

# Performance Analysis of Multicast Mobility in a H-MIP Proxy Environment

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# MIPv6 Ready for Release – and Now?



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# What may we expect?

- o Devices using Home Address while away
- o 'Workspaces' roaming between local subnets
  - + Improvements on handover performance
  - + 3G Mobiles operating IP
  - + ...
- o VoIP/VCoIP conferencing: real-time mobility
- o Group communication by Mobile Multicast



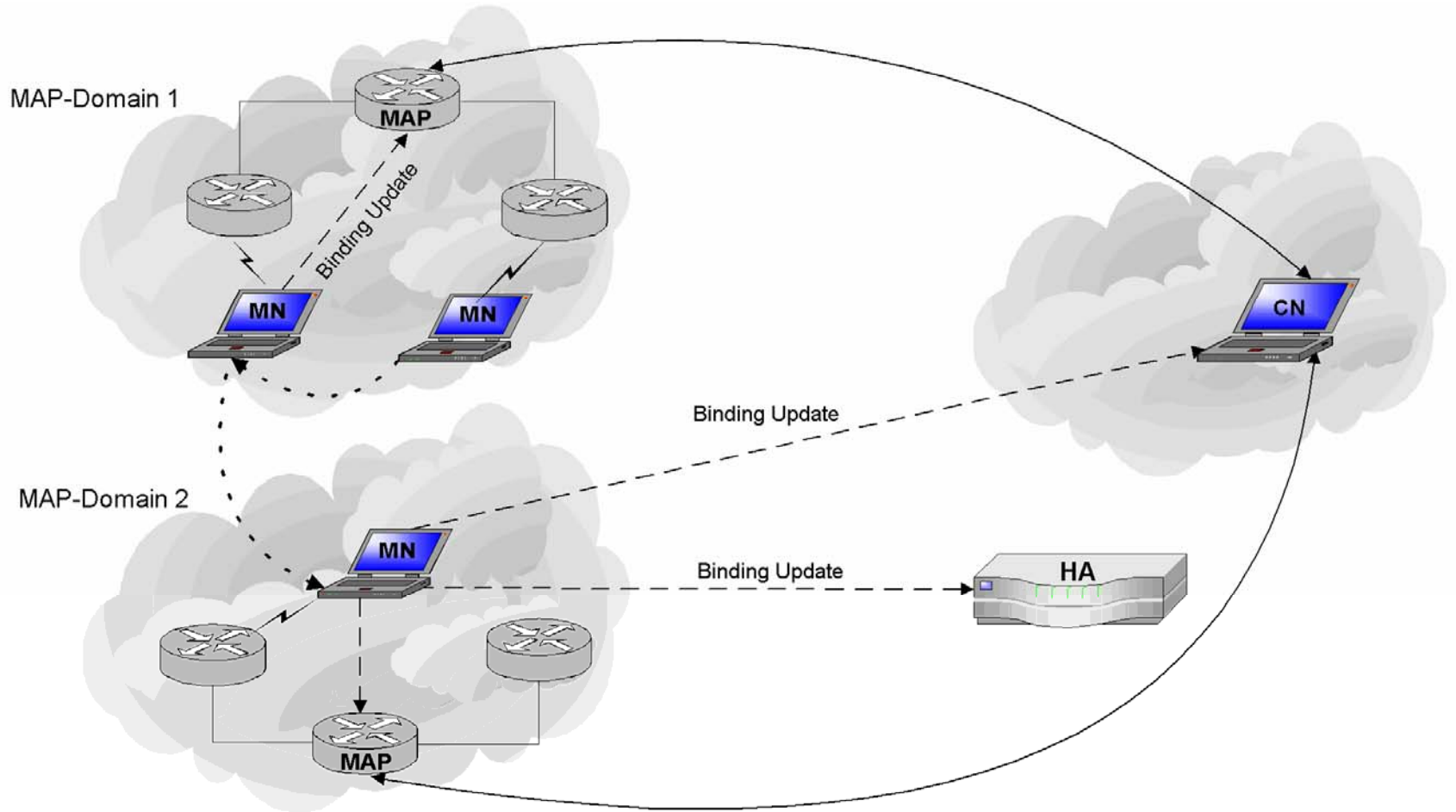
# Agenda

- 🕒 Multicast Mobility
- 🕒 Current Proposals
- 🕒 Performance Analysis
- 🕒 Conclusions & Outlook

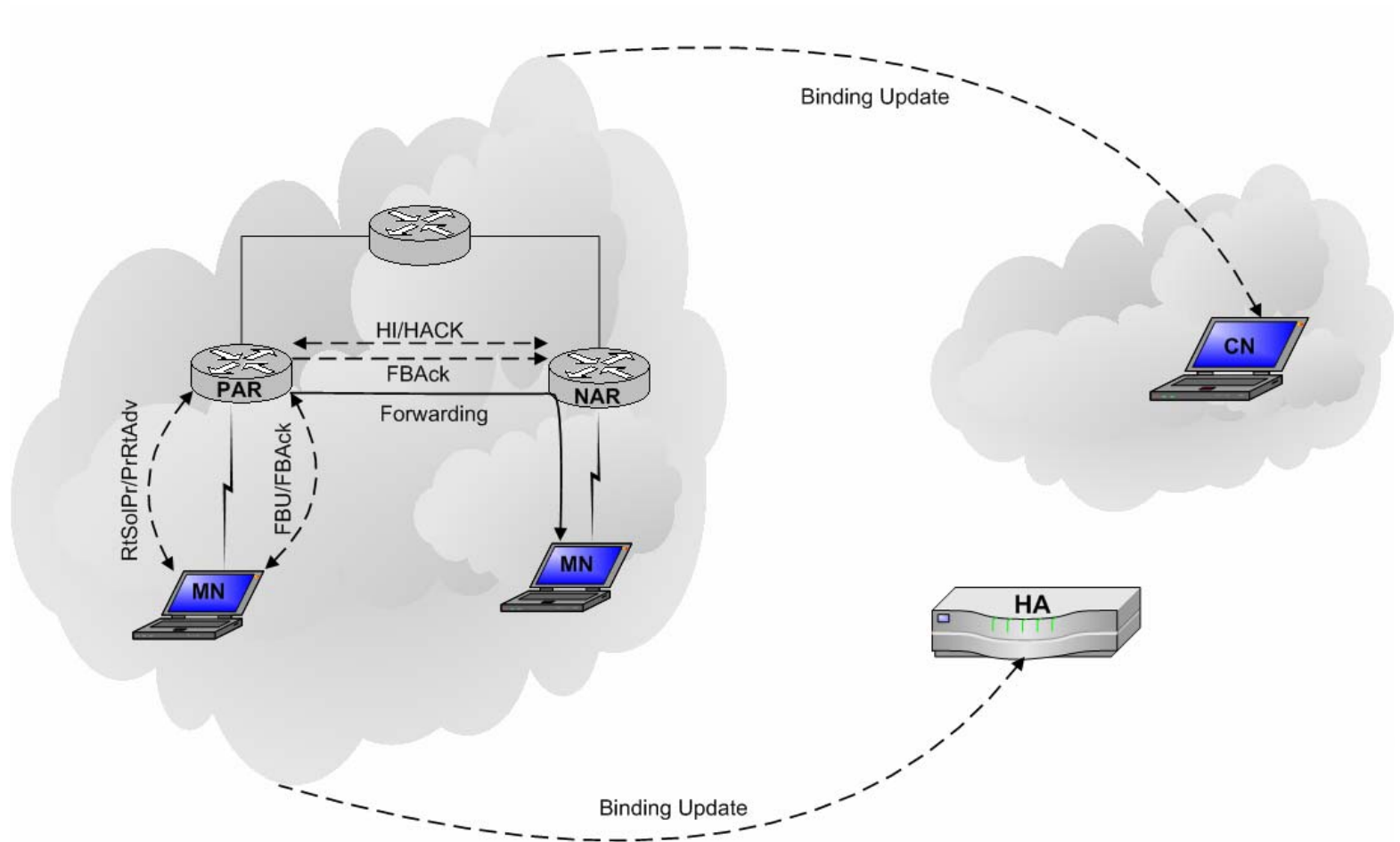




# Proxy: Hierarchical MIPv6



# Delay Hiding: Fast MIPv6



# Mobile Group Conferencing

- o Bi-directional multicast capabilities needed
- o Mcast applications source address aware
- o Problem: asymmetric, slow convergence
  - up to  $\approx 30$  s at listener
  - up to  $\approx 3$  min at sender
  - Routing source address dependent through source or shared trees
- o Comply with unicast mobility infrastructure



