

Mobile Ad Hoc Networks

Routing

9th Week

20.06.-22.06.2007



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Computer Networks and Telematics
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Reactive protocols – AODV

➤ Ad hoc On Demand Distance Vector routing (AODV)

- Very popular routing protocol
- Essentially same basic idea as DSR for discovery procedure
- Nodes maintain routing tables instead of source routing
- Sequence numbers added to handle stale caches
- Nodes remember from where a packet came and populate routing tables with that information



Ad Hoc On-Demand Distance Vector Routing (AODV)

[Perkins99Wmcsa]

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- **DSR includes source routes in packet headers**
- **Resulting large headers can sometimes degrade performance**
 - particularly when data contents of a packet are small
- **AODV attempts to improve on DSR by maintaining routing tables at the nodes, so that data packets do not have to contain routes**
- **AODV retains the desirable feature of DSR that routes are maintained only between nodes which need to communicate**

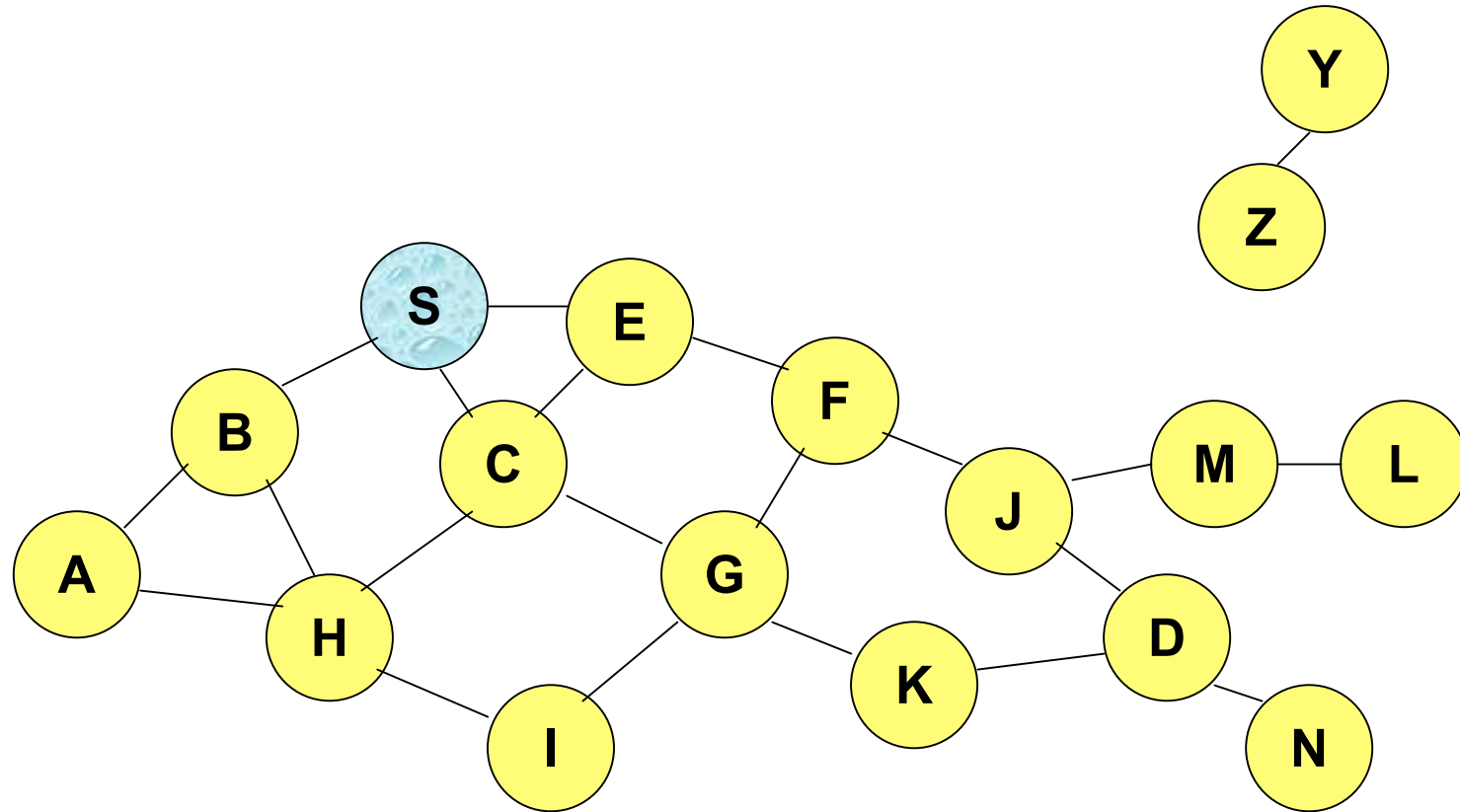


AODV

- **Route Requests (RREQ) are forwarded in a manner similar to DSR**
- **When a node re-broadcasts a Route Request, it sets up a reverse path pointing towards the source**
 - AODV assumes symmetric (bi-directional) links
- **When the intended destination receives a Route Request, it replies by sending a Route Reply**
- **Route Reply travels along the reverse path set-up when Route Request is forwarded**



