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Y. Gu
J. Xia
Huawei
R. Cruz
M. Nunes
IST/INESC-ID/INOV
David A. Bryan
Polycom
J. Taveira
ID/INOV
Oct 31, 2011

Peer Protocol
draft-gu-ppsp-peer-protocol-03

Abstract

This document presents the architecture of the PPSP Peer protocol outlining the functional entities, message flows and message processing instructions, with the respective parameters. The PPSP Peer Protocol proposed in this document extends the capabilities of PPSP to support adaptive and scalable video and 3D video, for Video On Demand (VoD) and Live video services. The protocol messages formal syntax and semantics, methods, and formats are presented for both Binary and HTTP/XML encoded formats.

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1. Introduction

The P2P Streaming Protocol (PPSP) is composed of two protocols: the PPSP Tracker Protocol and the PPSP Peer Protocol [I-D.ietf-ppsp-problem-statement].

The PPSP architecture requires PPSP peers able to communicate with a Tracker in order to participate in a particular swarm. This centralized Tracker service is used for peer and content registration and location. Content indexes (Media Presentation Descriptions) are also stored in the Tracker system allowing the association of content location information to the active peers in the swarm sharing the content.

The PPSP Tracker Protocol provides communication between Trackers and Peers and outlines how a peer is able to communicate with a tracker in order to exchange meta information about the location of other peers contributing with a specific stream (swarm) the peer interested in, as well as to report streaming status. The Peer can also apply to be a contributor for several streams (swarms), periodically reporting its status to the Tracker, allow it to estimate whether the peer is a competent contributor.

The PPSP Peer protocol outlines how a peer is able to communicate with other peers in order to control the advertising and exchange of media data, directly between peers, for a specific stream (swarm), as described in [I-D.ietf-ppsp-problem-statement].

The process used for media streaming distribution assumes a segment transfer scheme whereby the original content (that can be encoded using adaptive or scalable techniques) is chopped into small segments (and subsegments). For simplicity, in this document the segments (and subsegments) of media are named Chunks. The media streaming process has the following representations:

1. Adaptive - alternate representations with different qualities and bitrates; a single representation is non-adaptive;
2. Scalable description levels - multiple additive descriptions (i.e., addition of descriptions refine the quality of the video);
3. Scalable layered levels - nested dependent layers corresponding to several hierarchical levels of quality, i.e., higher enhancement layers refine the quality of the video of lower layers.
4. Scalable multiple views - views correspond to mono and stereoscopic 3D videos, with several hierarchical levels of

quality.

These streaming distribution techniques support dynamic variations in video streaming quality while ensuring support for a plethora of end user devices and network connections.

The information that should be exchanged between peers using this Peer Protocol includes:

1. ChunkMap indicating which chunks a peer possesses.
2. Required ChunkIDs
3. Peer preferences and status information
4. Signalling and Data Transport protocol negotiation
5. Information that can help improve the performance of PPSP.

In this document, a set of concrete information that needs to be exchanged between peers is introduced, together with the messages to convey such information.

This documents describes the PPSP Peer protocol and how it satisfies the requirements for the IETF Peer-to-Peer Streaming Protocol (PPSP), in order to derive the implications for the standardization of the PPSP streaming protocols and to identify open issues and promote further discussion.

This PPSP Peer Protocol proposal presents an early sketch for an extensible protocol that extends the capabilities of PPSP to support adaptive and scalable video.

2. Document Conventions

2.1. Notational Conventions

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119].

2.2. Terminology

The draft uses the terms defined in [I-D.ietf-ppsp-problem-statement], [I-D.gu-ppsp-tracker-protocol] and [I-D.cruz-ppsp-http-peer-protocol]. Additionally, This document uses the following acronyms and definitions frequently in itself:

Peer-Peer Messages

The Peer Protocol messages enable each Peer to exchange content availability with other Peers and request other Peers for content.

Tracker-Peer Messages

The Tracker Protocol messages provide communication between Peers and Trackers, by which Peers provide content availability, report streaming status and request candidate Peer lists from Trackers.

Connection Tracker

The Tracker Node to which the PPSP Peer will connect when it wants to join the PPSP system.

Sender Peer

A peer that contains the corresponding chunk files requested by leech peer is the Sender peer. Many peers can contain the content, but only one who is contributing the content to the leech peer can be named as Sender peer.

Leech Peer

A peer that requests the specific media content from other peers. Note that the leech peer can also contribute the downloaded media content (i.e., chunks) even the swarm is not completed, in such case, the leech peer will take on the role of sender peer for downloaded chunks.

Chunk Map

A peer list that indicates which chunks can be available for leech peer to playback smoothly.

Live Streaming

The scenario where all clients receive streaming content for the same ongoing event. The lags between the play points of the clients and that of the streaming source are small.

Video-on-demand (VoD)

The scenario where all clients are allowed to select and watch video content on demand.

Adaptive Streaming

Multiple alternate versions (different qualities and bitrates) of the same media content co-exist for the same streaming session; each alternate version corresponds to a different media quality level; peers can choose among the alternate versions for decode and playback.

Scalable Streaming

With Multiple Description Coding (MDC), multiple additive descriptions (that can be independently played-out) to refine the quality of the video when combined together. With Scalable Video Coding (SVC), nested dependent enhancement layers (hierarchical levels of quality), refine the quality of lower layers, from the lowest level (the playable Base Layer). With Multiple View Coding (MVC), multiple views allow the video to be played in 3D when the views are combined together.

Base Layer

The playable level in Scalable Video Coding (SVC) required by all upper level Enhancements Layers for proper decoding of the video.

Enhancement Layer

Enhancement differential quality level in Scalable Video Coding (SVC) used to produce a higher quality, higher definition video in terms of space (i.e., image resolution), time (i.e., frame rate) or Signal-to-Noise Ratio (SNR) when combined with the playable Base Layer.

Continuous Media

Media with an inherent notion of time, for example, speech, audio, video, timed text or timed metadata.

Media Component

An encoded version of one individual media type such as audio, video or timed text with specific attributes, e.g., bandwidth, language, or resolution.

3. Protocol Overview

3.1. Protocol Architecture

The functional entities involved in the PPSP Peer Protocol are Peers, which may support different capabilities.

Peers correspond to devices that actually participate in sharing a media content and are organized in (various) swarms corresponding each swarm to the group of peers streaming that content at any given time.

Each peer contacts a Tracker to advertise which information it has available. When a peer wishes to obtain information about the swarm, it contacts the Tracker to find other peers participating in that specific swarm.

The tracker is a logical entity that maintains the lists of peers storing/exchanging chunks for a specific Live media channel or VoD media streaming content, answers queries from peers and collects information on the activity of peers. A simplified network diagram showing this interaction of tracker and peers is depicted in Figure 1.

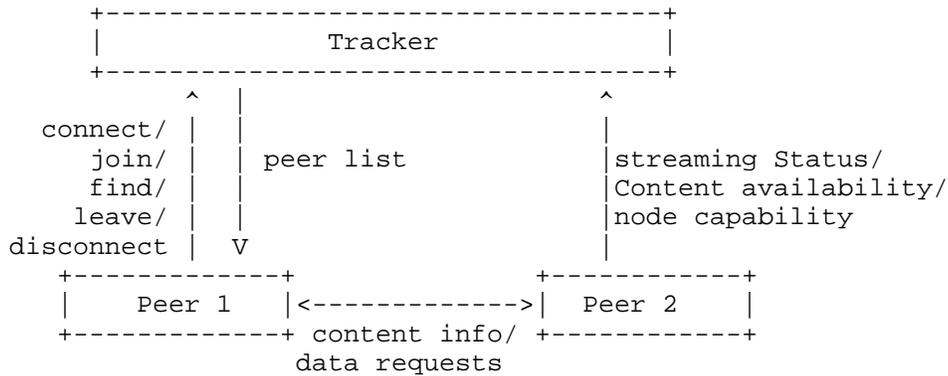


Figure 1: A PPSP streaming process

The signaling between PPSP Peers and trackers is done using a request/reply mechanism as defined in PPSP Tracker protocol [I-D.gu-ppsp-tracker-protocol].

This protocol can be used to connect peers that are sharing real-time streams of video or offline video, segmented in chunks. As for the streams of video, they can correspond to Live or Video on Demand streaming modes.

There are some significant differences between the details of these

scenarios, i.e., Live streaming, VoD and offline video. From a high level perspective the overall structure is quite similar. The optimal signaling flow for the different scenarios could also be different, but it depends on the real situation and on the implementer's choice

This draft defines a PULL based streaming signaling, as mandatory. However, a PUSH based or hybrid streaming signaling can optionally be considered.

For a PULL based Peer Protocol, the steps of signaling for a peer wishing to participate either in a Live streaming or a VoD or offline video is as follows (assuming the leech peer has already obtained from the Tracker a list of peers) and that, in case of traversing a NAT, performed ICE connectivity checks [I-D.li-ppsp-nat-traversal] with candidate peers using PPSP's own authentication method, as described in [I-D.gu-ppsp-tracker-protocol]:

1. The leech peer using PPSP Peer Protocol messages, establishes a connection to at least one of the peers in the Peerlist, based on the known PeerID and Peer IP address.
2. The peer sends request to candidate peers and the request could include one or more of the information described in below:
 - * Request for the data availability of the candidate peer;
 - * Notify its data availability to the candidate peer;
 - * Request for the peer status of the candidate peer;
 - * Notify its peer status to the candidate peer;
 - * Request for additional peerlist;
 - * Transport negotiation, wherein the requesting peer can have two choices:
 - + Only support Mandatory Transport Protocol;
 - + Providing a list of supported Transport protocol.
3. Finally, the peers exchange the actual chunks of data, using the mechanism/protocol negotiated in the previous step.

In terms of Data Transport protocol negotiation, the leech peer can either inform the candidate that it supports a Mandatory Transport Protocol or provides a list of supported Transport protocols. That

there are several options here to negotiate the connection model. The PPS Peer Protocol may include new mechanisms to negotiate the protocol used to exchange data, or the offer-answer mechanism in SIP [RFC3261] (the IETF protocol for session establishment) along with SDP [RFC4566].

Note also that these mechanisms are not new protocols defined in PPS, but existing protocols, and would eventually differ between an offline and a Live streaming scenario. Mechanisms such as flow control are handled in the negotiated Data Transport mechanism, not in the Peer Protocol itself.

3.2. Example Call Flow

This is a very high-level example of a session in which a leech peer joins a swarm, and retrieves some data (either via blocks or by streaming). The protocol used is indicated for each transaction. Note that not all of the communication shown in this figure are in scope of Peer Protocol, only those request/response followed by Peer Protocol are in scope.

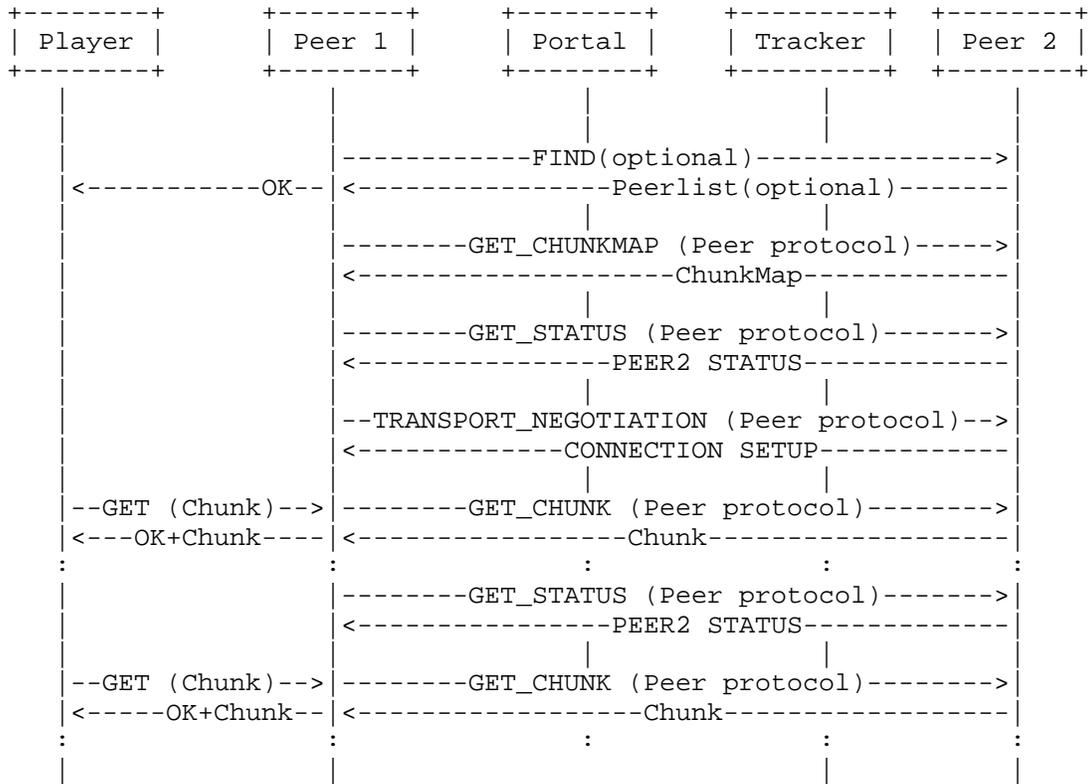


Figure 2: Example Call Flow

3.3. Chunk Scheduling

The goal of chunk trading is receiving the stream smoothly (and with small delay) and to cooperate in the distribution procedure. Peers need to exchange information about their current status to enable scheduling decisions. The information exchanged refers to the state of the peer with respect to the flow, i.e., a map of which chunks are needed by a peer to smoothly playback the stream.

This task means:

1. sending chunk maps to other nodes with the proper timing,
2. receiving chunk maps from other nodes and merging the information in the local buffer map.
3. besides chunk map exchange, the signaling includes Status/Request/Select primitives used to trade chunks.

The core of the scheduler, not described in this specification, is the algorithm used to choose the chunks to be exchanged and the peers to communicate with.

4. Protocol Architecture

The PPSP Peer Protocol is a request-response protocol. Requests are sent, and responses returned to these requests. A single request generates a single response (neglecting fragmentation of messages).

As shown in example call flow depicted in Figure 2, the Peer protocol only provides signaling messages for obtaining additional peerlist (optionally), query for content availability and negotiation for transfer protocol. Peer protocol may also provide communication for peers to exchange information that can improve system performance.

The encoding for the signaling messages is not yet decided. Two encodings are proposed, a Text-based (HTTP/XML) and a Binary-based, described in Appendixes A and B. The authors will raise more discussion on the encoding, and will move the one that gets rough consensus of the PPSP WG to the draft text. In the Appendixes, some considerations are provided on each encoding based on the Mail List discussions.

The specific PPSP signaling messages are listed as following:

GET_PEERLIST:

The GET_PEERLIST message is sent from a leech peer to one or more remote peers in order for a peer to refresh/update the list of active peers in the swarm.

When receiving the GET_PEERLIST message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the leech peer with the peer list with PeerIDs (and respective IP Addresses) of sender peers that can provide the specific content.

GET_CHUNKMAP:

The GET_CHUNKMAP message is sent from a leech peer to one or more remote peers in order to receive the map of chunks of a content (of a swarm identified by SwarmID) the other peer presently stores. The chunk map returned by the other peer lists ranges of chunks.

When receiving the GET_CHUNKMAP message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the leech peer with the map of chunks it currently stores of the specific content.

GET_CHUNK:

The GET_CHUNK message is sent from a leech peer to sender peer in order to request the delivery of media content chunks.

When receiving the GET_CHUNK message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the leech peer with the specific chunks the leech peer requested.

GET_STATUS:

The GET_STATUS message is sent from a leech peer to one or more remote peers in order to request the corresponding properties of the sender peers. The corresponding properties are enumerated in [draft-gu-ppsp-tracker-protocol], e.g., Caching Size, Bandwidth etc.

When receiving the GET_STATUS message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the leech peer with the specific parameters to the properties the leech peer requested.

TRANSPORT_NEGOTIATION:

The TRANSPORT_NEGOTIATION message is sent from a leech peer to a sender peer in order to negotiate the underlying transport protocol. Leech peer provide a set of transport protocols it supported to sender peer, and leave send peer to choose its preference. Reusing existing transport protocol to transfer data is recommended.

When receiving the TRANSPORT_NEGOTIATION message, and if the message is well formed and accepted, the sender peer will decide the transport protocol and will respond to the leech peer with the specific transport protocol the sender peer preferred.

5. Security Consideration

P2P streaming systems are subject to attacks by malicious/unfriendly peers/trackers that may eavesdrop on signaling, forge/deny information/knowledge about streaming content and/or its availability, impersonating to be another valid participant, or launch DoS attacks to a chosen victim.

No security system can guarantee complete security in an open P2P streaming system where participants may be malicious or uncooperative. The goal of security considerations described here is to provide sufficient protection for maintaining some security properties during the peer-peer communication even in the face of a large number of malicious peers.

As in typical Peer to Peer network, the most significant security issue is that the peers are untrusted. A peer may announce that it has a specific content, but the content might be just noise or it could be poisoned. A peer could also download a large number of chunks but upload very few of them. This problem can be alleviated by incentive mechanism, the goal of which is to reward honest peers and degrade dishonest peers.

5.1. Authentication

To protect the PPSP signaling from attackers pretending to be valid peers (or peers other than themselves) all messages received in the Tracker are required to be received from authorized peers.

For that purpose a peer must enroll in the system via a centralized enrollment server. The enrollment server is expected to provide a proper PeerID for the peer and information about the authentication mechanisms. The specification of the enrollment method and the provision of identifiers and authentication tokens is out of scope of this draft.

The authentication mechanism MUST allow the means for negotiating data security layer mechanisms to provide data integrity, data confidentiality, and other services, subject to local policies and security requirements.

5.2. Content Integrity Protection Against Polluting Peers/Trackers

Malicious peers may disclaim ownership of popular content to the Tracker but serve polluted (i.e., decoy content or even virus/trojan infected contents) to other peers. This kind of pollution can be detected by incorporating a checksum distribution scheme for published sharing content. As content chunks of the same content are

transferred independently and concurrently, correspondent chunk-level checksums MUST be distributed from an authentic origin.

5.3. Residual Attacks and Mitigation

To mitigate the impact of sybil attackers, impersonating a large number of valid participants by repeatedly acquiring different peer identities, the enrollment server SHOULD carefully regulate the rate of peer/tracker admission.

There is no guarantee that a peer honestly report its status to the Tracker, or server authentic content to other peers as it claims to the Tracker. It is expected that a global trust mechanism, where the credit of each peer is accumulated from evaluations for previous transactions, may be taken into account by other peers when selecting partner for future transactions, helping to mitigate the impact of such malicious behaviors. A globally trusted Tracker MAY also take part of the trust mechanism by collecting evaluations, computing credit values and providing them to joining peers.

5.4. Pro-incentive Parameter Trustfulness

Properties for PEER_STATUS messages will consider pro-incentive parameters, which can enable the improvement of the performance of the whole P2P streaming system. Trustworthiness of these pro-incentive parameters is critical to the effectiveness of the incentive mechanisms. For example, ChunkMap is essential, and needs to be accurate. The P2P system should be designed in a way such that a peer will have the incentive to report truthfully its ChunkMap (otherwise it may penalize itself).

Furthermore, both the amount of upload and download should be reported to the Tracker to allow checking if there is any inconsistency between the upload and download report, and establish an appropriate credit/trust system.

6. References

6.1. Normative References

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6.2. Informative References

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Appendix A. Binary Encoding

Binary Encoding is an encoding of data in plain text. More precisely, it is an encoding of binary data in a sequence of ASCII-printable characters. Binary Encoding is necessary for transmission of data when the channel or the protocol only allows ASCII-printable characters.

The PPSP Peer protocol can be carried on top of IP, UDP, RTP or TCP. But using which layer to carry peer protocol is out of scope in current stage.

The peer message header has the following format:

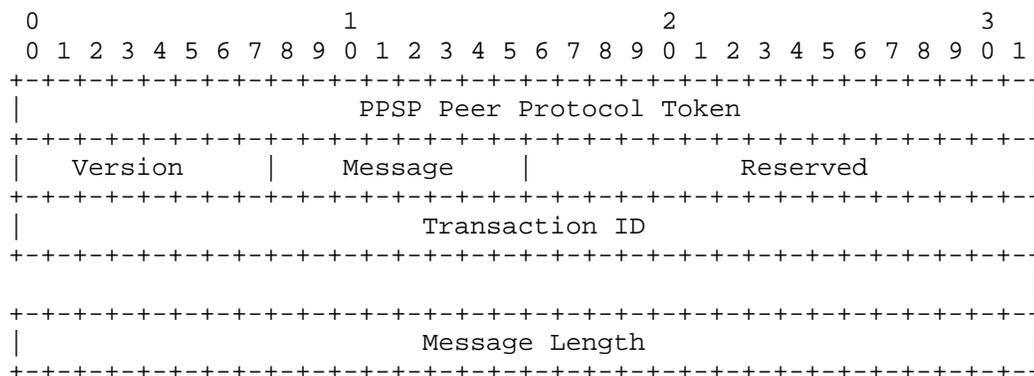


Figure 3: PPSP Peer message header

The fields have the following meaning:

PPSP Peer Protocol Token: 32 bits

A fixed token indicating to the receiver this message is a PPSP Peer Protocol message. The token field is four bytes long. This value MUST be set to 0x50505350, the string "PPSP".

Version: 8 bits The version of the PPSP peer protocol being used in the form of a fixed point integer between 0.1 and 25.4. For the version of the protocol described in this document, this field MUST be set to 0.1. The version field is one byte long.

Message Types: 8 bits

Message types currently have two kinds of value: Request and Response.

Reserved: 16 bits

Not to be assigned. Reserved values are held for special uses, such as to extend the namespace when it becomes exhausted. Reserved values are not available for general assignment.

Transaction ID: 64 bits

Identifies the transaction and also allows receivers to disambiguate transactions which are otherwise identical. Responses use the same Transaction ID as the request they correspond to. Transaction IDs are also used for fragment reassembly.

Message Length: 32 bits:

The length of the message, including header, in bytes. Note if the message is fragmented, this is the length of this message, not the total length of all assembled fragments.

A.1. Methods in Peer messages

To improve the compatibility of the peer methods, the method fields in message extension MUST be encoded as TLV elements as described below and sketched in Figure 4:

To improve the compatibility of the peer methods, the method fields in message extension MUST be encoded as TLV elements as described below and sketched in Figure 4:

- o Type: A single-octet identifier that defines the type of the parameter represented in this TLV element.
- o Length: A two-octet field that indicates the length (in octets) of the TLV element excluding the Type and Length fields, and the 8-bit Reserved field between them. Note that this length does not include any padding that is required for alignment.

- o Value: Variable-size set of octets that contains the specific value for the parameter.

In the extensions, the Reserved field SHALL be set to zero and ignored. If a TLV element does not fall on a 32-bit boundary, the last word MUST be padded to the boundary using further bits set to zero.

In a peer message, any method extension MUST be placed after the mandatory message header. The extensions MAY be placed in any order.

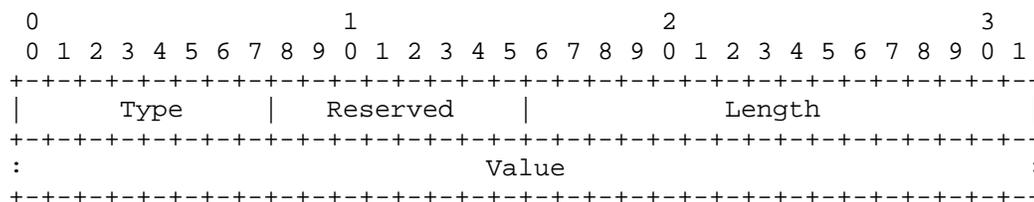


Figure 4: Structure of a TLV element

Method Type: 8 bits

Indicates the method type for the message. There are five method types: GET_PEERLIST, GET_CHUNKMAP, GET_CHUNK, GET_PROPERTY and TRANSPORT_NEGOTIATION. They are counted from 1 to 5.

Method Body Length: 24 bits

The length of the method body in bytes.

A.1.1. GET_PEERLIST

Peerlist is composed of several pairs of Peer ID and Peer IP. Peer ID is a 128 bit integer that is unique in the P2P streaming system. That's no matter there is a centralized tracker or several distributed trackers in the streaming system, a peer ID should be unique.

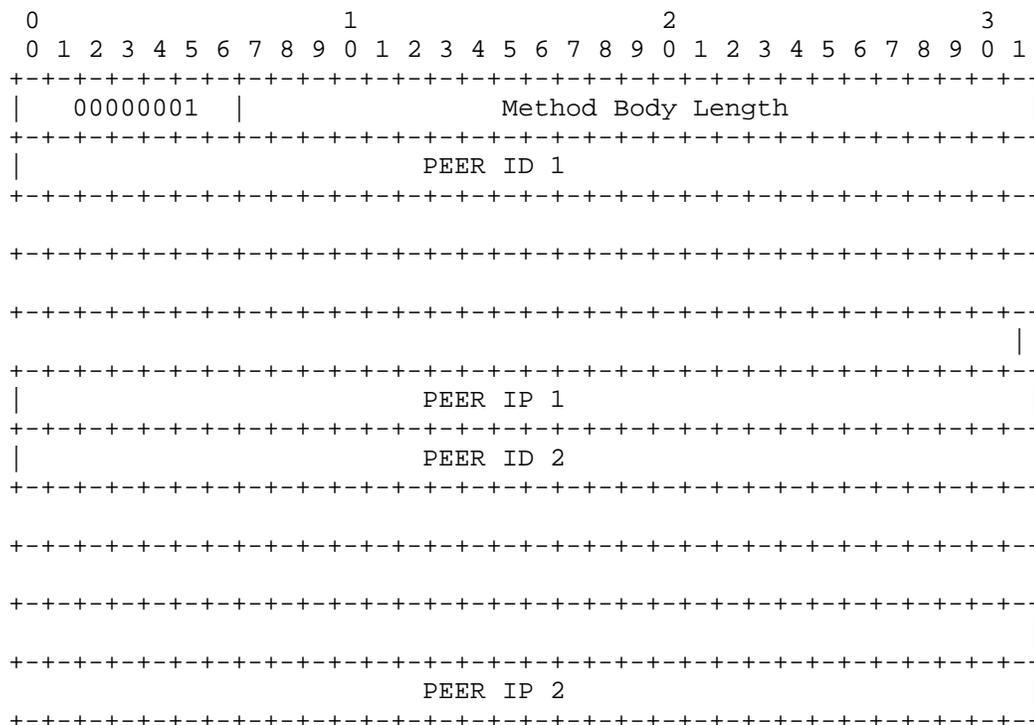


Figure 5: GET_PEERLIST Method Body

A.1.2. GET_CHUNKMAP

Chunkmap of a content (a swarm identified by SwarmID)

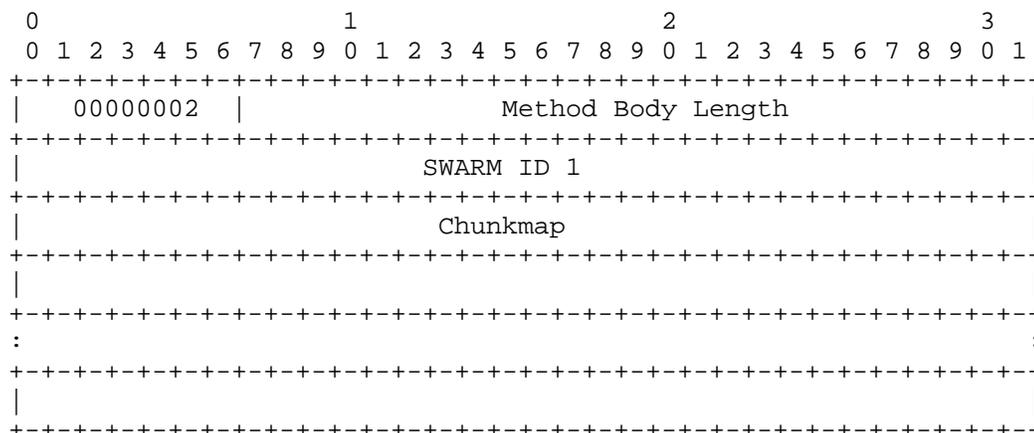


Figure 6: GET_CHUNKMAP Method Body

A.1.3. GET_CHUNK

[TBD]

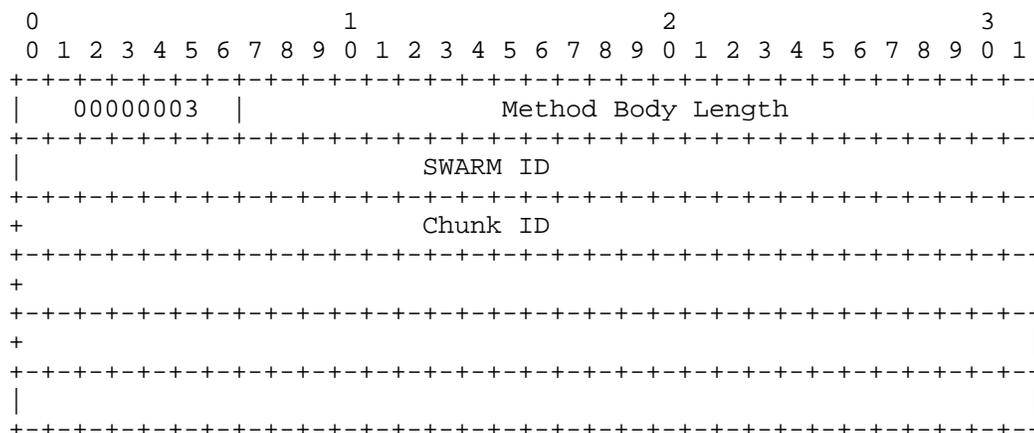


Figure 6: GET_CHUNKMAP Method Body

A.1.4. GET_STATUS

Several property types are defined in I-D.gu-ppsp-tracker-protocol. But not all of the property types are reasonable to be used in peer protocol. So we just list the following property types. New types can be easily added.

PROPERTY	Description	Code
CachingSize	Caching size: available size for caching	0x01
Bandwidth	Bandwidth: available bandwidth	0x02
LinkNumber	Link number: acceptable links for remote peer	0x03
Certificate	Certificate: certificate of the peer	0x04

Table 1: Status changed between peers

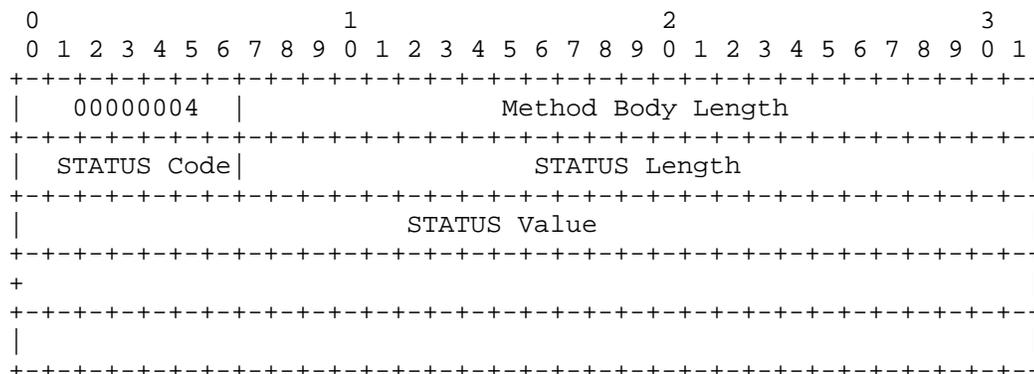


Figure 6: GET_STATUS Method Body

A.1.5. TRANSPORT_NEGOTIATION

To Do: Define mandatory transport protocol and some optional transport protocol.

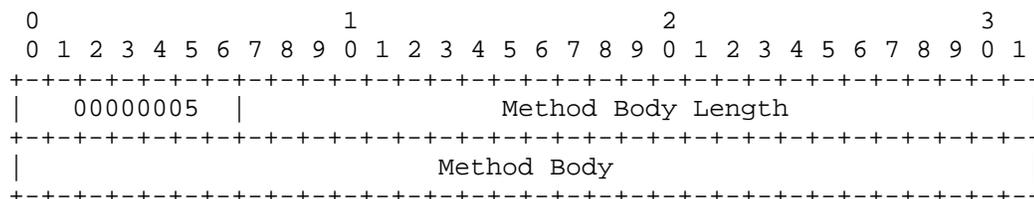


Figure 7: TRANSPORT_NEGOTIATION Method Body

Appendix B. HTTP/XML Encoding

The PPSP Peer Protocol HTTP/XML encoding messages follow the request and response standard formats for HTTP Request and Response messages [RFC2616].

B.1. HTTP/XML Encoding

A Request message is a standard HTTP Request generated by the HTTP Client Peer with the following syntax:

```

<Method> /<Resource> HTTP/1.1
Host: <Host>

```

The HTTP Method and URI path (the Resource) indicates the operation requested. The current proposal uses only HTTP POST as a mechanism for the request messages.

The Host header follows the standard rules for the HTTP 1.1 Host Header.

The Response message is also a standard HTTP Response generated by the HTTP Serving Peer with the following syntax:

```
HTTP/1.1 <StatusCode> <StatusMsg>
Content-Lenght: <ContentLenght>
Content-Type: <ContentType>
Content-Encoding: <ContentCoding>
<Response_Body>
```

The body for both Request and Response messages are encoded in XML for all the PPSP Peer Protocols messages, with the following schema (the XML information being method specific):

```
<?xml version="1.0" encoding="utf-8"?>
<ProtocolName version="#.#">
  <Method>***</Method>      <!-- for the Request method -->
  <Response>***</Response> <!-- for the Response method -->
  <TransactionID>###</TransactionID>
  ...XML information specific of the Method...
</ProtocolName>
```

In the XML body, the *** represents alphanumeric data and ### represents numeric data to be inserted. The <Method> corresponds to the method type for the message, the <Response> corresponds to the response method type of the message and the element <TransactionID> uniquely identifies the transaction.

