

Techniques & Devices for Enhancing (Tele)Communication Capabilities

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SPACOMM/ICDT Panel
NexComm 2013, Venice, Italy
22 April 2013

Panelists

- Jérémie Robert
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 - University of Lorraine – Nancy, France
- Petre Dini
 - China Space Agency Center, China
 - Concordia University, Canada
- Stan McClellan
 - Ingram School of Engineering
 - Texas State University, USA

Issues with IP Traffic in Virtual Environments

S. McClellan

Texas State University, USA

SPACOMM/ICDT Panel

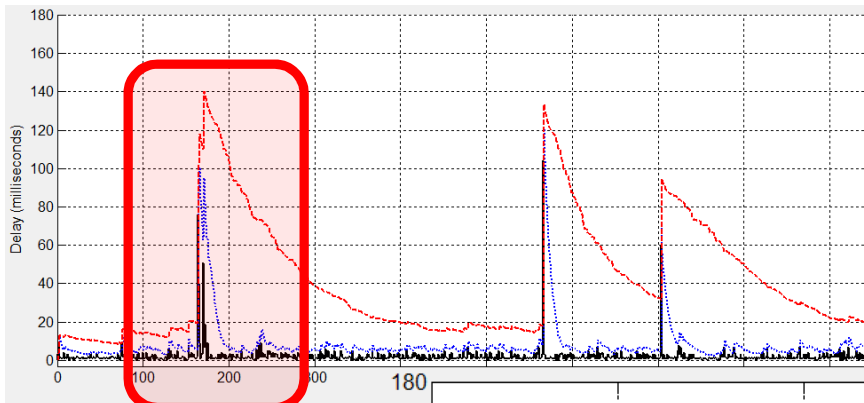
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Network Characteristics

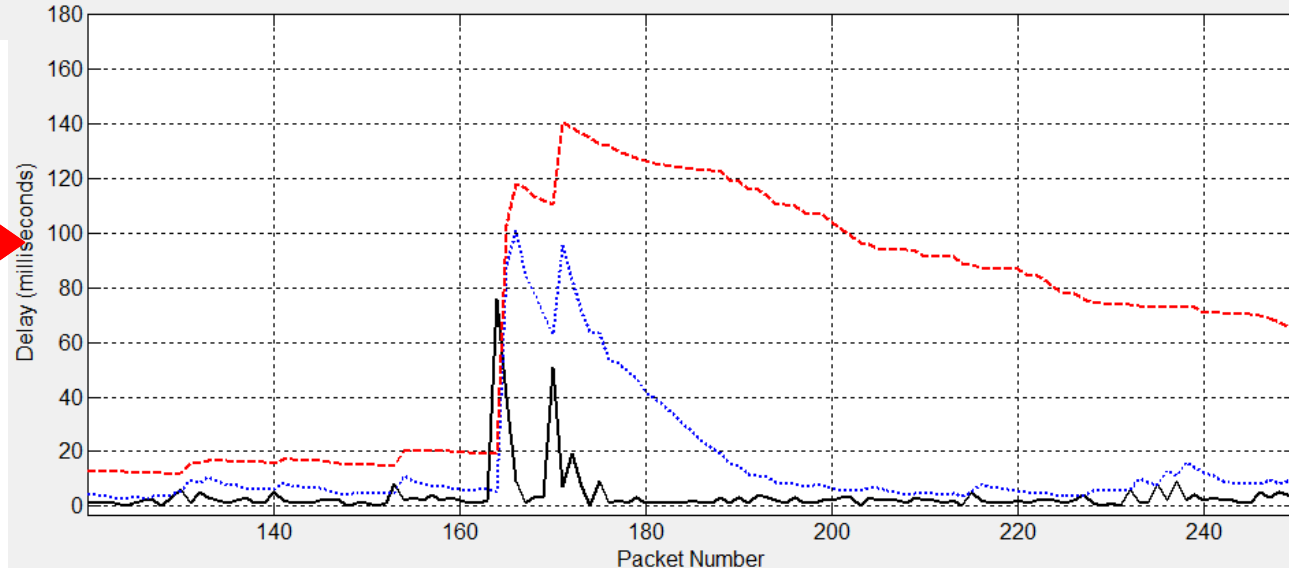
- Real Networks
 - Slow or high-latency links
 - IETF RFCs “tuned” for long time-of-flight
- Virtual Networks
 - Short, fat virtual links
 - Extremely fast time-of-flight

