



# AOSCCNet

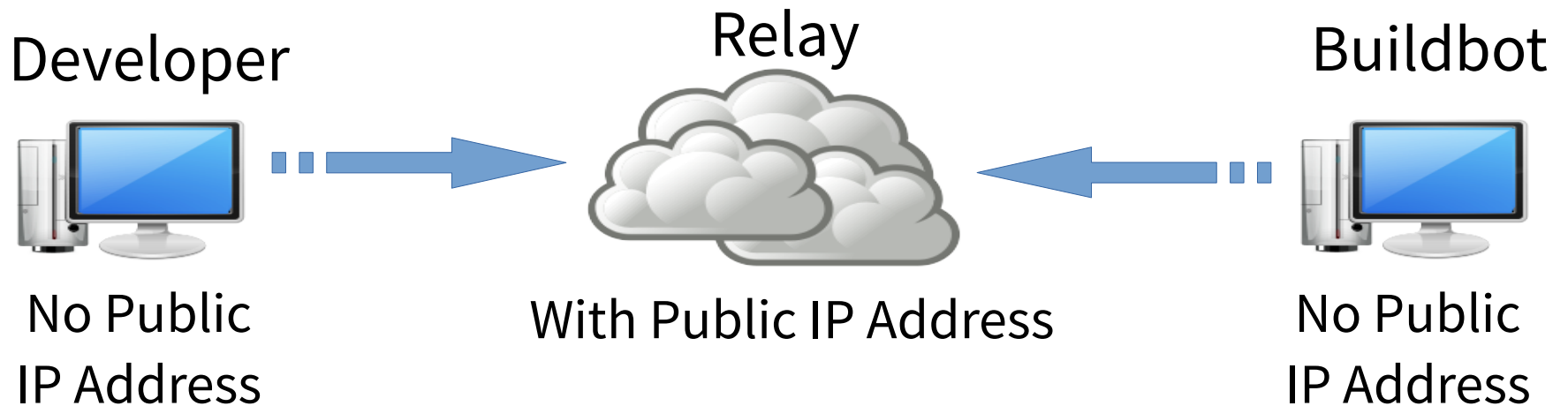
Presented by: *Staph. aureus*

# / BuildBots

- Computational backbone allowing developers to package for all architectures
- Saves time, energy, and puts otherwise unused machines to work
- NAT issue – not all machine has an IP address

