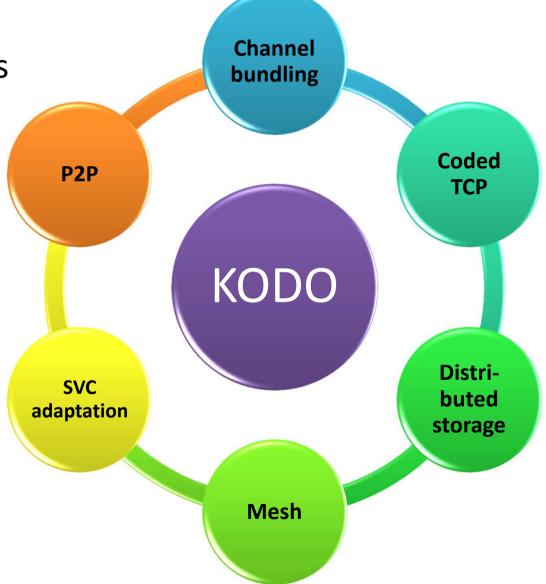
Application Fields and Implementation of Network Coding

Frank Fitzek
Aalborg University

KODO & CO

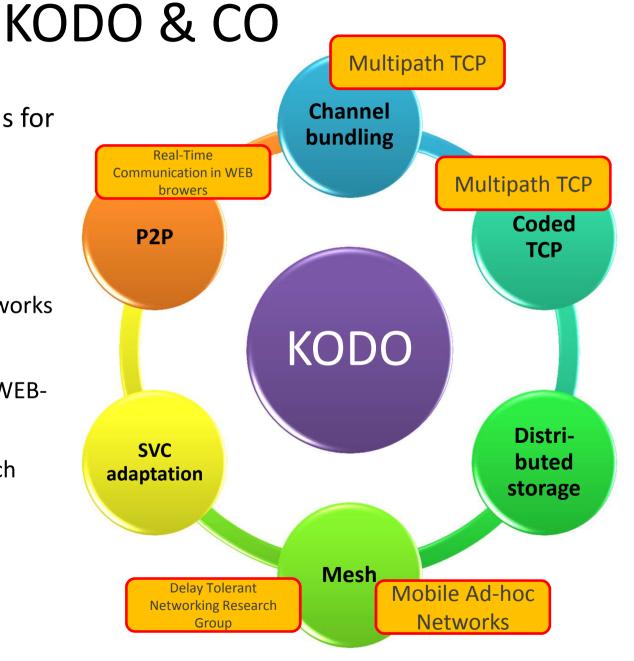
 Header-less protocols for KODO

- Communication
- Storage



 Header-less protocols for KODO

- Communication
- Storage
- Impact on IETF
 - Mobile Ad-hoc Networks
 - Multipath TCP
 - Real-Time
 Communication in WEBbrowsers
 - Delay TolerantNetworking ResearchGroup
 - etc ...



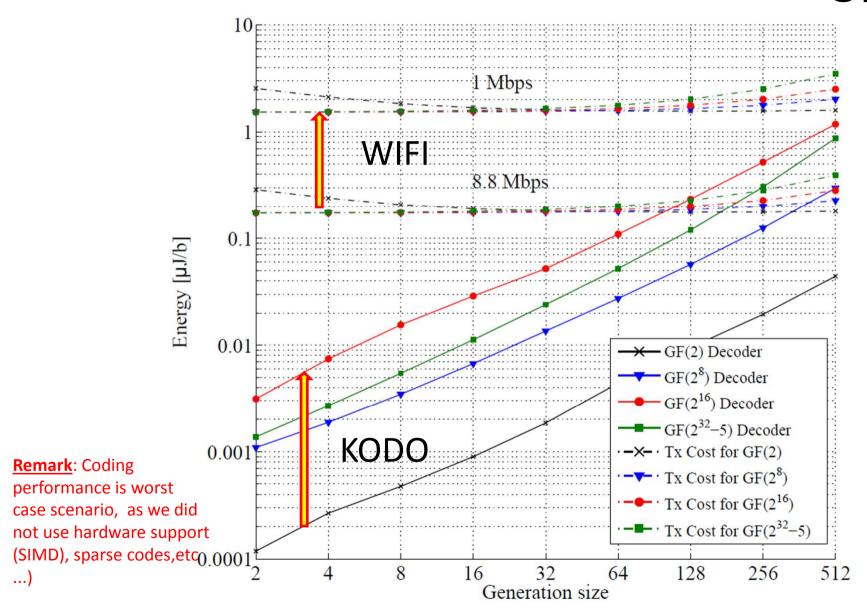
Performace Evaluation KODO

- Performance depends on the platform
- KODO is cross-platfrom, and we test on several devices
- Main interest
 - Coding speed (from a cuple of KB/s to 500 MB/s)
 - Resource allocation (CPU, memory)
 - Energy consumption

