Tetrys: a specification of an onthe-fly network coding transport protocol

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Note Well

- We, the authors, didn't try to patent any of the material included in this presentation
- We, the authors, are not reasonably aware of patents on the subject that may be applied for by our employers
- If you believe some aspects of this presentation and its corresponding draft may infringe IPR you are aware of, then please fill an IPR disclosure and let us know

Objective

 Propose a transport protocol framework based on elastic encoding window

• This specification must be generic (e.g. independent from the congestion control)

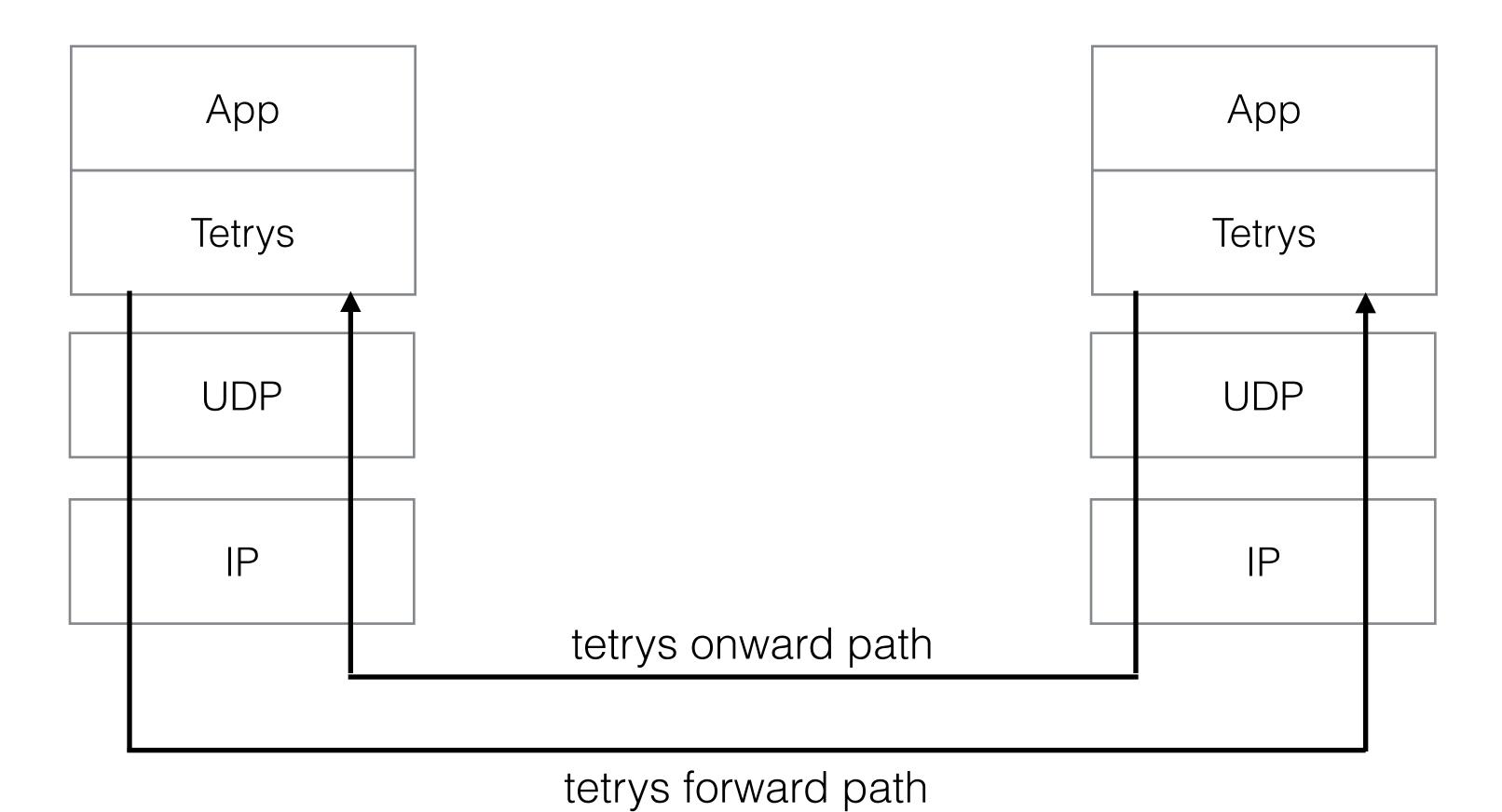
Propose some building blocks (defined into this ID or not TBD)

