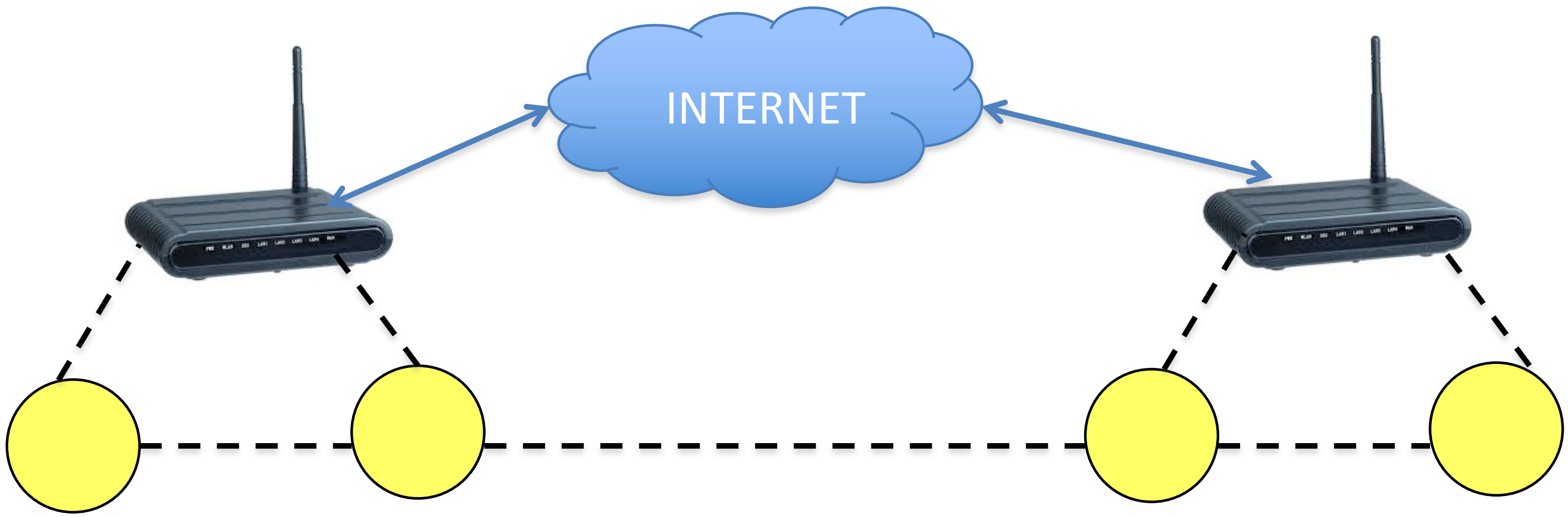
Wi-Fi Mobile Ad-Hoc Architecture (MANET)

Wireless Ad Hoc Networks

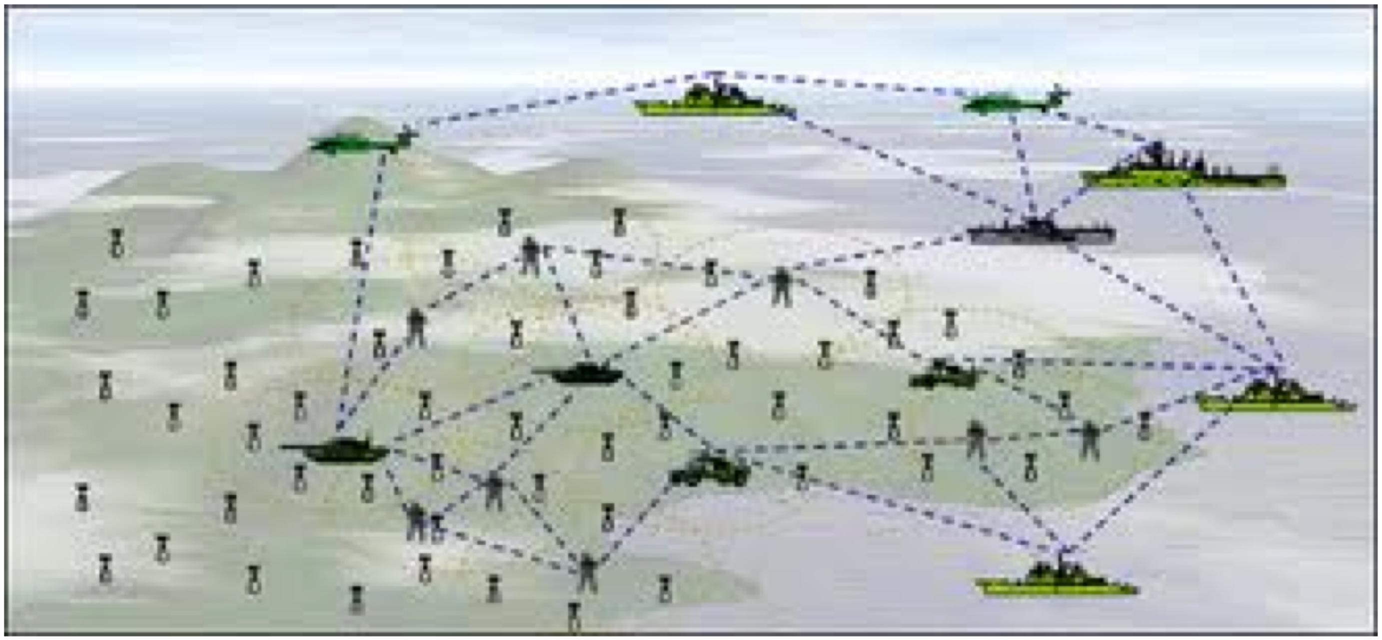


- Computers equipped with wireless communication devices create dynamically a network without prior infrastructure or coordination
- Every node is also a ***router***

Why Ad Hoc Networks ?

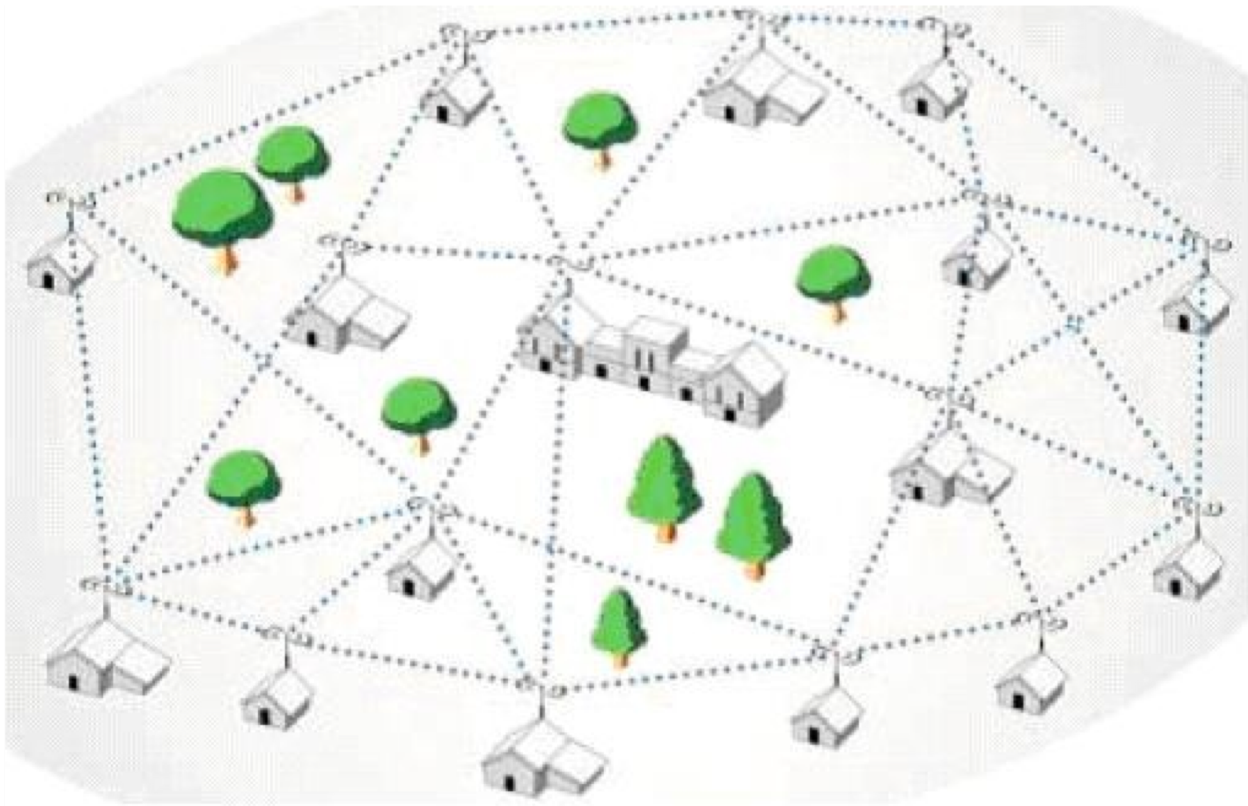
- Ease of deployment
- Speed of deployment
- Decreased dependence on infrastructure

Military Applications



- Enable voice and data communication in the battlefield where there is no Orange/SFR/Wi-Fi
- DARPA packet radio network (1973-1987) the first ad hoc network

Civilian Applications



- Enable communications in community networks
- Remote, developing regions (one laptop/child)
- The communication devices are static: mesh networks

Research Challenges

- MAC
- *Routing*
- Scalability
- Security
- Etc …

Many Variations

- Fully Symmetric Environment
  - all nodes have identical capabilities and responsibilities

- Asymmetric Capabilities
  - transmission ranges and radios may differ
  - battery life at different nodes may differ
  - processing capacity may be different at different nodes
  - speed of movement

- Asymmetric Responsibilities
  - only some nodes may route packets
  - some nodes may act as leaders of nearby nodes (e.g., cluster head)

Many Variations

- Traffic characteristics may differ in different ad hoc networks
  - bit rate
  - timeliness constraints
  - reliability requirements
  - unicast / multicast / geocast
  - host-based addressing / content-based addressing / capability-based addressing
- May co-exist (and co-operate) with an infrastructure-based network

Many Variations

- Mobility patterns may be different
  – people sitting at an airport lounge
  – New York taxi cabs
  – kids playing
  – military movements
  – personal area network

- Mobility characteristics
  – speed
  – predictability
    - direction of movement
    - pattern of movement
  – uniformity (or lack thereof) of mobility characteristics among different nodes

Engineering Challenges

- MAC
- Routing
- Scalability
- Security

Challenges

- Broadcast nature of the wireless medium
  - Hidden terminal problem
- Packet losses due to transmission errors
- Mobility-induced route changes
- Mobility-induced packet losses
- Battery constraints
- Potentially frequent network partitions
- Ease of snooping on wireless transmissions (security hazard)

Unicast Routing
in
Mobile Ad Hoc Networks

Why is Routing in MANET different ?

- Host mobility
  - link failure/repair due to mobility may have different characteristics than those due to other causes

- Rate of link failure/repair may be high when nodes move fast

- New performance criteria may be used
  - route stability despite mobility
  - energy consumption

Unicast Routing Protocols

- Many protocols have been proposed
- Some have been invented specifically for MANET
- Others are adapted from previously proposed protocols for wired networks
- No single protocol works well in all environments
  – some attempts made to develop adaptive protocols

Routing Protocols

- Proactive protocols
  - Determine routes independent of traffic pattern
  - Traditional link-state and distance-vector routing protocols are proactive
- Reactive protocols
  - Maintain routes only if needed
- Hybrid protocols

Trade-Off

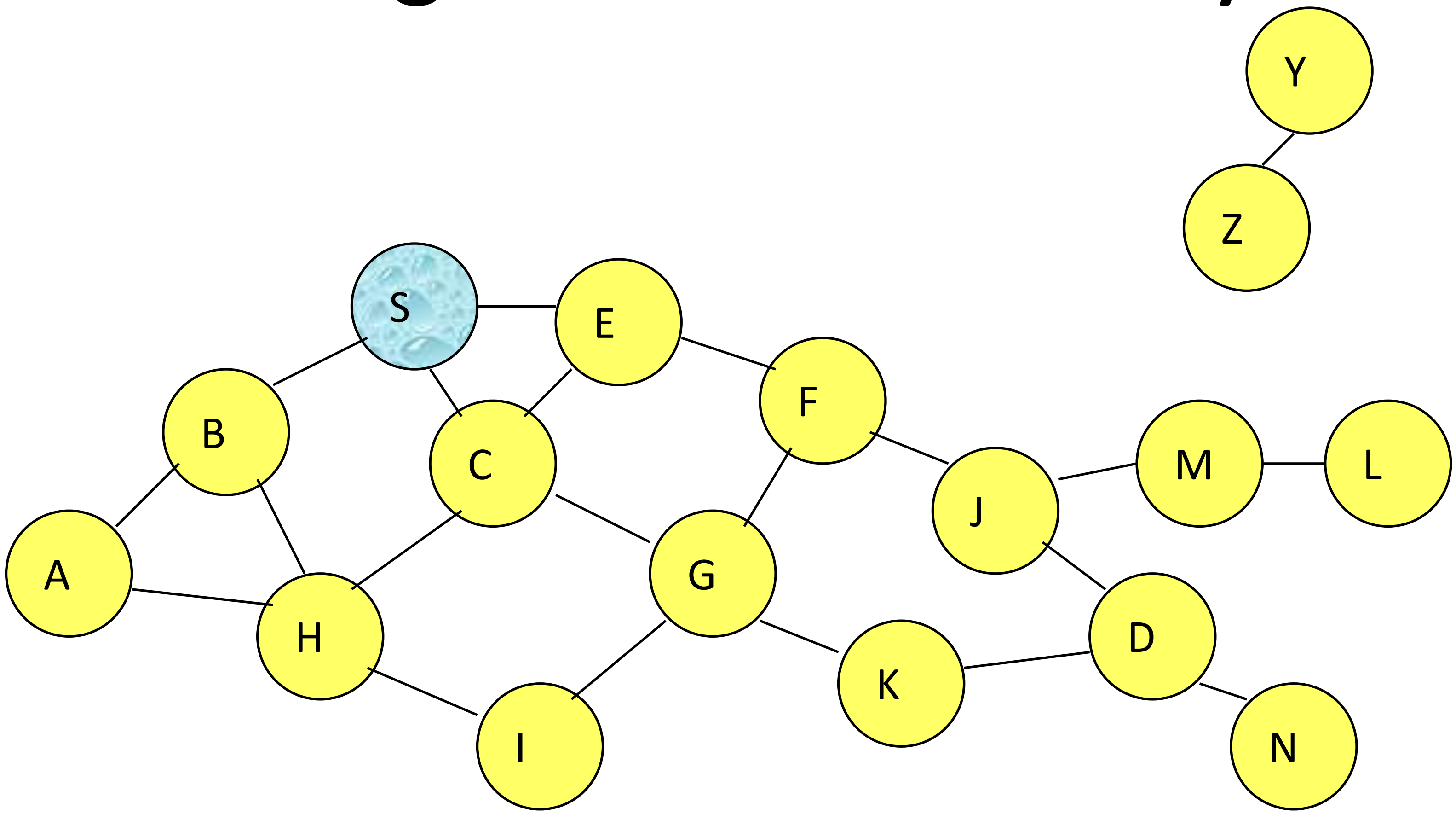
- Latency of route discovery
  - Proactive protocols may have lower latency since routes are maintained at all times
  - Reactive protocols may have higher latency because a route from X to Y will be found only when X attempts to send to Y
- Overhead of route discovery/maintenance
  - Reactive protocols may have lower overhead since routes are determined only if needed
  - Proactive protocols can (but not necessarily) result in higher overhead due to continuous route updating
- Which approach achieves a better trade-off depends on the traffic and mobility patterns

