

Ad Hoc Networks

◆ Properties

- Wireless nodes
- Shared communication
- Capable of movement
- Node positions unknown
- Limited battery life
- Limited bandwidth

◆ Considerations

- Radio power vs. transmission bandwidth (Royer, et al.)
- Radio power vs. connectivity (Santi, et al.)

An Analysis of the Optimum Node Density for Ad hoc Mobile Networks

E. Royer, P. Melliar-Smith, L.
Moser

Increasing Radio Power

Pros

- Reduce path length
- Less load on network

Cons

- A greater proportion of traffic heard by a node is not addressed to it
- A node will be able to transmit less frequently

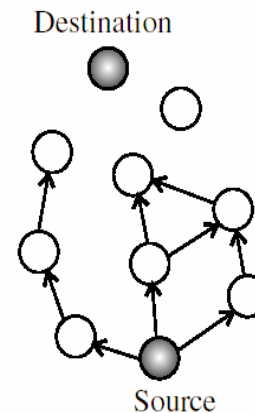
What is optimum radio power/transmission radius?

Motivation

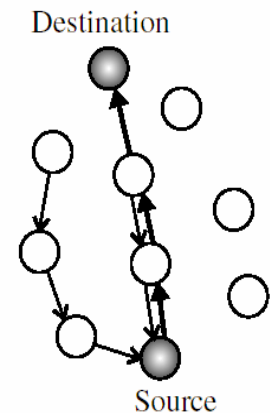
- ◆ Kleinrock and Silvester (1978) result:
 - Analytical analysis of tradeoff between transmission radius and bandwidth in static network
 - Adjust transmission radius to include 6 neighbors for optimum result
- ◆ This paper:
 - Optimum for mobile nodes?
 - By simulation

Problem Setting

- ◆ Mobile Ad hoc network
- ◆ AODV routing protocol
- ◆ MAC protocol – IEEE 802.11 DCF (CSMA/CA)
- ◆ Simulation using GloMoSim
- ◆ Radio model
 - Free space propagation ($1/r^2$)
 - Receiver has capture capability
 - Data rate is 2Mb/sec
- ◆ 100 nodes in 1km x 1km
- ◆ 40 source nodes sending twelve 512 byte packets per second



