



Performance in Named Data Networking

Patrick Crowley, John DeHart, Haowei Yuan & the
NDN Team

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Performance

Share our view via 3 simple questions

How does the NDN team

... think about evaluation ?

... demonstrate progress and capabilities ?

... compare to the fast-moving real-world ?



Question 1 of 3

How does the NDN team think about evaluation?



Question 1 of 3

How does the NDN team think about evaluation?

Answer: We focus on demonstrating end-to-end effectiveness.

We focus on use cases

- Team includes two app-focused PIs
 - Jeff Burke (UCLA), Tarek Abdelzehir (UIUC)
- Developed a growing collections of apps
 - HD Audio/Video player, “DropBox”, decentralized group chat, building automation, stage lighting, ...
- We conduct annual, real-world demonstrations
- We compare to the Internet’s state-of-the-art

End-to-end Focus is Primary

- Do NDN applications and services work, given real-world contexts?
- Many lower-level mechanisms are important to evaluate, but have **secondary** significance
 - Routing protocols, forwarding, transport-level synchronization
- The value of end-to-end demonstrations
 - They help the team focus on the right issues
 - They help dispel misunderstandings about the architecture
 - Real code in real environments keeps the team honest



Question 2 of 3

How does the NDN team demonstrate progress and capabilities?



Question 2 of 3

How does the NDN team demonstrate progress and capabilities?

Answer: We regularly demonstrate NDN applications and services operating at a modest scale.

Annual Demonstrations

Demo Feature	2012 Demo	2013 Demo
Large-scale, wide-area operation	All 4 US time zones, ~300 machines	5 continents, ~1000 machines
Mix of content distribution and interactive apps	4 distinct services	Multiple services
Visualization of both app-level and net-level activity	NDN map	NDN map
Demonstrate both steady-state and react-to-change modes	Drop links during app sessions	Forwarding strategy
Something IP+HTTP cannot do	Scalable video streaming*, multi-path routing	Scalable video streaming*, multi-path routing
Integrated PKI, better security		Show key auth
NDN-based device monitoring		Stage lighting ctrl