Performace Evaluation KODO



Performace Evaluation KODO: Energy



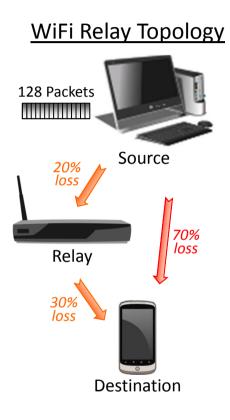
Mesh Implementation

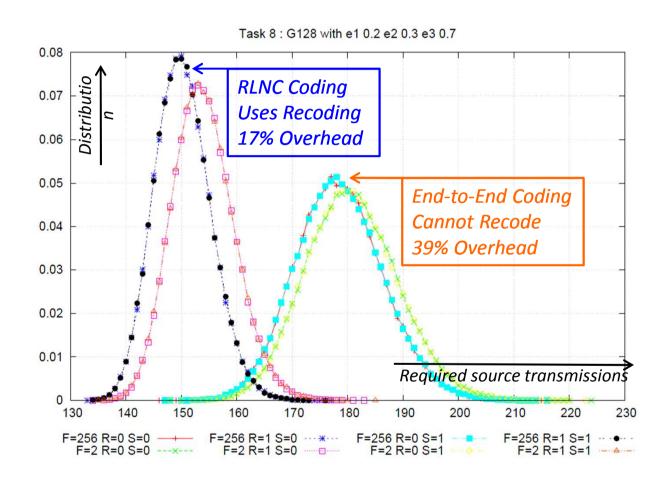


Mesh Implementation

- Interflow network coding
 - Entering Linux Kernel 3.10 via B.A.T.M.A.N. routing
 - Testing at BATTLEMESH v6
 - Sensor network results
 - Medium Access and Inter NC
- Intraflow network coding
 - Using RLNC at the mesh routers
- Combination of Inter and Intra NC: CORE

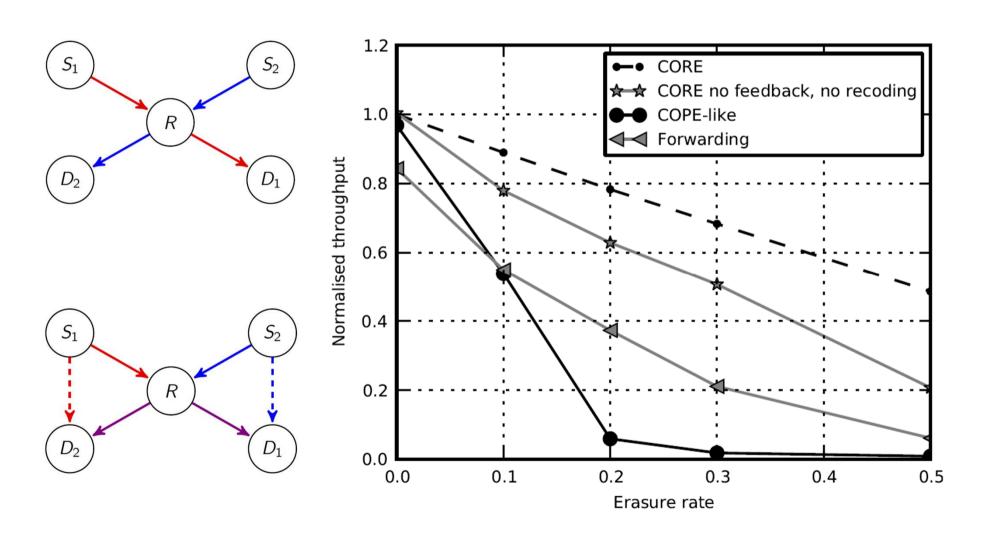
Recoding RULES!





