

GeoNet: Geographic addressing and routing for vehicular communications

Why IPv6 GeoNetworking is needed for ITS ?

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Motivations

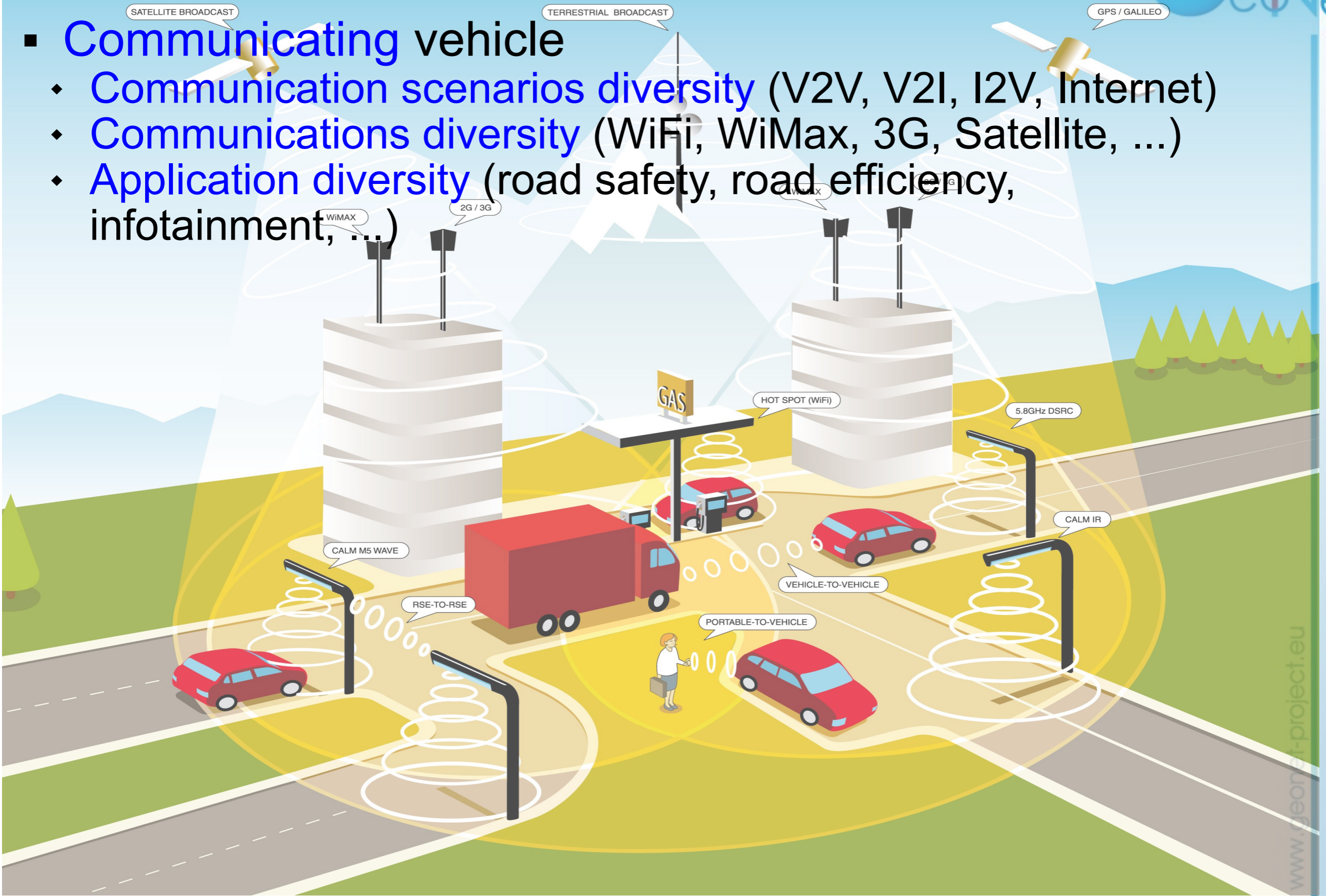


- ITS Vision: everything connected
- Why IP (Internet Protocol)
- If IP, why IPv6 and not IPv4 ?
- Why IPv6 GeoNetworking

