

Simulation Modeling and Performance Evaluation of Space Networks

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Outline

- Space-Based Networking
- MACHETE Tool Suite
- Bundle Protocol Model
- Bundle Protocol Model Benchmark
- MACHETE Development Summary
- Mars Relay Network Simulation
 - Bundle Protocol/LTP/Space-based networking protocols
 - Historical Mars Relay link characteristics
 - 8 nodes: landers, orbiters, ground stations, mission control
- Conclusion and Final Remarks
- Future work



Space-Based Networking Overview

- Delay-Tolerant Network Research Group (DTNRG)
 - Research topic: "performance challenged" networks
 - DARPA: delay and disruption tolerant networking
- Space-based communication networks (DTN subset)
 - Opportunistic connectivity
 - Lack of contemporaneous end-to-end path
 - High error rates
 - Asynchronous data rates
 - Possible unidirectional links
 - Long one-way trip times
- Reliable terrestrial protocols cannot operate
 - Expectation of end-to-end path
 - IP routing; hierarchical IP addresses; end-to-end TCP
 - Terrestrial protocols often use numerous round trips
 - Often use timer-based session management





MACHETE Background

 The Multi-mission Advanced Communications Hybrid Environment for Test and Evaluation (MACHETE) is a simulation tool under ongoing development to support the JPL's Interplanetary Network Directorate (IND), Mars Program Office, JPL Standards Information Office, and Space Communications Project (Code T)

• Uses:

- Protocol and technology development
- Performance characterization
- Protocol verification and validation
- Mission design and operation



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MACHETE Simulation Process



Geometric Analysis Link Characterization

Simulation





MACHETE

Jet Propulsion Laboratory California Institute of Technology



- An integrated space network simulation tool suite modeling dynamics of link geometries, physical layer channel characteristics, and communications traffic and protocol behaviors (including the full CCSDS protocol stack)
- Can run simulations at orders-of-magnitude faster than real time for rapid analyses, or can interface to external test resources that generate real-time traffic and/or provide communications functions (hybrid simulation-emulation)
- Uses:
 - Characterizing system performance benefits of new or alternative protocols, services, and operations
 - Determine communications system resource requirements (e.g., bandwidth, buffer size, schedule allocations)
 - Validate new technologies for mission infusion
 - Aid mission planning and operations
- Has proven effective in use across NASA, including Mars Exploration Program, Deep Space Mission Systems, Exploration Systems
- Can leverage recent Space Communications Testbed (ESR&T) development focused on Lunar proximity and surface communications modeling for direct application to LCNS



MACHETE Capabilities

- Protocol and technology development & performance evaluation. Examples include:
 - Mars Relay Network performance characterization
 - Bundle Protocol overhead analysis
 - Sensor network node placement
- Test bed & Validation
 - MACHETE provides real-time emulation functionality to facilitate performance evaluation and integration testing of flight software
- Mission design and operation
 - MACHETE provides fast-turn-around communication modeling for iterative, automated space flight mission scheduling and planning process



Bundle Protocol Model - Overview

Bundle Option	Modeled	Excluded
Custody Transfer	Х	
Prioritization	Х	
Bundle Reporting	Х	
Fragmentation /		Х
Reassembly		

Bundle Protocol functions modeled



Bundle transfers a) non custodial b) custody requested c) custody and forward reporting

- Each function adds complexity
 - Custody transfer requires an extra bundle transmission (msg switching)
 - Data prioritization requires handling functions (QoS)
 - Reporting requires an extra bundle transmission, etc. (Data management)
- Bundle fragmentation / reassembly model to be added later
 - Data currently fragmented at lower layers, but bundles still intact
 - Allows for multi-path routing
- Current model uses Long-haul Transport Protocol on all links
 - TCP convergence layer to be added
- Interface for real-time emulation
 - Application testing



Bundle Protocol Model – Simulation Benchmark









- Simple two node topology used for benchmark
 - Virtually no limitation on network complexity
 - Commercial core can use distributed/parallel platforms
- Scalable simulation model without additional delay
 - Proportional increase in # of transfers and simulation time
- Currently no optimization work has been done
 - Performance improvements to follow

