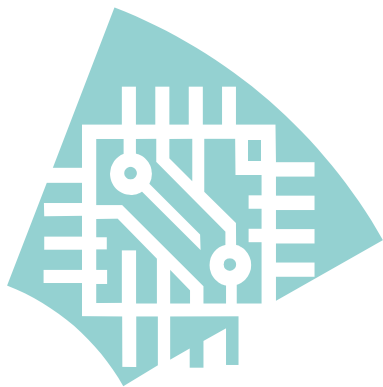


# Corridor Routing in Mobile Ad-hoc Networks



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# Overview

- Advantages of Multi-Path Routing
- Existing Multi-Path Protocols
- Corridor Routing
- Simulation Results and Analysis
- Conclusion and Future Work

# Advantages of Multi-Path Routing

- Bottleneck Circumvention  
Choosing paths with low traffic
- Efficient Bandwidth Usage  
Disperse traffic over multiple paths
- Reduced Destination Discovery Frequency  
Reducing signaling overhead

# Existing Multi-Path Protocols

## **Ad-hoc On-demand Multi-Path Distance Vector Routing, AOMDV**

Das, Marina:

"On-Demand Multipath Distance Vector Routing in Ad-hoc Networks," IEEE ICNP, Nov. 2001.

## **Split Multi-Path Routing, SMR**

Gerla, Lee:

"Split Multipath Routing with Maximally Disjoint Paths in Ad-hoc Networks," IEEE ICM, June 2001.

- Disjoint paths
- Paths of different length
- Limit on number of routes
- Unicast Route Reply messages

