



Advancing Applications from the Edge In with Information-Centric Networking

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ice-ar.named-data.net

Outline

- ICE-AR Project Concept
- Edge-in Approach to ICN Research & Rollout
- Augmented Reality (AR) as Driver for ICN-WEN Research
- Trends & Counter-Trends in Application Development
- ICE-AR Browser Design Concept
- Research Thrusts
 - Naming
 - Performance
 - Security / Privacy
- Key Challenges
- Collaboration Opportunities
- Conclusion

For UCLA and NMSU
team members and
more background, see:
ice-ar.named-data.net

ICE-AR: ICN-Enabled Secure Edge Networking with Augmented Reality

Apply NDN to unify advances in wireless communication with domain-specific computing technologies to accelerate AR at the wireless edge and deliver robust performance for large groups of people interacting in real-time by exchanging context & content.

- (i) Realize ICN in an operational demonstration system that integrates **low-level wireless performance improvements with domain-specific *acceleration as a service***.
- (ii) Investigate the design of robust and resilient networking** for an information system that comprehensively uses infrastructure resources while withstanding infrastructure failures.
- (iii) Develop approaches that **transition content delivery** from monolithic, context-independent streams to highly granular and context-dependent.
- (iv) Investigate the **management of identities and trust relations** in dense deployments in large campus networks of the future **where content can be generated by all edge devices**.
- (v) Explore how to **infuse comprehensive end-to-end security and identity privacy protection** for users/applications—intrinsic security and privacy in all cyberspace elements at the edge.

Edge-in Approach

- Reap ICN benefits without requiring deployment in the core.
- Target greenfield applications where IP is challenged / heavyweight stacks are a poor fit.
- Pursue decentralized computing and communication models:
 - Built around NDN's "fundamentally new abstraction for general purpose networking";
 - Remove cloud dependency for content, processing, rendezvous and trust management;
 - Avoid silo'ed approaches to information exchange.

Examples from the NDN team

Vehicular Networking

- G. Grassi. "VANET via named data networking." 2014 IEEE INFOCOM Workshop on Name-Oriented Mobility

Internet of Things

- W. Shang et al. "Named Data Networking of Things (Invited Paper)." IEEE IoTDI 2016.
- W. Shang et al. "Named Data Networking of Things: A case of cloud-independent home entertainment design (Invited Paper)," IEEE IoTDI 2017.

Augmented Reality

- J. Burke, "Browsing an Augmented Reality with Named Data Networking (Invited Paper)," ICCCN 2017.

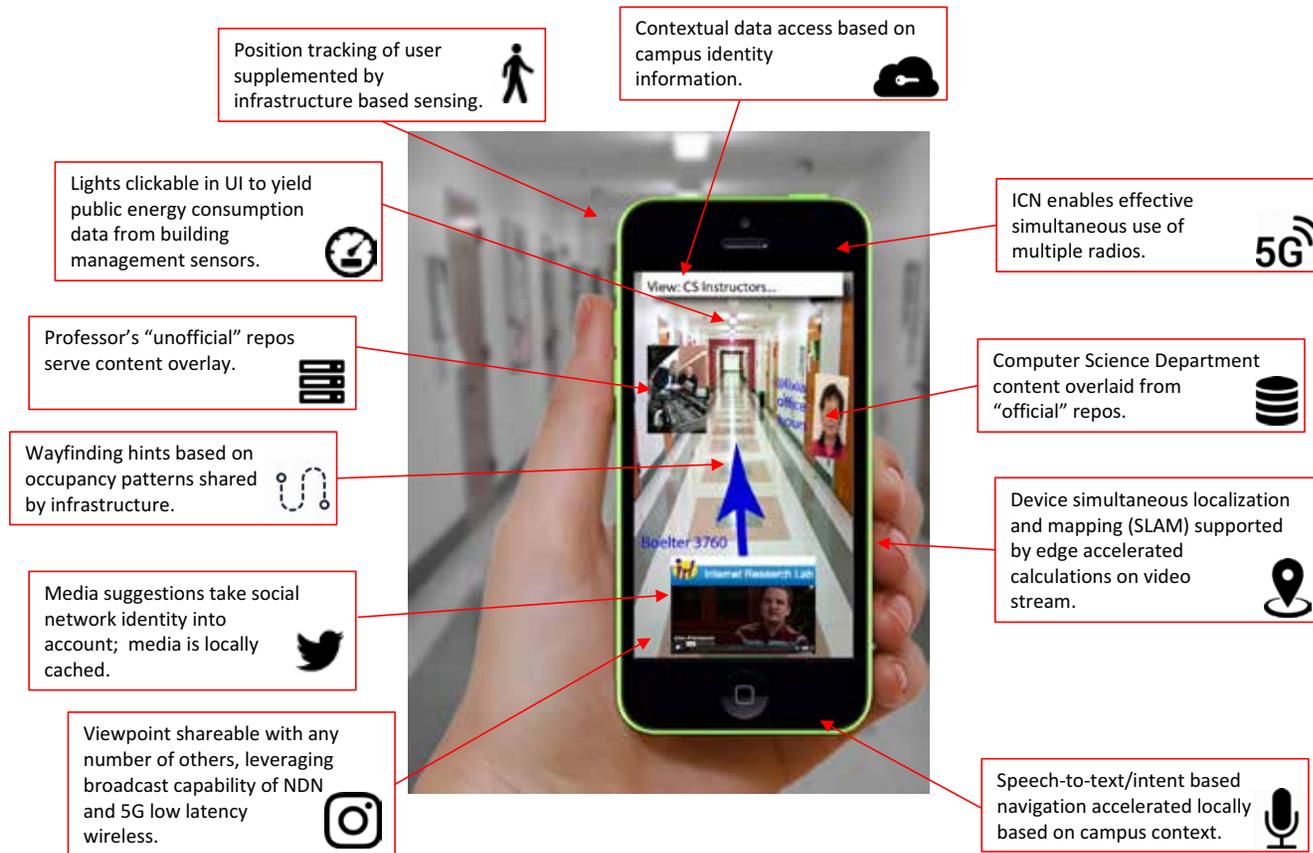
Augmented Reality as a Driver for ICN-WEN