Route Requests in AODV

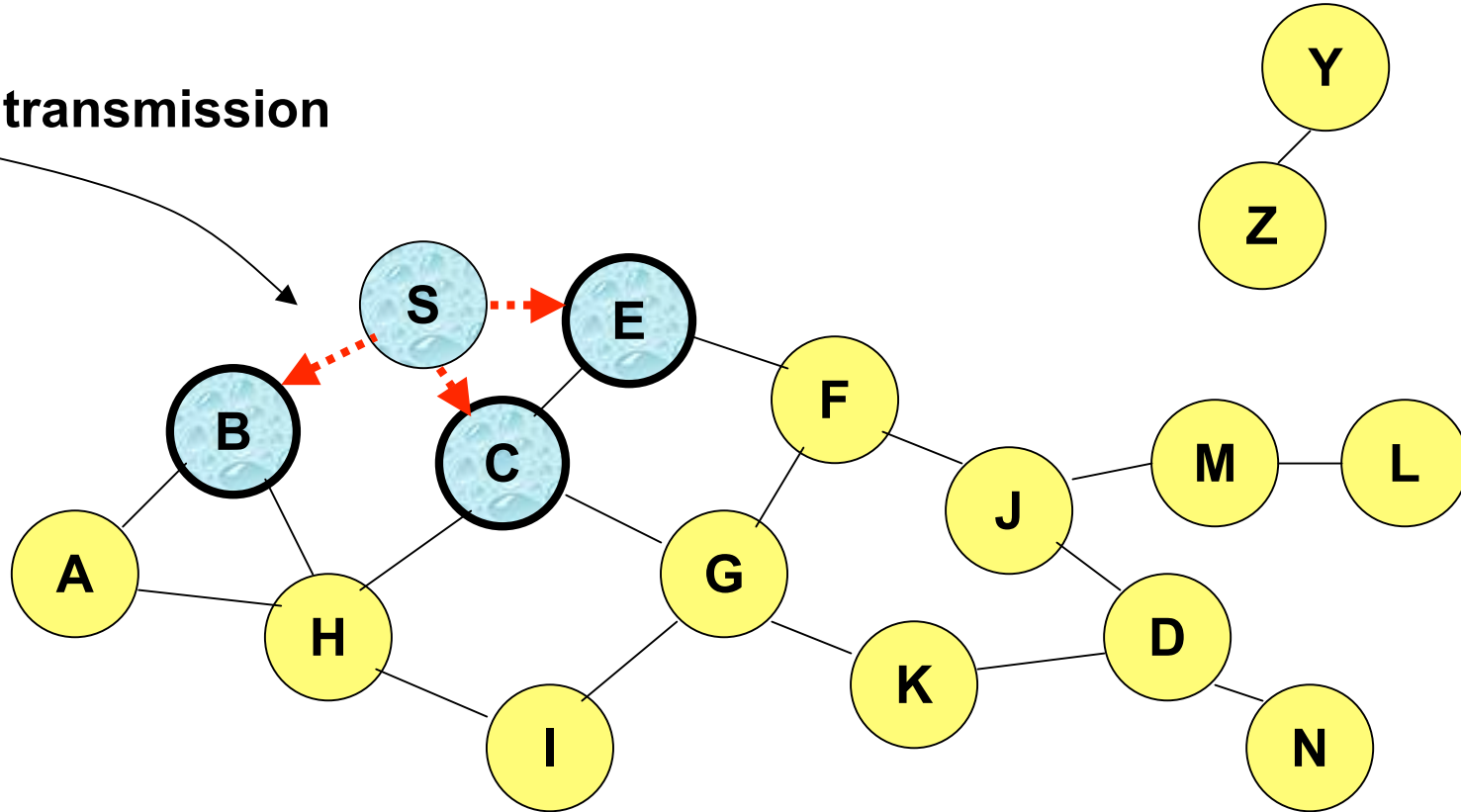


Represents a node that has received RREQ for D from S



Route Requests in AODV

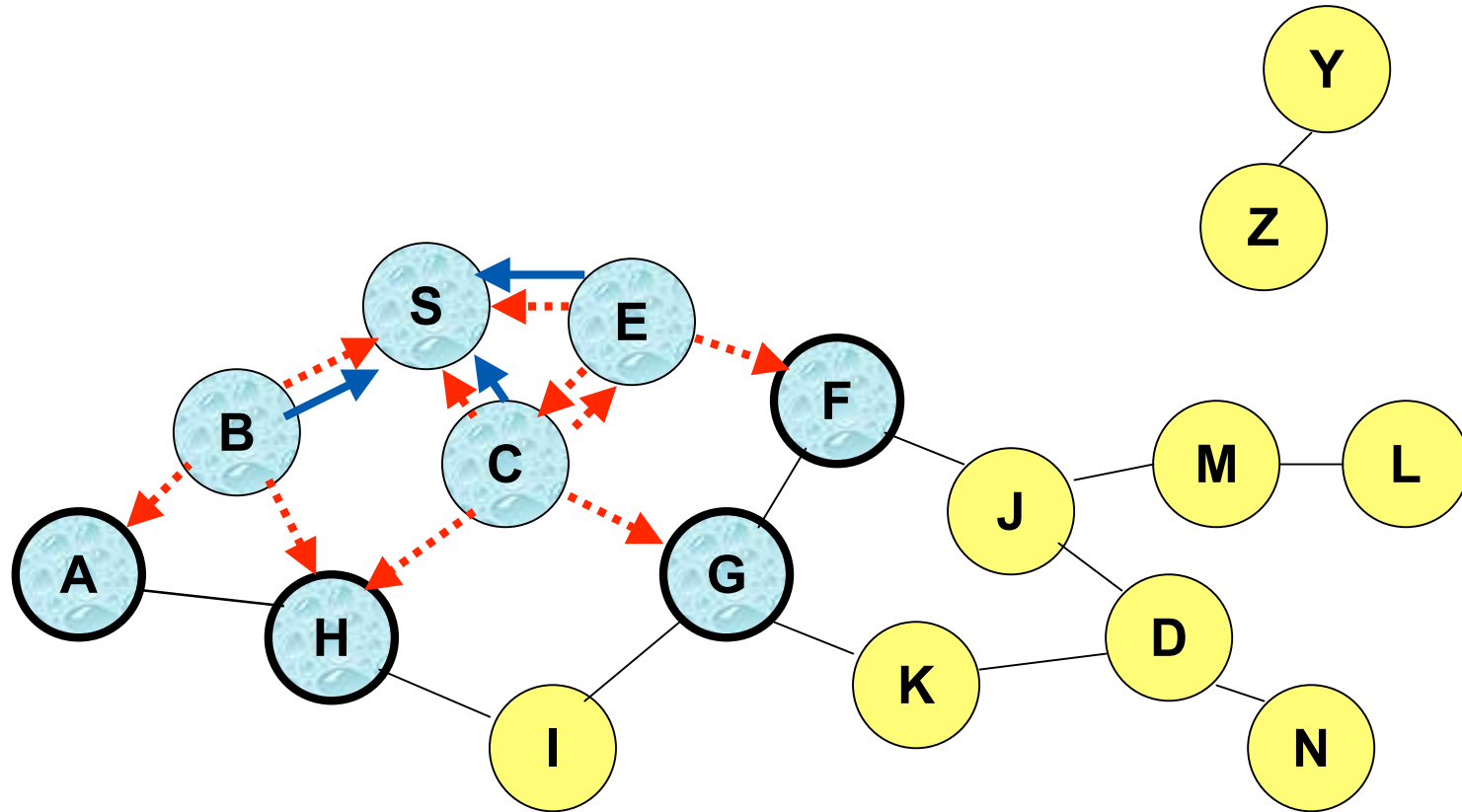
Broadcast transmission



.....➔ Represents transmission of RREQ



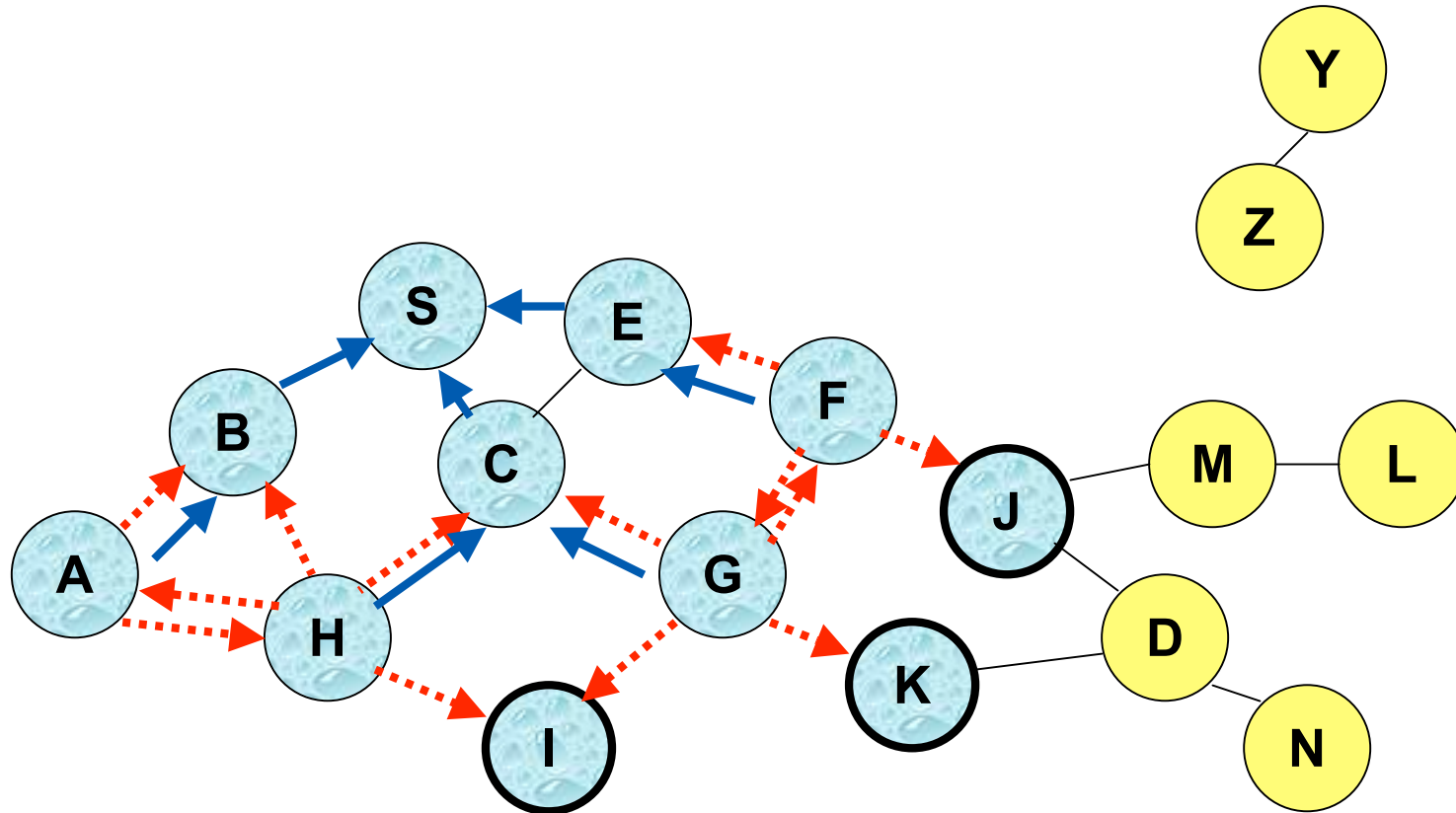
Route Requests in AODV



← Represents links on Reverse Path



Reverse Path Setup in AODV

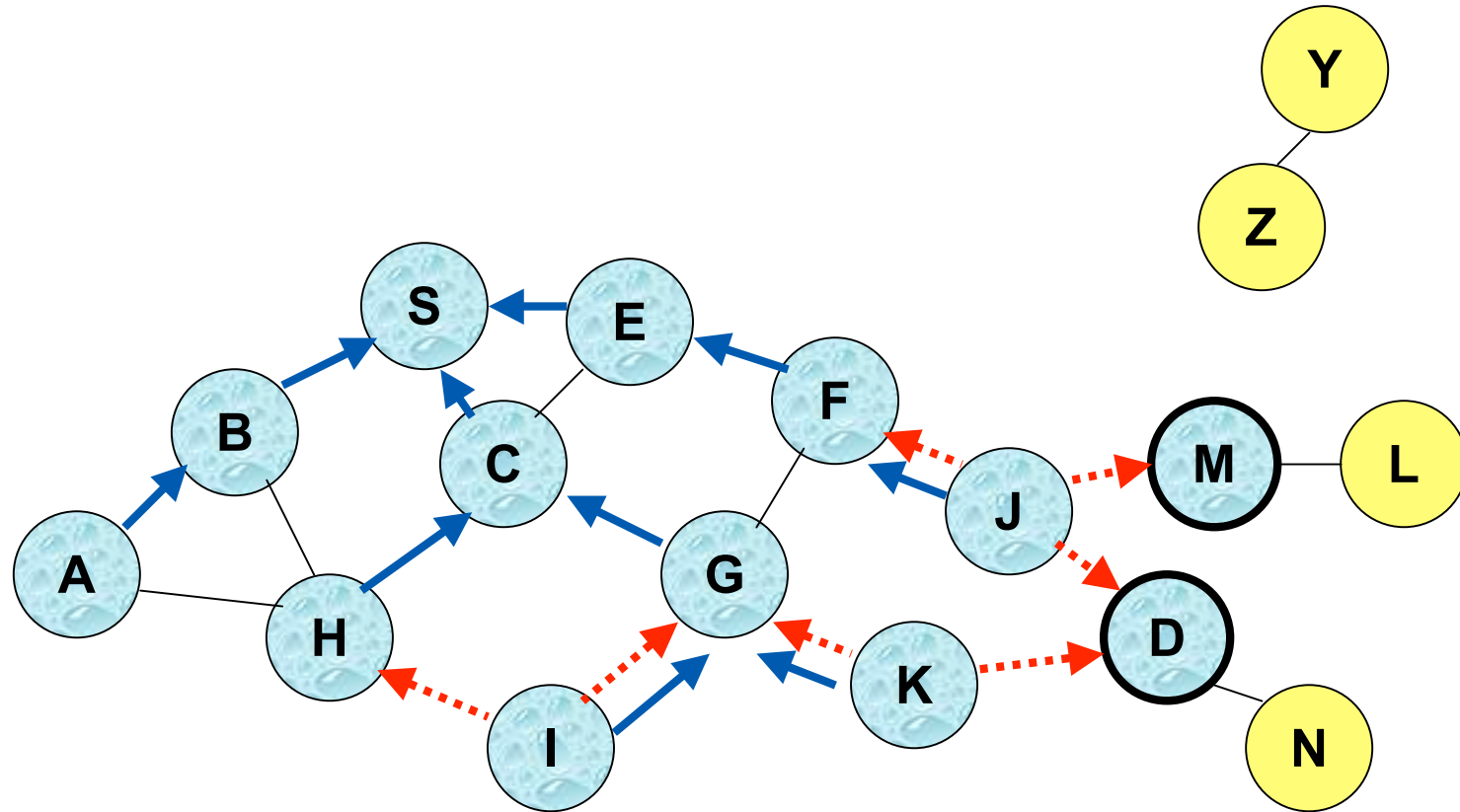


- Node C receives RREQ from G and H, but does not forward it again, because node C has **already forwarded RREQ** once



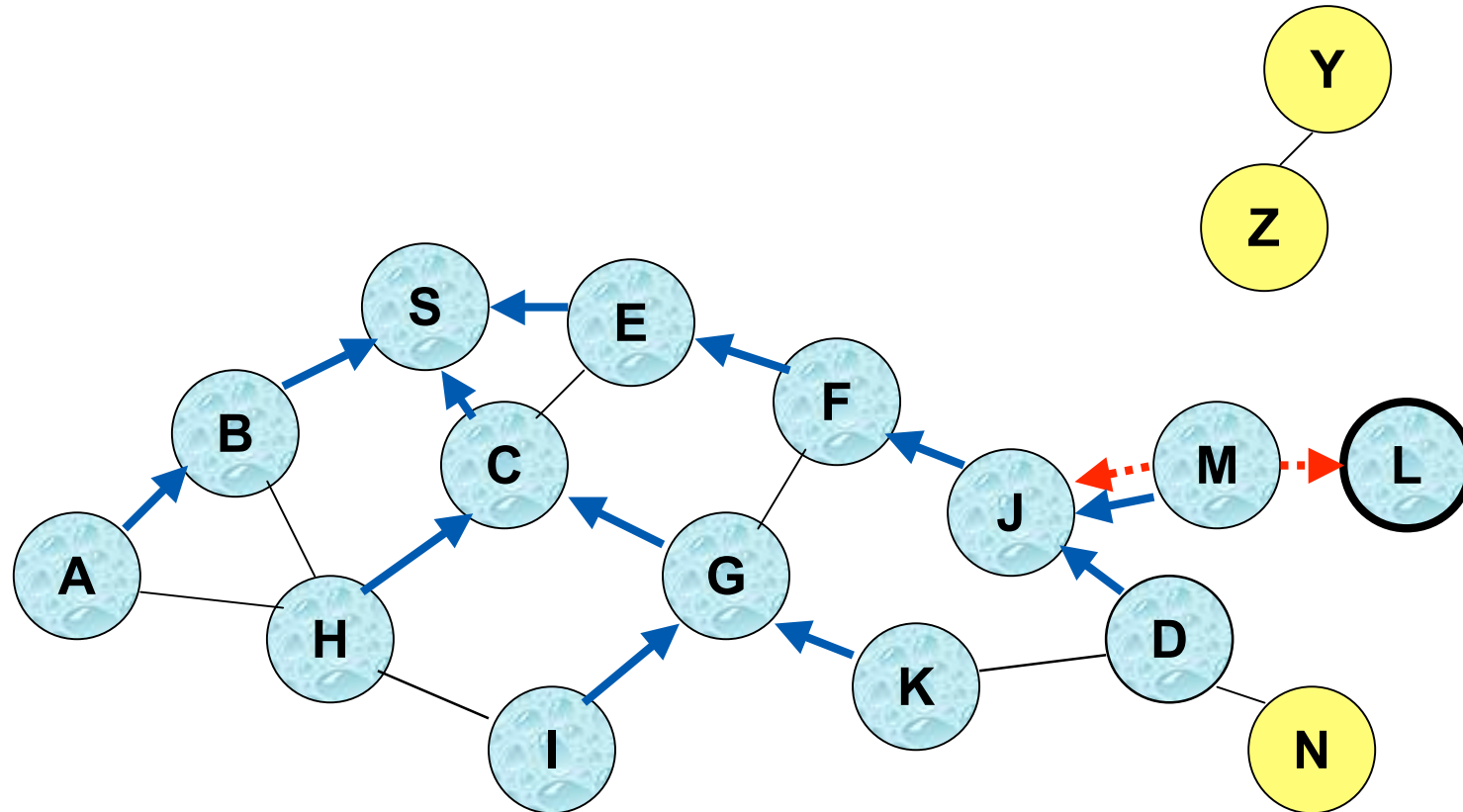
Reverse Path Setup in AODV

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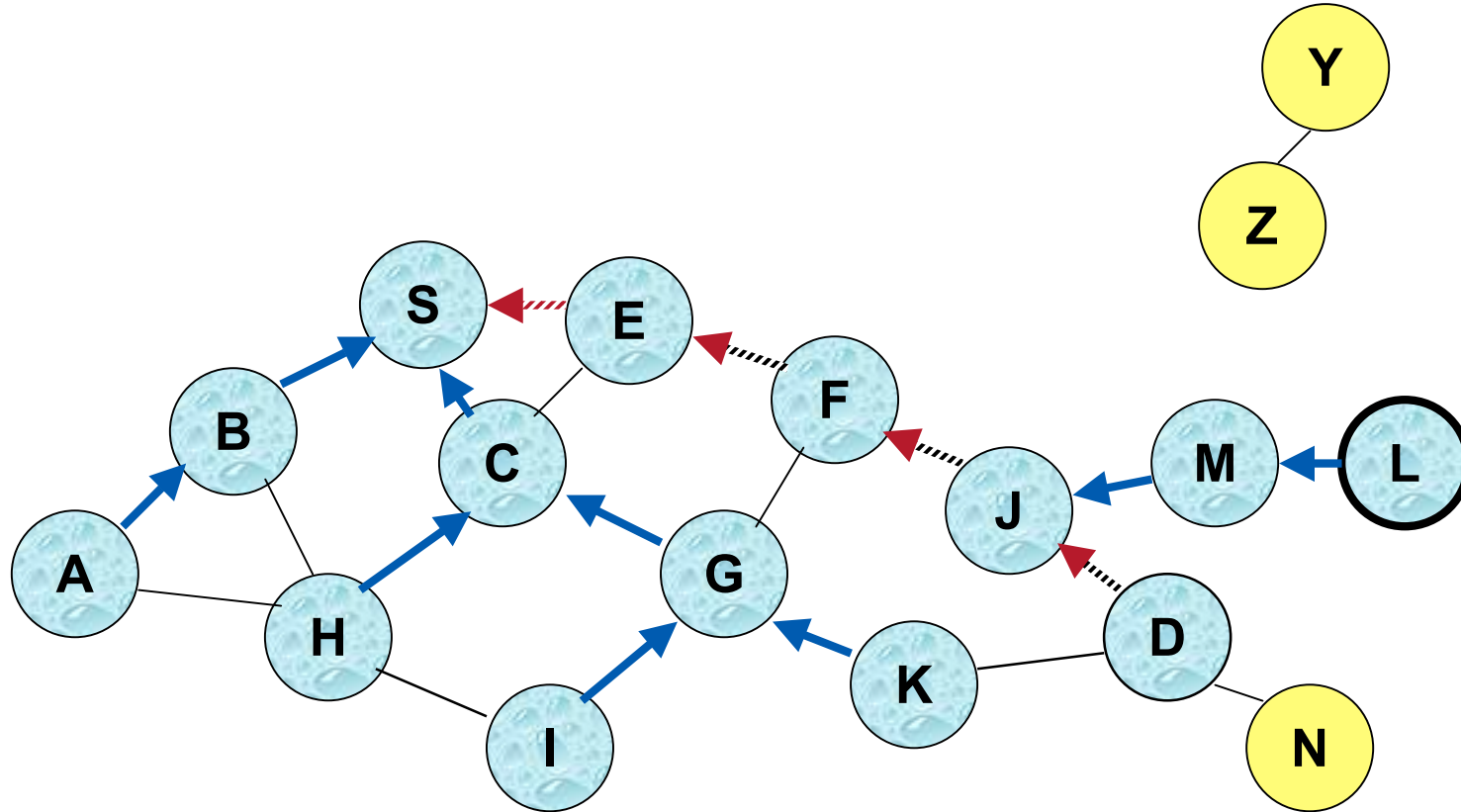
Reverse Path Setup in AODV