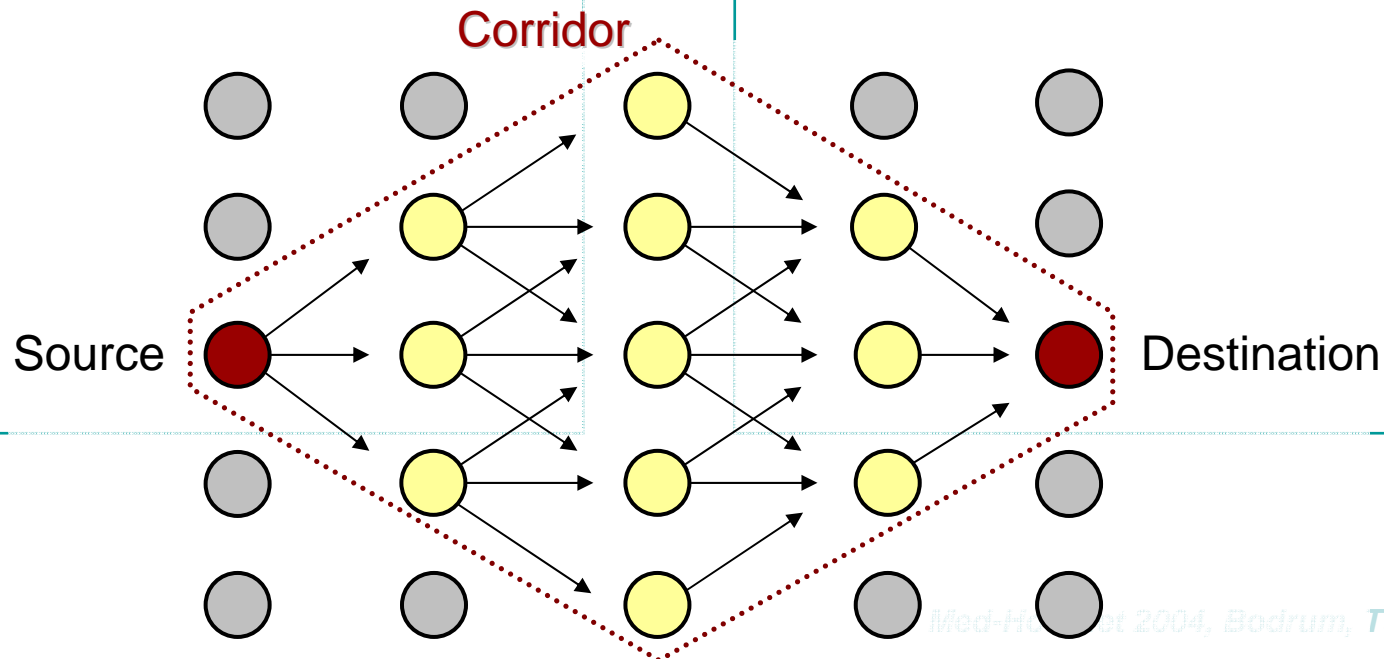
# Corridor Routing

## Existing MP Protocols

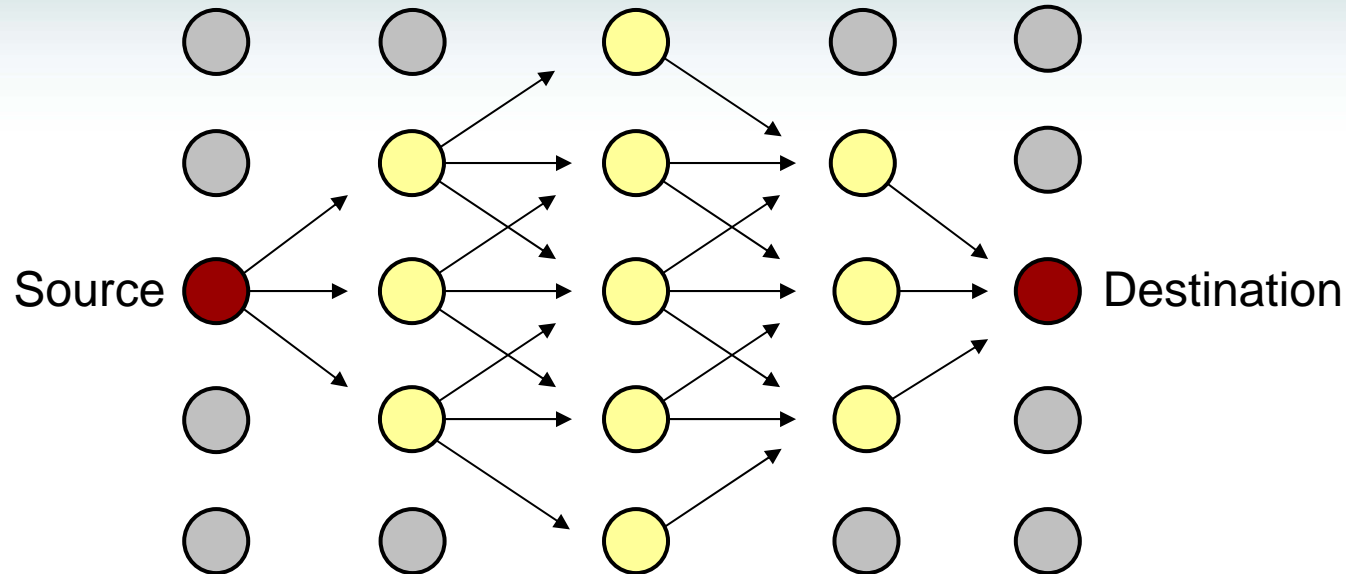
- Disjoint paths
- Paths of different length
- Limit on number of routes
- Unicast Route Reply messages

## Corridor Routing

- Paths may **overlap**
- Paths are **minimum-hop**
- Number of routes **unlimited**
- **Broadcast** Route Reply messages