- Drive architecture development for wireless edge networking, “UX beyond device capability” (Geng Wu’s talk).
- Prominent, *integrative* emerging area with reqs suited to >5G wireless, fog computing models; foregrounds inversion problem.
- >5G enables us to imagine edge-in-the-loop of interactive, multimedia applications; integrating compute and comm.

Requirements

- **Context-dependent** retrieval of media; context from location to content preference
- **High throughput** for scene video and content overlays
- **Low latency interactivity**, suggesting packet granularity requests, edge acceleration
- **Progressive retrieval** for responsive/scalable display, variable level-of-detail, predictive fetching.
- **Reverse CDN to scale consumers:** Content *and context* publishing from all parts of fog, incl. users’ mobile terminals
- **Code as data:** Just-in-time code delivery to edges and clients for content navigation/interaction
- **Real-world trust:** Diverse, non-binary trust models that need to be understood by developers and users.
- **IoT Integration:** Ability to integrate with data/devices that may not be Internet-accessible and have varied trust.
- **Heterogeneous wireless:** User terminals (and local IoT) using a variety of comm. technologies

ICE-AR Browser Concept



Have we seen this before, or not?

Yes & No

“It is widely accepted that creative design is not a matter of first fixing the problem and then searching for a satisfactory solution concept;

instead it seems more to be a matter **of developing and refining together both the formulation of the problem and ideas for its solution.**”

Cross & Dorst (1999), quoted by Brooks (2010).

“Post-app” Design Strategy

- Reformulation of the problem suggested by ICN:
AR built on “**multiparty context-content exchange**”
with a mix of local / global sources, non-binary trust, context-dependent privacy.
- Decentralized ecosystem of data and services, seen via various (branded) views and filters, rather than each author (brand) generating a vertically integrated stovepipe app.
- Cloud-assisted but not cloud-reliant. Approach should work in disrupted infrastructure scenarios (e.g., emergencies).
- *Names* to standardize exchange of data:
media; metadata / media descriptions; sensor readings;
code; keys; function or service pointers
- *Relationship between names* to standardize trust management and rendezvous.

Context \Leftrightarrow Content Exchange

Watch game like an actual spectator
Free Viewpoint Video Synthesis and Delivery
C-17 Personalized Video Playback from Arbitrary Viewpoint

Capturing the scene using multiple sensors

RGB/depth sensor
360° range sensor
360° spherical camera

Application Scenarios

VR



FAST COMPANY
LEADERSHIP MAGAZINE MOST INNOVATIVE COMPANIES MOST CREATIVITY

Why Volumetric VR Is The Real Future Of Virtual Reality

With 8i's technology, it's possible to walk around a human subject in a VR experience. That makes it more immersive, more real, say experts.



Context \Leftrightarrow Content Exchange



Google Tango @ GTC 2015



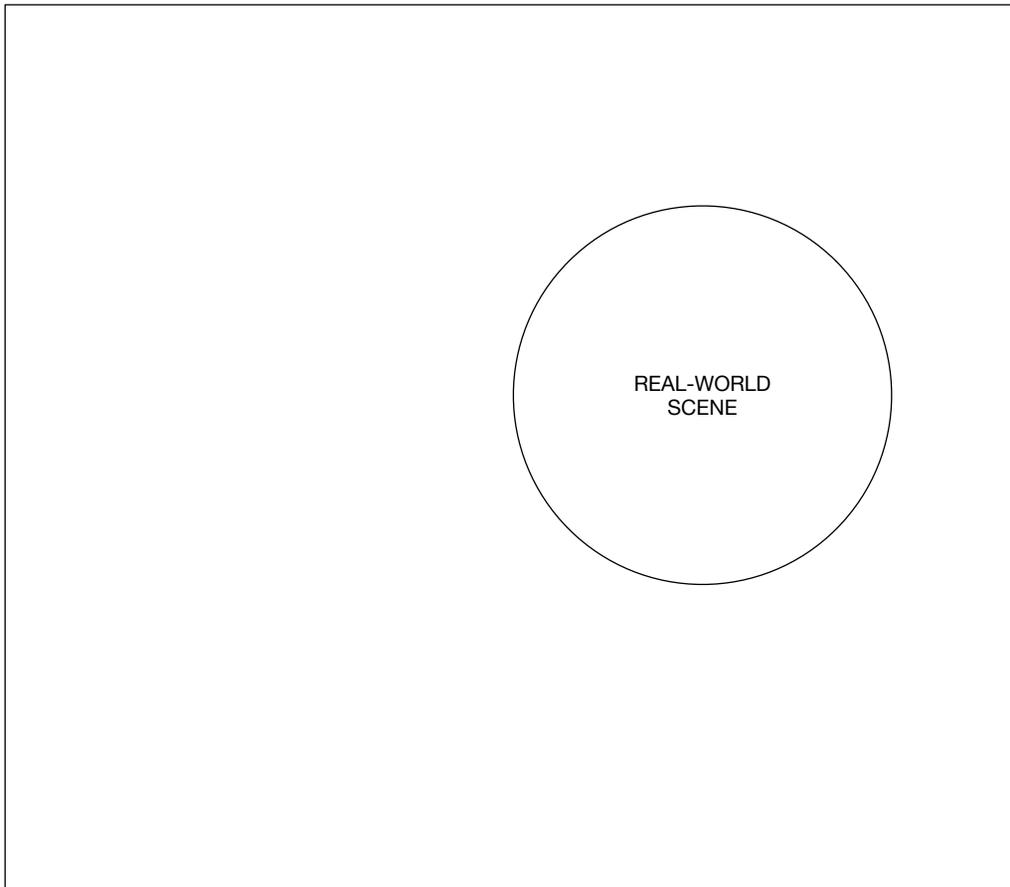
Darknet YOLO (You Only Look Once)

