

# G 364: Mobile and Wireless Networking

CLASS 6, Mon. Jan 26 2004

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Spring 2004

M-W, 11:40am-1:20pm, 109 Rob

# Proactive Ad Hoc Routing

- ◆ Each node maintains one or more routing table
- ◆ Changes in the network topology are dealt with by propagating updates
- ◆ A consistent network view is maintained
- ◆ Existing protocols differ in the number of routing table maintained and in updates propagation methods

# Proactive Protocols: Drawbacks

- ◆ Updates overhead, especially in presence of high mobility
- ◆ Overhead for enforcing loop freedom
- ◆ Large routing tables
- ◆ Low *scalability*
- Is it really necessary to maintain a consistent view of the network topology?

# Reactive Ad Hoc Routing

- ◆ A route to a destination is sought for only when needed (on-demand routing)
- ◆ Route discovery process
  - A probe is sent (flooded) to discover a path to the destination
  - Upon receiving the probe the destination sends the probe back to the source
  - The probe “accumulates” the route

# Reactive Protocols: Drawbacks

- ◆ The discovery phase introduces long delays
- ◆ Route discovery and maintenance is very sensitive to node mobility
- ◆ Route caching is memory greedy
- ◆ The size of the header of a data packet can become cumbersome (no scalability)
- Is the dependency on the network topology avoidable?

# Location-Enabled Ad Hoc Routing

- ◆ Nodes are equipped with positioning system devices (e.g., Global Positioning System receivers) that make them aware of their position
- ◆ This enables “directional” routing
- ◆ Possible solutions differ on how the location information of the destination nodes is achieved

# Strengths

- ◆ No need to update big routing tables, no need to piggyback routes to the packet
- ◆ No need to know the nodes on the way to the destination: they can be moving while the packet travels

# Drawbacks

- ◆ Needs extra hardware
- ◆ Depends on the extra hardware limitation (and resource requirements)
- ◆ Scalability is an issue



# DREAM

- ◆ Distance routing effect algorithm for mobility [Basagni+, 1998]
- ◆ A proactive, effective way to spread location information
- ◆ Directional routing

# Disseminating Location Information: Problems

- ◆ Need to periodically update the location of a moving node.
  - Efficient broadcast of location information
  - Determining how far each location packet should travel
  - Determining how often a location packet should be sent

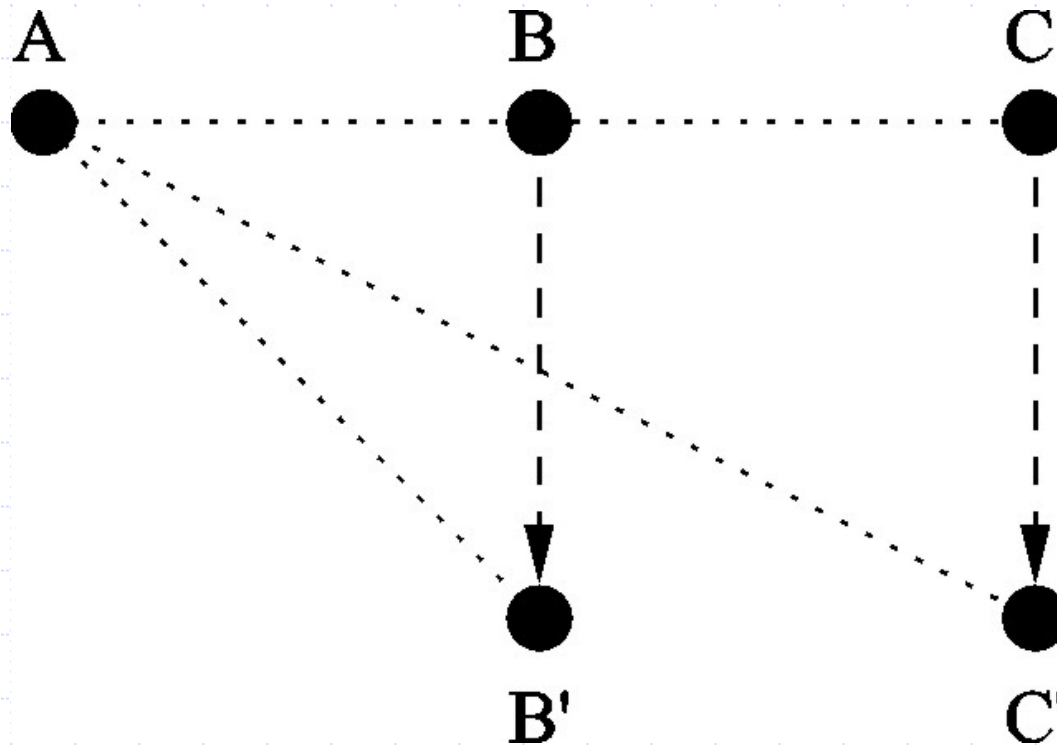
# Disseminating Location Information: Solutions