- Node D **does not forward** RREQ, because node D is the **intended target** of the RREQ



Route Reply in AODV



 Represents links on path taken by RREP

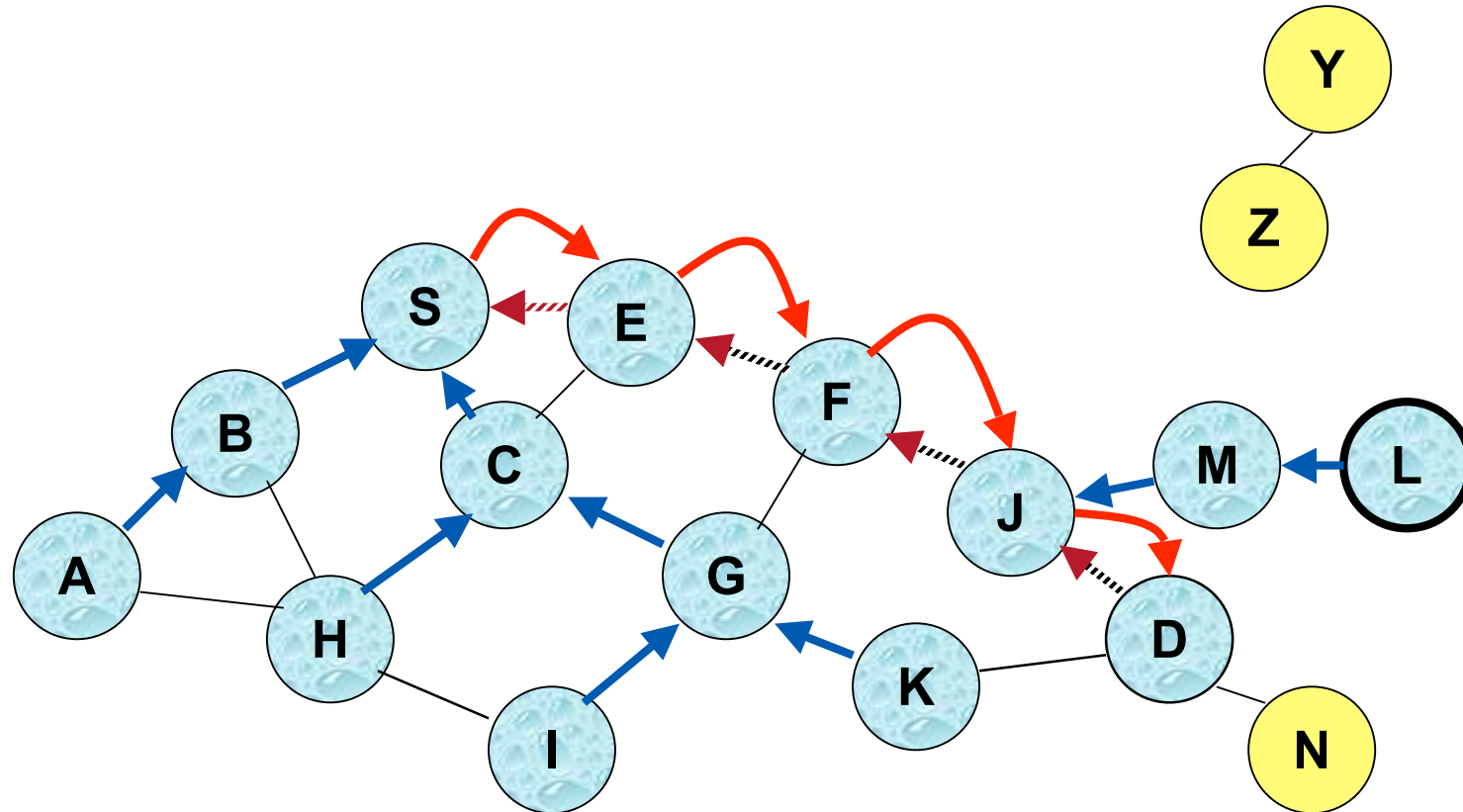


Route Reply in AODV

- An **intermediate node** (not the destination) may also send a **Route Reply (RREP)** provided that it knows a **more recent path** than the one previously known to sender S
- To determine whether the path known to an intermediate node is more recent, **destination sequence numbers** are used
- The likelihood that an intermediate node will send a Route Reply when using AODV not as high as DSR
 - A new Route Request by node S for a destination is assigned a higher destination sequence number. An intermediate node which knows a route, but with a smaller sequence number, **cannot send** Route Reply



Forward Path Setup in AODV



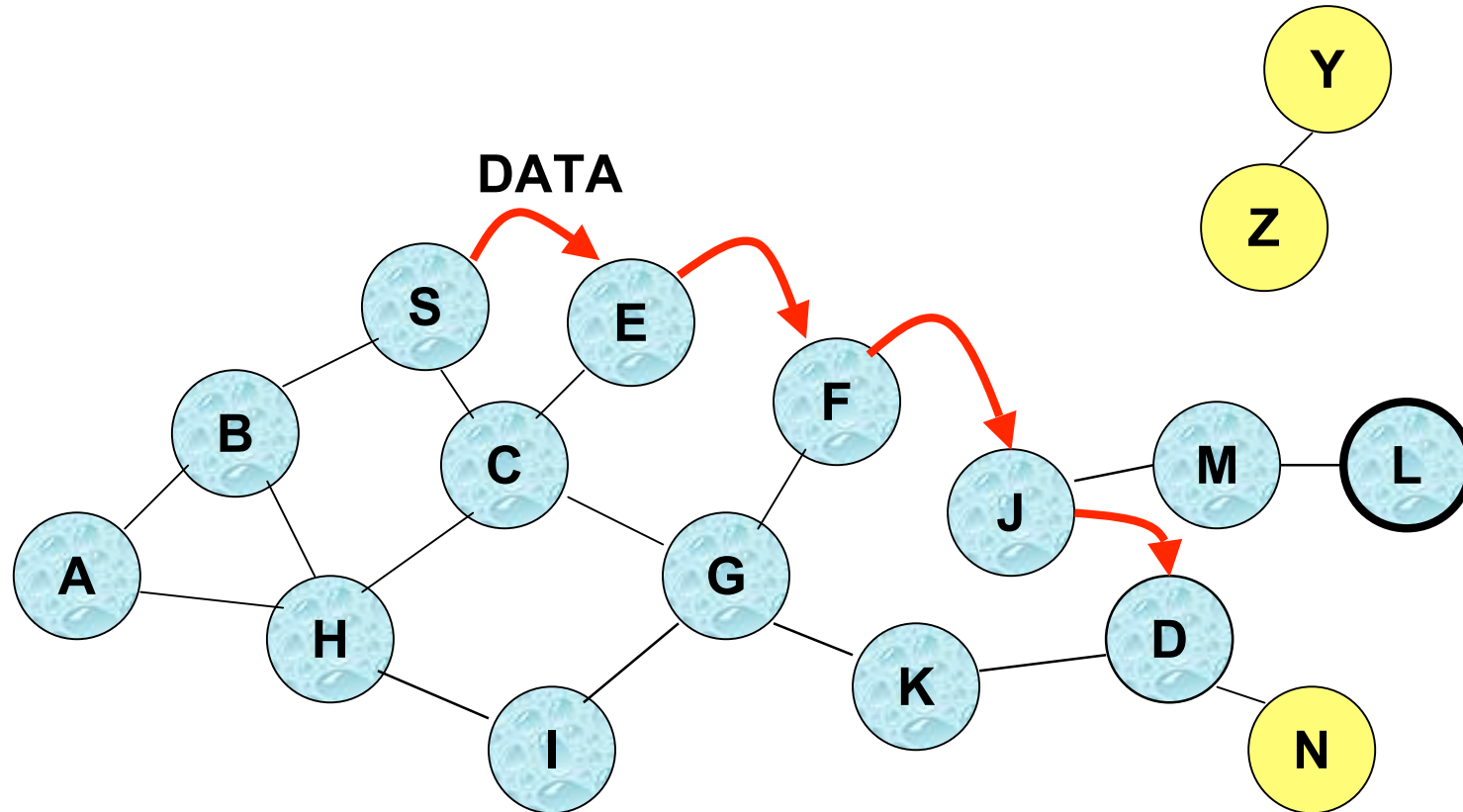
Forward links are setup when RREP travels along the reverse path



Represents a link on the forward path



Data Delivery in AODV



Routing table entries used to forward data packet.

Route is *not* included in packet header.



Timeouts

- **A routing table entry maintaining a *reverse path* is purged after a timeout interval**
 - timeout should be long enough to allow RREP to come back
- **A routing table entry maintaining a *forward path* is purged if *not used* for a *active_route_timeout* interval**
 - if no data is being sent using a particular routing table entry, that entry will be deleted from the routing table (even if the route may actually still be valid)



Link Failure Reporting

- A neighbor of node X is considered **active** for a routing table entry if the neighbor sent a packet within **active_route_timeout** interval which was forwarded using that entry
- When the next hop link in a routing table entry breaks, all **active** neighbors are informed
- Link failures are propagated by means of Route Error messages, which also update destination sequence numbers



Route Error

- **When node X is unable to forward packet P (from node S to node D) on link (X,Y), it generates a RERR message**
- **Node X increments the destination sequence number for D cached at node X**
- **The incremented sequence number N is included in the RERR**
- **When node S receives the RERR, it initiates a new route discovery for D using destination sequence number at least as large as N**



Link Failure Detection

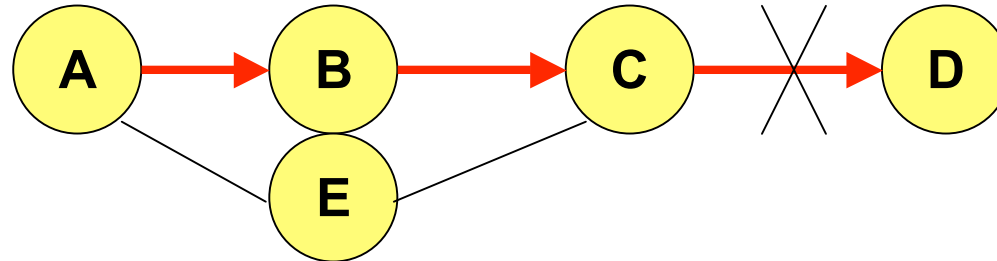
- **Hello** messages: Neighboring nodes periodically exchange hello message
- **Absence of hello message is used as an indication of link failure**
- **Alternatively, failure to receive several MAC-level acknowledgement may be used as an indication of link failure**
- **When node D receives the route request with destination sequence number N, node D will set its sequence number to N, unless it is already larger than N**



Why Sequence Numbers in AODV

- **To avoid using old/broken routes**
 - To determine which route is newer

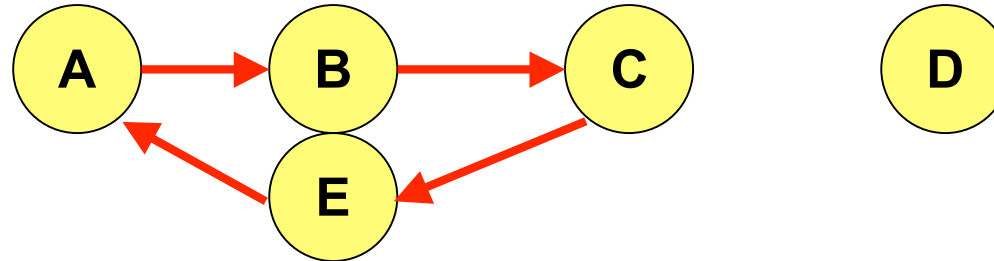
- **To prevent formation of loops**



- Assume that A does not know about failure of link C-D because RERR sent by C is lost
- Now C performs a route discovery for D. Node A receives the RREQ (say, via path C-E-A)
- Node A will reply since A knows a route to D via node B
- Results in a loop (for instance, C-E-A-B-C)



Why Sequence Numbers in AODV



– Loop C-E-A-B-C



Optimization: Expanding Ring Search

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- **Route Requests are initially sent with small Time-to-Live (TTL) field, to limit their propagation**
 - DSR also includes a similar optimization

- **If no Route Reply is received, then larger TTL tried**



Summary: AODV

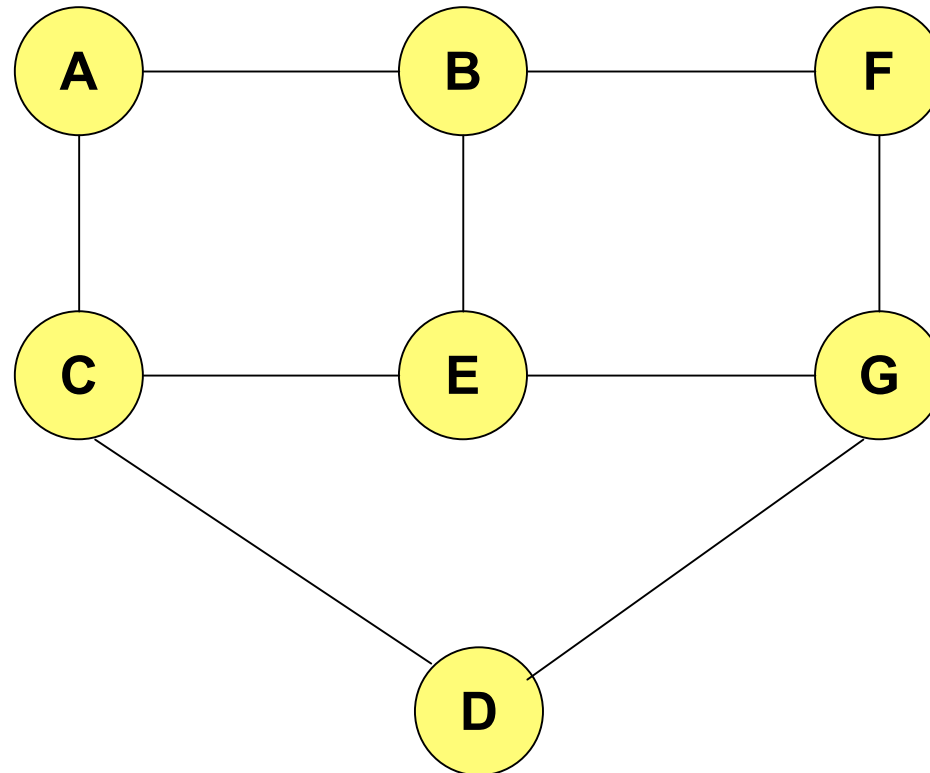
- **Routes need not be included in packet headers**
- **Nodes maintain routing tables containing entries only for routes that are in active use**
- **At most one next-hop per destination maintained at each node**
 - Multi-path extensions can be designed
 - DSR may maintain several routes for a single destination
- **Unused routes expire even if topology does not change**