MACHETE Development Summary

MACHETE has been developed and is effective for

- Quantifying system performance based on comprehensive considerations
 - Dynamics of link geometries
 - Physical layer channel characteristics
 - Communications traffic and protocol behaviors
 - Utilizes QualNet, SOAP & Matlab tools
- Determining system resource requirements (bandwidth, buffer size, schedule allocations, etc.)
- Characterizing performance benefits of new or alternative protocols, services, and operations
- Validating new technologies for mission infusion
- Aiding mission planning and operations

Added Bundle Protocol and Long-haul Transport Protocol models to MACHETE

- Simulated BP over LTP and other space-based networking protocols.
- Analyzed delay added by BP to InterPlanetary Network using historical mission scenario
- Currently testing future InterPlanetary Network applications



L2 **Proximity Link Deep Space Link** Internet unAck CFDP unAck CFDP BP BP BP BP LTP LTP LTP LTP TCP TCP IP IP Prox-1 TC/TM TC/TM Prox-1 Ethernet Ethernet

L1

•TCP used as convergence-layer for terrestrial networks •overkill for Martian proximity network



Network Simulation (cont.) -Scenario

- Orbiters have same orbits as Odyssey and MGS
- All data from landers to Earth are relayed through orbiters
 - No Direct-To-Earth/Direct-From-Earth lander links
- Lander <--> Orbiter data-rate at 128kbps
 Orbiter <--> Earth from 16kbps to 124kbps
- No bit errors -> can ignore retransmission delay
- Simple first contact routing and FIFO queuing
- Time to live effectively infinite
 - No lifetime expiration will affect statistics gathered
- Traffic: 50% link utilization
- Custody requested on all bundles
- Bundle size: 1M Byte; frame size: 1K Byte
- Proximity link delay ~ 16ms; deep space link delay ~ 4 M



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Mars Relay Simulation Results and Conclusions



- Relay usage depends on orbit and data rates
- As expected the Bundle Protocol operating over common Mars Relay Network protocols did not add noticeable delay to data transportation
 - DTN routing protocols will minimize delay (future)
 - initial testing used a first contact routing "protocol"
 - Bundle Protocol provides an automated data handling protocol that does not require manual scheduling



Concluding Remarks

- Built core space-based networking protocols into the MACHETE tool
- Completed functional verification of our space-based protocol model suite
- Benchmark shows scalability of models "good-enough" for future NASA communication network research and analysis
- Simulated and analyzed Mars Relay Network multi-hop scenario with historical link characteristics
 - protocol automation did not "hurt" data delivery latency
- Integrated testing of multi-hop scenario with external testbed
- Used MACHETE to test future Mars applications in a simulated network



Future Work

- Simulation of DTN routing and flow control algorithms for spacebased networking
- Further design analysis of software applications through real-time network simulation
- InterPlanetary Network topology design and testing
- Mission storage requirement estimation
- Comparisons of BP/LTP (DTN) to other delay-tolerant protocol suites
- Future Bundle Protocol model support and maintenance
 - Formal verification of models
 - Performance enhancements to model
 - Extensions: fragmentation/reassembly, security draft, multi-cast, etc.
- Potential multi-center collaboration projects
 - ECANS, Constellation, individual missions, etc.





Backup Slides



Network Simulation - Contact Times

Contact % time	Orbiter_1	Orbiter_2	Total
Lander_1	3.31	3.44	6.75
Lander_2	3.24	3.57	6.81

Contact % time	DSN_1	DSN_2	DSN_3	Total
Orbiter_1	1.72	23.22	15.20	40.14
Orbiter_2	17.69	13.63	24.98	56.30



Orbital Modeling with SOAP



INPUT:

- Orbital elements
- Surface asset positions
- Telecom parameters (e.g., transmit power levels)
- Antenna patterns
- Mission scenario duration

OUTPUT:

- Received signal power profiles
- Inter-spacecraft ranges (propagation delays)
- View periods and feasible passes communications







Input:

Traffic generation

communications

models of

- Schedules for communications passes
- Bit error rates, propagation delays, and data rate profiles
- Parameters for traffic generation processes
- Protocol parameters (e.g., QoS policies)

Output:

- Time-dynamic processes and statistics for
- Data transfer volumes
- Data delivery latencies
- Queue lengths



back