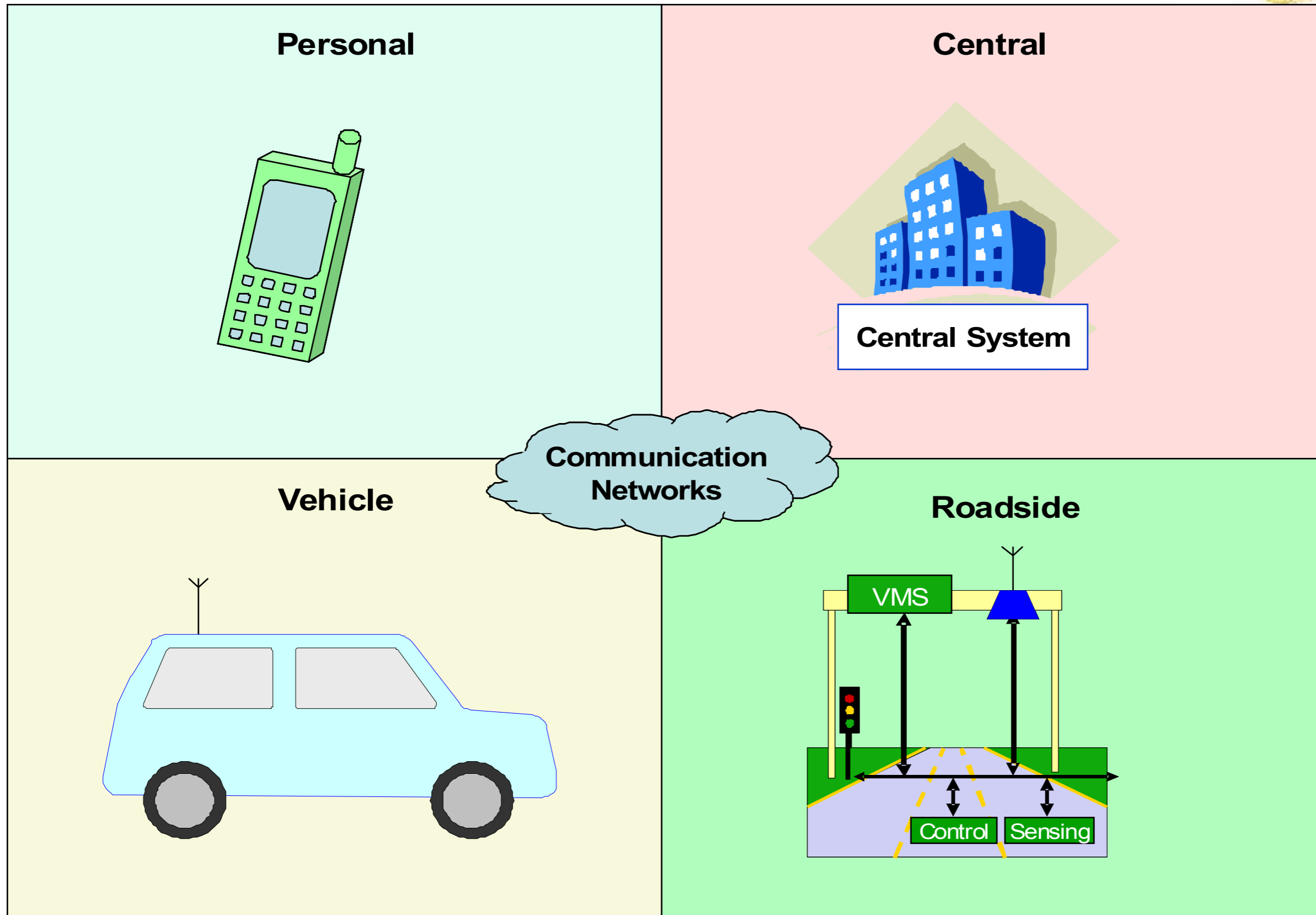
ITS Vision: Communications



- **Communicating vehicle**
 - ◆ **Communication scenarios diversity** (V2V, V2I, I2V, Internet)
 - ◆ **Communications diversity** (WiFi, WiMax, 3G, Satellite, ...)
 - ◆ **Application diversity** (road safety, road efficiency, infotainment, ...)



ITS Vision: Everything connected



ITS Vision: Standards



- We need **standards** for uniform exchange of information
 - ♦ In vehicular **cooperative systems** (V2X)
 - ♦ between cooperative systems and **anything on the Internet** (Internet-based)
 - ♦ between communication systems developed in all sectors
 - ♦ ITS and **the Internet of Things**

- The **Internet Protocol** (IP) is the de facto standard
 - ♦ ITS communication architectures must interoperate with it

ITS Vision: Why IP ?

