June, 7, 2016



### Information Centric Networking: a model for an improved Internet (and mobile/ad hoc networks)

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## **Information Centric Network**

• The network layer provides users with contents, instead of providing communication channels between hosts, and is aware of content identifiers



## Shift of paradigms

- Circuit Switching, Telephone Network: a PCM slot contains only user data
- Packet Switching, Internet: an IP datagram contains (among other things) destination addresses and user data
- Content "Switching": data units contain (almost) everything



## **Basic network functions**

- address contents, adopting an addressing scheme based on names (identifiers), which do not include references to their location
- route-by-name: route a user request, which includes a "destination" content-name, toward the "closest" copy of the content with such a name; this copy could be stored in the original server, in a cache contained in a network node or even in another user's device
- deliver back the content to the requesting host



## Mode of operation (upward)



#### **Name-based routing table**

Name	Mask	Next Hop Address	Interface	Metric
timemagazineissue	ff.ff.ff/0	00:18:84:1f:d5:99	Eth0	1
latestmovie	ff.ff.ff/0	160.80.80.1	IPO	1
mypicture	ff.ff.ff/0	172.34.6.19	tun0	1

7/6/2016

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## Mode of operation (downward)



## **Information Centric Networking : Node Model**



### **ICN research**

- Workshops
  - IEEE NOMEN 2012, 2013, 2014, 2015
  - ACM SIGCOMM 2011, 2012, 2013 (ICN-2014, 15, 16 full conference)
- Tens of papers in journals and general conferences
- Special issues (Computer Networks in press, Computer Communications in press, IEEE Networks, cfp)
- Standardization: IRTF Information-Centric Networking Research Group (ICNRG), BoF at IETF
- Projects
  - TRIAD, DONA, PSIRP, 4WARD, COMET, COAST, CONVERGENCE, SAIL, NDN, PURSUIT, MobilityFirst, GREENICN, BONVOYAGE

## **Specific advantages of ICN**

- Efficient content-routing: as a built-in facility of the network, which would transform the Internet to a "native" Content Distribution Network
- 2. In-network caching: caching enabled today by HTTP proxies requires complex operations (plus nowadays traffic is encrypted at the source)
- Simplified handling of multicast and mobile communications: multicast is built-in and mobility greatly simplified (no states/anchor points)
- 4. Simplified support for time/space-decoupled communications (e.g. ad-hoc networks, vehicular networks, social gatherings, mobile networks on board trains, planes, or networks stricken by disaster)

7/6/2016

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## **Specific advantages of ICN**

- 5. Simplified support for peer-to-peer communications
- 6. Content-oriented security model: securing the content itself, instead of securing the communication channels, allows for a more flexible and customizable protection of content and user privacy and protects in-network caches from fake content
- 7. Content-oriented access control: ICN can provide access to content as a function of time, place (e.g., country), or profile of user requesting the item
- 8. Content-oriented quality of service differentiation (and possibly pricing)

## **Specific advantages of ICN**

- 9. Creating, delivering and consuming contents in a modular and personalized way
- 10. Network awareness of transferred content

## **Key conceptual advantages of ICN**

- 1. Simplification of network design, operation and management
  - Currently, content and service providers have to "patch" shortcomings and deficiencies of IP data delivery by using several "extra-IP" functionalities, such as HTTP proxies, CDNs, multi-homing and intradomain multicast delivery, to name a few
    - e.g. try implementing pub/sub over CCN wrt over IP

- 2. Inter-content communications (and bi-directional links)
  - Instructions manual associated with a mobile phone
  - Glasses with RFID and related VDI
  - Elements of houses and cities, beams, walls, doors, bridges, railways talking to persons in disaster scenarios
  - Inter-things communications with pub/sub

## Disadvantages

- Scalability concerns
  - number of different contents and corresponding names much bigger than number of host addresses
- Changes in the Internet thin waist (IP)
  - But 5G, SDN, NFV, slicing



By Steve Deering, 2001

#### **Internames: a name-to-name architecture**

- An architecture in which names are used to identify all entities involved in communication: content, users, devices, logical as well as physical entities and services
- Names are not statically bound to their current location
  - entities can be mobile, and can be reached by any of a number of basic communication primitives
  - communication can span networks with different technologies and allow for disconnected operation
  - the communication path can be dynamically bound to any of a number of end-points (**both** source and destination), and the endpoints themselves could change as needed

#### Internames



## **Disaster management scenario**

- ICN helpful in disaster situations:
  - Routing-by-name: very handy in a fragmented network where reference to location-based, fixed addresses may not work; ICN does not rely on reachability of application-layer servers (e.g. DNS resolvers)
  - Sessionless: ICN does not require full end-to-end connectivity (Delay Tolerant Networks-like forwarding is possible)
  - Caching helps to avoid congestion events typical of the aftermath of a disaster
  - Authentication of named data objects without relying on a trusted third party or PKI
  - Support of group communications, which arise very often after a disaster
  - Content-based access control: ICN can regulate access (e.g. only to a specific user or class of users) (CP-ABE)
    - a message can only be decrypted by someone with attributes "Public Official" and "Rank> Executive" or "Emergency Team" and "Any Rank"

#### Use cases

- Package of information containing three different sets of documents to be distributed to government representatives, rescuers and citizens
- Telecom operator managing the network: network devices and even network entities can be identified and addressed with a name, facilitating: i) entities discovery; ii) anycast routing; iii) end-to-end management, including user terminal; and iv) operation in fragmented networks

## **Applications scenarios**

Cooperative peer-to-peer application for live streaming of videos



• Topic-based, publish-subscribe MANET systems

#### **OpenGeoBase**

• A decentralized large scale storage system used for building georeferencing mobile and web applications



### **Many Possible Apps**



### Video Games with Real World Map



#### Citizen Reporting Apps



#### Augmented Reality



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### **Features**

#### • Multi-Tenant Multi-User:

- Tenant is the App owner
- Users of a Tenant can share geo data
- Tenants can chose to share data of their users
- Fast:
  - Distributed and/or Decentralized storage
  - Parallel operations
  - Caching
- Reliable:
  - Replication and Sync
  - No single point of failure, e.g. no node for indexing or key resolution, etc.

#### • Secure:

- Access control with user permissions
- Cyphering
- Scalable:
  - in-production horizontal scalability

#### • Application Frameworks:

 JAVA, C, ANDROID, JAVASCRIPT, PYTHON



#### **OpenGeoBase**

#### http://bonvoyage2020.eu/travelcentricservices/

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# Thank you Questions?



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