Loop-Based Source Routing Protocol for Mobile Ad-hoc Networks

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In an ad-hoc network, a routing protocol which detects a transmission route from a source mobile computer to a destination one is critical due to mobility and limited battery capacity of computers. Here, a communication link between two mobile computers is not always bi-directional, i.e. uni-directional, since transmission power of mobile computers is not the same. Though some ad-hoc routing protocols, e.g. DSR, support routing with uni-directional links, multiple flooding (successive broadcasting) are used and communication overhead is high. This paper proposes a novel routing protocol LBSR supporting uni-directional links and based on combination of single flooding and unicast message transmission.

アドホックネットワークにおけるループ型ルーティングプロトコル

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アドホックネットワークは、移動コンピュータのみで構成されたネットワークであるため、移動コンピュータの電源容量の低下などからアドホックネットワークにおける移動コンピュータ間の接続は必ずしも双方向接続できるとは限らない。そのため、DSR などの幾つかのルーティングプロトコルはネットワーク内に片方向接続が存在する場合においても経路構築可能なルーティングプロトコルとなっている。しかしながら、DSR では経路構築時に複数のフラッディングを用いることから通信時のオーバーヘッドが大きくなってしまう。本論文は、アドホックネットワーク内に片方向接続が存在する場合においても経路構築時に1組のフラッディングと複数のユニキャストを組み合わせることにより経路構築可能な新たなルーティングプロトコル LBSR (Loop-Based Source Routing) を提案する。

1 Background and Objective

Recently, mobile computers not only handheld, laptop and parmtop personal computers (PCs), personal data assistants (PDAs) and personal information appliances (PIAs) but also computers in automobiles for intelligent transport systems (ITS) and computers for controlling autonomous mobile robots have become widely available. Since users of mobile computers request to access server computers for achieving internet services at any time and at any place, mobile computers are required to communicate with other computers through the Internet. In order for exchanging information between mobile computers, infrared wireless communication is widely used.

Furthermore, for implementing a LAN (Local Area Network) to which mobile computers are connected by using wireless communication devices, wireless LAN protocols such as series of IEEE802.11 [1] and HIPERLAN [2] have been developed and standardized. According to network architectures, wireless LANs are classified into three categories; *infrastructured networks*, *multihop-access networks* and *ad-hoc networks*. In an infrastructured network, base stations are used as a gateway between a mobile computer and a wired network. A mobile computer m communicates with another computer c only when m is in a transmission range of a base station b and vice versa. A message exchanged between m and c is transmitted through b.

In a multihop-access network, if a mobile computer m is in a transmission range of a base station b, a message between m and another computer c is directly exchanged between m and b and transmitted through wired and/or wireless networks between b and c as in an infrastructured network. In addition, even if m is out of a transmission range of any base station, m exchanges a message with b if multi-hop access between m and b is available. Here, a routing protocol for transmitting a message between m and b is required.

In the above two types of networks, a message from a mobile computer is always transmitted through a base station. However for supporting temporary computer networks for disaster rescue, communication in conventions and conferences, a system consisting of a set of autonomous mobile robots controlled by micro computers, sensor networks and networks in a battle field, required cost and overhead for construction and maintenance of a wired network infrastructure and base stations are high. In addition, less flexibility is achieved due to a fixed infrastructure. In an ad-hoc network, there is no base station and only mobile computers are connected to the network. Due to a bounded transmission range of a mobile computer m, m does not always exchange a message directly with another mobile computer m'. Thus, all (or most of) mobile computers are engaged in routing of a message and multi-hop transmission is required to exchange a message between m and m'. Here, a routing protocol for supporting mobility of computers is required. That is, a mobile computer is required to serve a role of router. Since not only m and m' but also intermediate mobile computers change locations, a routing protocol has to achieve a currently available route.