- ◆ Mobility-adaptive, deterministic broadcast
- ◆ Distance effect
- ◆ Rate of updates is bound to the mobility of the node

# Mobility-Adaptive Broadcast

- ◆ Deterministic solution that takes into account MAC layer characteristics
- ◆ Flooding of location packets proceeds “wave expanding” from the source to the intended destinations
- ◆ Deterministic, interference-independent delivery is obtained by using Time-Spread Multiple-Access (TSMA) protocols

# The Distance Effect



# The Distance Effect

- ◆ “Closer nodes look like they are moving faster”
- ◆ Need to receive more location updates from closer node
- ◆ Each packet is associated with an age that determines how far that packet must travel

# DREAM: Rate of updates

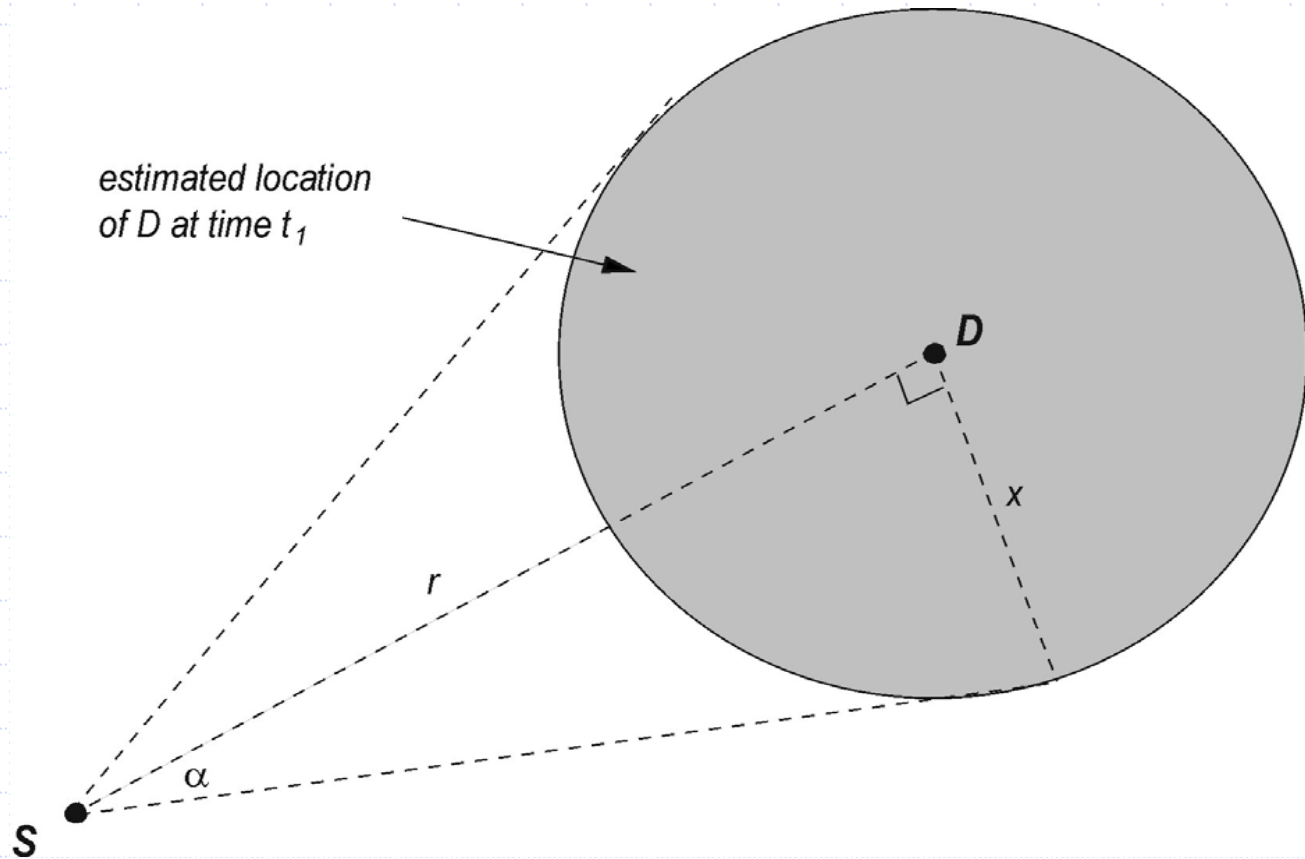
- ◆ Triggered by the mobility of the nodes
- ◆ The faster the node the more updates it sends
- ◆ A plus: slow moving nodes impose little overhead