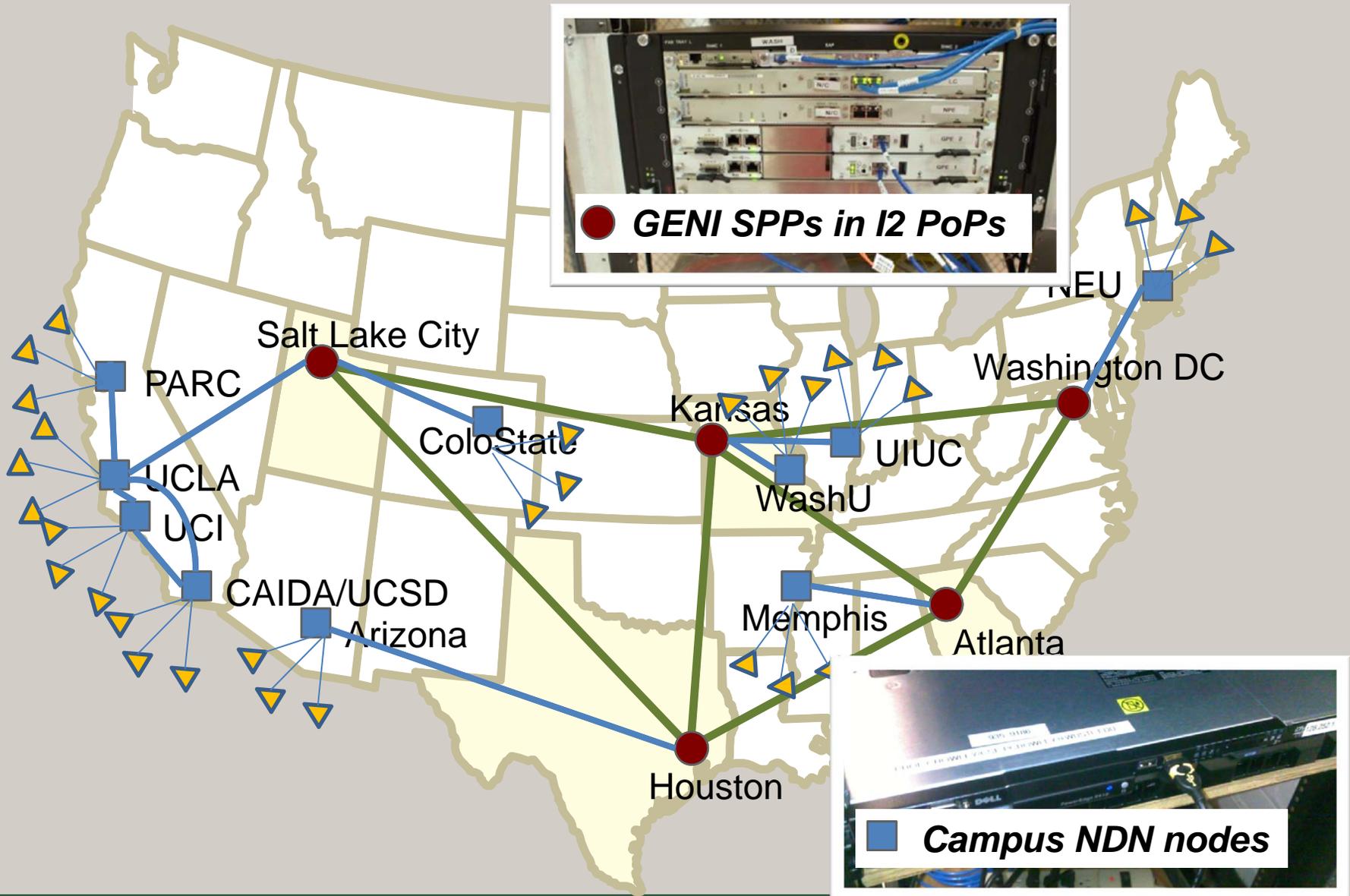
Enablers of evaluation



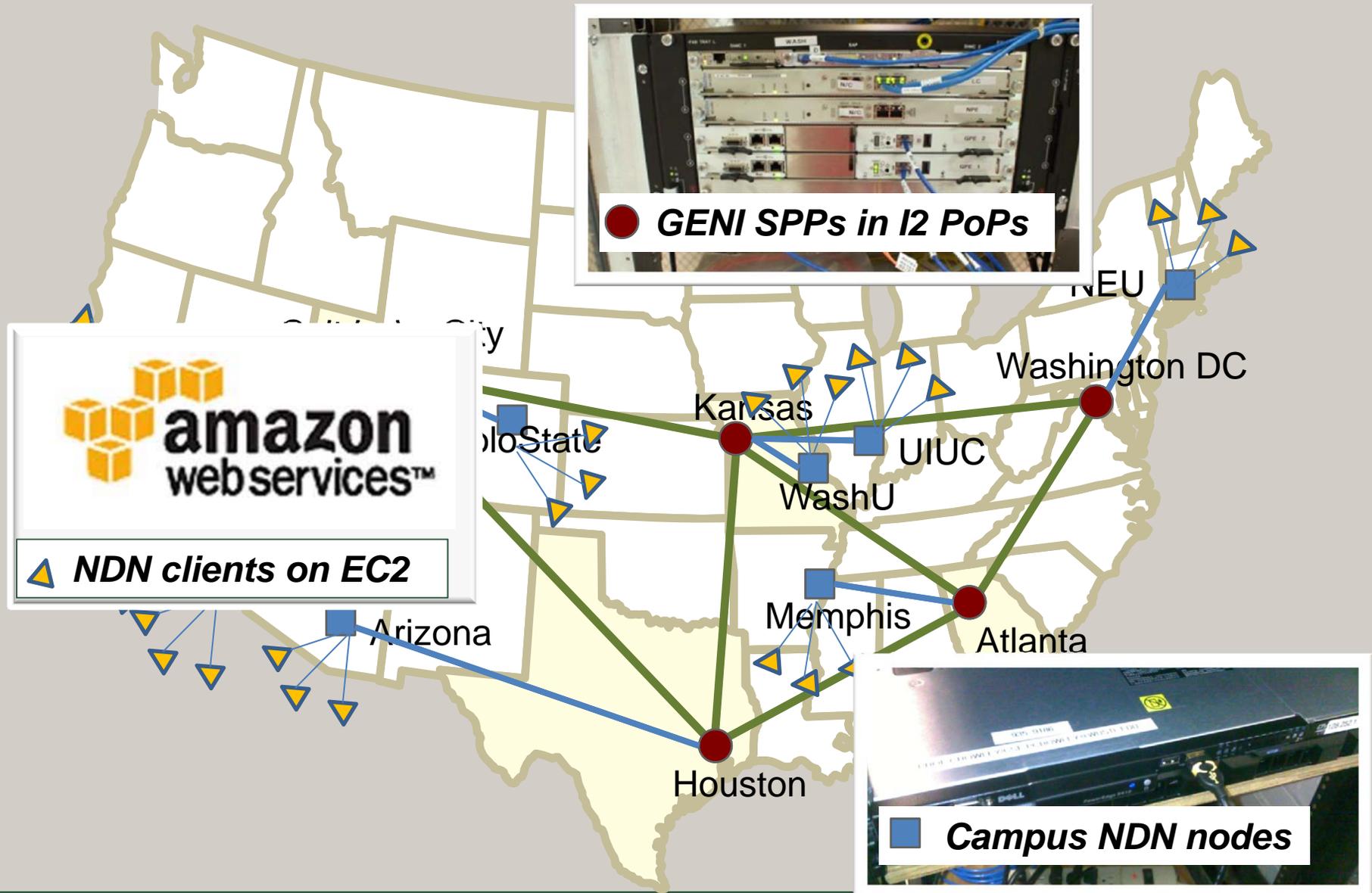
Enablers of evaluation



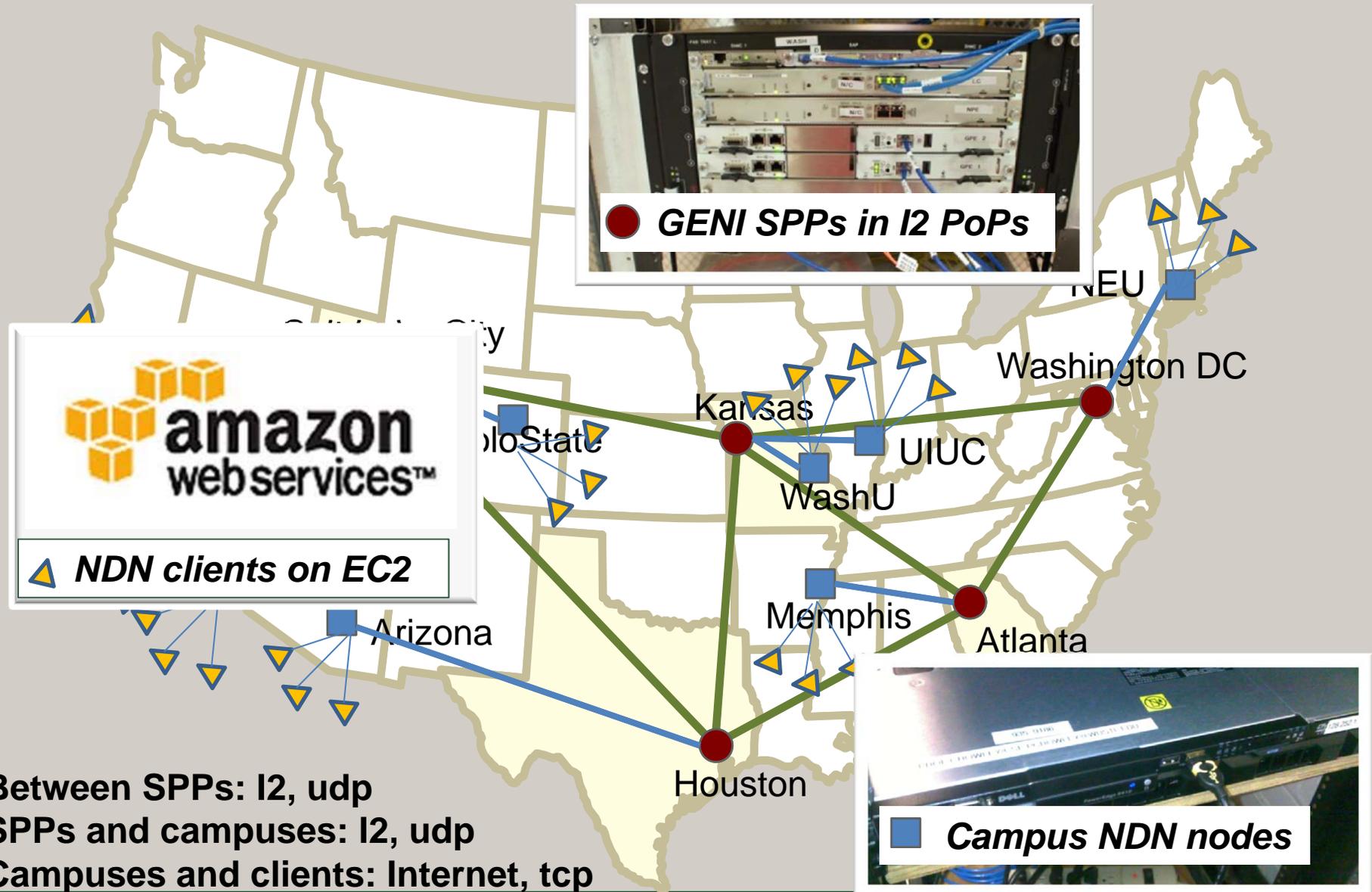
Enablers of evaluation



Enablers of evaluation



Enablers of evaluation





2013 Demo Highlights

2013 China-America Frontiers of Engineering Symposium





Demo Phase 1: Demonstrate Keys

- In NDN, all packet data is signed with the key of the publisher
- Keys can be signed transitively to form a chain of trust

