

# Routing in Quantum Mobile Networks

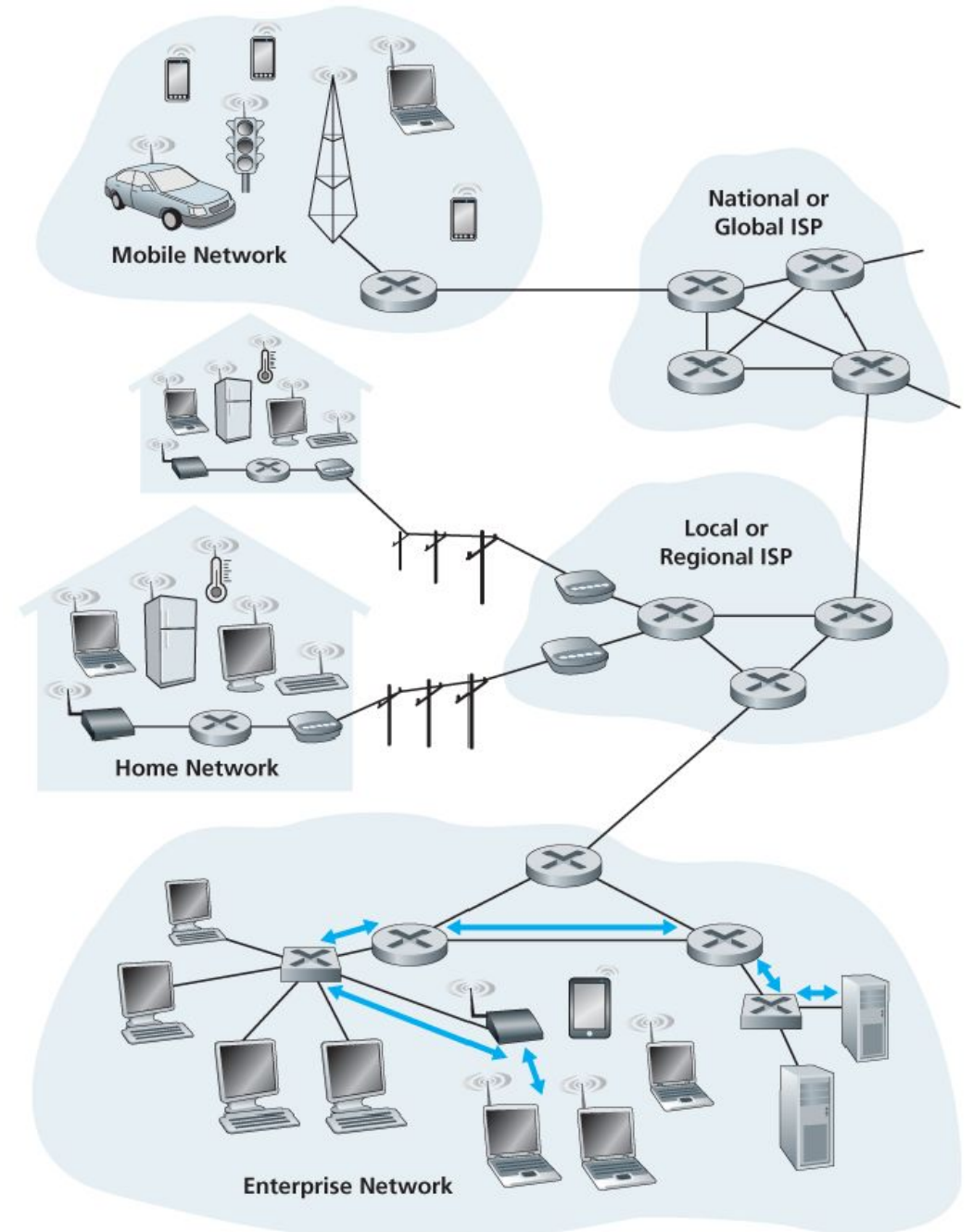
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# Today's Presentation

1. Introduction
2. Motivation
3. Quantum Routing
4. Quantum Mobile Routing
  - a. MANET
  - b. Satellites
5. Summary and Challenges
6. Questions

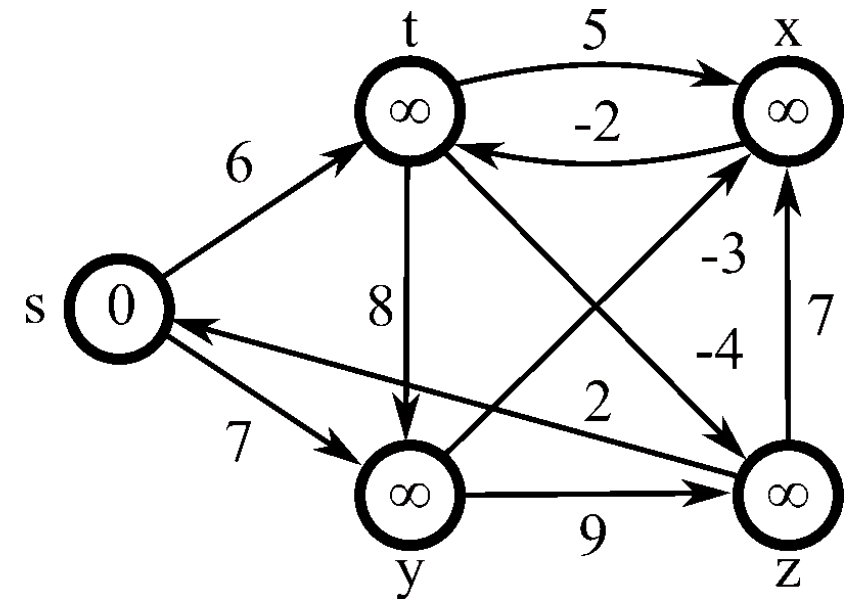
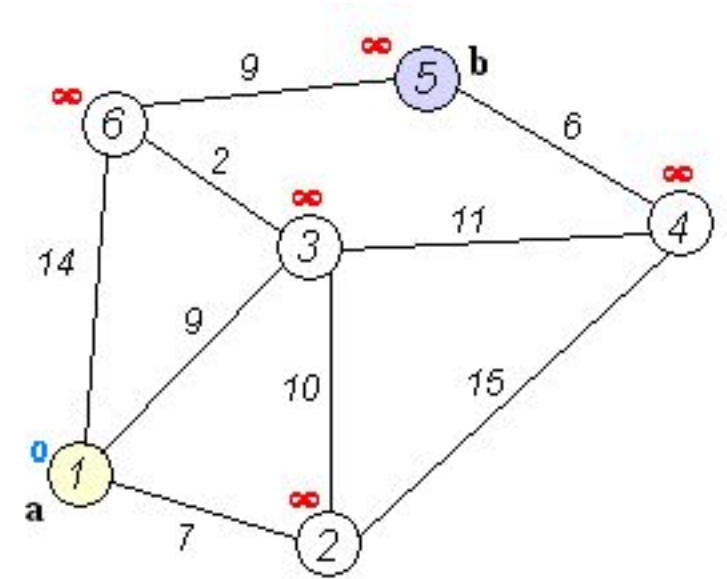
# Introduction

- Networks are complex, path selection is important
- Quality of service
- Fairness/NUM
- Load balancing
- Congestion avoidance
- Adapt to changing topology



# Motivation: Classical Routing

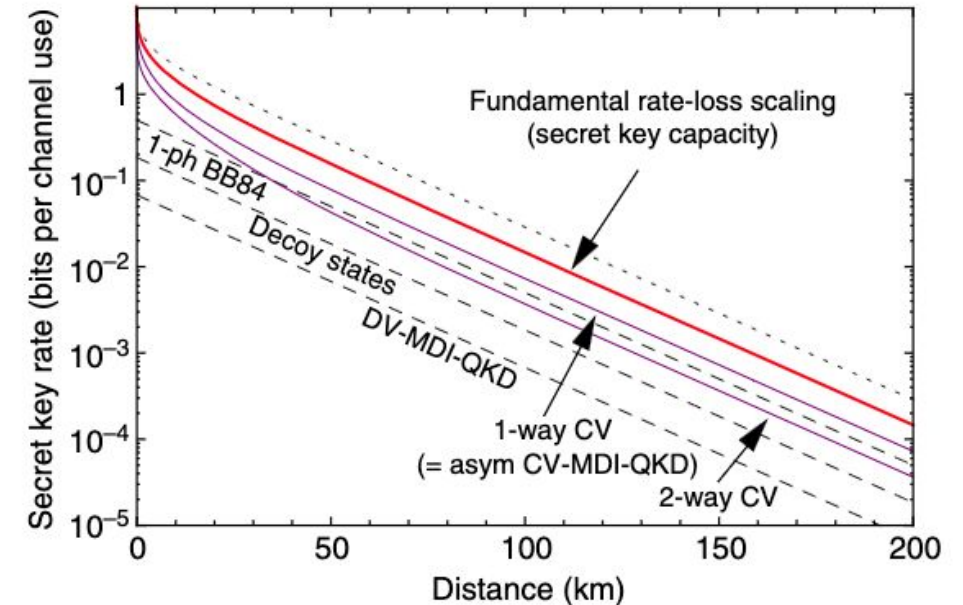
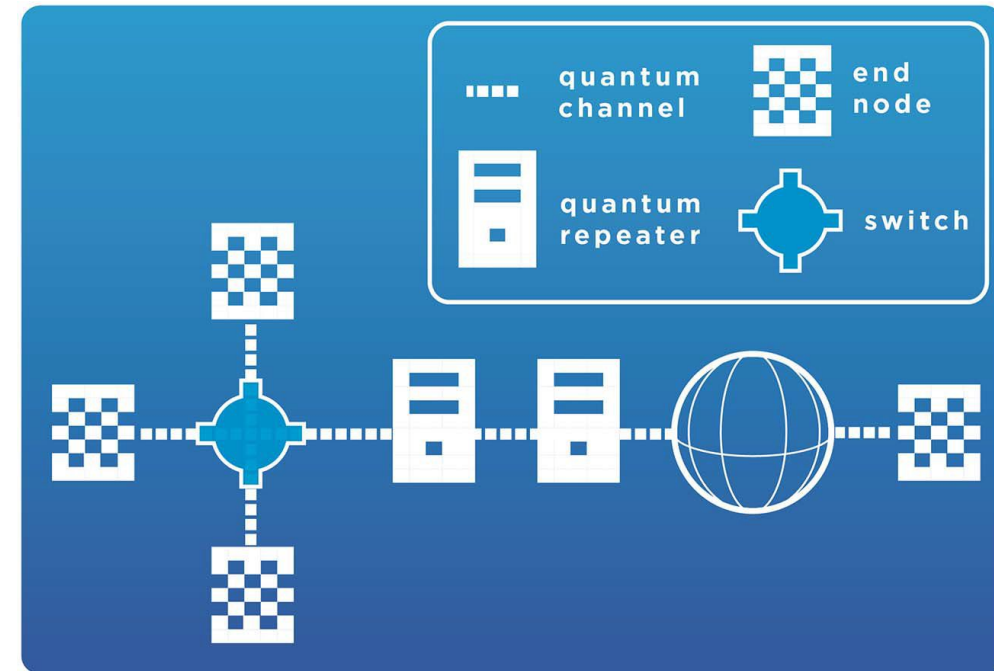
- Link state
  - all routers have complete topology, link cost info
  - E.g. Dijkstra
- Distance Vector
  - router knows physically-connected neighbors, link costs to neighbors
  - iterative process of computation, exchange of info with neighbors
  - E.g. Bellman Ford



# Motivation

## Routing entanglement vs qubits

- Can't copy a qubit - No cloning theorem
- Unlike CC, can't increase rate by increasing transmission power
  - photon loss fundamentally limits the entanglement rate over any single link, which must decay exponentially with the length of optical fiber. Transmission losses  $> 0.2$  dB/km
  - Loss and decoherence in channel; **communication fidelity decreases exponentially**
  - Need repeaters
- Unlike Classical information flow, entanglement flow is directionless



# Motivation: Quantum Routing Algorithms

- Teleportation based
- Entanglement based

# Teleportation Based Routing

Use shared entanglement between parties to teleport quantum or classical information

One way vs two way schemes

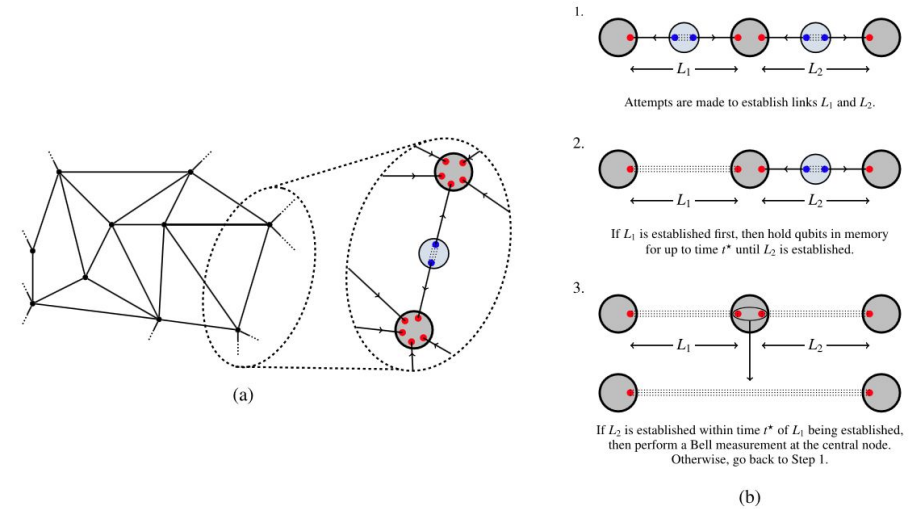
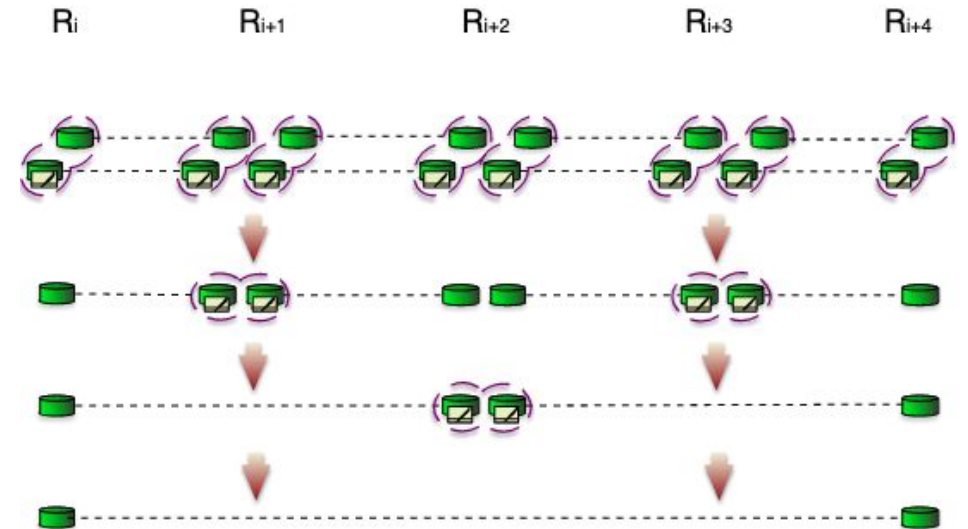


