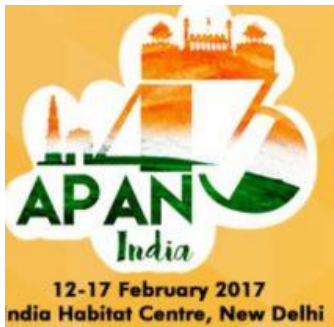


“Endcast” for Disaster Management



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Outline

- Disaster scenario
- Mobile Adhoc Networks (MANET) for communication
- Traditional MANET routing
- Mobile stateless routing
- Endcast
- Proposed endcast protocol
- Simulation results
- Conclusions

Disaster Scenario

- A medical team member contacting food team ?
 - Damaged infrastructure
 - Large crowd
 - Low power devices



A dense MANET



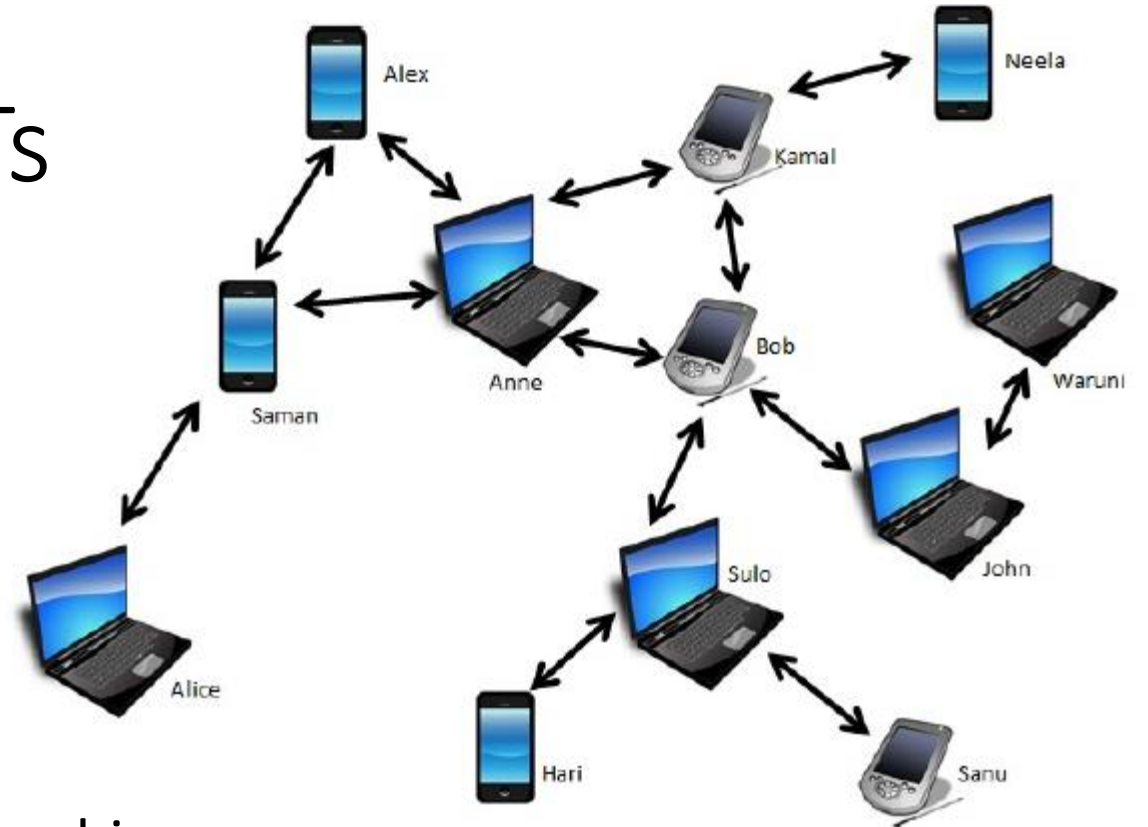
Routing in dense MANETs

- Traditional routing

- Proactive
- Reactive
- Hybrid

- Costs

- Route discovery, maintenance, control overhead, frequent updates, node hierarchies



No robust unicast mechanism



MANETs almost not deployed

Novel approach: *mobile stateless routing*

- No route discovery and maintenance
- No node hierarchies
- No global states (e.g. routing tables)
- No special nodes



Free to go Mobile!