Link Reversal Algorithm

[Gafni81]

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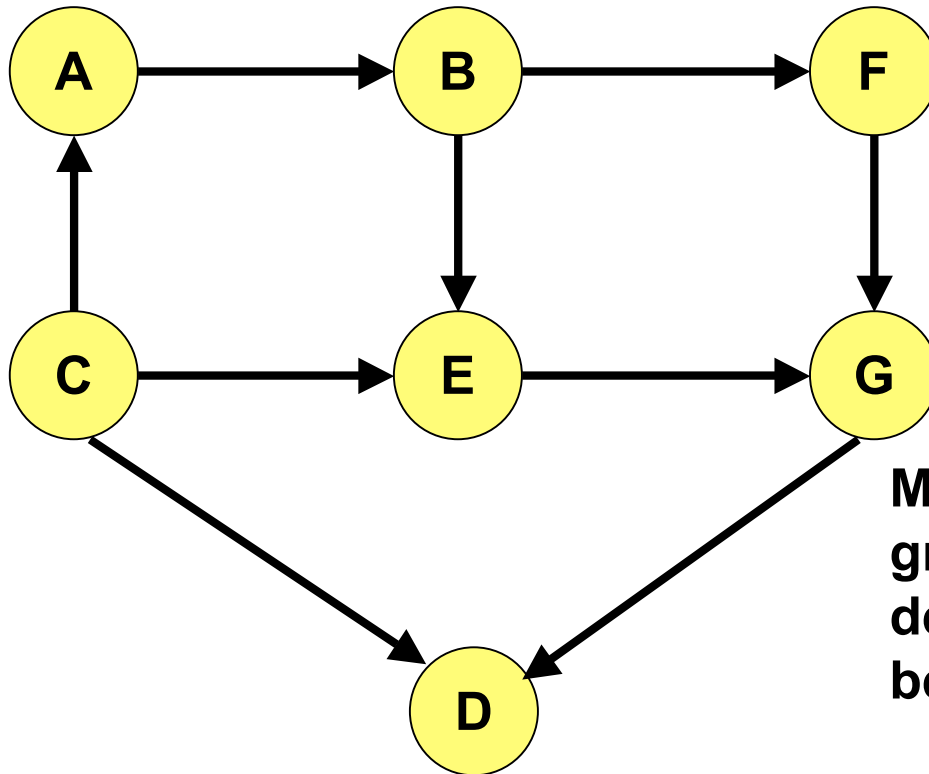




Link Reversal Algorithm

Links are bi-directional

But algorithm imposes
logical directions on them

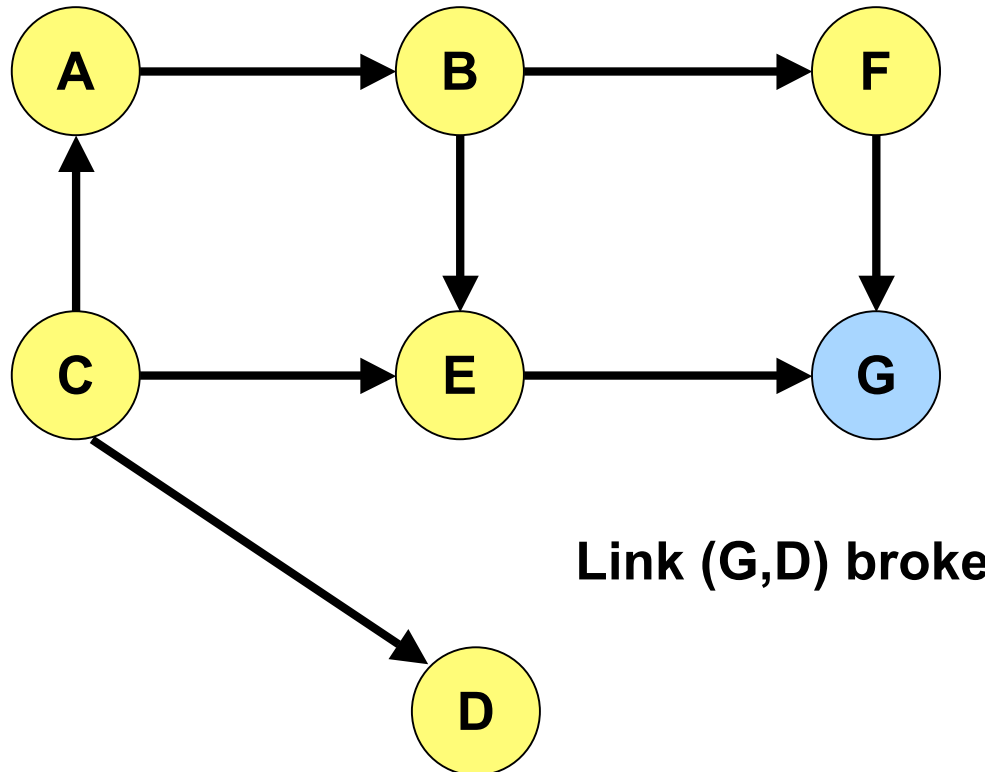


Maintain a directed acyclic
graph (DAG) for each
destination, with the destination
being the *only sink*

This DAG is for *destination
node D*



Link Reversal Algorithm

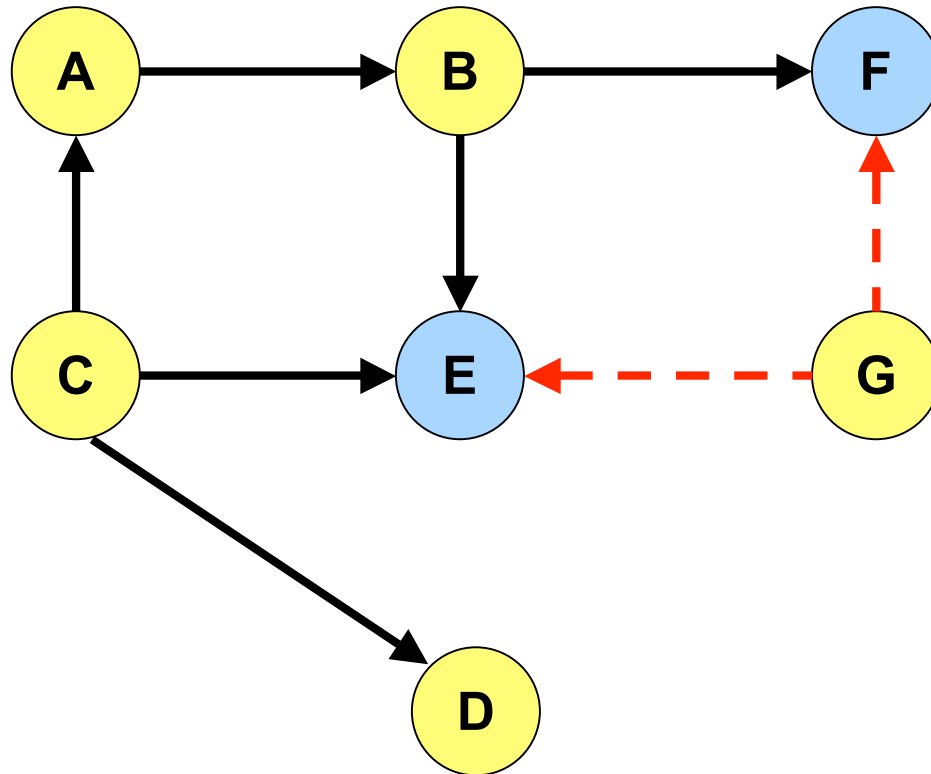


Any node, **other than the destination**, that has no outgoing links reverses all its incoming links.