Until now, many kinds of ad-hoc routing protocols have been proposed such as AODV [3] and DSDV [4]. In these protocols, it is assumed that a message transmission range of mobile computers are the same and stable. That is, most of communication links are bi-directional and uni-directional links are omitted in these routing protocols. However, due to limited battery capacity, transmission power of mobile computers is not the same and changes. Hence, it is required for multi-hop transmission to detect a route including uni-directional links for achieving higher probability to detect a route. Though DSR (Dynamic Source Routing) [5] has this property, the protocol uses two independent flooding and communication overhead is high.

This paper proposes a novel ad-hoc routing protocol by which looped routes including a source mobile computer are detected and detection of target route is achieved by combination of single flooding and multiple unicast message transmissions.

2 Ad-hoc Routing Protocols

A mobile ad-hoc network $\mathcal{N} = \langle \mathcal{V}, \mathcal{L} \rangle$ is composed of a set $\mathcal{V} = \{M_1, \dots, M_m\}$ of mobile computers and a set $\mathcal{L} \subseteq \mathcal{V}^2$ of communication links as shown in Figure 1. A communication link $\langle M_i, M_j \rangle$ is uni-directional, i.e. a message is transmitted from M_i to M_j, is possible only while M_j is in a transmission range of M_i.

Conventional ad-hoc routing protocols are classified into following two types; *topology management routing (proactive) protocols* and *on-demand routing (reactive) protocols.* By using the former, a routing table in each mobile computer is kept up to date to reflect any changes of a network topology. Hence, control message transmissions are required even though no mobile computer communicates with another one. DSDV [4] is the most popular topology management protocol. On the other hand, by using the latter, a transmission route of a message from a mobile computer S to another one D is searched just before S transmits the message destined to D. DSR [5] and AODV [3] are on-demand routing protocols.

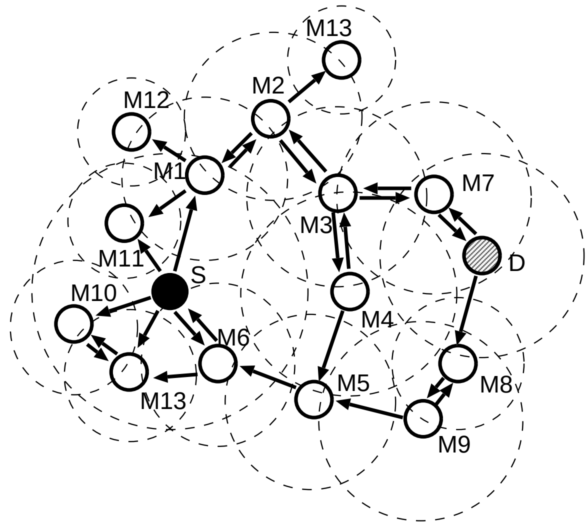

Figure 1: Ad-hoc network with uni-directional links.

In addition, some routing protocols are based on an assumption that all available links are bi-directional, i.e. mobile computers M_i and M_j directly exchange messages only if $\langle M_i, M_j \rangle \in \mathcal{L}$ and $\langle M_j, M_i \rangle \in \mathcal{L}$ are satisfied. AODV is such a kind of protocol. Here, if a destination mobile computer D gets a route $R_{S\to D}$, D also finds a reverse route $R_{D\to S}$ is available. Hence, by transmitting a message including $R_{S\to D}$ through $R_{D\to S}$, S achieves $R_{S\to D}$ and start to transmit application messages through $R_{S\to D}$. However, probability that $R_{S\to D}$ is detected is low. On the other hand, the other protocols are based on an assumption that a transmission range of a mobile computer is not the same and changes. Here, even if a destination mobile computer D finds a transmission route $R_{S\to D}$, $R_{D\to S}$ is needed to transmit $R_{S\to D}$ to S. In an ad-hoc network shown in Figure 1, no transmission route from S to D is detected by the former protocol, but a route $\langle S, M_1, M_2, M_3, M_7, D \rangle$ is detected by using the latter protocol.

