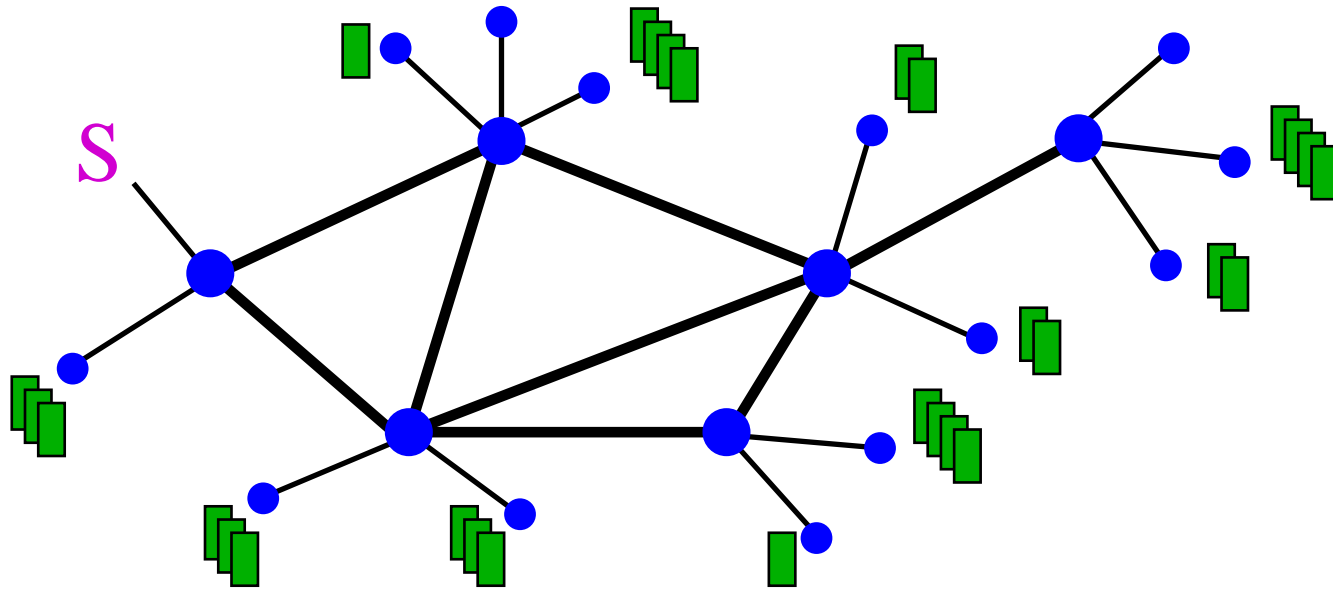


# **Overcast: Application-Level, Reliable Multicast in an Overlay Network**

John Jannotti, David K. Gifford, Kirk L. Johnson,  
M. Frans Kaashoek, and James W. O'Toole, Jr.