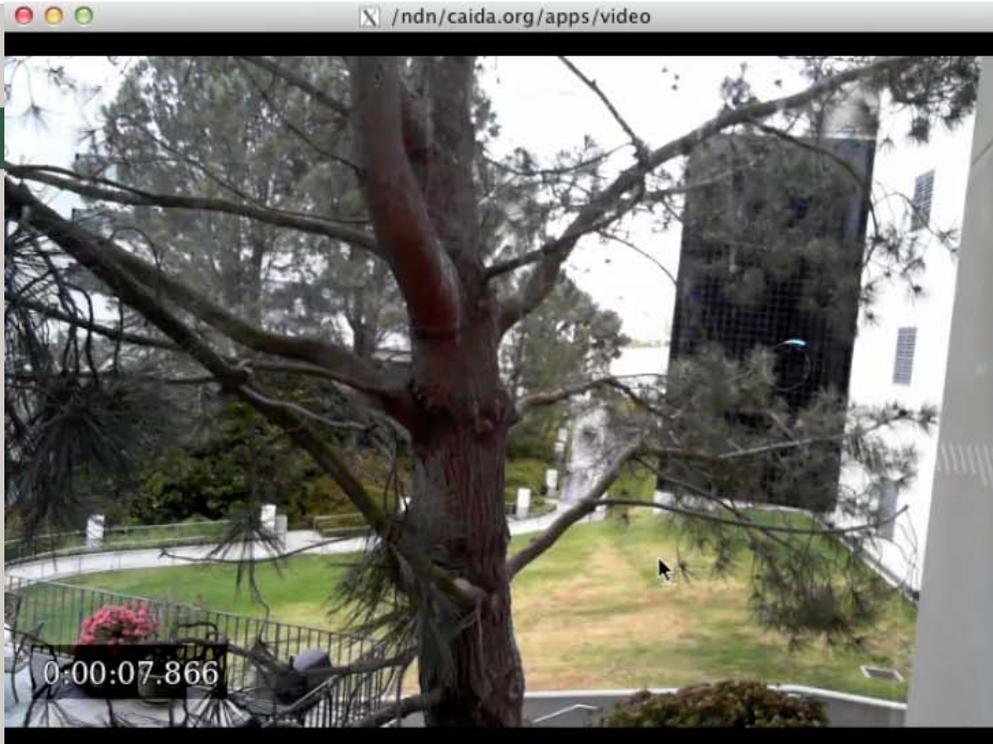


```
Verify
0: Quit
1: for content signed by verified key
2: for content signed by unverified key using verified key name
3: for content signed by corrupted key
9: repeat last request
2
Sending interest for content signed by unverified key using verified keyname
express interest ccnx:/ndn/wustl.edu/ndndemo/bad_key/nae21814/3
/ndn/wustl.edu/ndndemo/bad_key/nae21814/3
[VERIFYING] key name /ndn/keys/wustl.edu/jyotiparwatikar/%C1.M.K%00r%F3%E8%B5%B6%B90%1C-%C9f%07%D9%E9%BD%D4%8BW%02%8A%0B%9E%1E%2F6%BF%D6%01%9C%1C%5E%DF
  [VALID META] ValidTo: Sat Mar 29 11:46:36 2014
  |
  +-> [AUTH KEY] /ndn/keys/wustl.edu/%C1.M.K%00%9F%1C%1F%EC%F6%E64%B7X%ACF9%FD%15%0F0%FC%04w%0Bu%DA%FAV%BC%F5X%60%C6%EB%81%EC
  [VALID META] ValidTo: Sat Feb 22 11:20:15 2014
  |
  +-> [AUTH KEY] /ndn/keys/%C1.M.K%00%A7%D9%8B%81%DE%13%FCV%C5%A6%92%B4D%93nVp%9DRop%ED9%EF%B5%E2%03%29%A5S%3Eh
  [VALID META] ValidTo: Sat Oct 19 15:42:37 2013
  |
  --> self-signed NDN root
UNSAFE CONTENT: returned verified key for key name /ndn/keys/wustl.edu/jyotiparwatikar/%C1.M.K%00r%F3%E8%B5%B6%B90%1C-%C9f%07%D9%E9%BD%D4%8BW%02%8A%0B%9E%1E%2F6%BF%D6%01%9C%1C%5E%DF does not match signing key!
|
0: Quit
1: for content signed by verified key
2: for content signed by unverified key using verified key name
3: for content signed by corrupted key
9: repeat last request
```

