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Abstract—We introduce a rate-based congestion control mechanism for Content-Centric Networking (CCN). It builds on the fact that one Interest retrieves at most one Data packet. Congestion can occur when aggregate conversations arrive in excess and fill up the transmission queue of a CCN router. We compute the available capacity of each CCN router in a distributed way in order to shape their conversations Interest rate and therefore, adjust dynamically their Data rate and transmission buffer occupancy. We demonstrate the convergence properties of this Hop-by-hop Interest Shaping mechanism (HoBHIS) and provide a performance analysis based on various scenarios using our ns_2 simulation environment.

I. Introduction

The increasing importance of content has triggered a tremendous interest from the networking research community, moving away from packets and getting closer to the service delivered to the user. In particular, the architecture of Content-Centric Networking (CCN) proposed by Van Jacobson and al. in [1] appears as the most popular one. At this stage, CCN defines design principles and has developed a CCNx Open Source Platform. However, many functionalities are still at an early stage, or have been considered in very simple contexts.

CCN decouples the sender from the receiver in a mode that is similar to the Publish and Subscribe service model. Content names are used instead of network addresses to convey the information to the interested parties. The content might be located anywhere in the network thanks to extensive caching capabilities. Therefore, the data is not necessarily associated with the content publisher as the content can be delivered by any cache in the network. In CCN, the request from the content consumer is called *Interest* and the part of the associated content is called a *Chunk* or *Data*. We will name a stream of Interest/Chunk pairs a *Conversation*.

Traffic engineering has been lightly addressed in CCN. Congestion might arise in such networks as chunks can saturate the transmission buffer of a network face. It is thus necessary to regulate the stream of chunks, and therefore, the associated stream of interest in order to avoid congestion and performance degradation. This problem has not yet been formalized and studied in CCN.

In this paper, we propose a congestion control mechanism for CCN, based on hop-by-hop Interest shaping. It relies on the assumption that any CCN router can control the future rate of data-chunks it will receive by shaping the rate of the Interest it is currently sending towards content providers, as one Interest retrieves at most one Data packet. We monitor the level of Chunks stored in the router transmission buffer in order to dynamically adjust the associated Interests rate that have generated the Chunks in that buffer. We provide a simple analytical model to demonstrate the convergence of our algorithm, complemented by simulation results to evaluate the behaviour of our solution in more complex settings.

The remainder of the paper is organized as follows: Section III is devoted to a brief description of a CCN node. We discuss congestion in CCN and introduce traffic control issues in section IV. Our congestion control algorithm is presented in Section V. A simple mathematical model is derived in Section VI and VII in order to highlight the convergence properties of our algorithm. The performance of our solution is evaluated by ns_2 simulation and discussed in section VIII. Section IX concludes the paper and highlights future work.

II. Related work

Information Centric Networks (ICN) is widely studied [3] with solutions such as PSIRP [4] or DONA [5]. The CCN framework was first introduced by Van Jacobson and the PARC research group in [1], [2]. Various issues arising in CCN have been considered such as content router issues [6], data transfer modelling [7] or chunk-level caching [8]. In [9] the authors have presented the modelling and evaluation of caching policies based on Markov chains. CCN Congestion control has not been studied yet, arguing that its hop-by-hop control will enforce a reasonable level of performance. Some preliminary work on a transport protocol for CCN is presented by S. Arianfar and al. in [13]. This protocol is based on the TCP congestion window principles but uses Data packets as acknowledgments to enforce decisions to increase or decrease the congestion window. Congestion can appear in CCN and therefore, we promote the utilization of an algorithm to control the level of congestion of CCN routers filled by Data packets. We follow similar principles as in [14], where the authors present ERAQLES, a rate control mechanism for Available Bit Rate (ABR) ATM communications, and define an analytical
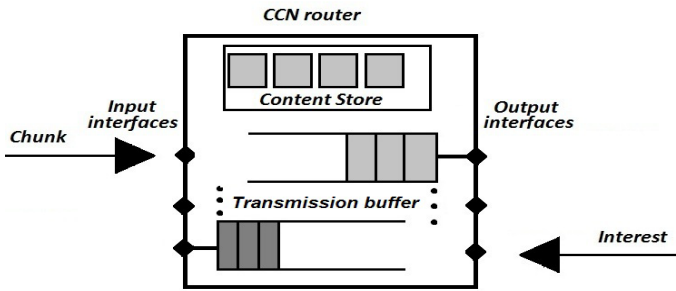
Fig. 1. The CCN node model

method to compute the advertised explicit rate to which the sources have to adapt. A similar work is presented in [15]. In [16], the authors describe a rate-based hop-by-hop congestion control mechanism in which a desired service rate is computed at each switch as a function of the target queue occupancy. Feedback information is then exchanged between neighbor switches so that they can dynamically adjust the service rate for each connection.