Augmented Reality* as...

Not surprising...
NDN semantics mirror web semantics

“App”	“Service”	“Web” (Our Focus)
<ul style="list-style-type: none"> • <i>Walled garden; branding-driven perspective. Silos...</i> • Vertical experiences of the augmented world. • AR functionality in libraries, services. • Cloud-based hosting of content ecosystem, typically app-specific. • Edge services (ala CDNs) tightly integrated and out-of-view. • In-app apps, to enable plugging in of other features. • UI/UX consistency enforced by platform. • <i>How to run multiple overlapping AR views of the world simultaneously?</i> • <i>How to handle proliferation of entry points? One app is simple, 100s of context-specific apps are not.</i> • Example: Apple ARKit. 	<ul style="list-style-type: none"> • <i>Interoperability- and resale-driven perspective.</i> • Focus on AR as addition to existing ecosystems and applications. • Largely independent of content distribution. • Cloud-based support for critical compute functions, such as machine learning. • UI/UX consistency up to application or enforced by user-facing services. • Local (and proprietary) libraries for service interface. • <i>How much to tie applications to one service provider? Incumbents favored.</i> • Example: <i>Wikitude Cloud Recognition; Facebook AR Studio.</i> 	<ul style="list-style-type: none"> • <i>Exploration- and connection-oriented perspective.</i> • Vision of a (decentralized) data web integrated with physical world. • Sessions replaced by multi-party context-content exchange. • Many entry points into content navigation – brand, location, etc.. • Common services expressed as data-centric protocols. • Self-publication simplified. • Security and consistent user experience challenging. • UI/UX consistency enforced by evolving convention. • Can provide for app- and service-driven models. • <i>How to manage proliferation of entry points, trust models, etc. ?</i>

ICE-AR Browser Design Concept



Augmented Reality as:

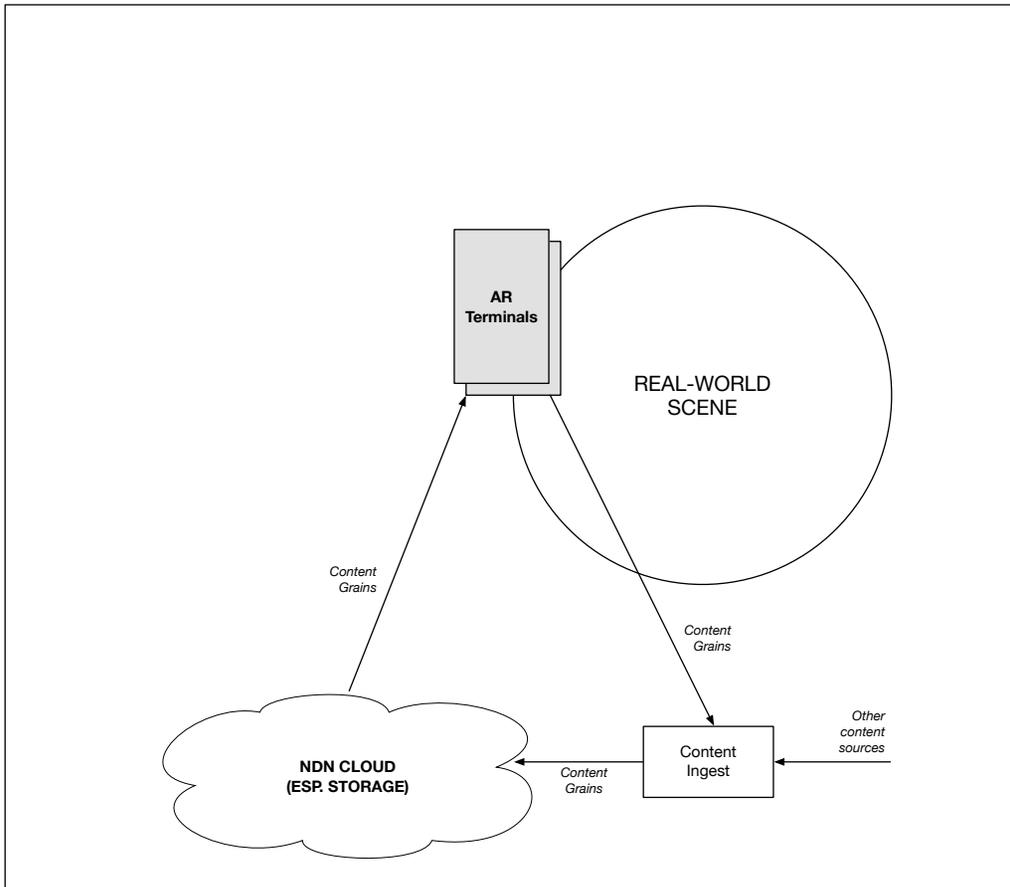
**Multi-party exchange
of context and content**

