

89 characters of base-11?!

Mobile networking in rural Ethiopia!

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Context: Wave

Mobile money

Ethiopia, 2016: 34% of adults are banked

wave: deposit/withdraw at local shops, send via an app

"uber for bank tellers"

Plus cute penguin mascot



Problem 1

Remote villages

users in rural areas

state-owned monopoly telecom

=> network is 🥲



Solution 1

SMS fallback

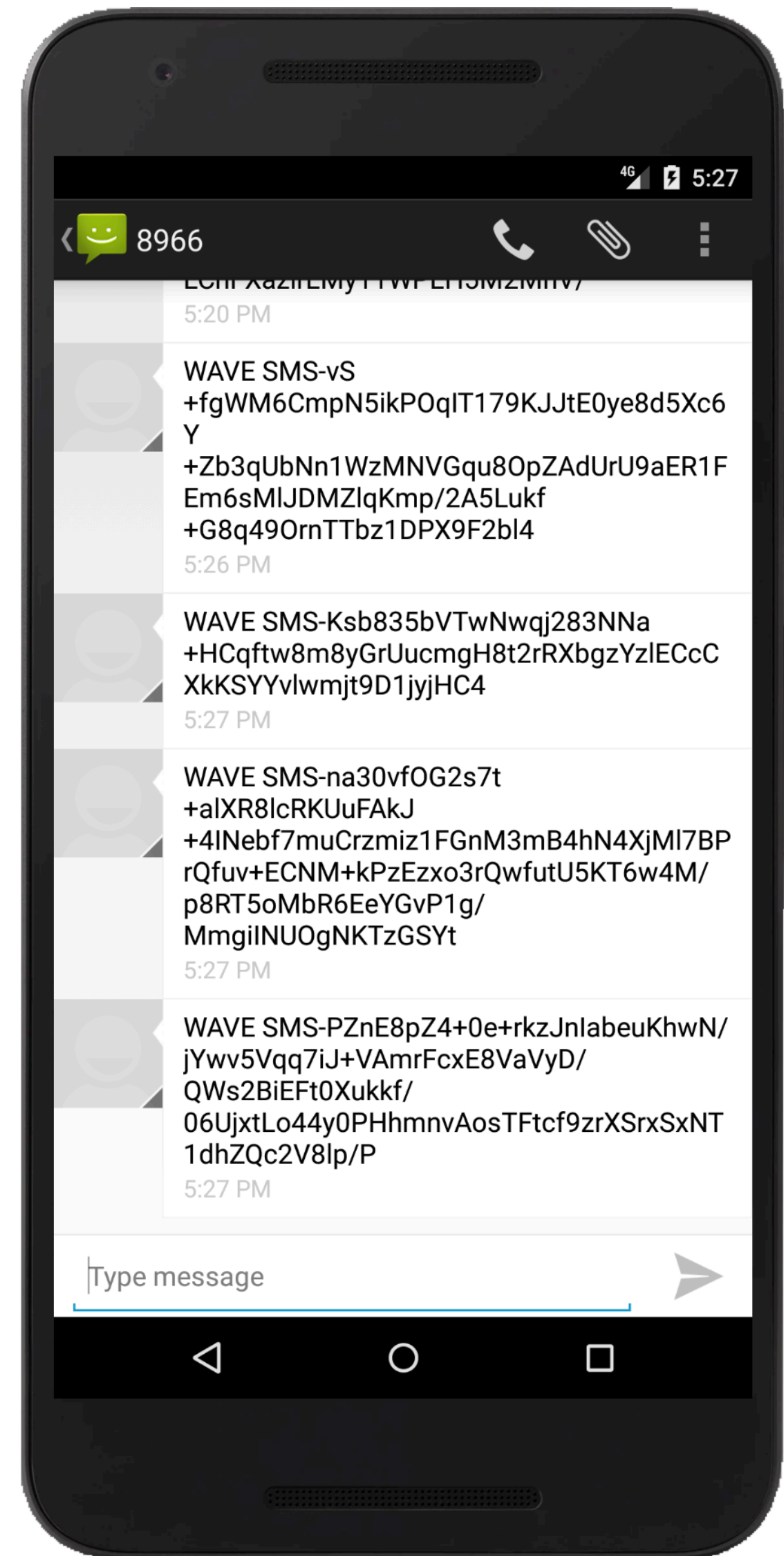
yup

really

encoding in base64

$\log_2(64) = 6$ bits per char

151 chars base64 = 906 bits =
113.25 bytes



"Just use Twilio!"

HA HA HA



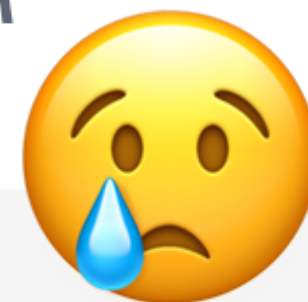
ETHIOPIA

PAY-AS-YOU-GO

SMS pricing is based on the destination and type of message you're sending, as well as the carrier to which the SMS is being sent. Our pay-as-you-go pricing gives you a fair price no matter what you build.

Pay-as-you-go SMS pricing

NUMBER USED	TEXT MESSAGES		PICTURE MESSAGES		MESSAGING SERVICE FEATURES *
	TO SEND † ‡	TO RECEIVE †	TO SEND † ‡	TO RECEIVE †	
LOCAL NUMBERS	N/A	N/A	N/A	N/A	INCLUDED
INTERNATIONAL NUMBERS	\$0.0651	N/A	N/A	N/A	INCLUDED



Data center time!

