# CS 179i: Project in Computer Science (Networks)

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Lectures: Monday 1:10-2pm in Sproul 2343

TA: Ryan Holt

Lab: TBD

http://www.cs.ucr.edu/~rholt002/cs179i\_winter17/

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## Outline

- Why networks?
- Course Organization
- Project

# Why Networks?

#### Supports the applications that we use today...

#### Social media



#### Number of Internet users

- 97% of Americans between 18-29
- 40% of the world population → scope for more users

#### Video streaming



http://www.pewinternet.org/data-trend/internet-use/latest-stats/ https://en.wikipedia.org/wiki/List\_of\_countries\_by\_number\_of\_internet\_users

### Why Networks?

#### But also a source of conflict.

#### Cyber security

#### A Look Back at the Target Breach

Posted: 04/06/2015 10:30 am EDT | Updated: 06/06/2015 5:59 am ED



#### Network neutrality

TECHNOLOGY

#### T-Mobile Video Plan Could Test F.C.C.'s New Net Neutrality Rules

By CECILIA KANG NOV. 11, 2015

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A new plan from <u>T-Mobile USA</u> to allow unlimited streaming of some video services may become the first test of the federal government's rules to prevent favoritism on the Internet.

On Tuesday, T-Mobile, the nation's third-largest wireless carrier, said customers could stream as many videos as they want — regardless of their data plan limits — from more than two dozen video providers, including Hulu and Netflix.



http://www.huffingtonpost.com/eric-dezenhall/a-look-back-at-the-target\_b\_7000816.html http://www.nytimes.com/2015/11/12/technology/t-mobile-video-plan-could-test-fccs-new-net-neutrality-rules.html

# Major Areas in Networking

- Wireless
  - How to provide a one-to-one communication pipe in an inherently broadcast environment?
- Layering
  - How to modularize the design to enable easy innovation?
- Protocols
  - How to interact within each layer, and talk to other layers?
- Resource allocation
  - How to share limited resources between competing users?

#### OSI 5-layer model of the Internet



How to design the network to best support these applications?

How to design applications that make the best use of the network?

# Project Ideas

## Project Outline

- Form groups of 2+
- I will provide some project ideas, or come up with your own
  - 1. Virtual reality
  - 2. Adaptive video streaming
  - 3. Download booster
  - 4. Smart home
  - 5. Kids learning
- Goal: open-ended projects and the relevant resources to succeed
- Suggestion: choose your project with your future career/job interviews in mind

# 1. Virtual Reality

- Different types of hardware
  - Low-end: Google Cardboard
  - High-end: Oculus Rift, HTC Vive
- Demo
  - https://www.youtube.com/watch?v=29uXoePowzQ
- Existing apps are rudimentary
  - E.g., White House Christmas tour, Fantastic Beasts promo
  - Single user, single view





# 1. Virtual Reality

- Indoor Street View
  - Single view  $\rightarrow$  multiple views
  - Tour a virtual location
  - Challenge: storing the content on the server (long latency) vs client (high storage)



#### • Social VR

- Single user  $\rightarrow$  multiple users
- Interact with others' avatars
- Challenge: synchronizing the users over the network



**Resources:** 

Cardboard Android API: <u>https://developers.google.com/cardboard/android/</u> Unity programming

# 2. Adaptive Video Streaming

#### • MPEG-DASH

- Application-layer protocol for adapting video quality to network conditions
- Client-driven: client estimates network end-to-end capacity conditions and requests appropriate video video rate quality
- Standard doesn't specify adaptation algorithm, just the communication protocol between client and server
- Who uses it?





hulu

NETFLIX

time

# 2. Adaptive Video Streaming

- Current approaches
  - Numerous approaches proposed in research literature and in practice
    - Current buffer level
    - Predicted bandwidth
  - Need a apples-to-apples comparison under common set of test conditions
- Resources
  - MPEG-DASH video player: <u>https://github.com/Dash-Industry-</u> <u>Forum/dash.js/wiki</u>

#### 3. Download Booster Using Multiple Interfaces

#### The Most Accelerated Network Experience



#### **Download Booster**

#### Powered speed with LTE & Wi-Fi together

The Download Booster technology lets you use the LTE and Wi-Fi simultaneously to give you an unrivaled network experience! When you need to download files in a hurry, turn on the LTE and Wi-Fi together and experience approximately 80~90% of the added network speed of LTE and Wi-Fi.

