

ICN Packet Format Design Requirements

presented by Alex Afanasyev

Alex Afanasyev (UCLA), Ravi Ravindran (Huawei), GQ Wang
(Huawei), Lan Wang (University of Memphis), Beichuan Zhang
(University of Arizona), Lixia Zhang (UCLA)

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Why The Requirements?

- This draft is not about any specific packet format designs
 - ICN is still in active research stage
- Our goal is to identify general requirements for ICN packet format
 - what are the requirements of the format
 - how these requirements should be ordered
 - what are the tradeoffs between various designs
- Learn and apply lessons from the past

Identified Requirements for ICN Packet Format

1. Universality / elasticity
2. Flexibility and extensibility
3. Processing efficiency
4. Auditability / robustness

1. Universality / Elasticity

- Packet format should be able to support a wide diversity of usage scenarios and underlying network technologies
 - constrained IoT environments
 - ultra high speed network channels
- Lessons from the past
 - shortage of IPv4 called for IPv6
 - overhead of IPv6 in IoT called for 6LoWPAN

2. Flexibility and Extensibility

- ICN is in research stage
 - experimental nature
 - not all required functions are identified yet
- Packet format should stay flexible
 - allow addition of new elements
 - allow removal of elements no longer necessary
 - minimize the number of required fields
- TLV encoding offers these properties
 - emerged from many years of IETF protocol development experience

3. Packet Processing Efficiency

- Packet format should support efficient processing
- However processing efficiency has conflict with other requirements
 - variable length fields → higher processing cost
 - fixed header can help reduce processing cost → reduced universality and flexibility
- We are designing ICN for the future
 - new applications will come over time
 - technologies will move forward with time
 - new approaches to hard problems will be discovered over time

4. Auditability / Robust Design

- Unique type code for all network level TLVs facilitates packet audit without tracking the semantics of each nested TLV level
- Tradeoffs between
 - reduction of implementation errors
 - implementation complexity of network debugging tools (tcpdump and wireshark)
 - required coordination
 - coordination can be separate (and not required) for app- and vendor-specific TLVs

5. ICN Packet Format elements (Classes Of Information in the Packet)

- Information-centric elements
- Transport elements to assist multi-hop information retrieval

Information-Centric Functions

- ICN uses application-level data units at network level
- ICN packet format: representation of data and request for the data
 - name
 - name constraints
 - payload
 - security context
 - security context constraints
- These are the only elements that producers and consumers need to communicate in terms of data

Information Retrieval Over Wide Area

- Additional information may be necessary to aid the retrieval
 - kill requests traveling “indefinitely” in the network
 - Problem reporting between neighbor nodes (e.g., NACK)
 - trigger exploration of alternative path
 - AS-level traffic engineering/QoS support
 - Fragmentation/reassembly
- Note that the elements **not** directly related to the information itself

ICN Packet Format Functions (Classes Of Information in the Packet)

- How to encode these elements in ICN packet?
 - single spec
 - two separate complementary standard specs
- Tradeoffs
 - Single spec easier to implement → may require inclusion of unnecessary elements
 - Separate specs give maximum flexibility and allow separate evolution of ICN and transport functions → require separate standardization

History of IP Address Space Design

IEN 28
(February 1978)

```

+++++
|Version|  IHL  |Type of Service|          Total Length  |
+++++
|          Identification          |  FLAGS  |Fragment Offset|
+++++
|  Format  |  DAL  |  SAL  |          Destination  |
+++++
| Destination continued |          Source          |
+++++
| Source cont. |          Options          |  Padding  |
+++++
    
```

DAL: destination address length; SAL: source address length



IEN44
(June 1978)

```

+++++
!Version!  IHL  !Type of Service!          Total Length  !
+++++
!          Identification          !  Flags!  Fragment Offset  !
+++++
!  Time to Live  !  Protocol  !          Header Checksum  !
+++++
! Source Network!          Source Address          ←
+++++
! Dest. Network !          Destination Address          ←
+++++
!          Options          !  Padding  !
+++++
    
```

According to David Clark:

- “Back then *we knew* that a 4 byte address would be too short in the long run, and proposed a variable length address.
- “The guys doing the coding protested that it would be too complex to parse the variable length header (too slow to process the packet) and demanded a fixed length header so they did not have to work their way through the header...”

Thanks