# Destination Discovery



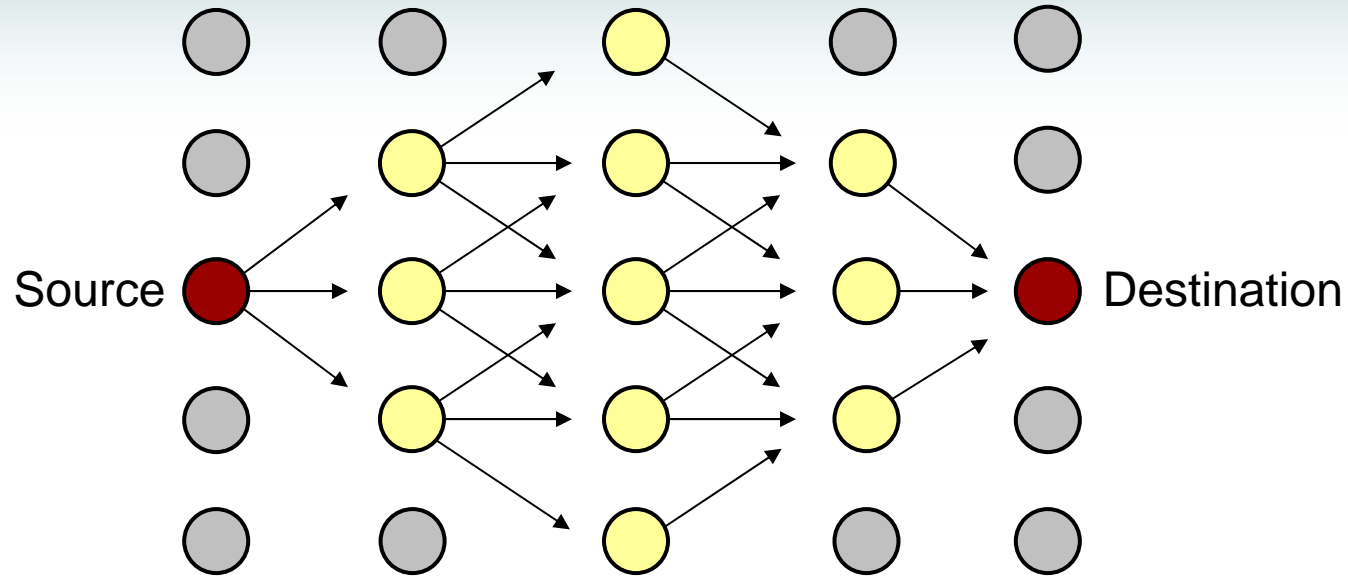
## Route Request message...

- is **flooded** into the network
- holds a Hops-to-Source field

## Route Reply message...

- is **regionally broadcasted** along the corridor
- holds a Hops-to-Destination field
- holds a Total-Hops field

