

The Internet from Space, Reimagined: Leveraging Altitude for Efficient Global Coverage

Chris Misa¹, Ramakrishnan Durairajan

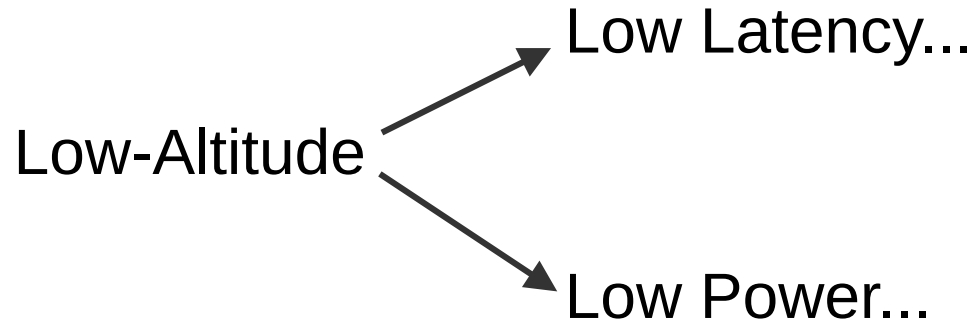


1. cmisa@cs.uoregon.edu

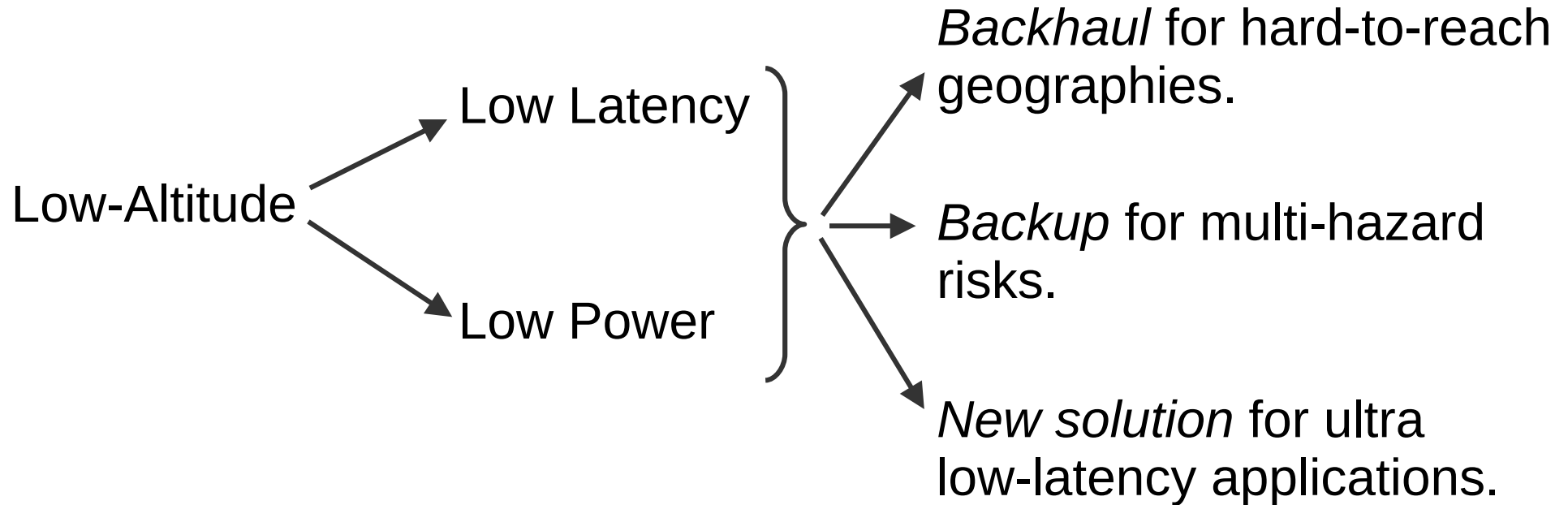
Why LEO?

Low-Altitude...

Why LEO?



Why LEO?



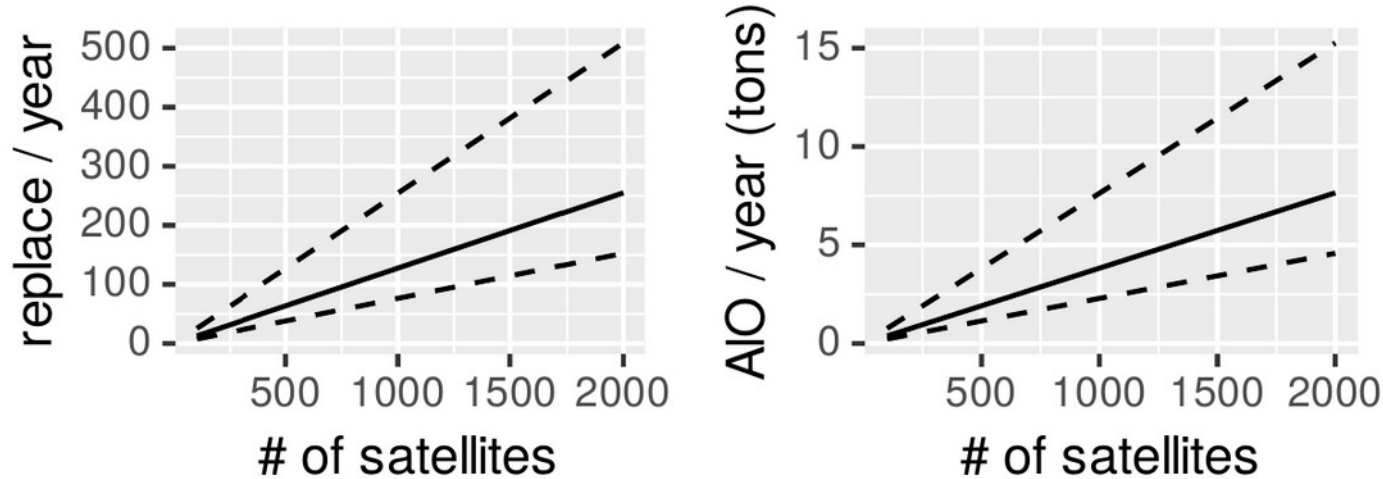
Why is LEO hard/dangerous?