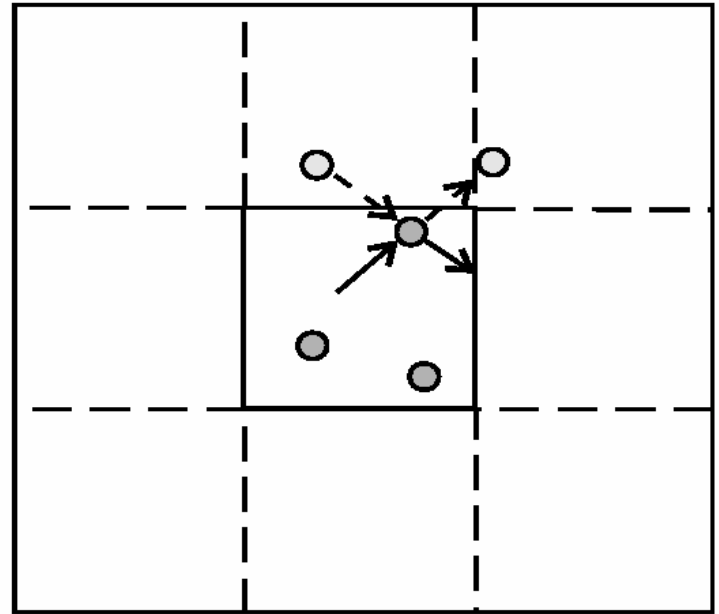
(a) RREQ Propagation



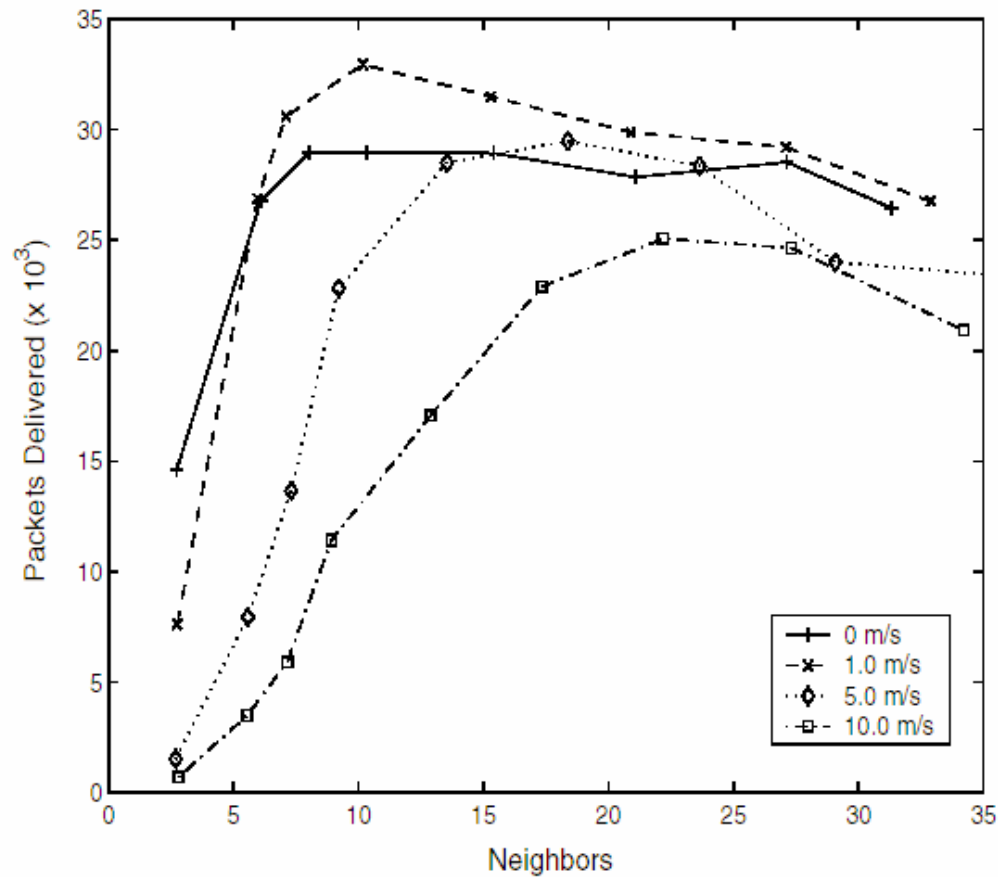
(b) RREPs and Subsequent Data Path