"data center"



Failover
Highly available.



Problem 2

Stuff is slow

even in cities

ping takes 5 sec

app takes 30 sec

what gives?!



Standard protocol stack

Alphabet soup time!

IP: "try to send a blob of data to Abdikadir"

TCP: "reliably send + receive a stream from Abdikadir"

TLS: "make sure only the real Abdikadir can read my stream"

HTTP: "get the object at `https://abdikadir.com/a/path`"

(or anything else with request / response)

(fig. 1: a stack of unshaved yaks)



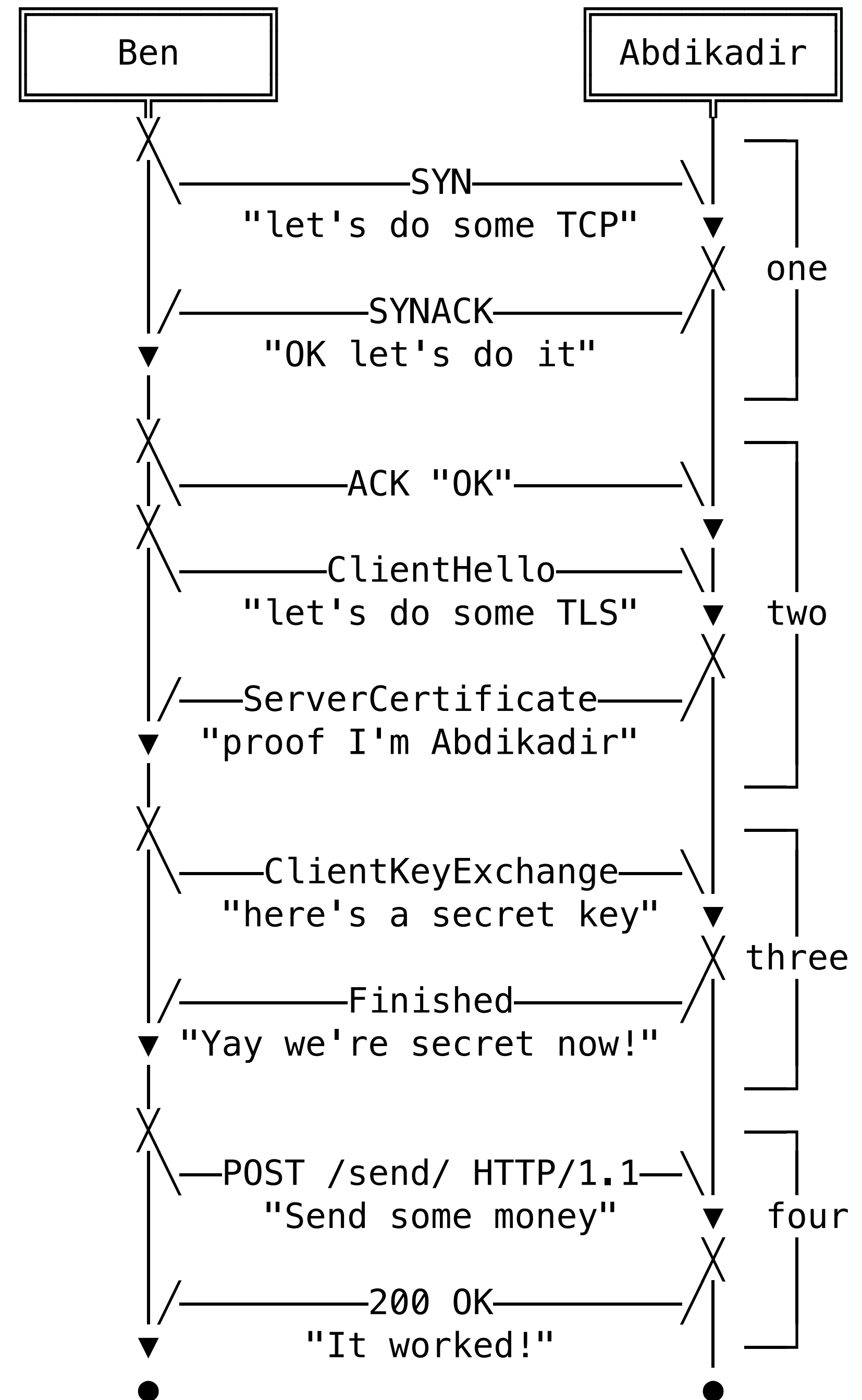
Roundtrips!

