

# INTRODUCTION TO AD HOC NETWORKS

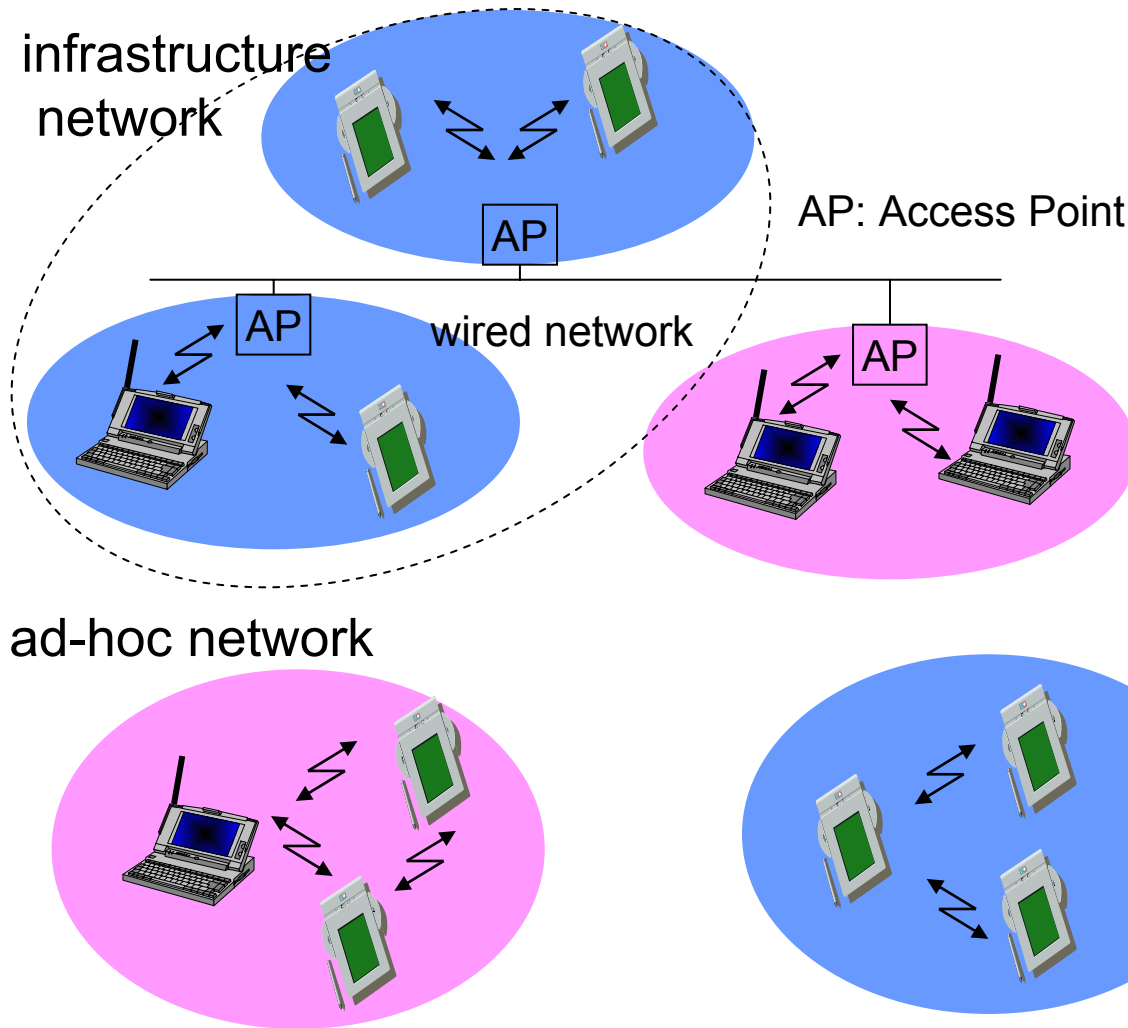
# Outline

- ❑ What is an ad hoc network?
- ❑ Challenges facing ad hoc networks
- ❑ General Concepts

# Reading

- ❑ C. K. Toh, Chapter 3, "Ad Hoc Wireless Networks", Prentice Hall, 2002
- ❑ D. P. Agrawal and Qing-An Zeng, Chapter 13, "Wireless & Mobile Systems", Thompson/Brooks Cole, 2003
- ❑ Refer one of the suggested textbooks

