

Technical Report WINLAB-TR-413

**Network Service Abstractions for a  
Mobility-Centric Future Internet Architecture**

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**Architecture**

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## ***ABSTRACT***

Mobile devices are rapidly dominating the Internet, and traditional host-centric notions to communication need to be redesigned for the next-generation architecture. Functionally, the Internet itself has evolved only marginally with an ossified core that has made it hard to bring to bear the full benefits of networking. DNS-based workarounds, overlay implementations and application layering at the end-hosts introduce overheads and performance problems that can only be addressed with a clean-slate design. We believe that a richer and extensible network fabric with inherent support for mobility and trustworthiness are key to addressing present and future Internet challenges. In this paper we propose a set of basic service abstractions afforded by such a future Internet that is centered upon the notion of *self-certifying globally unique IDs (GUID)* for all network principals - hosts, content, services, etc. alike. We followup with a specific set of network service APIs that embody these abstractions, and implement these on Linux and Android hosts that connect to an instantiation of the above stated novel future network - *MobilityFirst*. Through a small number of representative use cases we show that the API is flexible and can enable efficient, robust, and trustworthy versions of present and future applications.

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# 1. Introduction

The Internet today is very different from 25-30 years ago when the architecture and protocols were developed around the abstraction of communication between fixed hosts. Not only is there growing levels of mobile access from wireless devices, service end-points may move too (not an uncommon scenario in data centers). Support for seamless mobility is a growing challenge and past and current proposals are either applicable only within limited environments (e.g., cellular [21]) or are inefficient when applied to the Internet (e.g., MobileIP [2]). A few recent scalable approaches to supporting mobility have been proposed, but these are not standalone and require changes to the routing plane and/or protocol stack [20, 16, 1, 3]. A few solutions may be applied by patching current systems, but benefits under fine-grain mobility is unclear [18, 13].

Second, following the early host-centric perspective of the network, principals such as content and services have become equally important. However, since they are not first-class network objects, they are not directly addressable. Direct addressability being location-independent can enable seamless content/service mobility, and help with building efficient delivery networks without resorting to DNS-based tricks used by present-day CDNs. Third, emerging context (e.g., locality aware messaging) and collaborative applications have increased the need and importance of supporting efficient one-to-many communication mechanisms. The related aspect of device-level multihoming where devices may simultaneously attach to two or more networks for performance or robust connectivity will also benefit from native support for multi-point addressing. Fourth, along with the exponential growth in size and economic importance of the Internet, the scale of security threats have grown too. Establishing network trustworthiness and avoiding spoofing and identity hijacking incidents are priorities today that are not completely met by patched solutions such as IPSEC or DNSSEC, mostly due to their partial deployment or adoption. A clean approach that ensures uniform deployment at a basic level for all network principals such as the PKI-based self-certified identifier proposal is a potential solution [7]. Finally, the clear boundaries of network pipes and compute end-points are starting to fade. CDNs and hosting platforms are starting to place storage and compute clouds closer to consumers [17] and this strategy is increasingly being co-opted by ISPs [6] eager to provide value-add services.

In MobilityFirst [5] we take a clean slate approach to the design of the future Internet

architecture and address the above stated challenges and trends collectively. To that end, we present in Section 2 the basic set of network service abstractions that need be supported by the future Internet to effectively address challenges and satisfy application requirements. These include name-based services, direct addressability for content and services, trusted identities, multi-point addressability and in-network hosting of storage and compute services. Section 3 presents the key components of the MobilityFirst architecture that could support the proposed abstractions, which is followed up with a specific realization of the network service API capturing the proposed abstractions in Section 4. Sections 5.1 and 6 present evaluation results and use cases that demonstrate the flexible capabilities of the API and architecture.

## 2. Network Service Abstractions

We think that a future Internet should support the below set of service abstractions. The implication of each on network architecture (NetArch) design is presented alongside.

**A. Name-based Services** Communication with a mobile end-point should be no different than that with a fixed end-point. The current 'practical' approach results in undesirable asymmetry, where mobile end-points are always responsible for re-establishing connections. The situation is doubly vexing when both end-points are mobile. A basic service abstraction that allows addressing a network end-point by its unique name and not its current location will establish a uniform approach to dealing with fixed and mobile end-points alike, enabling seamless mobility.

