

# LeoEM

# ISL routing emulation

2024-06-24

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# Stage 1

- Constellation Spatial Data
  - Using Starlink data
  - Satellite number: 1588
  - Cycles: 5731

# Stage 2

- Route computation
  - Using ISL
  - Route
    - precomputed route from SD to Shanhei
    - compute route from Taipei to New York

# Stage 3

- Emulation

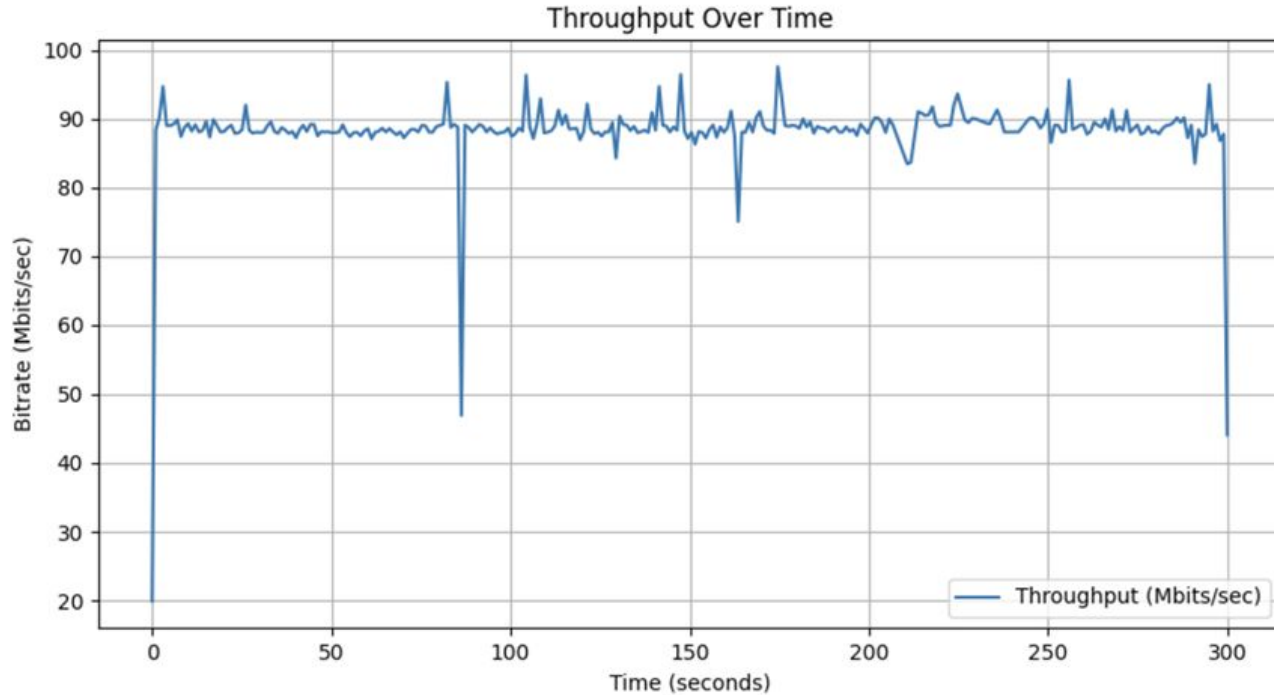
- Using precomputed route from SD to Shanhei
- Testing throughput and RTT from two endpoints
- Setting up SaTCP
- Testing with SaTCP

# Emulation

- Setup
  - Ubuntu Server 24.04 on VM
  - Use Starlink\_SD\_Shanghai\_15\_ISL\_path.log as route
  - Test throughput using iPerf3
    - h1(10.0.1.101) as client
    - h2(10.0.1.102) as server
  - Test RTT using tshark to capture iPerf traffic
  - Log handover time for analysis

