

## **Communication Node**

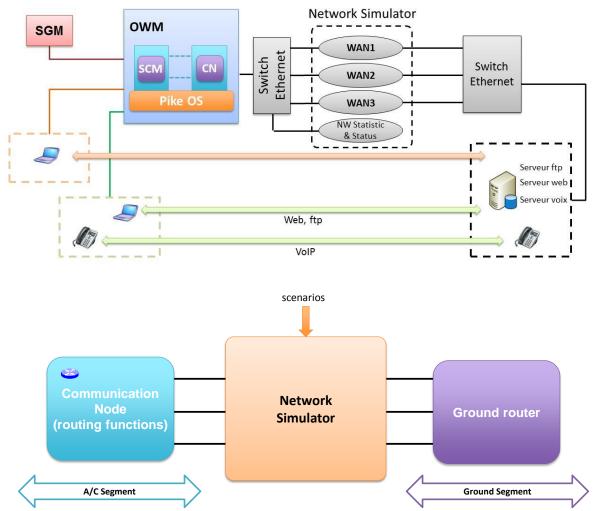
## **Objectives**

- •To manage communications between aircraft and ground segments, as communication request could raise from various aircraft functional domains : ACD, OSD, Passengers domain.
- •To perform the optimised use of available heterogeneous communication means (Satcom, wifi,...)
- •To comply with the segregation requirements of data from different trusted domains
- •To allocate communication means depending on:
  - •The priority level of the communication request
  - •The quality level of the expected communication service
  - •The availability of the communication mean (depending on aircraft location...), and when available, its free bandwidth,
  - •The cost of the communication service
  - •The usage constraints of the communication mean

## **Exemple of test Scenario**

Initial state, only a satellite communication is available; An onboard client is downloading a big file, performed with best-effort resources, all the bandwidth being allocated; Another onboard establish a connexion to a SIP server, the VoIP communication request is having a higher level class of service; The downloading speeds down;

A more capacitive communication link becomes available (WiFi for instance), the two communications switch to this more capacitive communication link (WiFi) and the downloading speeds up.



## The network simulator:

- Can simulate three networks in parallel
- Can add defaults on networks : add jitter, delay, data packets lost...
- · Can send information about network statistics to the SCM