

An Adaptive Routing Protocol with Attractor Selection for Mobile Ad Hoc Network

(モバイルアドホックネットワークにおけるアトラクタ選択モデルに基づく適応的なルーティングプロトコル)

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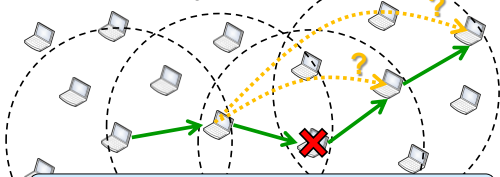
Outline

- Research background
 - Routing problems in MANETs
 - Attractor selection mechanism
- Mobile Ad hoc Routing with Attractor Selection (MARAS)
- Evaluation
- Conclusion and Future Work

2

Routing Problems in MANETs

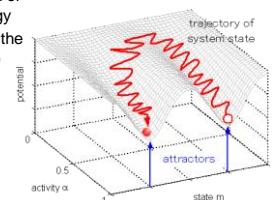
1. Limited transmission range → multi-hop transmission
2. Continuous topology changes (failure, mobility, etc.)
3. Limited bandwidth and battery lifetime → cannot afford high overhead



3

Attractor Selection Mechanism

- Biologically-inspired mechanism
 - Adopted from the mechanism of gene expression in cell biology
 - Robust and adaptive against the external influences and noise



Model

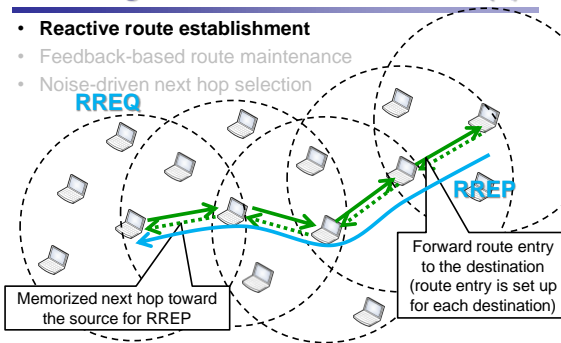
$$\frac{d\vec{m}}{dt} = f(\vec{m}) \times \alpha + \vec{\eta}$$

- Key controlling factors
 - Activity α : goodness of the current selected state
 - Noise η : randomness for discovering a better state

4

Routing with Attractor Selection (1)

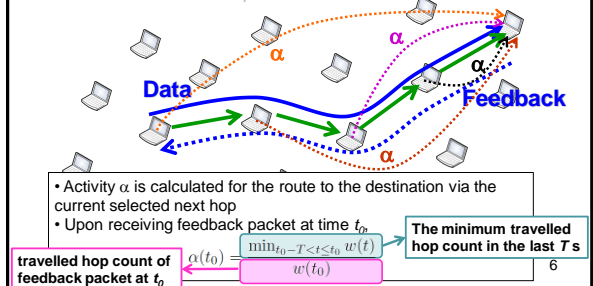
- Reactive route establishment
- Feedback-based route maintenance
- Noise-driven next hop selection



5

Routing with Attractor Selection (2)

- Reactive route establishment
- Feedback-based route maintenance
- Noise-driven next hop selection



- Activity α is calculated for the route to the destination via the current selected next hop
- Upon receiving feedback packet at time t_{fb}

$$\alpha(t_0) = \frac{1}{\min_{t_0-T < t \leq t_0} w(t)}$$

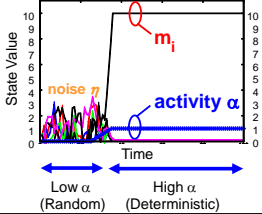
travelled hop count of feedback packet at t_0 → $w(t_0)$ → The minimum travelled hop count in the last T s

Routing with Attractor Selection (3)

- Reactive route establishment
- Feedback-based route maintenance
- Noise-driven next hop selection**

$$\frac{dm_i}{dt} = \frac{s(\alpha)}{1+m_{\max}^2 - m_i^2} - d(\alpha)m_i + \eta_i$$

where $m_{\max} = \max_{j=1, \dots, M} (m_j)$, $d(\alpha) = \alpha$,
 $s(\alpha) = \alpha[\beta\alpha^2 + \varphi^*]$, and $\varphi^* = \frac{1}{\sqrt{2}}$



Routing vector

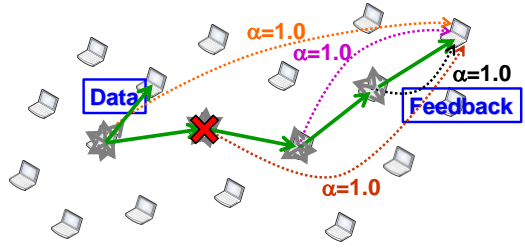
m1	0.9
m2	0.6
m3	8.2
m4	0.5
m5	0.8
m6	0.8
m7	0.3