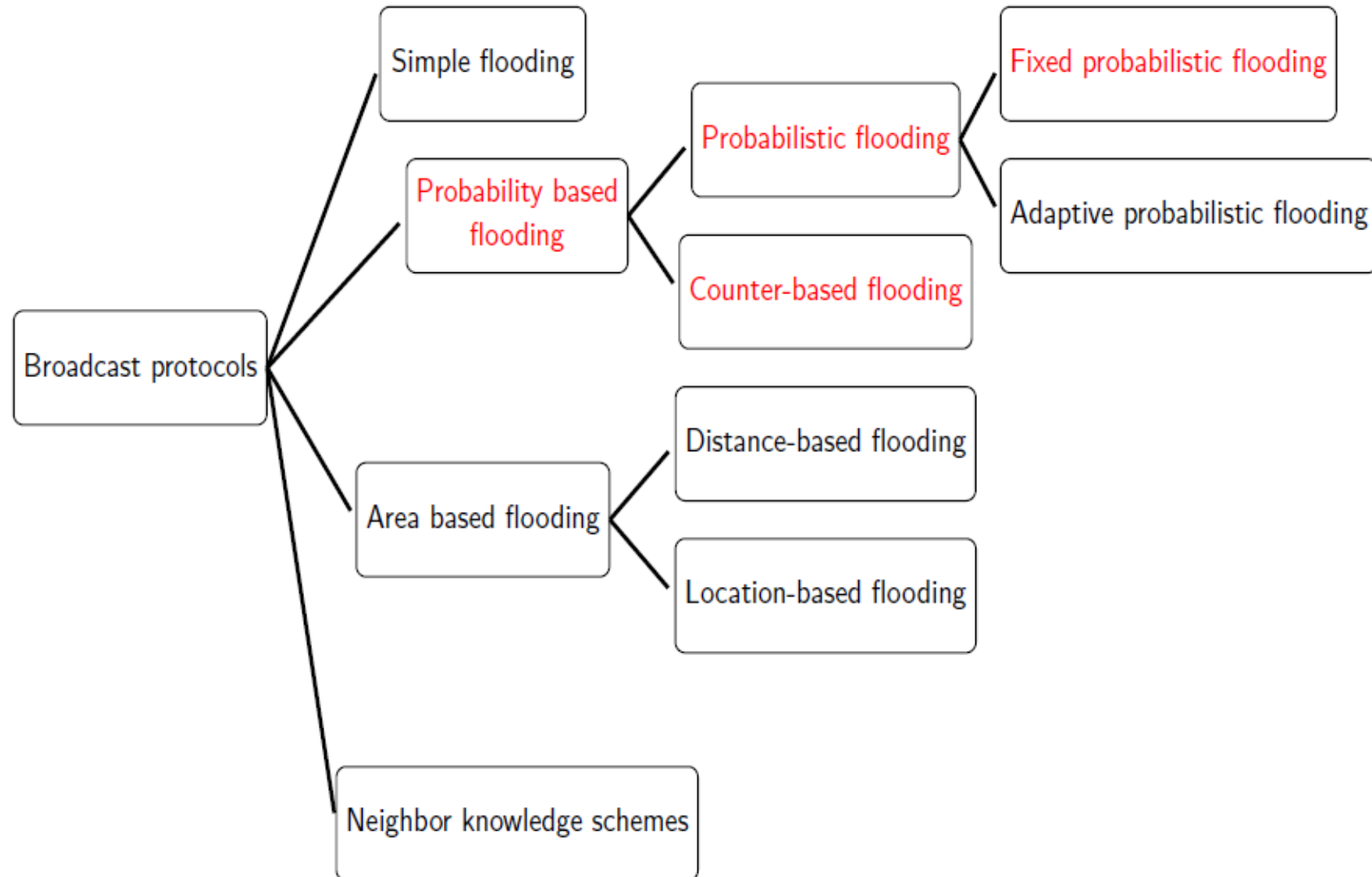
How?



~~Blind rebroadcasting~~

Simple flooding ?

Efficient flooding schemes



Endcast

- **Unicast** : a single sender and a single receiver through point to point path
- **Anycast** : a single sender to any one of a group of receivers
- **Multicast** : a single sender to a group of receivers
- **Broadcast**: a single sender to all members of the network
- **Endcast** : a single sender via all or some intermediate receivers to a single destination

Problems in endcast

Broadcast **storm** condition



The serious redundancy, contention and collision that occur in flooding networks [1]

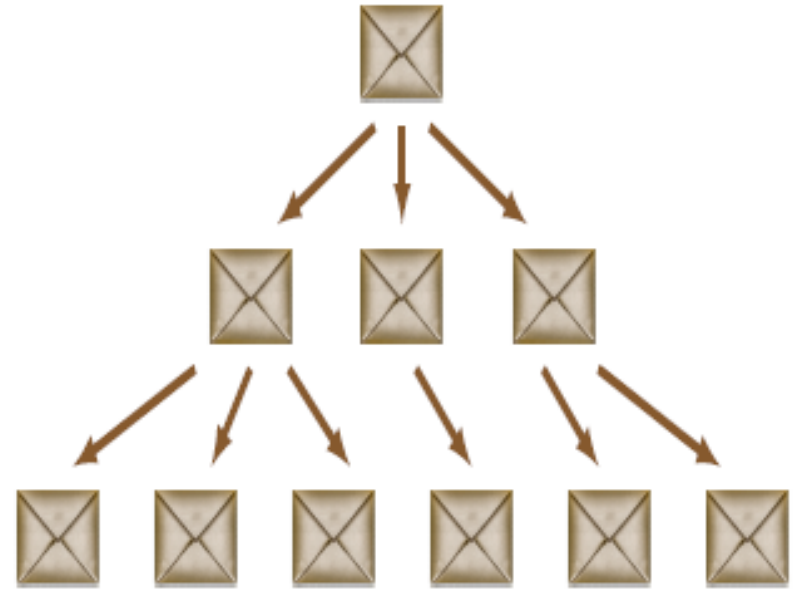
Broadcast **flood** condition



Propagation of the messages beyond the destination (we defined)

An endcast scheme

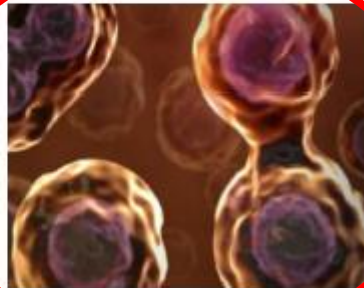
- Simplest mobile-stateless mechanism
 blind rebroadcasting
- Broadcast storm control
 biologically inspired mechanisms
- Broadcast flood control
 negative acknowledgement



