Netsukuku topology

http://netsukuku.freaknet.org AlpT (@freaknet.org) This document is part of Netsukuku. Copyright c 2007 Andrea Lo Pumo aka AlpT <alpt@freaknet.org>. All rights reserved.

Contents

| 1 | Pref | face | | | | | | | | | | | | | | | | | | | 1 |
|---|------|----------|--------|-------|-----|----|-----|----|----|---|----|---|--|--|--|--|--|--|--|--|---|
| 2 | The | gener | al ide | ea | | | | | | | | | | | | | | | | | 1 |
| 3 | Basi | ic defir | nition | IS | | | | | | | | | | | | | | | | | 1 |
| 4 | Net | work t | opolo | gy | | | | | | | | | | | | | | | | | 1 |
| | 4.1 | Fracta | l topo | logy | | | | | | | | | | | | | | | | | 2 |
| | | 4.1.1 | Level | 1 | | | | | | | | | | | | | | | | | 2 |
| | | 4.1.2 | Level | l n | | | | | | | | | | | | | | | | | 2 |
| | | 4.1.3 | Mem | bers | hip | | | | | | | | | | | | | | | | 3 |
| | 4.2 | Fracta | I map | | | | | | | | | | | | | | | | | | 4 |
| | | 4.2.1 | IP v | 1 and | d v | 6 | | | | | | | | | | | | | | | 5 |
| | | 4.2.2 | Inter | nal a | and | ex | xte | rn | al | m | an | , | | | | | | | | | |

- 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 ${\it C.\,\,\, C}$ will send the packet again to ${\it B}$

7 Network dynamics

7.3 Level n

The dynamics for the update of high levels are mainly governed by rule 6 and 7 of flat levels (see $6.3\,$

7.5 Gnode hook

When a node creates a new gnode, it will choose a random gnode ID, and thus a random ip.