Motion model

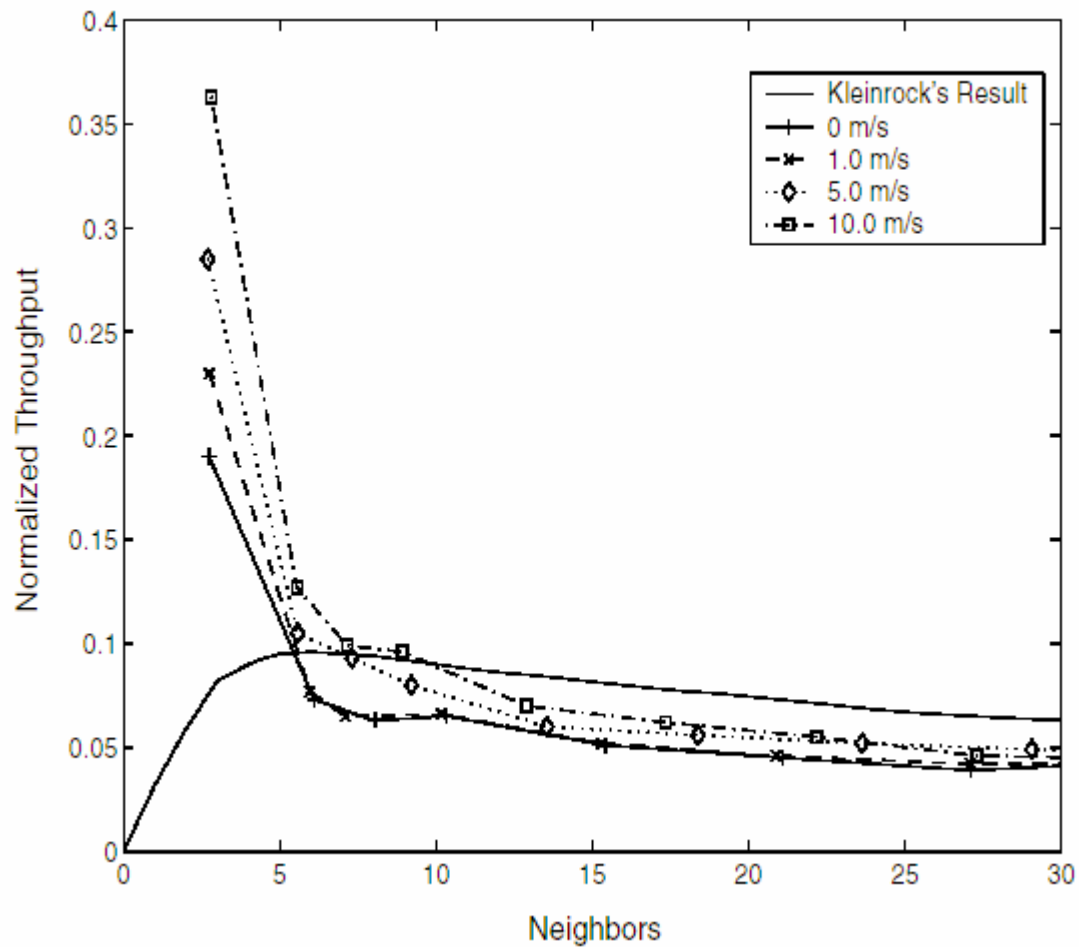
- ◆ Random waypoint
- ◆ Random direction
- ◆ Modified random direction