# 🎯 Current Solution: AOSC Relay

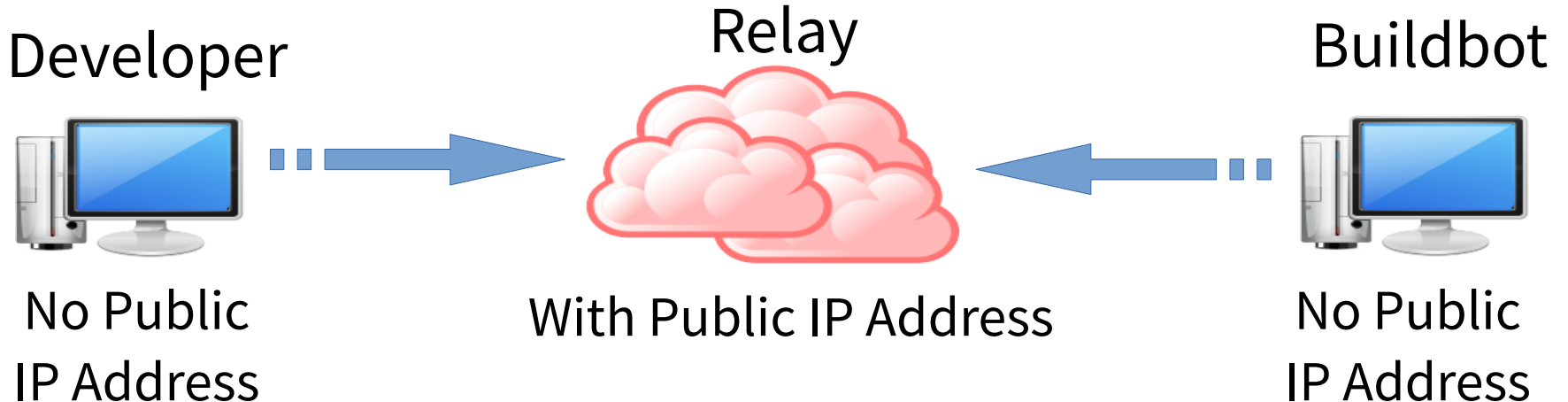
- Port forwarding using popub





# Issues: AOSC Relay

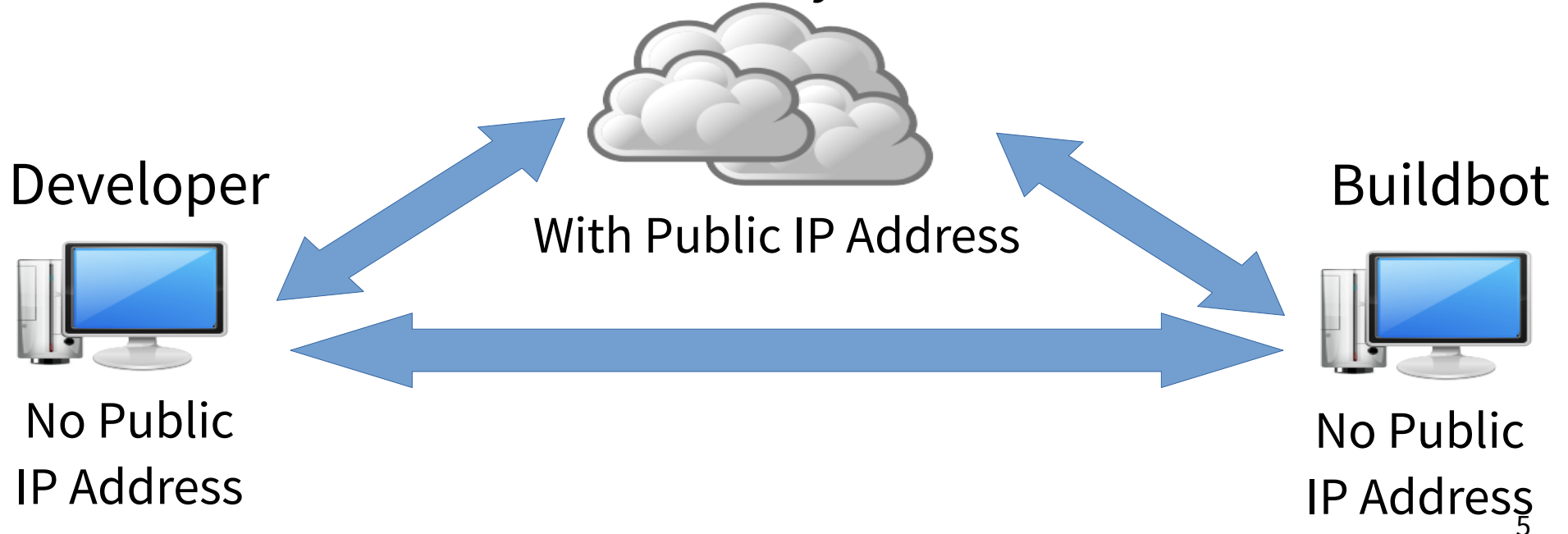
- Single Point of Failure
- Less optimal routing
- GFW?





# Issues: AOSC Relay

- What if we have a full mesh?  
Relay





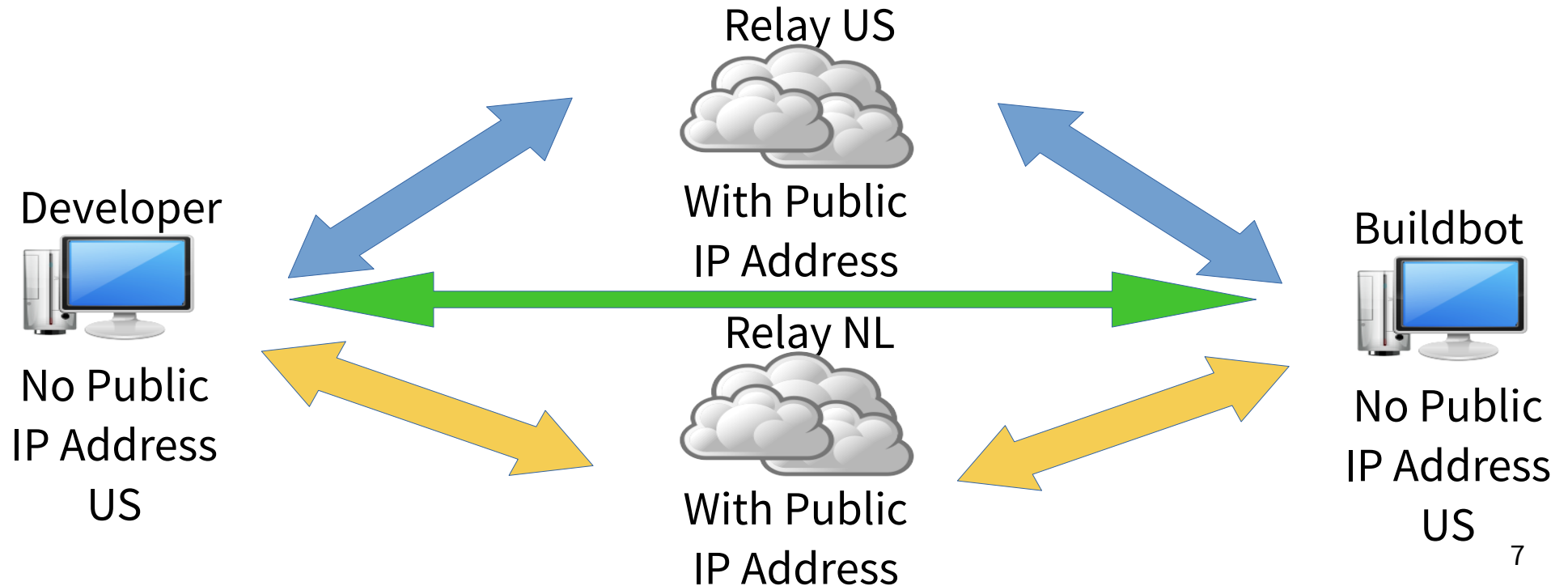
# AOSCNet with Tinc VPN

- Full mesh networking
- Multiple nodes for peering and transit
- NAT traversal



# / AOSCNet Scheme

- What if we have a full mesh?



# /AOSCN Net Peering

- Eligible to Peer:
  - Buildbots
  - Developers
  - Transits and Repos
- Pubkey exchange with GitHub
- DNS Setup





# Questions and Comments