More protocols, more problems

TCP handshake = 1 roundtrips

TLS handshake = 2 roundtrips

HTTP = 1 last roundtrip



A slimmer protocol

talking to single, pre-known server

- > no need for key exchange
- > no cipher suite negotiation

all our data fits in 1 packet

- > no streams

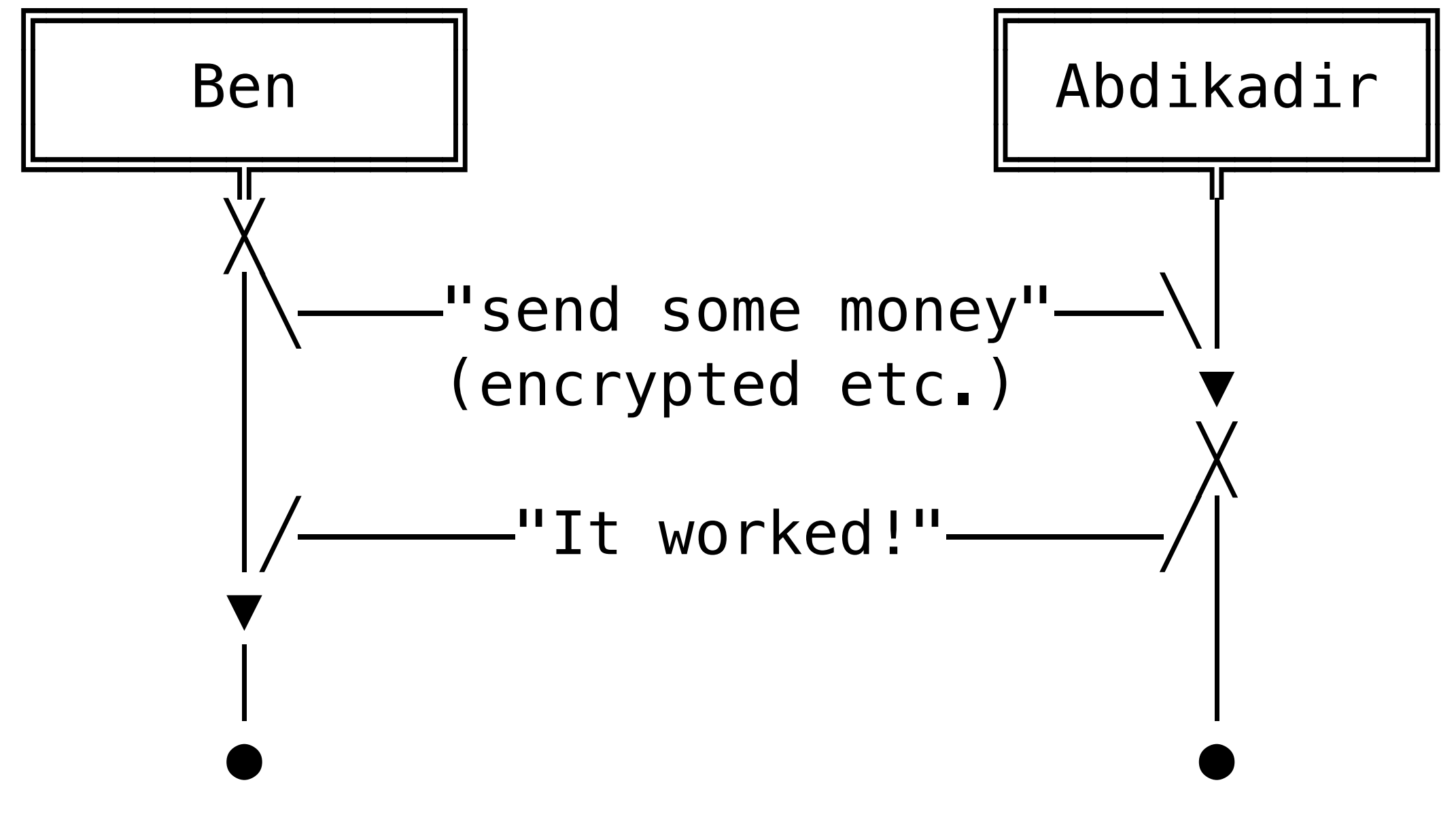


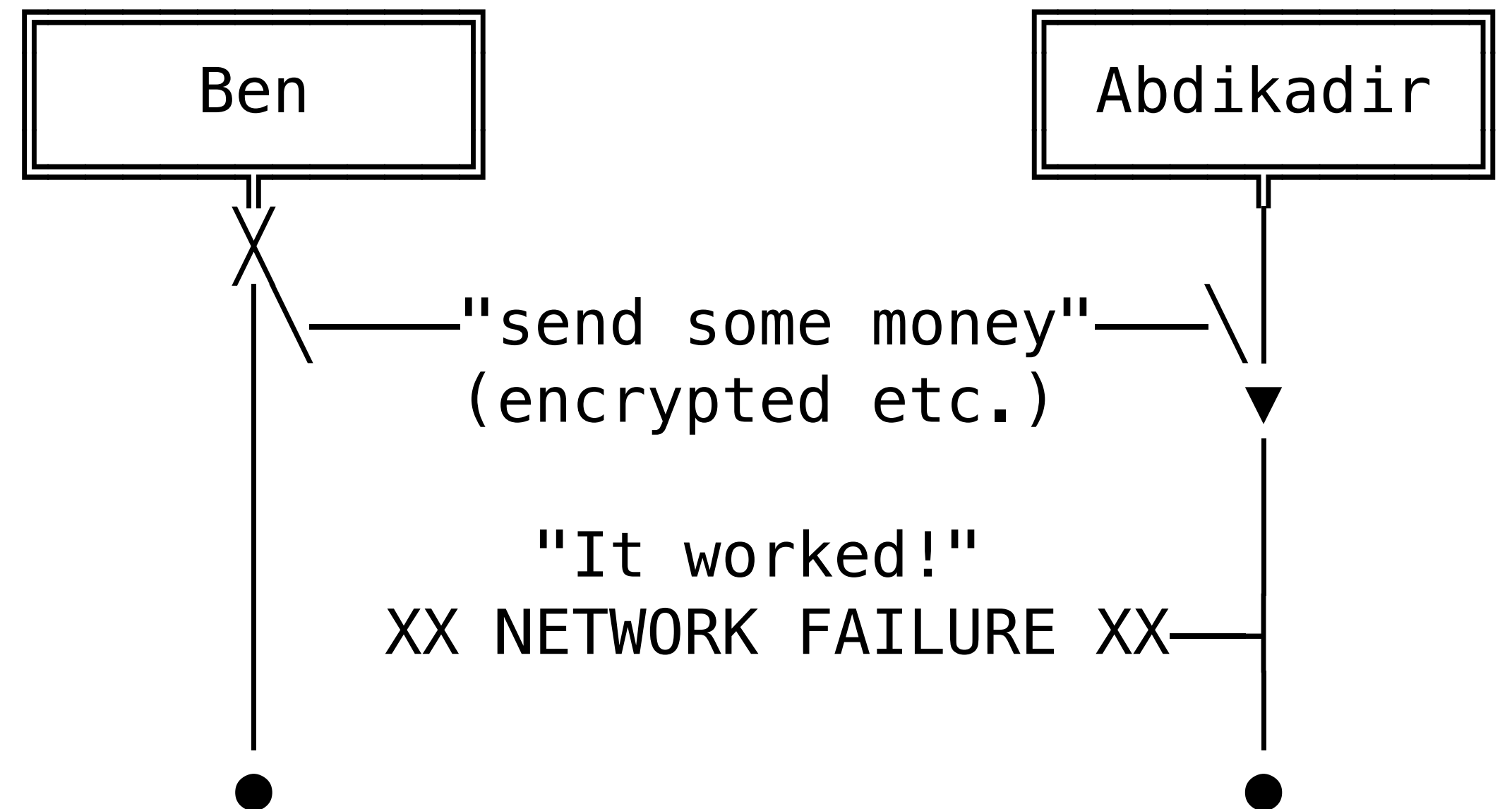
UDP!