# Multicast Mobility Approaches

## o Bi-directional Tunneling

- Hide all movement by tunneling via Home Agent

## o Remote Subscription

- Show all movement by local multicast subscription

## o Agent Based

- Compromise: Intermediate agents shield Mobile



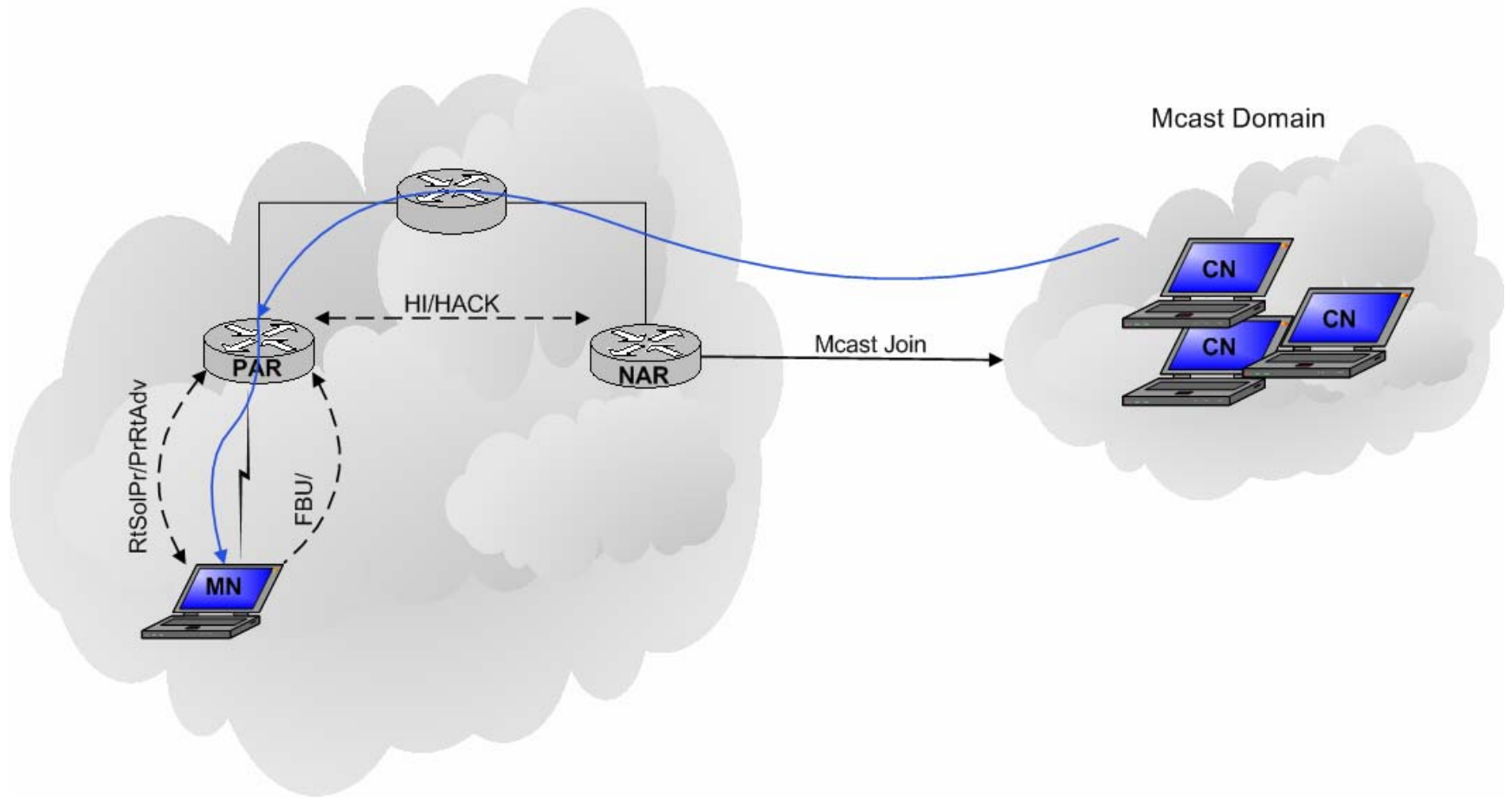
# Fast Multicast Protocol for MIPv6

*draft-suh-mipshop-fmcast-mip6-00*

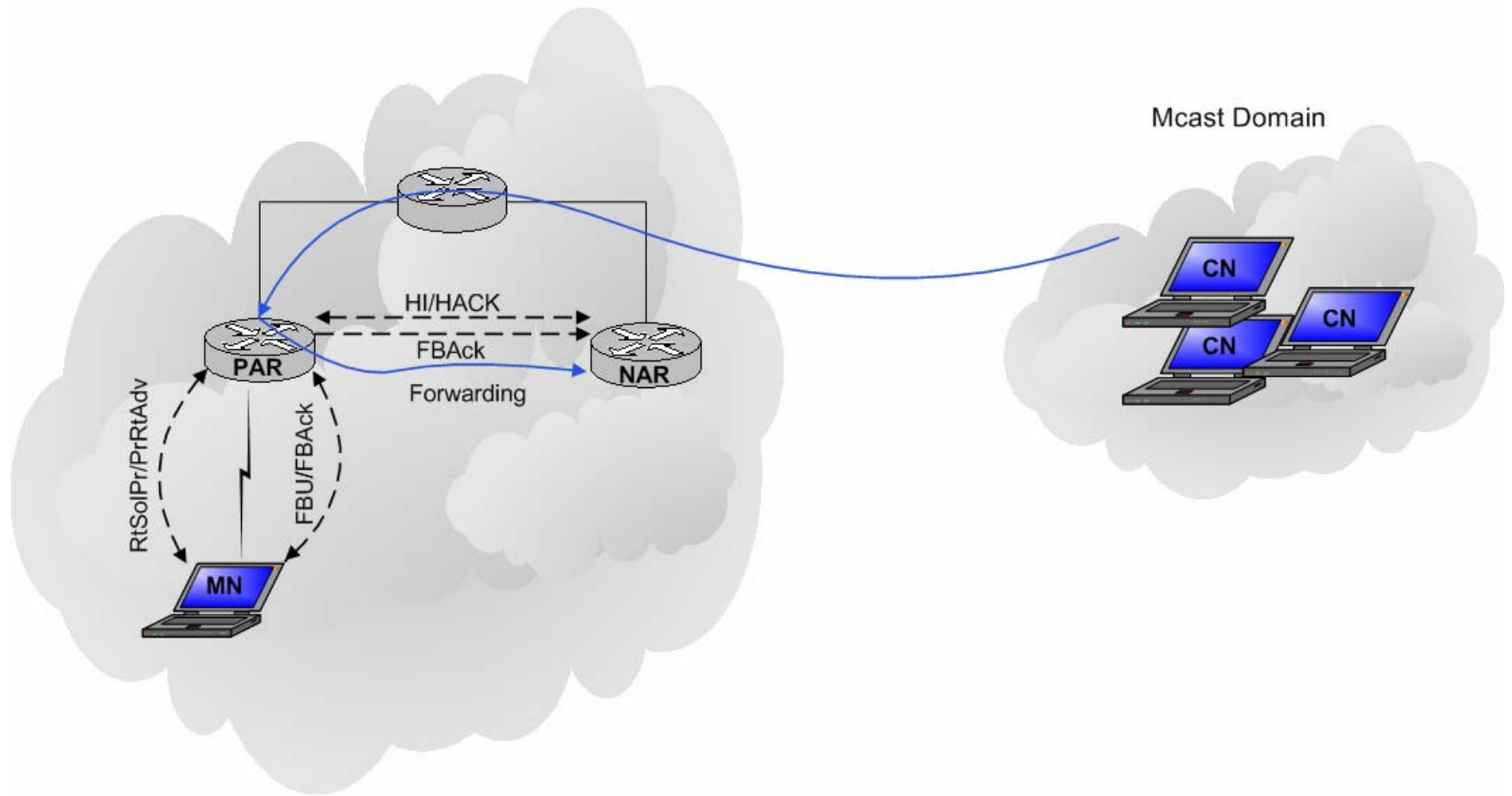
- o Remote subscription with agent support
- o Mobile multicast reception only
- o Built on Fast Handovers for MIPv6 (FMIPv6)
  - Predictive handovers based on L2 : L3 map
  - Handled at access routers
- o Extends signalling of FMIPv6 by multicast address option



