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# Information-Centric Networking

From **Point-to-Point Communication** To **Content Distribution**

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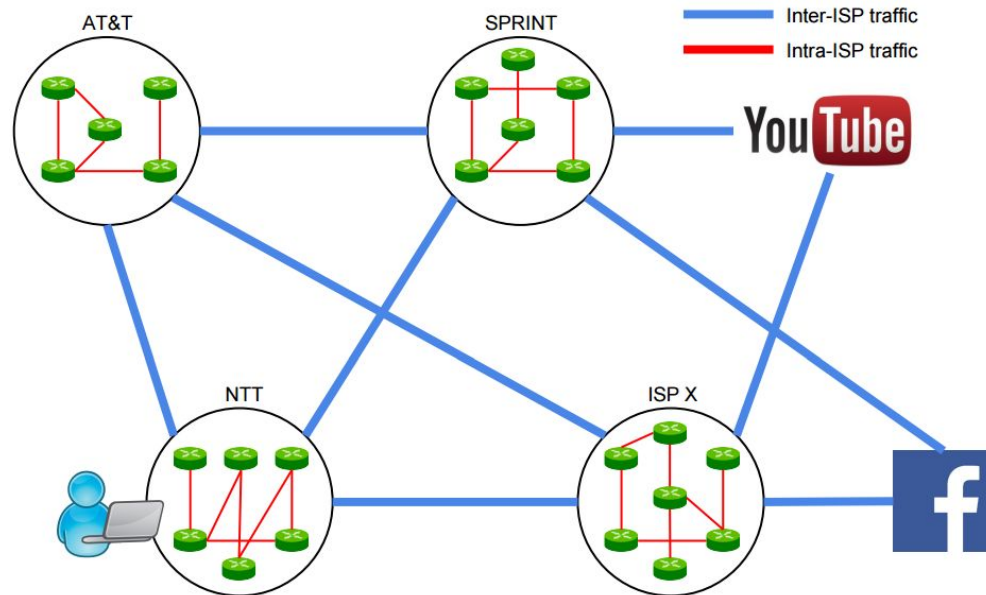
# Content

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- Motivation & Key Components
- Naming Schemes
- Routing & Mobility
- In-Network Caching
- Well-Known Designs
- Service-Centric Networking

# The Big Picture of Today's Internet

A very high-level abstraction of current Internet: ISPs are interconnected with each other, along with big service providers. End-users are attached to various ISP networks.



# Why Content Networking Is Proposed?

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- Content distribution is the primary task for today's Internet. E.g., the estimated video traffic will reach 79% of the Internet traffic by 2018.
- Traditional paradigm of communication network is Point-to-Point.
- Point-to-Point paradigm has many drawbacks when dealing with large-scale content distribution - [efficiency](#), [security](#) and [privacy](#).

Content consumer only cares what it is instead of where it is from.



# The Key Architectural Components

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ICN is a clean-slate redesign of the current Internet infrastructure,

- Content is **accessed by name**.
- **Caching is universal** in the network.

ICN tries to solve the problems confronting the current Internet, e.g., content distribution efficiency, security, network congestion and etc.

Meanwhile, ICN also poses new challenges on **cache management, content addressing, routing** and etc.

# Before We Continue, Remember

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- ICN is **not** a silver bullet.
- There is **no** one-fits-all solution in system which gives you **all** the benefits (e.g. efficiency, simplicity, scalability, security, privacy, adaptability, so on and so on).
- We always need to balance different trade-off in engineering.
- System building is both **art** and **science**!

# The Quandary Betw. Locator and Identifier

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- We need two mappings from Identifier  $\rightarrow$  Locator  $\rightarrow$  Path.
- It's all about “finding a path to what you want”, which, we have been doing for thousands of years in different forms ...
  - Human society in old days: social knowledge, real map.
  - Telephone system: yellow book, human operator.
  - Internet: DNS, various routing algorithms.

# How Do You Actually Name Content?

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Three naming schemes in ICN, two dominate the literature.

