

## **Multicast Routing**

EBU5211: Ad Hoc Networks

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#### **Outline**



- IP Multicasting in Wired Networks
  - Source-based multicast
  - Core-based multicast
- MANET multicast routing
  - On-Demand Multicast Routing Protocol, ODMRP
  - Location-Based Multicast, LBM routing

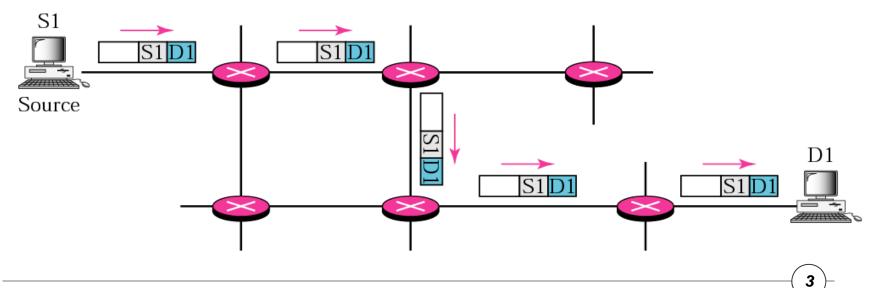
References: C. Siva Ram Murthy, B.S. Manoj, Ad Hoc Wireless Networks: Architectures and Protocols, Prentice Hall, 2004.

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#### Unicast



- Packets from single source to single destination.
- In unicasting, the router forwards the received packet through only one of its interfaces

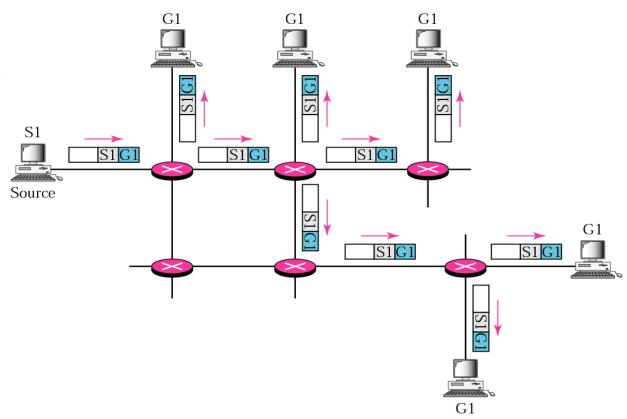


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#### **Multicast**

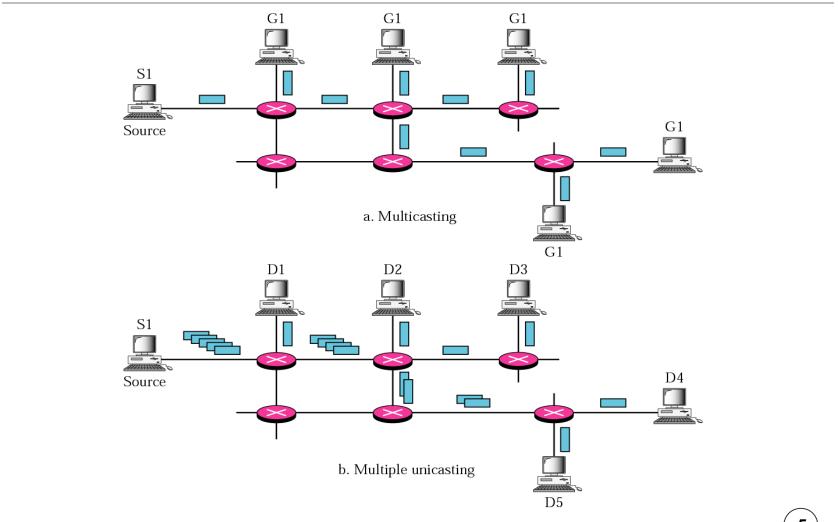


- Packets from
   one source to
   multiple, chosen
   destinations.
- In multicasting, the router may forward the received packet through several of its interfaces.



