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SPACE

AINE ADVANCED IP NETWORK EMULATOR

Satellite communications, earth observation, navigation and positioning and control stations

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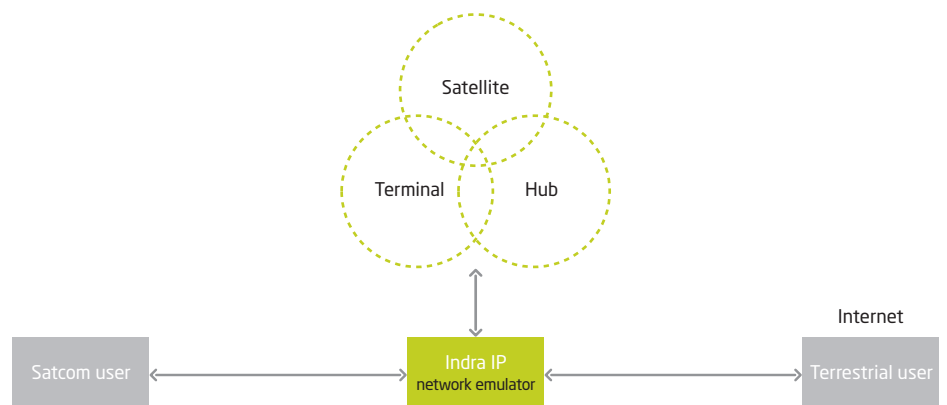


The advantage to know the performance of real applications over an IP network before launch

Introduction

New applications and communications services deployed nowadays are more and more within the so-called "multimedia and IP technology" concept. That paradigm implies using the same network layer (IP) for all types of communications: data, voice and video.

Emulation at IP layer is a very cost effective way to validate applications performance via satellite. Reproduce at lab the final system behaviour emulating in real time the network structure and limitations, such as buffers, delays, jitter, bandwidth bottlenecks and packet losses of real satellite networks.



Success stories II

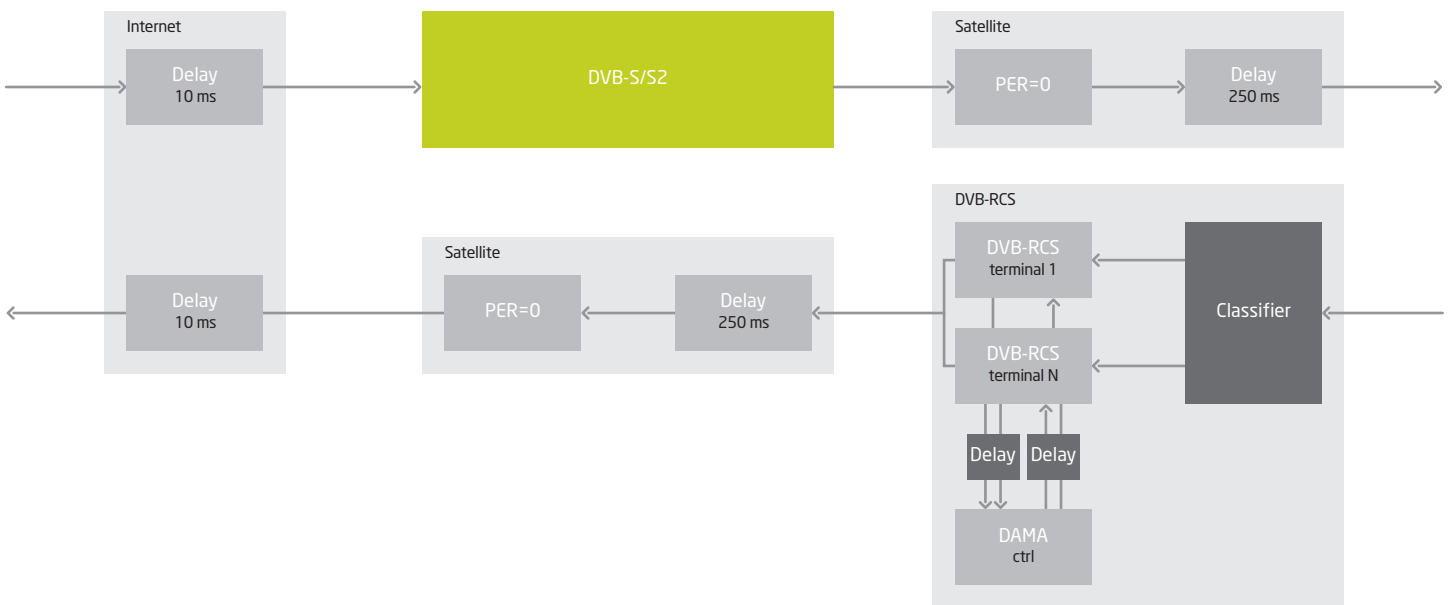
Applications layer QoS in DVB-S/RCS systems (AQoS)

<http://telecom.esa.int/telecom/www/object/index.cfm?fobjectid=27802>

The objective of this project was to provide an overall network performance characterization of a DiffServ and DVB-S/RCS integration architecture for a transparent system. Several mappings between DiffServ traffic classes (EF, AF and BE) and DVB-S/RCS MAC capacity types (CRA, RBDC, VBDC and FCA) were evaluated.

