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Bachelor Thesis – Final Presentation

Multipath Transmission for CCN in Vehicular ad-hoc Networks

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- > Questions

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- Security Considerations

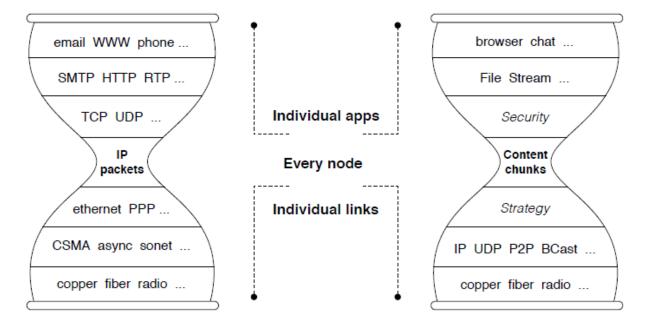
- > Current network is dominated by content distribution
- It is based on host-to-host communication

Problems:

- > Huge amount of data that need to be re-distributed
- Mobility and the Internet of Things (IoT)
- > Security Considerations
- > "HTTPS by default" still not used by 79% of top websites (Google Transparency Report)

Components of NDN



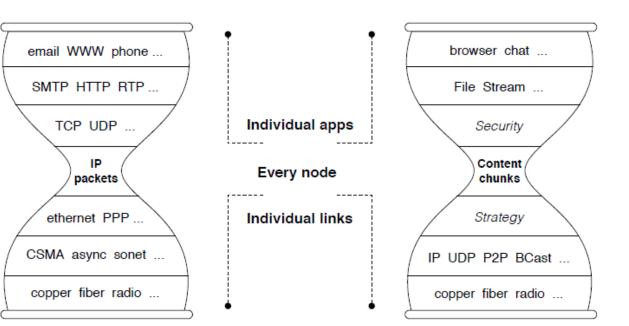


Components of NDN



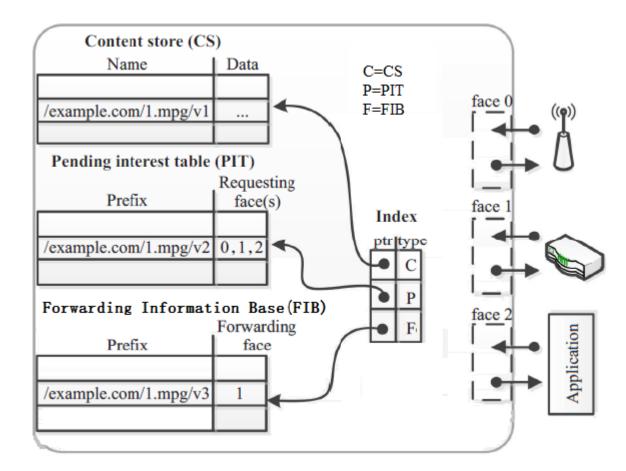
> Content

- > Consumer
- > Producer
- Interest
- > Data
- > Node
- > Interface
- > Router
- > FIB
- > CS
- > PIT



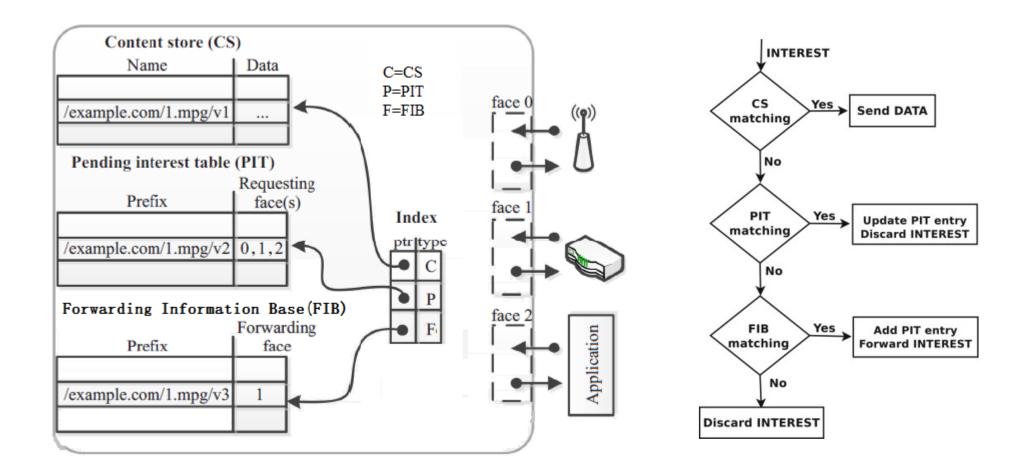
The main tables of NDN





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Simulation framework: ns-3 and ndnSIM

- > ns-3 is a network simulator
 - -1) Topology definition
 - -2) Model development

 - -4) Execution
 - —5) Performance analysis
 - -6) Graphical Visualization
- > ndnSIM is an implementation of the basic components of a NDN network.