## Multicast v.s multiple unicast





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## Multicasting in Wired Networks



- In multicast routing, each involved router needs to construct a shortest path tree for each group
- Multicast Group (Class D):
  - single IP address 224.0.0.0 to 239.255.255.255
  - Any sender can send to any group but receivers are the members of multicast group.
  - >All routers have to support multicast routing.

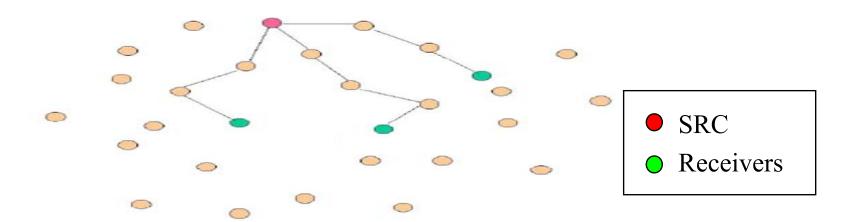
## Multicasting in Wired Networks



- In the source-based tree approach, each router needs to have one shortest path tree for each group.
- In the group-shared tree approach, only the core router, which has a shortest path tree for each group, is involved in multicasting.
- Example protocols:
  - Source-based multicast: MOSPF
  - Core-based multicast: CBT

#### Source-based multicast



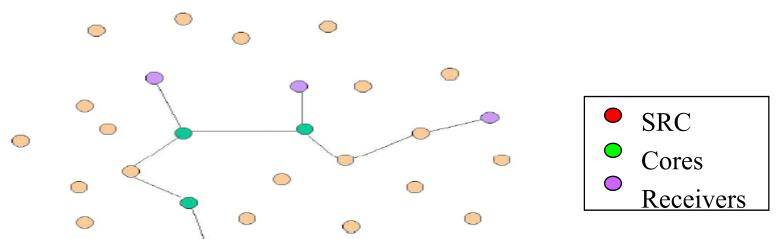


- Multicast tree rooted at SRC
- SRC runs a multicast tree algorithm
   => shortest (least-cost) path to each receiver
- SRC needs topology information.
- Source based routing tree for each individual sender

- Disadvantages:
  - ➤ Not Scalable.
  - > Not efficient.
  - Control overhead and too slow

#### Core-based multicast





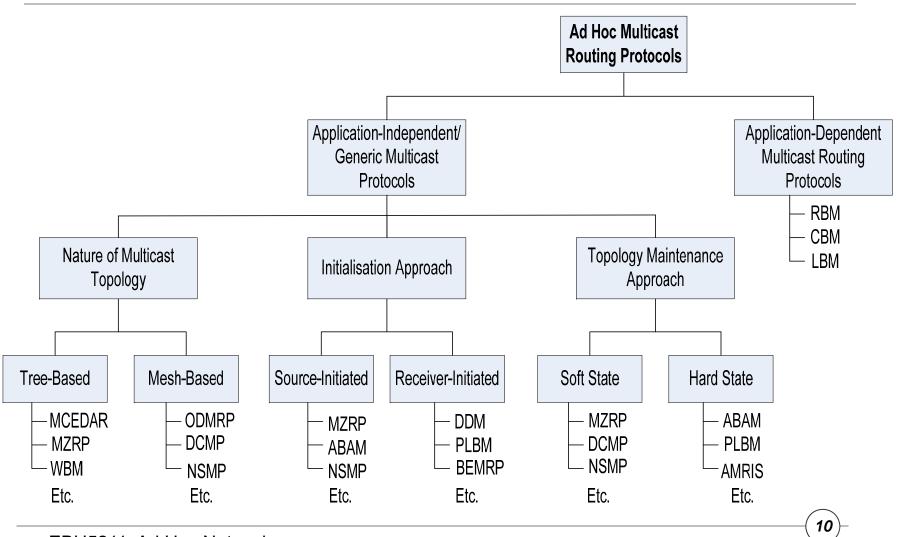
- Multicast tree is originated from core(s)
- Need core selection algorithm, CSA
- Control overhead reduced but may not be shortest path

- Core nodes can be interconnected via bidirectional links.
- Receiver-initiated join.
- Single multicast shared routing tree for each multicast group to distribute traffic for all senders in group.