Node G has no outgoing links



Link Reversal Algorithm

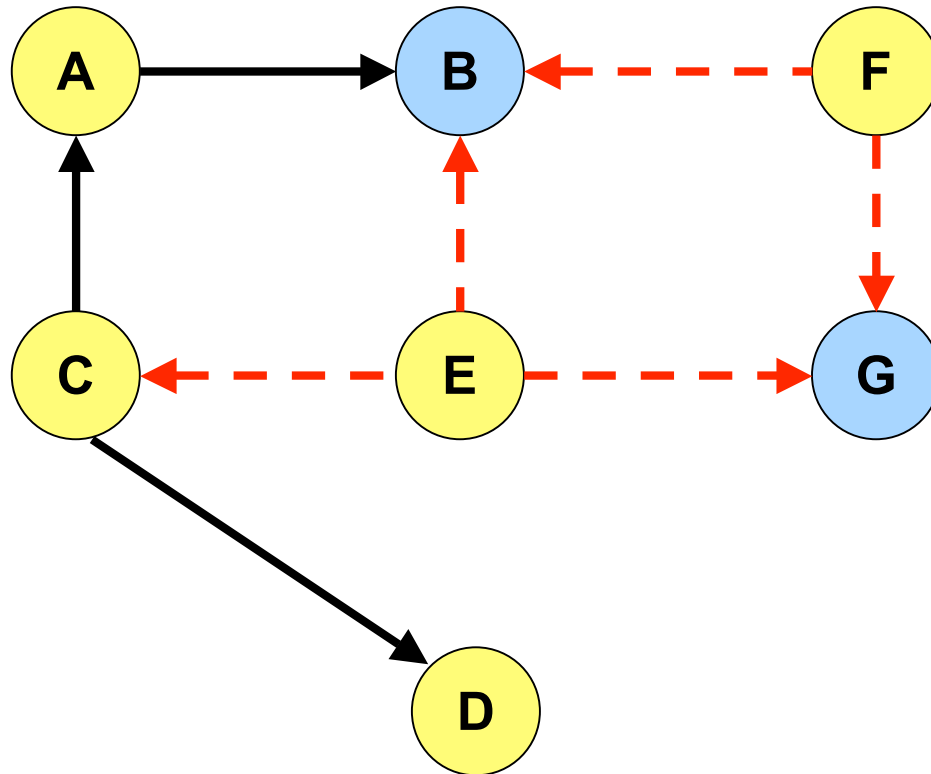


Represents a link that was reversed recently

Now nodes E and F have no outgoing links



Link Reversal Algorithm

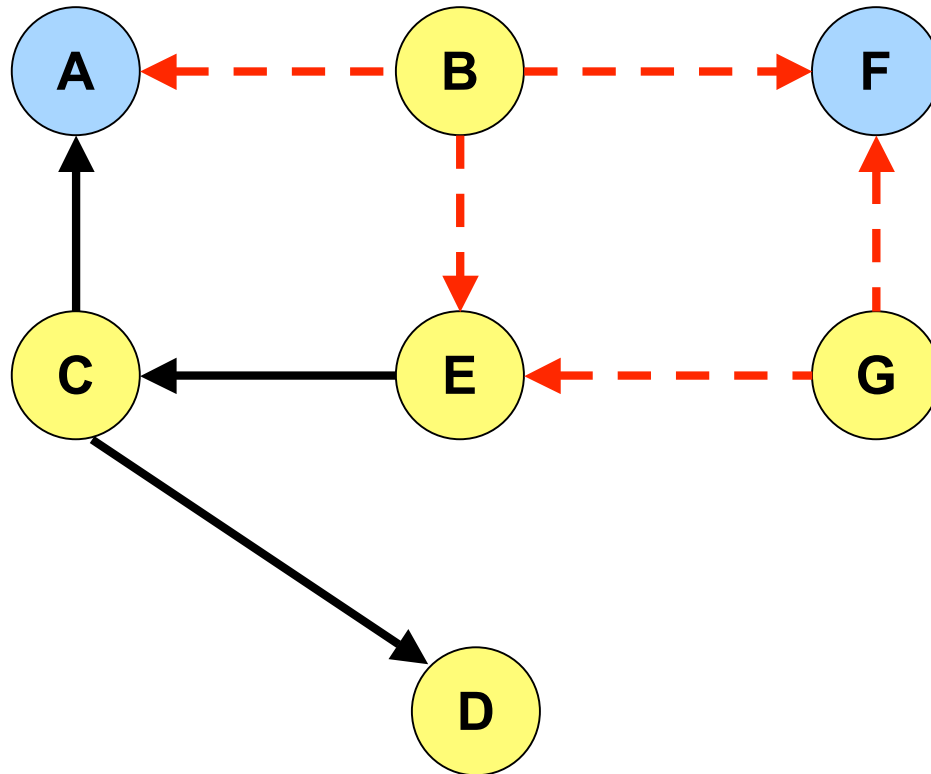


Represents a link that was reversed recently

Now nodes B and G have no outgoing links



Link Reversal Algorithm

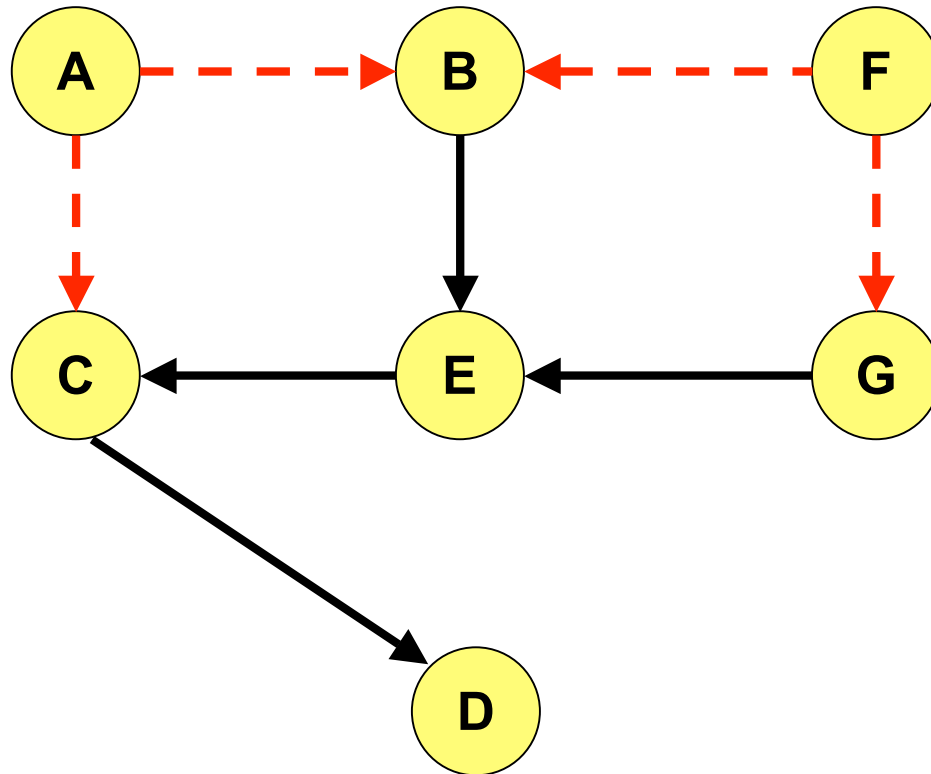


Represents a link that was reversed recently

Now nodes A and F have no outgoing links



Link Reversal Algorithm

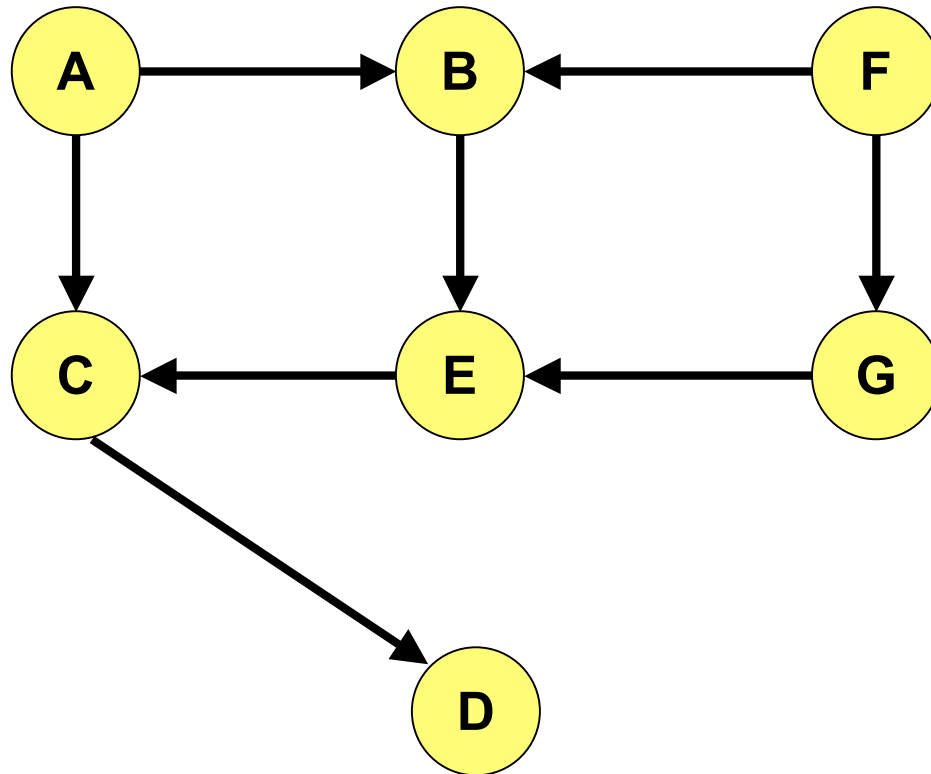


Represents a link that was reversed recently

Now all nodes (other than destination D) have an outgoing link



Link Reversal Algorithm



DAG has been restored with only the destination as a sink



Link Reversal Algorithm

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- **Attempts to keep link reversals local to where the failure occurred**
 - But this is not guaranteed
- **When the first packet is sent to a destination, the destination oriented DAG is constructed**
- **The initial construction does result in flooding of control packets**

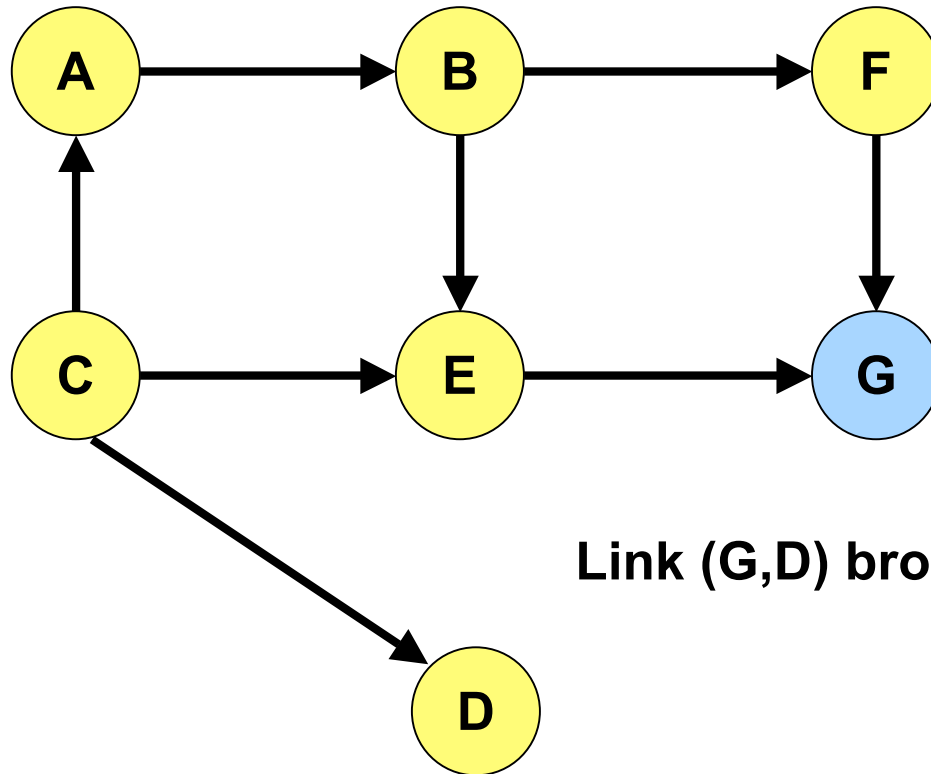


Link Reversal Algorithm

- The previous algorithm is called a **full reversal method** since when a node reverses links, it reverses **all** its incoming links
- **Partial reversal method [Gafni81]**: A node reverses incoming links from only those neighbors who have not themselves reversed links “previously”
 - If all neighbors have reversed links, then the node reverses all its incoming links
 - “Previously” at node X means *since the last link reversal done by node X*



Partial Reversal Method

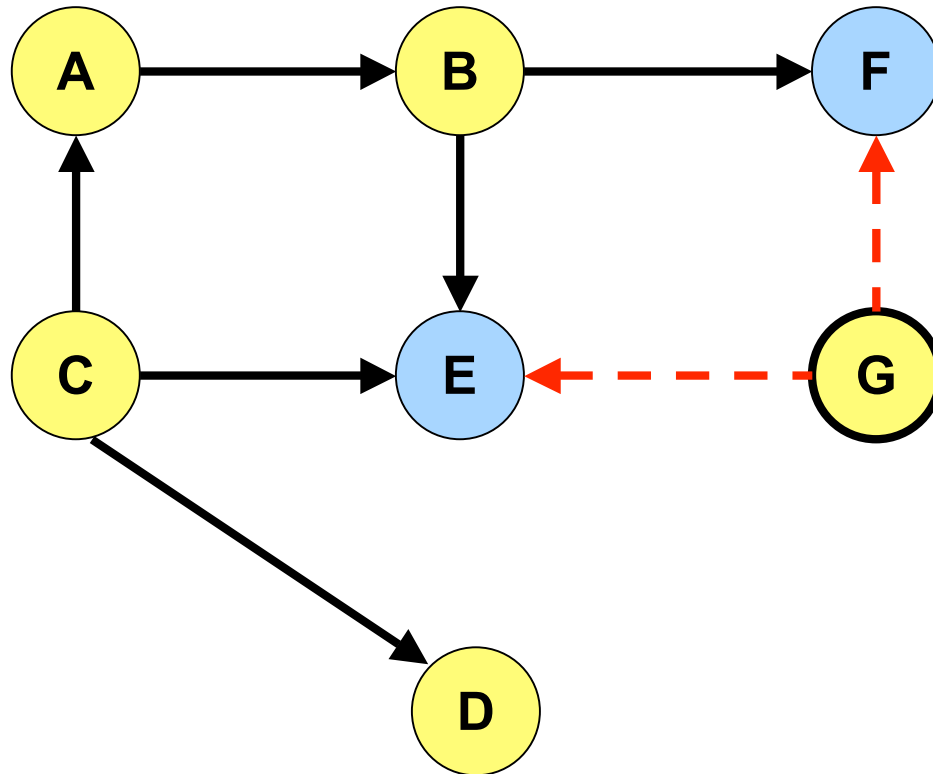


Link (G,D) broke

Node G has no outgoing links



Partial Reversal Method



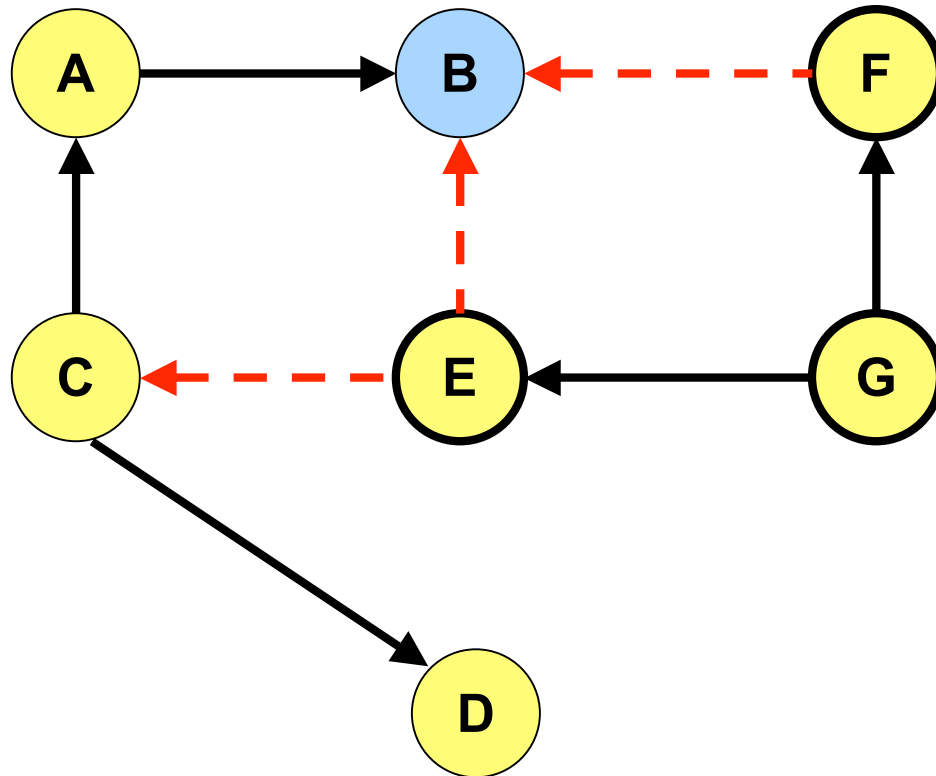
← - - - Represents a link that was reversed recently

● Represents a node that has reversed links

Now nodes E and F have no outgoing links



Partial Reversal Method

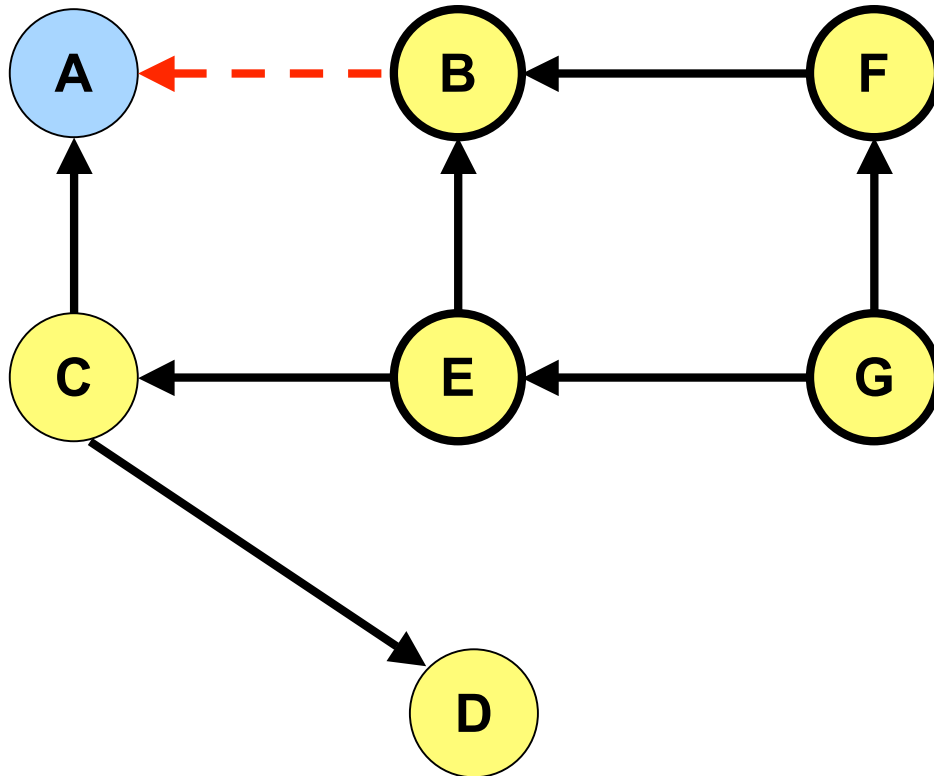


Represents a link that was reversed recently

Nodes E and F *do not* reverse links from node G
Now node B has no outgoing links