3 DSR protocol

In most of on-demand routing protocols, *flooding* is used to detect a transmission route from a source mobile computer S to a destination mobile computer D. Flooding is based on a message diffusion protocol in a wired network [6]. Most of wireless communication media on which wireless LAN protocols depend is broadcast-based. A message broadcasted by a mobile computer M is received by all mobile computers within a transmission range of M. Suppose that a mobile computer S broadcasts a message *mes* to all mobile computers in a transmission range of S. If each mobile computer M_i which receives *mes* broadcasts *mes* to all mobile computers in a transmission range of M_i, all mobile computers with which S communicates by multi-hop message transmission receive *mes*. In DSR, in order to find a route from S to D, *Rreq* message is transmitted by flooding. In addition, in order to inform the detected route of S, *Rrep* message is also transmitted by flooding.

1. A source mobile computer S broadcasts an *Rreq* message where $Rreq.seq \leftarrow \langle S \rangle$ and $Rreq.dst \leftarrow D$ to all mobile computers M_i within a transmission range of S.
2. On receipt of an *Rreq* message,
    - If M_i has already received the same *Rreq* message, M_i discards the message.
    - Otherwise, M_i appends an address of M_i to the end of *Rreq.seq* and broadcasts the *Rreq* message to all mobile computers in a transmission range of M_i.
3. By receiving an *Rreq* message, a destination mobile computer D detects a route $R_{S\to D}$ since $Rreq.dst = D$ and $Rreq.seq = R_{S\to D}$. D broadcasts an *Rrep* message containing $R_{S\to D}$ to all mobile computers in a transmission range of D.
4. On receipt of an *Rrep* message,
    - If M_i has already received the same *Rrep* message, M_i discards the message.
    - Otherwise, M_i broadcasts the *Rrep* message to all mobile computers in a transmission range of M_i.
5. By receiving an *Rrep* message, S gets a sequence of addresses of mobile computers in $R_{S\to D}$ out of the *Rrep* message.
6. S transmits an application message by source routing in accordance with $R_{S\to D}$.

[Example] As shown in Figure 2, a source mobile computer S broadcasts an *Rreq* message to M_1, M_6, M_{10}, M_{11} and M_{13} within a transmission range of S. Then, these mobile computers also broadcast an *Rreq* message. Since a communication link is uni-directional, S receives an *Rreq* message from M_6 and does not receive from M_1. By the successive broadcasts, i.e. flooding, a destination mobile computer D receives an *Rreq* message. This message contains a list $\langle S, M_1, M_2, M_3, M_7 \rangle$ of addresses of mobile computers, i.e. $R_{S\to D}$.

Next, as shown in Figure 3, a destination mobile computer D broadcasts an *Rrep* message to M_7 and M_8. Then, these mobile computers also broadcast an *Rrep* message. By the successive broadcasts, i.e. flooding, a source mobile computer S receives an *Rrep* message containing $R_{S\to D} = \langle S, M_1, M_2, M_3, M_7 \rangle$. □

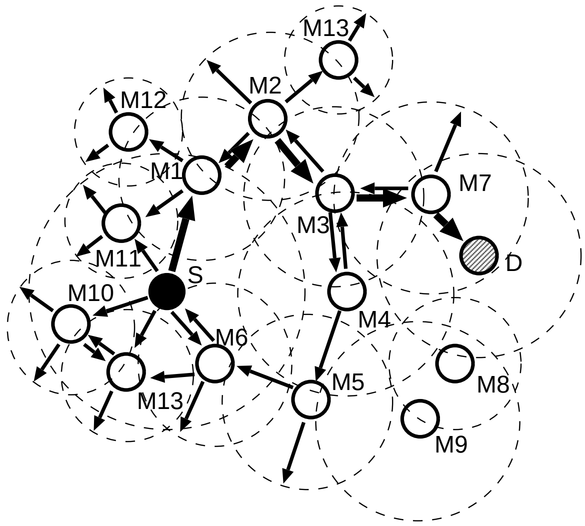

Figure 2: Flooding of Rreq in DSR.