III. CCN NODE MODEL

In this section we describe the CCN node model and discuss the most meaningful properties of CCN for our work.

The general CCN node model was introduced in [1]. A simple router model is illustrated in Figure 1. In this figure, we omit the forwarding information base (FIB) and the pending interest table (PIT). The former is used to forward Interests toward the data source while the later keeps track of the forwarded Interests so that the returned Chunks can be sent to its requestor. We first introduce our model of a CCN router in order to illustrate where congestion can appear.

In [1] the authors advocate that *"CCN does not have FIFO queues between links but rather an LRU memory (the cache)"*. However, in a CCN router, it is important to differentiate the memory allocated for transmiting packets from the one used for caching. If a single Content-Store was used to store both packets waiting for transmission and cached Data chunks, the whole cache will become congested by Data chunks waiting for transmission through the congested interface and so it will penalize another conversation going through non-congested interfaces. Thus, it would be hard to conceptualize the CCN node behaviour when there is a congestion of a single output interface. Another undesirable side is the huge delay induced by the filling of a very large cache used as a transmission buffer, before congestion detection. Finally, it is crucial that at any given time, each output interface schedules which packet is the next one to be transmitted on the physical channel. This can be achieved with the use of per-interface queue rather than a single shared cache.

IV. TRAFFIC CONTROL IN CCN

One key CCN property is that one Interest retrieves at most one Data packet. This behaviour enforces a flow balance that is maintained in the network and allows the communication

between the different machines and at different speeds. The flow balance enables multiple Interests to be issued at once. The CCN node behaviour is described thereafter; when a Data-chunk is received on one face or is retrieved from the cache by an incoming matching Interest, it must be transferred to the output interface(s). Depending on the results of the PIT lookup, it is then queued on one or more transmission buffers. At the same time the Data chunk can also be stored into the shared cache to enable further retrieving. Because some Data chunks will present very few incentives for being cached (short-lived or non-popular Data chunk), the copy of data-chunks to the content store is not mandatory. Caching decisions are out-of-scope of this paper.

Congestion in a CCN router is defined as the overflow of the buffer associated to an output interface and manifests itself by the loss of data chunks.

V. HOP-BY-HOP INTEREST SHAPING MECHANISM (HOBHIS)

In this section, we present the hop-by-hop Interest Shaping mechanism (HoBHIS). Every CCN router will control the rate of individual Data chunks conversations by appropriately shaping the rate of the associated sending Interests.

The congestion control scheme based on hop-by-hop interest shaping was preferred to an end-to-end mechanism such as TCP. Our mechanism is proactive and the share of the network capacity allocated to different conversations is controlled by the algorithm implemented in each CCN node. Interest shaping allows us to anticipate the drop of data packets due to buffer overflow. This is another advantage over TCP congestion control scheme that starts to react only after the drop of one segment, unless a mechanism such as RED is used. In addition, using a hop-by-hop control provides a feedback information more quickly thanks to the smaller distances between hops.

The system under study consists of a set of CCN routers forwarding Interest packets issued by a consumer. As a response, Data chunks are forwarded back to the consumer (namely, the source of the Interests). Once an Interest has been issued by a given CCN router, the corresponding Data chunk will be piggybacked to that router after a variable delay A(t) named "*Response Delay*", assuming no loss. This parameter differs from the usual RTT from TCP as the Data might be stored in any cache on the path or at the publisher site (the source of the Data). Thus, in such architecture as CCN it is possible sometimes to observe large variations of A(t) that leads to the queue size oscillations. But thanks to the congestion control mechanism, the queue size will be fast stabilized. We also infer that $A(t)$ should not change drastically on short time scales as it is likely that when the data is stored in a given cache, it should stay there for some time, at least until the network and demand conditions have largely evolved. The objective of HoBHIS is to avoid congestion in CCN transmission queues by enforcing the queue size to converge to a given objective r, defined as a percentage of the capacity of that buffer. We achieve this objective by *shaping the Interest rate*. In order to avoid the losses of Interests when shaping is enforced we
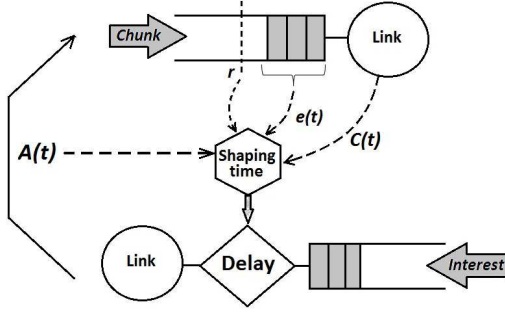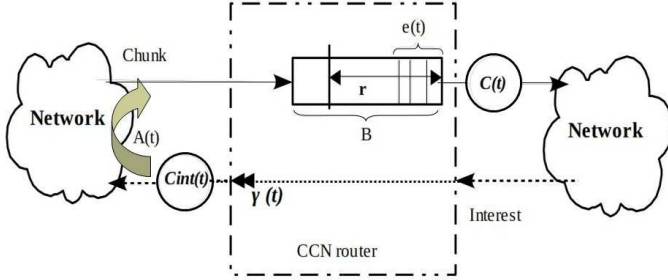
Fig. 2. Representation of the system

