Performance Improving and Securing Routing Backup Protocol for MANET from Selective Forwarding Attack

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Abstract-

An ad hoc mobile wireless network consists of a number of wireless mobile nodes that are capable of communicating with each other without the use of a network infrastructure or any centralized administration. Each device in a MANET is free to move independently in any direction, and will therefore change its links to other devices frequently. MANET faces various problems related to their securities and various types of attacks create problem in network's data transmission. Selective forwarding attack is one of them which is harmful attacks against mobile adhoc network and capable to disturb the whole network communication. The various prevention techniques against selective forwarding attack is overwhelming. In this paper , we present an algorithm to defend against selective forwarding attacks based on AODV routing protocol which provide secure data transmission or forward the data safely, and detect the selective forwarding attack. In first phase, we judge the trust value of each node to select a secure path for message forwarding to detect the malicious nodes which are suspected to launch selective forwarding attack. We also present simulation results with performance evaluation of the proposed algorithm. To the best of our knowledge, this is the first paper to present an algorithm for defending selective forwarding attacks in MANET.

***Keywords*- MANET; Selective Forwarding Attack; Black hole attack ;AODV ; Attack;**

I. INTRODUCTION

MANET is described as a self-configurable and rapidly deployable wireless network. The absence of centralized management makes each wireless node in MANET to perform routing to its neighbours in order to maintain the connectivity and the network stability. Therefore, the routing protocol must ensure both connectivity and security

to achieve the network stability. Unfortunately, the widely used routing protocols perform their algorithms over MANET routing protocols assume that all the nodes are trusted [19]. If the routing information has been fabricated and the direction of the route has been modified, then, the attacker/intruder would perform different types of attacks

such as Selective forwarding Attack ,Flooding, Neglect and Greed etc.

In our approach , we have been secured the network from selective forwarding attack. The selective forwarding Attack was first described by Karlof and Wagner [2]. This attack is sometimes called Gray Hole attack. In a simple form of selective forwarding attack, malicious nodes try to stop the packets in the network by refusing to forward or drop the messages passing through them. There are different forms of selective forwarding attack. In one form of the selective forwarding attack, the malicious node can selectively drops the packets coming from a particular node or a group of nodes. This behaviour causes a **DOS attack** for that particular node or a group of node. They also behave like a Blackhole in which it refuses to forward every packet. The malicious node may forward the messages to the wrong path, creating unfaithful routing information in the network. Another form of selective forwarding attack is called Neglect and Greed. In this form, the subverted node arbitrarily neglecting to route some messages [1]. It can still participate in lower level protocols and may even acknowledge reception of data to the sender but it drops messages randomly. Such a node is neglectful. When it also gives excessive priority to its own messages it is also greedy. Moreover, another variance of selective forwarding attack is to delay packets passing through them, creating the confused routing information between nodes.

Selective forwarding attack is one of the harmful attacks against mobile ad-hoc network and capable to disturb the whole network communication. The various prevention techniques against selective forwarding attack is overwhelming. In this paper , we present an algorithm to defend against selective forwarding attacks based on AODV routing protocol which provide secure data transmission or forward the data safely, and detect the selective forwarding attack. In first phase, we judge the trust value of each node to select a secure path for message forwarding to detect the malicious nodes which are suspected to launch selective forwarding attack. To the best of our knowledge, this is the first paper to present an algorithm for defending selective forwarding attacks in MANET**.**

This paper is structured as the following: Section 2 explains the related work which had done previously. Section 3 introduces the proposed work with complete explaination of our algorithm. Section 4 displays the simulation results and performance evaluation. And Section 5 concludes the paper and shows the future work.

II. RELATED WORK

To prevent routing misbehavior or selfishness in MANETs, various solutions have been proposed previously which can be roughly classified [6] as:

A. Credit Based Scheme: A credit-based approach, on the other hand, uses the concept of virtual currency. Nodes pay virtual money for services (networking resources) that they get from other nodes, and similarly, get paid for providing services to other nodes.

S Zhong et al. [6], proposed a credit based scheme each node maintains receipts for messages which are received and forwarded. When the nodes get a connection to a credit clearance service, they report those credits, and based on the decision taken by the CCS the nodes need to pay or they may be rewarded with real money. Since this uses an external party for the payment, it may not be useful for all scenarios.