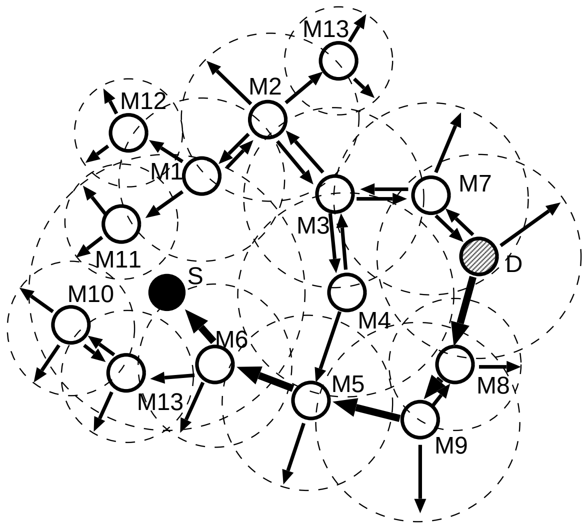

Figure 3: Flooding of Rrep in DSR.

4 LBSR protocol

In an ad-hoc network including only bi-directional communication links, by detection of $R_{S\to D}$, $R_{D\to S}$ is acheived as a reverse route of $R_{S\to D}$. However, for achieving higher probability of success of detecting a transmission route between S and D, uni-directional communication links are also used to transmit messages. In DSR as discussed in the previous section, $R_{S\to D}$ and $R_{D\to S}$ are detected independently. In LBSR, S detects a looped route $R_{S\to D} + R_{D\to S}$ containing both S and D. While detecting the looped route, S finds other looped routes which contain not D but S. These routes are used to transmit *Lreq* message back to S with unicast transmission to reduce communication overhead caused by broadcast transmissions.

1. A source mobile computer S broadcasts an *Lreq* message where $Lreq.seq \leftarrow \langle S \rangle$ to all mobile computers M_i within a transmission range of S.
2. On receipt of an *Lreq* message, a mobile computer M_i ($\neq S$) processes the message as follows:
   - If $stop\_flag_i = true$, M_i discards the *Lreq* message.
   - If $M_i = D$ and $req\_flag = true$, M_i discards the *Lreq* message.
   - If $req\_flag_i = false$ and $stop\_flag_i = false$, $req\_flag_i \leftarrow true$ and M_i broadcasts the *Lreq* message to all mobile computers within a transmission range of M_i after appending an address of M_i to the end of $Lreq.seq$.
   - If $req\_flag_i = true$ and $stop\_flag_i = false$,
     - if $next_i = null$, M_i suspends the processing for the *Lreq* message. On receipt of an *Lconf* message, i.e., on storing an address to $next_i$, M_i resumes the processing from the beginning of step 2.
     - otherwise, i.e., an address has been stored in $next_i$, M_i appends M_i to the end of $Lreq.seq$ and transmits the *Lreq* message to a mobile computer whose address is $next_i$.
3. On receipt of an *Lconf* message, a mobile computer M_i ($\neq S$) processes the message as follows:
   - If $next_i = null$, M_i stores an address which is just after an address of M_i in $Lconf.seq$ and a number of addresses after an address of M_i in $Lconf.seq$ into $next_i$ and $hops_i$, respectively, and transmits the *Lconf* message to a mobile computer whose address is just after an address of M_i in $Lconf.seq$.
   - Otherwise, i.e., an address has been stored in $next_i$,
     - if $hops_i$ is larger than a number of addresses after an address of M_i in $Lconf.seq$, M_i stores an address which is just after an address of M_i in $Lconf.seq$ and a number of addresses after an address of M_i in $Lconf.seq$ into $next_i$ and $hops_i$, respectively, and transmits the *Lconf* message to a mobile computer whose address is just after an address of M_i in $Lconf.seq$.
     - otherwise, M_i transmits the *Lconf* message to a mobile computer whose address is just after an address of M_i in $Lconf.seq$.
4. On receipt of an *Lstop* message, a mobile computer M_i ($\neq S$) sets *stop_flag* as *true*.
5. On receipt of an *Lreq* message, a source mobile computer S appends an address of S to the end of $Lreq.seq$ and processes the message as follows:
   - If $detect\_flag = false$,
     - if an address of a destination mobile computer D is included in $Lreq.seq$, S sets *detect_flag* as *true* and transmits an *Lconf* message where $Lconf.seq \leftarrow Lreq.seq$ to a mobile computer whose address is just after an address of S in $Lconf.seq$.
     - otherwise, S transmits an *Lconf* message where $Lconf.seq \leftarrow Lreq.seq$ to a mobile computer whose address is just after an address of M_i in $Lconf.seq$.
   - Otherwise, S transmits an *Lstop* message where $Lstop.seq \leftarrow Lreq.seq$ to a mobile computer whose address is just after an address of M_i in $Lconf.seq$. □

