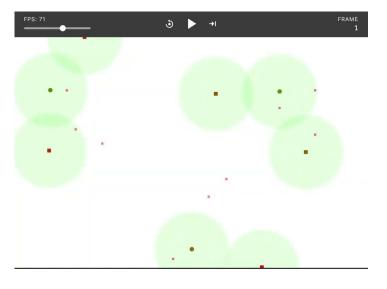
# **Roaming DTN:** Integrating **Unscheduled Nodes** into Contact Plan **Based DTN Networks**



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**COMPUTER SCIENCE & ENGINEERING** 

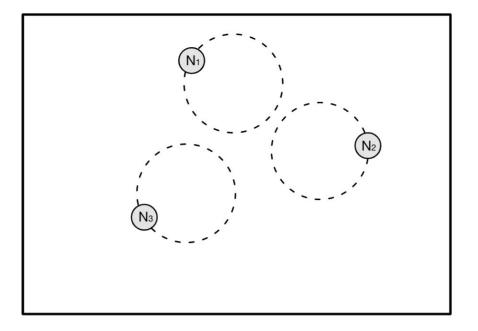
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# **Motivation: DTN Routing Approaches**



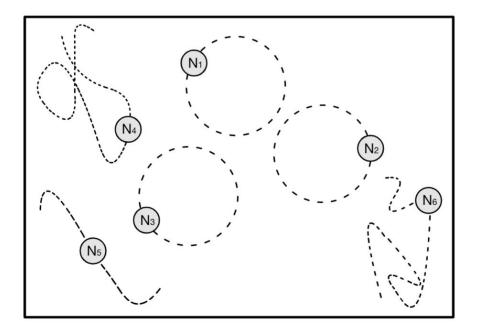
Network containing:

> Scheduled nodes (N1, N2, N3)

### Routing Approaches:

- > Epidemic
- > PRoPHET
- > Spray and Wait
- > Contact Graph Routing

# **Motivation: DTN Routing Approaches**



Network containing:

- > Scheduled nodes (N1, N2, N3)
- > Unscheduled nodes (N4, N5, N6)

Routing Approaches:

- > Epidemic
- > PRoPHET
- > Spray and Wait
- Contact Graph Routing

### **Motivation**

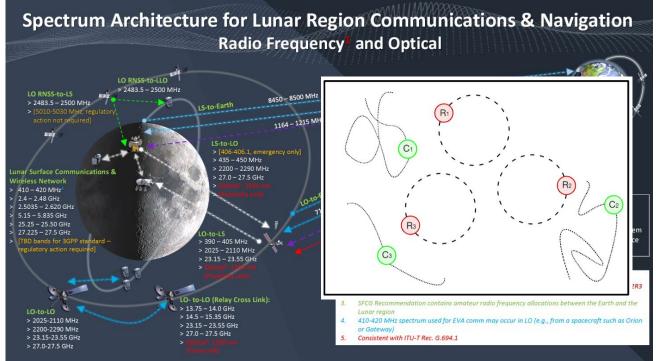
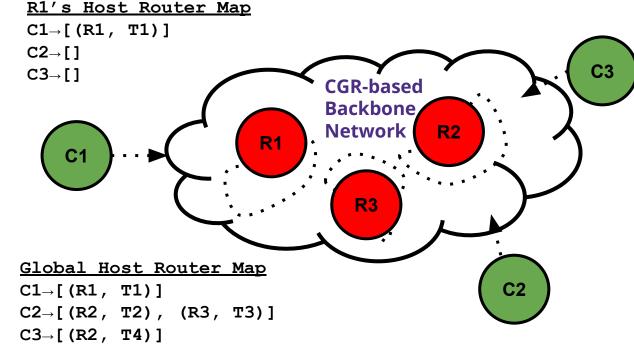


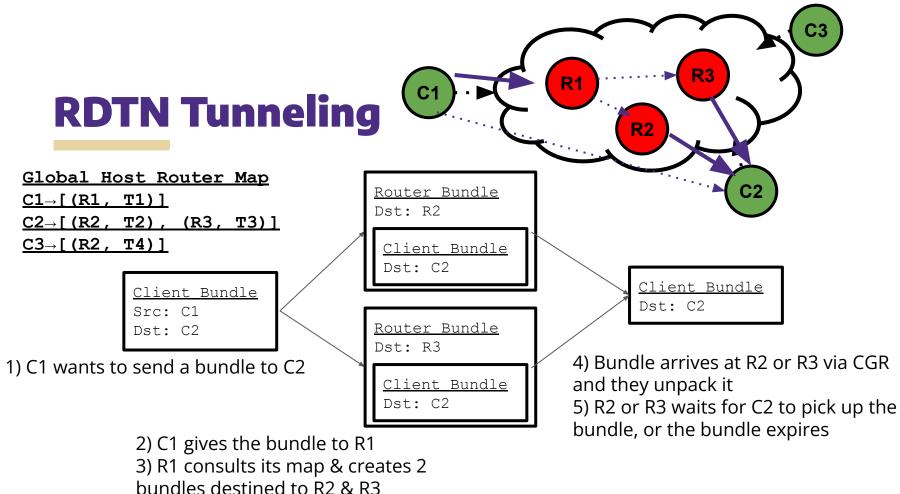
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# **Roaming DTN Overview**