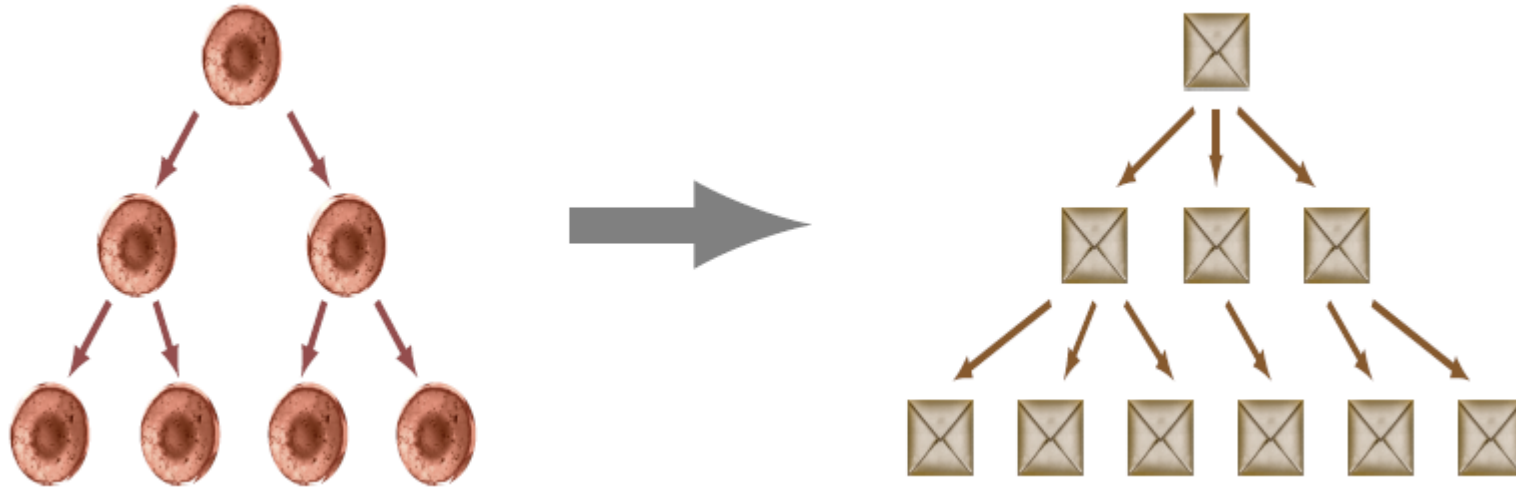
Biological inspirations for storm control



Large populations
Cooperating
To achieve a common goal
With simple interactions



Cell proliferation Vs blind rebroadcasting



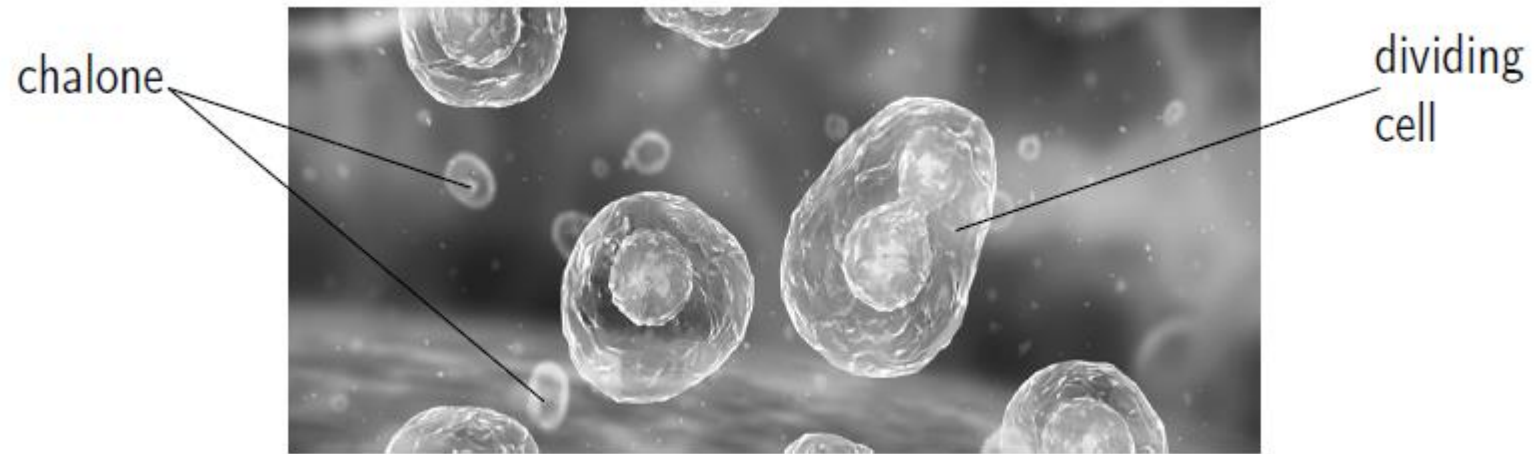
- *Cell proliferation*: cells increase in number due to division into two identical cells

On what basis our ears stop growing after reaching a particular size?"