- Want to speed up downloads of large files by using multiple interfaces simultaneously (e.g., WiFi, 4G, Ethernet)
- Samsung introduced Download Booster, but it got blocked by major carriers
- Multipath-TCP is another major standardization effort to enable multiple networks

#### 3. Download Booster Using Multiple Interfaces

- Transport layer: multipath-TCP
  - Extension to TCP to split a single flow into multiple subflows
  - Each subflow can use a different interface
  - Problems: requires server and client kernel modifications, difficult for widespread deployment
- Application layer: HTTP client proxy
  - Implement in the application layer using common HTTP protocol
  - Use HTTP GET requests to request different pieces of the content over different interfaces
- Transport vs application layer
  - Which version is better? What are the pros and cons?
  - What improvements can be made to either protocol?
- Resources
  - MPTCP kernel: <u>http://www.multipath-tcp.org/</u>



#### 4. Smart Home

- Measurement study
  - How much do these devices use the network?
  - What protocols do they use?
- Control household appliances
  - Complex logic to integrate different devices



# 5. Helping Kids Learn

- Creating games for to help young kids learn
- Understanding how well children learn from realistic vs fantastical environments
  - For example, cartoon animals vs human figures
- Can the learning experience be improved through:
  - Virtual reality?
  - Virtual assistants like Alexa?
- Collaboration with a psychology professor
  - User study in the psychology department
  - Potential for real impact!



### Do-It-Yourself

- Have a cool idea for a project? Pursue it!
- Potentially more points for technical merit and originality (20%)
- Please schedule a meeting with me and the TA as soon as possible to discuss this
- Resources
  - Datasets of wireless traces: <u>http://www.crawdad.org/</u>
  - Previous senior design projects at Stanford: <u>http://web.stanford.edu/class/cs210/2013SoftwareFaireProgramDraft.pdf</u>

# Wait... How does this relate to my networking class?

- What about your favorite networking topics?
  - ALOHA
  - TCP retransmission
  - 802.11 backoff
  - ...

# Course Organization

#### What You Will Learn in this Course

- Knowledge: Common networking tools/protocols, depending on your choice of project
  - Android programming
  - MPEG-DASH video streaming
  - Kernel and socket programming
- Skills
  - How to work in teams
  - How to lead your own project
  - How to learn on your own

# Logistics

- Lecture: Jiasi Chen
  - Slides available on course website
  - Office hours: Thursday 2-4pm, or by appointment
- Lab: Ryan Holt
- Submit assignments on iLearn
- Check class website for latest updates
  - http://www.cs.ucr.edu/~rholt002/cs179i\_winter17/

# Grading

- Project: 75% total
  - Proposal: 10%
  - Progress update: 10%
  - Final report: 20%
  - Final presentation: 15%
  - Technical merit and originality: 20%
- 4 essays: 10%
  - ABET requirement
  - One free late day during the quarter
- Participation: 15%
  - Attending lecture and lab
  - Giving feedback during other teams' final presentations

#### Calendar

Week	Lecture	Assignment Due
1	Introduction	
2	(holiday)	Group formation
3	Project details I	Project proposal
4	Project details II	
5	Ethics	New trends essay
6	Progress update	Brief (10 minute) presentation
7	(holiday)	
8	Guest lecture	Ethics essay
9	Final presentations	
10	Final presentations	Presentation essay
Finals week	(exams week)	Teamwork essay, final report due

#### Conclusions

- Next lecture (in 2 weeks): Project details
- To do by next Monday
  - Form groups and send one email per group to myself and TA
  - Sign up for lab time availability
- Questions?