*Context = Generalization of
user POV.*

*Content = Overlays on the
world, based on the user
context/POV.*

J. Burke, "Browsing an Augmented Reality
with Named Data Networking (Invited
Paper)," ICCCN 2017.

ICE-AR Browser Design Concept



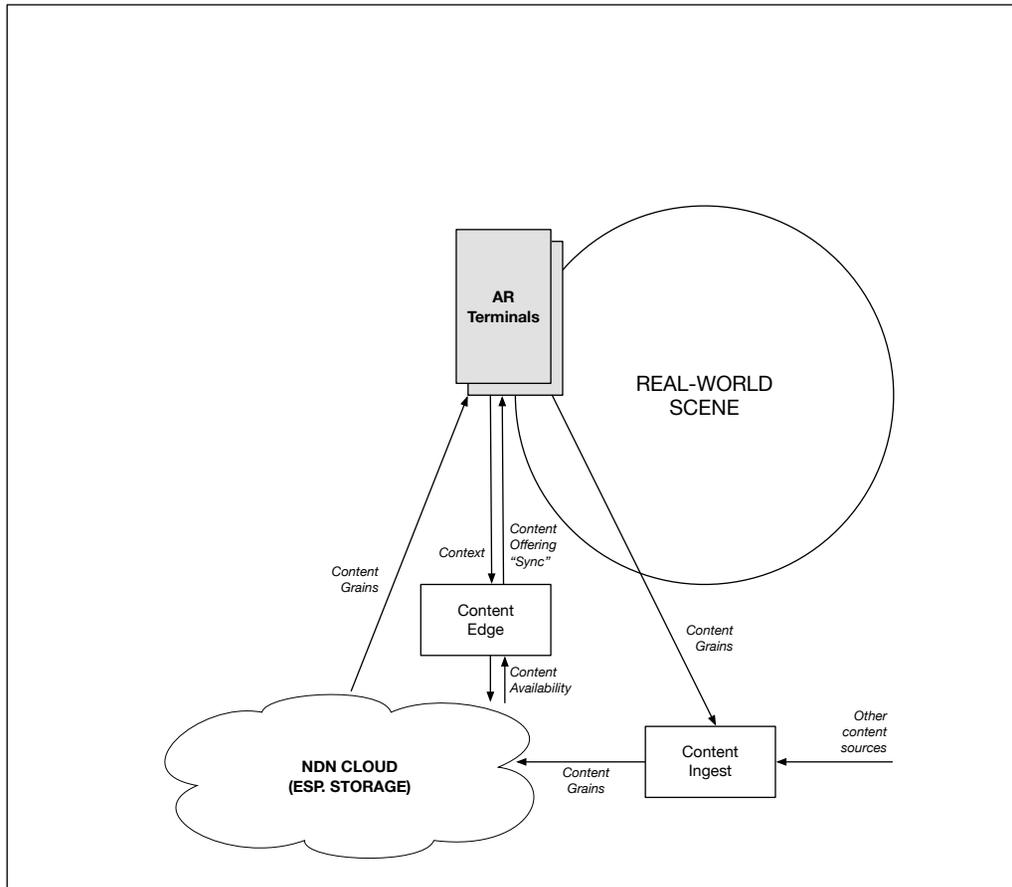
Augmented Reality as:

**Multi-party exchange
of context and content**

*Context = Generalization of
viewer perspective on the
world.*

*Content = Overlays on the
world, based on the user
perspective.*

ICE-AR Browser Design Concept



Content edge

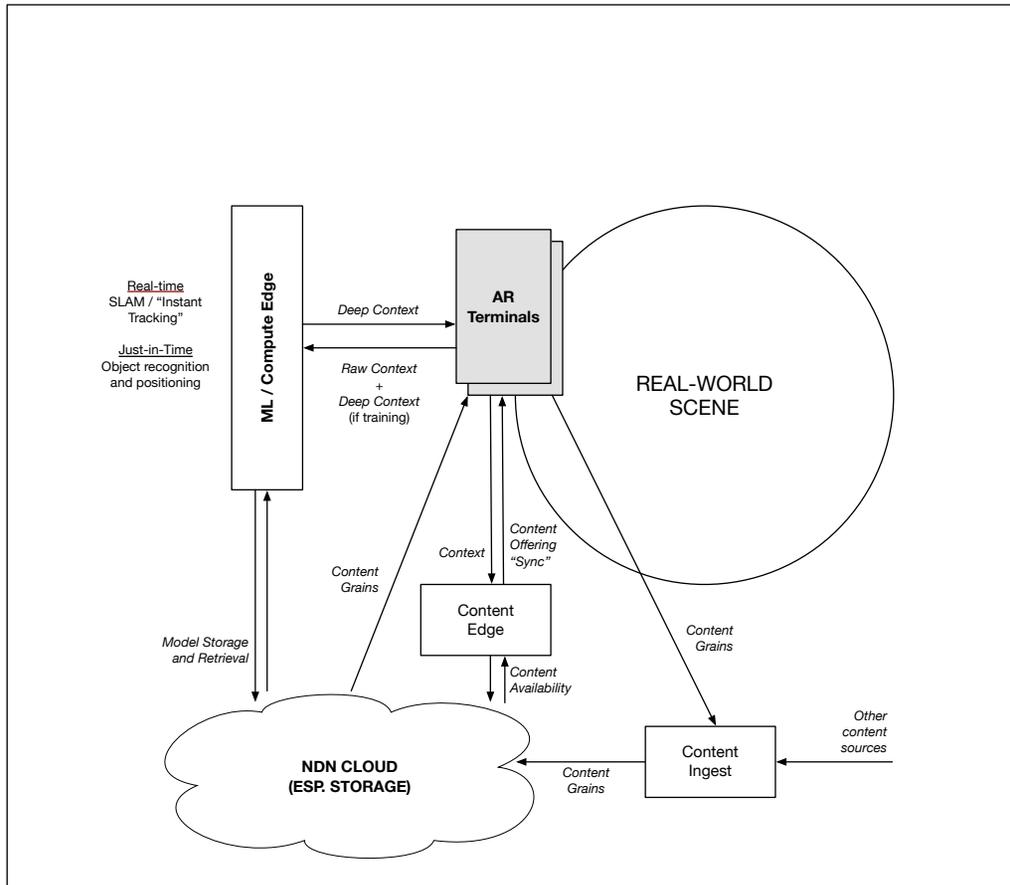
Offer (potential) content based on context. (Terminal chooses what to fetch.)

Application-specific interactivity, transcoding, etc.

Edge can leverage predictability of user requests if media choices are published as

Edge (or cloud) provides code just-in-time to terminal to manage fetching.

ICE-AR Browser Design Concept

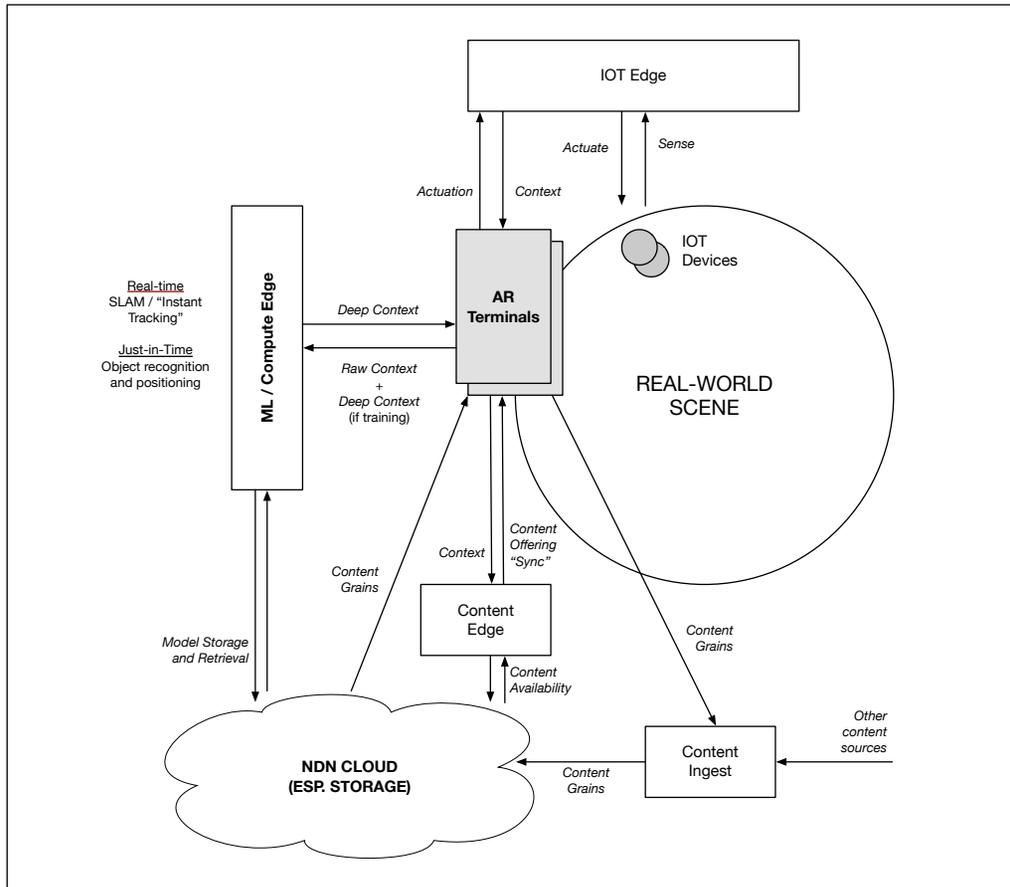


ML / Compute Edge

Machine Learning (ML) used to transform raw, or shallow context, such as sensor data, into deep context.