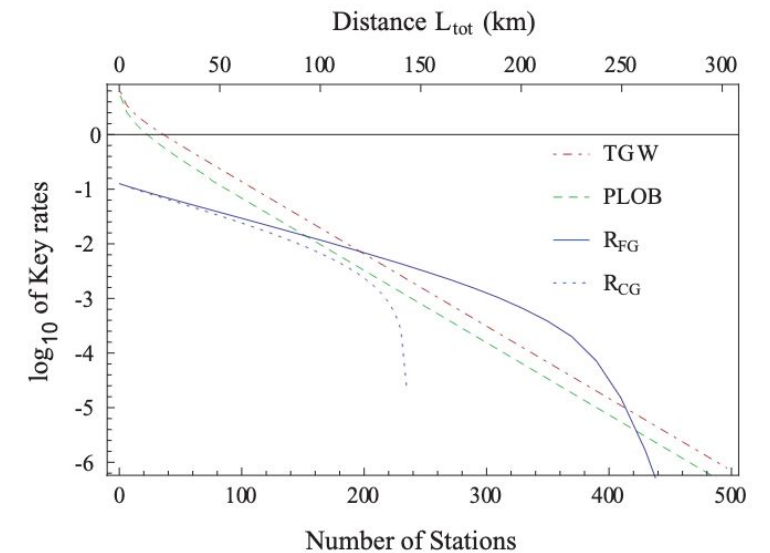
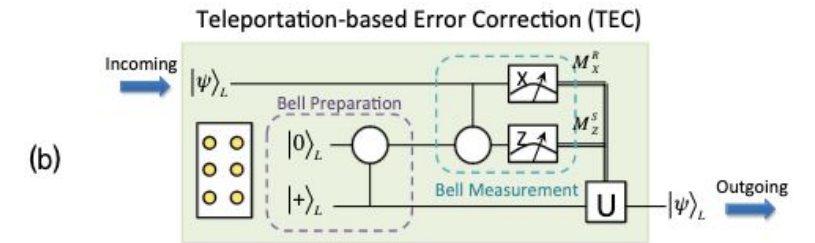
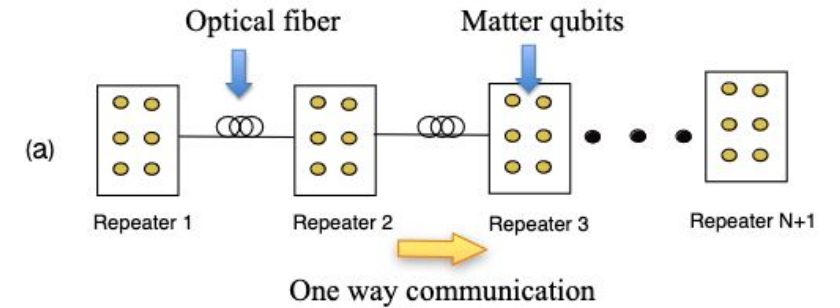
FIG. 1. The network architectures that we consider in this work are based on graphs of arbitrary topology. (a) The vertices of the graph correspond to the nodes in the network, and the edges correspond to the elementary links. At the center of each elementary link is a source of entangled photonic qubits (indicated in blue) that fires entangled photons toward the nodes at the ends of the link, where they are held in quantum memories (indicated in red). (b) An example of the general procedure to create bipartite entanglement between two nonadjacent nodes that are connected to a common node.



# Teleportation Based Routing

Use shared entanglement between parties to teleport quantum or classical information

One way vs two way schemes





# Entanglement based routing

- Solves the need for parallel quantum communication
- Can use multi-partite entangled states (Pant et al, Patil et al) or graph states (Hahn et al 2019) to achieve long distance parallel comms

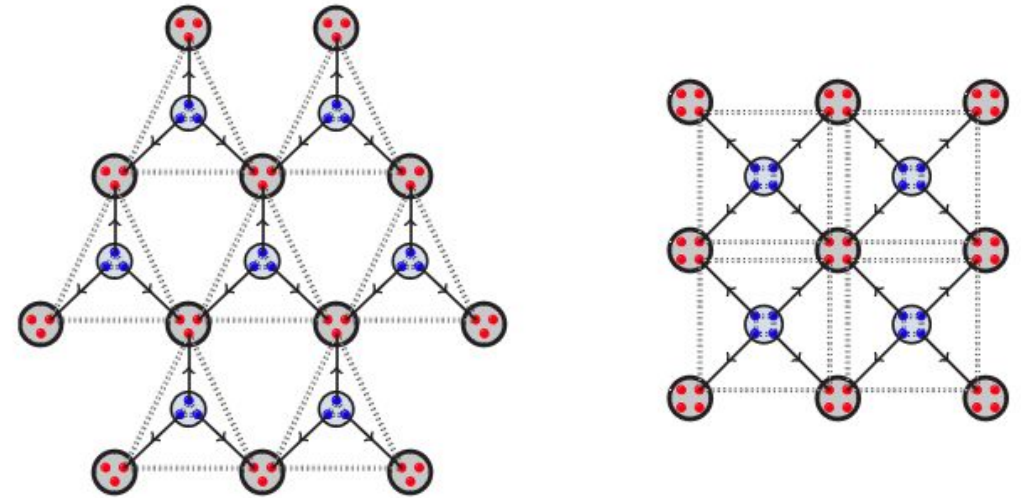
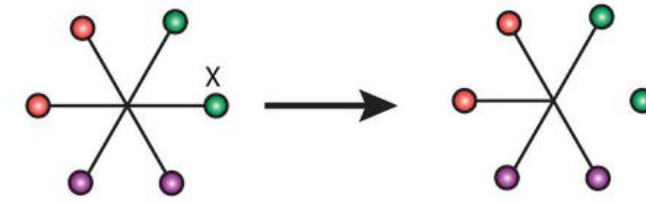
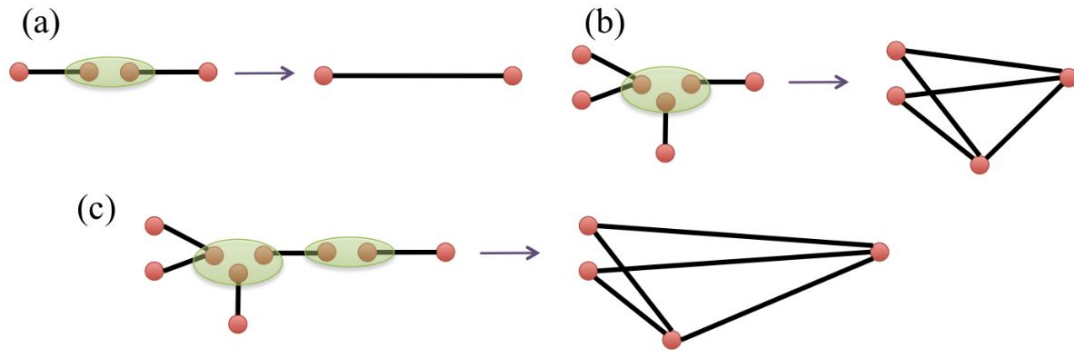


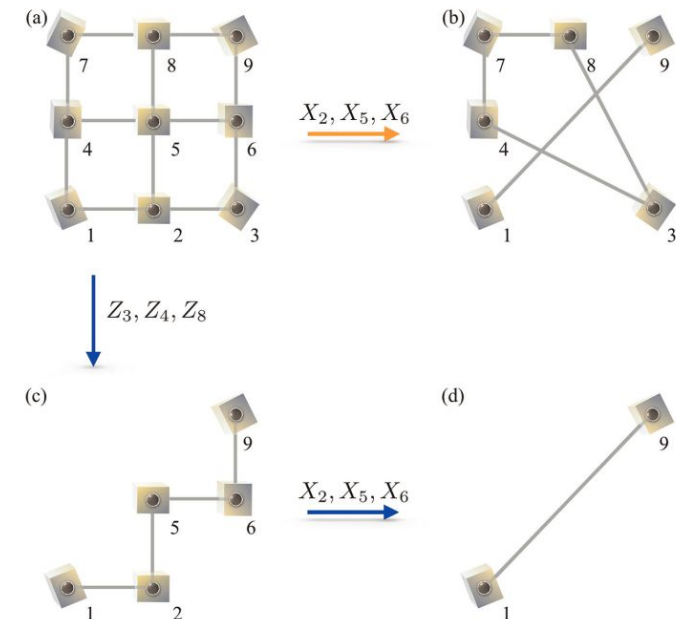
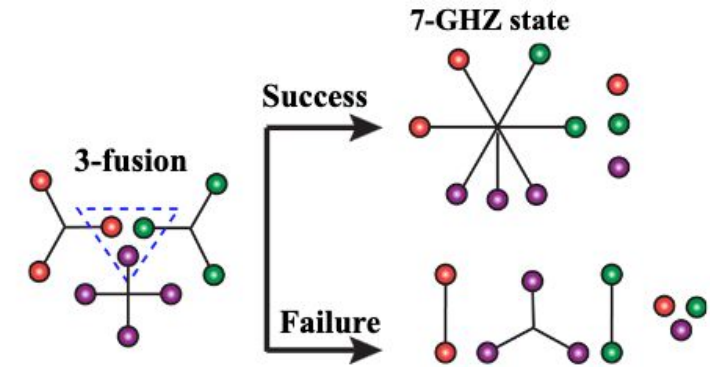
FIG. 2. Instead of bipartite entanglement, as in Fig. 1(a), the elementary links in a quantum network can consist of multipartite entanglement; for example, we can have elementary links of tripartite (left) or four-partite (right) entanglement.

# Entanglement based routing

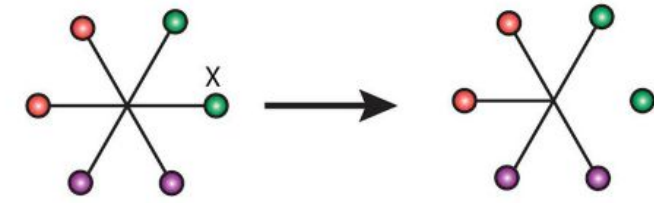
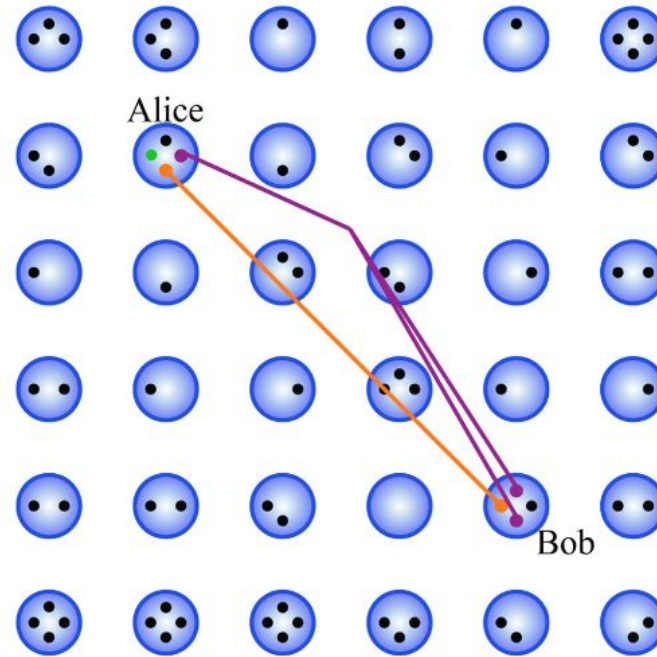
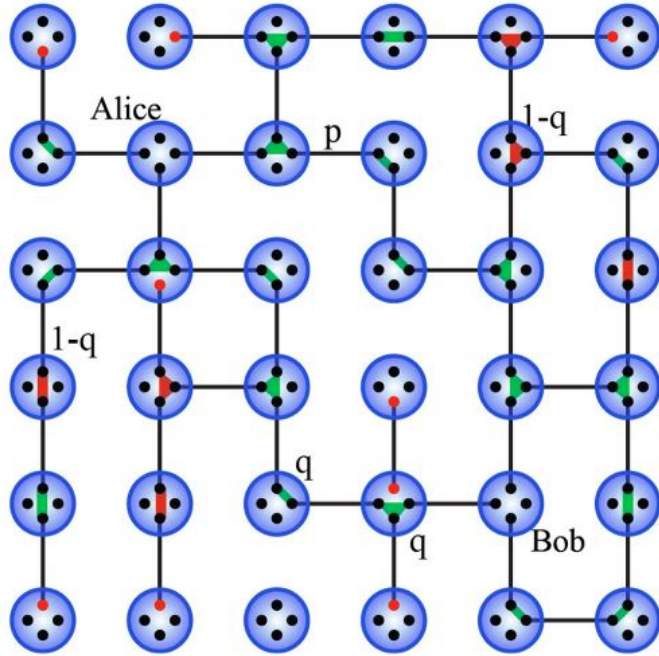
- Solves the need for parallel quantum communication
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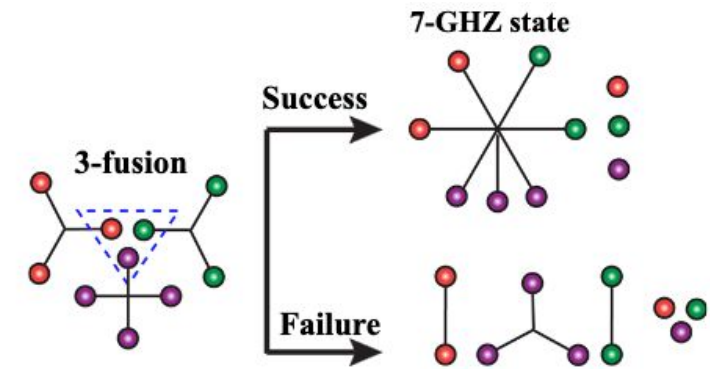
Measuring in X basis removes the qubit from the n-GHZ state