00:26 -00:22

Demo Phase 2: Video Streaming

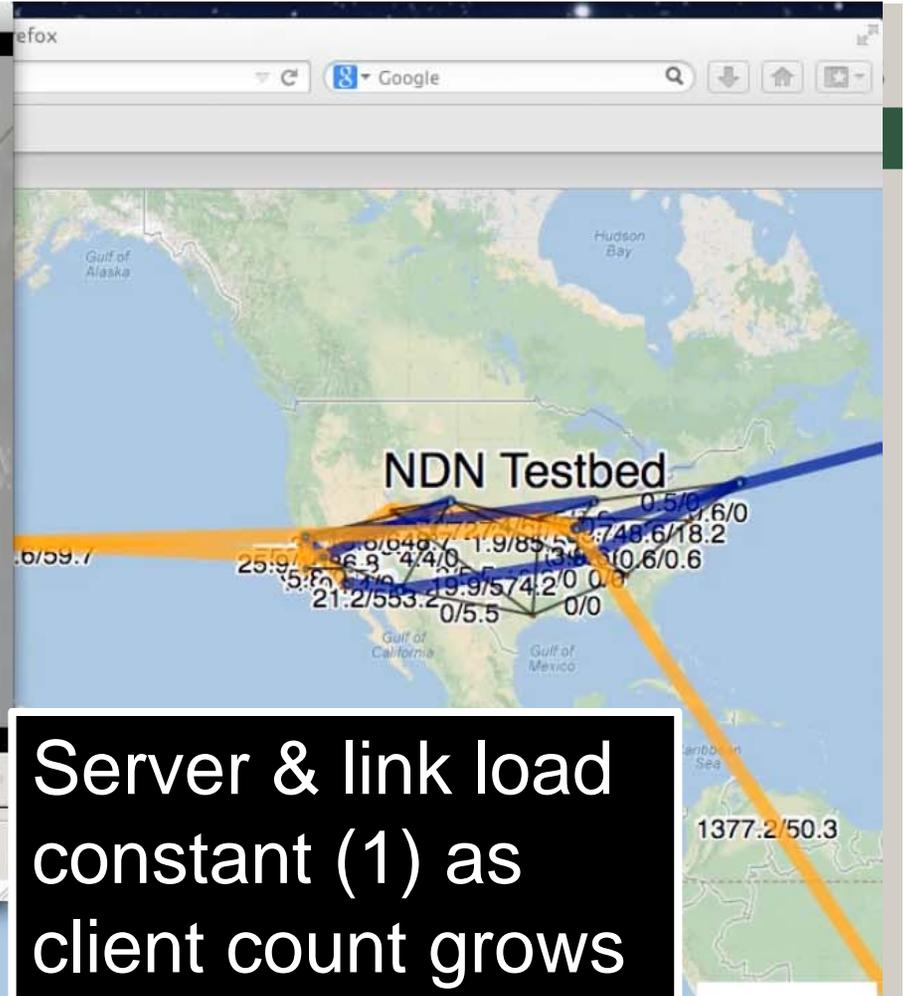
- 60-70 clients homed off each of 15 gateways
 - Each client retrieving the same video stream
 - Only one copy of data on any link
 - Automatic multi-path route switching
 - On-site client shows video delivery
-
- **In total, video is shared with ~1000 video clients spread across 5 continents**



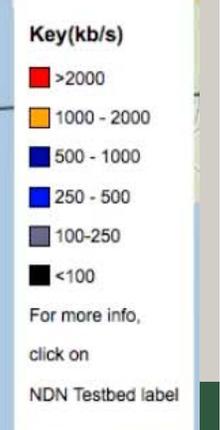
Status
Video: PSize: 18/18 Segment: 304 Timeout: 2.281 (0.701, 0.277) Retries: 5 Drops: 0 Duration: 6077s
Audio: PSize: 3/3 Segment: 35 Timeout: 1.306 (0.551, 0.063) Retries: 5 Drops: 0 Duration: 6078s
Buffer: 100% (playing: Yes)



Visualization app uses NDN to gather data from devices



Server & link load constant (1) as client count grows



Demo Phase 3: Lighting Control & Live Audio/Video

- Delivery of live audio and video from performance studio at UCLA
 - Jeff Burke's Center for Research in Engineering, Media and Performance (REMAP)
- Lighting control application is NDN-based
- Server at studio homed off REMAP gateway
- Laptop on-site homed off Tokyo gateway



Live bluegrass band performance, NDN-based control of stage lights





Question 3 of 3

How does the NDN team compare to the fast-moving real-world ?