The Response message MAY use Content-Encoding entity-header with "gzip" compression scheme [RFC2616] for faster transmission times and less network bandwidth usage.

B.2. Method Fields

Table B 1 and Table B 2 define the valid string representations for the requests and responses, respectively. These values MUST be treated as case-insensitive.

PPSP Request	XML Request Value String
GET_PEERLIST	GET_PEERLIST
GET_CHUNKMAP	GET_CHUNKMAP
GET_CHUNK	GET_CHUNK
PEER_STATUS	PEER_STATUS
TRANSPORT_NEGOTIATION	TRANSP_NEGO

Table B 1: Valid Strings for Requests

Response Method Name	HTTP Response Mechanism	XML Response Value
SUCCESSFUL (OK)	200 OK	OK
INVALID SYNTAX	400 Bad Request	INVALID SYNTAX
VERSION NOT SUPPORTED	400 Bad Request	VERSION NOT SUPPORTED
AUTHENTICATION REQUIRED	401 Unauthorized	AUTHENTICATION REQUIRED
MESSAGE FORBIDDEN	403 Forbidden	MESSAGE FORBIDDEN
OBJECT NOT FOUND	404 Not Found	OBJECT NOT FOUND
INTERNAL ERROR	500 Internal Server Error	INTERNAL ERROR
TEMPORARILY OVERLOADED	503 Service Unavailable	TEMPORARILY OVERLOADED

Table B 2: Valid Strings for Responses

B.3. Message Processing

When a PPSP Peer Protocol message is received in a peer, some basic processing is performed, regardless of the message type. Upon reception, a message is examined to ensure that it is properly formed. The receiver MUST check that the HTTP message itself is properly formed, and if not appropriate standard HTTP errors MUST be generated. The receiver must also verify that the XML body is properly formed. If the message is found to be incorrectly formed or the length does not match the length encoded in the header, the receiver MUST reply with an HTTP 400 response with a PPSP XML body with the Response method set to INVALID SYNTAX.

B.4. GET_PEERLIST Message

The GET_PEERLIST message is sent from a client peer to a selected serving peer in order for a peer to refresh/update the list of active peers in the swarm.

The Request message uses a HTTP POST method with the following body:

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Method>GET_PEERLIST</Method>
  <PeerID>***</PeerID>
  <SwarmID>***</SwarmID>
  <TransactionID>###</TransactionID>
</PPSPPeerProtocol>
```

The sender MUST properly form the XML body, MUST set the Method string to GET_PEERLIST, MUST set the PeerID to the PeerID of the peer, MUST set the SwarmID to the joined swarm identifier and randomly generate and set the TransactionID value.

When receiving the GET_PEERLIST message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the requesting peer with an HTTP 200 OK message response with a PPSP XML payload SUCCESSFUL, as well as the peer list with PeerIDs (and respective IP Addresses) of peers that can provide the specific content.

The response MUST have the same TransactionID value as the request.

An example of the Response message structure is the following:

```

<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Response>OK</Response>
  <SwarmID>***</SwarmID>
  <TransactionID>###</TransactionID>
  <PeerInfoList>
    <PeerInfo>
      <PeerID>***</PeerID>
      <PeerType>***</PeerType>
      <PeerAddresses>
        <PeerAddress ip="###.###.###.###"
          port="####" />
        <PeerAddress ip="hh:hh:hh:hh:hh:hh:hh:hh"
          port="####" />
      </PeerAddresses>
      <PeerLocation>****</PeerLocation>
      <ConnectionType>***</ConnectionType>
      <EndPointRankCost>###</EndPointRankCost>
    </PeerInfo>
    <PeerInfo>
      <PeerID>***</PeerID>
      <PeerType>***</PeerType>
      <PeerAddresses>
        <PeerAddress ip="###.###.###.###"
          port="####" />
        <PeerAddress ip="hh:hh:hh:hh:hh:hh:hh:hh"
          port="####" />
      </PeerAddresses>
      <PeerLocation>****</PeerLocation>
      <ConnectionType>***</ConnectionType>
      <EndPointRankCost>###</EndPointRankCost>
    </PeerInfo>
  </PeerInfoList>
</PPSPPeerProtocol>

```

The element <PeerInfoList> MAY contain multiple <PeerInfo> child elements.

The element <PeerAddresses> MAY contain multiple <PeerAddress> child elements with attributes "ip" and "port" corresponding to each of the network interfaces of the peer. The "ip" attribute can be expressed in dotted decimal format for IPv4 or 16-bit hexadecimal values (hh) separated by colons (:) for IPv6.

The elements <PeerLocation> and <ConnectionType> have a string format, and together with the element <EndPointRankCost> of numerical integer format, form a set of information related to peer location.

B.5. GET_CHUNKMAP Message

The GET_CHUNKMAP message is sent from a client peer to a selected serving peer in order to receive the map of chunks of a content (of a swarm identified by SwarmID) the other peer presently stores. The chunk map returned by the other peer lists ranges of chunks. The Request message uses a HTTP POST method with the following body:

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Method>GET_CHUNKMAP</Method>
  <PeerID>***</PeerID>
  <SwarmID>***</SwarmID>
  <TransactionID>###</TransactionID>
</PPSPPeerProtocol>
```

The sender MUST properly form the XML body, MUST set the Method string to GET_CHUNKMAP, MUST set the PeerID to the PeerID of the peer, MUST set the SwarmID to the joined swarm identifier and randomly generate and set the TransactionID value.

When receiving the GET_CHUNKMAP message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the requesting peer with an HTTP 200 OK message response with a PPS XML payload SUCCESSFUL, as well as the map of chunks it currently stores of the specific content.

The response MUST have the same TransactionID value as the request.

The Response message is an HTTP 200 OK message with the following body, exemplified for a video component of a media clip:

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Response>OK</Response>
  <TransactionID>###</TransactionID>
  <StreamInfo>
    <SwarmID>***</SwarmID>
    <Clip>
      <Name>***</Name>
      <ChunkSegments type="video/audio/etc">
        <ChunkSegment from="###" to="###"
          bitmapSize="###">
          ...(base64 string)...
        </ChunkSegment>
      </ChunkSegments>
    </Clip>
  </StreamInfo>
```

```
</PPSPPeerProtocol>
```

The element <StreamInfo> MAY contain multiple <Clip> child elements.

The element <ChunkSegments> has an attribute "type" that indicates the type of media of the corresponding chunks.

A <ChunkSegments> element MAY contain multiple <ChunkSegment> child elements with attributes "from" and "to" corresponding to ranges of contiguous chunks. The "from", "to", and "bitmapSize" attributes are expressed as integer number string format. The <ChunkSegment> content corresponds to the chunk map, and is represented as base64 encoded string.

B.6. GET_CHUNK Message

The GET_CHUNK message is sent from a client peer to a serving peer in order to request the delivery of media content chunks. The Request message uses a HTTP POST method with the following body:

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Method>GET_CHUNK</Method>
  <PeerID>***</PeerID>
  <SwarmID>***</SwarmID>
  <TransactionID>###</TransactionID>
</PPSPPeerProtocol>
```

The sender MUST properly for the HTTP request for a POST method including the URI path (the Resource) of the chunk. The sender MUST also properly form the XML body, MUST set the Method string to GET_CHUNK, MUST set the PeerID to the PeerID of the peer, MUST set the SwarmID to the joined swarm identifier and randomly generate and set the TransactionID value.

```

+-----+
| Peer (Leech) |
+-----+
|
| POST /path/name/123456789-L0-00000.h264 HTTP/1.1
| Host: example.net
|
+-----+-----+
|
| <?xml version="1.0" encoding="utf-8"?>
| <PPSPPeerProtocol version="#.#">
|   <Method>GET_CHUNK</Method>
|   <PeerID>***</PeerID>
|   <SwarmID>***</SwarmID>
|   <TransactionID>###</TransactionID>
| </PPSPPeerProtocol>
|
| HTTP/1.1 200 OK
| Content-Type: text/xml
| Transfer-Encoding: chunked
|
+-----+-----+
|
| 143
| <?xml version="1.0" encoding="utf-8"?>
| <PPSPPeerProtocol version="#.#">
|   <Response>OK</Response>
|   <TransactionID>###</TransactionID>
| </PPSPPeerProtocol>
|
| ###
| (### bytes of the video chunk)
| 0
|
+-----+
| Peer (Seed) |
+-----+

```

Figure B 1: Example of GET_CHUNK message sequence (simplified)

When receiving the GET_CHUNK message, and if the message is well formed and accepted, the peer will search for the requested data and will respond to the requesting peer with an HTTP 200 OK message response with a PPSP XML payload SUCCESSFUL.

The Response message is an HTTP 200 OK message. If The Data Transport Protocol negotiated is also HTTP/XML, the body of the response to GET_CHUNK can be immediately followed by the chunk data transfer, as shown in Figure B 1.

The response MUST have the same TransactionID as the request.

B.7. PEER_STATUS Message

The PEER_STATUS message is sent from a serving peer to a client peer to indicate its participation status. The information conveyed may include information related to chunk trading like "choke" (to inform the other peer of the intention to stop sending data to it) and "unchoke" (to inform the other peer of the intention to start/restart sending data to it).

The Request message uses a HTTP POST method with the following body:

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Method>PEER_STATUS</Method>
  <PeerID>***</PeerID>
  <SwarmID>***</SwarmID>
  <TransactionID>###</TransactionID>
  <Status>(choke/unchoke)</Status>
</PPSPPeerProtocol>
```

The sender MUST properly form the XML body, MUST set the Method string to PEER_STATUS, MUST set the PeerID to the PeerID of the peer, MUST set the SwarmID to the joined swarm identifier and randomly generate and set the TransactionID value.

When receiving the PEER_STATUS message, and if the message is well formed and accepted, the peer will respond to the requesting peer with an HTTP 200 OK message response with a PPSP XML payload SUCCESSFUL.

If the status signal received is "choke" the peer will stop requesting chunks from the other peer until receiving an "unchoke" status signal.

The only element currently defined in the request message is <Status>, assuming values of "choke" and "unchoke", but, in future, other values may be added.

The Response message is an HTTP 200 OK message with the following body.

```
<?xml version="1.0" encoding="utf-8"?>
<PPSPPeerProtocol version="#.#">
  <Response>OK</Response>
  <TransactionID>###</TransactionID>
</PPSPPeerProtocol>
```

The response MUST have the same TransactionID value as the request.

The only element currently defined in the response message is the <TransactionID>, but, in future, other elements may be added, for example, containing statistical data or other primitives for chunk trading negotiation.

B.8. TRANSPORT_NEGOTIATION Message

To Do: Define message format, mandatory transport protocol and some optional transport protocols.

Authors' Addresses

Yingjie Gu
Huawei
No.101 Software Avenue
Nanjing, Jiangsu Province 210012
P.R.China

Phone: +86-25-56622638
Email: guyingjie@huawei.com

Jinwei Xia
Huawei
Software No.101
Nanjing, Yuhuatai District 210012
China

Phone: +86-025-86622310
Email: xiajinwei@huawei.com

Rui Santos Cruz
IST/INESC-ID/INOV

Phone: +351.939060939
Email: rui.cruz@ieee.org

Mario Serafim Nunes
IST/INESC-ID/INOV
Rua Alves Redol, n.9
1000-029 LISBOA
Portugal

Phone: +351.213100256
Email: mario.nunes@inov.pt

David A. Bryan
Polycom
San Jose, CA, USA,
USA

Phone:
Email: dbryan@ethernet.org

Joao P. Taveira
ID/INOV

Email: joao.silva@inov.pt

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Rui S. Cruz
Mario S. Nunes
IST/INESC-ID/INOV
Yingjie Gu
Jinwei Xia
Huawei
David A. Bryan
Polycom
Joao P. Taveira
IST/INOV
Deng Lingli
China Mobile
February 24, 2012

PPSP Tracker Protocol (PPSP-TP)
draft-gu-ppsp-tracker-protocol-07

Abstract

This document specifies the Peer-to-Peer Streaming Protocol--Tracker Protocol (PPSP-TP), an application-layer control (signaling) protocol for the exchange of meta information between trackers and peers, such as initial offer/request of participation in multimedia content streaming, content information, peer lists and reports of activity and status. The specification outlines the architecture of the protocol and its functionality, and describes message flows, message processing instructions, message formats, formal syntax and semantics. The PPSP Tracker Protocol enables cooperating peers to form content streaming overlay networks to support near real-time Structured Media content (audio, video, associated text/metadata) delivery, such as adaptive multi-rate, layered (scalable) and multi-view (3D), in live, time-shifted and on-demand modes.

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1. Introduction

The Peer-to-Peer Streaming Protocol (PPSP) is composed of two protocols: the PPSP Tracker Protocol and the PPSP Peer Protocol. [I-D.ietf-ppsp-problem-statement] specifies that the Tracker Protocol should standardize format/encoding of information and messages between PPSP peers and PPSP trackers and [I-D.ietf-ppsp-reqs] defines the requirements.

The PPSP Tracker Protocol provides communication between trackers and peers, by which peers send meta information to trackers, report streaming status and obtain peer lists from trackers.

The PPSP architecture requires PPSP peers able to communicate with a tracker in order to participate in a particular streaming content swarm. This centralized tracker service is used by PPSP peers for content registration and location. Content information metafiles (Media Presentation Descriptions) are also stored in the tracker system allowing active peers in the swarm to interpret content structure.

The signaling and the media data transfer between PPSP peers is not in the scope of this specification.

This document describes the PPSP Tracker protocol and how it satisfies the requirements for the IETF Peer-to-Peer Streaming Protocol (PPSP-TP), in order to derive the implications for the standardization of the PPSP streaming protocols and to identify open issues and promote further discussion.

1.1. Use Scenarios and Streaming Modes

This section is tutorial in nature and does not contain any normative statements.

This section describes some aspects of the use of PPSP-TP. The examples were chosen to illustrate the basic operation, but not to limit what PPSP-TP may be used for.

The functional entities related to PPSP protocols are the Client Media Player, the service Portal, the tracker and the peers. The complete description of these entities is not discussed here, as not in the scope the specification.

The Client Media Player is a logical entity providing direct interface to the end user at the client device, and includes the functions to select, request, decode and render contents. The Client Media Player may interface with the local peer application using

request and response standard formats for HTTP Request and Response messages [RFC2616].

The service Portal is a logical entity typically used for client enrollment and content information publishing, searching and retrieval.

The tracker is a logical entity that maintains the lists of PPSP active peers storing and exchanging a specific media content. The tracker also stores the status of active peers in swarms, to help in the selection of appropriate peers for a requesting peer. The tracker can be realized by geographically distributed tracker nodes or multiple server nodes in a data center, increasing the content availability, the service robustness and the network scalability or reliability. The management and locating of content index information are totally internal behaviors of the tracker system, which is invisible to the PPSP Peer [I-D.xiao-ppsp-reload-distributed-tracker].

The peer is also a logical entity embedding the P2P core engine, with a client serving side interface to respond to Client Media Player requests and a network side interface to exchange data and PPSP signaling with trackers and other peers.

The streaming technique is chunk-based, i.e., client peers obtain media chunks from serving peers and handle the buffering that is necessary for the playback processes during the download of the media chunks.

In Live streaming, all end users are interested in a specific media coming from an ongoing program, which means that all respective peers share nearly the same streaming content at a given point of time. Peers may store the live media for further distribution (known as time-shift TV), where the stored media is distributed in a VoD-like manner.

In VoD, different end users watch different parts of the recorded media content during a past event. In this case, each respective peer obtains from other peers the information on media chunks they store and then gets the required media from a selected set of those peers. While watching VoD, an end user can also switch to any place of the content, e.g., skip the credits part, or skip the part that it is not interested in. In this case the respective participating peer may not store all the content segments. From the whole swarm point of view, the participating peers typically store different parts of content.

1.2. Assumptions

This section is tutorial in nature and does not contain any normative statements.

The process used for media streaming distribution assumes a segment (chunk) transfer scheme whereby the original content (that can be encoded using adaptive or scalable techniques) is chopped into small segments (and subsegments) having the following representations:

1. Adaptive - alternate representations with different qualities and bitrates; a single representation is non-adaptive;
2. Scalable description levels - multiple additive descriptions (i.e., addition of descriptions refine the quality of the video);
3. Scalable layered levels - nested dependent layers corresponding to several hierarchical levels of quality, i.e., higher enhancement layers refine the quality of the video of lower layers.
4. Scalable multiple views - views correspond to mono (2D) and stereoscopic (3D) videos, with several hierarchical levels of quality.

These streaming distribution techniques support dynamic variations in video streaming quality while ensuring support for a plethora of end user devices and network connections.

1.2.1. Enrollment and Bootstrap

In order to join an existing P2P streaming service and to participate in content sharing, any peer must first locate a tracker, using for example, the following method (as illustrated in Figure 1):

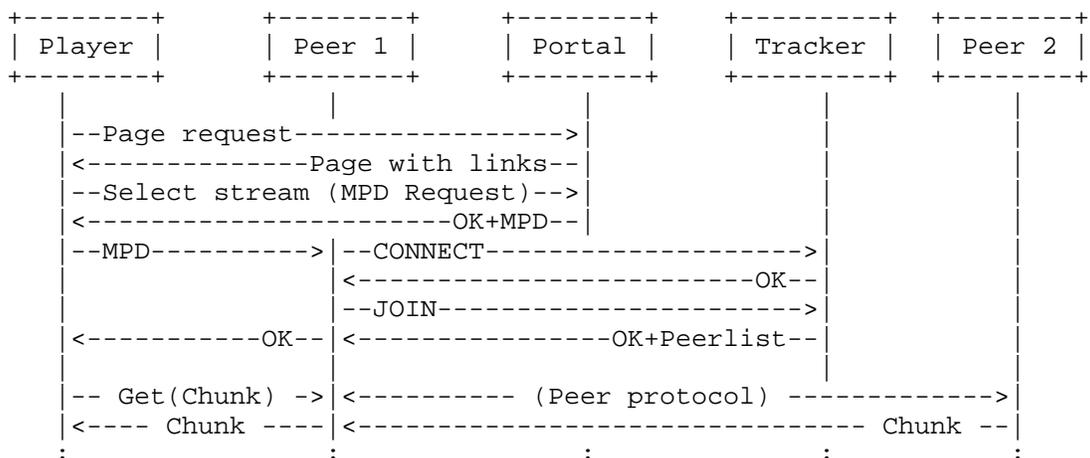


Figure 1: A typical PPSP session

1. From a service provider provisioning mechanism: this is a typical case used on the provider Super-Seeders (edge caches and/or Media Servers).
2. From a web page: a Publishing and Searching Portal may provide tracker location information to end users.
3. From the MPD file of a content: this metainfo file must contain information about the address of one or more trackers (that can be grouped by tiers of priority) which are controlling the swarm for that media content.

In order to be able to bootstrap, a peer must first obtain a Peer-ID (identity associated with the end user authentication credentials) and any required security certificates or authorization tokens from an enrollment service (end user registration).

The specification of the mechanism used to obtain a Peer-ID, certificates or tokens is not in the scope of this document.

1.2.2. NAT Traversal

It is assumed that all trackers must be in the public Internet and have been placed there deliberately. This document will not describe NAT Traversal mechanisms but the protocol facilitates flexible NAT Traversal techniques, such as those based on ICE [RFC5245], considering that the tracker node may provide NAT traversal services, as a STUN-like tracker. Being a STUN-like tracker, it can discover the reflexive candidate addresses of a peer and make them available in responses to requesting peers, a mechanism named PPSP-ICE in [I-D.li-ppsp-nat-traversal-02].

1.2.3. Content Information Metadata

Multimedia contents may consist of several media components (for example, audio, video, and text), each of which might have different characteristics.

The representations of a media content correspond to encoded alternative of the same media component, varying from other representations by bitrate, resolution, number of channels, or other characteristics. Each representation consists of one or multiple segments. Segments are the media stream chunks in temporal sequence.

These characteristics may be described in a Media Presentation Description (MPD). Examples of MPD for on-demand and Live programs are illustrated in Appendix B. It is envisioned that the content information metadata used in PPSP may align with the MPD format of ISO/IEC 23009-1 [ISO.IEC.23009-1].

1.2.4. Authentication, Confidentiality, Integrity

Channel-oriented security should be used in the communication between peers and tracker, such as the Transport Layer Security (TLS) to provide privacy and data integrity. HTTP/1.1 over TLS (HTTPS) [RFC2818] is the preferred approach for preventing disclosure of peer critical information via the communication channel.

Due to the transactional nature of the communication between peers and tracker a method for adding authentication and data security services via replaceable mechanisms should be employed. One such method is the OAuth 2.0 Authorization [I-D.ietf-oauth-v2] with bearer token, providing the peer with the information required to successfully utilize the access token to make protected requests to the tracker [I-D.ietf-oauth-v2-bearer].

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

This draft uses terms defined in [I-D.ietf-ppsp-problem-statement] and in [I-D.xiao-ppsp-reload-distributed-tracker].

Absolute Time: Absolute time is expressed as ISO 8601 [ISO.8601.2004] timestamps, using zero UTC offset (GMT). Fractions of a second may be indicated. Example for December 25, 2010 at 14h56 and 20.25 seconds: basic format 20101225T145620.25Z or extended format 2010-12-25T14:56:20.25Z.

Adaptive Streaming: Multiple alternate representations (different qualities and bitrates) of the same media content co-exist for the same streaming session; each alternate representation corresponds to a different media quality level; peers can choose among the alternate representations for decode and playback.

Base Layer: The playable representation level in Scalable Video Coding (SVC) required by all upper level Enhancements Layers for proper decoding of the video.

Chunk: A chunk is a generic term used whenever no ambiguity is raised, to refer to a segment or a subsegment of partitioned streaming media.

Complementary Representation: Representation in a set of representations which have inter-representation dependencies and which when combined result in a single representation for decoding

and presentation.

Connection Tracker: The tracker node to which the PPSP peer will connect when it wants to get registered and join the PPSP system.

Continuous media: Media with an inherent notion of time, for example, speech, audio, video, timed text or timed metadata.

Enhancement Layer: Enhancement differential quality level (complementary representation) in Scalable Video Coding (SVC) used to produce a higher quality, higher definition video in terms of space (i.e., image resolution), time (i.e., frame rate) or Signal-to-Noise Ratio (SNR) when combined with the playable Base Layer [ITU-T.H.264].

Join Time: Join time is the absolute time when a peer registers on a tracker. This value is recorded by the tracker and is used to calculate Online Time.

Live streaming: The scenario where all clients receive streaming content for the same ongoing event. The lags between the play points of the clients and that of the streaming source are small.

Media Component: An encoded version of one individual media type such as audio, video or timed text with specific attributes, e.g., bandwidth, language, or resolution.

Media Presentation Description (MPD): Formalized description for a media presentation, i.e., describes the structure of the media, namely, the representations, the codecs used, the segments (chunks), and the corresponding addressing scheme.

Method: The method is the primary function that a request from a peer is meant to invoke on a tracker. The method is carried in the request message itself.

Online Time: Online Time shows how long the peer has been in the P2P streaming system since it joins. This value indicates the stability of a peer, and it is calculated by tracker when necessary.

Peer: A peer refers to a participant in a P2P streaming system that not only receives streaming content, but also stores and uploads streaming content to other participants.

Peer-ID: Unique identifier for the peer. The Peer-ID and any required security certificates are obtained from an offline enrollment server.

Peer-Peer Messages (i.e., Peer Protocol): The Peer Protocol messages

enable each peer to exchange content availability with other peers and request other peers for content.

PPSP: The abbreviation of Peer-to-Peer Streaming Protocols. PPSP protocols refer to the key signaling protocols among various P2P streaming system components, including the tracker and peers.

Representation: Structured collection of one or more media components.

Request: A message sent from a peer to a tracker, for the purpose of invoking a particular operation.

Response: A message sent from a tracker to a peer, for indicating the status of a request sent from the peer to the tracker.

Scalable Streaming: With Multiple Description Coding (MDC), multiple additive descriptions (that can be independently played-out) to refine the quality of the video when combined together. With Scalable Video Coding (SVC), nested dependent enhancement layers (hierarchical levels of quality), refine the quality of lower layers, from the lowest level (the playable Base Layer). With Multiple View Coding (MVC), multiple views allow the video to be played in 3D when the views are combined together.

Segment: A segment is a resource that can be identified, by an ID or an HTTP-URL and possibly a byte-range, and is included in the MPD. The segment is a basic unit of partitioned streaming media, which is used by a peer for the purpose of storage, advertisement and exchange among peers.

Subsegment: Smallest unit within segments which may be indexed at the segment level.

Swarm: A swarm refers to a group of peers sharing the same content (e.g., video/audio program, digital file, etc.) at a given time.

Swarm-ID: Unique identifier for a swarm. It is used to describe a specific resource shared among peers.

Tracker: A tracker refers to a centralized logical directory service used to communicate with PPSP Peers for content registration and location, which maintains the lists of PPSP peers storing segments for a specific live content channel or streaming media and answers queries from PPSP peers.

Tracker-Peer Messages (i.e., Tracker Protocol): The Tracker Protocol messages provide communication between peers and trackers, by which

peers provide content availability, report streaming status and request peer lists from trackers.

Video-on-demand (VoD): A kind of application that allows users to select and watch video content on demand.

3. Architectural and Functional View

The PPSP Tracker Protocol architecture uses a two-layer approach i.e., a PPSP-TP messaging layer and a PPSP-TP request/response layer.

The PPSP-TP messaging layer deals with the underlying transport protocol and the asynchronous nature of the interactions between tracker and peers.

The PPSP-TP request/response layer deals with the interactions between tracker and peers using Method and Response codes (see Figure 2).

The transport layer is responsible for the actual transmission of requests and responses over network transports, including the determination of the connection to use for a request or response when using a connection-oriented transport like TCP, or TLS [RFC5246] over it.

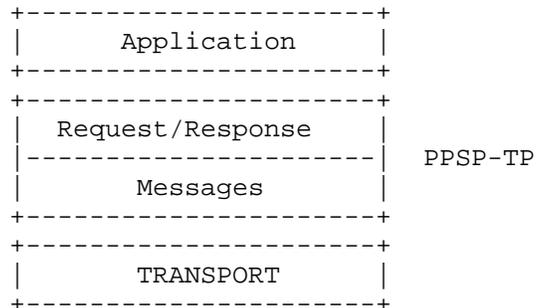


Figure 2: Abstract layering of PPSP-TP

The functional entities involved in the PPSP Tracker Protocol are trackers and peers (which may support different capabilities).

Peers correspond to devices that actually participate in sharing a media content and are organized in (various) swarms corresponding each swarm to the group of peers streaming that content at any given time. Each peer stores chunks of the media content, called segments (or subsegments), and contacts the tracker to advertise which information it has available. When a peer wishes to obtain information about the swarm, it contacts the tracker to find other

peers participating in that specific swarm.

The tracker is a logical entity that maintains the lists of peers storing chunks for a specific Live media channel or media streaming content, answers queries from peers and collects information on the activity of peers. While a tracker may have an underlying implementation consisting of more than one physical node, logically the tracker can most simply be thought of as a single element, and in this document, it will be treated as a single logical entity.

The Tracker Protocol is not used to exchange actual content data (either VoD or Live streaming) with peers, but information about which peers can provide which pieces of content.

When a peer wants to receive streaming of a selected content:

1. Peer connects to a local connection tracker and joins a swarm.
2. Peer acquires a list of peers from the connection tracker.
3. Peer exchanges its content availability with the peers on the obtained peer list.
4. Peer identifies the peers with desired content.
5. Peer requests for the content from the identified peers.

When a peer wants to share streaming of certain content with other peers:

1. Peer connects to the connection tracker.
2. Peer sends information to the connection tracker about the swarm it belongs to (joins), plus streaming status and/or content availability.

A P2P streaming process is summarized in Figure 3.

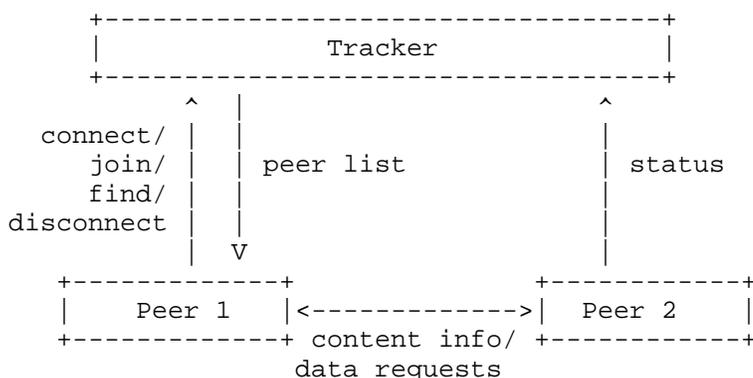


Figure 3: A PPSP streaming process

4. Messaging Model

The messaging model of PPSP-TP is based on the exchange of messages that follow the syntax and semantics of the current HTTP/1.1 specification [RFC2616]. The exchange of messages is envisioned to be performed over a stream-oriented reliable transport protocol, like TCP.

PPSP-TP is a text-based protocol, uses the UTF-8 character set [RFC3629] and the protocol messages are either requests from client peers to a tracker server, or responses from a tracker server to client peers.

5. Request/Response model

PPSP-TP request and response semantics are carried as entities (header and body) in PPSP-TP messages which correspond to either HTTP/1.1 request methods or HTTP/1.1 response codes, respectively.

Requests are sent, and responses returned to these requests. A single request generates a single response (neglecting fragmentation of messages in transport).

The response codes are consistent with HTTP/1.1 response codes, however, not all HTTP/1.1 response codes are used for the PPSP-TP (section 7).

The Request Messages of the protocol, are listed in Table 1:

PPSP Tracker Req. Messages
CONNECT
DISCONNECT
JOIN
FIND
STAT_REPORT

Table 1: Request Messages

CONNECT: This request message is used when a peer registers in the tracker. The tracker records the Peer-ID, connect-time (referenced to the absolute time), peer IP addresses and link status.

DISCONNECT: This request message is used when the peer intends to no longer participate in a specific swarm, or in all swarms. The

tracker deletes the corresponding activity records related to the peer (including its status and all content status for the corresponding swarms).

JOIN: This request message is used for a peer to notify the tracker that it wishes to participate in a swarm. The tracker records the content availability, i.e., adds the peer to the peers list for the swarm. On receiving a JOIN message, the tracker first checks the PeerMode type and then decides the next step (more details are referred in section 8.3).

FIND: This request message allows a peer to request to the tracker the peer list for a specific content representation or specific chunks of a media component in a swarm, before it can request the content from the peers. On receiving a FIND message, the tracker finds the peers, listed in content status of the specified swarm, that can satisfy the requesting peer's requirements, returning the list to the requesting peer. To create the peer list, the tracker may take peer status, capabilities and peers priority into consideration. Peer priority may be determined by network topology preference, operator policy preference, etc.

STAT_REPORT: This request message allows the exchange of statistic and status data between an active peer and a tracker to improve system performance. This request message is sent periodically to the tracker.

6. The Tracker State Machine

The state machine for the tracker is very simple, as shown in Figure 4.

Peer-ID registrations represent a dynamic piece of state maintained by the network.

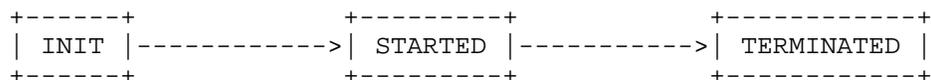


Figure 4: Tracker State Machine

When there are no peers registered in the tracker, the state machine is in the INIT state. When the first peer is registered with its Peer-ID, the state machine moves from INIT to STARTED.

As long as there is at least one active registration of a Peer-ID, the state machine remains in the STARTED state. When the last Peer-ID is removed, the state machine transitions to TERMINATED. From there, it immediately transitions back to the INIT state. Because of

that, the TERMINATED state here is transient.

In addition to this state machine, each registered Peer-ID is modeled with its own transaction state machine (Figure 5), instantiated per Peer-ID registered in the tracker, and deleted when it is removed. Unlike the state machine for the Peer-ID registration, which exists even when no Peer-IDs are registered, the per-Peer-ID transaction state machine is instantiated when the Peer-ID is registered, and deleted when the Peer-ID is removed.

This allows for an implementation optimization whereby the tracker can destroy the objects associated with the per-Peer-ID transaction state machine once it enters the TERMINATE state (Figure 5).

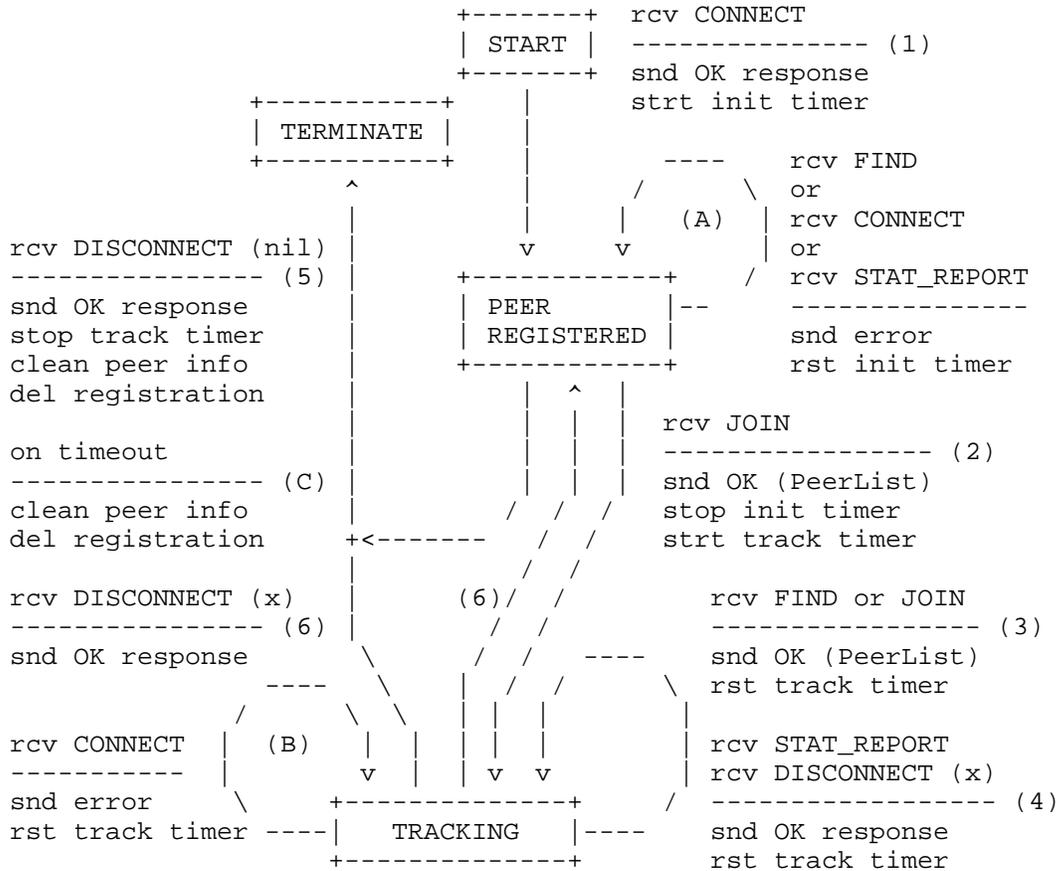


Figure 5: Per-Peer-ID Transaction State Machine

When a new Peer-ID is added, the per-Peer-ID state machine for it is

instantiated, and it moves into the PEER REGISTERED state. Because of that, the START state here is transient.

When the Peer-ID is no longer bound to a registration, the per-Peer-ID state machine moves to the TERMINATE state, and the state machine is destroyed.

During the life time of streaming activity of a peer, the per-Peer-ID transaction state machine progresses from one state to another in response to various events. The events that may potentially advance the state include:

- o Reception of CONNECT, JOIN, FIND, DISCONNECT and STAT_REPORT messages, or
- o Timeout events.

The state diagram in Figure 5 illustrates state changes, together with the causing events and resulting actions. Specific error conditions are not shown in the state diagram.

6.1. Normal Operation

On normal operation the process consists of the following steps:

- 1) When a CONNECT message is received from a peer, if successfully authenticated and validated, the tracker registers the Peer-ID and associated information (IP addresses), sends the response of successful registration to peer and starts the "init timer" waiting for a new message from the peer.
- 2) While PEER REGISTERED, when a JOIN message is received with valid swarm information, the tracker stops the "init timer", starts the "track timer" and sends the response of successful join to the peer. The response MAY contain the appropriate list of peers in the swarm, depending on PeerMode (section 8.3). A successful first JOIN starts the TRACKING state associated with the peer-ID for the requested swarm.
- 3) While TRACKING, a JOIN or FIND message received with valid swarm information from the peer resets the "track timer" and is responded with a successful condition, either for the JOIN to (an additional) swarm or for including the appropriate list of peers for the scope in the FIND request.
- 4) While TRACKING, a DISCONNECT(x) message received from the peer, containing a valid x=Swarm-ID resets the "track timer" and is responded with a successful condition. The tracker cleans the information associated with the participation of the Peer-ID in

the specified swarm(s).

In TRACKING state a STAT_REPORT message received from the peer resets the "track timer" and is responded with a successful condition. The STAT_REPORT message MAY contain information related with Swarm-IDs to which the peer is joined.

- 5) From either PEER REGISTERED or TRACKING states a DISCONNECT(x) message received from the peer, where x=nil, the tracker stops the "track timer", cleans the information associated with the participation of the Peer-ID in the the swarm(s) joined, responds with a successful condition, deletes the registration of the Peer-ID and transitions to TERMINATED state for that Peer-ID.
- 6) From TRACKING state a DISCONNECT(x) message received from the peer, where x=ALL or x=Swarm-ID is the last swarm, the tracker stops the "track timer", cleans the information associated with the participation of the Peer-ID in the the swarm(s) joined, responds with a successful condition and transitions to PEER REGISTERED state.

6.2. Error Conditions

Peers MUST NOT generate protocol elements that are invalid. However, several situations of a peer may lead to abnormal conditions in the interaction with the tracker. The situations may be related with peer malfunction or communications errors. The tracker reacts to the abnormal situations depending on its current state related to a peer-ID, as follows:

- A) At the PEER REGISTERED state (while the "init timer" has not expired) receiving FIND, CONNECT or STAT_REPORT messages from the peer is considered an error condition. The tracker responds with error code 403 Forbidden (described in section 7), and resets the "init timer" one last time.
- B) At the TRACKING state (while the "track timer" has not expired) receiving a CONNECT message from the peer is considered an error condition. The tracker responds with error code 403 Forbidden (described in section 7), and resets the "track timer".

NOTE: This situation may correspond to a malfunction at the peer or to malicious conditions. A preventive measure would be to reset the "track timer" one last time and if no valid message is received proceed to TERMINATE state for the Peer-ID by de-registering the peer and cleaning all peer information.

- C) Without receiving messages from the peer, either from PEER

REGISTERED state (init timer) or TRACKING state (track timer), on timeout the tracker cleans all the information associated with the Peer-ID in all swarms it was joined, deletes the registration, and transitions to TERMINATE state for that Peer-ID. The same action is taken if no valid message is received at the PEER REGISTERED state after the last "init timer" expires.

7. Protocol Specification

7.1. Messages Syntax

PPSP-TP messages use the generic message format of RFC 5322 [RFC5322] for transferring the payload of the message (Requests and Responses).

PPSP-TP messages consist of a start-line, one or more header fields, an empty line indicating the end of the header fields, and, when applicable, a message-body.

The start-line, each message-header line, and the empty line MUST be terminated by a carriage-return line-feed sequence (CRLF). Note that the empty line MUST be present even if the message-body is not.

The PPSP-TP message and header field syntax is identical to HTTP/1.1 [RFC2616].

A Request message is a standard HTTP/1.1 message starting with a Request-Line generated by the HTTP client peer. The Request-Line contains a method name, a Request-URI, and the protocol version separated by a single space (SP) character.

Request-Line =
Method SP Request-URI SP HTTP-Version CRLF

A Request message example is the following:

```
<Method> /<Resource> HTTP/1.1
Host: <Host>
Content-Lenght: <ContentLenght>
Content-Type: <ContentType>
Authorization: <AuthToken>
```

[Request_Body]

The HTTP Method token and Request-URI (the Resource) identifies the resource upon which to apply the operation requested.

The Response message is also a standard HTTP/1.1 message starting with a Status-Line generated by the tracker. The Status-Line consists of the protocol version followed by a numeric Status-Code and its associated Reason-Phrase, with each element separated by a single SP character.

Status-Line =

HTTP-Version SP Status-Code SP Reason-Phrase CRLF

A Response message example is the following:

```
HTTP/1.1 <Status-Code> <Reason-Phrase>
Content-Lenght: <ContentLenght>
Content-Type: <ContentType>
Content-Encoding: <ContentCoding>
```

[Response_Body]

The Status-Code element is a 3-digit integer result code that indicates the outcome of an attempt to understand and satisfy a request.

The Reason-Phrase element is intended to give a short textual description of the Status-Code.

7.1.1. Header Fields

The header fields are identical to HTTP/1.1 header fields in both syntax and semantics.

Some header fields only make sense in requests or responses. If a header field appears in a message not matching its category (such as a request header field in a response), it MUST be ignored.

The Host request-header field in the request message follows the standard rules for the HTTP/1.1 Host header.

The Content-Type entity-header field MUST be used in requests and responses containing message-bodies to define the Internet media type of the message-body.

The Content-Encoding entity-header field MAY be used in response messages with "gzip" compression scheme [RFC2616] for faster transmission times and less network bandwidth usage.

The Content-Length entity-header field MUST be used in messages containing message-bodies to locate the end of each message in a stream.

The Authorization header field in the request message allows a peer to authenticate itself with a tracker, containing authentication information.

7.1.2. Methods

PPSP-TP uses HTTP/1.1 POST method token for all request messages.

7.1.3. Message Bodies

PPSP-TP requests MUST contain message-bodies.

PPSP-TP responses MAY include a message-body.

If the message-body has undergone any encoding such as compression, then this MUST be indicated by the Content-Encoding header field; otherwise, Content-Encoding MUST be omitted.

If applicable, the character set of the message body is indicated as part of the Content-Type header-field, and the default value for PPSP-TP messages is "UTF-8".

7.1.4. Message Response Codes

The response codes in PPSP-TP response messages are consistent with HTTP/1.1 response status-codes. However, not all HTTP/1.1 response status-codes are appropriate for PPSP-TP, and only those that are appropriate are given here. Other HTTP/1.1 response codes SHOULD NOT be used in PPSP-TP.

The class of the response is defined by the first digit of the Status-Code. The last two digits do not have any categorization role. For this reason, any response with a Status-Code between 200 and 299 is referred to as a "2xx response", and similarly to the other supported classes:

2xx: Success -- the action was successfully received, understood, and accepted;

4xx: Peer Error -- the request contains bad syntax or cannot be fulfilled at this tracker;

5xx: Tracker Error -- the tracker failed to fulfill an apparently valid request;

The valid response codes are the following (Status-Code Reason-Phrase):

200 OK -- The request has succeeded. The information returned with the response describes or contains the result of the action;

- 400 Bad Request -- The request could not be understood due to malformed syntax.
- 401 Unauthorized -- The request requires authentication.
- 403 Forbidden -- The tracker understood the request, but is refusing to fulfill it. The request SHOULD NOT be repeated.
- 404 Not Found -- This status is returned if the tracker did not find anything matching the Request-URI.
- 408 Request Timeout -- The peer did not produce a request within the time that the tracker was prepared to wait.
- 411 Length Required -- The tracker refuses to accept the request without a defined Content-Length. The peer MAY repeat the request if it adds a valid Content-Length header field containing the length of the message-body in the request message.
- 414 Request-URI Too Long -- The tracker is refusing to service the request because the Request-URI is longer than the tracker is willing to interpret. This rare condition is likely to occur when the tracker is under attack by a client attempting to exploit security holes.
- 500 Internal Server Error -- The tracker encountered an unexpected condition which prevented it from fulfilling the request.
- 503 Service Unavailable -- The tracker is currently unable to handle the request due to a temporary overloading or maintenance condition.

7.2. Request/Response Syntax and Format

The message-body for Requests and Responses requiring it, is encoded in XML.

The XML message-body MUST begin with an XML declaration line specifying the version of XML being used and indicating the character encoding, that SHOULD be "UTF-8". The root element MUST be PPSPTTrackerProtocol.

The generic format of a Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
  <PPSPTrackerProtocol version="1.0">
    <Request></Request>
    <TransactionID></TransactionID>
    <PeerID></PeerID>
    <SwarmID></SwarmID>
    <PeerNum></PeerNum>
    <PeerMode></PeerMode>
    <PeerGroup></PeerGroup>
    <ContentGroup></ContentGroup>
    <StatisticsGroup></StatisticsGroup>
  </PPSPTrackerProtocol>
```

The generic format of a Response is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
  <PPSPTrackerProtocol version="1.0">
    <Response></Response>
    <TransactionID></TransactionID>
    <SwarmID></SwarmID>
    <PeerGroup></PeerGroup>
  </PPSPTrackerProtocol>
```

The Request element MUST be present in requests and corresponds to the request method type for the message.

The Response element MUST be present in responses and corresponds to the response method type of the message.

The element TransactionID MUST be present in requests to uniquely identify the transaction. Responses to completed transactions use the same TransactionID as the request they correspond to.

The version of PPSP-TP being used is indicated by the attribute @version of the root element.

All Request messages MUST contain a PeerID element to uniquely identify the peer (Peer-ID) in the network.

The PeerID information may be present on the following levels:

- On PPSPTrackerProtocol level in PPSPTrackerProtocol.PeerID element. For details refer to 7.2.1 Table 2.
- On PeerGroup level in PeerGroup.PeerInfo.PeerID element. For details refer to 7.2.1 Table 3.

The SwarmID element MUST be present in JOIN, FIND and DISCONNECT requests. The SwarmID element MUST be present in JOIN and FIND responses. Details of usage in 8.2, 8.3 and 8.4.

The SwarmID information may be present on the following levels:

- On PPSPTTrackerProtocol level in PPSPTTrackerProtocol.SwarmID element. For details refer to 7.2.1 Table 2.
- On StatisticsGroup level in StatisticsGroup.Stat.SwarmID element. For details refer to 7.2.1 Table 5.

The PeerMode element MUST be present in JOIN requests. Details of usage in 8.3.

The PeerMode information may be present on the following levels:

- On PPSPTTrackerProtocol level in PPSPTTrackerProtocol.PeerMode element. For details refer to 7.2.1 Table 2.
- On PeerGroup level in PeerGroup.PeerMode element. For details refer to 7.2.1 Table 5.

The PeerNum element MUST be present in JOIN requests and MAY contain the attribute @abilityNAT to inform the tracker on the preferred type of peers, in what concerns their NAT traversal situation, to be returned in a peer list. Details of usage in 8.2, 8.3 and 8.4.

The PeerGroup element MUST be present in CONNECT requests and responses and MAY be present in responses to JOIN and FIND requests if the corresponding response returns information about peers. Details of usage in 8.1, 8.3 and 8.4.

The ContentGroup element MAY be present in requests referencing content, i.e., JOIN and FIND, if the request includes a content scope. Details of usage in 8.3 and 8.4.

The StatisticsGroup element MAY be present in STAT_REPORT requests. Details of usage in 8.5.

The semantics of the attributes and elements within a PPSPTTrackerProtocol root element is described in subsection 7.2.1.

Request and Response processing is provided in section 8 for each message.

The XML-syntax of the of PPSP-TP XML elements for Requests and Responses is provided in the XML-Schema of Appendix A.

Element Name or Attribute Name	Use	Description
PeerGroup	0...1	Contains description of peers.
PeerInfo	1...N	Provides information on a peer.
PeerID	0...1	Peer Identification. MAY be present in JOIN and FIND responses. Details in 8.3/8.4.
PeerMode	0...1	Mode of Peer participation in a swarm, which can be "LEECH" or "SEED". MAY be present in JOIN and FIND responses. Details in 8.3/8.4.
PeerAddress	1...N	IP Address information.
@addrType	M	Type of IP address, which can be "ipv4" or "ipv6"
@priority	CM	The priority of this interface. Used for NAT traversal.
@type	CM	Describes the address for NAT traversal, which can be "HOST" "REFLEXIVE" or "PROXY".
@connection	OP	Access type ("3G", "ADSL", etc.)
@asn	OP	Autonomous System number.
@ip	M	IP address value.
@port	M	IP service port value.
Legend: Use for attributes: M=Mandatory, OP=Optional, CM=Conditionally Mandatory Use for elements: minOccurs...maxOccurs (N=unbounded) Elements are represented by their name (case-sensitive) Attribute names (case-sensitive) are preceded with an @		

Table 3: Semantics of PeerGroup.

If STUN-like functions are enabled in the tracker and a PPSP-ICE method is used, as described in [I-D.li-ppsp-nat-traversal-02], the attributes @type and @priority MUST be returned with the transport address candidates in responses to CONNECT, JOIN or FIND requests.

The @asn attribute MAY be used to inform about the network location, in terms of Autonomous System, for each of the active public network interfaces of the peer.

The @connection attribute is informative on the type of access network of the respective interface.

Element Name or Attribute Name	Use	Description
ContentGroup	0...1	Provides information on content.
Representation	1...N	Describes a component of content.
@id	M	Unique identifier for this Representation.
SegmentInfo	1	Provides segment information.
@startIndex	M	The index of the first media segment in the request scope for this Representation.
@endIndex	OP	The index of the last media segment in the request scope for this Representation.
Legend:		
Use for attributes: M=Mandatory, OP=Optional, CM=Conditionally Mandatory		
Use for elements: minOccurs...maxOccurs (N=unbounded)		
Elements are represented by their name (case-sensitive)		
Attribute names (case-sensitive) are preceded with an @		

Table 4: Semantics of ContentGroup.

The Representation element describes a component of a content identified by its attribute @id in the MPD. This element MAY be present for each component desired in the scope of the JOIN or FIND request. The scope of each Representation is indicated in the SegmentInfo element by the attribute @startIndex and, optionally, @endIndex.

The peer may use this information in JOIN or FIND requests, for example, to join a swarm starting from a specific point (as is the case of a live program, by specifying the adequate @startIndex) and/or find adequate peers in the swarm for that content scope.

An example of on-demand usage is the case of an end-user that previously watched a content with a certain audio language, then interrupted for a while (having disconnected) and later continued by re-joining from that point onwards but selecting a different available audio language. In this case the JOIN request would specify the required Representations and the @startIndex for each, i.e., all the adequate video components and the selected audio component. An example is illustrated in subsection 8.3.

Element Name or Attribute Name	Use	Description
StatisticsGroup	0...1	Provides statistic data on peer and content.
Stat	1...N	Groups statistics property data.
@property	M	The property to be reported. Property values in Table 6.
SwarmID	0...1	Swarm Identification.
UploadedBytes	0...1	Bytes sent to swarm.
DownloadedBytes	0...1	Bytes received from swarm.
AvailBandwidth	0...1	Upstream Bandwidth available.
Representation	0...N	Describes a component of content.
@id	CM	Unique identifier for this Representation.
SegmentInfo	1...N	Provides segment information by segment range. The chunkmap can be encoded in Base64 [RFC4648].
@startIndex	CM	The index of the first media segment in the chunkmap report for this Representation.
@endIndex	CM	The index of the last media segment in the chunkmap report for this Representation.
@chunkmapSize	CM	Size of chunkmap reported.
Legend:		
Use for attributes: M=Mandatory, OP=Optional, CM=Conditionally Mandatory		
Use for elements: minOccurs...maxOccurs (N=unbounded)		
Elements are represented by their name (case-sensitive)		
Attribute names (case-sensitive) are preceded with an @		

Table 5: Semantics of StatisticsGroup.

The Stat element is used to describe several properties relevant to the P2P network. These properties can be related with stream statistics, peer status information and content data information, like chunkmaps. Each Stat element will correspond to a @property type and several Stat blocks can be reported in a single STAT_REPORT message, corresponding to some or all the swarms the peer is actively involved.

Other properties may be defined, related, for example, with incentives and reputation mechanisms, like peer online time, or connectivity conditions, like physical link status, etc.

For that purpose, the Stat element may be extended to provide additional scheme specific information for new @property groups, new elements and new attributes.

@property	Description
StreamStatistics	Stream statistic values per SwarmID
ContentMap	Reports map of chunks the peer has per Representation of the content

Table 6: StatisticsGroup default Stat @property values.

An example of a STAT_REPORT for multiple properties is illustrated in subsection 8.5.

7.2.2. Request element in request Messages

Table 7 defines the valid string representations for the requests. These values MUST be treated as case-sensitive.

XML Request Methods
String Values
CONNECT
DISCONNECT
JOIN
FIND
STAT_REPORT

Table 7: Valid Strings for Request element of requests.

7.2.3. Response element in response Messages

Table 8 defines the valid string representations for Response messages that require message-body. These values MUST be treated as case-sensitive.

Response messages not requiring message-body only use the standard HTTP/1.1 Status-Code and Reason-Phrase (appended, if appropriate, with detail phrase, as described in section 8.6).

XML Response Method String Values	HTTP Status-Code and Reason-Phrase
SUCCESSFUL	200 OK
AUTHENTICATION REQUIRED	401 Unauthorized

Table 8: Valid Strings for Response element of responses.

SUCCESSFUL: indicates that the request has been processed properly and the desired operation has completed. The body of the response message includes the requested information and **MUST** include the same TransactionID of the corresponding request.

CONNECT: returns information about the successful registration of the peer.

DISCONNECT and STAT_REPORT: confirms the success of the requested operation.

JOIN and FIND: **MAY** return the list of peers meeting the desired criteria.

AUTHENTICATION REQUIRED: Authentication is required for the peer to make the request.

8. Request/Response Processing

When a PPSP-TP message is received some basic processing is performed, regardless of the message type.

Upon reception, a message is examined to ensure that it is properly formed. The receiver **MUST** check that the HTTP message itself is properly formed, and if not, appropriate standard HTTP errors **MUST** be generated. The receiver must also verify that the XML body is properly formed. In case of error due to malformed messages appropriate responses **MUST** be returned, as described in 8.6.

8.1. CONNECT Request

This method is used when a peer registers to the system. The tracker records the Peer-ID, connect-time, IP addresses and link status.

The peer **MUST** properly form the XML message-body, set the Request method to **CONNECT**, generate and set the TransactionID, and set the PeerID with the identifier of the peer. The peer **SHOULD** also include

the IP addresses of its network interfaces in the CONNECT message.

An example of the message-body of a CONNECT Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Request>CONNECT</Request>
  <PeerID>656164657221</PeerID>
  <TransactionID>12345</TransactionID>
  <PeerGroup>
    <PeerInfo>
      <PeerAddress addrType="ipv4" ip="192.0.2.1" port="80"
        priority="1" />
      <PeerAddress addrType="ipv6" ip="2001:db8::1" port="80"
        priority="2"
        type="HOST"
        connection="3G" />
    </PeerInfo>
  </PeerGroup>
</PPSPTrackerProtocol>
```

When receiving a well-formed CONNECT Request message, the tracker will first process the peer authentication information (provided as Authorization scheme and token in the HTTP message) to check whether it is valid and that it can connect to the service, and then proceed to register the peer in the service. In case of success a Response message with a corresponding response value of SUCCESSFULL will be generated.

The element PeerInfo MAY contain multiple PeerAddress child elements with attributes @addrType, @ip, and @port, and optionally @priority and @type (if PPSP-ICE NAT traversal techniques are used) corresponding to each of the network interfaces of the peer.

If STUN-like function is enabled in the tracker, the response MAY include the peer reflexive address [I-D.li-ppsp-nat-traversal-02].

The response MUST have the same TransactionID value as the request.

An example of a Response message for the CONNECT Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Response>SUCCESSFUL</Response>
  <TransactionID>12345</TransactionID>
  <PeerGroup>
    <PeerInfo>
      <PeerAddress addrType="ipv4" ip="198.51.100.1" port="80"
        priority="1"
        type="REFLEXIVE"
        connection="ADSL"
        asn="64496" />
    </PeerInfo>
  </PeerGroup>
</PPSPTrackerProtocol>
```

The Response MUST include a PeerGroup with PeerInfo data that includes the peer public IP address. If STUN-like function is enabled in the tracker, the PeerAddress includes the attribute @type with a value of REFLEXIVE, corresponding to the transport address "candidate" of the peer.

The tracker MAY also include the attribute @asn with network location information of the transport address, corresponding to the Autonomous System Number of the access network provider.

8.2. DISCONNECT Request

This method is used when the peer intends to leave a specific swarm, or the system, and no longer participate.

The tracker SHOULD delete the corresponding activity records related with the peer in the corresponding swarms (including its status and all content status).

The peer MUST properly form the XML message-body, set the Request method to DISCONNECT, set the PeerID with the identifier of the peer, randomly generate and set the TransactionID and include the SwarmID information.

The SwarmID value MUST be either a specific Swarm-ID the peer had previously joined, the value "ALL" to designate all joined swarms, or the value "nil" to completely disconnect from the system.

An example of the message-body of a DISCONNECT Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Request>DISCONNECT</Request>
  <PeerID>656164657221</PeerID>
  <SwarmID>ALL</SwarmID>
  <TransactionID>12345</TransactionID>
</PPSPTrackerProtocol>
```

In case of success a Response message with a corresponding response value of SUCCESSFUL will be generated. The response MUST have the same TransactionID value as the request.

Upon receiving a DISCONNECT message, the tracker cleans the information associated with the participation of the Peer-ID in the specified swarm (or in all swarms).

An example of a Response message for the DISCONNECT Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Response>SUCCESSFUL</Response>
  <TransactionID>12345</TransactionID>
</PPSPTrackerProtocol>
```

If the scope of SwarmID in the DISCONNECT request is "nil" the tracker will also delete the registration of the Peer-ID.

8.3. JOIN Request

This method is used for peers to notify the tracker that they wish to participate in a particular swarm.

The JOIN message is used when the peer has none or just some chunks (LEECH), or has all the chunks (SEED) of a content. The JOIN is used for both on-demand or Live streaming modes.

The peer MUST properly form the XML message-body, set the Request method to JOIN, set the PeerID with the identifier of the peer, set the SwarmID with the identifier of the swarm it is interested in, and randomly generate and set the TransactionID.

An example of the message-body of a JOIN Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Request>JOIN</Request>
  <PeerID>656164657221</PeerID>
  <SwarmID>1111</SwarmID>
  <TransactionID>12345</TransactionID>
  <PeerNum abilityNAT="STUN"
    concurrentLinks="HIGH"
    onlineTime="NORMAL"
    uploadBWlevel="NORMAL">5</PeerNum>
  <PeerMode>LEECH</PeerMode>
  <ContentGroup>
    <Representation id="tag0">
      <SegmentInfo startIndex="20" />
    </Representation>
    <Representation id="tag6">
      <SegmentInfo startIndex="20" />
    </Representation>
  </ContentGroup>
</PPSPTrackerProtocol>
```

The JOIN request MAY include a PeerNum element to indicate to the tracker the number of peers to be returned in a list corresponding to the indicated properties, being @abilityNAT for NAT traversal (considering that PPSP-ICE NAT traversal techniques may be used), and optionally @concurrentLinks, @onlineTime and @uploadBWlevel for the preferred capabilities.

The PeerMode element SHOULD be set to the type of participation of the peer in the swarm (SEED or LEECH).

In the case of a JOIN to a specific point in a stream the request SHOULD include a ContentGroup to specify the joining point in terms of content Representations. The above example of a JOIN request would be for the case of an end-user that previously watched a content with a certain audio language, then interrupted for a while (having disconnected) and later continued by re-joining from that point onwards but selecting a different available audio language (Representation with @id="tag6" in the MPD of Appendix B).

When receiving a well-formed JOIN Request the tracker processes the information to check if it is valid and if the peer can join the swarm of interest. In case of success a response message with a Response value of SUCCESSFULL will be generated and the tracker enters the peer information into the corresponding swarm activity.

In case the PeerMode is SEED, the tracker just responds with a SUCCESSFUL response and enters the peer information into the corresponding swarm activity.

In case the PeerMode is LEECH the tracker will search and select an appropriate list of peers satisfying the conditions requested. The peer list MUST contain the Peer-IDs and the corresponding IP Addresses. To create the peer list, the tracker may take peer status and network location information into consideration, to express network topology preferences or Operators' policy preferences, with regard to the possibility of connecting with other IETF efforts such as ALTO [I.D.ietf-alto-protocol].

The response MUST have the same TransactionID value as the request.

An example of a Response message for the JOIN Request is:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Response>SUCCESSFUL</Response>
  <TransactionID>12345</TransactionID>
  <PeerGroup>
    <PeerInfo>
      <PeerID>956264622298</PeerID>
      <PeerAddress addrType="ipv4" ip="198.51.100.22" port="80"
        asn="64496" />
    </PeerInfo>
    <PeerInfo>
      <PeerID>3332001256741</PeerID>
      <PeerAddress addrType="ipv4" ip="198.51.100.201" port="80"
        asn="64496" />
    </PeerInfo>
  </PeerGroup>
</PPSPTrackerProtocol>
```

The Response MUST include a PeerGroup with PeerInfo data that includes the public IP address of the selected active peers in the swarm.

The tracker MAY also include the attribute @asn with network location information of the transport addresses of the peers, corresponding to the Autonomous System Numbers of the access network provider of each peer in the list.

8.4. FIND Request

This method allows peers to request to the tracker, whenever needed and after being joined to a swarm, a new peer list for the swarm or

for specific scope of chunks of a media content Representation of that swarm.

The peer MUST properly form the XML message-body, set the Request method to FIND, set the PeerID with the identifier of the peer, set the SwarmID with the identifier of the swarm the peer is interested, and optionally, in order to find peers having the specific chunks, include information about the content.

The peer MUST also generate and set the TransactionID for the request.

An example of the message-body of a FIND Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Request>FIND</Request>
  <PeerID>656164657221</PeerID>
  <SwarmID>1111</SwarmID>
  <TransactionID>12345</TransactionID>
  <PeerNum abilityNAT="STUN"
    concurrentLinks="HIGH"
    onlineTime="NORMAL"
    uploadBWlevel="NORMAL">5</PeerNum>
  <ContentGroup>
    <Representation id="tag4">
      <SegmentInfo startIndex="110" endIndex="150" />
    </Representation>
  </ContentGroup>
</PPSPTrackerProtocol>
```

The FIND request MAY include a PeerNum element to indicate to the tracker the number of peers to be returned in a list corresponding to the indicated properties, being @abilityNAT for NAT traversal (considering that PPSP-ICE NAT traversal techniques may be used), and optionally @concurrentLinks, @onlineTime and @uploadBWlevel for the preferred capabilities.

In the case of a FIND with a specific scope of a stream content the request SHOULD include a ContentGroup to specify the content Representations segment range of interest.

When receiving a well-formed FIND Request the tracker processes the information to check if it is valid. In case of success a response message with a Response value of SUCCESSFULL will be generated and the tracker will include the appropriate list of peers satisfying the conditions requested. The peer list returned MUST contain the PeerIDs and the corresponding IP Addresses.

The tracker may take peer status and network location information into consideration when selecting the peer list to return, to express network topology preferences or Operators' policy preferences, with regard to the possibility of connecting with other IETF efforts such as ALTO [I.D.ietf-alto-protocol].

The response **MUST** have the same TransactionID value as the request.

An example of a Response message for the FIND Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Response>SUCCESSFUL</Response>
  <TransactionID>12345</TransactionID>
  <PeerGroup>
    <PeerInfo>
      <PeerID>956264622298</PeerID>
      <PeerAddress addrType="ipv4" ip="198.51.100.22" port="80"
        asn="64496" />
    </PeerInfo>
    <PeerInfo>
      <PeerID>3332001256741</PeerID>
      <PeerAddress addrType="ipv4" ip="198.51.100.201" port="80"
        asn="64496" />
    </PeerInfo>
  </PeerGroup>
</PPSPTrackerProtocol>
```

The Response **MUST** include a PeerGroup with PeerInfo data that includes the public IP address of the selected active peers in the swarm.

The tracker **MAY** also include the attribute @asn with network location information of the transport addresses of the peers, corresponding to the Autonomous System Numbers of the access network provider of each peer in the list.

8.5. STAT_REPORT Request

This method allows the exchange of statistic and status data between peers and trackers to improve system performance. The method is initiated by the peer, periodically while active.

The peer **MUST** properly form the XML message-body, set the Request method to STAT_REPORT, set the PeerID with the identifier of the peer, and generate and set the TransactionID.

The report MAY include a StatisticsGroup containing multiple Stat elements describing several properties relevant to the P2P network. These properties can be related with stream statistics, peer status information and content data information, like chunkmaps.

Other properties may be defined, related for example, with incentives and reputation mechanisms.

In case no StatisticsGroup is included, the STAT_REPORT may be used as a "keep-alive" message, to prevent the Tracker from de-registering the peer when timer expired.

An example of the message-body of a STAT_REPORT Request is the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Request>STAT_REPORT</Request>
  <PeerID>656164657221</PeerID>
  <TransactionID>12345</TransactionID>
  <StatisticsGroup>
    <Stat property="StreamStatistics">
      <SwarmID>1111</SwarmID>
      <UploadedBytes>512</UploadedBytes>
      <DownloadedBytes>768</DownloadedBytes>
      <AvailBandwidth>1024000</AvailBandwidth>
    </Stat>
    <Stat property="StreamStatistics">
      <SwarmID>2222</SwarmID>
      <UploadedBytes>1024</UploadedBytes>
      <DownloadedBytes>2048</DownloadedBytes>
      <AvailBandwidth>512000</AvailBandwidth>
    </Stat>
    <Stat property="ContentMap">
      <SwarmID>1111</SwarmID>
      <Representation id="tag0">
        <SegmentInfo startIndex="0" endIndex="24"
          chunkmapSize="25">
          A/8D/wP/A/8D/wP/A/8D/wP/A/8D/wP/....
        </SegmentInfo>
      </Representation>
      <Representation id="tag1">
        <SegmentInfo startIndex="0" endIndex="14"
          chunkmapSize="15">
          A/8D/wP/A/8D/wP/A/8D/wP/A/8D/wP/....
        </SegmentInfo>
        <SegmentInfo startIndex="20" endIndex="24"
          chunkmapSize="5">

```

```

        A/8D/wP/A/8D/wP/A/8D/wP/A/8D/wP/....
      </SegmentInfo>
    </Representation>
  </Stat>
  <Stat property="ContentMap">
    <SwarmID>2222</SwarmID>
    <Representation id="tag5">
      <SegmentInfo startIndex="0" endIndex="4"
        chunkmapSize="5">
        A/8D/wP/A/8D/wP/A/8D/wP/A/8D/wP/....
      </SegmentInfo>
    </Representation>
    <Representation id="tag6">
      <SegmentInfo startIndex="0" endIndex="4"
        chunkmapSize="5">
        A/8D/wP/A/8D/wP/A/8D/wP/A/8D/wP/....
      </SegmentInfo>
    </Representation>
  </Stat>
</StatisticsGroup>
</PPSPTrackerProtocol>

```

If the request is valid the tracker process the received information for future use, and generates a response message with a Response value of SUCCESSFULL.

The response MUST have the same TransactionID value as the request.

An example of a Response message for the START_REPORT Request is the following:

```

<?xml version="1.0" encoding="UTF-8"?>
<PPSPTrackerProtocol version="1.0">
  <Response>SUCCESSFUL</Response>
  <TransactionID>12345</TransactionID>
</PPSPTrackerProtocol>

```

8.6. Error and Recovery conditions

If the peer fails to read the tracker response, the same Request with identical content, including the same TransactionID, SHOULD be repeated, if the condition is transient.

The TransactionID on a Request can be reused if and only if all of the content is identical, including eventual Date/Time information. Details of the retry process (including time intervals to pause, number of retries to attempt, and timeouts for retrying) are implementation dependent.

The tracker SHOULD be prepared to receive a Request with a repeated TransactionID.