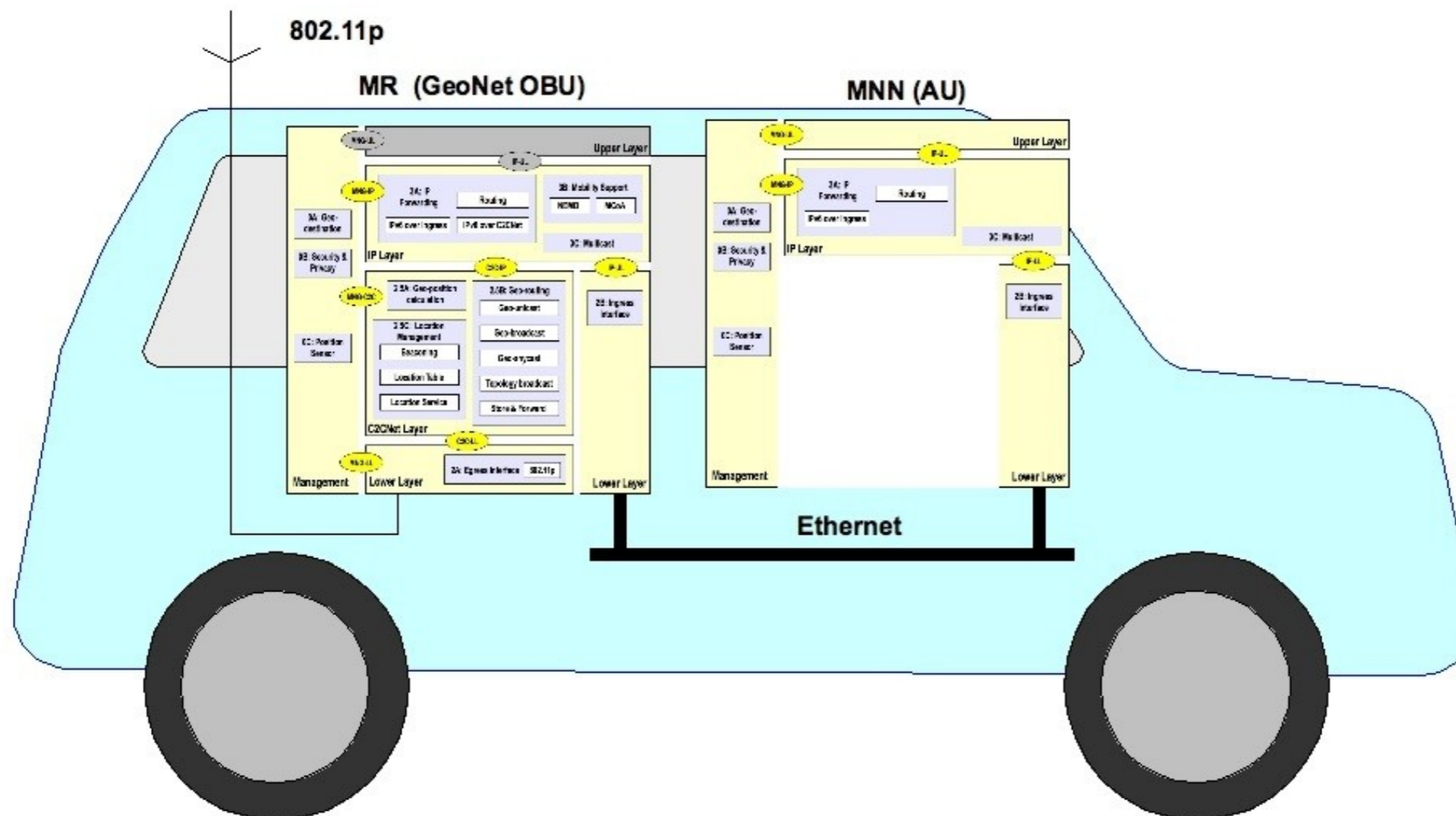


- IP provides an **unification layer** of underlying technologies
 - ♦ 2G/3G, 802.11 a/b/g, 802.11p, 802.16, satellite, ...
 - ♦ Any application running over IP is media-agnostic
- IP ensures **interoperability**
 - ♦ IP everywhere: ITS, education, health-care, army
 - ♦ Not limited to dedicated ITS application
 - ♦ End-host running in a vehicle can communicate directly with an end-host running at the car manufacturer's HQ, parking lot, emergency crews, driver's home
- IP ensures **portability**
 - ♦ Ordinary uses of the Internet can be brought to the vehicle (web browsing, video streaming, peer-to-peer, etc)
- IP ensures **wider deployment**
 - ♦ IP equipments are cheaper to develop
 - ♦ Products can be updated constantly (security holes, new features)

ITS: IP address requirements



- Vehicles will be connected to the Internet
 - In-vehicle IP network
 - On-board units (**OBU / Router**) maintaining **Internet access** through **several** medias (3G, 802.11p, ...)
 - Application Units (**AU / Host**) running **ITS applications**
 - **Hand-held devices** running **multimedia applications**
 - **OEM**: Gateway between IP and CAN
- => **Several IP addresses per vehicle**



