

A Case for End System Multicast

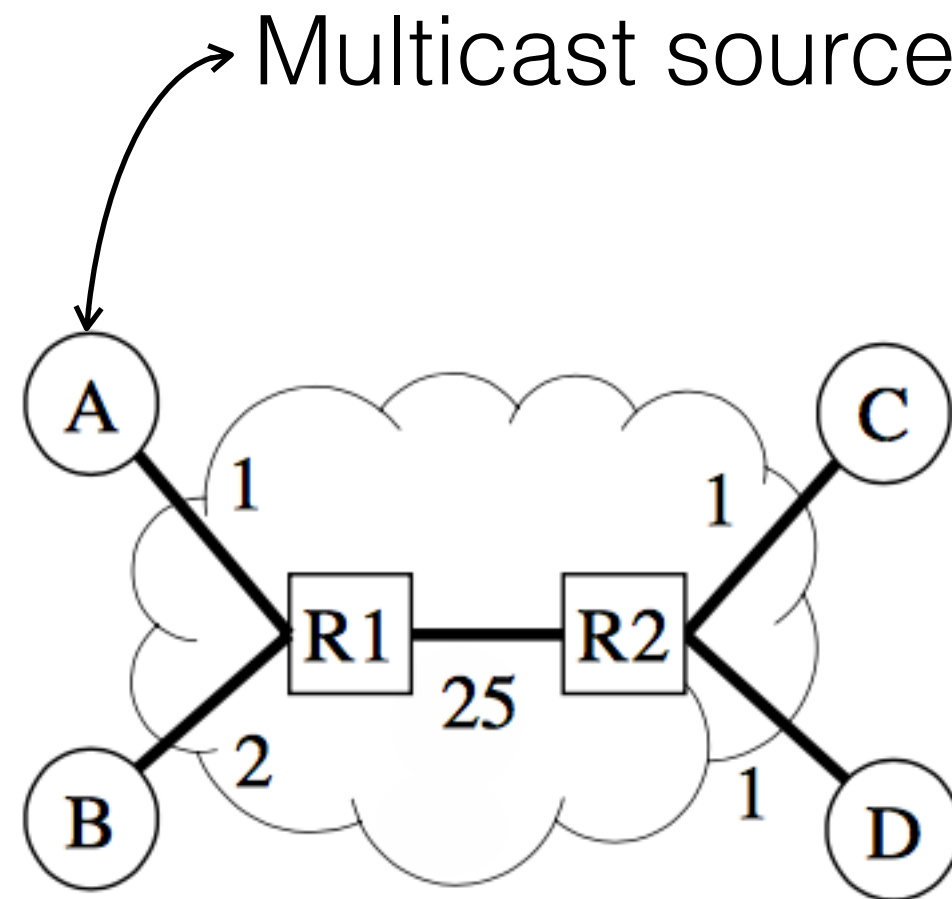
Yang-hua Chu, Sanjay G. Rao, and Hui Zhang

