ICN2020 Project

Advancing ICN towards real-world deployment through research, innovative applications, and global scale experimentation

6 Oct. 2016

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ICN2020 Project

- Key-objective :
 - Facilitate the real-world deployment of ICN through research, innovation and large scale experiments.
- ICN is halfway to the real-word deployment
 - ICN2020 Project approaches both from research and from proof
 - Challenge unsolved problem and enhance the ICN infrastructure
 - Design specific applications and evaluate them on the testbed

ICN2020 Consortium



KDDI R&D Laboratories, Inc.



Georg-August-Universtät Göttingen Germany



Kozo Keikaku Engineering, Inc.



Universita' degli Studi di Roma Tor Vergata Italy



Osaka City University



University College London UK



Osaka University



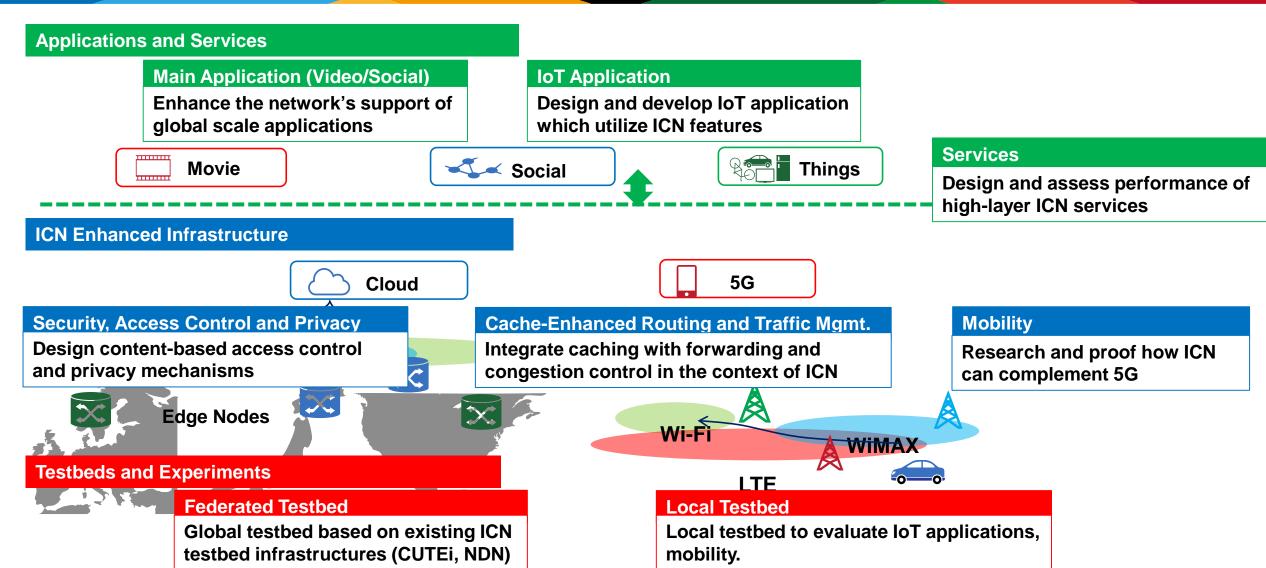
Cisco Systems France Sarl France



Ericsson AB Sweden



Institut de Recherche Technologique SystemX France



Objectives

Objective I Design and develop a set of exemplary main applications with a special focus on

video delivery and social networks.

Objective II Design and develop key features of IoT Applications.

Objective III Design and develop ICN Services.

Objective IV Adapt ICN to complement 5G.

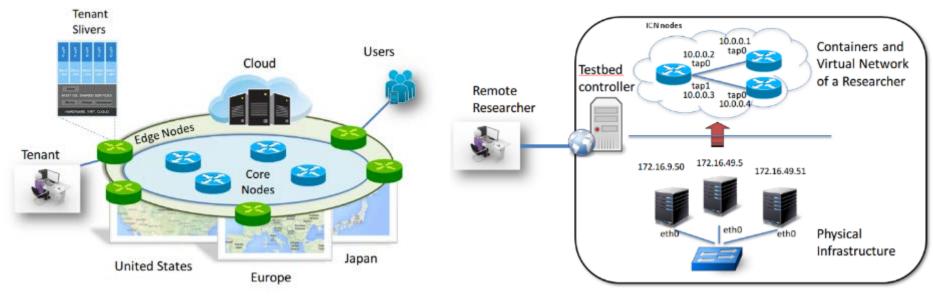
Objective V Improve/resolve solutions to vital functions of ICN based Infrastructure.

Objective VI Realistic experiments on large scale local and global federated testbeds.

Objective VII Stimulate general deployment of ICN in the real world, e.g., by integrating specific ICN concepts and solutions in POCs by industrial partners during the project life time.

Realistic Experiments

- Theoretically, ICN has the potential to solve many issues prevalent in current IP
- But the realistic experiments need to be performed in order to
 - obtain an understanding of ICN's performance in large scale and real-world scenarios
 - discover a new problem on the real-world environments
- We use two approach: Federated Testbed and Local Testbed



Federated Testbed

Local Testbed

Applications

- Three applications that could be useful for such a large scale event, e.g., Tokyo Olympic
- **a. Video**: VoD/Live streaming, Interactive (video conference)
 Challenges: Large number of users, large filesize content (4K), low latency

b. Social Network

Challenges: Large number of users that connect based on context (e.g. they are in a stadium together)

c. Internet of Things

Challenges: How do you send/receive info to context based IoT devices (e.g. evacuation signal in a planned manner to IoT devices in a stadium, context based feedback to people in the vicinity)







- ICN2020 project is just started
- We had Kick off meeting Sept. 5 − 6 in Göttingen, Germany



- ICN has potential to solve many issues prevalent in IP
 - But it is still halfway to the real-word deployment
- GreenICN Project improved the research activities related with the future network technologies in EU and JP
 - But still research phase

- ICN2020 project will bridge to the real-world deployment
 - From the post projects including GreenICN project
 - By the experimental proof on the global and local testbed