ITS: IP address requirements

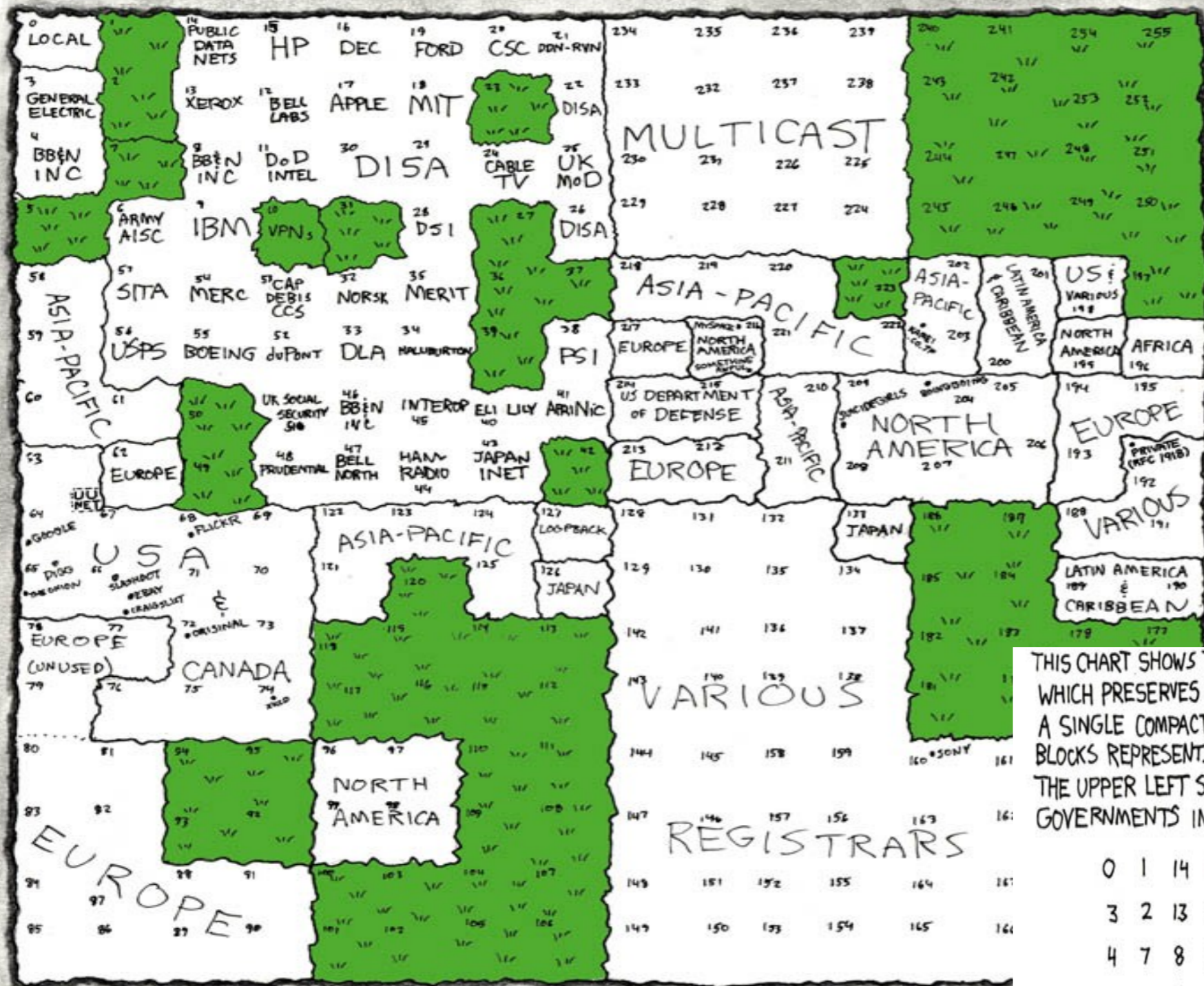


- Number of cars worldwide
 - ♦ 1997: 600 millions
 - ♦ 2030: 1200 millions (at present trend)
- IPv4 does not fit to ITS deployment
 - ♦ $2^{32} = 4,294,967,296$ addresses only
 - ♦ IPv4 address exhausted by 2011 / 2012
 - ♦ Too many vehicles for NAT
 - ♦ Limited mechanisms for IP session continuity

Why not IPv4: Address Depletion

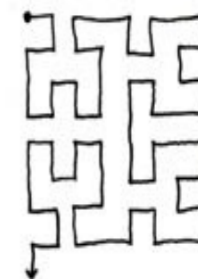


MAP OF THE INTERNET
THE IPv4 SPACE, 2006



THIS CHART SHOWS THE IP ADDRESS SPACE ON A PLANE USING A FRACTAL MAPPING WHICH PRESERVES GROUPING--ANY CONSECUTIVE STRING OF IPs WILL TRANSLATE TO A SINGLE COMPACT, CONTIGUOUS REGION ON THE MAP. EACH OF THE 256 NUMBERED BLOCKS REPRESENTS ONE /8 SUBNET (CONTAINING ALL IPs THAT START WITH THAT NUMBER). THE UPPER LEFT SECTION SHOWS THE BLOCKS SOLD DIRECTLY TO CORPORATIONS AND GOVERNMENTS IN THE 1990's BEFORE THE RIRs TOOK OVER ALLOCATION.