Question 3 of 3

How does the NDN team compare to the fast-moving real-world ?

Answer: We strive to regularly compare NDN to the best available alternative.

Case Study: Broadcast of Streaming Web Video

- Use case: how can I broadcast my laptop's video feed to a global audience ?
- Alternatives
 - NDN
 - **Build** an HTTP video streaming infrastructure
 - **Use** an HTTP video streaming service
- Evaluation
 - Use similar topologies and machines to compare

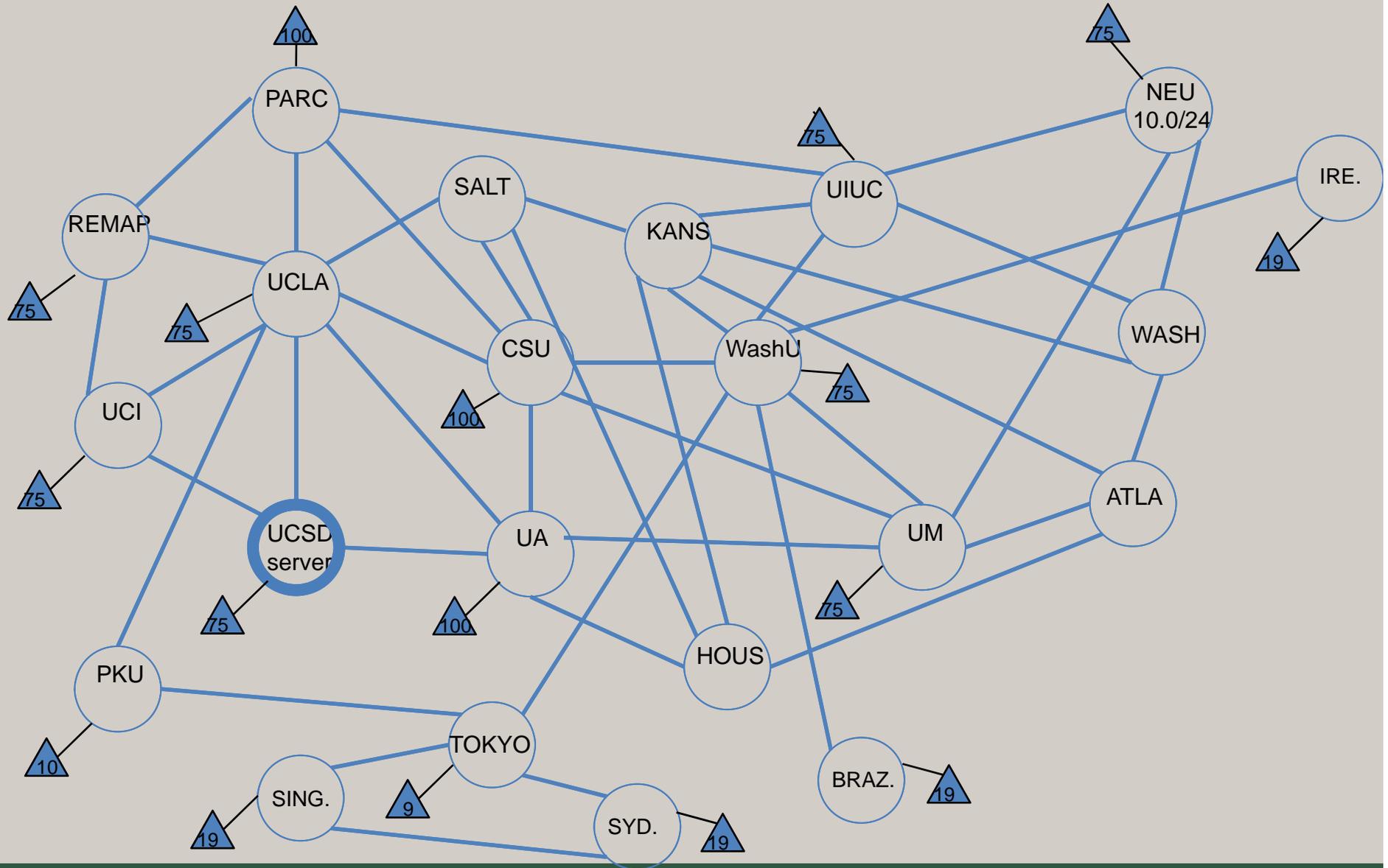
NDN for Video Broadcast

- The May 2013 CAFOE demonstration
 - NDN can support broadcast of one laptop camera to 1000 clients around the world
- Software required
 - NDN daemon running on gateways & clients
 - ndnvideo application on clients & server
- Management required
 - NDN clients must join NDN testbed
 - ndnvideo clients must know video name

