

On Improving Dynamic Source Routing for Intermittently Available Nodes in MANETs

Pramita Mitra, Christian Poellabauer
Department of Computer Science and Engineering
University of Notre Dame
Notre Dame, IN 46556
{pmitra, cpoellab}@cse.nd.edu

Shivajit Mohapatra
Applications Research Center, Motorola Labs
1295 E. Algonquin Road
Schaumburg, IL 60196
mopy@labs.mot.com

Abstract—Previous work on routing in MANETs has resulted in numerous routing protocols that aim at satisfying constraints such as minimum hop or low energy. Existing routing protocols often fail to discover stable routes between source and sink when route availability is transient, i.e., due to mobile devices switching their network cards into low-power sleep modes whenever no communication is taking place. In this paper, we introduce a stability aware dynamic source routing protocol (SA-DSR) that is capable of predicting the stability (i.e., expiration time) of multiple routes. SA-DSR then selects the route that minimizes hop count while staying available for the expected duration of packet transmission. Comparisons of SA-DSR to the original DSR (Dynamic Source Routing) protocol indicate a significant (up to 60%) increase in route discovery success rate with comparable route establishment and maintenance overheads.

KEYWORDS

Mobile Ad Hoc Networks, Dynamic Source Routing (DSR), Dynamic Power Management (DPM), Stability Aware Routing

I. INTRODUCTION

Dynamic Power Management (DPM) in MANETs has gained huge popularity over the last decade. Conventional MANET routing protocols do not consider power as a design constraint, instead, they tend to search for optimal routes in terms of delay [5]. In such algorithms, connection between two nodes is established through nodes on the shortest path routes, which may however result in quick depletion of the battery of the nodes along the most heavily used routes in the network [4].

Mobile nodes in wireless ad-hoc networks often put their wireless network cards to sleep when they are not transmitting or receiving data. In most MANETs, wireless traffic is infrequent and recent work [1] shows that wireless network cards should be turned inactive for 50% or less of the entire lifetime to obtain a balance between optimal power-saving and sustained network connectivity. This paper focuses on routing in MANETs with *transient route availabilities*, i.e., route establishment takes into consideration the expiration time and therefore the stability of a potential route. This approach, called *Stability Aware Dynamic Source Routing (SA-DSR)*, is based on the prediction of future sleep times of mobile nodes (i.e., the times when mobile nodes' DPM techniques will turn off their network cards). The goal of this approach is

to introduce DPM-awareness in routing decisions and thereby to increase the number of successful packet transmissions. While SA-DSR is an extension to the well-known on-demand Dynamic Source Routing (DSR) [10], the concept of stability awareness can be added to any routing protocol.

In order to provide successful packet transmissions, accurate network 'down' and 'up' times are required. A variety of stability predictors can be used, including hints given by applications and/or the DPM mechanism. In this paper, SA-DSR monitors the packet scheduler queue for the network driver and predicts the next down-time of the network card. That is, SA-DSR conservatively predicts that the network card will enter its next sleep mode after all packets in the queue have been transmitted plus a driver-specific timeout value.

The remainder of the paper is organized as follows: Section 2 compares SA-DSR to previous work. Section 3 discusses the system model for the proposed routing protocol. In Section 4, we describe the details of SA-DSR, followed by experimental results in Section 5. Finally, Section 6 concludes the paper.

II. RELATED WORK

We have a number of algorithms that address the issue of routing decisions for power-saving in wireless ad-hoc networks and we broadly classify these algorithms into two categories: *Power Aware Routing* and *Network Sleep Time Aware Routing*. This section compares our SA-DSR protocol to these related categories.

A. Power Aware Routing

In [2], Tarique et al. use a load sharing approach for routing decisions and a transmit power control approach for link by link power adjustments. They employ their approach to enhance DSR [10]. In [4], Maleki et al. propose a Power-Aware Source Routing (PSR) protocol, which finds a route based a cost function that includes components such as transmit power and current residual battery capacity. In [3], Wang et al. propose an energy-aware probability routing algorithm, where the probability metric is a function of the node's current residual energy and nodes make localized decisions whether to forward a route request packet (RREQ) depending on the value of the probability metric.

Mostly nodes along the least power routes tend to die soon since these routes now become the most heavily used ones instead of the min-hop ones. This is harmful since the nodes which die early are precisely the ones that are needed most to maintain network connectivity [4]. Also nodes usually do idle listening when there is no significant traffic. Such algorithms never completely turn off the nodes in absence of traffic.