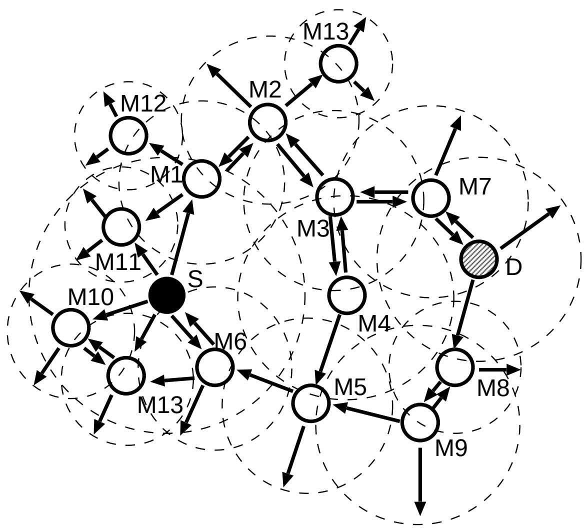

Figure 4: Flooding of Lreq in LBSR.

[Example] In Figure 4, an *Lreq* message is transmitted by using flooding. The message transmission is almost same as that for *Rreq* in DSR in Figure 2 except that D also transmits a *Lreq* message in LBSR. By the transmission of an *Lreq* message, some looped routes are detected as shown in Figure 5. Since a looped route $\langle S, M_6, S \rangle$ has been detected, when M_6 detects a part of looped route $\langle S, M_1, M_2, M_3, M_4, M_5, M_6 \rangle$ by receiving an *Lreq* message, M_6 unicasts the *Lreq* message to S. Thus, S detects an additional looped route $\langle S, M_1, M_2, M_3, M_4, M_5, M_6, S \rangle$. Finally, S detects a looped route $\langle S, M_1, M_2, M_3, M_7, D, M_8, M_9, M_5, M_6, S \rangle$. □

5 Evaluation

This section discusses performance evaluation of LBSR comparing with DSR.

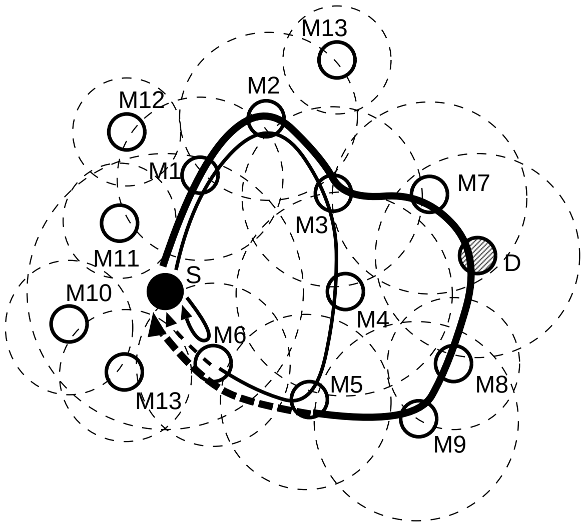

Figure 5: Unicasting of Lconf in LBSR.