U is for Unreliable

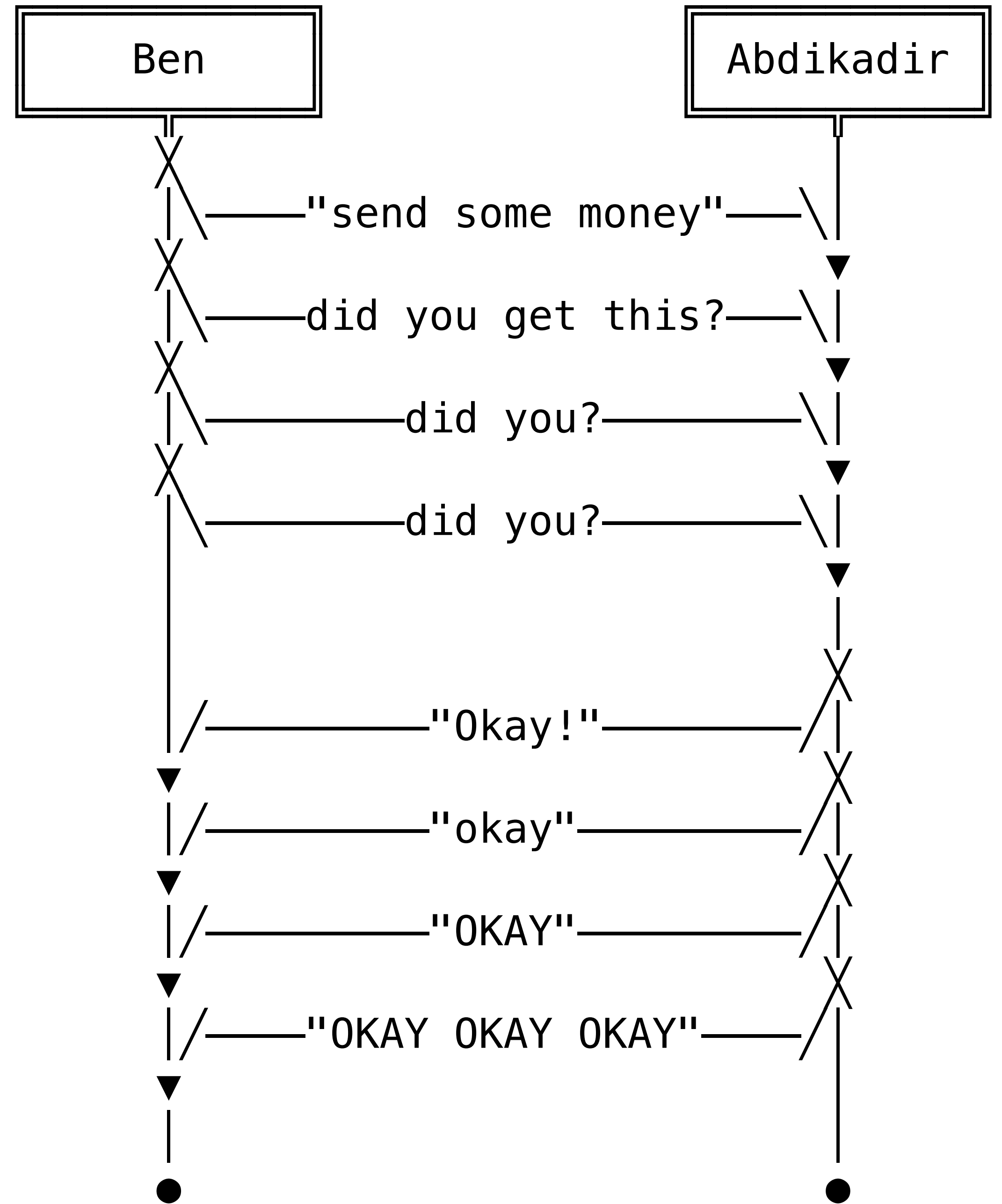
thin wrapper around IP

packets might get dropped 🤯





Just UDP Harder



Problem 3

No internet in city center 🤔



Solution 3

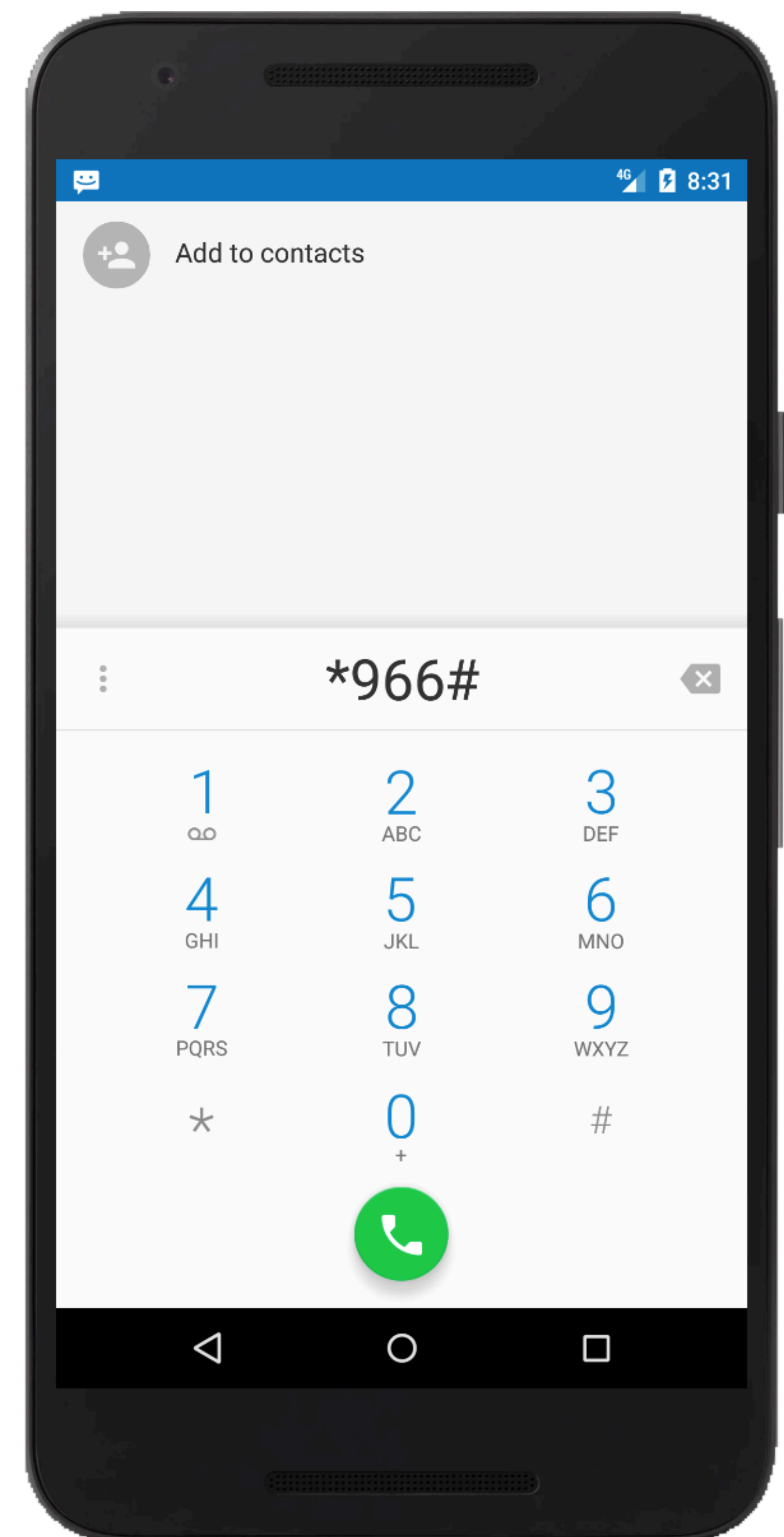
USSD!

used for things like entering airtime
scratch-cards

dial some wacky looking digits+symbols
like *966*<scratchcard number>#

get a synchronous response "your phone
has been topped up!"