Error situations resulting from the Normal Operation or from abnormal conditions (section 6.2) MUST be responded with the adequate response codes, as described here:

If the message is found to be incorrectly formed, the receiver MUST respond with a 400 (Bad Request) response with an empty message-body. The Reason-Phrase SHOULD identify the syntax problem in more detail, for example, "Missing Content-Type header field".

If the version number of the protocol is for a version the receiver does not supports, the receiver MUST respond with a 400 (Bad Request) with an empty message-body. Additional information SHOULD be provided in the Reason-Phrase, for example, "PPSP Version #.#".

If the length of the message does not matches the Content-Length specified in the message header, or the message is received without a defined Content-Length, the receiver MUST respond with a 411 (Length Required) response with an empty message-body.

If the Request-URI in a Request message is longer than the tracker is willing to interpret, the tracker MUST respond with a 414 (Request-URI Too Long) response with an empty message-body.

In the PEER REGISTERED and TRACKING states of the tracker, certain requests are not allowed (section 6.2). The tracker MUST respond with a 403 (Forbidden) response with an empty message-body. The Reason-Phrase SHOULD identify the error condition in more detail, for example, "Already Connected".

If the tracker is unable to process a Request message due to unexpected condition, it SHOULD respond with a 500 (Internal Server Error) response with an empty message-body.

If the tracker is unable to process a Request message for being in an overloaded state, it SHOULD respond with a 503 (Service Unavailable) response with an empty message-body.

9. Security Considerations

P2P streaming systems are subject to attacks by malicious/unfriendly peers trackers that may eavesdrop on signaling, forge/deny information/knowledge about streaming content and/or its availability, impersonating to be another valid participant, or launch DoS attacks to a chosen victim.

No security system can guarantee complete security in an open P2P streaming system where participants may be malicious or uncooperative. The goal of security considerations described here is to provide sufficient protection for maintaining some security properties during the tracker-peer communication even in the face of a large number of malicious peers and/or eventual distrustful trackers (under the distributed tracker deployment scenario).

Since the protocol uses HTTP to transfer signaling most of the same security considerations described in RFC 2616 also apply [RFC2616].

9.1. Authentication between Tracker and Peers

To protect the PPSP-TP signaling from attackers pretending to be valid peers (or peers other than themselves) all messages received in the tracker are required to be received from authorized peers.

For that purpose a peer must enroll in the system via a centralized enrollment server. The enrollment server is expected to provide a proper Peer-ID for the peer and information about the authentication mechanisms. The specification of the enrollment method and the provision of identifiers and authentication tokens is out of scope of this specification.

A Channel-oriented security mechanism should be used in the communication between peers and tracker, such as the Transport Layer Security (TLS) to provide privacy and data integrity.

Due to the transactional nature of the communication between peers and tracker the method for adding authentication and data security services can be the OAuth 2.0 Authorization [I-D.ietf-oauth-v2] with bearer token, which provides the peer with the information required to successfully utilize an access token to make protected requests to the tracker [I-D.ietf-oauth-v2-bearer].

9.2. Content Integrity protection against polluting peers/trackers

Malicious peers may declaim ownership of popular content to the tracker but try to serve polluted (i.e., decoy content or even virus/trojan infected contents) to other peers.

This kind of pollution can be detected by incorporating integrity verification schemes for published shared contents. As content chunks are transferred independently and concurrently, a correspondent chunk-level integrity verification **MUST** be used, checked with signed fingerprints received from authentic origin.

9.3. Residual attacks and mitigation

To mitigate the impact of sybil attackers, impersonating a large number of valid participants by repeatedly acquiring different peer identities, the enrollment server **SHOULD** carefully regulate the rate of peer/tracker admission.

There is no guarantee that peers honestly report their status to the tracker, or serve authentic content to other peers as they claim to the tracker. It is expected that a global trust mechanism, where the credit of each peer is accumulated from evaluations for previous transactions, may be taken into account by other peers when selecting partners for future transactions, helping to mitigate the impact of such malicious behaviors. A globally trusted tracker **MAY** also take part of the trust mechanism by collecting evaluations, computing credit values and providing them to joining peers.

9.4. Pro-incentive parameter trustfulness

Property types for `STAT_REPORT` messages may consider pro-incentive parameters, which can enable the tracker to improve the performance of the whole P2P streaming system.

Trustworthiness of these pro-incentive parameters is critical to the effectiveness of the incentive mechanisms. For example, `ChunkMaps` are essential, and need to be accurate. The P2P system should be designed in a way such that a peer will have the incentive to report truthfully its `ChunkMaps` (otherwise it may penalize itself, as in the case of under-reporting addressed in [prTorrent]).

Furthermore, both the amount of uploaded and downloaded data should be reported to the tracker to allow checking if there is any inconsistency between the upload and download report, and establish an appropriate credit/trust system. Alternatively, exchange of cryptographic receipts signed by receiving peers can be used to attest to the upload contribution of a peer to the swarm, as

suggested in [Contracts].

10. IANA Considerations

There are presently no IANA considerations with this document.

11. Acknowledgments

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The views and conclusions contained herein are those of the authors and should not be interpreted as necessarily representing the official policies or endorsements, either expressed or implied, of the SARACEN project or the European Commission.

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Appendix A. PPSP Tracker Protocol XML-Schema

TO BE ADDED.

Appendix B. Media Presentation Description (MPD)

The MPD file describes a Media Presentation, i.e., a bounded or unbounded presentation of media content. In particular, it defines formats to announce resource identifiers for segments and subsegments (layers in case of SVC, descriptions in case of MDC, or views in case of 3D) and to provide the context for these identified resources within a Media Presentation, i.e., describes the structure of the media, the codecs used (as registered with the MP4 registration authority [MP4REG]), the segments and the corresponding mapping within a container file system.

The MPD contains information about the preferred Connection Trackers, than can be classified in tiers of priority (attribute @tier).

The MPD is a Well-Formed XML Document, encoded as double-byte Unicode. The XML-Schema of the MPD aligns with ISO/IEC 23009-1 [ISO.IEC.23009-1].

The following example of MPD is for an on-demand media program encoded in SVC with two alternative SVC streams, two audio streams and a text stream. The example SVC stream has one base layer representation with two complementary enhancement layers for one video resolution and another SVC stream with a base layer and one complementary enhancement representation for a higher video resolution, an audio stream in English and another in Portuguese, and a timed subtitle file in Portuguese. The contents have protection schemes and include the root fingerprints (attribute @hash of element RootFP) in each video and audio groups (for integrity verification purposes).

```
<?xml version="1.0" encoding="UTF-8"?>
<MPD type="OnDemand">
  <ProgramInformation>
    <Title>Movie in SVC</Title>
  </ProgramInformation>
  <Trackers>
    <Tracker url="http://example.com:80" tier="1" />
    <Tracker url="http://example.net:80" tier="2" />
  </Trackers>
</MPD>
```

```
</Trackers>
<SwarmID>1234</SwarmID>
<Period>
  <BaseURL>Program01</BaseURL>
  <Group mimeType="video; codecs=h264/SVC" lang="en">
    <Representation frameRate="15" width="1280" height="720"
      id="tag0" bandwidth="32000">
      <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
        <RootFP hash="57438tgfkv...." />
      </ContentProtection>
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" levels="3" />
    </Representation>
    <Representation frameRate="30" width="1920" height="1080"
      id="tag3" bandwidth="256000">
      <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
        <RootFP hash="95448trf6v...." />
      </ContentProtection>
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" levels="2" />
    </Representation>
  </Group>
  <Group mimeType="video; codecs=h264/SVC" lang="en">
    <Representation frameRate="30" width="1280" height="720"
      id="tag1" bandwidth="64000"
      dependencyId="tag0">
      <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
        <RootFP hash="2356ac468k...." />
      </ContentProtection>
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" />
    </Representation>
    <Representation frameRate="60" width="1920" height="1080"
      id="tag4" bandwidth="512000"
      dependencyId="tag3">
      <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
        <RootFP hash="98216d99ab...." />
      </ContentProtection>
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" />
    </Representation>
  </Group>
  <Group mimeType="video; codecs=h264/SVC" lang="en">
    <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
      <RootFP hash="364t96au9d...." />
    </ContentProtection>
    <Representation frameRate="60" width="1280" height="720"
      id="tag2" bandwidth="256000">
```

```
        dependencyId="tag0 tag1">
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" />
    </Representation>
  </Group>
  <Group mimeType="audio/mp4; codecs=mp4a" lang="en"
    bandwidth="64000">
    <ContentProtection schemeIdUri="http://example.net/drm">
      <RootFP hash="26ft54zd9a...." />
    </ContentProtection>
    <Representation id="tag5">
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" />
    </Representation>
  </Group>
  <Group mimeType="audio/mp4; codecs=mp4a" lang="pt"
    bandwidth="64000">
    <ContentProtection schemeIdUri="http://example.net/drm">
      <RootFP hash="64fg53zn53...." />
    </ContentProtection>
    <Representation id="tag6">
      <SegmentInfo startIndex="0" endIndex="150"
        duration="PT2.00S" />
    </Representation>
  </Group>
  <Group mimeType="application/ttml+xml" lang="pt">
    <Representation id="tag7">
      <SegmentInfo>subtitles/Program01-pt.xml</SegmentInfo>
    </Representation>
  </Group>
</Period>
</MPD>
```

The MPD file for P2P Streaming contains tracker information and can be compressed with GZIP file format [RFC1952] in order to be used with HTTP compression [RFC2616] for faster transmission times and less network bandwidth usage.

The Client Media Player parses the downloaded MPD file and, if it includes information for P2P Streaming, sends the information to the peer and waits for the response in order to start requesting media chunks to decode and play-out.

The MPD file for Live Streaming has a similar structure but describes a sliding window of a small range in the SegmentInfo element from the live program stream timeline (typically, 10 seconds of video). The sliding window is updated for every new encoded segments (a range of chunks defined by the attributes @startIndex and @endIndex) of the

program stream.

The following excerpt of MPD is for a Live scalable video content. The MPD is updated every 10 seconds while the content is being encoded in real-time. Note that each segment set defined in the Live MPD is self-contained and the necessary information related to eventual content protection and integrity verification keys for the set is provided:

```
<?xml version="1.0" encoding="UTF-8"?>
<MPD type="Live"
  availabilityStartTime="2001-12-17T09:40Z"
  availabilityEndTime="2001-12-17T09:50Z"
  minBufferTime="PT10.00S"
  minimumUpdatePeriodMPD="PT10S">
  <SwarmID>654321xyz</SwarmID>
  <Period start="PT11S">
    <Group mimeType="video; codecs=h264/SVC" lang="en">
      <Representation frameRate="15" width="1280" height="720"
        id="tag0" bandwidth="32000">
        <ContentProtection schemeIdUri="urn:uuid:706D6953-656C....">
          <RootFP hash="57438tgfkv...." />
        </ContentProtection>
        <SegmentInfo startIndex="5" endIndex="9"
          duration="PT2.00S" levels="3" />
      </Representation>
      .... more descriptions ....
    </Group>
    .... more descriptions ....
  </Period>
</MPD>
```

Appendix C. PPSP Requirements Compliance

C.1. PPSP Basic Requirements

PPSP.REQ-1: The design of the Tracker protocol in this document allows the Peer Protocol to be similar in terms of design, message formats and flows.

PPSP.REQ-2: The design of the Tracker protocol in this document enables peers to receive streaming content within required time constraints.

PPSP.REQ-3: Each peer has a unique ID (i.e., Peer-ID) that identifies the peer in all swarms joined.

PPSP.REQ-4: Each streaming content is uniquely identified by a Swarm-ID.

PPSP.REQ-5: The streaming content is partitioned into chunks individually addressable.

PPSP.REQ-6: Each chunk has a unique ID in the swarm and is individually addressable.

PPSP.REQ-7: The Tracker Protocol is carried over TCP.

PPSP.REQ-8: The Tracker Protocol is designed to facilitate acceptable QoS, supporting, without special algorithms, adaptive and scalable video and 3D video, for both Video On Demand (VoD) and Live video services, allowing additionally complementary mechanisms like super peers, in-network storage, alternative peer addresses and usage of QoS information for advanced peer selection.

C.2. PPSP Tracker Protocol Requirements

PPSP.TP.REQ-1: The Tracker Protocol implements the reception of queries from peers, such as those in JOIN and FIND messages and periodical peer status reports (STAT_REPORT), as well as the corresponding replies.

PPSP.TP.REQ-2: The peer MUST implement the Tracker Protocol designed in this draft.

PPSP.TP.REQ-3: The tracker request messages JOIN and FIND allow the requesting of peer list from the tracker with respect to a specific Swarm-ID and include preferred number of peers in the peer list as well as peer properties which enable appropriate candidate peer selections by the tracker.

PPSP.TP.REQ-4: The tracker responses from JOIN and FIND messages allow the tracker to offer the peer list to the requesting peer with respect to a specific Swarm-ID.

PPSP.TP.REQ-5: The Tracker supports generating the peer lists with the help of traffic optimization services like ALTO.

PPSP.TP.REQ-6: The STATUS_REPORT message informs the Tracker about the peer's activity in the swarm.

PPSP.TP.REQ-7: The chunk availability information (ChunkMaps) of the Peer (for all joined swarms) is reported to the tracker in STATUS_REPORT messages.

PPSP.TP.REQ-8: The ChunkMaps exchanged between peer and tracker can be expressed as compact encoded strings.

PPSP.TP.REQ-9: The STATUS_REPORT message informs the tracker about the peer status and capabilities.

C.3. PPSP Security Considerations

PPSP.SEC.REQ-1: The Tracker Protocol supports closed swarms, where the peers are required to be authenticated.

PPSP.SEC.REQ-2: Confidentiality of the streaming content can be supported, and the corresponding key management mechanisms can be negotiated in the authentication and authorization phase (via CONNECT message) before the peer JOINS the swarm.

PPSP.SEC.REQ-3: The Tracker Protocol uses security layers to encrypt the data exchanged among the PPSP entities.

PPSP.SEC.REQ-4: The Tracker Protocol security layer mechanisms help to limit potential damages caused by malfunctioning and badly behaving peers in the P2P streaming system. The streaming mechanisms considered in the PPSP-TP model prevent pollution of contents.

PPSP.SEC.REQ-6: The use of trusted trackers and peer authentication and authorization mechanisms capable to provide additional security and confidentiality, allow to mitigate and prevent peers from DoS attacks.

PPSP.SEC.REQ-7: The Tracker Protocol design supports distributed tracker architectures, providing robustness to the streaming service in case of centralized tracker failure.

PPSP.SEC.REQ-8: The Tracker Protocol use of Transport Layer Security mechanisms avoids the need for developing new security mechanisms.

PPSP.SEC.REQ-9: The Tracker Protocol together with the Media Presentation Description (MPD) allow the use of streaming content integrity mechanisms.

Authors' Addresses

Rui Santos Cruz
IST/INESC-ID/INOV
Phone: +351.939060939
Email: rui.cruz@ieee.org

Gu Yingjie
Huawei
Phone: +86-25-56624760
Fax: +86-25-56624702
Email: guyingjie@huawei.com

Mario Serafim Nunes
IST/INESC-ID/INOV
Rua Alves Redol, n.9
1000-029 LISBOA, Portugal
Phone: +351.213100256
Email: mario.nunes@inov.pt

David A. Bryan
Polycom
P.O. Box 6741
Williamsburg, Virginia 23188
United States of America
Phone: +1.571.314.0256
Email: dbryan@ethernet.org

Jinwei Xia
Huawei
Nanjing, Baixia District 210001
China
Phone: +86-025-86622310
Email: xiajinwei@huawei.com

Joao P. Taveira
IST/INOV
Email: joao.silva@inov.pt

Deng Lingli
China Mobile

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Y. Zhang
Unaffiliated
N. Zong
Huawei Technologies
May 14, 2013

Problem Statement and Requirements of Peer-to-Peer Streaming Protocol
(PPSP)
draft-ietf-ppsp-problem-statement-15

Abstract

Peer-to-Peer(P2P for short) streaming systems show more and more popularity in current Internet with proprietary protocols. This document identifies problems of the proprietary protocols, proposes the development of Peer to Peer Streaming Protocol(PPSP) including the tracker and peer protocol, and discusses the scope, requirements and use cases of PPSP.

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1. Introduction

1.1. Backgrounds

Streaming traffic is among the largest and fastest growing traffic on the Internet [Cisco], where peer-to-peer (P2P) streaming contributes substantially. With the advantage of high scalability and fault tolerance against single point of failure, P2P streaming applications are able to distribute large-scale, live and video on demand (VoD) streaming programs to a large audience with only a handful of servers. What's more, along with the players like CDN providers joining in the effort of using P2P technologies in distributing their serving streaming content, there are more and more various players in P2P streaming ecosystem.

Given the increasing integration of P2P streaming into the global content delivery infrastructure, the lack of an open, standard P2P streaming signaling protocol suite becomes a major missing component. Almost all of existing systems use their proprietary protocols. Multiple, similar but proprietary protocols result in repetitious development efforts for new systems, and the lock-in effects lead to substantial difficulties in their integration with other players like CDN. For example, in the enhancement of existing caches and CDN systems to support P2P streaming, proprietary protocols may increase the complexity of the interaction with different P2P streaming applications.

In this document we propose the development of an open P2P Streaming Protocol, which is abbreviated as PPSP, to standardize signaling operations in P2P streaming systems to solve the above problems.

1.2. Requirements Language

The key words "MUST" and "MUST NOT" in this document are to be interpreted as described in RFC 2119 [RFC2119] and indicate requirement levels for compliant implementations.

2. Terminology and concepts

CHUNK: A CHUNK is a basic unit of data organized in P2P streaming for storage, scheduling, advertisement and exchange among peers [VoD]. A CHUNK size varies from several KBs to several MBs in different systems. In case of MBs size CHUNK scenario, a sub-CHUNK structure named piece is often defined to fit in a single transmitted packet. A streaming system may use different granularities for different usage, e.g., using CHUNKs during data exchange, and using a larger unit such as a set of CHUNKs during advertisement.

CHUNK ID: The identifier of a CHUNK in a content stream.

CLIENT: A CLIENT refers to a participant in a P2P streaming system that only receives streaming content. In some cases, a node not having enough computing and storage capabilities will act as a CLIENT. Such node can be viewed as a specific type of PEER.

CONTENT DISTRIBUTION NETWORK (CDN): A CDN is a collection of nodes that are deployed, in general, at the network edge like Points of Presence (POP) or Data Centers (DC) and that store content provided by the original content servers. Typically, CDN nodes serve content to the users located nearby topologically.

LIVE STREAMING: It refers to a scenario where all the audiences receive streaming content for the same ongoing event. It is desired that the lags between the play points of the audiences and streaming source be small.

P2P CACHE: A P2P CACHE refers to a network entity that caches P2P traffic in the network and, either transparently or explicitly, streams content to other PEERS.

PEER: A PEER refers to a participant in a P2P streaming system that not only receives streaming content, but also caches and streams streaming content to other participants.

PEER LIST: A list of PEERS which are in a same SWARM maintained by the TRACKER. A PEER can fetch the PEER LIST of a SWARM from the TRACKER or from other PEERS in order to know which PEERS have the required streaming content.

PEER ID: The identifier of a PEER such that other PEERS, or the TRACKER, can refer to the PEER by using its ID.

PPSP: The abbreviation of Peer-to-Peer Streaming Protocols. PPSP refer to the primary signaling protocols among various P2P streaming system components, including the TRACKER and the PEER.

TRACKER: A TRACKER refers to a directory service that maintains a list of PEERS participating in a specific audio/video channel or in the distribution of a streaming file. Also, the TRACKER answers PEER LIST queries received from PEERS. The TRACKER is a logical component which can be centralized or distributed.

VIDEO-ON-DEMAND (VoD): It refers to a scenario where different audiences may watch different parts of the same recorded streaming with downloaded content.

SWARM: A SWARM refers to a group of PEERS who exchange data to distribute CHUNKS of the same content (e.g. video/audio program, digital file, etc.) at a given time.

SWARM ID: The identifier of a SWARM containing a group of PEERS sharing a common streaming content.

SUPER-NODE: A SUPER-NODE is a special kind of PEER deployed by ISPs. This kind of PEER is more stable with higher computing, storage and bandwidth capabilities than normal PEERS.

3. Problem statement

The problems caused by proprietary protocols for P2P streaming applications are listed as follows.

3.1. Heterogeneous P2P traffic and P2P cache deployment

ISPs are faced with different P2P streaming application introducing substantial traffic into their infrastructure, including their backbone and their exchange/interconnection points. P2P caches are used by ISPs in order to locally store content and hence reduce the P2P traffic. P2P caches usually operate at the chunk or file granularity.

However, unlike web traffic that is represented by HTTP requests and responses and therefore allows any caching device to be served (as long as it supports HTTP), P2P traffic is originated by multiple P2P applications which require the ISPs to deploy different type of caches for the different types of P2P streams.

This increases both engineering and operational costs dramatically.

3.2. QoS issue and CDN deployment

P2P streaming is often criticized due to its worse QoS performance compared to client/server streaming (e.g., longer startup delay, longer seek delay and channel switch delay). Hybrid CDN/P2P is a good approach in order to address this problem [Hybrid CDN P2P].

In order to form the hybrid P2P+CDN architecture, the CDN must be aware of the specific P2P streaming protocol in the collaboration. Similarly to what is described in section 3.1, proprietary P2P protocols introduce complexity and deployment cost of CDN.

3.3. Extended applicability in mobile and wireless environment

Mobility and wireless are becoming increasingly important in today's Internet, where streaming service is a major usage. It's reported that the average volume of video traffic on mobile networks has risen up to 50% in the early of 2012 [ByteMobile]. There are multiple prior studies exploring P2P streaming in mobile and wireless networks [Mobile Streaming1] [Mobile Streaming2].

However it's difficult to directly apply current P2P streaming protocols (even assuming we can re-use some of the proprietary ones) in mobile and wireless networks.

Following are some illustrative problems:

First, P2P streaming assumes a stable Internet connection in downlink and uplink direction, with decent capacity and peers that can run for hours. This isn't the typical setting for mobile terminals. Usually the connections are unstable and expensive in terms of energy consumption and transmission (especially in uplink direction). To enable mobile/wireless P2P streaming feasible, trackers may need more information on peers like packet loss rate, peer battery status and processing capability during peer selection compared to fixed peers. Unfortunately current protocols don't convey this kind of information.

Second, current practices often use a "bitmap" message in order to exchange chunk availability. The message is of kilobytes in size and exchanged frequently, e.g., an interval of several seconds or less. In a mobile environment with scarce bandwidth, the message size may need to be shortened or it may require more efficient methods for expressing and distributing chunk availability information, which is different from wire-line P2P streaming.

Third, for a resource constraint peer like mobile handsets or set-top boxes (STB), there are severe contentions on limited resource when using proprietary protocols. The terminal has to install different streaming client software for different usages, e.g., some for movies and others for sports. Each of these applications will compete for the same set of resources even when it is sometimes running in background mode. PPSP can alleviate this problem with the basic idea that the "one common client software with PPSP and different scheduling plug-ins" is better than "different client software running at the same time" in memory and disk consumption.

4. Tasks of PPSP: Standard peer to peer streaming protocols

PPSP is targeted to standardize signaling protocols to solve the above problems that support either live or VoD streaming. PPSP

supports both centralized tracker and distributed trackers. In distributed trackers, the tracker functionality is distributed in decentralized peers. In the following part of this section, the tracker is a logic conception, which can be implemented in a dedicated tracker server or in peers.

The PPSP design includes a signaling protocol between trackers and peers (the PPSP "tracker protocol") and a signaling protocol among the peers (the PPSP "peer protocol") as shown in Figure 1. The two protocols enable peers to receive streaming content within the time constraints.

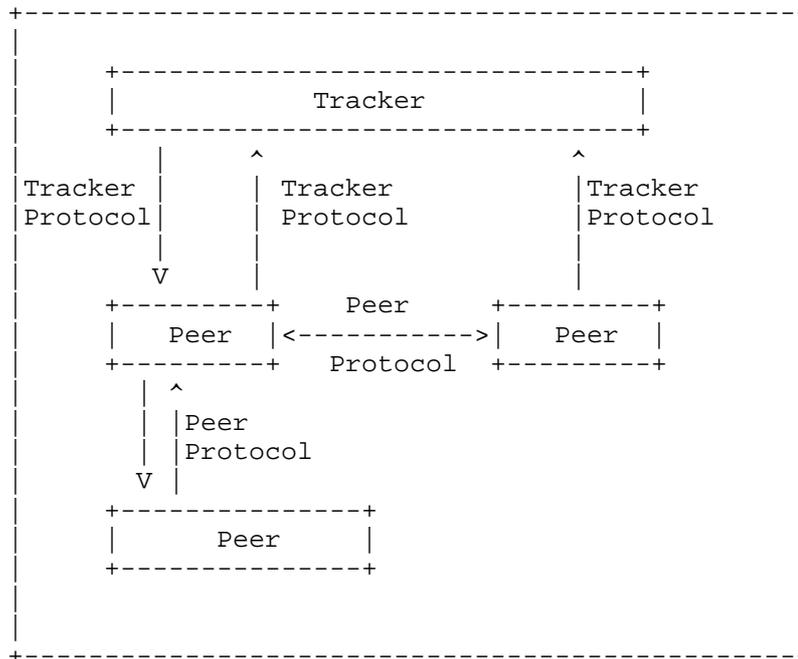


Figure 1 PPSP System Architecture

PPSP design in general needs to solve the following challenges, e.g.

- 1) When joining a swarm, how does a peer know which peers it should contact for content?
- 2) After knowing a set of peers, how does a peer contact with these peers? In which manner?
- 3) How to choose peers with better service capabilities, and how to collect such information from peers?

- 4) How to improve the efficiency of the communication, e.g. compact on-the-wire message format and suitable underlying transport mechanism (UDP or TCP)?
- 5) How to improve the robustness of the system using PPSP, e.g. when the tracker fails? How to make the tracker protocol and the peer protocol loose coupled?

4.1. Tasks and design issues of Tracker protocol

The tracker protocol handles the initial and periodic exchange of meta-information between trackers and peers, such as peer list and content information.

Therefore tracker protocol is best modeled as a request/response protocol between peers and trackers, and will carry information needed for the selection of peers suitable for real-time/VoD streaming.

Special tasks for the design of the tracker protocol are listed as follows. This is a high-level task-list. The detailed requirements on the design of the tracker protocol are explicated in section 6.

- 1) How should a peer be globally identified? This is related to the peer ID definition, but irrelevant to how the peer ID is generated.
- 2) How to identify different peers, e.g. peers with public or private IP address, peers behind or not behind NAT, peers with IPV4 or IPV6 addresses, peers with different property?
- 3) The tracker protocol must be light-weight, since a tracker may need to server large amount of peers. This is related to the encoding issue (e.g., Binary based or Text based) and keep-alive mechanism.
- 4) How can the tracker be able to report optimized peer list to serve a particular content. This is related to status statistic, with which the tracker can be aware of peer status and content status.

PPSP tracker protocol will consider all these issues in the design according to the requirements from both peer and tracker perspective and also taking into consideration deployment and operation perspectives.

4.2. Tasks and design issues of Peer protocol

The peer protocol controls the advertising and exchange of content between the peers.

Therefore peer protocol is modeled as a gossip-like protocol with periodic exchanges of neighbor and chunk availability information.

Special tasks for the design of the peer protocol are listed as follows. This is a high-level task-list. The detailed requirements on the design of the peer protocol are explicated in section 6.

1) How does the certain content be globally identified and verified? Since the content can be retrieved from everywhere, how to ensure the exchanged content between the peers is authentic?

2) How to identify the chunk availability in the certain content? This is related to the chunk addressing and chunk state maintenance. Considering the large amount of chunks in the certain content, light-weight expression is necessary.

3) How to ensure the peer protocol efficiency? As we mentioned in section 3, the chunk availability information exchange is quite frequent. How to balance the information exchange size and amount is a big challenge. What kind of encoding and underlying transport mechanism (UDP or TCP) is used in the messages?

PPSP peer protocol will consider all the above issues in the design according to the requirements from the peer perspective.

5. Use cases of PPSP

This section is not the to-do list for the WG, but for the explanatory effect to show how PPSP could be used in practice.

5.1. Worldwide provision of live/VoD streaming

The content provider can increase live streaming coverage by introducing PPSP in between different providers. This is quite similar to the case described in CDNI [RFC6707][RFC6770].

We suppose a scenario that there is only provider A (e.g., in China) providing the live streaming service in provider B (e.g., in USA) and C (e.g., in Europe)'s coverage. Without PPSP, when a user (e.g. a Chinese American) in USA requests the program to the tracker (which is located in A's coverage), the tracker may generally return to the user with a peer list including most of peers in China, because generally most users are in China and there are only few users in USA. This may affect the user experience. But if we can use the PPSP tracker protocol to involve B and C in the cooperative

provision, as shown in Figure 2, even when the streaming is not hot to attract many users in USA and Europe to view, the tracker in A can optimally return the user with a peer list including B's Super-nodes (SN for short) and C's SN to provide a better user performance. Furthermore User@B and User@C can exchange data (availability) with these local SNs using the peer protocol.

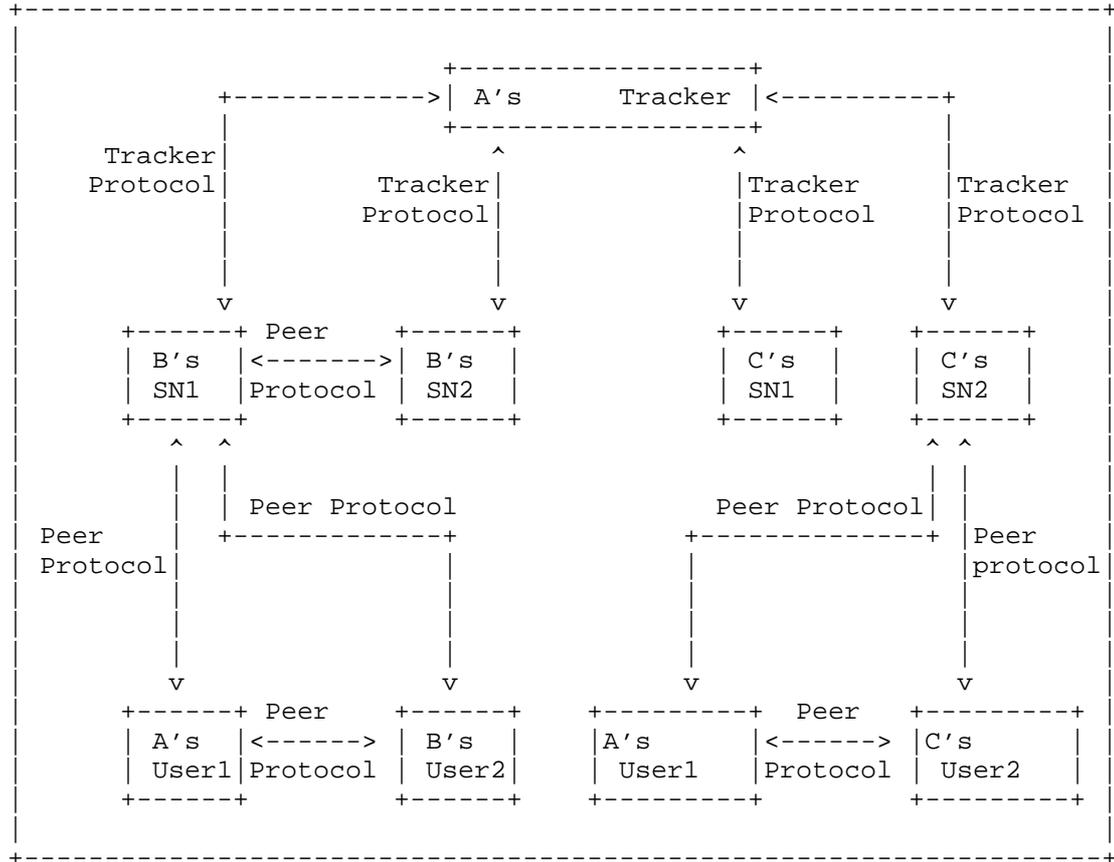


Figure 2 Cooperative Vendors Interaction

5.2. Enabling CDN for P2P VoD streaming

Figure 3 shows the case of enabling CDN to support P2P VoD streaming from different content providers by introducing PPSP inside CDN overlays. It is similar to Figure 2 except that the intermediate SNs are replaced by 3rd party CDN surrogates. The CDN nodes talk with the different streaming systems (including trackers and peers) with the same PPSP protocols.

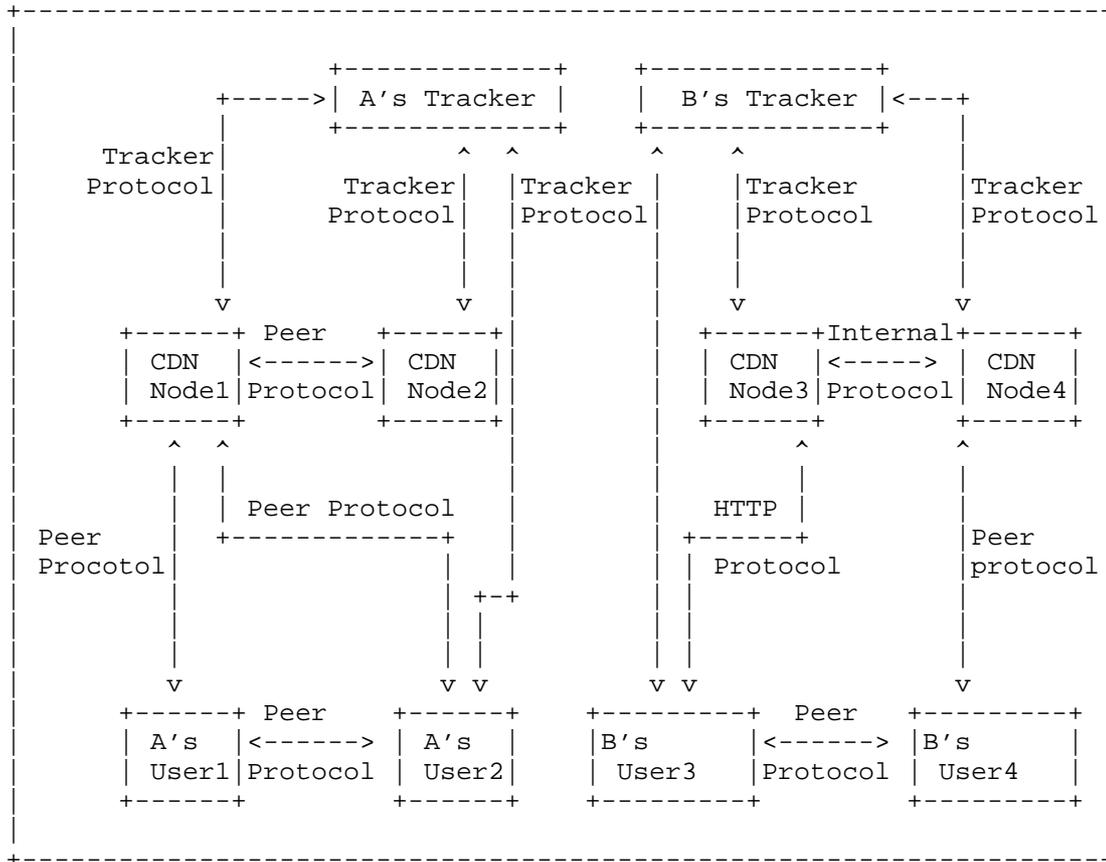


Figure 3 CDN Supporting P2P Streaming

Furthermore the interaction between the CDN nodes can be executed by either existing (maybe proprietary) protocols or the PPSP peer protocol. The peer protocol is useful for building new CDN systems (e.g., operator CDN) supporting streaming in a low cost.

