

Routing Protocol Performance Issues and Evaluation Considerations in MANET

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Abstract

Mobile nodes in Wireless ad-hoc network need to operate as routers in order to maintain the information about network connectivity as there is no centralized infrastructure. Therefore, Routing Protocols are required which could adapt dynamically to the changing topologies and work at low data rates. As a result, there arises a need for the comprehensive performance evaluation of the ad-hoc routing protocols in same framework to understand their comparative merits and suitability for deployment in different scenarios.

In this paper the protocols suite selected for comparison are AODV, DSR, TORA and OLSR ad-hoc routing protocols, as these were the most promising from all other protocols. The performance of these protocols is evaluated through exhaustive simulations using the OPNET Model network simulator under different parameters like routing overhead, delay, throughput and network load under varying the mobile nodes.

Key words- Ad-hoc Networks, AODV, DSR, TORA, OLSR, OPNET.

I. INTRODUCTION

Word ad-hoc is derived from Latin, it means "for a particular purpose" or "in a way that is not planned in advance" [1]. The ad-hoc networks are designed to work autonomously, without any centralized infrastructure. In practice this means that network nodes should be able to communicate with each other even if there is no static infrastructure such as backbone network, base stations, and centralized network management functions or Internet Service Providers (ISPs) are available. In these situations, network nodes should cover the missing functions. MANET stands for Mobile Ad-hoc Network. It is a robust infrastructure-less wireless network. A MANET can be formed either by mobile nodes or by both fixed and mobile nodes. Nodes randomly associate with each other forming arbitrary topologies. They act as both routers and hosts. The ability of mobile routers to self-configure makes this technology suitable for provisioning communication to, for instance, disaster-hit areas where there is no

communication infrastructure, conferences, or in emergency search and rescue operations where a network connection is urgently required.

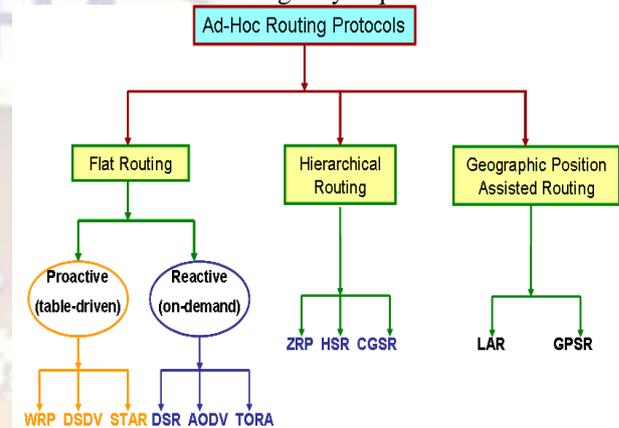


Fig 1: Classification of routing protocols

The need for mobility in wireless networks necessitated the formation of the MANET working group within The Internet Engineering Task Force (IETF) for developing consistent IP routing protocols for both static and dynamic topologies. After years of research, MANET protocols do not have a complete formed Internet standard. There is only been an identification of experimental Request for Comments (RFCs). At this stage, there is an indication that questions are unanswered concerning either implementation or deployment of the protocols but the proposed algorithms are identified as a trial technology and there is a high chance that they will develop into a standard. Aggressive research in this area has continued since then with prominent studies on Ad-hoc On-demand Distance Vector (AODV), Dynamic Source Routing (DSR), Temporally Ordered Routing Algorithm (TORA) and Optimized Link State Routing (OLSR).

II. REVIEW LITERATURE

Wireless networks are merged in the 1970's, since then they have become increasingly popular. There is an increase in their popularity because they provide access to information regardless of the geographical location of the user. Wireless networks can be classified into two types [2] i.e. infrastructure and infrastructureless networks. In wired networks, in order to obtain the shortest path usually Distance Vector or Link state routing protocols are used.

These protocols do not perform well in ad-hoc wireless networks because wireless ad-hoc networks have limited bandwidth and there is no central control. Ad-hoc wireless networks are different from other networks because of the characteristics like absence of centralized control, each node has wireless interface, nodes can move around freely which results in frequent changes in network topology, nodes have limited amount of resources and lack of symmetrical links i.e. transmission does not usually perform equally well in both directions. Therefore, modifications to these routing protocols or totally new routing protocols are required for the ad hoc wireless domain. Presently, there are four ad-hoc routing protocols in demand for wireless ad-hoc networks i.e. AODV [3], DSR [4], TORA [5] [6] and OLSR [7]. From the various ad-hoc routing protocols proposed, the authors [8] founded TORA, DSR and AODV on-demand routing protocols as most promising and compared them TORA is a distributed routing protocol for ad-hoc networks, which uses a link reversal algorithm. TORA performs the routing portion of the protocol but depends for other functions on the internet MANET encapsulation protocol (IMEP). DSR allows nodes to find out a route over a network dynamically. The AODV algorithm is a confluence of both DSR and destination sequenced distance vector (DSDV) protocols.

