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# Design of Communication Architecture to Support Stream Data over Content-centric Networking

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# Outline

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- Background
- Motivation and Approach
- Design of Communication Architecture
  - Stream Data Model
  - Content's Name Structure
- Implementation
- Summary and Future Work

# Background

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- The Internet was designed about 50 years ago
  - Communication is host-based
  - ↕ gap
  - Currently, Internet users are primarily interested in content
- The future Internet is expected to be a post IP networks
  - Content-centric networking (CCN)
  - Communication based on the content name

# Motivation

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- Various applications over CCN
  - e.g. Media streaming, sensor network, M2M application
  - But most of these studies only implement application-specific protocols
- The complicated architecture is needed to support various application at the same time
- Design a naming architecture that can be used to support various applications in general.

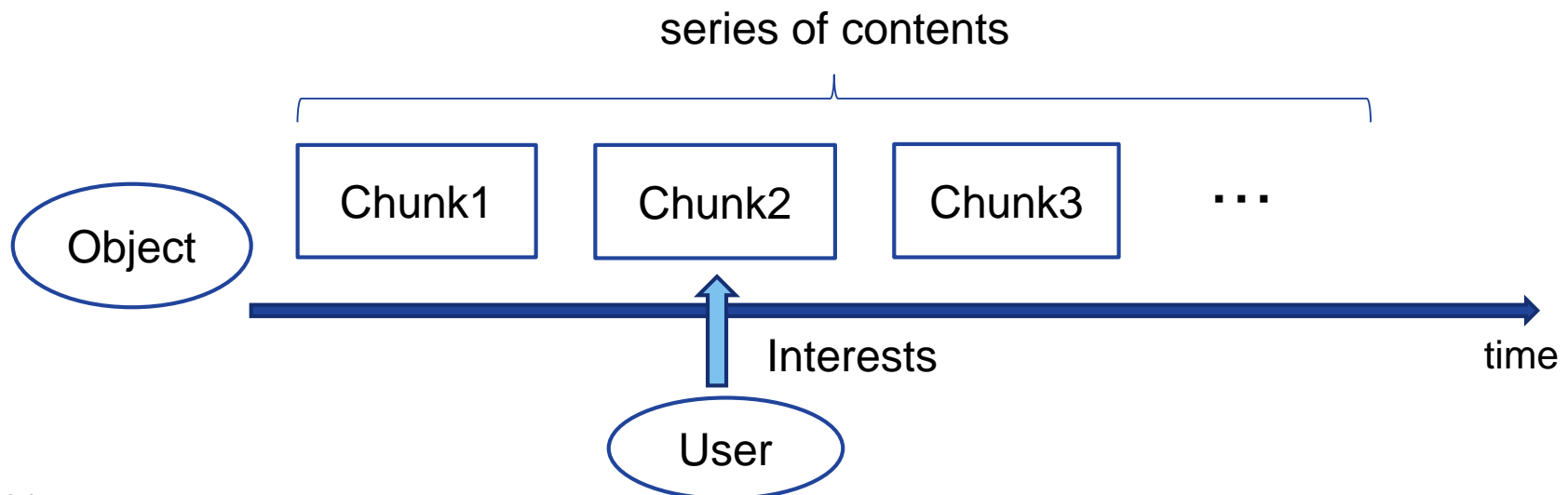
# Approach

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- Define a communication model called **stream data**
- Design a naming architecture for supporting stream data delivery
- Implement a prototype of stream data communication

# Stream Data Model

- Definition
  - A series of contents with a sequence generated over time by a single source (content provider)
    - ▶ e.g. video/audio media data, periodic sensing data
  - Object: device that is data source of stream data
  - Chunk: content that is part of stream data
    - ▶ One interest corresponds to one chunk



# Name structure for stream data

- Content's name structure
  - <routing prefix>/<identifier>/<control>/<sequence>

example of content's name

data type	content's name			
content	<u>ccnx:/osaka-u.ac.jp/loc1/camera/2000-01-01-00-16-32/jpg/QSIF/1/000000027</u>			
	<routing prefix>	<identifier>	<control>	<sequence>

- Routing prefix
  - ▶ Aggregate routing information
  - ▶ Can make routing more efficient
- Identifier
  - ▶ Identify the object

# Name Structure for Stream Data

- Content's name structure
  - <routing prefix>/<identifier>/<control>/<sequence>

example of content's name

data type	content's name			
content	<u>ccnx:/osaka-u.ac.jp/loc1/camera/2000-01-01-00-16-32/jpg/QSIF/1/000000027</u>			
	<routing prefix>	<identifier>	<control>	<sequence>

