# Routing in Networks of Varying Connectivity

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## Overview

- The Problem Domain
- Existing Solutions
- My Work
- The Evaluation
- Questions



# The Problem Domain



Wired Networks

#### Wireless Ad-Hoc Networks



# The Problem Domain

### Mobile Wireless Ad-Hoc Networks Mobile Ad-hoc NETwork (MANET)





#### Disconnected Mobile Wireless Ad-Hoc Networks Disconnection Tolerant Network (DTN)

# The Problem Domain

Mobile Ad-hoc NETwork (MANET)

- End-to-end connectivity is assumed
- Topology is not Fixed
- •One-hop set (neighboring nodes) may change

Disconnection Tolerant Network (DTN)

- End-to-end connectivity is not assumed
- Topology is not Fixed
- One-hop set is likely to vary considerably

# **Existing Solutions**

MANET Routing

Pro-active Dynamic Source Routing [2]

**Constantly maintain** a view of the entire network.

Re-active

Acquire a route **when you need it**.



# **Existing Solutions**

### DTN Forwarding [5]

Wait

Hold onto a packet, until you connect to the destination.

#### **Restricted Flood**

Beacon the packet hop by hop decrementing the time to live.

#### **Controlled Flood**

Only **forward to a subset of nodes**, selected based on previous experiences forwarding packets to them.

# **Existing Solutions**

**Reactive Routing and Forwarding** Integrating DTN and MANET routing [3] Two Classifications of Node Gently [6] MANET **Proactive Routing & Forwarding** Node Bridge MANET Node Node Node

## Dynamic Source Routing (DSR) Route Acquisition



### Dynamic Source Routing (DSR) Route Failure



# My Work [I]

Why Dynamic Source Routing?

• Disconnection Tolerant Route Acquisition

What are the assumptions?

Disconnection Tolerant Data Forwarding

Why not TCP?

Packet Scheduling / Duty Cycling

Why is this needed?

### Route Acquisition Over Time



### Route Acquisition - Acknowledgement



### Disconnection Tolerant Data Forwarding



### Packet Scheduling / Duty Cycling





#### Average Delay (Seconds)

#### Success Ratio (%)



802.11



Zigbee



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# Thank You! Any Questions?

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