Overview of Unicast Routing Protocols

Flooding for Data Delivery

- Sender S broadcasts data packet P to all its neighbors
- Each node receiving P forwards P to its neighbors
- Sequence numbers used to avoid the possibility of forwarding the same packet more than once
- Packet P reaches destination D provided that D is reachable from sender S
- Node D does not forward the packet

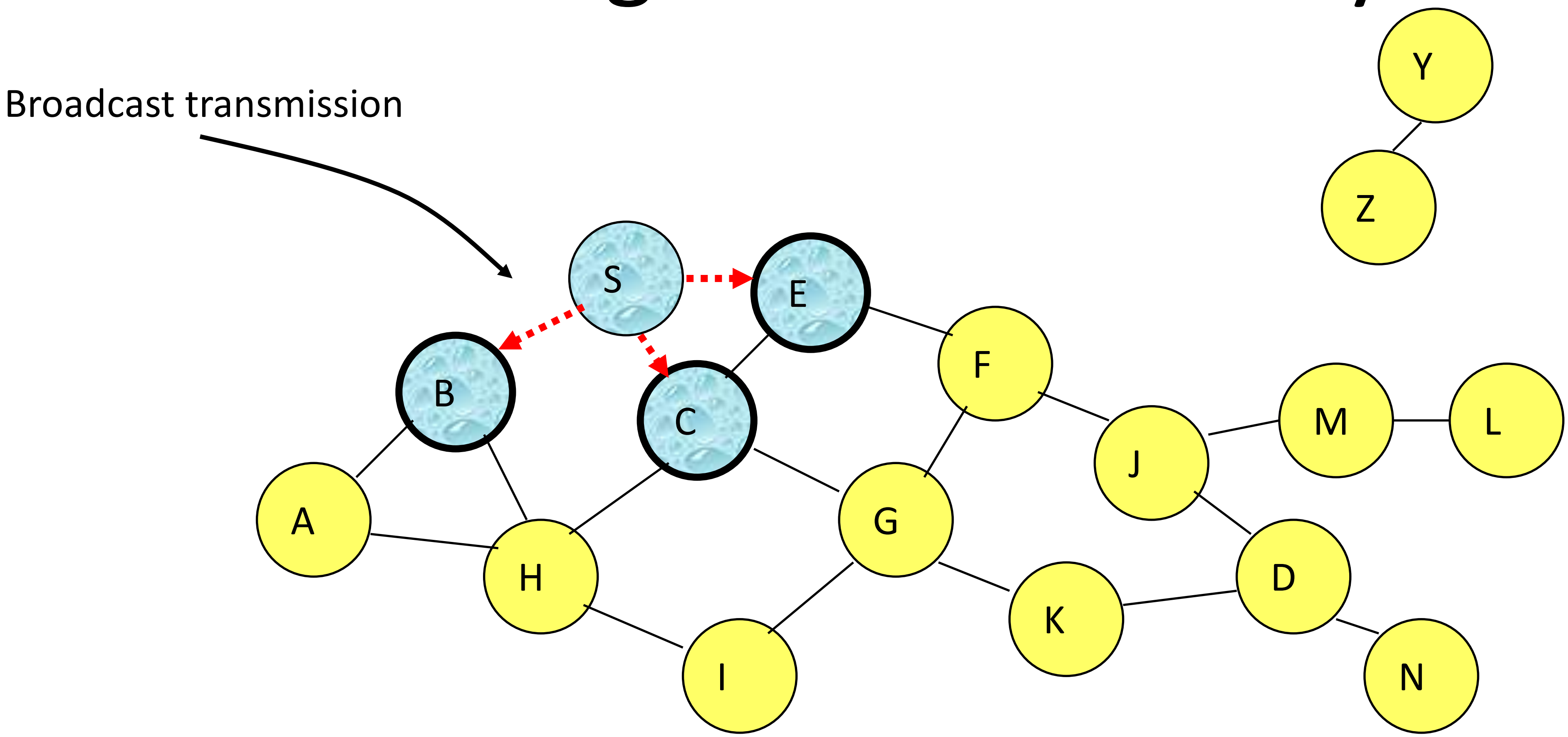
Flooding for Data Delivery



Represents a node that has received packet P

Represents that connected nodes are within each other's transmission range

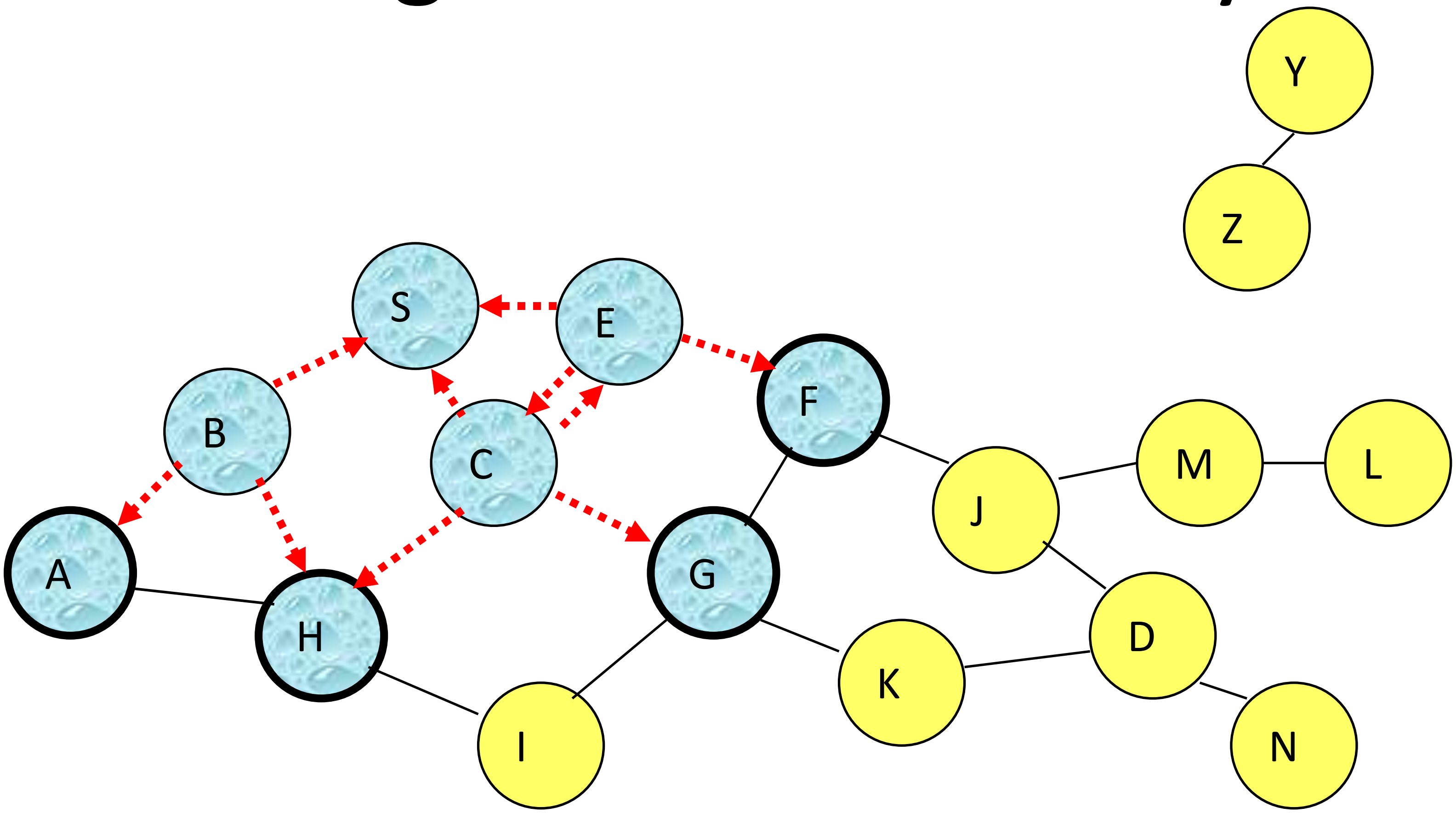
Flooding for Data Delivery



Represents a node that receives packet P for the first time

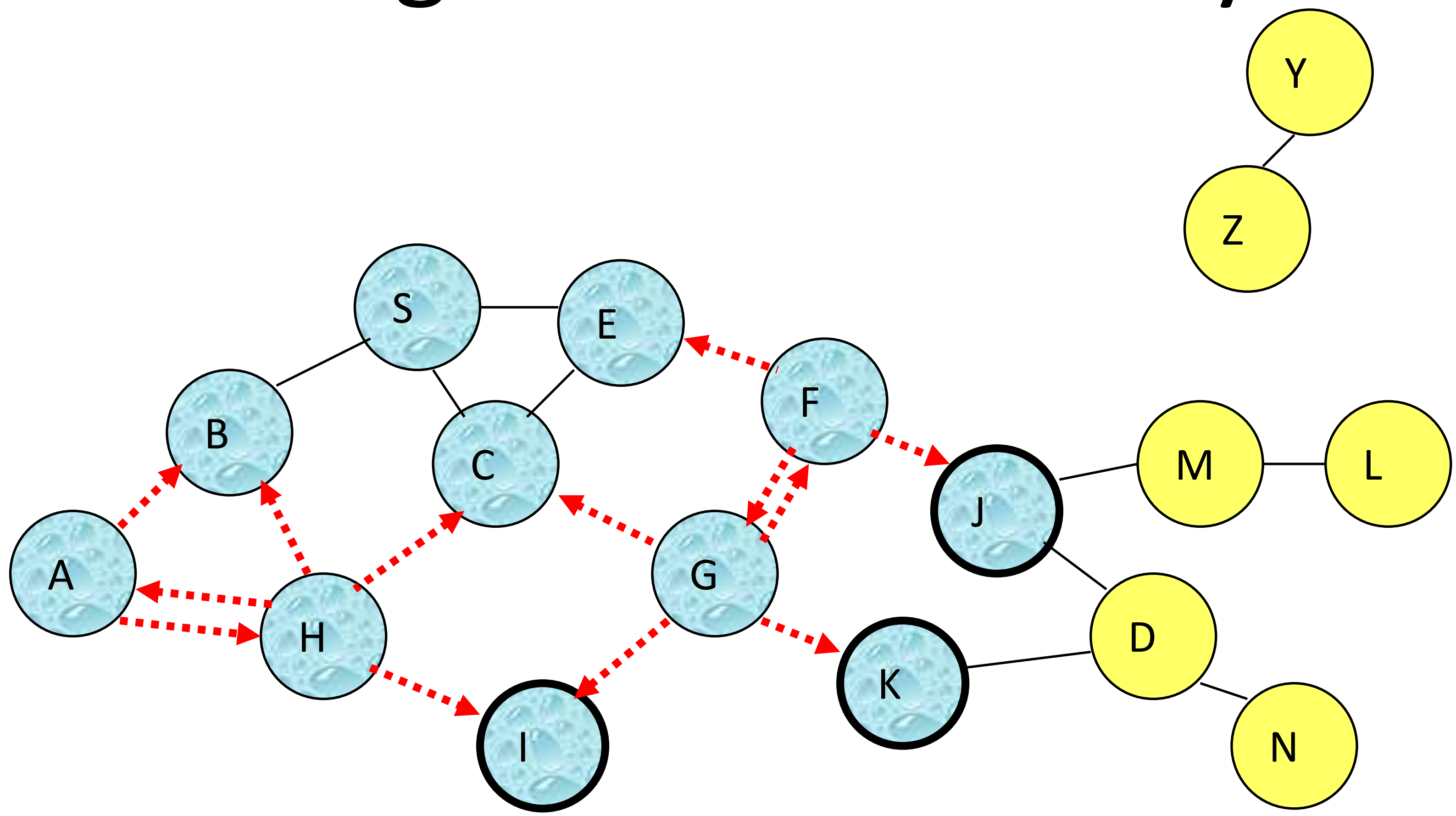
Represents transmission of packet P

Flooding for Data Delivery



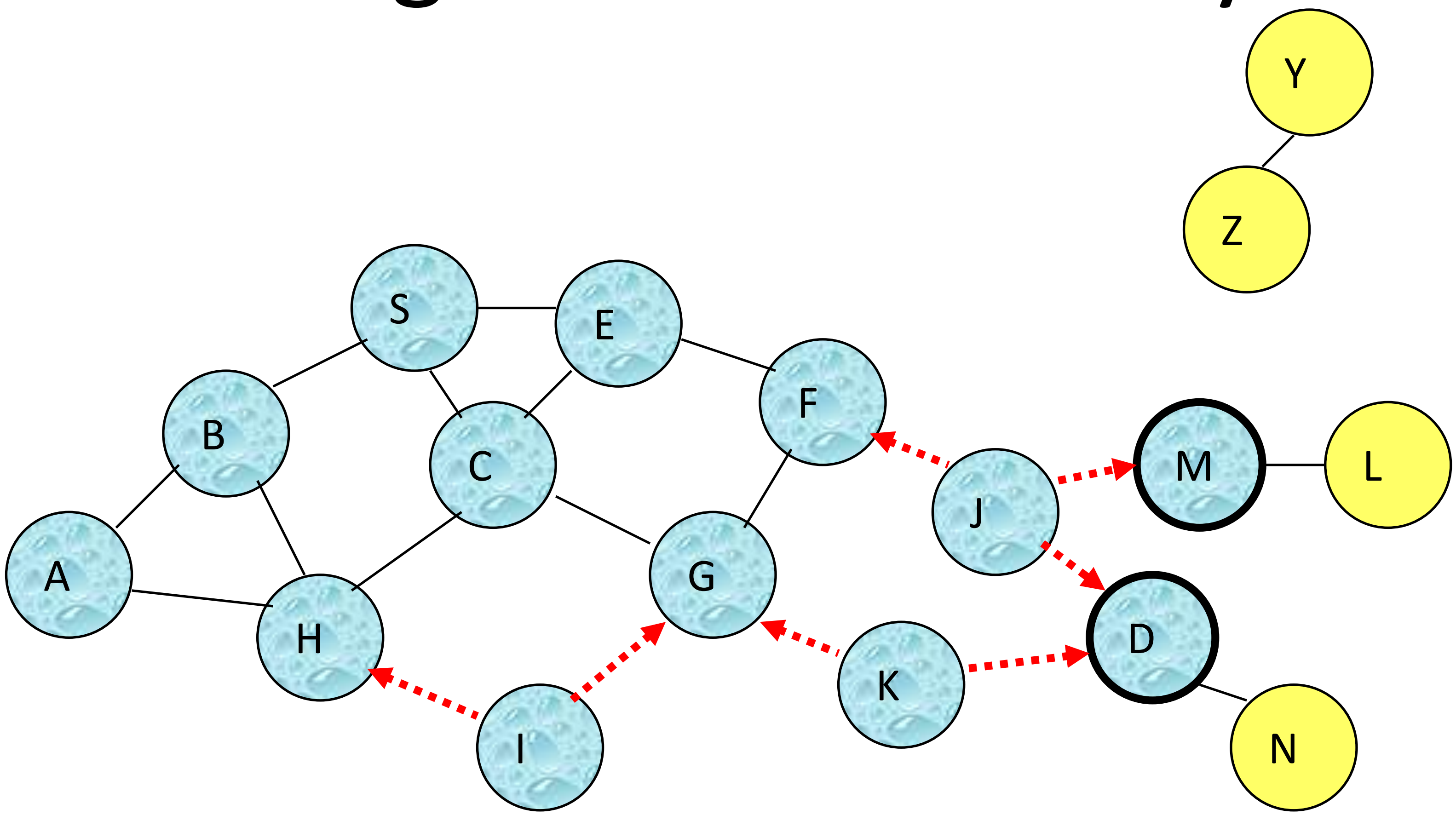
- Node H receives packet P from two neighbors: potential for collision