# Types of Wireless Networks: infrastructure vs. ad-hoc networks



## • Infrastructure Networks

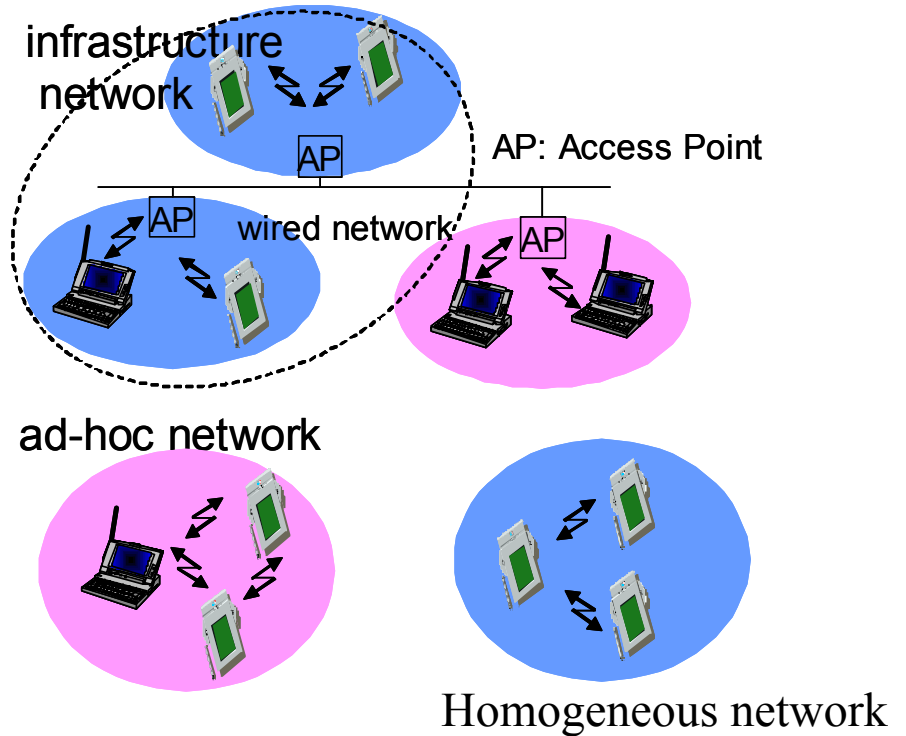
- Fixed, wired backbone
- Mobile communicates directly with access points
- Suitable for locations where access points can be placed
- Cellular networks

# Why Ad Hoc Networks ?

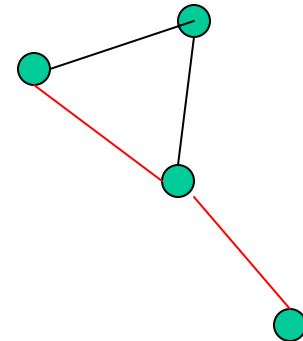
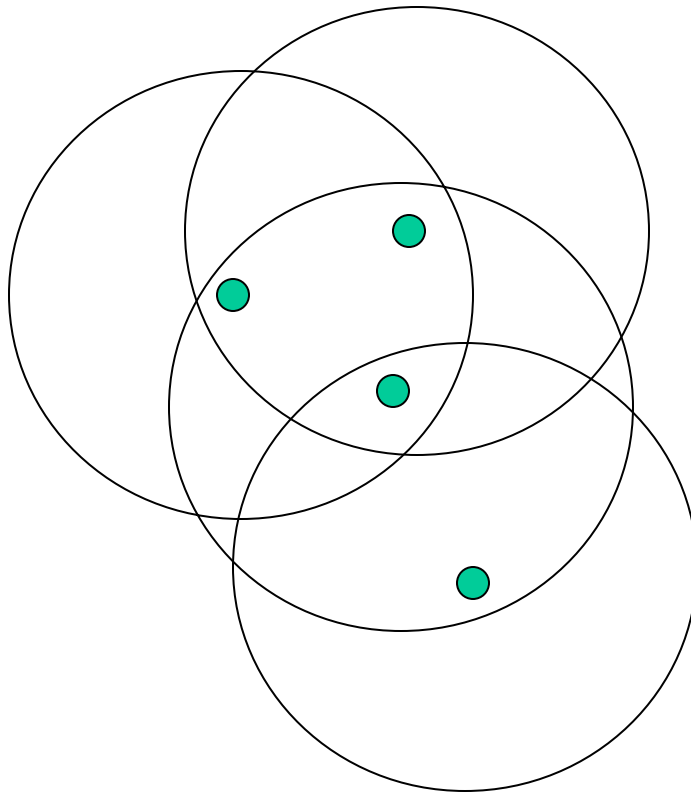
- ❑ Ease of deployment
- ❑ Speed of deployment
- ❑ Decreased dependence on infrastructure

