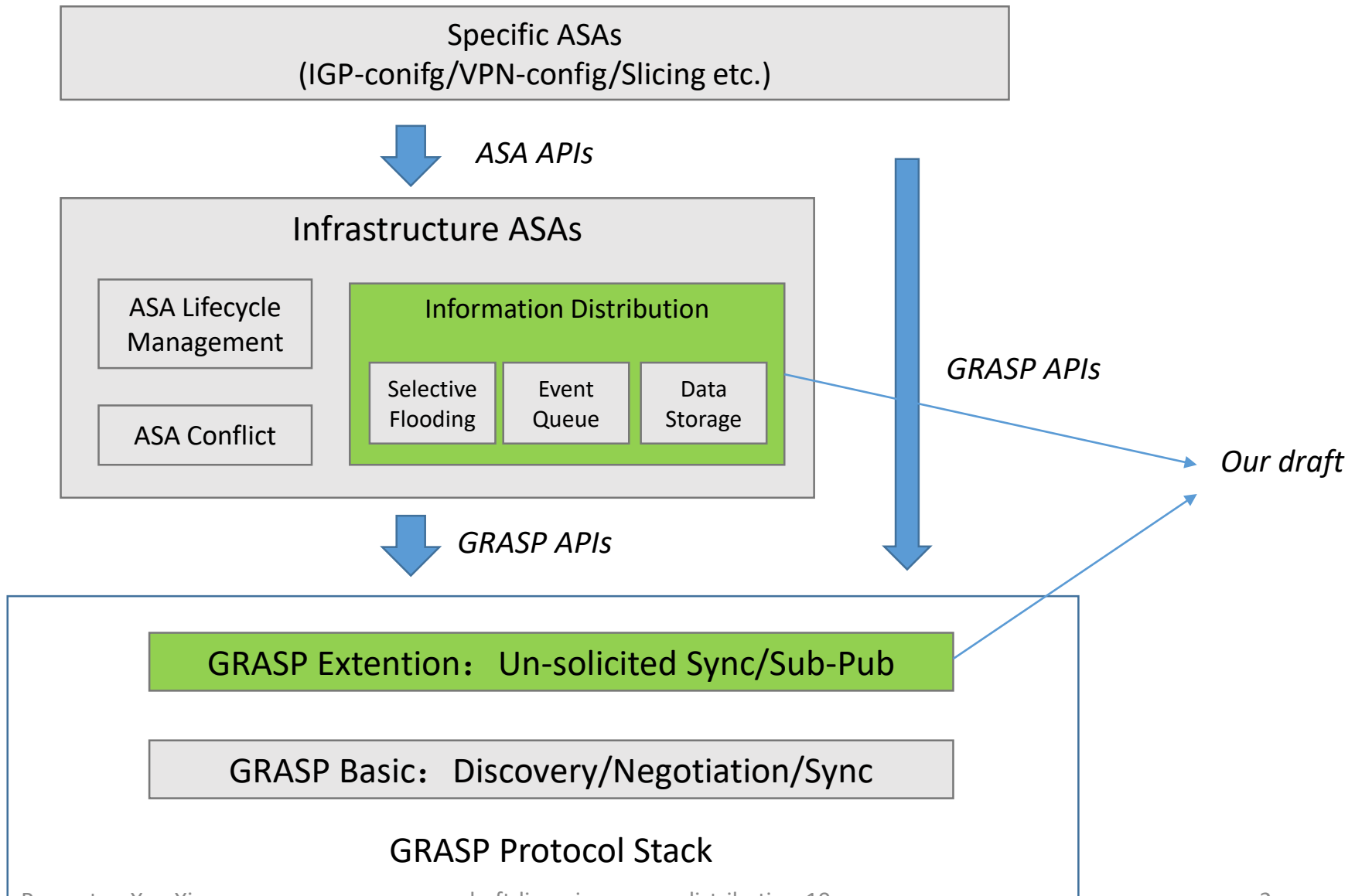


Updates: Information Distribution in Autonomic Networking *draft-liu-anima-grasp-distribution-10*