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# Classification of MANET Multicast Routing Protocols





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## On-Demand Multicast Routing Protocol, ODMRP



#### • On Demand:

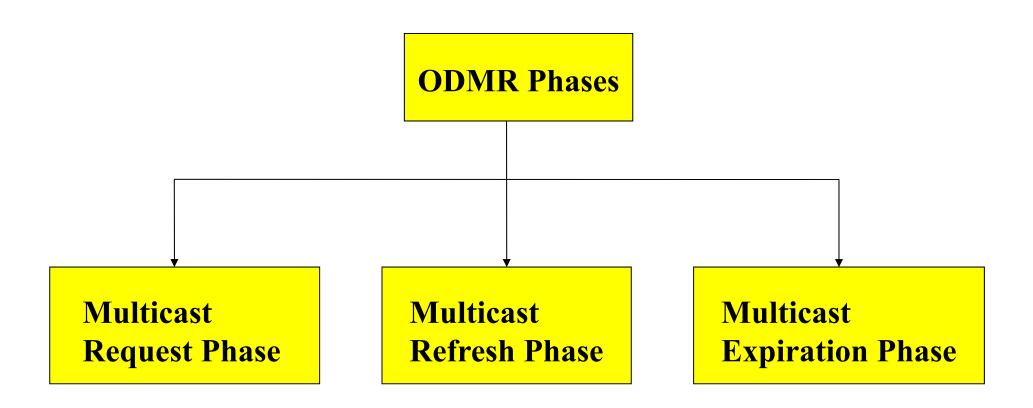
Multicast routes selectively derived when needed vs.
 periodical global route updates

#### Forwarding Group:

- Set of ad hoc nodes chosen to forward packets to particular multicast group.
- Data flooded throughout forwarding group "mesh topology" only.
- Forwarding group is maintained by periodic flooding of control messages.

### **ODMRP** Operation





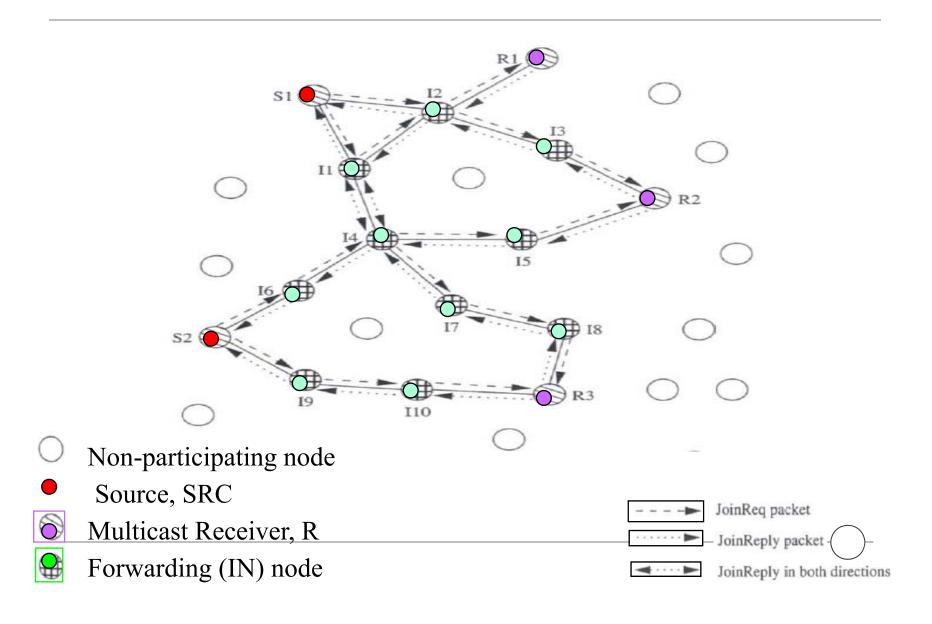
### Multicast Request Phase



- Initiated by Source on demand-- periodically flood control packet: "JoinReq"
- Intermediate Node, IN
  - receives *JoinReq*,
  - right stores source ID, multicast group ID, sequence number and upstream node ID,
  - rebroadcasts *JoinReq* if no duplicates and TTL>0
- Receivers send back "*JoinReply*" packet (contains source ID and next hop) through reverse shortest path to source.
- When Intermediate Node, IN receives *JoinReply* => "Forwarding Node" if its own ID matches the next hop ID (set FG\_FLAG)
- After source receives *JoinReply* packet:=> routes and forwarding table

