

Algorithms for Radio Networks

OLSR

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Routing in MANETs

Routing

- Determination of message paths
- Transport of data

Protocol types

- proactive
 - Routing tables with updates
- reactive
 - repair of message paths only when necessary
- hybrid
 - combination of proactive and reactive

Routing Protocols

Proactive

- Routes are demand independent
- Standard Link-State und Distance-Vector Protocols
 - Destination
 Sequenced
 Distance Vector
 (DSDV)
 - Optimized Link
 State Routing
 (OLSR)

Reactive

- Route are determined when needed
 - Dynamic Source Routing (**DSR**)
 - Ad hoc On-demand
 Distance Vector
 (AODV)
 - Dynamic MANET
 On-demand
 Routing Protocol
 - Temporally Ordered Routing Algorithm (**TORA**)

Hybrid

- combination of reactive und proactive
 - Zone Routing Protocol (**ZRP**)
 - Greedy Perimeter
 Stateless Routing
 (GPSR)

Optimized Link State Routing

Literature

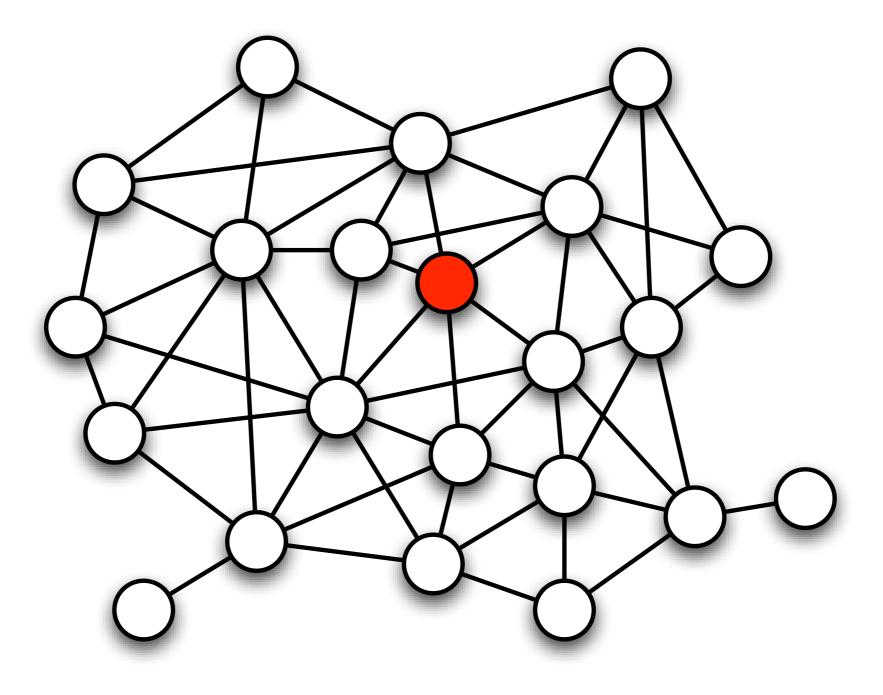
- RFC3626: Clausen, Jacquet, Optimized Link State Routing Protocol, 2003
- First published 1999
- Most proaktive protocols are are based on
 - Link-state routing
 - Distance-Vector routing

