Chapter 1

Abstract

Chapter 2

Introduction

Hello world [1]

Chapter 3

Related Work

3.1 Background

- Existing IP based internet: host abstraction, where it comes from
- How it has scaled
- What it supports / doesn't support (mutlicast etc)
- History of ICN (CCN –¿ NDN, Parc etc)

3.1.1 ICN Motivation

- VoCCN has some good quoutes
- Hierarchical naming
- Mapping IP to ICN (VoCCN notes)
- Security (data rather than channel)!
- Content Dissemination
- Tradeoffs with IP
- Runs on anything (easy deployment incrementally)

3.2 State-of-the-Art

3.2.1 NDN

- NDN Naming

- Structure of NDN Packets

- FIB, PIT, CS

- NFD

- Caching

- Routing

- Security!

- Multipath forwarding (not spanning tree, loop detection)

- NDN Tools, Libraries and Frameworks etc

3.2.2 Real Time Applications using NDN

- How might it handle inherently host based communications (e.g. voice, converence calls)

- VoCCN + other papers

3.2.3 Distributed Dataset Syncrhonization

- History of sync

3.2.4 Video Game Architectures

- Architectures (C/S, P2P, Hybrid)

- Challenges

Chapter 4

Conclusion

Bibliography

[1] Albert Einstein.

Chapter 5

Appendix