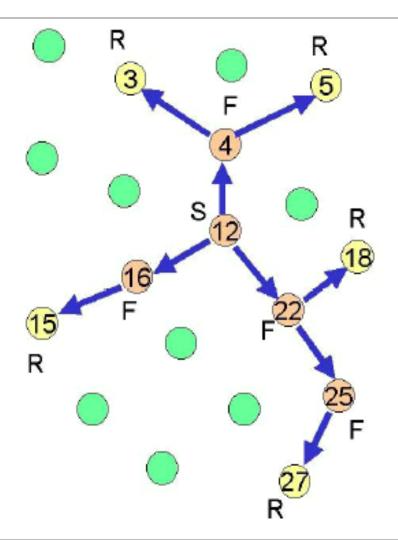
# On-Demand Multicast Routing Protocol (ODMRP) Topology





## **ODMRP** Forwarding Tables





## Forwarding Table for Node 12

Receivers	Next Hop
3	4
5	4
15	16
18	22
27)	22

#### Forwarding Table for Node 22

Receivers	Next Hop
27	25

#### Multicast Refresh Phase

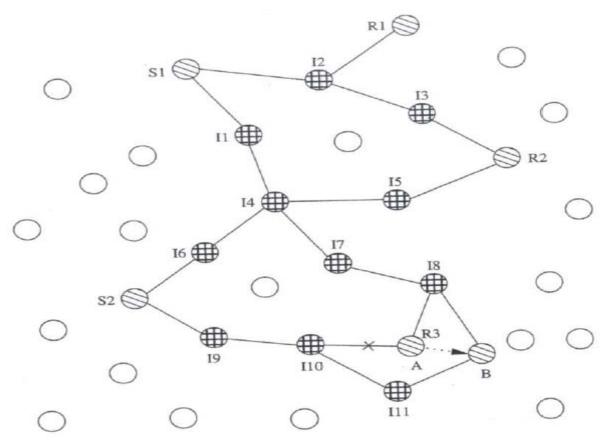


- Source periodically floods *JoinReq* control packet.
  - forwarding group continually refreshed.
- Generally, multiple paths always available through forwarding group
  - if link broken, data still forwarded over alternative paths (mesh topology).

#### Multicast Refresh Phase



This phase is used to adapt to changing topology due to node mobility.



Alternative route through I8 or I11c

### **Multicast Expiration Phase**



- Old route entries are deleted upon timeout.
- It is time based process.

## **ODMRP Shortcomings**



- Excessive data forwarding
  - Too many nodes become forwarding nodes
    - excessive number of retransmissions of data packets.
- High control overhead
  - Each source periodically floods JoinReq packets
    - mesh recontructed periodically
    - heavy control overhead.

## Location-Based Multicast (LBM) Routing



#### • Multicast Region:

- Multicast group is defined by "multicast region"
  - geographical region in which source addresses all nodes.
- Each multicast packet transmitted specifies target multicast region.
- LBM assumes each node knows its own location
- SRC floods packets to forwarding mesh
- Each node checks if DEST by comparing its location to multicast region
  - if DEST, accepts packet .