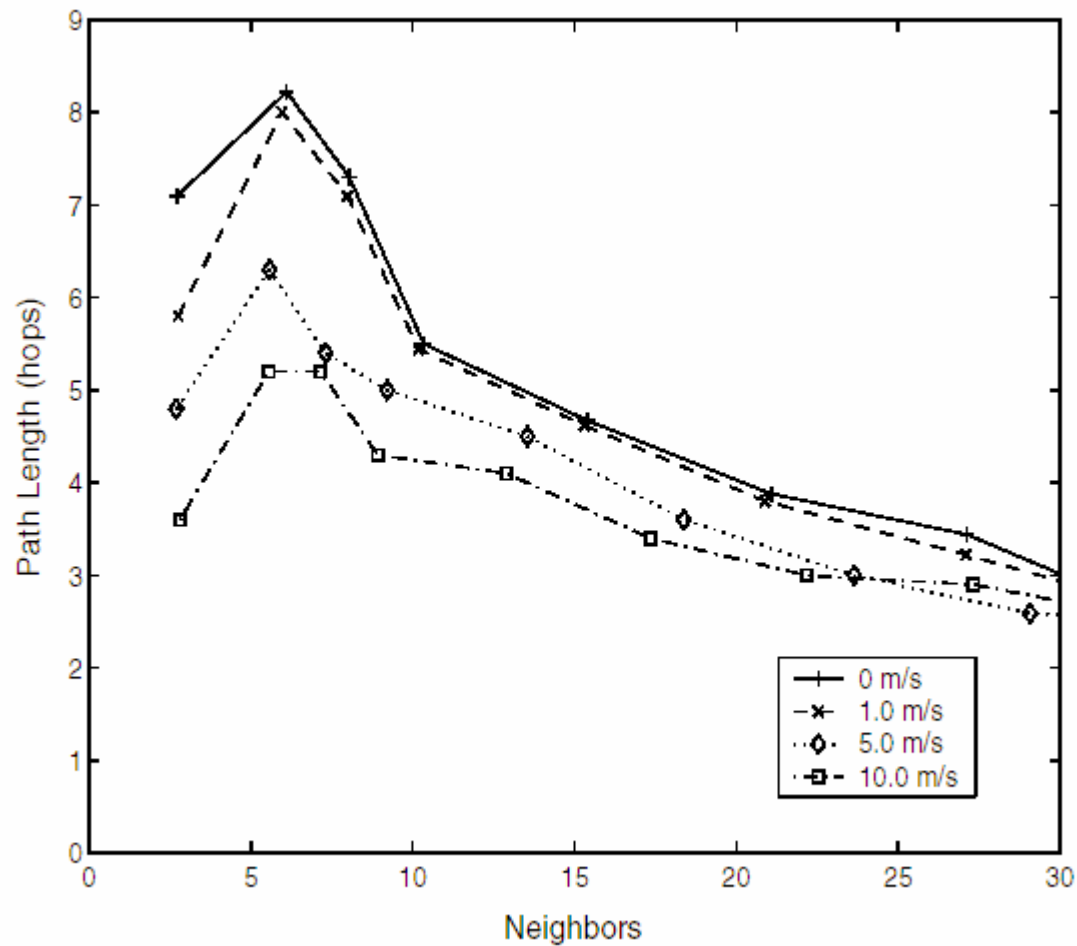
Number of Packets Delivered



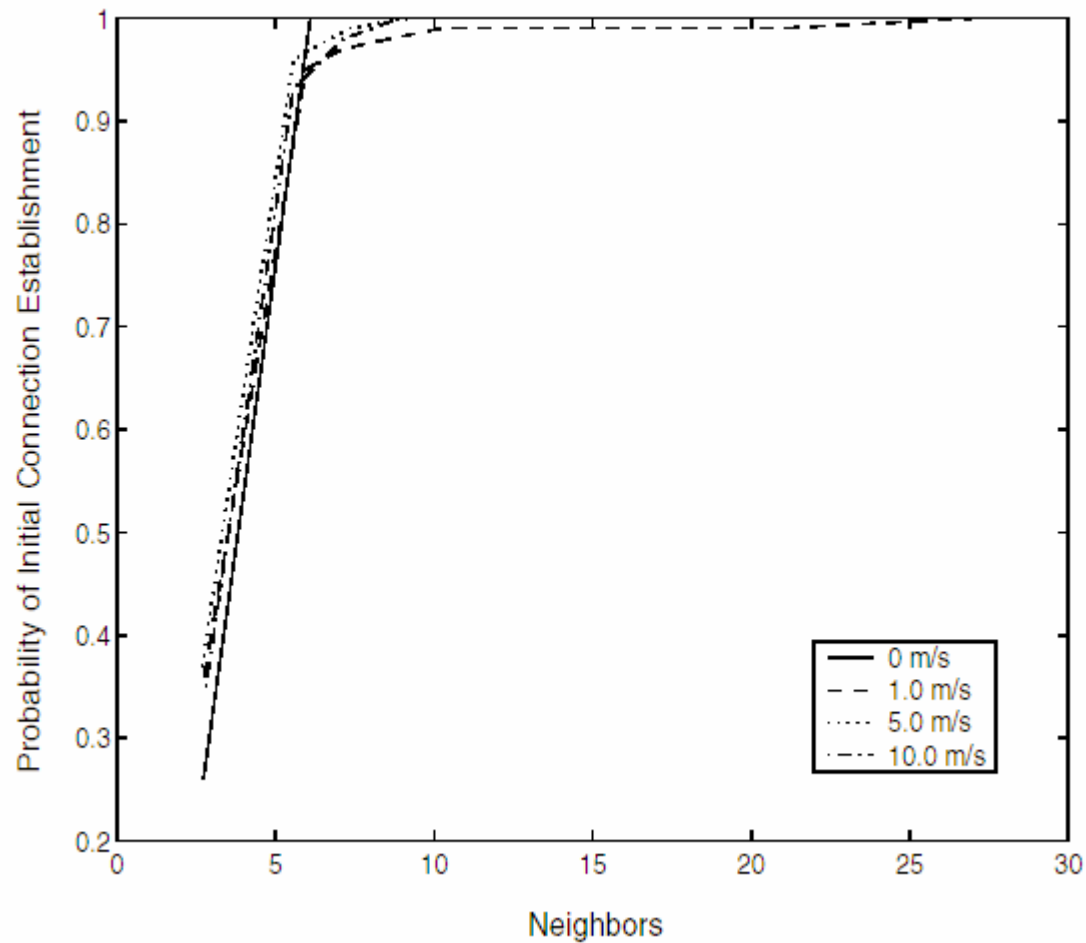
Normalized Throughput



Average path length



Probability of route



A Probabilistic Analysis for the Range Assignment Problem in Ad Hoc Networks

P. Santi, D. Blough, F. Vainstein

Range assignment problem

- ◆ Problem of ensuring connectivity while minimizing the transmission range (minimizing the energy consumption)
- ◆ Optimum solution in polynomial time in 1d
- ◆ NP-hard in 2d and 3d

Problem Setting

- ◆ Homogeneous assignment r
- ◆ Node positions unknown
- ◆ n nodes are distributed in d dimensional cube of side length L
- ◆ Deterministic solution: $r = L * \text{sqrt}(d)$
- ◆ Probabilistic solution?

a.a.s.

◆ Asymptotically almost surely:

- $P(\text{Event}_L) \rightarrow 1$ as $L \rightarrow \infty$

Result 1: Bound for not a.a.s. connected (in 1,2,3d)

◆ $r^d n$ in $O(L^d)$, not a.a.s. connected

◆ $r^d n \ll L^d$, a.a.s. disconnected

◆ Short outline:

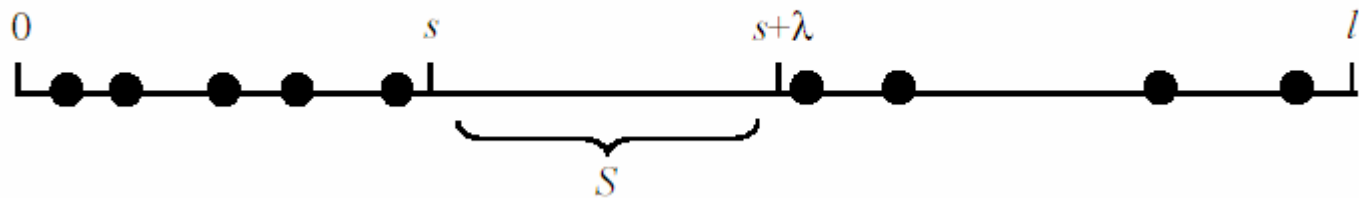
- $P(\text{Connected}) = 1 - P(\text{Disconnected})$
- $P(\text{Disconnected}) \geq P(\text{IsolatedNode}(i))$
- So if $P(\text{IsolatedNode}(i)) \rightarrow \epsilon > 0$ as $L \rightarrow \infty$, then $P(\text{Connected})$ does not approach 1 and network is not a.a.s. connected

Result 2: Probability of connected in 1d

◆ $P(\text{Connected}) \geq 1 - (L-r)(1-r/L)^n$

◆ Short outline:

- Compute upper bound of $P(\text{Disconnected})$
- $P(\text{Connected}) \geq 1 - \text{upper bound of } P(\text{Disconnected})$



Result 3: Bound for a.a.s. connected in 1d

◆ Assume $r \ll L$

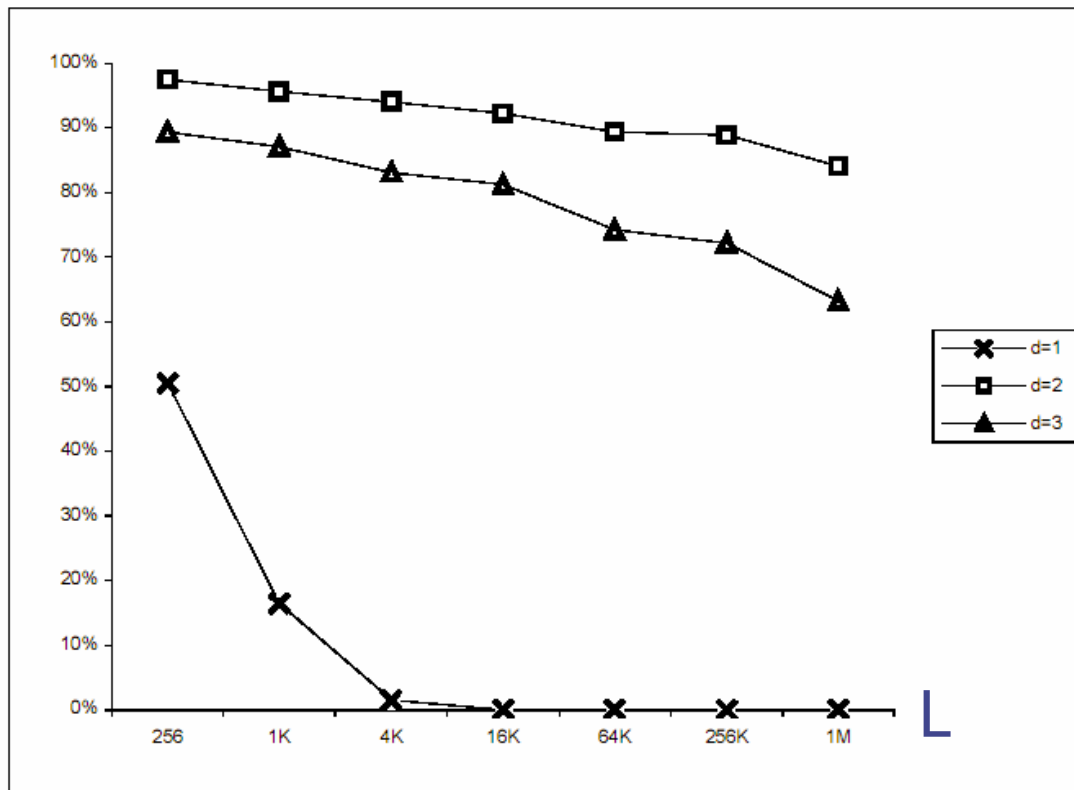
◆ If $rn \in \Omega(L \log L)$, then a.a.s. connected