Pollution.

Orbital
crowding.

High
economic
costs.

Why is LEO hard/dangerous?



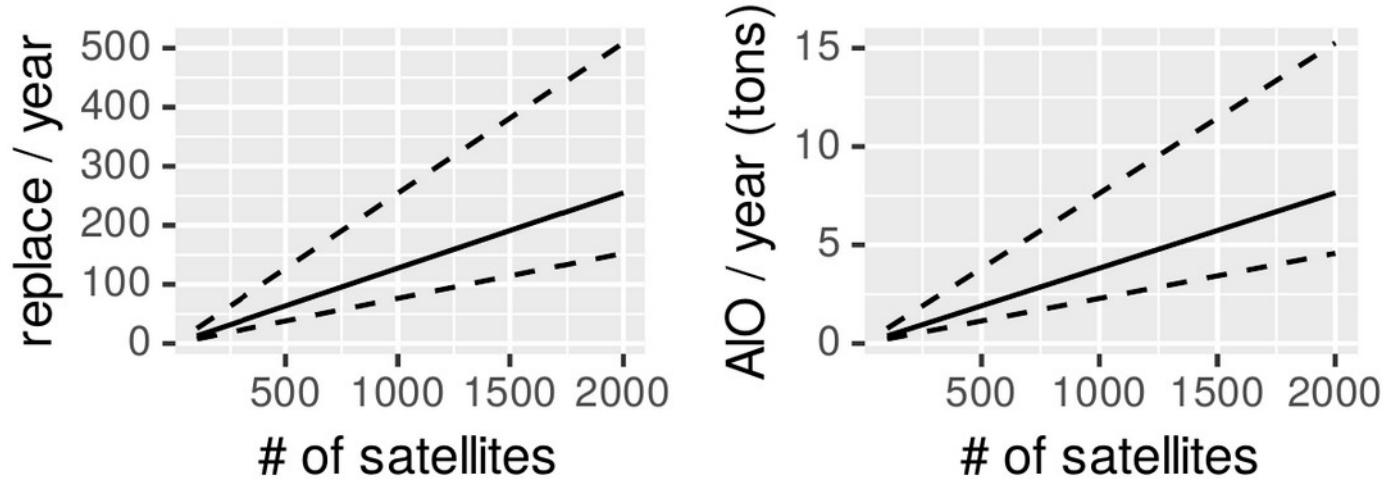
Based on STELA simulations of orbit lifetimes.

Pollution.

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Why is LEO hard/dangerous?



Based on STELA simulations of orbit lifetimes.

One StarLink shell (with 1584 sats.) requires:

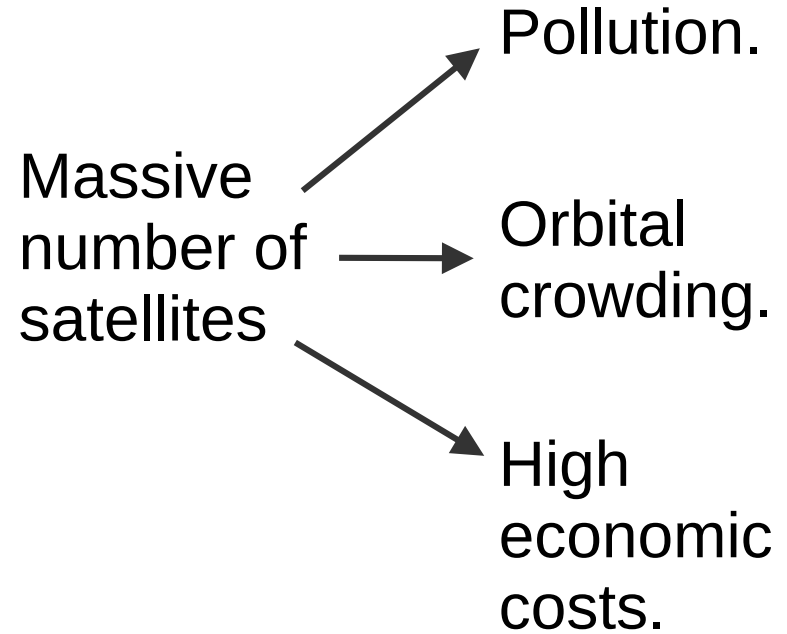
- Disposing of **~202 satellites / year**
- **~6 tons AIO / year** (35% of total in 2022).

Pollution.

Orbital crowding.

High economic costs.

Why is LEO hard/dangerous?



Recent Research Effort

Recent research¹ focuses on **minimizing** LEO constellations:

- *Leverage*: formulate as optimization problem.
- *Limitation*: hard to capture all 4-dimensions effectively.

A red bracket groups the text 'Recent research focuses on minimizing LEO constellations' with a red-bordered box containing the text 'Massive number of satellites'. Three arrows point from this box to the right, leading to the terms 'Pollution.', 'Orbital crowding.', and 'High economic costs.'.