Partial Reversal Method

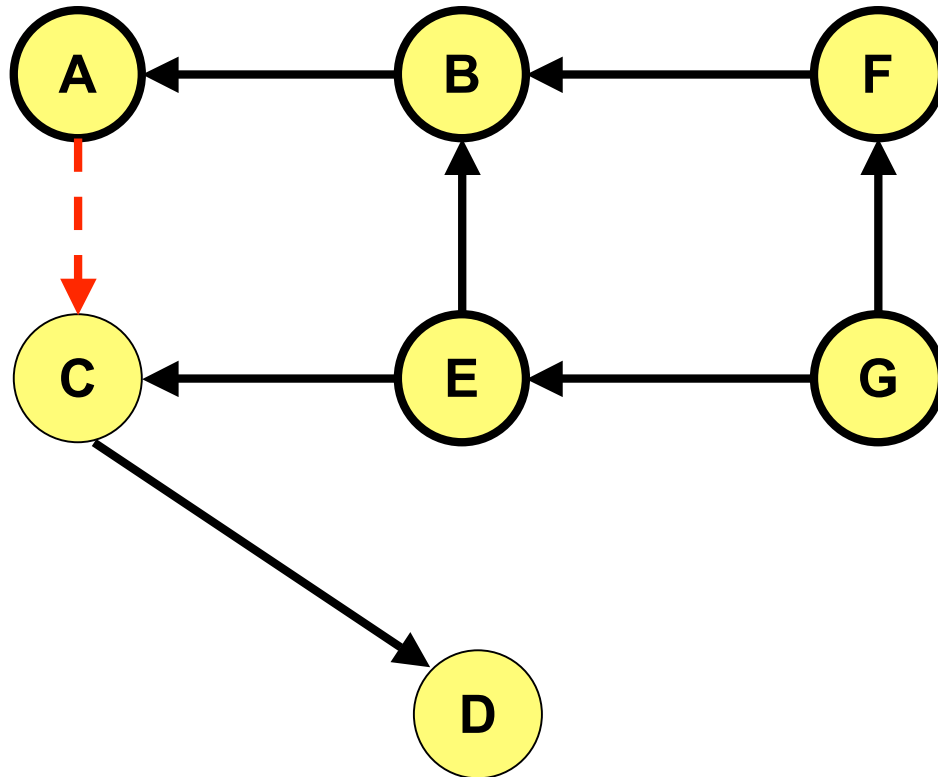


Represents a link that was reversed recently

Now node A has no outgoing links



Partial Reversal Method

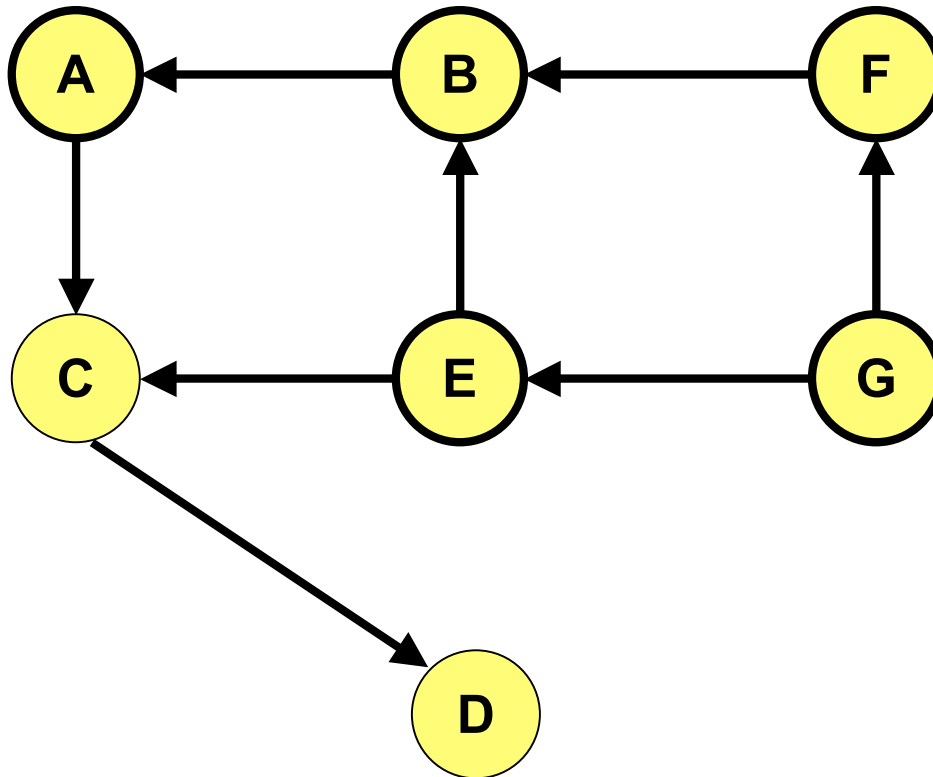


Represents a link that was reversed recently

Now all nodes (except destination D) have outgoing links



Partial Reversal Method



DAG has been restored with only the destination as a sink



Link Reversal Methods: Advantages

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- **Link reversal methods attempt to limit updates to routing tables at nodes in the vicinity of a broken link**
- **Each node may potentially have multiple routes to a destination**



Link Reversal Methods: Disadvantage

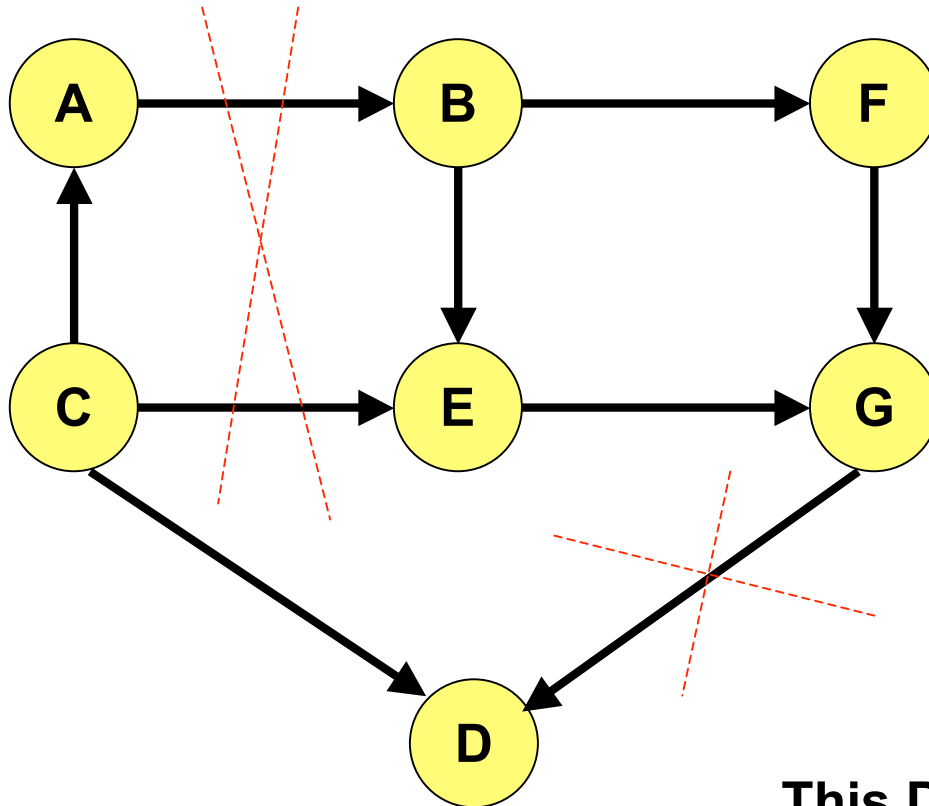
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- **Need a mechanism to detect link failure**
 - hello messages may be used
 - but hello messages can add to contention