# What is an Ad hoc Network?

- ❑ A network without any base stations "infrastructure-less" or multi-hop
- ❑ A collection of two or more devices equipped with wireless communications and networking capability
- ❑ Supports anytime and anywhere computing
- ❑ Two topologies:
  - Heterogeneous (left)
    - Differences in capabilities
  - Homogeneous or fully symmetric (Right)
    - all nodes have identical capabilities and responsibilities

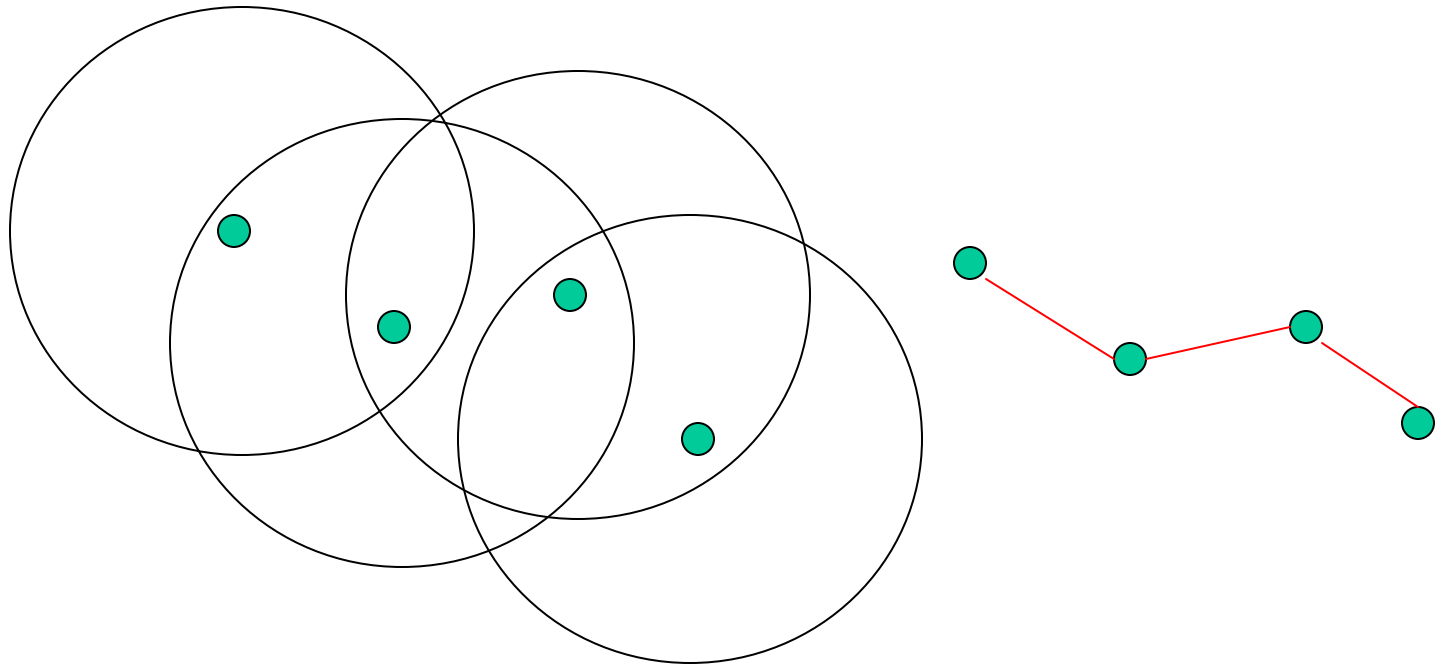


