

# Summary Report on the IPNSIG Architecture Working Group Workshop on DTN Routing

2 September 2022

# Objectives

- Perform a “Consumer Reports”-like apples-to-apples review of all well-defined technologies that have been proposed for managing the forwarding of bundles through the Solar System Internet.
- Rule out those technologies that have fundamental problems.
- Examine in more detail those technologies that look practical.
- From this analysis, identify the relevant identifiers that need to be managed in IANA registries (or equivalent).

# Considerations (1 of 2)

- By what delay-tolerant mechanism(s) does this technology obtain the information on which it decides which next-hop node to forward a given bundle to? (E.g., route computation, scoring/ranking of neighboring nodes, other?)
- If the technology entails computation of end-to-end routes through the network, by what delay-tolerant mechanism(s) does it obtain the time-varying topological information on which routes are computed? (E.g., does it expect this information to be managed? Does it expect to discover this information in some other way?)

# Considerations (2 of 2)

- How does this technology:
  - Cause high-value (nominally, high-priority) data to be delivered before lower-value data?
  - Maximize the utilization of transmission opportunities?
  - Maximize throughput in the network?
  - Scale up to a network of 100,000 nodes?

# ESA BP routing

- All possible destinations are listed in Next-Hop Table.
- Each destination in NHT is mapped to one or more Convergence-Layer Adapters, which are individually activated by external signals.
- Each CLA is a **stack** of Convergence-Layer Elements, each of which defines a connection using a specified protocol.
- Design enables bundle to be forwarded either to a specific node or to whichever node receives it.
- All information populated by management.
- Not intended for use in spacecraft or for large networks.

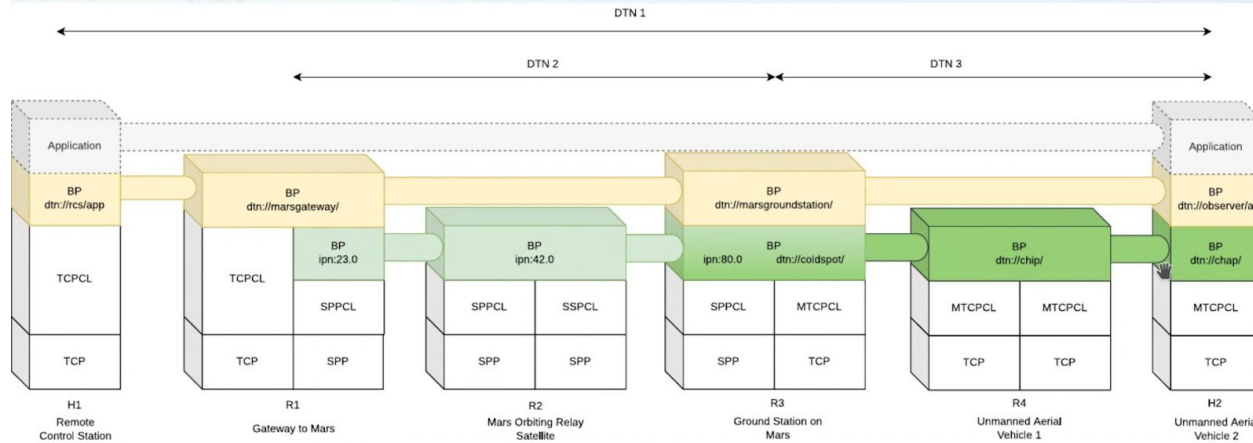
# SABR /CGR

- Definitions of forwarding, route, and routing
- Analogy between routing and travel planning: roadmap (IP) vs flight schedules (BP)
- Contact plan is like a flight schedule, a time-varying topology.
- For each destination, construct a contact graph from the contact plan and use Dijkstra search to find best path through the graph.
- For each bundle, use the best path for the bundle's destination.
  - If best path doesn't work for a given bundle, find more (per Yen's algorithm).
- Must deal with contact failures, overbooking, other exceptions.

