



Evaluation of Robustness and Adaptability of a Biologically-inspired MANET Routing Protocol

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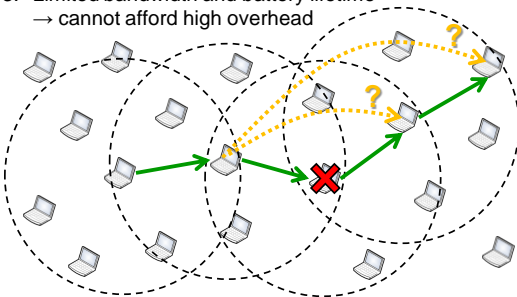
Outline

- Research background
 - Routing problems in MANETs
 - Weaknesses of existing protocols
- Our protocol (MARAS)
 - Attractor selection mechanism
 - Routing with attractor selection
- Evaluation
- Conclusion

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Routing Problems in MANETs

1. Limited transmission range → multi-hop transmission
2. Continuous topology changes (failure, mobility, etc.)
3. Limited bandwidth and battery lifetime
→ cannot afford high overhead



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Weaknesses of existing protocols

- Proactive routing protocols:
 - Wasting the energy and resources in maintaining all possible routes in the network → high overhead
- Reactive (on-demand) routing protocols:
 - Setting up the route *on-demand* → lower overhead
 - High interference from broadcast control packets
 - High delay in route discovery/recovery
- Hybrid routing protocols:
 - Complex and optimizing effort is required

On-demand robust and adaptive routing protocol
with Attractor Selection

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Attractor Selection Mechanism

- Biologically-inspired mechanism

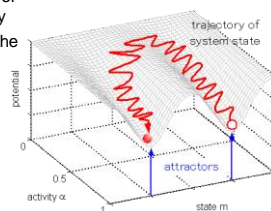
- Adopted from the mechanism of gene expression in cell biology
- Robust and adaptive against the external influences and noise

- Model

$$\frac{d\vec{m}}{dt} = f(\vec{m}) \times \alpha + \vec{\eta}$$

- Key controlling factors

- Activity α : goodness of the current selected state
- Noise η : randomness for discovering a better state

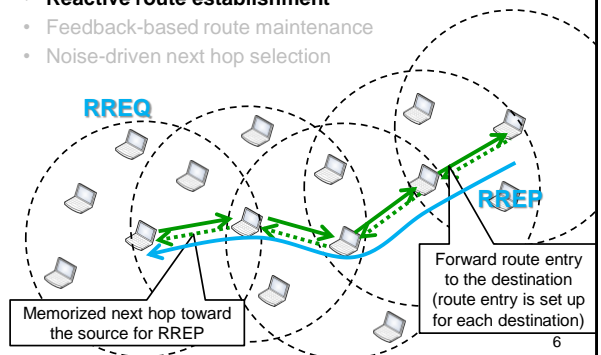


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Routing With Attractor Selection

- Reactive route establishment

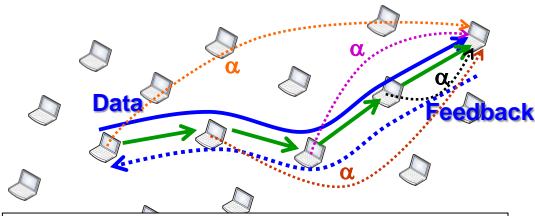
- Feedback-based route maintenance
- Noise-driven next hop selection



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Routing With Attractor Selection

- Reactive route establishment
- Feedback-based route maintenance**
- Noise-driven next hop selection



Each intermediate node calculates activity α for the route to the destination via the current selected next hop

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Routing With Attractor Selection (2)

- Reactive route establishment
 - Feedback-based route maintenance**
 - Noise-driven next hop selection
- Activity α is calculated based on travelled hop count of the feedback packet up to the current node

$$\alpha = \frac{\min_{v \in W} W_i}{W_n}$$

where W = sliding window containing travelled hop count information, and w_n is the latest packet's travelled hop count

- Activity α is decayed over time if it is not refreshed by a new feedback packet

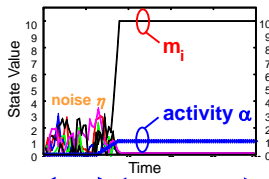
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Routing With Attractor Selection (3)

- Reactive route establishment
- Feedback-based route maintenance
- Noise-driven next hop selection**

$$\frac{dm_i}{dt} = \frac{s(\alpha)}{1 + m_{\max}^2 - m_i^2} - d(\alpha)m_i + \eta_i$$

where $m_{\max} = \max_{j=1, \dots, M} (m_j)$, $d(\alpha) = \alpha$,
 $s(\alpha) = \alpha[\beta\alpha^r + \phi^*]$, and $\phi^* = \frac{1}{\sqrt{2}}$



Routing vector	Value
m1	0.0
m2	0.0
m3	1.0
m4	0.0
m5	0.0
m6	0.0
m7	0.0

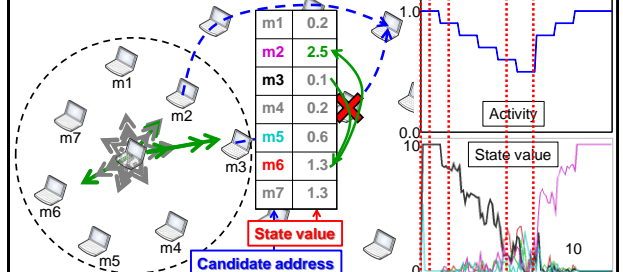
Address with max value is selected as a next hop