# Mobile Ad Hoc Networks?



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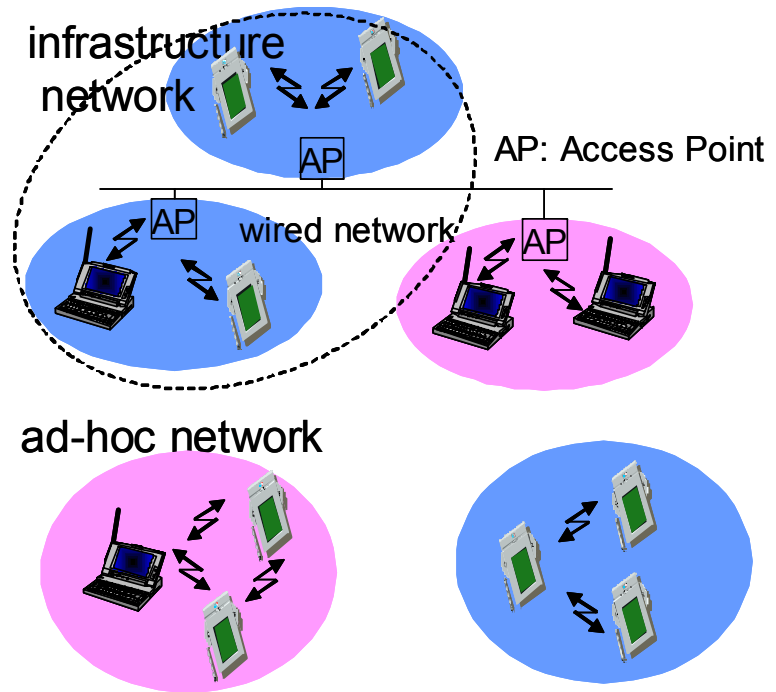
- Mobility causes route changes



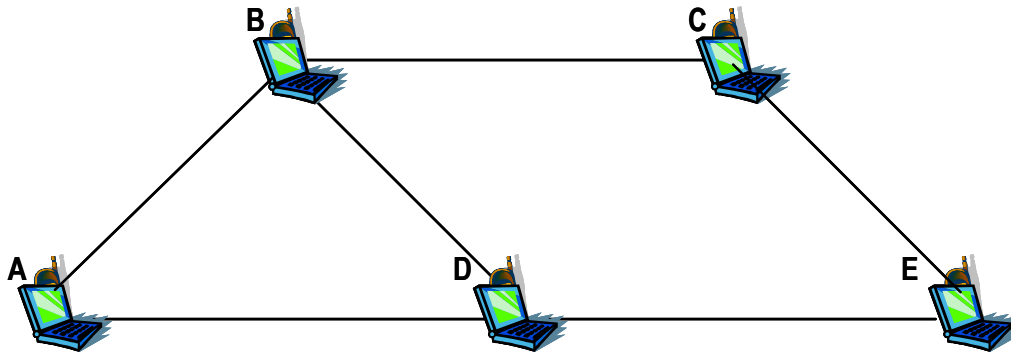


# What is an Ad hoc Network?

- ❑ Self-organizing and adaptive - Allows spontaneous formation and deformation of mobile networks
- ❑ Each mobile host acts as a router
- ❑ Supports peer-to-peer communications
- ❑ Supports peer-to-remote communications
- ❑ Reduced administrative cost
- ❑ Ease of deployment



