

*COMP9332 Network Routing and Switching*  
[www.cse.unsw.edu.au/~cs9332](http://www.cse.unsw.edu.au/~cs9332)

# *Geocasting*

# *Lecture overview*

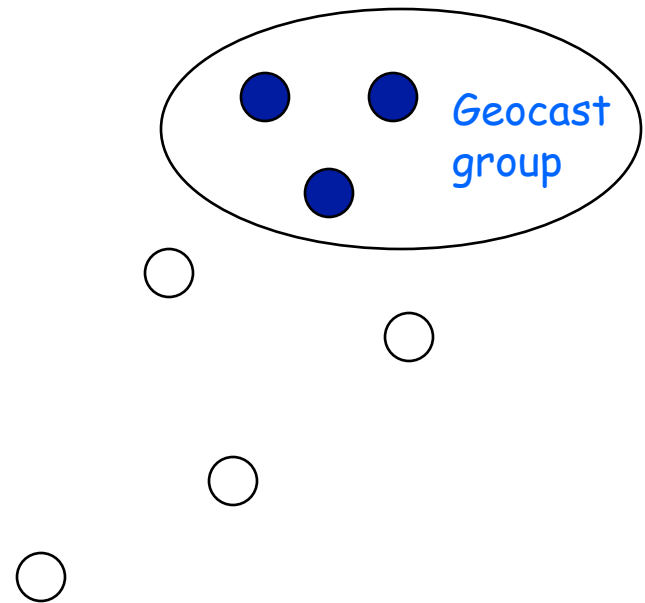
*This lecture examines the concept geocasting in a mobile ad-hoc network, i.e., routing a packet to all nodes within a specified geographic area.*

# *Topics to be covered*

- Concept and applications of geocasting
- Routing for geocasting
  - Geocast flooding
  - Forwarding zone
    - » Static forwarding zone
    - » Adaptive forwarding zone

# *Concept of Geocasting*

- Sending a message to everyone in a specified geographic area
- Similar to multicast, but group is defined by geography
- A node automatically joins a geocast group by entering the area and leaves the group upon leaving the area (unlike IGMP, no group membership management protocol)
- Each node knows its own position (e.g. using GPS)



## *Geocast Group Address* *Geocast Region*

- Specified geographic area (geocast region) is the geocast group address
- Every message must have the geocast region specified in the header
- Geocast region can be defined as a circle, rectangle, polygon, etc.

# *Applications of Geocasting*

- Sensor networks (name a few)
- Vehicular ad hoc networks (name a few)
- Any other?

# *Routing for Geocasting*

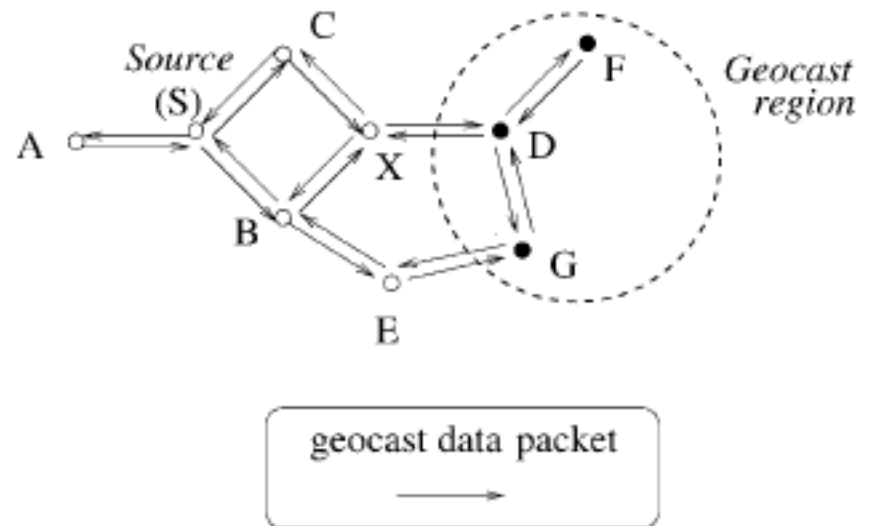
## ■ Objectives

- all nodes within specified area must receive the message (**accuracy**)
- nodes outside the area must not accept the message
- Forwarding overhead should be minimized without sacrificing accuracy of delivery

# Geocast Flooding

## *The simplest way of routing*

- A node will re-broadcast (retransmit) if it did not receive before
- Will reach all nodes in the network
- Message contains geocast region
- A node receiving a message accepts it if it is within the geocast region
- High accuracy, but high forwarding overhead as well