Flooding for Data Delivery



- Node C receives packet P from G and H, but does not forward it again, because node C has already forwarded packet P once

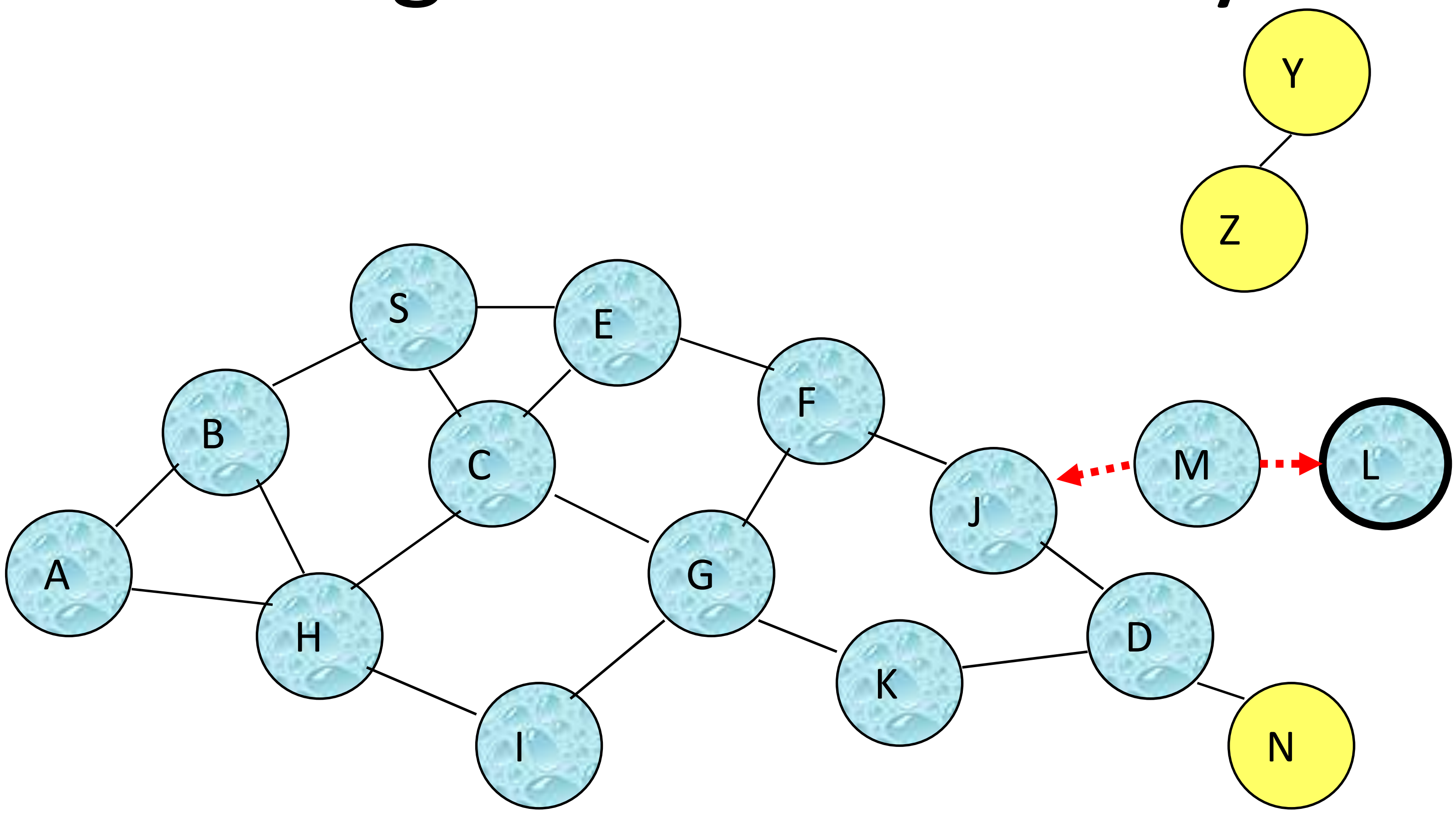
Flooding for Data Delivery



- Nodes J and K both broadcast packet P to node D
- Since nodes J and K are hidden from each other, their transmissions may collide

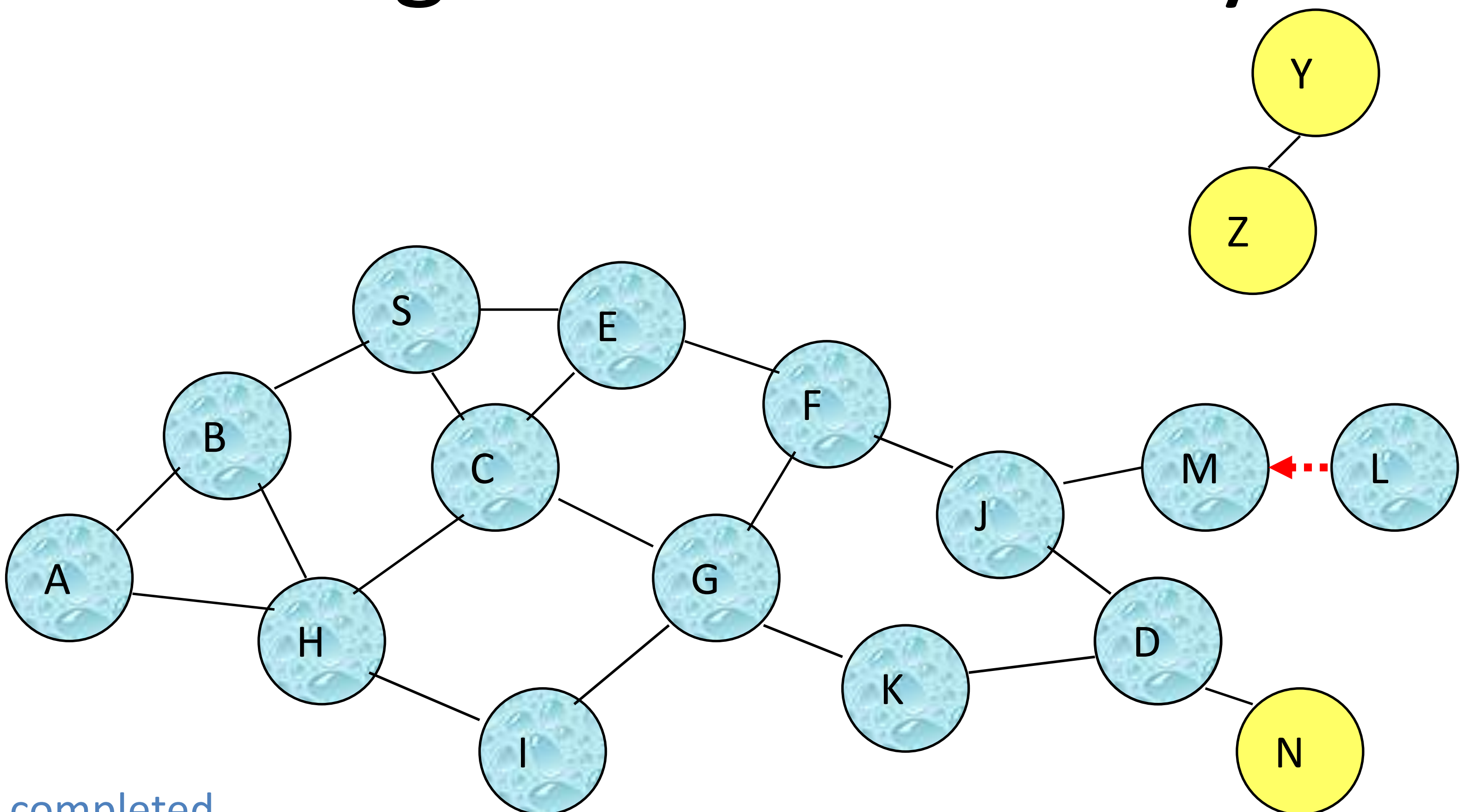
  => Packet P may not be delivered to node D at all, despite the use of flooding

Flooding for Data Delivery



- Node D does not forward packet P, because node D is the intended destination of packet P

Flooding for Data Delivery

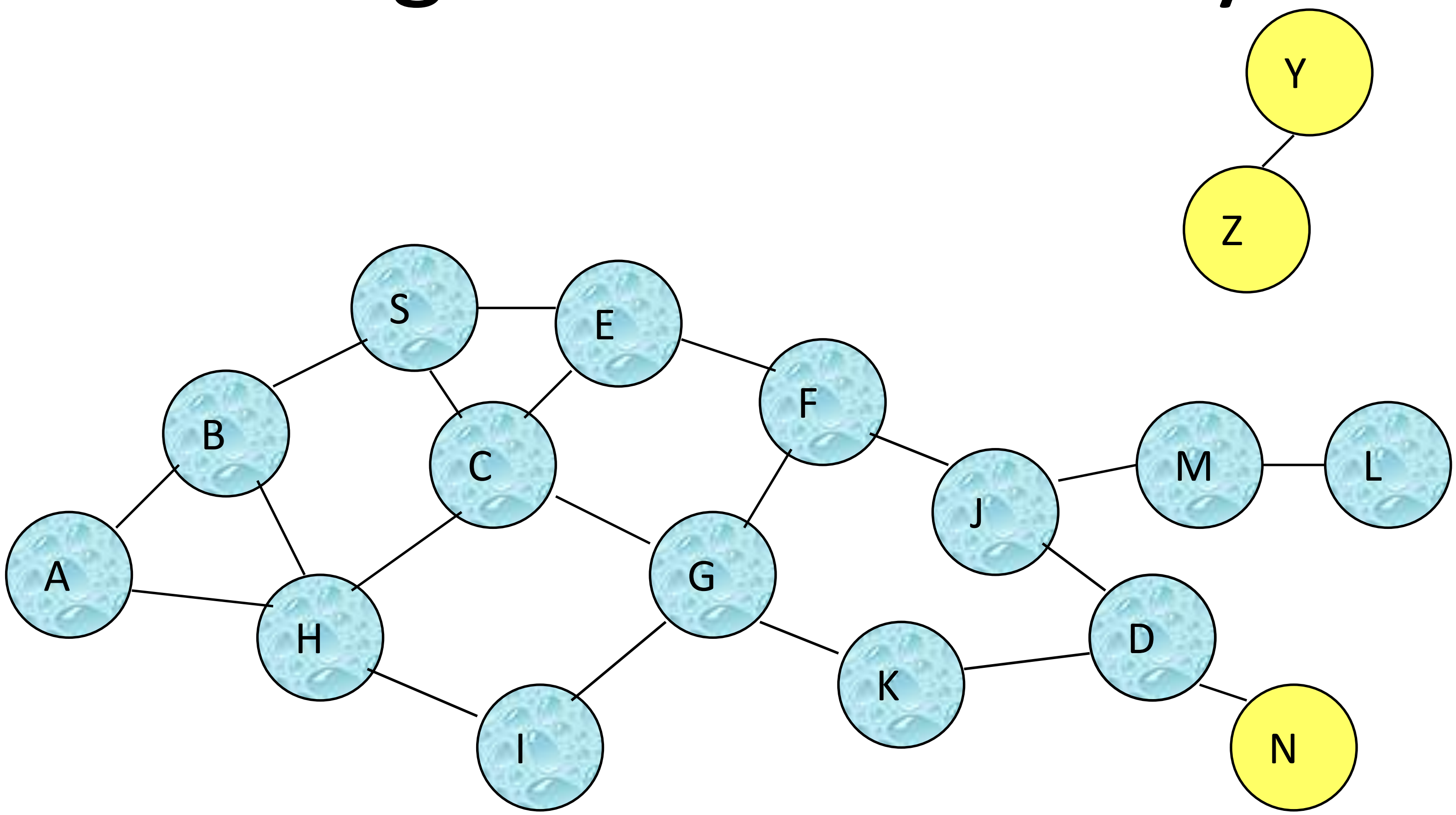


- Flooding completed

- Nodes unreachable from S do not receive packet P (e.g., node Z)

- Nodes for which all paths from S go through the destination D also do not receive packet P (example: node N)

Flooding for Data Delivery



- Flooding may deliver packets to too many nodes (in the worst case, all nodes reachable from sender may receive the packet)

Flooding for Data Delivery: Advantages

- Simplicity
- May be more efficient than other protocols when rate of information transmission is low enough that the overhead of explicit route discovery/maintenance incurred by other protocols is relatively higher
  - this scenario may occur, for instance, when nodes transmit small data packets relatively infrequently, and many topology changes occur between consecutive packet transmissions
- Potentially higher reliability of data delivery
  - Because packets may be delivered to the destination on multiple paths

Flooding for Data Delivery: Disadvantages

- Potentially, very high overhead
  - Data packets may be delivered to too many nodes who do not need to receive them
- Potentially lower reliability of data delivery
  - Flooding uses broadcasting -- hard to implement reliable broadcast delivery without significantly increasing overhead
    - Broadcasting in IEEE 802.11 MAC is unreliable
  - In our example, nodes J and K may transmit to node D simultaneously, resulting in loss of the packet
    - in this case, destination would not receive the packet at all