Note that some subsystems could be run locally – would we use an NDN model there, within the end client code?

ICE-AR Browser Design Concept

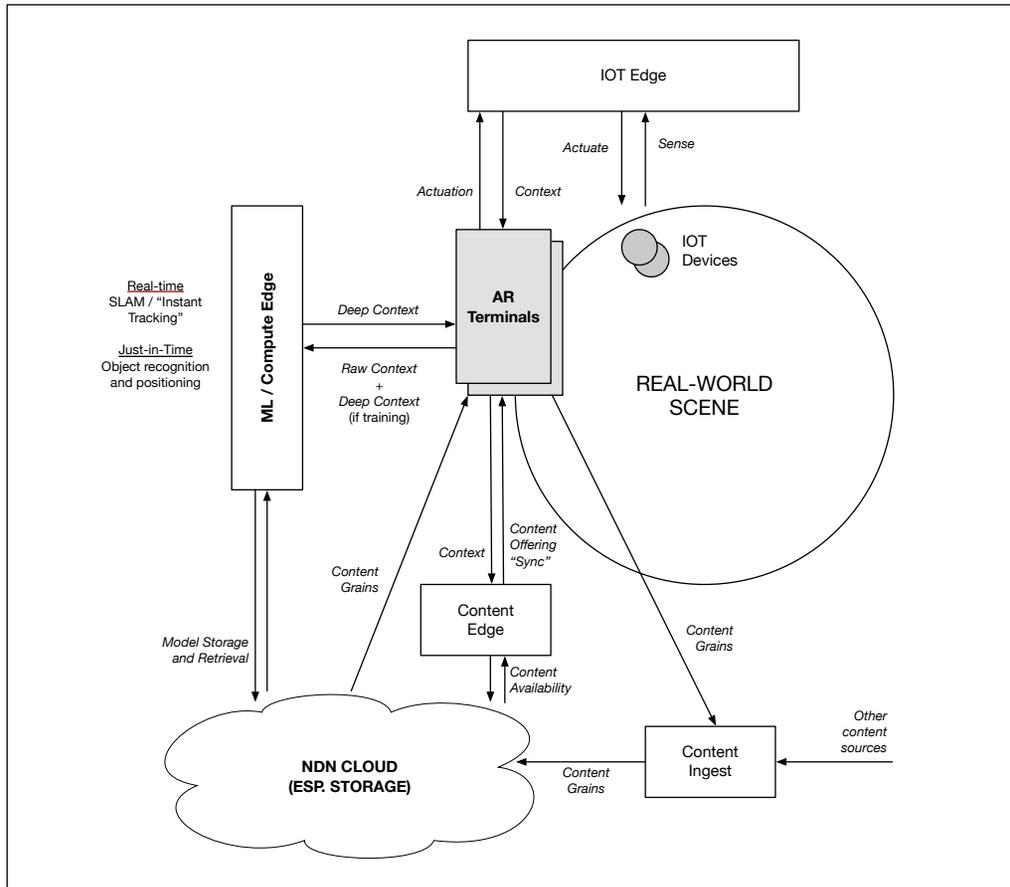


IoT Edge

IoT integration is a significant part of our AR vision, though addressed on partially in this project.

AR provides an *interface* to interface-less IoT devices, an opportunity for data visualization and summarization using local computer, and can coordinate IoT actuation to *orchestrate MR* (and RR) experiences.

ICE-AR Browser Design Concept



Multi-party exchange of context and content

Notably absent from this drawing is how to integrate trust management and privacy.

Left for the afternoon deep dive; app concept builds on FIA-NP work such as H. Zhang et al. "Sharing mHealth Data via Named Data Networking." *ACM ICN 2016*.

Driving ICN-WEN Research Thrusts

Naming

Performance

Security / Privacy

Naming

Designing the namespace(s):

- Context (and Meta-Context)
- Content (and Meta-Content)
- Keys (Certs)

Considerations

Supporting discovery of desired data

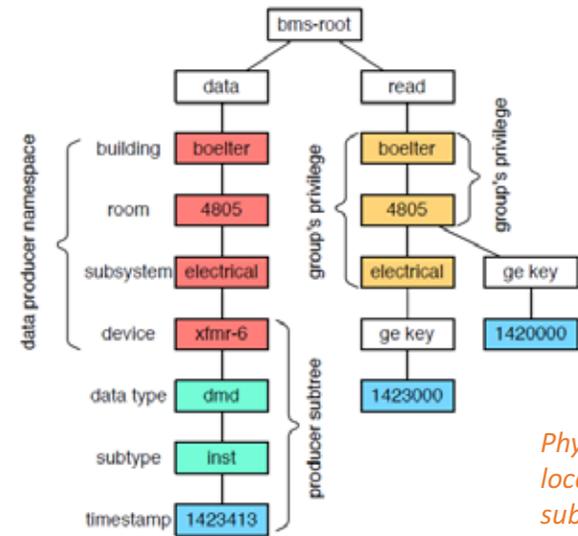
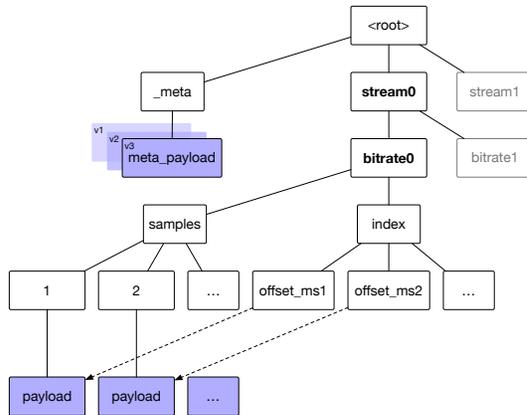
Forwarding Interests along the best paths