◆ Short outline

- $P(\text{Connected}) \geq 1 - (L-r)(1-r/L)^n$
- Apply l'Hopital's rule

Simulation: $r^d n = L^d$ verify Result 1

Percentage of connected



$$n = L^{1/2}$$

$$r = c_d L^{(d-1/2)/d}$$

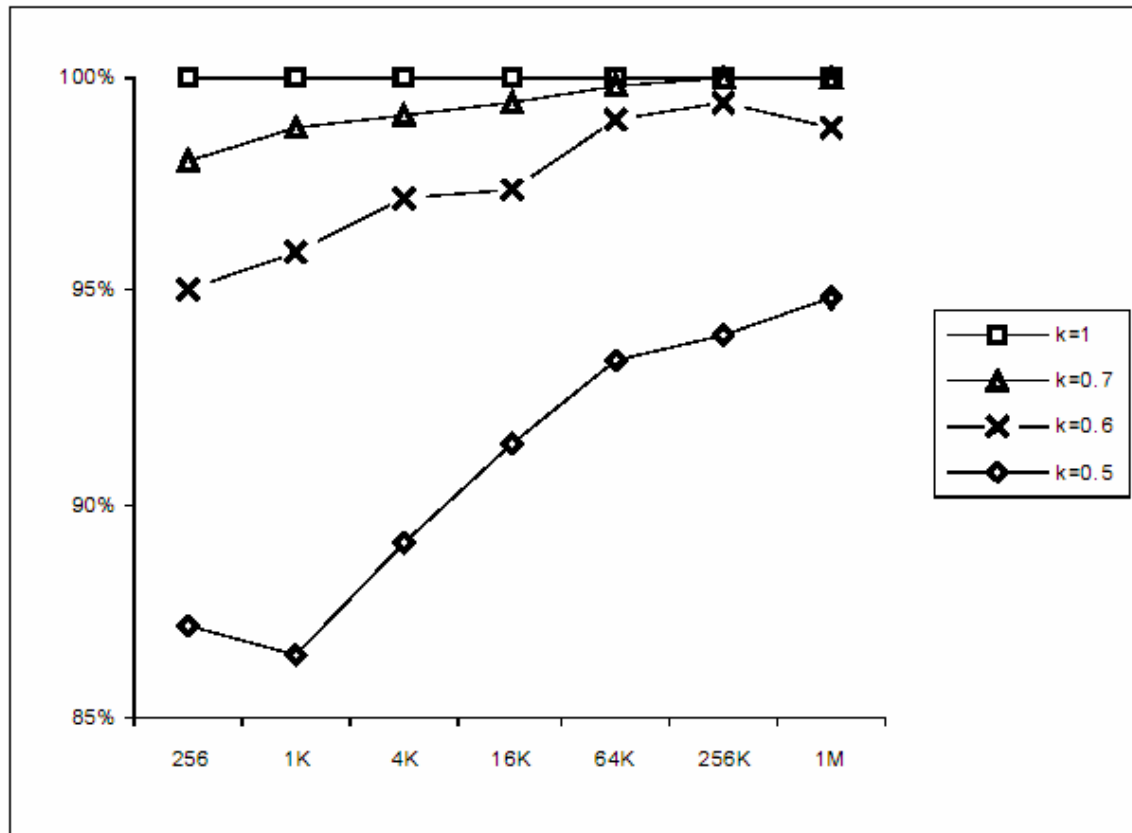
$$c_1 = 3,$$

$$c_2 = 2,$$

$$c_3 = 1,5$$

We expect not a.a.s. connected