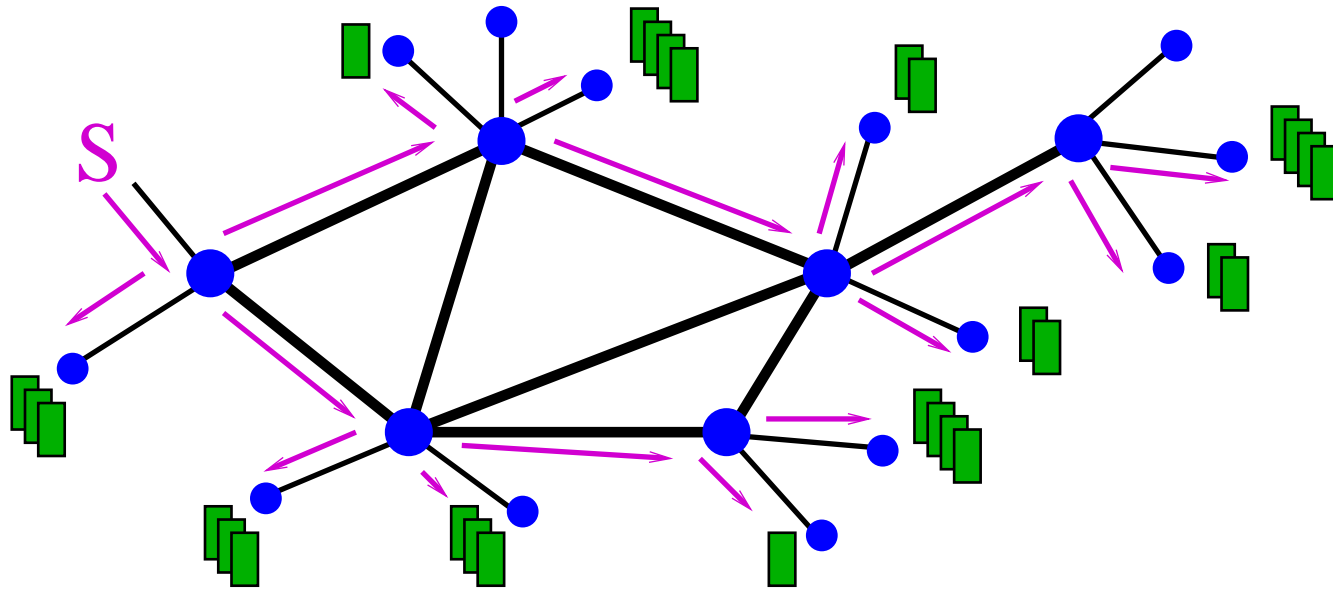
Cisco Systems

# Overcast solves three problems



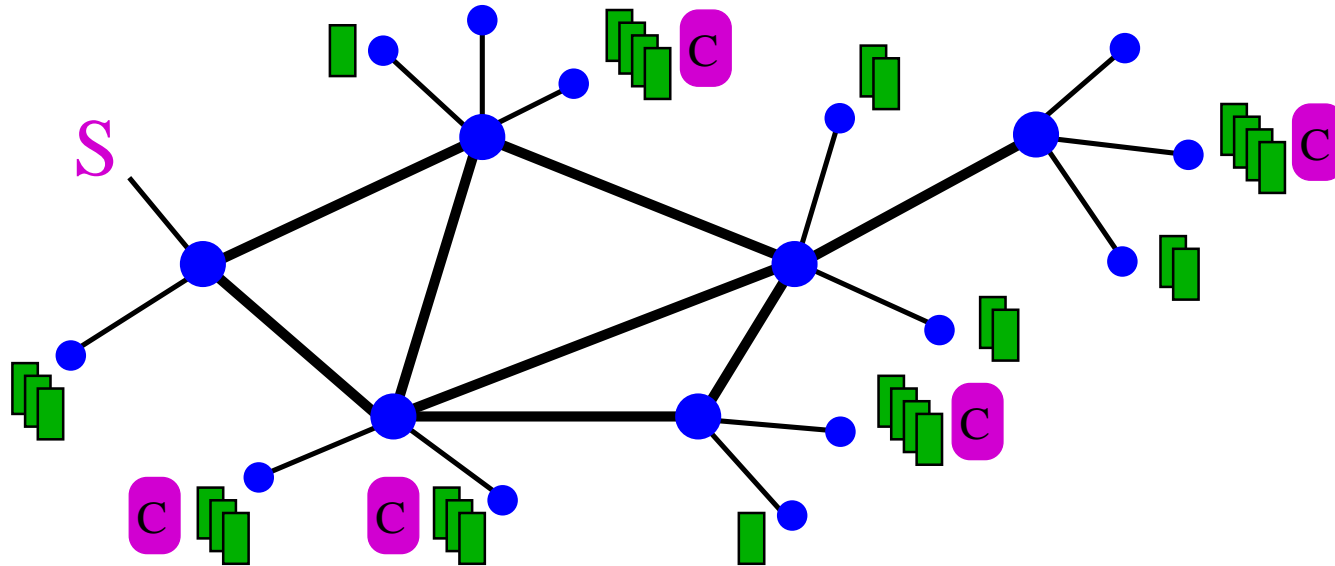
- Web servers must send data independently to all clients.
- High-bandwidth content requires users to wait.
- Live content must be carefully bandwidth controlled.

# IP Multicast - Live content



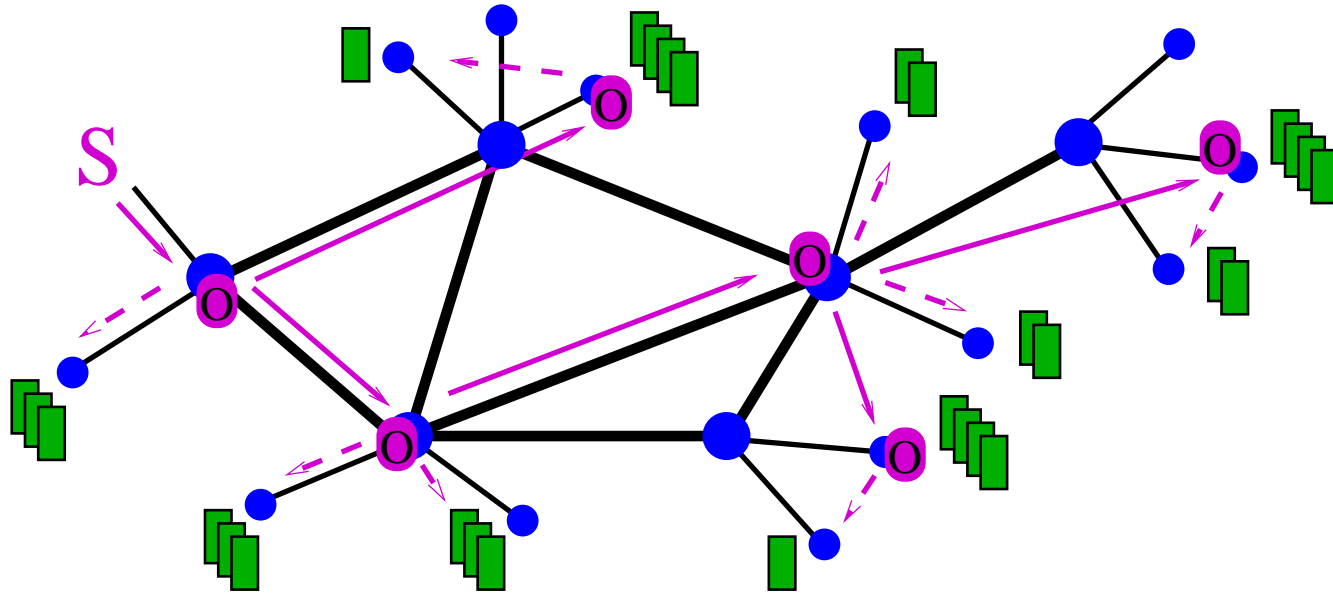
- Provides unreliable, live delivery only
- Requires router, server, and client modifications.
- Many difficult details - security, naming, billing.

# Caching & Replication is insufficient



- Caching - Providers lose control. Cold caches discourage use.
- Replication - Scaling and/or maintenance difficulties.
- No live content.

# Overcast unifies today's solutions



Overcast is application-level multicast in an overlay network.

- Overcast nodes are sprinkled around the Internet
- Content is multicast through a self-organized topology.
- Content is stored for optional delayed playback.
- HTTP clients may join Overcast groups.

# Benefits and Challenges

Overlay networks are...