Fig. 3. Representation of the model

need some back-pressure mechanism which is out-of-scope of this paper and will be provided in future work.

Upon arrival of a Data chunk in the transmission queue, the router computes the Interest rate based on the queue occupancy and the available resources for each conversation. It adjusts the Interest rate according to this information. If the actual number of queued packets is less than some threshold value r, then the router can temporarily increase the shaping rate. On the other hand, if the number of queued packets is higher than r, then the router will decrease its shaping rate.

The system under study is presented in figure 2. The *Shaping time* component is responsible for the computation of the shaping delay that the Interests packets will have to satisfy. Every Interest packet will be shaped according to the occupancy of the transmission queue, as well as the parameter $A(t)$.

VI. SINGLE ROUTER MODEL

For the purpose of the analysis, we consider the simplified model presented in figure 3. It is characterized by a single conversation. In addition, all packets have the same size. The control is applied to each chunk entering the transmission queue. We do not consider any caching policy or routing mechanism. The parameters and notations are given in Table I.

A. Computation of the shaping rate

Let $e(t)$ define the occupancy of a CCN router transmission queue expressed in number of chunks.

We consider the following function that represents the maximum shaping rate at time t, while still being able to

$C(t)$	available bandwidth to send the chunks at time t
$C_{int}(t)$	available bandwidth to send the Interests at time t
$\gamma(t)$	shaping rate at time t
$A(t)$	delay from Interest to the related content
$e(t)$	number of queued packets at time t
B	buffer size
r	queue threshold

control the transmission queue under a feedback delay equal to $A(t)$:

$$\gamma(t) = C(t) + \frac{B - e(t)}{A(t)} \, , or \tag{1}$$

$$\gamma(t) = C(t) + h \, \frac{r - e(t)}{A(t)}, \tag{2}$$

where h is a design parameter that aims to control the dynamicity of our scheme towards the objective r. In the general case when there are F conversations flowing through a CCN node, we need to divide the available buffer capacity between all active conversations at time t. We allow each conversation to share a part equal to $\frac{r}{F}$ of the total buffer capacity. If a conversation is using less than $\frac{r}{F}$, the remainder ressources may be used for queue size oscillations caused by A(t) (cf. Section V). Let $e_i(t)$ be the number of packets from conversation i waiting in the transmission queue. The shaping rate for conversation i is expressed as follows:

$$\gamma^i(t) = C(t) + h \, \frac{\frac{r}{F} - e_i(t)}{A_i(t)}, \tag{3}$$

Note that the shaping rate is bounded by $Cint(t)$ defined as the maximum capacity to send the Interests at time t. The expression for $\gamma^i(t)$ becomes:

$$\gamma^i(t) = \min[\max[C(t) + h \, \frac{\frac{r}{F} - e_i(t)}{A_i(t)}, 0], C_{int}(t)], \tag{4}$$

It is possible from equation (2) that the shaping rate becomes negative. In this situation, the Interests are blocked until either the transmission queue size $e(t)$ becomes less or equal to r, or a Chunk arrives at the queue and the Interest shaping rate is re-evaluated. We use an exponential weighted moving average mechanism to estimate the value of $A(t)$.