Current implementation in ndnSIM v2.0



- > Used default strategy: broadcast strategy
- > Every Interest is being broadcast to all upstream faces
- Data is broadcast to all downstream faces "following" the PIT entries left by the Interests

Problems:

- > Broadcasting slows down the network and creates unnecessary traffic which leads to congestions
- Multihop currently (v2.0) not possible with wireless communication
- > Forwarding through faces not feasible for wireless connections

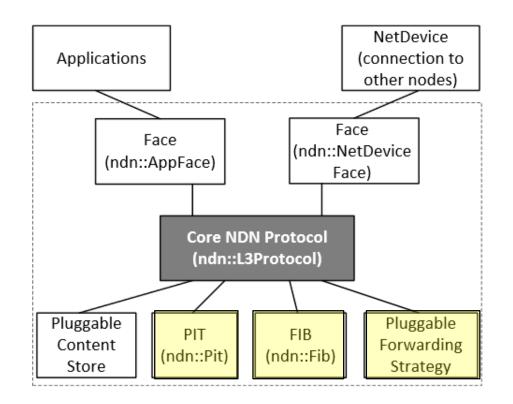
Goals and implementation

- Change several datastructures in order to support origin and target node identification
- > Change the NDN headers for Interest and Data packets
- Implement new forwarding strategy that is more efficient than the current default implementation

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NDN Headers for Interest and Data Packets

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NDN Headers for Interest and Data Packets

- > Add needed information to Interest and Data packets
- > Interest packet:
 - MAC address field: std::string m_interestOriginMacAddress
 - MAC address field: std::string m_interestTargetMacAddress
 - Route taken so far: std::string m_macInterestRoute

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- > Data packet:
 - MAC address field: std::string m_dataOriginMacAddress
 - MAC address field: std::string m_dataTargetMacAddress
 - Route taken so far: std::string m_macDataRoute





> Make the Information from the packets persist within the nodes

PIT / FIB entries



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- > The PIT entries were extended:
 - List of origin MAC addresses
 - Latency
 - Setters and getters

PIT / FIB entries



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- > The PIT entries were extended:
 - List of origin MAC addresses
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- > The FIB entries were extended:
 - List of target MAC addresses
 - Setters and getters

- > Flooding of the Network
 - 1) Interest arrives at some node
 - 2) PIT is updated with Interest name and origin MAC address
 - 3) Current node's MAC address is added to the Interest
 - 4) FIB is checked and found empty \rightarrow Broadcast Interest with empty target MAC
 - 5) Neighboring nodes receive the broadcast and check if a target MAC is present on Interest
 - 5.1) no target MAC was added to Interest \rightarrow accepted!

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 - 7) Data arrives at some node
 - 8) PIT is checked if Data is solicited
 - 9) If it is solicited add current node's MAC address and target MAC from PIT entry to Data.
 - 10) Add Next Hop to FIB entry
 - 11) Broadcast data.



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 - 11) Add Next Hop to FIB entry
 - 12) Repeat from 7) until the Consumer is reached.

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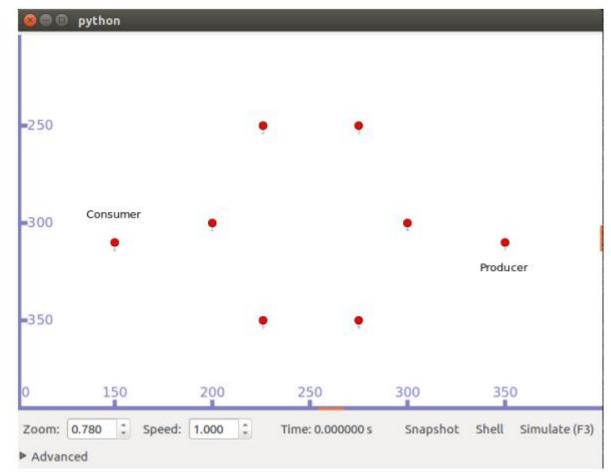
Algorithm 1 Interest forwarding from requester node		
1: procedure CHECK FIB		
2:	if $FIBEntry = \emptyset$ then	
3:	$OriginMAC \leftarrow MyMAC$	
4:	$TargetMAC \leftarrow NULL$	
5:	forward(Interest, nexthop)	
6:	else	
7:	$OriginMAC \leftarrow MyMac$	
8:	$TargetMAC \leftarrow Select(nexthop)$	
9:	forward(Interest, nexthop)	
10:	end if	
11: end procedure		