# REDMARS

## Decomposing the DTN

- There is no single DTN layer but at least two layers of specific scope.
- On each layer and node, only information should be available required for fulfilling the forwarding function of the node within the layer's scope.



Leverages bundle-in-bundle encapsulation (BIBE).

- Generic bundle handling interface: Bundle Dispatcher Module receives bundle parameters, returns forwarding instructions.
- For Ring Road, a list of neighboring nodes identifying endpoints that are reachable via each neighbor; bundles are queued for specific contacts, may be reordered per priority.

# Spacetime

- Large compute resource:
  - Models the network
  - Anticipates state changes
  - Automatically re-tasks assets accordingly, pre-emptively
  - Re-tasks in real time when unanticipated state changes are detected
- No integration with Bundle Protocol at this time; all network activity is IP, including all routing and forwarding.



# SPSN

- Replacement for SABR/CGR.
  - Based on a node multigraph rather than contact graphs.
    - Much smaller computation problem.
  - Computes path during per-bundle path selection, rather than in advance.
    - Enables bundle size to be considered during computation of best path.
  - When computing paths, computes paths for all destination nodes rather than just one.
  - Improved mechanism for managing allocation of contact capacity to bundles (volume management).

# PRoPHET

- Based on exchanged history of encounters and transitivity.
- Table asserts delivery predictability for each node, aging over time.
- A copy of a given bundle is forwarded, according to a selected strategy, to each node for which the probability of delivery to the bundle's destination exceeds the local node's own probability of delivery to the destination.

# Spray & Wait

- No knowledge of the network is assumed.
- For each bundle, the optimal number of copies that may be in transit in the network ( $N$ ) is computed at the source node.
- Upon contact with a node:
  - Authorization to forward some number of copies of the bundle ( $Q$ , where  $Q < N$ ) is conveyed to that node.
  - The forwarding node's authorization to forward additional copies of the bundle in the future is reduced by  $Q$ .
- Eventually no further copies may be forwarded by any node, except to the final destination. Now we wait for contact with the final destination node.

# OCGR

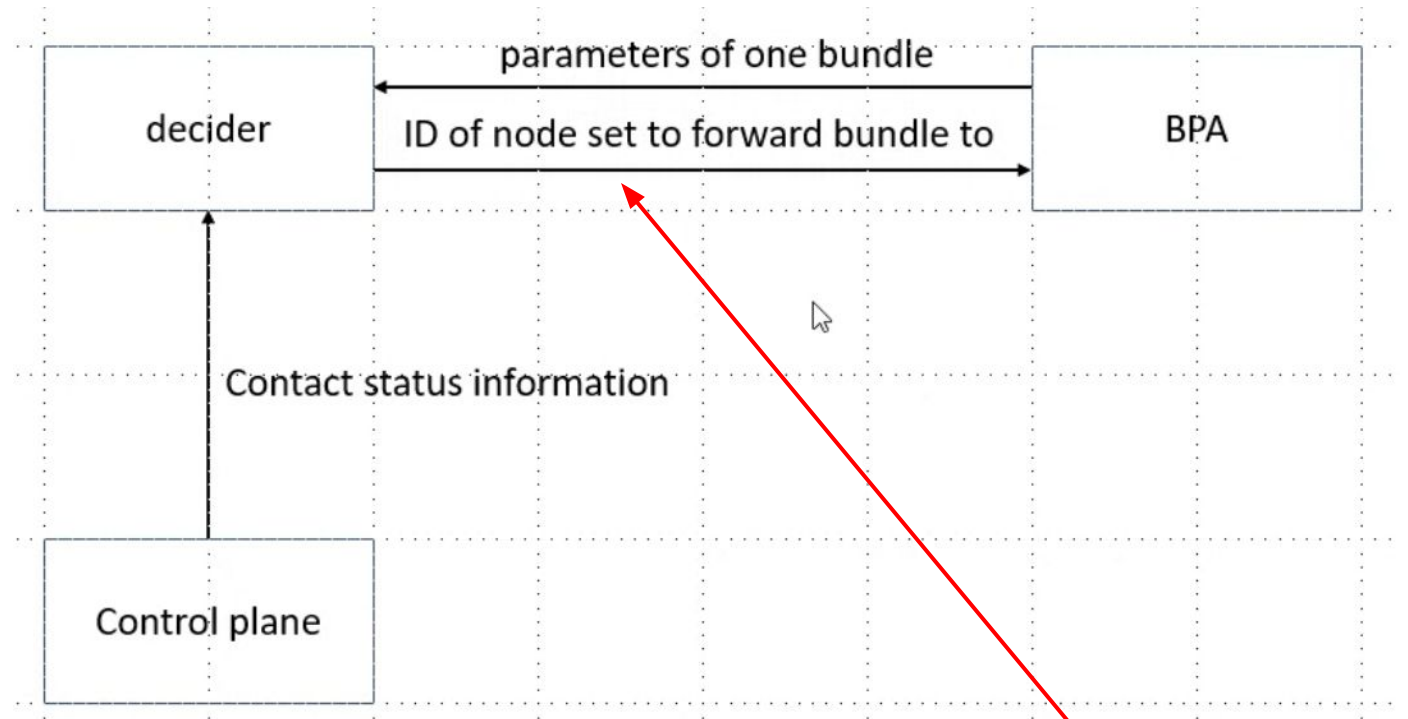
- Extends CGR with contacts in which we have imperfect confidence.
- Relies on contact discovery as per Neighbor Discovery Internet Draft.
- History of discovered contacts is propagated via Saga protocol.
- Predicted contacts, in which we have less than 100% confidence, are computed from aggregate discovered contact history.
- Limited contact confidence results in limited route confidence; bundle delivery confidence gradually grows as copies of the bundle are forwarded via these routes, until a threshold is reached.
- NOTE: RUCoP (Routing under Uncertain Contact Plans) may be an alternative; need more information.