- Growth regulation using *chalone mechanism*

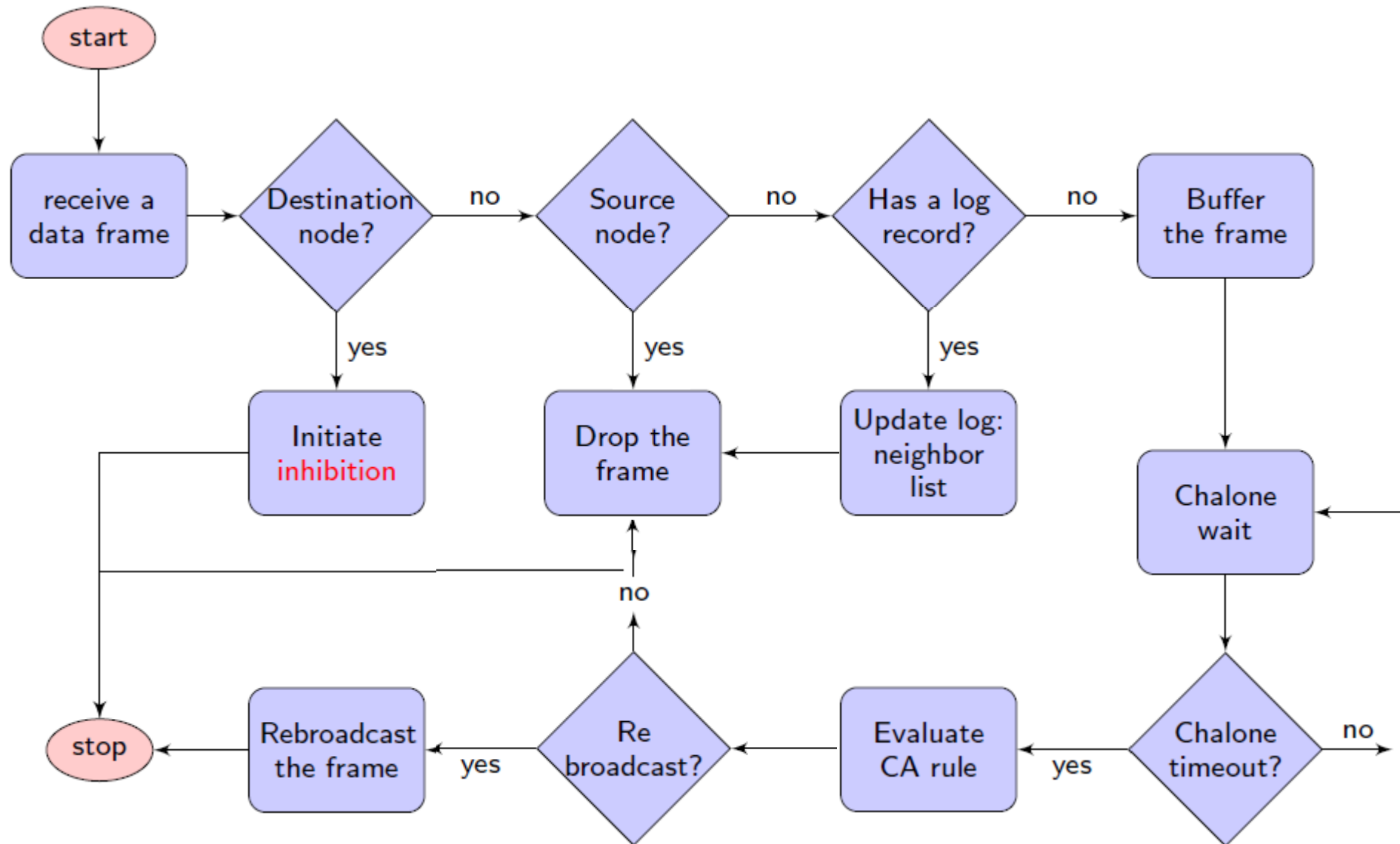
Chalone Mechanism

- Cells secrete a molecule called **chalone**
- Chalone concentration increases with number of cells
- Cells stop proliferating when the chalone concentration reaches a **threshold**



Mapping from biological system to MANET

Biological System	MANET
Biological cell	Data frame in a node
Cell division	Frame rebroadcasting
Chalone	The received data frames from the neighbors. Neighbors are the nodes within the transmission range of a node.
Chalone concentration	Number of neighboring nodes who have already broadcast the Data Frame.