- Hierarchical naming:
  - similar to nowadays DNS,
  - correlates to underlying network topologies.
- Flat naming:
  - usually done by hashing,
  - self-certified.
- Attribute-based naming:
  - more expressive, richer in semantic structures,
  - can combine with previous two naming schemes.



# Which Is the Best Naming Scheme?

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- Recall, “No silver bullet in system engineering!”
- Each scheme has its own pros and cons:
  - routing complexity
  - scalability
  - security
  - expressiveness

# How A Request/Interest Is Routed?

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- Recall, there are always two basic functionality
  - Name resolution: identifier  $\rightarrow$  locator
  - Routing: locator  $\rightarrow$  path
- How routing is done depends on ICN architectures.
  - Source routing: PURSUIT
  - Hop-by-Hop routing: CCN
  - DHT-like routing: MDHT

# How Mobility Is Handled in ICN?

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- Receiver mobility is **trivial**. It is inherently handled by design.
- Publisher (or source) mobility is **non-trivial**.
- Simultaneous handoff makes life even more **complicated!**

|                     | <b>Avg. Latency</b> | <b>Handoff Delay</b> | <b>Simultaneous Handoff</b> | <b>Scalability</b> | <b>Single Point of Failure</b> | <b>Complexity</b> |
|---------------------|---------------------|----------------------|-----------------------------|--------------------|--------------------------------|-------------------|
| MobiCCN             | Medium              | Low                  | Yes                         | High               | No                             | Medium            |
| Sender-Driven Msg   | Low                 | High                 | No                          | High               | No                             | Low               |
| Rendezvous Point    | Low                 | Medium               | Yes                         | Medium             | Yes                            | Low               |
| Indirection Point   | High                | Medium               | Yes                         | Low                | Yes                            | High              |
| Interest Forwarding | Medium              | Low                  | Yes                         | Medium             | No                             | High              |

TABLE III: Comparison of different mobility schemes

# Why In-Network Caching Is Different?

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The fundamental difference between a single cache and a cache network:

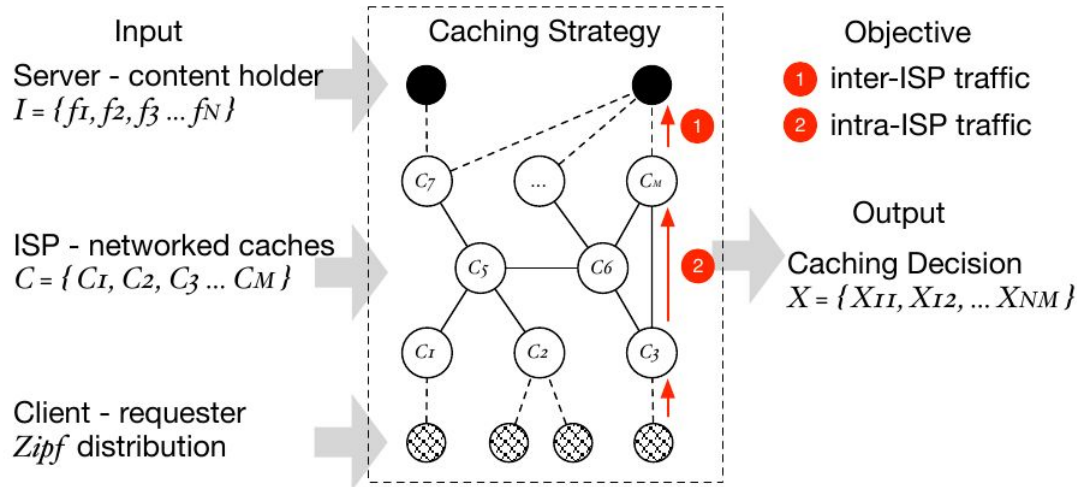
The topological structure becomes a system parameter in ICN designs.

- |                      |   |                       |
|----------------------|---|-----------------------|
| ● Content caching    | ≠ | Content addressing    |
| ● Effective capacity | ≠ | Aggregated cache size |
| ● Local optimum      | ≠ | Global optimum        |

The whole system should not be treated as a simple “entity”, we need examine the internal topological structures of a cache network.