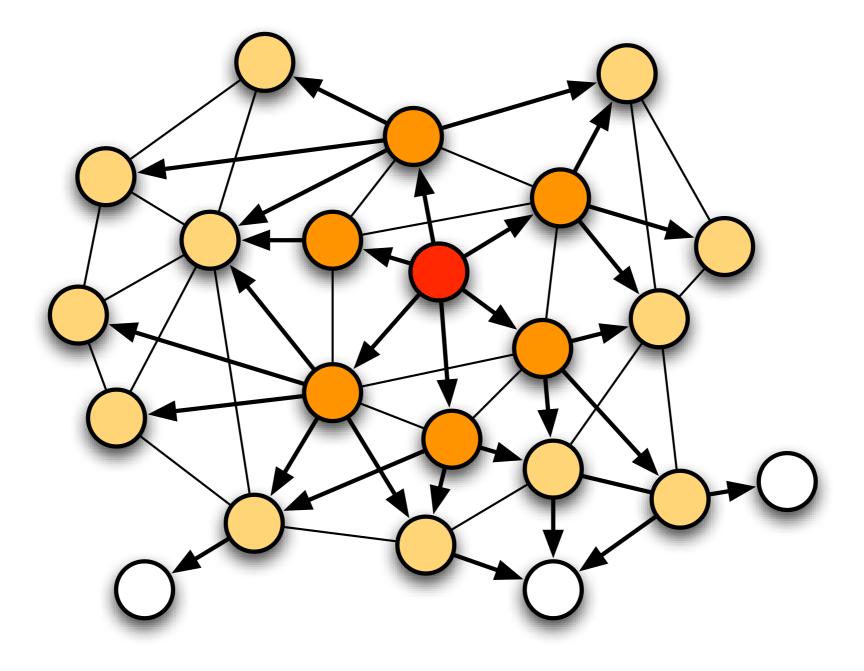
Link State Routing

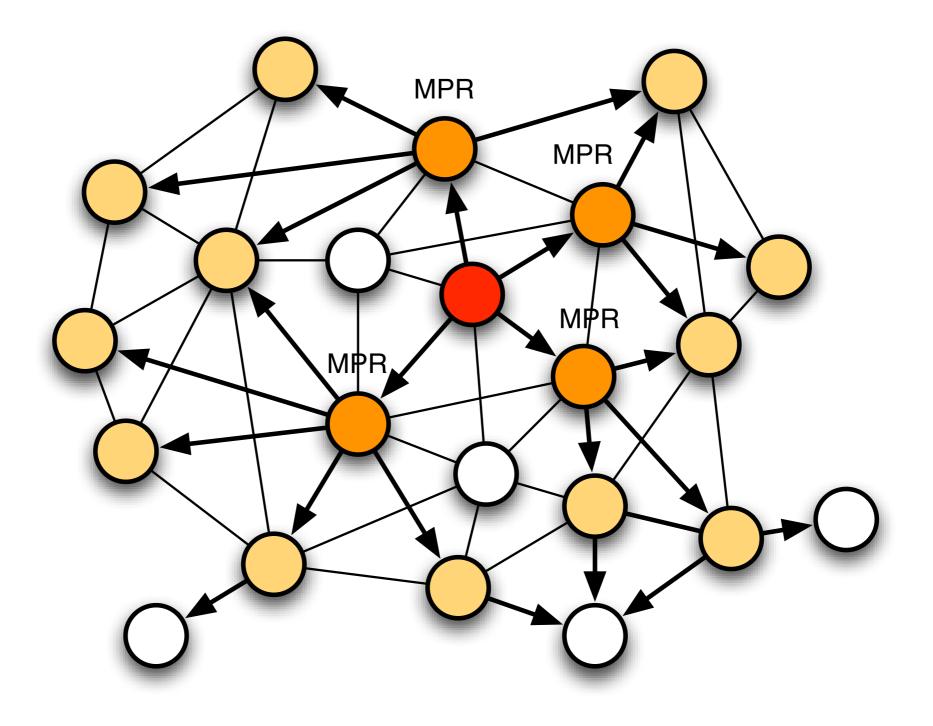
- Connections are periodically published throughout the network
- Nodes propagate information to their neighbors
 - i.e. flooding
- All network information is stored
 - with time stamp
- Each node computes shortest paths
 - possibly also other route optimizations

- Each nodes broadcasts its neighborhood list
 - Each node can determinat its 2-hop neighborhood werden
- Reducing the number of messages
 - fewer nodes participate in flooding
- Multipoint relay node (MPRs)
 - are chosen such that each node has at least one multipoint relay node as in its 2-hop neighborhood
 - Only multipoint relay nodes propagate link information
- Node sends their neighborhood lists
 - such that multipoint relay nodes in the 2-hop neighborhood can be chosen

- Combines Link-State protocol and topology control
- Topology control
 - Each node chooses a minimal dominating set of the 2 hope neighborhood
 - multipoint relays (MPR)
 - Only these nodes propagate link information
 - More efficient flooding
- Link State component
 - Standard link state algorithm on a reduced network