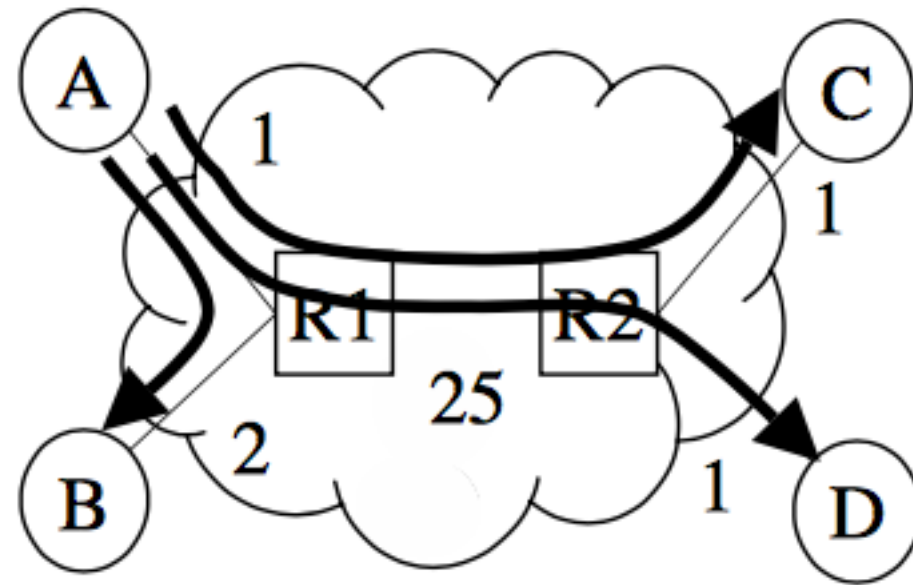
Presented by: Pratik Fegade

IP Multicast

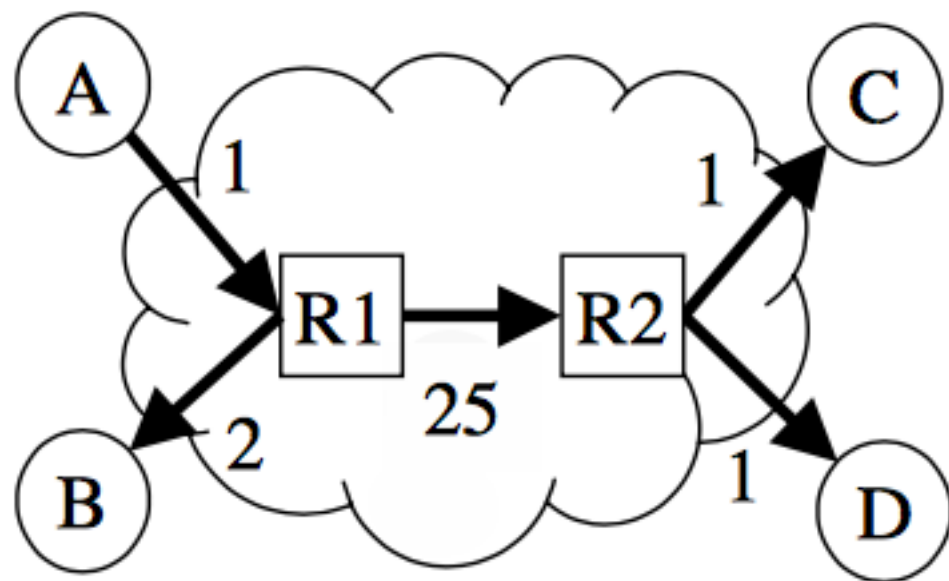
- Best effort multicast service provided by the IP layer
- Drawbacks:
 - Stateful
 - Vulnerable to flooding by malicious sources
 - Difficult to implement reliability and the like on top
 - Distributed consensus required to obtain group address
- End system multicast helps mitigate these