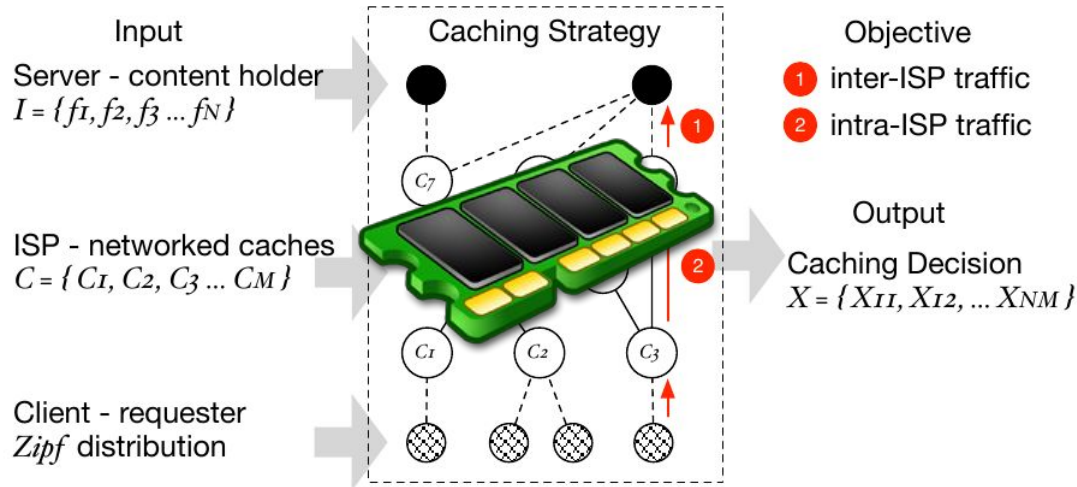
# Model of In-Network Caches

Given a group of **networked caches**, how to utilize them smartly and efficiently in order to push the system to its **optimal state**?



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# Collaborative In-Network Caching

What is purpose of collaboration?

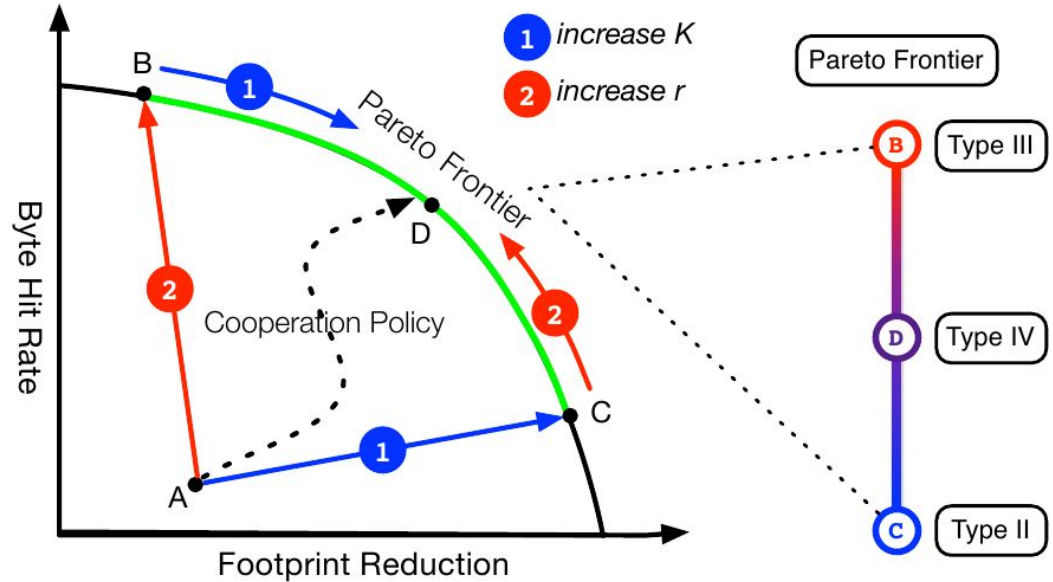
- Discovering content;
- Reducing duplicates.