B. Queue convergence

In this section we demonstrate that the transmission queue length converges to the objective r. We assume a single conversation that can use the entire link capacity to send its Data. Let A_j^* (respectively A_{j+1}^*) be the *Response Delay* for packet number j (respectively packet $j + 1$) . The queue evolution for a single conversation is written as follows:

$$e(t + 1) = e(t) + \gamma(t).A_{j+1}^* - C.A_{j+1}^* \tag{5}$$
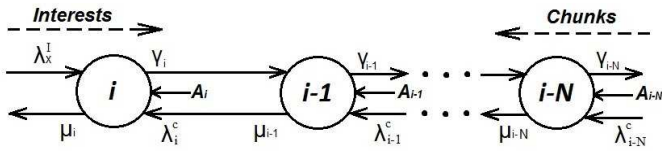
and

$$\gamma(t) = C + h \, \frac{r - e(t - 1)}{A_j^*}, \tag{6}$$

Fig. 4. Representation of the model

Based on above we can write :

$$e(t+1) = e(t) - h.\frac{A_{j+1}^*}{A_j^*}.e(t-1) + [h.r.\frac{A_{j+1}^*}{A_j^*}] \quad (7)$$

This formula can be simplified as

$$e_{i+1} = e_i + \alpha.e_{i-1} + \beta \quad (8)$$

with

$$\alpha = -h.\frac{A_{j+1}^*}{A_j^*}, \ \beta = h.r.\frac{A_{j+1}^*}{A_j^*} \ and \ e_{i-1} = e(t-1) \quad (9)$$

We write e_{i+1} as

$$e_{i+1} = f_{i+1} - \frac{\beta}{\alpha} \quad (10)$$

Then we obtain

$$f_{i+1} = f_i + \alpha.f_{i-1}, \quad (11)$$

which is the series of Fibonacci. So, due to [12] we have

$$f_{i+1} = P.z^{i+1} \quad (12)$$

where z is the root of equation

$$z = z^0 + \alpha = 1 + \alpha \quad (13)$$

Thus, we need that

$$|z| < 1 \quad (14)$$

and if i tends to infinity then f_{i+1} converges to 0. But the condition $|z| < 1$ will be true only if :

$$0 < h < 2.\frac{A_j^*}{A_{j+1}^*} \quad (15)$$

And finally,

$$\lim_{i \to \infty} e_i = \lim_{i \to \infty} [-\frac{\beta}{\alpha}] = r \quad (16)$$

We found that the transmission queue is converging to r as expected. We will observe that we can face a burst of Data Chunks during the initialization period. This is because our algorithm starts only after the reception of the first data packet. Until then, the system sends the packets with the maximum available rate. This problem is solved by limiting the initial sending rate according to the shaping rate formula.

We now consider **F conversations**. Our shaping rate formula is defined by:

$$\gamma^i(t) = C(t) + h \ \frac{\frac{r}{F} - e_i(t)}{A_i(t)}, \quad (17)$$

It appears that the queue size for each conversation converges to $\frac{r}{F}$. So, the total queue size will converge to r as expected.

TABLE II
NOTATIONS

λ_i^c	arrival Chunks rate to node i
λ_x^I	arrival Interests rate
μ_i	service rate of node i
γ_i	shaping rate of node i
A_i	delay from Interest to the related content for node i
$e_i(t)$	number of queued packets at time t of node i
B	buffer size
r	queue threshold

VII. NETWORK OF NODES

We now extend our simple initial scenario to the case of a network of nodes. This model, described in Figure 4, consists of N nodes using HoBHIS. We have now a hop by hop congestion control mechanisms using the shaping rate computed at each router. The notations are presented in Table II. We start with a single conversation flowing through the system. The *Response Delay* is defined by parameter A. The Chunks arrive into the nodes with the rate λ^c chunks/second.

A. Response delay evaluation

The Response Delay A of one node depends on downstream nodes up to the router caching the Data or the source itself. Let's define A_i and A_{i-1} the Response Delays for nodes i and $i-1$ respectively. A_i can be expressed as follows:

$$A_i = A_{i-1} + \sum_{j=1}^{X} \frac{1}{\gamma_{i-1}^j} + \frac{e_{i-1}}{\mu_{i-1}} \quad (18)$$

The Response Delay for a given packet p in node i depends on the number of packets X queued for transmission ahead of p towards the downstream node and also depends on the number of packets e_{i-1} queued before the response will be sent-back to node i. The quantity $\sum_{j=1}^{X} \frac{1}{\gamma_{i-1}^j}$ means that we recompute the shaping rate γ_{i-1} for each Chunk entering the queue and hence the Interests could be sent with differents rates.