**NetArch implications:** To support a name-based network service that seamlessly handles mobility, the network requires native support for *dynamic and fine-grain location resolution*. Some have proposed protocol interposition approaches that dynamically substitute local addresses for end-points with dynamically resolved ones [16, 1]. Efficiency extensions in MobileIPv6 attempt to signal end-points with address updates [4] to avoid triangular routing through fixed home agents. However, we think that besides end-hosts, the network routing fabric must also be able to dynamically resolve and re-bind in-flight packets.

**B. Direct Addressability for All Network Principals** Host-centric abstractions to network services was a solid building block during the conception and early advancement of the Internet. Though, other important principals have emerged since then. While content and services are two established principals (besides hosts), others such as sensors and actuators, as also more abstract ones such as context are quickly gaining traction first class principals. Since few foresaw today's usage of the Internet with any accuracy, allowing for a broader definition should be the path forward. In that vein, direct addressability for all principals eliminates any unnecessary bindings of one principal with another. For instance, content should be addressable both directly and independently of where it may be located physically.

**NetArch implications:** Allowing for direct addressability for not only content and services,

but also other emerging first class entities requires that the *name space be practically inexhaustible*. For instance, 256 bits to encode the name would last us for a long time to come. To put it in perspective,  $2^{270}$  is the ballpark for number of atoms in the observable universe. Meanwhile, IPv6 has settled on a more 'immediately' practical level of 128 bits to capture all addresses assignable to end-hosts. A larger namespace implies engineering challenges to implementing network elements - whenever forwarding engines inspect, lookup or classify on names - and scalability of network support services such as a name-to-address resolution service.

**C. Trusted Identities** Stronger security and network trust is possible if self-certifying names were used for addressing principals, e.g., AIP [7]. Present-day approaches to authenticate and establishing trust is based on principals that maintain trust credentials (e.g., a PKI certificate) separate from their network identity (an IP address), and where the credential establishes the linkage of principal's identity to the network identifier. The linkage itself is certified by a mutually trusted entity (e.g., a certificate authority). The adoption today is far from pervasive and particularly challenging for mobile entities where the conflated network identifier may change. Using a public-key as the self-certifying identifier to address principals, can ensure both location independence and greater trust by preventing hijacking and spoofing problems seen with IP addresses today.

**NetArch implications:** Embedding trust within the network names requires names to be longer and also to be flat. When using a PKI public key of a reasonable strength  $X$ , would require a minimum of  $2X$  bits ( $= 256$  bits for the current recommended 128-bit strength) as when using Elliptic Curve Cryptography. Also, since names form the basis of all network services, there must exist organizations or other easily accessible mechanisms by which names are produced and assigned to network principals in a reasonable manner. Finally, flat names imply they cannot be aggregated as is for IP addresses, creating engineering challenges when routing/forwarding operations need be performed on names.

**D. Multi-Point Addressability** With group-based subscriptions (e.g., RSS, over-the-top video 'broadcasts') and collaborative applications (e.g., teleconferencing, gaming) routine today, need for multi-point addressing is basic. Under this are multicast, multihoming, and also anycast, a 'one-of-many' abstraction important for a variety of reliability and load-sharing uses. Today's host-centric Internet essentially supports a point-to-point abstraction. IP-multicast is really an extension that's enabled by special interpretation of a small subset of destination addresses. Concerns of scalability means that multicast is commonly left disabled on network



elements. Internet applications therefore regularly resort to multiple unicasts to address groups. In wireless environments, there is a desire to take advantage of inherent multicast/broadcast medium to enable efficient point to multi-point delivery services. Multi-homing, where entities have two or more active network attachments (e.g., a smartphone with both 4G LTE and WiFi radios), deserves similar support with a few independent considerations that allow flexibility on how each attachment can be used separately or collectively for performance, reliability or other metrics.

