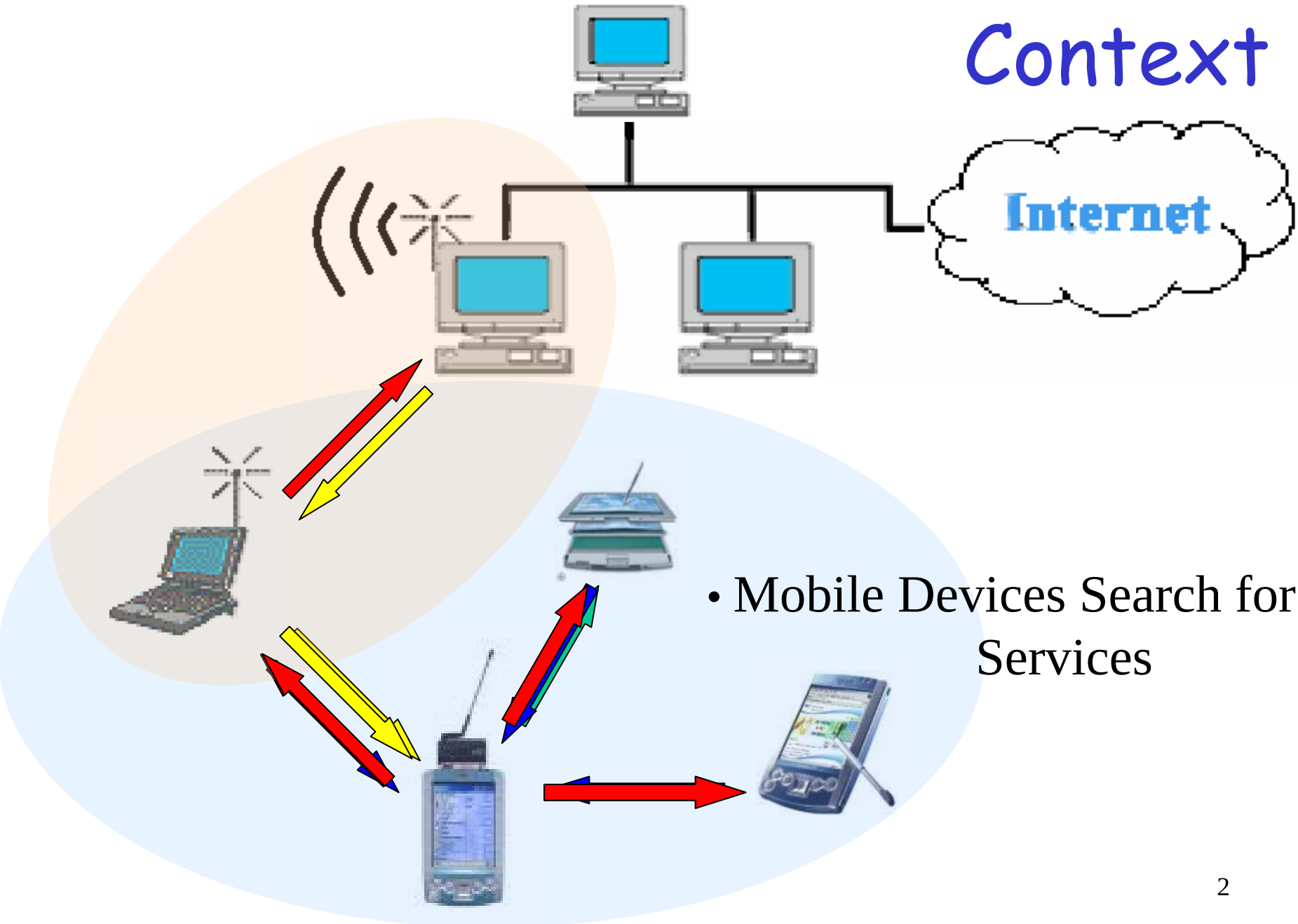
Service Driven Mobile Ad Hoc Networks Formation and Management

Dan Grigoras and Mark Riordan
Computer Science Department
UCC
Cork, Ireland
www.mccg.ucc.ie

UNIVERSITY COLLEGE, CORK
Coláiste na hOllscoile Corcaigh

Context



- Mobile Devices Search for Services

Strategies for creating MANET

- IP-based
  - Auto-configuration (Zero configuration)
    - DHCP server allocates one from the link-local range
    - The device chooses one itself and checks if it is unique
  - An existing node becomes proxy and provides the requestor with an IP address
- Proprietary – Bluetooth
  - 8 active devices, 255 parked devices
- Cluster head – elected by nodes
- Distributed hash tables

Our Approach

- Mobile devices congregate with the purpose of discovering and using services & resources they don't have.

- One key concept: the mobile ad hoc network identity that allows devices to share membership of the same network

The Network Identity (net_id)

- creates an administrative domain during the network lifetime – this limits the scope for network activity (service search, for example);
- allows routing intra and inter-domain;
- permits the evaluation of node mobility as the number of MANETs joined over a period of time.