## LBM Routing











NETWORK SPACE

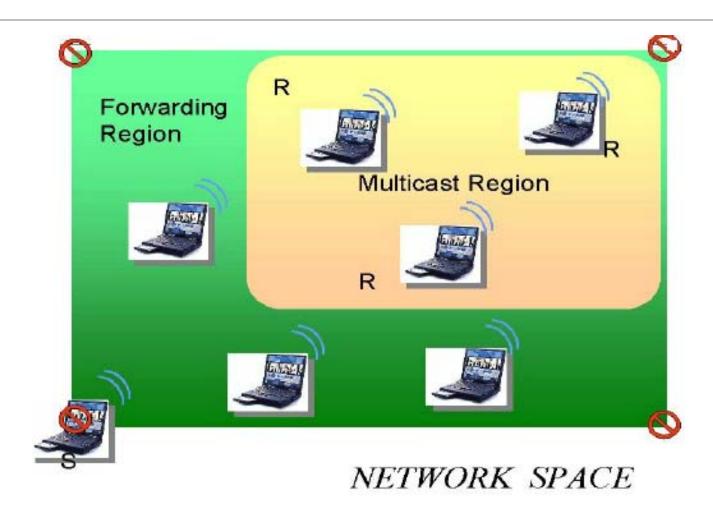
## LBM Routing



- Forwarding Region:
  - Nodes inside forwarding region send packets to multicast region.
    - A node forwards multicast packets only if it belongs to defined forwarding region (FW membership assignment needed).
    - To increase the probability that packets will reach all intended members, the forwarding region should also include the multicast region.
- Applications:
  - Sending emergency messages to people within some area.
  - Paging someone in particular small area

## LBM Routing





## Shortcomings of LBM



- Multicast members must know own accurate location
- Accurate boundaries of forwarding region and multicast region required
- Nodes in multicast region must not be partitioned in terms of connectivity.
- High overhead when numbers of nodes are increased.
- Does not take into account signal quality and connectivity

#### **ABAM**



- Associativity-Based Ad-hoc Multicast (ABAM)
   Characteristics
  - Based on Association stability
  - Builds multicast tree
- ABAM Phases
- ABAM Advantages & Disadvantages

References: C. Siva Ram Murthy, B.S. Manoj, Ad Hoc Wireless Networks: Architectures and Protocols, Prentice Hall, 2004.

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#### **ABAM Features**



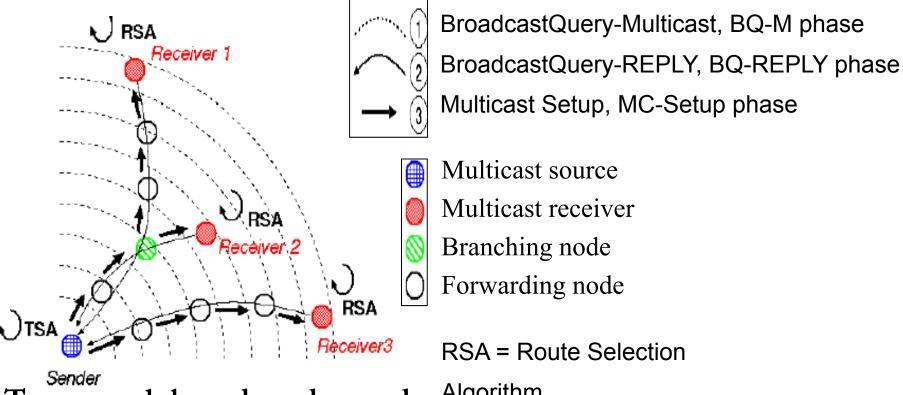
#### **ABAM** has 4 Components

- Long-Lived MC Tree Establishment
  - (When SRC want to initiate a MC session)
- MC Tree Reconfiguration
  - (To cope when mobility of nodes in the tree)
- MC Tree Deletion
  - (When the MC session is no longer needed)
- Dynamics of Multicast Group Membership
  - (Mobile Hosts can join and leave the group at any time)

A stable multicast tree rooted at the multicast sender is established for each multicast session

## Multicast Long-Lived Tree Establishment





- Tree search based on demand
- tree discovery,
- tree selection, and
- tree setup

RSA = Route Selection

Algorithm

TSA = Tree Selection

Algorithm

## Multicast Long-Lived Tree Establishment



Tree Selection Algorithm,

- TSA objective:
  - •Find a stable TREE and reduce total links used
- Other heuristics:
  - •Maximum link sharing, i.e. min total tree cost.
  - •Minimum delay from source to each receivers.