**NetArch implications:** First, the network must have support for creating and managing groups of member identities. These must be dynamically available to the routing fabric dynamically. Be it as receiver driven multicast trees or some other means, a basic consideration would be limit per group state within network elements to minimize set-up procedures for easier and sustained adoption. Since names are flat and uniform, the service abstraction must provide a means for end-hosts to specify the requested delivery service - multicast, anycast, multihoming, broadcast, etc. - that's interpreted by the network elements. While network could participate in path choice and scheduling for multihoming, transport implementations may also be conceived at the end-host [19].

**E. En-Route Storage and Compute** The traditional notion of keeping all data processing at end-points with the network as pipes with routing alone is beginning to dissolve. For instance, non-ISPs such as Akamai have independently placed compute/storage resources at the edges of the network to reduce access latency. It is not inconceivable, therefore, for ISPs to open up PoPs for placement of storage and compute services as well [6]. Routers in the request path may service content requests, or co-located compute resources may shoulder mobile offloaded security functions such as data encryption. In-network, and en-route compute opportunity may hold particular appeal for mobile devices that are often on a limited resource budget [12] and may require non-trivial customization of data delivered to them.

**NetArch implications:** While certain services may be embedded transparently into the network [9] or be co-located without requiring a tight coupling with the routing fabric, network architectures with a extensible data plane in the form of a pluggable computer plane, would benefit from flexible service extensibility in the future.

### 3. Background: MobilityFirst Network Architecture

With the above stated network service abstractions in consideration, we have designed and prototyped a network architecture that address the principal goals of supporting at-scale and seamless *mobility*, along with *trustworthiness* in the future Internet. Figure 3.1 shows the main components of the MobilityFirst architecture which centers around the concept of self-certifying, globally unique identifiers as names for all network principals. Below we present key details of the architecture that address the requirements outlined in the previous section.

**Naming and Dynamic Resolution** At the crux of the MobilityFirst architecture is a new name-based service layer which serves as the 'narrow waist' of the protocol stack. The name-based service layer uses flat globally unique identifiers (GUIDs) for all principals or network-attached objects including hosts, content, and services, making each a first-class network object. Unlike IP addresses which conflate identity and location, addresses of objects in MobilityFirst are dynamically resolved using the object's GUID. This resolution is enabled by a globally accessible name resolution service (GNRS), which is used by objects to both announce their latest location/address and lookup end points they wish to communicate with. While a variety of incarnations of the GNRS are possible, we have validated 2 alternate designs that both meet our low resolution latency goals of less than 100ms on average for lookup operations [23, 22].

**Trusted Communication** A GUID assigned to a network object by one of several name certification services (NCS), is self-certifiable, i.e., end-points claiming a GUID can authenticate each other without the need for third-party certification. When the GUID is derived as a cryptographic hash of the object's public key, the authentication requires a simple, bilateral challenge response procedure to be executed between the communicating end-points. This works well for host and service principals, for example. For content, the GUID may optionally be derived as a cryptographic hash of the bits of the content. This option enables that the integrity of the retrieved content be verified also. For full non-repudiation, i.e., to verify origin of content, a signature may accompany the content which could authenticate the principal that originated the content.

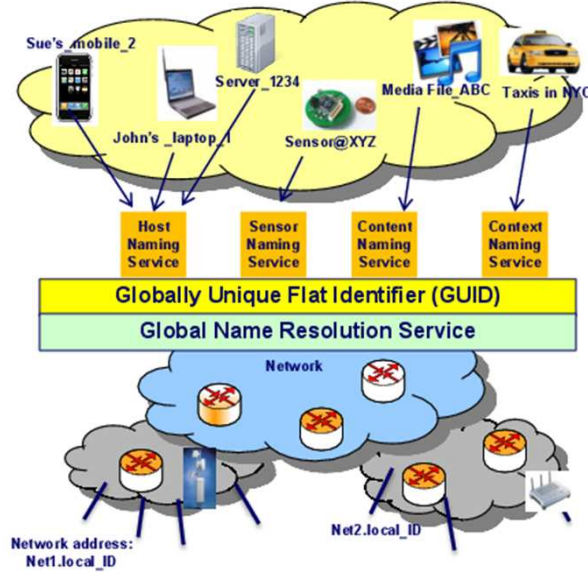


Figure 3.1: MobilityFirst architecture.