- **If network is partitioned, link reversals continue indefinitely**



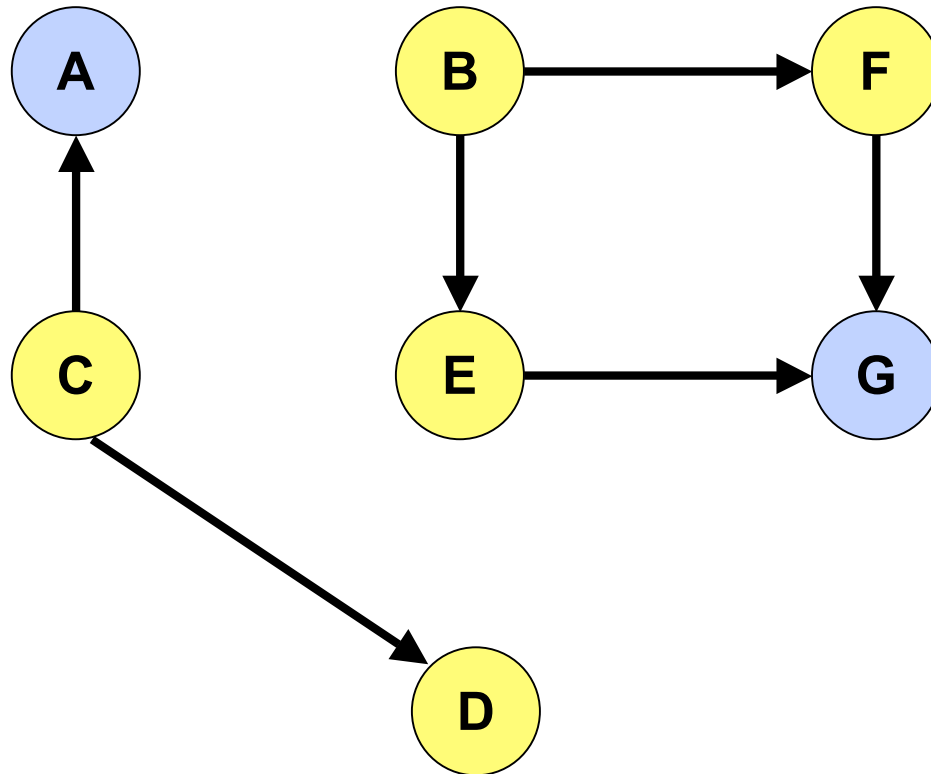
Link Reversal in a Partitioned Network



This DAG is for *destination node D*



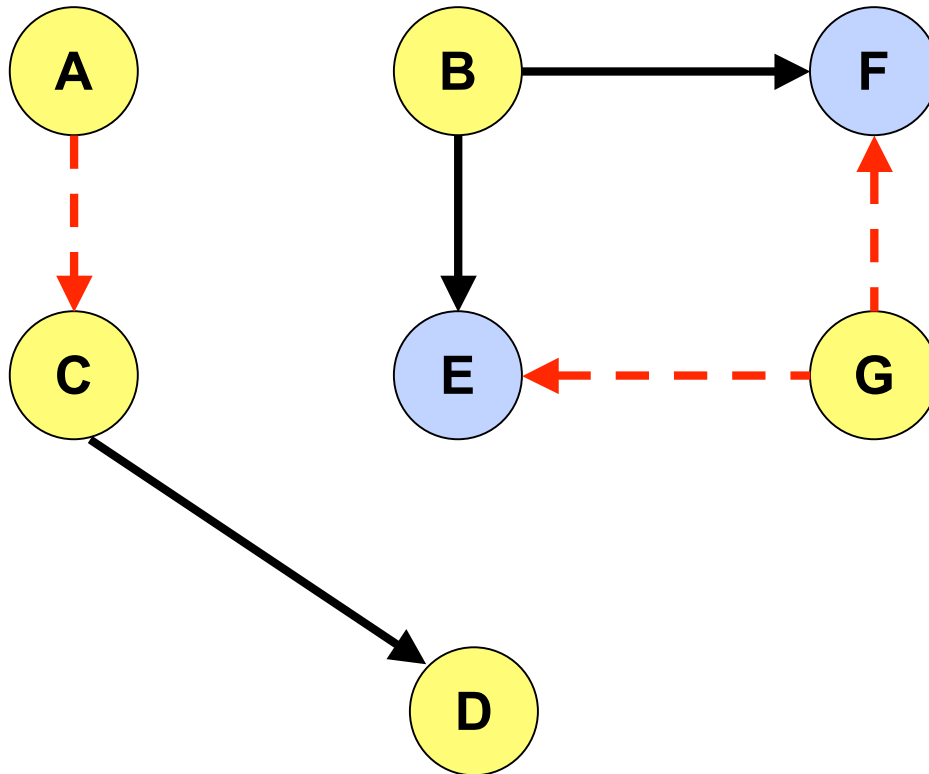
Full Reversal in a Partitioned Network



A and G do not have outgoing links



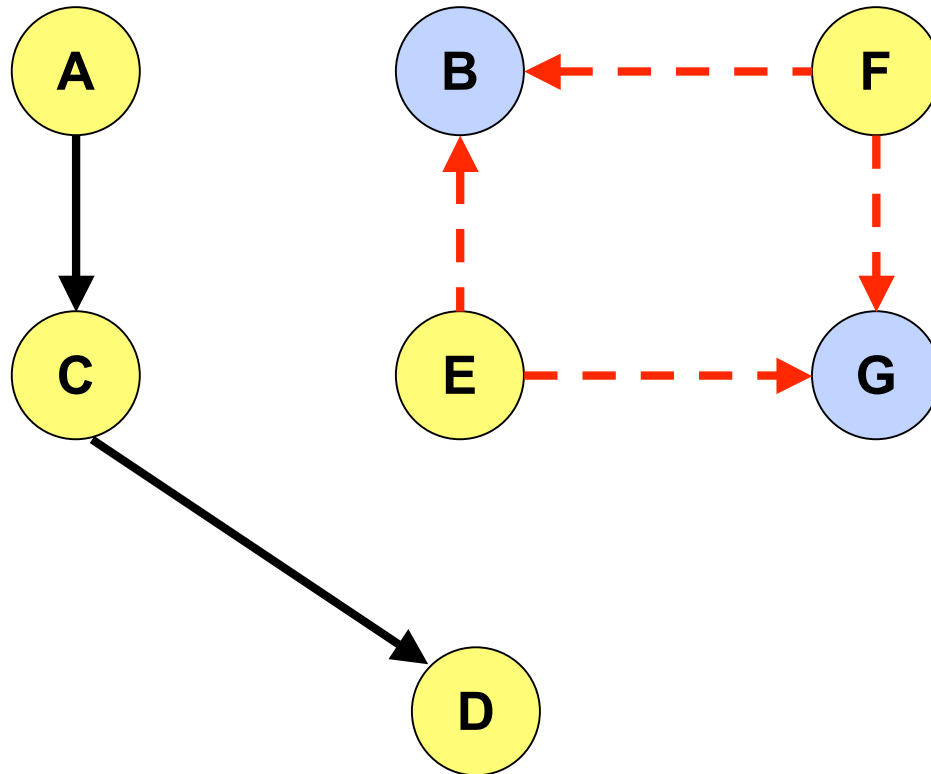
Full Reversal in a Partitioned Network



E and F do not have outgoing links



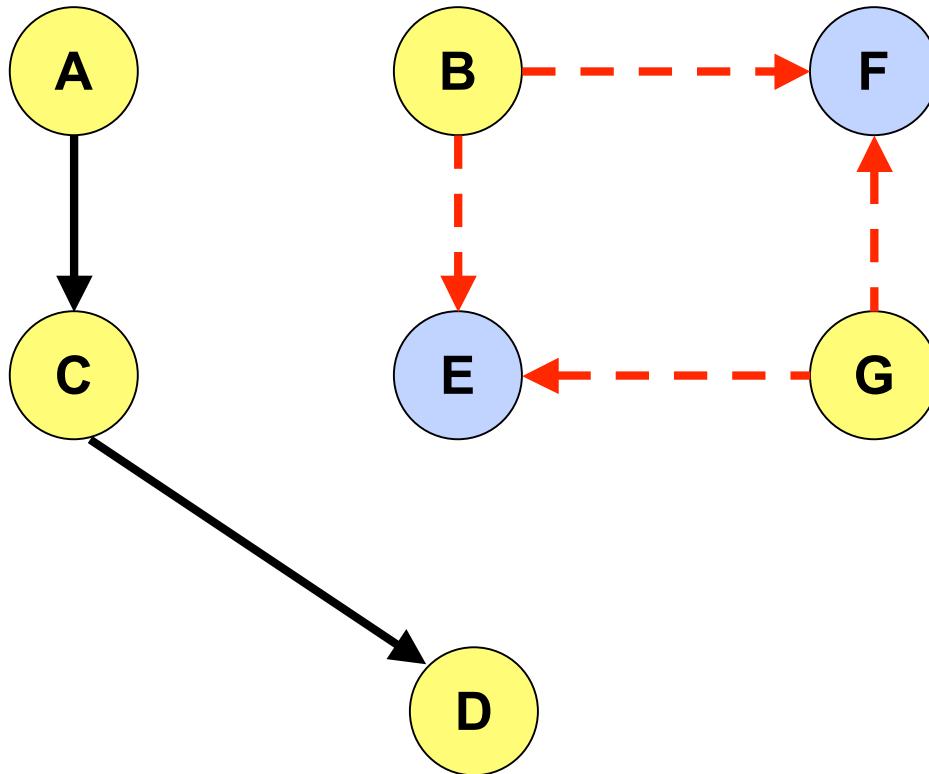
Full Reversal in a Partitioned Network



B and G do not have outgoing links



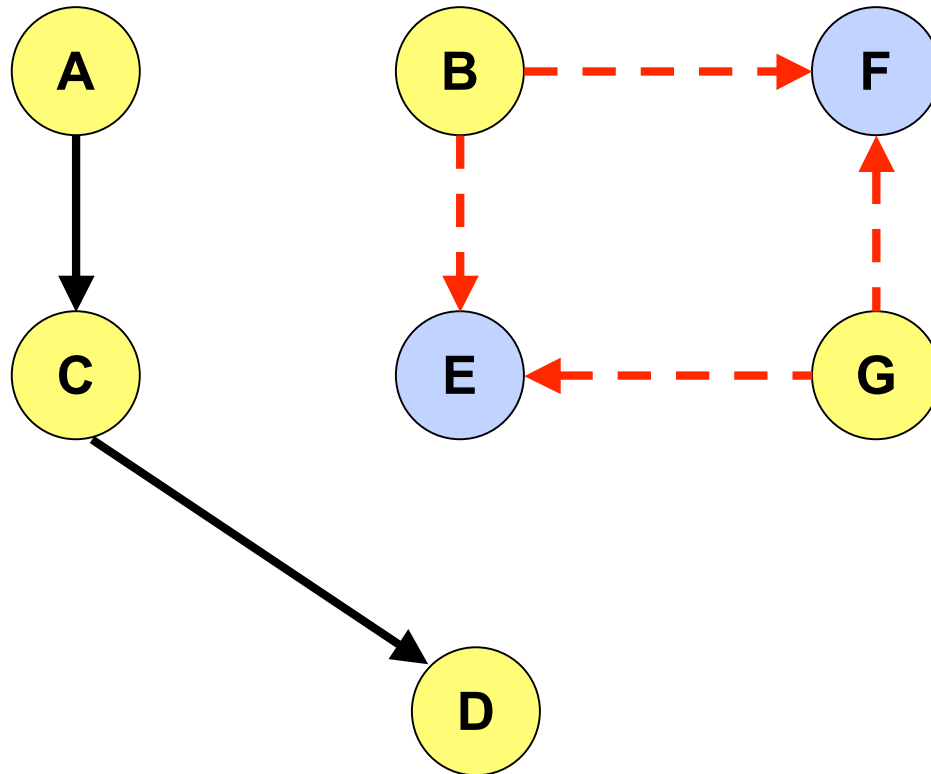
Full Reversal in a Partitioned Network



E and F do not have outgoing links



Full Reversal in a Partitioned Network



In the partition disconnected from destination D, link reversals continue, until the partitions merge

Need a mechanism to minimize this wasteful activity

Similar scenario can occur with partial reversal method too



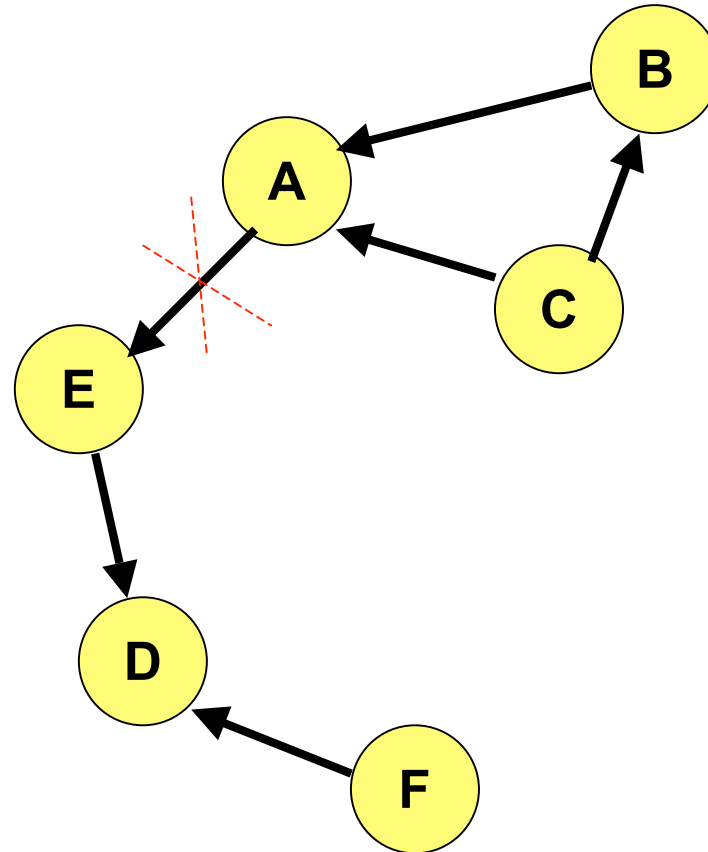
Temporally-Ordered Routing Algorithm (TORA) [Park97Infocom]

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- TORA modifies the **partial** link reversal method to be able to **detect partitions**
- When a partition is detected, all nodes in the partition are informed, and **link reversals** in that partition **cease**



