Mobile ad hoc networks

Standard Mobile IP needs an infrastructure

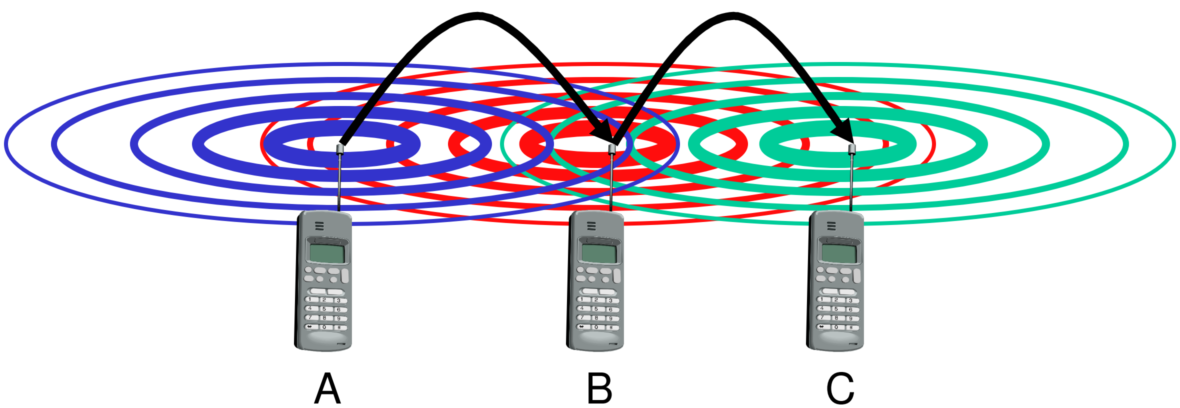
- Home Agent/Foreign Agent in the fixed network
- DNS, routing etc. are not designed for mobility

Sometimes there is no infrastructure!

- remote areas, ad-hoc meetings, disaster areas
- cost can also be an argument against an infrastructure!

Main topic: routing

- no default router available
- every node should be able to forward



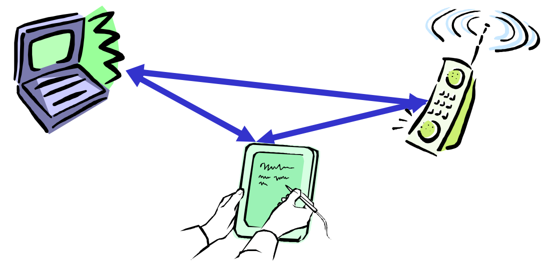
Solution: Wireless ad-hoc networks

Network without infrastructure

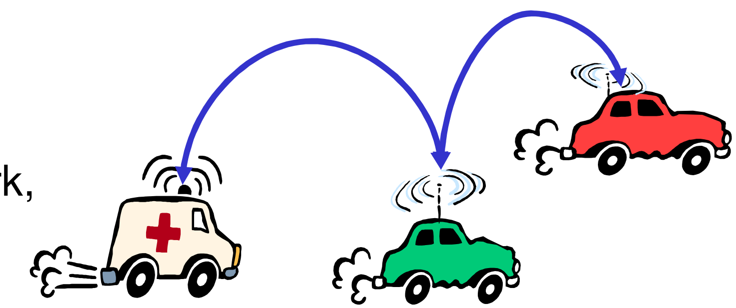
- ❑ Use components of participants for networking

Examples

- ❑ Single-hop: All partners max. one hop apart
  - Bluetooth piconet, PDAs in a room, gaming devices…

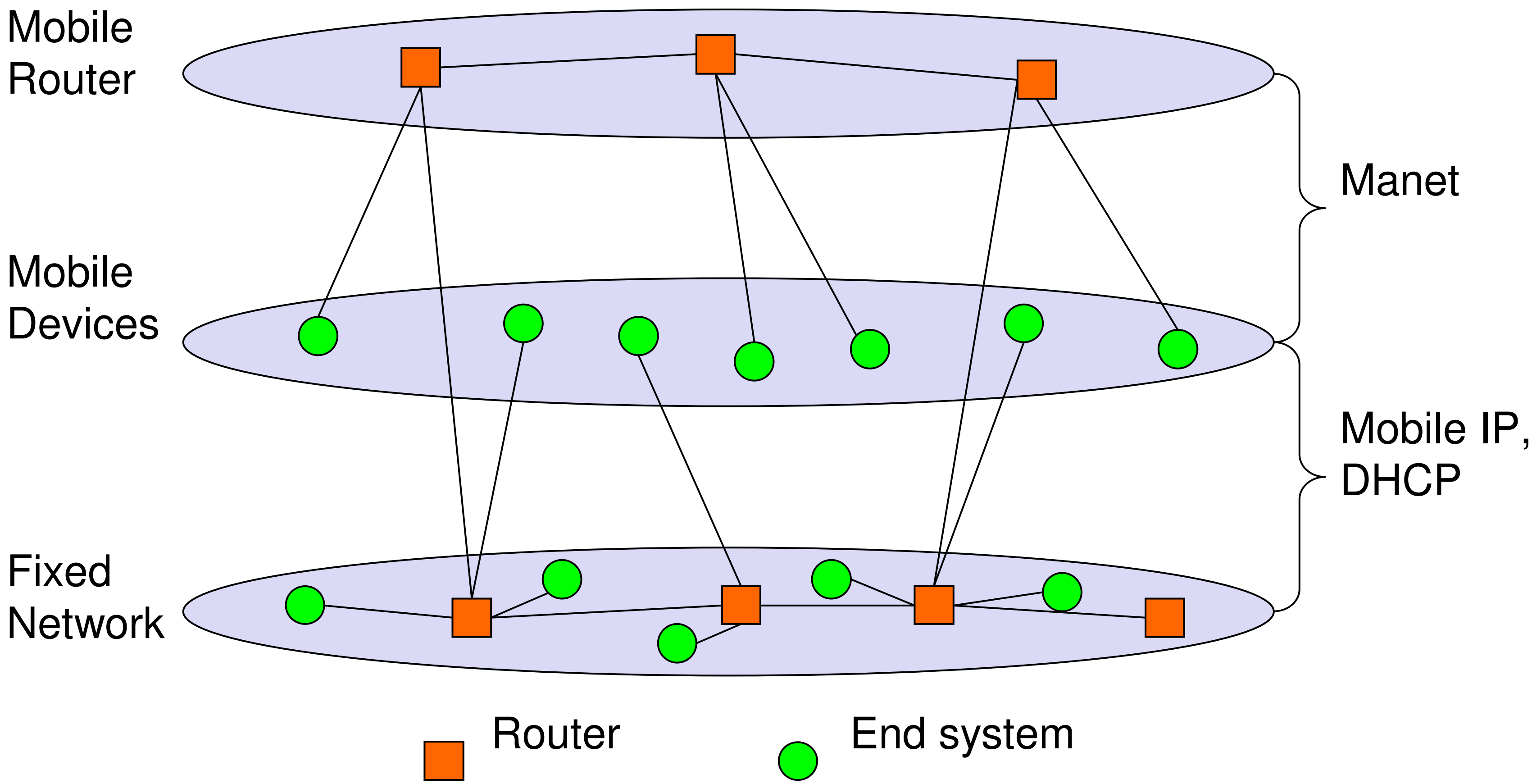


- ❑ Multi-hop: Cover larger distances, circumvent obstacles
  - Bluetooth scatternet, TETRA police network, car-to-car networks…