it's how telcos get paid so it tends to
be reliable and fast 😊



Problem 3a: message size

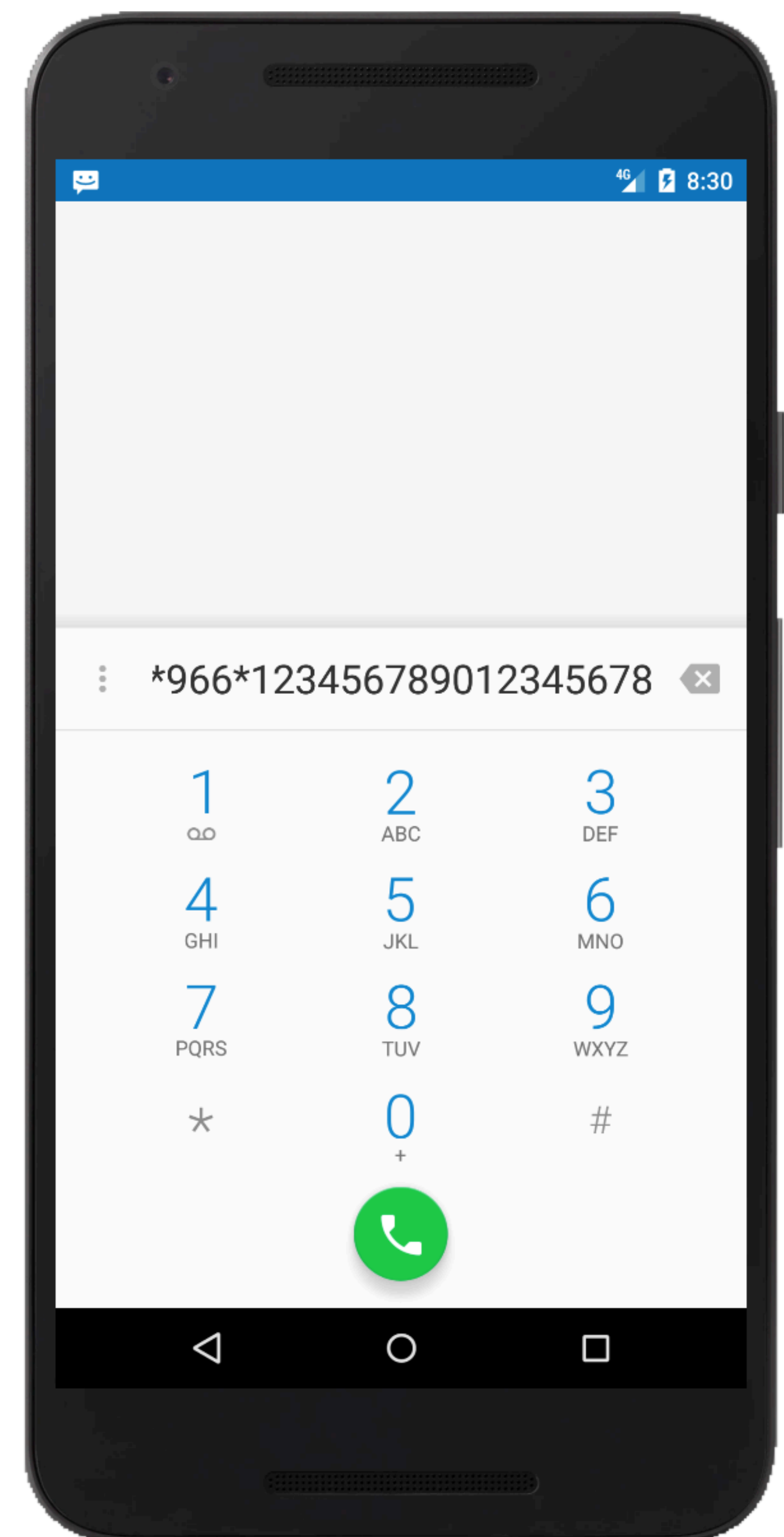
Yup it's even worse than SMS

Dial string limited to 98 chars

Encode bits in $[0-9]^+$ by converting to int

$\log_2(10) = 3.32$ bits/digit \rightarrow 295 bits
= 36.875 bytes

yikes!



Android source diving

iOS devs, eat your heart out ❤️



TelephonyManager.sendUssdRequest()

```
8737 @RequiresPermission(android.Manifest.permission.CALL_PHONE)
8738 public void sendUssdRequest(String ussdRequest,
8739                             final UssdResponseCallback callback, Handler handler) {
8740     checkNotNull(callback, "UssdResponseCallback cannot be null.");
8741     final TelephonyManager telephonyManager = this;
8742
8743     ResultReceiver wrappedCallback = new ResultReceiver(handler) {
8744         @Override
8745         protected void onReceiveResult(int resultCode, Bundle ussdResponse) {
8746             Rlog.d(TAG, "USSD:" + resultCode);
8747             checkNotNull(ussdResponse, "ussdResponse cannot be null.");
8748             UssdResponse response = ussdResponse.getParcelable(USSD_RESPONSE);
8749
8750             if (resultCode == USSD_RETURN_SUCCESS) {
8751                 callback.onReceiveUssdResponse(telephonyManager, response.getUssdRequest(),
8752                                                 response.getReturnMessage());
8753             } else {
8754                 callback.onReceiveUssdResponseFailed(telephonyManager,
8755                                                       response.getUssdRequest(), resultCode);
8756             }
8757         }
8758     };
8759
8760     try {
8761         ITelephony telephony = getITelephony();
8762         if (telephony != null) {
8763             telephony.handleUssdRequest(getSubId(), ussdRequest, wrappedCallback);
8764         }
8765     }
```

