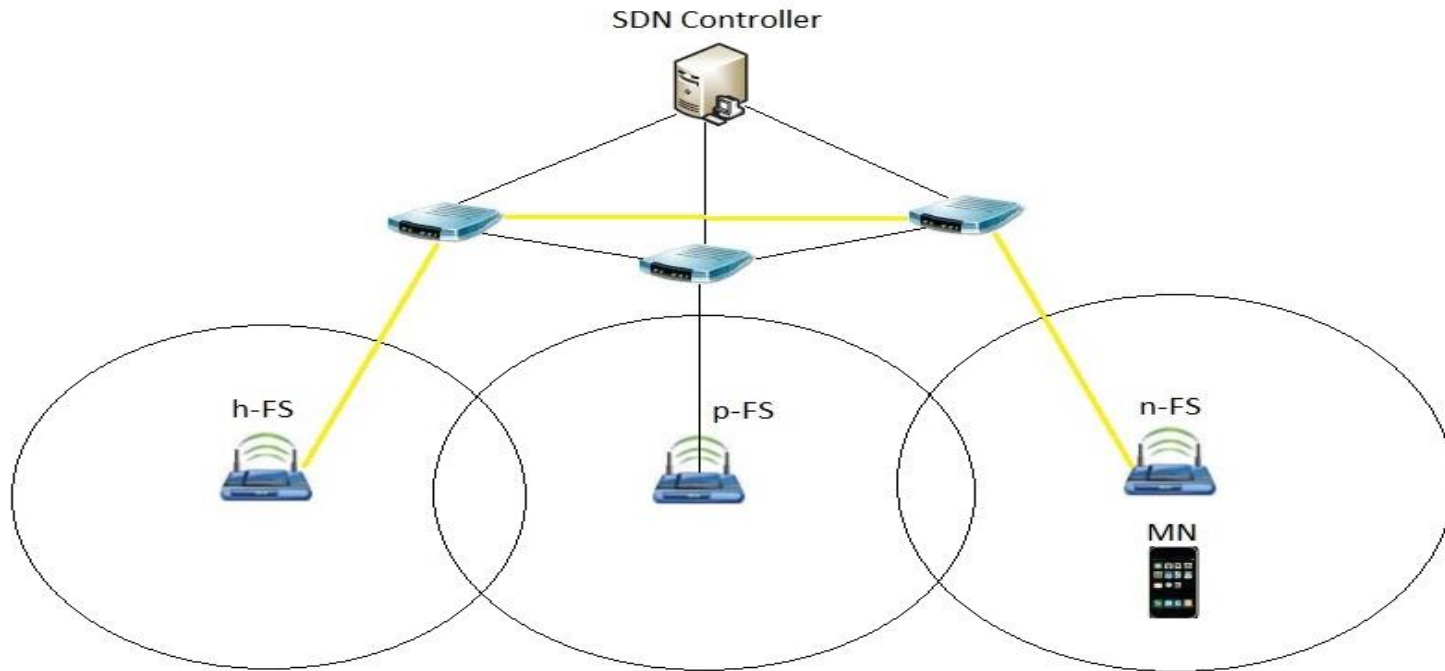
➤ **Phase 1:** Connection of the MN to a FS (h-FS) and subsequent receipt of a service;