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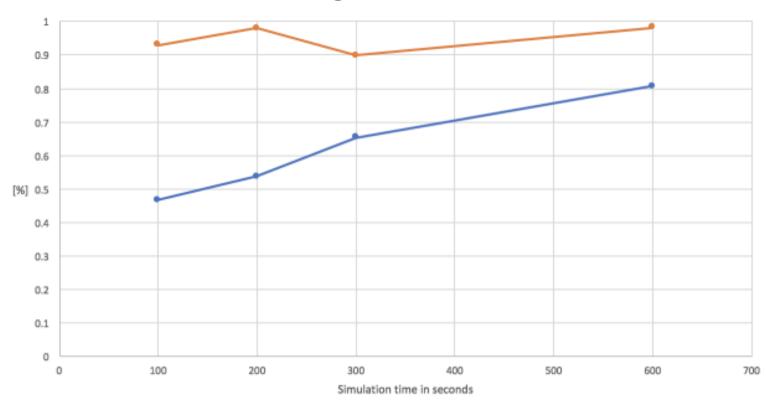
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- > Static scenario with 8 nodes
- Simulation for 100s, 200s, 300s and 600s
- > 3 network interfaces
- Interest Lifetime of 4 seconds
- Retransmission timer of 500ms



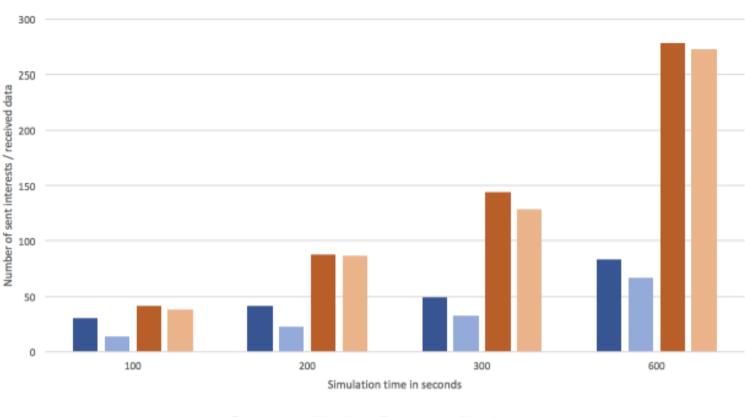


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Percentage of satisfied interests

