AN EFFICIENT QOS MECHANISM FOR MULTICAST ROUTING WITH ODMRP IN WIRELESS ADHOC NETWORKS

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ABSTRACT

The wireless usage has increased rapidly and there is a huge shift in users' expectations. Ad Hoc networks can provide better features if there is a proper QoS multicasting strategy developed. The On Demand Multicast Routing Protocol (ODMRP) is a group communication protocol with low control overhead. There are many schemes that have worked on the development of ODMRP, but very few have provided a quality aware mechanism. A new technique has been proposed in this paper for reducing the control overhead and for supporting QoS routing in wireless Adhoc networks by estimating the available bandwidth.

Keywords- *Ad hoc networks, Routing protocols, Control Overhead, Bandwidth*

1. INTRODUCTION

Wireless networks fall under a category of networks. They connect devices to internet which is a repository of information, without the usage of any sort of cables. The wired networks have several advantages over the wireless networks but do have certain disadvantages like; the need to set up an entire base station, centralized routing and their static nature i.e. they require establishing of a connection for communication purposes. Wired networks allow connection of device to internet, intranet, but their static nature is not popular amongst the users. These networks require dedicated path for transmitting the packets. Ad hoc networks are infrastructure-less wireless networks. They don't follow any centralized (cellular) structure thereby exhibiting distributed routing. These networks enable the nodes to move around freely resulting in frequent changes in the topology. This dynamic nature of Ad hoc networks makes them suitable for critical applications (military, collaborative and distributed computing, emergency operations) where we can carry out our tasks without the need to set up an entire base station (centralized). Due to frequent topology changes, they fall under mesh topology. Mesh topology is nothing but the existence of multiple paths between the source and the destination. This in turn results in multi-hop links between the sender and the receiver [1]. This however, is a great advantage over the wired networks, but these do lead to certain critical disadvantages. These disadvantageous natures of Ad hoc networks results in security issues, loss of packets due to path breakage and QoS metrics aren't satisfied.

The advantage is that Ad hoc networks are easier to deploy and are highly cost-effective whereas wired networks are comparatively costlier. It is necessary to satisfy the quality parameters and make them highly efficient. We are concerned about the quality factors and are here to address few issues. Since Ad hoc networks are truly infrastructure-less, they need control packets to be broadcasted to know whether a link exists or not. Due to their change in topology, they will face link breaks quite often. This increases the control overhead in a network. The On-Demand-Multicast-Routing-Protocol reduces the control overhead as in [2]. This protocol performs multicasting. Multicasting is the sending of packets to many nodes. This protocol floods the network with Query packets. The ODMRP includes sending join request to all the nodes by the source. The nodes will save the details and rebroadcast the join message till it reaches the receiver(s). The receiver in turn sends a join reply packet to the neighboring nodes. If there is an ID match, the intermediate node becomes a forwarding group member and rebroadcasts until the reply packet reaches the source. Taking the hop count as a parameter, the control overhead can be reduced even further. Due to the nature of these networks, we take into consideration of the packet loss issue. This issue is minimized by calculating the available bandwidth in a network and depending on this as well as the packet's data size, the packets will be transmitted. Using the above two mechanisms (control overhead and bandwidth estimation), we improve efficiency by identifying the robust route, leading to the efficiency of the packets being sent. We perform a comparison between the existing basic ODMRP and the proposed technique.