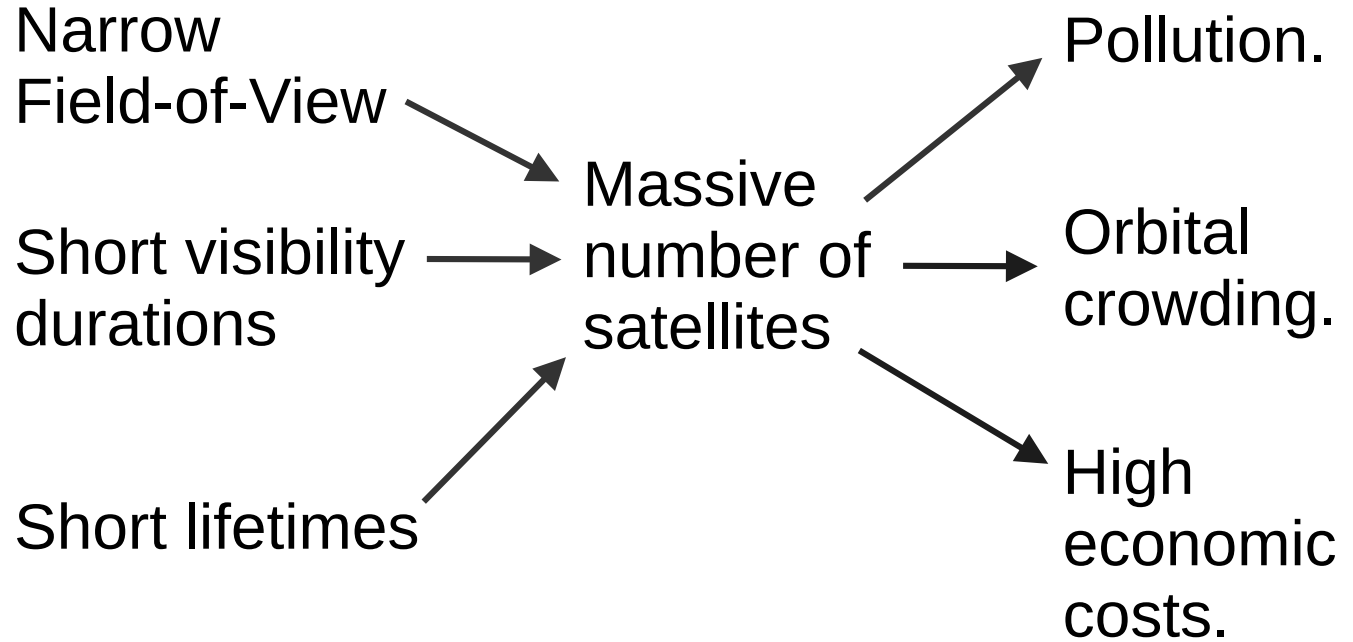
Massive number of satellites

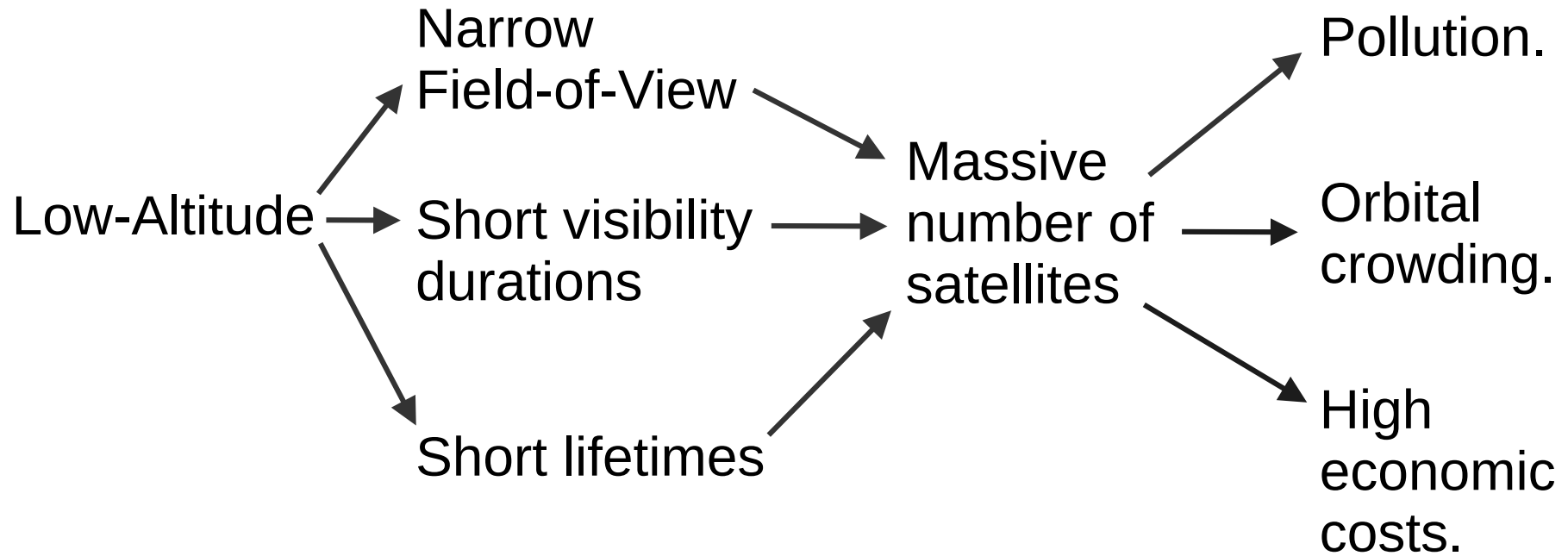
Pollution.

Orbital crowding.

High economic costs.

1. TinyLEO (SIGCOMM'25), MegaReduce (INFOCOM'24)





Low-Altitude.

Why *only* LEO?

Low-Altitude...

⋮

Medium-Altitude...

⋮

Geo-Altitude...

Why *only* LEO?

Low-Altitude...

⋮

Medium-Altitude...

