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Hybrid Overlay Multicast Simulation and Evaluation

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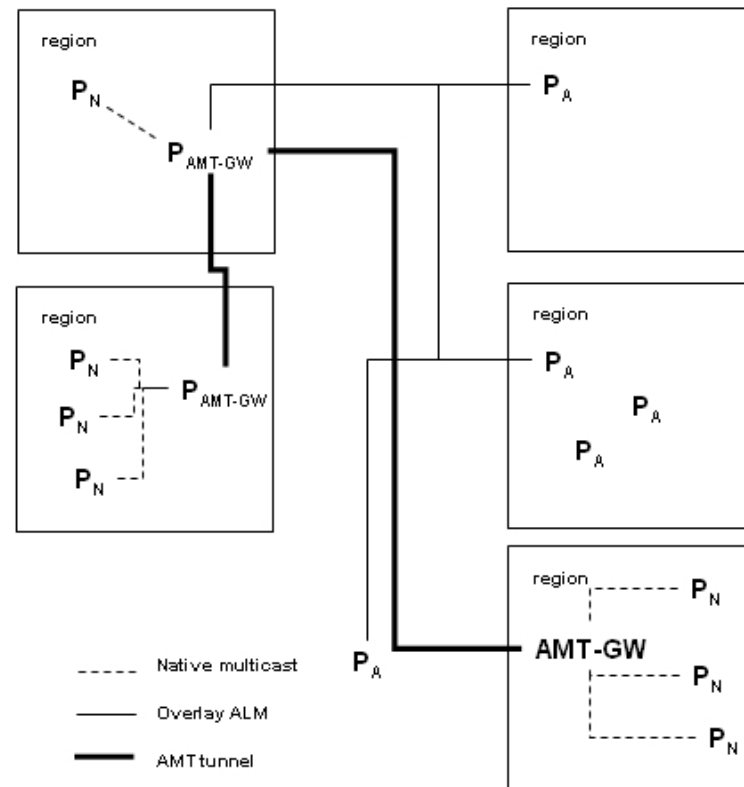
Multicast

- Widely considered important for consumer communications applications
 - Small group video conferencing
 - IPTV
- Native multicast deployment is rather slow
- Alternatives:
 - Application Layer Multicast
 - Native Multicast with tunnelling between regions
- SAM RG within IRTF investigates a third option:
 - Hybrid protocols which use overlay multicast with native multicast where it is available



Hybrid Overlay Multicast

- Select between OM subtree and NM subtree opportunistically
- Expect improved network efficiency, increase throughput and reduce latency
- Design based on AMT tunnelling mechanism
- Protocol uses structured P2P overlay to connect peers in different types of multicast regions





Simulation Environment

- SSF-NET

Function	Availability
Overlay Protocols	Chord, EpiChord
Max Overlay Size	10,000 nodes
Overlay Multicast	No
Native Layer Topology	transit-stub generated by GT-ITM
Max Native Layer Size	10,000 nodes
Native Multicast	No
AMT Support	No

- OverSim

Function	Availability
Overlay Protocols	Chord, Pastry, Koorde, Broose, Kademia, Bamboo
Max Overlay Size	100,000 nodes
Overlay Multicast	Yes: Scribe, CommonALM-API
Native Layer Topology	<i>INET</i> : configurable topology including bandwidths, packet delays, and losses <i>SimpleUnderlay</i> : simple underlay for high Performance Simulation
Max Native Layer Size	100.000 nodes
Native Multicast	No
AMT Support	No



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Simulation Model

Simulate

Initialize

Load underlay topology

Divide underlay topology into NM and OM regions

Assign an AMT-GW to each NM region

Initialize peers and overlay

Run

Repeat K iterations

Select peers to form an OM tree

Select OM tree root

Form hybrid tree

Collect tree quality measures

Destroy tree

End



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Evaluation Metrics

- Link Stress
 - Number of identical packets sent over a link
 - Hybrid multicast should reduce link stress
- Stretch
 - Ratio of path lengths between packets sent over the overlay to that sent over the unicast path.
- Control Overhead
 - Overhead for control messages, both in terms of number of messages and bandwidth consumed
- Join latency
- Startup latency