Buttyan and Hubaux et al [5] , used the concept of beans (nuggets) as payments for packet forwarding. They proposed two models: packet purse model and packet trade model. In packet purse model, beans are loaded into the packet before it is sent. The sender puts a certain number of beans on the data packet to be sent. Each intermediate node earns beans in return for forwarding the packet. If the packet exhausts, the beans in it drops before reaching its destination. In the packet trade model, each intermediate node buys the packet from the previous node for some nuggets. Thus, each intermediate node earns some beans for providing the forwarding service and the overall cost of sending the packet is borne by the destination.

B. Reputation Based Scheme:

In a reputation-based approach, nodes (either individually or collectively) detect, and then declare another node to be misbehaving. This declaration is then propagated throughout the network, leading to the misbehaving node being avoided in all future routes.

S. Marti et al. [3] proposed a reputation-based scheme in which two modules (i.e. watchdog and pathrater) are added on at each node. Watchdog module maintains a buffer of recently sent or forwarded data packets. Buffer is cleared only when watchdog overhears the same packet being forwarded by the next hop node over the medium and if a data packet remains in the buffer too long, the next hop neighbor is suspected to be misbehaving. Based on watchdog's suspicion, Pathrater module maintains a rating for every other node in the network and calculates a path metric by averaging the node ratings in the path and then chooses the best path. Main advantage of this scheme is that it can detect misbehavior at the forwarding level as well as in link level. But it might not detect misbehavior in presence of ambiguous collisions, receiver collisions, limited transmission power, false misbehavior and partial dropping.

Sonja Buchegger et al. [7] proposed CONFIDANT protocol which is based on selective altruism and Utilitarianism. In CONFIDENT, trust relationships and routing decisions are based on experienced, observed, or reported routing and forwarding behavior of other nodes. It consists of four modules: The Monitor, the Reputation System, the Path Manager, and the Trust Manager. Each node monitors the behavior of its next-hop node continuously and if a suspicious activity is detected, information of the suspicion is passed to the Reputation System. The Reputation System changes the rating of the suspected node which depends on how significant and how frequent the activity is and if rating of a node becomes less than certain threshold, control is passed to the Path Manager.

To prevent selfishness in MANET, K. Balakrishnan et al. [8] proposed a TWOACK scheme which can be implemented as an add-on to any source routing protocol. Instead of detecting particular misbehaving node, TWOACK scheme detects misbehaving link and then seeks to alleviate the problem of routing misbehavior by notifying the routing protocol to avoid them in future routes. It is done by sending back a TWOACK packet on successful reception of every data packet, which is assigned a fixed route of two hops in the direction opposite to that of data packets.

Basic drawback of this scheme includes it cannot distinguish exactly which particular node is misbehaving node. Sometime well behaving nodes became part of misbehaving link and therefore can not be further used the network. Thus a lot of well behaved node may be avoided by network which results in losing of well behaved routes.

K. Vijaya et al. [9] proposed another acknowledgement based scheme similar to TWOACK scheme, which is also integrated on top of any source routing protocols. This scheme detects the misbehaving link, eliminate it and choose the other path for transmitting the data. The main idea is to send 2ACK packet which is assigned a fixed route of two hops back in the opposite direction of the data traffic route and to reduce the additional routing overhead, a fraction of the data packets will be acknowledged via a 2ACK packet. This fraction is termed as Rack and by varying the Rack, overhead due to 2ACK packets can be dynamically tuned. This scheme also consists of multicasting method by which sender can broadcast information of misbehaving nodes so that other nodes can avoid path containing misbehaving nodes and take another path for the data transmission. Although routing overhead caused by transmission of acknowledgement packets is minimized but this scheme also suffers to detect the particular misbehaving node.

Srdjan et al. [10] proposed a two-fold approach for detection and isolation of nodes that drops data packets. First approach attempts to detect the misbehavior of nodes and will identify the malicious activity in network. It is done by sending an ACK packet by each intermediate node to its source node for confirming the successful reception of data packets. If the source node does not get ACK packet by intermediate nodes then source node send again its packet for destination after a specific time. If same activity was observed again then source node broadcast a packet to declare the malicious activity in the network. Other approach identifies exactly which intermediate node is doing malicious activity. It is done by monitoring the intermediate nodes of active route by the nodes near to active path which lies in their transmission range and by the nodes which are on the active route. Since monitoring nodes are in promiscuous mode and are in the transmission range of intermediate nodes of active route, they can receive all the packets sent along the active route. Monitoring nodes count the number of packet coming into and going out of the nodes of active route. Each monitoring node maintain a list of sent and dropped packets and when number of dropped packets by a particular node exceeds certain threshold, the monitoring node in that range declares that node as misbehaving node and broadcast this information. Upon receiving broadcast packet all neighboring nodes will cancel their transmission to that particular node and enter it into the list of misbehaving nodes. Main disadvantage of this scheme includes the overhead due to transmissions of acknowledgement packets by every intermediate node to the source and working of all nodes in promiscuous mode.

