

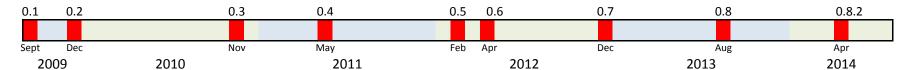
#### **CCNx 1.0 Evolution From Experiments**

Computer Science Laboratory Networking & Distributed Systems

March 2014



#### CCNx 0.x Releases



### **CCNx 0.x Open Source 5 Years of Releases**

### Pioneering work in practical Information Centric Networking

### Basis of NSF Future Network Architecture Named Data Networking



### **CCN 1.0**

### Cleaned API

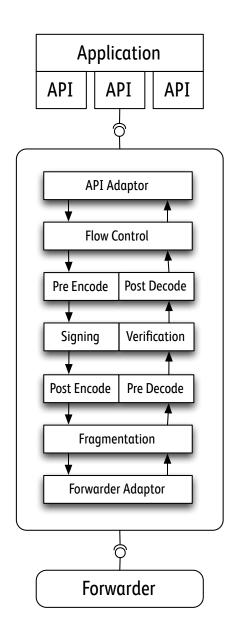
Lowered the learning curve Separated concerns

### Cleaned Code

Improved maintainability Increased modularity

### **Cleaned Protocol**

Defined minimum protocol Specified auxiliary protocols





# Changes to API

#### CCNx 0.x

- Individual packets "hand crafted" with CCNB fields.
- The application programmer must understand all details of CCN to write effective programs.

#### **CCNx 1.0**

- Interest and Content Object have native type representation with accessor functions.
- Socket API for Interests and Content Objects — this is the "low level" API.
- Key/Value store API
- Message Queue API
- Standard interface to make new APIs
- Well-defined algorithm and security libraries



Label-Based

Discovery

Versioning

Chunking

Sync

Repo

Trust

#### **CCN Core Protocol**

Hash Forwarding

Fragmentation

**TLV Packet** 

# CCNx 1.0 decouples high-functionality protocols from core protocol



### 1.0 Protocol Specifications

- 1. CCNx 1.0 Protocol Specification Roadmap
- 2. CCNx Semantics
- 3. TLV Packet Format
- 4. CCNx Messages in TLV Format
- 5. Labeled Segment URIs
- 6. Labeled Content Information URIs for CCNx
- 7. CCNx Content Object Caching
- 8. CCNx End-to-end Fragmentation
- 9. CCNx Content Object Segmentation
- 10. CCNx Publisher Clock Time Versioning
- 11. CCNx Publisher Serial Versioning
- 12. CCNx Selector Based Discovery
- 13. CCNx Hash Forwarding

# CCNx 1.0 is well documented with separation of concerns



### Codebase Improvements

	LSLOC	2σ Cyclomatic Complexity		Unit Tests	Unit Test Code Coverage
<b>0.</b> x	36,279	23.92	634	0	0%
pre- alpha 1.0	21,047* * not full featur	5.79 e set	166	1254	69%

## New codebase less complex, easier to understand, and tested

As measured with "hfcca"



### Principal Protocol Changes

#### CCNx 0.x

**CCNx 1.0** 

- CCNB (binary XML) wire format
- An Interests name matches variable number of name components in Content Object
- An Interest uses an "exclusions" list of terminal-name components to avoid.
- Time is expressed as a binary decimal in 1/4096th of a second.
- Signature algorithm uses an OID string

- Fixed header + TLV format
- An Interest name exactly matches a Content Object name.
- Time is expressed in milli-seconds.
- Content Store must verify a key if user asks for content by Keyld (or not serve it from cache)
- Signature algorithm uses a Cipher Suite (2 bytes)



# Content Object satisfaction of Interests

Answers the question

Does this Content Object satisfy this Interest?