2. RELATED WORKS

G.,Naveen Reddy et.al, proposed a back-off mechanism [3], which uses the priority mechanism to grants node access to the channel. The highest rank priority [5] gets the grant on access. The packets are being prioritized by the source node and depending on its priority packets [3] are sent. The packets with minimum priority are sent only at last. The disadvantage is that, the receiver might want to receive packets in a different order. Xin Ming Zhang et.al, found the EstD -Estimated Distance using two mechanisms: ETD-Estimated Topological Distance & EGD-Estimated Geographical Distance in the route discovery phase of the ODMRP protocol [4], EGD calculates the quality of a link and avoids weak links and ETD is taken into consideration while EGD is inaccurate thereby reducing the control overhead in the network and improving accuracy. Alsheakhali, M et.al, calculated the hop count is and compared it in [5] with the values in the routing table and the route with minimum hop count is taken as the shortest route and then packets are transmitted efficiently in the identified route resulting in low control overhead. Yuanhui Ning et.al, identified when a primary path is being over utilized and is at its breakage point, the candidate paths are being maintained in a table and the primary path is given up well ahead of its breakage and a new alternate path is made as primary path taking quality of the alternate path considered. Only the paths which satisfy the QoS constraints [6] will be made as the primary path thereby creating a new TALORP protocol. Zhenhui Yuan et.al, used two techniques the probing and the cross-layer for calculating the additional traffic [7] in a network. A combination of TCP & DCF models is taken, thereby reducing packet loss and the available bandwidth is calculated efficiently. First, the size of the data to be sent is calculated and then a path of required bandwidth for that particular data size of a packet is identified and then that packet is transmitted. Barzuza T et.al, calculated the over utilization of Bandwidth in a network and the real-time monitoring of the delay [8] is performed. Based on delay detection, bandwidth adaption is done to allocate bandwidth dynamically as and when needed. Yinzhe et.al, proposed two approaches: Testing the packets periodically ensuring that packets are not lost and maintaining the history of bandwidth in a table enabling the choosing of the candidate paths which is in turn taken into consideration [9], when there is a breakage in the primary path resulting in a better estimation approach. Mingzhe et.al proposed a search algorithm [2], [10] to reduce the impact of random wireless channel errors and to resolve estimated delay by calculating available bandwidth to detect effective capacity.

3. PROPOSED QOS MODEL

The disadvantages which we face in the proposals from [1],[3],[4],[5],[6],[7],[8] is that the packets are sent without knowing the capacity of the network(ABEST) which might lead to the loss of critical information. Prioritizing of packets will be of no use in case the chosen link doesn't meet the user's requirements namely size of data packets and traffic. The papers [10],[11],[12] take ABEST into consideration but it also has certain disadvantages like for knowing the traffic in a network, the network is flooded with the probing packets thereby resulting in increasing the cost incurred in a network. It is difficult to know whether a network is already being used by another set of nodes. So, to know the AB in a network we will have to forego the control overhead conditions. The mechanism which we propose reduces the control overhead and an estimation of the AB is also done thereby increasing efficiency of the network. The ODMRP protocol which we use has 2 phases: Route discovery and Route maintenance [6]. In the Route discovery phase, the source will send JOIN_REQ packets to all the neighboring nodes. The neighboring nodes save the *lastHop_ID* and re-broadcasts to their neighbors. If the receiver's ID and the destination ID in the control packet sent matches then broadcasting of JOIN_REQ packet is suspended and the receiving node creates a ROUTING_TABLE which includes its *ID*, *nextHopAddr*, *sourceID*, *queueLength*, *hopCounter* and forwards to the neighboring nodes as JOIN_REP message. The nodes which receive the JOIN_REP message will crosscheck if it's ID and the *nextHopAddr* parameter matches or not. If it's a match, then the node will update the packet with its *queueLength*, *nodeID*, *nextHopAddr* and increments the *hopCounter* by 1 and then forwards it after setting the FG_FLAG to true. All the intermediate nodes which receive the JOIN_REP message will perform the same actions till it reaches the source node.