The Net_id

- net_id is a number computed by the device that creates the network and it is based on the device's unique id and other information like the date and time;

- it has a time to live, NetTTL, an estimation of the network existence life time;

- each member node stores {net_id, NetTTL};

- NetTTL is refreshed by messages of network nodes

Version A – the opportunist

Join/Create:

start *join_timer*
send join message
while (not timeout)
receive join ack with net_id
adopt and store it ; first net_id received
exit
start *delay_timer*
while (not timeout)
receive join ack with net_id
adopt net id ; it is the first received
exit
if (no net_id adopted)
compute net_id
broadcast join ack with net_id
exit

Version B – the greedy

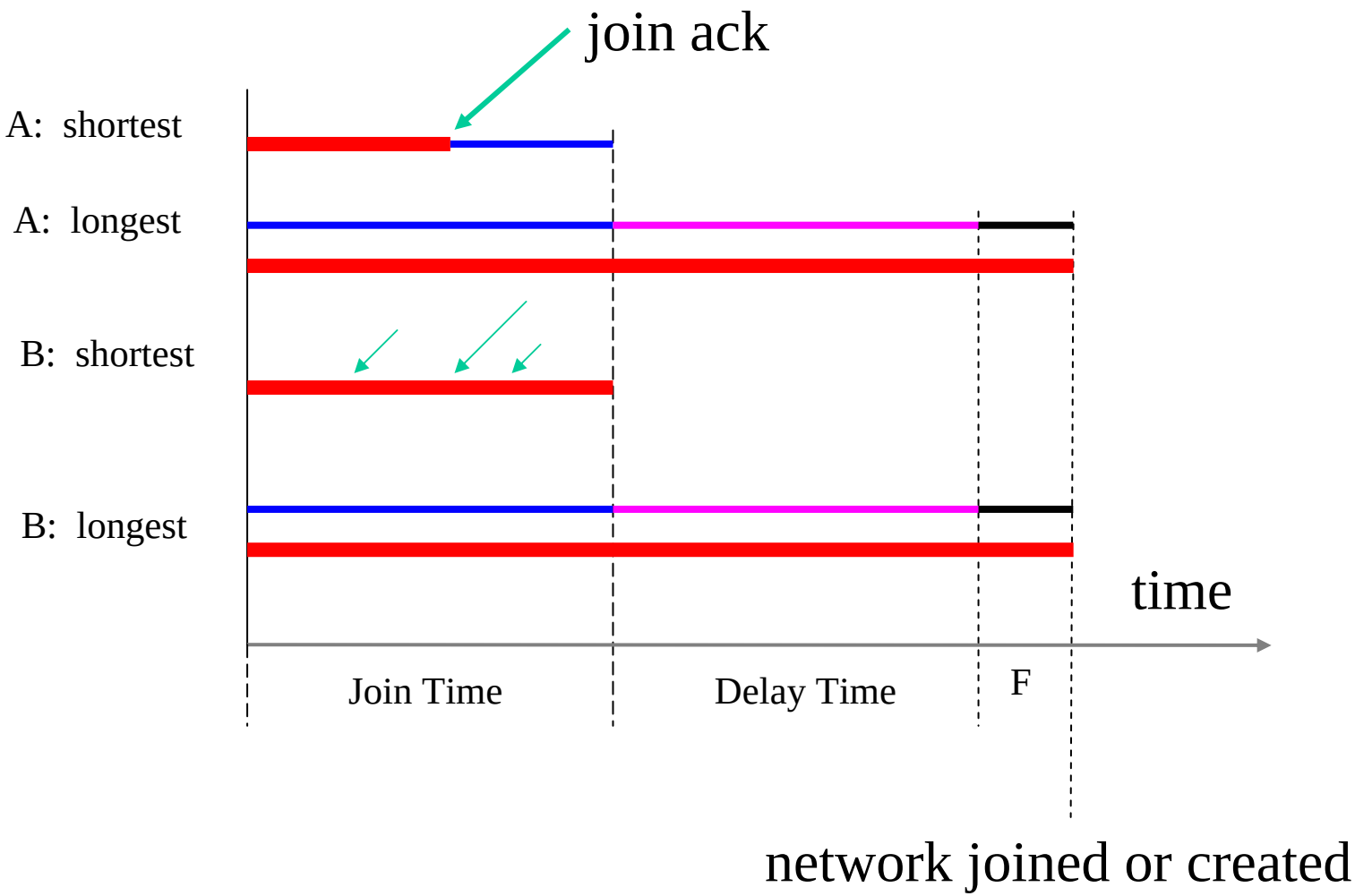
Join/Create:

start *join_timer*
send join message
while (not timeout)
receive join ack message(s)
check for net_id and store
…….

Join/Create Network

- No network exists so it creates its own.

The Execution Time



Simulation

- ns-2 and CMU's mobile node extensions;
- environments consisting of 4, 50 and 125 nodes moving around an area 1500m by 600m ;
- node movements are performed using the random waypoint mobility model - nodes select a destination and move towards it. Once reached, the node chooses a new destination and starts moving towards that;
- the speed of nodes range from 0 to 20 mps;
- simulations run for 250 s;
- the join timer is set to timeout after 10 s.
- The NetTTL is set to 90 s.

Version A. Joining existing MANETs

Nb of Nodes	Join Interval	Start Time	Lowest Time	Highest Time
4	0.5 s	145 s	0.01s	26.881s
50	0.5 s	145 s	0.008 s	20.297 s
125	1 s	145 s	0.710763 s	19.6338 s

Version B. Joining existing MANETs

Nb of Nodes	Join Interval	Start Time	Lowest Time	Highest Time
4	0.5 s	145 s	0.007 s	28.9522 s
50	0.5 s	145 s	0.008 s	0.368 s
125	1 s	145 s	0.023 s	20.297 s

Split

- One node or network lacking activity: the net_id will be cancelled as a result of the timeout associated with the network TTL.
- If networks are active, all will have the same net_id.
- getting connected to an AP requires a new net_id.

Merge

- the node that detects another network can broadcast this information to the entire network – it suggests a merge and to adopt the new net_id, or
- it simply joins the new network and acts like a gateway

Conclusions

- Our MANET mgmt service is simple and cost effective in terms of messages/battery power;
- It is focused on service discovery and use;
- It uses the concept of network identity;
- Allows max flexibility in terms of split/merge.

- Future work: implement group and private ad hoc network versions of the algorithm.