Netsukuku topology

http://netsukuku.freaknet.org
AlpT (@freaknet.org)

Contents

4.1 Fractal topology

4.1.1 Level 1

The QSPN algorithm is able to operate independently on any level, consid-

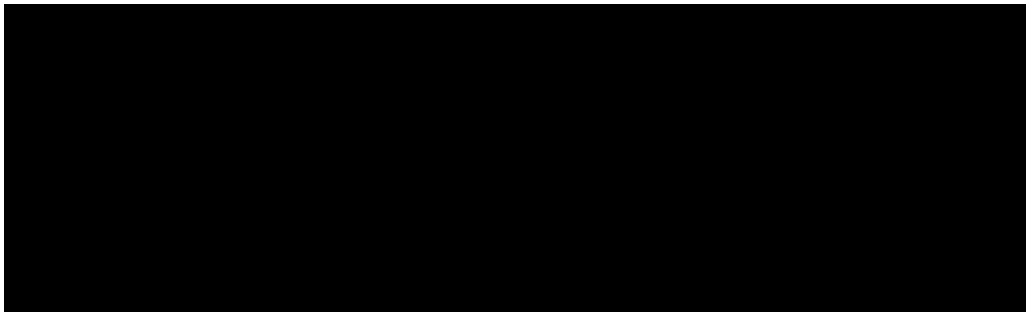

Figure 4: The gnodes G_1, G_2 a()1(d)]TJF119.963Tf19.3720Td[(G)]TJF76.974Tf7.833-1

and thus to *C*. *C* will send the packet again to *B*

7. When a bnode *b* (of any level)[6] loses one of its external links of level *n*, a CTP is sent in the level *n* −

7 Network dynamics

7.3 Level n

In high levels the bnodes are responsible to start the new QSPN. The bnode b G will send a QSPN in the level of G, every time the value $E(G)$ or $E(B_G \rightarrow B_R$

5. *n* will then download the external map from the same rnode. Looking at the external map, it will be able to determine if it has to create a new gnode. If it has, it creates it and ends the hooking.
6. *n* gets the internal and the bnode map from the same rnode.
7. *n* launches a second radar and updates its routing table.
8. All the rnodes of *n* send a CTP to update the maps.

7.5 Gnode hook

When a node creates a new gnode, it will choose a random gnode ID, and thus a random ip.
Suppose that two isolated gnodes get the same gnode ID. When they will be linked, they'll enter in conflict.
The solution to this problem is to let each new gnode hook as a normal node would. You can find more information about this in the NTK_RFC 001[4].

8 ChangeLog

- March 2007
  - Description of the Flat levels (sec.

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