Virtualized Round Trip Times

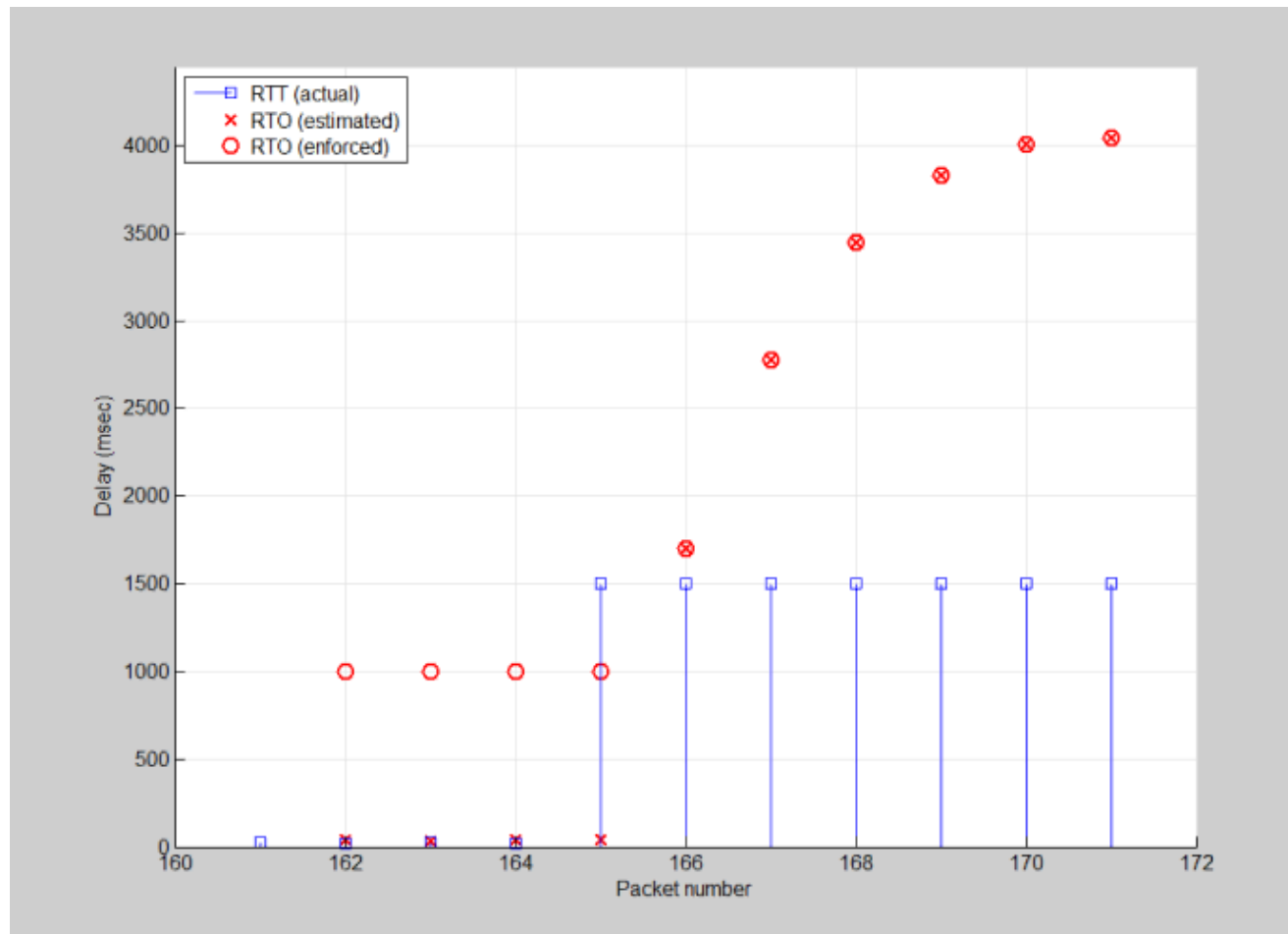


Note:

- RTT is almost zero
- Areas of “high” variance are still very low RTT compared to conventional minimum (1000 msec)
- Many induced timeouts



Video of RTT/RTO





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PANEL ICDT/SPACOMM

Techniques and Devices for Enhancing (Tele)Communication Capabilities

Prof. Dr. Petre DINI

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Marriage or

- **Up/Down Link vs. even rate**
 - QoS
 - delays
 - DTN
 - bundling
- **Content-based routing**
 - Deep packet inspection
 - Cryptographic (partially) messages
 - Complexity and Processing Time



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COTS-based vs. custom-built communication system