## Destination Discovery (2)



Intermediate router is on a minimum-hop path

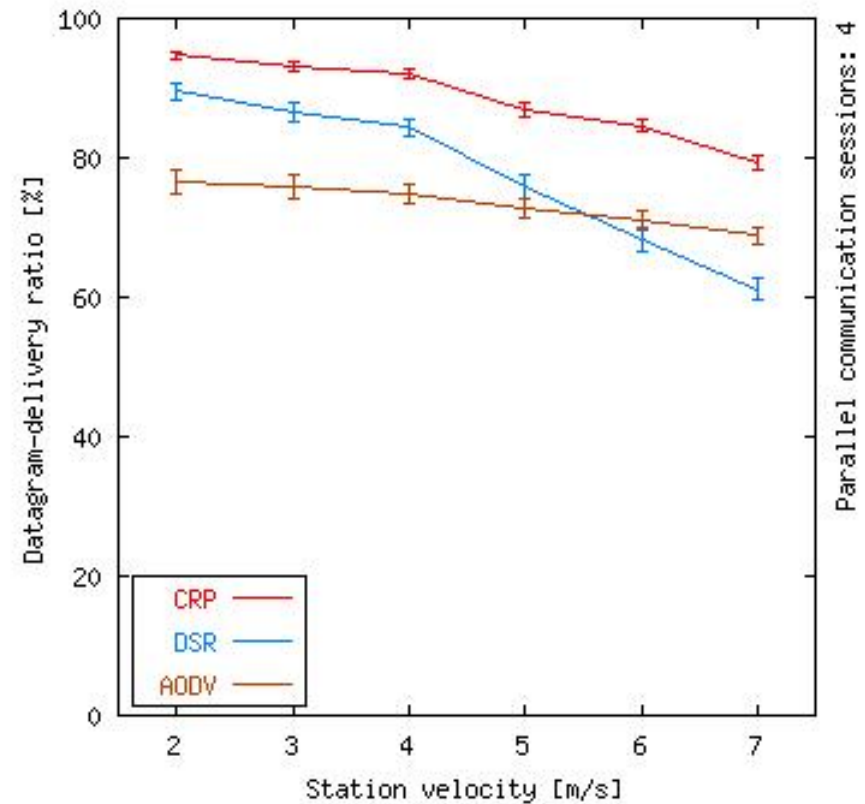
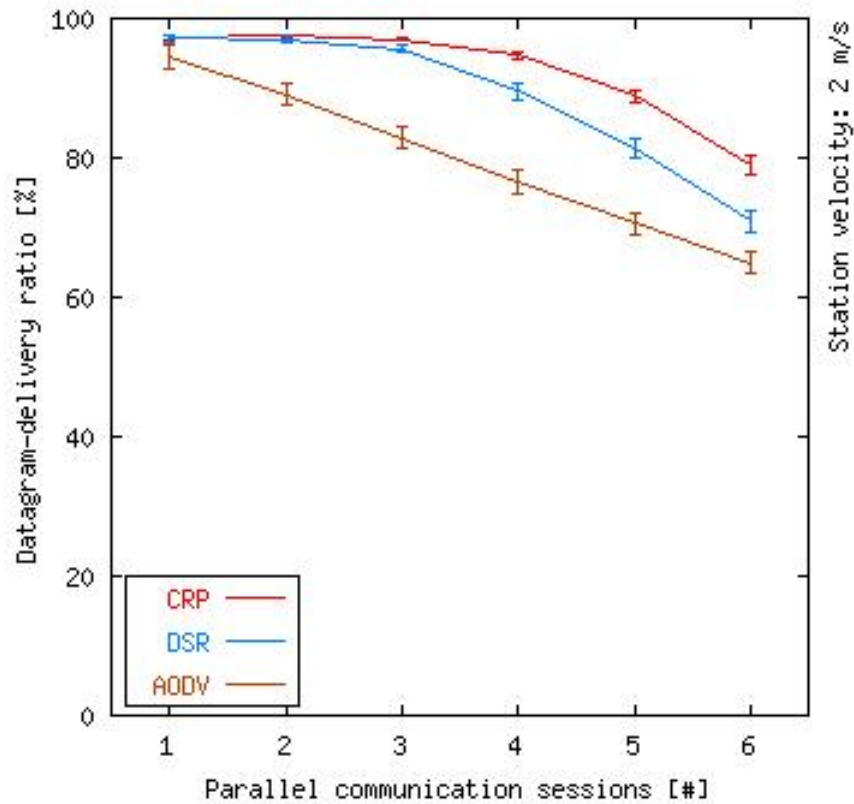
$\Leftrightarrow$  Hops-to-Source + Hops-to-Destination = Total-Hops