It shares on-demand characteristics of DSR, and adds the hop-by-hop routing, sequence numbers and periodic beacons from DSDV. The protocols were compared over varying loads using OPNET Modeler 10.5 network simulator using packet level simulations. The simulation characteristics used for performance evaluation were the control traffic received and sent, data traffic received, throughput, retransmission attempts, utilization, average power, route discovery time and ULP traffic received. For comparative performance analysis, each protocol for ad-hoc networks was simulated for three different scenarios with varying network sizes of 40, 80 and 100 nodes. In case of network of 40 nodes, TORA shows good performance for the control traffic received and sent, data traffic sent and for successful transmission of packets. AODV shows better performance for data traffic received, throughput and channel utilization. DSR shows an average level of performance in both power and channel utilization over time. However, when the network size was increased to 80 and 100 nodes, for DSR, the number of packets in routing traffic received and sent, as well as the number of packets in total traffic received and sent, increase with increasing load. However, for route discovery time and the number of hops per route, the performance depends primarily on the algorithm rather than on the load. For TORA, the number of packets in control traffic received and sent, as well as in ULP

traffic received and sent, increases with the increment of loads. In the case of AODV, varying the number of nodes has no effect on the number of hops per route or route discovery time. Therefore, it was concluded that for specific differentials, TORA shows better performance over the two on-demand protocols, that is DSR and AODV.

III. PERFORMANCE MATRICS

3.1 Metrics for Performance Evaluation:

In this section, we present performance metrics that have been proposed for (or used in) the performance evaluation of an ad-hoc network protocol. The following metrics are applied to comparing the protocol performance. Some of these metrics are suggested by the MANET working group for routing protocol evaluation [9].

End-to-end data throughput: The sum of the data packets generated by every source, counted by kbit/s.

Average end to end data delay: This includes all possible delays caused by buffering during routing discovery latency, queuing at the interface queue, and retransmission delays at the MAC, propagation and transfer times.

Packet delivery fraction ratio: The ratio between the number of data packets originated by the application layer CBR sources and the number of data packets received by the CBR sink at the final destination.

Routing packet overhead: Routing Packet overhead RPO is the total number of transmissions routing packets transmitted during the simulation. For packets sent over multiple hops, each transmission of the packet (each hop) counts as one transmission [5].

Normalized routing load: The sum of the routing control messages such as RREQ, RREP, RRR, HELLO etc, counted by k bit/s.

Packet loss ratio: The ratio of the data packets originated by the sources failure to deliver to the destination.

There are other "context" factors such as the following:

Network size, Link capacity, Nodes mobility, Fraction of the unidirectional links, the topology rate of change, Fraction and frequency of sleeping nodes and so on. The first five metrics are the important statistical measures of data routing performance.

These are the measures of a routing policy's effectiveness how well it does its job as measured from the external perspective of other policies that make use of routing.

3.1 Routing Overhead

Ad hoc networks are designed to be scalable. As the network grows, various routing protocols perform differently. The amount of routing traffic increases as the network grows. An important measure of the scalability of the protocol, and thus the network, is its routing overhead. It is defined as the total number

of routing packets transmitted over the network, expressed in bits per second or packets per second. Some sources of routing overhead in a network are cited in [7] as the number of neighbours to the node and the number of hops from the source to the destination. Other causes of routing overhead are network congestion and route error packets.

Mobile nodes are faced with power constraints and as such, power saving is a major factor to consider in implementation of MANET. Furthermore, radio power limitations, channel utilization and network size are considered. These factors limit the ability of nodes in a MANET to communicate directly between the source and destination. As the number of nodes increases in the network, communication between the source and destination increasingly relies on intermediate nodes. Most routing protocols rely on their neighbours to route traffic and the increase in the number of neighbours causes even more traffic in the network due to multiplication of broadcast traffic.