# Entanglement based routing

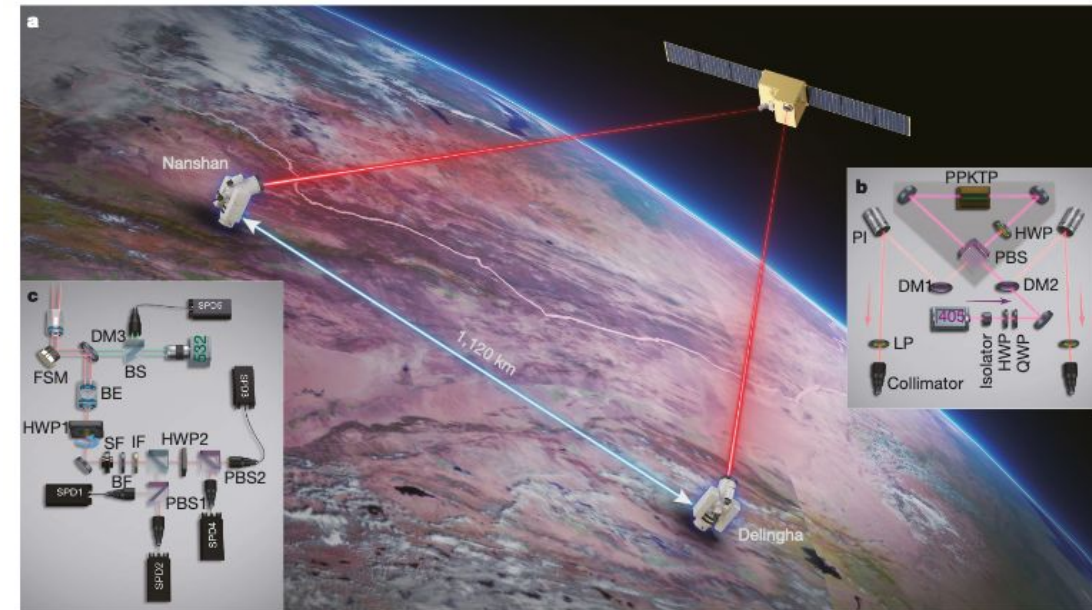


Measuring in X basis removes the qubit from the n-GHZ state



# Motivation: Why use Mobile Networks?

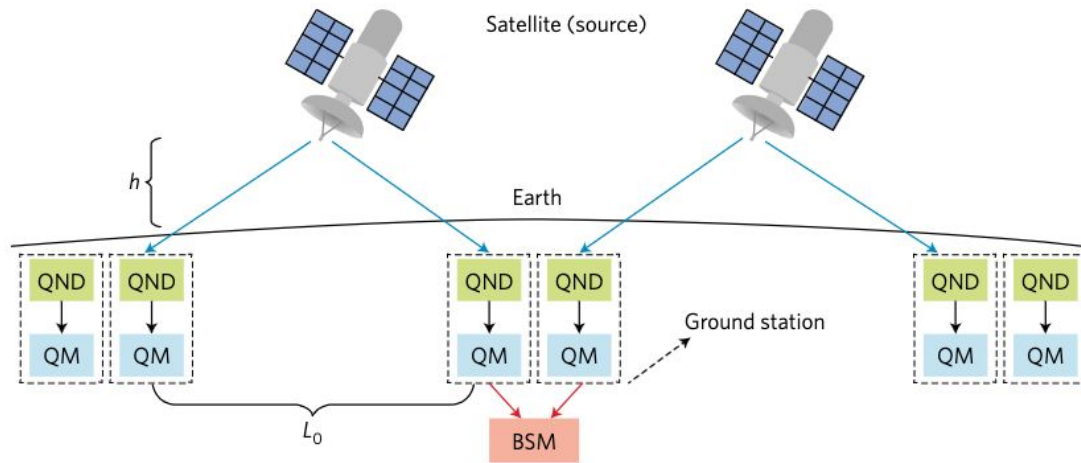
- Can't go far with ground based networks
- Inter-continental fibre based quantum networks are difficult to implement even with repeaters
  - Erasure errors and other channel errors
    - Distance scaling  $\propto e^{-\frac{L_0}{L_{att}}}$
- Free space



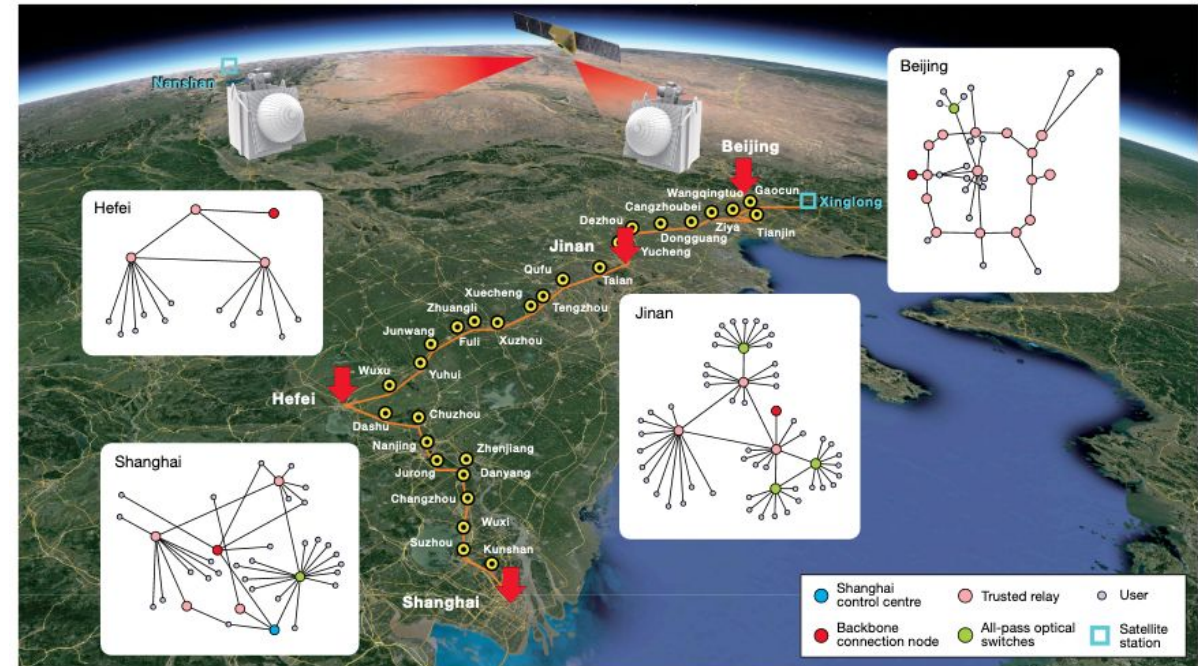
Demonstration of secure quantum cryptography over 1120 km using satellite (Yin et al 2020)

# Motivation: Why use Mobile Networks?

## - Integrated Networks



**Fig. 1 | Quantum repeater architecture with satellite links.** Each individual link (of length  $L_0$ ) consists of an entangled photon pair source on a low-Earth-orbit satellite (at height  $h$ ) and two ground stations consisting of quantum non-demolition (QND) measurement devices and quantum memories (QM). The arrival of a photon at each ground station is heralded by the QND devices, which detect the presence of a photon non-destructively and without revealing its quantum state. The entanglement is then stored in the memories until information about successful entanglement creation in a neighbouring link is received. Then the entanglement can be extended by entanglement swapping based on a Bell state measurement (BSM). A small number of such links are sufficient for spanning global distances. Figure adapted from ref. <sup>34</sup>, APS.

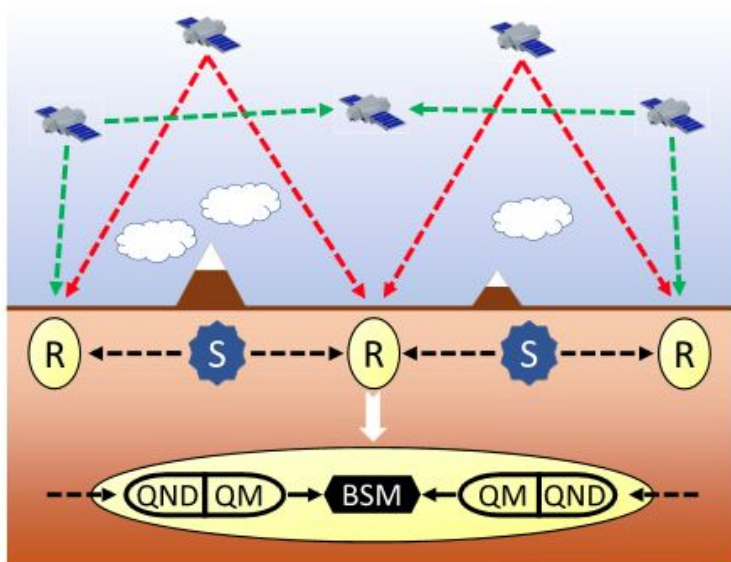


**Fig. 1 | Illustration of the integrated space-to-ground quantum network.** The network consists of four QMANs (in Beijing, Jinan, Shanghai and Hefei; red arrows), a backbone fibre link over 2,000 km (orange line) and two ground-satellite links that connect Xinglong and Nanshan (blue squares), separated by 2,600 km. There are three types of node in the network: user nodes (purple circles), all-pass optical switches (green circles) and trusted relays (pink circles). Each QMAN consists of all three node types (see insets). The backbone

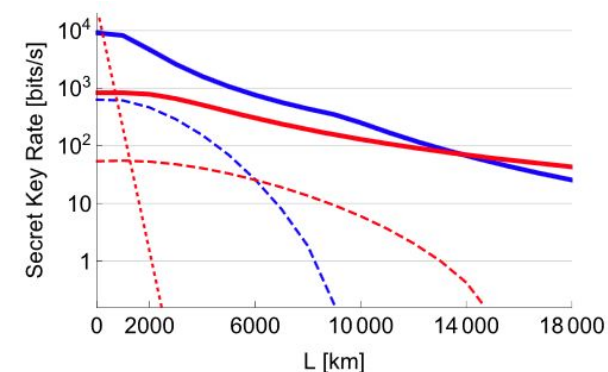
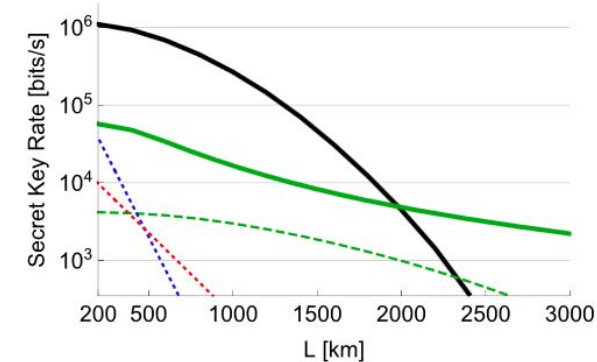
is connected by trusted relays (shown as yellow and black circles in the main image and red circles in the insets). A quantum satellite is connected to the Xinglong and Nanshan ground stations; Xinglong is also connected to the Beijing QMAN via fibre. In Beijing, the Beijing control-centre node is located at the same location as the backbone connection node (indicated by the red circle). Map data: Google, Data SIO, NOAA, US Navy, NGA, GEBCO, Landsat/Copernicus; copyright ZENRIN.

# Motivation: Why use Mobile Networks?

- Still need repeaters!



**Figure 2.** Schematic comparison between the satellite-based scheme OO (green arrows), the standard fibre-based implementation (GG, in black) and the scheme studied in [22] (OG, in red). Here S represent entanglement sources and R QR stations. The incoming photons are heralded by QND measurement devices and the quantum information is loaded into QMs. Finally, the quantum states are read and a BSM is performed, as part of the ES protocol.



