Wednesday 26th of February 2016

Meeting with Kin on the 28th

Put our thoughts into the draft specification to agree with Kin.

**Progress/ Findings from Previous Meeting**

SIMULATION TOOL

Consult with Kin on the best simulation tool to use for the project – difficult to anticipate the pros and cons of what the simulator will allow us to do

We want to pick a simulator that allows us the freedom to be able to control the implementation of the network that we wish to meet the requirements of the SWE project.

Icarus and ccSim are the 2 we have identified as the technologies we are going to evaluate further.

**ALGORITHM**

Interest Packet – user sends IPack to nearest node

Data pocket

PID – tracks where the interest came from, accumulates uses interested in that data, until it gets the data then sends it on to everybody that needs it

FIB – map that tells the node where to go to retrieve the data, hardcoded in the prototype stage,

Do you cache? Depends on the caching policy

Things to explore

FIB design/routing mechanism

Proposals

Ant colony – probabilistic measure

Learning – does this work in a dynamic framework

Collaborative

Interest Control

Caching policy / Cache replacement strategy

Least recently used

Least frequently used

Random

Naming

Flat & Hierarchical

Congestion Control

**RAW IMPLEMENTATION**

Can we feasibly implement a network?

How do define a node – item that stores information received, requests

It would be feasible to implement a model prototype of a network within the time of the project.

The implementation could be listed as an extension to the project rather than be the core project.

We feel that we could modularise the tasks of the algorithm development and test network development so that the two parts of the project could be worked upon concurrently and be integrated towards the nature of the project.

**VISUALISTAION / DEMONSTRATION**

How are we going to present our results?

What data to we need to extract to measure the performance of the various approaches?