Panel SPACOMM/ICDT:
Techniques and Devices for
Enhancing (Tele)Communication
Capabilities
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Jérémy ROBERT



Definition

COTS [Oberndorf, 1998] :

something that one can buy, ready-made, from some manufacturer's store shelf (e.g. through a catalogue or from a price list)

COTS-based systems [Carney, 1997] :

function of the number of COTS used and their influence on the final system :

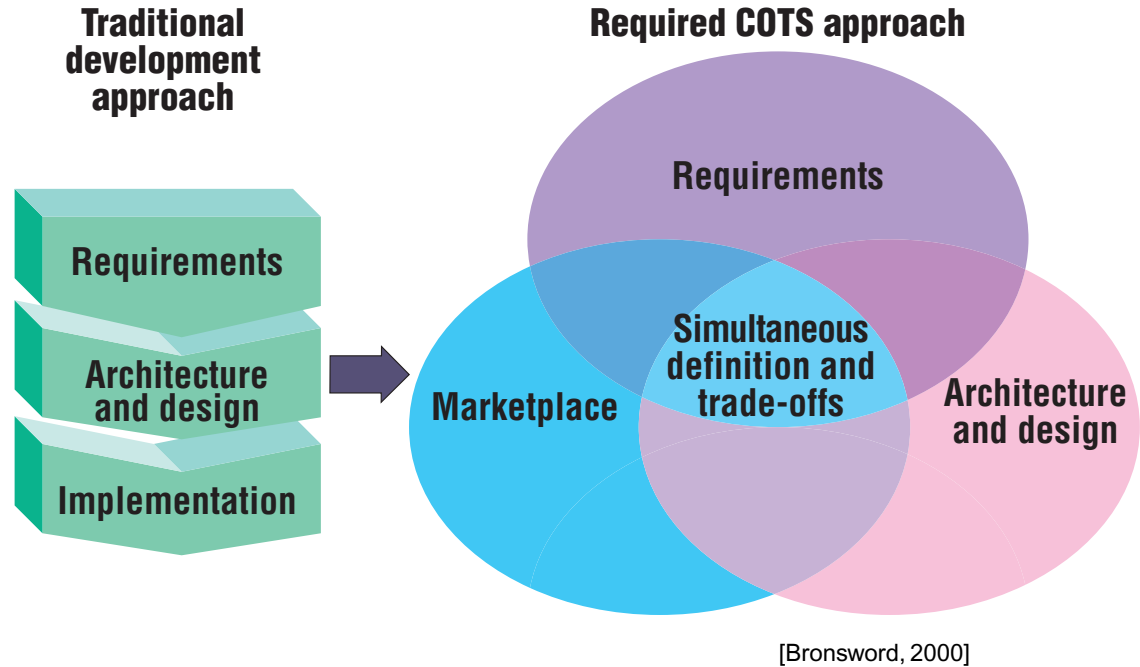
- «turnkey systems» built around a (suite of) commercial product(s)
- «intermediate systems» : built around one COTS and others components (custom-build)
- «integrated systems» : by integrating several COTS

Custom-build systems [Fowler, 2004] :

each subsystem is a in-house system developed from basic components.