PhoneInterfaceManager.handleUssdRequest()

```
1645 public void handleUssdRequest(int subId, String ussdRequest, ResultReceiver wrappedCallback) {
1646     enforceCallPermission();
1647     if (!SubscriptionManager.isValidSubscriptionId(subId)) {
1648         return;
1649     }
1650     Pair<String, ResultReceiver> ussdObject = new Pair(ussdRequest, wrappedCallback);
1651     sendRequest(CMD_HANDLE_USSD_REQUEST, ussdObject, subId);
1652 };
```

```
328
329
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349
```

```
case CMD_HANDLE_USSD_REQUEST: {
    request = (MainThreadRequest) msg.obj;
    final Phone phone = getPhoneFromRequest(request);
    Pair<String, ResultReceiver> ussdObject = (Pair) request.argument;
    String ussdRequest = ussdObject.first;
    ResultReceiver wrappedCallback = ussdObject.second;

    if (!isUssdApiAllowed(request.subId)) {
        // Carrier does not support use of this API, return failure.
        Rlog.w(LOG_TAG, "handleUssdRequest: carrier does not support USSD apis.");
        UssdResponse response = new UssdResponse(ussdRequest, null);
        Bundle returnData = new Bundle();
        returnData.putParcelable(TelephonyManager.USSD_RESPONSE, response);
        wrappedCallback.send(TelephonyManager.USSD_RETURN_FAILURE, returnData);

        request.result = true;
        synchronized (request) {
            request.notifyAll();
        }
        return;
    }

    try {
        request.result = phone != null ?
            phone.handleUssdRequest(ussdRequest, wrappedCallback)
                : false;
    } catch (CallStateException cse) {
        request.result = false;
    }
}
```

GsmCdmaPhone.handleUssdRequest()

```
1252 @Override
1253 public boolean handleUssdRequest(String ussdRequest, ResultReceiver wrappedCallback) {
1254     if (!isPhoneTypeGsm() || mPendingMMIs.size() > 0) {
1255         //todo: replace the generic failure with specific error code.
1256         sendUssdResponse(ussdRequest, null, TelephonyManager.USSD_RETURN_FAILURE,
1257             wrappedCallback );
1258         return true;
1259     }
1260
1261     // Try over IMS if possible.
1262     Phone imsPhone = mImsPhone;
1263     if ((imsPhone != null)
1264         && ((imsPhone.getServiceState().getState() == ServiceState.STATE_IN_SERVICE)
1265             || imsPhone.isUtEnabled())) {
1266         try {
1267             logd("handleUssdRequest: attempting over IMS");
1268             return imsPhone.handleUssdRequest(ussdRequest, wrappedCallback);
1269         } catch (CallStateException cse) {
1270             if (!CS_FALLBACK.equals(cse.getMessage())) {
1271                 return false;
1272             }
1273             // At this point we've tried over IMS but have been informed we need to handover
1274             // back to GSM.
1275             logd("handleUssdRequest: fallback to CS required");
1276         }
1277     }
1278
1279     // Try USSD over GSM.
1280     try {
1281         dialInternal(ussdRequest, null, VideoProfile.STATE_AUDIO_ONLY, null,
1282             wrappedCallback);
1283     } catch (Exception e) {
1284         logd("handleUssdRequest: exception" + e);
1285         return false;
1286     }
1287     return true;
1288 }
```

```
1179 @Override
1180 protected Connection dialInternal(String dialString, UUSInfo uusInfo, int videoState,
1181     Bundle intentExtras)
1182     throws CallStateException {
1183     return dialInternal(dialString, uusInfo, videoState, intentExtras, null);
1184 }
1185
1186 protected Connection dialInternal(String dialString, UUSInfo uusInfo, int videoState,
1187     Bundle intentExtras, ResultReceiver wrappedCallback)
1188     throws CallStateException {
1189
1190     // Need to make sure dialString gets parsed properly
1191     String newDialString = PhoneNumberUtils.stripSeparators(dialString);
1192
1193     if (isPhoneTypeGsm()) {
1194         // handle in-call MMI first if applicable
1195         if (handleInCallMmiCommands(newDialString)) {
1196             return null;
1197         }
1198
1199         // Only look at the Network portion for mmi
1200         String networkPortion = PhoneNumberUtils.extractNetworkPortionAlt(newDialString);
1201         GsmMmiCode mmi = GsmMmiCode.newFromDialString(networkPortion, this,
1202             mUiccApplication.get(), wrappedCallback);
1203         if (DBG) logd("dialInternal: dialing w/ mmi '" + mmi + "'.");
1204
1205         if (mmi == null) {
1206             return mCT.dial(newDialString, uusInfo, intentExtras);
1207         } else if (mmi.isTemporaryModeCLIR()) {
1208             return mCT.dial(mmi.mDialingNumber, mmi.getCLIRMode(), uusInfo, intentExtras);
1209         } else {
1210             mPendingMMIs.add(mmi);
1211             mMmiRegistrants.notifyRegistrants(new AsyncResult(null, mmi, null));
1212             mmi.processCode();
1213             return null;
1214         }
1215     } else {
1216         return mCT.dial(newDialString);
1217     }
1217 }
```

PhoneNumberUtils.extractNetworkPortionAlt()

```
244 /**
245  * Extracts the network address portion and canonicalize.
246  *
247  * This function is equivalent to extractNetworkPortion(), except
248  * for allowing the Plus character to occur at arbitrary positions
249  * in the address portion, not just the first position.
250  *
251  * @hide
252  */
253 public static String extractNetworkPortionAlt(String phoneNumber) {
254     if (phoneNumber == null) {
255         return null;
256     }
257
258     int len = phoneNumber.length();
259     StringBuilder ret = new StringBuilder(len);
260     boolean haveSeenPlus = false;
261
262     for (int i = 0; i < len; i++) {
263         char c = phoneNumber.charAt(i);
264         if (c == '+') {
265             if (haveSeenPlus) {
266                 continue;
267             }
268             haveSeenPlus = true;
269         }
270         if (isDialable(c)) {
271             ret.append(c);
272         } else if (isStartsPostDial(c)) {
273             break;
274         }
275     }
276
277     return ret.toString();
278 }
```