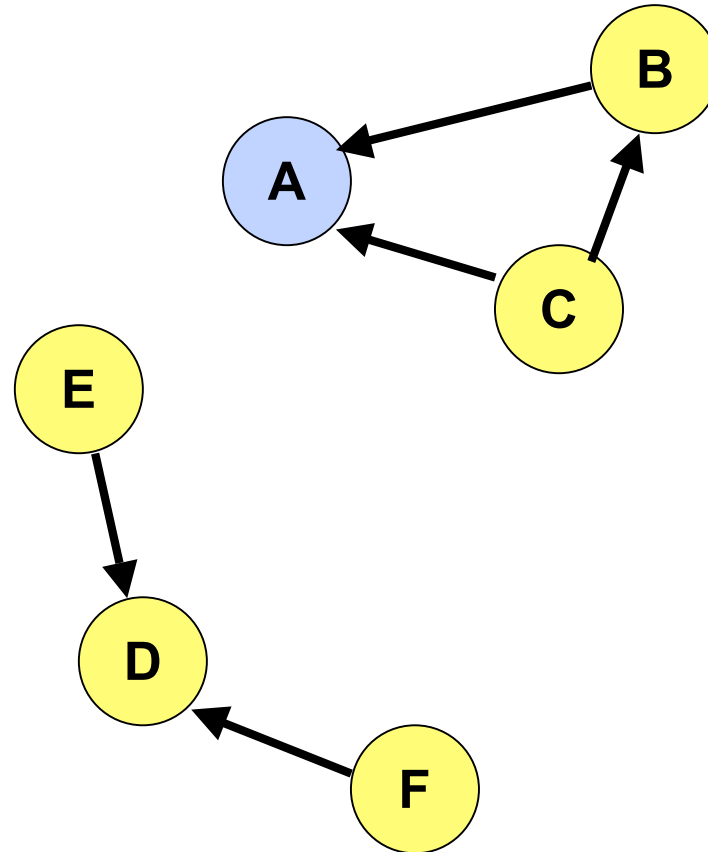
Partition Detection in TORA



**DAG for
destination D**



Partition Detection in TORA

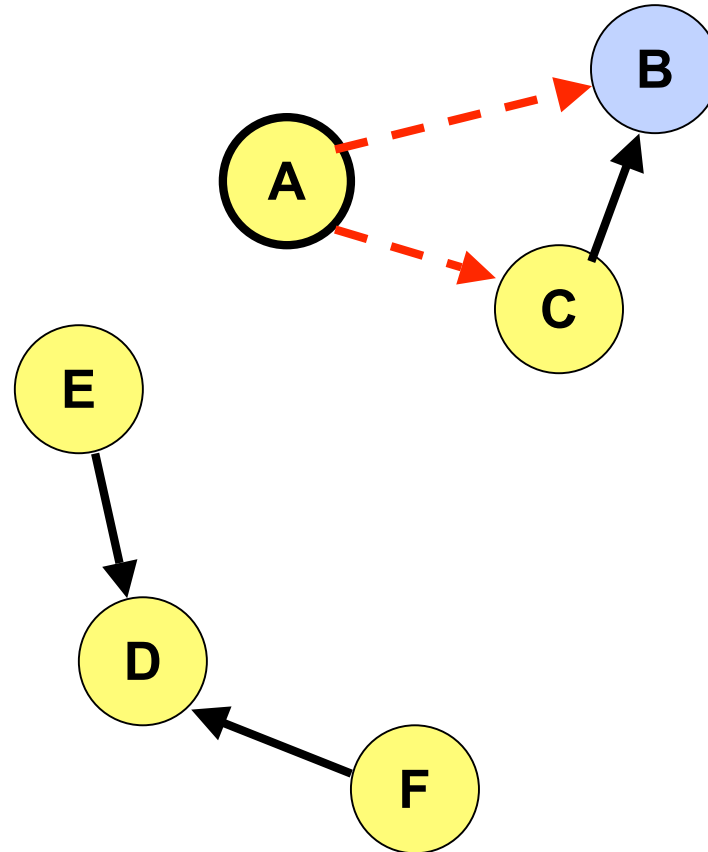


Node A has no outgoing links

TORA uses a modified partial reversal method



Partition Detection in TORA

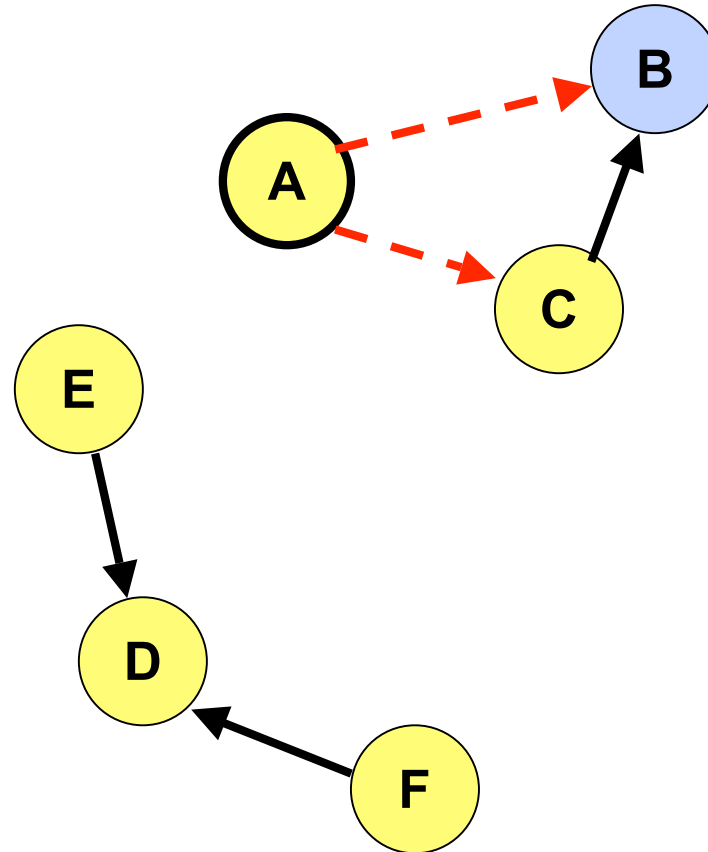


**TORA uses a
modified partial
reversal method**

Node B has no outgoing links



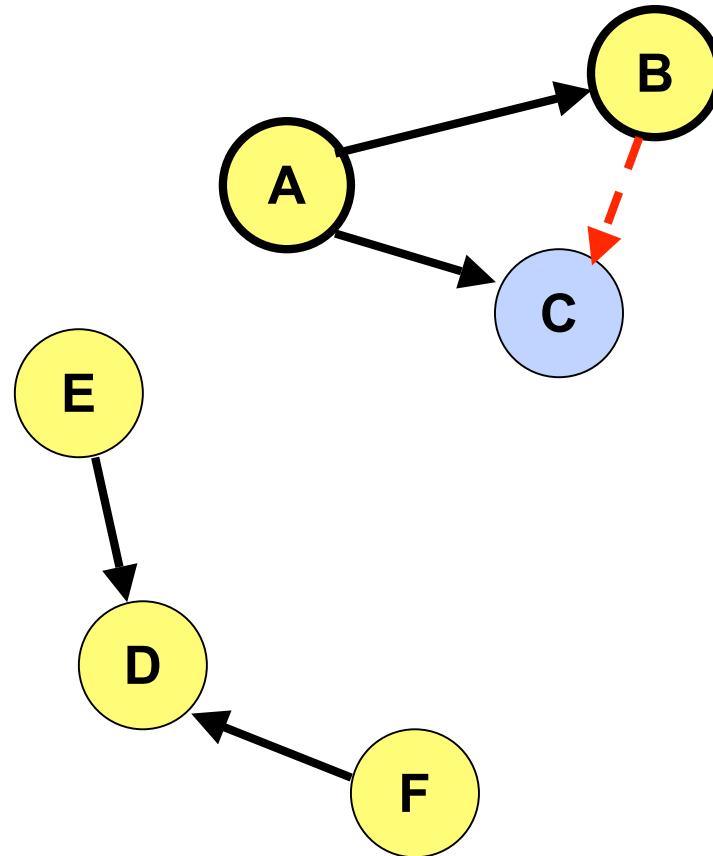
Partition Detection in TORA



Node B has no outgoing links



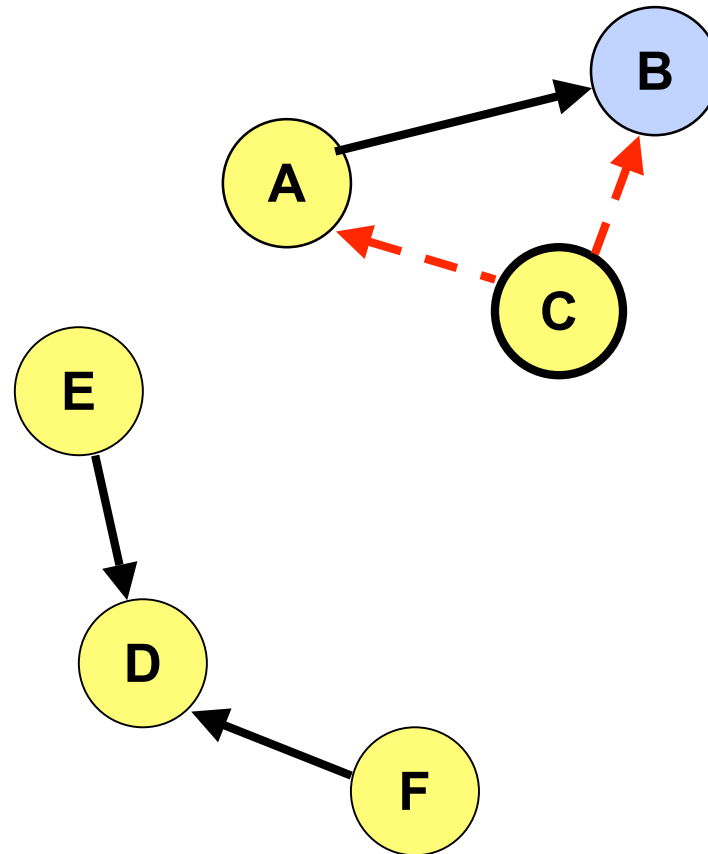
Partition Detection in TORA



Node C has no outgoing links -- all its neighbor have reversed links previously.



Partition Detection in TORA



Nodes A and B receive the **reflection** from node C
Node B now has no outgoing link



TORA

- **Improves on the partial link reversal method in [Gafni81] by detecting partitions and stopping non-productive link reversals**
- **Paths may not be shortest**
- **The DAG provides many hosts the ability to send packets to a given destination**
 - Beneficial when many hosts want to communicate with a single destination



TORA Design Decision

- **TORA performs link reversals as dictated by [Gafni81]**
- **However, when a link breaks, it loses its direction**

- **When a link is repaired, it may not be assigned a direction, unless some node has performed a route discovery after the link broke**
 - if no one wants to send packets to D anymore, eventually, the DAG for destination D may disappear

- **TORA makes effort to maintain the DAG for D only if someone needs route to D**
 - Reactive behavior



TORA Design Decision

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- **One proposal for modifying TORA optionally allowed a more proactive behavior, such that a DAG would be maintained even if no node is attempting to transmit to the destination**
- **Moral of the story: The link reversal algorithm in [Gafni81] does not dictate a proactive or reactive response to link failure/repair**
- **Decision on reactive/proactive behavior should be made based on environment under consideration**



So far ...

- **All nodes had identical responsibilities**

- **Some schemes propose giving special responsibilities to a subset of nodes**
 - “Core” based schemes assign additional tasks to nodes belonging to the “core”
 - Clustering schemes assign additional tasks to cluster “leaders”

- **Not discussed further in this tutorial**



Reactive protocols – TORA

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- **Observation: In hilly terrain, routing to a river's mouth is easy – just go downhill**
- **Idea: Turn network into hilly terrain**
 - Different “landscape” for each destination
 - Assign “heights” to nodes such that when going downhill, destination is reached – in effect: orient edges between neighbors
 - Necessary: resulting directed graph has to be cycle free
- **Reaction to topology changes**
 - When link is removed that was the last “outlet” of a node, reverse direction of all its other links (increase height!)
 - Reapply continuously, until each node except destination has at least a single outlet – will succeed in a connected graph!



Proactive Protocols

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- **Most of the schemes discussed so far are reactive**
- **Proactive schemes based on distance-vector and link-state mechanisms have also been proposed**



Link State Routing

[Huitema95]

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- **Each node periodically floods status of its links**
- **Each node re-broadcasts link state information received from its neighbor**
- **Each node keeps track of link state information received from other nodes**
- **Each node uses above information to determine next hop to each destination**



Optimized Link State Routing (OLSR)

[Jacquet00ietf,Jacquet99Inria]

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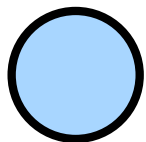
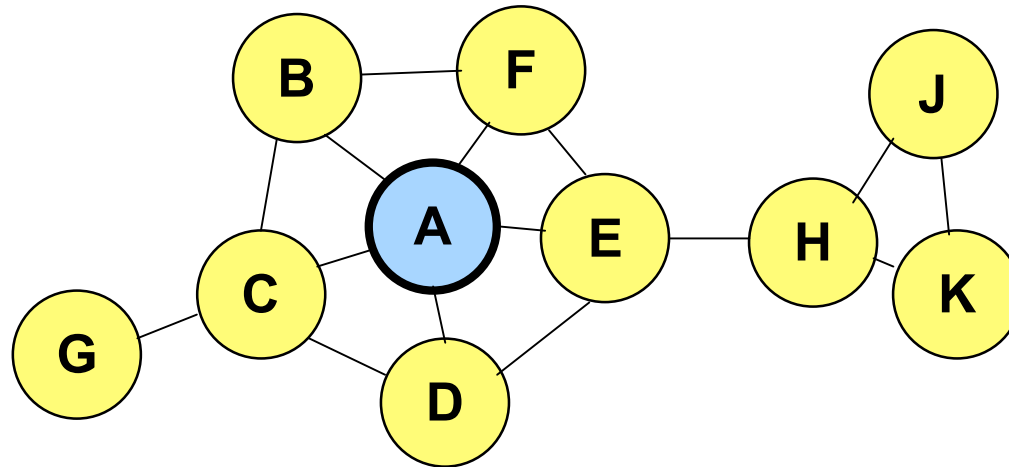
- **The overhead of flooding link state information is reduced by requiring fewer nodes to forward the information**
- **A broadcast from node X is only forwarded by its *multipoint relays***
- **Multipoint relays of node X are its neighbors such that each two-hop neighbor of X is a one-hop neighbor of at least one multipoint relay of X**
 - Each node transmits its neighbor list in periodic beacons, so that all nodes can know their 2-hop neighbors, in order to choose the multipoint relays



Optimized Link State Routing (OLSR)

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➤ Nodes C and E are multipoint relays of node A

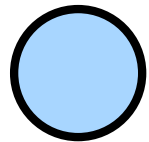
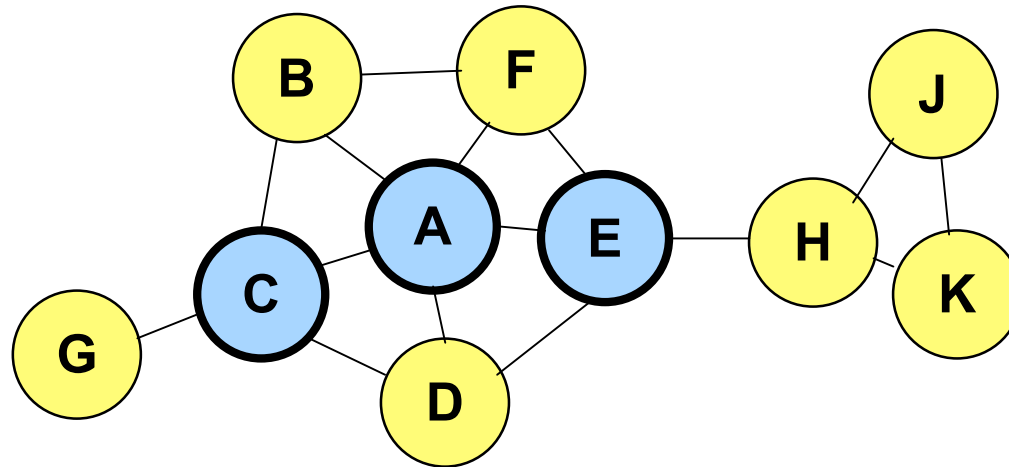


Node that has broadcast state information from A



Optimized Link State Routing (OLSR)

➤ Nodes C and E forward information received from A

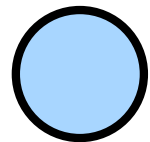
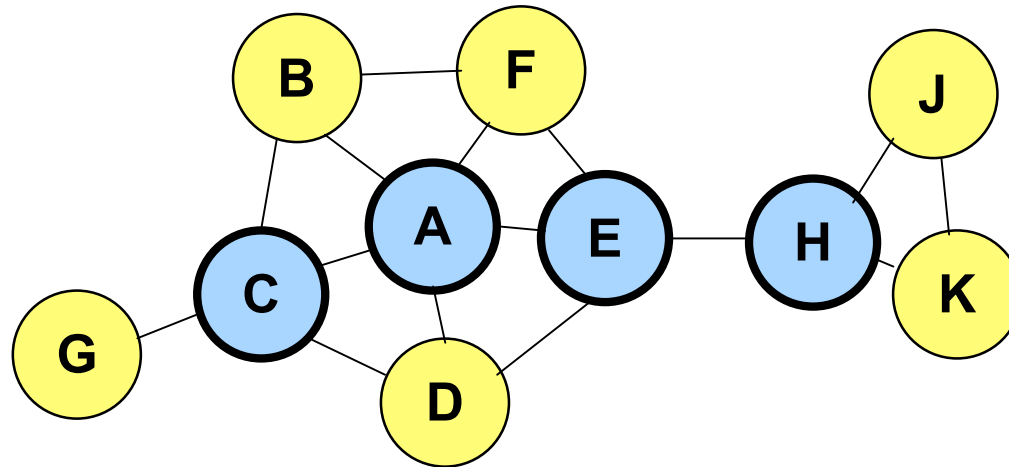


Node that has broadcast state information from A



Optimized Link State Routing (OLSR)

- Nodes E and K are multipoint relays for node H
- Node K forwards information received from H
 - E has already forwarded the same information once



Node that has broadcast state information from A



Proactive protocols – OLSR

- **Combine link-state protocol & topology control**
- *Optimized Link State Routing (OLSR)*

- **Topology control component: Each node selects a minimal dominating set for its two-hop neighborhood**
 - Called the *multipoint relays*
 - Only these nodes are used for packet forwarding
 - Allows for efficient flooding

- **Link-state component: Essentially a standard link-state algorithms on this reduced topology**
 - Observation: Key idea is to reduce flooding overhead (here by modifying topology)



OLSR

- **OLSR floods information through the multipoint relays**
- **The flooded information itself is for links connecting nodes to respective multipoint relays**
- **Routes used by OLSR only include multipoint relays as intermediate nodes**

Thank you!



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