Contents

List of I	Figures	xi
List of '	Tables	XV
Preface		xvii
Contrib	uting Authors	xxi
1		
The Roll Son K.	le of Satellite Networks in the 21st Century	1
30n K. 1 1	Dao Introduction	1
2	Internet over Satellite Architecture	3
	2.1 The Roles of Satellite Network in the Internet	4
	2.2 The Role of Satellite in the Satellite Network	5
3	Common Applications	7
4	Visions for the Future	9
	4.1 Commercial Market	9
_	4.2 The DARPA NGI Vision	10
5	Challenges	11
2		
	e Constellation Networks	13
Lloyd W		12
1	Introduction	13
2	Benefits of Going to LEO	15
3	Describing the Systems	17
4	Geometry, Topology and Delay	19
5	Delay	23
6	Handover	26
7	Networking Design	28
8	Simulators	31
9	Summary	32

vi 3	INTERN	ETWORKING AND COMPUTING OVER SATELLITE NETWO	ORKS
Mediun		Control Protocols for Satellite Communications	35
Srikanth		namurthy and Chen Liu and Vikram Gupta	
1	Introd	uction	35
2	Polling	g Based Access Protocols	41
3	Fixed	Assignment Multiple Access (FAMA) Protocols	41
	3.1	Frequency Division Multiple Access (FDMA)	42
	3.2	Time Division Multiple Access (TDMA)	43
	3.3	Code Division Multiple Access (CDMA)	45
4	Rando	om Access Protocols	46
	4.1	Asynchronous Random Access Protocols	47
	4.1.1	Aloha	47
	4.1.2	Selective-Reject Aloha (SREJ-Aloha)	49
	4.2	Synchronous Random Access Protocols	50
	4.3	Carrier Sense Multiple Access (CSMA)	52
5	Demai	nd Assignment Multiple Access (DAMA) Protocols	52
	5.1	Demand Assignment Based on FDMA	56
	5.2	Making Reservations by Contention Based Access	57
	5.2.1	Reservation Aloha (R-Aloha)	57
	5.2.2	Priority-Oriented Demand Assignment (PODA)	58
	5.2.3	Split-Channel Reservation Multiple Access (SRMA)	62
	5.2.4	The Time-of-Arrival Collision Resolution Algorithm (CRA)	63
	5.2.5	Packet-Demand Assignment Multiple Access (PDAMA)	67
6		d Protocols	69
	6.1	Round-Robin Reservations (RRR)	69 71
	6.2 6.3	Interleaved Frame Flush-Out (IFFO) Split-Channel Reservation Upon Collision (SRUC)	71 74
	6.4	Announced Retransmission Random Access (ARRA)	75
	6.5	Scheduled-Retransmission Multiple Access (SRMA)	77
	6.6	Response Initiated Multiple Access (RIMA)	81
	6.7	Combined Free/Demand Assignment Multiple Access	83
	6.8	Fixed Boundary Integrated Access Scheme (FBIA)	85
	6.9	Combined Random/Reservation Multiple Access (CRRMA)	87
7	Concl	usions and Summary	90
4			
	Broadcast mmetric I	Satellites and Routing	95
Yonggu	ang Zhang		
1	Introd		95
2	Proble	ems with Dynamic Asymmetric Routing	96
	2.1	Unicast	96
	2.2	Multicast	98
3	Tunne	ling: A Practical Solution	98
4		nstration of Tunneling Approach	100
5		3077: The IETF Standard	103
-	5.1	Topology and Requirements	104
	5.2	Tunneling Mechanism Details	105
	5.3	Dynamic Tunnel Configuration	107

