

SNR BASED DSDV ROUTING PROTOCOL FOR MANET

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ABSTRAK

Rangkaian '*ad hoc*' mudah alih (MANET) adalah susunan dinamik bagi nod tanpa wayar bagi menghasilkan rangkaian sementara tanpa nod pentadbiran utama. Nod tanpa wayar atau dikenali sebagai platform mudah alih dapat bergerak bebas secara rawak di dalam rangkaian liputannya. MANET merupakan sistem berautonomi yang dapat beroperasi secara berasingan (rangkaian tempatan sahaja) atau boleh mempunyai pintu masuk kepada antaramuka rangkaian tetap. Salah satu bahagian utama MANET adalah protokol laluan pada lapisan rangkaian. Protokol tersebut perlu menentukan laluan mana yang perlu dilalui oleh paket bagi memastikan penghantaran paket dari penghantar ke penerima. Algoritma yang mengira laluan tersebut dikenali sebagai algoritma laluan (Kurose, 2009). Oleh kerana sifat yang tidak menentu medium tanpa wayar dalam persekitaran MANET, protokol laluan yang berasaskan bilangan lompatan akan merosot prestasinya disebabkan oleh hingar yang diterima oleh nod penerima (Douglas, 2003). Bagi projek ini, protokol laluan berasaskan nisbah isyarat kepada hingar (SNR) akan diterapkan dalam protokol laluan '*destination sequenced distance vector*' (DSDV) dengan membangunkan algoritma yang dapat mengira hasil jumlah purata SNR dari penghantar ke penerima dan seterusnya memasukkan algoritma tersebut dalam protokol laluan DSDV. Hasilnya adalah protocol laluan '*SNR based DSDV*' dan keluarannya akan dibandingkan dengan '*standard DSDV*' bagi metrik prestasi yang terdiri daripada 'throughput', lengah hujung ke hujung dan nisbah penghantaran paket melawan kadar penghantaran dan bilangan nod.

ABSTRACT

A wireless mobile ad-hoc (MANET) network is a dynamic formation of wireless nodes to perform a temporary network without center administration node. The wireless node which is also known as mobile platform are free to move randomly within its network coverage. The MANET is an autonomous system which operates in isolation (local area network only) or may have gateways to an interface with a fixed network. One of the main parts of MANET is its routing protocol in network layer. The protocol has to decide which path that needs to be taken by packets to ensure the packet transfer from sender to receiver. The algorithms that calculate these paths are referred as routing algorithms (Kurose, 2009) Due to unpredictable behavior of the wireless medium in MANETs environment, the standard routing protocol based on hop count suffers due to the noise that collected at receiving nodes (Douglas, 2003). In this project the Signal-to-Noise (SNR) based routing protocol has been adapted into the standard Destination Sequenced Distance Vector (DSDV) routing algorithm by developing an algorithm to calculate the cumulative average SNR from source to destination and apply the algorithm in the DSDV routing protocol. The expected result is SNR based DSDV routing protocol and the outcome would be comparisons of performance metrics between standard DSDV for the throughput, end-to-end delay and packet delivery ratio versus transmission rate and node numbers.

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LIST OF ABBREVIATIONS

Glossary

| | |
|-------|---|
| MANET | Mobile Ad Hoc Network |
| DSDV | Destination – Sequenced Distance Vector |
| NPDU | Network Protocol Data Unit |
| SNR | Signal to Noise Ratio |
| AWGN | Additive White Gaussian Noise |
| RTT | Round Trip Time |
| ETX | Expected Transmission Count |
| AODV | Ad Hoc On Demand Distance Vector |
| OLSR | Optimize Link State Routing |
| DSR | Dynamic Source Routing |
| ACK | Acknowledge |
| MAC | Medium Access Control |
| MGMT | Management |
| FT | Forwarding Table |
| Dst | Destination address |

| | |
|------|--|
| Nxt | Node (next hop) |
| Mtr | Cost (SNR) of the destination |
| Seq | Sequence number for each entry |
| Ist | Installation or update time for each entry |
| Flg | Transmission on the next broadcast indicator |
| NED | NEtwork Description |
| GUI | Graphical User Interface |
| UDP | User Datagram Protocol |
| TCP | Transmission Control Protocol |
| SCTP | Stream Control Transmission Protocol |
| IP | Internet Protocol |
| IPv6 | Internet Protocol version 6 |
| PPP | Point to Point Protocol |
| MPLS | Multiprotocol Label Switching |
| OSPF | Open Shortest Path First |
| NIC | Network Interface Card |
| BPS | Bits per Second |

| | |
|------|------------------------------|
| Fsnr | Fairuz Signal to Noise Ratio |
| Pdr | Packet Delivery ratio |
| dB | Decibel |
| Tx | Transmission |
| Vs | Versus |

CHAPTER 1

INTRODUCTION

1.1 Introduction

Wireless ad hoc networks have a lot of attraction recently by researchers. It is all about low cost and wireless communication support through multihop without depending on fixed infrastructure such as wireless access point. There are different terms for MANET with respect to their usage such as mobile ad hoc network (MANET), wireless mesh network (WMN) and wireless sensor network (WSN). To make sure end-to-end communication goes well, routing algorithm has an important role to trace the best path and forward the packet from source until reach the destination. There is a big challenge to find a good path in wireless ad hoc network compared with fixed wired network because wireless links are different from wired links. Zhai and Fang describe routing issues in wireless ad hoc network. The first one is channel errors caused wireless link are not reliable. Second, at each different link, they have their own channel rate due to link quality which is depends on distance and path loss within two neighboring nodes. Third, link breakdown when neighbor out of coverage range. Fourth, there will be interference from one link to another since the transmission method is in broadcast mode (Zhai, 2006).

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