**Storage-Informed Segmented Transport, Edge-Aware Routing** In contrast to end-to-end transports which perform poorly in wireless conditions [10, 8], MobilityFirst employs a segmented transport to reliably progress data hop-by-hop. Data is segmented into large blocks storage that are cached at each hop, if storage is available, to enable in-network retransmission under losses. Experiments under a variety of wireless conditions have shown significantly better fairness, throughput, latency and robustness under the hop-by-hop transport, including an order of magnitude gains in median throughput [14, 11]. Within a domain, a generalized storage-aware routing (GSTAR) combines link-state routing with DTN elements, and flexibly expands connectivity across wired and wireless segments, as also occasionally connected partitions [15]. Conditions at the wireless-edge are further heeded by adopting an edge-aware inter-domain routing (EIR) approach that scalably gathers (using *telescoping* or aggregation of updates) and utilizes capacity and load conditions at edge networks to instrument effective multipath and multi-home delivery [24].

**Extensible In-Network Services** MobilityFirst proposes a network fabric with native support for multi-point and multi-path delivery services, with little to no set up control signaling between network elements and minimal state within them. For example, group memberships for multi-point delivery are maintained within the GNRS and retrieved dynamically by source hosts or en-route network elements to determine forwarding paths. The requested delivery type

is specified by end-hosts and encoded as the *service identifier (SID)* field within the routing header, and includes multicast, anycast, multipath, and multihome delivery. To support future extensibility of network function, MobilityFirst proposes a pluggable 'compute plane' for the network fabric. Compute services traditionally implemented by end-hosts may be plugged into the network at strategic points to provide en-route or local services such as content caching, encryption, VPN, or video transcoding. These instances register their name-address mappings at the GNRS, and require that end-hosts request their invocation by specifying a compute-plane SID and the GUID of the particular service. Furthermore, multiple SIDs may be specified simultaneously within the header invoking any sensible combination of services on a packet.

## 4. MobilityFirst API

In this section we discuss the specific API we are developing with the goal of supporting the abstractions presented in Section 2. Table 4.1 shows the complete set of API designed to take advantage of the architecture. The parameters therein are a loose depiction mainly to simplify the presentation. We have divided the operations into three major groups: basic, content-centric and service-centric operations. By doing so we want to be able to take advantage of the inherent characteristics of the communication patterns of these three groups of abstractions.

Table 4.1: MobilityFirst API

<b>Basic Operations</b>	open(profile, [profile-opts], [src-GUID])
	send(dst-GUID, data, [svc-opts])
	recv(src-GUID, buffer, [GUID-set])
	attach(GUID-set)
	detach(GUID-set)
	close()
<b>Content Centric</b>	get(dst-GUID, request, buffer, [svc-opts])
	do_get(handle, dst-GUID, request)
	get_response(handle, data, [svc-opts])
	post(dst-GUID, data, buffer, [svc-opts])
	do_post(handle, dst-GUID, data)
	send_response(handle, response, [svc-opts])
<b>Service Centric</b>	exec(dst-GUID, request, buffer, [svc-opts])
	do_exec(handle, dst-GUID, request)
	exec_response(handle, data, [svc-opts])

### 4.1 Basic Operations

Basic operations are in charge of: create end points with default stack operations customized for applications, support name based message delivery and manage network presence for the set of application GUIDs.

**Endpoint/Socket creation and customization.** At the beginning of each communication session, an application initializes a MobilityFirst socket by invoking the *open* operation. During

this initialization, the application provides the API layer the informations about the profile of the communication that will occur. With the word profile we identifies the set of elements that characterize the session such as: communication patterns, resources needed and services required. Additional extensions to the profile can be provided through a set of optional profile options. The final parameter is also optional and represents the GUID that the application want to use as its default interface to the network.

**Name-based Messaging.** Once the session is initialized *send* and *recv* are used for the exchange of data messages. While the baseline profile is common for the entire session, a per-message characterization is possible through the use of service options. These service options are used to address the set of network services offered by the architecture. This set of features spans from the ability of exploiting the computing layer located at routers, to different delivery systems and security options. Additionally, GUIDs can be used to express intentional data receipt through the use of the optional *GUID-set* parameter in the *recv* operation.