B. Convergence property

We have demonstrated for a single router model that, if the minimal rate among all nodes is γ_i, associated to node i, then the queue of node i converges to r. In addition, we know that

$$\lim_{t \to \infty} e_i^{\gamma_i}(t+1) = r \ and \ \lim_{t \to \infty} e_i^{\gamma_k}(t+1) = r' \quad (19)$$

So, according to the limit inequality theorem we have: $r' \leq r$ for all other routers sharing the same conversation's paths as router i.

VIII. PERFORMANCE EVALUATION

The aim of this section is to analyze, through simulations, the performance of the CCN Interest shaping mechanism. We have developed the CCN module in *Network Simulator* 2 (ns_2). According to our knowledge, there is no version of CCN in ns_2 at the time of writing.
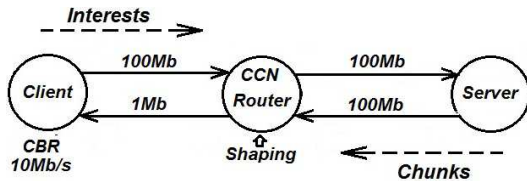
Fig. 5. Single conversation scenario

Fig. 6. Multi conversation scenario

Fig. 7. Network topology

Fig. 8. Queue convergence for single conversation scenario
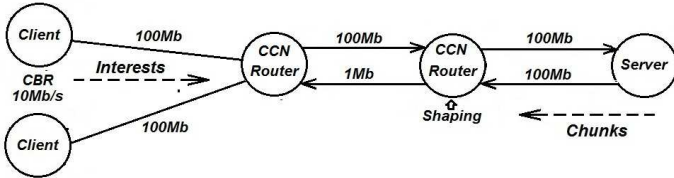
A. Simulation scenario

We start with the single router model. We consider both the single conversation and the multi-conversation scenarios presented in Figure 5 and 6 respectively.

As depicted in figure 5 and 6, our network consists of the client, router and server components. The client sends the Interests to the router that takes the next decision according to the shaping mechanism. The server role is very simple, as for each received Interest it responds with the corresponding Chunk and sends it back to the router. The shaping rate is computed according to the algorithm presented in previous sections. $e(t)$ is the instantaneous measured value for the number of Chunks at time t. The Interest and Chunk packet sizes are fixed on 500 and 1500 bytes respectively. The buffer parameters are B=500 Chunks, r = 100 Chunks, h = 0.1, 0.4 and 0.7. The clients generate Interests with rate 833.3 Chunks/s. The links rates are given in figure 5 and 6. The bottleneck is the 1Mb link between the client and the router. Parameter $A(t)$ is a random value uniformly distributed in [0,1] and it is generated in the server for every packet to take into account the variability of the path between the router and the server.

The Network topology used for the evaluation is presented in figure 7. We consider two conversations from clients 1 and 2 respectively. Data for conversation 1 is in the cache of node 3. Conversation 2 flows from Client 2 to the Server. The interest rate is 2500 Chunks/s for each client. The parameters for the buffers are B=500 Chunks, r=250 Chunks and h=0.7. The capacity of each link is 2500 Chunks. The conversation 2 starts before conversation 1 and after some time it stops. We are interested in the buffer state for node 3, as well as the rate for each conversation over time.

B. Simulation results

The simulation results for the single conversation scenario are presented in Figure 8. We have tested our algorithm for different values of h. In Figure 8 we can see that the queue converges to the objective r as expected (cf. in Section VII).
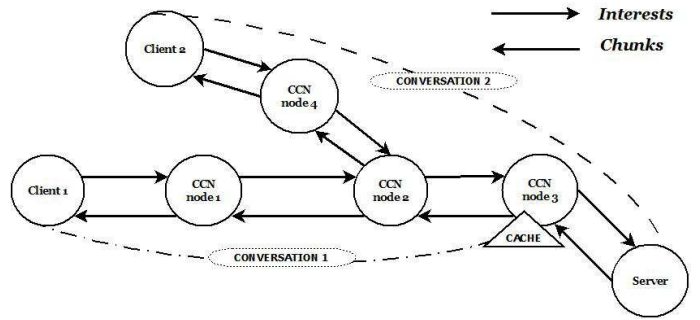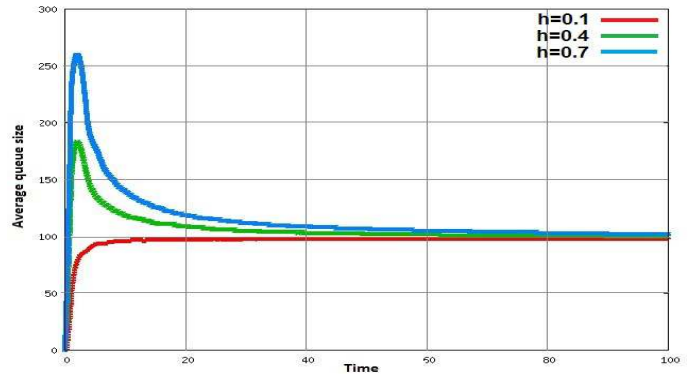
The bursts in these curves are due to the initialization period when the algorithm is not yet in operation. The different values of h illustrates its influence for the control mode and convergence rate. The higher h the slower the convergence rate towards the objective and the harder the control. The situation repeats for the multi conversation scenario in Figure 9. The average queue size converges to r as expected (cf. Section VII).

