

Using LURK for CDNI DNS Delegation for Video Streaming

Hackathon

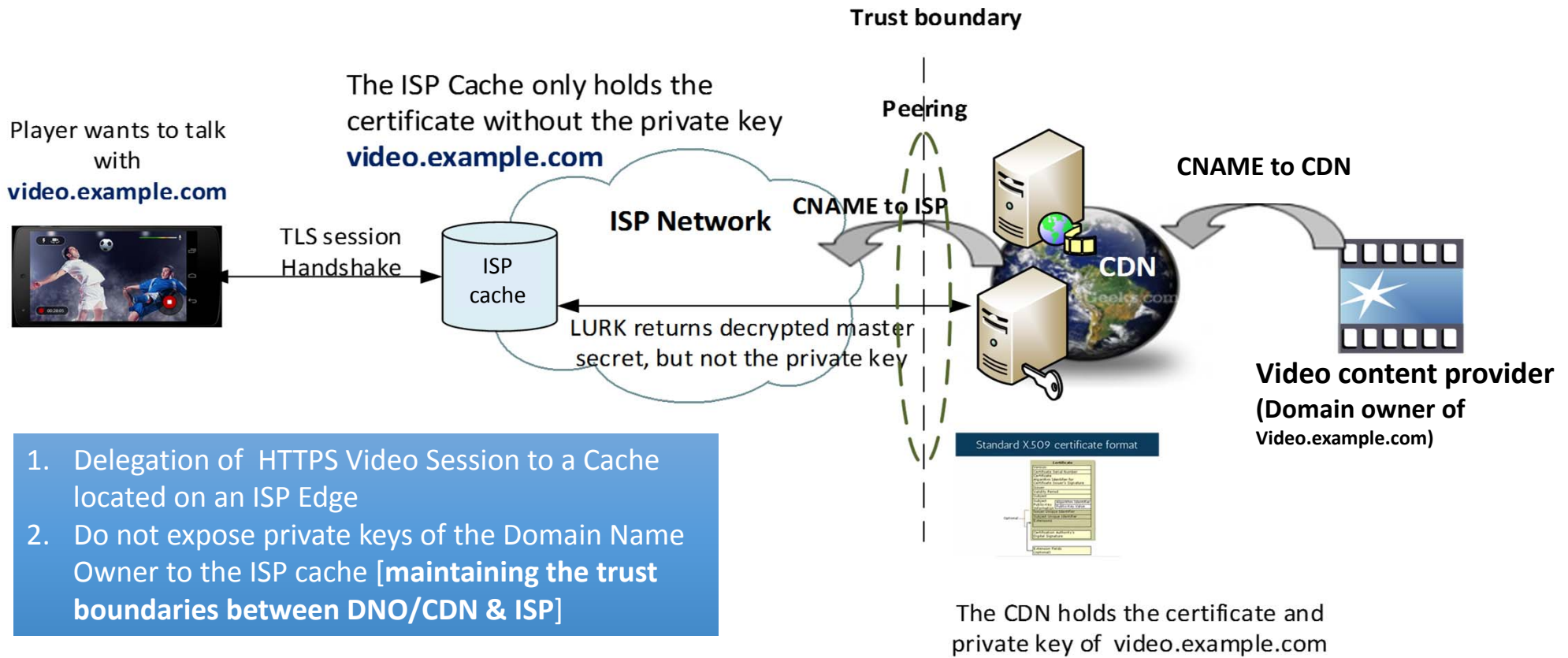
IETF101

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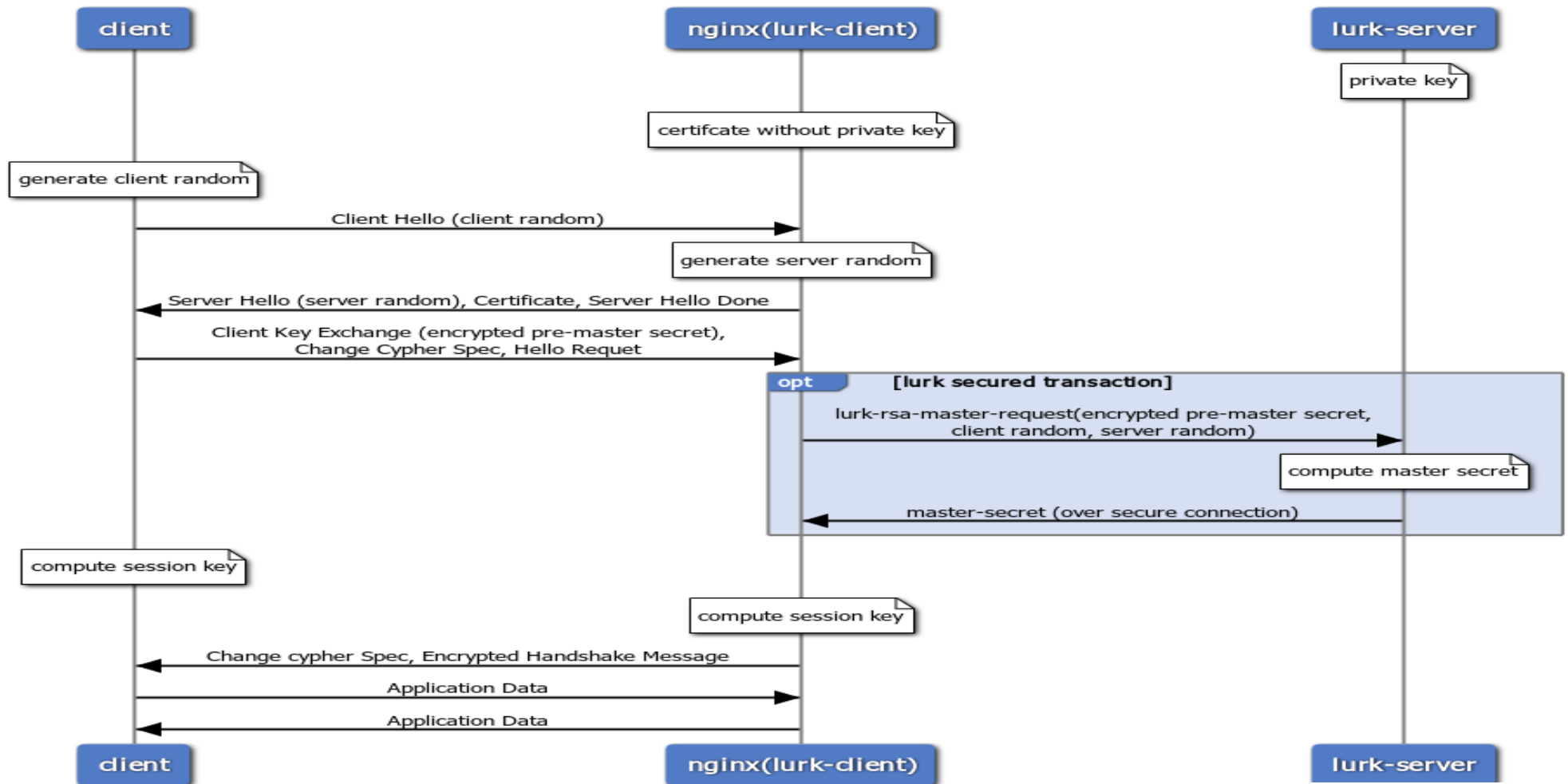
Delegation of HTTPS Video Session

CDNI Use case



TLS Handshake over LURK

LURK TLS RSA handshake



Delegation Interoperability Test

- What did the Interoperability accomplished?
 - Established an HTTPS session between the client and the Edge Server (ISP cache)
 - Edge Server requested master secret creation from the LURK server. The LURK Server used private key of the Domain Name Owner residing on the LURK Key Server
 - Browser played-back user requested content hosted at the ISP Cache
 - (Barcelona vs Atletico Madrid)
- Interoperability Using:
 - Client Browser (Chrome/IE)
 - Edge Server (NGINX)
 - Made NGINX to use a patched OpenSSL
 - Integrated OpenSSL with LURK client RSA implementation
 - Used masterkey generated by LURK Key Server
 - Key Server (Python)
 - For Hackathon interoperability we tested RSA Handshake
 - Diffie Hellman is next on to-do list

IETF 101 LURK Hackathon Participants

- Daniel Migault (Ericsson)
- Ori Finkelman (Qwilt)
- Dmitry Kravkov (Qwilt)
- Frederic Fieau (Orange)
- Emile Stephan (Orange)
- Sanjay Mishra (Verizon)

Why LURK?

- Using LURK am I increasing load?
 - Video sessions are long persistent session
 - Single handshake can stay for the duration of Video Streaming session
 - TLS Session resumption can be used in case of connection disconnect
- Using LURK what is my Latency?
 - Impact limited to session establishment
 - Subsequent requests use persistent TLS session information
- What about key server scaling?
 - Within CDN interconnection (CDNI), uCDN holds key and no additional infrastructure specific to LURK request/response
 - Key server can be deployed to uCDN and scale naturally with uCDN growth
 - Overall, volume and per user transaction is reduced with dCDN delegation
- What about H/A considerations?
 - As above