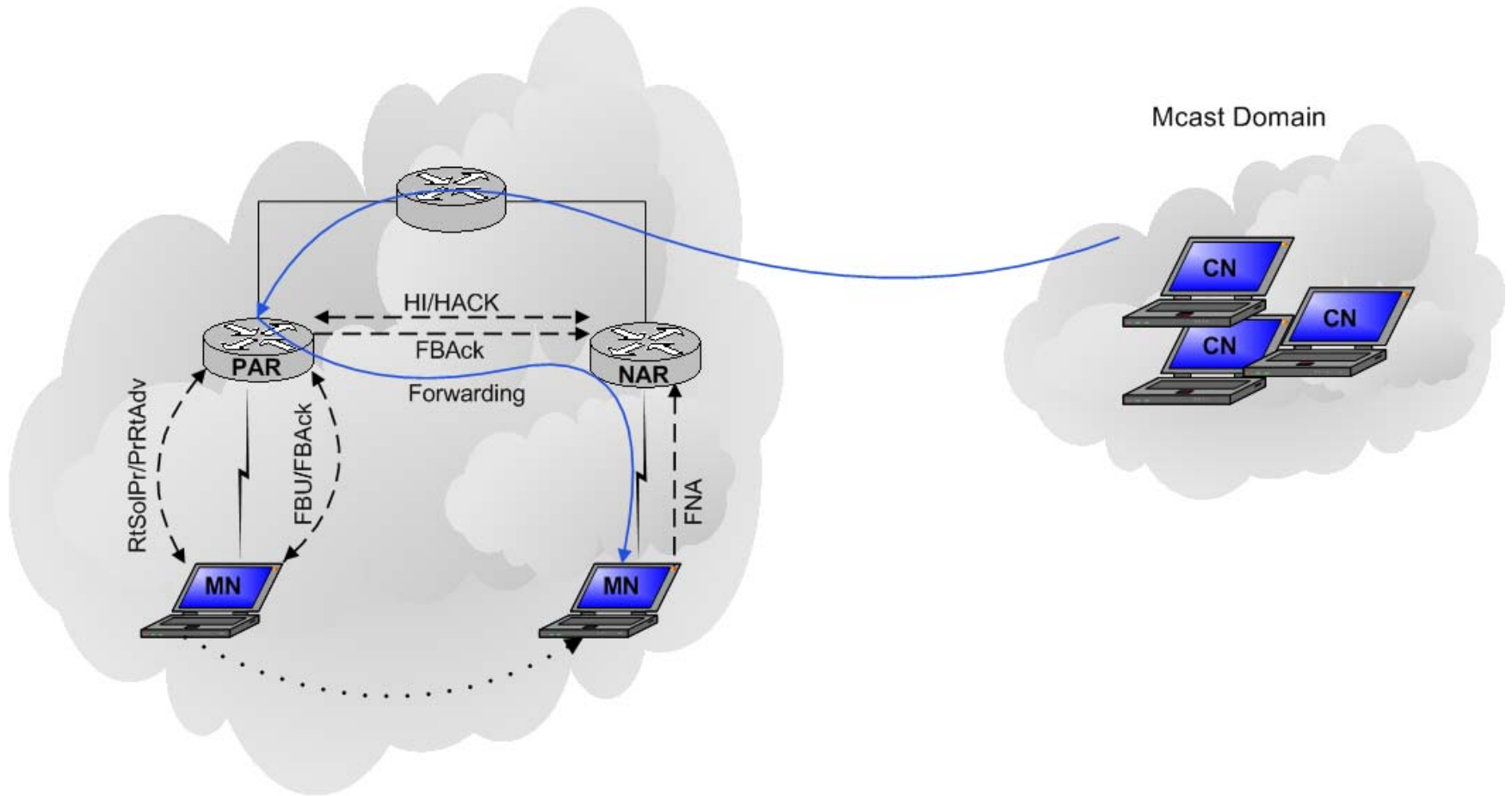
# M-FMIPv6: Prediction



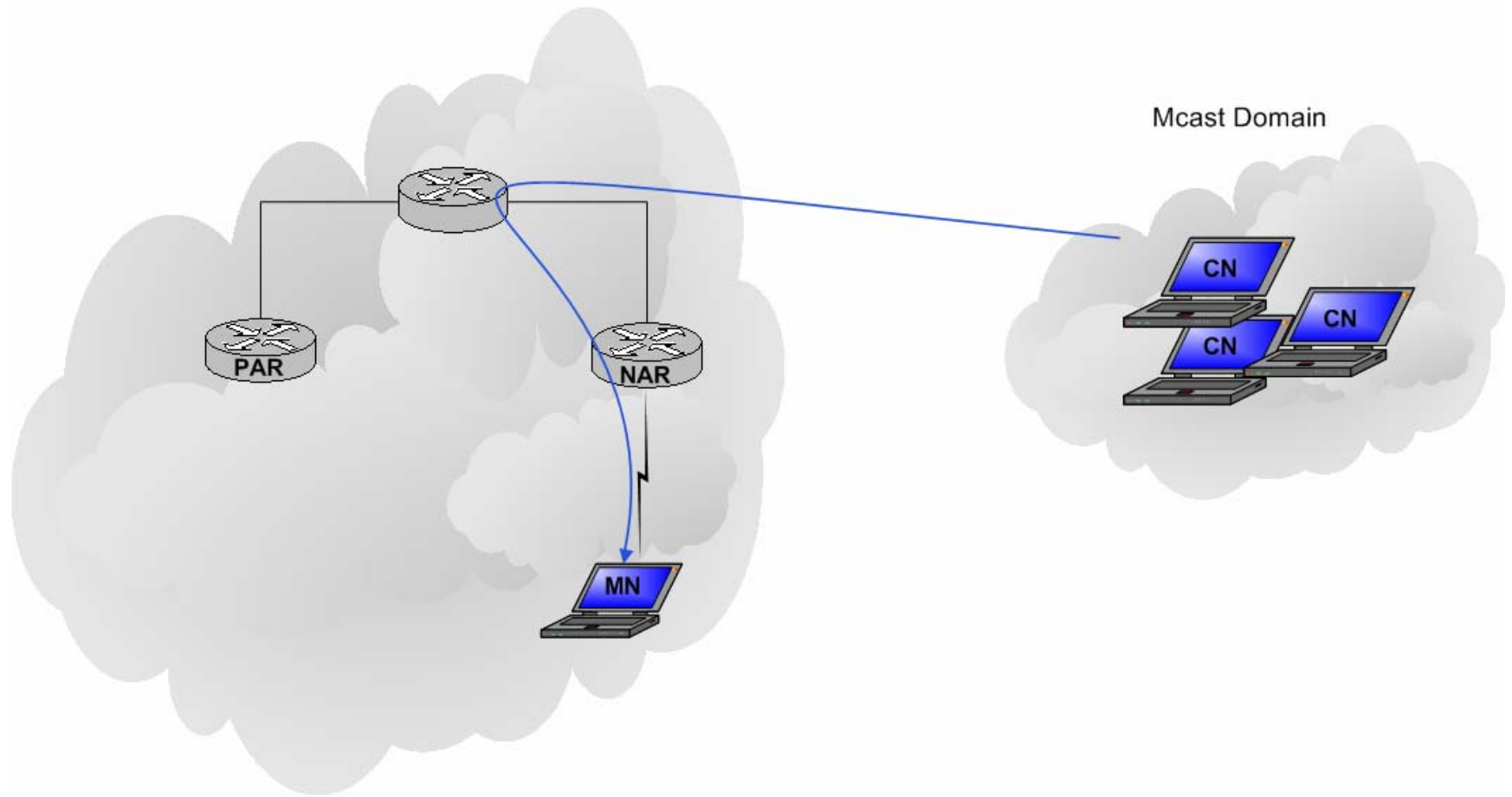
# M-FMIPv6: Forwarding



# M-FMIPv6: Handover



# M-FMIPv6: Completion



# Seamless Multicast Handover in a HMIPv6 Environment

*draft-schmidt-waehlich-mhmipv6-01*

- o Agent based: MAP as Multicast agent
- o Mobile multicast reception and source
- o Built on Hierarchical MIPv6 (HMIPv6)
  - Micro mobile handovers hidden by MAP