# Conventional Routing Protocols



- 'Count-to-infinity' problem and slow convergence
- Loop formation during temporary node failures and network partitions



- Protocols that use flooding techniques create excessive traffic and control overhead

NOT designed for highly dynamic, low bandwidth networks

# Why is routing in MANETs different?

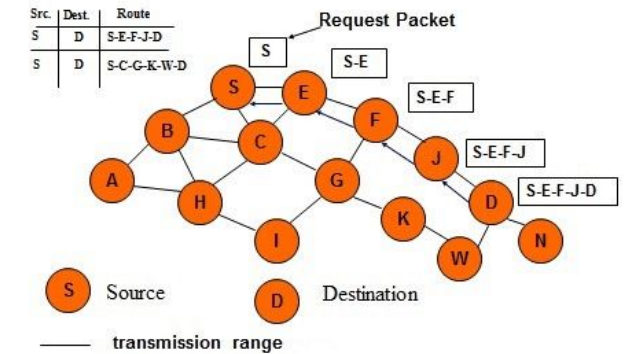
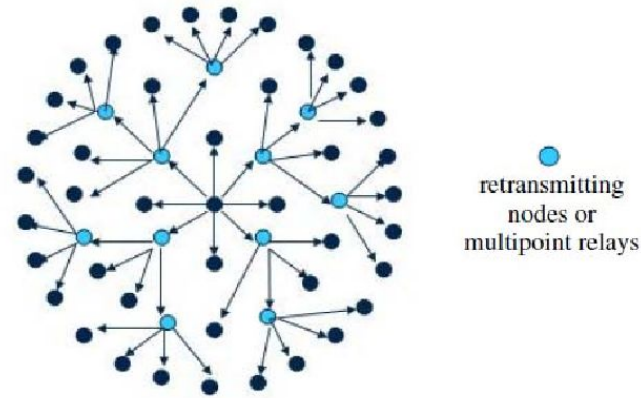
- 1) Self-organizing networks**
- 2) Topology changes dynamically**
- 3) Rate of link failure/repair due to node mobility may be very high**
- 4) Network partitions**
- 5) Asymmetric links**
- 6) Limited bandwidth, reduced even more due to exchange of routing information**
- 7) New performance criteria**



# Routing Protocols for MANETs

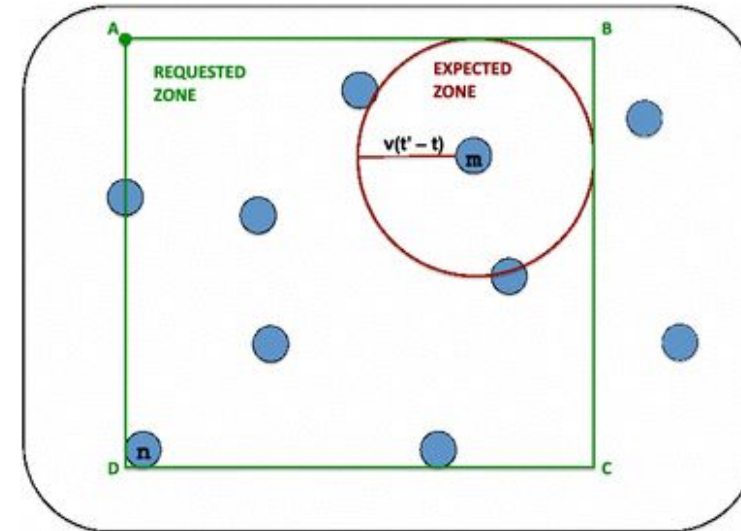
- **Topology based Routing**

- Proactive approach
- Reactive approach
- Hybrid approach



- **Position based Routing**

- Location services;
- Forwarding strategy



# Routing Protocols for MANETs

## The Proactive approach

Determines routes independent of traffic pattern

- Based on distance vector and link-state mechanisms
- Attempts to maintain consistent, up-to-date routing information from each node to every other node in the network

Responds to changes by propagating updates throughout the network

Good for connection-less traffic where you traffic is sent to any node at any time

### PRO:

Immediately available paths;  
each node has an up-to-date view of the  
network topology

### CONS:

Large routing tables;  
Low scalability;  
High bandwidth and energy consumption  
due to periodic updates

# Routing Protocols for MANETs

## The Reactive approach

Maintains routes only if needed

- Routes are only created when desired by the source node
  - Route discovery phase
  - Route maintenance phase

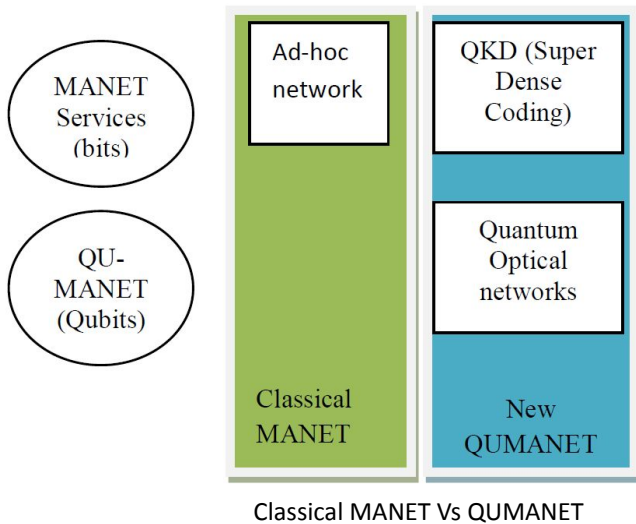
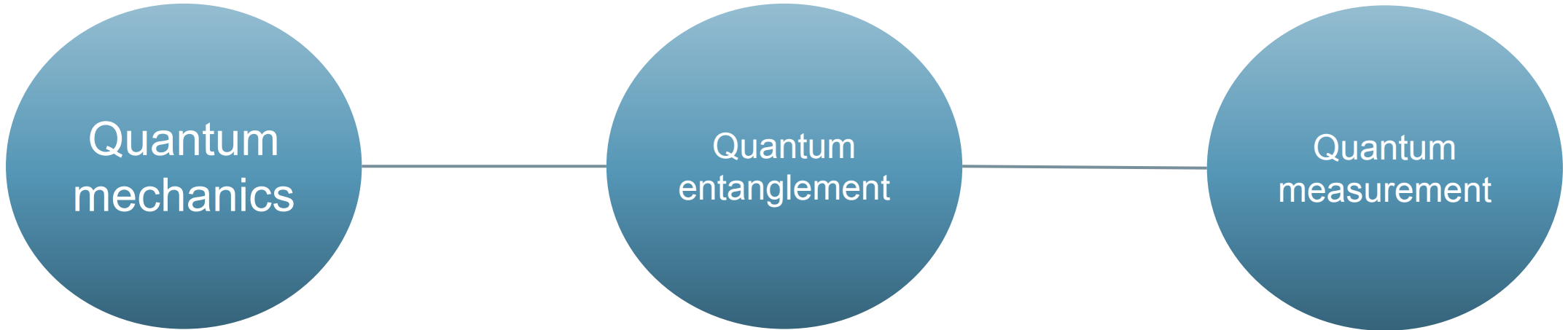
### PRO:

Paths are only computed on-demand;  
no need for periodic updates;  
energy and bandwidth saving; nodes may go  
in sleep mode.

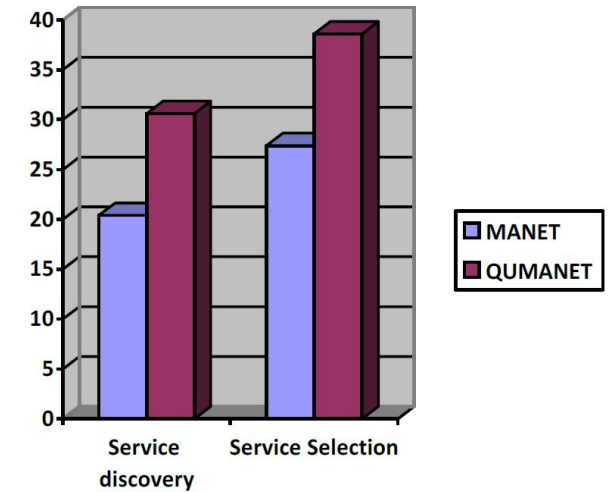
### CONS:

Longer path set-up delays (route discovery);  
Path search efficiency depends on the node  
mobility;  
need of memory to keep discovered paths;  
Longer packet's header to store path.







# What's new in a QuMANET?



**NEWS: quantum key distribution (QKD) and superdense coding**



Comparison of MANET and QUMANET: Service discovery and selection with the help of QUMANET will be fast as compared to Classical MANET

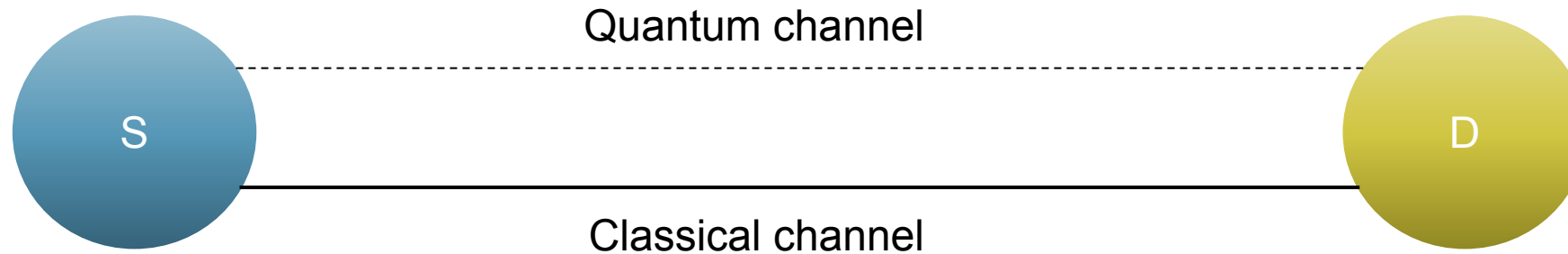
Title	Approach	Reference Protocol	Simulation Results	Analytical Results	Additional Algorithms
New quantum-genetic based OLSR protocol (QG-OLSR) for Mobile Ad hoc Network <sup>1</sup>	Proactive	OLSR	 MATLAB		
Optimisation of the routing protocol for quantum wireless Ad Hoc network <sup>2</sup>	Reactive	AODV			

<sup>1</sup>Zhang, De-gan, Yu-ya Cui, and Ting Zhang. "New quantum-genetic based OLSR protocol (QG-OLSR) for mobile ad hoc network." *Applied Soft Computing* 80 (2019): 285-296.

<sup>2</sup>Zhang, Ling, and Qin Liu. "Optimisation of the routing protocol for quantum wireless Ad Hoc network." *IET Quantum Communication* 3.1 (2022): 5-12.

# What's new in a QuMANET?

## Quantum teleportation to transmit quantum bits (qubits)



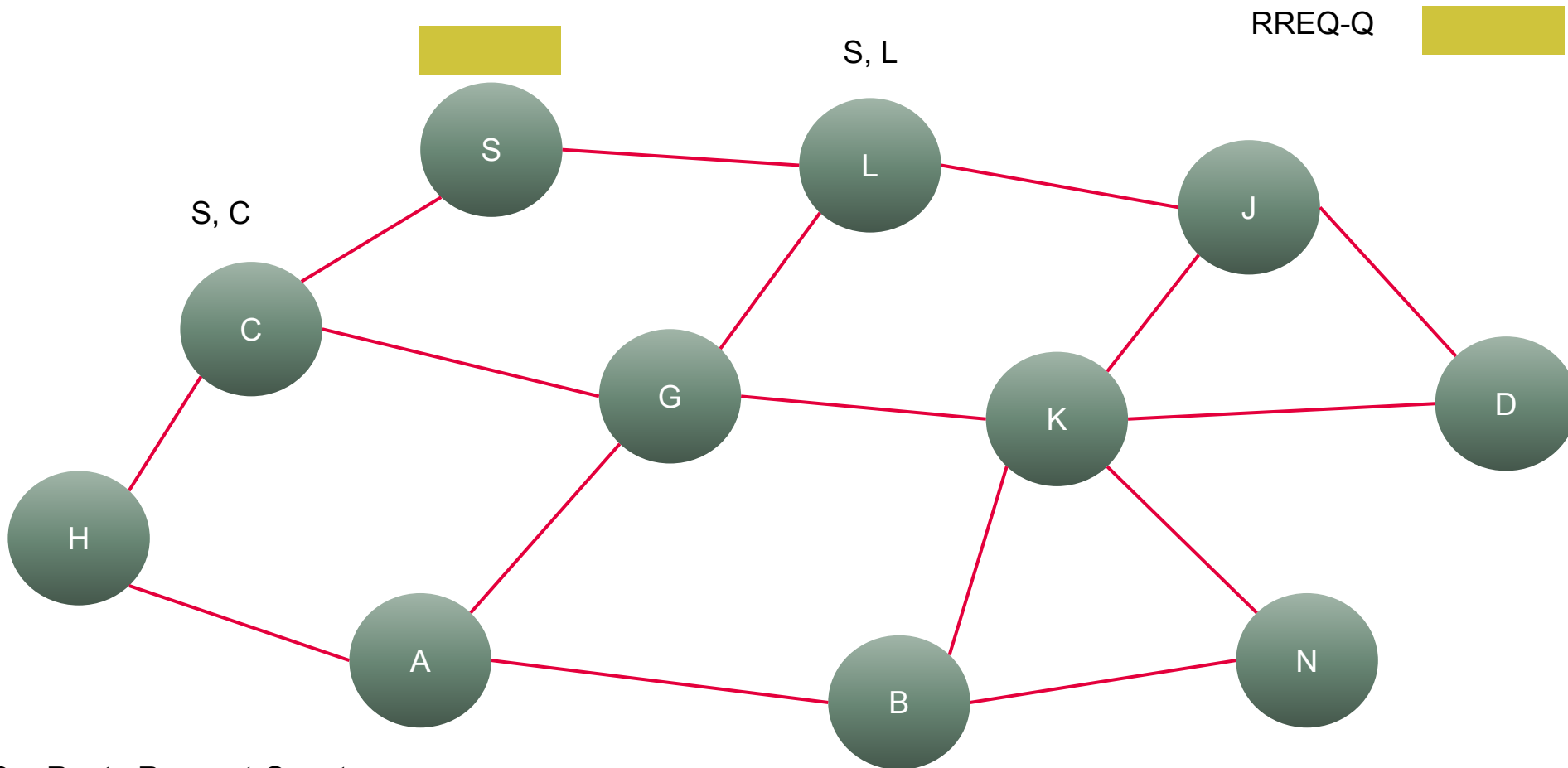
The application of the quantum teleportation technology to wireless Ad Hoc networks can improve:

- Security
- Capacity

The quantum wireless Ad Hoc network adopts the on-demand routing protocol (in this case)!