Internet: MANET (Mobile Ad-hoc Networking) group

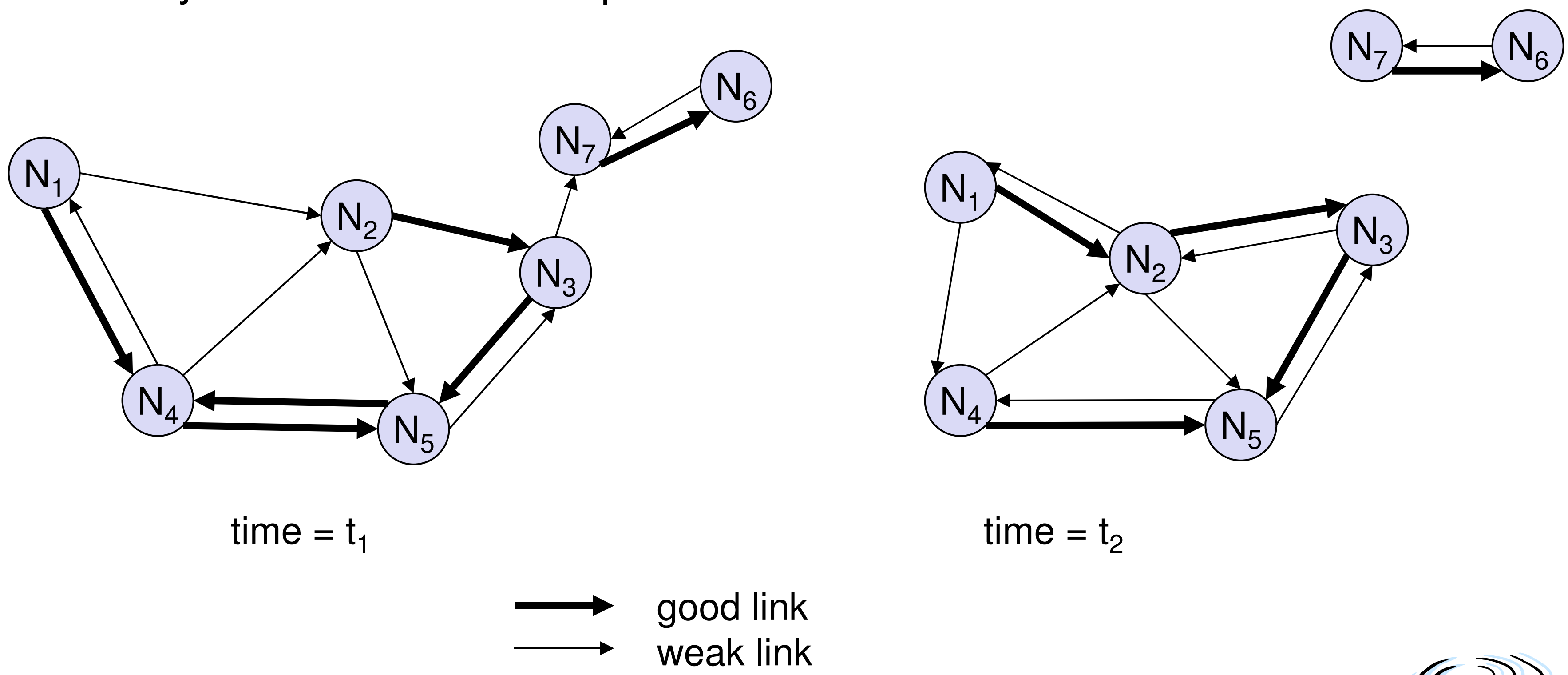
Manet: Mobile Ad-hoc Networking



Problem No. 1: Routing

Highly dynamic network topology

- Device mobility plus varying channel quality
- Separation and merging of networks possible
- Asymmetric connections possible



Traditional routing algorithms

Distance Vector

- periodic exchange of messages with all physical neighbors that contain information about who can be reached at what distance
- selection of the shortest path if several paths available

Link State

- periodic notification of all routers about the current state of all physical links
- router get a complete picture of the network

Example

- ARPA packet radio network (1973), DV-Routing
- every 7.5s exchange of routing tables including link quality
- updating of tables also by reception of packets
- routing problems solved with limited flooding

Routing in ad-hoc networks

THE big topic in many research projects

- Far more than 50 different proposals exist
- The most simplest one: Flooding!

Reasons

- Classical approaches from fixed networks fail
  - Very slow convergence, large overhead
- High dynamicity, low bandwidth, low computing power

Metrics for routing

- Minimal
  - Number of nodes, loss rate, delay, congestion, interference …
- Maximal
  - Stability of the logical network, battery run-time, time of connectivity …

Problems of traditional routing algorithms

Dynamic of the topology

- frequent changes of connections, connection quality, participants

Limited performance of mobile systems

- periodic updates of routing tables need energy without contributing to the transmission of user data, sleep modes difficult to realize
- limited bandwidth of the system is reduced even more due to the exchange of routing information
- links can be asymmetric, i.e., they can have a direction dependent transmission quality

DSDV (Destination Sequenced Distance Vector)

Early work

- on demand version: AODV

Expansion of distance vector routing

Sequence numbers for all routing updates

- assures in-order execution of all updates
- avoids loops and inconsistencies

Decrease of update frequency

- store time between first and best announcement of a path
- inhibit update if it seems to be unstable (based on the stored time values)

Dynamic source routing I

Split routing into discovering a path and maintaining a path

Discover a path

- only if a path for sending packets to a certain destination is needed and no path is currently available

Maintaining a path

- only while the path is in use one has to make sure that it can be used continuously

No periodic updates needed!