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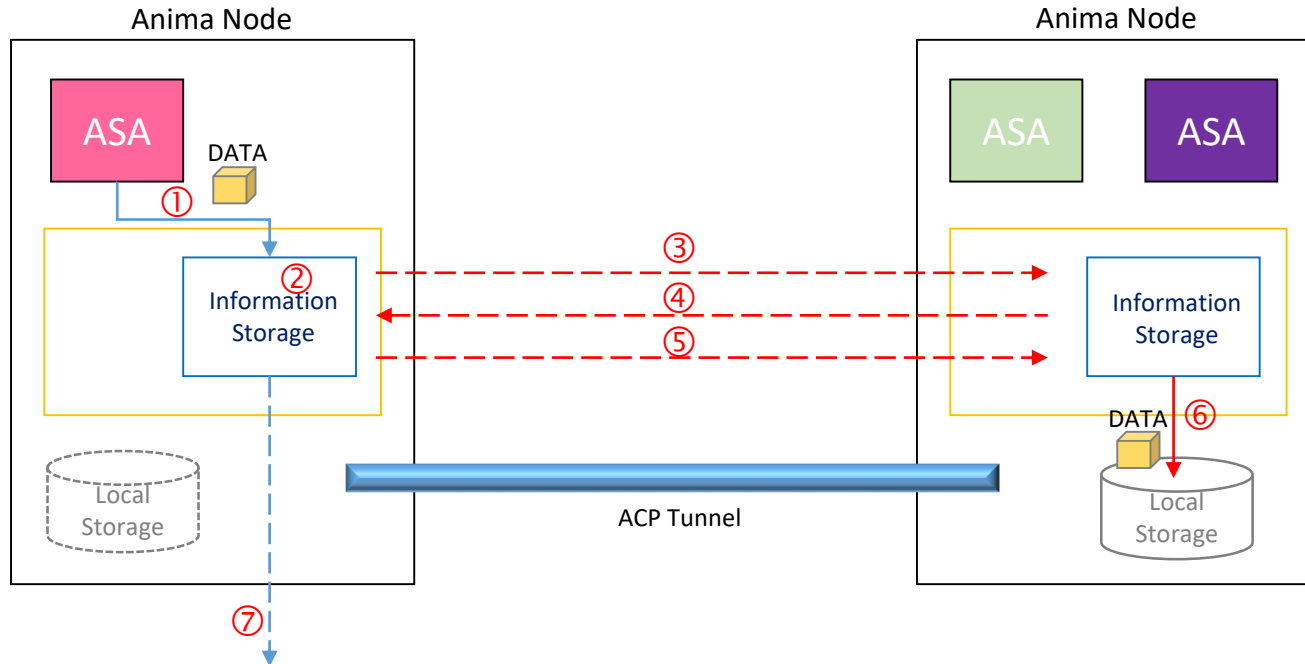
Recall: Draft Content and Scope



Main change of 09&10 version (since IETF102)

- Added operations/procedures for Distributed Storage
 - Best-effort information 'PUT' and 'GET'.
- Added operations/procedures for Event Queue

Best-effort PUT “Information”