# How does an on-demand routing protocol work?

The general method:

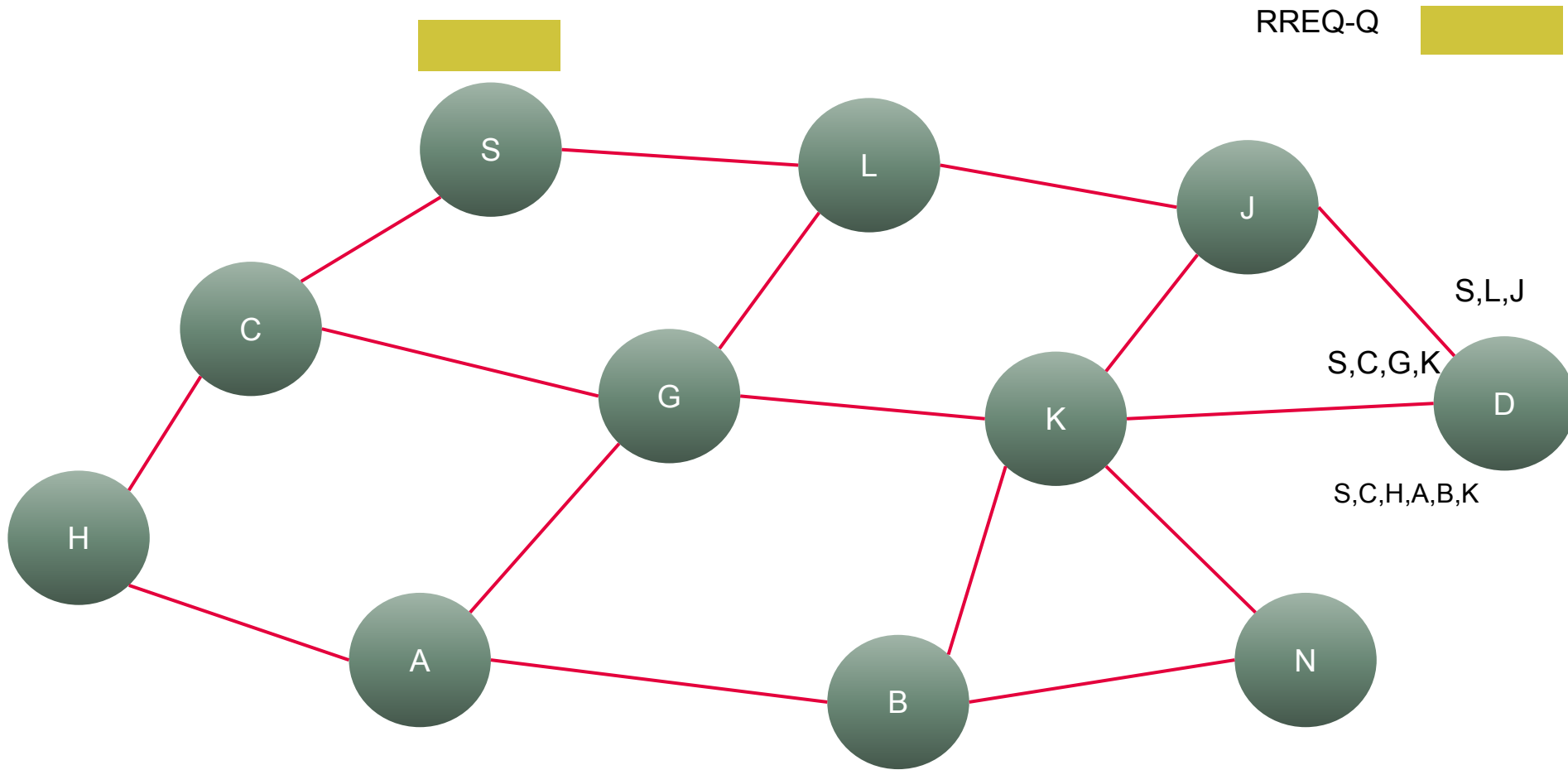


RREQ-Q = Route Request-Quantum

Zhang, Ling, and Qin Liu. "Optimisation of the routing protocol for quantum wireless Ad Hoc network." *IET Quantum Communication* 3.1 (2022): 5-12.

# How does an on-demand routing protocol work?

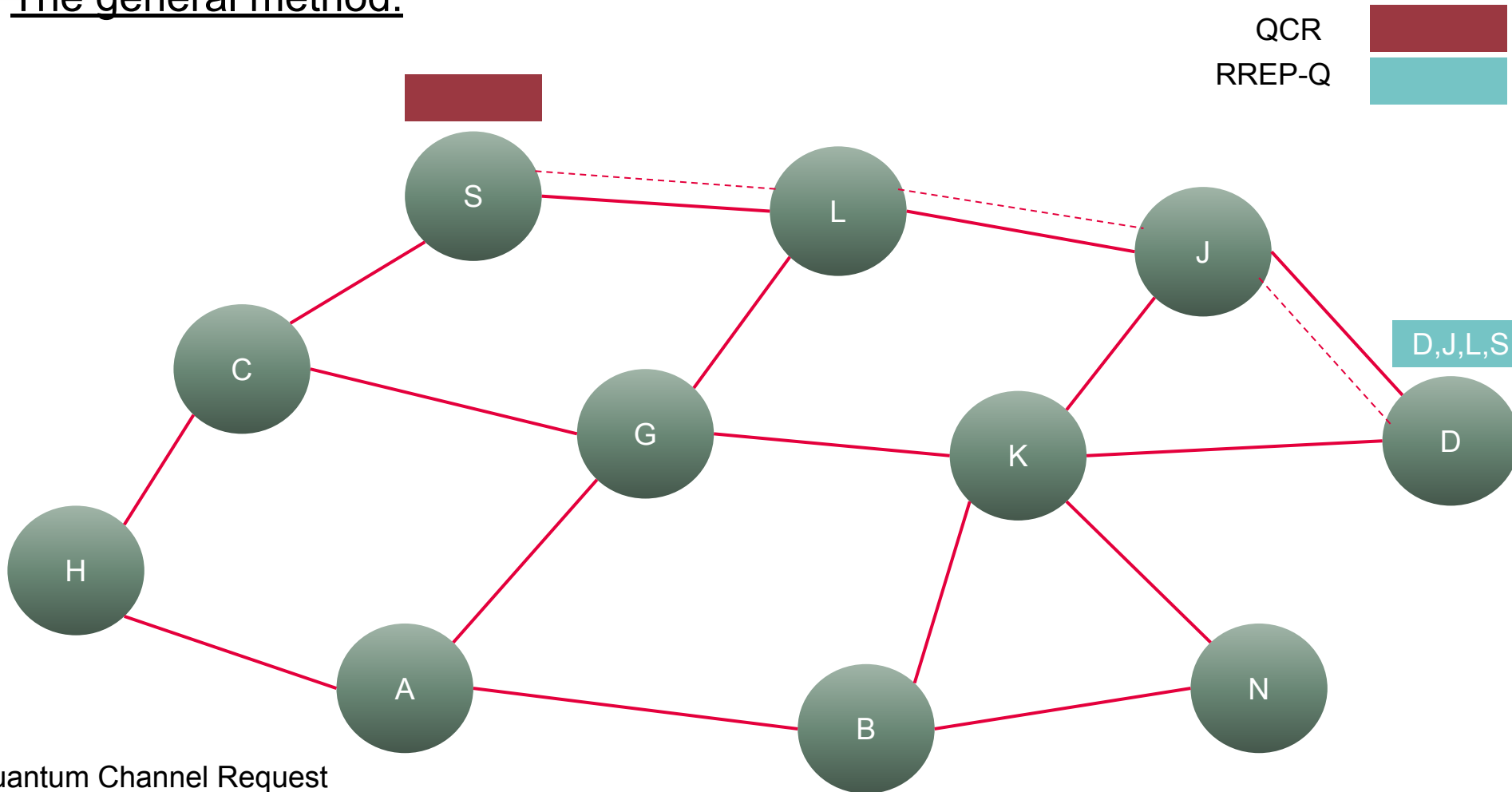
The general method:





# How does an on-demand routing protocol work?

The general method:



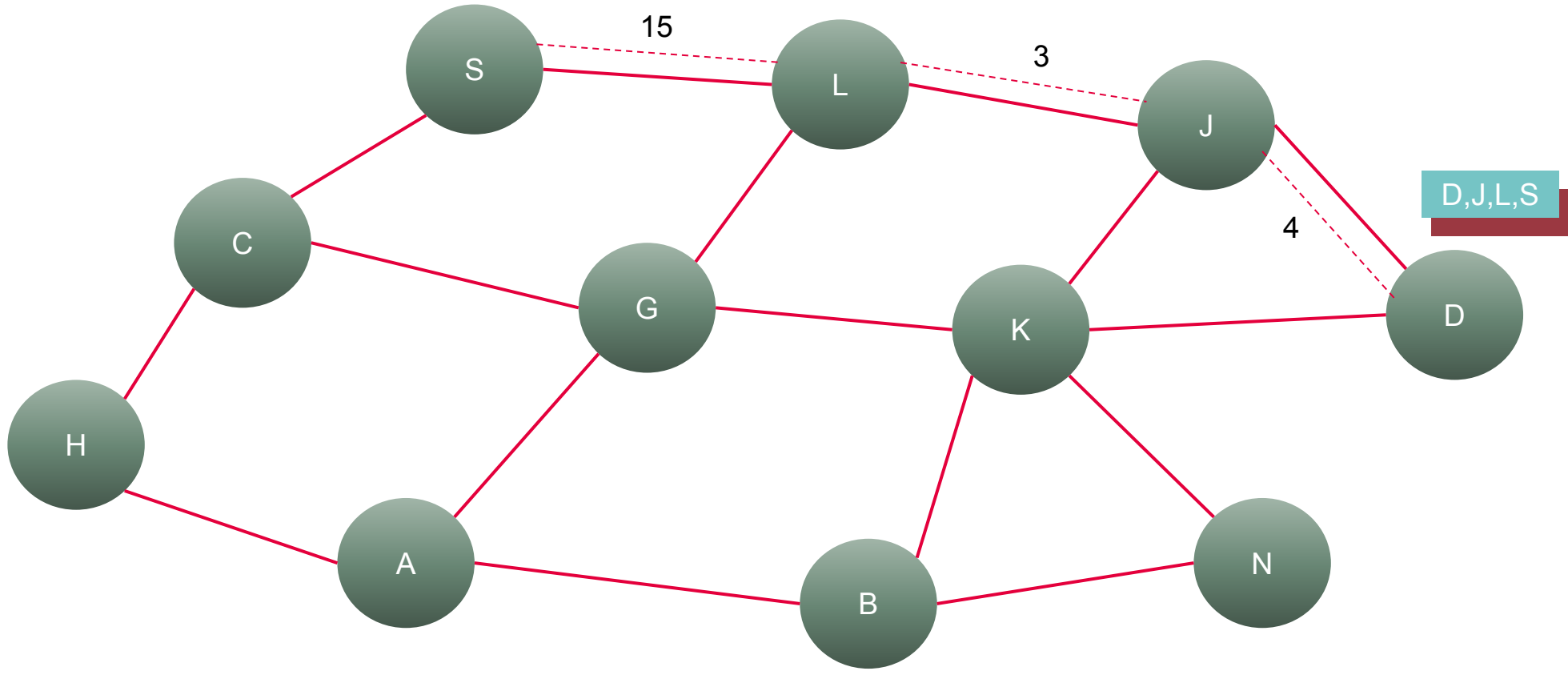
QCR = Quantum Channel Request  
RREP-Q = Route Reply-Quantum

Zhang, Ling, and Qin Liu. "Optimisation of the routing protocol for quantum wireless Ad Hoc network." *IET Quantum Communication* 3.1 (2022): 5-12.

# How is this protocol optimised?

Reverse Synchronization Method:

QCR   
RREP-Q 



Zhang, Ling, and Qin Liu. "Optimisation of the routing protocol for quantum wireless Ad Hoc network." *IET Quantum Communication* 3.1 (2022): 5-12.