0	1	14	15	16	19
3	2	13	12	17	18
4	7	8	11		
5	6	9	10		



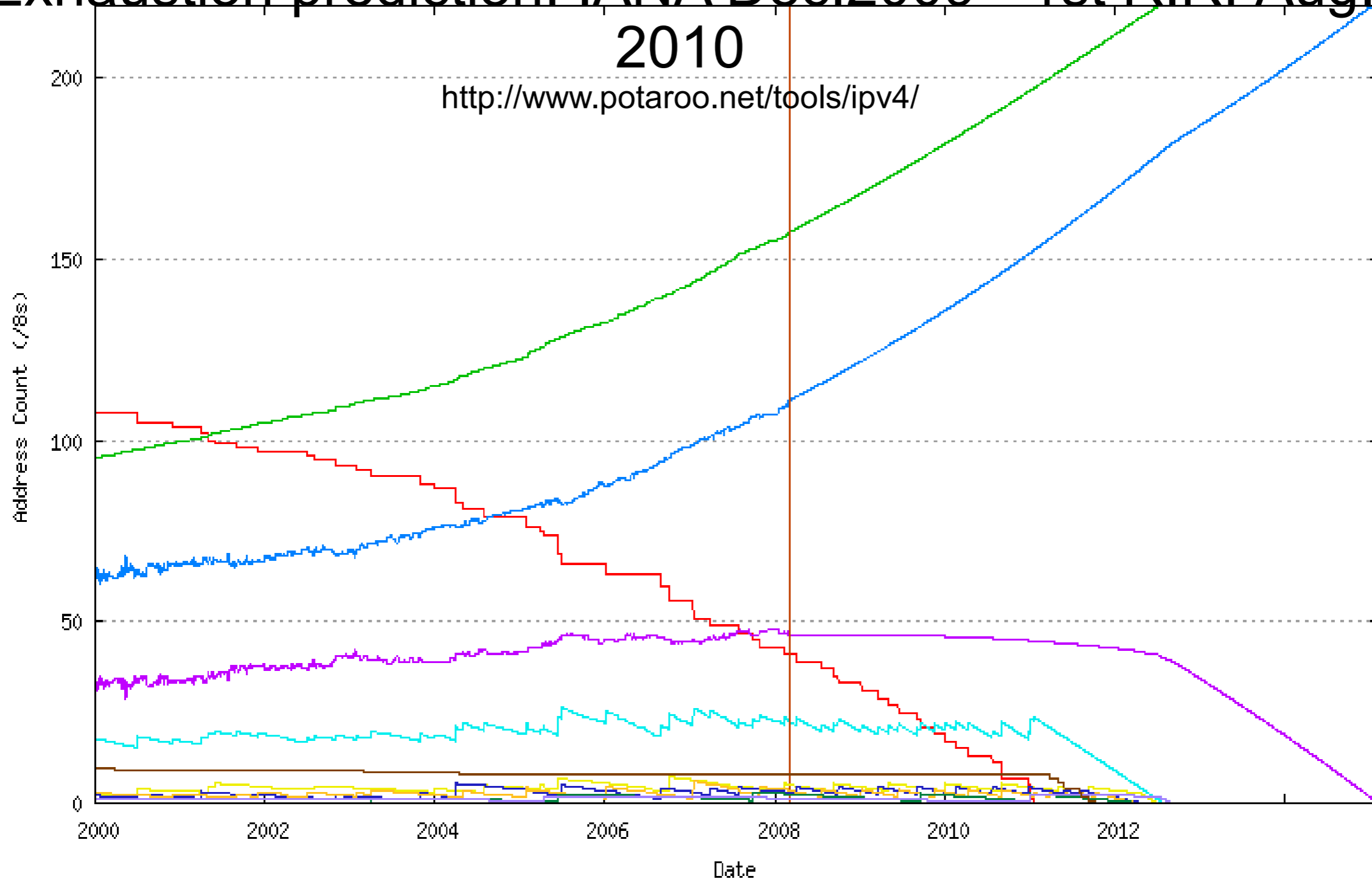
 = UNALLOCATED BLOCK

from <http://xkcd.com/195/>

Why not IPv4: Address Depletion



Exhaustion prediction: IANA Dec.2009 - 1st RIR: Aug. 2010



IANA Pool	Advertised	RIR Pool	Arin Pool	APNIC Pool
Assigned	Unadvertised	Projection	RIPE Pool	Lacnic Pool

Why IPv6 ?