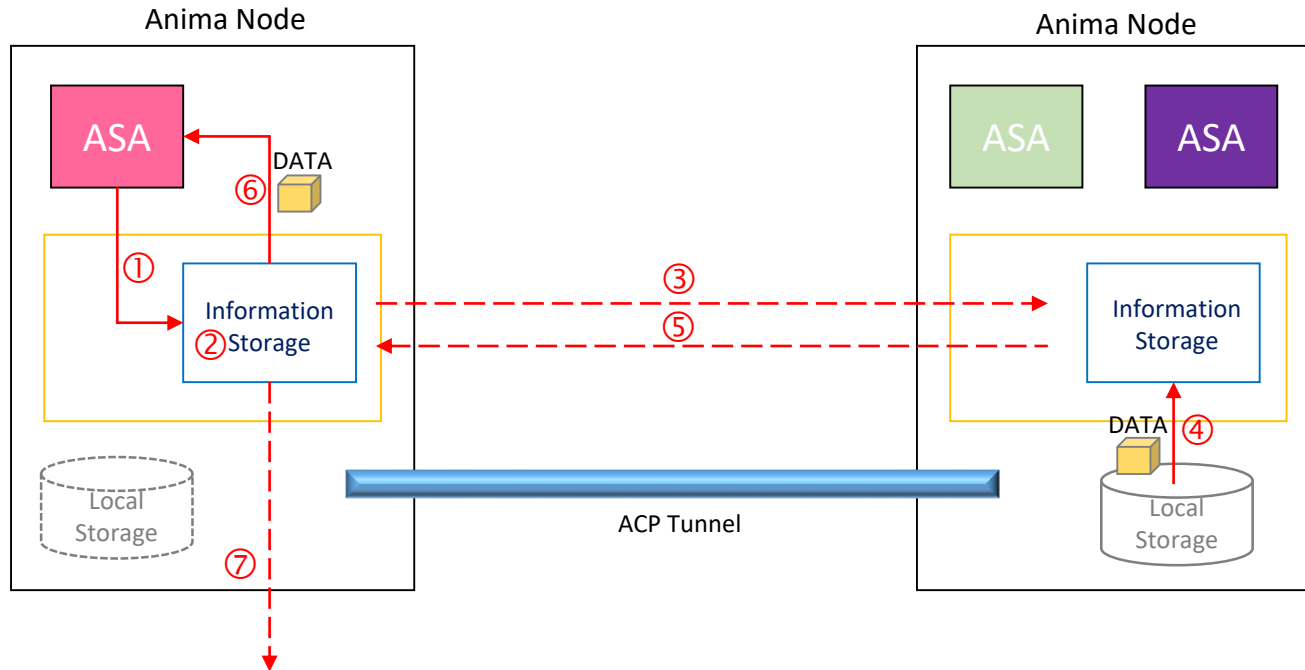


GRASP APIs

1. PUT (“DATA”)
2. PROJECT (“DATA”) → #nodeID
3. Negotiation_Request (Size, SrcID, ...) → #nodeID
4. Negotiation_Response (“Accept”, ...) → #SrcID, IF “Rejected”, goto 7
5. Transfer (“DATA”, ...) → #nodeID
6. Write (“DATA”, ...)
7. Negotiation_Request(Size, SrcID, ...) → #nodeID'



Best-effort GET “Information”



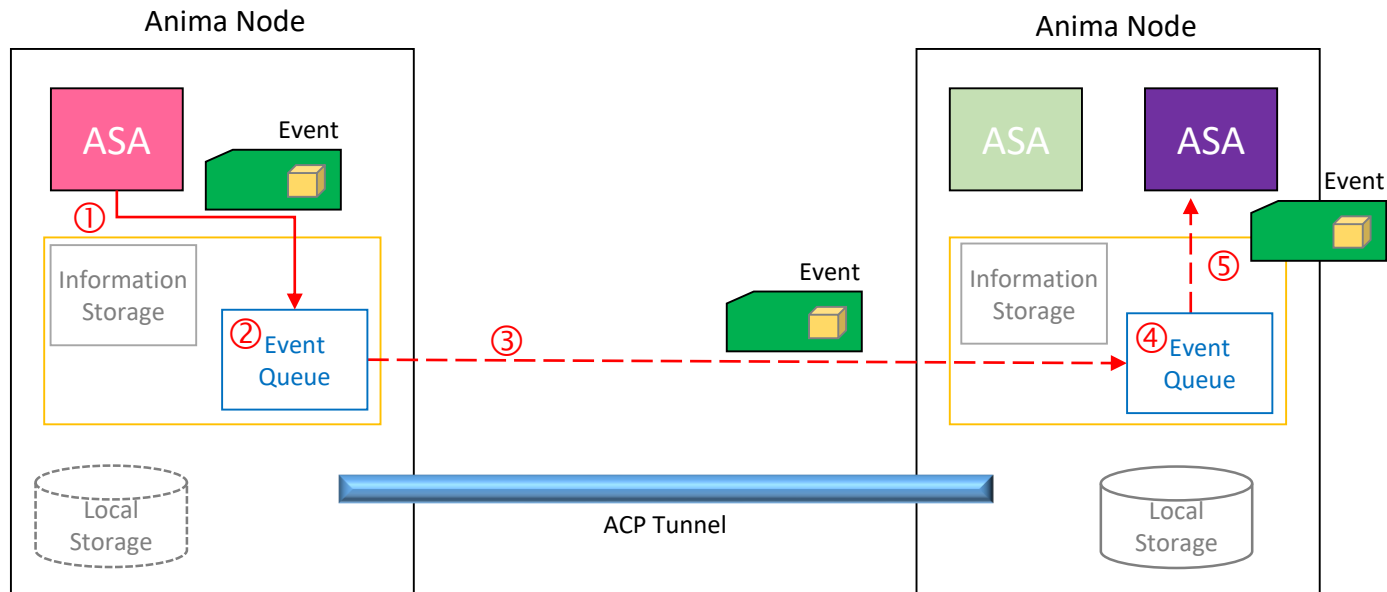
1. GET (“DATA”)
2. Map (“DATA”) → KEY → #nodeID
3. Request (KEY, SrcID, ...) → #nodeID
4. Read (“DATA”, ...)
5. Response (“Found”, DATA) → #SrcID, IF “NOT Found”, goto 7
6. GET_ACK (“Found”, DATA)
7. Request (KEY, SrcID, ...) → #nodeID'



GRASP APIs

Event Queue

- Publish interests to DATA and link previously stored DATA to consumers



- 1. Event Generation ("DATA")**
- 2. Generating EventID and specifying priority**
- 3. Event propagation (to other nodes)**
- 4. Event matching**
- 5. Event notification**

Future Work

- Complete procedures of information distribution
- Extend GRASP APIs to support full information distribution

Thank You

As one of the milestones, adopt as a WG draft?

IETF104, @Prague