III. PROPOSED WORK

In order to avoid the selective forwarding attack, we proposes a scheme of secure data transmission which can forward the data safely, and detect the selective forwarding attack. We judge the trust value of each node to select a secure path for message forwarding to detect the malicious nodes which are suspected to launch selective forwarding attack. Different from the multi-path routing which only defends the selective forwarding attack; our method may find the malicious nodes.

Our protocol ensures that multicast data is delivered from the source to the members of the multicast group, even in the presence of attackers, as long as the group members are reachable through non-adversarial path.

Here an authentication framework is used to eliminate outside adversaries and ensure that only authorized nodes perform certain operations (only tree nodes can perform tree operations and only group nodes can connect to the corresponding multicast tree).

Our protocol mitigates attacks that try to prevent a node from establishing a route to the multicast tree both in route request and route reply.

Our protocol involves following steps :

(1) Trust key computing

(2) Secure node authentication

(3) Secure route discovery across the node.

```
Select a node to destination
Check selected node in fresh_route cache
If yes then
        Route is confirmed
Else
        Select another new secured node
End if
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(4) Backup node setup phase.

(5) Route maintenance across the node.

A. *Trust Key Computing*

There are lots of protocols have been devised to secure ad hoc mobile wireless protocols using cryptography. These cryptographic protocols work under the presence of a central authority.

A new parameter weight value named TLv can be used to choose the best path which ensures reliability of the path by calculating the trust value of the neighbor nodes and that value can be stored in a priority table. Each time a node sends a RREQ either when it determines that it should be a part of a multicast group, and it is not already a member of that group, or when it has a message to send to the multicast group but does not have a route to that group. An intermediate node after receiving a RREQ packet updates its path in the routing table and add the TLv value of its link and forward it to the next node.

To calculate the trust value a new trust policy has been introduced in link and network layer to calculate a key which can be used to determine the reliability of neighbor node, where the key calculation involves dynamic assignment of weights. The policy resides in route entry trust computing part, operates independently and maintains its individual perspective of trust hierarchy.

An entity gathers information about the data and control packet of its neighboring node and overhears data from the events like whether a packet or control message is dumped and not retransmitted. Based on this, every node will maintain some values in a table for its entire neighboring node.

B. *Secure Node Authentication*

The authentication framework prevents untrusted nodes to be part of a multicast tree or join a multicast tree. Each node forwards RREQIRREP only when the node from which RREQIRREP is received must be a trust node. Node maintains a neighbor list, when neighbor's calculated trust value is less than the threshold NEIGH UNSECURE, then marked it as not credible and unset enable flag in multicast routing table.

Every source will maintain a table which contains destination host, next hop, interface and the average trust level value for the existing paths available as in Table I. These fields can be updated based on the received RREP messages. An alternative route discovery can be initiated for a significantly low TSTv value for a particular route considering that route non-reliable even if there is no link breakage.

Here we see that how above trust value table maintain in source. Let’s take the MANET ,shown in figure 1 in which eight movable nodes are present. Node 1 is a source node . in which the trust value table is to be stored. Trust value table in node 1 is as follows:

TABLE 1
TRUST VALUE TABLE

Destination	**Next Hop**	**Interface**	**TSTv**
3	3	2	4
2	2	8	3
8	4	5	2
5	2	6	5
6	4	8	7

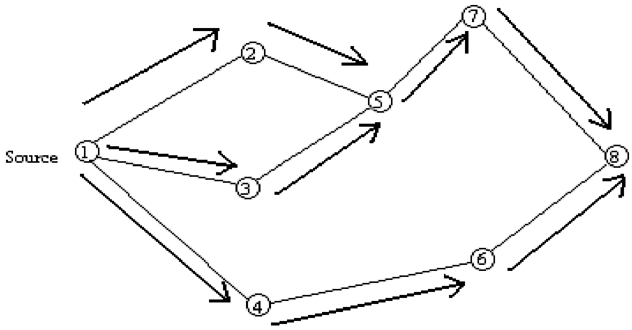


Figure 1. Mobile ad-hoc Network with source node 1

C. *Secure route discovery across the node*

When source node requires the route to destination, source enters the route discovery phase and checks whether adequate “fresh” routes to destinations are already available in the Fresh_route cache. If some “fresh” routes to destination in Fresh_route cache are found, source runs Route confirm process. Otherwise, source runs new secured route discovery process to find a secured new route to the destination node.