After receiving the JOIN_REP message through multiple paths, the source finds the route with minimum *hopCount.* The Available Bandwidth Estimation (ABEST) in that particular route is done following which the transmission of data packets is performed. The algorithm for calculating the Available Bandwidth [13] is as given in Algorithm1. For calculating traffic in a link, we send back-to-back probe packets which estimate the load in a link. The probeGap can be found out depending on the cross-traffic. Packet probing is done to perform capacity measurements. Taking the average of the return time of probes will be helpful in analyzing the Available Bandwidth of the particular link. We get accurate Available Bandwidth by sending of the probe packets with re-adjusted probeGaps. The returning speed and accuracy of the Gap search technique is modified by means of alpha, beta parameters.

$$availBandwidth = \frac{(probeSize * (trainLength - 1))}{sum(probeReturntime[])}$$

Where *probesize* is the size of the probing packet that we send, *trainLength* is the length of the sequences of the packets

The bandwidth available is hence calculated and this is effective because there will be no data packet loss which would incur more cost. As we now know the available bandwidth of the link, the transmission of data packets is done without any bottleneck issue.

The problem we may face next is the path or link breakage. We address this issue by maintaining active neighbors of the primary path. The member node sends NEIGH_REQ to its neighbors. The neighbors will reply with their *nodeID* and *nodeTyp* which will in turn be updated in the NEIGH_ROUTE_TABLE. The member sends its *group_ID* to the neighbor nodes. The FG_node gets to know if its neighbors are active or not depending on NEIGHBOR_CHECKOUT_TIME. If they are alive, they reply with their *group_ID*. In case there is a path breakage detected in the primary path, then we perform a checking of whether there exists active neighbors for source, FG node and receivers or not. If they are, then we broadcast JOIN_REQ packets asking the nodes to become the members of primary path following which data transmission is carried out. The algorithm for detecting and recovering from link breakage [14] is as given in Algorithm2.

Algorithm1: ABEST with ODMRP

```
JOIN MSG:

Source sends JOIN_REQ message to neighbors
Nodes creates ROUTING_INFO_TABLE and saves last hop_ID
Nodes broadcast JOIN_REQ till it reaches receivers

Case receiver:
        On receiving JOIN_REQ message
        do
        create ROUTING_TABLE
        include its ID, nextHopAddr, sourceID, queuelength, hopcounter
        forward to neighbors as JOIN_REP

Case other nodes:
        On receiving JOIN-REP message
        Cross check if(its ID==nextHopAddr)
        then
                Update Queuelength
                ++hopcounter
                include ID, nextAddr,traffic_rate   and forward
                set FG_FLAG to true
Case Source:
        On receiving JOIN_REP message
        Find minimum hopCount;
        do
                probeGap=probeSize/(2*Capacity);
        beta = probeGap/4;
        alpha = 0.01;
        do
            do
                send probePackets;
                wait for probeGap;
            till trainLength is sent;
            read probeReturntime[];
            err=(avg(probeReturntime[])- probeGap)/ probeGap;
            probeGap = probeGap + beta;
        till |err|<alpha;
      availBandwidth=(probeSize*(trainLength-1))
                /sum(probeReturntime[]);
      send Data
  end
end Case
end
```

Algorithm2: PATH BREAKAGE RECOVERY FOR ROUTING PROTOCOL

```
LOCAL RECOVERY:

Each node:
        Send NEIGH_REQ to neighbor nodes
        Neighbor nodes reply ID and node type
        Member node change ID and Type as its group address
        Store values in NEIGH_ROUTE_TABLE
        Send group_ID to neighbor nodes
        FG node sends HELLO PACKET to neighbor nodes
        Every NEIGHBOR_CHECKOUT_TIME seconds
        If(neighbor node available)
        then
                reply group_ID to FG node
        end

Case FG node:
        If(number of FG neighbors>1) or (number of source neighbors>1)
        Or(number of FG neighbors>1 && number of receiver neighbors>1)
        then
                do nothing
        else
                send JOIN_REQ to neighbor nodes
end Case

Case group_member:
        If(number of FG neighbors>1) or (number of source neighbors>1)
        then
                do nothing
        else
                send JOIN_REQ to neighbors
end Case
end Switch
```

The overall system design of the proposed mechanism is given in Fig.1. The system design clearly portrays the overall mechanisms such as control overhead which includes minimum hop count calculation and then discovering the route. Bandwidth is estimated for the route and then the data packets are sent accordingly. The recovery mechanism is also mentioned in case of a link breakage.