How expensive is the collaboration?

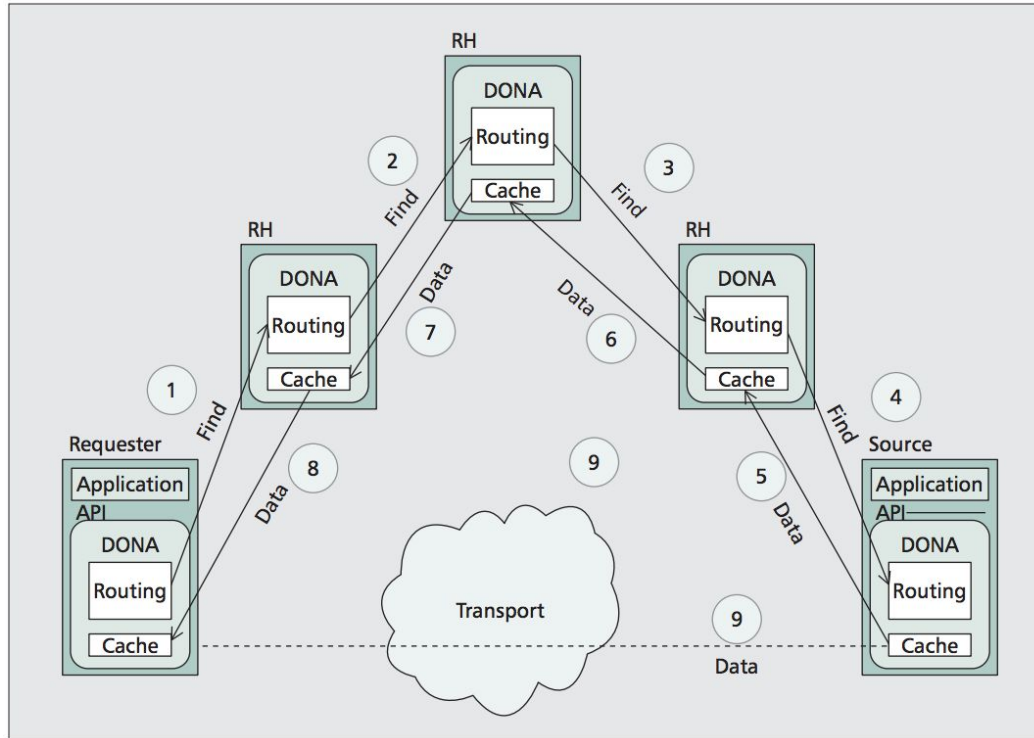
- For global optimal solution;
- For off-path collaboration.

How effective is the collaboration?

- Filtering effect.