Dynamic source routing II

Path discovery

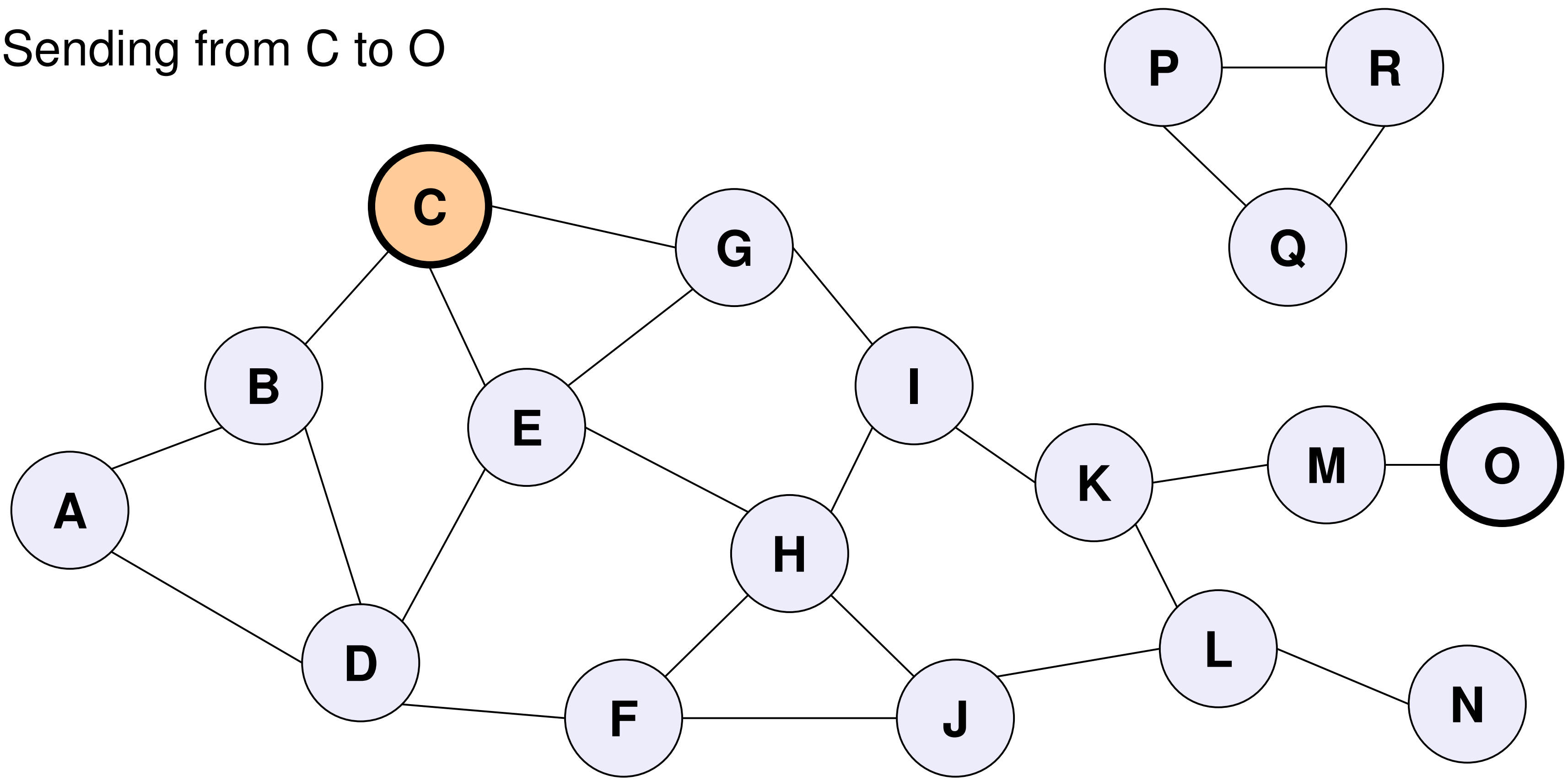
- broadcast a packet with destination address and unique ID
- if a station receives a broadcast packet
  - if the station is the receiver (i.e., has the correct destination address) then return the packet to the sender (path was collected in the packet)
  - if the packet has already been received earlier (identified via ID) then discard the packet
  - otherwise, append own address and broadcast packet
- sender receives packet with the current path (address list)

Optimizations

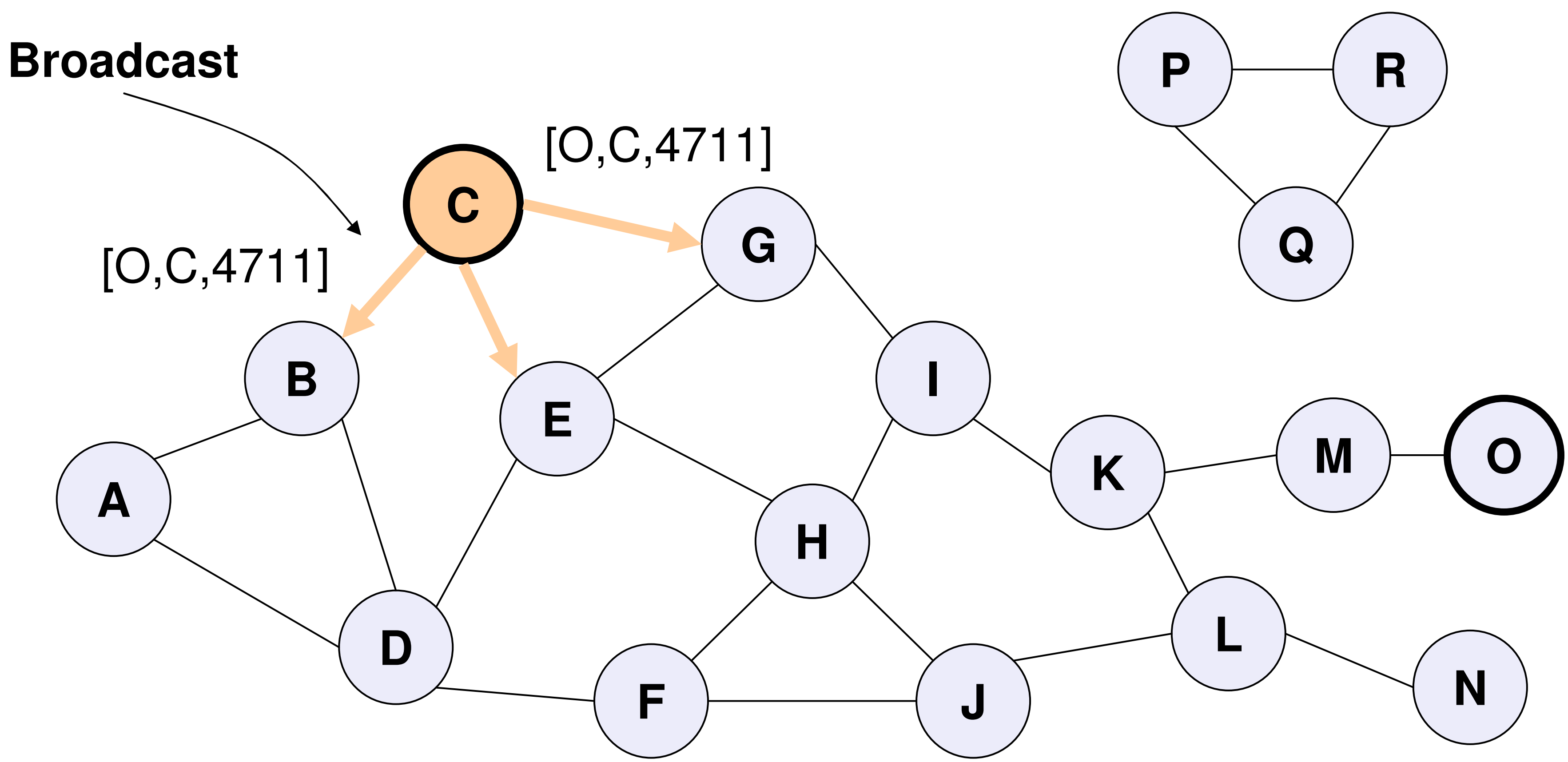
- limit broadcasting if maximum diameter of the network is known
- caching of address lists (i.e. paths) with help of passing packets
  - stations can use the cached information for path discovery (own paths or paths for other hosts)

