Delay Tolerant Networks (DTN)
Motivation

• Rural area (buses, mail trucks, infostations)
• Mobile routers w/disconnection (e.g., ZebraNet)
• Sensor networks (e.g., Data mules)
• Deep space
• Underwater
• …
Internet vs. DTN

Unstated Internet assumptions

– Exist some end-to-end paths
– End-to-end RTT is low
  • At most a few seconds, and typically less than 500 ms
– Use retransmission for reliability
– Packet switching is the right abstraction
Internet vs. DTN

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DTN characteristics
- May not exist e2e paths
  - Contact connectivity is intermittent and hard to predict
- Large delay (can be hours or even days!)
- High link error and low capacity
  - Resource budget can limit transmissions
- Different network architectures (e.g., TCP/IP won’t work)
DTN Issues

• Naming, addressing, location management
• Routing on dynamic graphs
• Scheduling
• Security
• Applications
• …
Routing on Dynamic Graphs

- DTN routing takes place on a time-varying topology
  - Links come and go, sometimes unpredictably
  - Use any/all links that can possibly help
- Inputs
  - Time varying topologies (S, D, c(t), d(t))
  - Traffic demands
  - Vertex buffer limits
  - Mobility patterns
- Goal
  - Determine route and schedule to optimize some metric (e.g., delay, throughput, resource consumption)
What’s the routing scheme that minimizes delay?
Solution 1: Flooding
Flooding

• Each node forwards any non duplicated msg to any other node it encounters

• Pros: low delay

• Cons: high transmission overhead
What’s the routing scheme that minimizes resource consumption?
Solution 2: Direct contact
Direct Contact

• The source holds the data until it comes in contact with the destination

• Pros: minimal resources

• Cons: long delay
Solution 3: Simple Replication
Simple Replication

- Source sends r identical copies over the first r contacts
- Relay nodes directly send to the destination
Solution 4: History-based replication
History-based Replication

- Each node keeps track of the probability a given node delivers its message
- It replicates to $r$ highest ranked relays based on delivery probability
Solution 5: Erasure-coding based Replication
Erasure Codes

- Rather than seeking particularly “good” contacts, we “split” messages and distribute to more contacts to increase chance of delivery
  - Same number of bytes flowing in the network, now in the form of coded blocks
  - Partial data arrival can be used to reconstruct the original message
    - Given a replication factor of $r$, (in theory) any $1/r$ code blocks received can be used to reconstruct original data

- Potentially leverage more contacts opportunity $\Rightarrow$ reduce worse-case latency
  - Reduces “risk” due to outlier bad contacts
Erasure Codes

Message n blocks

Encoding (to m blocks, where m > n)

Split message blocks among r*k relays

Decoding (require n+alpha blocks)

Message n blocks
Simple Replication vs. Erasure Coding

• Simple replication
  – Use first $r$ relays, where each relay gets 1 copy
  – 1 out of $r$ relays to succeed

• Erasure coding
  – Use first $r \times k$ relays, where each relay gets $1/k$ copy
  – $k$ out of $r \times k$ relays to succeed
  – If $k$ is large, the delay distribution converges to a constant

Which one is better?
Simple Replication vs. Erasure Coding

• **Simple replication**
  – Use first $r$ relays, where each relay gets 1 copy
  – 1 out of $r$ relays to succeed $\Rightarrow$ low average-case delay

• **Erasure coding**
  – Use first $r*k$ relays, where each relay gets $1/k$ copy
  – $k$ out of $r*k$ relays to succeed
  – If $k$ is large, the delay distribution converges to a constant $\Rightarrow$ almost assured constant delay
## Summary: Forwarding Algorithms