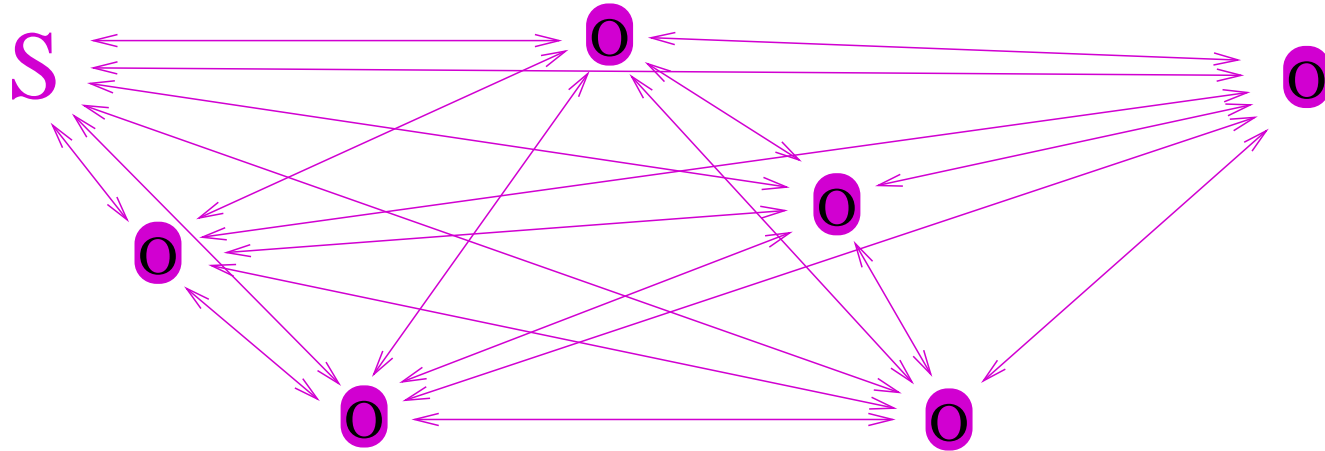
- Incrementally Deployable
- Application Specific

but there are challenges...

- Information Loss
- Inefficiency

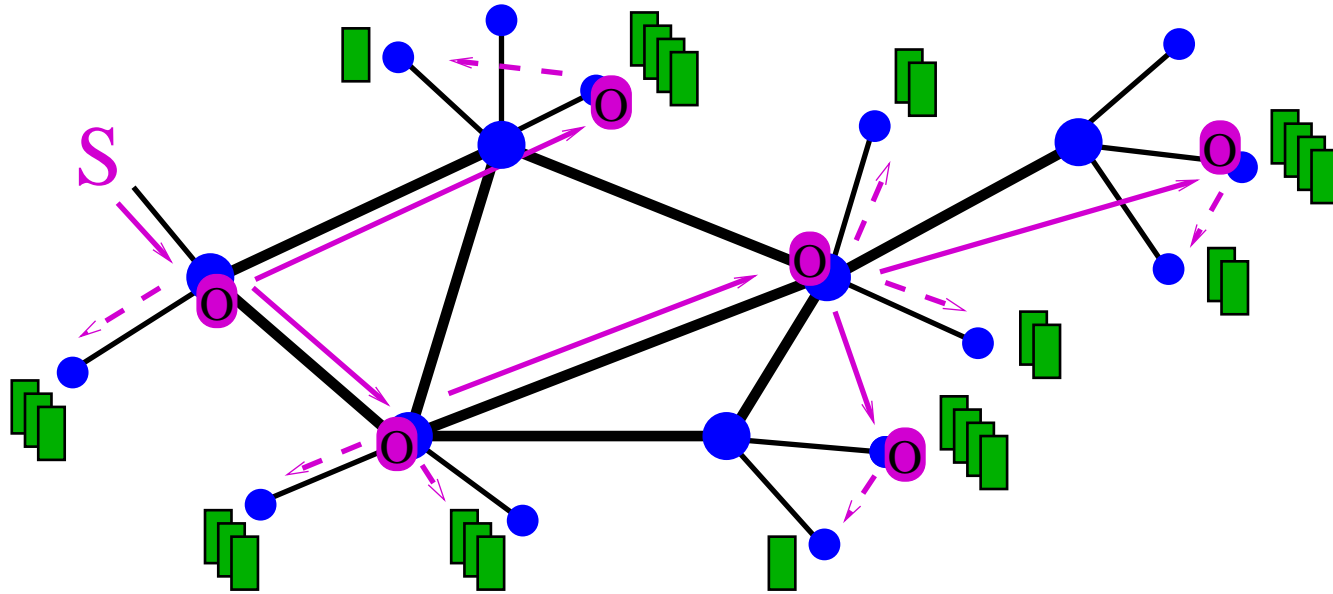
# Organizing an overlay network

Constructing an efficient topology is difficult because...



- the underlying topology is unknown.
- it must be built incrementally.
- “independent” links may not be.
- the property to be optimized is not obvious.