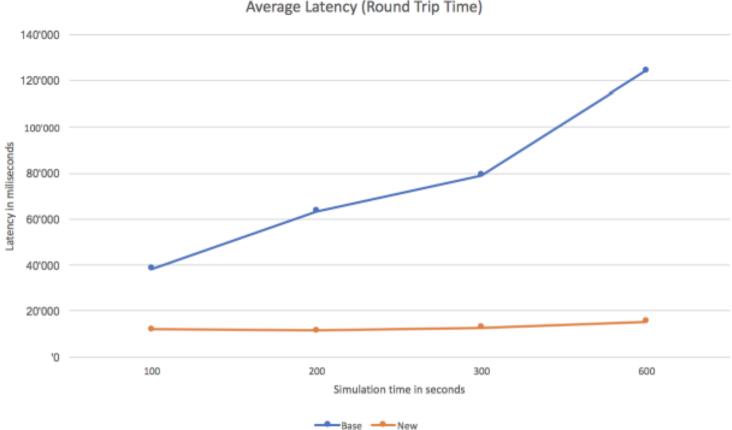
-Base -New



Amount of interests and data per simulation time

Base Interest Base Data New Interest New Data

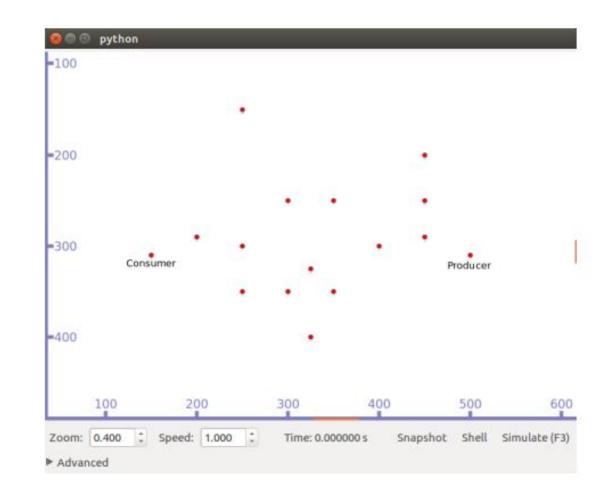
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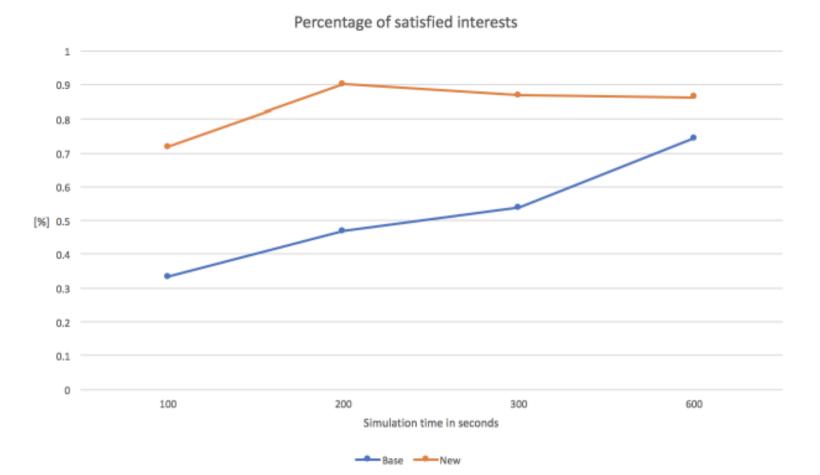


Average Latency (Round Trip Time)

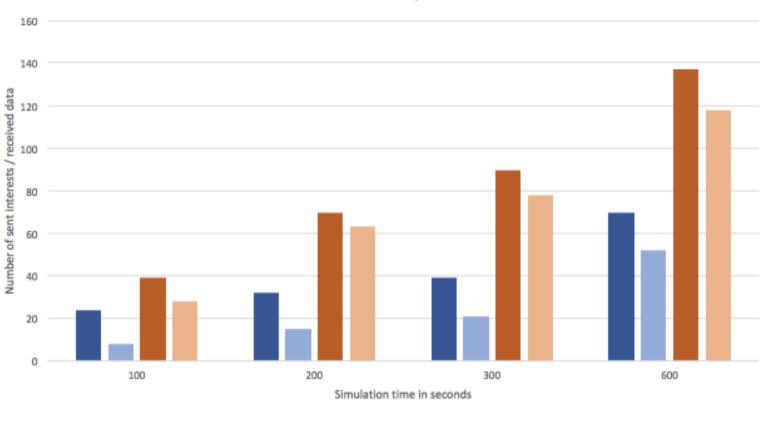
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- Dynamic scenario with 16 moving nodes
- Simulation for 100s, 200s, 300s and 600s
- > 3 network interfaces
- Interest Lifetime of 4 seconds
- Retransmission timer of 500ms





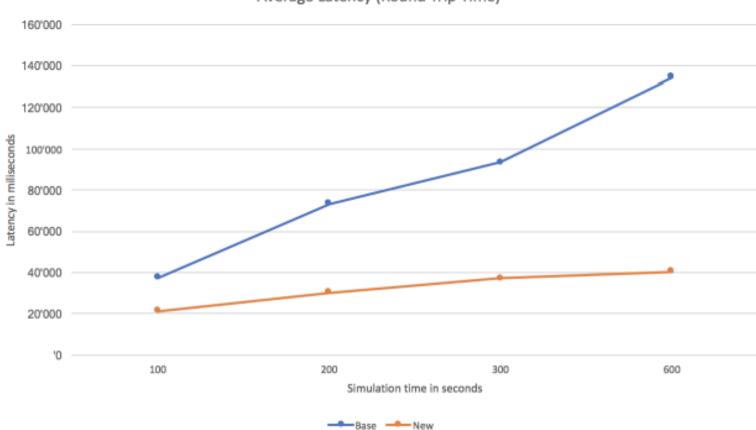
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Base Interest Base Data New Interest New Data

Amount of interests and data per simulation time

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Average Latency (Round Trip Time)

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- > Improve on dynamic route selection
- Incrementing/Decrementing the cost of the FIB next hop according to some network parameters
- > Adding NACKs for better retransmission decisions
- Introduce CS and more nodes (consumers/producers)
- > Timer for FIB entries (deletion of it forces flooding)