Performance Tradeoffs

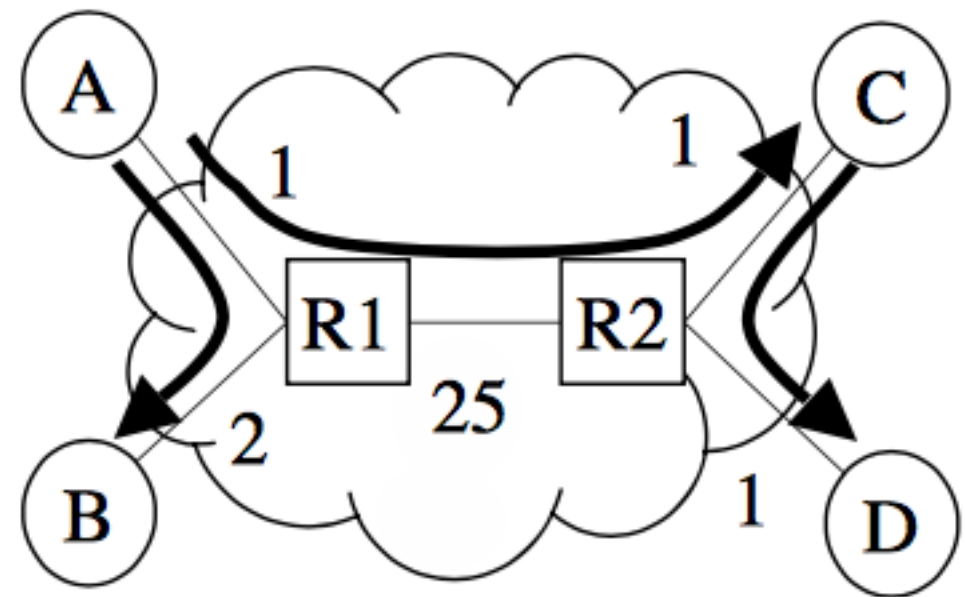




Naive Unicast



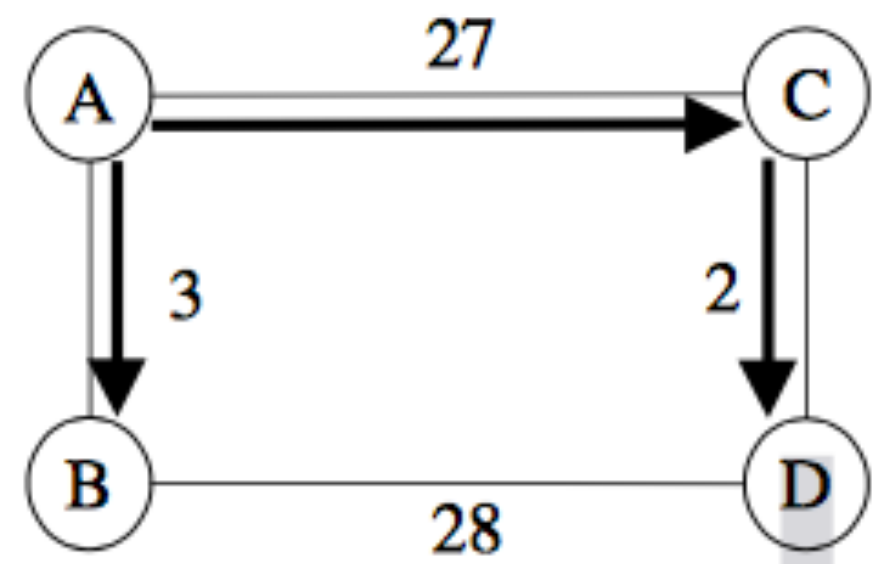
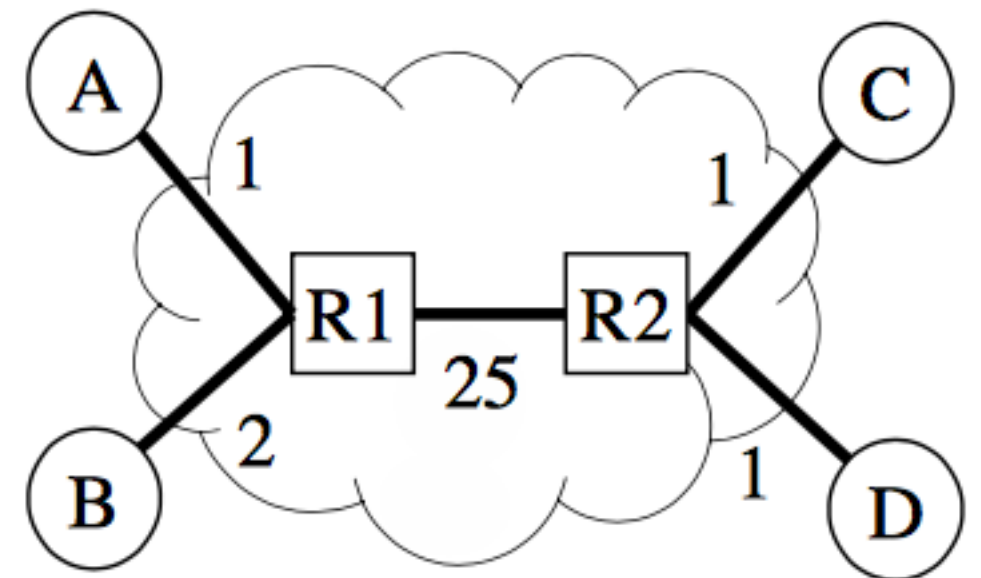
IP Multicast