Flood control by inhibition



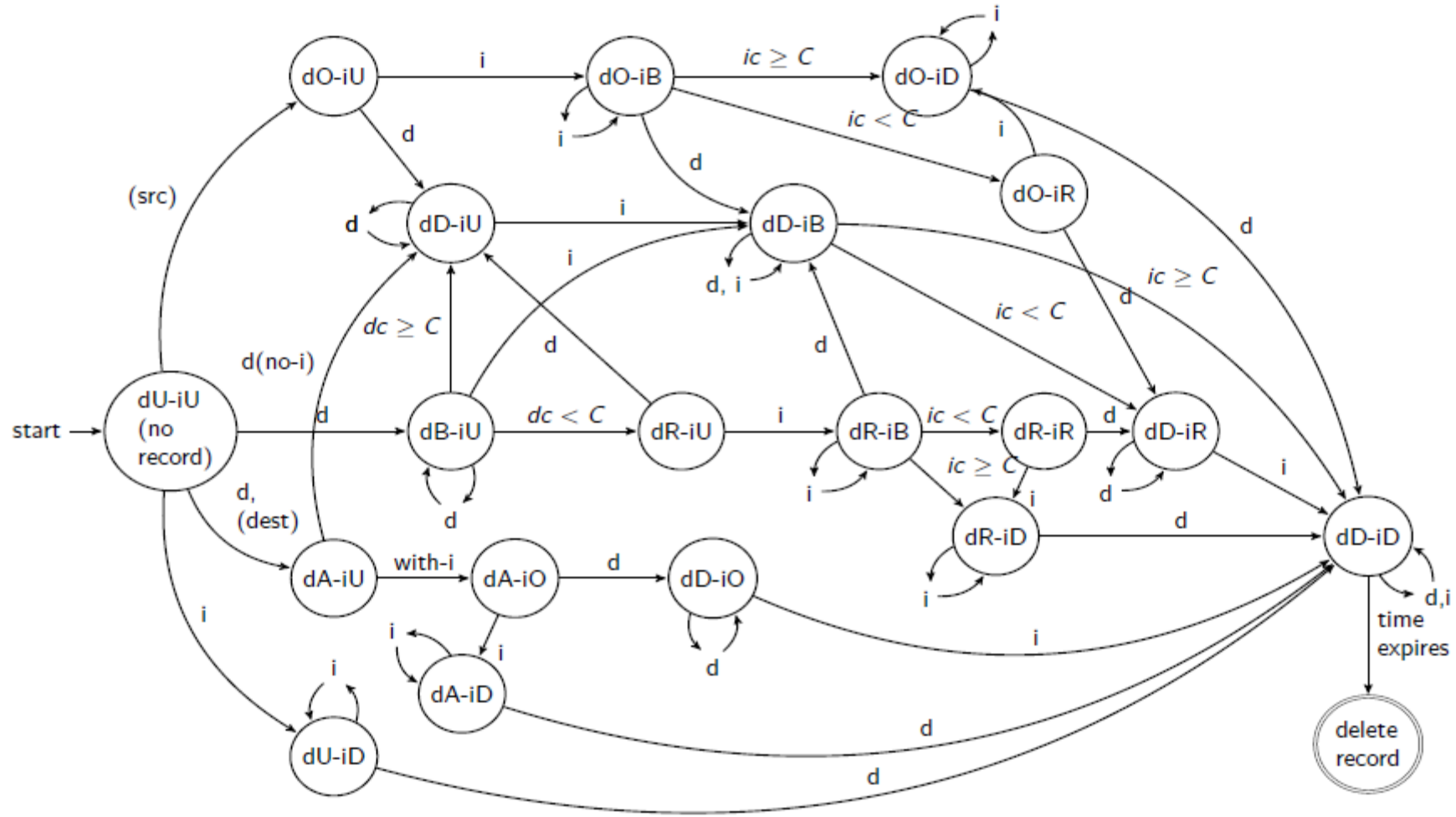
- Negative acknowledgement messages
inhibitor
- Propagates via counter-based flooding
- Inhibitor size < data frame
- Inhibitor wait < chalone wait
- Inhibitor is rebroadcast only when there are relevant log records

Protocol highlights

- **Chalone wait**: RAD for assessing frame count selected uniformly from the range 0 to T_{max}
- **Chalone threshold**: Adjust to tradeoff between redundancy and reachability
- **Inhibitor wait**: Should be less than chalone wait to catch and stop flooding wave
- **Data buffer**: Frame to be buffered until rebroadcast decision
- **Frame log**:

time stamp	source MAC	destination MAC	seq number	data state	inhibitor state	inhibitor count	data count
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State transition diagram



d-data, i-inhibitor, U-unknown, O-originated, B-buffered, R-rebroadcast, D-discarded, A-accepted,
c-concentration, C-threshold