Simulation: $rn=L \log L$ for 1d verify Result 3

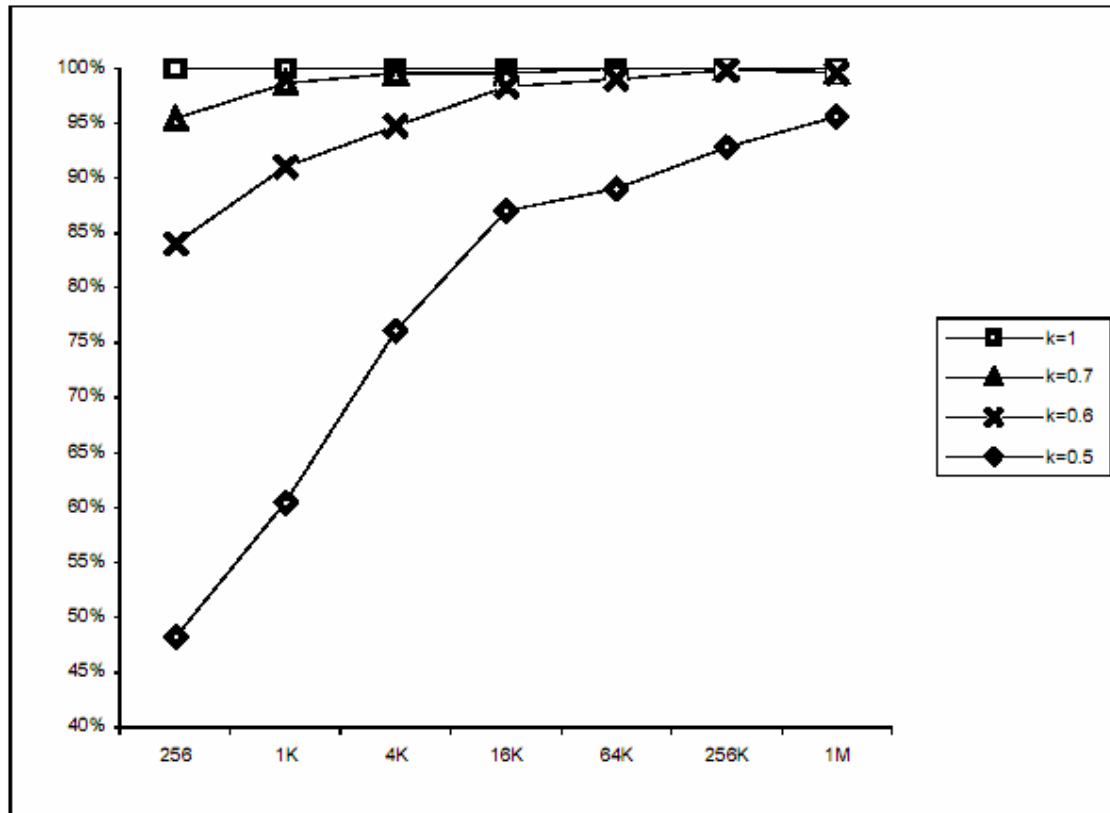


$$n = L^{1/2}$$

$$r = k L^{1/2} \log L$$

We expect a.a.s. connected

Simulation: $r^d n = L^d \log L$ for $2d$

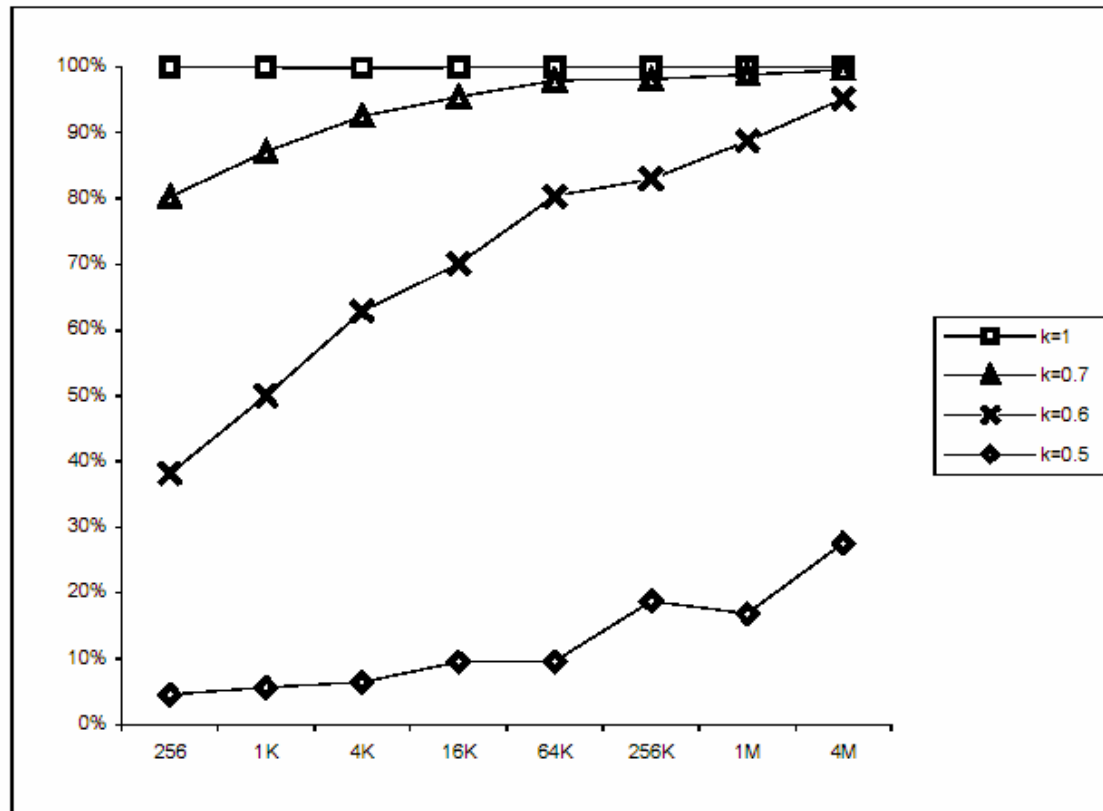


$$n = L^{1/2}$$

$$r = kL^{3/4}(\log L)^{1/2}$$

a.a.s. connected?