SA-DSR realizes a better approach for power-saving by utilizing a DPM module that puts wireless nodes into a sleep mode when the node is not transmitting or receiving data. But sleep modes can lead to loss of network connectivity and hence lower the packet delivery ratio. SA-DSR exploits the transient availability of the intermittently sleeping nodes by introducing DPM-awareness in the routing decisions. It finds stable routes as predicted by a DPM-aware *Route Stability Prediction Algorithm* and thus ensures acceptable network connectivity.

B. Network Sleep Time Aware Routing

In [6] and [7], Tseng et al. propose methods for improving energy conservation while reducing waiting time and maintaining an accurate topology. In [6], they propose three protocols for scheduling the awake time of a node in power-save mode. In [7], they propose a method to schedule transmissions so that nodes in power-save mode can reduce their awake time. The scheduling algorithm prioritizes data packets based on the calculated transmission time and the destination node. In [8], Chia et al. propose that devices which are not currently active in any data communication may enter a sleep state, but can be powered up remotely through a signal using a simple circuit based on RF technology. Radio devices select different time-out values (sleep patterns), to enter various sleep states depending on their battery status and quality of service. In [9], Singh et al. employ a MAC layer protocol for PAMAS (Power Aware Multiple Access protocol with Signaling) in which nodes overhearing transmissions between two other nodes turn themselves off and wake up after an interval of time equal to the total transmission time as indicated in the RTS/CTS message exchange between the sender-receiver pairs.

In our SA-DSR protocol, the sleep and awake schedule is determined from prediction of link expiration based on the queue contents of the packet scheduler and the network interface device timeout value. Toward that end, the SA-DSR protocol computes the minimum time to transmit all packets currently residing in the packet scheduling queue and adds the device-specific timeout value. The resulting link expiration time is conservative in that it ignores the possibility of more packets being added before the timeout expires, which would increase the link lifetime.

III. SYSTEM MODEL

A. Problem Formulation

DPM supports energy conservation by making mobile nodes put their wireless network cards to sleep when no data communication is taking place. A consequence of this technique is that mobile nodes will be unreachable for large periods of

time. Therefore, we need to know the accurate network ‘up’ and ‘down’ times in order to introduce DPM awareness in routing decisions. We define the *route uptime factor* (RUF) as a metric which indicates the *next earliest time* when the link between any pair of adjacent nodes on a route is going to be interrupted due to one (or both) of the nodes being put to sleep. Now we derive RUF as follows:

If we assume nodes as vertices and the links between the nodes as edges connecting them, then let $G(V,E)$ be the graph representing the network topology where V is the set of vertices and E is the set of edges. Let

$$R_{ij} = (V_i, V_{i+1}, V_{i+2}, \dots, V_k, V_{k+1}, \dots, V_{j-1}, V_j) \quad (1)$$

be the route from source node V_i to target node V_j through intermediate nodes V_k, V_{k+1} , etc. Let Ω_{ij} be the set of all possible alive routes between V_i and V_j . The DPM sleeping schedule S_{ij} for the route R_{ij} is defined as

$$S_{ij} = (t_i^{off}, t_{i+1}^{off}, t_{i+2}^{off}, \dots, t_k^{off}, t_{k+1}^{off}, \dots, t_{j-1}^{off}, t_j^{off}) \quad (2)$$

where t_i^{off} is the next earliest time to sleep for node V_i . We define the *link uptime vector* or L_{ij} for the route R_{ij} as

$$L_{ij} = (t'_i, t'_{i+1}, t'_{i+2}, \dots, t'_k, t'_{k+1}, \dots, t'_{j-1}) \quad (3)$$

where t'_i is the uptime of the link $E_{i,i+1}$ connecting nodes V_i and V_{i+1} and is defined by $\min(t_i^{off}, t_{i+1}^{off})$, since uptime of a link is determined by how long the link will be alive before breaking down due to one of its end nodes going to sleep and thus essentially is expressed by the minimum of the DPM sleeping schedule of the end nodes. The *route uptime factor* RUF_{ij} for route R_{ij} can be expressed as the minimum of the link uptime vector L_{ij} along the route since it will indicate how long the route will be alive before breaking down due to the break in any of its constituent links:

$$RUF_{ij} = \min(t'_i, V_i \in V, t'_i \in L_{ij}) \quad (4)$$

Therefore, we can summarize the problem as obtained in Problem 1.