Contents	5		vii
	5.4	Tunneling Protocol	109
	5.5	Current Status	110
6	Limit	ations and Long-Term Solutions	111
5			
_		inks in the Delivery of Terrestrial Multicast Traffic	115
Kevin C.			
1		luction	115
2		view of Multicast Deployment	117
3	Satell	lite Delivery of Multicast	118
4	Integr	rating Satellite and Terrestrial Networks	118
5	Using	Satellite Paths for Multicast Sessions	120
	5.1	Motivation and Metrics	120
	5.2	Methodology	122
	5.3	Results	122
6	When	to Use Satellites?	128
6			
TCP Per	formanc	e over Satellite Channels	131
Thomas	R. Hend	erson	
1	Introd	luction	131
2	Trans	mission Control Protocol (TCP) Overview	132
	2.1	Basic TCP Operation	132
	2.2	Connection Establishment and Release	132
	2.3 2.4	Basic Loss Recovery and Congestion Avoidance	134
2		Enhanced Loss Recovery and Congestion Avoidance	135
3		Performance Problems over Satellite Links	136
4	Ennai 4.1	ncing TCP Performance using Standard Mechanisms	138
	4.1	Window scale Path MTU discovery	138 139
	4.3	Error correction	139
	4.4	Further loss recovery enhancements	140
5	Resea	arch Issues	142
	5.1	Connection startup	143
	5.2	Shared TCP state and TCP pacing	146
	5.3	Link asymmetry	147
	5.4	Experimental loss recovery techniques	148
	5.5	Implementation details	149
	5.6 5.7	TCP fairness	149
	5.8	Using multiple data connections Header compression	151 152
	5.9	TCP Performance Enhancement Proxy	152
	5.10	Additional protocols	153
6	Sumn		154
7 TCD Dor	formana	e Enhancement Proxy	159
Yonggua		· · · · · · · · · · · · · · · · · · ·	137
1	-	s luction	159

viii	INTERNETWORKING AND COMPUTING OVER SATELLITE NET	TWORKS
2	The Motivation	161
	2.1 The Slow-Start Problem	161
_	2.2 The Window Size Problem	162
3	The Practical Solution	163
	3.1 Basic Architecture3.2 Example: Deployment in HNS DirecPC	164 166
	3.3 Alternative Architecture and Mechanisms	168
4	The Big Argument	170
4	4.1 The End-to-end Reliability Issue	170
	4.2 The Fate Sharing Issue	171
5	The "Show Stopper"?	172
3	5.1 Conflicts between IPsec and TCPPEP	172
	5.2 The End-to-end Security Issue	174
	5.3 Researches on Resolving the Conflicts with IPsec	176
6	Conclusion	177
8	Conclusion	177
	nance Evaluation of TCP splitting over Satellite	181
Mingya	n Liu	
1	Introduction	181
2	Model-based Analysis	185
	2.1 Network Model	185
	2.2 Lossless Links	186
	2.2.1 Delay Models	187
	2.3 Links with Random Losses	190
	2.3.1 The Server-Proxy Link is lossless 2.3.2 Random Losses on Both Links	190 192
3	Discussion	192
3	3.1 Initial Window Size	193
	3.2 Slow or Congested Proxy	195
	3.3 File Size	197
	3.4 Connection With Asymmetric Segments	197
4	The Experiment System	199
5	Measurement-based Analysis	201
	5.1 Effect of File Size and Caching	201
	5.2 Effect of congestion and packet losses	205
	5.3 Effect of embedded objects and persistent connection	211
6	Implications on System Design	215
7	Conclusion	216
9		
Schedu	ling Data Broadcast	221
Shu Jia	ng and Nitin H. Vaidya	
1	Introduction	221
2	The Basic Model	223
	2.1 Persistent User Model	223
	2.2 Impatient User Model	224
3	Theoretical Results	224
4	On-line Scheduling Algorithm	225

Con	ents	ix
	5.1 Validation of algorithm 2 5.2 Persistent user case 2	26 27 28
	1	29
		230
	ppendix: Deriving the Mean Access Time and the Variance of Access Time 2	
		233
	ppendix: Deriving the Service Ratio 2	234
	ppendix: Maximizing the service ratio 2	35
	ppendix: Deriving The Mean Tuning Time 2	36
10		
Info	mation Dissemination Applications 2	239
Edd	e C. Shek and Son K. Dao and Darrel J. Van Buer	
	Introduction 2	40
	~	42
	Mobile User Profiling 2	43
	Dynamic User Profile Clustering and Aggregation 2	46
	· · · · · · · · · · · · · · · · · · ·	47
	8	49
		250
	1	254 254
	=	.54 255
		.55 256
		.50 257
	1	.57 257
		1

261

Index