Future Works implemented

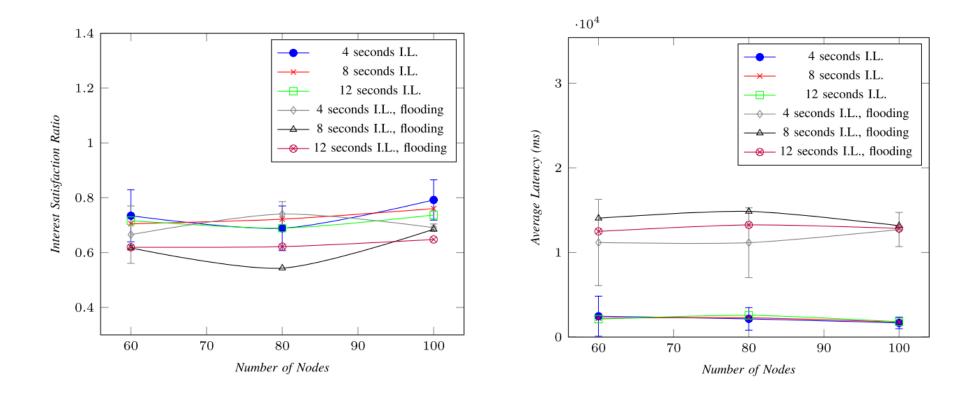


- per node latency for better route detection
- Incrementing cost for more distinct routes
- Improved strategy to choose from several parameters
- Real MANHATTEN scenario with 60 / 80 and 100 moving nodes
- Tweaking with paramters like Interest Lifetime

New Results (from Paper)



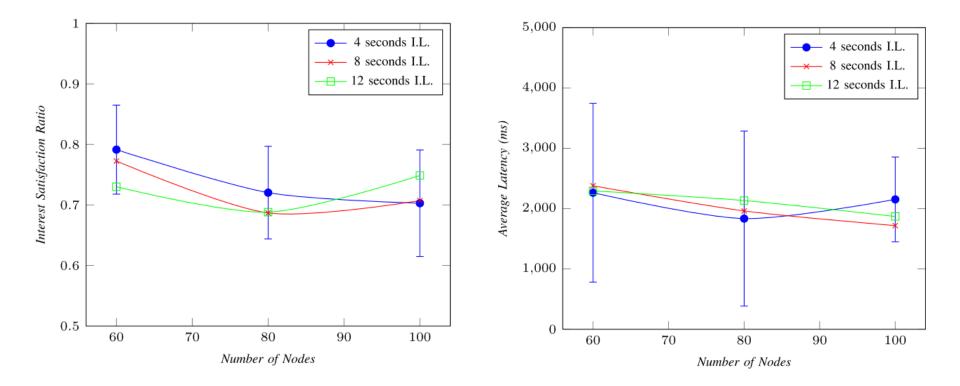
> First Scenario where the FIB next hops are chosen by the counter variable



New Results (from Paper)



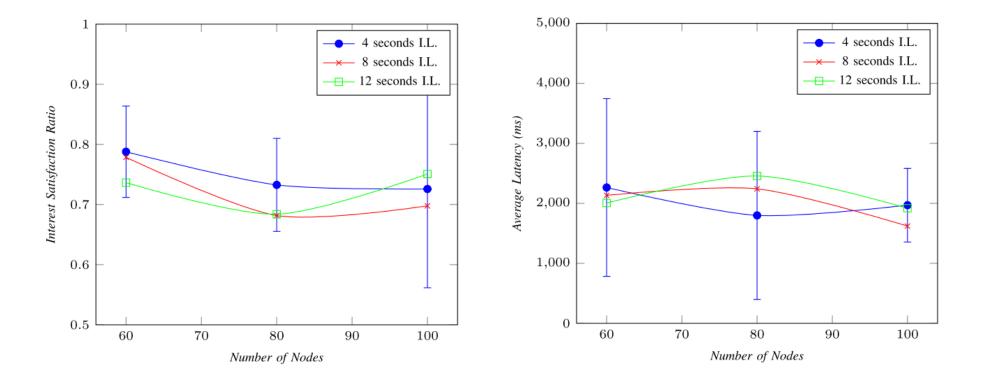
Second Scenario where the FIB next hops are chosen by the latency information in each node



New Results (from Paper)



> Third Scenario where the FIB next hops are chosen by the counter variable and the latency information.



Questions?

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References



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