

# Easy CCNx experimentation on PlanetLab using NEPI

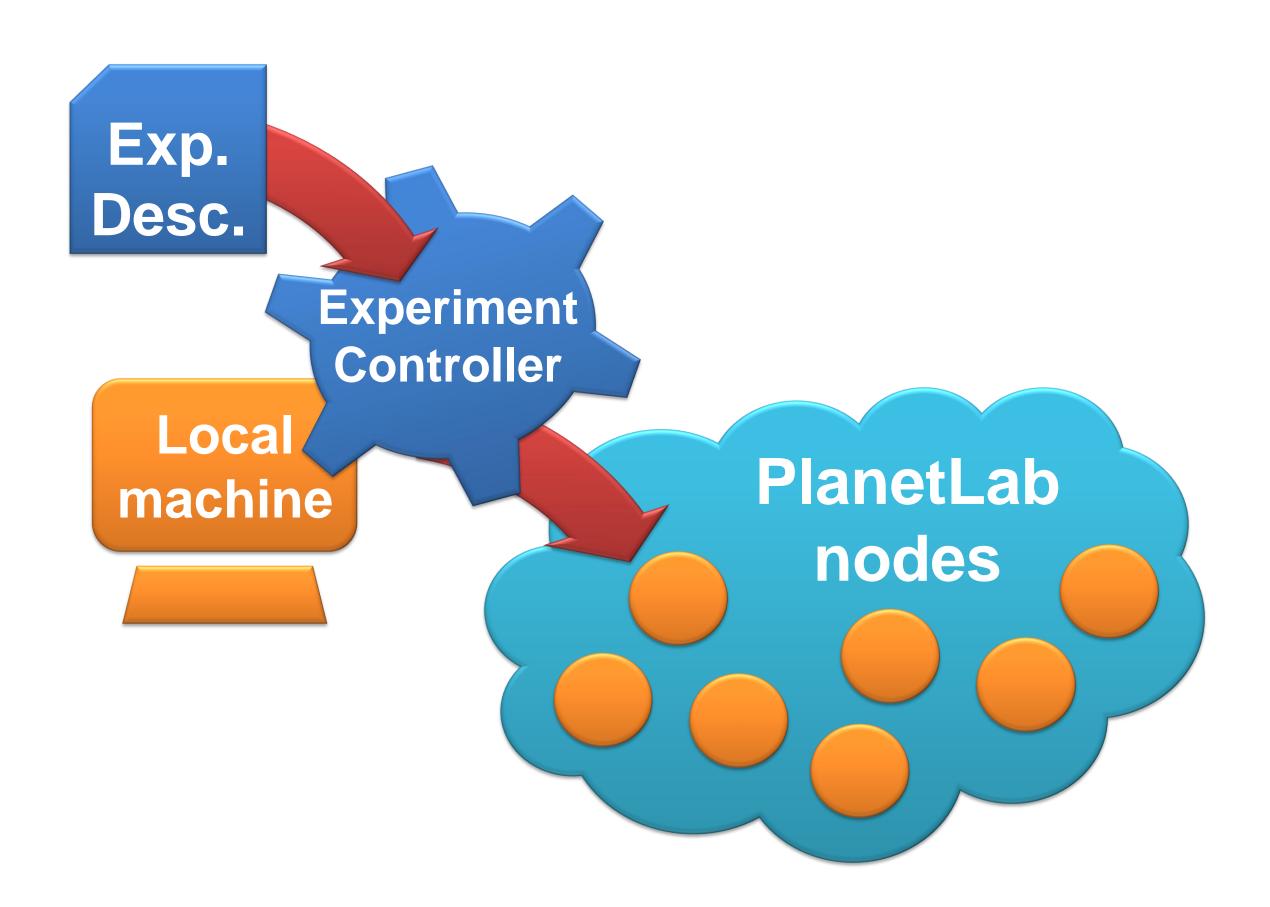
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### Objective

- Realistic experimentation on top of the Internet is necessary to explore co-existence of CCN and TCP/IP architecture.
- ➤ Deploying live experiments on the Internet is a difficult and error prone task to perform manually (i.e. creation of deployment scripts, node synchronization, tunnel creation, etc..)
- To enable easy CCNx Internet-live experimentation, we propose a solution that combines the PlanetLab testbed with the NEPI experiment management framework.