Note that for compatibility reason both HTTP streaming and P2P streaming can be supported by CDN from the users' perspective.

5.3. Cross-screen streaming

In this scenario PC, STB/TV and mobile terminals from both fixed network and mobile/wireless network share the streaming content. With PPSP, peers can identify the types of access networks, average load, peer abilities and get to know what content other peers have even in different networks(potentially with the conversion of the

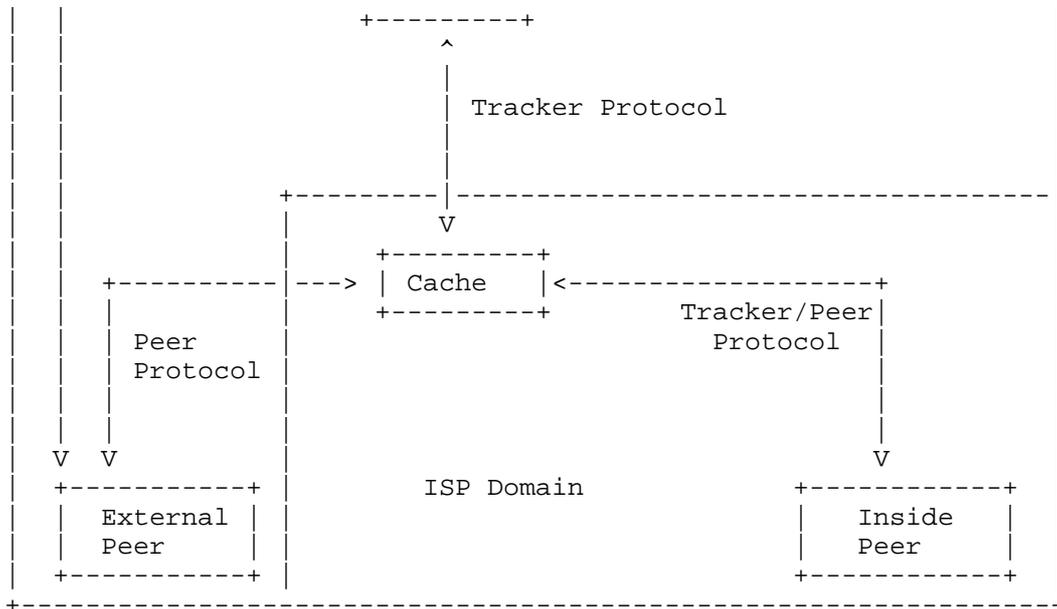


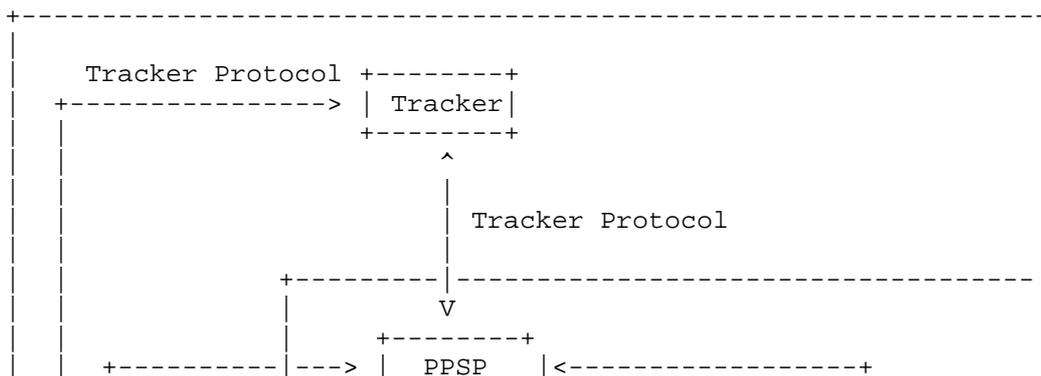
Figure 5 Cache Service Supporting Streaming with PPSP

The cache nodes do not need to update their library when new applications supporting PPSP are introduced, which reduces the cost.

5.5. Proxy service supporting P2P streaming

5.5.1. Home Networking Scenario

For applications where the peer is not co-located with the Media Player in the same device (e.g. the peer is located in a Home Media Gateway), we can use a PPSP Proxy, as shown in figure 6.



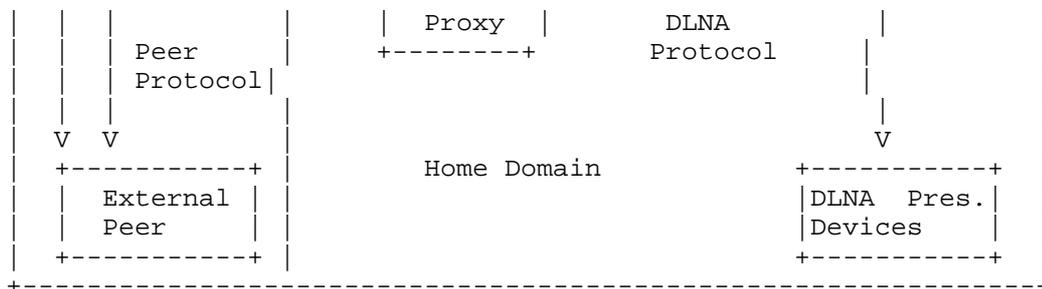


Figure 6 Proxy service Supporting P2P Streaming

As shown in figure 6, the PPSP Proxy terminates both the tracker and peer protocol allowing the legacy presentation devices to access P2P streaming content. In figure 6 the DLNA protocol [DLNA] is used in order to communicate with the presentation devices thanks to its wide deployment. Obviously, other protocols can also be used.

5.5.2. Browser-based HTTP Streaming

P2P Plug-ins are often used in browser-based environment in order to stream content. With P2P plug-ins, HTTP streaming can be turned into a de facto P2P streaming. From the browser (and hence the user) perspective, it's just HTTP based streaming but the PPSP capable plug-in can actually accelerate the process by leveraging streams from multiple sources/peers [P2PYoutube]. In this case the plug-ins behave just like the proxy.

6. Requirements of PPSP

This section enumerates the requirements that should be considered when designing PPSP.

6.1. Basic Requirements

PPSP.REQ-1: Each peer MUST have a unique ID (i.e., peer ID).

It's a basic requirement for a peer to be uniquely identified in a P2P streaming system so that other peers or tracker can refer to the peer by ID.

Note that a peer can join multiple swarms with a unique ID, or change swarm without changing its ID.

PPSP.REQ-2: The streaming content MUST be uniquely identified by a swarm ID.

A swarm refers to a group of peers sharing the same streaming content. A swarm ID uniquely identifies a swarm. The swarm ID can be used in two cases: 1) a peer requests the tracker for the peer list indexed by a swarm ID; 2) a peer tells the tracker about the swarms it belongs to.

PPSP.REQ-3: The streaming content MUST be partitioned into chunks.

PPSP.REQ-4: Each chunk MUST have a unique ID (i.e. chunk ID) in the swarm.

Each chunk must have a unique ID in the swarm so that the peer can understand which chunks are stored in which peers and which chunks are requested by other peers.

6.2. Operation and Management Requirements

This section lists some operation and management requirements following the checklist presented by Appendix A in [RFC5706].

6.2.1. Operation Considerations

PPSP.OAM.REQ-1: PPSP MUST be sufficiently configurable.

According to basic requirements, when setting up PPSP, content provider should generate chunk IDs and swarm ID for each streaming content. Original content server and tracker are configured and setup. Content provider then should publish this information typically by creating web links.

The configuration should allow the proxy-based and end-client scenarios.

PPSP.OAM.REQ-2: PPSP MUST implement a set of configuration parameters with default values.

PPSP.OAM.REQ-3: PPSP MUST support diagnostic operations.

Mechanisms must be supported by PPSP to verify correct operation. The PPSP tracker should collect the status of the peers including peer's activity, whether it obtained chunks in time, etc. Such information can be used to monitor the streaming behavior of PPSP.

PPSP.OAM.REQ-4: PPSP MUST facilitate achieving quality acceptable to the streaming application.

There are basic quality requirements for streaming systems. Setup time to receive a new streaming channel or to switch between

channels should be reasonably small. End to end delay, which consists of the time between content generation (e.g., a camera) and content consumption (e.g., a monitor), will become critical in case of live streaming especially in provisioning of sport events where end to end delay of 1 minute and more are not acceptable.

For instance, the tracker and peer protocol can carry quality related parameters (e.g. video quality and delay requirements) together with the priorities of these parameters in addition to the measured QoS situation (e.g., performance, available uplink bandwidth) of content providing peers.

PPSP implementations may use techniques such as scalable streaming to handle bandwidth shortages without disrupting playback.

6.2.2. Management Considerations

PPSP.OAM.REQ-5: When management purpose needs to be supported in implementation, PPSP MUST support remote management using standard interface, as well as a basic set of management information.

Due to large-scale peer network, PPSP tracker service or seeders should remotely collect information from peers and expose the information via standard interface for management purpose. Peer information can be collected via PPSP tracker protocol or peer protocol.

The minimum set of management objects should include swarm information such as content characteristics, rate limits, tracking information such as swarm list, log events, peer information such as peer activity, chunk statistics, log event.

PPSP.OAM.REQ-6: PPSP MUST support fault monitoring including peer and server health, as well as streaming behavior of peers.

Peer and server health will at least include node activity and connectivity especially for peers behind NAT. As mentioned in OAM.REQ-4, streaming behavior of peer can be learnt from chunk distribution information.

PPSP.OAM.REQ-7: PPSP MUST support configuration management to define the configuration parameters.

A set of configurable parameters related to chunk generation in PPSP setup stage can be defined by content providers via a management interface to content servers.

PPSP.OAM.REQ-8: PPSP MUST support performance management with respect to streaming performance based on chunk distribution statistics, network load, tracker and peer monitoring.

PPSP.OAM.REQ-9: PPSP MUST support security management. See section of "Security Considerations" in this document.

6.3. PPSP Tracker Protocol Requirements

PPSP.TP.REQ-1: The tracker protocol MUST allow the peer to solicit a peer list in a swarm generated and possibly tailored by the tracker in a query and response manner.

The tracker request message may include the requesting peer's preference parameter (e.g. preferred number of peers in the peerlist) or preferred downloading bandwidth. The tracker will then be able to select an appropriate set of peers for the requesting peer according to the preference.

The tracker may also generate the peer list with the help of traffic optimization services, e.g. ALTO [I-D.ietf-alto-protocol].

PPSP.TP.REQ-2: The tracker protocol MUST report the peer's activity in the swarm to the tracker.

PPSP.TP.REQ-3: The tracker protocol MUST take the frequency of messages and efficient use of bandwidth into consideration, when communicating chunk availability information.

For example, the chunk availability information between peer and tracker can be presented in a compact method, e.g., to express a sequence of continuous "1" more efficiently.

PPSP.TP.REQ-4: The tracker protocol MUST have a provision for tracker to authenticate the peer.

This ensures that only the authenticated users can access the original content in the P2P streaming system.

6.4. PPSP Peer Protocol Requirements

PPSP.PP.REQ-1: The peer protocol MUST allow the peer to solicit the chunk information from other peers in a query and response manner.

PPSP.PP.REQ-2: The chunk information exchanged between a pair of peers MUST NOT be passed to other peers, unless the chunk information is validated (e.g. preventing hearsay and DoS attack).

PPSP.PP.REQ-3: The peer protocol MUST allow the peer to solicit an additional list of peers to that received from the tracker.

It is possible that a peer may need additional peers for certain streaming content. Therefore, it is allowed that the peer communicates with other peers in the current peer list to obtain an additional list of peers in the same swarm.

PPSP.PP.REQ-4: When used for soliciting additional list of peers, the peer protocol MUST contain swarm-membership information of the peers that have explicitly indicated they are part of the swarm, verifiable by the receiver.

PPSP.PP.REQ-5: The additional list of peers MUST only contain peers which have been checked to be valid and online recently (e.g., preventing hearsay and DoS attack).

PPSP.PP.REQ-6: The peer protocol MUST report the peer's chunk availability update.

Due to the dynamic change of the buffered streaming content in each peer and the frequent join/leave of peers in the swarm, the streaming content availability among a peer's neighbors (i.e. the peers known to a peer by getting the peer list from either tracker or peers) always changes and thus requires being updated on time. This update should be done at least on demand. For example, when a peer requires finding more peers with certain chunks, it sends a message to some other peers in the swarm for streaming content availability update. Alternatively, each peer in the swarm can advertise its streaming content availability to some other peers periodically. However, the detailed mechanisms for this update such as how far to spread the update message, how often to send this update message, etc. should leave to the algorithms, rather than protocol concerns.

PPSP.PP.REQ-7: The peer protocol MUST take the frequency of messages and efficient use of bandwidth into consideration, when communicating chunk information.

For example, the chunk availability information between peers can be presented in a compact method.

PPSP.PP.REQ-8: The peer protocol MUST exchange additional information, e.g., status about the peers.

This information can be, for instance, information about the access link or information about whether a peer is running on battery or is connected to a power supply. With such information, a peer can select more appropriate peers for streaming.

7. Security Considerations

This document discusses the problem statement and requirements around P2P streaming protocols without specifying the protocols. However we believe it is important for the reader to understand areas of security introduced by the P2P nature of the proposed solution. The main issue is the usage of un-trusted entities (peers) for service provisioning. For example, malicious peers/trackers may:

- Originate denial of service (DOS) attacks to the trackers by sending large amount of requests with the tracker protocol;

- Originate fake information on behalf of other peers;

- Originate fake information about chunk availability;

- Originate reply instead of the regular tracker (man in the middle attack);

- leak private information about other peers or trackers.

We list some important security requirements for PPSP protocols as below:

PPSP.SEC.REQ-1: PPSP MUST support closed swarms, where the peers are authenticated or in a private network.

This ensures that only the trusted peers can access the original content in the P2P streaming system. This can be achieved by security mechanisms such as peer authentication and/or key management scheme.

Another aspect is that confidentiality of the streaming content in PPSP need to be supported. In order to achieve this, PPSP should provide mechanisms to encrypt the data exchange among the peers.

PPSP.SEC.REQ-2: Integrity of the streaming content in PPSP MUST be supported to provide a peer with the possibility to identify unauthentic content (undesirable modified by other entities rather than its genuine source).

In a P2P live streaming system a polluter can introduce corrupted chunks. Each receiver integrates into its playback stream the

polluted chunks it receives from its neighbors. Since the peers forwards chunks to other peers, the polluted content can potentially spread through the P2P streaming network.

The PPSP protocol specifications will document the expected threats (and how they will be mitigated by each protocol) and also considerations on threats and mitigations when combining both protocols in an application. This will include privacy of the users and protection of the content distribution.

PPSP.SEC.REQ-3: The security mechanisms in PPSP, such as key management and checksum distribution MUST scale well in P2P streaming systems.

8. IANA Considerations

This document has no actions for IANA.

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11. References

Authors' Addresses

Yunfei Zhang
Unaffiliated

Email: hishigh@gmail.com

Ning Zong
Huawei Technologies

Email: zongning@huawei.com

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N. Zong, Ed.
Huawei Technologies
Y. Zhang
China Mobile Communication
Corporation
V. Pascual
Acme Packet
C. Williams
Consultant
L. Xiao
Nokia Siemens Networks
October 08, 2011

P2P Streaming Protocol (PPSP) Requirements
draft-ietf-ppsp-reqs-05

Abstract

The objective of the PPSP work is to standardize the key signaling protocols that apply to tracker and peers in a Peer-to-Peer (P2P) streaming system. These protocols are called PPSP. This document enumerates the requirements for the PPSP, which should be considered when designing PPSP.

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1. Introduction

Peer to Peer (P2P) computing has been successfully used in many fields, from one-to-one communication like Voice over IP (VoIP) and Instance Messaging (IM), to one-to-many communication like streaming, file sharing and gaming. In the streaming area, the popularity of P2P real-time and video on demand (VoD) streaming technology has been demonstrated by PPLive [PPLive], PPStream [PPStream], UUSee [UUSee], Pando [Pando] etc. Take PPLive for example, it has over 5 million online users at the same time for real-time streaming. P2P streaming applications account for more and more Internet traffic. According to statistics in a major Chinese Internet Service Provider (ISP), the traffic generated by P2P streaming applications exceeded 50% of the total backbone traffic during peak time in 2008 [I-D.ietf-ppsp-problem-statement].

Given the increasing integration of P2P streaming into the global content delivery infrastructure, the lack of an open, standard P2P streaming protocol has become a major missing component in the Internet protocol stack. Multiple similar but proprietary P2P streaming protocols result in repetitious development efforts and lock-in effects. More importantly, it leads to substantial difficulties when integrating P2P streaming as a component of a global content delivery infrastructure. For example, proprietary P2P streaming protocols do not integrate well with infrastructure devices such as caches and other edge devices [I-D.ietf-ppsp-problem-statement].

The objective of the PPSP work is to standardize the key signaling protocols that apply to tracker and peers in a P2P streaming system. These protocols are called PPSP. PPSP will serve as an enabling technology, building on the development experiences of existing P2P streaming systems. Its design will allow it to integrate with IETF efforts on distributed resource location, traffic localization, and streaming control mechanisms. It allows effective integration with edge infrastructures such as cache and mobile edge equipment [I-D.ietf-ppsp-problem-statement].

This document enumerates the requirements for the PPSP, which should be considered when designing PPSP.

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119] and indicate requirement levels for compliant implementations.

This document uses the following PPSP-related terms, which are defined in [I-D.ietf-ppsp-problem-statement], including:

Chunk, Live streaming, Peer/PPSP peer, PPSP, Swarm, Tracker/PPSP tracker, Video-on-demand (VoD).

Furthermore, the following additional terms will be used:

Peer list: A list of peers which are in a same swarm maintained by the tracker. A peer can fetch the peer list of a swarm from either tracker or other peers to know which peers have the required streaming content.

Peer ID: An identifier of a peer such that other peers or tracker can refer the ID for the peer.

Swarm ID: An identifier of a swarm containing a group of peers sharing a same streaming content.

Chunk ID: An identifier of a chunk in a streaming content.

3. Overview of PPSP

As described in [I-D.ietf-ppsp-problem-statement], the following components are considered in the scope of PPSP:

1) Tracker communication. Tracker communication is a component that enables each peer to get peer list from the tracker and/or provide content availability to the tracker.

2) Peer communication. Peer communication is a component that enables each peer to exchange content availability and request content from other peers.

3) Report. Report is a component that enables peers to report streaming status to the tracker. The information may include swarm IDs to show swarms that the peer is taking active part in, chunk list for each swarm to show the current content availability in the peer, inbound/outbound traffic capacity, amount of neighbor peers, peer health degree, total amount of bytes uploaded/downloaded to neighbour peers, and other streaming parameters.

Therefore, PPSP includes the PPSP tracker protocol - a signaling protocol between PPSP trackers and PPSP peers, and the PPSP peer protocol - a signaling protocol among PPSP peers.

PPSP tracker protocol will define:

1) Standard format/encoding of information between PPSP peers and PPSP tracker. Some of this exchanged information may be explicitly marked as optional. Exchanged information may include peer list, swarm ID, chunk information, content availability, streaming status including online time, link status, node capability and other streaming parameters.

2) Standard messages between PPSP peers and PPSP trackers defining how PPSP peers report streaming status and request to PPSP trackers, as well as how PPSP trackers reply to the requests.

PPSP peer protocol will define:

1) Standard format/encoding of information among PPSP peers, such as chunk description.

2) Standard messages among PPSP peers defining how PPSP peers advertise chunk availability to each other, as well as the signaling for requesting the chunks among PPSP peers.

This document itemizes requirements for the following aspects of PPSP:

1) Basic requirements to PPSP protocols (peer and tracker protocols), entities (peer and tracker), streaming content, and QoS issues.

2) General requirements to the tracker protocol.

3) General requirements to the peer protocol.

4) Security requirements.

4. PPSP Requirements

4.1. Basic Requirements

PPSP.REQ-1: The tracker and the peer protocols SHOULD be as similar as possible, in terms of design, message formats and flows.

It is desirable that the peer protocol would be an extension to the tracker protocol by adding a few message types, or vice versa.

PPSP.REQ-2: The tracker protocol and the peer protocol SHOULD enable peers to receive streaming content within the required time constraints, i.e., fulfill streaming feature.

PPSP.REQ-3: Each peer MUST have a unique ID (i.e. peer ID) in a

swarm.

It's a basic requirement for a peer to be uniquely identified in a swarm that other peers or tracker can refer to the peer by ID.

PPSP.REQ-4: The streaming content MUST be uniquely identified by a swarm ID.

A swarm refers to a group of peers sharing the same streaming content. A swarm ID uniquely identifies a swarm. The swarm ID can be used in two cases: 1) a peer requests the tracker for the peer list indexed by a swarm ID; 2) a peer tells the tracker about the swarms it belongs to.

PPSP.REQ-5: The streaming content MUST allow to be partitioned into chunks.

A key characteristic of P2P streaming system is allowing the data fetching from different peers concurrently. Therefore, the whole streaming content must allow to be partitioned into small pieces or chunks for transmission between peers.

PPSP.REQ-6: Each chunk MUST have an unique ID (i.e. chunk ID) in the swarm.

Each chunk must have an unique ID in the swarm such as the peer can understand which chunks are stored in which peers and which chunks are requested by other peers. An example for generating the chunk ID is the buffer map approach [I-D.ietf-ppsp-survey].

PPSP.REQ-7: The tracker protocol and peer protocol are Recommended to be carried over TCP (or UDP, when delivery requirements cannot be met by TCP).

PPSP.REQ-8: The tracker and peer protocol together MUST facilitate acceptable QoS (e.g. low startup delay, low channel/content switching time and minimal end-to-end delay) for both on-demand and live streaming, even for very popular content. The tracker and peer protocol do not include the algorithm required for scalable streaming. However, the tracker and peer protocol SHALL NOT restrict or place limits on any such algorithm.

There are basic QoS requirements for streaming system. Setup time to receive a new streaming channel or to switch between channels should be reasonable small. End to end delay (time between content generation, e.g. camera and content consumption, e.g. user side monitor) will become critical in case of live streaming. Especially in provisioning of sports events, end to end delay of 1 minute and

more are not acceptable.

For instance, the tracker and peer protocols can support carrying QoS related parameters (e.g. video quality, delay requirements) together with the priorities of these parameters, and QoS situation (e.g. performance, available uplink bandwidth) of content providing peers.

There are also some other possible mechanisms, e.g. addition of super peers, in-network storage, request of alternative peer addresses, and the usage of QoS information for an advanced peer selection.

4.2. PPSP Tracker Protocol Requirements

The tracker protocol defines how the peers report and request information to/from the tracker and how the tracker replies to the requests. The tracker discovery and the possible communication between trackers are out of the scope of tracker protocol.

PPSP.TP.REQ-1: The tracker MUST implement the tracker protocol for receiving queries and periodical peer status reports/updates from the peers and for sending the corresponding replies.

PPSP.TP.REQ-2: The peer MUST implement the tracker protocol for sending queries and periodical peer status reports/updates to the tracker and receiving the corresponding replies.

PPSP.TP.REQ-3: The tracker request message MUST allow the requesting peer to solicit the peer list from the tracker with respect to a specific swarm ID.

The tracker request message may also include the requesting peer's preference parameter, e.g. preferred number of peers in the peer list, or preferred downloading bandwidth. The track will then be able to select an appropriate set of peers for the requesting peer according to the preference.

PPSP.TP.REQ-4: The tracker reply message MUST allow the tracker to offer the peer list to the requesting peer with respect of a specific swarm ID.

PPSP.TP.REQ-5: The tracker SHOULD support generating the peer list with the help of traffic optimization services, e.g. ALTO [I-D.ietf-alto-protocol].

PPSP.TP.REQ-6: The peer status report/update MUST have the ability to inform the tracker about the peer's activity in the swarm.

PPSP.TP.REQ-7: The chunk availability information of the peer SHOULD

be reported to tracker when tracker needs such information to steer peer selection. The chunk information MUST at least contain the chunk ID.

PPSP.TP.REQ-8: The chunk availability information between peer and tracker MUST be as expressed as compactly as possible.

The peers may report CHUNK AVAILABILITY DIGEST information (i.e. compact expression of chunk availability) to the tracker when possible to decrease the bandwidth consumption for messages in bandwidth constraint environment like mobile network. For example, if a peer has a bitmap like 111111...1(100 continuous 1)xxx..., the 100 continuous "1" can be expressed by one byte with seven bits representing 100 and one bit representing "1". In this example, 100-8=92 bits are saved. Considering the frequency of exchange of CHUNK AVAILABILITY and the fact that many bitmaps have quite a long length of continuous "1" or "0", such compression makes sense.

PPSP.TP.REQ-9: The status of the peer SHOULD be reported to the tracker when tracker needs such information to steer peer selection.

For example, peer status can be online time, physical link status including DSL/WIFI/etc, battery status, processing capability, and other capabilities of the peer. Therefore, the tracker is able to select better candidate peers for streaming.

4.3. PPSP Peer Protocol Requirements

The peer protocol defines how the peers advertise streaming content availability and exchange status with each other. The peer protocol also defines the requests and responses of the chunks among the peers. The first task for this WG will be to decide which signaling and media transfer protocols will be used. The WG will consider existing protocols and, if needed, identify potential extensions to these protocols.

PPSP.PP.REQ-1: The streaming content availability request message MUST allow the peer to solicit the chunk information from other peers in the peer list. The chunk information MUST at least contain the chunk ID. This chunk availability information MUST NOT be passed on to other peer, unless validated (e.g. prevent hearsay and DoS).

PPSP.PP.REQ-2: The streaming content availability reply message MUST allow the peer to offer the information of the chunks in its content buffer. The chunk information MUST at least contain the chunk ID.

PPSP.PP.REQ-3: The streaming content availability request message SHOULD allow the peer to solicit an additional list of peers to that

received from the tracker - with the same swarm ID. The reply message MUST contain swarm-membership information of the peers that have explicitly indicated they are part of the swarm, verifiable by the receiver. This additional list of peers MUST only contain peers which have been checked to be valid and online recently (e.g. prevent hearsay and DoS).

It is possible that a peer may need additional peers for certain streaming content. Therefore, it is allowed that the peer communicates with the peers in the current peer list to obtain an additional list of peers in the same swarm.

PPSP.PP.REQ-4: Streaming content availability update message among the peers MUST be supported by peer protocol. In the push based model, where peers advocate their own chunk availability proactively, the content availability request message described in PP.REQ-1 is not needed. The peer protocol MUST implement either pull-based, push-based or both.

Due to the dynamic change of the buffered streaming content in each peer and the frequent join/leave of peers in the swarm, the streaming content availability among a peer's neighbours (i.e. the peers known to a peer by getting the peer lists from either tracker or peers) always changes and thus requires being updated on time. This update should be done at least on demand. For example, when a peer requires finding more peers with certain chunks, it sends a message to some other peers in the swarm for streaming content availability update. Alternatively, each peer in the swarm can advertise its streaming content availability to some other peers periodically. However, the detailed mechanisms for this update such as how far to spread such update message, how often to send this update message, etc should leave to peer algorithms, rather than protocol concerns.

PPSP.PP.REQ-5: The chunk availability information between peers MUST be as expressed as compactly as possible.

In PP.REQ-1/2/4, the peers may exchange CHUNK AVAILABILITY DIGEST information (i.e. compact expression of chunk availability) to with other peers when possible to decrease the bandwidth consumption for messages in bandwidth constraint environment like mobile network.

PPSP.PP.REQ-6: The peer status report/update SHOULD be advertised among the peers to reflect the status of the peer.

Peer status information should be advertised among the peers via the peer status report/update message. For example, peer status can be online time, physical link status including DSL/WIFI/etc, battery status, processing capability, and other capabilities of the peer.

With this information, a peer can select more appropriate peers for streaming.

PPSP.PP.REQ-7: The peers MUST implement the peer protocol for chunk data (not availability information) requests and responses among the peers before the streaming content is transmitted.

5. Security Considerations

The scope of this section is to analyze the security threats and provide the requirements for PPSP.

PPSP.SEC.REQ-1: PPSP MUST support closed swarms, where the peers are authenticated.

This ensures that only the authenticated users can access the original media in the P2P streaming system. This can be achieved by security mechanisms such as user authentication and/or key management scheme.

PPSP.SEC.REQ-2: Confidentiality of the streaming content in PPSP SHOULD be supported and the corresponding key management scheme SHOULD scale well in P2P streaming system.

PPSP.SEC.REQ-3: PPSP MUST provide an option to encrypt the data exchange among the PPSP entities.

PPSP.SEC.REQ-4: PPSP MUST have mechanisms to limit potential damage caused by malfunctioning and badly behaving peers in the P2P streaming system.

Such an attack will degrade the quality of the rendered media at the receiver. For example, in a P2P live video streaming system a polluter can introduce corrupted chunks. Each receiver integrates into its playback stream the polluted chunks it receives from its other neighbors. Since the peers forwards chunks to other peers, the polluted content can potentially spread through much of the P2P streaming network.

PPSP.SEC.REQ-5: PPSP SHOULD support identifying badly behaving peers, and exclude or reject them from the P2P streaming system.

PPSP.SEC.REQ-6: PPSP MUST prevent peers from DoS attacks which will exhaust the P2P streaming system's available resource.

Given the prevalence of DoS attacks in the Internet, it is important to realize that a similar threat could exist in a large-scale

streaming system where attackers are capable of consuming a lot of resources with just a small amount of effort.

PPSP.SEC.REQ-7: PPSP SHOULD be robust, i.e., when centralized tracker fails the P2P streaming system SHOULD still work by supporting distributed trackers.

PPSP.SEC.REQ-8: Existing P2P security mechanisms SHOULD be re-used as much as possible in PPSP, to avoid developing new security mechanisms.

PPSP.SEC.REQ-9: Integrity of the streaming content in PPSP MUST be supported to provide a peer with the possibility to identify inauthentic media content (undesirable modified by other entities rather than its genuine source). The corresponding checksum distribution and verification scheme SHOULD scale well in P2P streaming system and be robust against distrustful trackers/peers.

6. IANA Considerations

This document presently raises no IANA considerations.

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draft-ietf-ppsp-problem-statement-05 (work in progress),
September 2011.

Authors' Addresses

Ning Zong (editor)
Huawei Technologies
Huawei Base, No.101 Software Avenue, Nanjing, China

Phone: +86 25 56624760
Email: zongning@huawei.com

Yunfei Zhang
China Mobile Communication Corporation

Phone: +86 13601032119
Email: zhangyunfei@chinamobile.com

Victor Pascual
Acme Packet
Anabel Segura 10, Madrid 28108, Spain

Email: VPascual@acmepacket.com

Carl Williams
Consultant
Palo Alto, California 94306

Email: carlw@mcsr-labs.org

Lin Xiao
Nokia Siemens Networks

Phone: +86 10 84358977
Email: lin.xiao@nsn.com

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Y. Gu
Unaffiliated
N. Zong, Ed.
Huawei
Y. Zhang
Coolpad
China Mobile
F. Piccolo
Cisco
S. Duan
CATR
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Survey of P2P Streaming Applications
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Abstract

This document presents a survey of some of the most popular Peer-to-Peer (P2P) streaming applications on the Internet. The main selection criteria have been popularity and availability of information on operation details at writing time. In doing this, selected applications are not reviewed as a whole, but they are reviewed with main focus on the signaling and control protocol used to establish and maintain overlay connections among peers and to advertise and download streaming content.

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1. Introduction

An ever-increasing number of multimedia streaming systems have been adopting Peer-to-Peer (P2P) paradigm to stream multimedia audio and video contents from a source to a large number of end users. This is the reference scenario of this document, which presents a survey of some of the most popular P2P streaming applications available on the nowadays Internet.

The presented survey does not aim at being exhaustive. Reviewed applications have indeed been selected mainly based on their popularity and on the information publicly available on P2P operation details at writing time. In addition, the provided descriptions may sometimes appear inhomogeneous from the detail level point of view, but this always depends on the amount of available information at writing time.

In addition, the selected applications are not reviewed as a whole, but they are reviewed with main focus on signaling and control protocols used to construct and maintain the overlay connections among peers and to advertise and download multimedia content. More precisely, we assume throughout the document the high level system model reported in Figure 1.