Seamlessly embedding edge acceleration

Leverage benefits of >5G wireless

Content Namespace(s)

Media stream structure

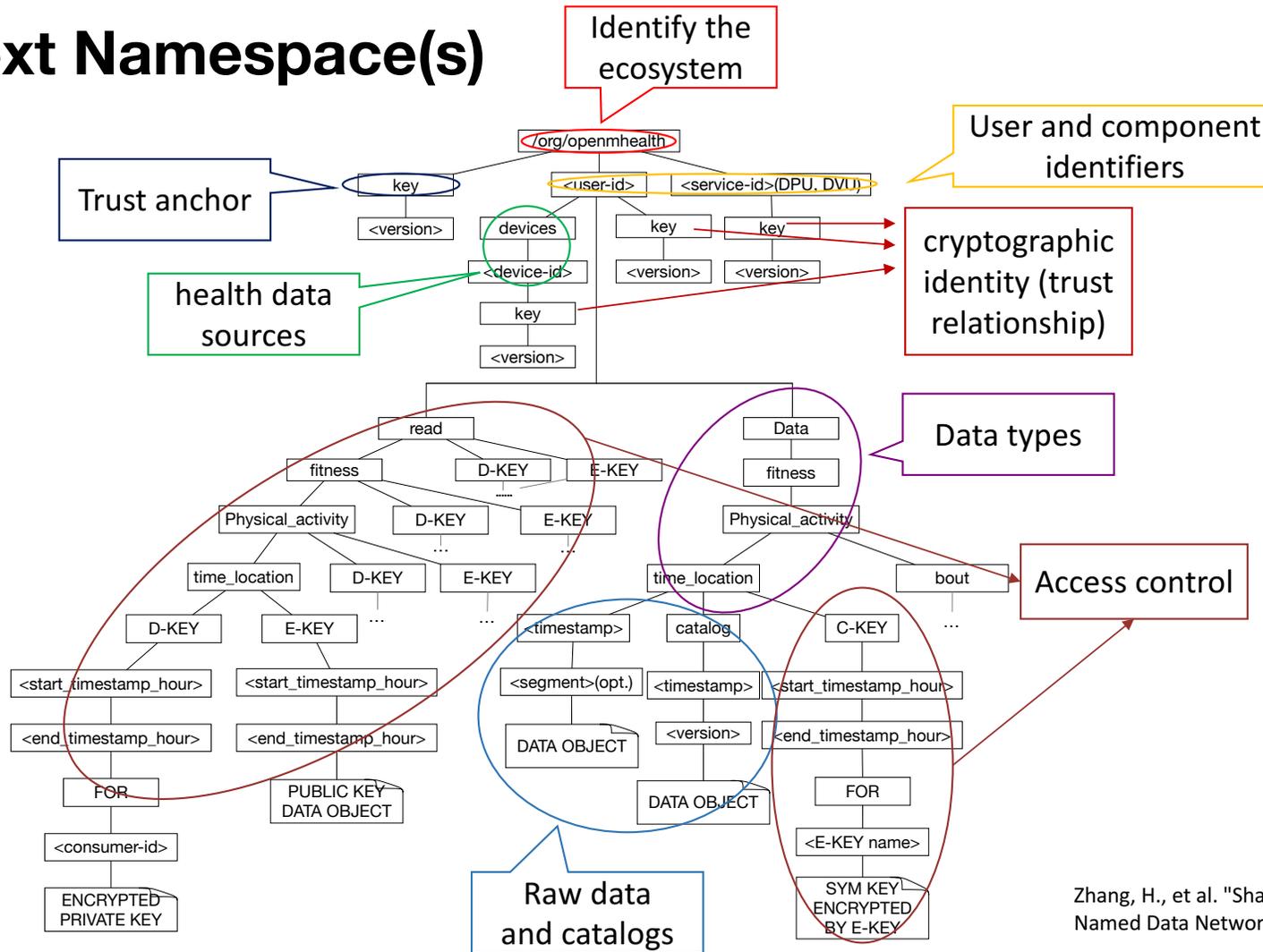


Physical location, subsystem



Virtual location

Context Namespace(s)



Zhang, H., et al. "Sharing mHealth Data via Named Data Networking." ACM ICN. 2016.

Performance

Idea

- 1) Run NDN directly over wireless to leverage the media and lower latency.
- 2) Named-based architecture for enabling edge acceleration of:
 - **Context creation / processing** (e.g., location services, SLAM, viewing path, collaborative viewing)
 - **Content generation / processing** (e.g., transcoding, chunking, rendering)
 - **Security primitives** (e.g., signing, verification, encryption, group mgmt)
 - *Note: NDN enables many consumers/services to use raw outputs from terminals, w/minimal addtl load.*

Objectives

- Exploit hardware to speed up AR and NDN security
- Reduce effective latency from network and compute
- Harness heterogeneous wireless link technologies seamlessly
- Support diverse communication patterns

Security

App Desires

- 1) Decentralize security and avoid cloud dependence;
- 2) Consistent and expressive new primitives to developers;
- 3) Real-world notions of trust;
- 4) Spectrum of support for powerful devices to IoT devices

Idea

- 1) NDN provides signing/verification of each packet as a building block.
- 2) Security relationships can be expressed in data names (schematized trust; name-based access control).
- 3) Named data provides a consistent way to share keys, certs, and context.