Figures 10 and 11 illustrate the network scenario. As we use the same capacities for each link, the queue of every node is empty until conversation 1 starts. Then, the queue for node 3 starts to fill up and converges to the objective. Figure 11 illustrates the Chunks arrival rates for each conversation in Chunks/s. At time 20, conversation 1 becomes active. At time 60, conversation 2 becomes inactive. Between time 20 and 60, when the two conversations are active, each of them receives a faire share of the router resources. The Chunks arrival rate, shared between the two conversations are controlled by the minimal shaping rate. In figures 10 and 11 we see that our congestion control mechanism is able to adapt the rate and to maintain the queue length at the expected level as it was designed.

IX. CONCLUSION

We presented (HoBHIS), the first hop-by-hop Interest shaping congestion control mechanism designed to avoid the congestion that can occur in the output interface of a CCN node. HoBHIS monitors the transmission buffers of a CCN
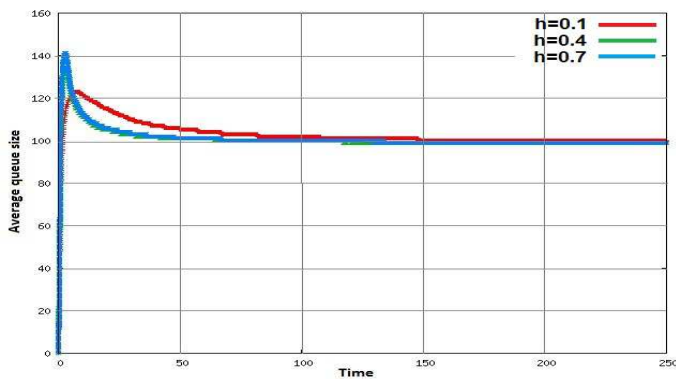
Fig. 9. Queue convergence for multi conversation scenario
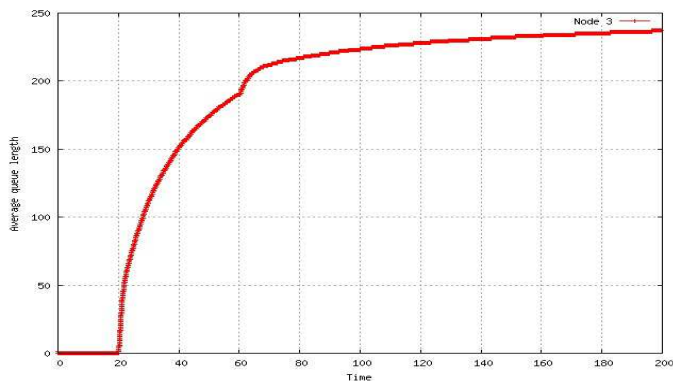

Fig. 11. Chunks rates for network scenario

Fig. 10. Queue state for network scenario

router to compute the Interests rate that have produced the associated Chunks filling these interfaces.

We demonstrated analytically the convergence property of our algorithm. In addition, we have developed a CCN implementation in ns_2. We performed various experiments with different settings and progressive complexity. We analyzed the single and multiple conversation scenarios in a single router model. Finally, a network case was studied to demonstrate the behaviour of our algorithm in more complex conditions. We have seen that the shaping mechanism performs as designed.

Future work will extend the analysis as well as the design of HoBHIS. We will consider the case where the sharing of the resources among competing conversations will be different from a fair share in order to favor important content. We will also explore the complexity of our algorithm and its scalability. Monitoring all conversations is far too expensive but we will concentrate on the active conversations only, those for which packets are queued in the buffer, to reduce the number of states stored in the router. In addition, the interaction with TCP will be considered. Finally, we will study more complex scenarios to better assess the behaviour of our solution.

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