Receiver knows the possible routes to SRC, when it receives the tree search packet



Receivers discard routes with exceeding Route Relaying Load or other predefined metrics



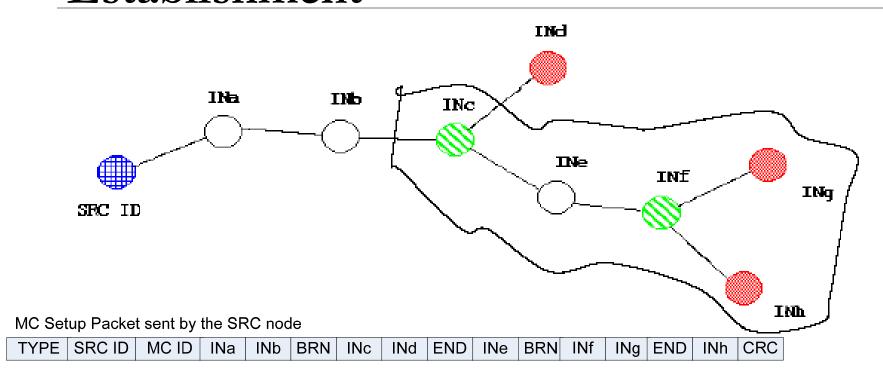
Receivers discard routes with no stability characteristics



If multiple routes have high acceptable association stability, select path based on other criteria, such as minimum hop count (Shortest path).

## Multicast Long-Lived Tree Establishment





MC Setup Packet relayed by the first branching node INc

TYPE SRC ID MC ID INc INd CRC TYPE SRC ID MC ID INc INe BRN INF ING END INF CRC

MC Setup Packet relayed by the second branching node INf

TYPE SRC ID MC ID INf INh CRC TYPE SRC ID MC ID INf INg CRC

## Multicast Tree Reconfiguration Queen Mary University of London



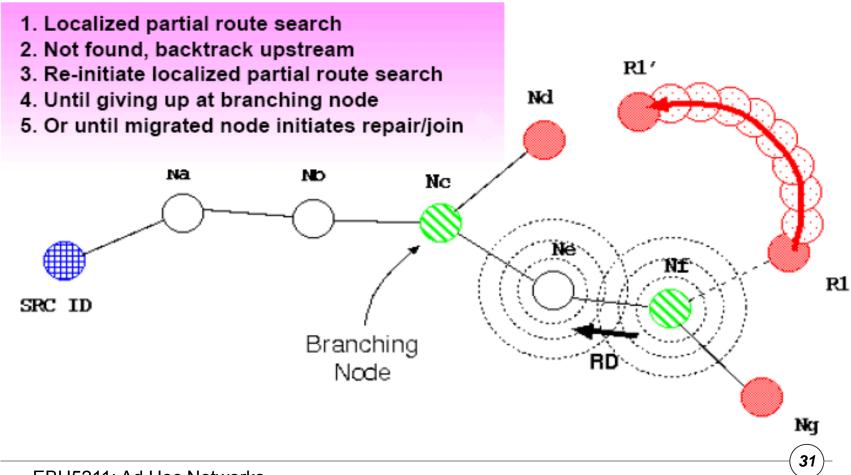
#### Four possible scenarios for tree Reconfiguration:

- Multicast Receiver's Migration: There are two possible approach to cope with receivers' mobility, which are:
  - Route Reconstruction (RRC) initiated by tree nodes
  - Receiver-initiated move-join
- Multicast Tree Node's Migration
- Multicast Sender's Migration
- Concurrent Node's Movements