  - Reactive handovers between MAPs
  - Unicast (tunnel) forwarding MN : MAP
- o Extends signalling of HMIPv6 by multicast advertisement flag



# M-HMIP: Mobile Multicast

Mobile multicast listener anchored at MAP:

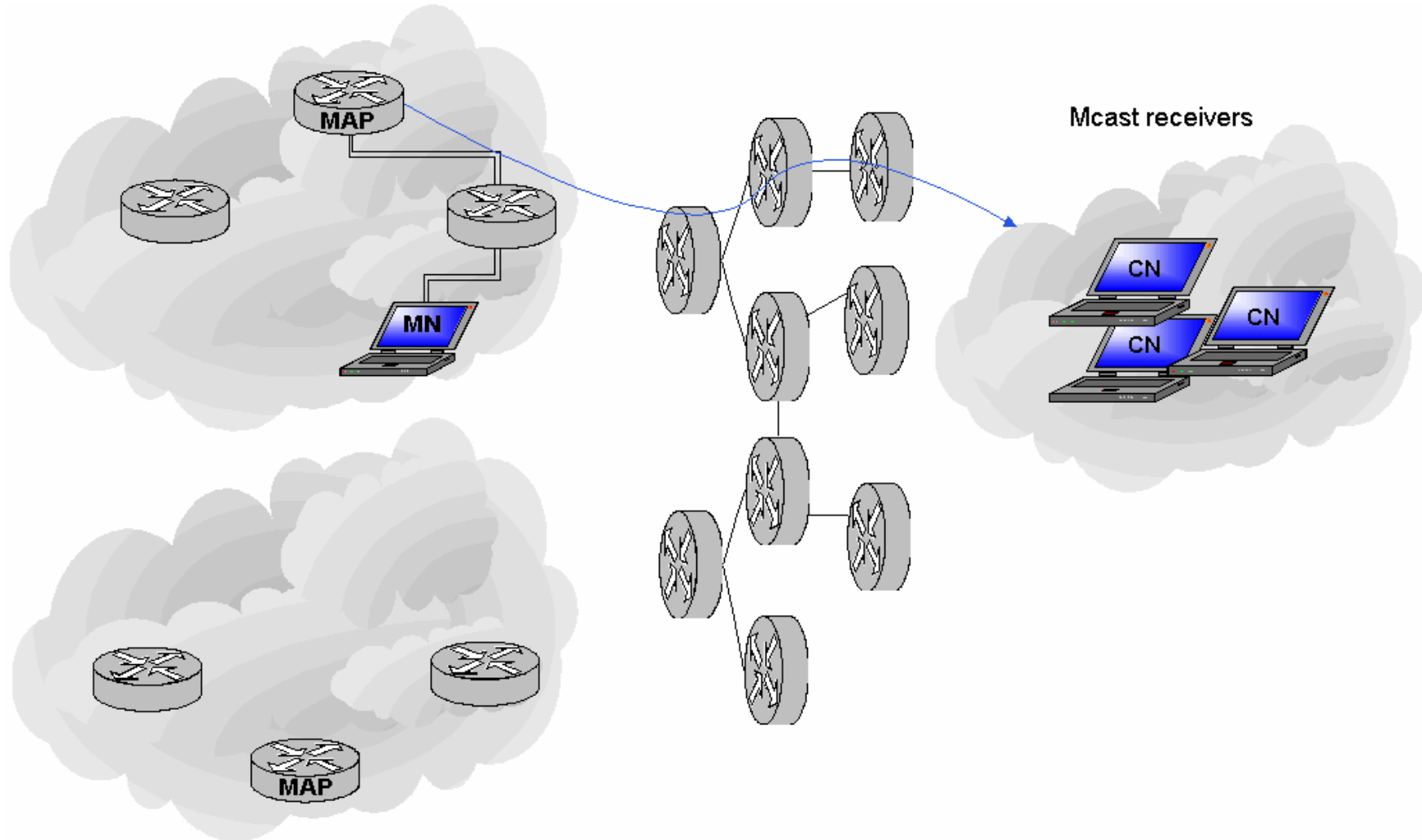
- o Group membership management through MAP
- o On handover: packet forwarding to MN through previous MAP

Mobile multicast sender anchored at MAP:

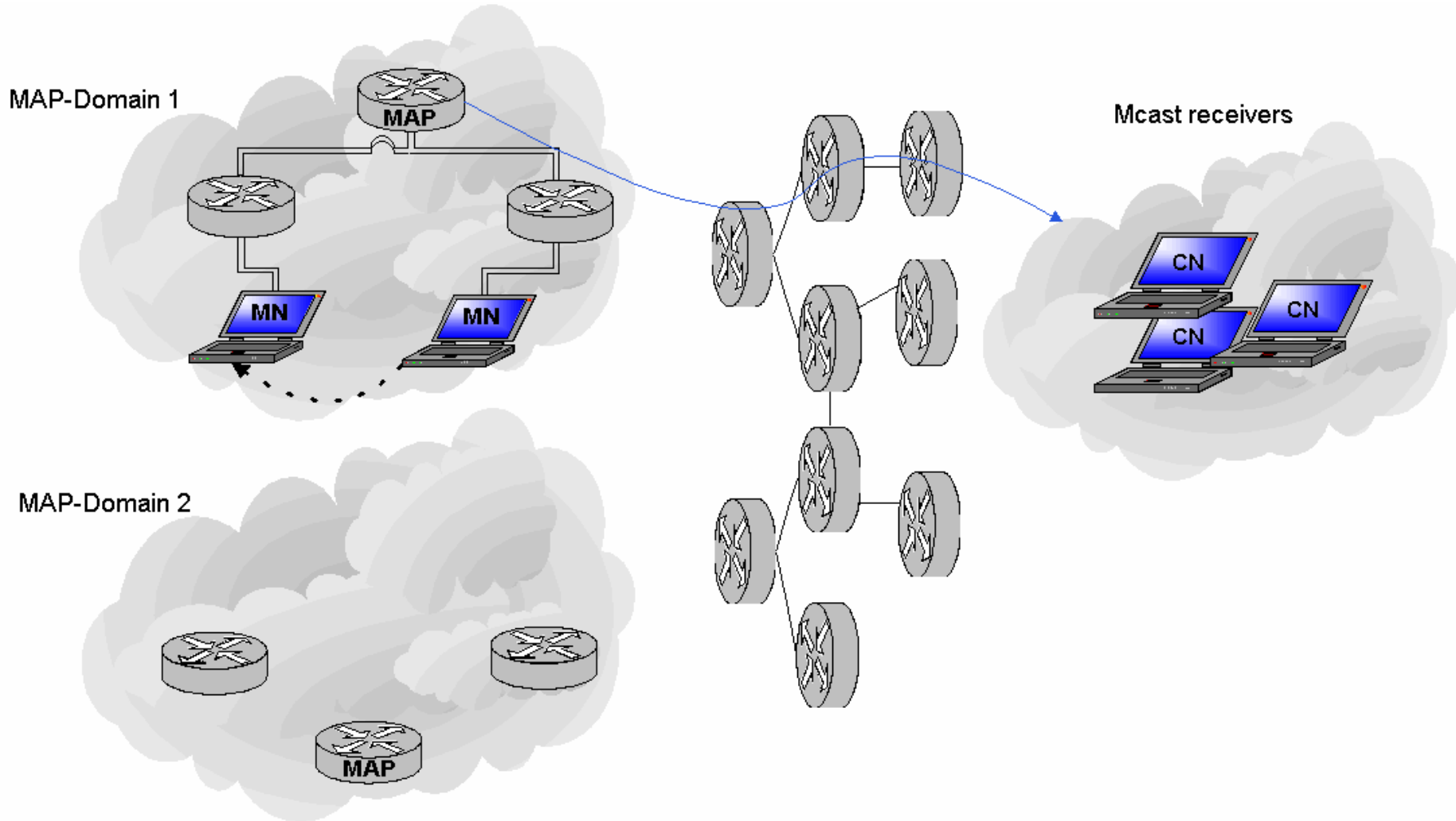
- o Use Home Address Destination Option (CN must not verify BC on mcast)
- o On handover:
  - bicast through old and new MAP
- o On rapid Movement:
  - stay with established MAP