Simulation study

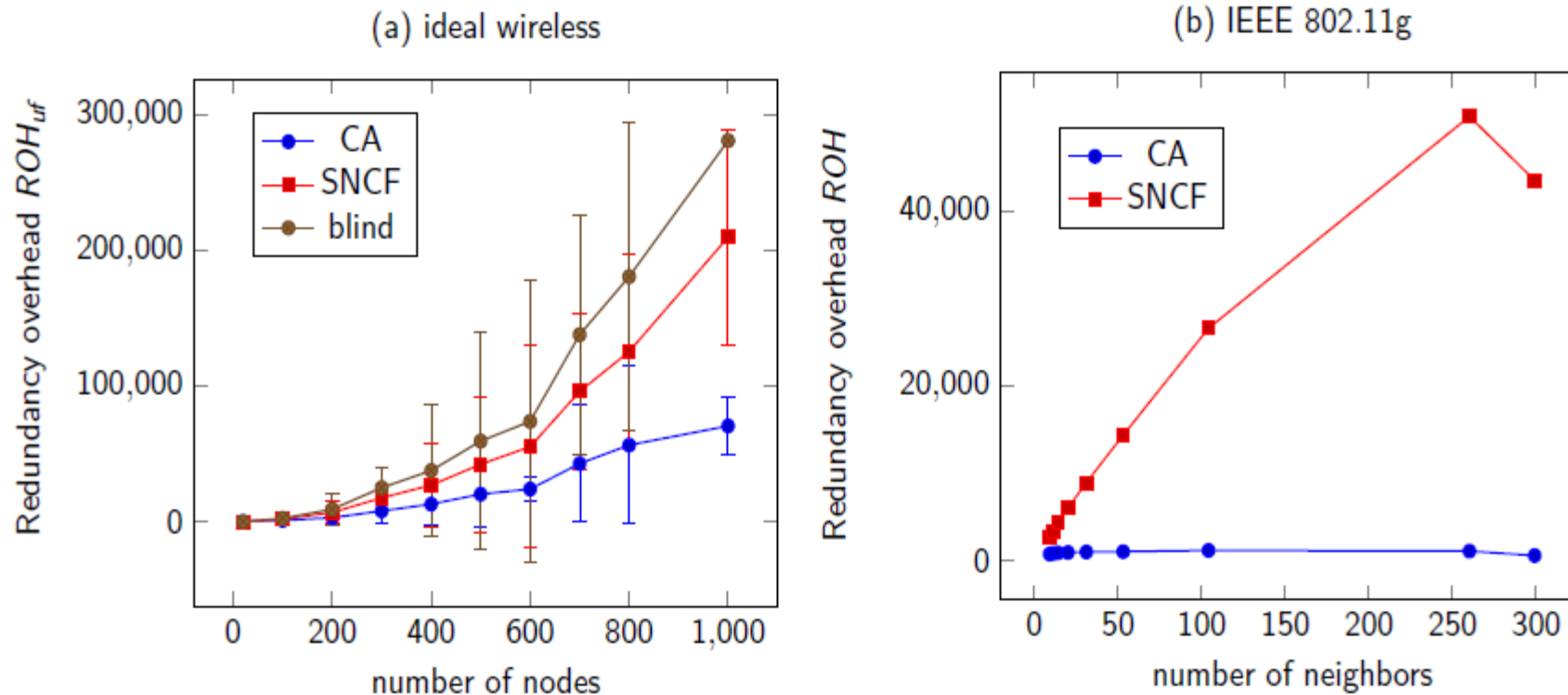
- In ideal network conditions

Parameter	Value
Playground size	600 m × 400 m
Transmitter range	200 m
Chalone timeout	0.1 μ s
Chalone threshold	1 to 3

- In realistic network conditions

Parameter	Value	
number of nodes	300	
transmission range	40 m	
playground sizes	meeting room	disaster site
	20m×20m	450m×450m
chalone wait	0 to 6 sec	
flooding wait	0 to 6 sec	
threshold	1	

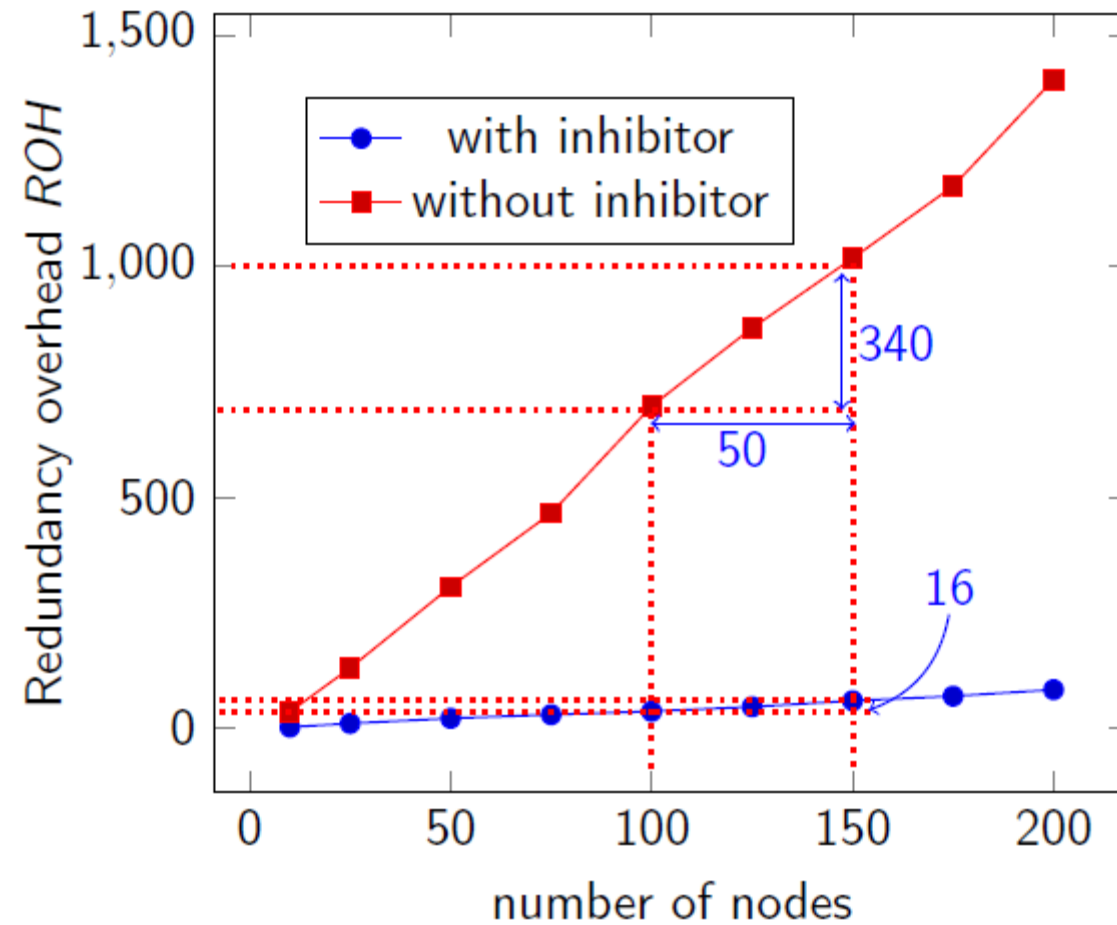
Simulation results - effect of storm control



