Netsukuku topology

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Abstract

In this document, we describe the fractal structure of the Netsukuku topology. Moreover, we show how it is possible to use the QSPN v2 on the high levels of the fractal.

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1 Preface

We're assuming that you already know the basics of the QSPN. If not, read the QSPN document first: [1].

2 The general idea

The aim of Netsukuku is to be a (physical) scalable mesh network, completely

nodes.

4.1.3 Membership

Let's assign a numeric ID to each (g)gnode, starting from the last level:

2. the 256 gnodes gnodes which belongs to its same gnode of level 2, of in other words, the 256 gnodes of the gnode g_2,

3.

6 Flat levels

7.1 Radar

Suppose that the node *n* has established a physical link to at least one Netsukuku node. In order to become an active Netsukuku node, *n* has to *hook* to its rnodes.

During the hook, *n* will exchange vital information with its rnodes, it will choose its new IP and it will finally become part of a gnode.

The hook procedure is formed by these general steps:

1. The node *n* chooses an IP in the range of $10.0.0.1 \leq IP \leq 10.0.0.255$.
2. It launches the first radar to see what its rnodes are. If not a single node is found, it creates a new gnode and ends hookingce.
3. At this point, *n*

  - Section “Network dynamics - Level n” updated: the references to the pre-Flatlevels REM metric have been removed.

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