#### NEPI & PlanetLab

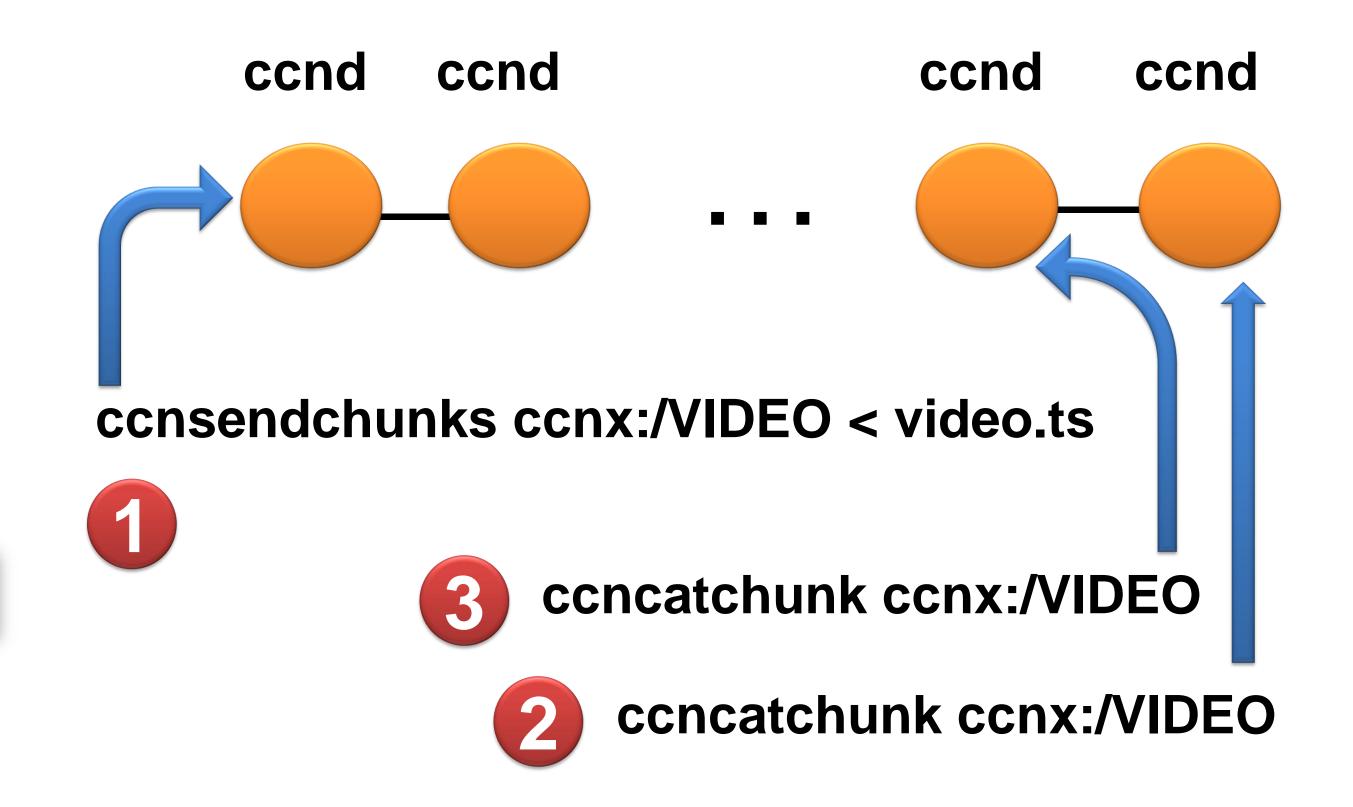
- ➤ NEPI enables to automate deployment of CCNx experiments on PlanetLab.
  - ☐ Can use user-modified CCNx source code.
  - ☐ Can build overlay networks on top of PlanetLab, for more controlled CCNx experiments.
  - ☐ Can choose PlanetLab nodes based on user specified criteria or use reservable/whitelisted nodes for high reliability.



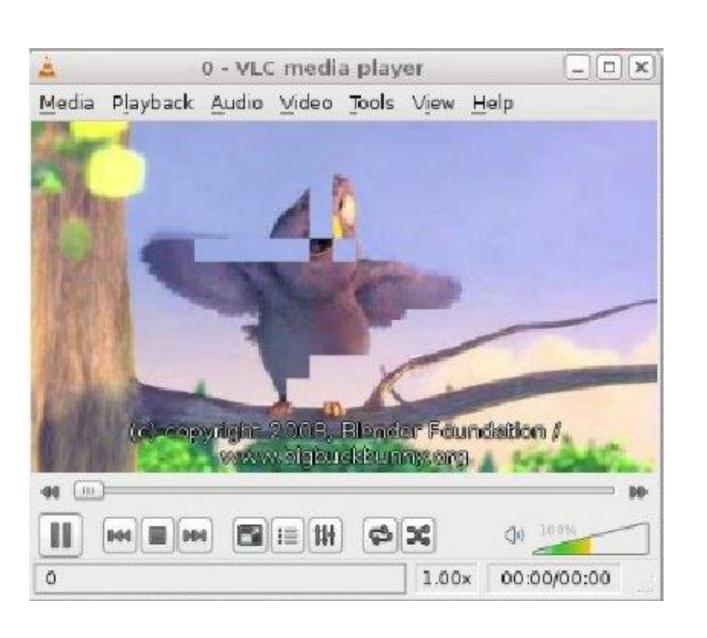
- NEPI provides an Experiment Controller (EC) to automatically provision nodes and deploy custom applications. The EC takes as input an Experiment Description XML file, which can be reused to re-run an experiment many times.
- > Web Site: http://nepi.inria.fr

## CCNx experiment case

➤ We want to observe the effects of CCNx caching when simultaneously retrieving a video stream along several PlanetLab nodes associated in series through UDP unicast FIB entries.



- > The experiment is organized as follows:
  - 1. A video is published on the first node.
  - 2. It is immediately retrieved on the last node.
  - 3. Some seconds later it is retrieved again on the previous node.
- ➤ What are the perceived effects of CCNx caching when retrieving the video each time?
  - ☐ The first time we observe visual artifacts and freezing of the scenes in the video.
  - ☐ These problems are not present when retrieving the video a second time since CCNx has already cached the content in the node.





#### > More Information at:

http://nepi.inria.fr/wiki/nepi/CCNxPlanetLab