# DREAM: Directional Routing

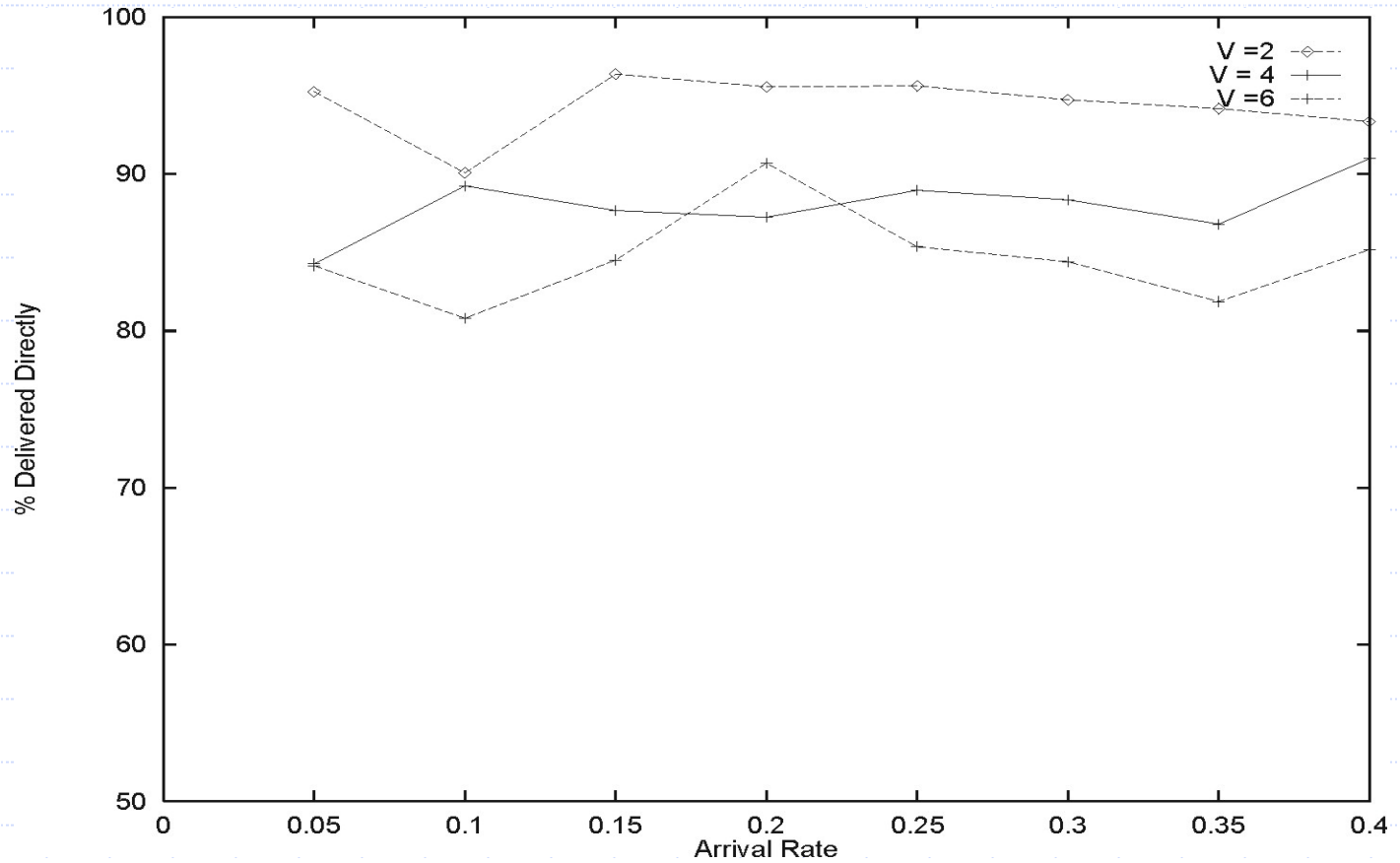
- ◆ Source  $S$  determines the location of destination  $D$  at time  $t_0$  based on its location table
- ◆ Based on the current time  $t_1$  and  $t_0$   $S$  determines the area in which  $D$  can be found (hence,  $D$ 's direction)
- ◆  $S$  transmits the data packet to all its neighbors in  $D$ 's direction
- ◆ Each neighbor does the same till  $D$  is reached