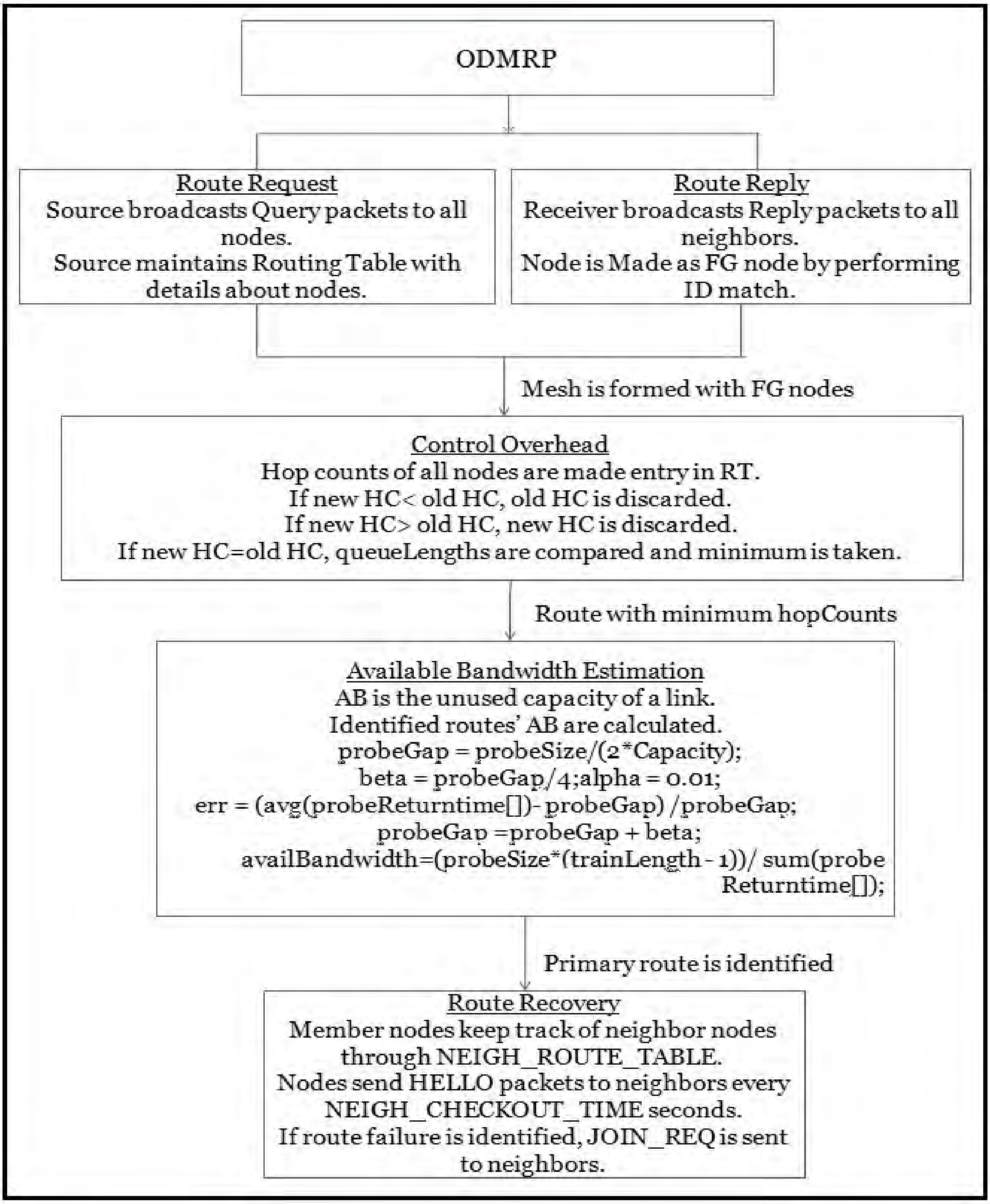

Fig 1. QOS Design for Multicast Routing

4. PERFORMANCE EVALUATION

We performed the simulation in C language, keeping some parameters constant, such as network traffic and the number of nodes in the network. When a source node wants to send data to some particular nodes in the mesh, it will send the JOIN_REQ packets through all identified paths and finds out the suitable way to destination, and the data is sent. We performed our evaluation for various set of nodes, and the respective values are made as graphs Fig 1 and Fig 2.

Packet Delivery Ratio

It is the ratio of number of data packets delivered to the receivers versus the number of data packets that are to be received. It is used to find out the rate of loss of data packets. The higher the ratio is, the better is the delivery ratio.

In Fig 2, we have performed a comparison between the delivery ratio of the packets and the network size. The packet delivery ratio lets us know how reliable the network is for the delivery of the packet. From the graph, we can analyze that the delivery ratio of the enhanced system is comparatively higher than the basic ODMRP system. And we also find that the delivery ratio increases with increase in number of nodes in the group.

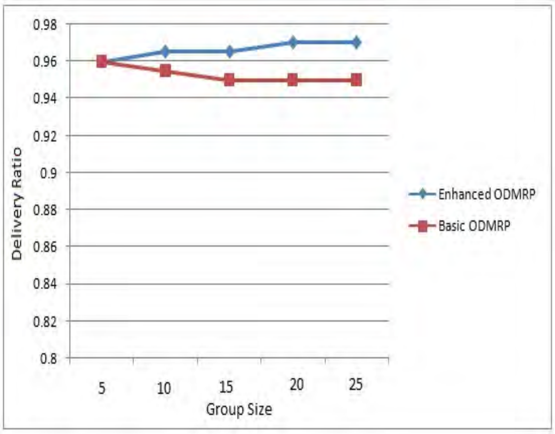

Fig 2 Packet Delivery Ratio vs. Network Size

Control Overhead