For detection of a transmission route from S to D in DSR, two independent flooding are required. In a single flooding, messages are transmitted through all the communication links. Therefore, the maximum number of required messages is the same as the number of links $|\mathcal{L}|$. Hence, the maximum total number of messages is $2|\mathcal{L}|$. On the other hand, in LBSR, a single flooding and a number of unicast messages for transmtting *Lconf* messsages are required. Let l_i be a number of mobile computers included in the ith loop route. Thus, the total number of messages in LBSR is $|\mathcal{L}| + \sum l_i$.

Figures 6 and 7 shows a simulation results. Here, a simulation area is 500m $\times$ 500m and a distribution of diameter of a wireless transmission range is uniform between 20m and 200m.

As show in Figure 6, the number of broadcast messages in LBSR is half of that in DSR. Figure 7 shows total numbers of messages. In LBSR, many unicast messages, i.e. Lconf messages, are transmitted. Especially, through a wireless communication link near S, a Lconf message is transmitted each time a looped route containing the link is detected.

However, by the procedure of route detection, S detects a route for every destinaion mobile computer which is reachable from S by multi-hop transmission by using LBSR though only a route between S and D is detected in DSR. Hence, if S transmits messages to n destinations between two successive procedures of LBSR route detection, only $1/n$ overhead is required.

In addition, consider a case that a source mobile computer S multicasts a message to multiple destination mobile computers $\{D_1, \ldots, D_n\}$. In DSR, $n+1$ flooding (from S and D_k $(k = 1, \ldots, n)$) is required. Hence, the number of messages is $(n+1)|L|$. However, in LBSR, the number of messages is independent of the number of destination mobile computers.

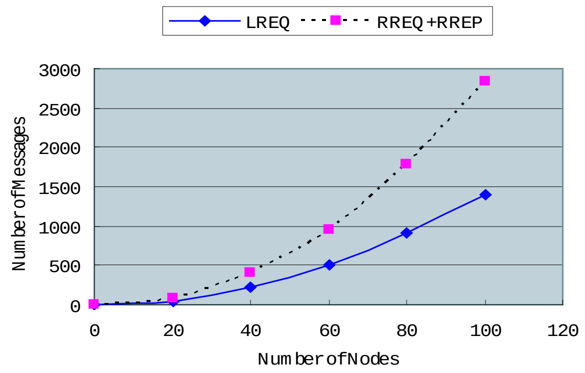

Figure 6: Number of Broadcast Messages.

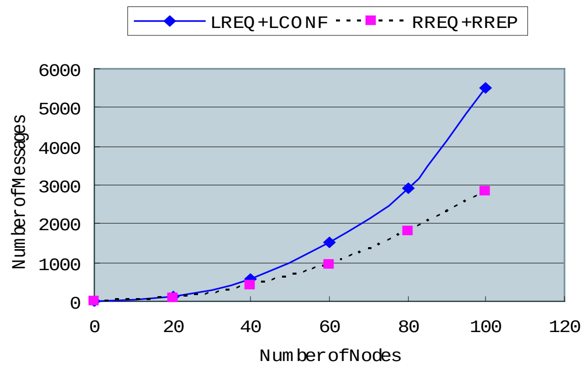

Figure 7: Number of Messages.

6 Concluding Remarks

This paper has proposed a novel ad-hoc routing protocol LBSR in which looped routes are detected to get a route from a source mobile computer to a destination one and to reduce communication overhead caused by broadcast message transmission. Here, a single flooding and unicast message transmission are used instead that two flooding are used in DSR. In future work, the authors will evaluate the performance of LBSR in simulation and a prototype system.

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