⋮

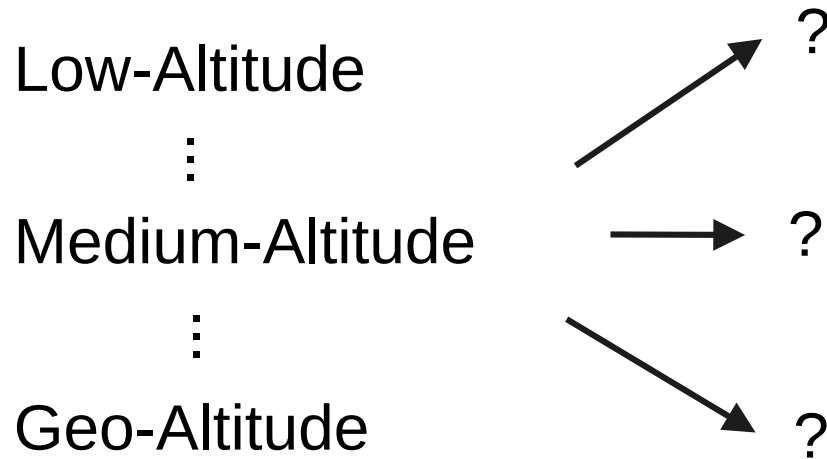
Geo-Altitude...

Orbital **altitude** is a *continuous* design variable.

Hypothesis:

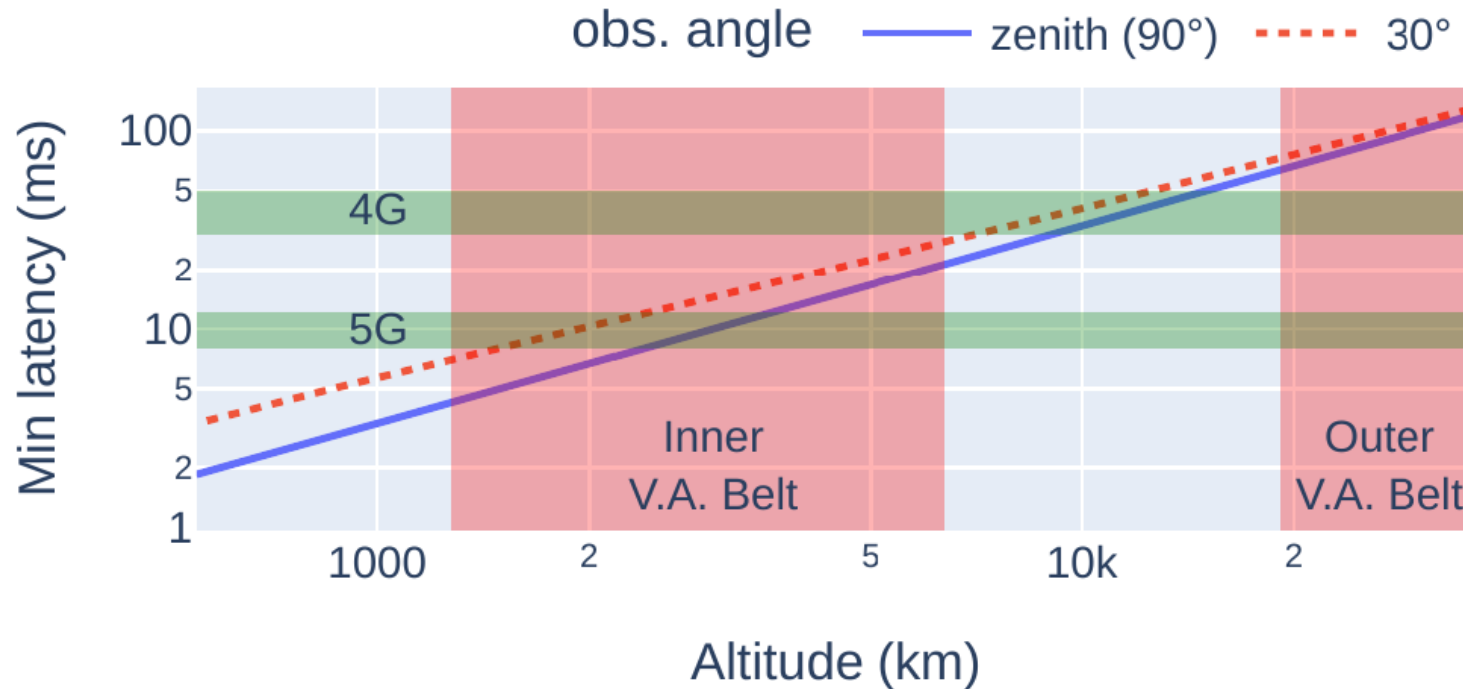
We can exploit orbital altitude to achieve **wide range of QoS** and **solve the minimization problem.**

Why *only* LEO?