Source node broadcasts RD_request to nearby nodes; RD_request includes a sequence number field to distinguish the route discovery process from others , a route content field for node address along the path from S to D and the trust level of the source. After the intermediate node receives RD_request from an upstream node X, it inserts its address into the route content field of the RD_request only if it is in the same trust level of the source by confirming the trust key and then sends this modified RD_request to its neighboring nodes (excluding the upstream node X). The RD_request cache of the intermediate node also records the information, including the sequence number of the RD_request and which neighboring nodes are sent only if the request is not duplicated. Otherwise, the duplicated request is discarded.

If a “fresh” route is available from source to the destination in the Fresh_route cache, the source node S adds the secured fresh route from S to D to the RC_request and then transmits RC_request along this route. When it receives the RC_request, an intermediate node checks its Fresh_route cache to determine whether any other fresh route to D is included. If a “fresh” route is available, the node copies RC_request and puts the route information in the route content field of the RC_request before transmitting the RC_request along this fresh route. If no “fresh” route is available, RC_request is transmitted downstream according to its route content field. Eventually, after D receives the RC_request, RD_reply is sent back to S, and S sends packets through this original route.

D. Backup node setup phase

When RD_request or RC_confirm reaches the destination D, it may gather many secured routes with in a period 'TC'. The nodes of those routes which D received are compared pair wise from beginning to end to find whether any two paths have a section in common. The final node, excluding destination D, in such a section is the "backup node". A subset of backup nodes can be gathered from any two secured routes. Then, all the subsets of backup nodes are joined and the BS_ packet that includes each backup node and the partial path from the backup node to the destination node are generated. The destination node then uses BS_packet to separately setup the backup_route cache of those backup nodes, where the BS_packet contains the sequence number of this secured routing process, the address of a back up node under the path from the backup node to the destination. The backup nodes store the partial paths from the backup node to the destination node in their backup_route cache after they receive the BS_packet.

E. Route maintenance across the node

When a link fails, a node cannot continue to Transmit . The node sends an error message, link_fail_message, to an upstream node along the reverse current route. This message is used to announce the back up node alone in the route to replace the secured backup route. The alert message will not be passed by an upstream node until the message is returned to a backup node. When the backup node receives the message of link failure, the secured backup route from backup_route cache is fetched to replace the route behind the backup node, and the source node S is informed to change the route. Thus, the node S sends the packets along the new secured route. If backup_route cache includes no other secured backup route, then the node has lost the identity of the backup node. Under such circumstances, no backupnode exists. The source node will receive the link_failure_message and re-enters the route discovery phase to establish a secured new route to the destination. After the destination node replies with a path back to the source as the current route for sending data packets, some secured backup routes are established and stored in backup nodes. If the current route is still alive, the situation that any node along the secured backup route moves will not influence the communication of the current route. If the secured current route is broken and replaced by a back up route, it can still work even though a section of this backup route has failed. That is because the link which failed will be detected and an alert message will be sent to find another back up node. When S does not have the route to D, S will store the usable route into the Fresh_route cache and broadcast RE_request to announce all backup nodes that this data transmission process is ending. The RE_request packet contains the sequence number of this transmission process for distinguishing it from other process. When the backup node receives RE_request, it will also save remnant secured backup routes from backup_route cache in Fresh_route cache.