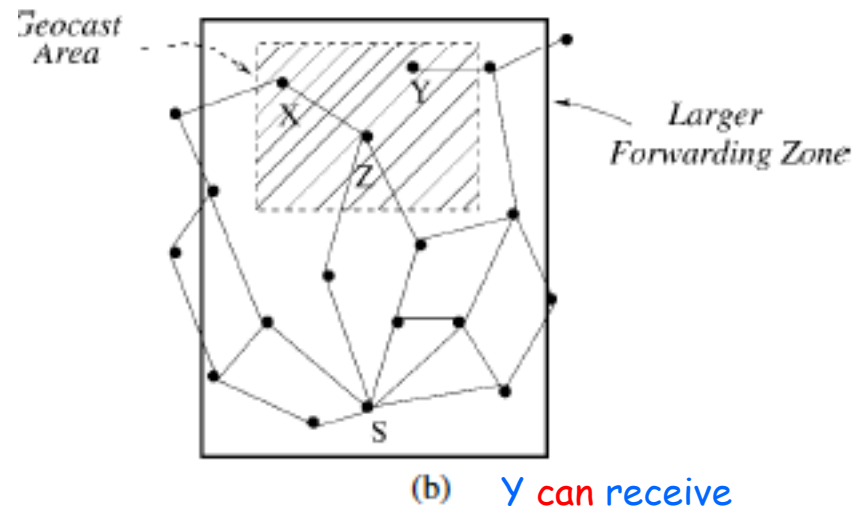
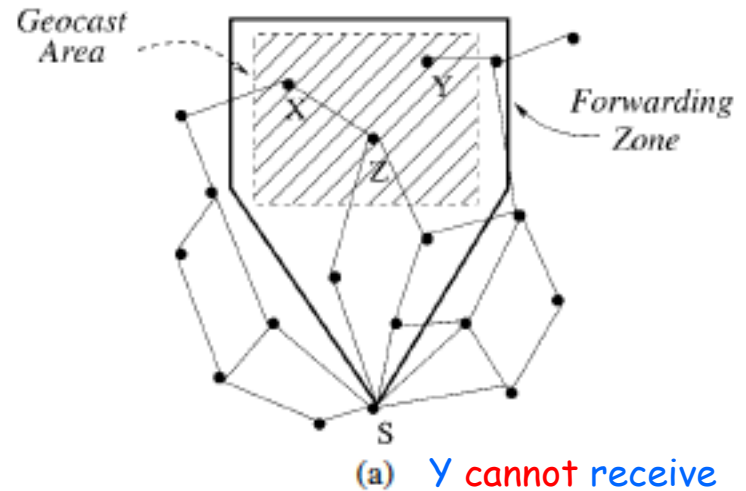


*From KO and VAIDYA 2002*



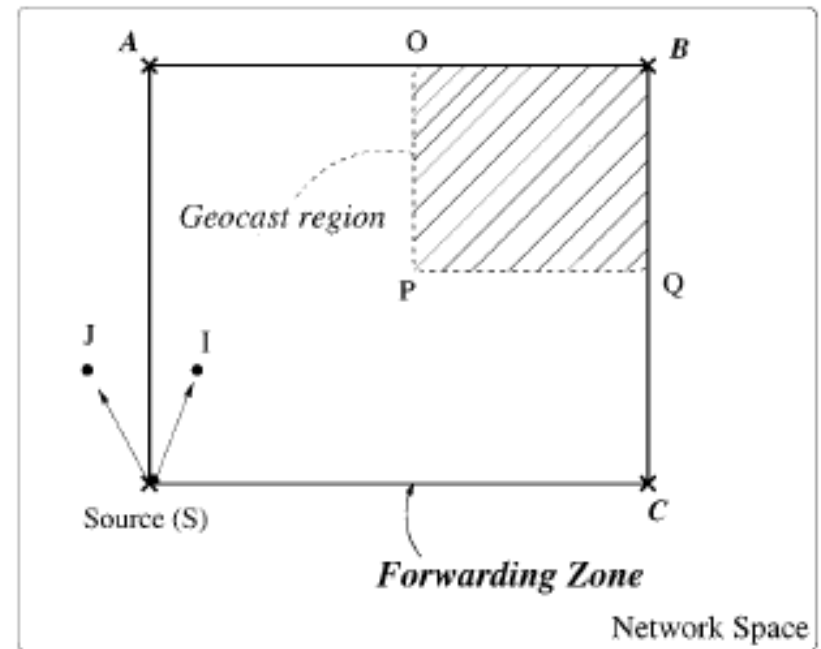
# Concept of forwarding zone

- Can we reduce overhead without sacrificing accuracy?
- Same as flooding except, a node should forward (rebroadcast or retransmit) a message only if it is within the forwarding zone
- The source can define the forwarding zone and include this definition in header
- Smaller forwarding zone may reduce accuracy!