Objectives

- Provide scalable trust management in a coherent framework
- Provide data-centric security and access control
- Localize the impact of security compromises
- In NDN, requires good naming design

Privacy

Briefly:

- Range of solutions in NDN: name-based access control; encrypted/non-plaintext names; attribute-based encryption; user-selectable identities; no honeypot of name/identifier mappings; options for trust established by evidence/content rather than strong identity. Research challenge is how to apply them.
- Nissenbaum (2004) argues for **conceptualizing privacy as about contextual integrity**: There is a context for the flow of information, and violations to this context are what cause privacy concerns.
 - Car-on-fire example: Local vs. shared, proximate context vs. global.
- Opportunity to consider privacy directly in our driver application's explicit treatment of context exchange.



ICE-AR Key Challenges from App Perspective

- 1) Formulate AR as a new web, new view of the world, rather than an app
- 2) Articulate app requirements for trust management, contextual privacy
- 3) Solve naming tussles: forwarding, security, data access, latency, metadata/content
– all pull on namespace design
- 4) Utilize heterogeneous wireless media simultaneously
- 5) Design higher-level protocols for multi-party exchange and higher-level library abstractions:
 - How do developers and deployers encounter new network capabilities?
 - How are they guided in the creating applications and systems following new paradigms?

Collaboration Opportunities

Intel

- MEC / fog design strategies and interests; compute/comm integration
- Integration with IoT; local rendezvous and trust
- Edge acceleration / compute resources; leverage ultra low latency comm in AR display loop

Other teams

- Exchange new design approaches for ICN-based systems
- Security / privacy approaches for ICN
- Other team working on AR – architectural strategies & approaches

Other

- Lots of interest in our driver application; any way to leverage this?

Conclusion

Role of AR applications in our ICN-WEN project

- Drive NDN architecture development for wireless edge networking
- Provide integration opportunities with other research

Model of AR

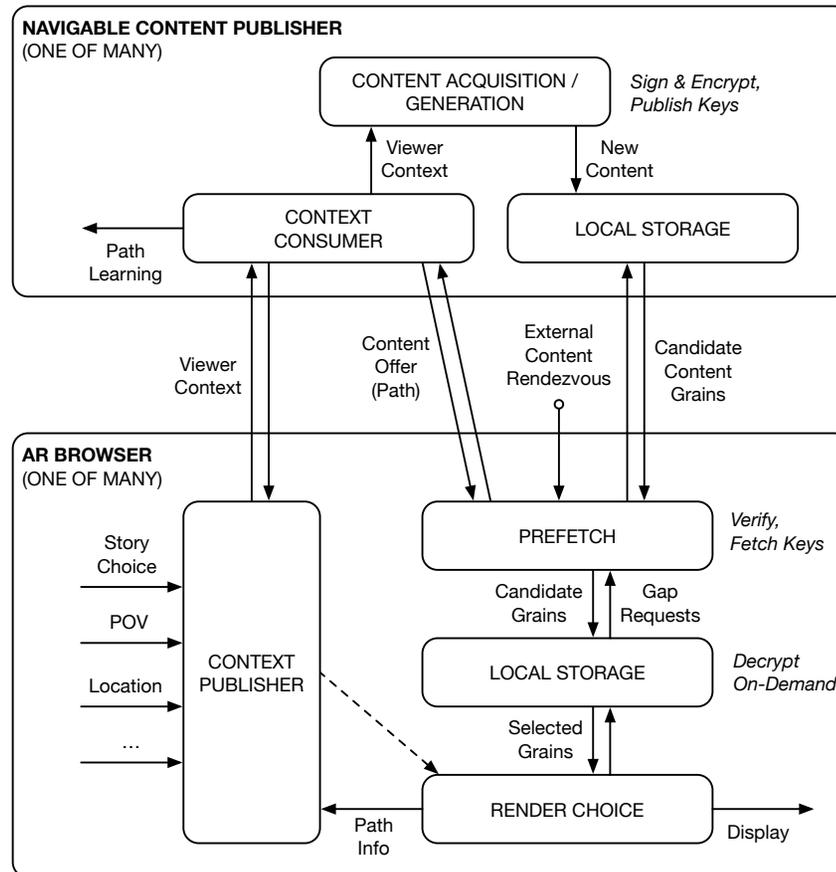
- Web of named data to be browsed, rather than an app or a service
- Multiparty context-content exchange (that is also low-latency, decentralized)
- Security built in. Exploring, for example, non-binary trust and privacy as contextual integrity.

Deeper Dives in Afternoon Talks

- Symbiotic Apps – Wireless Architecture Via Named Data
- Secure Edge Networking Via Named Data
- Edge Acceleration As A Service

Additional Slides

Concept without Acceleration (Extra Slide)



Components (Extra Slide)