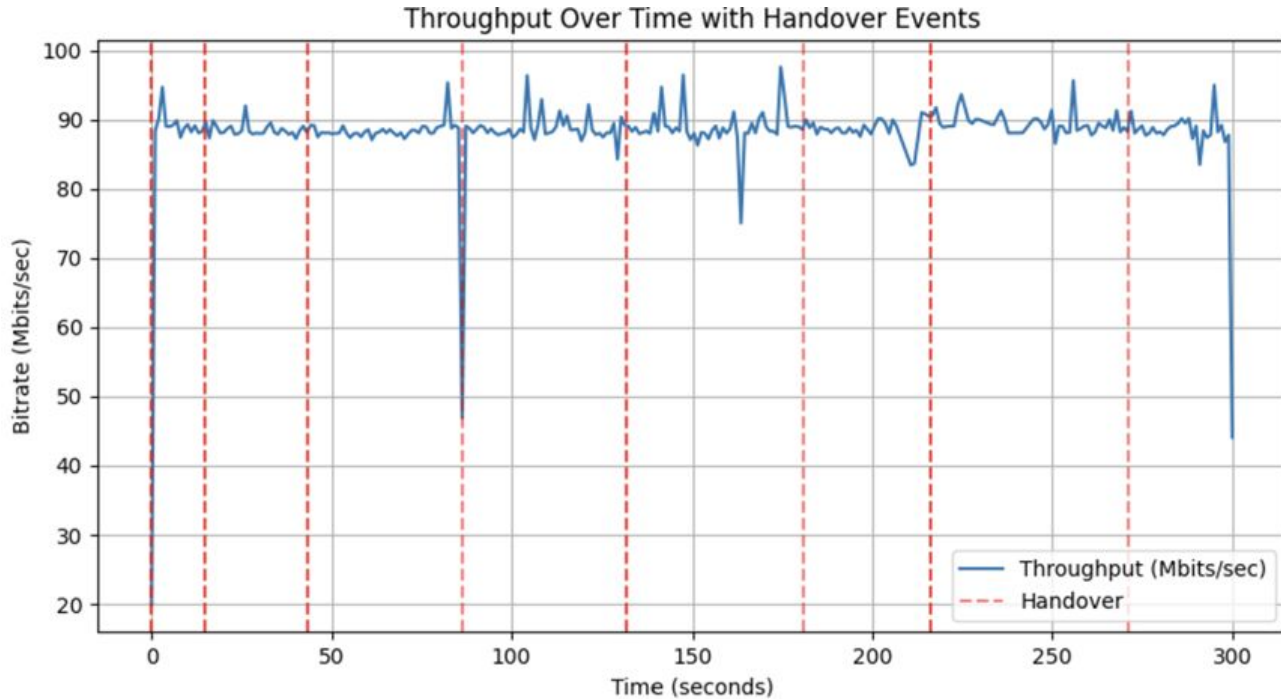
# Emulation

- Throughput result



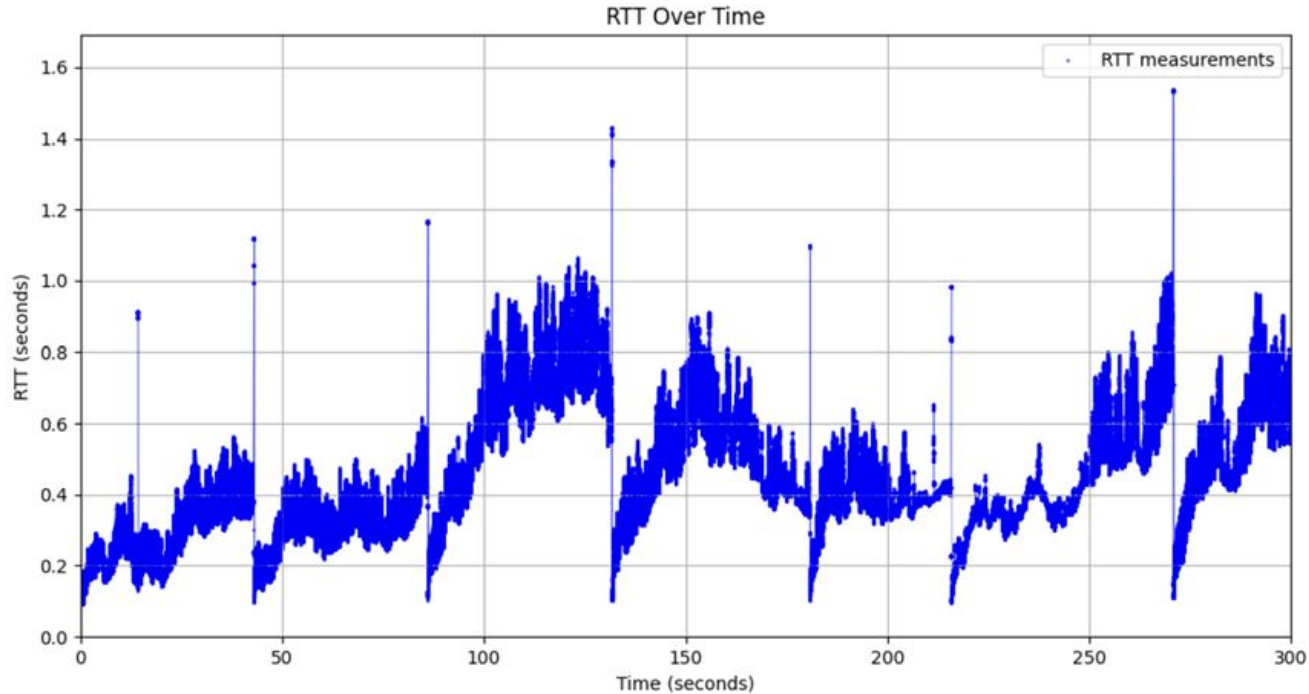
# Emulation

- Throughput result



# Emulation

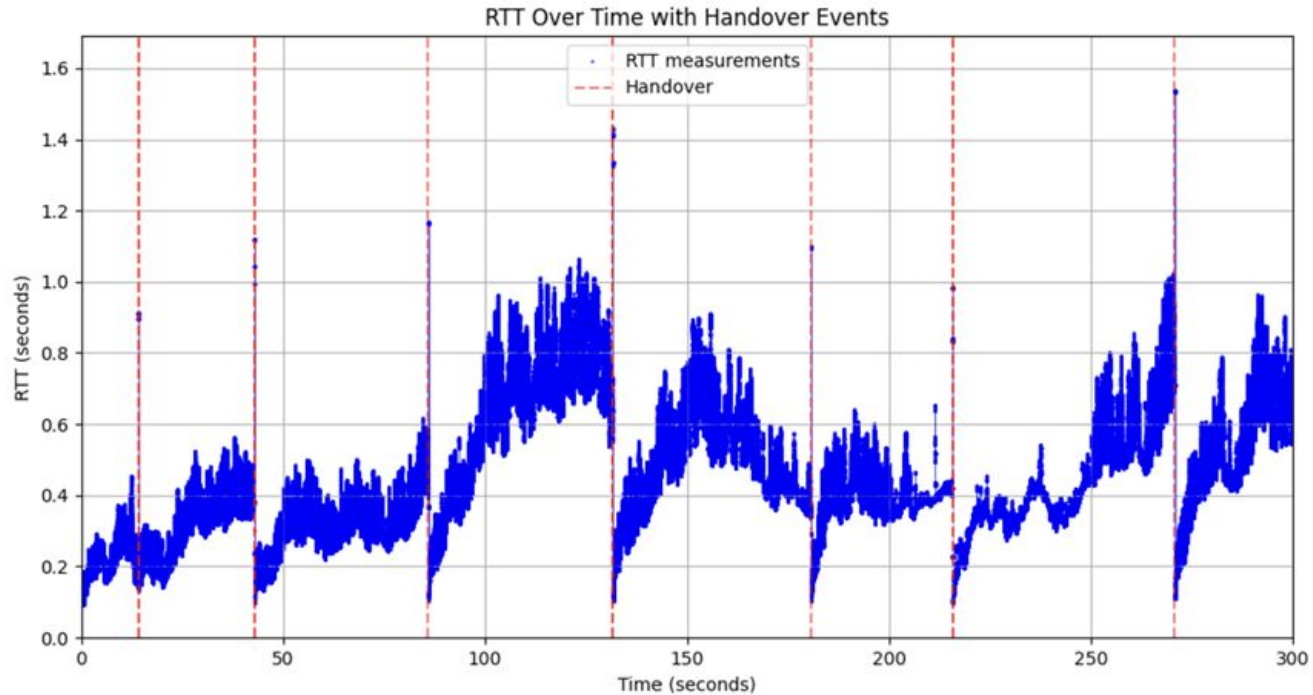
