**MobiCCN - Mobility Support with Greedy Routing in Content-Centric Networks**

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**Solving Data Source Mobility Leads to the Solutions to**
- Mobile content publication and dissemination.
- Adoption of connection-based communications.
- Disparity between enormous space of application names and scarce of routers’ resources.

**Use Greedy Routing Protocol**
- Nodes are assigned virtual coordinates from a metric space.
- Destination coordinate is embedded in the packet header.
- Packets are routed to the neighbour closest to the destination.
- Implemented as an underlay in current CCNx architecture.

**Benefits & Challenges**
- No need for the global knowledge of the network, nodes only maintain their directly connected neighbours.
- Packets can be routed in the “dark”, and routing protocol is simple.
- Graph embedding may increase the stretch.
- Nodes may suffer from local minimum issue.
- How & who should allocate the coordinates?

**Compare Other Schemes**
- **Performance**: Achieve both low average latency and low handoff delay.
- **Compatibility**: Coexist with standard CCNx routing protocol.
- **Complexity**: Minimum modification to the current CCNx architecture.
- **Flexibility**: Handle simultaneous handoffs of both sender and receiver.
- **Scalability**: Handle continuous handoffs.

**Future Work**
- Reduce the stretch by using better embedding algorithm.
- Tackle the security issue in the current solution.
- Implement as a plugin in CCNx platform.

**References**