➤ **Phase 2 - Flows redirection**





# Flows redirection



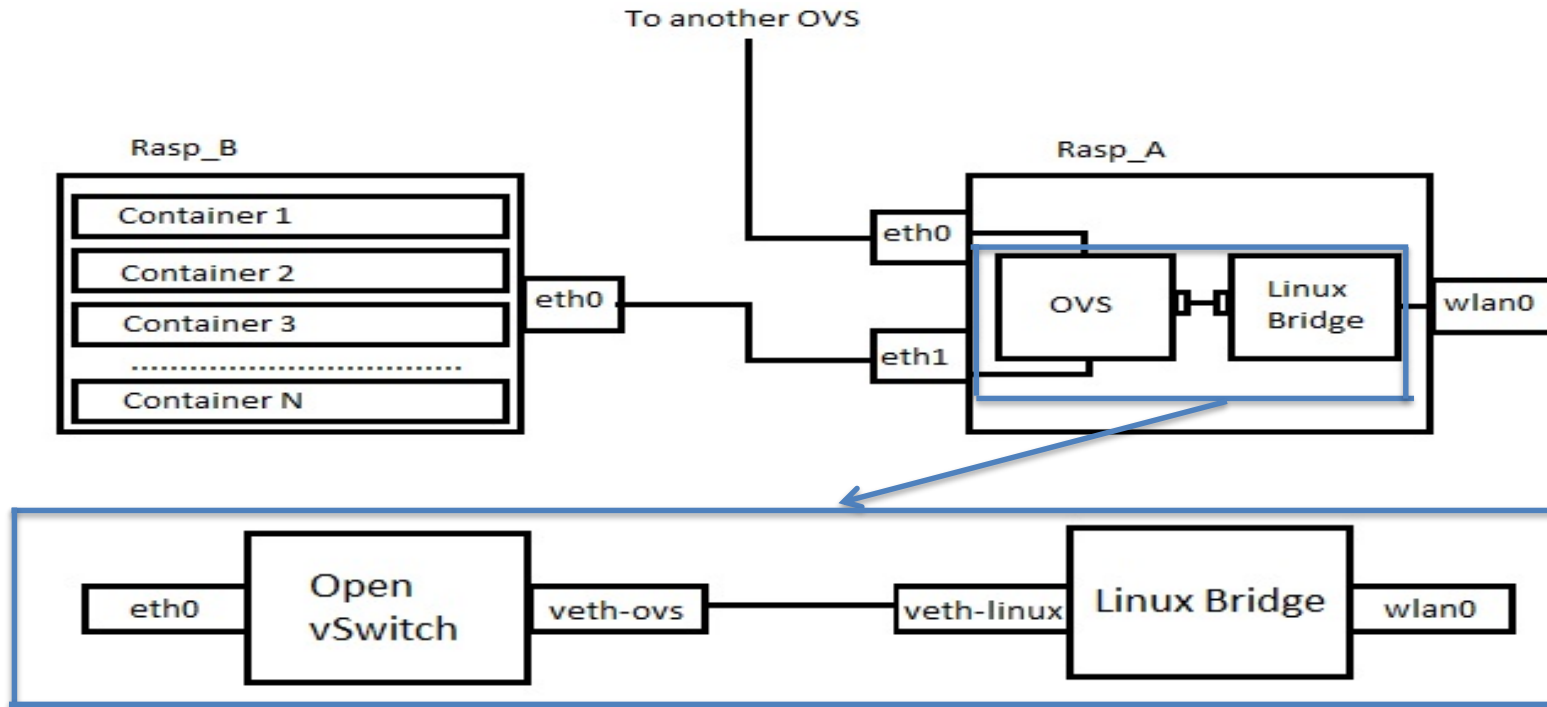
- 1) MN is connected to the p-FS but is receiving the service from the h-FS;
- 2) Moving, MN detects a better FS and activates the pre-handover procedure;
- 3) The SDN Controller calculates the best route and redirect the flows;
- 4) MN performs the handover and connects to the n-FS;
- 5) SDN Controller modifies the flow entries of the switches, so as to guarantee the forwarding only on the best route.



# Realization

## Fog Layer:

- Fog Server, made using two Raspberry 3 b+;



- Mobile Node, laptop with an external IEEE 802.11 antenna and running the CheckAndConnect application.







## Forwarding Layer:

- Modem Router with OpenWRT running Open vSwitch.