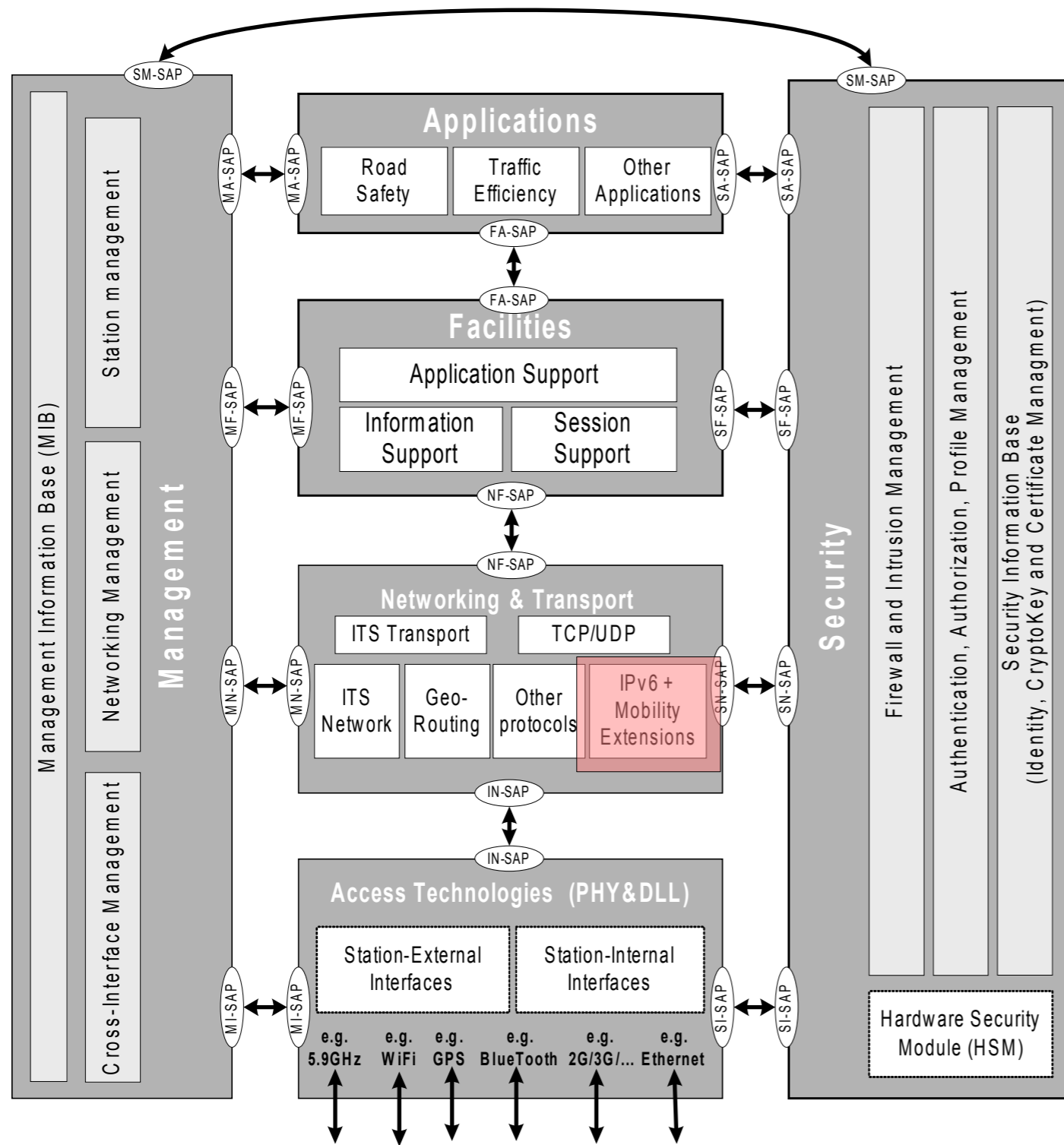


- **IPv6**: Internet Protocol version 6
 - ◆ Designed by the IETF since 1995 as a replacement of IPv4
- IPv6 is an **evolution** of IP
 - ◆ New IP header
- IPv6 addressing
 - ◆ 128 bits instead of 32 (2^{128} addresses instead of 2^{32})
 - ◆ Up to 3 911 873 538 269 506 102 addresses / m^2
 - ◆ An address for **everything on the network**
 - ◆ Fully specified, implemented, operational deployment started
- IPv6 comprises new features absolutely needed by ITS architectures, e.g.:
 - ◆ Auto-configuration
 - ◆ IP session continuity (**NEMO**, mobile edge multihoming, etc.)

Why IPv6: ITS architectures

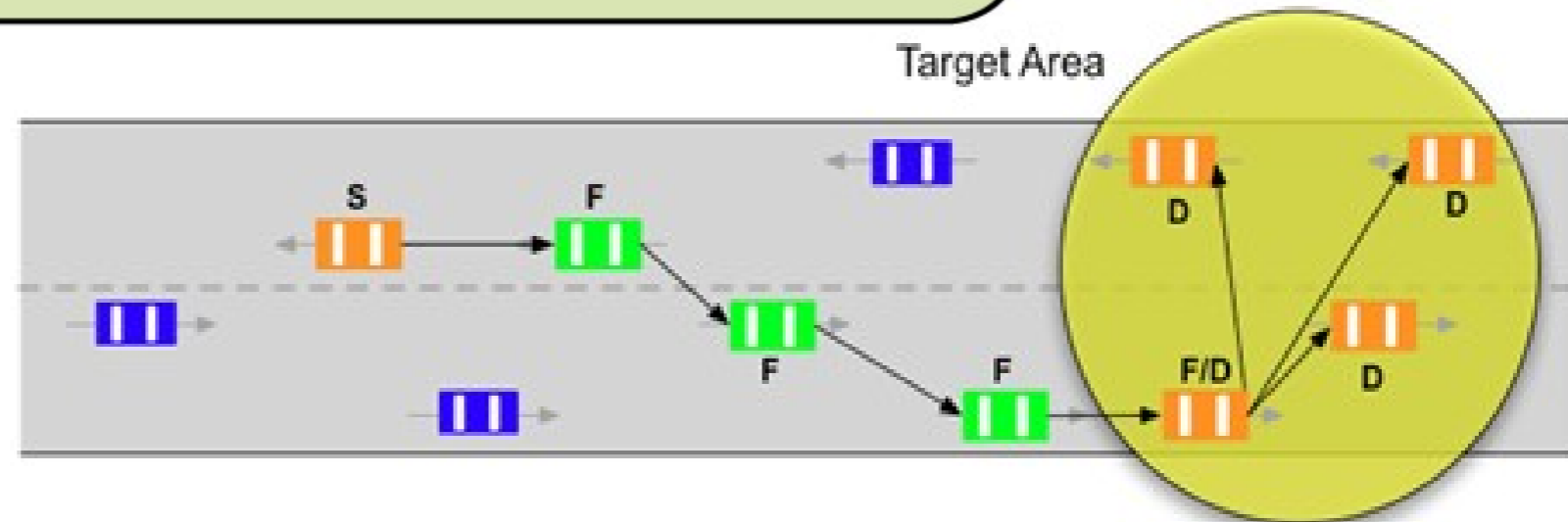
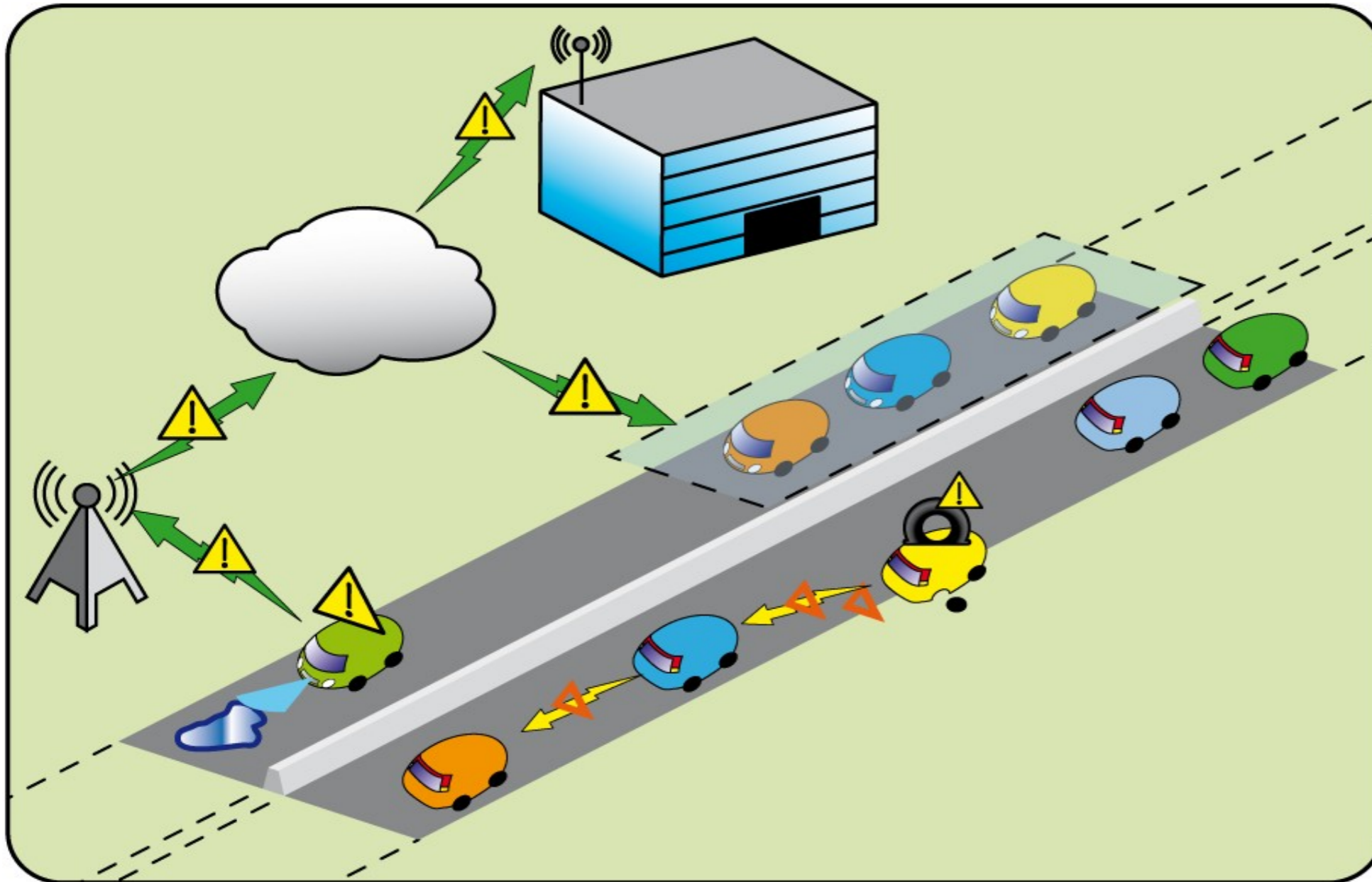


