Monday 15th of February 2016

All Present

**Agenda**

1. **Last weeks minutes**

Quick review, no issues.

1. **Review work on previous week**

**Summary of background work on Icarus simulator:**

Work with Pickle file, unparse information

How topologies passed to Icarus – includes various pieces of info that can be used for visualisation.

Ready to move forward

Topology Zoo in graphML and passes them into FNSS, transfers to Icarus child class which adds extra metadata.

**Algorithms (not implemented by Icarus):**

The following were identified in the research literature and not seen to be implemented by Icarus: Cluster based, popularity based, ranking based. The first two look like candidates that could be implemented in Icarus.

LS and WL have worked on combing existing algorithms to understand the structure of the strategy files.

Look Jim Kurose defines an objective function on what performance metrics which should be considered for tradeoffs.

We should start a log of performance metrics of everything we try to get an idea of results we are noticing benefits from.

**General Projec Goals:**

Should be broaden the scope to include ICN (as apposed to just CCN)? We are going to look the broader scope of Caching versus not Caching and not narrow our focus on a particular architecture.

We have examined testing for python (unitest) and some testing we can implement for d3.js. Visual regression testing – we will look at how we can test the visual consistency of the output.

1. **Set Goals for Week (Testing phase)**

**Visualisation**

A non automated version of a network map using information produced by Icarus (including basic labelling information) – NA, DL

Work on the production of the data file to be used for the visualisation and demo – HOB, DL

Implement a protocol that is not on Icarus – LS, WL

Set up project VM - HOB

Clone Icarus to our Git repository – Do together to go through the process of managing code submission and version control in the project repository

1. **Visualisation Plan**

The visualisation will include a picture of a High Level Topology. We should be able to pull necessary information from the simulator in order to highlight the impact of the caching policy – such as the traversal of requests and content through the graph, cache hits and misses, and decisions to store in cache.

1. **Report 2**

Look to finalise report by 4th of March (1 week before official deadline)

Focus needs to be on the agile methodology approach – we need to show how we used prototypes to develop our implementation in an iterative fashion. Look to get a proof of concept together as soon as possible to make sure we are on the right track and then build from there once we are happy with the direction we are taking.

1. **Next Meeting with Supervisor**

Discuss point 2 above, specifically the selection of the simulator and algorithms to study, with KL –next Wednesday 17t at 12.15.

Look to show Kin a raw first prototype with initial results to align with spec.

Draw prototype of visualisation

Show hybrid algorithm implementation in Icarus

Run through data files for information

During the Analysis phase of the project we will look to meet with KL bi-weekly and show our iterations to get feedback on the decisions we are making with regards to the specific aspects of the algorithm implementation.

**AOB**

Logs – all to update with work to date