Problem 1 *Given the next earliest time to sleep t_i^{off} for each node $V_i \in V$ in the graph $G(V,E)$, accumulate the set of all possible routes Ω_{ij} between nodes V_i and V_j with the corresponding route uptime factors RUF_{ij} for each $R_{ij} \in \Omega_{ij}$ and find the min-hop route R_{ij} from the set of all stable routes Ω_{ij} . If there are more than one routes with the same min-hop length, then the one with the maximum route uptime factor value is selected.*

B. Assumptions for SA-DSR

We make the following assumptions:

- Wireless links are bidirectional, i.e., the route found in the RREQ packet can be reversed and used to send the route reply (RREP) packet.
- We use a naive method where neighboring nodes exchange hello messages to achieve clock synchronization

among them. There exist a number of robust clock synchronization algorithms [11] [12] for multi-hop wireless networks and we will explore them in our future work.

- The DPM schedule for mobile nodes is predicted from the queue contents of the packet scheduler and the network device timeout value. The DPM schedule is somewhat conservative since it ignores the possibility of more packets being added before the timeout expires.

IV. STABILITY AWARE DYNAMIC SOURCE ROUTING

There are two key differences between SA-DSR and standard DSR. Firstly, SA-DSR introduces DPM Awareness in routing decisions at intermediate nodes. The discovered routes are always stable since the routing module employs a *Route Stability Prediction (RSP) Algorithm* which proactively discards the forwarding of RREQ packets for predicted unstable routes, on the basis of the Link Uptime Vector L_{ij} contained in the RREQ packet. L_{ij} is dynamically formed by intermediate nodes during the route discovery phase. Secondly, unlike DSR, SA-DSR finds multiple stable routes to the target node by allowing the intermediate nodes to forward multiple RREQ packets with the same <source address, request id> pair containing distinct source routes. Although having more route discovery can contribute to an increase in the total network traffic, this increase in traffic is expected to be compensated by proactively avoiding the forwarding of RREQ packets for predicted unstable routes by intermediate nodes.

SA-DSR consists of three steps: (1) Route discovery phase, (2) Route reply phase and (3) Route selection phase in the source node. These steps will be described in the remainder of this section.

A. Route discovery phase

When a source node needs to send a data packet to a target node, it first searches its routing table for any entry using the target node address as the key. An entry in the routing cache contains a list of stable routes to the target node. If a routing cache entry is found, then the source node picks a route based on the *Route Selection (RS) Algorithm*. If no entry is found for the target node, then the source node initiates a route discovery for the target. The flow of operations at the source node is shown in Figure 1.

SA-DSR adds five new entry types to the RREQ packet format of standard DSR.

- 1) Link Uptime Vector ($t'_i, i \in (1, \dots, N-1)$) for the route,
- 2) DPM Sleeping Schedule for the last upstream node (t_{upstrm}^{off}),
- 3) Timestamp at source node (T_{stamp}^{src}),
- 4) Timestamp at last upstream node (T_{stamp}^{upstrm}) and,
- 5) Per Hop Transmission Time (T_{trans}^{perhop}).

SA-DSR allows intermediate nodes to forward multiple RREQ packets with the same <source address, request id> pair if the packets contain distinct source routes. During the RREQ lookup at intermediate nodes, the 4-tuple <source address, request id, last upstream node address, partial route length> is checked with each entry in the recently seen

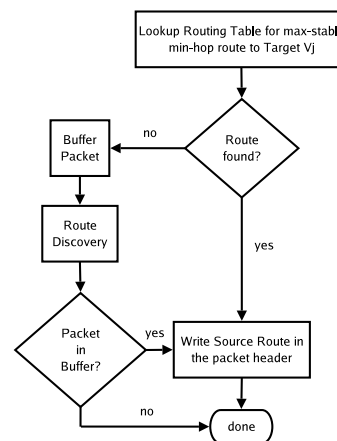


Fig. 1. SA-DSR route discovery phase at source node

requests list for possible match. If no match is found, then the RREQ contains a distinct source route and is eligible to be forwarded if the contained source route is predicted to be stable.

Route Stability Prediction (RSP) Algorithm: SA-DSR predicts the route stability using a link by link stability prediction. Each intermediate node executes the RSP algorithm for each received RREQ and predicts the stability of the link between itself and the last upstream node. All previous links in the source route are assumed to be stable, otherwise the previous upstream nodes would not have forwarded the RREQ packet. Thus the stability of the current link ensures the stability of the entire source route. For each received RREQ, the RSP algorithm in the $K + 1$ -th intermediate node V_{K+1} calculates the uptime of the link between itself and the last upstream node recorded in the RREQ and appends it to the Link Uptime Vector in the RREQ. It also calculates a running average of the Per Hop Transmission Time from the source node to itself T_{trans}^{perhop} , which takes into account varying per hop latency in case of the mobile nodes having various types of wireless interface devices (i.e., 802.11 or Bluetooth). If the uptime is less than $T_{stamp}^{src} + (3 * K * T_{trans}^{perhop})$, then the link will not be stable for the entire period of 3-way exchanges of the RREQ, the following RREP and then the data packet. Hence the intermediate node discards the RREQ.