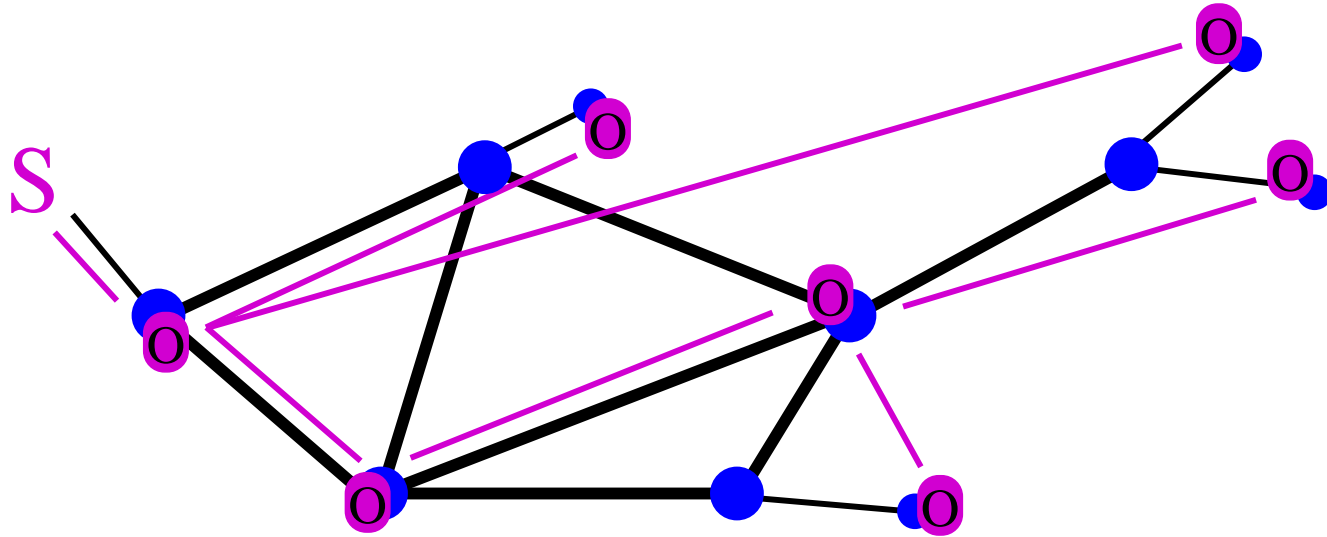
# Overcast cares about bandwidth



- Latency “doesn’t matter” for our applications.
- A tree rooted at the source is simple and effective.

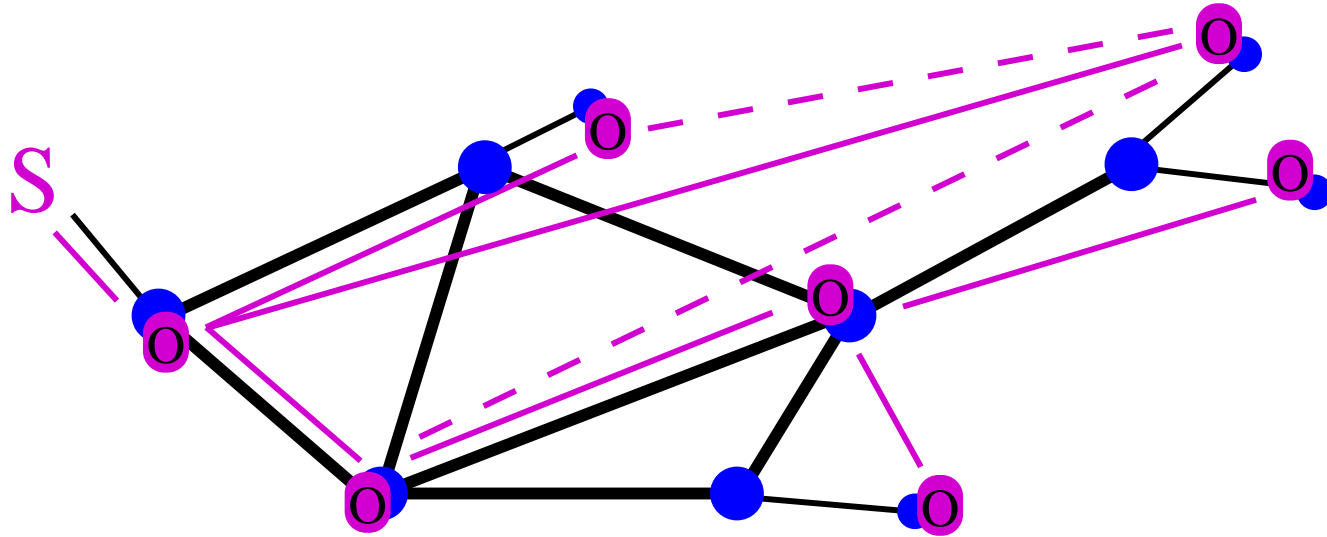


# Building an efficient distribution tree



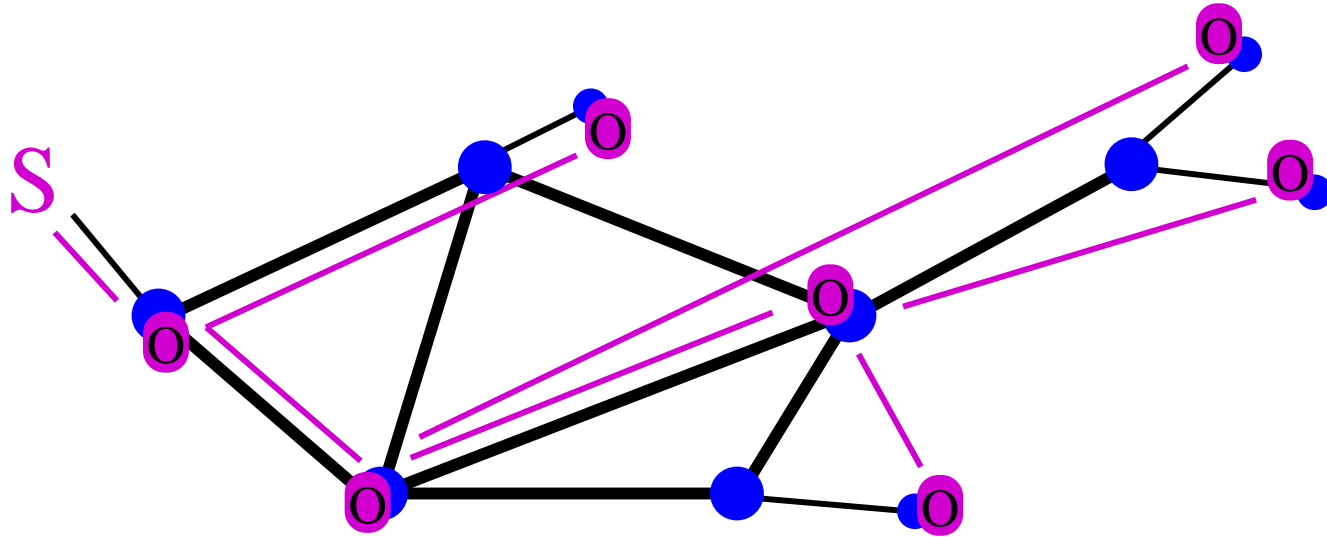
- New nodes attach at the root.

