

# EULER

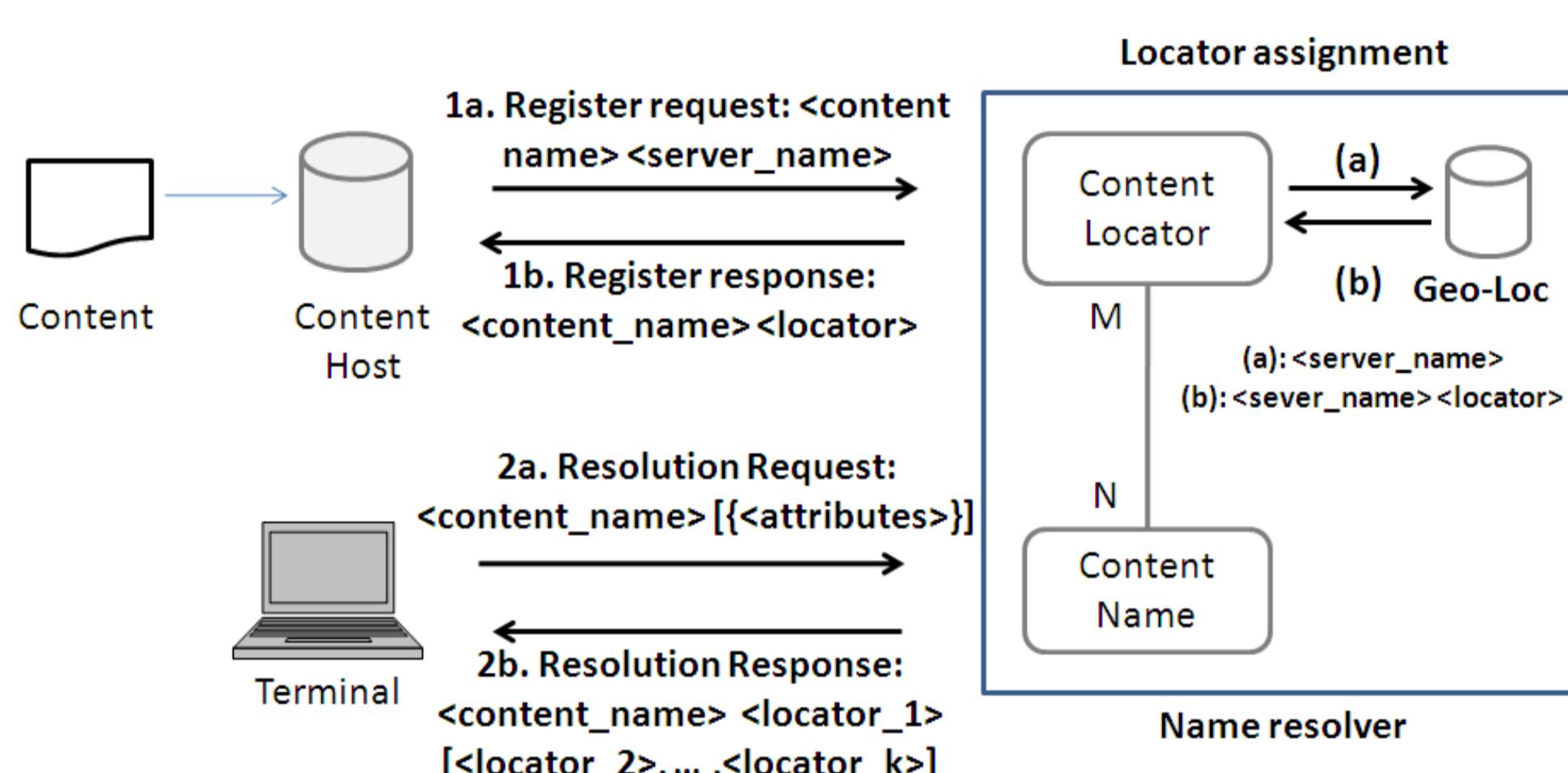


## Objectives

- Unification** of robust **routing** (quasi-geodesic) and **localization** process (mobile content retrieval) while preserving from "reverse path discovery" problem of NDN
- Exploit **geometric properties** of the topology: assign geo-locators to content host (principle "addressing follows topology") without overlay mapping system
- Multipath route** selection process
  - Not exclusively determined by naming/addressing (compared to mapping systems and NDN)
  - Policing: relies on multi-dimensional parameter space (within certain bounds) for next-hop/routing path selection