If the partial source route $R_{src, K+1}$ is predicted stable, then the intermediate node V_{K+1} rebroadcasts the augmented RREQ and stores the 4-tuple <source address, request id, last upstream node address, partial route length> in its recently seen requests list. The entire flow of processes at the intermediate node is shown in Figure 2.

B. Route reply phase

When the RREQ reaches the target node, it executes the RSP algorithm in the same way as the intermediate nodes. If the source route is predicted to be stable, the target node sends an RREP packet back to the source along the reverse path recorded in the RREQ. SA-DSR adds three new entry types to the standard DSR RREP packet format:

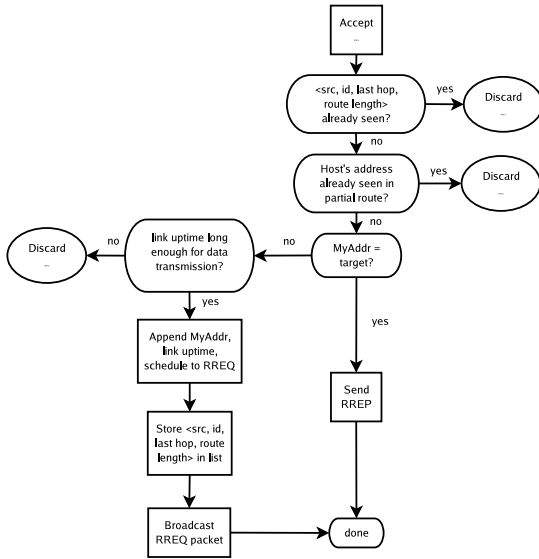


Fig. 2. SA-DSR route discovery at an intermediate node

- 1) *Link Uptime Vector*: The L_{ij} for the entire source route.
- 2) *Earliest Down Time*: T_{down}^{route} , The minimum of all the Link Uptime Vector elements.
- 3) *Estimated Transmission Time*: $T_{transTot}^{src}$, as calculated in the route stability prediction phase.

The RSP algorithm during the route discovery phase did not take into account the length of the entire source route to the target node and hence made a prediction based on the stability of the partial route from the source node to itself. This might lead to some false predictions and hence needs to be corrected at the intermediate nodes during forwarding of the RREP packet. The intermediate nodes execute the *Modified Route Stability Prediction (MRSP) Algorithm*. Suppose there are total L links recorded in the source route of the RREQ and it arrives at the K -th intermediate node V_K (counting from the source node). V_K computes the time T_K^{more} at which the data packet will arrive at the target node after a two-way travel of total $(L + K - 1)$ number of links, since the RREP travels another $K - 1$ links to arrive at the source node and the data packet travels L links to arrive at the target node. If this T_K^{more} is greater than T_{down}^{route} of the route, then V_K discards the RREP.

C. Route selection phase at the source node

A successfully received RREP in SA-DSR always ensures that the route is predicted to be stable for the estimated data transmission period (because of the conservative stability prediction used in our approach). A source node on having a successful RREP packet back, caches the learned route, the RUF for the route and estimated transmission time along the route in its routing table (the last two items are obtained from the *Earliest Down Time* and *Estimated Transmission Time* fields of the RREP respectively). The routes are stored in increasing order of their length in the routing table. When the source node sends a data packet, it exhaustively searches its routing table according to the *Route Selection (RS) Algorithm*.

The RS algorithm selects the min-hop stable route (the first entry in the routing table) for the target node. If there are more than one entry with the same min-hop length, then the route with the maximum value of RUF is chosen, since it has the highest predicted lifetime.

V. EXPERIMENTAL RESULTS

In order to evaluate the performance of SA-DSR, we performed simulations in Jist/SWANS simulator to study large and complex network topologies. JIST¹, Java in Simulation Time, is a discrete event simulator designed to run over a standard Java virtual machine. SWANS, a Scalable Wireless Ad hoc Network Simulator, is built on top of the JiST platform to provide the tools needed to construct a wireless mobile ad hoc network.