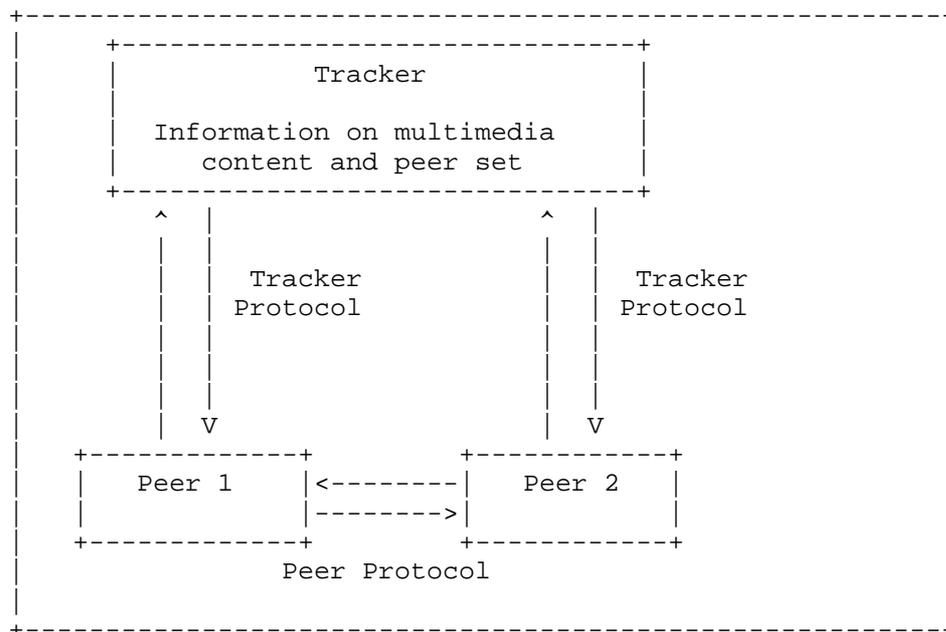


Figure 1, High level architecture of P2P streaming systems assumed as reference model throughout the document

As Figure 1 shows, it is possible to identify in every P2P streaming system two main types of entity: peers and trackers. Peers represent end users, which join the system dynamically to send and receive streamed media content, whereas trackers represent well-known nodes, which are stably connected to the system and provide peers with metadata information about the streamed content and the set of active

peers. According to this model, it is possible to distinguish between two different control/signaling protocols:

- the "tracker protocol" for the interaction between trackers and peer;

- the "peer protocol" for the interaction between peers.

Hence, whenever possible, we always try to identify tracker and peer protocols and we provide the corresponding details.

This document is organized as follows. Section 2 introduces terminology and concepts used throughout the current survey. Since overlay topology built on connections among peers impacts some aspects of tracker and peer protocols, Section 3 classifies P2P streaming applications according to the overlay topology: mesh-based, tree-based and hybrid. Then, Section 4 presents some of the most popular mesh-based P2P streaming applications: Octoshape, PPLive, Zattoo, PPStream, Tribler, QQLive. Likewise, Section 5 presents End System Multicast as example of tree-based P2P streaming applications, whereas Section 6 presents New Coolstreaming as example of hybrid-topology P2P streaming application. Finally, Section 7 provides some security considerations.

2. Terminologies and concepts

Reader is referred to RFC 6972 [RFC6972] for concepts such as chunk, live streaming, video-on-demand (VOD), peer, tracker, swarm, which will be extensively used throughout the document.

In addition, reader can refer to this section for the following concepts.

CHANNEL: A CHANNEL denotes a TV channel from which live streaming content is transmitted in a P2P streaming application.

PEER PROTOCOL: PEER PROTOCOL denotes the control and signaling protocol for the interaction among peers.

PULL: PULL denotes the transmission of multimedia content that is initiated by receiving peers.

PUSH: PUSH denotes the transmission of multimedia content that is not initiated by receiving peers.

TRACKER PROTOCOL: TRACKER PROTOCOL denotes the control and signaling protocol for the interaction among peers and trackers.

3. Classification of P2P Streaming Applications Based on Overlay Topology

Depending on the topology of overlay connections among peers, it is possible to distinguish among the following general types of P2P streaming applications:

-mesh-based: peers are organized in a randomly connected overlay network, and multimedia content delivery is pull-based. This is the reason why these systems are also referred to as "data-driven". Due to their unstructured nature, mesh-based P2P streaming applications are very resilient with respect to peer churn and guarantee high network resource utilization. On the other side, the cost to maintain overlay topology may limit performance in terms of delay, and pull-based data delivery calls for large size buffers to store chunks;

-tree-based: peers are organized to form a tree-shape overlay network rooted at the streaming source, and multimedia content delivery is push-based. Peers that forward data are called parent nodes, and peers that receive it are called children nodes. Due to their structured nature, tree-based P2P streaming applications guarantee both topology maintenance at very low cost and good delay performance. On the other side, they are not very resilient to peer churn, that may be very high in a P2P environment;

-hybrid: this category includes all the P2P applications that cannot be classified as simply mesh-based or tree-based and present characteristics of both mesh-based and tree-based categories.

4. Mesh-based P2P Streaming Applications

In mesh-based P2P streaming application peers self-organize in a randomly connected overlay graph where each peer interacts with a limited subset of other peers (neighbors) and explicitly requests chunks it needs (pull-based or data-driven delivery). This type of content delivery may be associated with high overhead, not only because peers formulate requests in order to download chunks they need, but also because in some applications peers exchange chunk availability information in form of buffer-maps (a sort of bit maps with a bit "1" in correspondence of chunks stored in the local buffer). On the one side, the main advantage of this kind of applications lies in that a peer does not rely on a single peer for retrieving multimedia content. Hence, these applications are very resilient to peer churn. On the other side, overlay connections are highly dynamic and not persistent (being driven by content availability), and this makes content distribution efficiency

unpredictable. In fact, different chunks may be retrieved via different network paths, and this may imply for end users playback quality degradation ranging from low bit rates to long start-up delays, to frequent playback freezes. Moreover, peers have to maintain large buffers to increase the probability of satisfying chunk requests received by neighbors.

4.1. Octoshape

Octoshape [Octoshape] is a P2P plug-in that has been realized by the homonym Danish company and has become popular for being used by CNN [CNN] to broadcast live streaming content. Octoshape helps indeed CNN serve a peak of more than a million simultaneous viewers thanks not only to the P2P content distribution paradigm, but also to several innovative delivery technologies such as loss resilient transport, adaptive bit rate, adaptive path optimization and adaptive proximity delivery.

Figure 2 depicts the architecture of the Octoshape system.

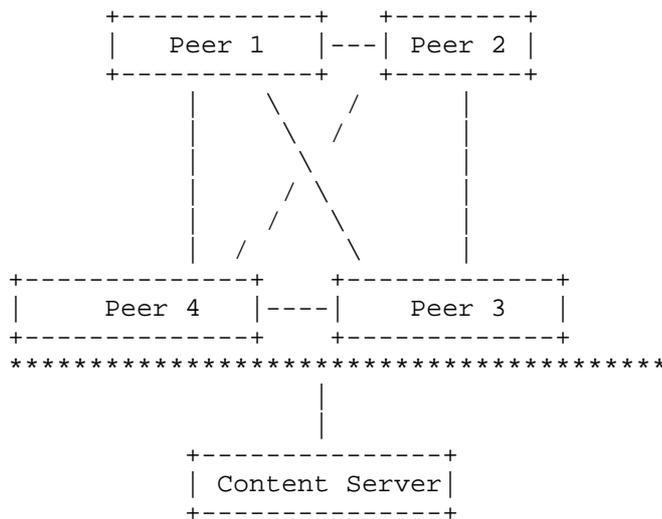


Figure 2, Architecture of Octoshape system

As it can be seen from the picture, there are no trackers and consequently no tracker protocol is necessary. The content server plays indeed the role of tracker and transmits the information on peers that already joined the channel in form of metadata when streaming the live content.

As regards the peer protocol, each peer maintains a sort of Address Book with the information necessary to contact other peers who are watching the same channel.

Regarding the data distribution strategy, in the Octoshape solution the original stream is split into a number K of smaller equal-sized data streams, but a number $N > K$ of unique data streams are actually constructed, in such a way that a peer receiving any K of the N available data streams is able to play the original stream. For instance, if the original live stream is a 400 kbit/sec signal, for $K=4$ and $N=12$, 12 unique data streams are constructed, and a peer that downloads any 4 of the 12 data streams is able to play the live stream. In this way, each peer sends requests of data streams to some selected peers, and it receives positive/negative answers depending on availability of upload capacity at requested peers. In case of negative answers, a peer continues sending requests until it finds K peers willing to upload the minimum number of data streams needed to display the original live stream. This allows a flexible use of bandwidth at end users. In fact, since the original stream is split into smaller data streams, a peer that does not have enough upload capacity to transmit the original whole stream can transmit a number of smaller data streams that fits its actual upload capacity.

In order to mitigate the impact of peer loss, the address book is also used at each peer to derive the so called Standby List, which Octoshape peers use to probe other peers and be sure that they are ready to take over if one of the current senders leaves or gets congested.

Finally, in order to optimize bandwidth utilization, Octoshape leverages peers within a network to minimize external bandwidth usage and to select the most reliable and "closest" source to each viewer. It also chooses the best matching available codecs and players, and it scales bit rate up and down according to the available Internet connection.

4.2. PPLive

PPLive [PPLive] was first developed in Huazhong University of Science and Technology in 2004, and it is one of the earliest and most popular P2P streaming software in China. To give an idea, PPLive website served 50 millions visitors during the Beijing 2008 Olympics opening ceremony, and the dedicated Olympics channel attracted 221 millions of viewers in two weeks.

Even though PPLive was renamed to PPTV in 2010, we continue using the old name PPLive throughout this document.

As regards the peer protocol, it controls both peer discovery and chunk distribution process. More specifically, peer discovery is implemented by a kind of gossip-like mechanism. After retrieving the list of active peers watching a specific channel from tracker server, a PPLive peer sends out probes to establish active peer connections, and some of those peers may return also their own list of active peers to help the new peer discover more peers in the initial phase. Chunk distribution process is mainly based on buffer map exchange to advertise the availability of cached chunks. In more detail, PPLive software client exploits two local buffers to cache chunks: the PPLive TV engine buffer and media player buffer. The main reason behind the double buffer structure is to address the download rate variations when downloading chunks from PPLive network. In fact, received chunks are first buffered and reassembled into the PPLive TV engine buffer; as soon as the number of consecutive chunks in PPLive TV engine buffer overcomes a predefined threshold, the media player buffer downloads chunks from the PPLive TV engine buffer; finally, when the media player buffer fills up to the required level, the actual video playback starts.

Since the protocols and algorithm of PPLive are proprietary, most of known details have been derived from measurement studies. Specifically, it seems that:

- number of peers from which a PPLive node downloads live TV chunks from is constant and relatively low, and the top-ten peers contribute to a major part of the download traffic, as shown in [P2PIPTVMEA];

- PPLive can provide satisfactory performance for popular live TV and VoD channels. For unpopular live TV channels, performance may severely degrade, whereas for unpopular VoD channels this problem rarely happens, as it shown in [CNSR]. Authors of [CNSR] also demonstrate that the workload in most VoD channels is well balanced, whereas for live TV channels the workload distribution is unbalanced, and a small number of peers provide most video data.

4.3. Zattoo

Zattoo [Zattoo] is P2P live streaming system that was launched in Switzerland in 2006 in coincidence with the UEFA European Football Championship and in few years was able to attract almost 10 million registered users in several European countries.

Figure 4 depicts the high level architecture of Zattoo system. The main reference for the information provided in this document is [IMC09].

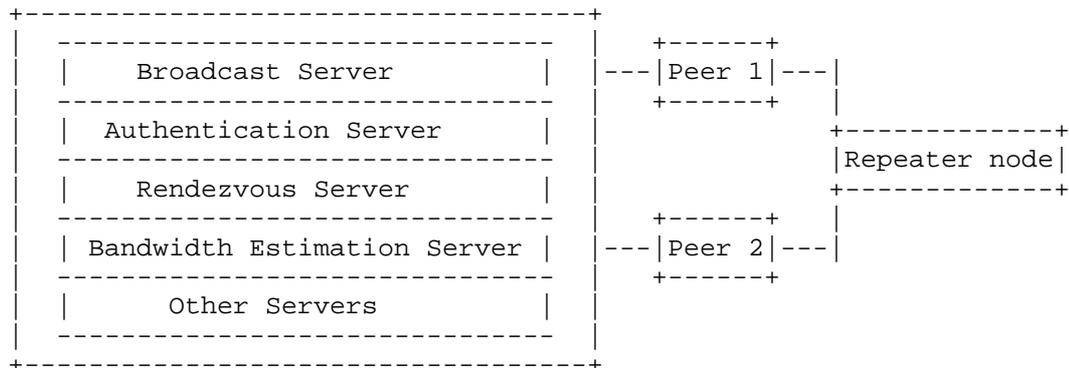


Figure 4, High level overview of Zattoo system architecture

Broadcast server is in charge of capturing, encoding, encrypting and sending the TV channel to the Zattoo network. A number N of logical sub-streams is derived from the original stream, and packets of the same order in the sub-streams are grouped together into the so-called segments. Each segment is then coded via a Reed-Salomon error correcting code in such a way that any number $k < N$ of received packets in the segment is enough to reconstruct the whole segment.

Authentication server is the first point of contact for a peer that joins the system, and it authenticates Zattoo users. Then, a user contacts the Rendezvous server and specifies the TV channel of interest. The rendezvous server returns a list of Zattoo peers that have already joined the requested channel. Hence, rendezvous server plays the role of tracker. At this point the direct interaction between peers starts using the peer protocol.

A new Zattoo user contacts the peers returned by the rendezvous server in order to identify a set of neighboring peers covering the full set of sub-streams in the TV channel. This process is denoted in Zattoo jargon as Peer Division Multiplexing (PDM). To ease the identification of neighboring peers, each contacted peer provides also the list of its own known peers, in such a way that a new Zattoo user, if needed, can contact new peers besides the ones indicated by the rendezvous server. In selecting which peers to establish connections with, a peer adopts the criterion of topological closeness. The topological location of a peer is defined in Zattoo as (in order of preference) its subset number, its autonomous system number and its country code, and it is provided to each peer by the authentication server.

Zattoo peer protocol provides also a mechanism to make PDM process adaptive with respect to bandwidth fluctuations. First of all, a

peer controls the admission of new connections based on the available uplink bandwidth. This is estimated i) at beginning with each peer sending probe messages to the Bandwidth Estimation server, and ii) while forwarding sub-streams to other peers based on the quality-of-service feedback received by those peers. A quality-of-service feedback is sent from the receiver to the sender only when the quality of the received sub-stream is below a given threshold. So if a quality-of-service feedback is received, a Zattoo peer decrements the estimation of available uplink bandwidth, and if this drops below the amount needed to supports the current connections, a proper number of connections is closed. On the other side, if no quality-of-service feedback is received for a given time interval, a Zattoo peer increments the estimation of available uplink bandwidth according to a mechanism very similar to the one of TCP congestion window (a mechanism very similar to the one of TCP congestion window (double increase or linear increase depending on whether the estimate is below or above a given threshold)).

Figure 4 also shows that there exist two classes of Zattoo nodes: simple peers, whose behavior has already been presented, and repeater nodes, that implement the same peer protocol as simple peers and in addition are high-bandwidth peers and are able to forward any sub-stream. In such a way repeater nodes serve as bandwidth multiplier.

4.4. PPStream

PPStream [PPStream] is a very popular P2P streaming software in China and in many other countries of East Asia.

The system architecture of PPStream is very similar to the one of PPLive. When a PPStream peer joins the system, it retrieves the list of channels from the channel list server. After selecting the channel to watch, a PPStream peer retrieves from the peer list server the identifiers of peers that are watching the selected channel, and it establishes connections that are used first of all to exchange buffer-maps. In more detail, a PPStream chunk is identified by the play time offset which is encoded by the streaming source and it is subdivided into sub-chunks. So buffer-maps in PPStream carry the play time offset information and are strings of bits that indicate the availability of sub-chunks. After receiving the buffer-maps from the connected peers, a PPStream peer selects peers to download sub-chunks according to a rate-based algorithm, which maximizes the utility of uplink and downlink bandwidth.

4.5. Tribler

Tribler [Tribler] is a BitTorrent [Bittorrent] client that was able to go very much beyond BitTorrent model also thanks to the support for video streaming. Initially developed by a team of researchers at Delft University of Technology, Tribler was able to both i) attract attention from other universities and media companies and ii) receive European Union research funding (P2P-Next and QLectives projects).

Differently from BitTorrent, where a tracker server centrally coordinates peers in uploads/downloads of chunks and peers directly interact with each other only when they actually upload/download chunks to/from each other, there is no tracker server in Tribler and, as a consequence, there is no need of tracker protocol.

This is illustrated also in Figure 5, which depicts the high level architecture of Tribler.

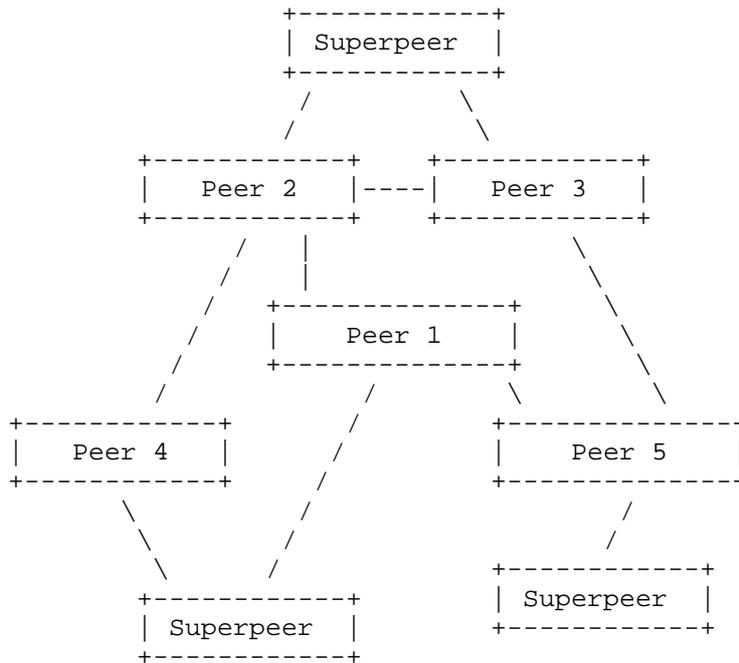


Figure 5, High level overview of Tribler system architecture

Regarding peer protocol and the organization of overlay mesh, Tribler bootstrap process consists in preloading well known superpeer addresses into peer local cache, in such a way that a joining peer randomly selects a superpeer to retrieve a random list of already

active peers to establish overlay connections with. A gossip-like mechanism called BuddyCast allows Tribler peers to exchange their preference list, that is their downloaded files, and to build the so called Preference Cache. This cache is used to calculate similarity levels among peers and to identify the so called "taste buddies" as the peers with highest similarity. Thanks to this mechanism each peer maintains two lists of peers: i) a list of its top-N taste buddies along with their current preference lists, and ii) a list of random peers. So a peer alternatively selects a peer from one of the lists and sends it its preference list, taste-buddy list and a selection of random peers. The goal behind the propagation of this kind of information is the support for the remote search function, a completely decentralized search service that consists in querying Preference Cache of taste buddies in order to find the torrent file associated with an interest file. If no torrent is found in this way, Tribler users may alternatively resort to a web-based torrent collector server available for BitTorrent clients.

Tribler supports video streaming in two different forms: video on demand and live streaming.

As regards video on demand, a peer first of all keeps informed its neighbors about the chunks it has. Then, on the one side it applies suitable chunk-picking policy in order to establish the order according to which to request the chunks he wants to download. This policy aims to assure that chunks come to the media player in order and in the same time that overall chunk availability is maximized. To this end, the chunk-picking policy differentiates among high, mid and low priority chunks depending on their closeness with the playback position. High priority chunks are requested first and in strict order. When there are no more high priority chunks to request, mid priority chunks are requested according to a rarest-first policy. Finally, when there are no more mid priority chunks to request, low priority chunks are requested according to a rarest-first policy as well. On the other side, Tribler peers follow the give-to-get policy in order to establish which peer neighbors are allowed to request chunks (according to BitTorrent jargon to be unchoked). In more detail, time is subdivided in periods and after each period Tribler peers first sort their neighbors according to the decreasing numbers of chunks they have forwarded to other peers, counting only the chunks they originally received from them. In case of tie, Tribler sorts their neighbors according to the decreasing total number of chunks they have forwarded to other peers. In this way, Tribler peer unchokes the three highest-ranked neighbours and, in order to saturate upload bandwidth and in the same time not decrease the performance of individual connections, it further unchokes a limited number of neighbors. Moreover, in order to search for better neighbors, Tribler peers randomly select a new peer in the

rest of the neighbours and optimistically unchoke it every two periods.

As regards live streaming, differently from video on demand scenario, the number of chunks cannot be known in advance. As a consequence a sliding window of fixed width is used to identify chunks of interest: every chunk that falls out the sliding window is considered outdated, is locally deleted and is considered as deleted by peer neighbors as well. In this way, when a peer joins the network, it learns about chunks its neighbors possess and identify the most recent one. This is assumed as beginning of the sliding window at the joining peer, which starts downloading and uploading chunks according to the description provided for video on demand scenario.

4.6. QQLive

QQLive [QQLive] is large-scale video broadcast software including streaming media encoding, distribution and broadcasting. Its client can apply for web, desktop program or other environments and provides abundant interactive function in order to meet the watching requirements of different kinds of users.

QQLive adopts Content Delivery Network (CDN) [CDN] and P2P architecture for video distribution and is different from other popular P2P streaming applications. QQLive provides video by source servers and CDN, and the video content can be push to every region by CDN throughout China. In each region, QQLive adopts P2P technology for video content distribution.

One of the main aims for QQLive is to use the simplest architecture to provide the best user experience. So QQLive takes some servers to implement P2P file distribution. There are two servers in QQLive: Stun Server [RFC5389] and Tracker Server. Stun Server is responsible for NAT traversing. Tracker Server is responsible for providing content address information. There are a group of these two Servers for providing services. There is no Super Peer in QQLive.

Working flow of QQLive includes startup stage and play stage.

- Startup stage includes only interactions between peers and Tracker servers. There is a built-in URL in QQLive client software. When the client startups and connects to the network, the client gets the Tracker's address through DNS and tells the Tracker the information of its owned video contents.

- Play stage includes interactions between peers and peers or peers and CDN. Generally, the client will download the video content from CDN during the first 30 seconds and then gets contents from

other peers. If unfortunately there is no peer which owns the content, the client will get the content from CDN again.

As the client watches the video, the client will store the video to the hard disk. The default storage space is one Gbyte. If the storage space is full, the client will delete the oldest content. When the client does VCR operation, if the video content is stored in hard disk, the client will not do interactions with other peers or CDN. If there are messages or video content missing, the client will take retransmission and the retransmission interval is decided by the network condition. The QQLive does not take care of the strategy of transmission and chunk selection, which is simple and not similar with BT because of the CDN support.

5. Tree-based P2P Streaming Systems

In tree-based P2P streaming applications peers self-organize in a tree-shape overlay network, where peers do not ask for a specific chunk, but simply receive it from their so called "parent" node. Such content delivery model is denoted as push-based. Receiving peers are denoted as children, whereas sending nodes are denoted as parents. Overhead to maintain overlay topology is usually lower for tree-based streaming applications than for mesh-based streaming applications, whereas performance in terms of delay is usually better. On the other side, the greatest drawback of this type of application lies in that each node depends on one single node, its parent in overlay tree, to receive streamed content. Thus, tree-based streaming applications suffer from peer churn phenomenon more than mesh-based ones.

5.1. End System Multicast (ESM)

Even though End System Multicast (ESM) project is ended by now and ESM infrastructure is not being currently implemented anywhere, we decided to include it in this survey for a twofold reason. First of all, it was probably the first and most significant research work proposing the possibility of implementing multicast functionality at end hosts in a P2P way. Secondly, ESM research group at Carnegie Mellon University developed the first P2P live streaming system of the world, and some members founded later Conviva [conviva] live platform.

The main property of ESM is that it constructs the multicast tree in a two-step process. The first step aims at the construction of a mesh among participating peers, whereas the second step aims at the construction of data delivery trees rooted at the stream source. Therefore a peer participates in two types of topology management structures: a control structure that guarantees peers are always

connected in a mesh, and a data delivery structure that guarantees data gets delivered in an overlay multicast tree.

There exist two versions of ESM.

The first version of ESM architecture [ESM1] was conceived for small scale multi-source conferencing applications. Regarding the mesh construction phase, when a new member wants to join the group, an out-of-bandwidth bootstrap mechanism provides the new member with a list of some group members. The new member randomly selects a few group members as peer neighbors. The number of selected neighbors never exceeds a given bound, which reflects the bandwidth of the peer's connection to the Internet. Each peer periodically emits a refresh message with monotonically increasing sequence number, which is propagated across the mesh in such a way that each peer can maintain a list of all the other peers in the system. When a peer leaves, either it notifies its neighbors and the information is propagated across the mesh to all the participating peers, or peer neighbors detect the condition of abrupt departure and propagate it through the mesh. To improve mesh/tree quality, on the one side peers constantly and randomly probe each other to add new links; on the other side, peers continually monitor existing links in order to drop the ones that are not perceived as good-quality links. This is done thanks to the evaluation of a utility function and a cost function, which are conceived to guarantee that the shortest overlay delay between any pair of peers is comparable to the unicast delay among them. Regarding multicast tree construction phase, peers run a distance-vector protocol on top of the tree and use latency as routing metric. In this way, data delivery trees may be constructed from the reverse shortest path between source and recipients.

The second and subsequent version of ESM architecture [ESM2] was conceived for an operational large scale single-source Internet broadcast system. As regards the mesh construction phase, a node joins the system by contacting the source and retrieving a random list of already connected nodes. Information on active participating peers is maintained thanks to a gossip protocol: each peer periodically advertises to a randomly selected neighbor a subset of nodes he knows and the last timestamps it has heard for each known node. The main difference with the first version is that the second version constructs and maintains the data delivery tree in a completely distributed manner according to the following criteria: i) each node maintains a degree bound on the maximum number of children it can accept depending on its uplink bandwidth, ii) tree is optimized mainly for bandwidth and secondarily for delay. To this end, a parent selection algorithm allows identifying among the neighbors the one that guarantees the best performance in terms of throughput and delay. The same algorithm is also applied either if a

parent leaves the system or if a node is experiencing poor performance (in terms of both bandwidth and packet loss). As loop prevention mechanism, each node keeps also the information about the hosts in the path between the source and its parent node.

This second ESM prototype is also able to cope with receiver heterogeneity and presence of NAT/firewalls. In more detail, audio stream is kept separated from video stream and multiple bit-rate video streams are encoded at source and broadcast in parallel through the overlay tree. Audio is always prioritized over video streams, and lower quality video is always prioritized over high quality video. In this way, system can dynamically select the most suitable video stream according to receiver bandwidth and network congestion level. Moreover, in order to take presence of hosts behind NAT/firewalls, tree is structured in such a way that public hosts use hosts behind NAT/firewalls as parents.

6. Hybrid P2P streaming applications

This type of applications aims at integrating the main advantages of mesh-based and tree-based approaches. To this end, overlay topology is mixed mesh-tree, and content delivery model is push-pull.

6.1. New Coolstreaming

Coolstreaming, first released in summer 2004 with a mesh-based structure, arguably represented the first successful large-scale P2P live streaming. Nevertheless, it suffers poor delay performance and high overhead associated with each video block transmission. In the attempt of overcoming such a limitation, New Coolstreaming [NEWCOOLStreaming] adopts a hybrid mesh-tree overlay structure and a hybrid pull-push content delivery mechanism.

Like in the old Coolstreaming, a newly joined node contacts a special bootstrap node and retrieves a partial list of active nodes in the system.

The interaction with bootstrap node is the only one related to the tracker protocol. The rest of New Coolstreaming interactions are related to peer protocol.

The newly joined node then establishes a partnership with few active nodes by periodically exchanging information on content availability. Streaming content is divided in New Coolstreaming in equal-size blocks or chunks, which are unambiguously associated with sequence numbers that represent the playback order. Chunks are then grouped to form multiple sub-streams.

Like in most of P2P streaming applications information on content availability is exchanged in form of buffer-maps. However, New Coolstreaming buffer-maps differ from the usual format of strings of bits where each bit represents the availability of a chunk. Two vectors represent indeed buffer-maps in New Coolstreaming. The first vector reports the sequence numbers of the last chunk received for a given sub-stream. The second vector is used to explicitly request chunks from partner peers. In more details, the second vector has as many bits as sub-streams, and a peer receiving a bit "1" in correspondence of a given sub-stream is being requested from the sending peer to upload chunks belonging to that sub-streams. Since chunks are explicitly requested, data delivery may be regarded as pull-based. However, data delivery is push-based as well, since every time a node is requested to upload chunks, it uploads all chunks for that sub-stream starting from the one indicated in the first vector of received buffer-map. Hence, the overall overlay topology is mesh-based, but it is also possible to identify as many overlay trees as sub-streams.

In order to improve quality of mesh-tree overlay, each node continuously monitors the quality of active connections in terms of mutual delay between sub-streams. If such quality drops below a predefined threshold, a New Coolstreaming node selects a new partner among its partners. Parent re-selection is also triggered for a peer when its previous parent leaves.

7. Security Considerations

Security in P2P streaming applications may be addressed at two different levels: on the one side, at the control protocol level, on the other side, at streamed multimedia content level.

In PPLive and PPStream control protocol messages are sent over HTTP, UDP and TCP mostly in plain text, and this can allow malicious users to interfere with the normal operation of the system and can lead to malicious attacks that can make key components of the system ineffective.

In Zattoo authentication server authenticates Zattoo users and assigns them with a limited lifetime ticket. Then, a user presents the tickets received by the authentication server to the rendezvous server. Provided that the presented ticket is valid, the rendezvous server returns a list of Zattoo peers that have already joined the requested channel and a signed channel ticket.

In Tribler authentication of peers is based on secure, permanent peer identifiers called PermIDs. PermID maps to a single IP address and port number and is initially used to identify users. The idea is to

have each Tribler user assigned with a public/private keypair based on Elliptic Curve Cryptography (ECC), where public key acts as the PermID for the user. Users distribute their PermID to their friends out-of-band to establish trusted friend relationships. When two peers connect as part of a download, they authenticate each other using the standard ISO/IEC 9798-3 [ISO/IEC 9798-3] challenge/response identification protocol. If the peer is successfully authenticated but not a friend of the user (i.e., does not appear in the list of friends' PermIDs), the Tribler client will allow it to request non-privileged operations, such as exchanging file preferences. If the peer is a friend, it may request privileged operations such as coordinating a friends-assisted download. Moreover, Tribler provides security at streamed content level too. In the video on demand scenario torrent files include a hash for each chunk in order to prevent malicious attackers from corrupting data. In live streaming scenario torrent files include the public key of the stream source. Each chunk is then assigned with absolute sequence number and timestamp and signed by source public key. Such a mechanism allows Tribler peers to use the public key included in torrent file and verify the integrity of each chunk.

In QQLive both tracker and peer protocol are fully private and encrypt the whole message. The tracker protocol uses UDP and the port for the tracker server is fixed. For the streamed content, if the client gets the streaming from CDN, the client use the HTTP with port 80 and no encryption. If the client gets the streaming from other peers, the client use UDP to transfer the encrypted media streaming and not RTP/RTCP.

8. IANA Considerations

This document has no actions for IANA.

9. Author List

Other authors of this document are listed as below.

Hui Zhang, NEC Labs America.

Jun Lei, University of Goettingen.

Gonzalo Camarillo, Ericsson.

Yong Liu, Polytechnic University.

Delfin Montuno, Huawei.

Lei Xie, Huawei.

10. Acknowledgments

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Authors' Addresses

Yingjie Gu
Unaffiliated

Email: guyingjie@gmail.com

Ning Zong (editor)
Huawei
101 Software Avenue
Nanjing 210012
China

Phone: +86-25-56624760
Fax: +86-25-56624702
Email: zongning@huawei.com

Yunfei Zhang
Coolpad
China Mobile
Email: hishigh@gmail.com

Francesca Lo Piccolo
Cisco
Via del Serafico 200
Rome 00142
Italy

Phone: +39-06-51645136
Email: flopicco@cisco.com

Shihui Duan
CATR
No.52 HuaYuan BeiLu
Beijing 100191
P.R.China

Phone: +86-10-62300068
Email: duanshihui@catr.cn

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G. Le
Beijing University of Posts and
Telecommunications
L. Li
ZTE Corporation
K. Xu
M. Song
Beijing University of Posts and
Telecommunications
J. Wang
ZTE Corporation
July 11, 2011

PPSP Usage for DECADE
draft-le-ppsp-decade-interoperation-01

Abstract

P2P Streaming has become popular application in the Internet. Currently, most home subscribers access Internet via ADSL, in which downlink bandwidth and uplink bandwidth are not symmetric. This feature would influence the performance of P2P Streaming, and the problem may be worse in mobile scenarios. This draft presents the interoperation between PPSP protocol and DECADE protocol to provide DECADE service for PPSP applications. Typically, there are two solution to achieve interoperation, loose interoperation among peers, and close interoperation via connection of peer and tracker. By introducing DECADE in both tracker protocol and peer protocol, PPSP streaming can alleviate strength of upload bandwidth and improve performance for fix and mobile scenario.

Status of this Memo

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1. Introduction

P2P Streaming has become popular application in the Internet. Currently, most home subscribers access Internet via ADSL, in which downlink bandwidth and uplink bandwidth are not symmetric. This feature would influence the performance of P2P Streaming, for P2P applications are based on symmetric collaboration among peers. The problem may be worse in mobile scenarios. The wireless channels are more symmetric, and the mobility of device leads to the churn of networks [I-D.lu-ppsp-mobile].

DECADE is an open, standard protocol to access in-network storage for P2P application data access that is decoupled from P2P application control and signaling [I-D.ietf-decade-problem-statement]. DECADE can provide infrastructure support and save usage of last-mile uplink. [I-D.ietf-decade-integration-example] and [I-D.huang-decade-integration-example] presents instance of P2P Streaming integration with DECADE. However, these integration examples focus on the modification of peer protocol to support in-network storage for P2P Streaming.