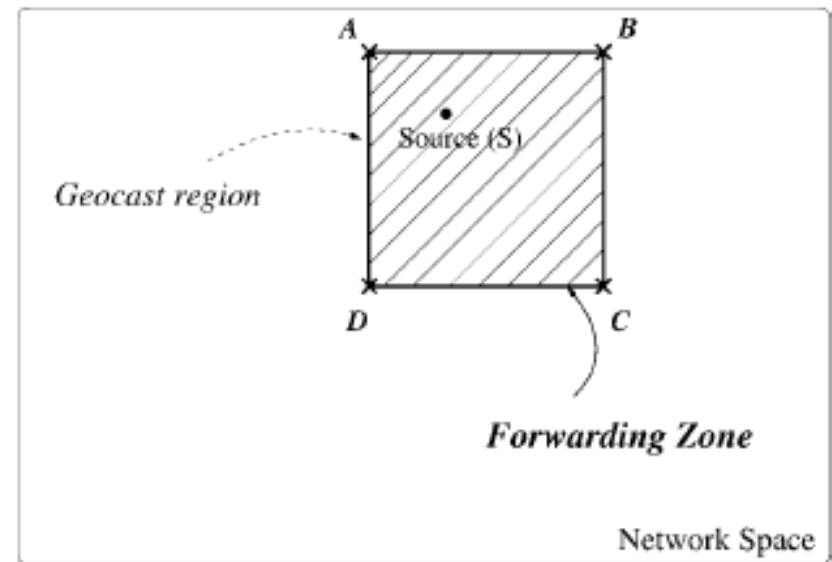


# Static Forwarding Zone

- Forwarding Zone is defined by source and never changed by a forwarding node
- Simple to implement, but has high overhead



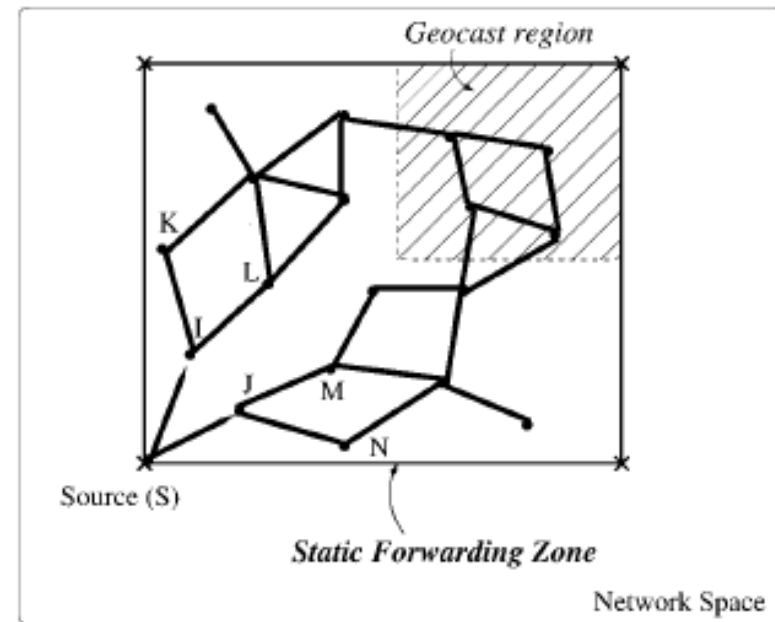
(a)



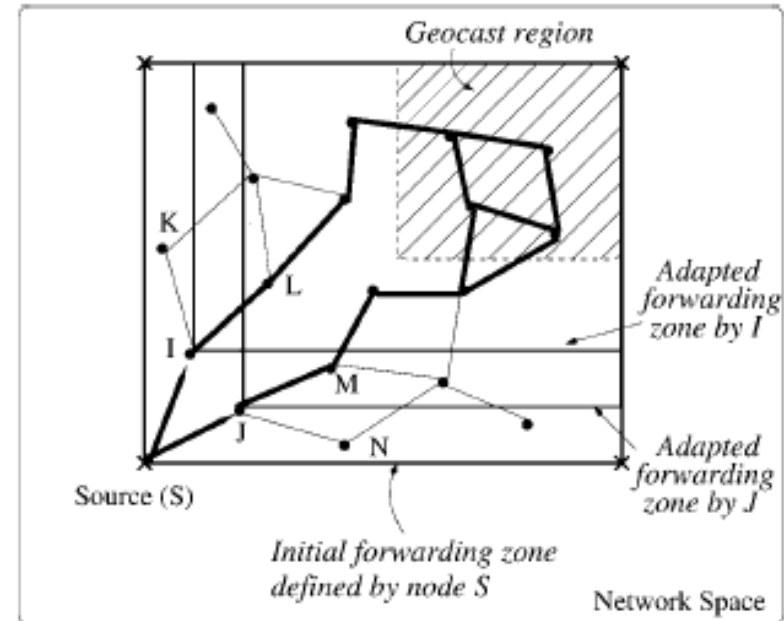
(b)

# Adaptive Forwarding Zone

- Forwarding Zone is **redefined** by a forwarding node
- Reduces forwarding overhead



(a)



(b)

# *References*

- KO and VAIDYA, “Flooding-based geocasting protocols for mobile ad hoc networks,” *Mobile Networks and Applications*, 7, 471-480, 2002 (available from course website)