ITS Station Reference Architecture



- ITS community mostly agree that IP means IPv6
 - ISO TC204 WG16 (CALM)
 - C2C-CC
 - COMeSafety
 - ETSI TC ITS
 - WAVE

GeoNetworking



IPv6 GeoNetworking



- V2V: GeoNetworking is the addressing and routing packet forwarding approach favored in ITS communication architectures
 - ♦ C2C-CC
 - ♦ COMeSafety
 - ♦ ETSI TC ITS
 - ♦ ISO TC204 WG16 (CALM)
- ITS Architectures must also support Internet-based communications
 - ♦ Combination of IPv6 and GeoNetworking

IPv6 GeoNetworking: Background



GeoNet inherits from two mainstream topics (non exhaustive list)

GeoNetworking discussion in C2C-CC

GeoRouting as networking basis in C2C-CC manifesto

1st GeoNetworking experiment in Network-on-Wheels

GeoNetworking Requirement: CVIS (FP7)

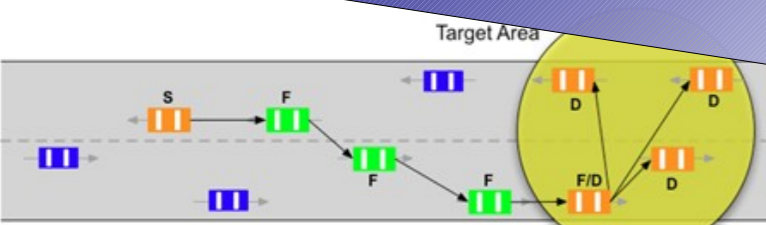
GeoNet project develops a baseline solution

1st IPv6 NEMO ITS experiments: OverDrive (IST), InternetCAR (Keio), Nautilus6 (WIDE)