- RTT result





# Emulation

- RTT result

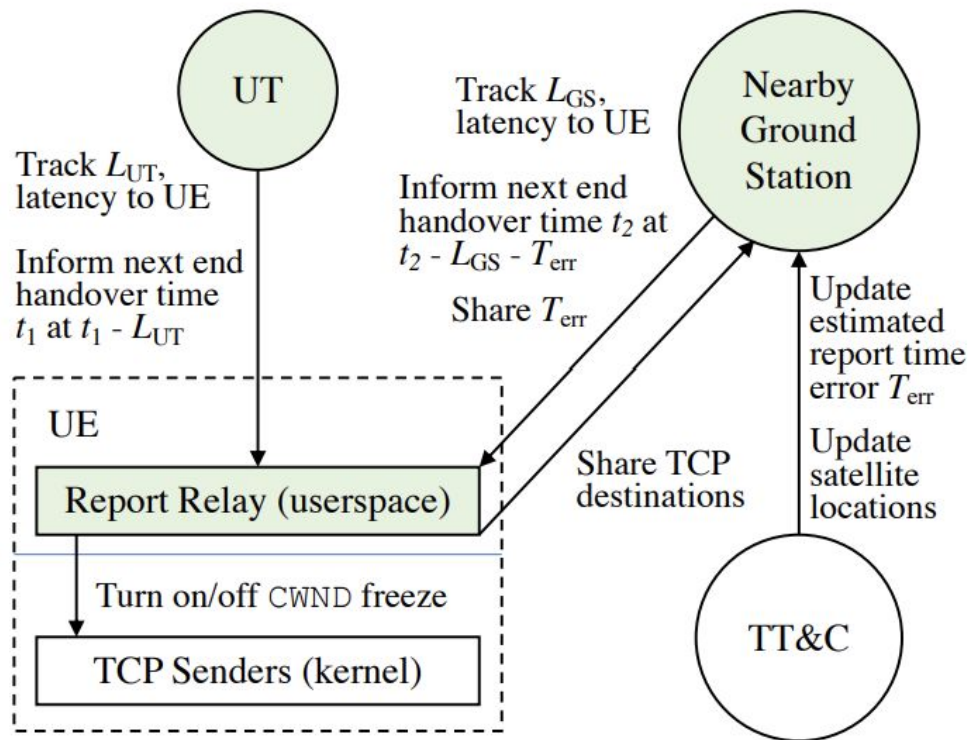


# SaTCP

- Features of SaTCP [1]
  - Prediction of satellite location
    - Compute when a disruptive event will occur
    - Freeze congestion window during handover
  - Cross-Layer Integration
    - Collect real-time data from the link layer

# SaTCP

- Workflow [1]