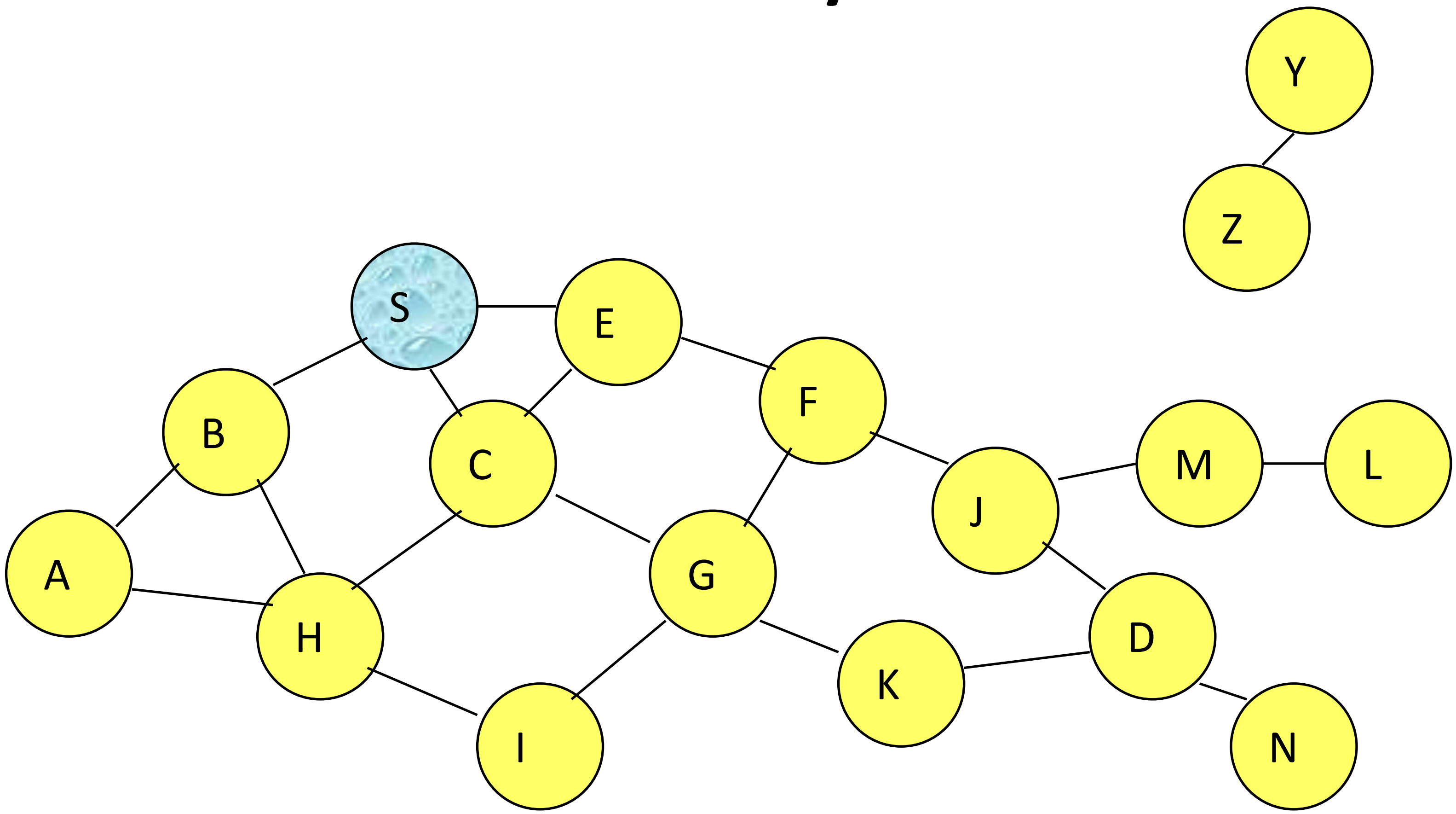
Flooding of Control Packets

- Many protocols perform (potentially *limited*) flooding of control packets, instead of data packets
- The control packets are used to discover routes
- Discovered routes are subsequently used to send data packet(s)
- Overhead of control packet flooding is amortized over data packets transmitted between consecutive control packet floods

Dynamic Source Routing (DSR) [Johnson96]

- When node S wants to send a packet to node D, but does not know a route to D, node S initiates a route discovery
- Source node S floods Route Request (RREQ)
- Each node appends own identifier when forwarding RREQ

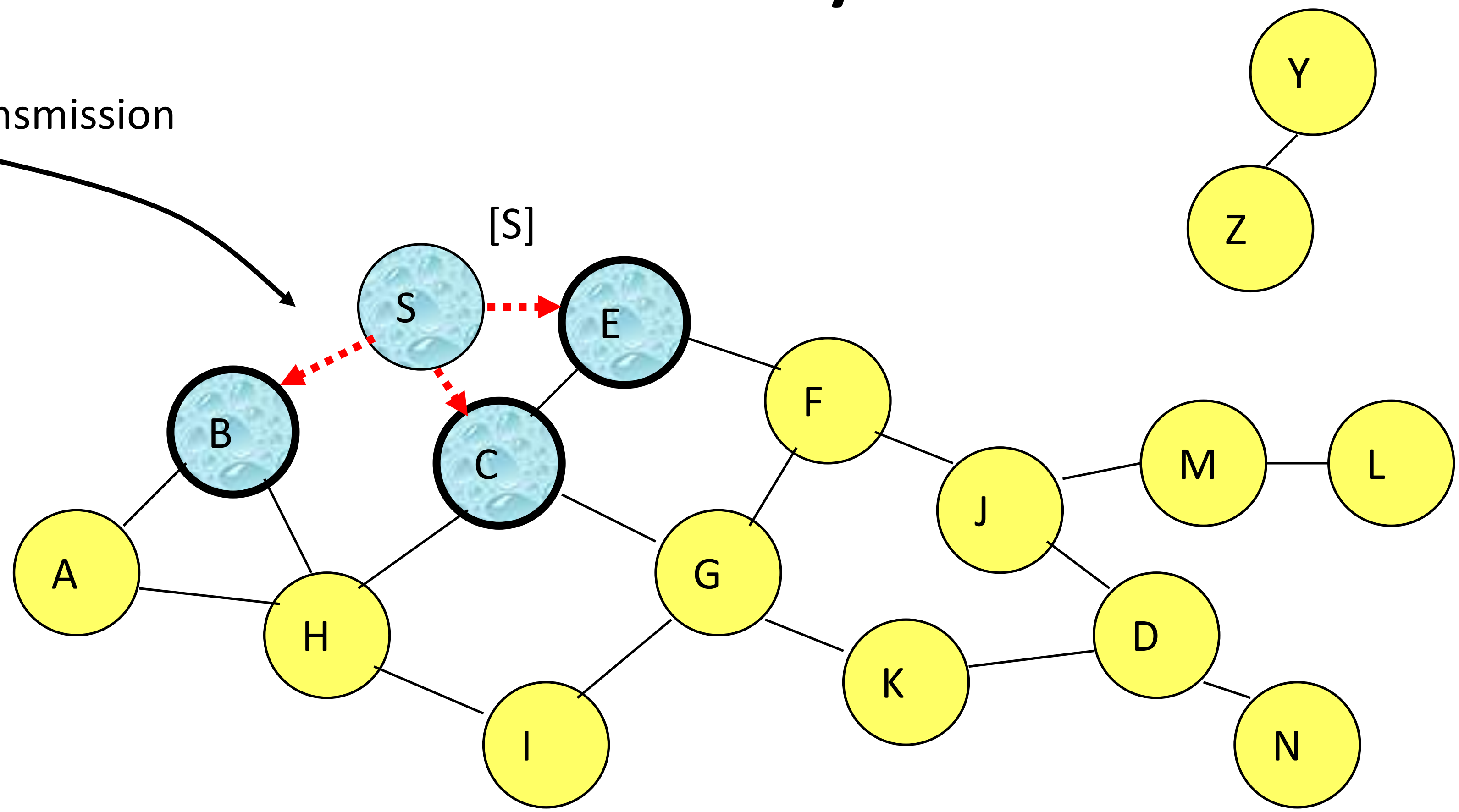
Route Discovery in DSR



Represents a node that has received RREQ for D from S

Route Discovery in DSR

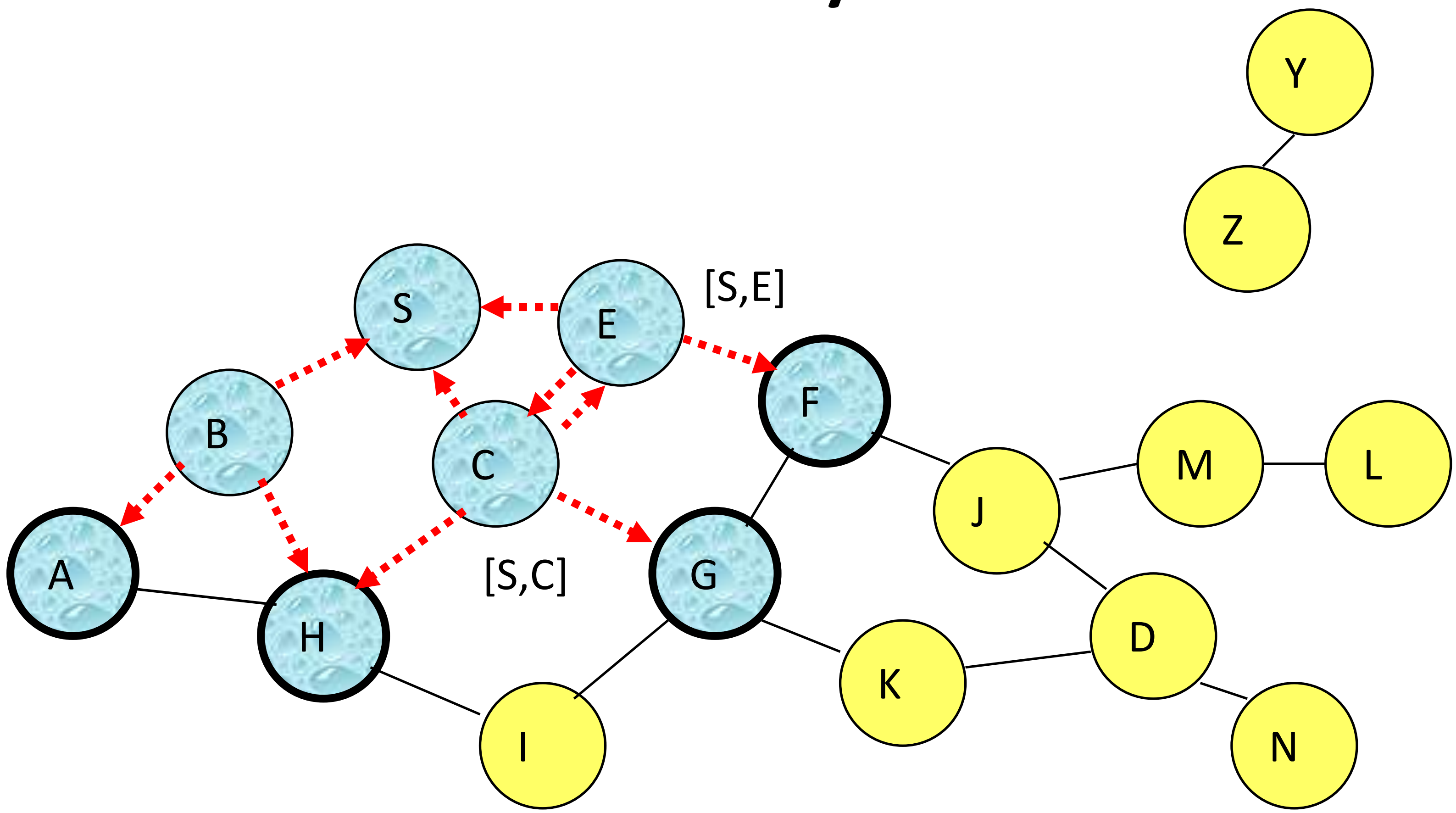
Broadcast transmission



Represents transmission of RREQ

[X,Y] Represents list of identifiers appended to RREQ

Route Discovery in DSR



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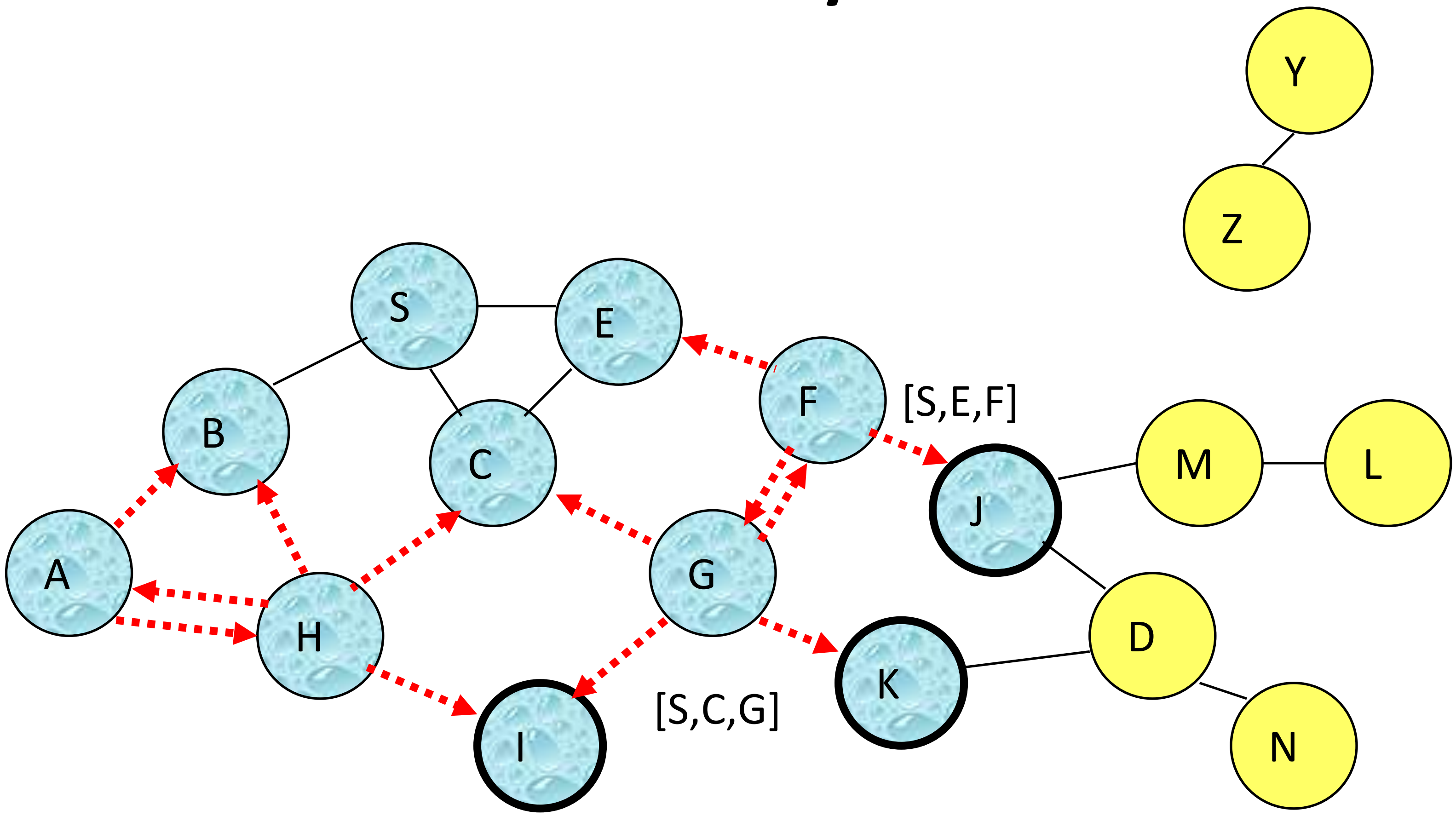
Route Discovery in DSR



