

#### Data Transport for the Orbiting Internet

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## Introduction

- *Internet from space* is becoming a viable reality
- SpaceX, Amazon, Telesat are/will be deploying low earth orbit (LEO) satellite constellations
  - ... competing with/complementing terrestrial networks
- 1000s of satellites in multiple orbital shells and planes per shell
- Inter-satellite and ground station to satellite links



#### LEO Satellite Network Characteristics

- Aggregate bandwidth in the order of hundreds of Tbps
  - comparable to today's aggregate fibre capacity
- Sub-10ms round-trip time between Earth and first-hop satellite
- Low end-to-end latency can be smaller than best theoretical fibre path can support



### Network Dynamics





#### **Non-Congestive Latency Variation**





#### Loss- and Delay-based Data Transport



Kuiper constellation - shell K1, 1156 satellites, 630km altitude, 34 orbital planes, 34 satellites per plane, 51.90 inclination, 10Mbps link speed, 100 packet buffers



# OrbTCP

- Novel Data Transport built on top of TCP
- Leverages In-Network Telemetry (INT) to gather per-hop congestion information
  - Minimize buffer occupancy and latencies for end hosts
  - Maximize application throughput and network utilization
  - Swiftly respond to network hotspots



## INT Overiew



# **Congestion Control**

- The sender determines the amount of congestion at each hop by calculating the number of in-flight bytes for each outgoing link
  - Additive Increase Proportional to the number of flows sharing the bottleneck, with the base value being 5% of the BDP
  - Multiplicative Decrease maintains a target utilization (0.95%) to ensure low buffer occupancy and full link utilization.



### Latency Change Experiment



### Latency Change Experiment



# Non-Congestive Loss



# Current Work

- Large-scale experimentation using the developed LEO satellite network model in OMNeT++
- Explore a multipath for OrbTCP



LEO Satellite Model – OMNeT++