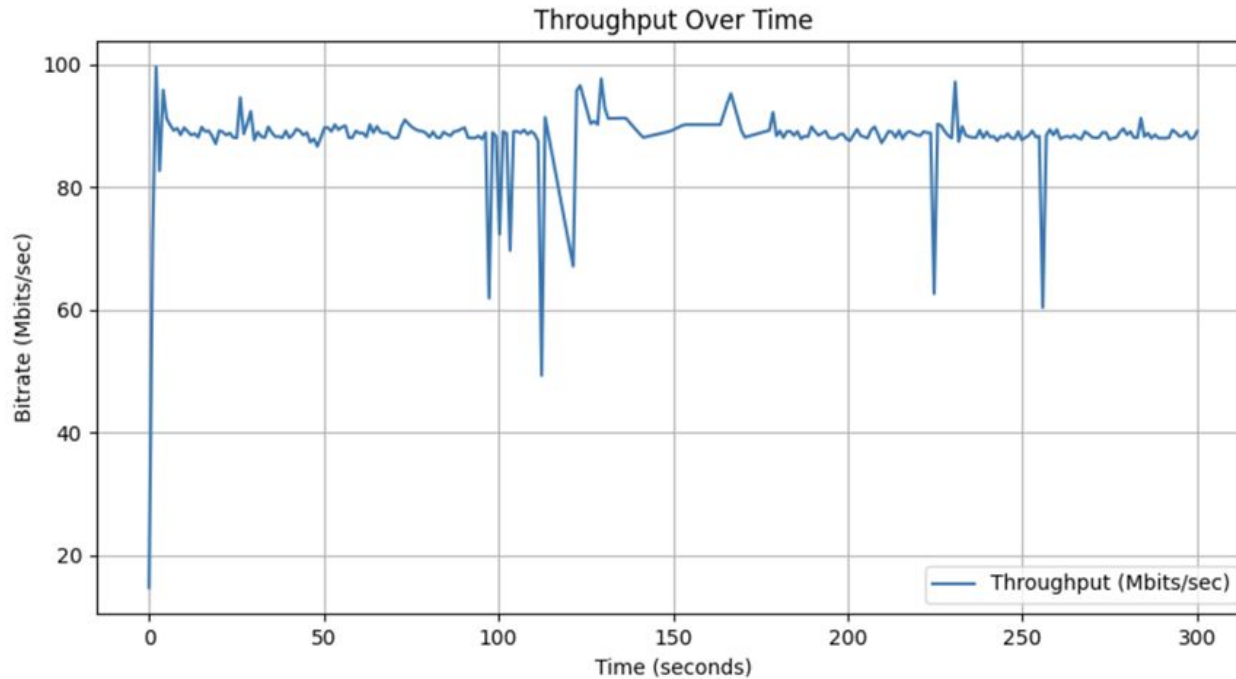


# SaTCP

- Setup
  - Install Linux kernel source code 6.9.6 on VM
  - Follow the instructions of SaTCP Implementation in LeoEM
  - Run the emulation and tests