Candidate address State value

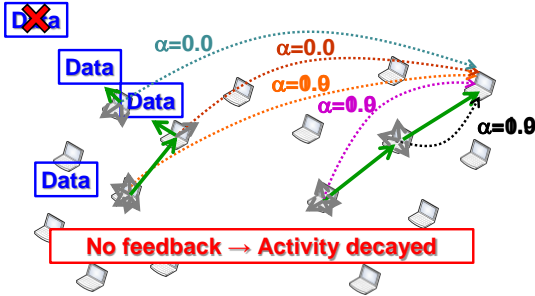
Address with max value is selected as a next hop

Low α (Random) High α (Deterministic)

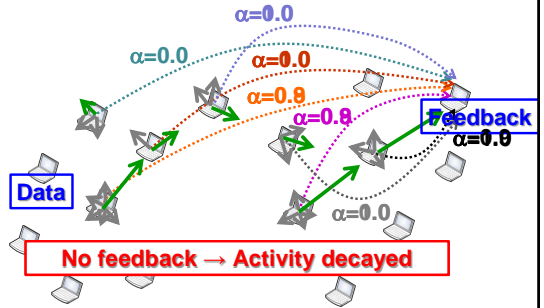
Routing Example



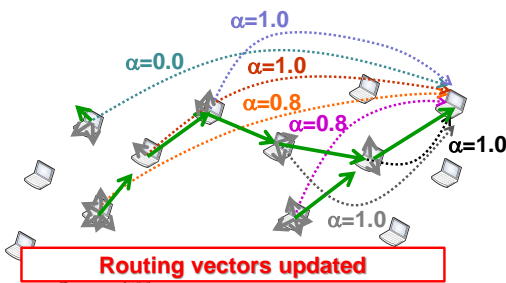
Routing Example



Routing Example

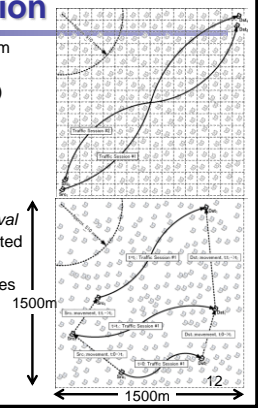


Routing Example



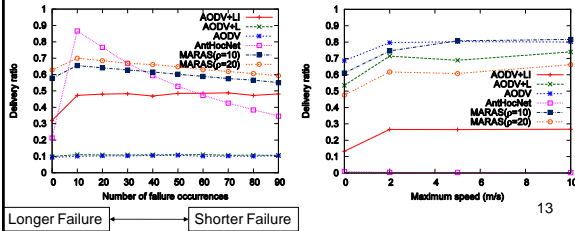
Evaluation

- 256 nodes in 1500x1500 m² range ~510m
- 802.11b Data rate 2 Mbps
- Simulation time: 1000 s (for all scenarios)
- Traffic: CBR 8kbps (UDP) 0-1000 s
- Failure scenario:
 - Uniform node placement
 - 1 or 2 traffic sessions
 - 25% nodes selected randomly
 - This group of node fails for *fixed interval*
 - After recovery, another group is selected
 - Process is repeated for #occurrences
 - Shorter interval for higher #occurrences
- Mobility scenario:
 - Random node placement
 - 1, 2, or 10 traffic sessions
 - Random waypoint mobility model
 - Max speed: 2, 5, or 10 m/s



Evaluation Results

- **AODV**: Standard AODV
- **AODV+L**: AODV with local route recovery feature
- **AODV+LI**: AODV+L that allows the intermediate node to respond to RREQ instead of the destination
- **AntHocNet**: Swarm Intelligence (ant colony)-based ad hoc routing
- **MARAS**: Our proposal of attractor selection-based routing protocol



Conclusion and Future Work

- Biologically-inspired routing protocol
 - Next hop selection is based on attractor selection mechanism
 - Noise-driven route maintenance controlled by attractor selection and feedback information-based activity
- Adaptive in both failure and mobility scenarios, as MARAS:
 - maintain sufficiently high delivery efficiency and low overhead regardless node failures, node movements, and traffic levels.
 - adapt to various scenarios without parameter modification
- Future work:
 - Study the effects of each parameter in details to fine-tune MARAS to achieve even better performance
 - Investigate the traffic management capability of MARAS as it can achieve high performance despite longer path length.

14

Thank you for your attention
Q&A