# IRF (inter-regional forwarding)

- In-situ computation of routes through a contact plan citing a billion nodes is infeasible. Instead, divide the network into *regions*, each of which comprises all nodes cited in the contacts of a single contact plan of manageable size.
- To send a bundle to a node that is not in the source node's region, forward it through a sequence of passageway nodes that are members of topologically adjacent regions. Passageway connections coerce the region topology into a tree structure.
- Region topology is discovered by transmitting copies of a probe bundle to all locally reachable passageways, recursively, and noting ultimate delivery results returned from passageways at leaf regions.

# Discussion – general model

- Similar to the D3TN “bundle dispatcher module” concept:



(Might be an abstract “node set” that simply maps to a CLA.)

	ESA BP routing	SABR/CGR	REDMARS	Spacetime	SPSN	PRoPHET	Spray & Wait	OCGR	IRF
Source of forwarding information	Management	Routes	Any; for Ring Road, info is managed	Routes	Routes	Statistics	Random	Routes	Passageway discovery
Source of topology information	n/a	Contact plans	Any; for Ring Road, info is managed	Models	Contact plans	n/a	n/a	Predicted contacts, per SAGA protocol	n/a
Priority support	Not identified	Overbooking support, etc.	Only per intra-regional subnet; Ring Road – yes	Not identified (IP routing)	Not identified	Not identified	Not identified	Per CGR	Only per intra-regional subnet
Maximizes utilization	By management	Effective Volume Limit	Only per intra-regional subnet; Ring Road – mgt	Not identified (IP routing)	Contact Partitioning	No	No	Per CGR	Only per intra-regional subnet
Maximizes throughput	Single copy is forwarded end-to-end	Single copy is forwarded end-to-end	Single copy is forwarded end-to-end	Single copy is forwarded end-to-end	Single copy is forwarded end-to-end	Selective forwarding	Limited flooding	Selective forwarding	Only per intra-regional subnet
Scales to 100,000 nodes	No	Only as supported by IRF	Yes; stacked networks	Only as supported by BP (future)	Yes; rapid computation	Yes	Yes	Only as supported by IRF	Yes