It is the ratio of number of control bytes transmitted per delivered data byte. This ratio is evaluated to find out how many control packets are required to deliver the data packets.

Fig 3 shows the control overhead metric of the enhanced system and the basic ODMRP. This ratio is evaluated to find out how many control packets are required to deliver the data packets. We can find that the overhead is reduced to minimal as compared with the basic system. It is to be noted that the overhead is comparatively reduced as the group size increases.

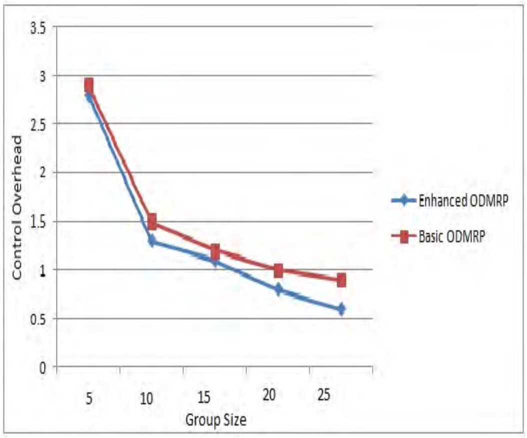

Fig 3. Control Overhead vs. Network Size

5. CONCLUSION

The proposed mechanism reduces the control overhead and supports QoS routing in ODMRP by estimating the available bandwidth of the paths. Since the data packets are sent only after making sure of the QoS metrics such as hop count and the bandwidth in a particular link, there will be minimal packet loss. The route with the minimum hop count is considered and the bandwidth available in that particular route is estimated. We also consider the scenario of link breakage in a network. We provide an efficient recovery mechanism to make sure there will be reliable transmission of data packets. A group of feasible routes are identified, using which we name a path as the primary path based on the user requirements.

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