PhoneNumberUtils.isDialable()

```
102     /** True if c is ISO-LATIN characters 0-9, *, # , +, WILD */
103     public final static boolean
104     isDialable(char c) {
105         return (c >= '0' && c <= '9') || c == '*' || c == '#' || c == '+' || c == WILD;
106     }
54     /**
55     * Special characters
56     *
57     * (See "What is a phone number?" doc)
58     * 'p' --- GSM pause character, same as comma
59     * 'n' --- GSM wild character
60     * 'w' --- GSM wait character
61     */
62     public static final char PAUSE = ',';
63     public static final char WAIT = ';';
64     public static final char WILD = 'N';
```

The final alphabet

dun dun dunnn

'*' splits up requests

'#' ends the request

'+' made requests fail, no one remembers why 😂

but 'N' works!!

$\log_2(11) = 3.45$ bits/char
-> 38 bytes

2 extra bytes!! 🙌 🙌 🙌

N





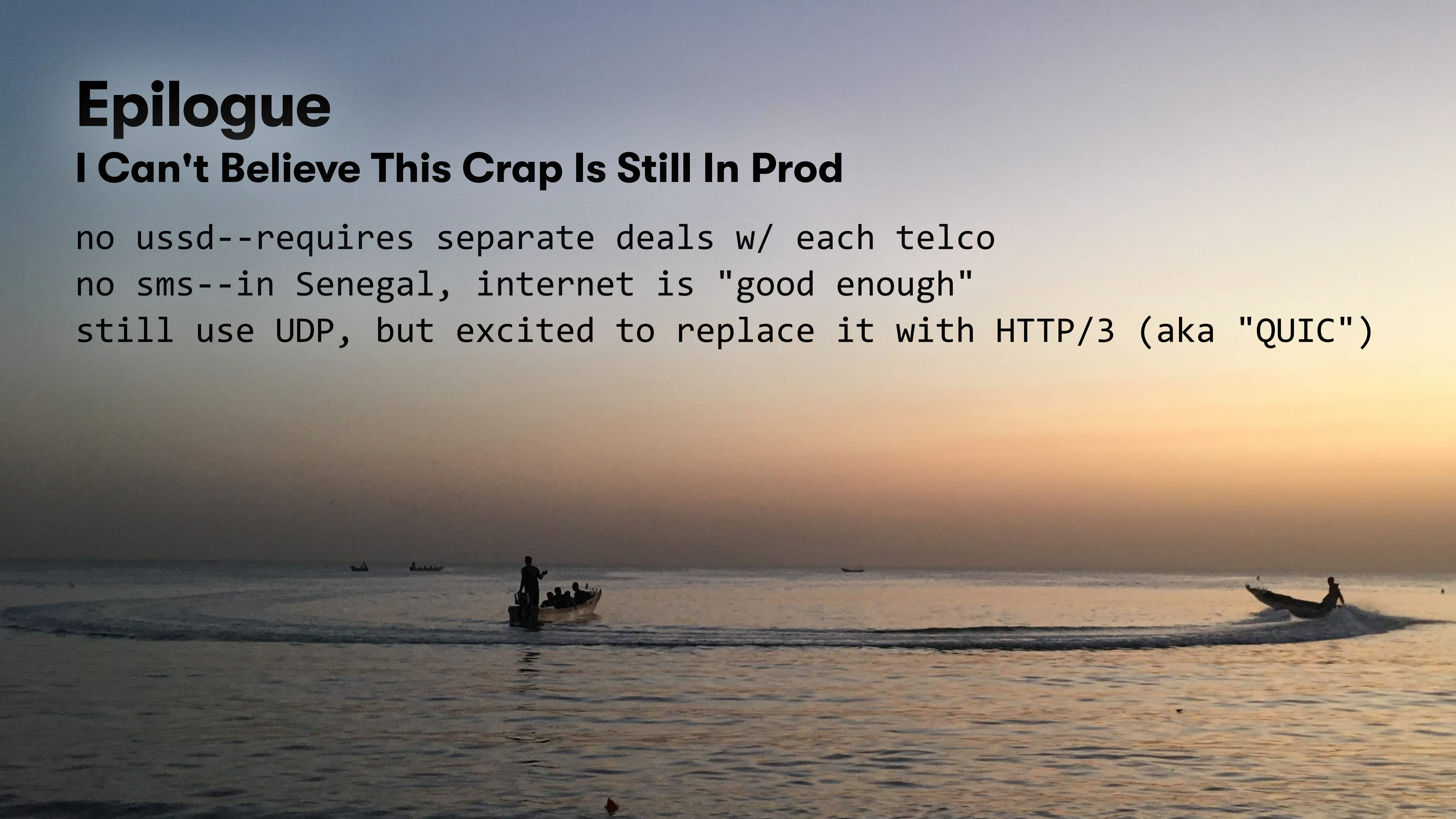
Epilogue

I Can't Believe This Crap Is Still In Prod

no ussd--requires separate deals w/ each telco

no sms--in Senegal, internet is "good enough"

still use UDP, but excited to replace it with HTTP/3 (aka "QUIC")



Thanks for listening

benkuhn.net/base11/ - @benskuhn



Ben Abeba Scottish restaurant, Lalibela, Ethiopia