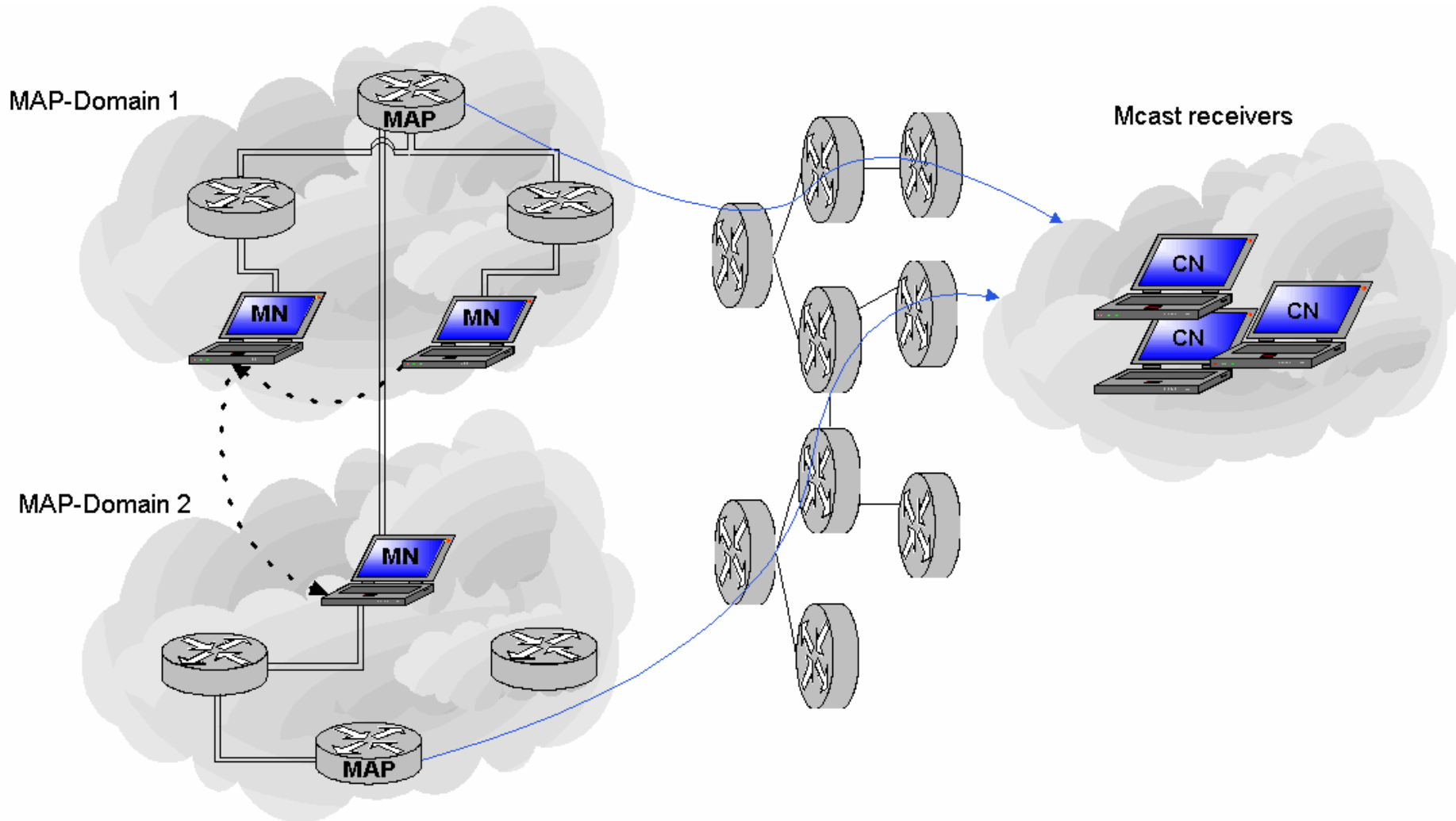
# M-HMIP: Multicast Source



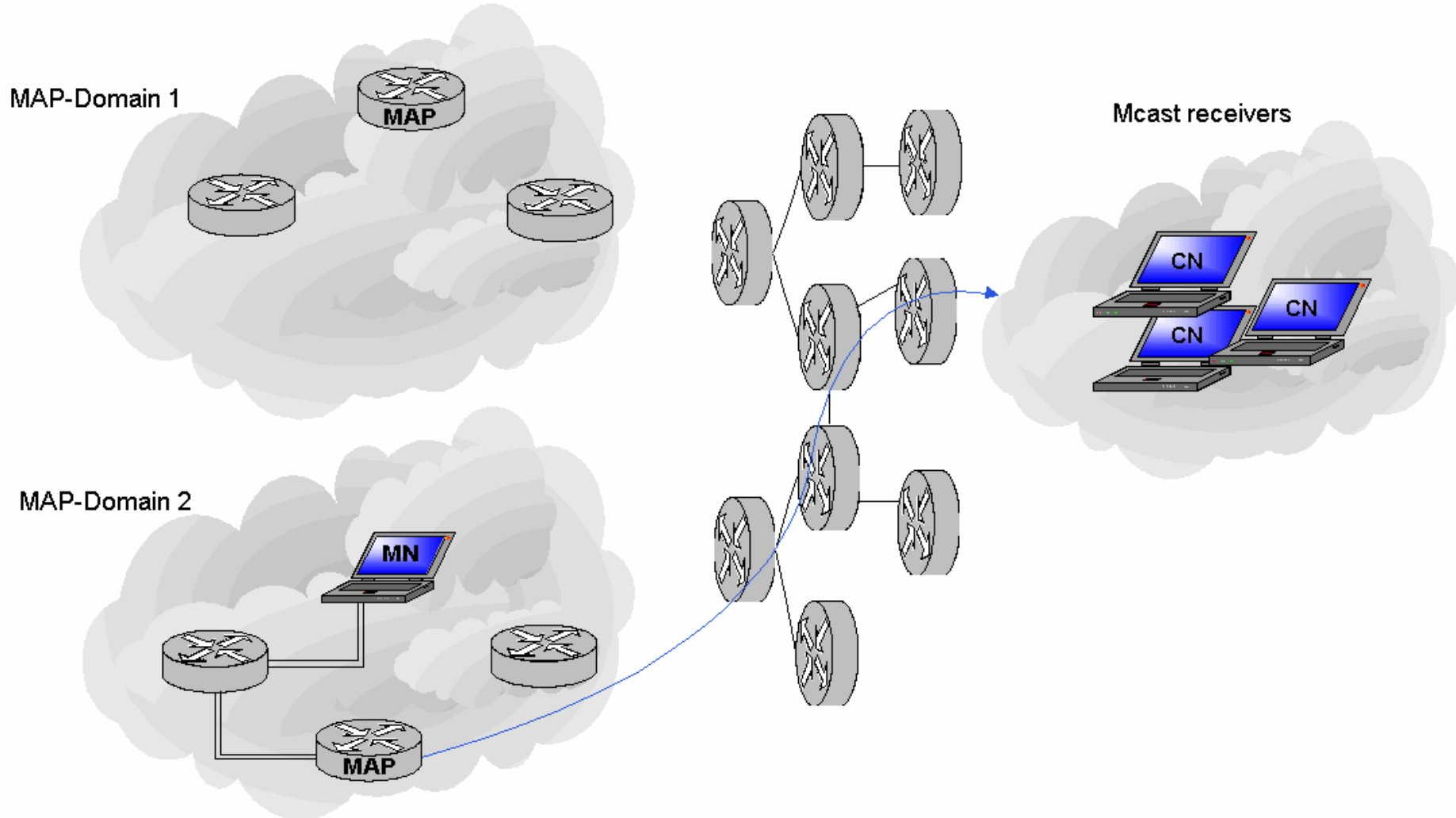
# M-HMIP: MAP-Local Handover



# M-HMIP: Inter-MAP Handover (1)



# M-HMIP: Inter-MAP Handover (2)



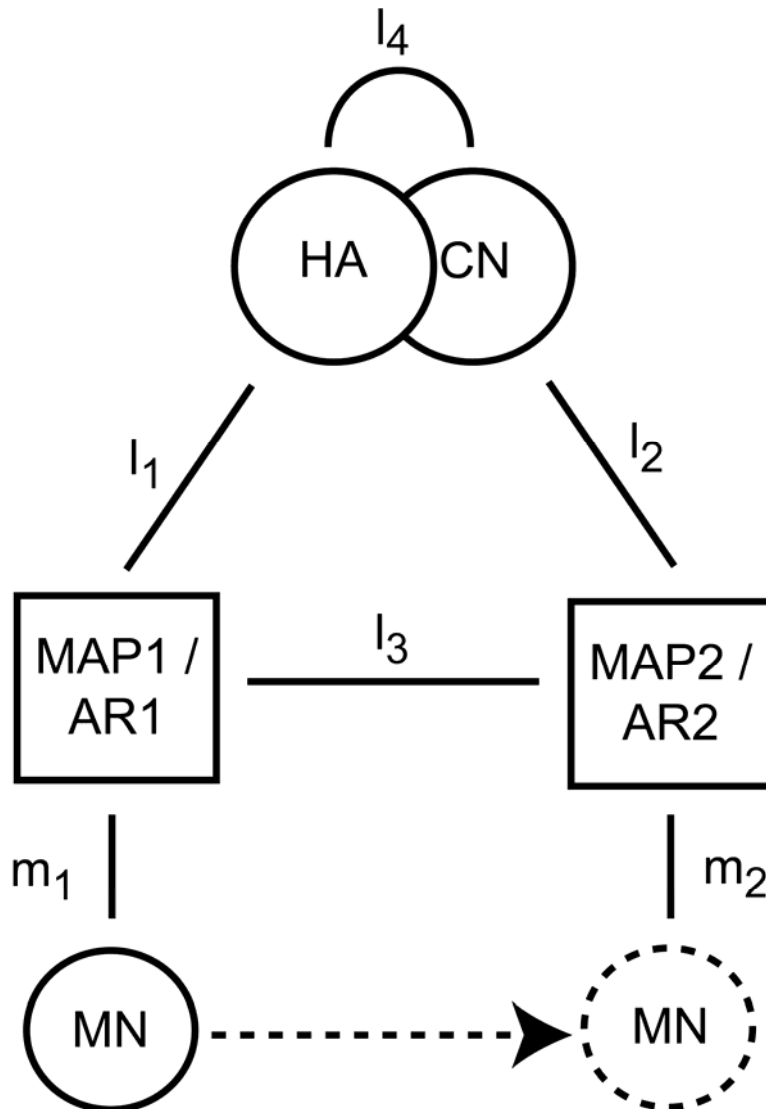
# Handover Analysis (listener)

## Relevant criteria

- ▶ Handover performance: packet loss, delay + jitter
- ▶ Number of performed handovers
- ▶ Number of processed handovers
- ▶ Robustness (topological, rapid movement)
- ▶ Signalling overhead



# Handover Performance



## Simple analytical model:

- o Compare reactive vers. predictive handover
- o Characteristic to problem: Router distance  $t_{l_3}$
- o Charac. to predictive HO:

$$2t_{l_3} - t_{L2}$$

- o Charac. to reactive HO:

$$t_{l_3} + t_{L2}$$



# Stochastic Simulation

o Constant bit rate traffic from CN/HA (at 10 ms)