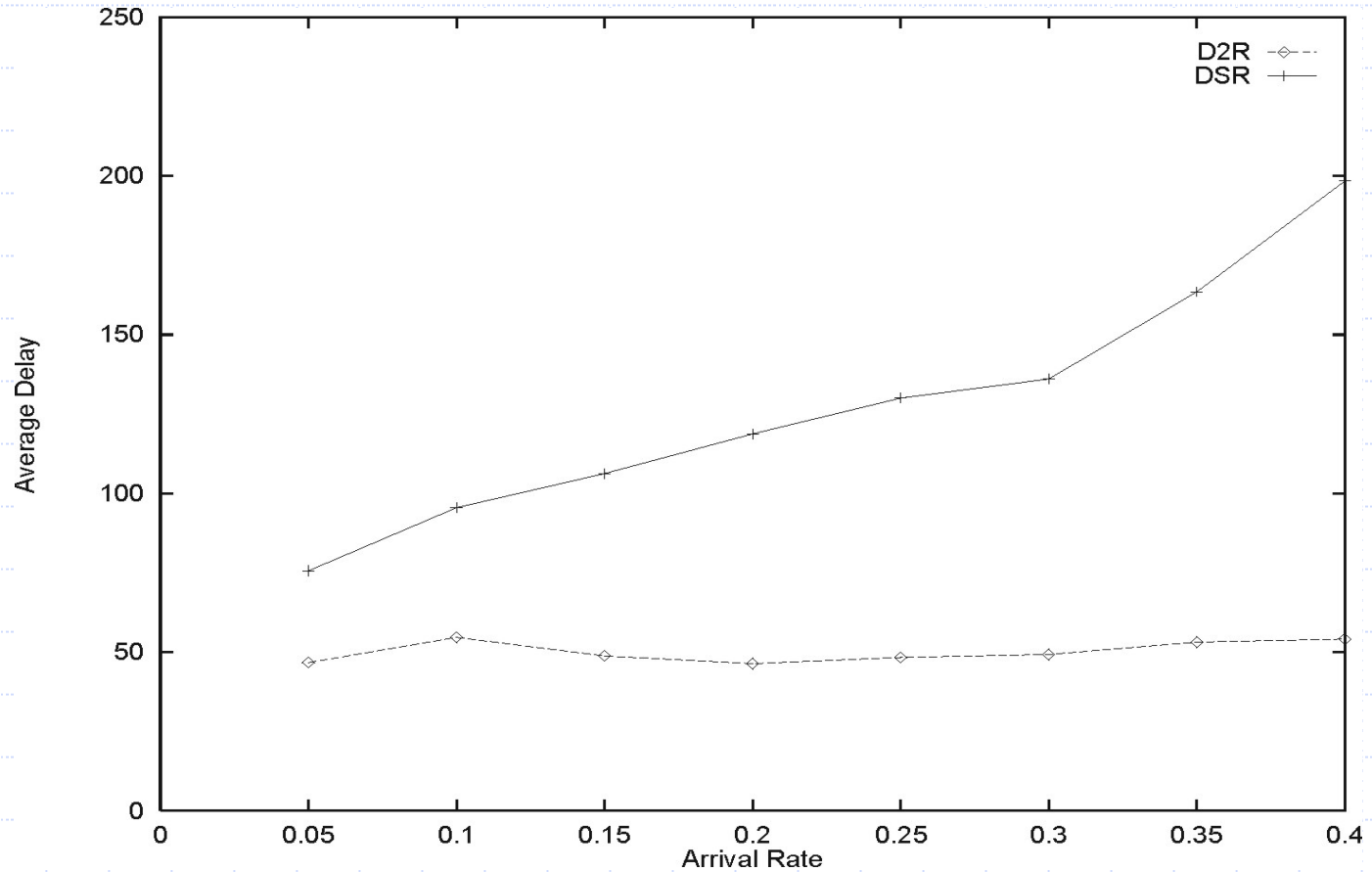
# DREAM: Routing a Data Packet



# DREAM: Experiments, 1



# DREAM: Experiments, 2



# DREAM, Strengths

- ◆ First of its kind: after us, the deluge!
- ◆ Robustness: multiple routes to the destination
- ◆ Energy efficient management of control information

# DREAM, Weaknesses

- ◆ It is not really loop-free
- ◆ It is flooding, although only directional
- ◆ The “ack” mechanism could be cumbersome
- ◆ It is not that scalable

# Assignments

- ◆ Read the routing handout
- ◆ Updated information on the class web page:

[www.ece.neu.edu/courses/eceg364/2004sp](http://www.ece.neu.edu/courses/eceg364/2004sp)