# How is this protocol optimised?

TABLE 1 Route Request-Quantum (RREQ-Q) packet message format

Command frame identifier	Quantum route request ID	Source address	Destination address	Last hop address	Quantum routing metric	Quantum routing record (QRR)
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TABLE 2 Quantum Route Reply (RREP-Q) packet message format

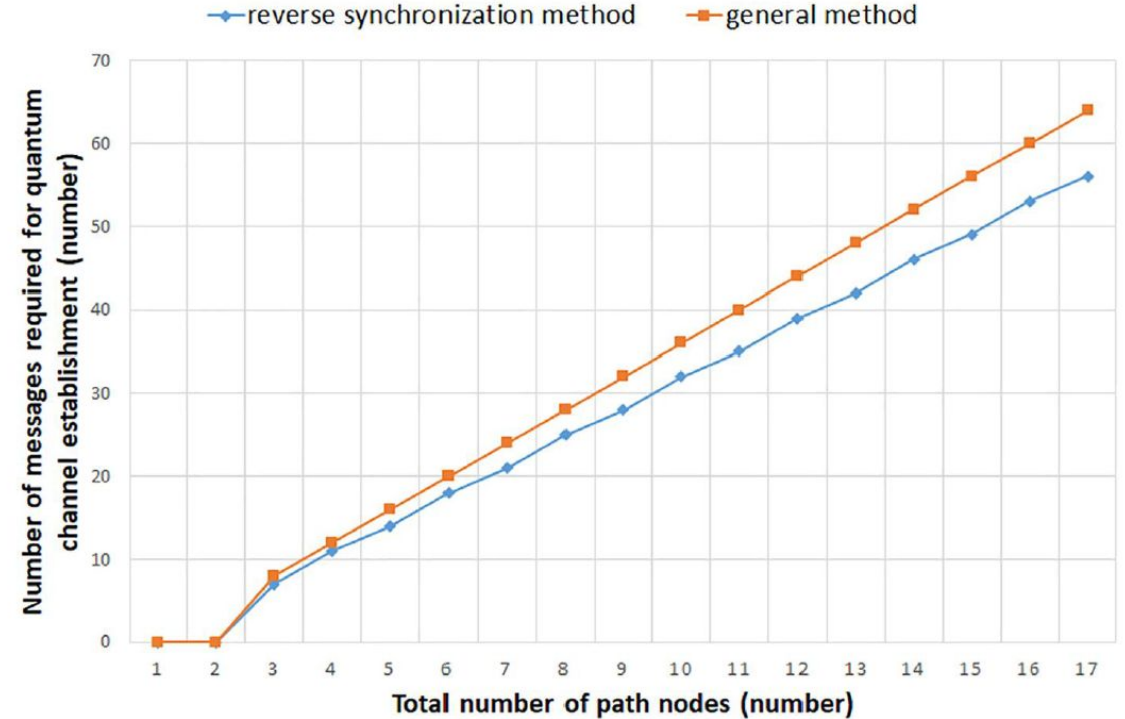
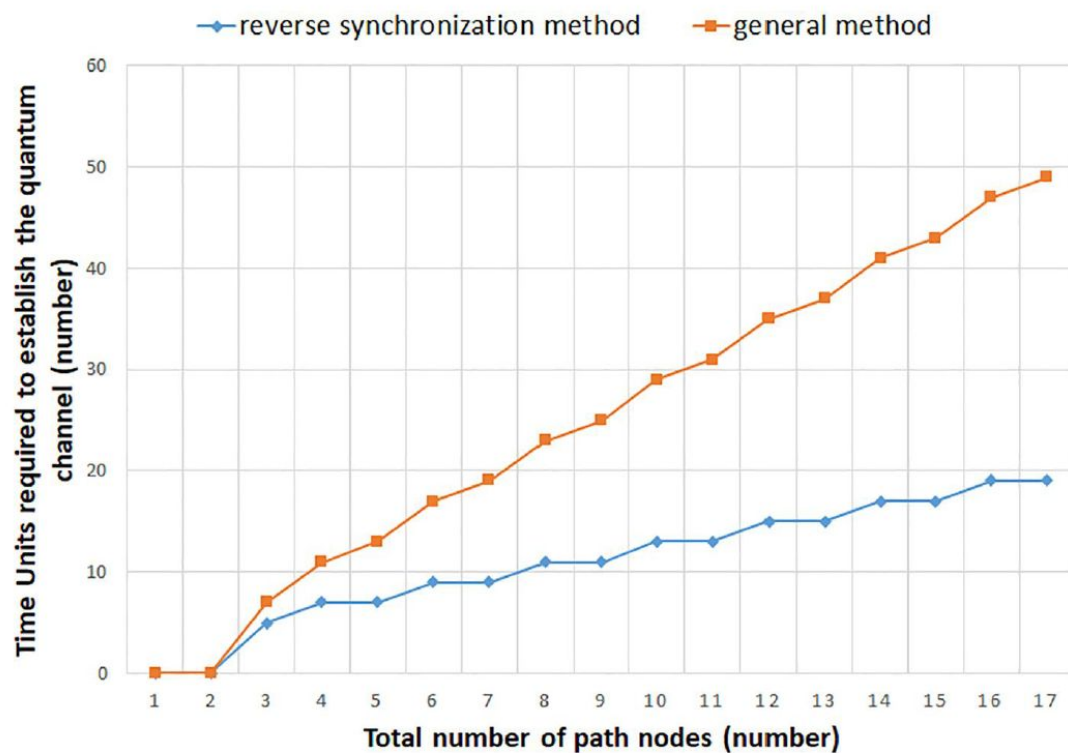
Command frame identifier	Quantum route request ID	Source address	Destination address	Quantum routing metric	Flagged Quantum routing record (QRR-F)	Quantum Channel Request (QCR)
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## Route Maintenance:

- Node movement and EPR pairs' consumption may lead to changes in the network topology
- The unknown quantum state cannot be copied and retransmitted due to the principle of quantum non-cloning

Before the source node starts to transmit the quantum state, it need to determine whether the nodes on the current path are still valid for this transmission (PATH VERIFICATION REQUEST).

# Results



This method reduces the quantum channel establishment time and the number of messages, so it improves the efficiency. But routing in quantum networks is more complicated. The next step is to model these protocols and evaluate their effectiveness by simulation.

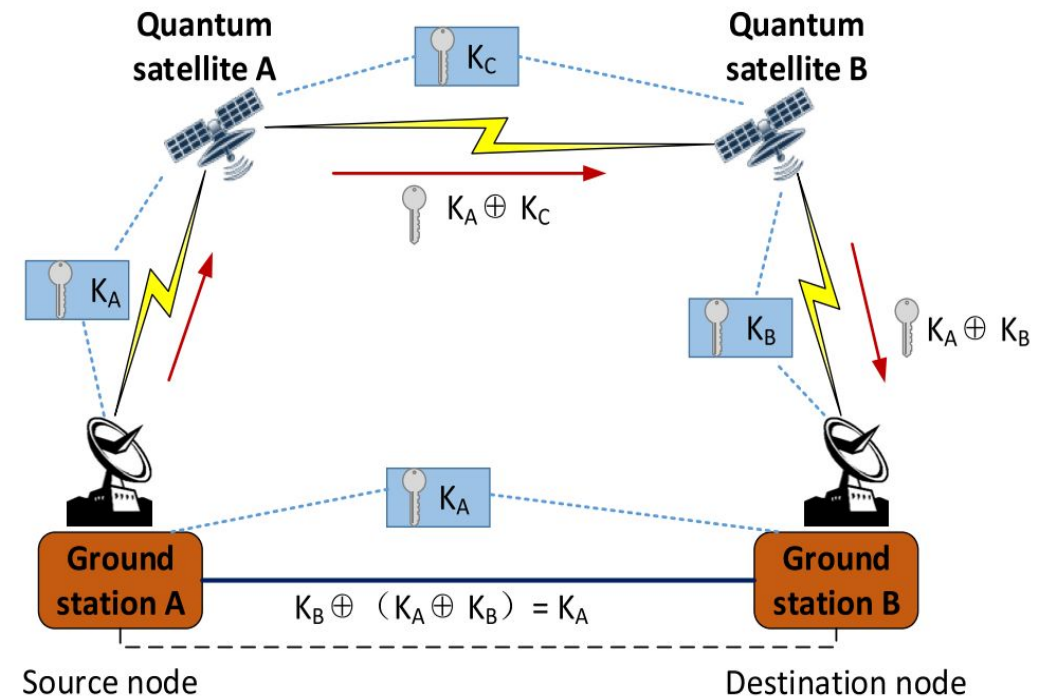
# Quantum Mobile Routing - Satellites

## Quantum Mobile - Satellites

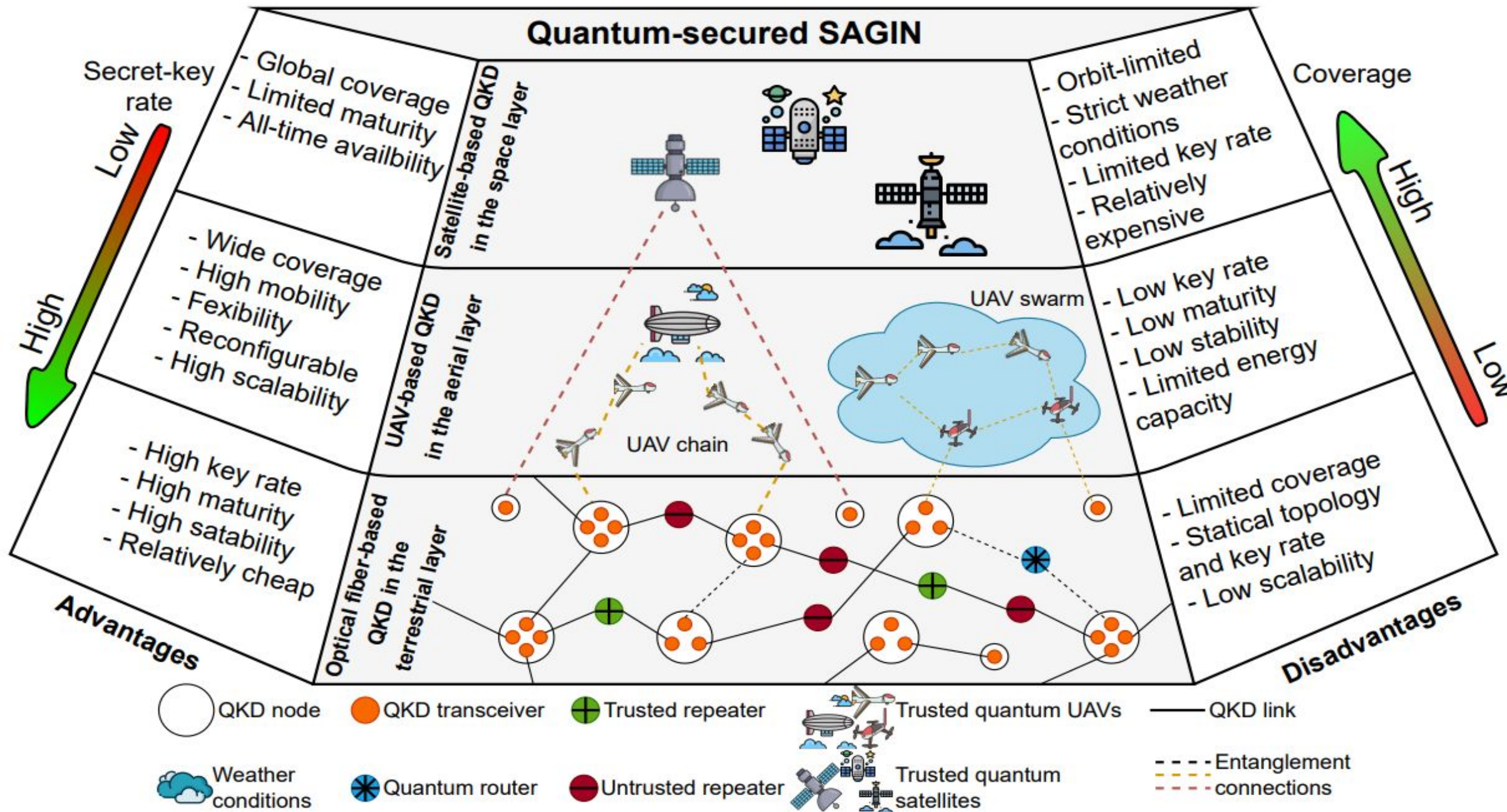
1. Mobility: The Nodes are not fixed!
  - Physical Implementation Challenges
  - Each node has its trajectory
2. The Link expires:
  - The LEO Satellites have limited coverage

## Quantum Satellites Papers'

1. EntangleNetSat: A Satellite-Based Entanglement Resupply Network
2. Quantum Key Distribution Over Double-Layer Quantum Satellite Networks
3. Quantum Key Distribution Over Double-Layer Quantum Satellite Networks

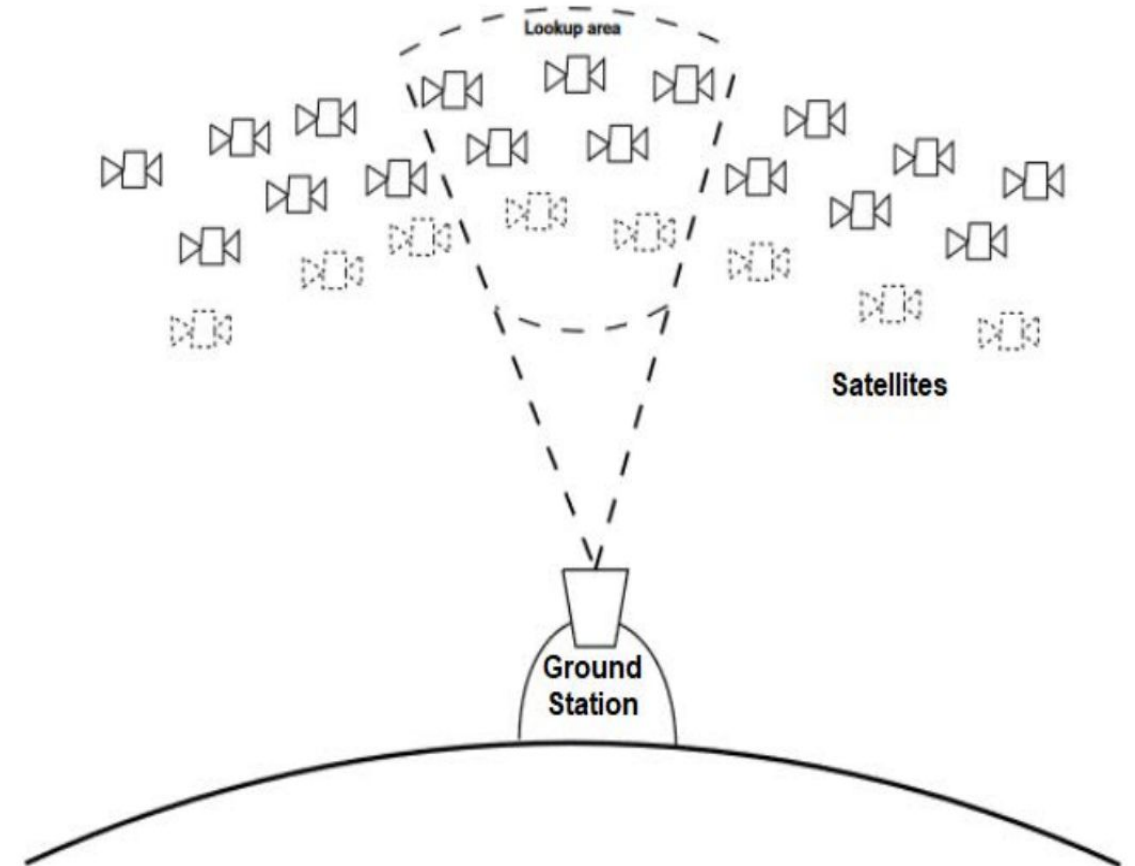


**FIGURE 1.** Principle of trusted-repeater-based satellite QKD.



# EntangleNetSat: A Satellite-Based Entanglement Resupply Network

- Provide global coverage to Quantum Networks
- Ground stations → Multiples Satellites
- Trade off : efficiency vs accuracy
- Present a routing schema using a hybrid ground and satellite network
- Two Steps Routing Protocol
  - Local knowledge
  - Bellman-Ford approach

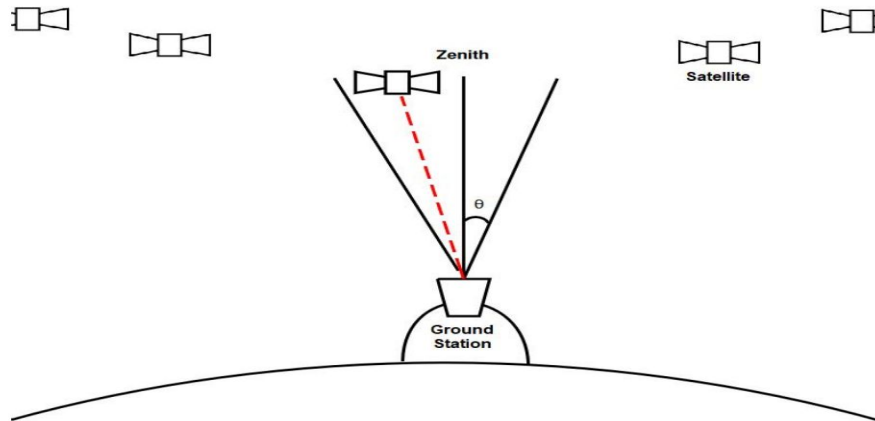


**FIGURE 4.** The trade-off we suggest, in terms of accuracy and computational efficiency, is a precomputed lookup table for satellites.