DSR: Route Discovery

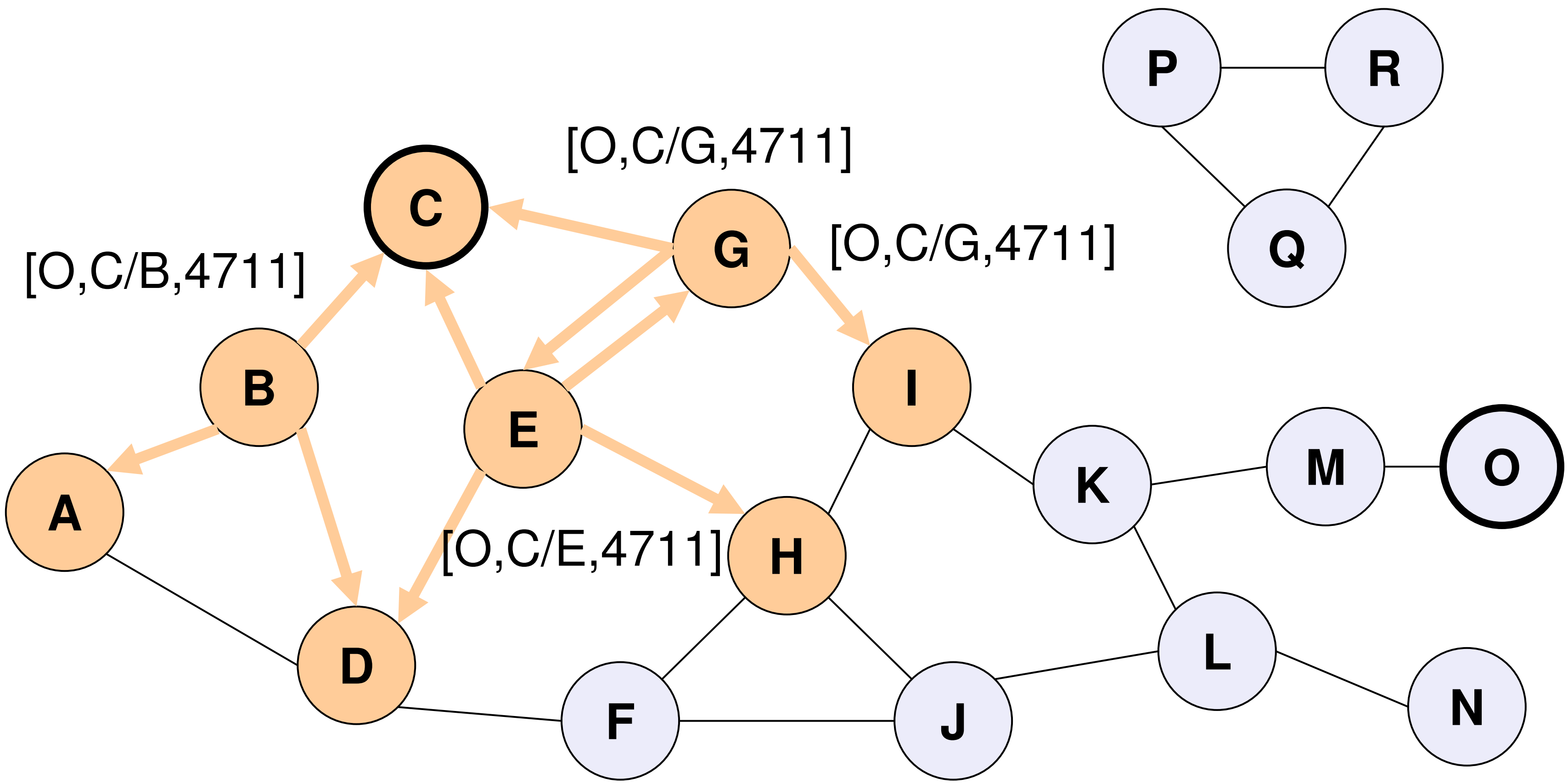
Sending from C to O



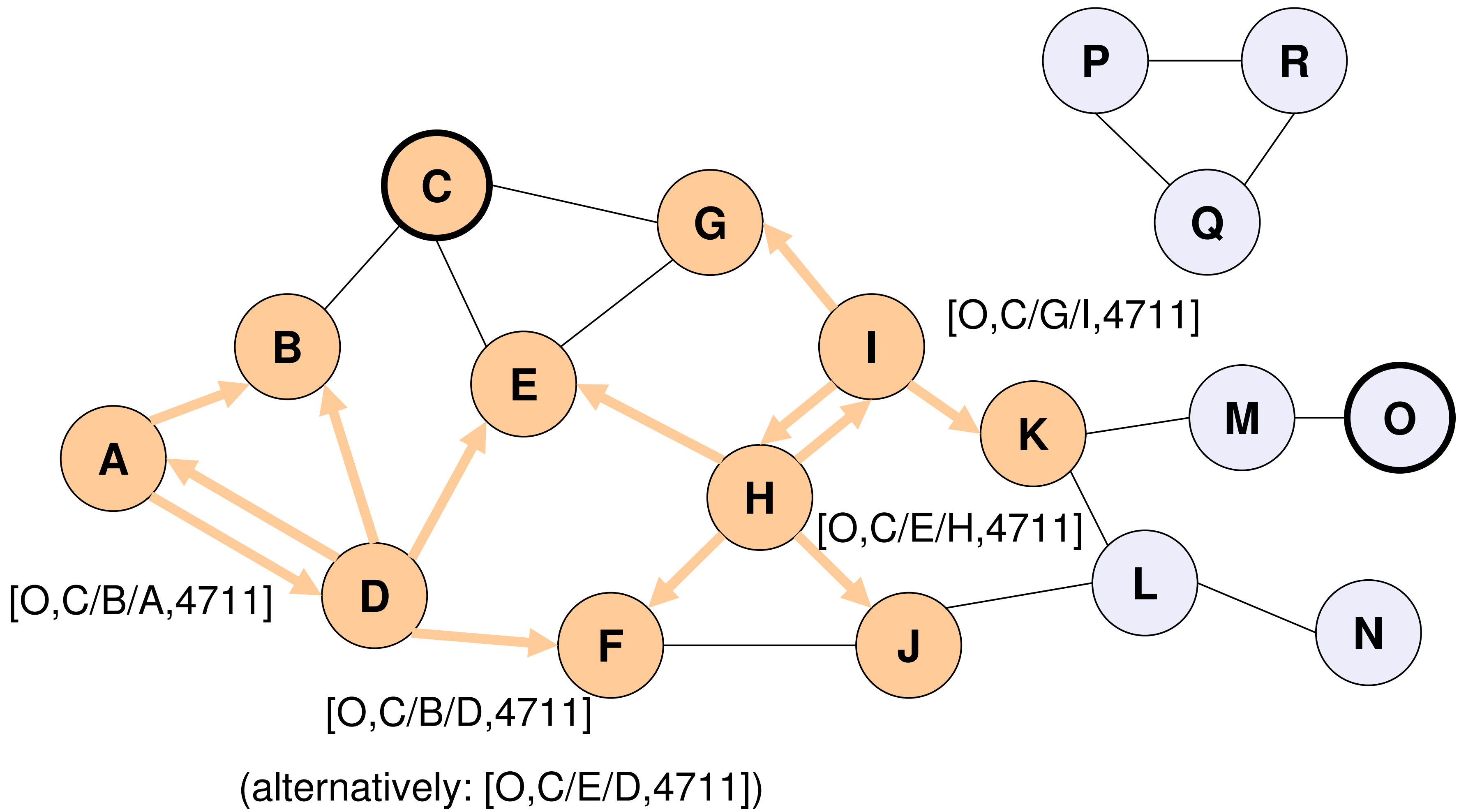
DSR: Route Discovery



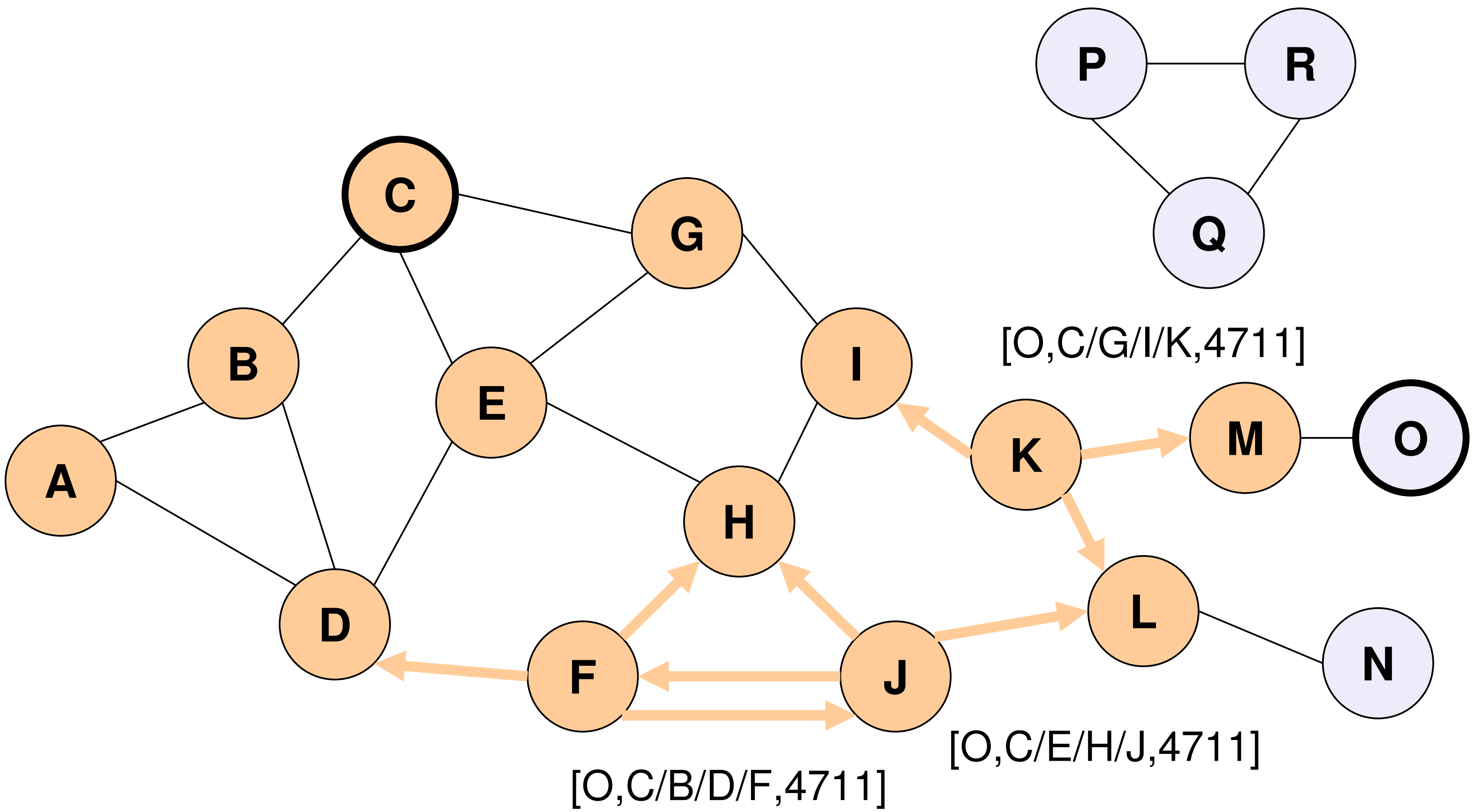
DSR: Route Discovery



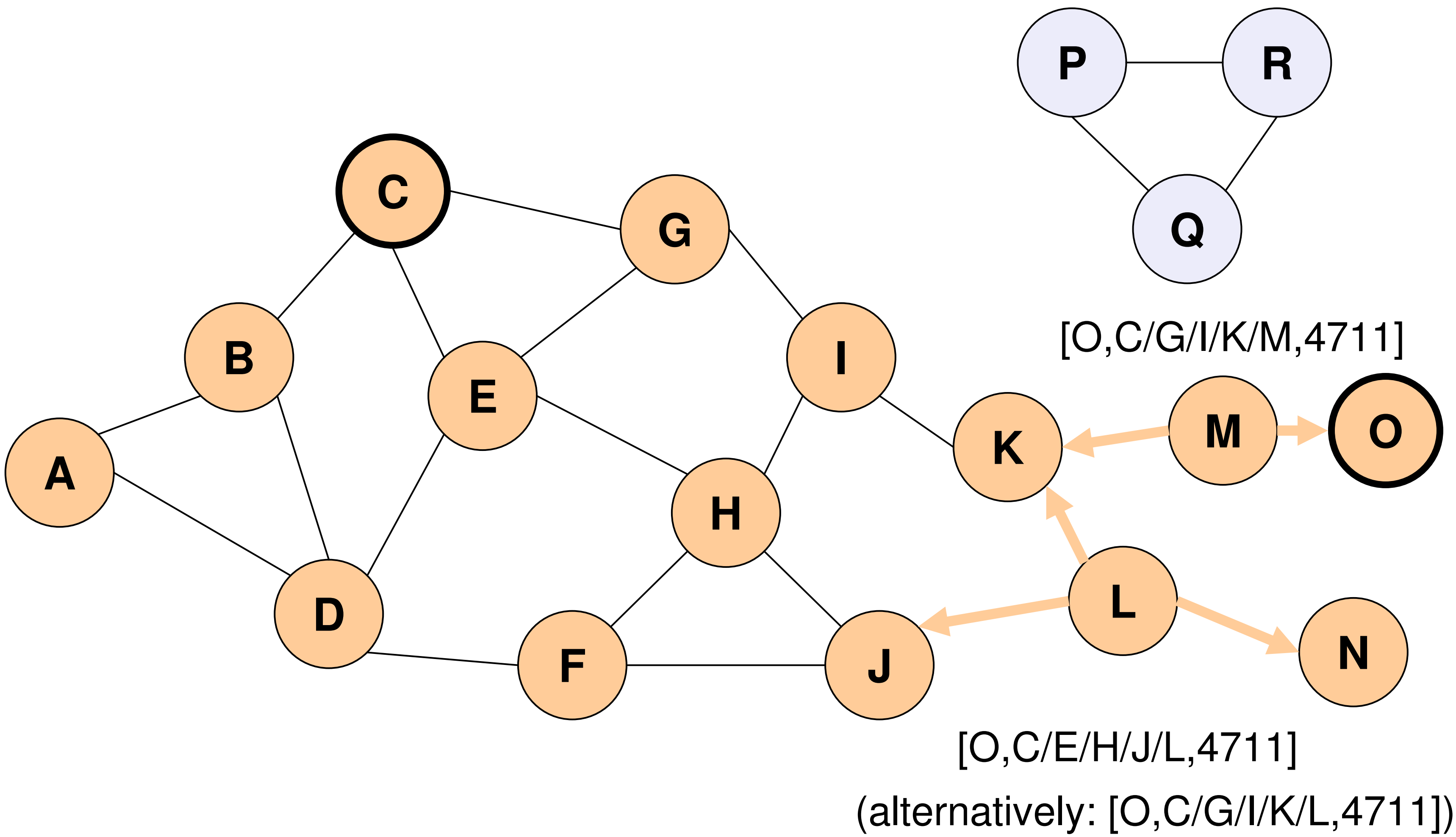
DSR: Route Discovery



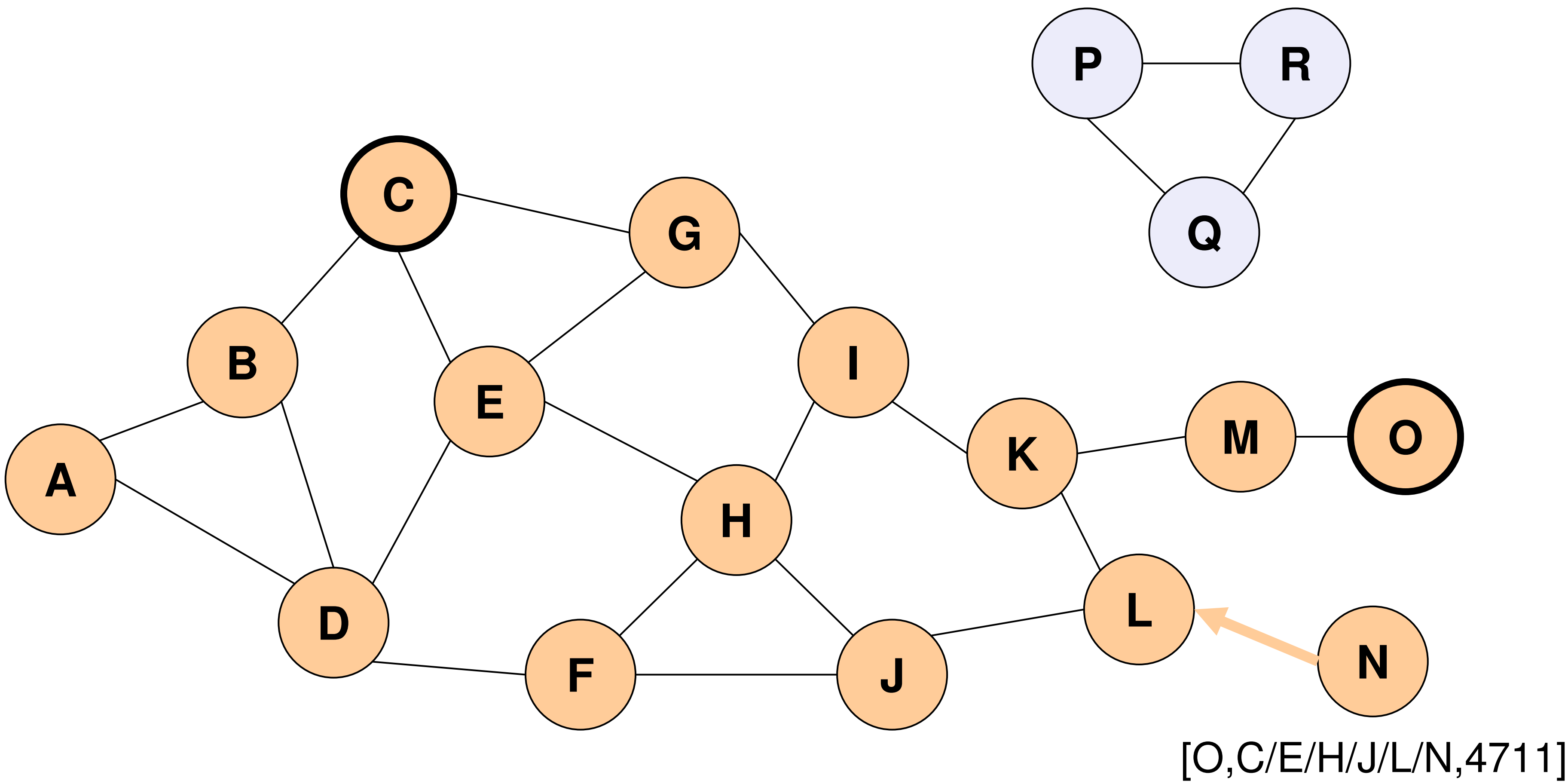
DSR: Route Discovery



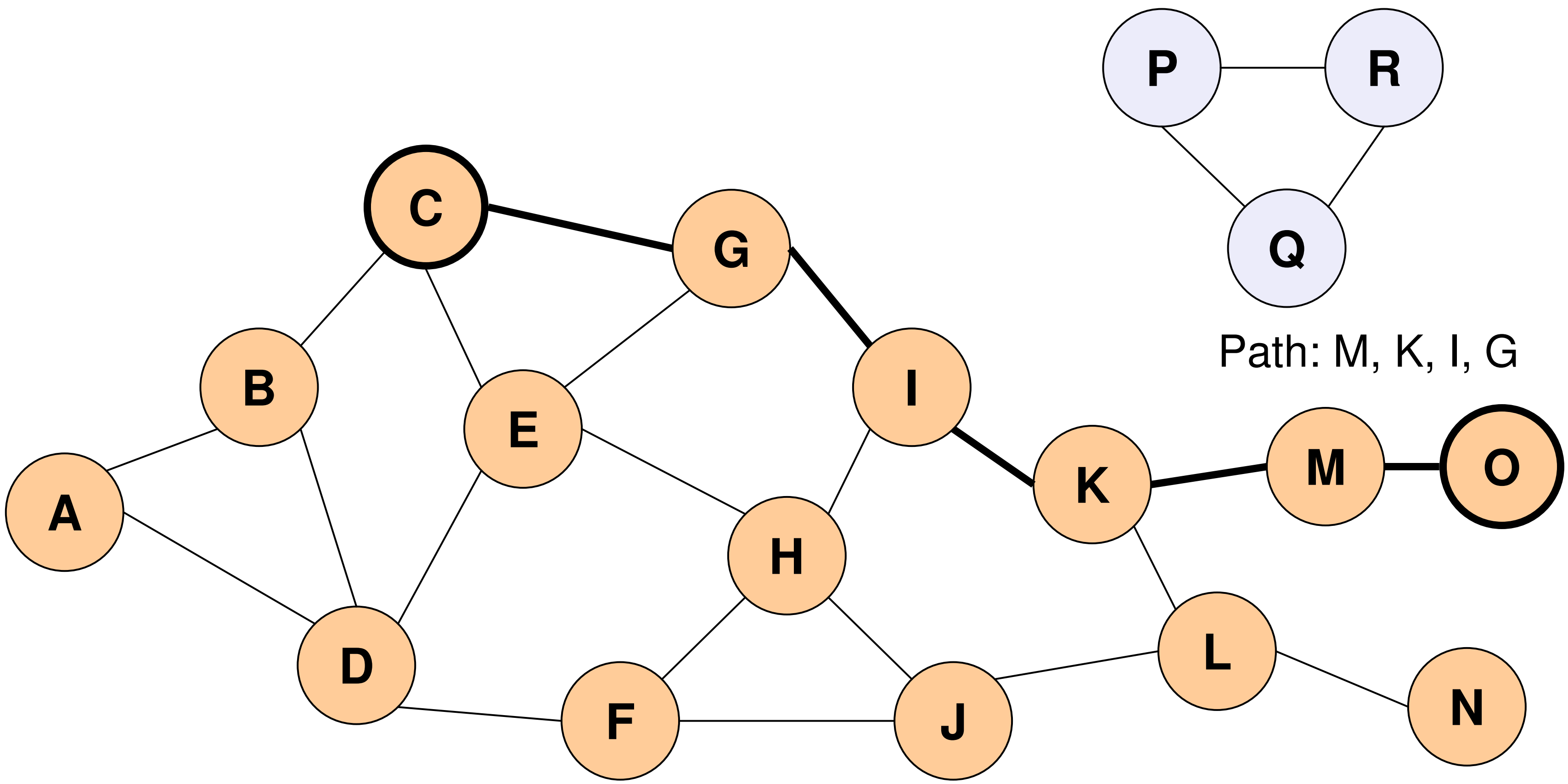
DSR: Route Discovery



DSR: Route Discovery



DSR: Route Discovery



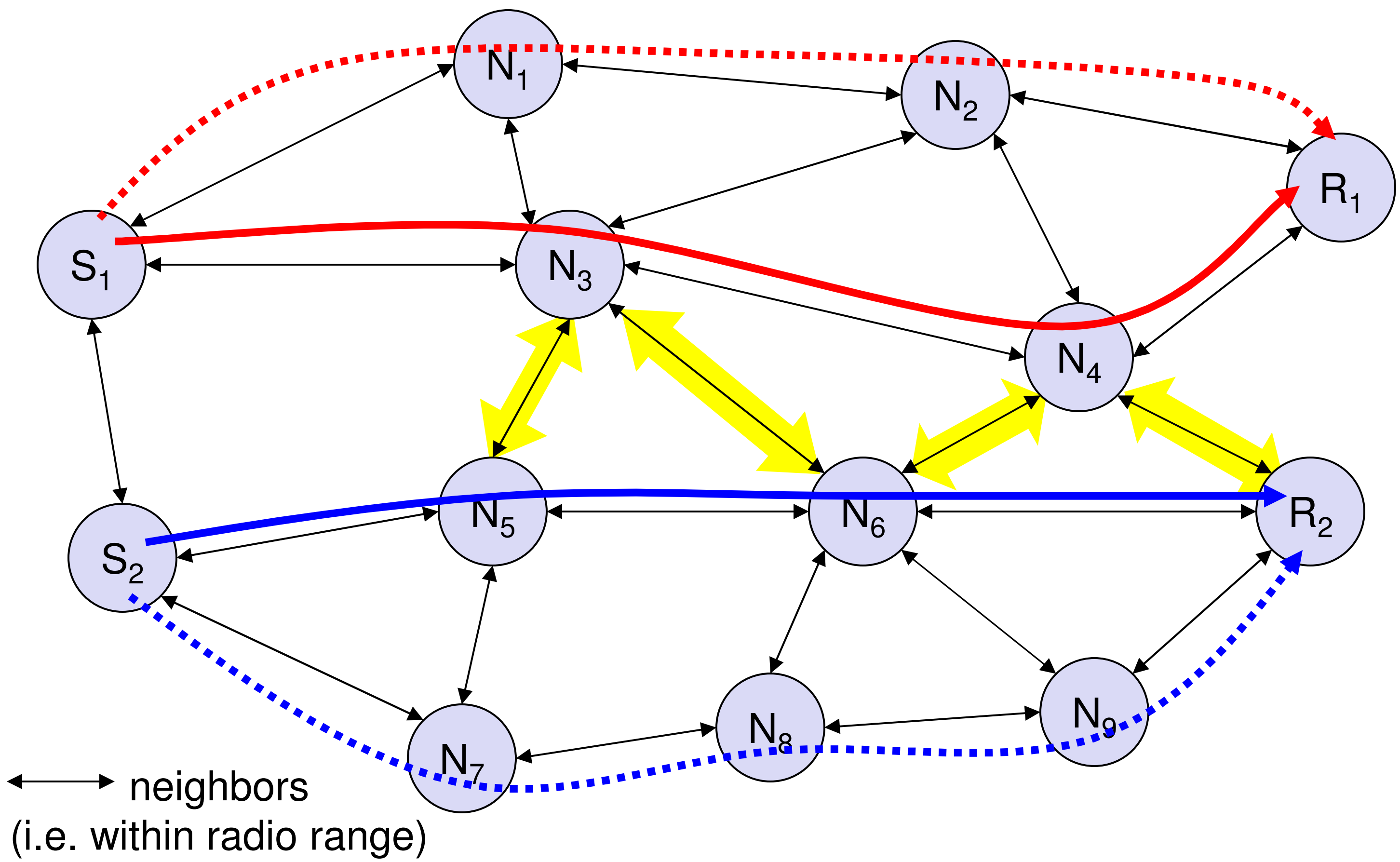
Dynamic Source Routing III

Maintaining paths

- after sending a packet