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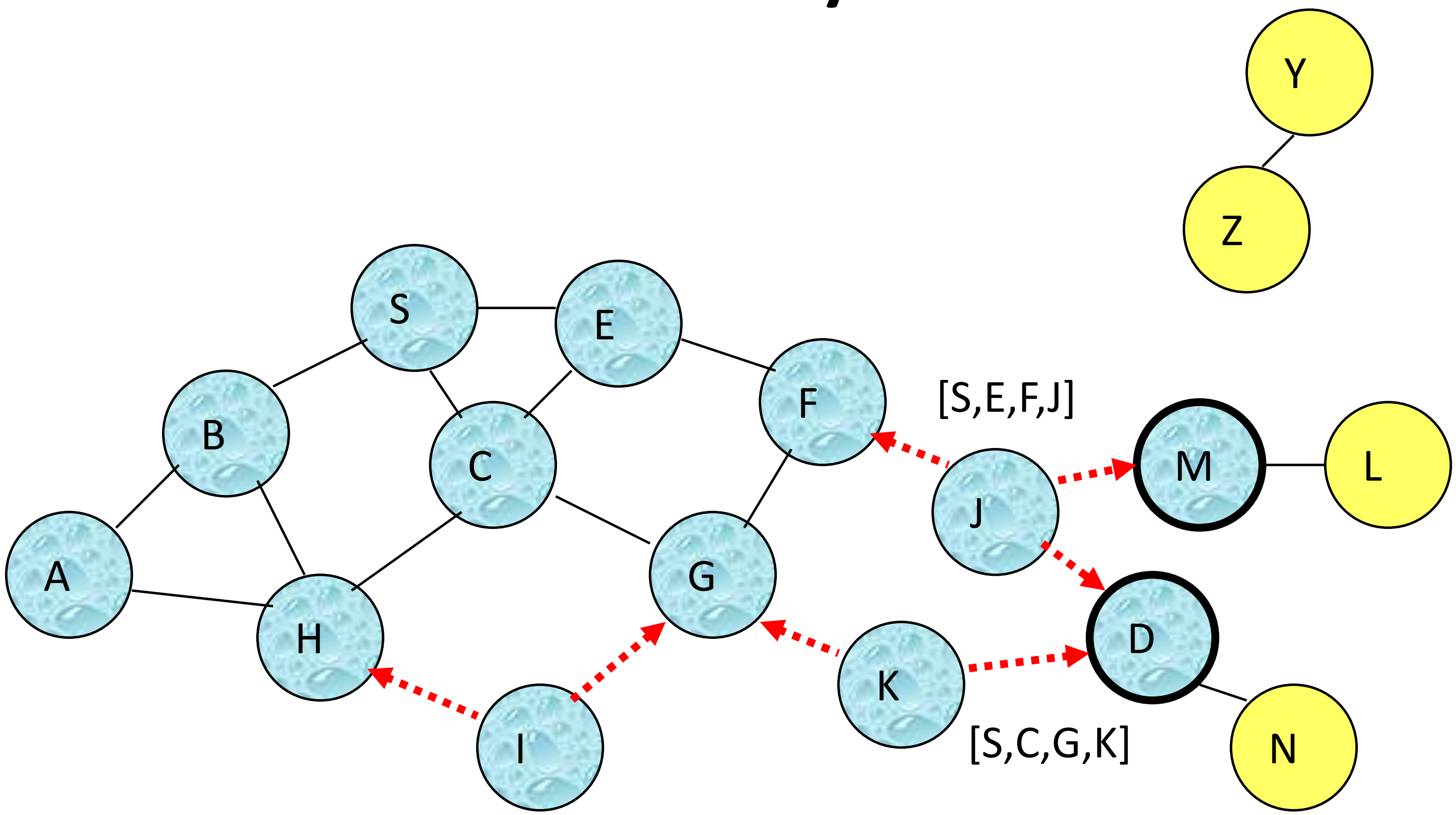
Route Discovery in DSR



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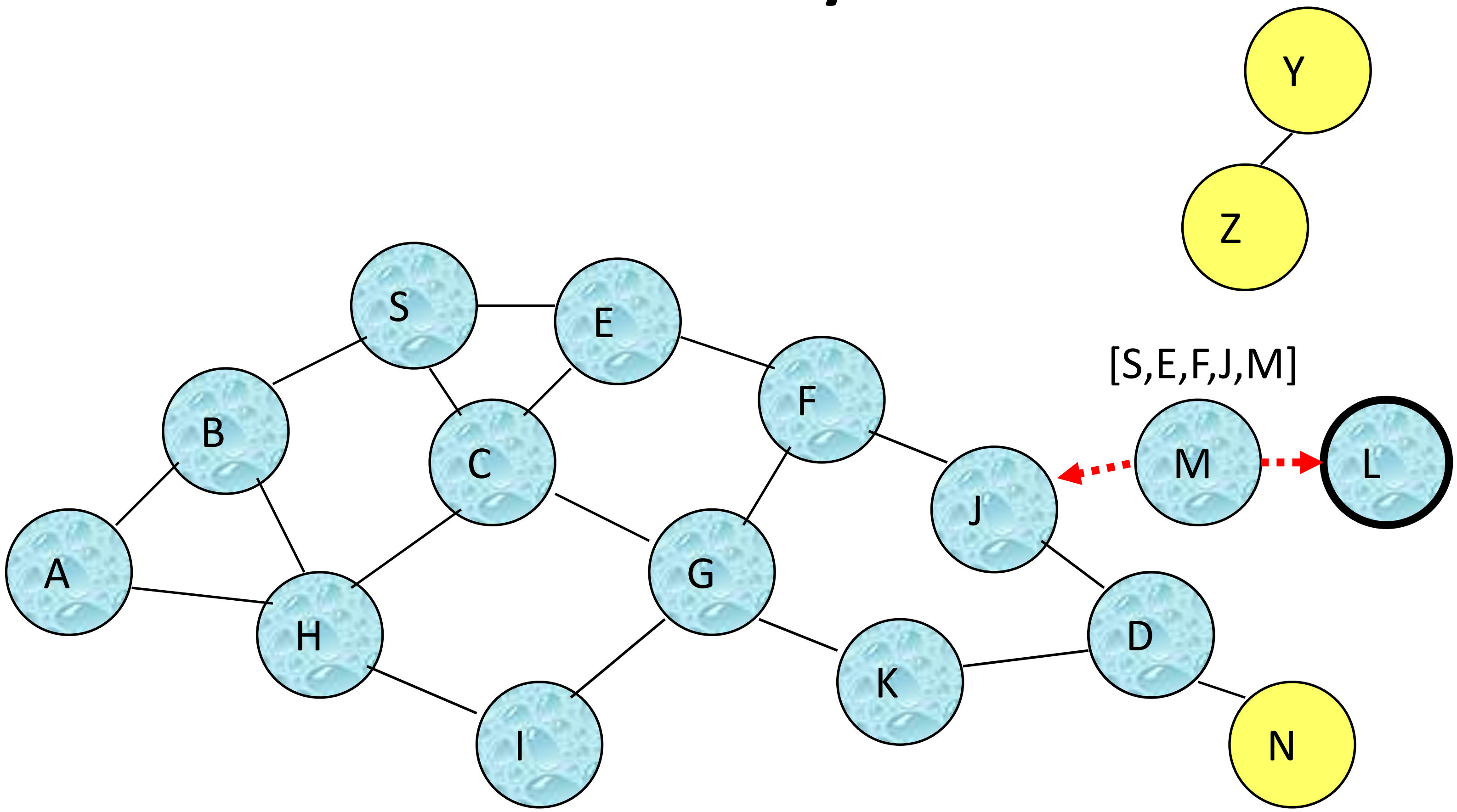
Route Discovery in DSR

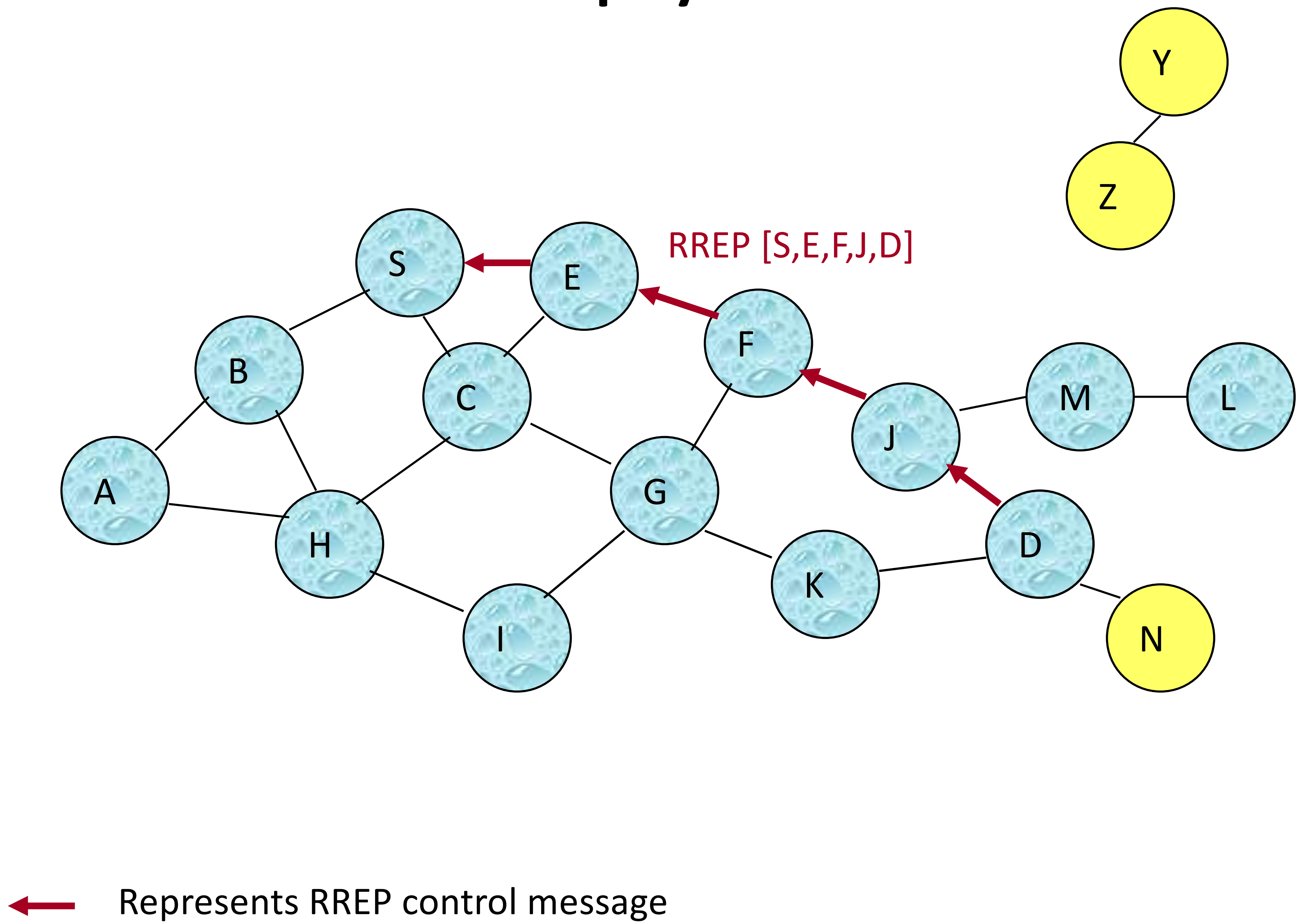


- Node D does not forward RREQ, because node D is the intended target of the route discovery

Route Discovery in DSR

- Destination D on receiving the first RREQ, sends a Route Reply (RREP)
- RREP is sent on a route obtained by reversing the route appended to received RREQ
- RREP includes the route from S to D on which RREQ was received by node D

Route Reply in DSR



Represents RREP control message

Route Reply in DSR

- Route Reply can be sent by reversing the route in Route Request (RREQ) only if links are guaranteed to be bi-directional
  - To ensure this, RREQ should be forwarded only if it received on a link that is known to be bi-directional

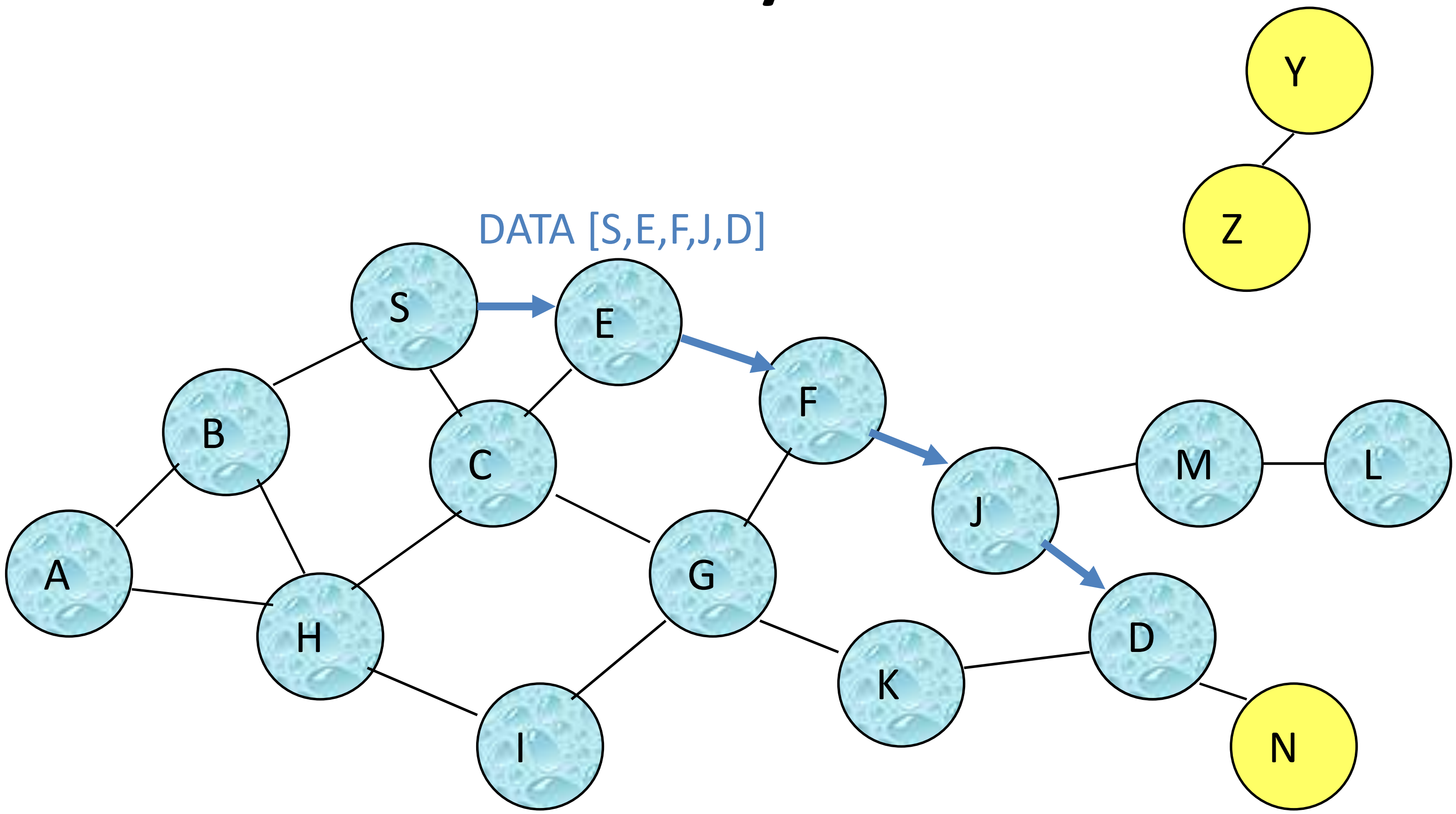
- If unidirectional (asymmetric) links are allowed, then RREP may need a route discovery for S from node D
  - Unless node D already knows a route to node S
  - If a route discovery is initiated by D for a route to S, then the Route Reply is piggybacked on the Route Request from D.