3.2 Random Waypoint Based Performance Comparisons:

Much of the initial research was based on using random waypoint as the underlying mobility model and Constant Bit Rate (CBR) traffic consisting of randomly chosen source-destination pairs as the traffic pattern. Routing protocols like DSR [12], DSDV [17], AODV [18] and TORA [16] were mainly evaluated based on the following metrics: packet delivery ratio (ratio of the number of packets received to the number of packets sent) and routing overhead (number of routing control packets sent). And found that on-demand protocols such as DSR and AODV performed better than table driven ones such as DSDV at high mobility rates, while DSDV performed quite well at low mobility rates [4]. And some performed a comparison study of the two on-demand routing protocols: DSR and AODV, using the performance metrics of packet delivery ratio and end to end delay [19]. It observed that DSR outperforms AODV in less demanding situations, while AODV outperforms DSR at heavy traffic load and high mobility. However, the routing overhead of DSR was found to be lesser than that of AODV. In the above studies, focus was given on performance evaluation, while parameters investigated in the mobility model were change of maximum velocity and pause time. In our work, however, we design our test suites very carefully to pick scenarios that span a much larger set of mobility characteristics.

3.3 Packet End-to-End Delay

The packet end-to-end delay is the average time that packets take to traverse the network. This is the time from the generation of the packet by the sender up to their reception at the destination's application layer and is expressed in seconds. It therefore includes all

the delays in the network such as buffer queues, transmission time and delays induced by routing activities and MAC control exchanges. The delay is also affected by high rate of CBR packets. The buffers become full much quicker, so the packets have to stay in the buffers a much longer period of time before they are sent. This can clearly be seen at the highest rate 20 packets/s. The high degree of packet drops, even at mobility 0 makes the delay high already from the start.

DSR has a much lower delay compared to AODV. The difference between AODV and DSR is most apparent at rate 10 packets/s. DSDV has the lowest delay of them all. This is however an effect from the large fraction of packet drops that DSDV has, compared to DSR and AODV. The increase in delay for DSDV also comes from the increased time that the packets must stay in the buffers. The high delay at a mobility factor of 0-1 and a data rate of 20 packets/s that can be seen for all protocols is a result of the extremely high data rate and the low mobility. The high data rate will fill up the buffers very quickly. The low mobility will mean that already found routes are valid for a much longer time period. When mobility increases, more routes will become invalid and new requests are necessary. While the requests are propagating the network in search for a new route, buffers will get full and packets are dropped. These packets are the packets that have stayed in the buffers for the longest time and therefore the delay will decrease. The increase in mobility actually results in a load balancing of the traffic between the nodes; hot spots are "removed" due to mobility. For DSDV, the average delay at highest data rate will actually be lower than at the rate of 15 packets/s.

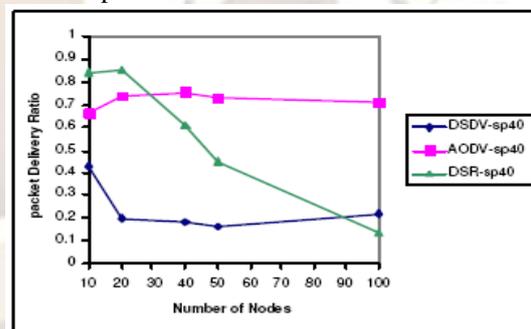


Fig 2: Packet delivery ratio for speed 40

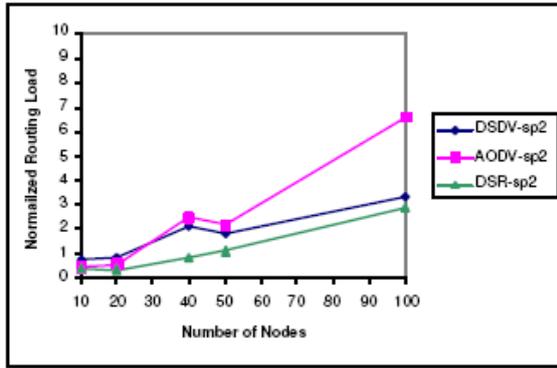


Fig 3: Normalized routing load for speed 2

This is a little strange but has probably something to do with the fact that DSDV only uses a buffer that only has room for 5 packets per flow. At the rate of 15 packets/s and 20 packets/s, when mobility starts to get so high that the topology changes frequently, only 40-60 % of the packets gets through the network. These topology changes means that the protocol needs more time to converge before the packets can be sent. The buffers will therefore be congested almost all the time so the packets that actually get through have approximately the same delay.

IV. RESULTS

4.1 Comparison between DSDV, AODV and DSR:

Performance comparison of the protocols, an attempt was to compare all of the three protocols under the same simulation environment, we conducted simulations using three different node movement speeds, while generate a fixed number of traffic sources depend on constant bit rate for packets, and will try to discuss the behavior of our routing simulation protocols depend on a constant pausing time and variable network size with changing in range of movement node speeds where we choose 2, 20 and 40 m/s speed for the movement nodes, we found it relevant to use another terminology for the mobility of the nodes, which basically shows how fast the nodes are moving.