- Control
  - ▶ For controlling the object
    - e.g. Controls the camera resolution, bit rate and sampling rate
- Sequence
  - ▶ Represents the order of chunks
  - ▶ Does not have to be evenly incremented number
    - e.g. frame number of a video, timestamp in sensor data



# Construction of Content Name

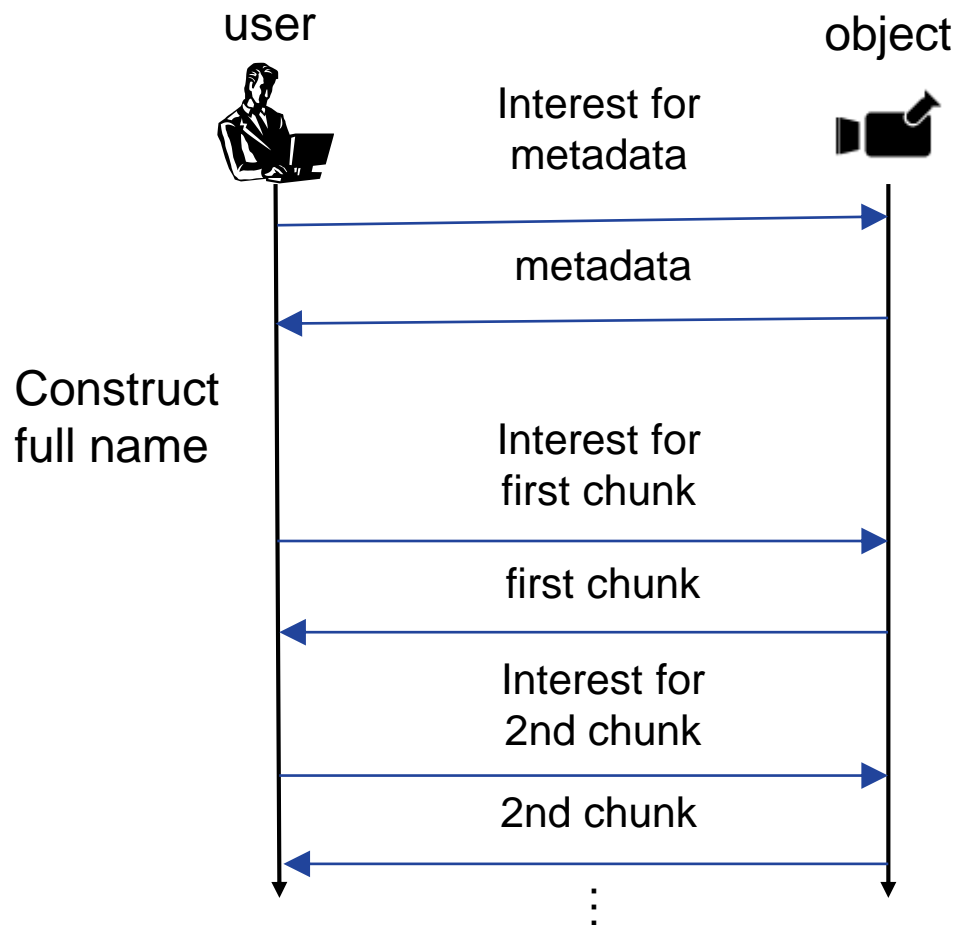
- Available control and sequence are unknown to user initially
  - Use metadata to get control and sequence
- Metadata contains a set of attribute information for the stream data
- Metadata consists of key-value pairs

version: 2000-01-01-00-16-32  
 codec: jpg  
 resolution: QSIF | QCIF  
 :

data type	content's name
metadata	ccnx:/osaka-u.ac.jp/loc1/camera/metadata <span style="float: right;">construct</span>
content	<u>ccnx:/osaka-u.ac.jp/loc1/camera/2000-01-01-00-16-32/jpg/QSIF/1/000000027</u> <routing prefix>    <identifier>                    <control>                    <sequence>