## Principles

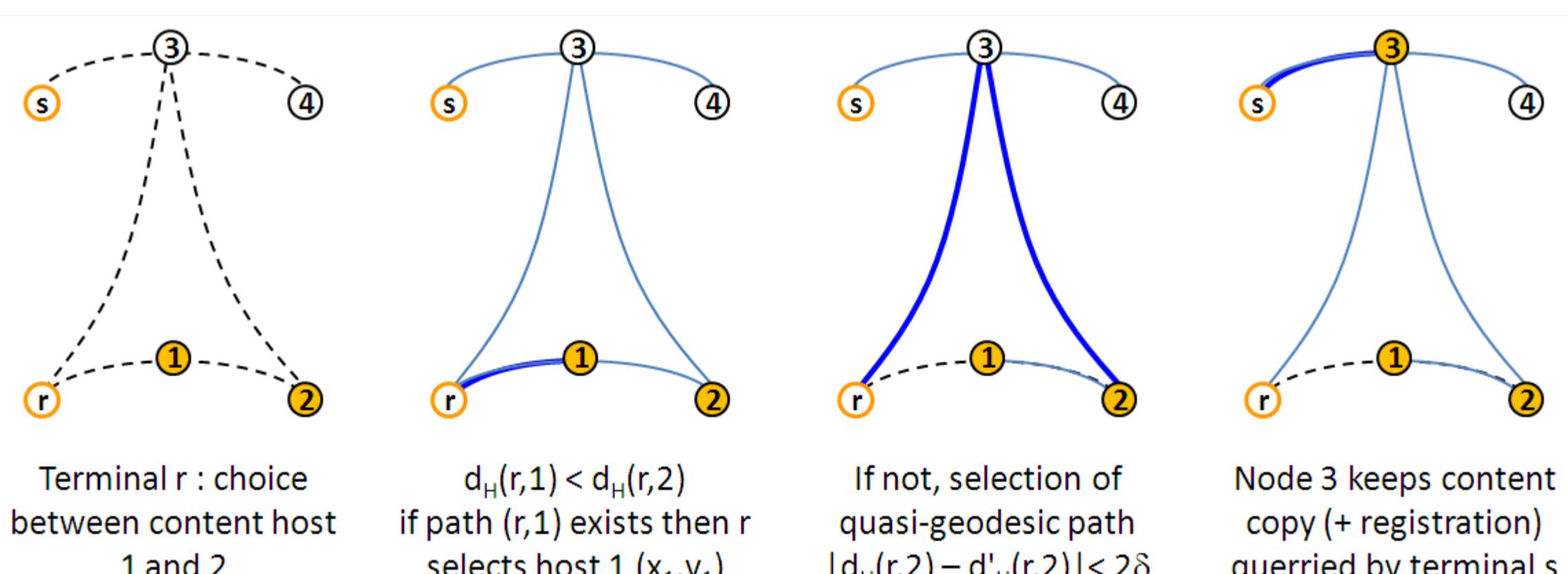
- Associate geo-locator  $x \in X$  (geodesic space) to content host (server/router)
- Distributed name-to-geolocator registration and resolution process



- Associate distance metric ( $d$ )  $\rightarrow$  geodesic metric space ( $X, d$ )
  - From locator  $x$ , source  $y$  can determine hyperbolic distance  $d(x, y)$
  - Reverse relationship applies from  $x$  to  $y$  (selection of reverse path)
- Geometric routing**: end-to-end decision on geo-locators (along geodesic path) while avoiding name-to-locator resolution by intermediate nodes

## Geometric routing and Content locators

- Content locators substitute to network locators: geometric routing function performs on content locators