This draft presents the interoperation between PPSP protocol and DECADE protocol to provide DECADE service for PPSP applications. In this model, Peer has its own DECADE server. When Peer registers to Tracker, it would carry additional information of DECADE server, such as availability, content, or authorized token. Then Tracker would store the information to enable in-network storage functions. In the data transfer process, there are two ways to achieve interoperation of DECADE and PPSP, loose interoperation via peer communication and close interoperation via the connection of peer and tracker. By introducing DECADE in both tracker protocol and peer protocol, PPSP streaming can alleviate strength of upload bandwidth and improve performance for fix and mobile scenario.

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

This document makes extensive use of the terminology and definitions from PPSP Problem Statements [I-D.ietf-decade-problem-statement], PPSP Tracker Protocol [I-D.gu-ppsp-tracker-protocol] and DECADE Architecture [I-D.ietf-decade-arch]. The additional definitions are list as follows:

- o Tracker: Tracker maintain not only peer status defined in PPSP Tracker, but also include the information of DECADE server.
- o Peer: Due to the existence of in-network storage, Peer should interact with DECADE entities. Also, streaming data transfer via the communication between DECADE servers, instead of communication between peers directly.
- o DECADE Server: DECADE Server provides in-network storage service and relevant access control and resource schedule scheme as defined in DECADE architecture.

3. Reference Model

This document provides the transparent combination of PPSP architecture and DECADE architecture to introduce in-network storage for PPSP service. As shown in Figure 1, there are three entities in the system, tracker, DECADE server and peer.

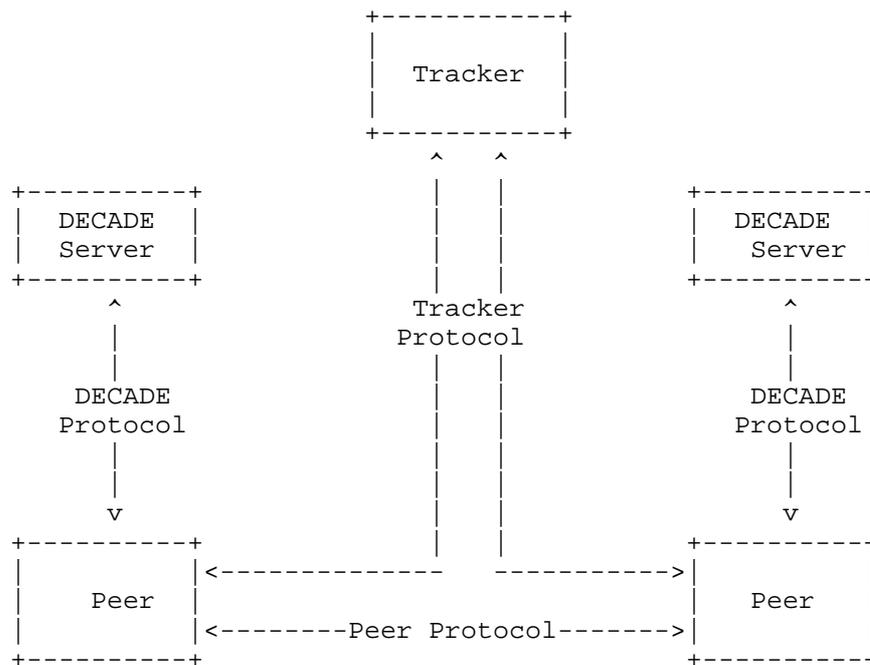


Figure 1: Concept Model

In this model, peer has its own DECADE server and tracker would maintain the information of peers and their DECADE servers to enable

in-network storage functions. When peer request initial peer list, tracker return optimal list based on the knowledge of DECADE server. If peer decide to require content from particular DECADE server, it requests authorized token by communicating with target peer or asking tracker directly. After peer gets authority of data request, peer generate content retrieve request via DECADE server. DECADE server retrieves content on behalf of peer by DECADE protocol and transfer content to peer.

4. Interoperation Solution

There are two ways to achieve interoperation of DECADE and PPSP, loose interoperation and close interoperation.

4.1. Loose Interoperation

Peer reports its DECADE availability to tracker and tracker only knows whether peer has enabled DECADE service. Then tracker return peer list including DECADE availability. Peer check peer list and select DECADE-enable peer with priority. Then peer communicate with each other to get DECADE authority and conduct data transfer. In this solution, tracker has no knowledge about the detail of DECADE server, that is, "loose interoperation".

4.1.1. Protocol Description

To fulfill this purpose, only tracker protocol should be revised:

1. When peer connects to tracker, it should inform about DECADE availability. The method specific XML of the CONNECT request takes the form shown below:

```
<PeerID>###</PeerID>
  <DECADE_Avail>
    ON or OFF
  </DECADE_Avail>
```

2. When peer request initial peer list, tracker should response list including DECADE status. The method specific XML of the FIND response takes the form shown below:

```
<SwarmID>###</SwarmID>
  <Peer>
    Peer list with DECADE_Status
  </Peer>
```

4.1.2. Message Flow

Peer communicates with tracker as PPSP tracker protocol [I-D.gu-ppsp-peer-protocol] defined. After peer receives peer list and selects target peer, it communicates with corresponding peer according to data transfer scenarios defined in [I-D.ietf-decade-problem-statement]. Typically, there are four methods as bellow:

- o If both request peer and target peer has implemented DECADE server, message transfer follows Usage Scenario 1 (Sender and receiver Accounts used);
- o If request peer has not implemented DECADE server but target peer has, message transfer follows Usage Scenario 2 (Sender account used);
- o If request peer has implemented DECADE server but target peer has not, message transfer follows Usage Scenario 3 (Receiver account used);
- o If neither request peer nor target peer has implemented DECADE server, message transfer follows Usage Scenario 4 (no storage accounts used).

4.2. Close Interoperation

Peer reports detailed information of DECADE server to tracker, like stored content, address, and authorized token. Tracker returns both peer list and DECADE server list, including DECADE information. Peer request target DECADE server with authorized token based on its scheduling algorithms. After peer down any data, it uploads content to its DECADE server. In this solution, tracker maintains overall status of peers and related DECADE server, that is, "close interoperation".

4.2.1. Protocol Description

In close interoperation solution, data transfer would not go through the connection among peer. Then peer protocol lack data transfer function, only providing neighborhood maintain and exchange of peer list. Also, tracker protocol should be revised to adapt demand of DECADE server.

1. When peer connects to tracker, it should inform about detailed DECADE information. The revised method specific XML of the CONNECT request takes the form shown below:

```

<PeerID>###</PeerID>
  <DECADE_Info>
    Authorized token
    Address
  </DECADE_Info>

```

2. When peer request initial peer list, tracker should response list including DECADE information. Tracker also inform peer about content store in DECADE server. The revised method specific XML of the FIND response takes the form shown below:

```

<SwarmID>###</SwarmID>
  <PeerID>###</PeerID>
  <DECADE_Info>
    Content ID
    Authorized token
    Address
  </DECADE_Info>

```

3. Tracker should update DECADE status periodically to get the latest content availability. The revised method specific XML of the STAT_REPORT response takes the form shown below:

```

<PeerID>###</PeerID>
  <Stats>
    <Stat property="DECADE_STAT">***</Stat>
    List of Content ID
    ...more stats...
  </States>

```

4.2.2. Message Flow

There are two stages in close interoperation. First, peer who has content should transfer content to corresponding DECADE server. Second, peer who request content get content from DECADE server.

4.2.2.1. Content Transfer

In this section, we specify content transfer process. Either peer or P2P application vendor can implement DECADE server to provide in-network service. So there are two scenarios:

- o Transfer content to DECADE server rent by peer

In this scenario, peer upload content to DECADE server automatically. We consider the case of a peer B transfer content to its DECADE server C. Message flows are shown as follows:

- 1) Peer B uploads content to DECADE server C automatically.
- 2) DECADE server C stores content and returns Upload successful response to Peer B.
- 3) Peer B sends Report C's information to tracker.
- 4) Tracker records C's information and returns report response message to Peer B.

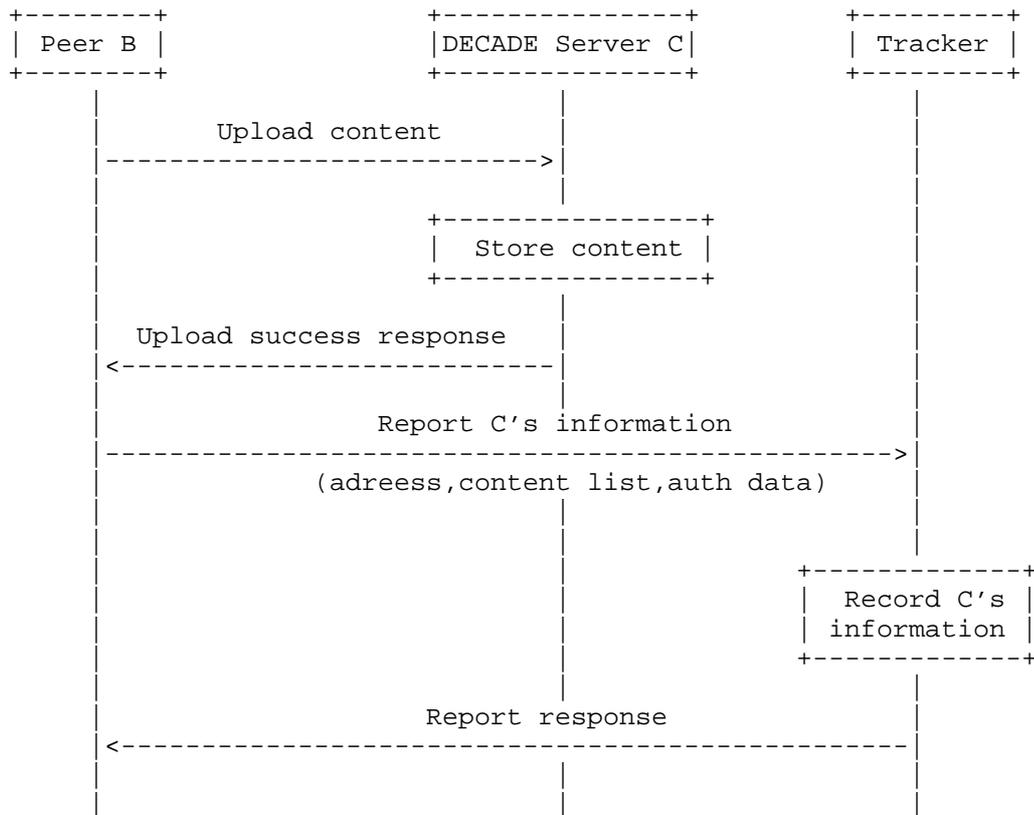


Figure 2: Content transfer with peer's DECADE server

- o Transfer content to DECADE server rent by P2P Streaming vendor

In this scenario, tracker request specific content from peer periodically. Also, we consider the case of a peer B transfer content to its DECADE server C. Tracker may communicate with peer B or DECADE server C.

If tracker sends request to DECADE server C, message flows are shown as follows:

- 1) Tracker send request to DECADE server C to download specific content from B.
- 2) DECADE server C request content from peer B.
- 3) Peer B uploads content to DECADE server C.
- 4) DECADE server C stores content and returns download success response to tracker.
- 5) Tracker updates C's information.

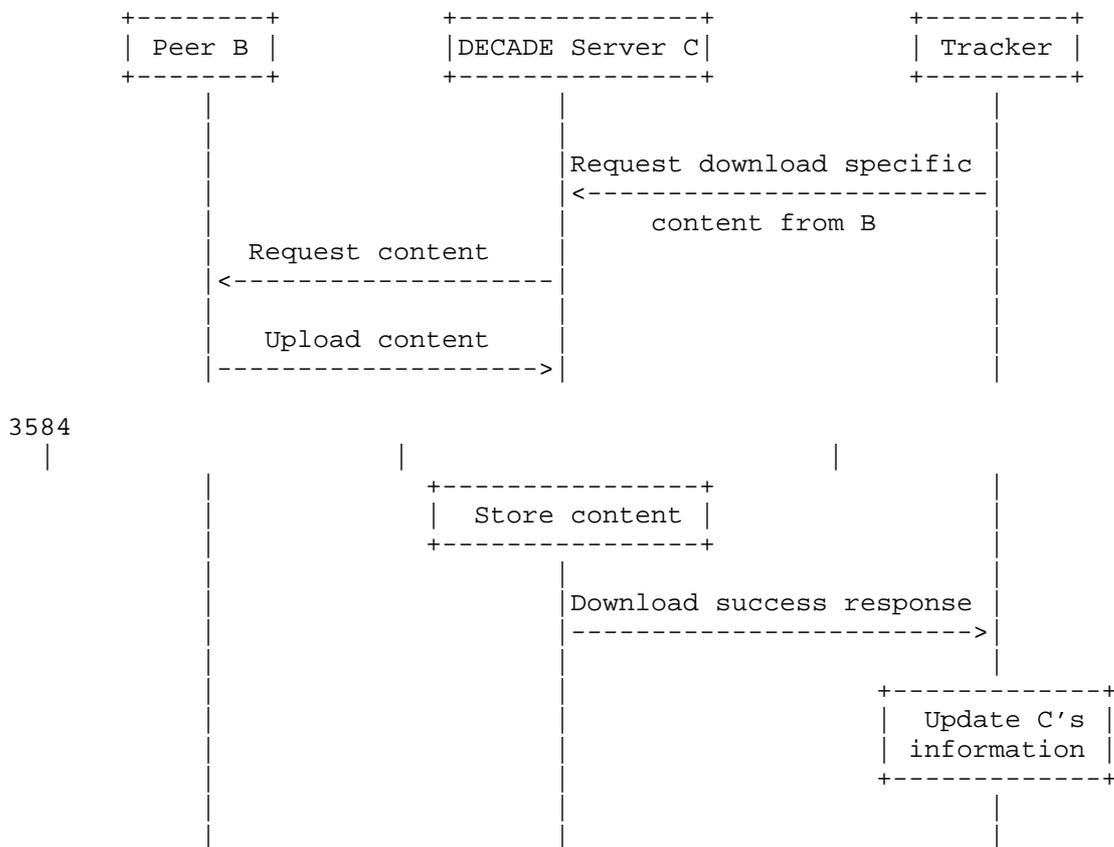


Figure 3: Content transfer with P2P vendor's DECADE server 1

If tracker sends request to peer B, message flows are shown as follows:

- 1) Tracker send request to peer B to download specific content.
- 2) Peer B uploads content to DECADE server C.
- 3) DECADE server C stores content and returns upload success response to peer B.
- 4) Peer B return upload success response to tracker and Tracker updates C's information.

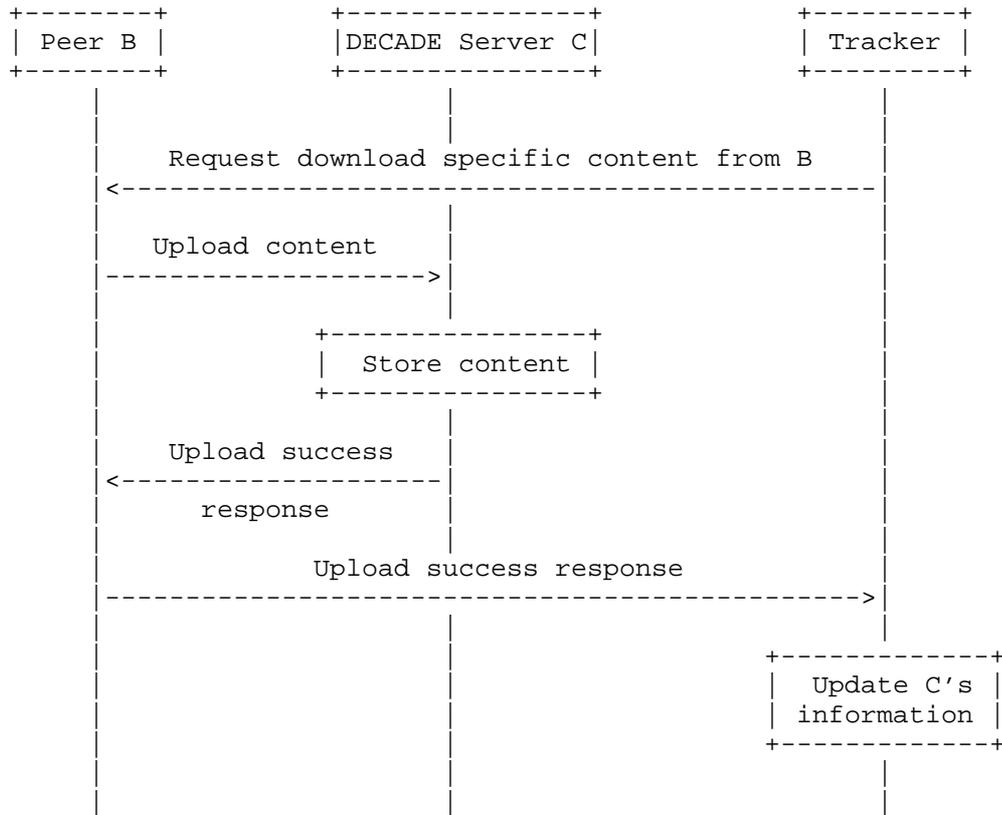


Figure 4: Content transfer with P2P vendor's DECADE server 2

As we can see, if DECADE server is rent by peer, peer transfer content actively; However, if DECADE server is rent by P2P Streaming vendor, peer transfer content passively.

4.2.2.2. Content Download

In this section, we specify content transfer process. Request peer could download content directly, or download content via its DECADE server. So there are two scenarios:

o Direct Download

In this scenario, peer download content directly. We consider the case of a peer A download content from DECADE server C. Message flows are shown as follows:

- 1) Peer A send content location request to tracker.
- 2) Tracker return related peer list and DECADE list to Peer A.
- 3) Peer A select specific DECADE server and request content to DECADE server C.
- 4) DECADE server C return content to peer A.

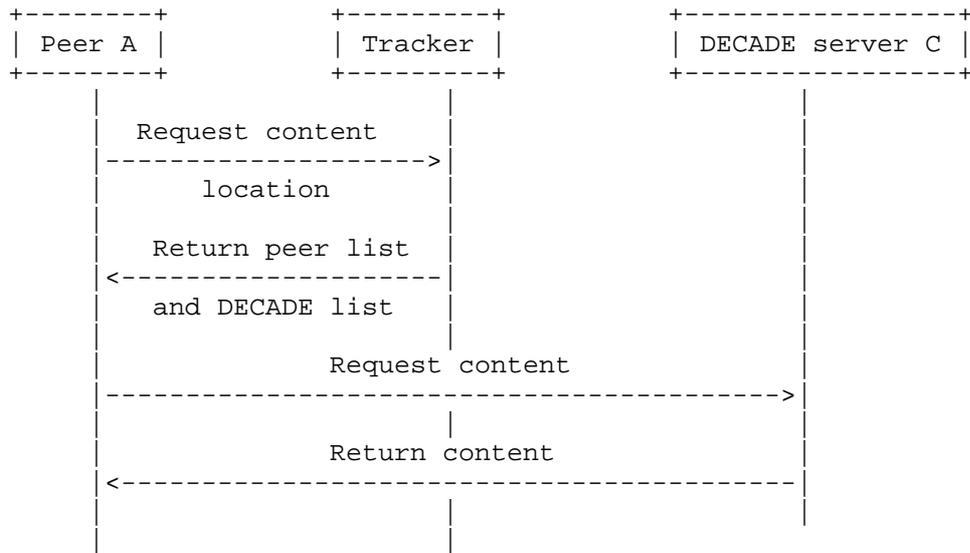


Figure 5: Direct download scenario

o Indirect Download

In this scenario, peer download content via its DECADE server. Then local DECADE server acts as proxy to download content and transmit

content to peer. We consider the case of a peer A download content from DECADE server C via local DECADE D. Message flows are shown as follows:

- 1) Peer A send content location request to tracker.
- 2) Tracker return related peer list and DECADE list to Peer A.
- 3) Peer A select specific DECADE server and request local DECADE D to download content.
- 4) Local DECADE D request content from DECADE server C.
- 5) DECADE server C return content to DECADE D and DECADE D store content.
- 6) DECADE D return content to peer A.
- 7) Peer A report local DECADE information to tracker.
- 8) Tracker update DECADE D's information and return report response to peer A.

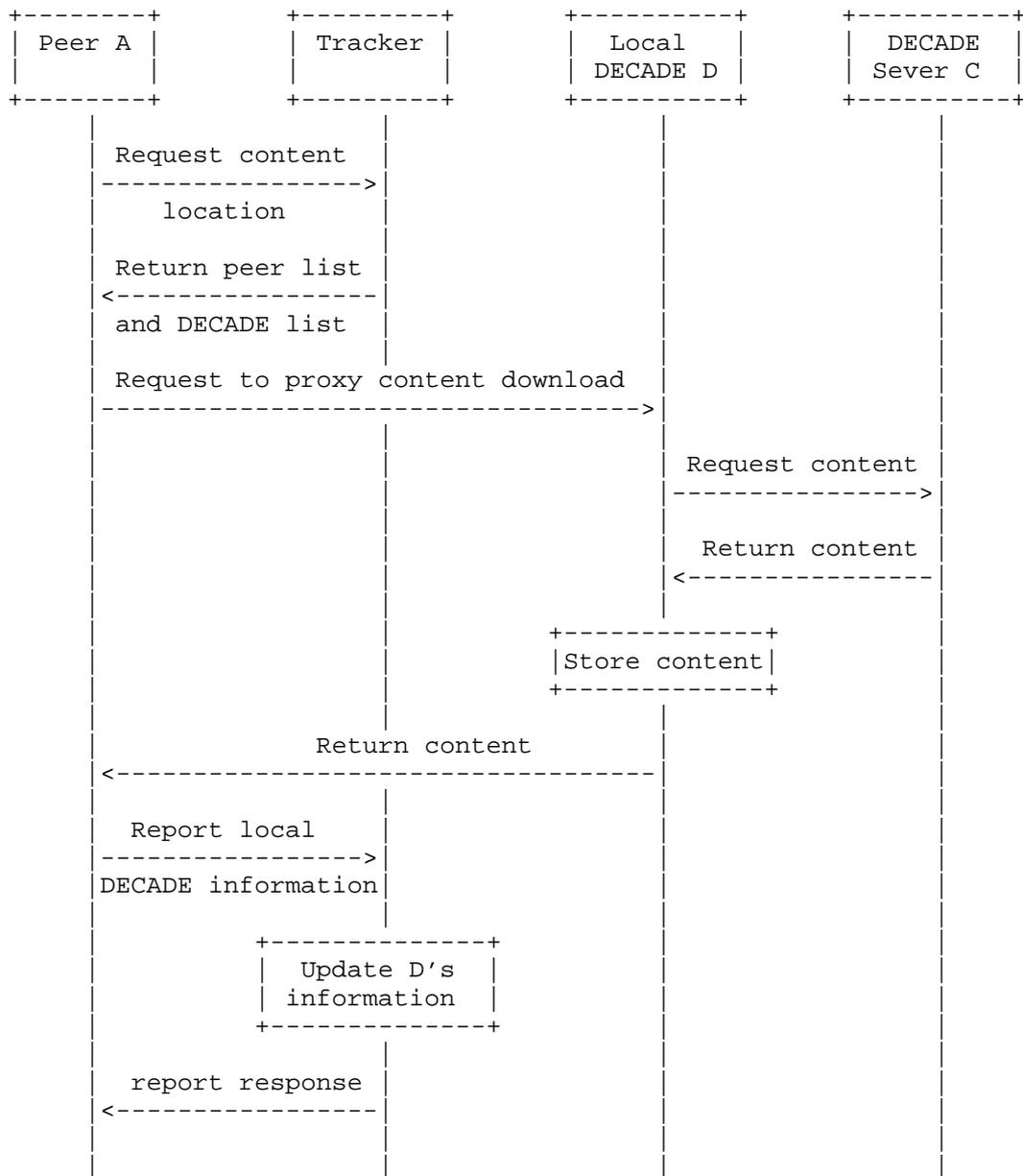


Figure 6: Indirect download scenario

5. Open Issues

- o Recently DECADE protocol support pull-based P2P streaming. How to enhance DECADE protocol to support push-based P2P streaming applications as well? In push-based model, peer should transfer data to its descendants whenever it receives data. Then DECADE protocol should support one-to-many data relay.

6. IANA Considerations

This document does not have any IANA Considerations.

7. Security Considerations

This document does not contain any security considerations.

8. Acknowledgements

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Authors' Addresses

Guan Le
Beijing University of Posts and Telecommunications
No.10 Xi Tu Cheng Road
Beijing, Haidian District
P.R.China

Phone: +86-010-62282718
Email: optimism1226@gmail.com

Lichun Li
ZTE Corporation
4F, RD Building 2, Zijinghua Road No.68
Nanjing, Yuhuatai District 210012
P.R.China

Phone: +86-025-5287-7612
Email: li.lichunl@zte.com.cn

Ke Xu
Beijing University of Posts and Telecommunications
No.10 Xi Tu Cheng Road
Beijing, Haidian District
P.R.China

Phone: +86-010-62282754
Email: xu_ke@bupt.edu.cn

Meina Song
Beijing University of Posts and Telecommunications
No.10 Xi Tu Cheng Road
Beijing, Haidian District
P.R.China

Phone: +86-010-62282718
Email: mnsong@bupt.edu.cn

Jun Wang
ZTE Corporation
4F, RD Building 2, Zijinghua Road No.68
Nanjing, Yuhuatai District 210012
P.R.China

Phone: +86-025-5287-7648
Email: wang.jun17@zte.com.cn

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L. Li
J. Wang
ZTE Corporation
W. Chen
China Mobile
July 10, 2011

PPSP NAT Traversal
draft-li-ppsp-nat-traversal-02

Abstract

This document discusses the necessity and solutions of PPSP NAT traversal. Two NAT traversal solutions based are described in this document: PPSP-ICE and RELOAD-ICE solution. PPSP-ICE and RELOAD-ICE solutions both use ICE. PPSP-ICE solution uses PPSP messages to convey ICE parameters, while RELOAD-ICE solution proposes to form a RELOAD overlay with PPSP peers and use RELOAD messages to exchange ICE parameters. Extensions to PPSP are also proposed to support these solutions.

Status of this Memo

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1. Introduction

NAT is widely deployed in the Internet. This document focuses on PPSP NAT traversal issues, and proposes extensions to [I-D.gu-ppsp-tracker-protocol] and [I-D.gu-ppsp-peer-protocol] to support NAT traversal. It discusses the necessity and solutions of PPSP NAT traversal. Two NAT traversal solutions are described in this document: PPSP-ICE solution and RELOAD-ICE solution. PPSP-ICE and RELOAD-ICE solutions both use ICE [RFC5245]. This document also discusses the implementation decisions of NAT traversal.

The major change of this version is adding the No-ICE solution and detailing extensions to PPSP.

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

We use the terminology and definitions from "Problem Statement of P2P Streaming Protocol" [I-D.zhang-ppsp-problem-statement] and ICE [RFC5245] and extensively in this document. Other terms used in this document are defined below.

STUN peer. A STUN peer is a peer functioning as a STUN [RFC5389] server and providing STUN services to other peers.

Relay peer. A relay peer is a peer providing relay service to other peers. The relay service may be provided in PPSP layer or TURN layer or both.

TURN peer. A TURN peer is a relay peer providing relay service in TURN [RFC5766] layer. In another word, a TURN peer is a peer functioning as a TURN server and providing TURN services to other peers.

Proxy peer. A proxy peer is a relay peer providing relay service in PPSP layer. In another word, a proxy peer is a peer functioning as a proxy server and providing PPSP proxy services to other peers. Unlike TURN peer, proxy peer only relays PPSP messages.

Proxy candidate. As the defined in ICE, a candidate is a transport address, which is potential for communication. A peer's proxy candidate is the address of a proxy peer serving for the peer. Through a peer's proxy candidate, the peer can be contacted.

3. The Necessity of NAT Traversal

Without adopting NAT traversal method, the existence of NATs prevents some PPSP peers from connecting to some other peers. Without NAT traversal, peers MAY not be able to download needed chunks, or MAY take long time to download needed chunks. This probably happens when the ratio of NATed peer is high in a P2P streaming system or a swarm.

When there are NATed peers, adopting NAT traversal allows peers to download contents from more peers, which can increase download speed, avoid NAT-caused download failure and high download latency.

If there is no NAT or the QoE is satisfied without NAT traversal solution, there is no need to apply NAT traversal solution.

Therefore, NAT traversal is necessary at least in some P2P streaming systems. Some commercial P2P streaming systems like UUSEE are using NAT traversal measures.

4. NAT Traversal Solution Overview

This document describes two NAT traversal solutions: PPSP-ICE and RELOAD-ICE. These two solutions both use ICE because ICE is an IETF standard with following advantage. ICE can use any combination of following NAT traversal methods: NAT assisting (e.g. UPNP-IGD), STUN/STUN-like, TURN, connection reversal and hole punching. To use ICE, ICE parameters must be conveyed by application protocol. PPSP-ICE solution conveys ICE parameters with PPSP messages, while RELOAD-ICE solution conveys ICE parameters with RELOAD [I-D.ietf-p2psip-base] messages. These two solutions require discovering NAT traversal service and gathering candidates.

4.1. Candidates and NAT Traversal Service

As the defined in ICE, a candidate is a transport address, which is potential for communication. ICE defines host candidate, reflexive candidate, relayed candidate and NAT-assisted candidate. This document defines one more candidate type called proxy candidate for PPSP-ICE solution.

Among above candidates, host candidate is created by peer itself, NAT-assisted candidate is provided by NAT device, while other candidates can be obtained from nodes providing NAT traversal service. The types of nodes that might provide NAT traversal services in PPSP are listed below. Among below types, Proxy peer can only be used in PPSP-ICE solution. Other types may be used in both NAT traversal solutions in document.

- o Dedicated STUN/TURN server. STUN/TURN servers provided by P2P streaming service provider or third party may be utilized for NAT traversal. Dedicated servers are powerful and stable, but costly compared with STUN/TURN peer.
- o STUN/TURN peer. In a P2P system, peers may acts as STUN/TURN servers. These peers are called STUN/TURN peers in this document. Utilizing STUN/TURN peers increase the system scalability. Please note that some STUN/TURN peers can also be servers deployed streaming service provider. User nodes acting as STUN/TURN peers make NAT traversal service highly scalable.
- o Proxy peer. Publicly accessible PPSP peer can act as proxy of NATed peer. Proxy peer receives PPSP messages destined to NATed peer and forward to the NATed peer. Compared with TURN server/peer, proxy peer relay only PPSP messages and uses PPSP own authentication method. Please note that a proxy peer can be a user node or a server deployed streaming service provider.

- o STUN-like tracker. Tracker may provide STUN-like service to peers using PPSP protocol. Compared with STUN, providing STUN-like services with PPSP protocol can reduce message number. For example, tracker can discover peer's reflexive address in PPSP JOIN request, and return the reflexive address to peer in PPSP JOIN response.

Reflexive candidate can be discovered with the help of dedicated STUN server, STUN peer or STUN-like tracker. Relayed candidate can be obtained from dedicated TURN server or TURN peer. Proxy candidate is obtained from proxy peer.

Proxy candidate and proxy peer can only be used in PPSP-ICE solution. Other candidates and NAT traversal service node may be used in any NAT traversal solution in document.

4.2. NAT Traversal Service Discovery

Possible methods to discover NAT traversal services are listed below.

- o Traditional methods including DNS, DHCP, manual configuration, etc. The traditional ways are suitable to discover stable and handful service nodes. Dedicated STUN/TURN servers can be discovered using traditional ways.
- o Tracker method. As illustrated in Figure 1, STUN/TURN peers and proxy peers can report their ability to tracker. Then peers can discover them through tracker.
- o RELOAD method. PPSP peers may find a RELOAD overlay and use RELOAD's TURN discovery method to locate TURN peers. There are two TURN discovery methods defined by RELOAD. One is defined in RELOAD-base draft [I-D.ietf-p2psip-base] for discovering TURN service only. The other is defined in [I-D.ietf-p2psip-service-discovery] for discovering any service including TURN service.
- o Gossip method. PPSP peers gossip to exchange peer list and status. As illustrated in Figure 1, STUN/TURN peer list and proxy peer list may also be exchanged using gossip method. Gossip method can be used as complement to tracker or RELOAD method.

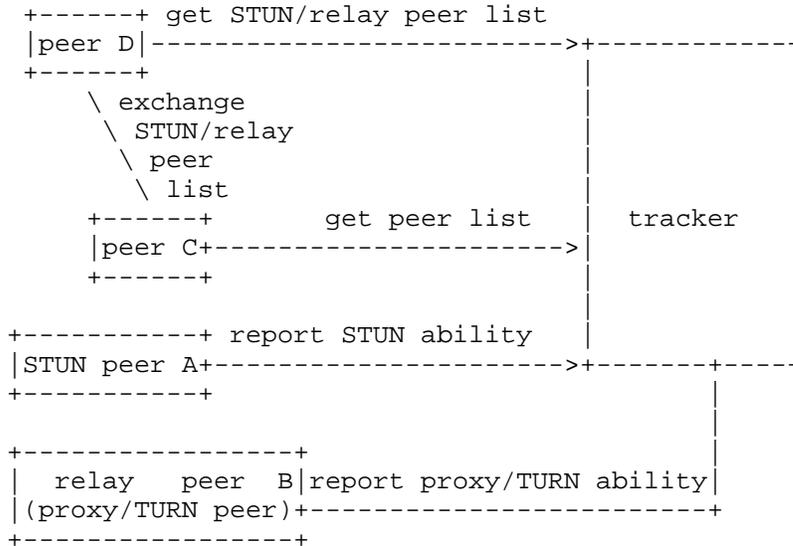


Figure 1: NAT traversal discovery with tracker method and gossip method

RELOAD-ICE solution can use all NAT traversal service discovery methods above, while PPSP-ICE can use all methods except RELOAD method.

