# TOW2023 Operational Data Transport in the IVS (part 1)

JASON SOOHOO MIT HAYSTACK OBSERVATORY APRIL 30<sup>TH</sup> – MAY 4<sup>TH,</sup> 2023

## Outline – Part 1

- Overview of data transport
- Networks
  - Topology
  - Performance
  - Network stack and protocols
  - Software tools
  - Operational data transport procedure e-Transfer



With IVS operations how do we get the data from our stations to the Correlators for processing?



- Data recorded to Data Recorder unit
- Modules are pulled from the recorder and brought to shipping
- Shipments can take days/weeks to arrive
- Correlator centers then process the modules

### Overview – e-Transfer data



- Data recorded to Data recording unit
- The data on the recorder or server are prepared for network transfers
- Transfer of data is initiated and sent to Correlator data servers over the network
  - Transfer rates will vary (discussed later on)
- Correlator centers then process the files





### Networks

# Network Topology





Local network





Local router and firewall





#### Uplink to edge network



Edge network to Internet backbone



**Everyone Else!** 



Resource availability and bottlenecks!

### Networks

#### **Resource availability and bottlenecks**

- Networks are a shared resource, using more than available will impact performance creating a bottle across the network for everyone using it.
- Correlator data volumes are shared with other stations. We need to be sure there is enough data resources available for your data.



session data size <= data resource available



### Networks

#### **Resource availability and bottlenecks**

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#### Input streams <= total throughput



10Gbps total throughput

session data size <= data resource available



Total data volume 100TB

## Network Speed vs Transfer Time

Network Speed	T2/OHIG Session 900GBytes	R1/R4 Session ~2 TeraBytes	RDV/R&D Session ~4 TeraBytes
100Mbps	~20hrs	~45hrs	~55.5hrs
1Gbps	~2hrs	~4.5hrs	~5.5hrs
10Gbps	~12min	~26min	~53min

However network speeds will vary depending on factors of optimization.

(Transport protocol, frame size, routing, etc.)



### Network/Protocol Stack

The network/protocol stack is a conceptual model for splitting up the communication over a network into layers.

Protocols and **TCP/IP Model OSI Model** Services 7 HTTP, HTTPS, FTP, Presentation 6 DHCP, PNG Session 5 Transport TCP, UDP Transport 4 Internet IP, ARP, ICMP 3 Datalink 2 Link Ethernet, Wi-Fi 1

## Network Transport Protocols

#### TCP - Transmission Control Protocol

- Established connection/handshaking
- Data sequenced
- Data retransmission/ Successful delivery
- Slow but complete data transmitted
- Information/File application where all bits matter

#### UDP – User Datagram Protocol

- Connection not needed
- Does not sequence data
- No retransmission of data
- Fast but with risk
- Streaming application where loss is acceptable

#### UDT - UDP-based Data Transfer Protocol

- Application layer over UDP
- Connection oriented
- Data sequenced
- Data retransmitted
- Faster than TCP and more reliable than UDP alone

# Software

#### **Data Transferring Tools**

- Linux utilities
  - ftp/sftp, rsync, scp, etc.
- Tsunami transfer software
  - http://tsunami-udp.sourceforge.net/
- jive5AB/m5copy
  - https://github.com/jive-vlbi/jive5ab
- etransfer server/client system
  - https://github.com/jive-vlbi/etransfer

#### Network Testing Tools

- Linux utilities
  - ping, traceroute, etc
- Iperf
  - https://iperf.fr

#### Operational Data Transport Procedure – e-Transfer

- 1. Data preparation
- 2. Verify Correlator destination on IVS schedule
  - https://ivscc.gsfc.nasa.gov/sessions/2023/
- 3. Verify disk space bandwidth availability
  - http://www3.mpifr-bonn.mpg.de/cgi-bin/showtransfers.cgi
- 4. Update e-transfer active transfers site
  - Send start message to Transfer folder
- 5. Begin data transfers
- 6. Complete data transfers
  - Send stop message to Transfer folder
- 7. WAIT! Please hold data until Correlator
- 8. Release data after Correlator center releases its report