- If IEEE 802.11 MAC is used to send data, then links have to be bi-directional (since Ack is used)

Dynamic Source Routing (DSR)

- Node S on receiving RREP, caches the route included in the RREP
- When node S sends a data packet to D, the entire route is included in the packet header
  - hence the name source routing
- Intermediate nodes use the source route included in a packet to determine to whom a packet should be forwarded

Data Delivery in DSR



Packet header size grows with route length

Dynamic Source Routing: Advantages

- Routes maintained only between nodes who need to communicate
  - reduces overhead of route maintenance

- Route caching can further reduce route discovery overhead

- A single route discovery may yield many routes to the destination, due to intermediate nodes replying from local caches

Dynamic Source Routing: Disadvantages

- Packet header size grows with route length due to source routing

- Flood of route requests may potentially reach all nodes in the network

- Care must be taken to avoid collisions between route requests propagated by neighboring nodes
  - insertion of random delays before forwarding RREQ

- Increased contention if too many route replies come back due to nodes replying using their local cache
  - Route Reply *Storm* problem
  - Reply storm may be eased by preventing a node from sending RREP if it hears another RREP with a shorter route

Dynamic Source Routing: Disadvantages

- An intermediate node may send Route Reply using a stale cached route, thus polluting other caches
- This problem can be eased if some mechanism to purge (potentially) invalid cached routes is incorporated.
- For some proposals for cache invalidation, see [Hu00Mobicom]
  - Static timeouts
  - Adaptive timeouts based on link stability

Ad Hoc On-Demand Distance Vector Routing (AODV)

- DSR includes source routes in packet headers

- Resulting large headers can sometimes degrade performance
  - particularly when data contents of a packet are small

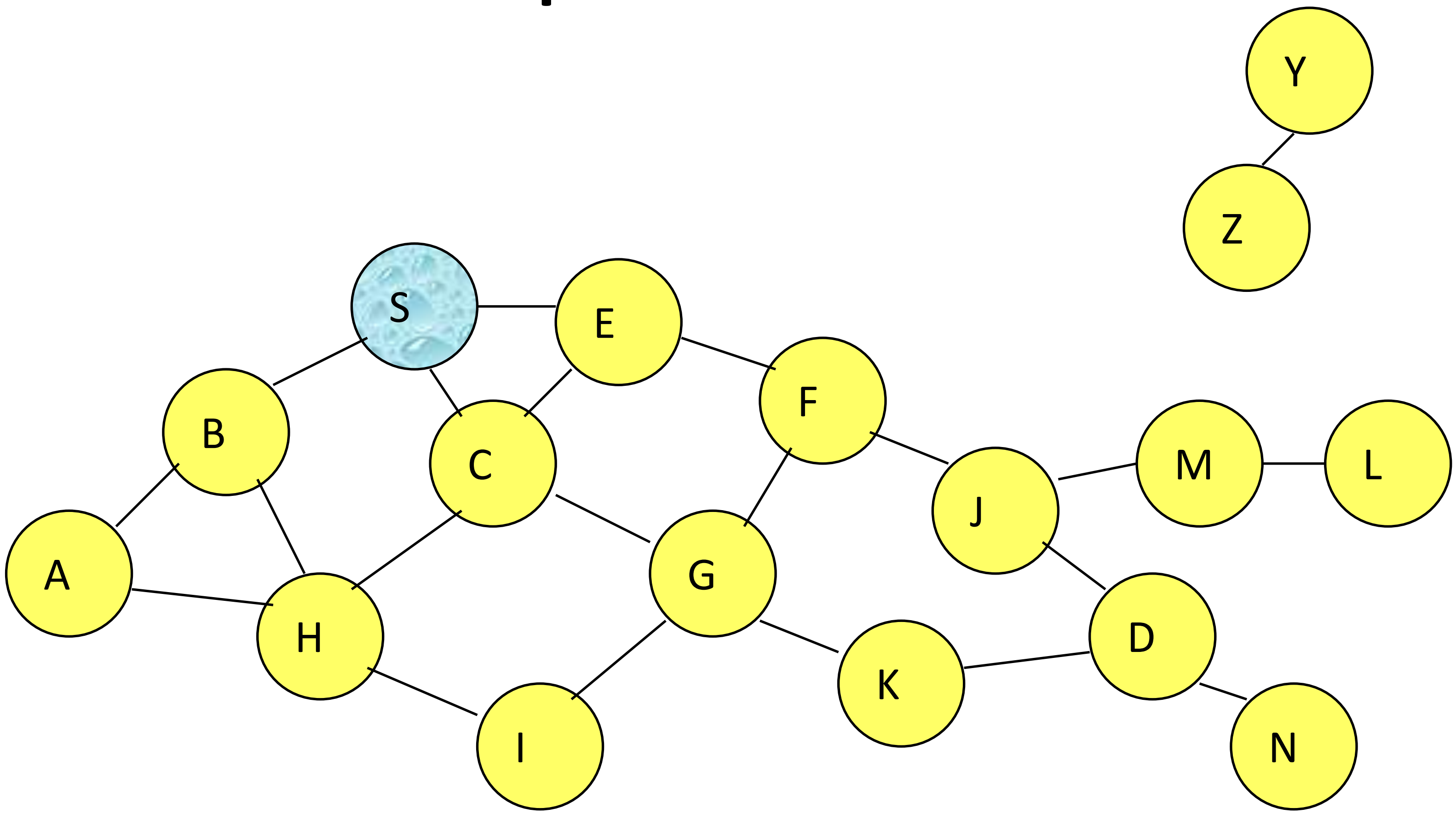
- AODV attempts to improve on DSR by maintaining routing tables at the nodes, so that data packets do not have to contain routes

- AODV retains the desirable feature of DSR that routes are maintained only between nodes which need to communicate

AODV

- Route Requests (RREQ) are forwarded in a manner similar to DSR
- When a node re-broadcasts a Route Request, it sets up a reverse path pointing towards the source
  - AODV assumes symmetric (bi-directional) links
- When the intended destination receives a Route Request, it replies by sending a Route Reply
- Route Reply travels along the reverse path set-up when Route Request is forwarded

Route Requests in AODV



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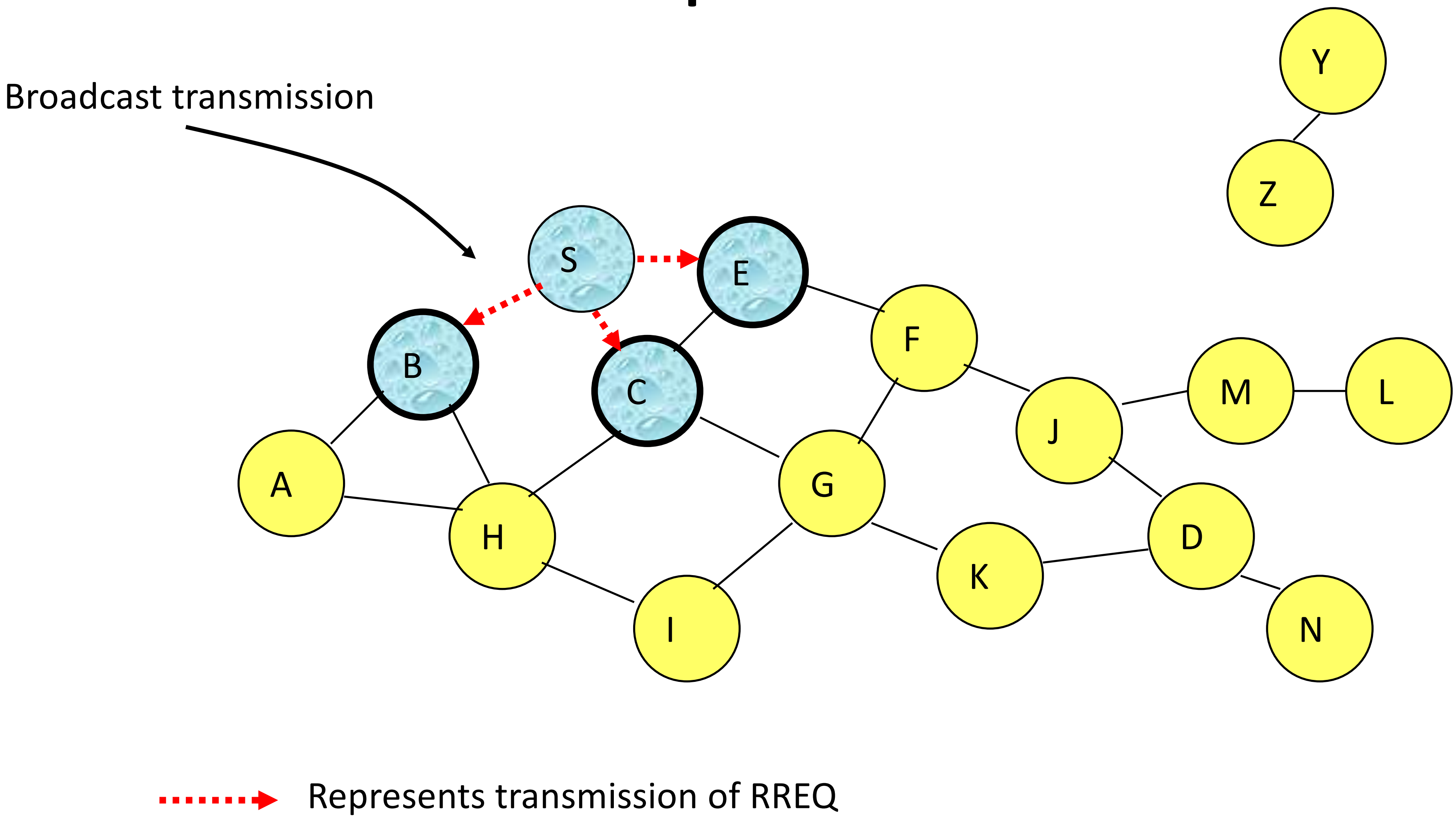
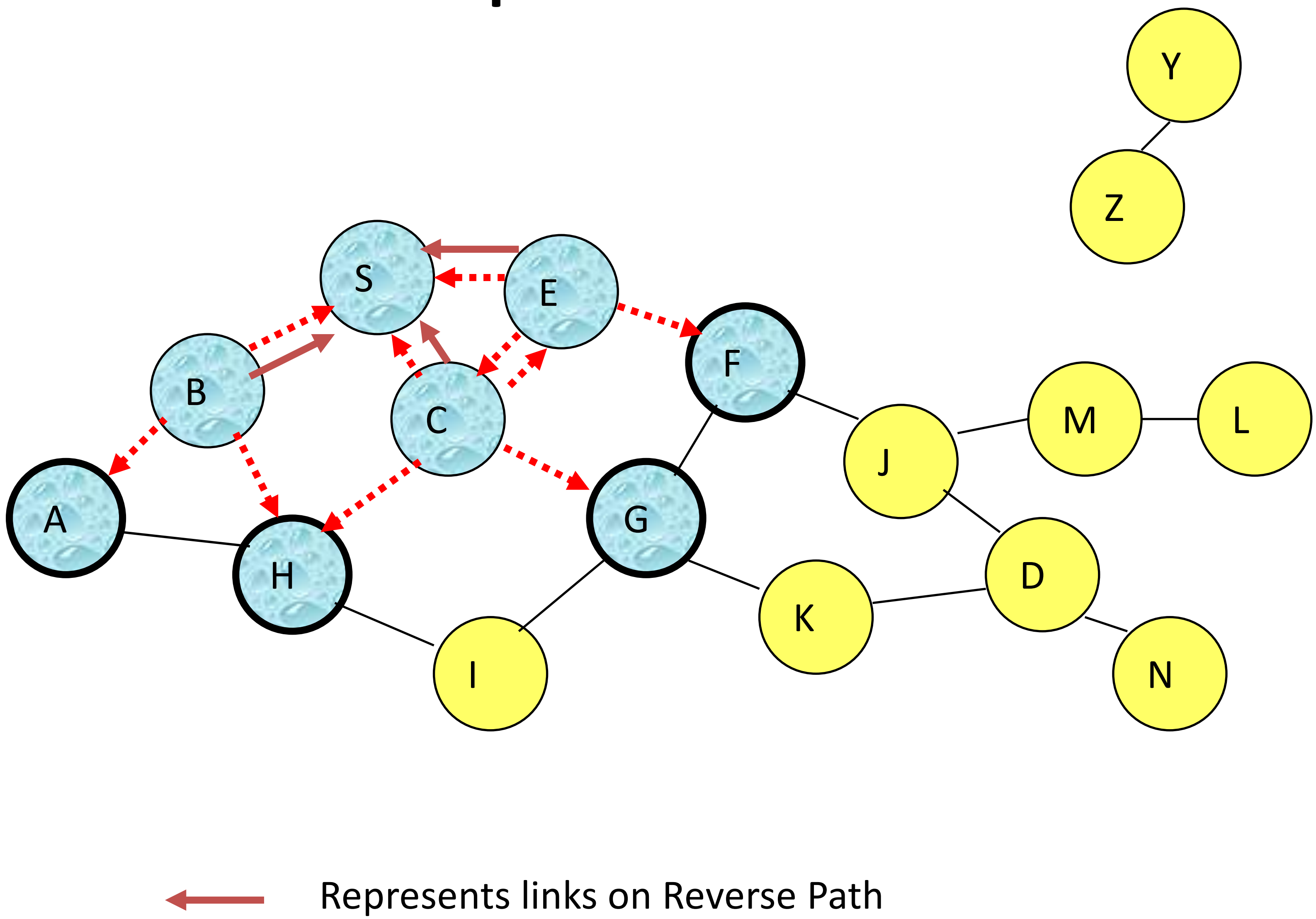
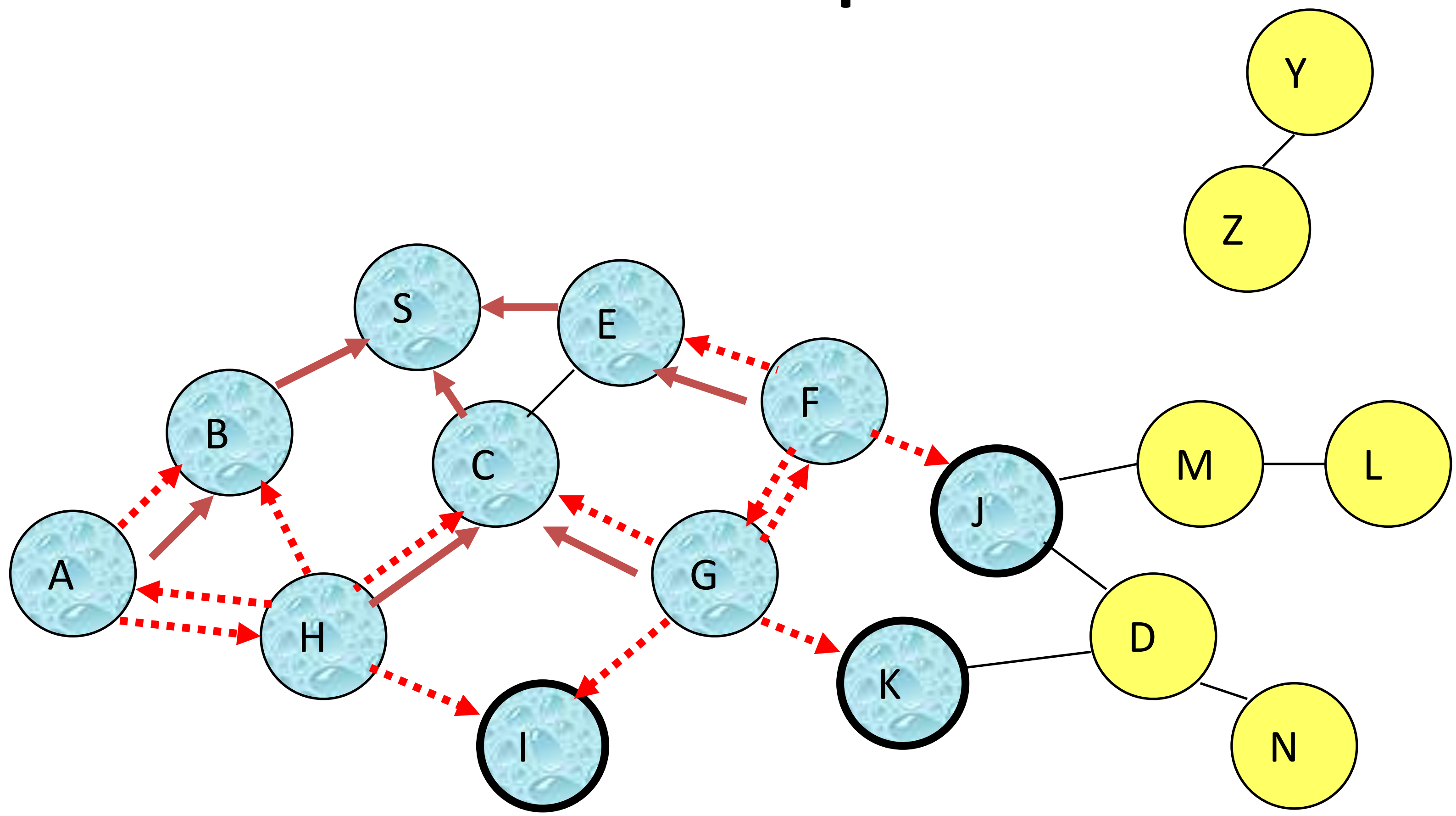
Route Requests in AODV