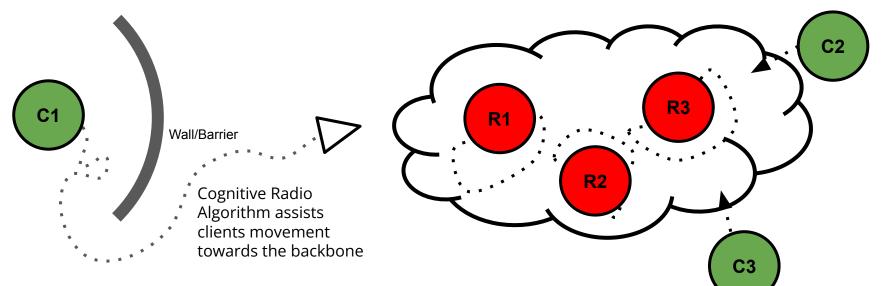
### **Key Terms:**

- Backbone Network
- Routers
- Clients
- Connection Range
- Detection Range
- Beacon Messages
- Host Routers
- Host Router Map





### **Reconnecting to the Backbone**



Clients must regularly find a way to reconnect to the backbone so that...

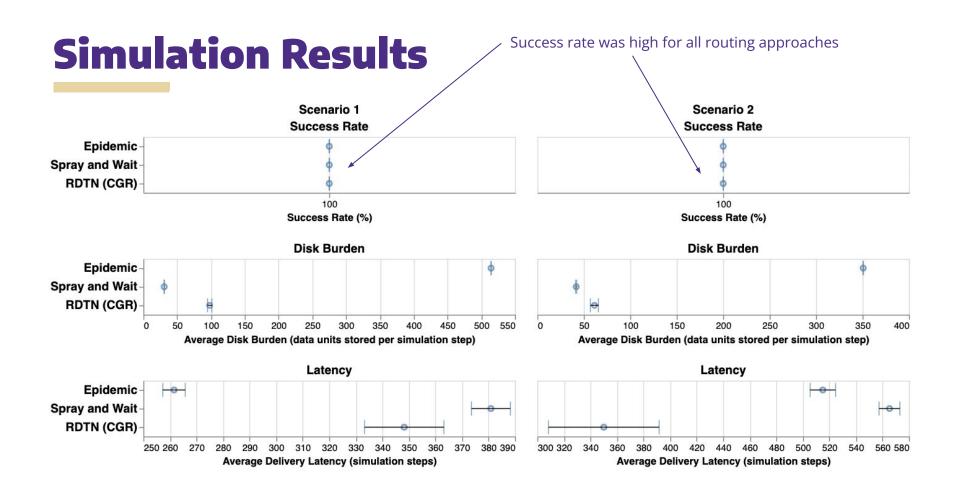
- host routers/client locations are regularly updated
- clients can regularly offload data from its disk

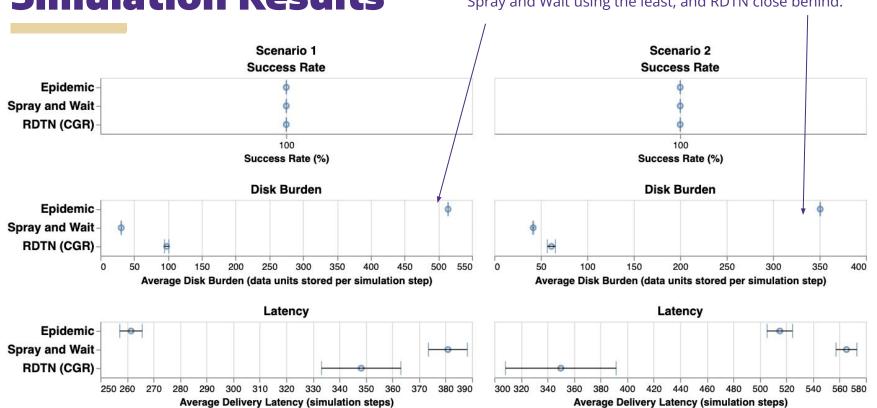
## **Simulation Experiments**

Developed a simulator to evaluate custom implementations of Routing Algorithms

- Supports Epidemic, Spray and Wait, and RDTN
- Web-based visualization
- Python-based implementation
  - CGR support from pyCGR by Juan Fraire