# EntangleNetSat: A Satellite-Based Entanglement Resupply Network

## STEP 1: TERMINAL SATELLITE SELECTION

- Choose the satellite that keep maximum transmission fidelity (possible)
  - as close to the zenith of the requesting stations
- Offline: Precomputed Mapping.
- Online: Mapping-on-demand
- Hybrid: Trade-off between the low computational cost of offline and accuracy of online



**FIGURE 2.** Transmittance of the photon beam depends on the deviation from the Zenith direction of the receiver. Ideally, the satellite closest to the zenith position (terminal satellite) should perform the down-link transmission.

## STEP 2: ROUTE SATELLITE SELECTION

$$\tau_u = \tau_c + QR_d + \tau_t$$

$\tau_c$ = commutation time:

$\tau_u$ = Time that a satellite is allocated to be part of the transmission

$QR_d$ =  $d$  is the delay introduced by a quantum repeater

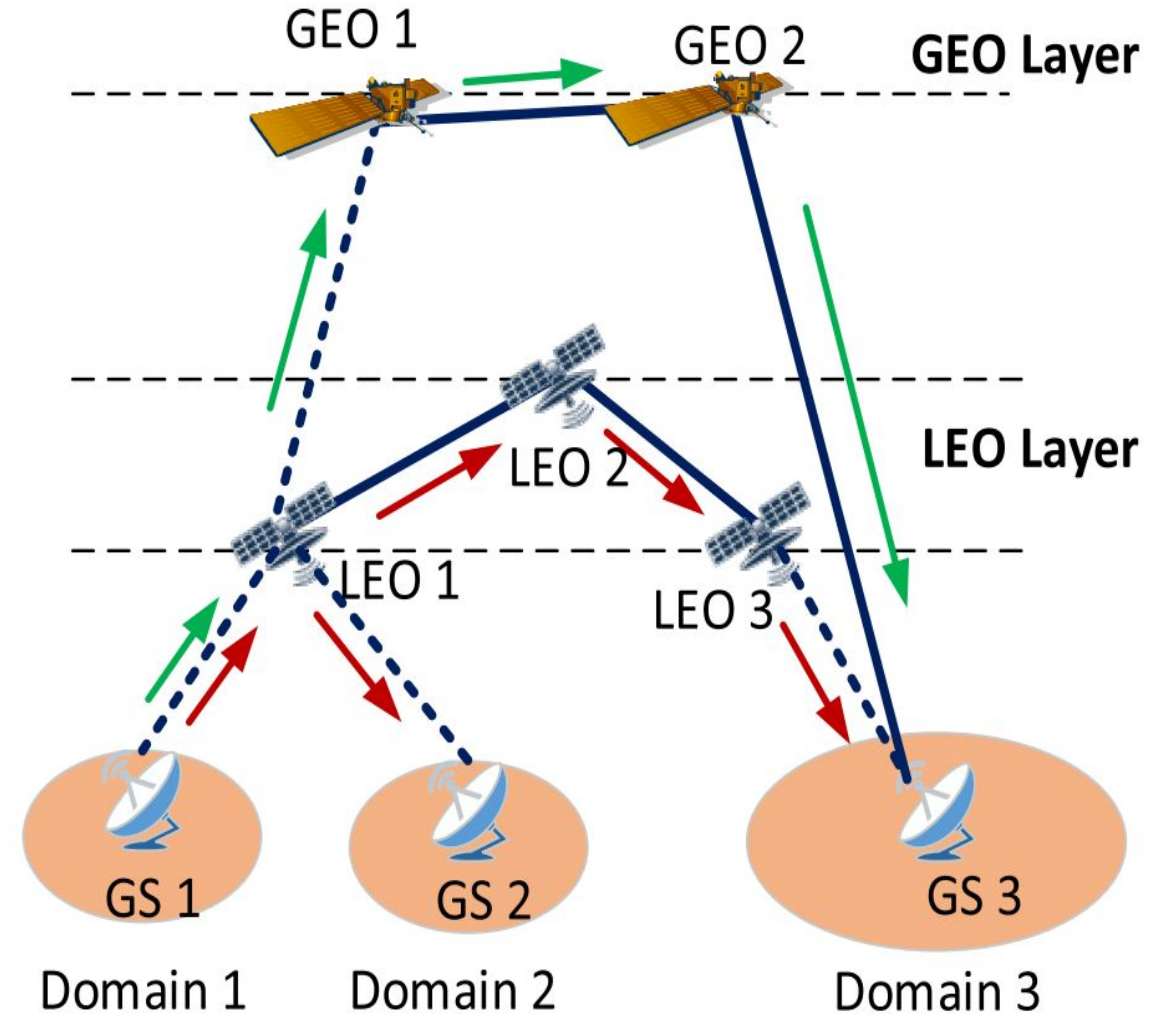
$\tau_t$ = photon transmission time

$$\tau_r = QR_d \times \max\{n_{qr}(Source \longrightarrow S_A), \\ \times n_{qr}(Source \longrightarrow S_B)\}$$



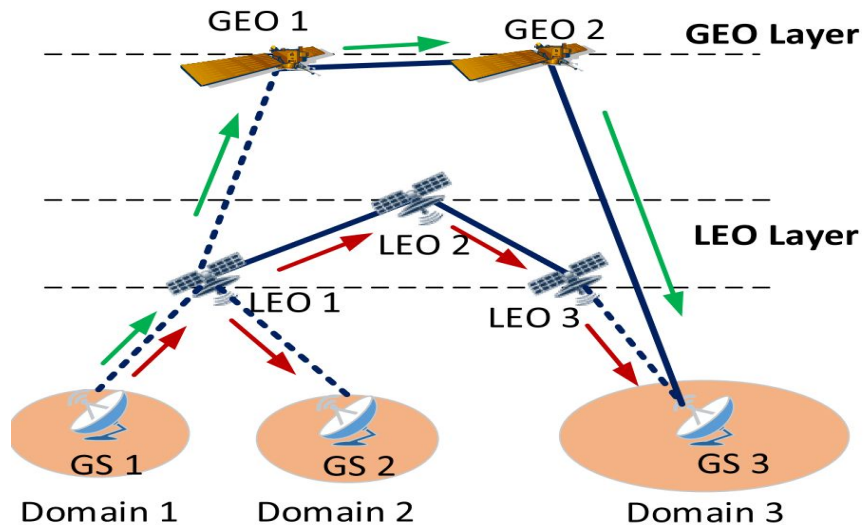
# Quantum Key Distribution Over Double-Layer Quantum Satellite Networks

- Satellite Coverage
  - A single satellite cannot perform QKD for ground stations for the whole day
- LEO vs GEO
  - LEO: limited time of the day
  - GEO: continuously, all day; can suffer from high channel loss and limited key generation. High channel losses of geostationary earth orbit (GEO) satellite
- Double layer = LEO  $\longleftrightarrow$  GEO Links
  - helps improve routing!
- Dijkstra is used in both cases to find the shortest path (global knowledge)

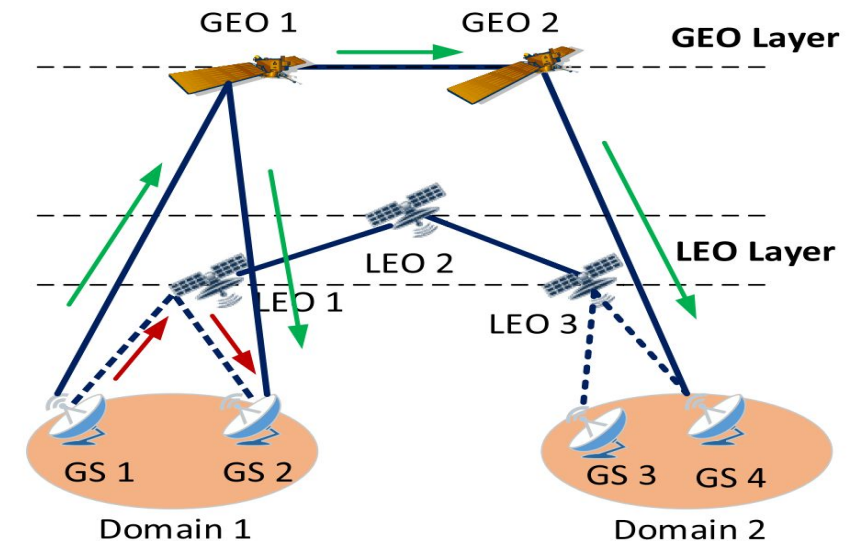


# Quantum Key Distribution Over Double-Layer Quantum Satellite Networks

- Double Layer With GEO-LEO links :
  - terrestrial node searches for available LEOs as access satellite and chooses the best one which satisfies wavelength and key requirements
  - If there is no available LEO, it turns to select GEO as access satellite