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Who</th>
<th>When</th>
<th>To whom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flood</td>
<td>All nodes</td>
<td>New contact</td>
<td>All new</td>
</tr>
<tr>
<td>Direct</td>
<td>Source only</td>
<td>Destination</td>
<td>Destination</td>
</tr>
<tr>
<td>Simple Replication(r)</td>
<td>Source only</td>
<td>New contact</td>
<td>$r$ first contacts</td>
</tr>
<tr>
<td>History (r)</td>
<td>All nodes</td>
<td>New contact</td>
<td>$r$ highest ranked</td>
</tr>
<tr>
<td>Erasure Coding (ec-r)</td>
<td>Source only</td>
<td>New contact</td>
<td>$kr$ ($k \geq 1$) first contacts (k is related to coding algorithm)</td>
</tr>
</tbody>
</table>
Evaluation Methodology

• Use a real-world mobility trace collected from the initial ZebraNet test deployment in Kenya, Africa, July, 2004

• Only one node returned 32-hour uninterrupted movement data
  – Weather and waterproofing issues

• Semi-synthetic group model
  – Statistics of turning angles and walking distance
Trace Results

- Contact duration
- Inter-contact time
Performance Evaluation: Routing Overhead

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Overhead (34 nodes)</th>
<th>Overhead (66 nodes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ec-rep2-p8</td>
<td>3.96</td>
<td>—</td>
</tr>
<tr>
<td>ec-rep2-p16</td>
<td>3.96</td>
<td>3.98</td>
</tr>
<tr>
<td>ec-rep2-p32</td>
<td>—</td>
<td>3.98</td>
</tr>
<tr>
<td>srep-rep2</td>
<td>3.98</td>
<td>3.99</td>
</tr>
<tr>
<td>direct</td>
<td>1.0</td>
<td>1.0</td>
</tr>
<tr>
<td>history</td>
<td>30.28</td>
<td>59.61</td>
</tr>
<tr>
<td>flood</td>
<td>68.0</td>
<td>132.0</td>
</tr>
</tbody>
</table>

History and flooding replicates messages even after a copy of original message has been delivered.
Performance Evaluation: Latency
(64 nodes)
Performance Evaluation: Success Rate

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>0.25 day</th>
<th>1 day</th>
<th>2 days</th>
<th>4 days</th>
<th>8 days</th>
</tr>
</thead>
<tbody>
<tr>
<td>ec-rep2-p8</td>
<td>22.6%</td>
<td>95.9%</td>
<td>100%</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>ec-rep2-p16</td>
<td>9.2%</td>
<td>94.6%</td>
<td>100%</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>srep-rep2</td>
<td>51.8%</td>
<td>92.5%</td>
<td>99.6%</td>
<td>99.9%</td>
<td>99.9%</td>
</tr>
<tr>
<td>direct</td>
<td>32.0%</td>
<td>74.6%</td>
<td>94.2%</td>
<td>99.5%</td>
<td>99.9%</td>
</tr>
<tr>
<td>history</td>
<td>58.4%</td>
<td>87.9%</td>
<td>92.7%</td>
<td>94.6%</td>
<td>95.3%</td>
</tr>
<tr>
<td>flood</td>
<td>100%</td>
<td>100%</td>
<td>100%</td>
<td>100%</td>
<td>100%</td>
</tr>
</tbody>
</table>

ec has low success rate when deadlines are small.

ec has high success rate for longer deadlines (due to lower 99th percentile latency distr).
Theoretical Results on Delay Distribution

Erasure Coding:
- Get rids of the ‘bad’ cases
- Has few very low delay cases

Erasure Coding (32 nodes)

Simple Replication

99th percentile
SimpleReplication ~ 3 ErasureCoding
Summary

Average-case Delay

Overhead

Flooding

HR

SR

EC

Direct

Average-case Delay
Summary

- Overhead
  - Flooding
  - EC
  - SR
  - HR
  - Direct

- Worst-case Delay
How to improve?
Enhancements

• Optimize common case and guarantee worst-case
  – Whom to replicate to?
    • Currently based on first r contacts
    • Could use delivery probability for selection
  – How much to replicate?
    • Currently every node selected is replicated an equal amount of data
    • Could use delivery probability for deciding the amount to replicate
  – Different coding schemes
    • Adapt the coding parameters based on delivery probability and performance requirement
    • Apply network coding

• Provide differentiated services
  – Adapt who to replicate, how much to replicate, when to replicate based on the urgency of message