### Multicast Receiver's Migration



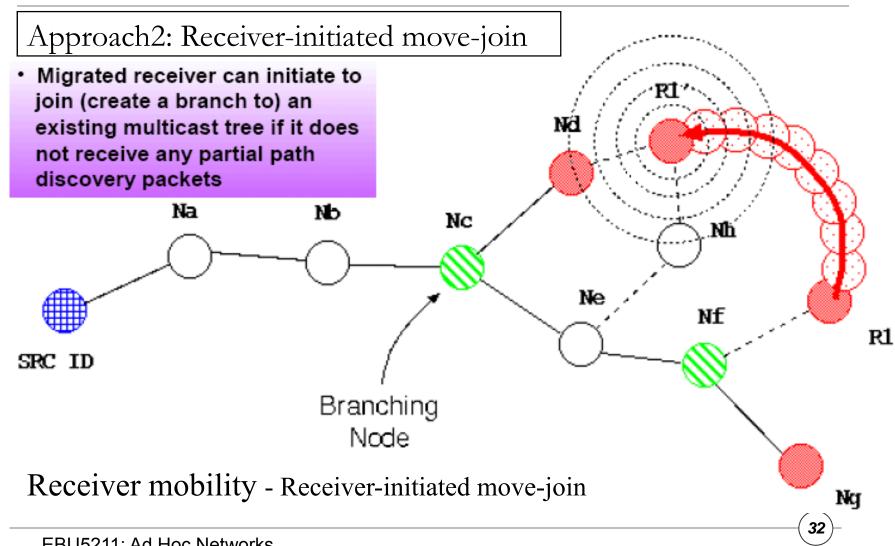
Approach1: Route Reconstruction (RRC) initiated by tree nodes



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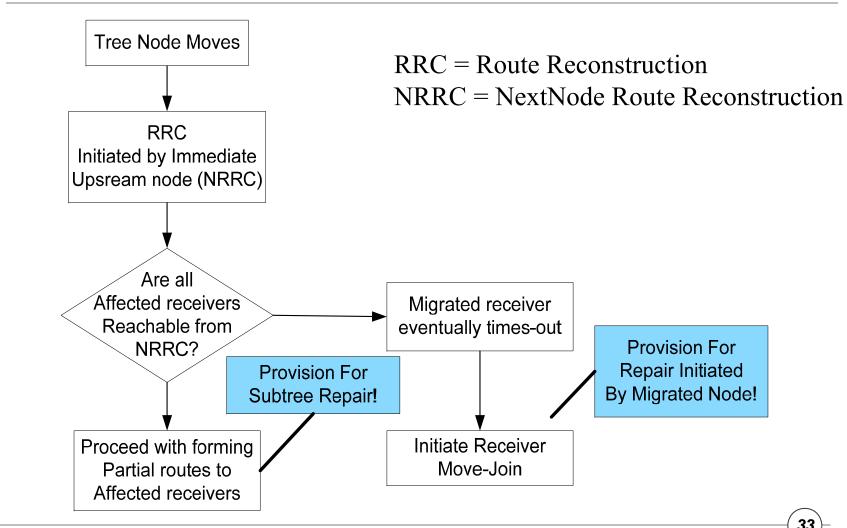
### Multicast Receiver's Migration





## Multicast Tree Node's Migration Queen Mary University of London





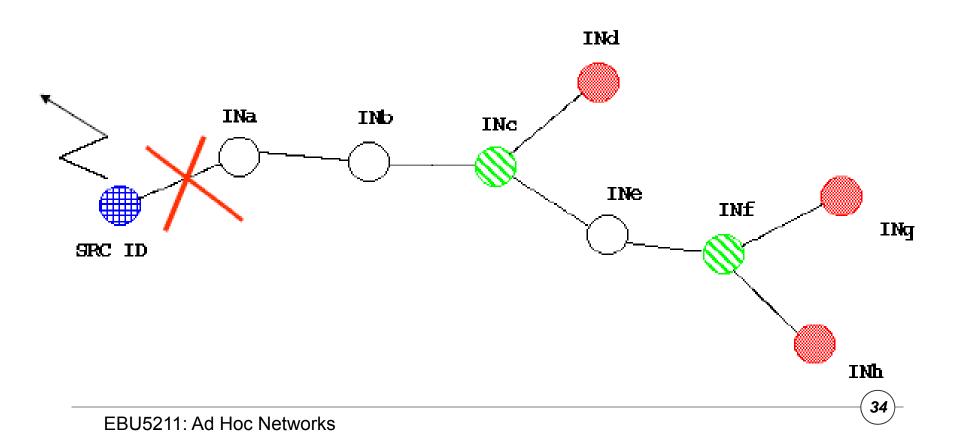
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## Multicast Sender's Migration