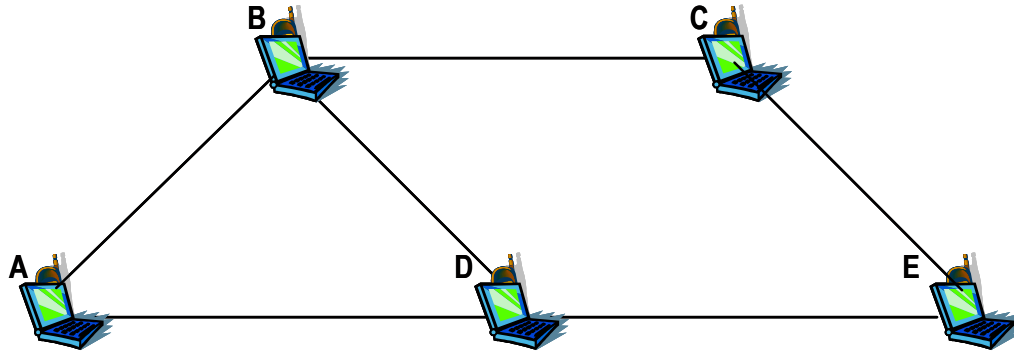
# Ad Hoc Networks - Operating Principle



Example of an Ad Hoc Network

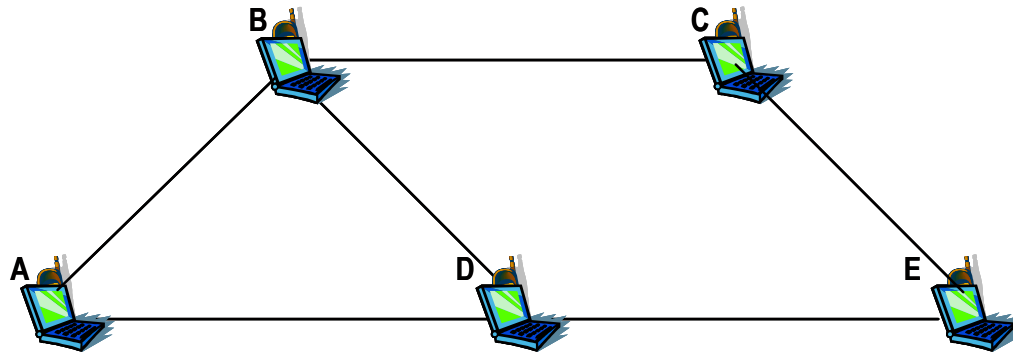
- Fig. depicts a peer-to-peer multihop ad hoc network
- Mobile node A communicates directly with B (single hop) when a channel is available
- If Channel is not available, then multi-hop communication is necessary e.g. A→D→B
- For multi-hop communication to work, the intermediate nodes should route the packet i.e. they should act as a router
- Example: For communication between A-C, B, or D & E, should act as routers

# Bringing up an Ad hoc Network



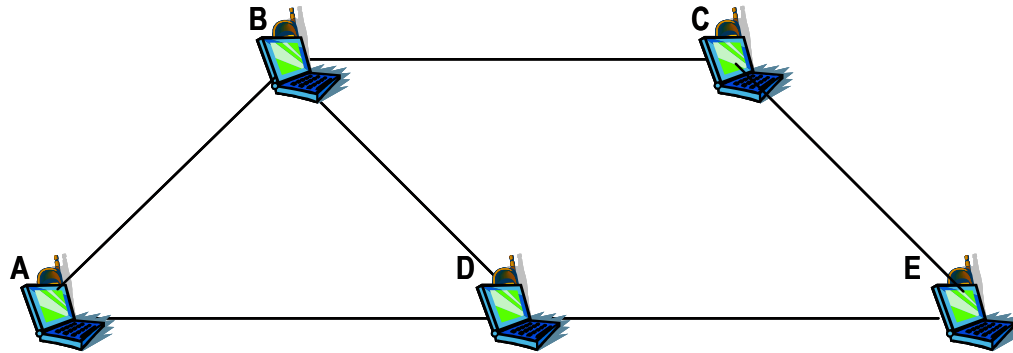
1. Ad hoc network begins with at least two nodes broadcasting their presence (**beaconing**) with their respective address information
2. They may also include their location info if GPS equipped
3. Beaconing messages are control messages. If node A is able to establish a direct communication with node B verified by appropriate control messages between them, they both update their routing tables

# Bringing up an Ad hoc Network



4. Third node C joins the network with its beacon signal. Two scenarios are possible:
  - (i) A & B both try to determine if single hop communication is feasible
  - (ii) Only one of the nodes e.g. B tries to determine if single hop communication is feasible and establishes a connection