We will consider a wide range of speeds for our mobile nodes from 2 m/s that correspond to walking at a slow pace, to 40 m/s, the speed of a very fast car. The figures from (4 to 6) explain and highlight the relative performance of the three routing protocols DSDV, AODV and DSR depend on some metrics to our simulations.

4.1.1 Packet Routing Overhead

We evaluated that the highest amount of routing traffic is sent by the OLSR routing protocol then by TORA which is followed by AODV and lastly DSR. The reason for DSR, incurring less overhead is that, it sends the routing traffic only when it has data to transmit, which eliminate the need to send unnecessary routing traffic. AODV has

routing overhead slightly higher than DSR because of multiple route replies to a single route request. The routing overhead for TORA is higher than AODV and DSR because of the periodic beacon and HELLO packets, which it sent on the network for route discovery. As OLSR constantly floods the network with control and routing traffic to keep its routing tables updated it leads to highest amount of routing overhead as compared with other ad-hoc routing protocols.

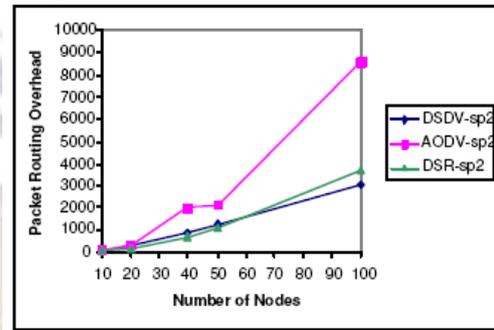


Fig 4: Routing overhead for speed 2

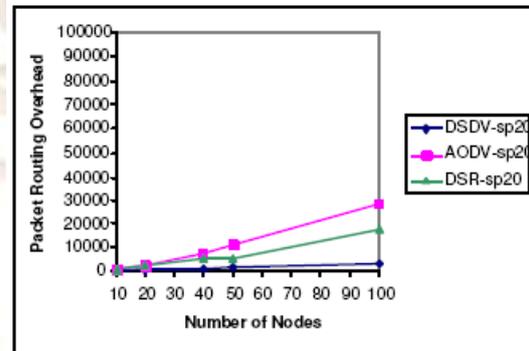


Fig 5: Routing overhead for speed 20

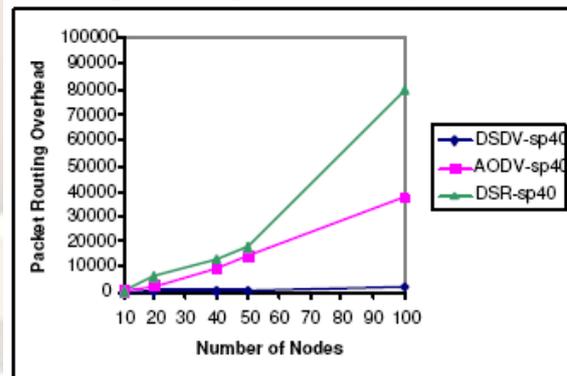


Fig 6: Routing overhead for speed 40

4.2 Delay

Delay refers to the time taken by packets to traverse the network and reach the destination. OLSR has the lowest delay as it is a proactive routing protocol which means that routes in the network are always available whenever the application layer has traffic to transmit, periodic routing updates keep fresh routes available for the use. The absence of high latency induced by the route discovery process in OLSR explains its

relatively low delay with higher number of mobile nodes. In AODV hopby hop initiation helps to reduce the end-to-end delay.

Although in case of 50 nodes, the delay for AODV is higher at start but it reduces in the next stages until end of the simulation. DSR uses cached routes and more often, it sends traffic to the stale routes which causes retransmission and leads to excessive delays. Delay for TORA is higher because of its route discovery process. It takes a lot of time discovering and deciding a route for data transfer.

4.3 Throughput

The amount of throughput in all cases is highest for OLSR as compared with other protocols as routing paths are readily available for the data to be sent from source to destination. The amount of throughput for TORA is higher at start from AODV and DSR in case of 10 and 30 nodes but it fall below AODV throughput curve as the nodes start moving. AODV performs better in network with relatively high number of traffic sources and higher mobility. The DSRs throughput is very low in the network in all the cases.

V. CONCLUSION

The area of ad-hoc networking has been receiving increasing attention among researchers in recent years, as the available wireless networking and mobile computing hardware bases are now capable of supporting the promise of this technology. Over the past few years, a variety of new routing protocols targeted specifically at the ad-hoc networking environment have been proposed, but little performance information on each protocol and node tailed performance comparison between the protocols has previously been available.

We evaluate the performance of AODV, DSR, TORA and OLSR ad-hoc routing protocols under varying load and number of users. The software used is OPNET Modeler14.0 and simulations with varying traffic were run for 3600 sec.

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