





# Supporting Publish/Subscribe in ICN

M. Arumaithurai, J. Chen, X. Fu,

K. K. Ramakrishnan, J. Seedorf

### **Motivation**

#### Need for Publish-Subscribe

- Allows true temporal independence of publication from request
- Support content-centric subscription and publication of information

#### Timeliness

- Real-time media (e.g. video streaming & gaming), Disaster Management
- Push based Multicast

#### Coverage

– Providers can be 'dynamic'/'transient'

#### Scalability

- Large number of producers and consumers
- Even large number of interests and data items
- avoid each publisher from making a FIB registration to avoid large increase in FIB size
- Topic based subscription to avoid complexity on the routers

#### Incremental Deployment

- Beneficial for early adopters and seamless migration from an IP dominated environment
- Complementary to query/response

## Application Scenarios for a Pub/Sub Architecture

- Online Social Networks and RSS Feeds
  - Resource wasted on polling
- Notification Systems in Disaster Situations
  - Uni-directional communication
- Online Gaming and Audio/Video Conferencing
  - Timeliness
  - Efficient use of resources (for maintaining connections)

## Requirements/Desirable Characteristics

- An Efficient pub/sub content delivery system should
  - Support hierarchies and context in naming content
    - Richer (finer granularity) identification of content
    - Allow aggregation
    - Allow grouping/subscription at various levels
  - Need to Support:
    - Policy control
    - Efficiency (especially for distributing large volume content)
    - Subscriber offline support
      - Asynchronous delivery of information

## **Planned Next steps**

- A survey of existing pub/sub work for ICN
  - Survey draft
- A pub/sub enhancement specification
  - based on the requirements, borrow from existing solutions
  - specify concrete extensions to the CCNx specification for pub/sub
    - E.g. based on CCN Binary Encoding (CCNB) (draft-ietf-ccnb-mosko-01)
    - Experimental
    - Future versions of this document will outline such extensions more concretely

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