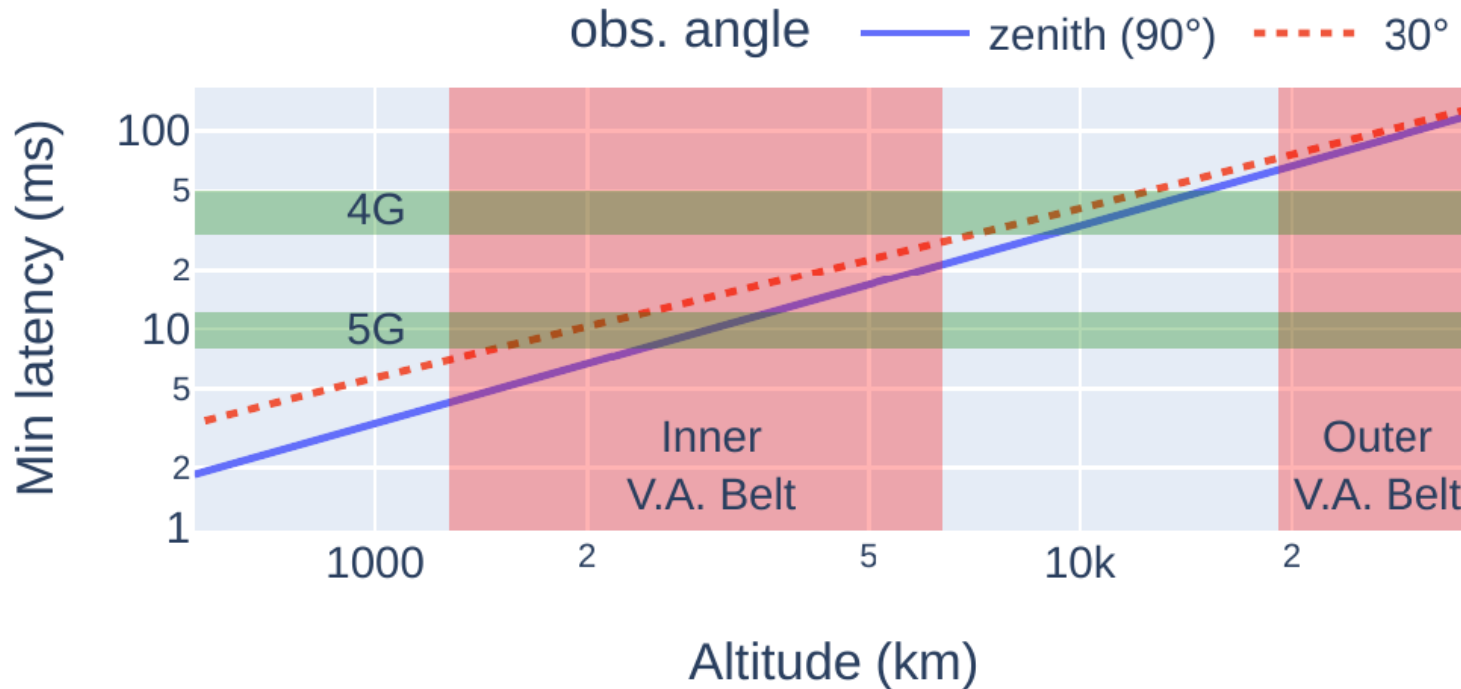


...so we must first understand impact of *altitude*.

Impact of Altitude: Latency

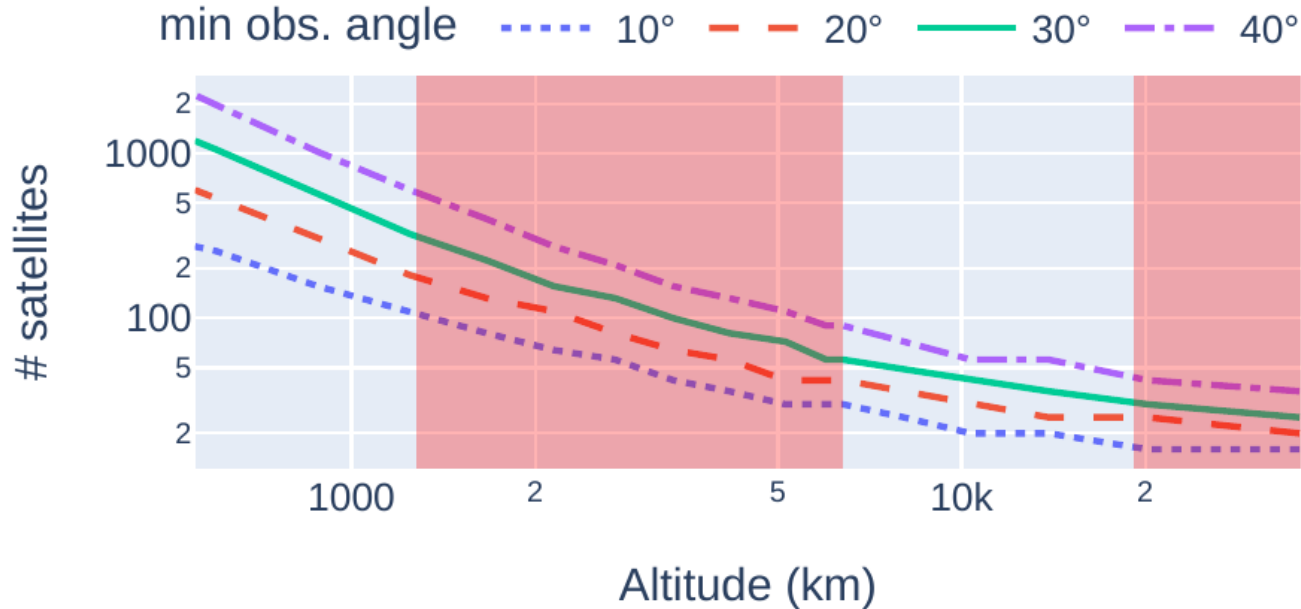


Impact of Altitude: Latency



Wide range of intermediate altitude × latency combinations.