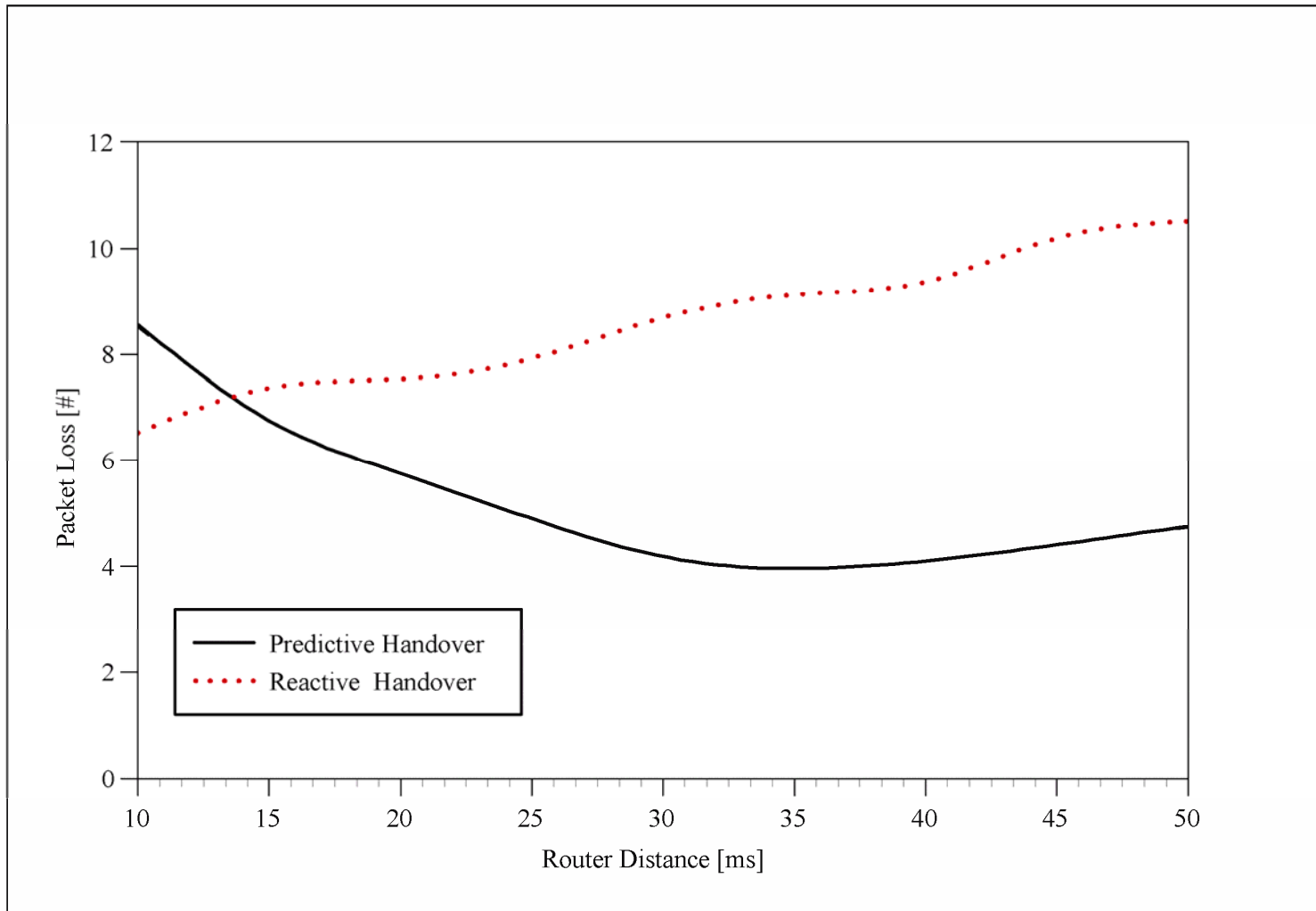
o Random perturbations ( $\xi$ ) at each link

o Parameters:

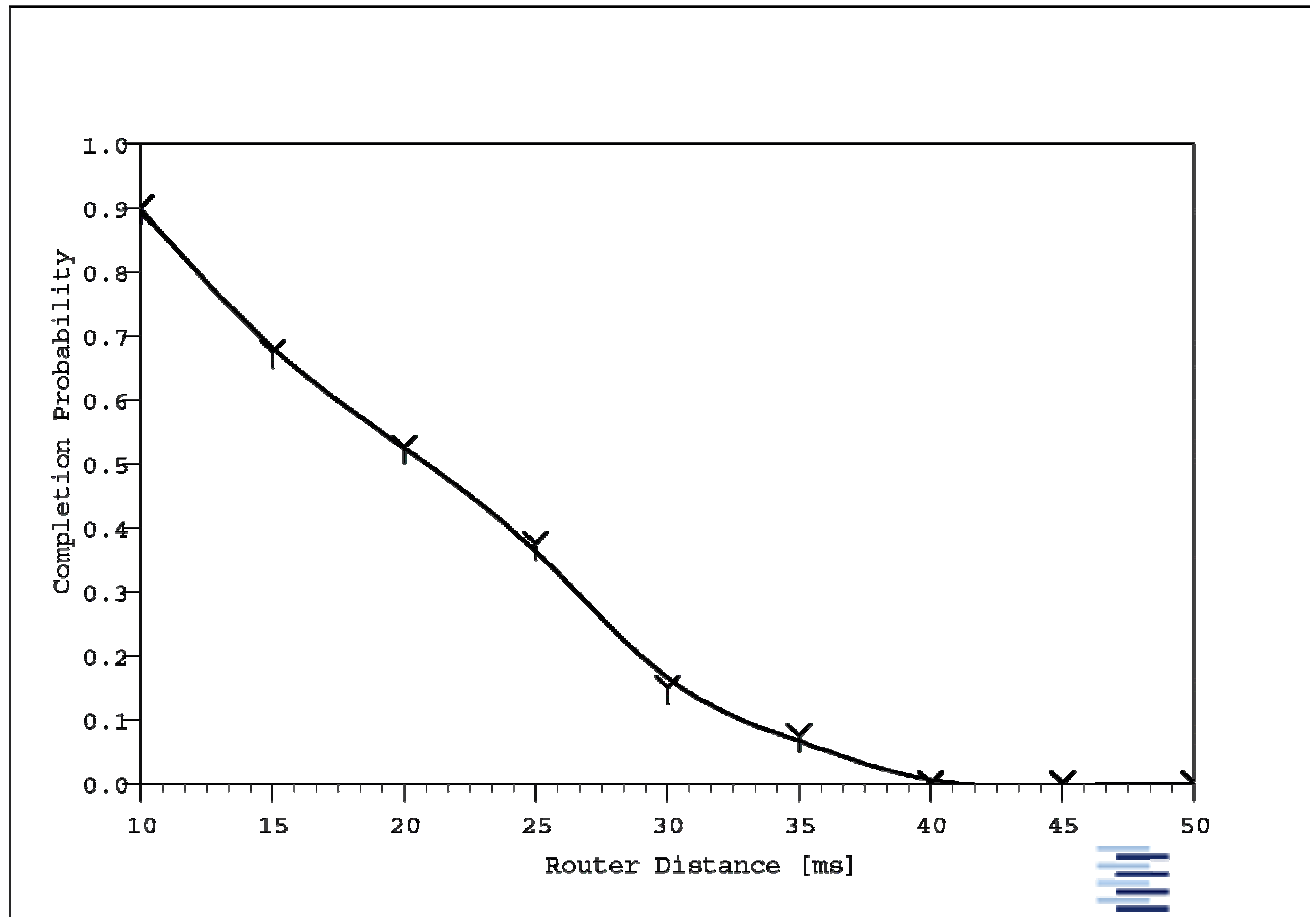
- Anticipation Time:  $\langle x \rangle = 50 \text{ ms}$ ,  $\xi = 30 \text{ ms}$
- L2 Handoff:  $\langle x \rangle = 50 \text{ ms}$ ,  $\xi = 10 \text{ ms}$
- Local Links:  $\langle x \rangle = 2 \text{ ms}$ ,  $\xi = 1 \text{ ms}$



# Simulation: Packet Loss



# Simulation: Probability of Successfully Completing Prediction



# Number of Handovers

## Relevant quantities:

- Cell residence time
- Call holding time
- AR-to-MAP ratio

## Modelling assumptions:

- Cell residence & call holding time exp. distributed (homogeneous distribution)