Used by the **Forwarder** on the **Fast Path**Matches against the Pending Interest Table (PIT)
Matches against the Content Store



## **Interest Similarity**

Two Interests are similar

if and only if they are satisfied by exactly the same set of Content Objects

Used by the **Forwarder** on the **Fast Path** to aggregate Interests in Pending Interest Table (PIT)



# 0.x Content Object Matching Rules

```
\begin{aligned} \operatorname{Name}_{a} & \preceq \operatorname{Name}_{b} \Leftrightarrow \forall \ i \in (1, \dots, |\operatorname{Name}_{a}|) \ \exists \ \operatorname{Name}_{b}[i] \in \operatorname{Name}_{b} : \operatorname{Name}_{a}[i] = \operatorname{Name}_{b}[i] \\ & (\operatorname{Name}_{\mathcal{I}} \preceq (\operatorname{Name}_{\mathcal{O}} + \operatorname{SHA256}(\mathcal{O}))) \land \\ & (\operatorname{KeyId} \not\in \mathcal{I} \lor \operatorname{KeyId}_{\mathcal{I}} = \operatorname{KeyId}_{\mathcal{O}}) \land \\ & (\operatorname{MinSuffix} \not\in \mathcal{I} \lor |\operatorname{Name}_{\mathcal{I}}| + \operatorname{MinSuffix}_{\mathcal{I}} \leq |\operatorname{Name}_{\mathcal{O}}|) \land \\ & (\operatorname{MaxSuffix} \not\in \mathcal{I} \lor |\operatorname{Name}_{\mathcal{O}}| \leq |\operatorname{Name}_{\mathcal{I}}| + \operatorname{MaxSuffix}_{\mathcal{I}}) \land \\ & (\operatorname{Excludes} \not\in \mathcal{I} \lor |\operatorname{Name}_{\mathcal{O}} + \operatorname{SHA256}(\mathcal{O})| = |\operatorname{Name}_{\mathcal{I}}| \lor \\ & (\operatorname{Name}_{\mathcal{O}} + \operatorname{SHA256}(\mathcal{O}))[|\operatorname{Name}_{\mathcal{I}}| + 1] \in \operatorname{Excludes}(\mathcal{I})) \end{aligned}
```

#### **Complex rules**

Forwarder must approximate "Similar To" so PIT matching requires an entry for each variation Forwarder must iterate over all Interests whose name is a prefix of the Content Object and test predicate



# 1.0 Content Object Matching Rules

#### Simple rules

There is a simple Interest cover rule to determine Similarity exactly. The Forwarder must look at most 3 PIT entries to match a Content Object



### 0.x Timestamps

```
int
ccnb append timestamp_blob(struct ccn_charbuf *c,
                           enum ccn marker marker,
                           intmax t secs, int nsecs)
{
    int i:
    int n;
    uintmax_t ts, tsh;
    int tsl;
    unsigned char *p;
    if (secs <= 0 || nsecs < 0 || nsecs > 999999999)
        return(-1);
    /* arithmetic contortions are to avoid overflowing 31 bits */
    tsl = ((int)(secs \& 0xf) << 12) + ((nsecs / 5 * 8 + 195312) / 390625);
    tsh = (secs >> 4) + (tsl >> 16);
    tsl &= 0xffff:
    n = 2;
    for (ts = tsh; n < 7 \&\& ts != 0; ts >>= 8)
        n++;
    ccn charbuf append tt(c, n + (marker >= 0), CCN BLOB);
    if (marker >= 0)
        ccn_charbuf_append_value(c, marker, 1);
    p = ccn charbuf reserve(c, n);
    if (p == NULL)
        return(-1);
    for (i = 0; i < n - 2; i++)
        p[i] = tsh >> (8 * (n - 3 - i));
    for (i = n - 2; i < n; i++)
        p[i] = tsl >> (8 * (n - 1 - i));
    c->length += n;
    return(0);
}
```



### 1.0 Timestamps\*

```
void
tlvEncoder(TLVEncoder *encoder, struct timeval timestamp)
{
   tlvEncoder_WriteUint16(encoder, T_TIMESTAMP);
   tlvEncoder_WriteUint16(encoder, 8);

   uint64_t millis = timestamp->tv_sec * 1000 + timestamp->tv_usec / 1000;
   tlvEncoder_WriteUint64(encoder, millis);
}
```



<sup>\*</sup> Not actual code, which is based on flexible schema encoding

### Conclusion

**CCNx 1.0 Significantly** 

Simplifies Forwarder behavior

Improves the codebase

Clarifies and broadens the APIs