# Simulation Results and Analysis

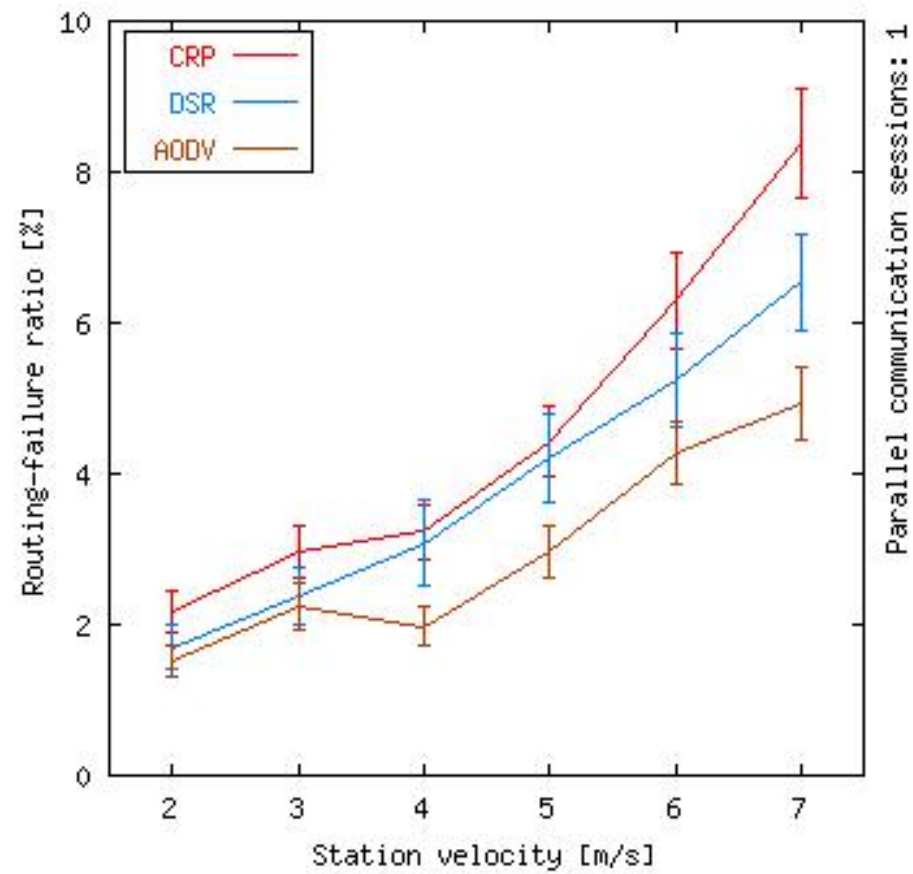
- Network Simulator 2
- 50 Mobile Nodes
  - 50 m Transmission Range
  - 300x60 m<sup>2</sup> Movement Area
  - ∅ 2 ~ 7 m/s Movement Speed
- DSR, AODV, and Corridor Routing Protocol (CRP) at L3