Slide by Kerim Fouli /Frank Fitzek (CodeOn/Steinwurf)

CORE



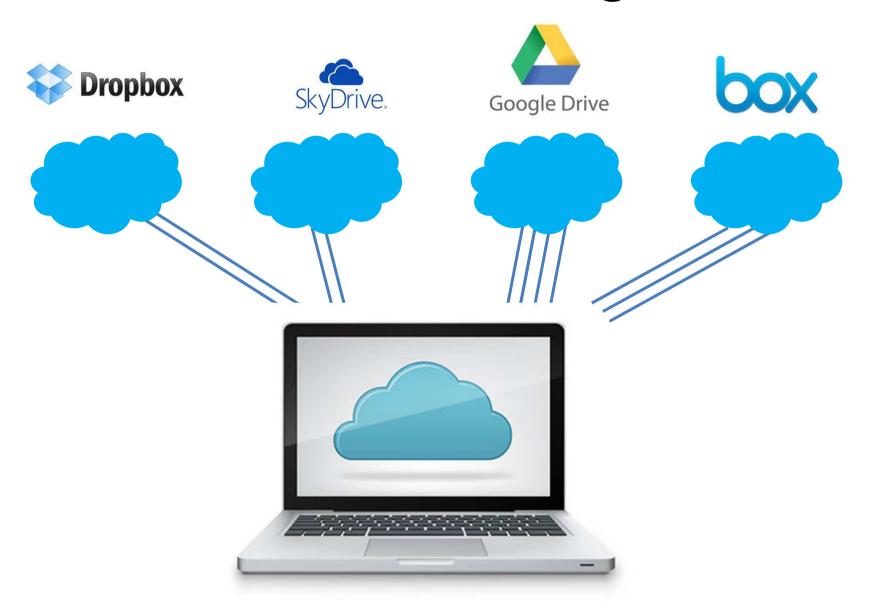
CORE: sophisticated signalling scheme, no retransmissions by the relay ...

CORE Demonstrator



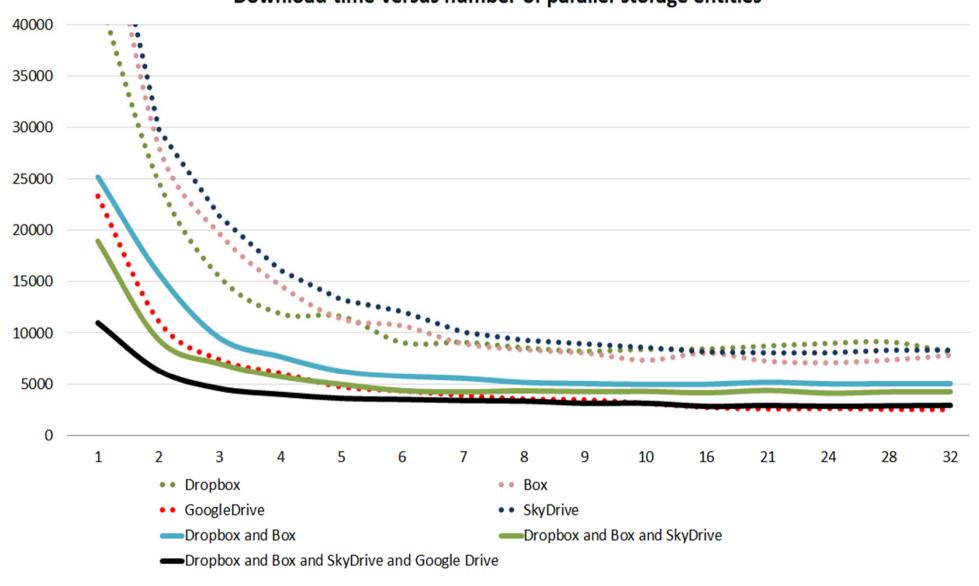
- On youtube: http://www.youtube.com/watch?v=mKiHKtZRFVU
- (Search for "CORE Network Coding")

Distributed Storage



Distributed Storage

Download time versus number of parallel storage entities



Conclusion & Outlook

- NC has potential impact at many WG at IETF
- RLNC has unique properties over other E2E codes (sliding window, recoding, etc)
- KODO is easy to integrate in running projects

 Training session for NC plus KODO integration in Berlin and Palo Alto in 2013 (take a flyer)