# Building an efficient distribution tree



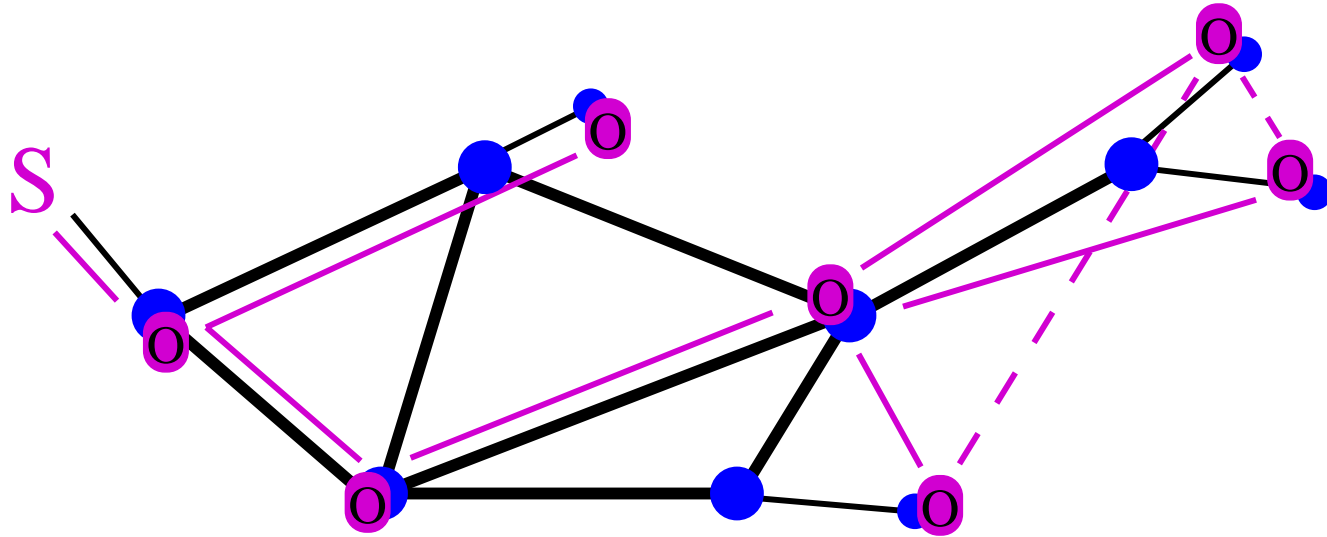
- New nodes attach at the root.
- Periodically consider new parents.

# Building an efficient distribution tree



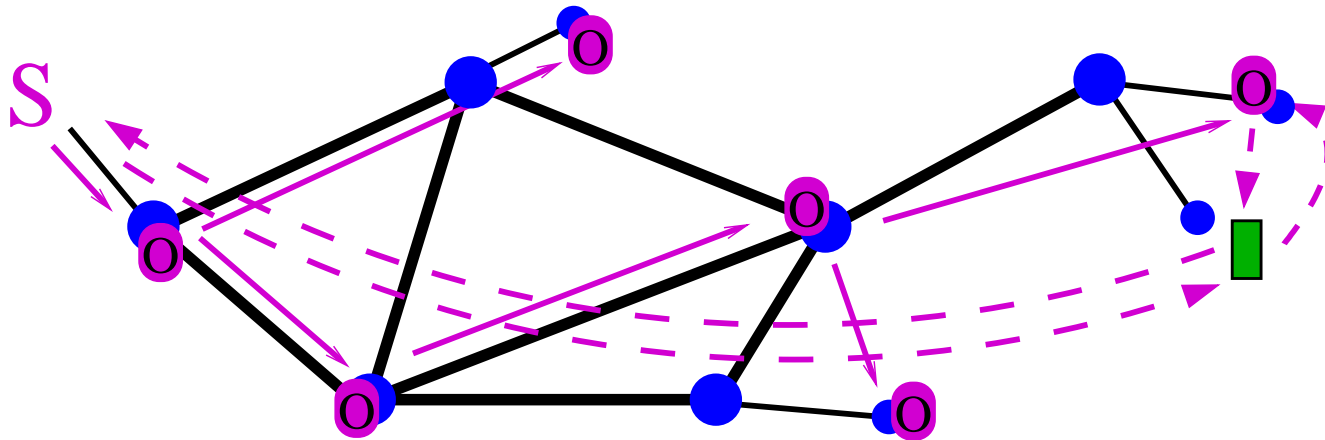
- New nodes attach at the root.
- Periodically consider new parents.
- Ties are broken by hop count, latency.