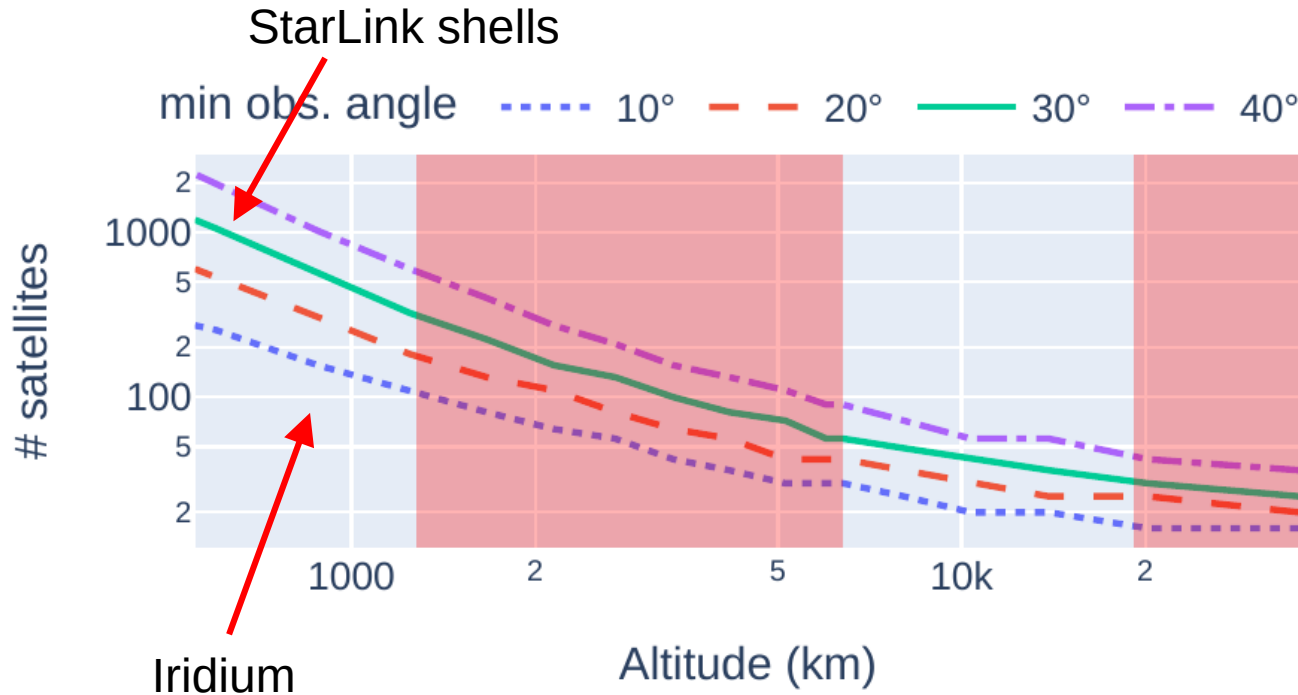
Impact of Altitude: # of Sats.



Assumptions:

- Walker-delta geom.
- Non-empty overlap.
- Coverage up to 65° .

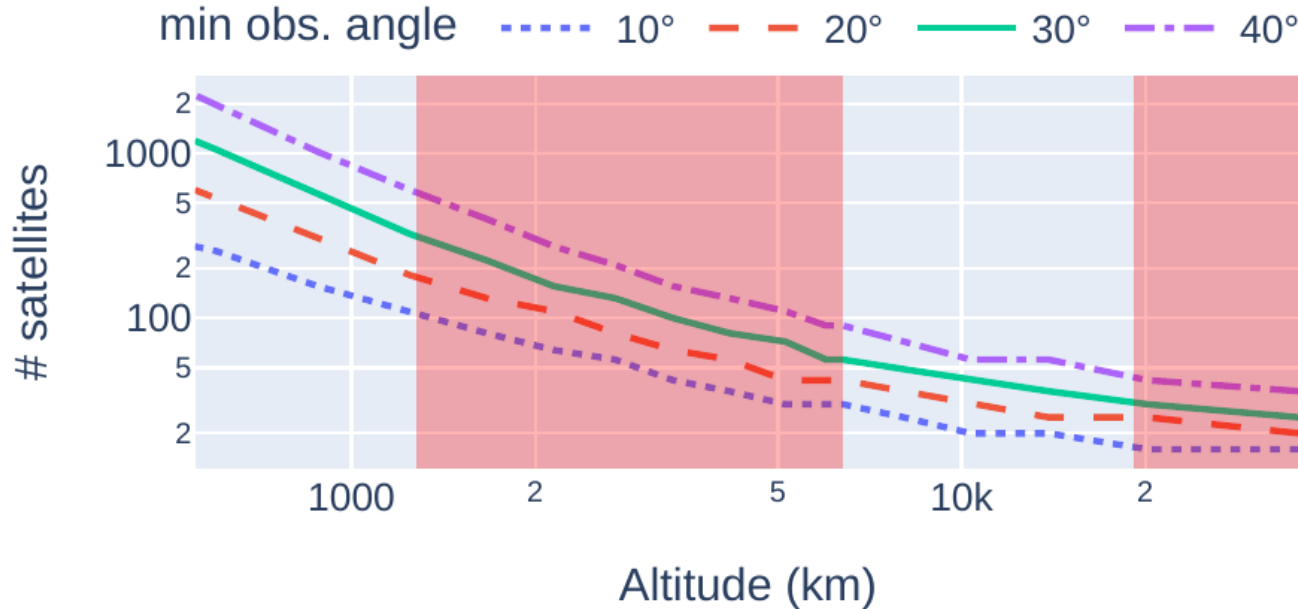
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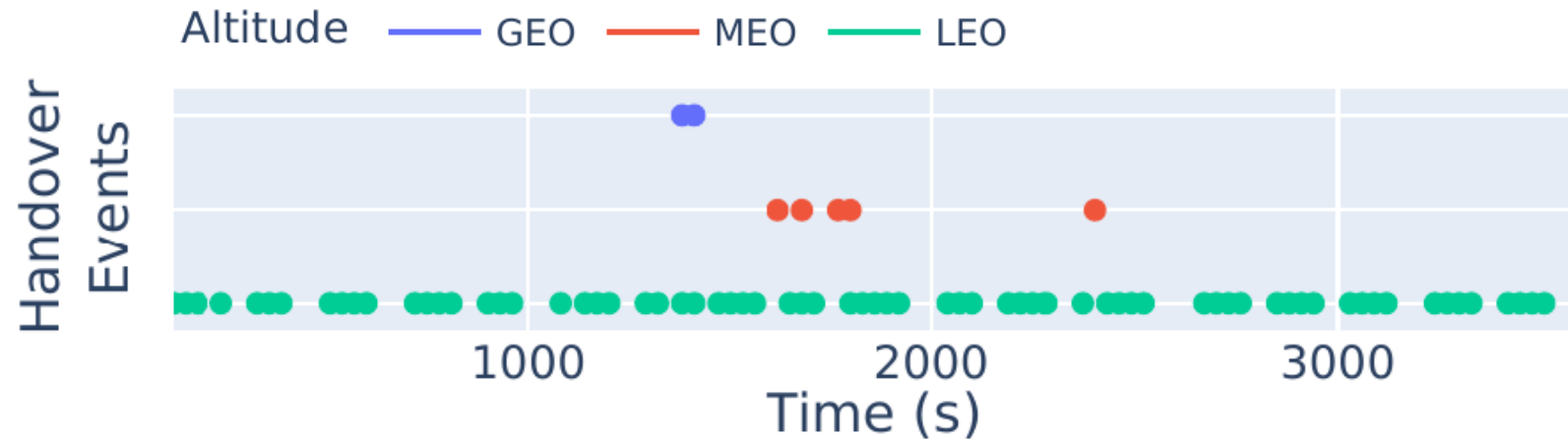