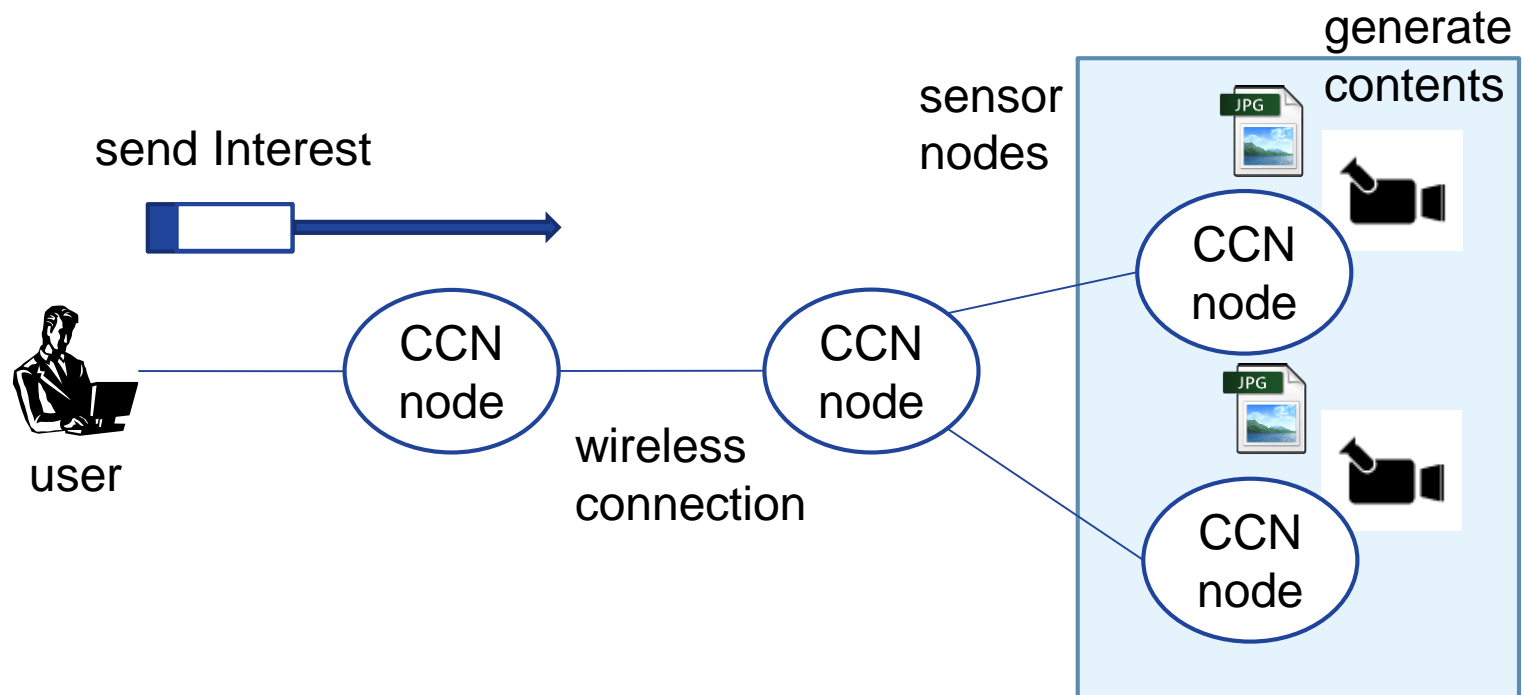
# Communication Sequence

- User gets metadata before to start retrieving stream data



# Implementation

- We implement stream data delivering system in wireless sensor network
  - Sensor nodes continuously generate contents from image obtained from the attached camera
  - User try to retrieve contents from sensor nodes



# Implementation Environment

- Embedded platform “Armadillo-420” is used for CCN nodes
  - Attach USB Web cameras to sensor nodes
- We use CCNx protocol suite<sup>[6]</sup> to implement CCN nodes



CCN node and sensor (camera)

## Hardware spec for Armadillo-420

Processor	Freescale i.MX257
CPU core	ARM926EJ-S
CPU core clock	400 [MHz]
Bus clock	133 [MHz]
RAM	64 [MB]
Flash memory	16 [MB]
Wireless LAN	IEEE 802.11b/g/n
USB	USB 2.0

# Demonstration

The screenshot shows a Linux desktop environment with a Gedit editor window and a terminal window. The Gedit window is titled "atmark@atde3: ~/getfile/demo" and contains a terminal window. The terminal window displays the following output:

```
atmark@atde3: ~  
ファイル(E) 編集(E) 表示(V) 端末(I) タブ(B) ヘルプ(H)  
atmark@atde3:~/getfile/demo$  
atmark@atde3:~/getfile/demo$  
169.254.247.89  
add ccnx:/osak  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-menu-popup-delay after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-label-select-on-focus after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-menu-bar-popup-delay after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-menu-images after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-toolbar-style after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-toolbar-icon-size after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-button-images after class was initialised  
(gedit:28350): GLib-GObject-WARNING **: Attempt to add property GtkSettings::gtk-  
-scrolled-window-placement after class was initialised
```

# Summary and Future Work

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- Summary
  - We designed the communication architecture to support stream data
    - ▶ Define the stream data model
    - ▶ Design the content's naming structure
  - We implemented a prototype of stream data delivering system
- Future work
  - Evaluate the designed system
  - Consider more detailed M2M data model