

Location-Based Routing

An overview and possible directions for GeoCRON

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Introduction

- Traditional routing
 - ▶ Unique address
 - ▶ Source routing
 - ▶ Distance-vector
- Why location information?
 - ▶ Latency: request from closer server, route locally when possible
 - ▶ Congestion: confine route requests to smaller regions (MANETs)
 - ▶ Recovery: avoid problematic areas of the network
 - ▶ Geocast: deliver messages to all (or some) nodes in target region
 - ▶ Energy: closer nodes need less radio power to reach
 - ▶ Sensors: regional event detection, spatial querying
 - ▶ Planning: paths (robots), surveillance cameras (focus on area target will appear next)

Overview

- Location service
- Clustering
- Geometric

Location Service

mention voids