A. Simulation Setup

- The number of transmitting source nodes, the number of packets each source node would transmit and the awake percentage for each source node can be input at the beginning of each simulation. The simulation driver simulates a random interval repeatedly for each transmitting node.
- Each node stays awake for the input awake percentage of that simulated random interval and notifies the routing module about its next earliest time to sleep each time when it awakes.
- The simulation driver gives us one sink node and a variable number of transmitting source nodes. SA-DSR will be implemented in a distributed event-based publish subscribe system where there will be only one event broker to match and deliver the events to the corresponding customers. The reason to use only one sink node is that the customers should be able to find stable routes to the single broker node.
- Each Simulation was run for 5 trials, with a full range of awake percentages from 0% to 100% with an interval of 10%. Each trial was run for 500 seconds. Each transmitting source node attempts to send one data packet to the sink node.

More details about the simulation setup are given in Table I.

Parameter	Value
Network Area	2500mX2500m
No. of Source Nodes	100
Min Frequency	2.4 GHz
Bandwidth	1 Mb/s
Transmit Strength	15 dBm
Antenna Gain	0.0 dB
Radio Reception Sensitivity	-91 dBm
Background Temperature	290 K
Temperature Factor	10.0
Ambient Noise	0.0 MW
Packet Length	40 bits
SNR-LIM	10.0

TABLE I
NETWORK SIMULATION PARAMETERS

¹<http://jist.ece.cornell.edu/>

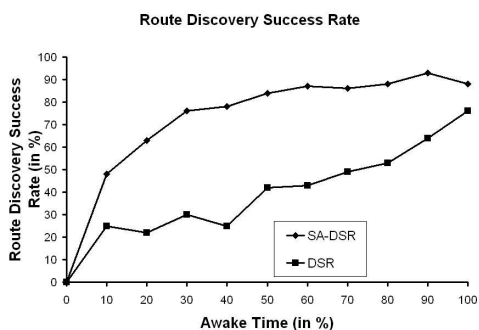


Fig. 3. Route Discovery Success Rate

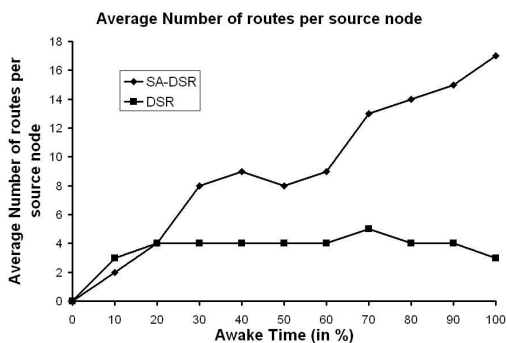


Fig. 4. Packet Delivery Rate

B. Results

We evaluate and compare the performance of SA-DSR to that of standard DSR in terms of the following metrics:

In Figure 3, we measure *the route discovery success rate* for both of the protocols. We define route discovery success rate as the ratio of number of successful source nodes getting RREP packets back to the number of source nodes sending a RREQ packet. This graph gives an impressive performance improvement of SA-DSR over standard DSR (up to 60%). It is expected because SA-DSR uses both the min-hop and stability metrics in route discovery and finds more routes than standard DSR, which never takes into account the link down times of nodes along the source route. At awake percentage of 100%, DSR should have the same route discovery success rate, the slight difference between the DSR and SA-DSR performance is due to the difference in network connectivity during various simulation trials.

In Figure 4, *the average number of routes per node* has been depicted. It shows how SA-DSR finds more routes per node (almost more than 3 times in some cases) with increasing awake percentage.

VI. CONCLUSION AND FUTURE WORK

This paper shows that SA-DSR provides a significant improvement in route discovery success rate with comparable route establishment and maintenance overheads. SA-DSR is aggressive in sense that it proactively discards any RREQ which is predicted to be non-stable and thus might lead to a scenario where the source node fails to find any stable

path to the sink node. We suggest that for non time-critical applications SA-DSR measures a probabilistic stability of the route and forwards all RREQs above a desired guarantee level.

Future works would study how SA-DSR performs with respect to other *route stability aware* protocols as described in [13], [14] or [15]. These protocols take into account node mobility as the reason of link breakage while SA-DSR considers mobile nodes switching off their network cards to low-power sleep modes in absence of significant network traffic.

SA-DSR combines the two metrics stability and minimum distance. Future work would also study the combination of other metrics such as real-time or minimum-energy communication and how to obtain a balance of these multiple constraints to make the new protocol yield good performance.

ACKNOWLEDGMENT

This work was made possible by NSF grant 0545899.

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