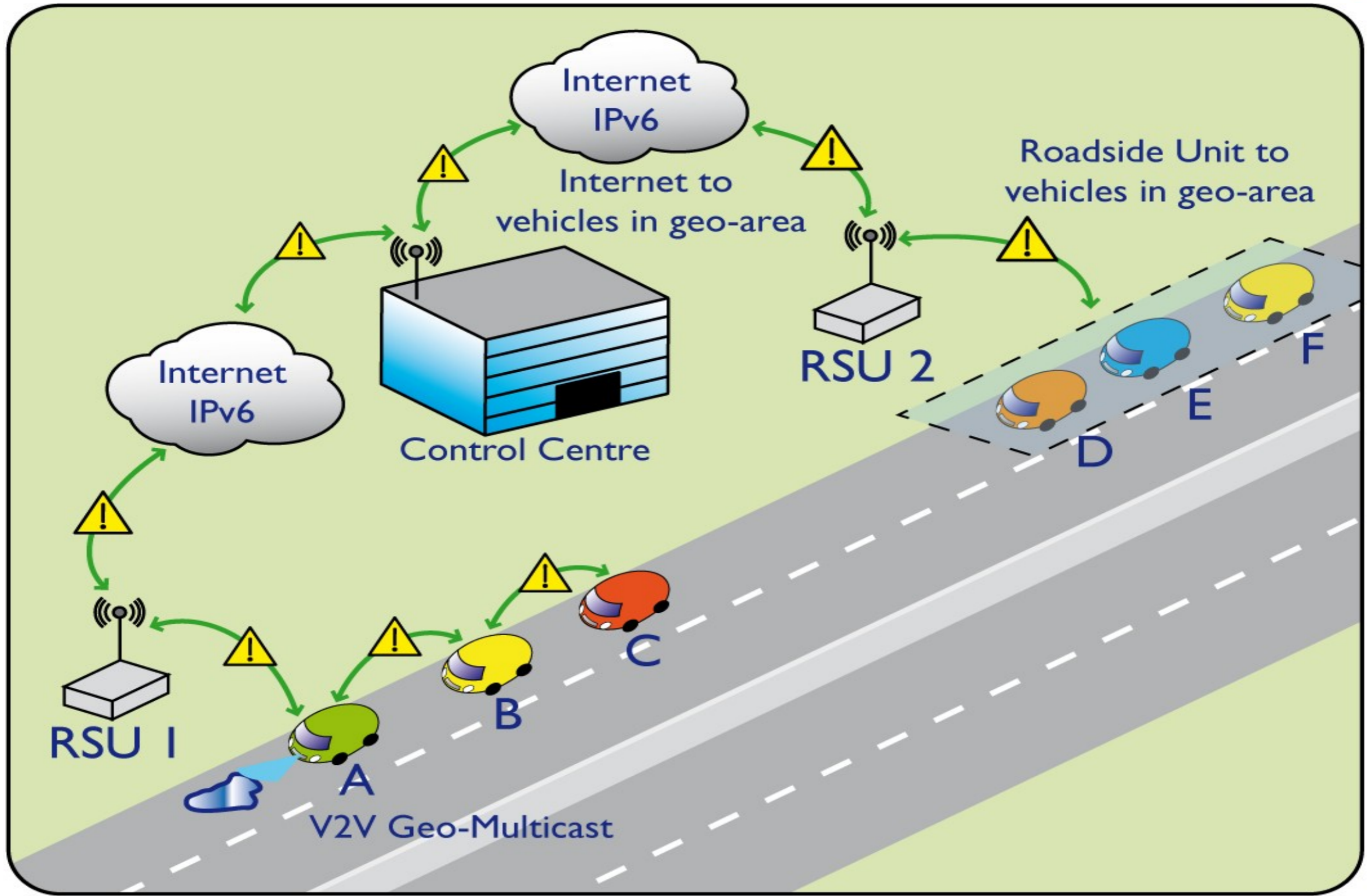
IPv6 NEMO in ITS standards: ISO CALM IPv6 Networking

2002 2003 2004 2005 2006 2007 2008 2009

Year



IPv6 GeoNetworking Scenarios



IPv6 GeoNetworking Scenarios



- GeoNet: scenarios requiring both IPv6 and GeoNetworking
- Scenario Type 1: **sender is in the Internet**
 - ♦ Packets are transmitted in IPv6 until the RSUs serving the geographic area where they are GeoRouted through intermediate vehicles to the final destination(s).
- Scenario type 2: **receiver is in the Internet**
 - ♦ Packets are GeoRouted through intermediate vehicles (using GeoUnicast) until a RSU where they are transmitted in IPv6 to the final destination.
- Scenario type 3: **sender and receiver(s) are only reachable through the Internet**
 - ♦ Combination of Scenarios Type 1 & 2 where source and destination(s) are out of multihop wireless range

Conclusion



- ITS systems connected to the Internet must speak IP
- **IPv6 is necessary** for wide development of IP-based ITS applications
 - ♦ IPv6 scales to millions of vehicles, each requiring several IP addresses & provides new functionalities
 - ♦ IPv6 is currently being deployed (not an utopia) and will be fully operational by the time ITS systems get deployed
- ITS community mostly agree that IP means IPv6
 - ♦ ISO TC204 WG16 (**CALM**)
 - ♦ **C2C-CC**'s IPv6 adaptation layer (FP7 **GeoNet**)
 - ♦ **COMeSafety**: European ITS Communication Architecture
 - ♦ **ETSI TC ITS**
 - ♦ **WAVE**
 - ♦ **CVIS**: proof of concept of CALM
 - ♦ **ELSA**: European Large Scale Action in Transport
- **GeoNetworking** currently missing in IPv6
 - ♦ **GeoNet**: combination of IPv6 and C2C-CC GeoNetworking

- ITS community still lack understanding on what is IPv6 and training of their engineers
 - ♦ How to get trained on IPv6
 - ♦ Where to get IPv6 access from
 - ♦ How to adapt IPv6 standards to ITS needs (e.g. geonetworking, addressing, security)

- Hands-on experience of the ITS sector largely not sufficient

- Urgent to develop **IPv6 awareness and know-how** within the ITS community
 - ♦ Avoid disruption of business due to bad design and lack of vision
 - ♦ Considering IPv6 at the earlier design stage will further ease the transition from IPv4 to IPv6 and save costs
 - ♦ IPv6 compatibility must be ensured now