IV. SIMULATION AND RESULTS

We implemented our protocol in NS2 simulator, a popular network simulator for MANET to investigate the performance of our proposed schemes. In the experiments, 50 mobile nodes move within a rectangular area of 670*m* × 670*m.* At the same time, we set up the maximum speed as 5*m*/*s*, and the pause time as 20 seconds before each node can move to its next destination. During the process of communication, the traffic is generated over UDP. For each node, the transmission range is set to 250*m* without fading effect. Additionally, some nodes are not willing to cooperate for routing and data delivery but every malicious node acts independently.

TABLE II
SIMULATION PARAMETERS

Parameter type	Parameter value
Simulation time	300s
Simulation terrain	670 . 670m
Number of nodes	50
Mobility model	Random waypoint
Mobility	0-20m/s
Temperature	290K
Path loss model	Two-ray
Radio frequency	2.4 GHz
Channel bandwidth	2 Mbps
MAC protocol	802.11
Transmission range	250 m
CBR data sessions	10
CBR data rate	4 packets per second
Packet size	512 bytes

The simulation environment is a 670 · 670 square meters, where 50 nodes are randomly distributed. Node pairs are randomly selected to generate CBR/UDP traffic. Channel bandwidth is 2 Mbps. The path loss model is Two-Ray Ground Model. The CBR data packet size is 512 bytes and the packet rate is 4 packets per second. The detailed simulation parameters are listed in Table II. The random waypoint mobility model is used in our simulation. Each node randomly selects a position, and moves toward that location with a randomly generated speed between the minimum and the maximum speed, which is 0 and 20 m/s, respectively. Once it reaches that position, it becomes stationary for a predefined pause time. After that pause time, it selects another position and repeats the process as mentioned above. We change the pause time to simulate different mobility rates. The pause time is set from 0 to 300 s. When the pause time is equal to 300 s, it means all nodes stay still during the simulation.

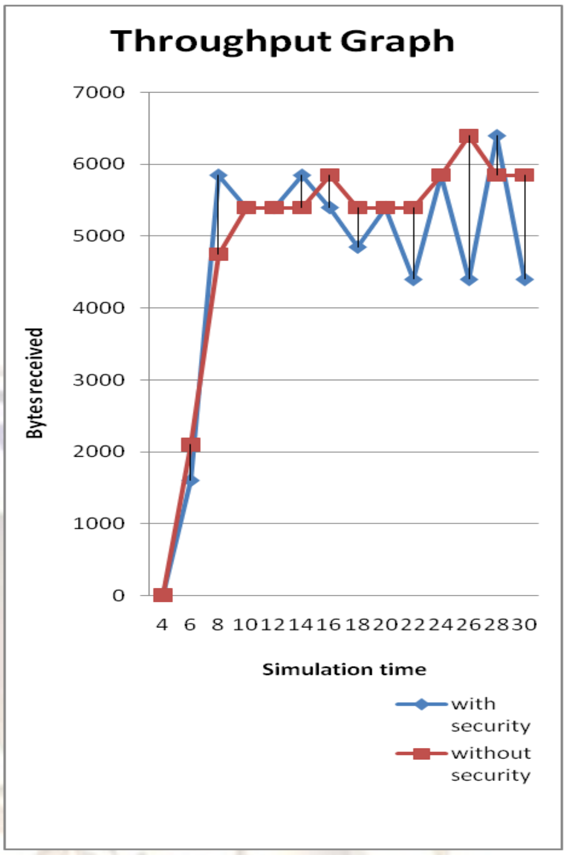
A. Simulation result

Because AODV simply drops data packets when a route becomes disconnected, the packet delivery ratio of AODV is the worst one among the other schemes.

The total number of packets received by the destination using our routing protocol is higher than the ad hoc backup routing protocol.

B. Performance Evaluation

Graph 1 showing the comparision in performances of Mobile Ad-hoc networks when security is provided in MANET and when security isnot provided in MANET. When we have applied security in MANET , the number of bits received is also increases as compared to without security network. According to our throughput graph, we conclude that our approach improves the data efficiency of MANET and also solves the problem of selective forwarding attack which drops the data packets when this approach is not applied in MANET. In above graph , blue line shows the throughput of network when security is applied and orange line shows the throughput of network when security isnot applied.



GRAPH 1. Throughput graph showing the performances of MANET with security and without security .

V. CONCLUSION AND FUTURE WORK

MANET is a self-configurable and rapidly deployable wireless network. The absence of centralized management makes each wireless node in MANET to perform routing to its neighbours in order to maintain the connectivity and the network stability. Security is one of the major issues in MANETs. In order to avoid the selective forwarding attack

Our protocol enhances the routing protocol that solves most of its security flaws, prevents and detects attack.

First, we incorporate a trust key computing model which can be used to choose the best path and ensure reliability of the path by calculating the trust value of the neighbor nodes. Then we perform secure node authentication in which authenticated node can only be participated. We proposed a scheme of secure data transmission which can forward the data safely, and detect the selective forwarding attack. We judge the trust value of each node to select a secure path for message forwarding to detect the malicious nodes which are suspected to launch selective forwarding attack.

In future we plan to detect most of the attacks, which are common to ad hoc network routing protocols. We are also planning to work on power optimization of the network.

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