5. NAT Traversal Solutions

5.1. PPSP-ICE Solution

5.1.1. PPSP Signal Traversal

The process of PPSP signal traversal is shown in Figure 2. As shown in Figure 2, the process of a peer (peer A) establishing PPSP connection to another peer (peer B) includes following seven steps (step 5 to step 7 is optional). 1, both peer A and B gather their candidates, and report their candidates to tracker when joining swarm. 2, peer A gets peer list from tracker or other peer(s) and learns peer A's candidates from peer list. 3, peer A does one-direction ICE or PPSP connectivity checks from peer A to peer B. 4, peer A chooses candidate pair based the result of one-direction ICE or PPSP connectivity checks. 5, peer B and peer A exchange ICE parameters with PPSP messages. 6, peer A and B performs two-direction ICE connectivity checks or one-direction ICE connectivity checks from peer B to peer A. 7, peer A or peer B chooses candidate pair.

After step 4, peer A has established a communication path to peer B. But the communication path may not be the optimal one, because the path is discovered based on one-direction connectivity checks from peer A to peer B. So step 5 to step 7 is used to find a better communication path. Step 5 to step 7 a standard ICE process. This ICE process is optional because the best communication path may have been found or may not be necessary.

Following sections will describe the key steps of PPSP signal traversal in details.

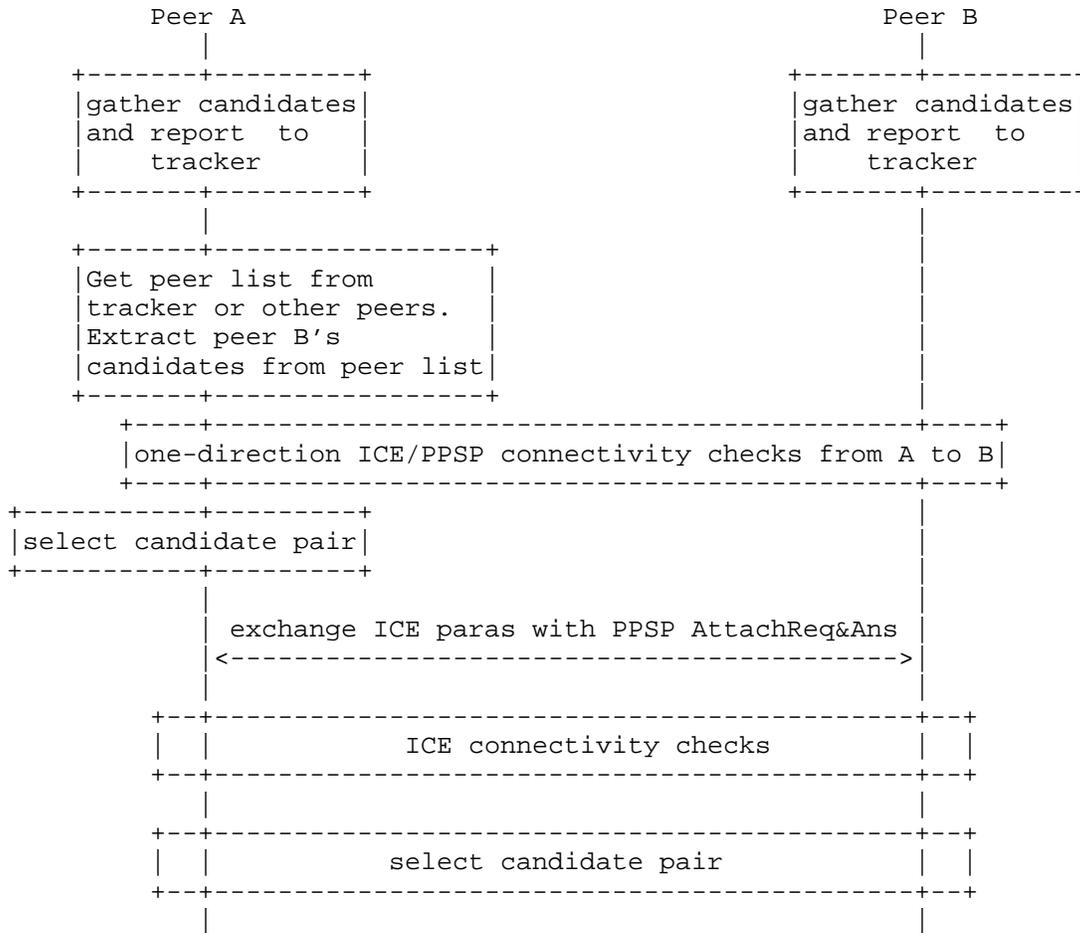


Figure 2: PPSP signal traversal

5.1.1.1. Gathering Candidates

Every peer MUST gather candidates for communication. PPSP-ICE solution may use host candidate, NAT-assisted candidate, reflexive candidate, proxy candidate and relayed candidate.

Every peer MUST gather its candidates according to its accessibility and the type of connectivity check. Proxy candidate is used for the connectivity check in PPSP layer. Relayed candidate is used for the connectivity check in ICE layer. Host candidate, NAT-assisted candidate and reflexive candidate can be used for the connectivity check in both ICE layer and PPSP layer.

5.1.1.2. Conveying Candidates

Candidates are conveyed by PPSP messages. When joining a swarm, a peer puts its candidates and peer ID in the JOIN message sent to tracker. Peer list in the PPSP message contains each peer's candidates and peer ID in the list.

5.1.1.3. One-direction Connectivity Checks

Because peer A doesn't know peer B's candidates, the connectivity checks are one-direction checks. The one-direction connectivity checks can be performed in ICE layer or PPSP layer. This document recommends PPSP layer check because this step's ICE layer check requires modifications to ICE and TURN standard.

If ICE layer check is used in this step, some modifications to ICE and TURN authentication are required because there is no ICE parameter exchanging before.

ICE uses STUN binding request and response to check connectivity. Standard ICE [RFC5245] uses offer/answer exchange to exchange STUN username fragment and password. In standard ICE [RFC5245], the username part of STUN credential is formed by concatenating a username fragment from each ICE agent, separated by a colon. However, there is no offer/answer exchange for the one-direction connectivity checks here. A possible solution is to put STUN username and password in peer list. Then in the example shown in Figure 2, peer A can extract peer B's STUN username and password from peer list.

According to standard ICE [RFC5245], before certain connectivity checks, an ICE agent MUST create permissions in its TURN server for the IP addresses learned from its peer in the offer/answer exchange. However, in the example shown in Figure 2, peer B can't create permissions because peer B doesn't know peer A's IP addresses due to the absence of offer/answer exchange. To address this issue, it needs a new TURN authentication method or another way to create permissions in peer B's TURN server.

If the connectivity checks are performed in PPSP layer, PPSP message is used to test connectivity. In the example shown in Figure 2, peer A simply tries to reach peer B using different candidate pair until it got response from peer B. Connectivity check in PPSP layer can use PPSP's own authentication method.

5.1.1.4. Using ICE to Optimize Connection

After step 4 (selecting candidate pair), connection between peer A and peer B is established based on one-direction connectivity checks. Because the checks are one-direction, the established connection may not be optimal. A better connection may be established by performing a standard ICE with two-direction connectivity checks or one-direction connectivity checks of reverse direction. This document proposes to define new PPSP messages called Attach for candidates exchanging.

5.1.2. PPSP Media Traversal

PPSP-ICE solution uses ICE for media traversal. The way to use ICE here is almost the same as the way defined in [RFC5245]. In ICE as defined by [RFC5245], SDP is used to carry the ICE parameters. This document proposes to define a PPSP message called MediaAttach for exchanging the ICE parameters including candidates and authentication data.

The use of MediaAttach with ICE for NAT traversal is shown in Figure 3 and Figure 4. As shown in these figures, a peer (say peer B) wants to establish media connection to another peer (say peer A). Peer A and peer B already have established PPSP signal connection directly or via a third-party peer (the method to establish signal connection please refers to the above section). So peer A can send a PPSP MediaAttach request to peer B directly or via a third peer. Then Peer B responses to peer A with MediaAttach response message. Through MediaAttach request and response, peer A and peer B exchange ICE parameters. After that, the following NAT traversal process complies with standard ICE [RFC5245].

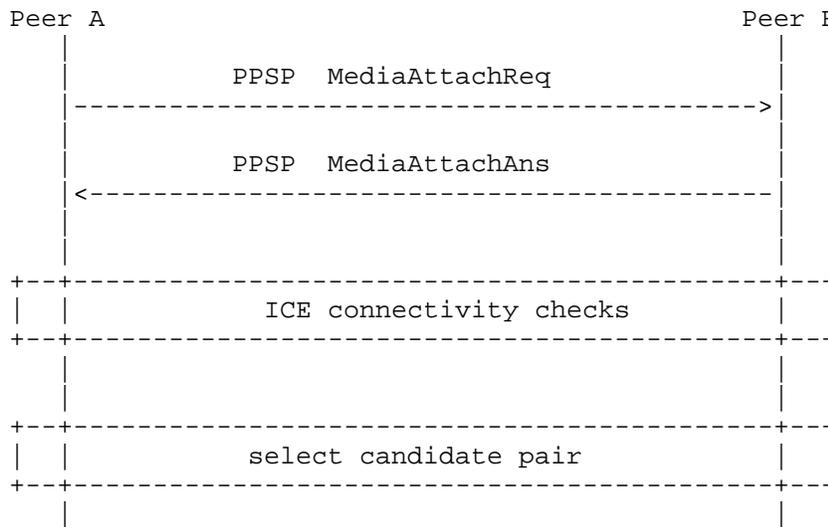


Figure 3: PPSP Media Traversal 1

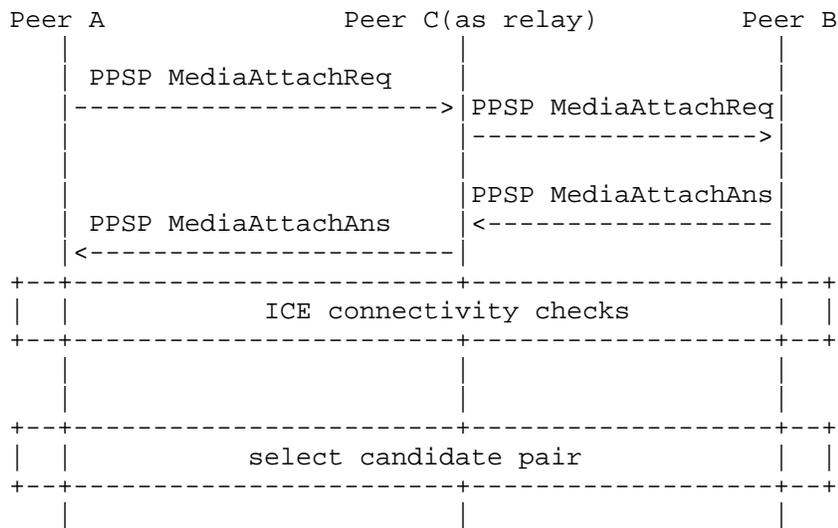


Figure 4: PPSP Media Traversal 2

5.2. RELOAD-ICE Solution

RELOAD-ICE solution uses ICE for PPSP signal and media traversal. RELOAD [I-D.ietf-p2psip-base] defines AppAttach message for exchanging the ICE parameters including candidates and authentication data. Candidates MAY include host candidate, NAT-assisted candidate, reflexive candidate and relayed candidate. NAT traversal service nodes used by RELOAD-ICE solution MAY include dedicated STUN/TURN server, STUN/TURN peer and STUN-like tracker. RELOAD defines two ways to discover TURN service. RELOAD-ICE solution MAY use any other NAT traversal discovery methods described in section 3.2 as well.

The use of AppAttach with ICE for NAT traversal is shown in Figure 5. As shown in this figure, a peer (say peer B) wants to establish PPSP signal or media connection to another peer (say peer A). Peer A can send a RELOAD AppAttach request to peer B through RELOAD overlay routing. Then Peer B responses to peer A with AppAttach response message through RELOAD overlay routing. Through MediaAttach request and response, peer A and peer B exchange ICE parameters. After that, the following NAT traversal process complies with standard ICE [RFC5245].

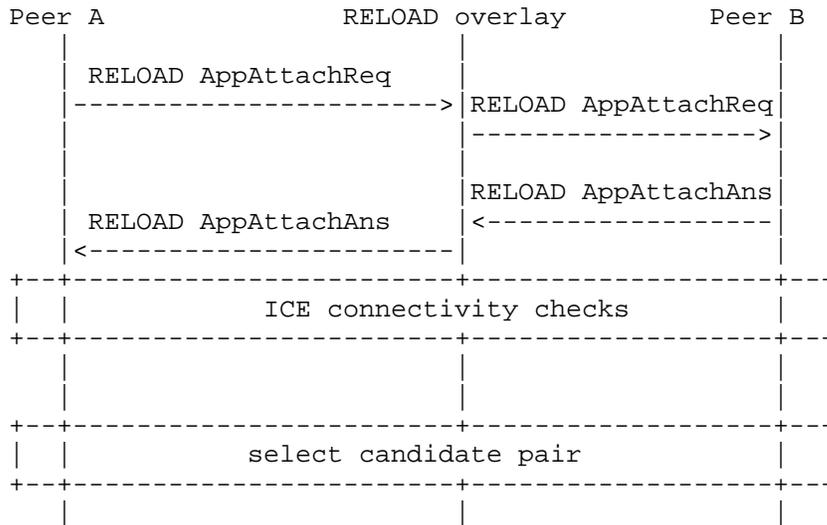


Figure 5: NAT Traversal with RELOAD

5.3. Solution Comparison

NAT traversal solutions in this document all use ICE. PPSP-ICE solution uses modified ICE or ICE-like method to establish PPSP signal connection, and optionally uses ICE to optimize connection path. PPSP-ICE solution uses ICE for PPSP media traversal of NAT. RELOAD solution uses ICE for both PPSP signal and media traversal of NAT.

Compared with RELOAD-ICE solution, PPSP-ICE solution increases tracker's workload. But the workload is acceptable considering tracker's work of maintaining and providing peer status and content location. Compared with PPSP-ICE solution, RELOAD-ICE solution requires much more time to traverse NAT, and is more complicated to implement. RELOAD solution can be used in both tracker-based and tracker-less P2P streaming systems.

The major differences between PPSP-ICE solution and RELOAD-ICE solution are listed in the table below.

	PPSP-ICE	RELOAD-ICE
Using proxy candidate or relayed candidate	Using proxy candidate in PPSP connectivity checks; using relayed candidate in ICE checks	Using relayed candidate
NAT traversal service discovery	All methods except RELOAD method	All methods
candidates conveying for PPSP signal traversal	Establishing PPSP signal connection: one-direction conveying candidates with PPSP messages. Optimizing established PPSP signal connection: exchanging ICE parameters with PPSP messages.	Exchanging ICE parameters with RELOAD messages
	Establishing PPSP	

Connectivity checks for PPSP signal traversal	signal connection: One-direction PPSP connectivity checks. Optimizing established PPSP signal connection: ICE connectivity checks	ICE connectivity checks
ICE parameters conveying for PPSP media traversal	Exchanging ICE parameters with PPSP messages	Exchanging ICE parameters with RELOAD messages
Connectivity checks for PPSP media traversal	ICE connectivity checks	ICE connectivity checks
Implementing work	less	more
Relying on centralized servers	tracker	RELOAD configuration/enrollment server
Used in tracker-less P2P streaming system	no	yes
NAT traversal latency	low	high

6. Decisions to Implement NAT Traversal

NAT traversal is not a mandatory requirement for PPSP operations, and if NAT traversal needs to be implemented there are several possible implementation options. The decision of supporting NAT traversal or not and choosing which NAT traversal solution should be left to implementation. If a NAT traversal solution is chosen, there are still decisions to make on using which NAT traversal method and NAT traversal service node.

These decisions could be made with following considerations.

- o First, the success rate of connection. Unlike P2P VoIP service, P2P streaming service doesn't require that any two peers can establish connection. Instead, it only requires that the download of streaming media succeed and the download speed is satisfied.
- o Second, NAT type and its ratio. For example, in an environment that all or most NATs are full cone NATs, a P2P streaming system only needs STUN/STUN-like method.
- o Third, the implementation and maintenance overheads of NAT traversal solution/method/service. For example, a P2P streaming system may choose not to use RELOAD-ICE solution due to implementing overhead.
- o Fourth, NAT traversal solution/method/service's performance, reliability, etc. For example, a P2P streaming system may choose not to use media relay or use media relay only as the last resort because media relay consumes much more resources on relay node.

7. PPSP Extension for NAT Traversal

To enable NAT traversal, this section proposes extension to the tracker protocol and peer protocol.

7.1. Tracker's STUN-like Function

This extension is optional. Tracker performs STUN-like function by putting peer's address it observes in CONNECT response.

If enabling STUN-like function, this draft proposes to extent tracker protocol by adding following tag in CONNECT response.

```
<ReflexiveAddr>
```

```
IP and port
```

```
</ReflexiveAddr>
```

7.2. Proxy Peer

This extension is mandatory for PPSP-ICE solution.

7.2.1. Relayed by Proxy

Proxy peer relaying messages requires PPSP messages between peers containing destination peer's ID. As shown below, a tag named "DestPeerID" containing the destination peer's ID can be used.

```
<DestPeerID>***</DestPeerID>
```

7.2.2. Connecting and Disconnecting Proxy

To receive messages via proxy peer, a NATed peer MUST connect to proxy peer. If the NATed leaves the PPSP network, it MUST disconnect from its proxy peer. CONNECT and DISTCONNECT methods can be reused to connect and disconnect proxy peer separately. The messages don't need to be changed except for adding DestPeerID in the messages.

7.3. STUN/TURN/proxy Ability Report and Querying STUN/TURN/proxy Peer List

This extension is mandatory for PPSP-ICE solution. PPSP tracker protocol already supports STUN/TURN ability report with STAT messages. To support proxy ability report, a STAT type name "proxy" can be added. The value of proxy STAT is Boolean value.

Peer can query STUN/TURN/proxy peer list from tracker or other peer

using extended FIND messages. The extension uses <Stat> tag to indicate the type of peer list, and removes <SwarmID> and <ChunkID> tags.

The method specific XML of the extended FIND message takes the form shown below:

```
<PeerID>***</PeerID>

<Peernum>***</Peernum>

<Stats>

<Stat property="STUN">true</Stat>

... more stats ...

</Stats>
```

The method specific XML of the extended FIND response takes the form shown below:

```
<Peers> Peer list </Peers>
```

7.4. Carrying Candidates in PPSP Message

This extension is mandatory for PPSP-ICE solution. A peer MAY have multiple IP addresses with different properties. This document proposes to extend the PeerAddresses tag defined by [I-D.cruz-ppsp-http-tracker-protocol]. An example of the extended PeerAddresses is shown below:

```
<PeerAddresses>

<PeerAddress ip="***" port="***" priority="***" type="host"/>

<PeerAddress ip="***" port="***" priority="***" type="reflexive"/>

<PeerAddress ip="***" port="***" priority="***" type="proxy"/>

</PeerAddresses>
```

To use PPSP-ICE solution, all PPSP messages that containing peer address MUST use the tag.

7.5. Exchanging ICE Parameters

This extension is mandatory for PPSP-ICE solution. This document proposes Attach and MediaAttach methods to exchanging ICE parameters for building PPSP connection and media connection separately. These two methods have different method name, but share the same method body as shown below:

```
<DestPeerID>***</DestPeerID>
```

```
<PeerID>***</PeerID>
```

```
<SDP>
```

```
...
```

```
</SDP>
```

The ICE parameters are encoded in SDP.

8. Security Considerations

Todo: The content of this section need further input.

9. IANA Considerations

TBD

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Authors' Addresses

Lichun Li
ZTE Corporation
RD Building 1,Zijinghua Road No.68
Yuhuatai District,Nanjing 210012
P.R.China

Phone:
Email: lilichun@gmail.com

Jun Wang
ZTE Corporation
RD Building 1,Zijinghua Road No.68
Yuhuatai District,Nanjing 210012
P.R.China

Phone:
Email: wang.jun17@zte.com.cn

Wei Chen
China Mobile
Unit 2, 28 Xuanwumenxi Ave, Xuanwu District,
Beijing 100053
P.R.China

Phone:
Email: chenweiyj@chinamobile.com

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L.Xiao
Nokia Siemens Networks
D.Bryan
Cogent Force, LLC/Huawei
Y.Gu
Huawei
X.Tai
China Mobile/BUPT
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A PPSP Tracker Usage for Reload
draft-xiao-ppsp-reload-distributed-tracker-03

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Abstract

This document defines PPSP tracker usages for REsource LOcation And Discovery (RELOAD). Although PPSP assumes a centralized tracker from peer's point of view, the logical centralized tracker could be realized by a cluster of geographically distributed trackers. In this draft, we design distributed trackers system, which are organized by RELOAD. It provides lookup service for file/channel indexes and Peer Status among the distributed trackers.

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1. Introduction

PPSP assumes that a centralized 'tracker' is used to communicate with the PPSP Peers for content registration and location. The content index is stored in the tracker with location information that which peers have the content.

However, the logically centralized 'tracker' could be also realized by a cluster of geographically distributed trackers or deployed in multiple servers in a data center, which can increase the content availability, the service robustness and the network scalability or reliability. The management and locating of index information are totally internal behaviors of the tracker cluster, which is invisible

- o Content/ channel index information registration: PPSP Peers registrar/update their contents/channels to a Connection Tracker.(How to find the initial tracker locally is out of scope.) This tracker takes the advantage of the RELOAD data storage functionality to store the index information to tracker nodes in the tracker overlay accordingly. At the same time, the local Connection Tracker keeps a copy of local peer's content information for traffic localization.

- o Look up a content/channel index: Once a PPSP Peer search for certain content/channel, it makes the request to a local Connection Tracker as defined in PPSP tracker protocol. If the swarm cannot be found or there is not enough peer records for such swarm in the Connection Tracker locally, the tracker will further locate the required index information in the tracker overlay on behalf of the requesting PPSP Peer. Once the full Peer List is fetched, the PPSP Peer will set up communications with the PPSP Peers in the Peer List as defined in PPSP Peer protocol;

- o PPSP peer status registration: PPSP Peers registrar/update their status in the tracker overlay. All PPSP peers should firstly register their status to the local Connection Tracker. In order to enable this information being aware globally, the Connection Tracker should then store the position of the PPSP peer's status in the tracker overlay according to RELOAD scheme. The following peer status updates are only sent to the local Connection Tracker, the RELOAD based tracker overlay here only offers a way for remote nodes to find the location of requested peer status.

- o Look up status of a certain peer: the tracker overlay can look up the status of a certain PPSP Peer. If the peer status cannot be found in the local Connection Tracker (that means it's not a local peer), the local tracker then searches the Status Position Tracker for the requested peer in the tracker overlay by RELOAD, which gives a route to access the status of the remote peer.

2. Terminology and Conventions

This document makes extensive use of the terminology and definitions from the RELOAD Base Protocol [I-D.ietf-p2psip-base], PPSP Requirements and Problem Statements [I-D.ietf-ppsp-problem-statement][I-D.ietf-ppsp-reqs] and the Gu PPSP Tracker Protocol proposal [I-D.gu-ppsp-tracker-protocol].

This document defines the following additional terminology:

PPSP Peer: The peer in PPSP protocol for content sharing and distribution among swarms.

Tracker Node: The RELOAD Node with PPSP tracker usage. Each Tracker Node takes the responsibility to store and maintain certain content/channel index.

Tracker Overlay: A RELOAD overlay constructed by Tracker Nodes. This Overlay is logically separated with overlay formed by PPSP Peers.

Connection Tracker: The Tracker Node to which the PPSP Peer will connect when it wants to join the PPSP system.

Swarm Tracker: The Tracker Node who is responsible for the swarm in the overlay, and stores the content information (e.g. Peerlist) of the swarm.

Status Position Tracker: A Tracker Node which is responsible to store the Position of certain peers' status of a particular list of Peers.

3. Content Information Registration and Update

To fulfill the functions of content information registration and update mentioned in Section 1, Tracker Node must maintain such resources related to peers;

Content Registration: Information about the content which belongs to a specific swarm. It can be stored in a data structure denoted as ContentRegistration, which primarily includes an identification of the swarm, a name of the content, and a Peer List.

3.1. Data structure of ContentRegistration

Structure The data structure of ContentRegistration uses the RELOAD dictionary kind whereas the DictionaryKey value is the Swarm ID of the content required. The data structure of type ContentRegistration is shown as follows:

```
struct{
    Uint32 index;
    ChunkID chunk_id;
```

```
}ArrayChunkListData;

struct{
    PeerID peer_id;
    ArrayChunkListData chunklist_data;
}PeerListData;

struct{
    uint16 length;
    PeerListData peerlist_data;
}PeerList;

struct {
    uint16 length;
    opaque content_name<0..2^16-1>;
    PeerList peerlist <0..2^16-1>;
} ContentRegistration;
```

The content of the PeerList structure are as follows:

```
length
    the length of the data structure

content_name
    the name of the content

peerlist
```

the content of Peer List

3.2. Message flows

When a PPSP Peer wishes to share its contents to others, it will inform Tracker Overlay with the swarm information of the contents, then Swarm Tracker need to add this PPSP Peer into the corresponding Peer List to the swarm, or create a new swarm when there is no record of the swarm. A local record of the swarm may also be set up at the Connection tracker. Correspondingly, When a PPSP Peer deletes some old contents locally, it will inform Tracker Overlay that it would like to leave from a particular swarm, then both Connection Tracker and Swarm Tracker need to delete this PPSP Peer from the corresponding Peer List which is defined in the requirement of PPSP [I-D.ietf-ppsp-reqs].

An example is given as the figure has shown below:

1. PPSP Peer wants to join into a swarm to share the content, first it will send a PPSP message "Join" with a Swarm-ID to TrackerA, which is a connection tracker of the Tracker Overlay for PPSP Peer connects to;
2. TrackerA first handles the registration locally, then finds the Swarm Tracker by mapping the swarm ID to node ID of the Swarm Tracker, to forward the request. So TrackerA sends a RELOAD message "StoreReq" to TrackerB who is the Swarm Tracker for the content swarm;
3. When Swarm Tracker (TrackerB) receives the request (or if TrackerA is responsible for the Peer List of the swarm, TrackerB=TrackerA), it searches locally the Peer List of the swarm whose ID is the Swarm-ID, then add the Node-ID of the PPSP Peer into the Peer List or delete it from that, and send the result of the operation (e.g. successful or failed) in a RELOAD message "StoreReqAns" to TrackerA through Tracker Overlay;
4. Finally, TrackerA analyses the received message, and responds to the requesting Peer by a corresponding PPSP message: "Successful (OK)" or some error messages.

Note: When PPSP Peer is the first node of the swarm, which means it is the first one who stores this kind of content in the network, TrackerB doesn't have records of the new swarm, TrackerB will create a new ContentRegistration for the swarm locally, and put the identification of PPSP Peer into Peer List of this new

ContentRegistration, then send the result of the operation (e.g. successful or failed) in a RELOAD message "StoreReqAns" to TrackerA through Tracker Overlay.

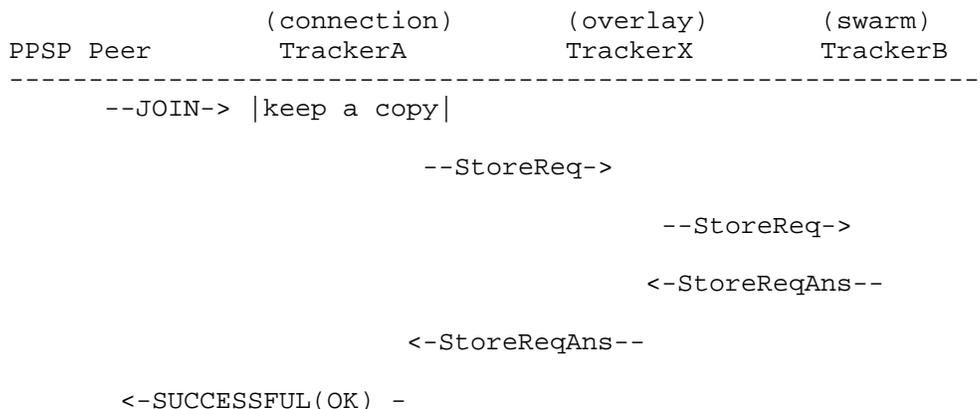


Figure 2 Content Information Registration and Update

If PPSP Peer wishes to update content information, for example, list of chunks it has, it sends a PPSP message "JOIN_CHUNK" to TrackerA. TrackerA makes update in its local table, and then sends the corresponding RELOAD message to TrackerB to update the detailed chunk-IDs in the Swarm according to the request message.

4. Lookup Content Index (a Swarm)

When a PPSP Peer wants to use some streaming service, which means it wants to download some interested contents from the system, it firstly needs to get related Peer List from Tracker Overlay. As the figure has shown below:

- 1) PPSP Peer wants to watch a video belonging to a swarm with a Swarm-ID, firstly it sends a PPSP message "Find" with the Swarm-ID to Connection TrackerA;
- 2) If TrackerA has enough local peer record for swarm, it can reply the request directly. Or it maps the Swarm-ID into a Node-ID to identify the Swarm Tracker, TrackerB, which stores the Peer List of the requested swarm. It then sends a RELOAD message "FetchReq" to TrackerB;

3) When Swarm TrackerB receives the request (or if TrackerA is responsible for the Peer List of the swarm, TrackerbB=TrackerA), it searches the Peer List of the swarm locally, then send the Peer List which is organized by the data structure of PeerList in a RELOAD message "FetchReqAns" to TrackerA through Tracker Overlay;

4) Finally, TrackerA analyses the received PeerList structure, and reconstructs it into a PPSP message "Successful(OK)", then forwards it to the PPSP Peer.

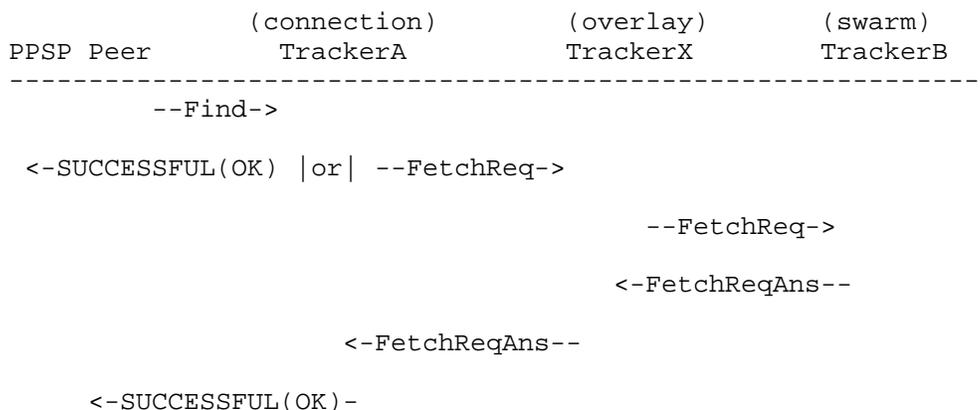


Figure 3 Content Information Lookup

5. Peer Status Registration, Update and Lookup

To fulfill the functions of peer status registration, update and lookup mentioned above, Tracker Node must maintain such resource related to peers:

Information about status of peers: the local Connection Tracker takes the responsibility to maintain the PPSP Peer status locally, including online time, link status, node capability and other streaming parameters, etc. It can be stored in a data structure denoted as PeerStatus.

Position of PPSP peer status: each PPSP Peer can be mapped to a Status Position Tracker in the tracker overlay. The status Position Tracker takes responsibility to only record the route (i.e., the address of the local Connection Tracker of the Peer) to access the PPSP Peer status.

5.1. Data Structure of PeerStatusIndex

The data structure of PeerStatusIndex uses the RELOAD dictionary kind whereas the DictionaryKey value is the Peer ID. The data structure of type PeerStatusIndex is shown as follows:

```
struct{  
    TrackerID Connection_Tracker_ID;  
}PeerStatusIndex;
```

The content of the PeerStatusIndex structure are as follows:

trackerID the ID of the Peer's Connection Tracker;

6. Kind Definition

6.1. CONTENT-REGISTRATION Kind Definition

This section defines the CONTENT-REGISTRATION kind.

- o Name: CONTENT-REGISTRATION
- o Kind IDs: The Resource Name for the CONTENT-REGISTRATION Kind-ID is Swarm Name. The data stored is a CONTENT-REGISTRATION, which contains a identification of the swarm, a name of the content, and a list of PPSP Peer-IDs with or not a list of chunk-IDs for each PPSP Peer to show which chunks the PPSP Peer has.
- o Data Model: The data model for the CONTENT-REGISTRATION Kind-ID is dictionary. The dictionary key is the Swarm-ID of the peer action as focus.
- o Access Control: USER-NODE-MATCH.

6.2. PEER-STATUS Kind Definition

This section defines the PEER-STATUS kind.

- o Name: PEER-STATUS

- o Kind IDs: The Resource Name for the PEER-STATUS Kind-ID is Peer Status. The data stored is a PEER-STATUS, which contains a identification of the peer and a identification of the peer's connection tracker.
- o Data Model: The data model for the PEER-STATUS Kind-ID is dictionary. The dictionary key is the Peer-ID.
- o Access Control: USER-NODE-MATCH.

7. Security Considerations

This document does not currently introduce security considerations.

8. IANA Considerations

This document does not specify IANA considerations.

9. Acknowledgments

This document was prepared using 2-Word-v2.0.template.dot.

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9.2. Informative References

Author's Addresses

Lin Xiao
Nokia Siemens Networks
No.14 Jiuxianqiao Road
Beijing, 100016
P.R.China

Phone: +86-13810361287
Email: lin.xiao@nsn.com

David A. Bryan
Cogent Force, LLC / Huawei

Email: dbryan@ethernet.org

Yingjie Gu
Huawei
No. 101 Software Avenue
Nanjing, Jiangsu Province 210012
P.R.China

Phone: +86-25-56624760
Email: guyingjie@huawei.com

Xuan Tai
China Mobile/BUPT

Phone: +86-13581762082
Email: taixuanyueshi@gmail.com