# Building an efficient distribution tree



- New nodes attach at the root.
- Periodically consider new parents.
- Ties are broken by hop count, latency.
- Repeat, repeat, repeat... repeat

# HTTP clients can join Overcast groups

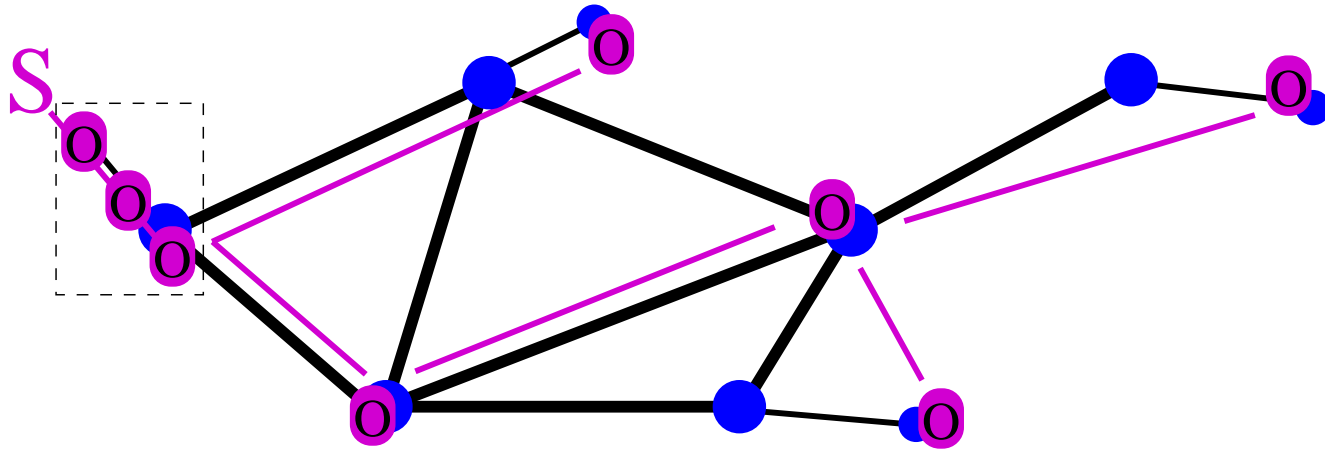


- URLs name groups
- `http://{overcast root}/{name/of/group}?{playback details}`
- `http://overcast.weather.com/radar/usa/ny?10:00am`
- “Redirection” to a nearby Overcast node may occur in HTTP or DNS

The diagram illustrates a network structure with nodes and edges. Nodes are represented by blue circles, and edges are black lines. Nodes are labeled with 'S', 'B5', 'D4', and 'O'. A red circle with a diagonal line through it is placed over a node, indicating a specific state or action.

- Overcast: Application-Level, Reliable Multicast in an Overlay Network – p.11/20

# Overcast's “root” is highly available



- The root denotes a *pool* of nodes.
- Any node from the pool may act as the root.
- Requests go to a “known live” root using DNS.

# Our application of Overcast

We have built a product based on Overcast at Cisco.

- Deployed (up to 200 nodes, many behind NATs and firewalls)
- High quality video distribution on the web.
- Linux and Apache for base functionality.
- Builds distribution trees, predistributes content, redirects HTTP requests to local nodes, detects failures.
- Does not use all of the presented algorithms yet.

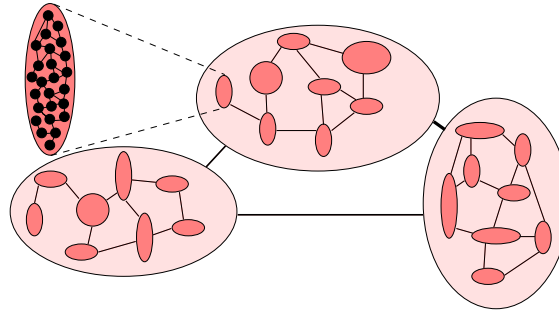


# How well does Overcast work?

- How much bandwidth does Overcast supply?
- How resource intensive is Overcast?

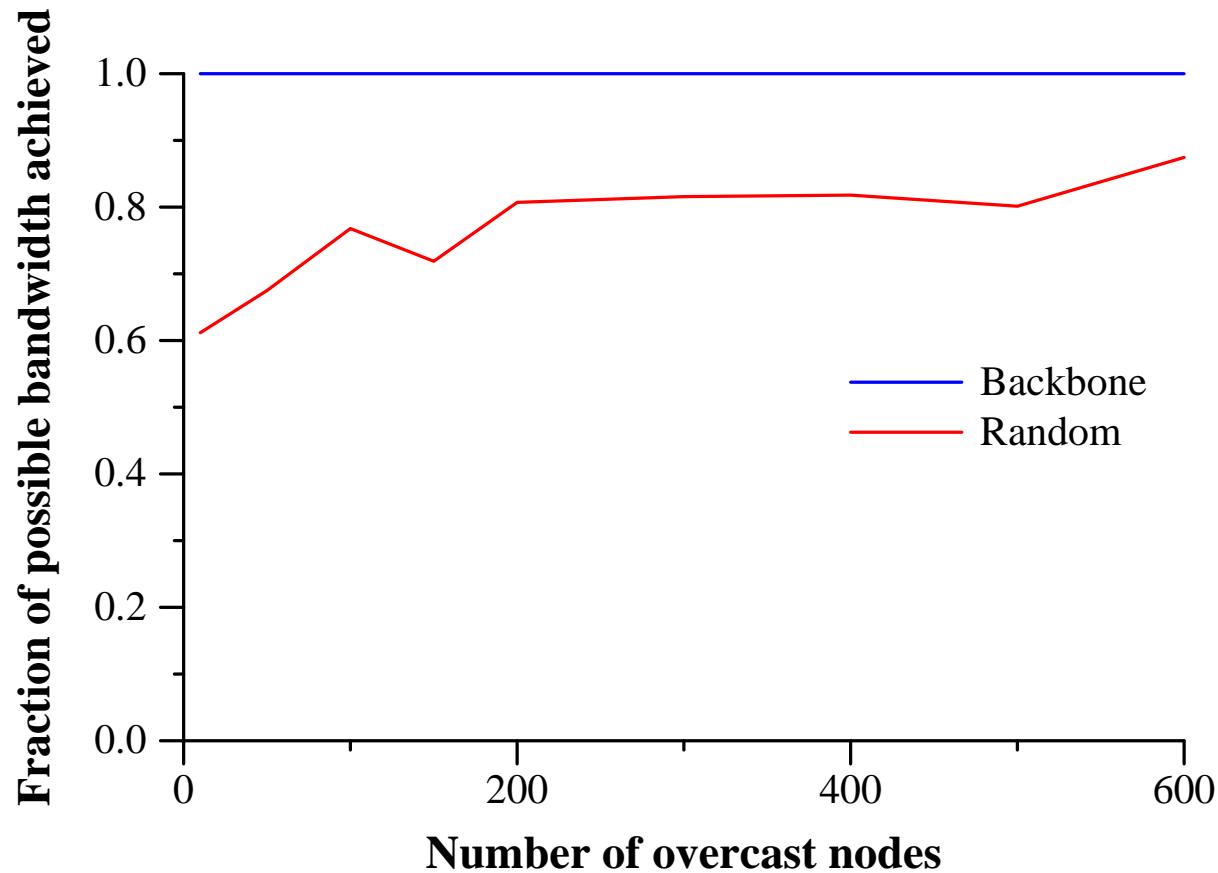
We have simulated large Overcast networks to find out.