Paradigm Shift

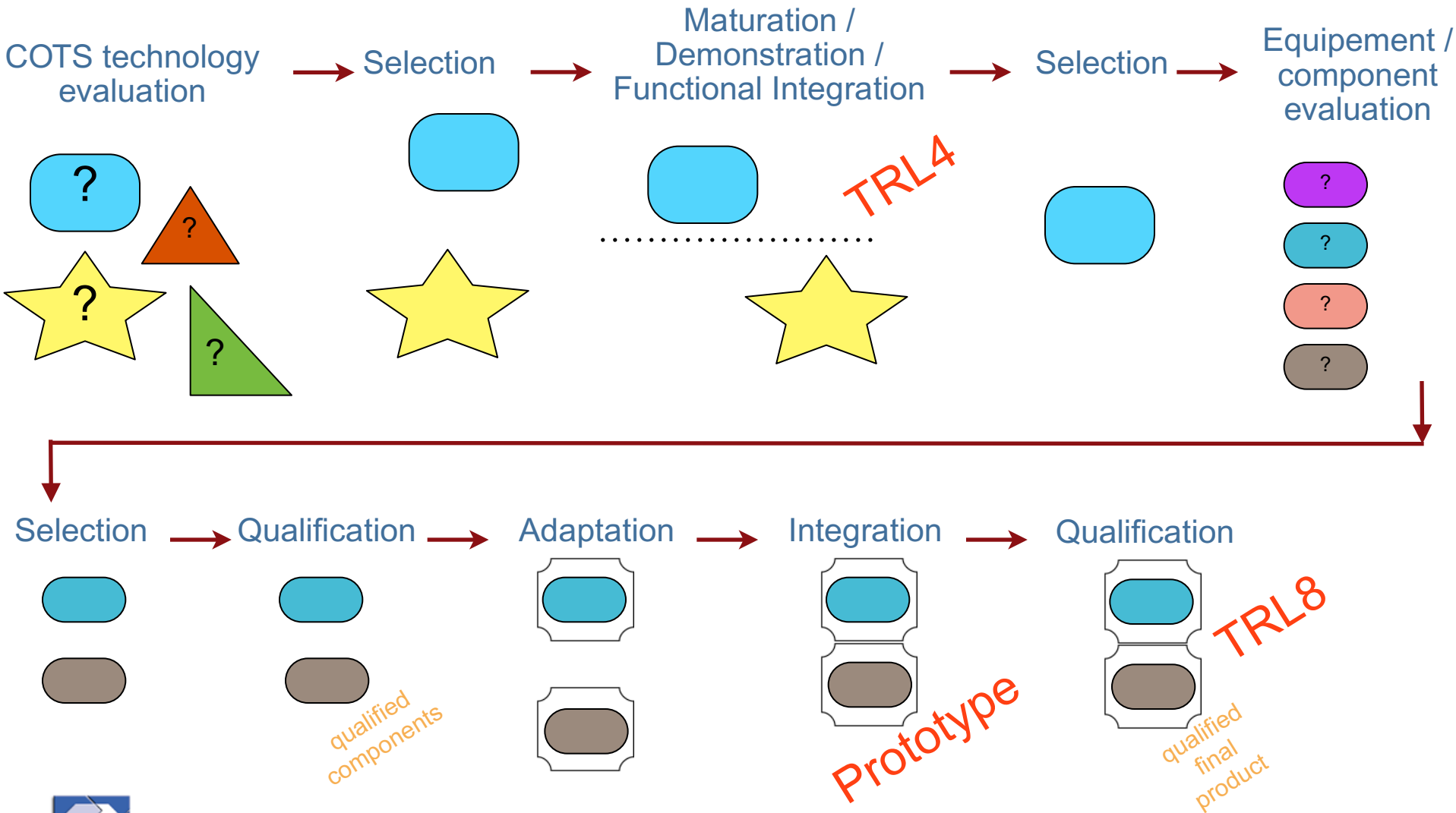
engineering methodology :



system engineer :

«producer of system» → «consumer and integrator of COTS components»

COTS-based communication system life cycle



COTS Advantages and Disadvantages

Advantages :

- to reduce development cost
- to profit by product evolution
- to profit by maturity of each component
- hardware/software independance
- available in multiple vendors (no dependance with a unique vendor)
- interoperability (technology relies on standard)

Disadvantages :

- may not be suitable immediatly for the application
- black box product («when you want to control everything»)
- may be licensed (not prescribed)
- may contain useless fonctionnality (but which impact ?)

Qualification paradigm ?

Custom-build system :

- dependant function
- synchron
- ...



Add a function

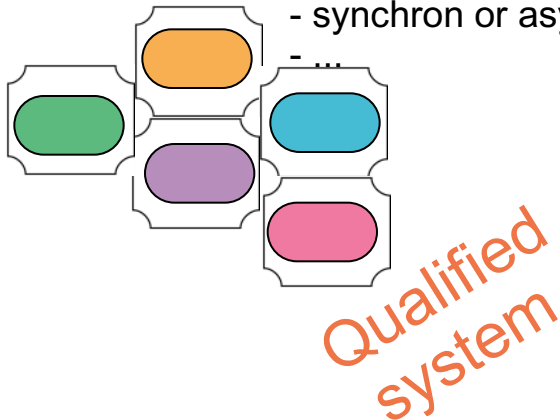


Re-qualification of entire system



COTS-based systems :

- independant function
- synchron or asynchron
- ...



Add a function



Questions for Audience

- [Stalker, 2003] :

« Buy what you can, and build only what is unique to your problem»

- What do you think about it ?

- Is it true in all domains, in particular space systems ?

- Any recent operationnal COTS space applications ?

- What are their characteristic ? some COTS or totally COTS ?

- How long did it take to finalise this project ? (compared to a custom-build approach)

- When did it happen ?

- Which is your method(s) to qualify a COTS-based system for space applications ? Is different that a custom-based approach ?