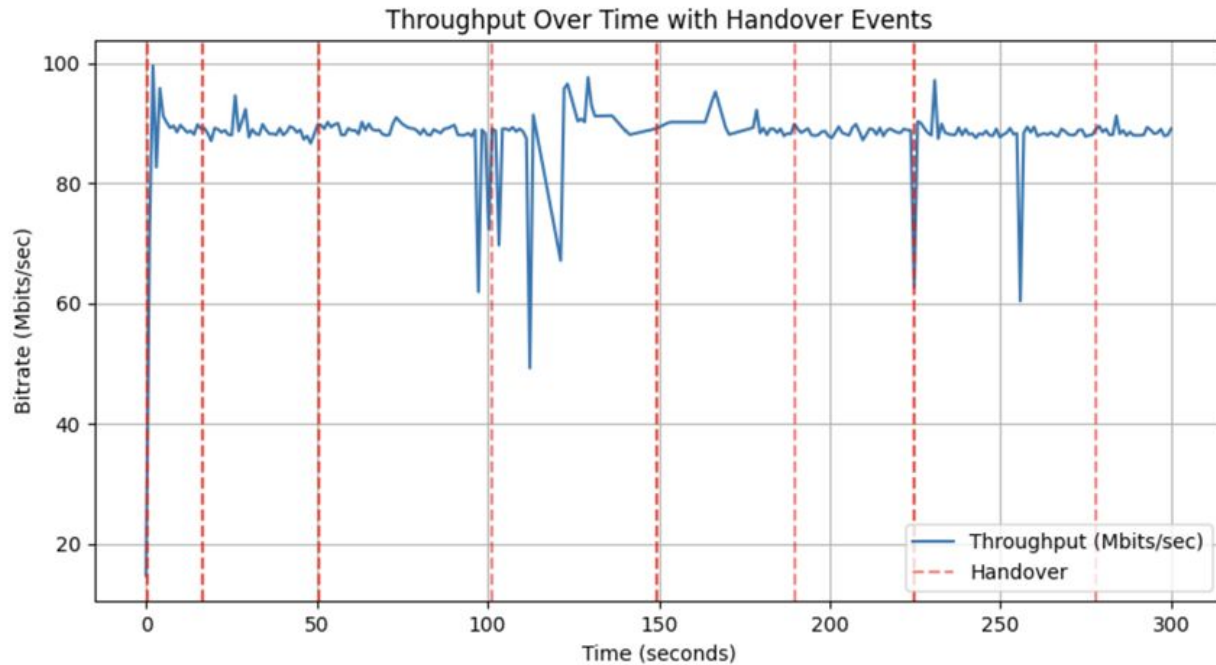
# SaTCP

- Throughput result



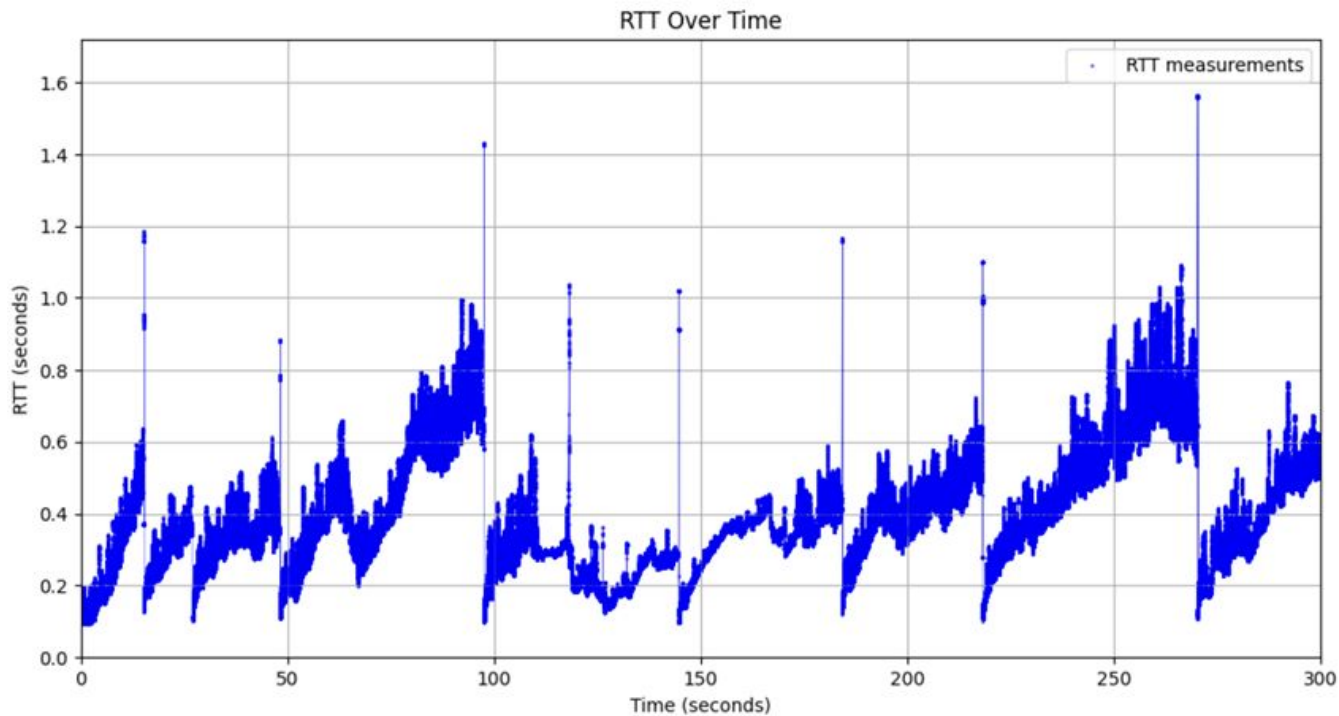
# SaTCP

- Throughput result



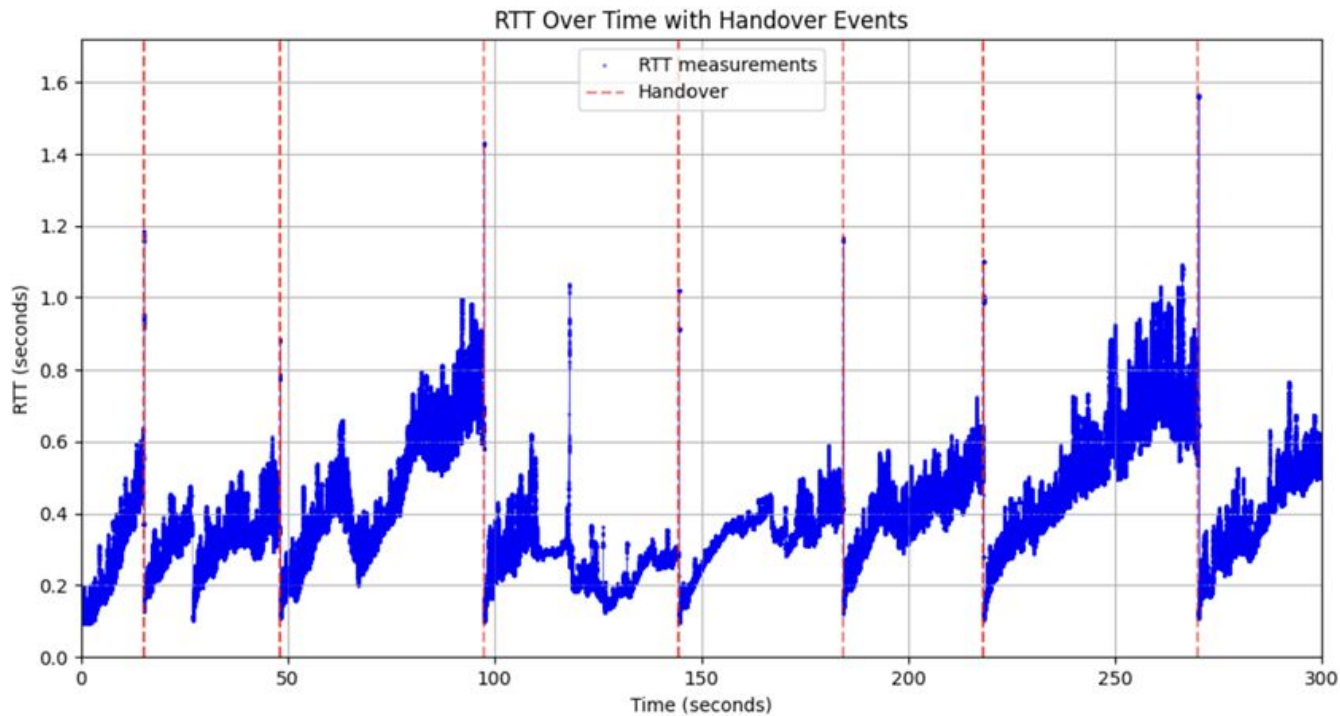
# SaTCP

- RTT result