Candidate address State value

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Next Hop Selection Example

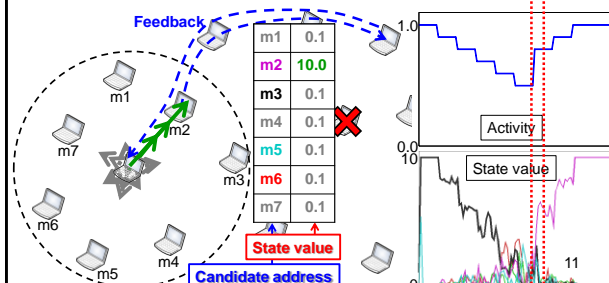
- First, let the routing vector is set up by RREP.
- Then, the link failure occurs and the activity is decayed.
→ high value decreases and effect of noise increases
- Noise-driven next hop selection



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Next Hop Selection Example (2)

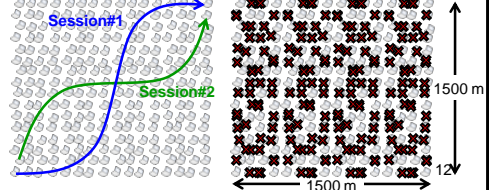
- When the next hop which improves the system condition is selected, the activity is increased.
- As a result, the routing becomes deterministic again.

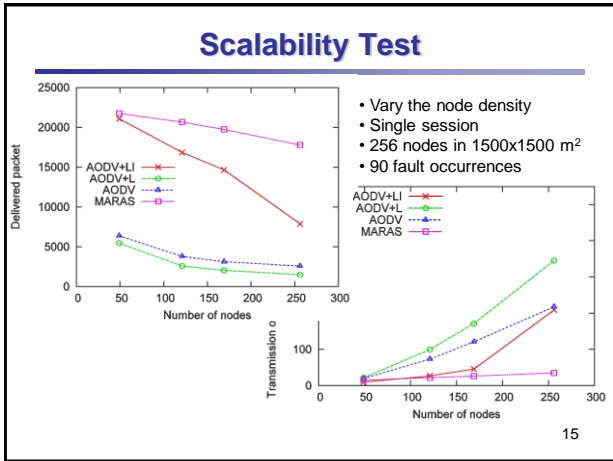
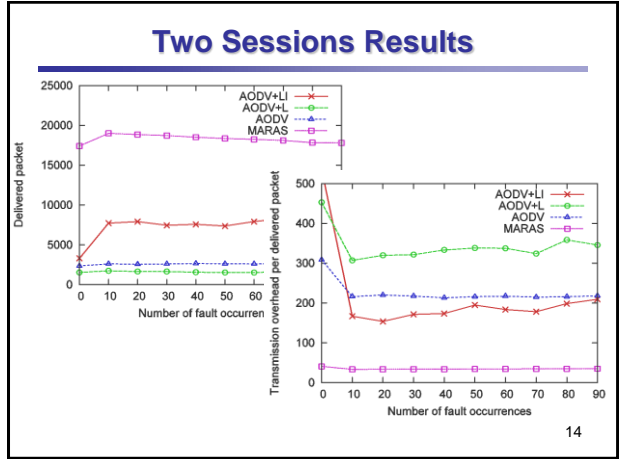
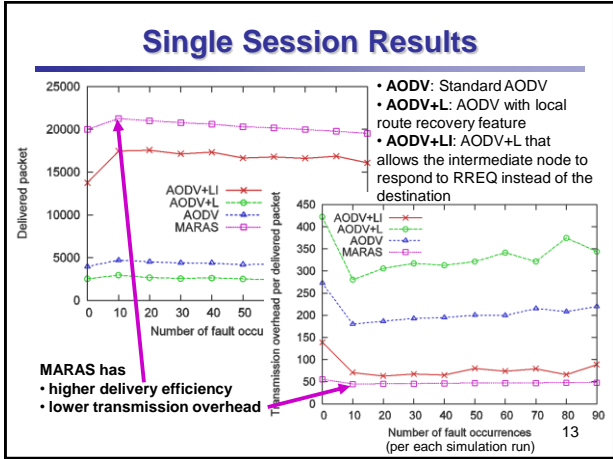


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Evaluation Settings

- Uniform node placement in QualNet
- 256 nodes in 1500x1500 m²
- 802.11b Data rate 2 Mbps
- Free-space no fading: range ~510 m
- Simulation time: 3000 s
- Traffic: CBR 8kbps (UDP) 0-2500 s
- Failure model: 25% nodes fail per each fault occurrence





- ### Conclusion and Future Work
- Biologically-inspired routing protocol
 - Data packet forwarding: the next hop is selected by attractor selection state value (*highest* value)
 - Noise-driven route maintenance by attractor selection and feedback packet
 - Result: comparing to AODV in evaluated scenarios with failures
 - Robust: able to maintain high delivery packet count
 - Adaptive: able to recover from failures with low transmission overhead
 - Future work:
 - Mobility scenario
 - Performance comparison with AntHocNet
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Thank you for your attention
Q&A