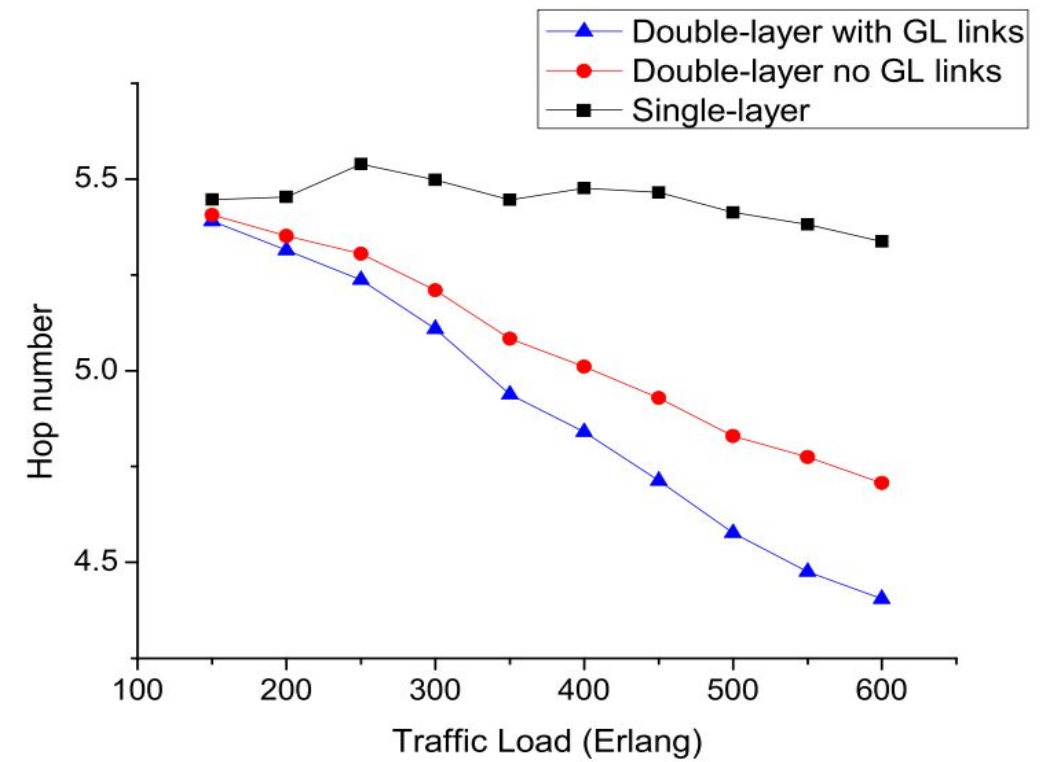
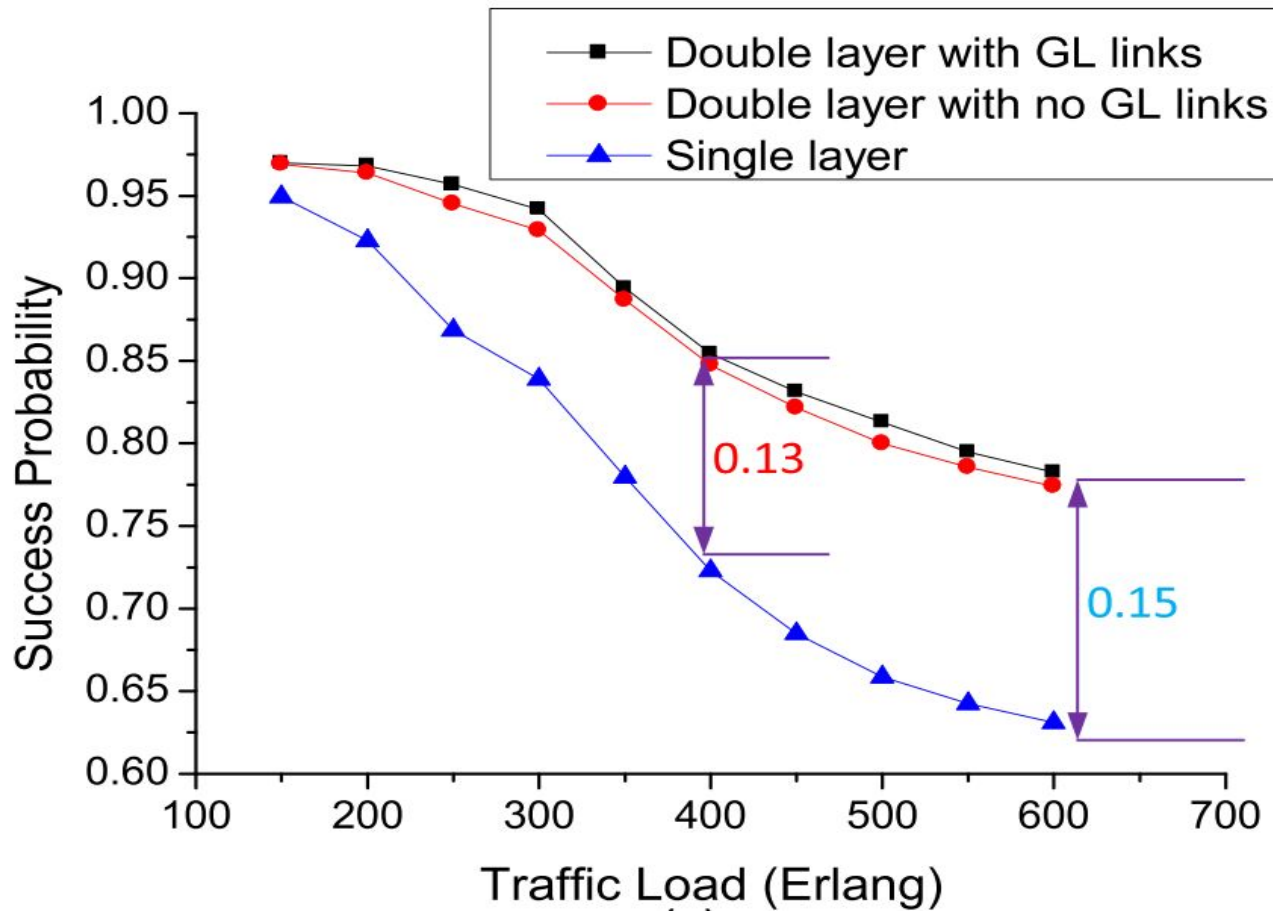
- Double Layer **Without** GEO-LEO links
  - the terrestrial node searches available LEOs as priority selection.
  - If there is no available LEO, the source and destination nodes both turn to search GEO as access node because there are no GEO-LEO links



# Quantum Key Distribution Over Double-Layer Quantum Satellite Networks



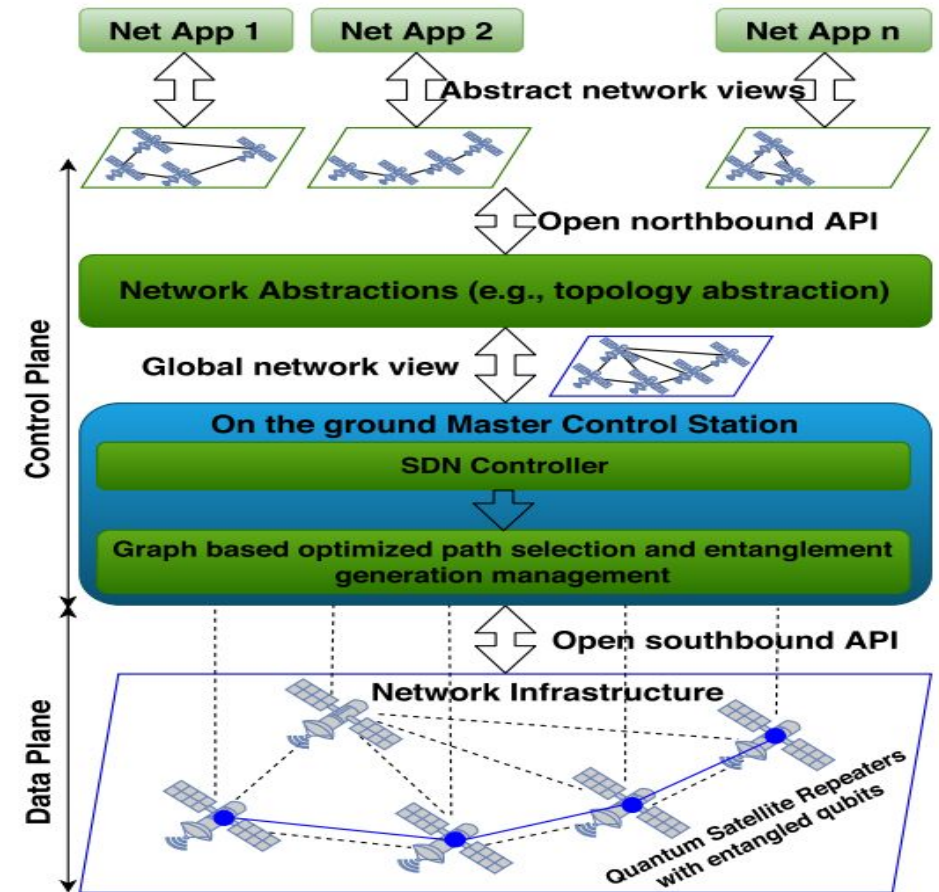
**FIGURE 6.** Satellite network topology used in simulation. (Picture from STK.) Considered ISL are drawn in the picture.



**FIGURE 13.** Average hop number of route path for key-relay service under different topologies. ( $LN = 10$ ,  $N_G = 2000$ ,  $N_S = 20000$ ,  $N = 20$ ).

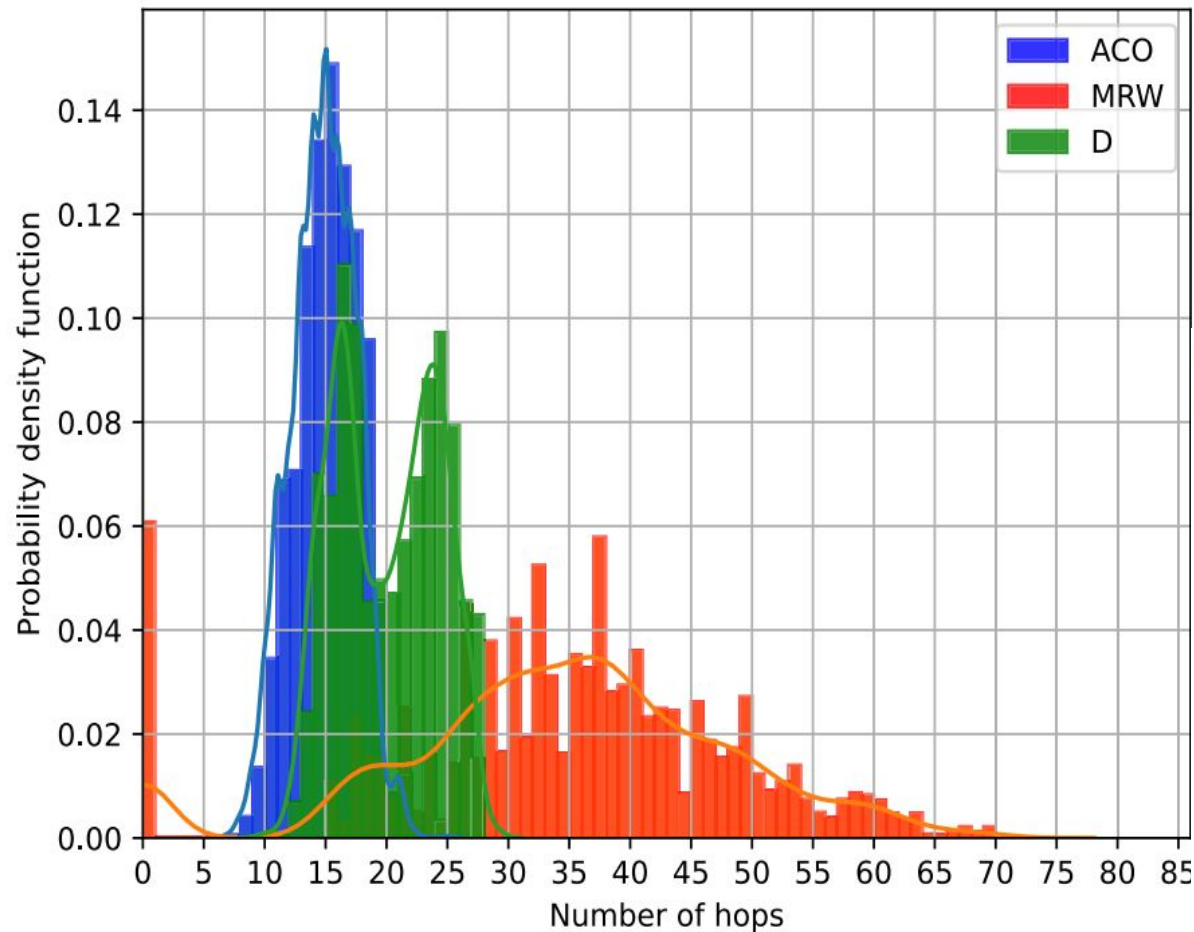
# Towards Quantum Satellite Internetworking A Software-Defined Networking Perspective

- SDN based Routing
- Control Plane → Classical Channel
  - Routing
  - Signaling operation
  - SDN controller → Centralize and Global
- Data Plane → Quantum Channel
  - Create the Bell pairs
  - Photon transmission
- Aim to min number of hops for E2E connection and maximizing network capacity
- Evaluates three different strategies
  - Centralized using Dijkstra algorithm
  - Two Distributed:
    - ACO: Ant Colony Optimization
    - MRW: Modified Random Walk

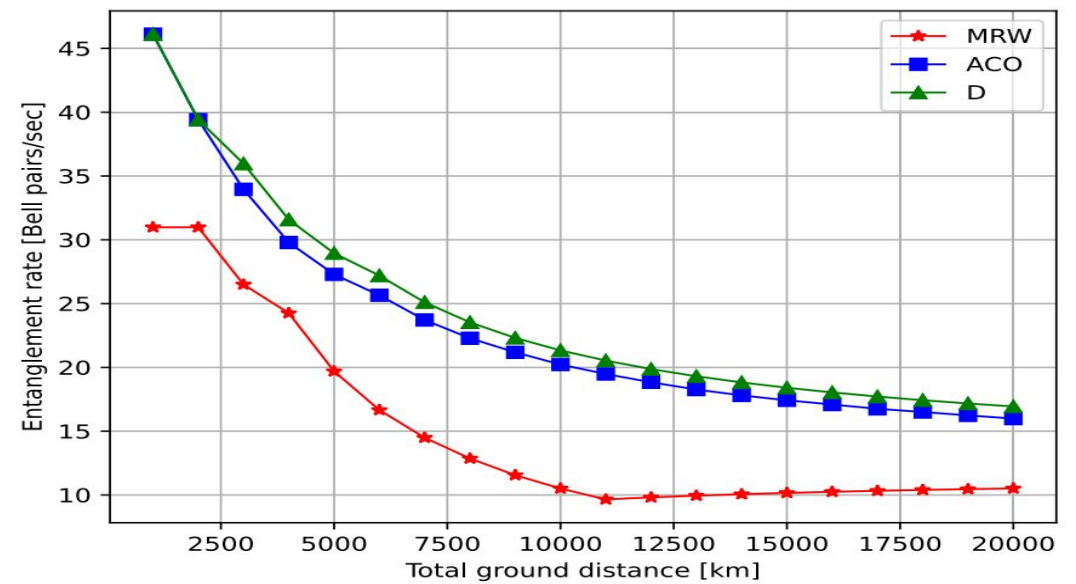


**FIGURE 2.** Quantum Software-Defined Internetworking architecture.

# Towards Quantum Satellite Internetworking A Software-Defined Networking Perspective



**FIGURE 8.** Number of hops Probability Density Functions for the considered MRW, ACO and Dijkstra protocols.



**FIGURE 10.** Entanglement rate as the distance between ground stations varies for the considered MRW, ACO and Dijkstra protocols.

**TABLE 2.** Average and standard deviation of the evaluated parameters for the considered MRW, ACO and Dijkstra protocols.

Algorithm	MRW		ACO		D	
	$\mu$	$\sigma$	$\mu$	$\sigma$	$\mu$	$\sigma$
Average and Standard deviation						
End-to-end path length [km]	75610	34774	31897	2755	38965	6598
Maximum single link length [km]	4218	751	4229	564	3745	195
Number of hops	35	14	15	3	19	4
Entanglement rate [Bell pairs / s]	11.196	3.224	11.786	1.194	13.175	0.724

# Summary and Challenges

- Routing in Quantum Networks is different from classical networks
- Mobility, Topology
- Open Challenges:
  - Physical-Aware metrics to consider
  - Entanglement-Based Routing in Mobily networks.

# Questions

1. What are the advantages and disadvantages of quantum mobile in Satellites?
2. Describe how the reverse synchronization method works
3. Given three 3-qubit GHZ states, what are resultant states of a successful 3-fusion measurement? What are the resultant states in case of a failure event?