End System Multicast

Narada: An Overview

- Construct an overlay (a mesh) between the end systems
- Used for distributed control and coordination
- Construct reverse shortest path spanning trees
- Used for actual data transfer



Narada: Design Goals

- Self-organizing
 - Fully distributed and robust to changes in membership
- Overlay efficiency
 - Efficient mesh construction
- Self-improving in an incremental fashion
 - Quality of mesh (and hence spanning trees) improves over time

Narada: Group Management

- Each member
 - maintains a list of all other members
 - periodically sends out this list to neighbours
 - Heart beat
 - Disseminating membership changes
- Repair mesh by probing and adding links
- New member requests current member(s) for membership

Incremental Mesh Improvement

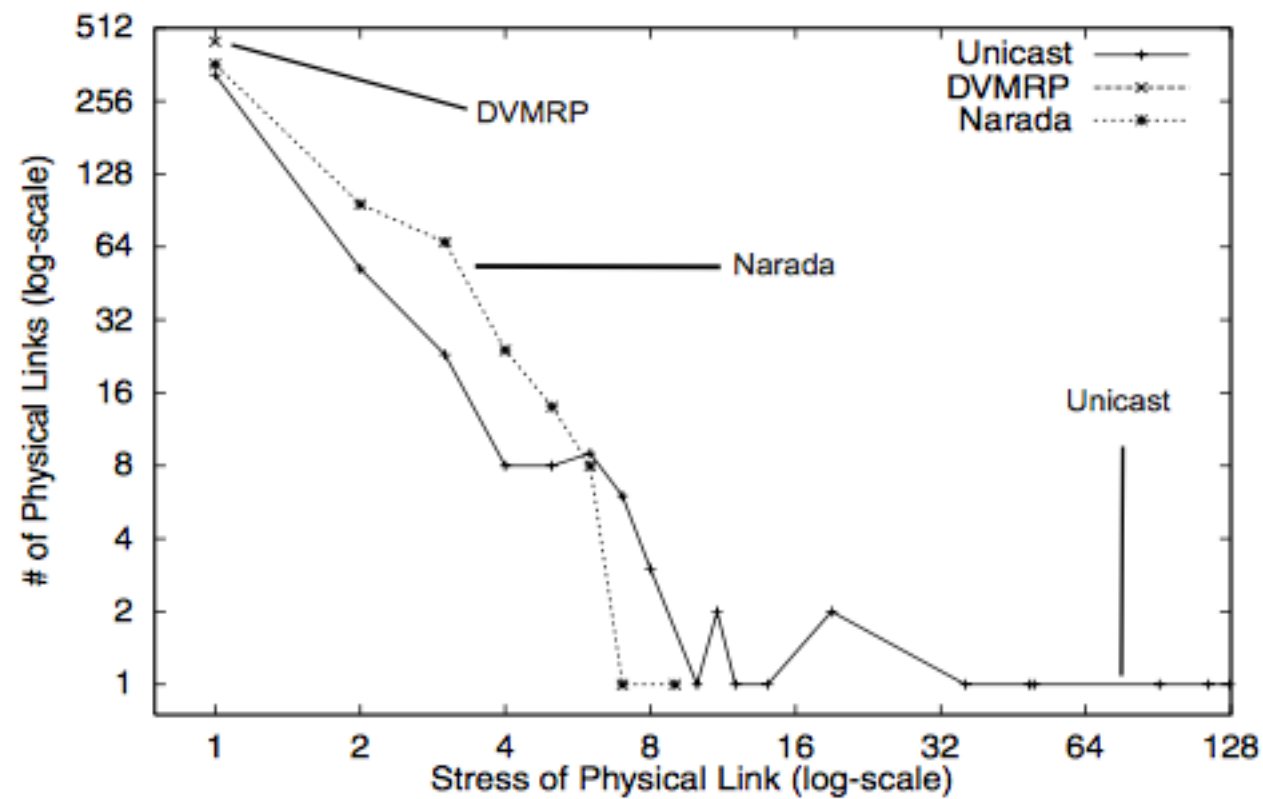
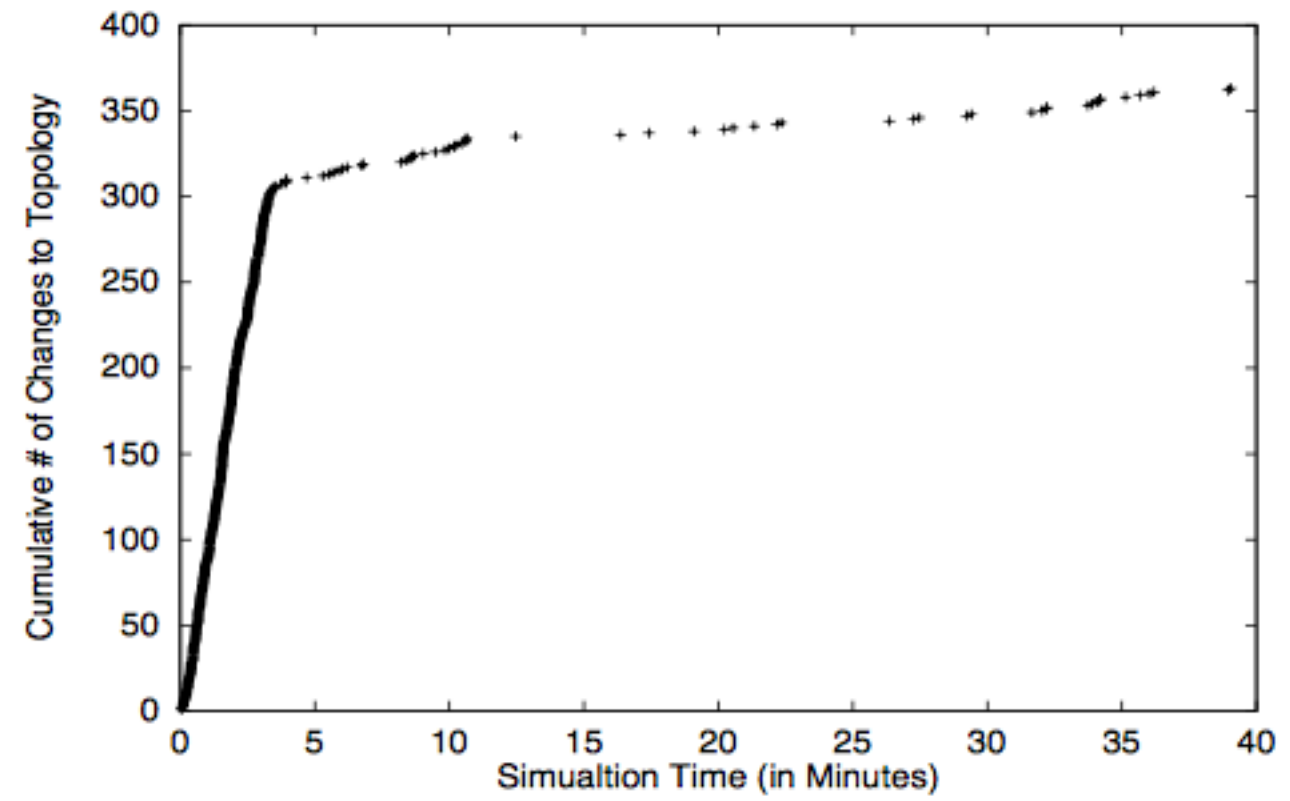
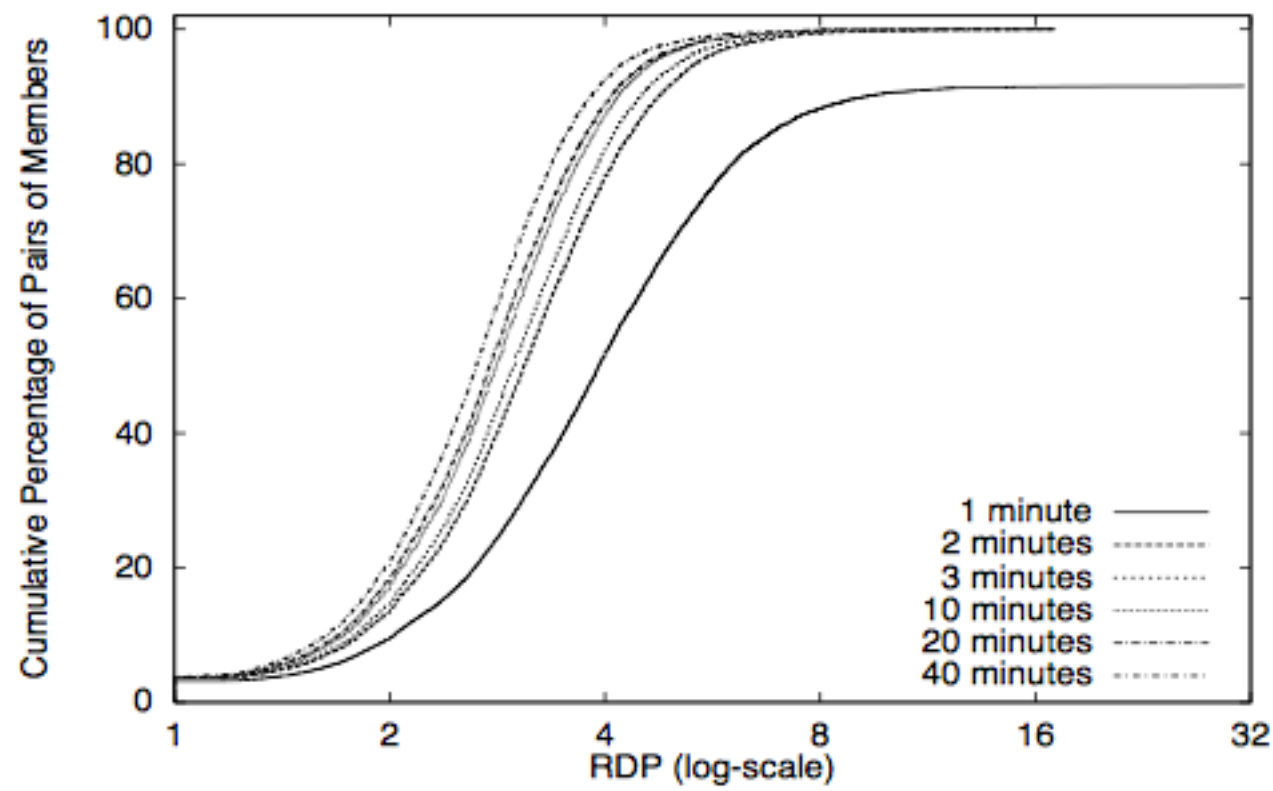
- Probe members randomly to discover potentially better links
- Drop links perceived as not useful