Route Requests in AODV



Reverse Path Setup in AODV



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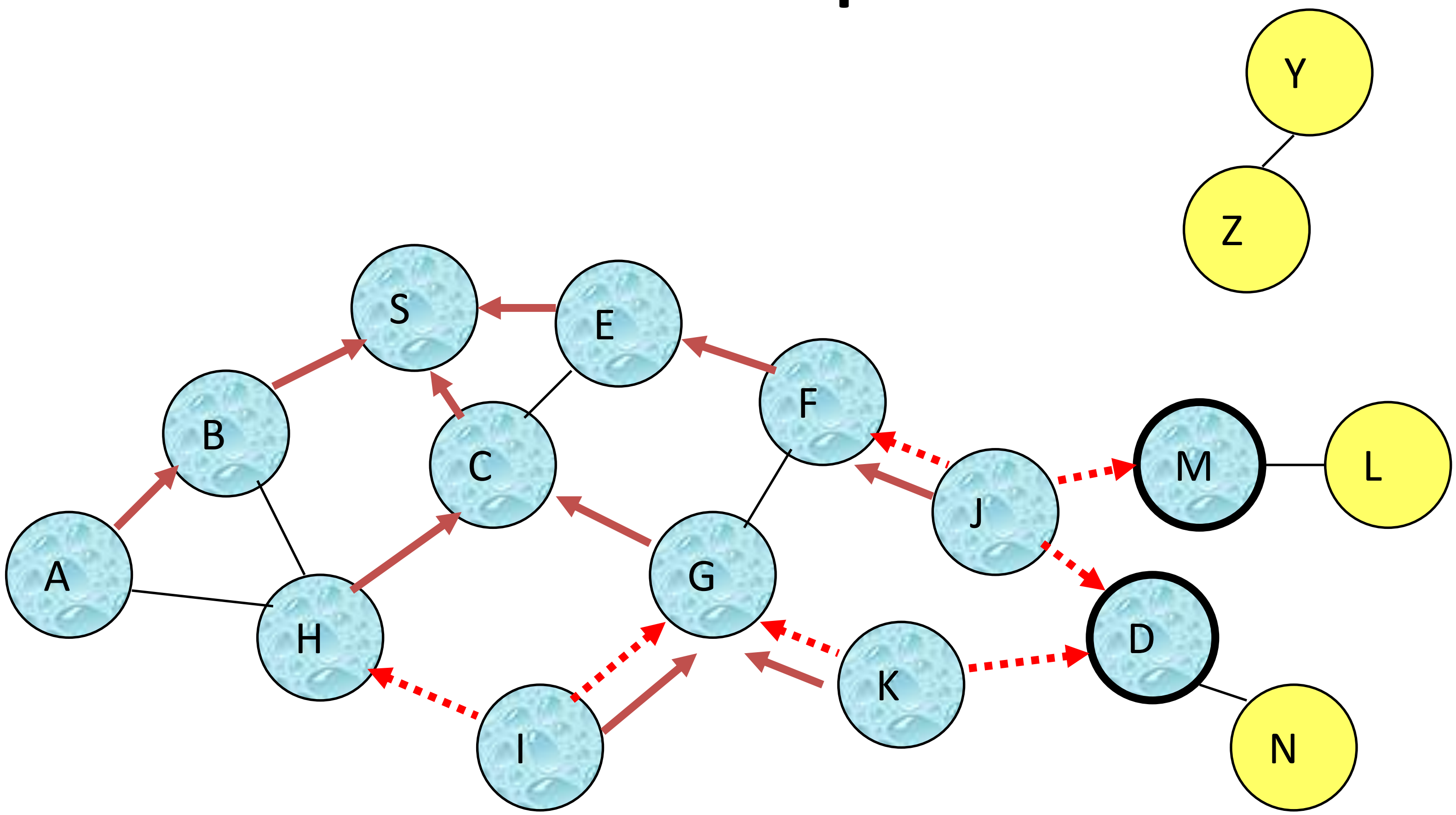
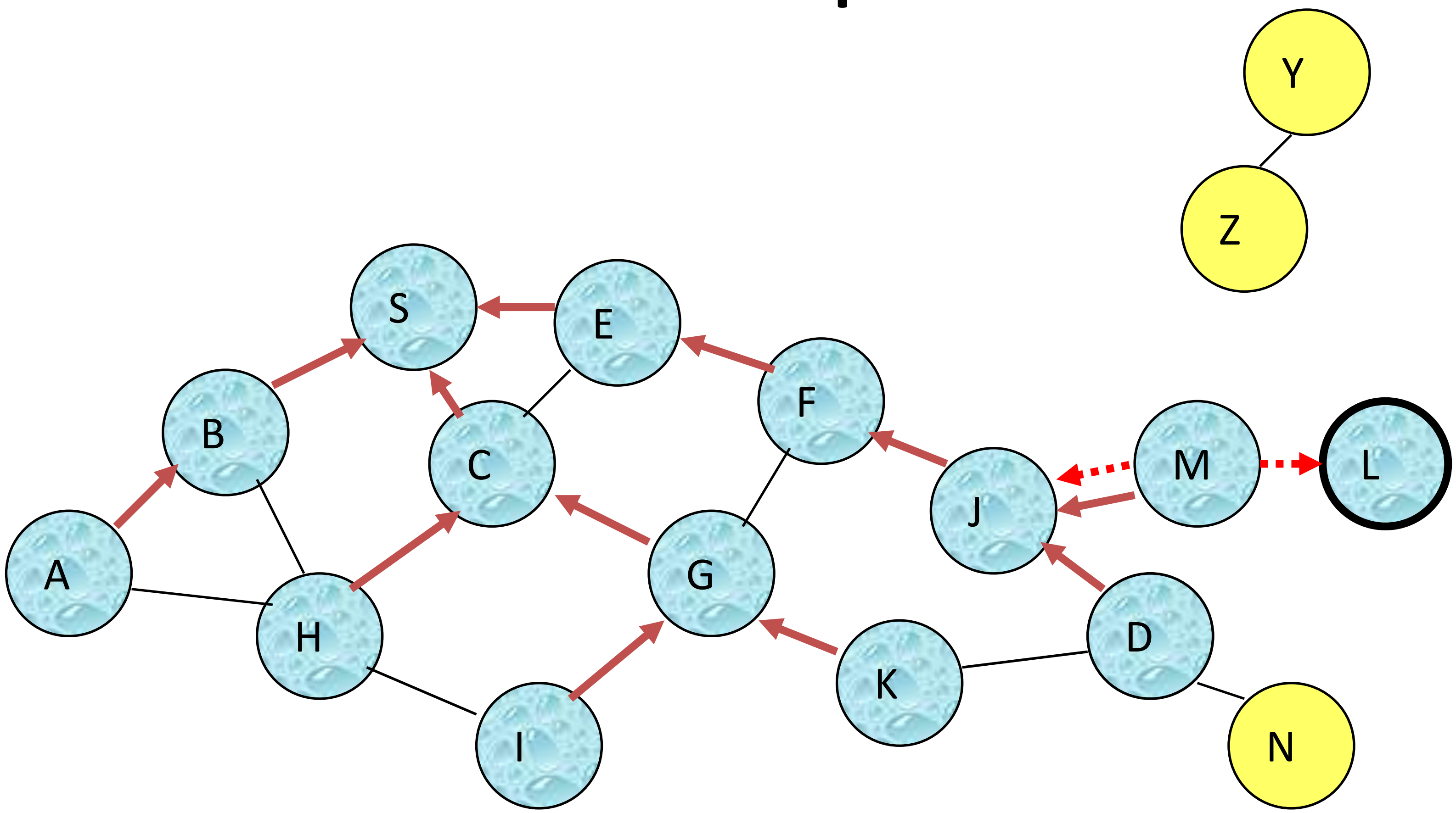
Reverse Path Setup in AODV

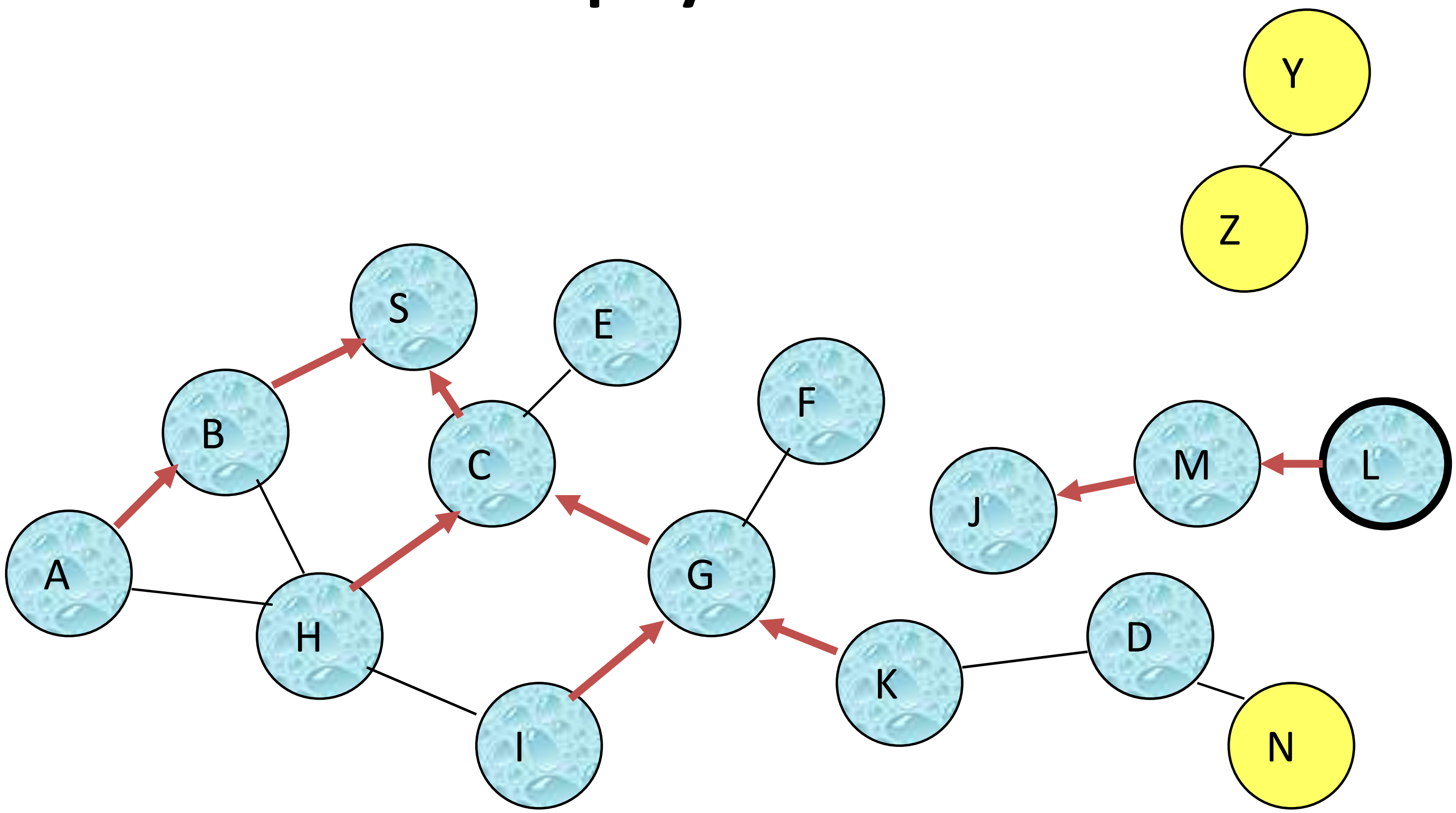


Reverse Path Setup in AODV



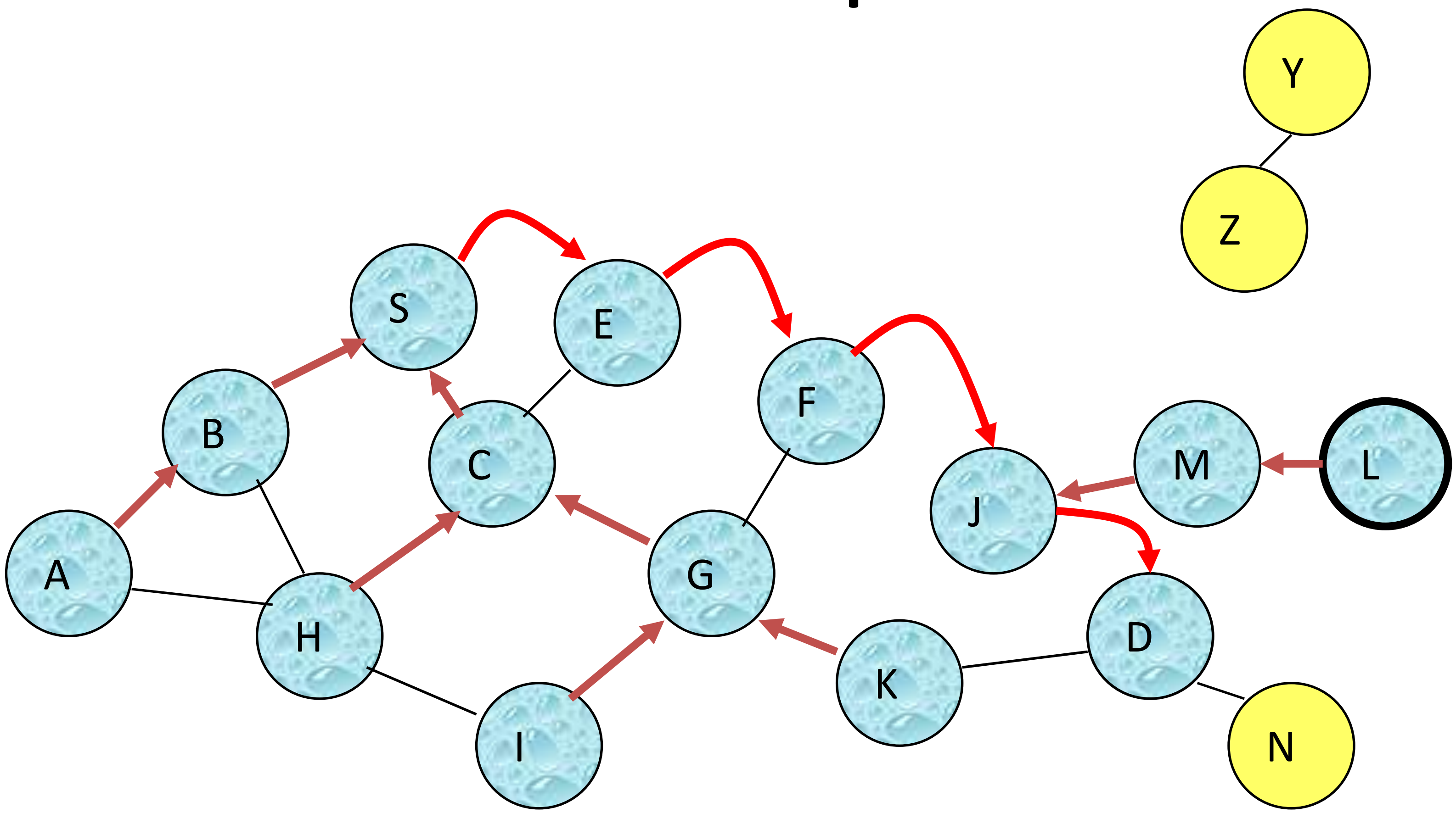
- Node D does not forward RREQ, because node D is the intended target of the RREQ