# Simulation Scenario



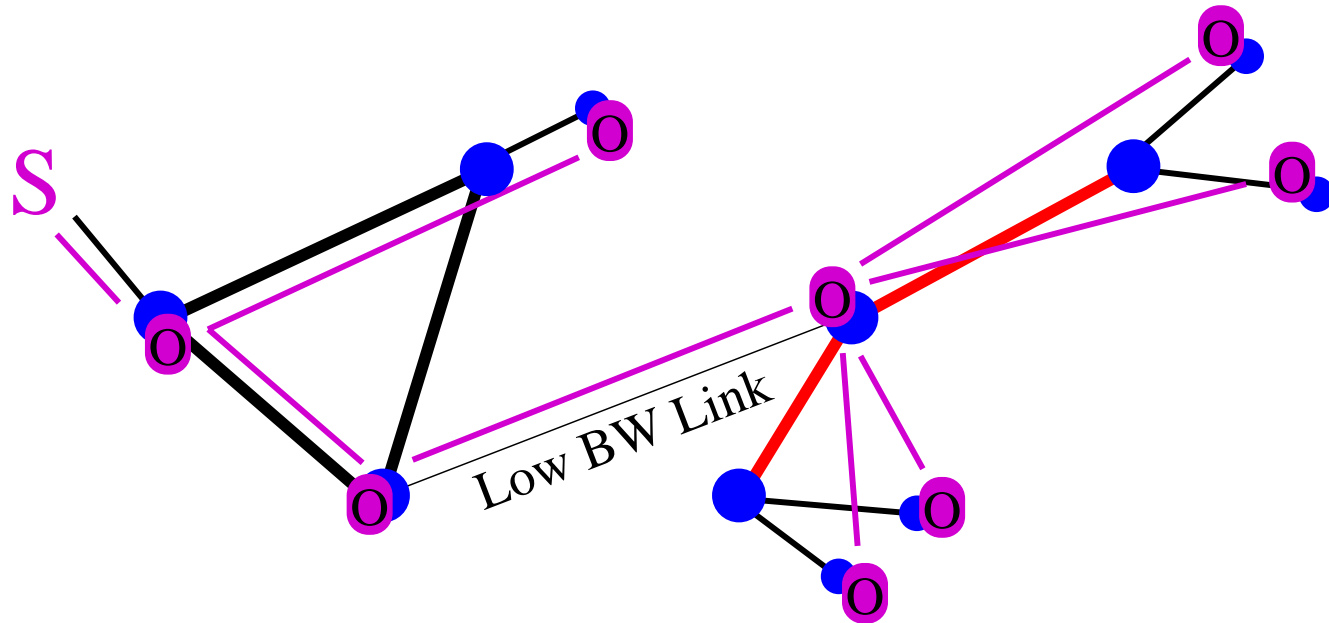
- 600 node “transit-stub” networks. Topologies from GT-ITM.
- Three transit networks, each with eight stub networks.
- We annotate these topologies with bandwidth information.
- Overcast nodes are placed randomly or “backbone-first”