Narada: Routing

- Run distance vector on the mesh
- Avoid count-to-infinity by maintaining shortest path
- Require leaving members to forward packets for some time after leaving to avoid transient losses

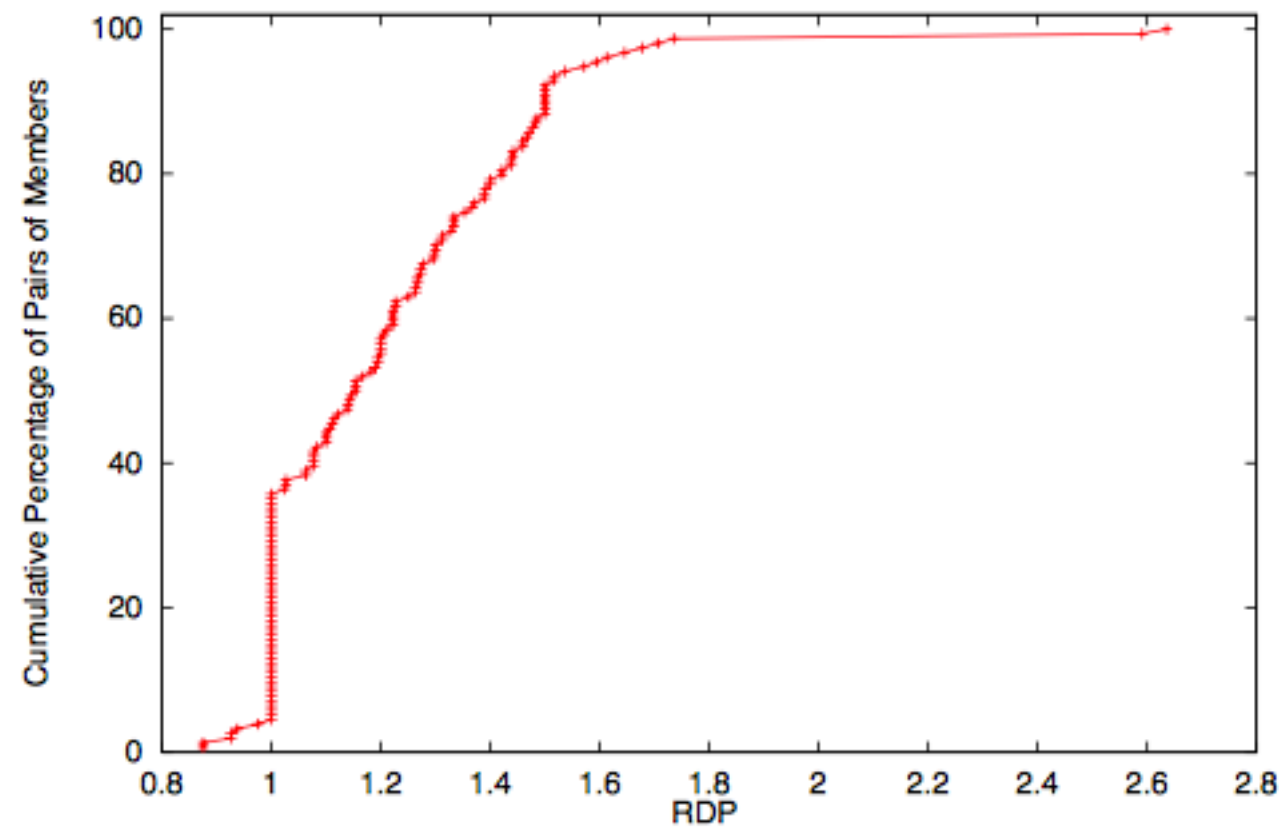
Narada: Evaluation

- 1024 end systems with a group size of 128
- All group join within the first 100 seconds with no changes later



Internet deployment

- 13 hosts distributed throughout USA



Thank you!