- Content caching: no distinction between server and cache locators (generic application of registration)  $\rightarrow$  requestor could receive content locator associated to an intermediate node

## Gromov $\delta$ -hyperbolic space

- Graph  $G = (V, E)$  with distance  $d_G$  is  **$\delta$ -hyperbolic** if metric space  $(V, d_G)$  satisfies 4-points condition
  - $\forall w, x, y, z$  the two larger of  $d(x, z) + d(y, w)$ ,  $d(x, y) + d(z, w)$ ,  $d(x, w) + d(y, z)$  differ by at most  $2\delta \geq 0$

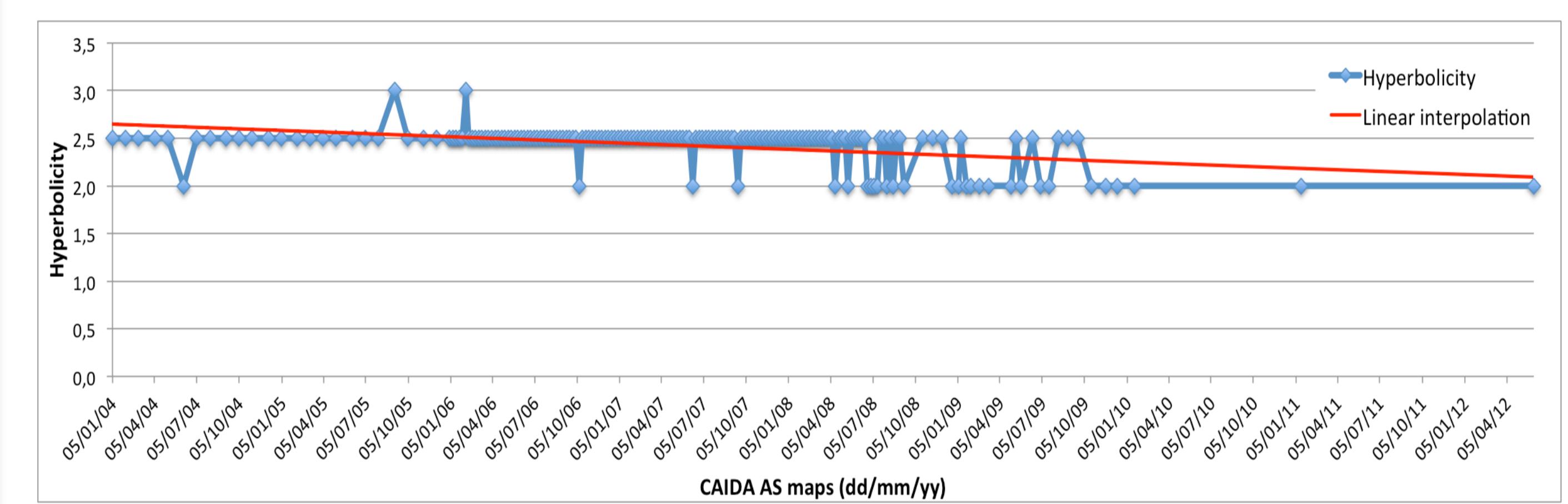
$$\begin{array}{c} \text{Euclidean triangle} \\ \text{Hyperbolic triangle} \\ \text{Tree triangle} \end{array}$$

$$\begin{array}{l} S = d(x, z) + d(y, w) \quad \text{If } S \leq M \leq L \\ M = d(x, y) + d(z, w) \quad \text{Then } L - M \leq 2\delta \\ L = d(x, w) + d(y, z) \end{array}$$

- Intuitively,  $\delta \sim$  deviation of  $G$  from tree-likeness ( $\delta = 0$ )
- Fundamental relationships
  - Finite graph  $G$ :  $\delta \leq \text{Diameter}(G)/2$
  - Underlying space curvature  $\kappa$  ( $\leq 0$ ):  $\delta = \ln(1+\sqrt{2})/\sqrt{-\kappa}$