To date inside the draft

- Tetrys, a reliable communication protocol + some building blocks:
 - On-the-fly encoding (FEC codes)
 - Signalling (symbol identifiers, coefficients,...)
 - Elastic window management
 - Packet creation and processing
 - Dynamic adjustment of the code rate and flow control
- Optional features:
 - Congestion control management (not CC, only the entry point to manage it)
 - Feedback management
 - Packet loss rate estimation

Layering

Considering as an instance of such protocol, Tetrys is defined as an application layer transport protocol (above UDP)



Use-cases

Defined for end-to-end communications

Unicast

- communication with feedbacks: the coded packets are LC of nonacknowledged source symbols
- communication without feedback: the coded packets are LC of a sliding window of source symbols with a fixed size

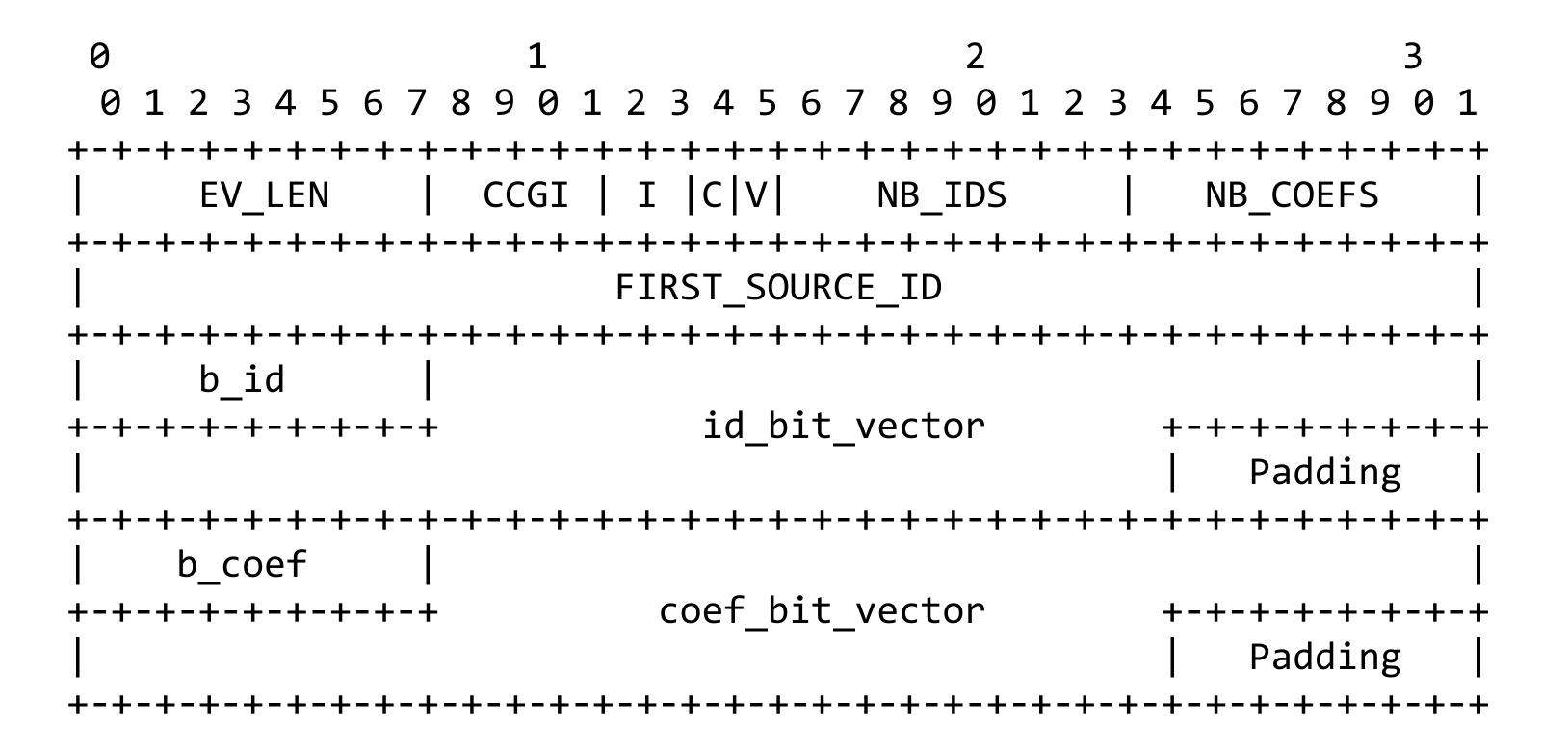
Multicast

same as unicast but with the union of feedbacks from all receivers

The protocol part