Assumptions:

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Number of satellites required decreases *exponentially*.

Impact of Altitude: Handovers

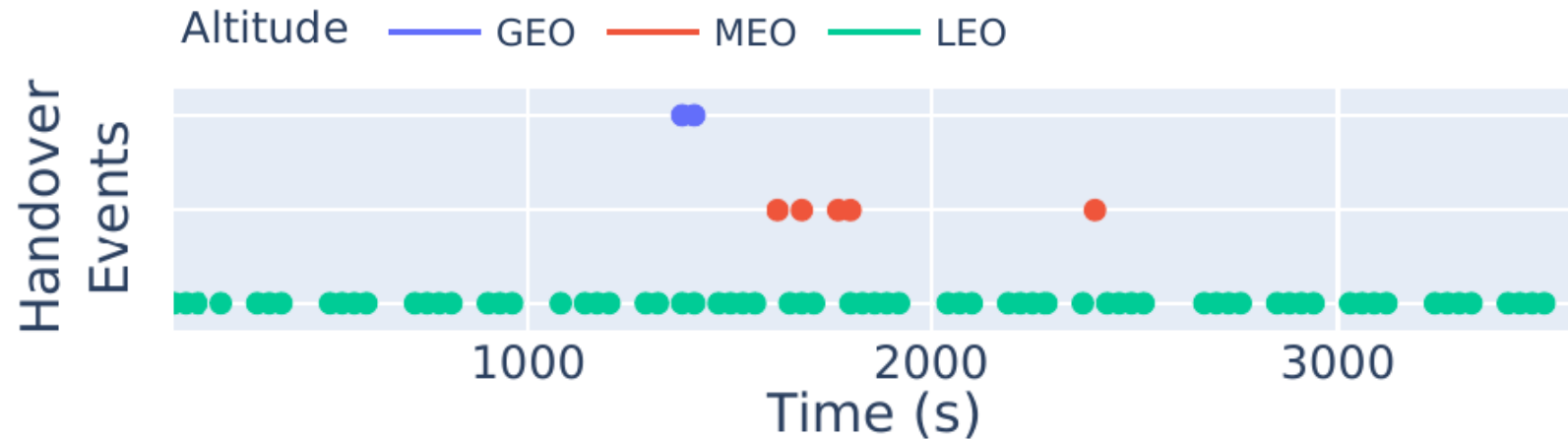


Data from fine-granularity simulation using SNS3.¹

1. <https://github.com/sns3/sns3-satellite>

Impact of Altitude: Handovers

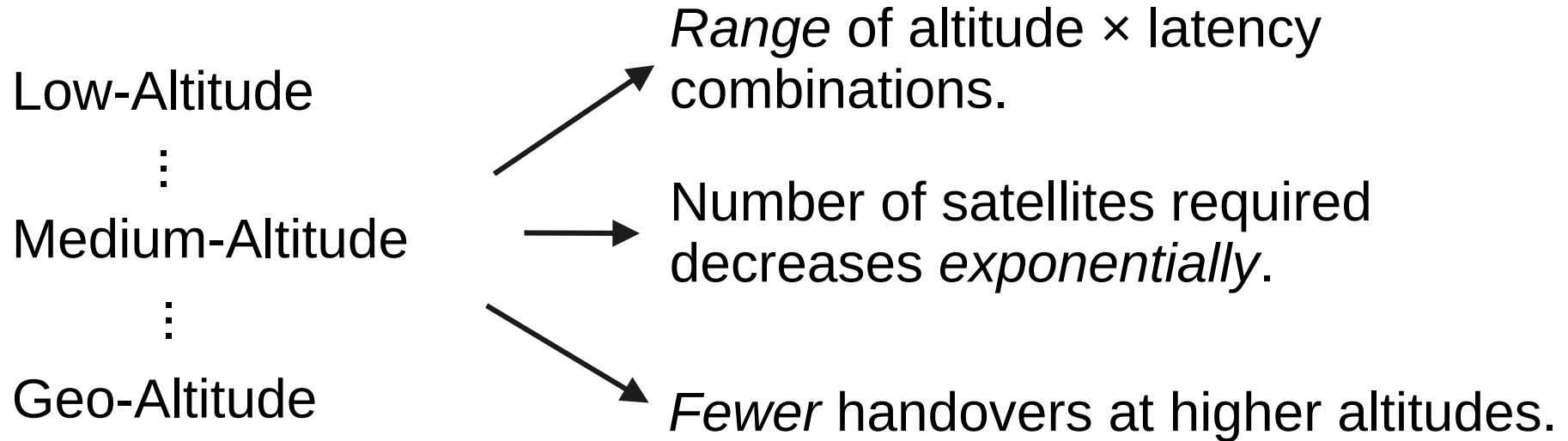
Higher altitude → **Slower movement** → ***Fewer handovers.***