**Management of network presence.** To modify the set of GUIDs that an application wants to be responsible for *attach* and *detach* operations can be used. Through these operations network reachability for specified GUIDs can be announced if not already established. The utility of these operations can be easily identified in a content context where available contents are in continuous change and their availability needs to be updated both locally and remotely on the GNRS.

## 4.2 Content and Service Extensions to the API

As introduced before, GUIDs can represent any network element. While we do not analyze in this paper how human readable names would get translated into GUIDs, we assume that from this transaction the semantical relationship between the nature of the GUID and the network object that it identifies is easily tracked by the programmer.

Starting from the principle that additional information about the nature of the GUID could be known a-priori, we extended the API to support the following three specific operations as related to content and service entities: requests for transferring contents from a remote location (i.e. *get*), transfer of content to a remote location (i.e. *post*) and requests for a service to be executed on a remote location (i.e. *exec*). The use of type specific operations translates in different advantages; on the host side this enables the network stack to select the best transport

protocol and allocate in advance the adequate amount of resources; moreover it allows the user to choose between handling content transactions asynchronously or as atomic operations and use per operation security and network services. On the network side this enables the usage of specific header SIDs to provide the network components additional information about the type of data flowing.

All three communication patterns are characterized by a three way transaction represented as:

$$Request \rightarrow Analysis \rightarrow Response$$

*Handle* objects are used to identify specific requests and characterize the responses that follow them. Additional informations can be passed through the use of the *request* and *response* parameters.

## 5. Implementation

To gain some experience with our design, we are developing a proof-of-concept prototype of MobilityFirst's API and end host protocol stack. The API is implemented as a system library and can be interfaced both from C/C++ and from JAVA; the stack implementation takes the form of a standalone, multi-threaded user-level process; for low-level packet capture and injection of GUID-based MobilityFirst packets the stack exploits the pcap library. As all components are developed in C/C++ or JAVA with no major library dependencies they can be easily utilized on x86/ARM platforms running Linux or Android.

Thanks to this prototype and jointly to the network components that are also under development, new services difficult to realize with TCP/IP will be tested and analyzed.

### 5.1 Micro-benchmarks

Table 5.1: Latency in ms on 54Mbps WiFi link

	<b>MobilityFirst</b>	<b>IP</b>
<b>64B</b>	$5.62 \pm 3.69$	$0.55 \pm 0.42$
<b>256B</b>	$4.71 \pm 0.75$	$0.65 \pm 0.80$
<b>1KB</b>	$5.68 \pm 0.88$	$0.81 \pm 0.35$
<b>4KB</b>	$8.93 \pm 3.75$	$3.31 \pm 1.00$
<b>16KB</b>	$20.44 \pm 1.78$	$12.72 \pm 1.14$

To ensure a reasonable implementation of the API and the protocol stack, we ran basic latency and throughput experiments to establish the combined API library and stack performance.

In Table 5.1 and Figure 5.1 are shown respectively the round trip times and maximum throughput achieved by two machines with Intel i7 K875 processors and 8GB of memory directly connected through a Intel 54 Mbps Wi-Fi interface. From the table is possible to notice that even though the software implementation generates additional computing overhead, the behavior of the average RTTs with increasing packet size follows the one obtained using ICMP control messages. The graph provides an idea of the difference of performances achieved by transferring a large file dividing it in chunks of different sizes. While the performance is not yet comparable to what we get from using iperf with UDP (21 Mbps on average) and TCP