The AINE modelled the DiffServ architecture and all DAMA related aspects of the DVB-S/RCS system with one DVB-S Hub and up to 51 terminals. The network model was divided and executed in two servers, one for the return link and the other for the forward link.

The return link model, with 51 terminals, was executed on a dedicated dual processor server. AINE allowed the client to test a new architecture and to evaluate the expected QoS.



Success stories III

IP-friendly cross-layer optimization of adaptive satellite systems (xLayer)

The goal of the project was to investigate how cross-layer information can help upper layers to take advantage of the adaptive physical layer present at DVB-S2. AINE was used to evaluate the different proposed techniques with real TCP/IP protocol stacks.

The emulation provided in-depth validation of the proposed cross-layer optimization techniques and algorithms. AINE was used to verify the performance of new algorithms in realistic conditions.

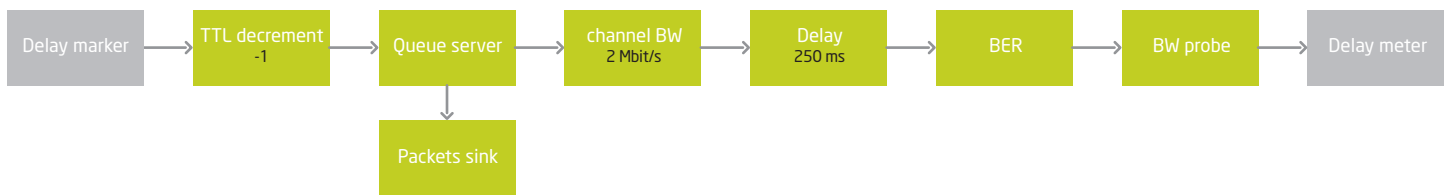
Additional information on the usage of AINE at AQoS and xLayer ESA projects is available at: <http://telecom.esa.int/telecom/www/object/index.cfm?fobjectid=28656>

Overview



The real network is modeled through a set of connected emulation blocks that pass packets from one to another introducing specific impairments or measuring certain parameters, e.g., bandwidth, delay, queue sizes...

Emulation models can be run on a set of PCs and be remotely monitored and controlled from any standard PC using a Java based client GUI.



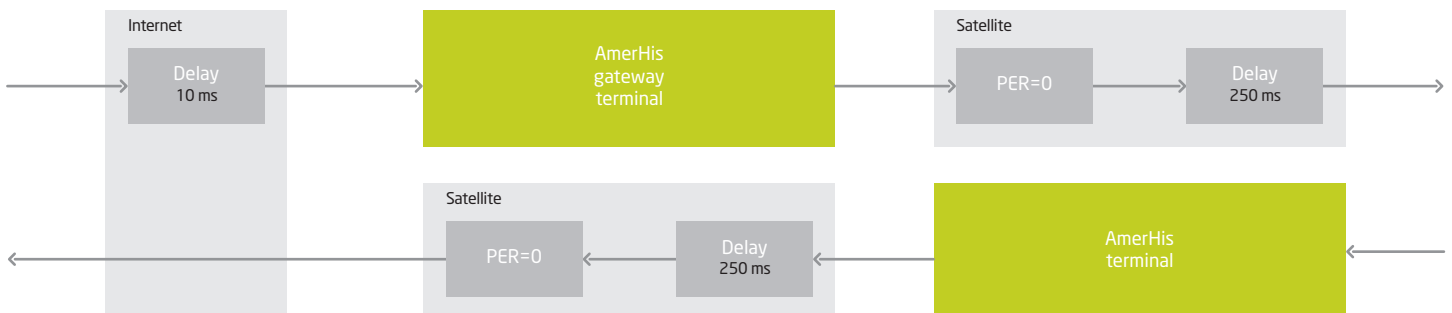
Success stories I

Interactive broadband DVB-S/RCS OBP communication system (AmerHis)

<http://telecom.esa.int/telecom/www/object/index.cfm?objectId=7923>

AINE was used to emulate AmerHis system C2P, dynamic bandwidth allocation and packet prioritization to allow in-factory evaluation of the impact of dynamic bandwidth assignment techniques in the services offered by Indra AmerHis gateway: Internet access (web browsing) and VoIP.

This model was executed on a desktop PC. AINE allowed Indra to test and validate IP services in realistic conditions before the satellite launch.





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indra

C/ Mar Egeo, 4
Polígono industrial, 1
28830 San Fernando de Henares
Madrid (Spain)
T + 34 91 627 30 00
F + 34 91 627 30 51
space@indracompany.com
indracompany.com

Roc Boronat 133
08018 Barcelona (Spain)
T + 34 93 463 00 00
F + 34 93 463 09 22

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