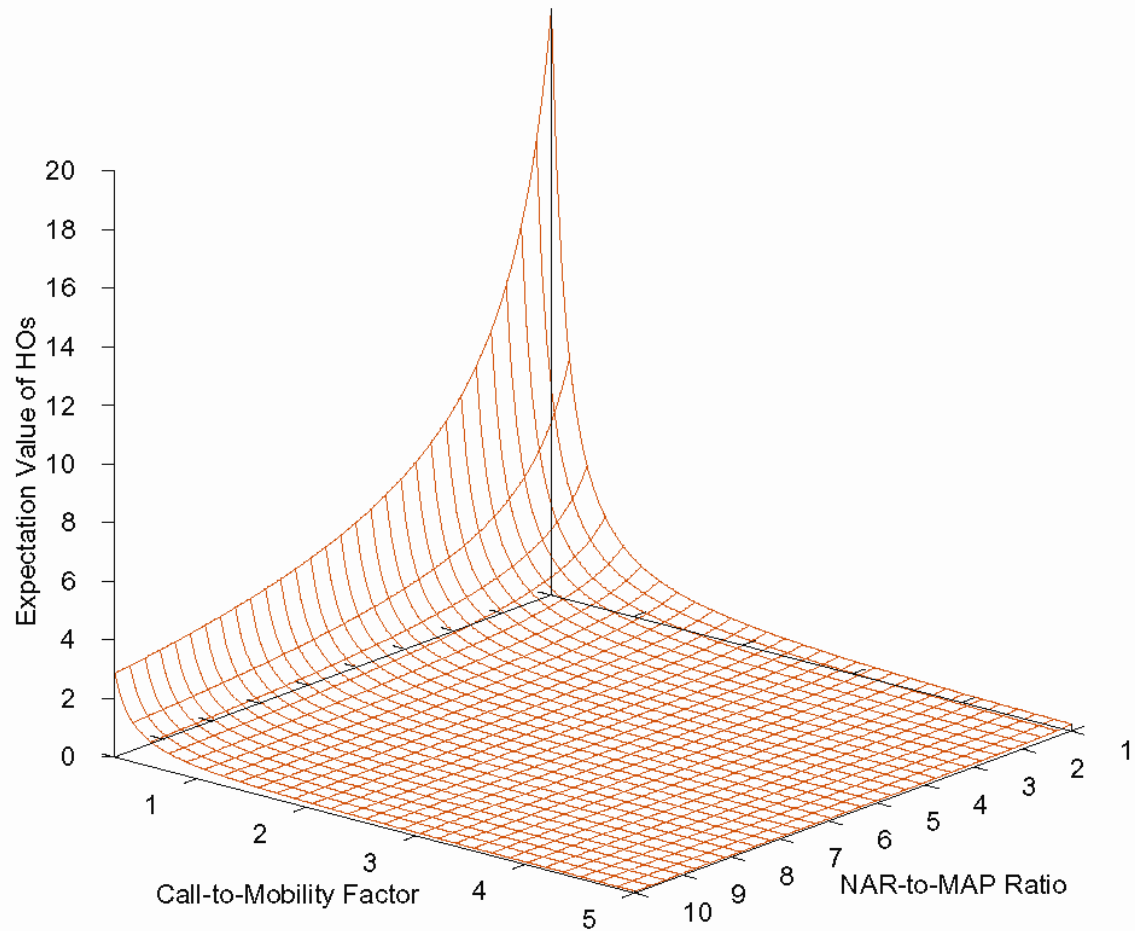
# Expected # of (proc.) Handovers

Analytical result:

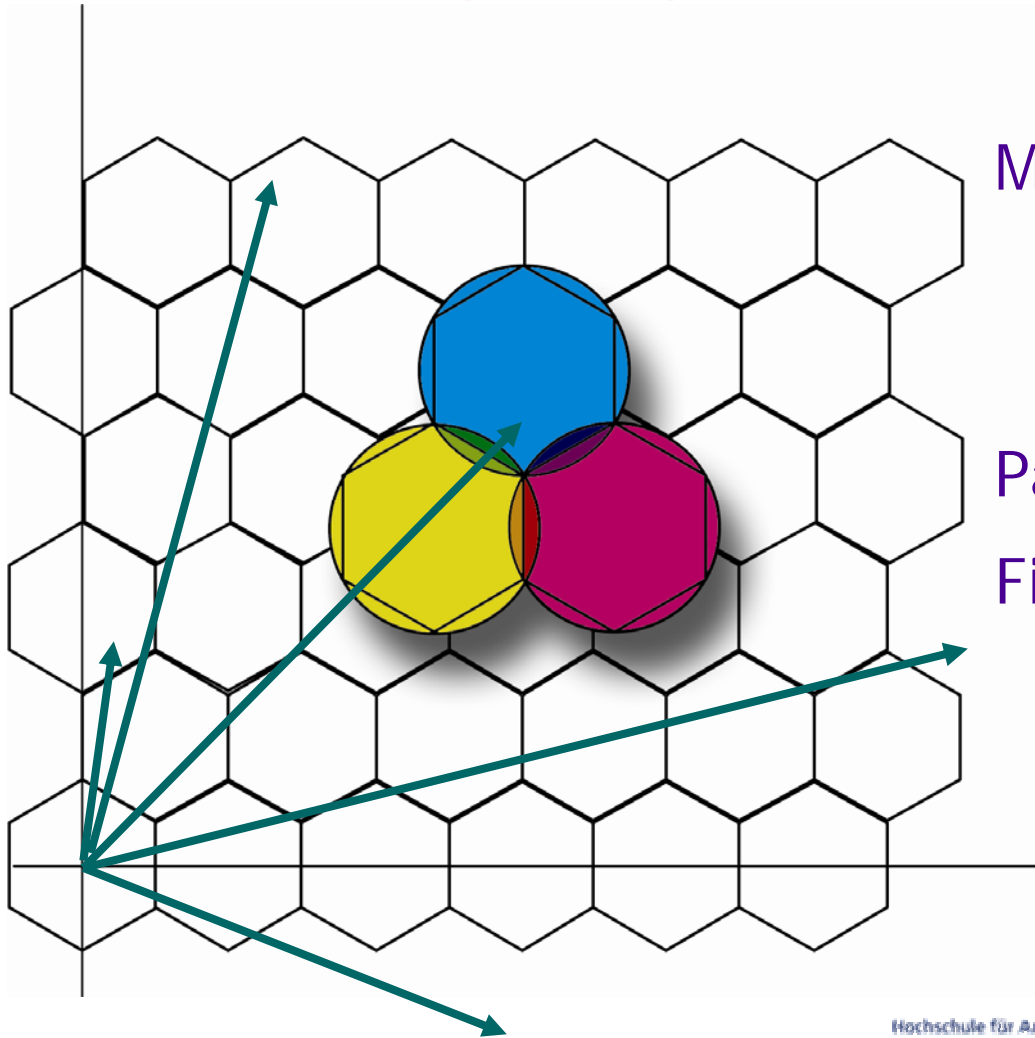
$\rho$  = Call-to-mobility  
factor

$k$  = AR-to-MAP ratio

$$E[HO] = \frac{1}{k\rho^2} + \frac{1}{\sqrt{k}\rho}$$



# Overpredicted Handovers: Ongoing Simulation



Model:

Boundary-free Random  
Waypoint

Parameters: Pedestrian

First results:

20 % obsolete  
predictions



# Robustness

## o Topology

M-FMIPv6 and M-HMIPv6 both are unaffected by long distance topology (local 'step size' only)

## o Rapid Movement

M-FMIPv6: Forwarding will fail for handover intervals below signalling period

M-HMIPv6: Forwarding will function for any handover frequency, but delays may increase



# Signalling Overhead

## M-FMIPv6:

- Advertisement
- 7 messages per handover (+MIPv6 +mcast)

## M-HMIPv6:

- Advertisement
- 1 message per micromobile handover
- 2 messages per MAP handover (+MIPv6 +mcast)



# Conclusions & Outlook

√ Two mobile multicast approaches: M-FMIPv6 (mcast listeners) & M-HMIPv6 (mcast listeners & senders)

√ M-FMIPv6:

- Faster handovers at intermediate router distance ( $\approx 20$  ms).
- 'Nervous' Routing demands, will fail at rapid mobility

√ M-HMIPv6:

- Reduced # of Handovers at compatible timing
- 'Smoothing' mcast Routing, robust in rapid mobility

Future Development:

- Further analysis & simulations of motion sceneries, Optimisation