## Modelling Low-Earth Orbit Constellations for Networking

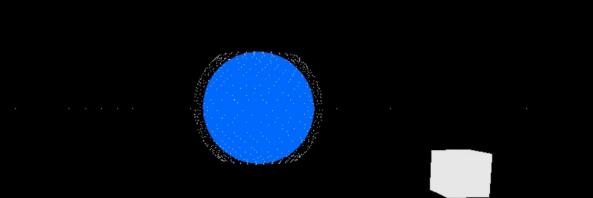
Joe McGuchan

# Why not the internet, but in space?

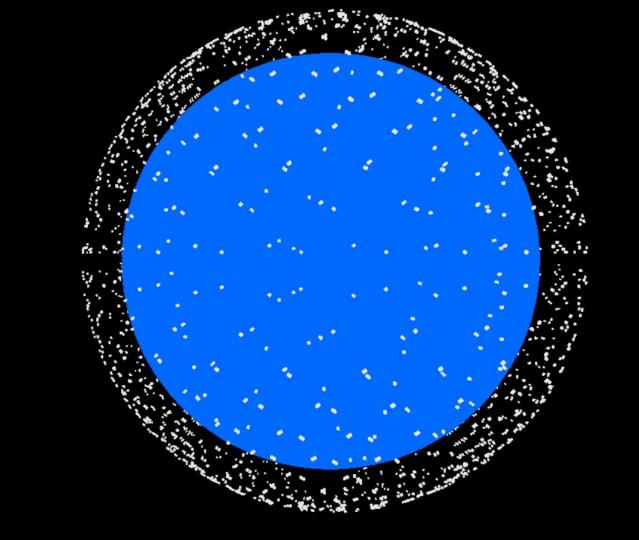


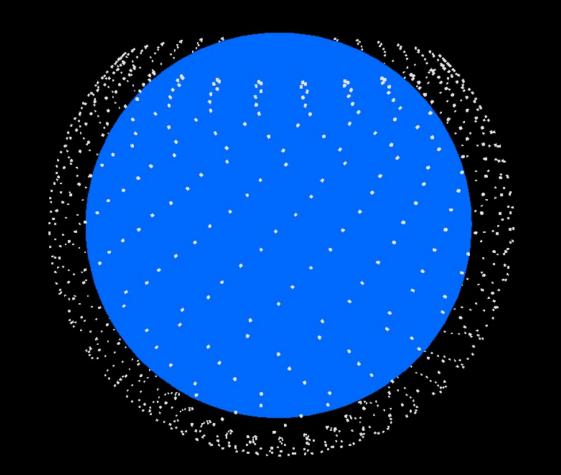


### 464kbps



## SPACEX





### Objectives

- VIsualise the SpaceX system.
- Model paths across this network, and test the associated latencies.
- Experiment with other constellations and parameters, test them for number of paths, latencies of paths and connectivity.

#### Resources

- Godot
- C#
- FCC documents
- Mark Handley @ UCL



Replying to @realDonaldTrump and Thank you on behalf of SpaceX. 3:29 AM - Feb 7, 2018