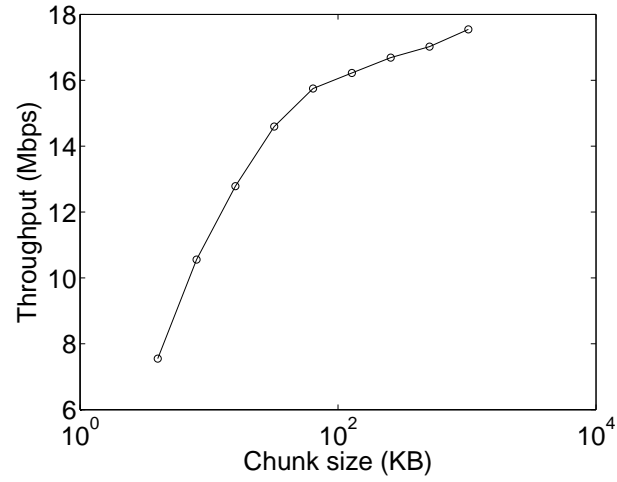


Figure 5.1: Throughput on 54Mbps WiFi link

(17.1 Mbps on average), the behavior of the graph is consistent with what would be expected from the application of the wireless transport protocol Hop [14] where with additional protocol overhead better performances are achieved with big chunk sizes. Additional optimizations will be performed to close the gap with TCP/IP.

## 6. Use Cases

We now show several examples of how the defined API would support: common Internet applications, difficult usage scenarios and MobilityFirst specific scenarios.

**Content Retrieval.** Among the services that would inherently benefit from name based routing there is content retrieval. The GUID abstraction nicely fits the needs of this context by allowing two different retrieval methods: by referencing contents with specific GUIDs or by contacting web servers through their GUIDs. Moreover delivery options could be exploited to achieve retrieval flexibility and to exploit in-network services.

As a supportive example of the second case we have implemented a small content retrieval scenario where two content servers are located at different distances, in terms of hops count, from a client. Figure 6.1 shows the structure of the network. The core network is based on Ethernet links at 100Mbps or 10Mbps, while we change link *L1* from either a 54 Mbps Wi-Fi link, a 10 Mbps Ethernet link or a 100 Mbps Ethernet link. Table 6.1 shows that the latencies in the three cases do not differ much between the two servers. In this scenario, the end user sequentially requests 20 contents of size 24 MB replicated on both servers sending a request message addressed to a GUID representing the web service offered and try to retrieve them using the anycast delivery service, as reflected in Listing 6.1.

Listing 6.1: Web service content retrieval.

```
int downloadFile(char *myGUID, char *sGUID){
    //b is request message
    //opts is "a"
    ...
    hdl = open(sGUID, myGUID, NULL);
    ret = send(handle, b, 32, &opts);
    while(remSize) {
        ret = recv(hdl, b, MAX-CH, NULL);
        addToContent(b, remSize, ret);
        remSize -= ret;
    }
    ...
}
```

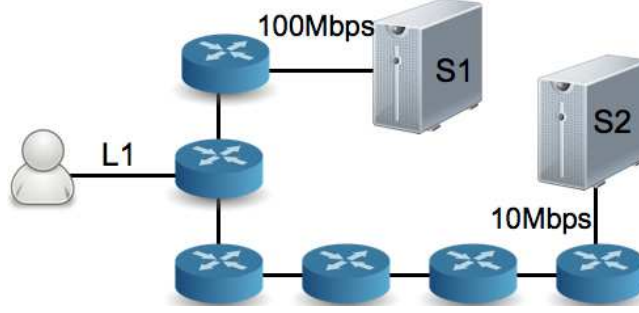


Figure 6.1: Content retrieval use case scenario

Table 6.1: Latency in ms to content servers

	WIFI	ETH 10	ETH 100
<b>Server 1</b>	23.03 $\pm$ 10.52	14.74 $\pm$ 1.17	13.15 $\pm$ 1.02
<b>Server 2</b>	30.23 $\pm$ 8.66	17.58 $\pm$ 0.75	15.16 $\pm$ 0.81

After the 10th transfer is completed a failure occurs on the link connecting to *S2*. From the retrieval time analysis shown in Figure 6.3 it is possible to notice how the routing paradigms embedded in the GUID abstraction enable the handling of the link failure. In this case the 11th request is delayed due to the adjusting period of the network. The effect of the failure would be additionally reduced in case of retrieval of larger contents. Figure 6.2 shows the throughput change after the failure occurs.

This same example could be also represented exploiting the other approach where GUIDs are used to reference contents; in this case contents would be retrieved through get requests providing inherent support to content location services that nowadays are achieved through DNS tricks that would not be desirable otherwise [17].