- Tetrys has 3 types of packet:
 - the source packets
 - the coded packets
 - the acknowledge packets (optional)

The encoding vector



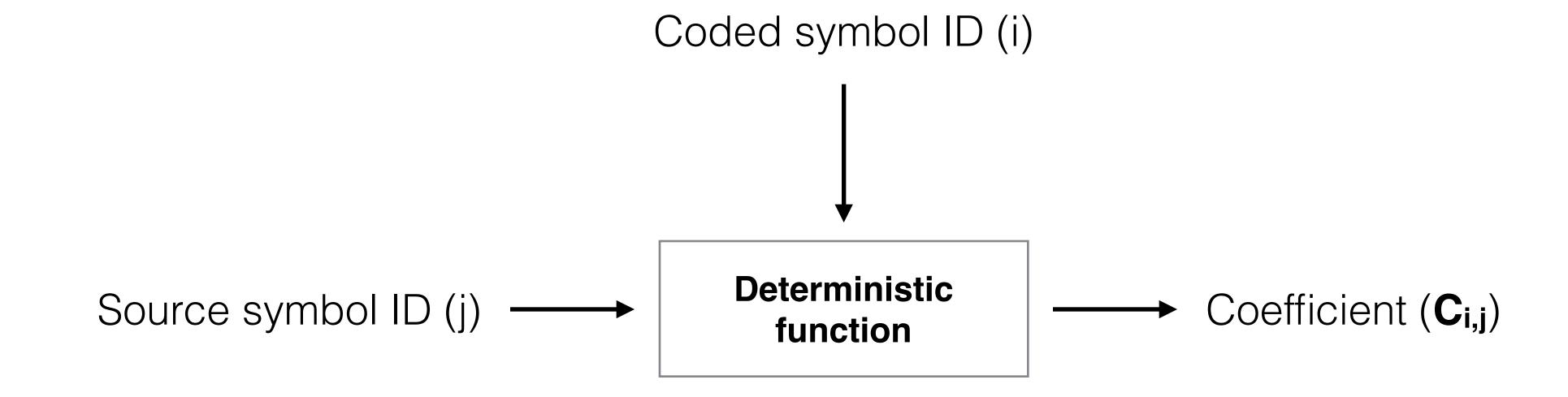
An example: the sliding window

• Suppose we want to generate an encoding vector by using a sliding window of size 64, by using $GF(2^8)$ from symbol S_0 to S_{63} :

- We don't store any coefficient (they are computed in a deterministic way), we only store the first source id included and the number
- We need 8 bytes of data for the full encoding vector

Generating the coefficients

We propose a deterministic way based on IDs



- About the deterministic functions, see the draft for further details
- In such a way, you can generate each coefficient independently

Discussion with the group

- split the document between protocol part and independent building blocks?
- continue work on the generic protocol document?
- continue independently by defining some building blocks in additional ID?