# SaTCP

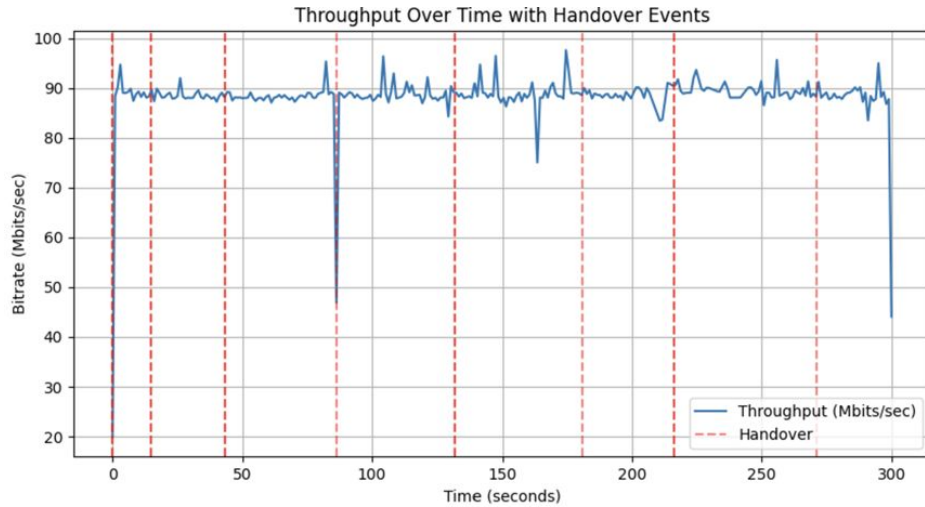
- RTT result



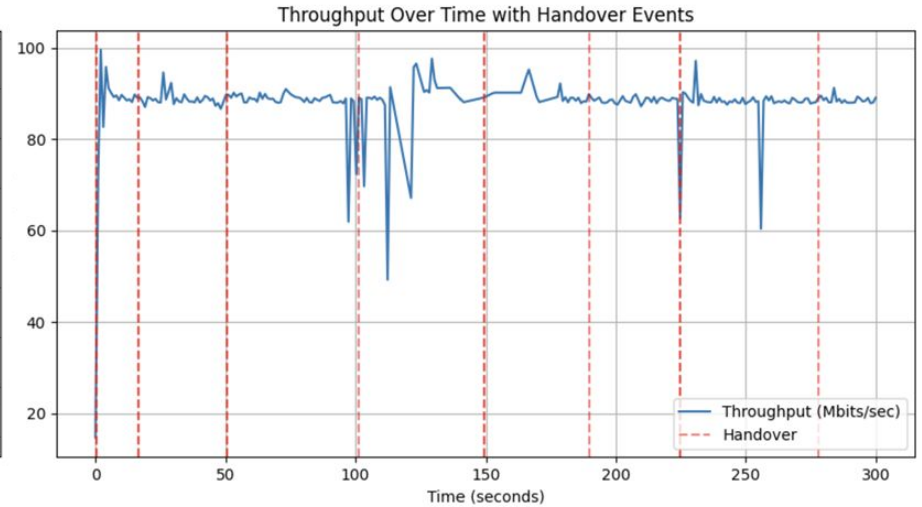


# Comparison

## TCP

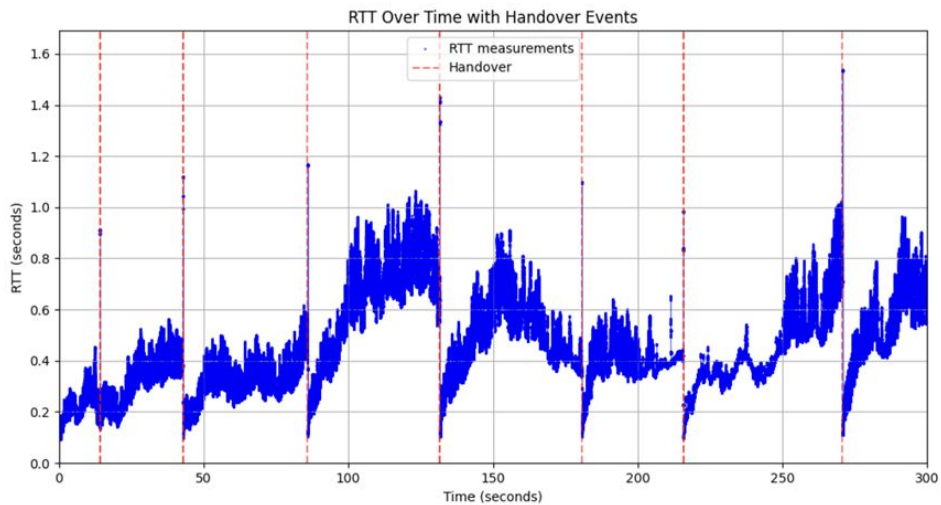


## SaTCP

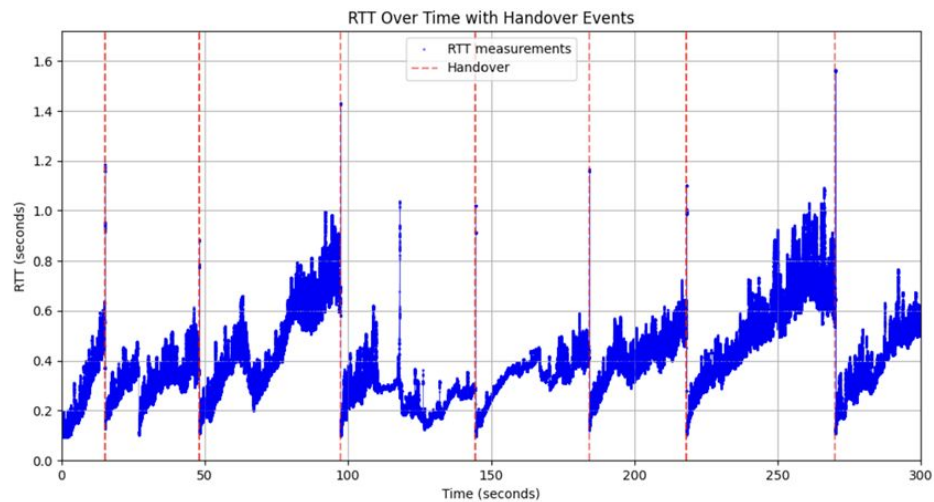


# Comparison

## TCP



## SaTCP



# Comparison

	TCP	SaTCP
Average Throughput (Mbits/sec)	89.84	88.05
MinimumThroughput (Mbits/sec)	47.94	14.70
Average RTT (sec)	0.44	0.38
Maximum RTT (sec)	1.54	1.56

# The End