Using ULE for IPv4 / v6 in MPEG-2 encapsulation

An implementation report

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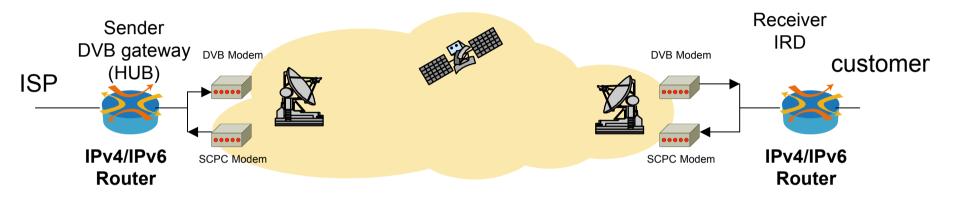
Satellite Service Provider motivation

- MPE is used for most IP in MPEG-2 encapsulation, but satellite capacity is a VERY expensive resource:
 - -MPE adds a lot of overhead for encapsulation
 - 17 bytes of header/trailer for IPv4, 25 bytes for IPv6 (use of LLC/SNAP)
 - -ULE (same overhead for IPv6 and IPv4):
 - 9 bytes without destination address field, 15 bytes otherwise

Motivation continued

- In future, satellite networks should support IPv6 in an efficient and STANDARD way:
 - Easy ROHC support (later)
 - Standard Neighbor Discovery (address resolution)
 - Standard stateless auto-configuration
- A standardized approach is a MUST

ULE implementation in IPv4/IPv6 access routers



- Satellite link
 - MPEG-2 DVB satellite link
 - SCPC return link (through the satellite)
- IPv4 and IPv6 traffic
- Both DVB-gateway and IRD are IP(v6) routers

ULE draft (-01) Issues

- Last byte(s) management :
 - Contradictions in text (§5.3 and §5.3.1)
 - Not clear if splitting length and/or end-indicator is allowed
 - → Discussion on mailing-list
 - → The current proposed text removes ambiguity
- CRC-32 computation details :
 - Computation range (including trailer?)
 - → Do not include trailer.
 - Initial Vector value
 - → Possible value of 0xFFFF 0xFFFF
 - Final XOR
 - → No XOR

ULE draft (-01) Issues

- Destination Address Flag missing :
 - Needs to be in the ULE header
 - Suggestions :
 - → Use 'R' flag.
 - → 'R' flag becomes 'D' flag AND reserve another bit in the length field
 - + allows future extension (keep the door opened)
 - MTU goes down from 32K to 16K

Future plans

- A new draft is needed:
 - Fix the problems detected during implementation
- Implementation:
 - Running code in emulator by 12/03
 - Real DVB environment by 02/04
- Interop tests with another implementation:
 - Scheduled for February 2004 in Salzburg
 - Sponsored by European Space Agency

Questions?