SNCF - simple flooding, CA - proposed cellular automate based protocol

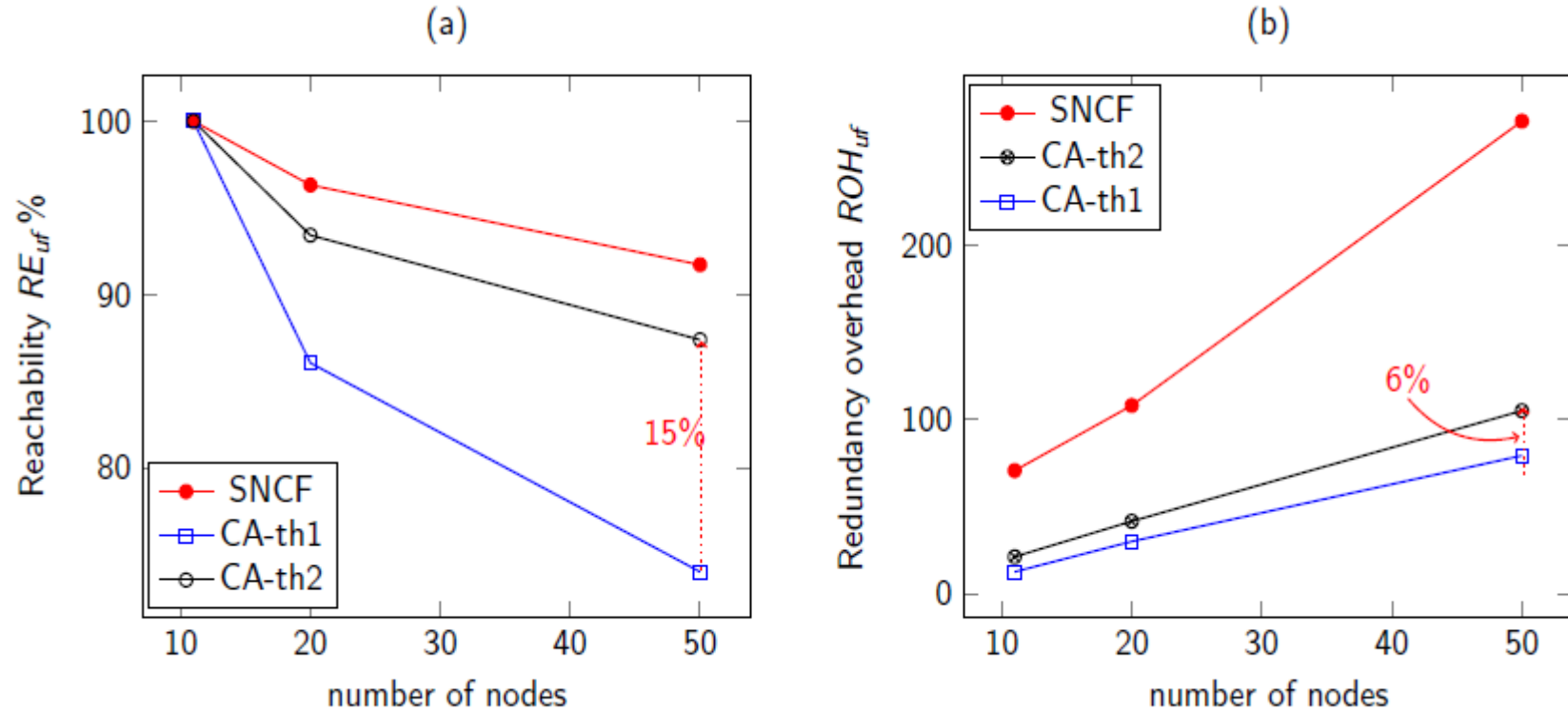
Saves over 45% redundant frames compared to SNCF saving increases with network size and density