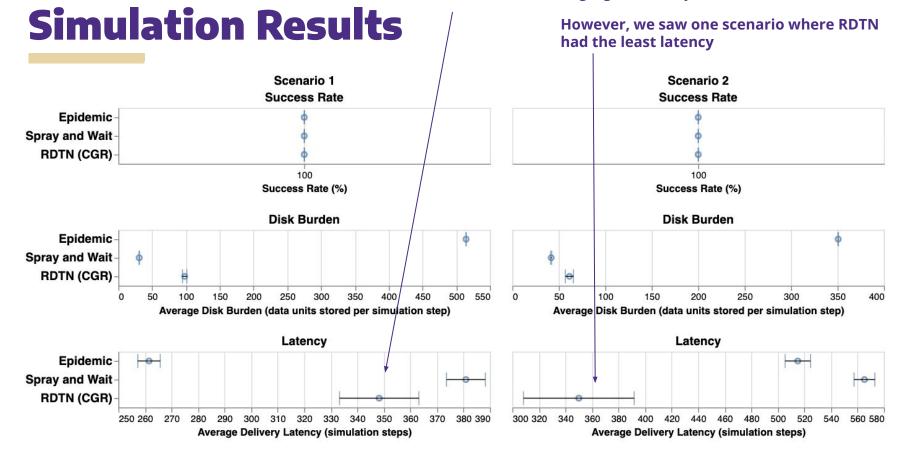




### **Simulation Results**

Epidemic consistently used the most disk space, with Spray and Wait using the least, and RDTN close behind.

Epidemic usually had the lowest delivery latency, with RDTN and SAW having higher delivery latencies.



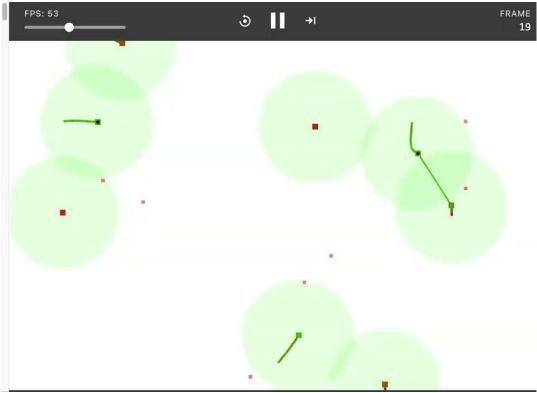
## **Simulation Results**

Scenario where RDTN had best latency:

- Very sparse connectivity
- Very slow routers

Clients are using Epidemic

- If a client happens to connect to another node, they will flood
- This is a sparse network so connections happen rarely



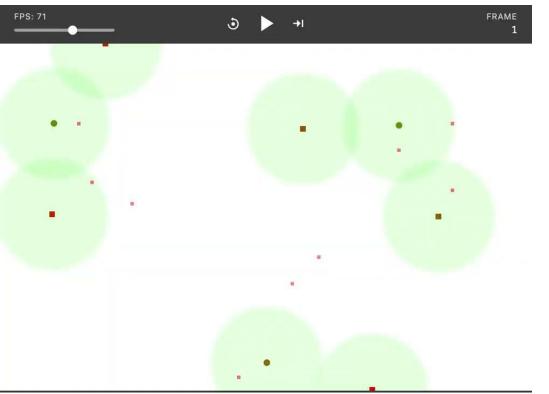
## **Simulation Results**

Scenario where RDTN had best latency:

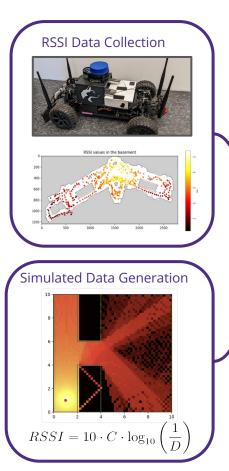
- Very sparse connectivity
- Very slow routers

Clients are using RDTN

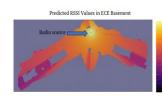
- Every so often, clients use a cognitive radio algorithm to navigate towards a router and force a connection
- This results is more connectivity and ultimately lower latency

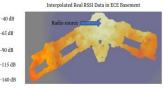


### **Future Work**



#### Comparison of Simulated vs Collected RSSI Highlights Complexities





#### Total Least Squares Converging on a Source



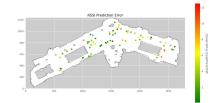
Simulated RSSI Data

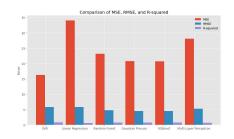


Real RSSI Data

 $RSSI = 10 \cdot C \cdot \log_{10} \left( \frac{1}{\sqrt{(a-x)^2 + (b-y)^2}} \right)$ 

### Currently working alternative ML models





## Conclusions

# Roaming DTN is a simple but effective approach that enables unplanned nodes to communicate over a CGR-based network.

- > Allows clients to communicate w/ CGR despite not being part of the contact plan
- > Preserves network topology of a structured CGR backbone network
  - Enables unplanned nodes to be untethered & free to connect to any router
  - Enables cognitive radio algorithms that help disconnected clients reconnect to the backbone network

Further research is needed to determine the characteristics of scenarios in which RDTN would provide the most benefit.

# Thank you!

Any questions?

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