## Control Layer:

- Server running ONOS Controller;



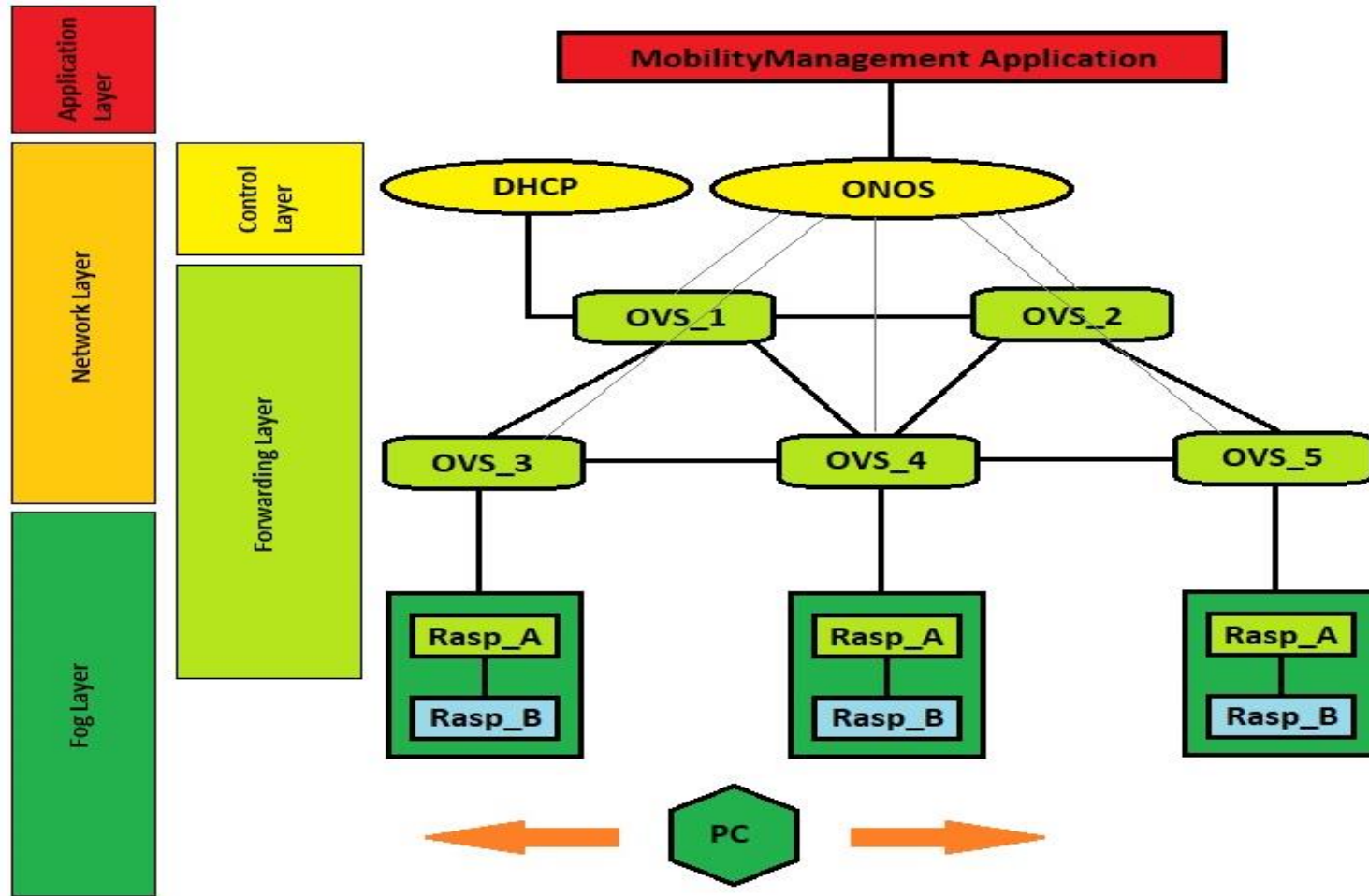
- DHCP Server.

## Application Layer:

- MobileManagement application on the same server of the SDN Controller.



# Overall System





# Let's demonstrate an experiment...