Simulation results - effect of flood control



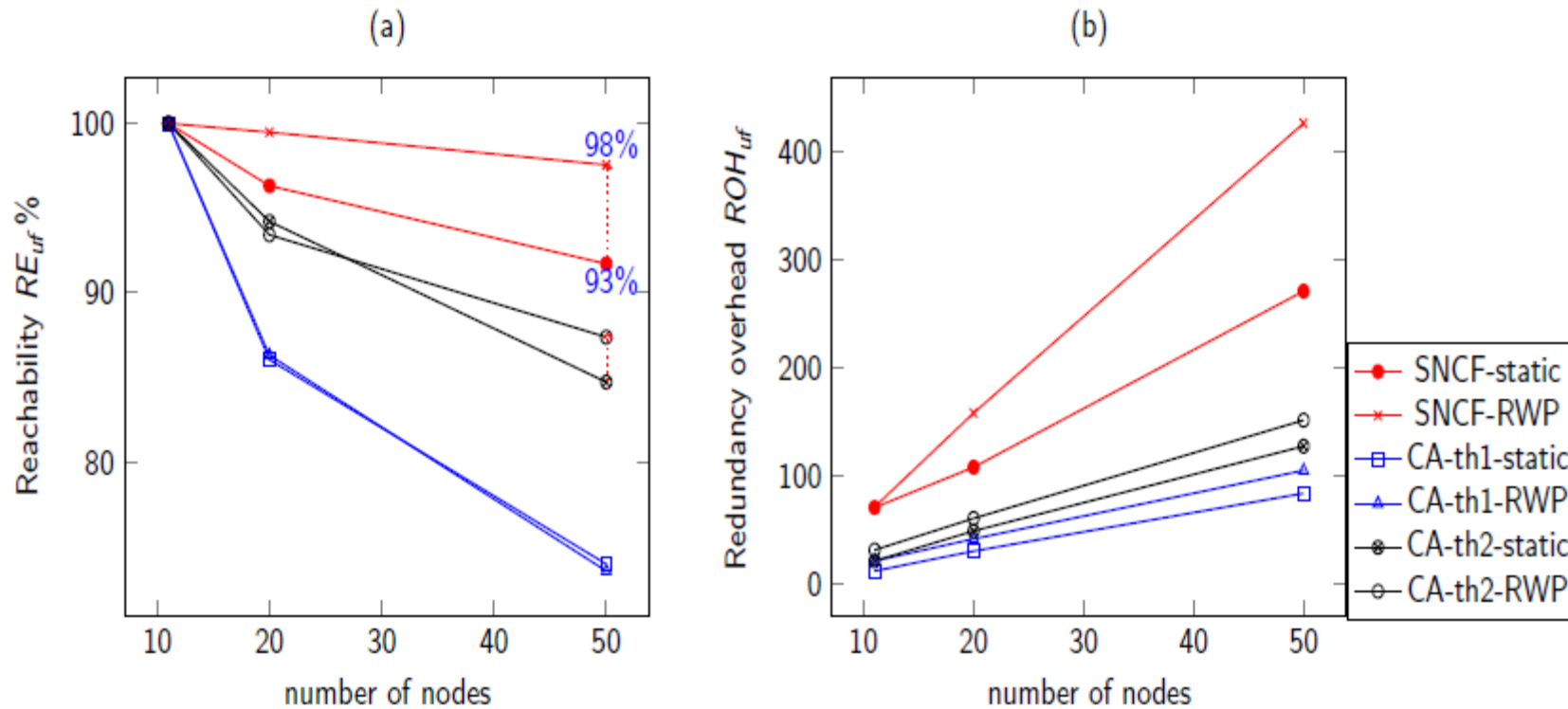
Rate of growth with inhibitor < that without inhibitor

Simulation results - effect of chalone threshold



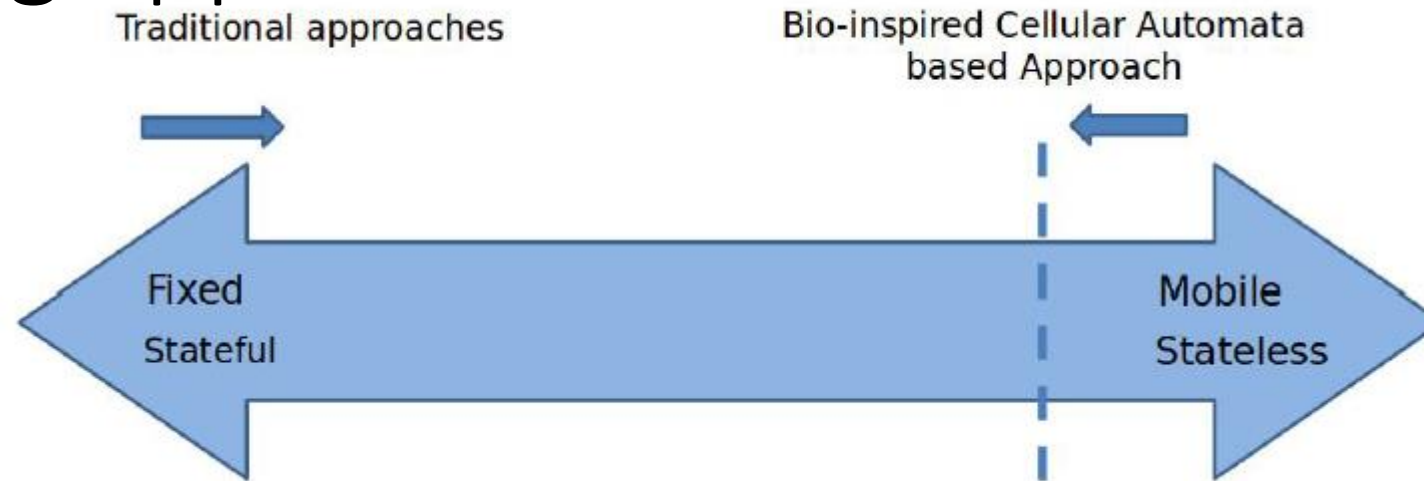
Threshold can be tuned to tradeoff between reachability and redundancy

Simulation results - effect of mobility



Mobility assists data delivery in flooding as in *opportunistic networks*

Comparison of proposed protocol with routing approaches



- Fixed-stateful paradigm: key nodes to perform routing, keep global states e.g. routing tables
- Mobile-stateless paradigm: nodes are free to move, no special roles to play, no global states maintained
- Proposed protocol: local state (frame log), no key nodes, no global states

Conclusion

- Proposed the concept of endcast for mobile-stateless routing
- Built a theoretical model for endcast to model and analyse
 - the effect of mobility on flooding performance
 - the effect of MAC layer characteristics on flooding operation
 - the effect of efficient flooding parameters on flooding performance
 - time domain aspects (e.g. RAD)
 - broadcast storm and flood problems in endcast
- Limitations and future research
 - Applying the complete model on proposed protocol
 - Testing the protocol on a real testbed

Q&A

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