  - wait for a layer 2 acknowledgement (if applicable)
  - listen into the medium to detect if other stations forward the packet (if possible)
  - request an explicit acknowledgement
- if a station encounters problems it can inform the sender of a packet or look-up a new path locally

Interference-based routing

Routing based on assumptions about interference between signals



Examples for interference based routing

Least Interference Routing (LIR)

- calculate the cost of a path based on the number of stations that can receive a transmission

Max-Min Residual Capacity Routing (MMRCR)

- calculate the cost of a path based on a probability function of successful transmissions and interference

Least Resistance Routing (LRR)

- calculate the cost of a path based on interference, jamming and other transmissions

LIR is very simple to implement, only information from direct neighbors is necessary

A plethora of ad hoc routing protocols

Flat

- proactive
  - FSLS – Fuzzy Sighted Link State
  - FSR – Fisheye State Routing
  - OLSR – Optimised Link State Routing Protocol
  - TBRPF – Topology Broadcast Based on Reverse Path Forwarding
- reactive
  - **AODV** – Ad hoc On demand Distance Vector
  - DSR – Dynamic Source Routing

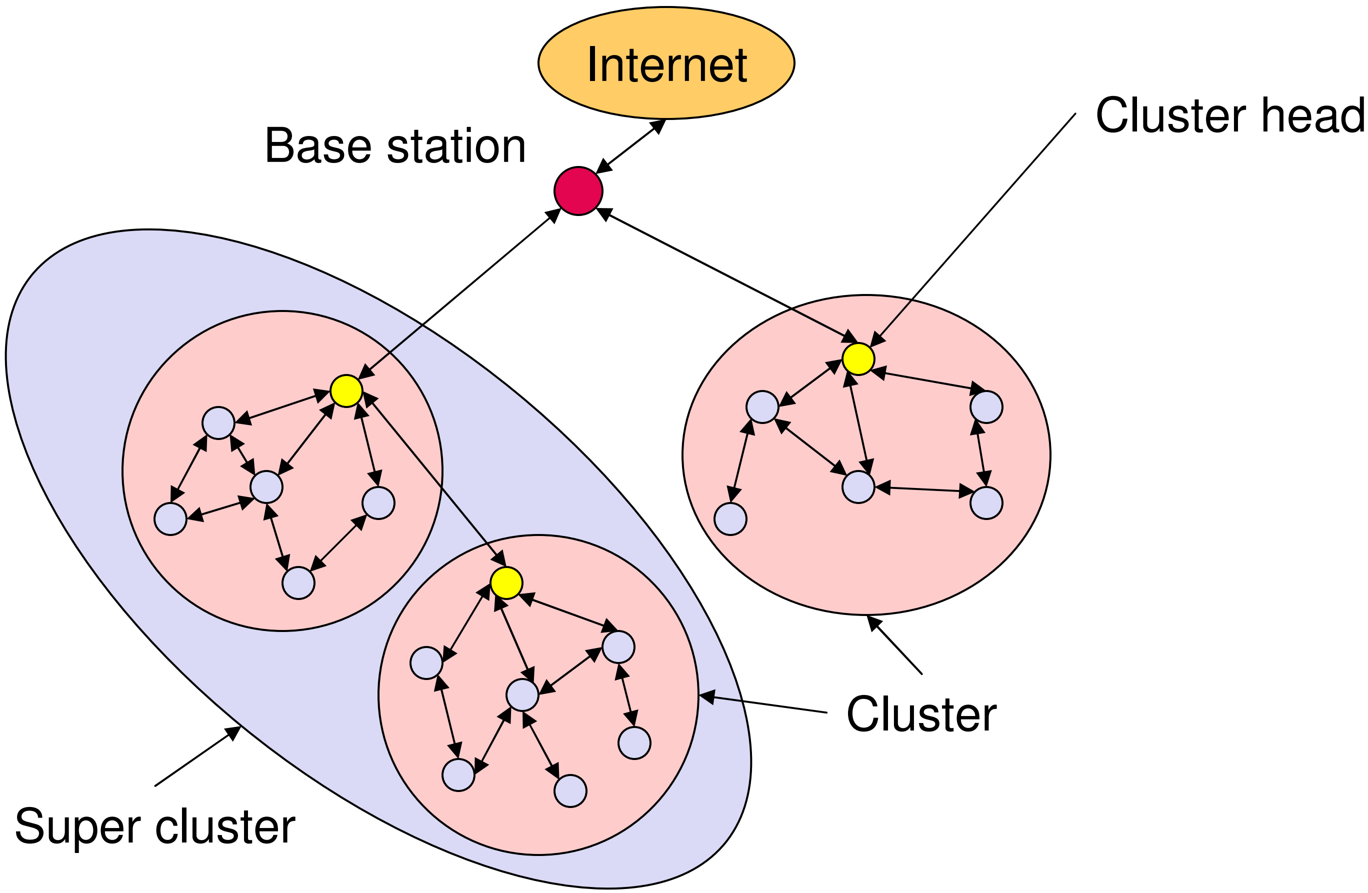
Hierarchical

- CGSR – Clusterhead-Gateway Switch Routing
- HSR – Hierarchical State Routing
- LANMAR – Landmark Ad Hoc Routing
- ZRP – Zone Routing Protocol

Geographic position assisted

- DREAM – Distance Routing Effect Algorithm for Mobility
- GeoCast – Geographic Addressing and Routing
- GPSR – Greedy Perimeter Stateless Routing
- LAR – Location-Aided Routing

Clustering of ad-hoc networks



Further difficulties and research areas

Auto-Configuration
- Assignment of addresses, function, profile, program, …

Service discovery
- Discovery of services and service providers

Multicast
- Transmission to a selected group of receivers

Quality-of-Service
- Maintenance of a certain transmission quality

Power control
- Minimizing interference, energy conservation mechanisms

Security
- Data integrity, protection from attacks (e.g. Denial of Service)

Scalability
- 10 nodes? 100 nodes? 1000 nodes? 10000 nodes?

Integration with fixed networks