#### Source node, SRC mobility

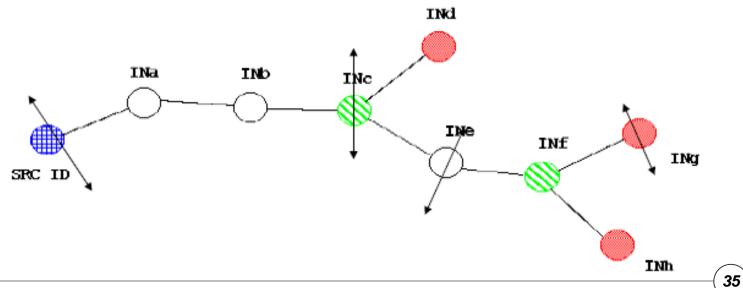
If SRC movement results => link breakage derive new multicast tree



#### Concurrent Node's Movements



- Repair [Originator, Route ID, ref from SRC] or
- Repair [Originator, Route ID, Time of Event] or
- Redo [SRC ID, Route ID]
- For multiple concurrent movement (tree nodes, source nodes or receiver nodes), only one RRC will eventually succeed.



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## **ABAM Reconfiguration**



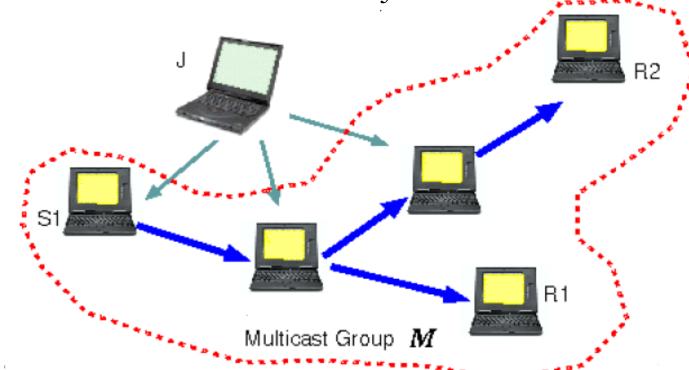
#### Tree delete

- Case 1: No more receivers
  - Each departing receiver prunes its branch
  - Eventually, tree is pruned completely
- Case 2: Sender stops acting as multicast source
  - Sender broadcast tree delete message
  - Receiver and tree nodes remove their roles

# Handling Dynamic Multicast Groups



Case1: A New Multicast Member Joins the multicast tree



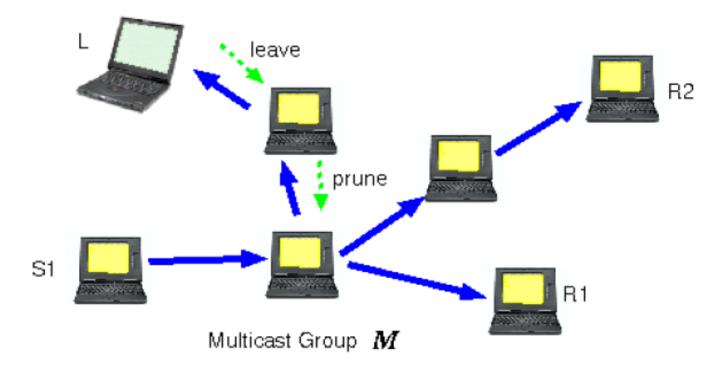
- J sends L\_JOIN request to join the existing multicast tree.
- INs sends JOIN-REPLY packets to node J.
- J selects the most stable route and informs the IN to update their routing table.

## Handling Dynamic Multicast



Groups

Case2: A Multicast Member leaves the multicast tree



- J sends L\_LEAVE message to its upstream node.
- L\_LEAVE message propagates to multicast tree to update the routing tables

## Advantages & Disadvantages



#### Advantages:

- Path source => receiver is more stable vs. other multicast protocols
- Achieves higher packet delivery
- Control overhead is less due to a fewer number of link failures

#### Disadvantages:

- —Congestion in most stable path.
- Result in increased delay and reduction in packet delivery
- —Not scalable