NDN Testbed



Washington University in St. Louis

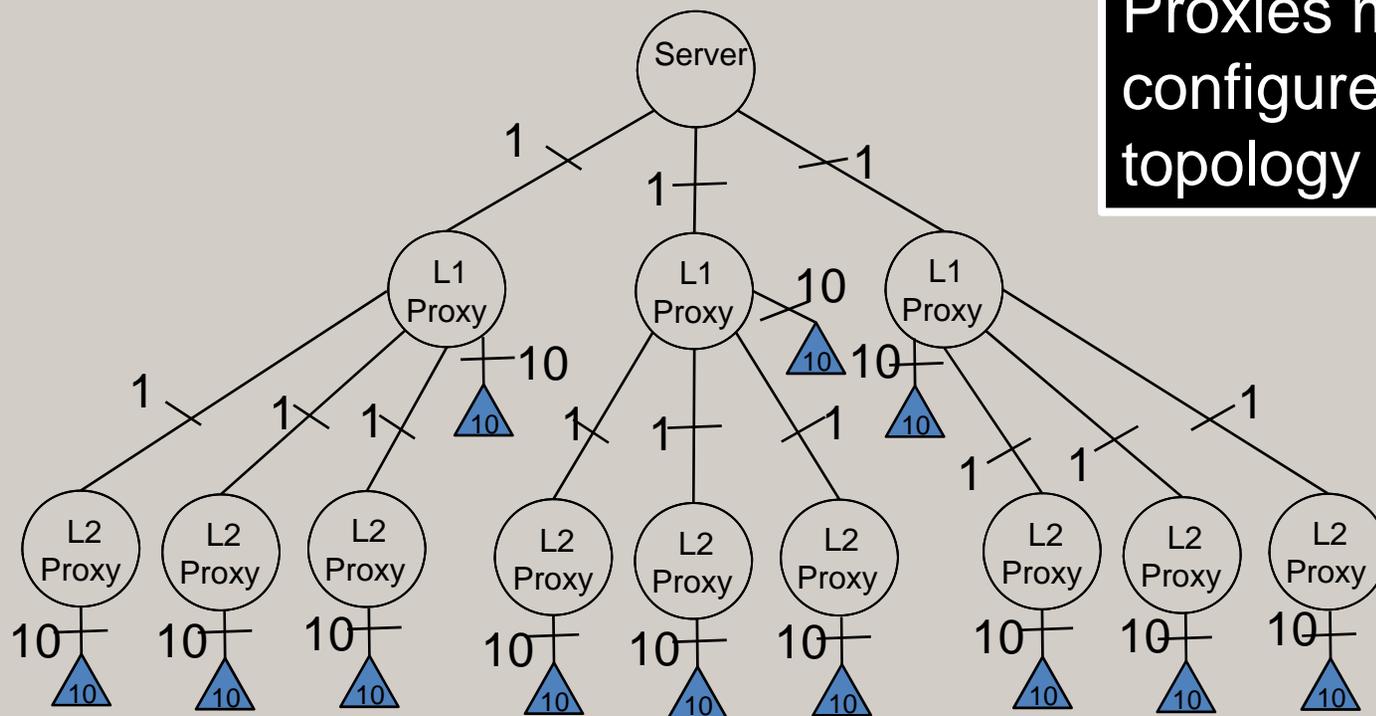


Building an HTTP live video streaming infrastructure

- To compare, we built a comparable broadcast-capable video streaming infrastructure using HTTP
 - Distribute video to >100 clients, using HTTP-based clients & proxies
- Software required
 - VLC used as clients and server
 - Proxies run varnish, an HTTP video proxy/cache
 - Commercial-grade sw used by vimeo, BBC, and others
 - Version 3.0, Nov 2011, first support of video streaming
- Management required
 - Proxies must be configured to speak up stream
 - VLC client must know which proxy to connect to
 - VLC client must know video name