# Overcast provides bandwidth



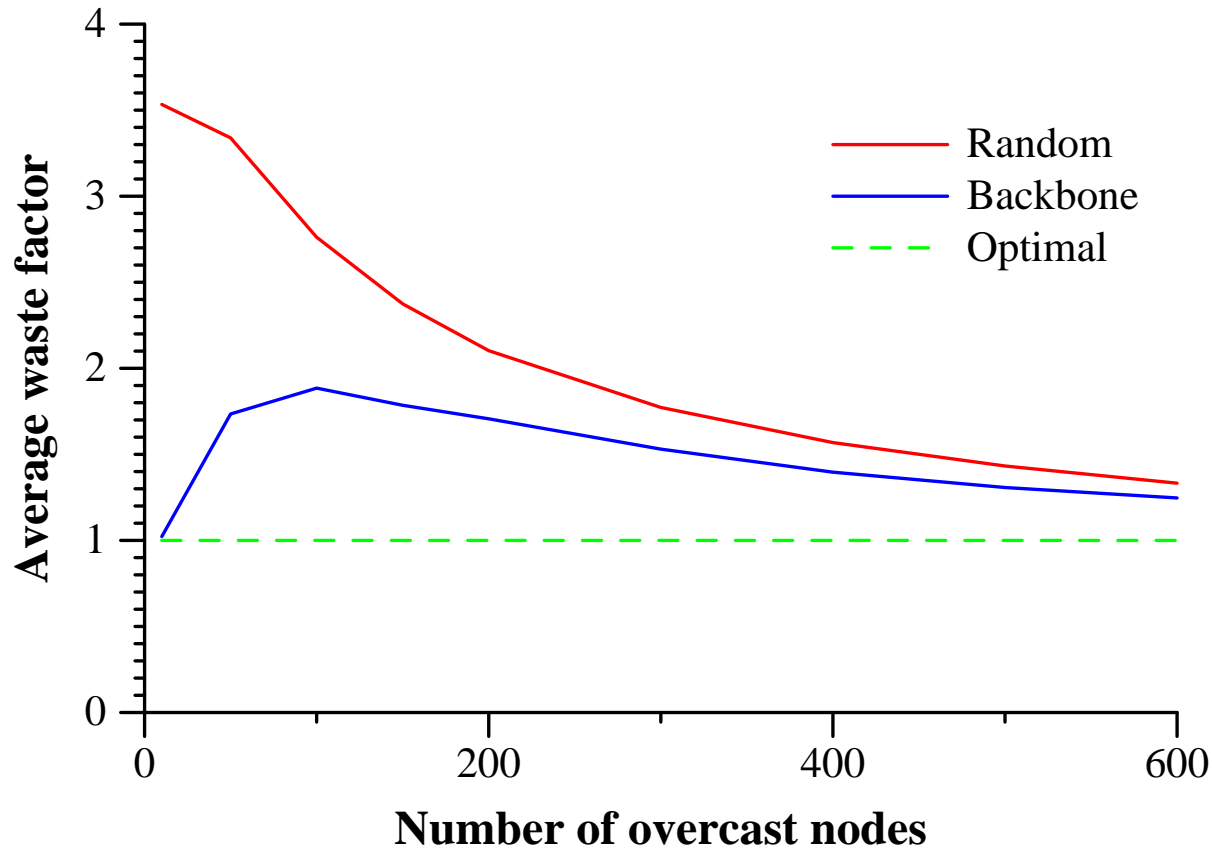
Overcast compared to a bandwidth optimal distribution tree.

# Bandwidth isn't Everything



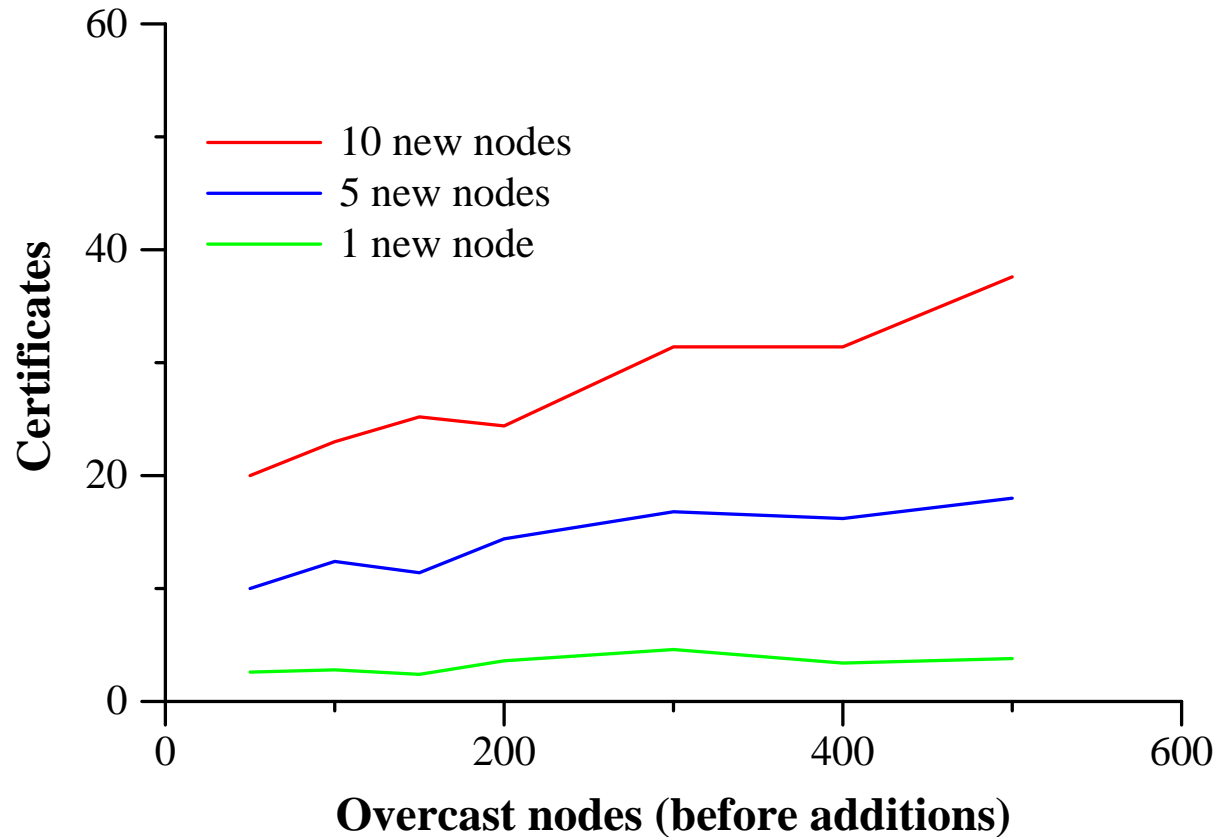
A “perfect” topology with respect to bandwidth may still waste resources.

# Overcast reuses links “moderately”



Waste may include links used more than once or “long” paths.

# Adding Overcast Nodes



Certificates may be birth or death certificates due to reorganization.

# Conclusions

- Overlay networks offer the opportunity to **deploy** interesting network services.
- Overcast builds efficient distribution trees without global knowledge.
- Overcast provides
  1. Live broadcasting
  2. “Time-shifting” or On Demand access
  3. Reliability