**Multihoming receive.** While the concept of multihoming is inherently supported in name based routing systems, how to handle multiple interfaces from a network interface point of view is still an open issue as multiple options are available. We argue that there should be a two level policy to determine the usage of the available interfaces: one based on application specific needs and one defined by the user, with the latter having higher priority. In the proposed API, the user level policy could be then expressed during the context creation provided by the open operation while the application requirements would be inherently defined from the context defined. These policies would be then applied to provide additional information to other network elements by the usage of header SIDs or entries in the GNRS. These concepts could be applied to the sample network of Figure 6.1. While we have analyzed the network behavior in case of

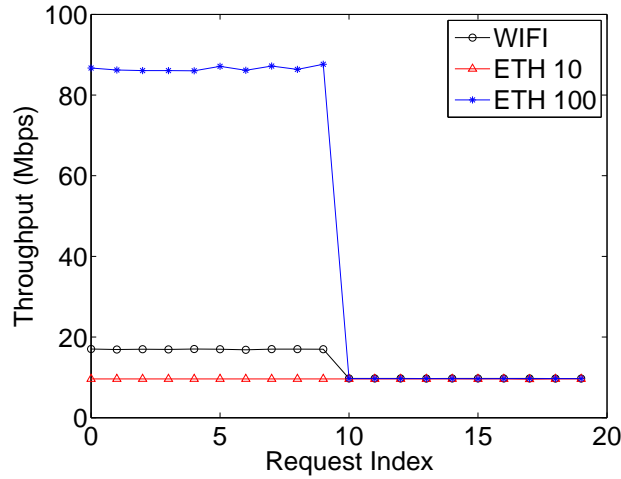


Figure 6.2: Anycast content retrieval throughput

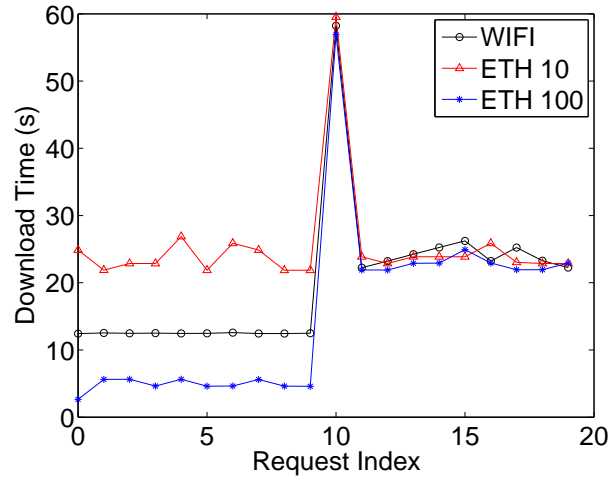


Figure 6.3: Anycast content retrieval total latency

failure, the use of multiple interfaces to the network could be exploited to increase performances by exploiting content presence on both servers.

Studies of how to balance the multiple options available are ongoing and simulation results presented in a parallel work show improvements of up to 30% in file transfer times when compared to TCP/IP when connecting through the best interface, and aggregate throughput of more than 90% of the maximum achievable value, when connecting through two interfaces.

**In-network services usage.** Extensible In-Network Services are a key components of MobilityFirst's architecture that enables en-route or local services such as content caching, encryption, VPN, or video transcoding. While we do not plan to provide full access to network services at the application level, we think that a set of content and service specific features should be

addressable through the API. With the proposed API, these services could be activated on a per message base, allowing enough flexibility to the developer. As an example, we could consider the on route caching of contents. With the proposed API this could be achieved by applying a message specific option.

## 7. Conclusions and Future Work

In this paper we presented the main network service abstractions that MobilityFirst, as a potential Future Internet Architecture, plans to support. For each of them we have discussed how they have affected the design choices we are taking in the definition of the architecture. Moreover we presented the design of the API we are developing along with other network components that will be used to evaluate the proposed concepts. These interfaces try to provide complete support to the presented abstractions using a base group of operations in conjunction with content and service specific extensions. Finally we showed through a series of use cases how this API could be exploited to offer the set of features that MobilityFirst aims to provide. Thanks to the prototype that is under development, we plan to further explore in future works how MobilityFirst would perform in scenarios that are difficult to realize in today's Internet architecture.

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