HTTP video streaming infrastructure

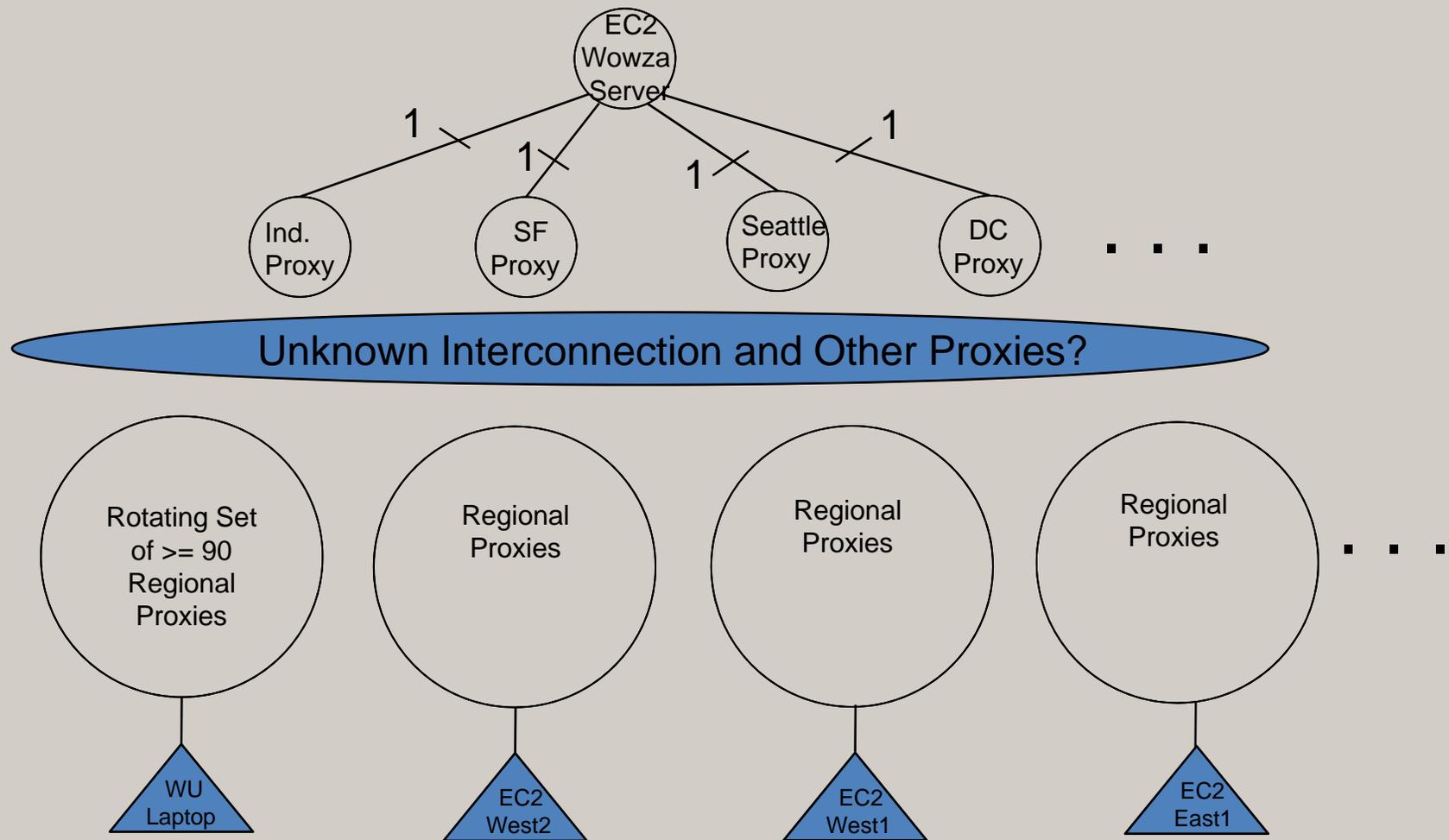
Proxies must be configured for topology (& load?)



HTTP live video streaming service

- Amazon CloudFront
 - Supports broadcast of video of HTTP
 - Leverages Amazon's global footprint
- Software required
 - Amazon AWS Console
 - Video streaming, released Dec 2009
 - Live Video streaming, released Apr 2011
 - Wowza streaming video server (in EC2)
 - Live transcoding, released Oct 2011
 - Any HLS-compatible client
- Management
 - Use AWS Console
 - Clients must know video name

AWS CloudFront Organization



Case Study Wrap-Up

- If you want to **use** a video streaming service
 - Use AWS CloudFront, it is shockingly good
- If you want to **build** a video streaming service
 - NDN was easier to setup
 - HTTP proxies and clients need topology-specific config
 - Using DNS/transparent proxies to avoid this would likely be just as complex
 - NDN required no tweaking
 - HTTP proxies needed to be tweaked to support changing topologies (and loads?)

Conclusion

How does the NDN team

... think about evaluation ?

A: Focus on end-to-end effectiveness

... demonstrate progress and capabilities ?

A: Frequent real-world demonstrations

... compare to the fast-moving real-world ?

A: Compare against the best alternatives