## Internet topology : geometric properties

- Graphs underlying Autonomous System (AS)-topology and web graph define metric spaces  $(X_G, d)$  with properties
  - Hyperbolic**  $\rightarrow$  quasi-geodesics closely follow geodesics
  - $\delta$ -hyperbolicity in function of network size ( $n$ )  $\rightarrow$  **quasi-isometric to tree**

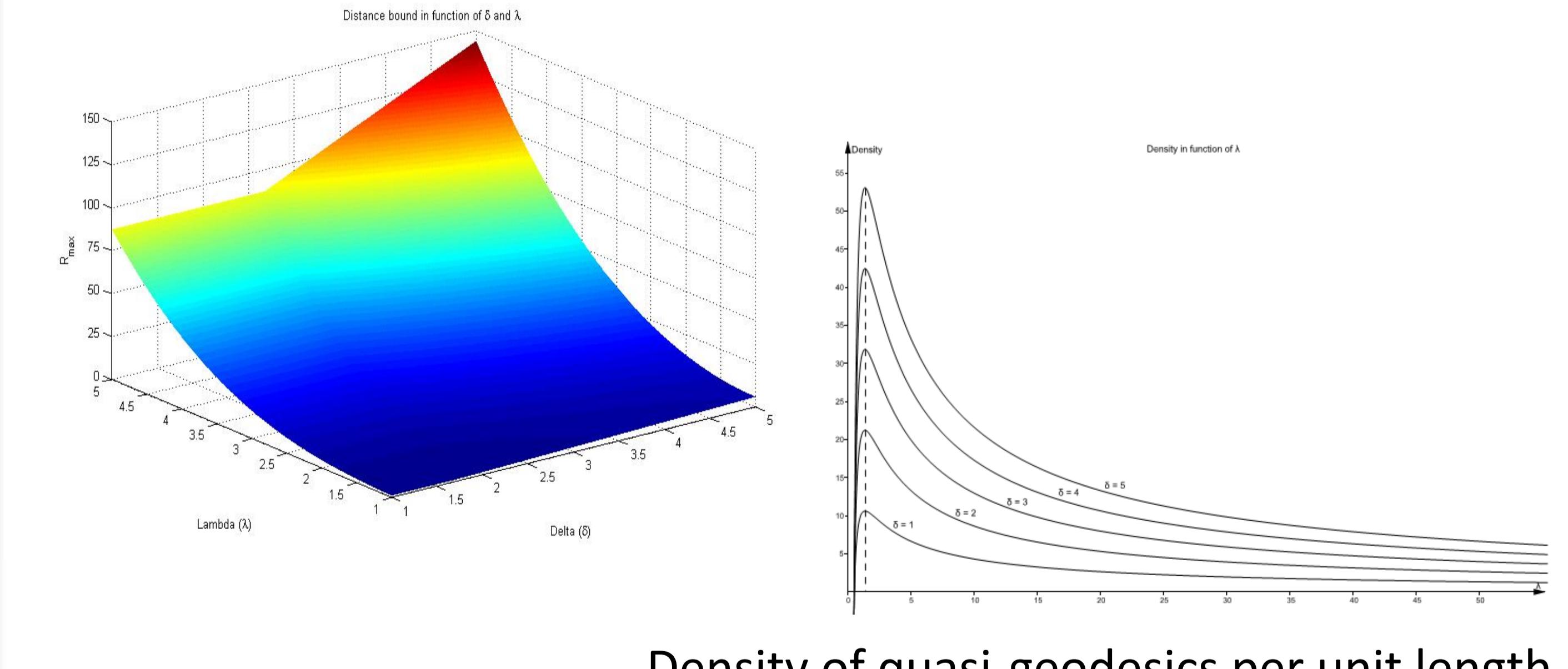


## Routing algorithmic consequences

- Geometric routing along local geodesic path (modified distance vector routing)
- Robust routing along quasi-geodesics with additive stretch up to  $2\delta$
- Memory space (store routing table entries)  $\sim \sqrt{n} \cdot \text{succinctness}(n)$

## Exploiting (quasi-)geodesic property

### Quasi-geodesic distance bound



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## PROJECT DATA

- Starting date: October 1, 2010
- Duration: 45 months
- Funding: 3.150 M€

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