Route Reply in AODV

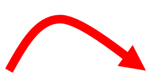


Represents links on path taken by RREP

Forward Path Setup in AODV

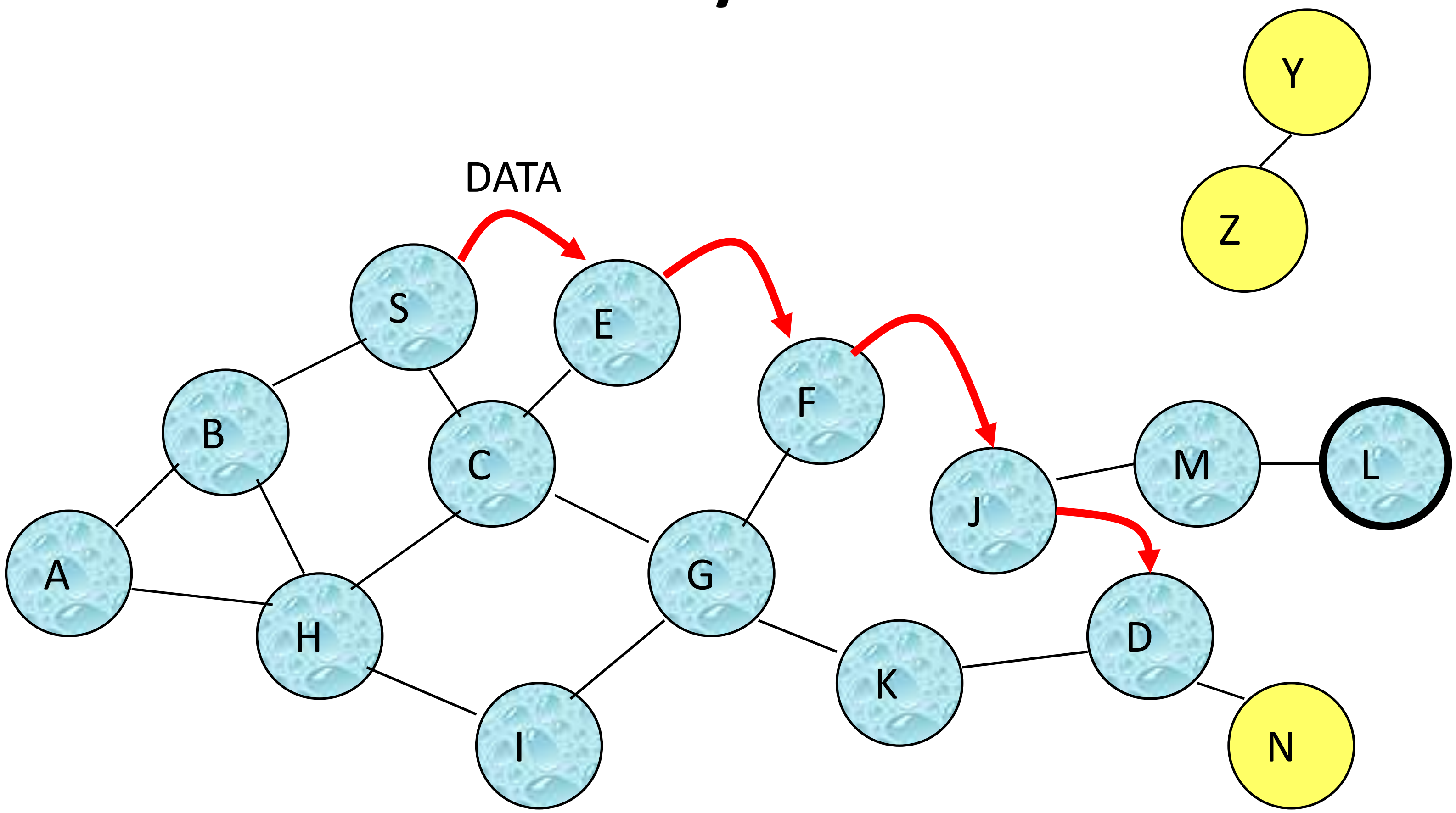


Forward links are setup when RREP travels along the reverse path



Represents a link on the forward path

Data Delivery in AODV



Routing table entries used to forward data packet.

Route is *not* included in packet header.

Timeouts

- A routing table entry maintaining a reverse path is purged after a timeout interval
  - timeout should be long enough to allow RREP to come back

- A routing table entry maintaining a forward path is purged if *not used* for a *active_route_timeout* interval
  - if no data is being sent using a particular routing table entry, that entry will be deleted from the routing table

Link Failure Reporting

- A neighbor of node X is considered active for a routing table entry if the neighbor sent a packet within *active_route_timeout* interval which was forwarded using that entry
- When the next hop link in a routing table entry breaks, all active neighbors are informed
- Link failures are propagated by means of Route Error messages

Route Error

- When node X is unable to forward packet P (from node S to node D) on link (X,Y), it generates a RERR message

- When node S receives the RERR, it initiates a new route discovery for D

Link Failure Detection

- *Hello* messages: Neighboring nodes periodically exchange hello message
- Absence of hello message is used as an indication of link failure
- Alternatively, failure to receive several MAC-level acknowledgement may be used as an indication of link failure

Optimization: Expanding Ring Search

- Route Requests are initially sent with small Time-to-Live (TTL) field, to limit their propagation
  - DSR also includes a similar optimization

- If no Route Reply is received, then larger TTL tried

Summary: AODV

- Routes need not be included in packet headers
- Nodes maintain routing tables containing entries only for routes that are in active use
- At most one next-hop per destination maintained at each node
  - Multi-path extensions can be designed
  - DSR may maintain several routes for a single destination
- Unused routes expire even if topology does not change

Proactive Protocols

- The schemes discussed so far are reactive
- Proactive schemes based on distance-vector and link-state mechanisms have also been proposed

Link State Routing

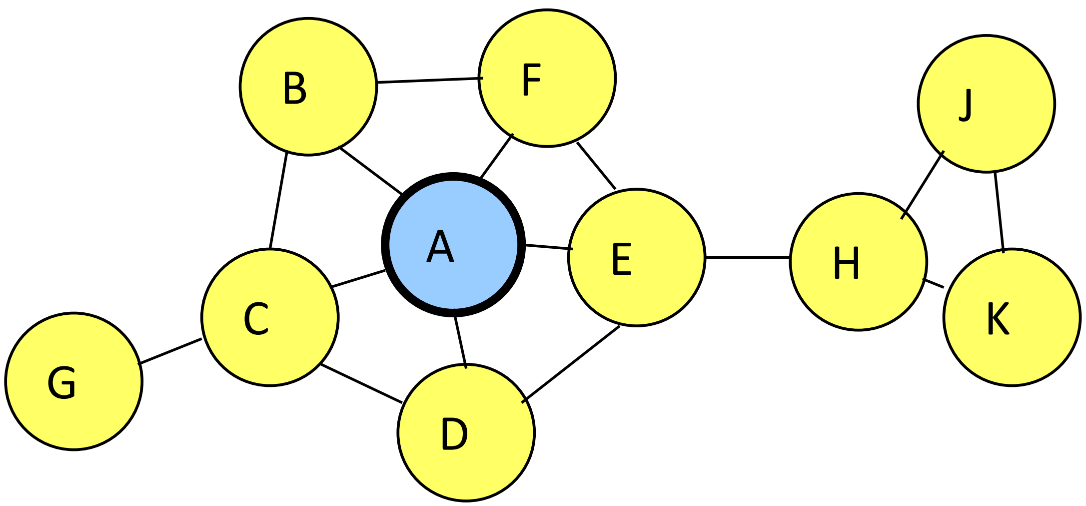
- Each node periodically floods status of its links
- Each node re-broadcasts link state information received from its neighbor
- Each node keeps track of link state information received from other nodes
- Each node uses above information to determine next hop to each destination

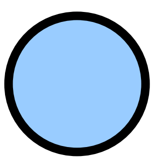
Optimized Link State Routing (OLSR) [Jacquet, Inria]

- The overhead of flooding link state information is reduced by requiring fewer nodes to forward the information
- A broadcast from node X is only forwarded by its *multipoint relays*
- Multipoint relays of node X are its neighbors such that each two-hop neighbor of X is a one-hop neighbor of at least one multipoint relay of X

Optimized Link State Routing (OLSR)

- Nodes C and E are multipoint relays of node A

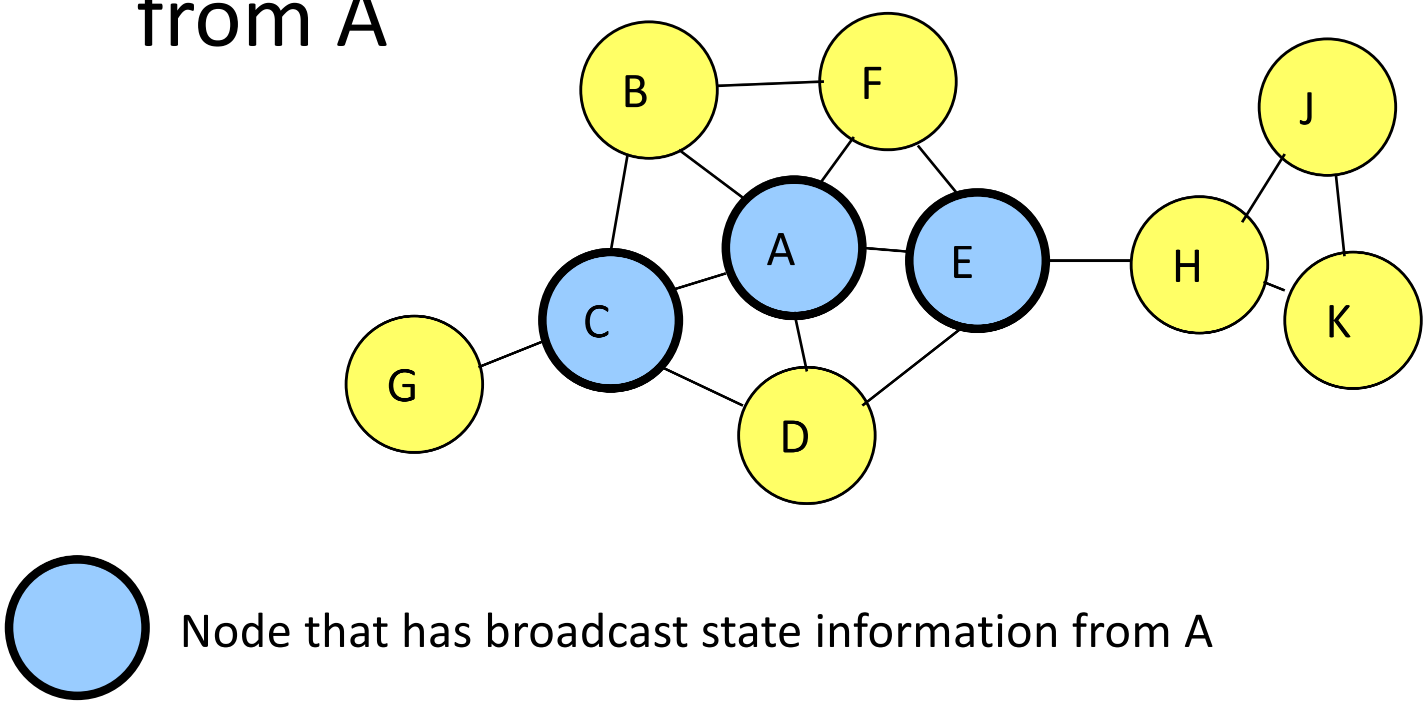




Node that has broadcast state information from A

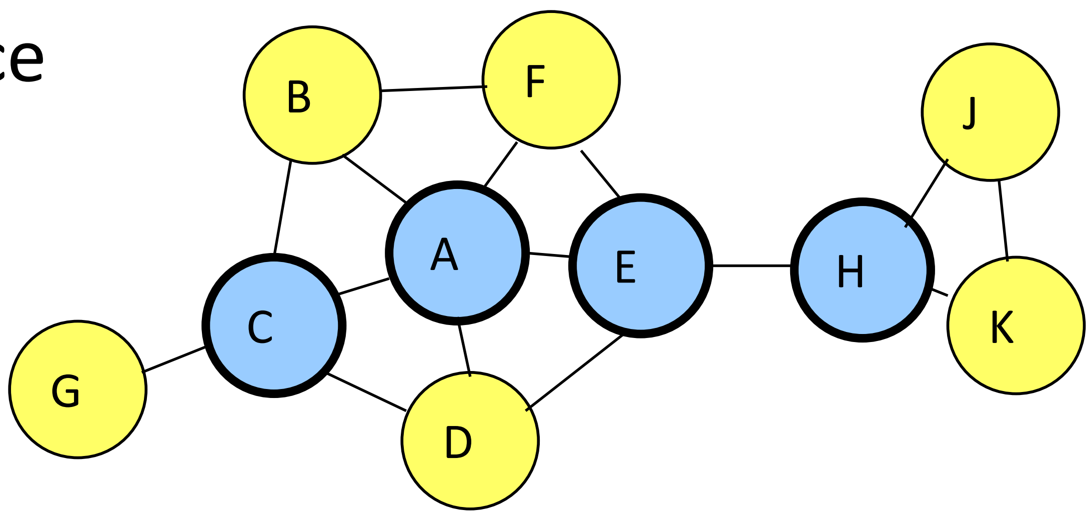
Optimized Link State Routing (OLSR)

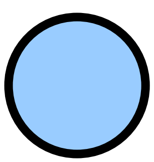
- Nodes C and E forward information received from A



Optimized Link State Routing (OLSR)

- Nodes E and K are multipoint relays for node H
- Node K forwards information received from H
  - E has already forwarded the same information once




Node that has broadcast state information from A

OLSR Summary

- OLSR floods information through the multipoint relays

- The flooded information itself is for links connecting nodes to respective multipoint relays

- Routes used by OLSR only include multipoint relays as intermediate nodes