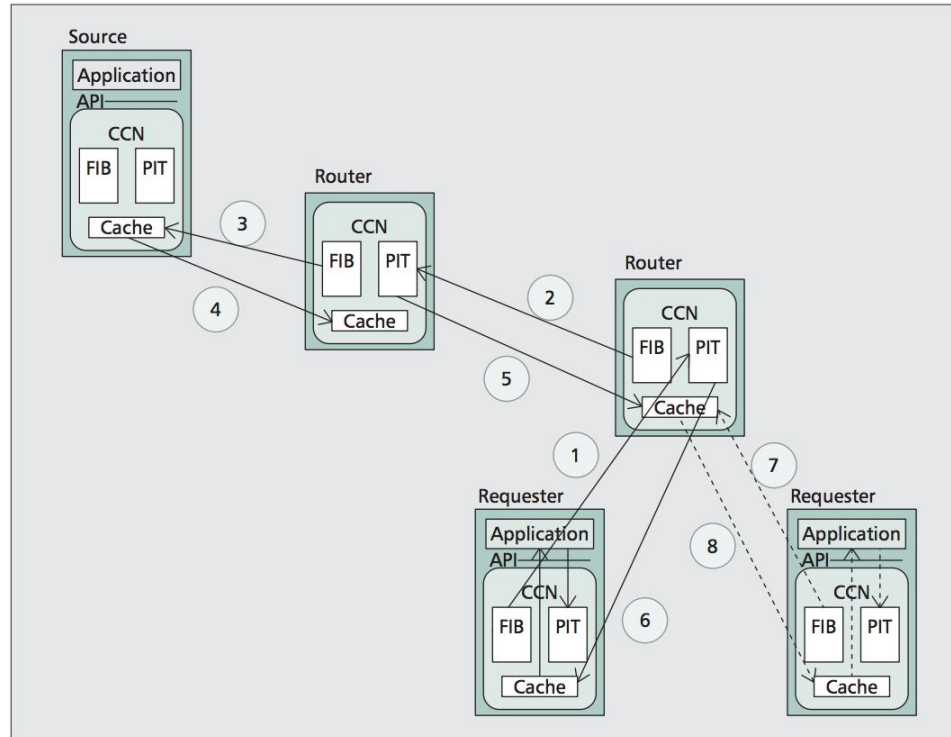


# Well-Known Designs - DONA

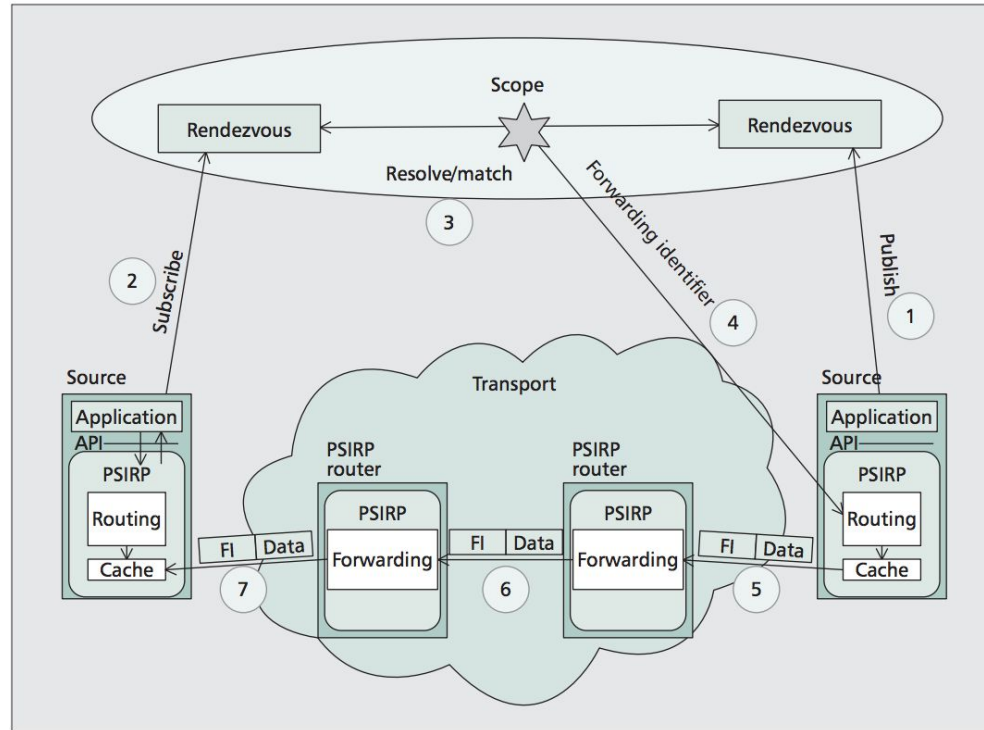




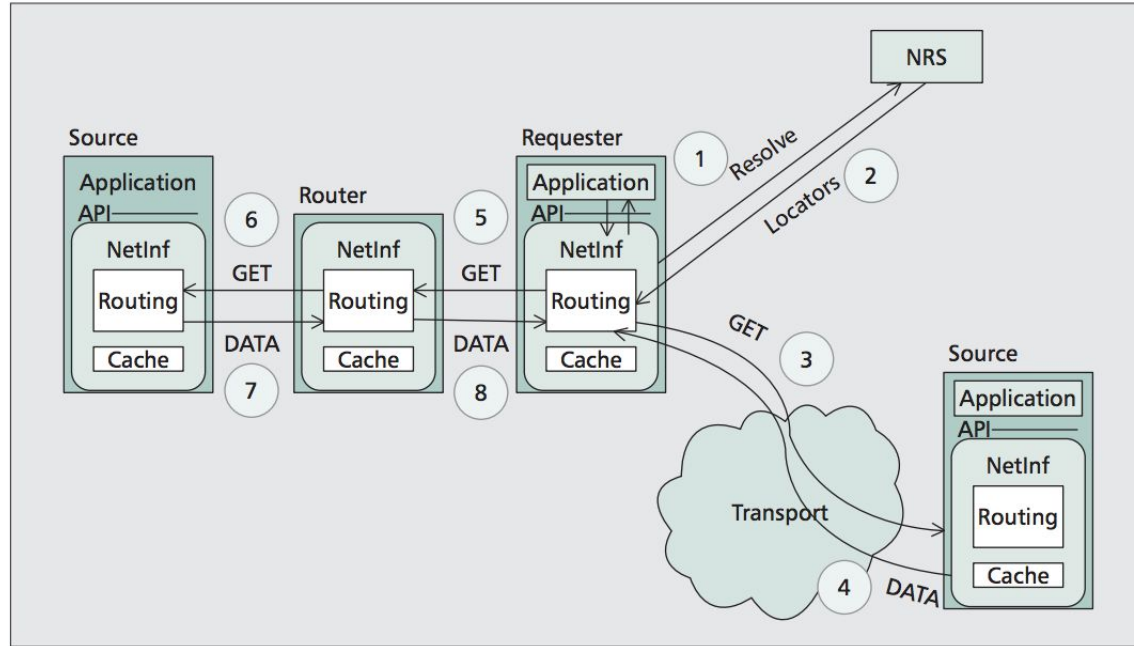
# Well-Known Designs - CCN



# Well-Known Designs - PSIRP



# Well-Known Designs - NetInf



# Architectural Comparison

|                               | DONA   | CCN                                     | PSIRP                             | NetInf                                       |
|-------------------------------|--|---|-----------------------------------|--|
| Namespace                     | Flat with structure                          | Hierarchical                            | Flat with structure               | Flat with structure                          |
| Name-data integrity           | Signature, PKI independent                   | Signature, external trust source        | Signature, PKI independent        | Signature or content hash, PKI indep.        |
| Human-readable names          | No   | Possible                                | No                                | No   |
| Information abstraction model | No   | No                                      | No                                | Yes  |
| NDO granularity               | Objects                                      | Packets                                 | Objects                           | Objects                                      |
| Routing aggregation           | Publisher/explicit                           | Publisher                               | Scope / explicit                  | Publisher                                    |
| Routing of NDO request        | Name-based (via RHs)                         | Name-based                              | NRS (rendezvous)                  | Hybrid NRS and name-based                    |
| Routing of NDO                | Reverse request path or direct IP connection | Reverse request path using router state | Source routing using Bloom filter | Reverse request path or direct IP connection |
| API                           | Synchronous get                              | Synchronous get                         | Publish/subscribe                 | Synchronous get                              |
| Transport                     | IP   | Many including IP                       | IP/PSIRP                          | Many including IP                            |

# From Static Content to Dynamic Service

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- Information should **not** only refer to static content.
- Recursive definition: Information =  $f$ (Information).
- $f$  is a service which filters, edits, combines existing information to provide new information.

# What Are the Benefits of Service Caching?

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- Better localised communication: latency, bandwidth, availability ...
- Better control on sharing conventional static content.
- Flexible policy configuration but with simpler architecture.
- Key services in emergency and disaster scenarios.
- Efficient access to popular Internet cloud-based services.

# A Glimpse on Service-Centric Networking



Thank you. Questions?



# Conclusion

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