Simulation: $r^d n = L^d \log L$ for 3d

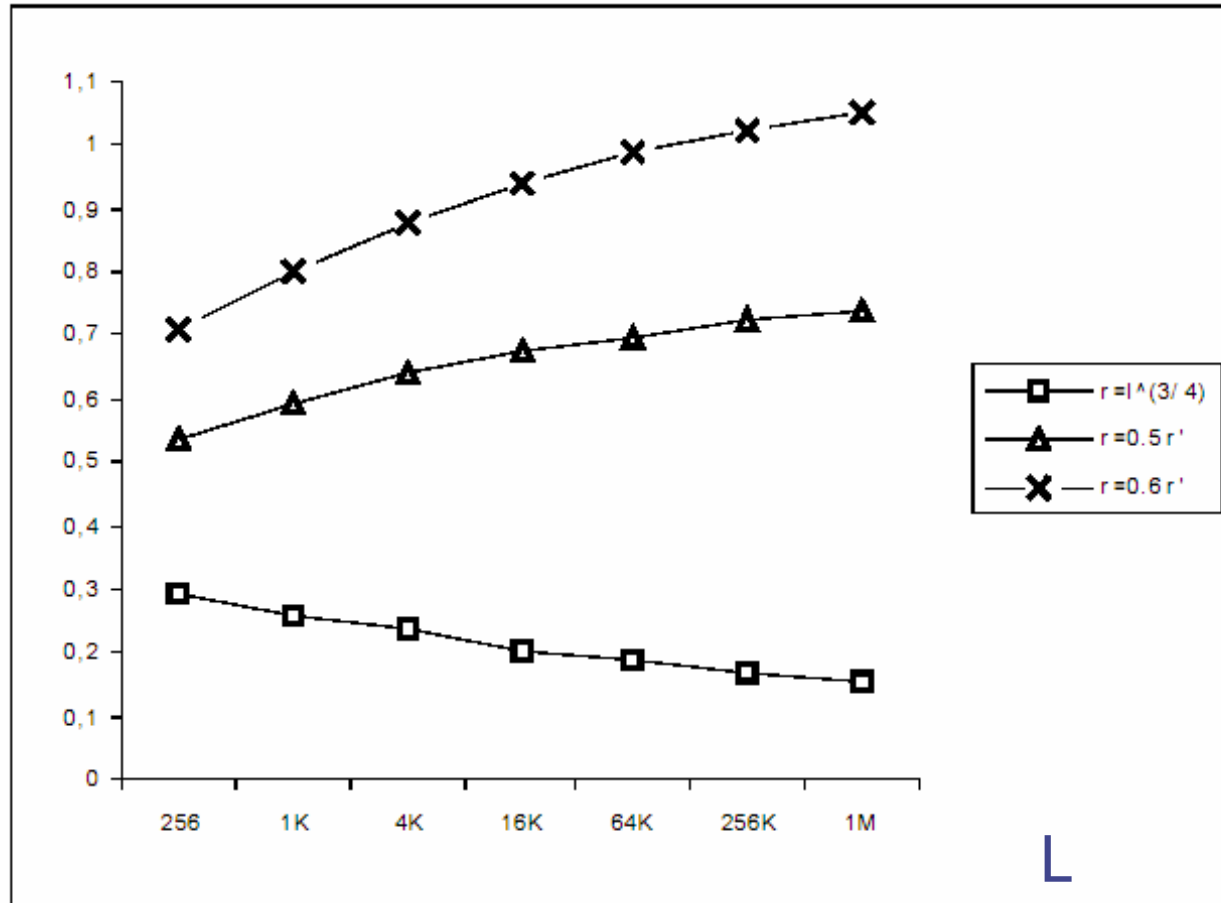


$$n = L^{1/2}$$

$$r = kL^{5/6}(\log L)^{1/3}$$

a.a.s. connected?

Num. Neighbors/log L in 2d



$$n = L^{1/2}$$

$$r' = L^{3/4}(\log L)^{1/2}$$

Summary/Discussion

- ◆ Optimum transmission radius is an important problem
- ◆ Many quantities to optimize for:
 - Bandwidth/Throughput
 - Connectedness
 - Energy
 - Lack of holes in the network