  - IEEE 802.11b at L2
- VoIP, 12.2 kbps (AMR Codec)
  - 60s Call Holding Time
  - 1 ~ 6 Parallel Calls



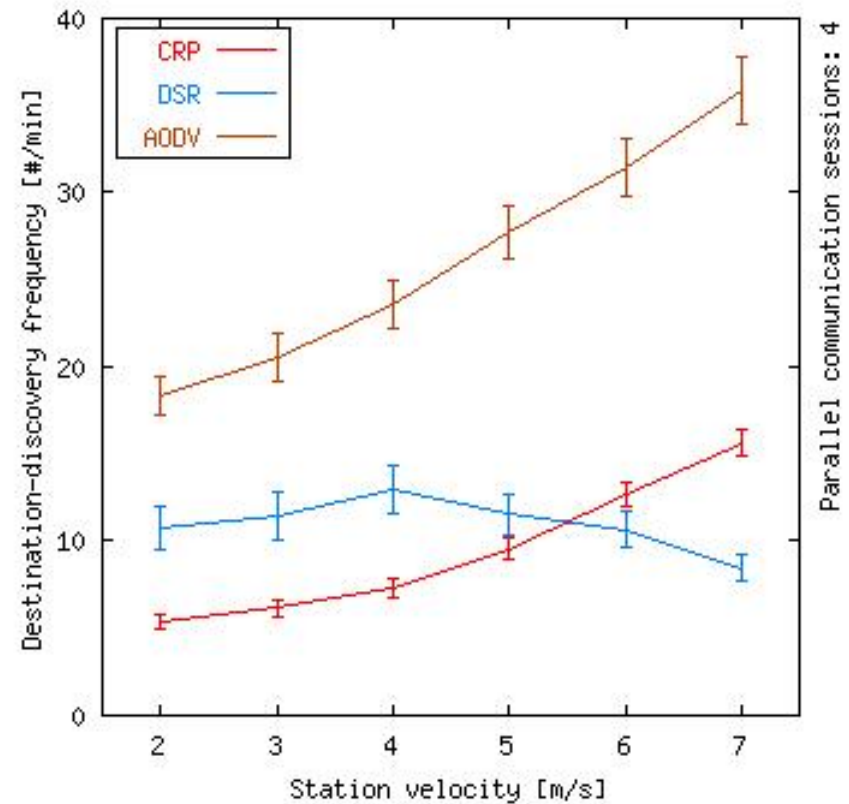
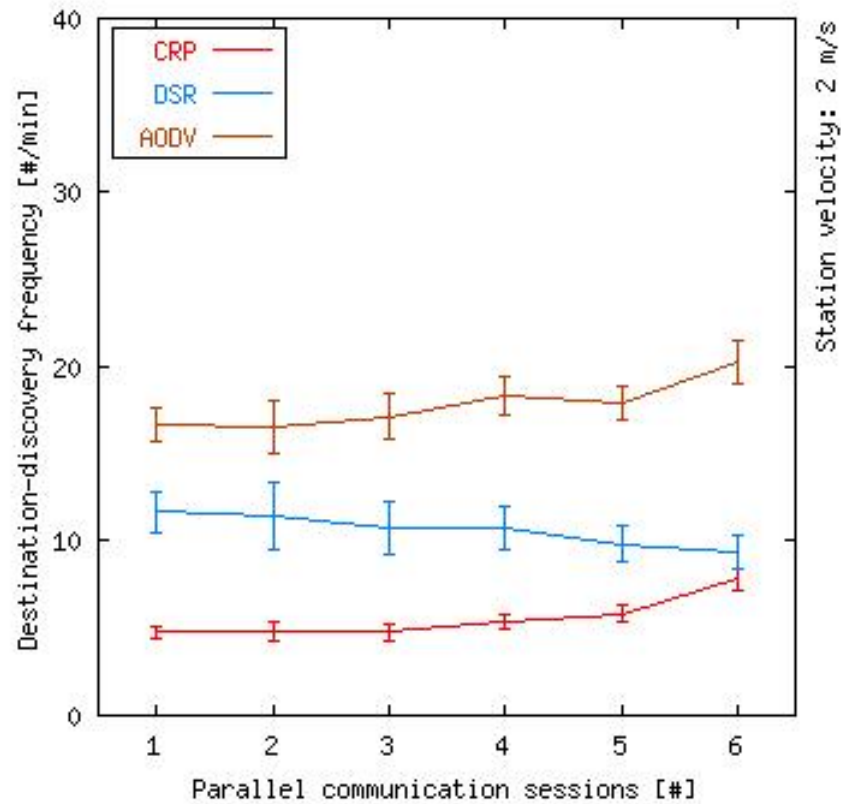
# Datagram Delivery Ratio