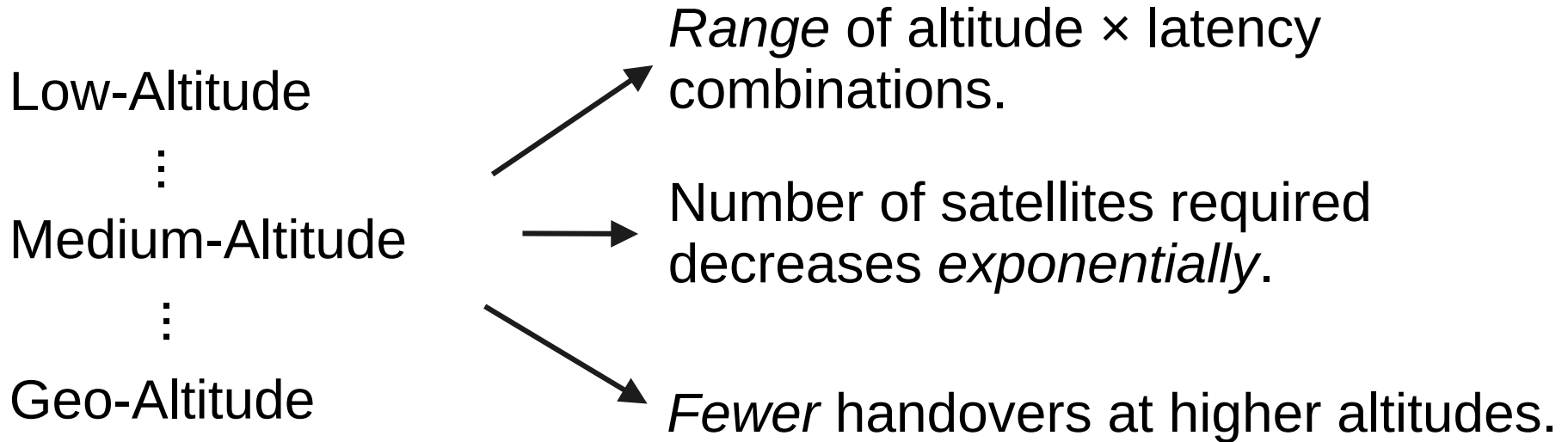
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Impact of Altitude: Initial Summary



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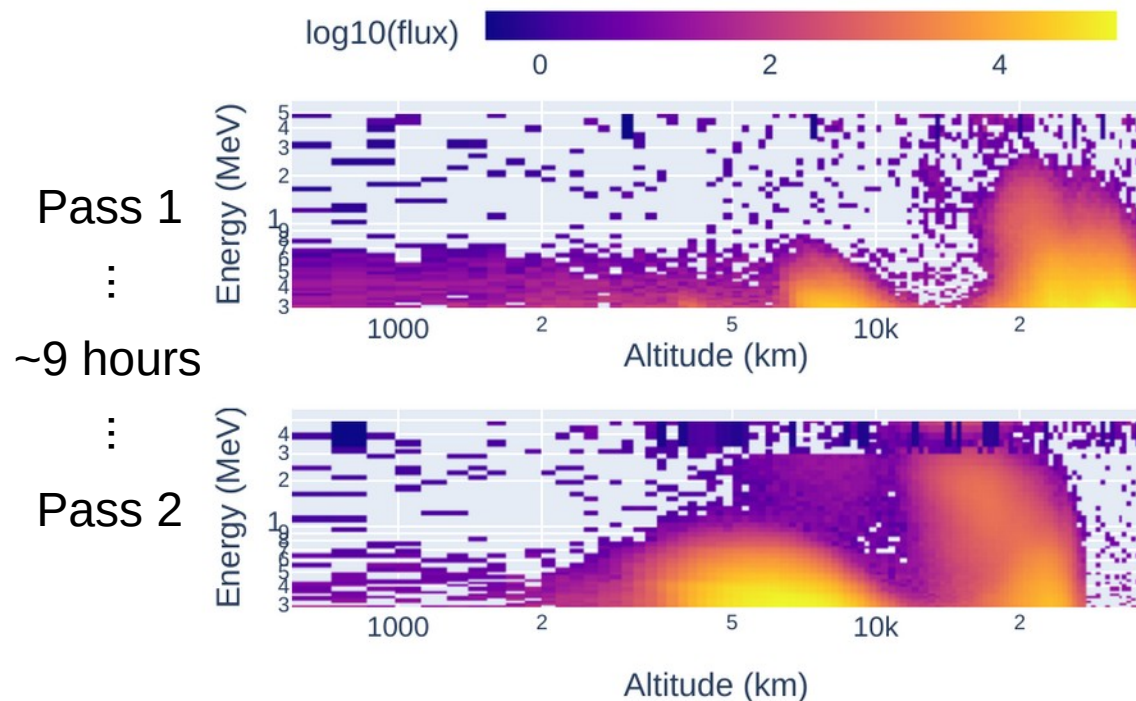
Not nearly comprehensive yet...

Future Challenges

- **Radiation:** Different altitudes have different radiation exposures.

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Radiation “belts” are not simple static structures...

Data from CIRBE.¹

1. <https://lasp.colorado.edu/cirbe/data-products/>

Future Challenges

- **Radiation:** Different altitudes have different radiation exposures.
- **Joint optimization:** QoS-specific demand vs. altitude, topology, routing in 4-D.

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- **Radiation:** Different altitudes have different radiation exposures.
- **Joint optimization:** QoS-specific demand vs. altitude, topology, routing in 4-D.
- **Propagation latency:** Need to extend wireless architectures (e.g., 5G) for wide propagation latency ranges.

⋮

Thanks! Questions?

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