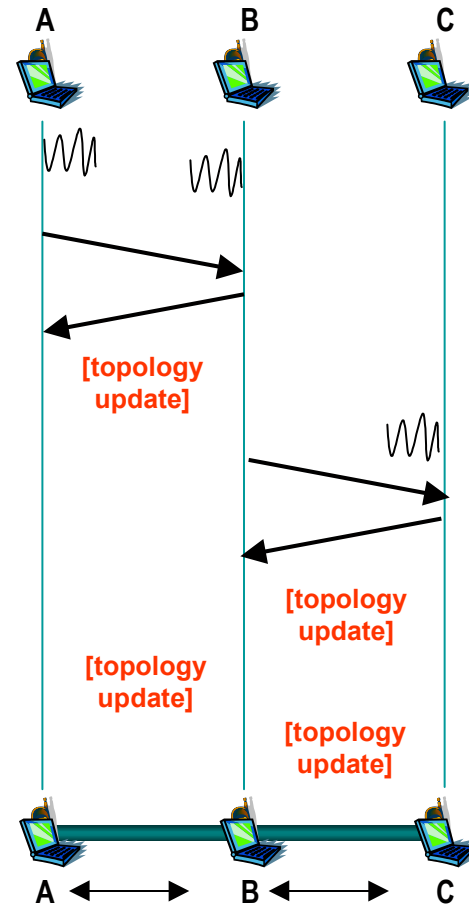
# Bringing up an Ad hoc Network



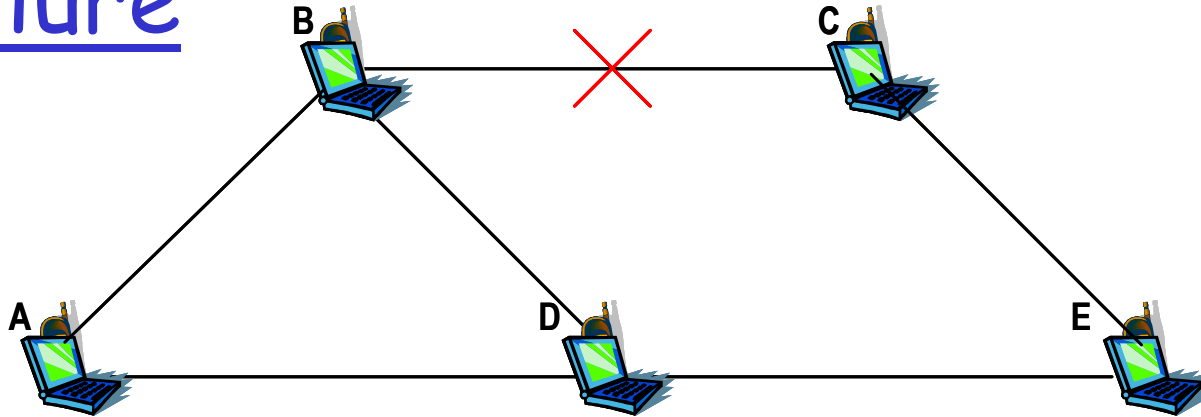
- 5. The distinct **topology updates** consisting of both **address** and the **route updates** are made in three nodes immediately.
- 5. In first scenario, all routes are direct i.e. A→B, B→C, and A→C (Lets assume bi-directional links)

# Bringing up an Ad hoc Network

- In the second scenario, the routes are updated
  1. First between B & C,
  2. then between B & A,
  3. Then between B & C again confirming that A and C both can reach each other via B



# Topology Update Due to a Link Failure



- ❑ Mobility of nodes may cause link breakage requiring route updates
- ❑ Assume link between B & C breaks because of some reason
- ❑ Nodes A & C are still reachable via D and E
- ❑ So old route between A & C was A→B→C is to be replaced by A→D→E→C
- ❑ All five nodes are required to incorporate this change in their routing table
  - This change will happen first in nodes B & C
  - Then A & E
  - Then D

# Outline

- ❑ What is an ad hoc network?
- ❑ Challenges facing ad hoc networks
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# Challenges in Ad hoc Mobile Networks (1)

- ❑ Host is no longer an end system - can also be an acting intermediate system
- ❑ Changing the network topology over time
- ❑ Potentially frequent network partitions
- ❑ Every node can be mobile
- ❑ Limited power capacity
- ❑ Limited wireless bandwidth
- ❑ Presence of varying channel quality

## Challenges in Ad hoc Mobile Networks (2)

- ❑ No centralized entity - distributed
- ❑ How to support routing?
- ❑ How to support channel access?
- ❑ How to deal with mobility?
- ❑ How to conserve power?
- ❑ How to use bandwidth efficiently?

# Problems Facing Routing in Ad hoc Networks

- ❑ Routers are now moving
- ❑ Link changes are happening quite often
  - Packet losses due to transmission errors
- ❑ Event updates are sent often - a lot of control traffic
- ❑ Routing table may not be able to, converge
- ❑ Routing loop may exist
- ❑ Current wired routing uses shortest path metric

# Problems facing channel access in Ad hoc Networks

- ❑ Distributed channel access, i.e. no fixed base station concept
- ❑ Very hard to avoid packet collisions
- ❑ Very hard to support QoS
- ❑ Early work on packet radio is based on CSMA

# Problems of Mobility in Ad hoc

- ❑ Mobility affects signal transmission -> Affects communication
- ❑ Mobility affects channel access
- ❑ Mobility affects routing
  - Mobility-induced route changes
  - Mobility-induced packet losses
- ❑ Mobility affects multicasting
- ❑ Mobility affects applications

# Mobility in Ad hoc Networks

- ❑ 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

# Problems of Power in Ad hoc

- ❑ Ad hoc devices come in many different forms
- ❑ Most of them battery powered
- ❑ Battery technology is not progressing as fast as memory or CPU technologies
- ❑ Wireless transmission, reception, retransmission, beaconing, consume power!
- ❑ Quest for power-efficient protocols
- ❑ Quest for better power management techniques