# Routing Failure Ratio



# Destination Discovery Frequency



## More Analysis

- Datagram Delivery Ratio
- Routing Failure Ratio
- Destination Discovery Frequency
- **Datagram Delivery Delay**
- **Buffer Overflow Ratio**

# Conclusion and Future Work

- Corridor Routing
  - Use of All Minimum-Hop Paths
  - Unlimited Number of Paths
  - Paths are Not Necessarily Disjoint
- Performance
  - Increased Packet Delivery Ratio
  - Reduced Destination Discovery Frequency
  - Adverse Impact of Routing Failures
- Future Work
  - Comparison to Multi-Path Protocols

# Corridor Routing in Mobile Ad-hoc Networks



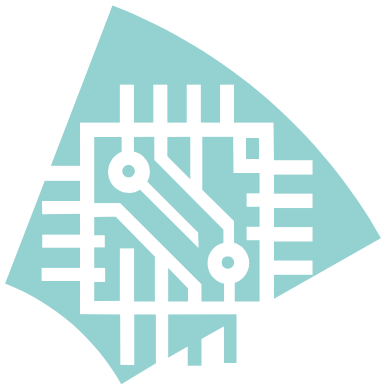
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# Corridor Routing in Mobile Ad-hoc Networks

## Supplementary Presentation



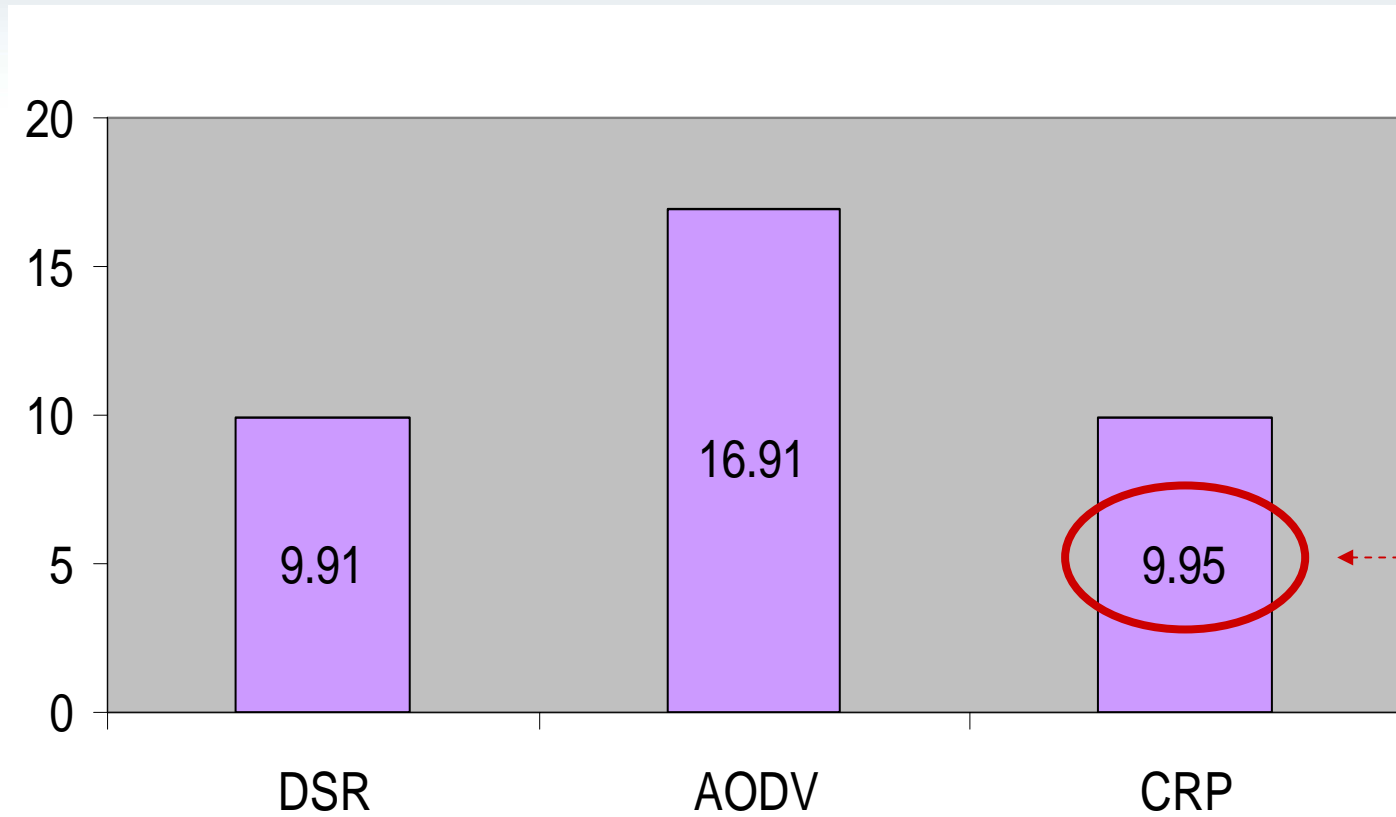
Christian Vogt, [chvogt@tm.uka.de](mailto:chvogt@tm.uka.de)

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# Destination Discovery Frequency

per Call (60 seconds)



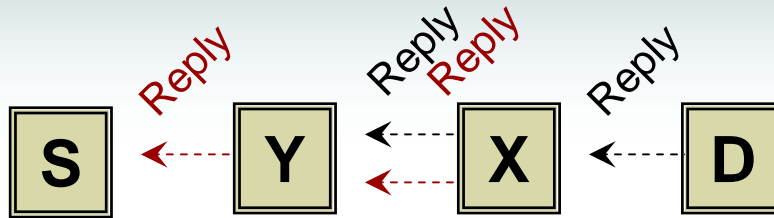
Why are there so many?



## Analysis: Loss of Reply Messages

- Reply messages are **broadcasts**
- Broadcasts are **unprotected** by acknowledgements
- Increased risk for **collision**
- Some discoveries **terminate** prematurely

# Solution: Propagation Monitoring



- X **broadcasts** Reply
- X listens whether Y **propagates**
- If Y does not propagate, X **re-transmits**

# Destination Discovery Frequency, revisited

per Call (60 seconds)