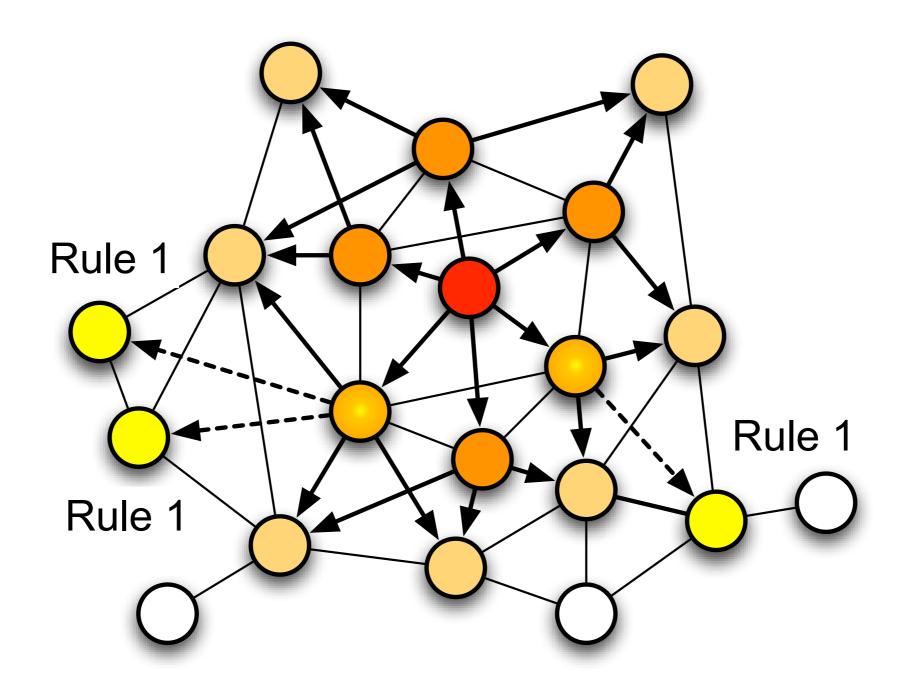
Selection of MPRs

- Multipoint Relaying for Flooding Broadcast Messages in Mobile Wireless Networks, Amir Qayyum, Laurent Viennot, Anis Laouiti, HICCS 2002
- Problem is NP-complete
- Heuristics
 - recommended for OLSR
- Notations
 - N(x): 1 hop neighborhood of x
 - $N^2(x)$: 2 hop neighborhood of x
 - Alle connections are symmetrical

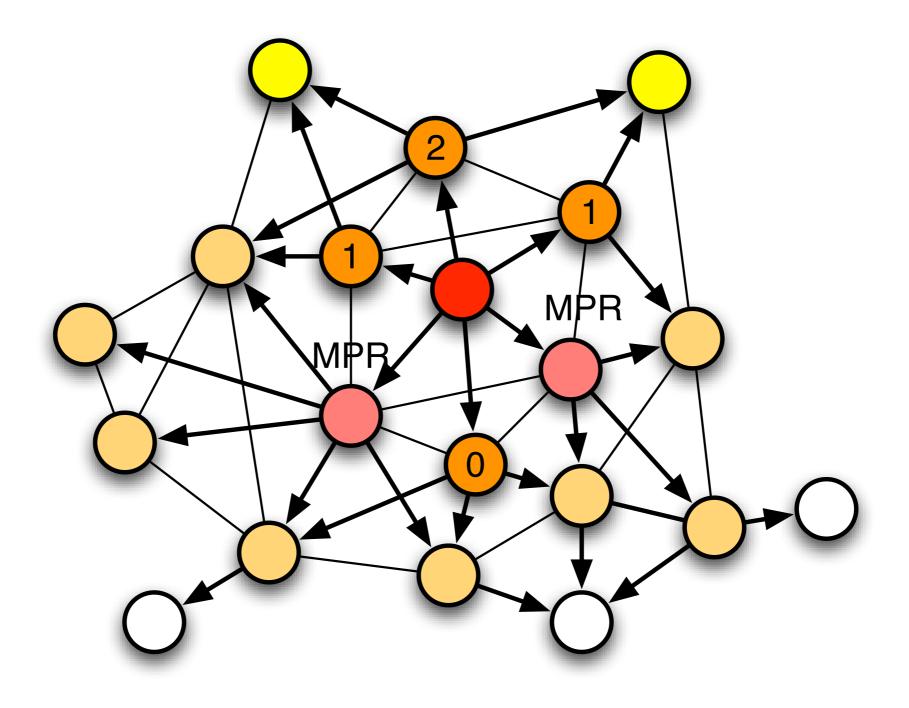
Selection of MPRs

- At the beginning there is no MPR
 - Each node chooses its MPRs
- Rule 1: A node of x is selected as MPR, if
 - it in N(x) and
 - it is the only neighborhood node in the node $N^2(x)$
- Rule 2: If nodes in N² (x) are not covered:
 - Compute for each node in N(x) the number of uncovered nodes in N²(x)
 - Select as MPR the node that maximizes the value

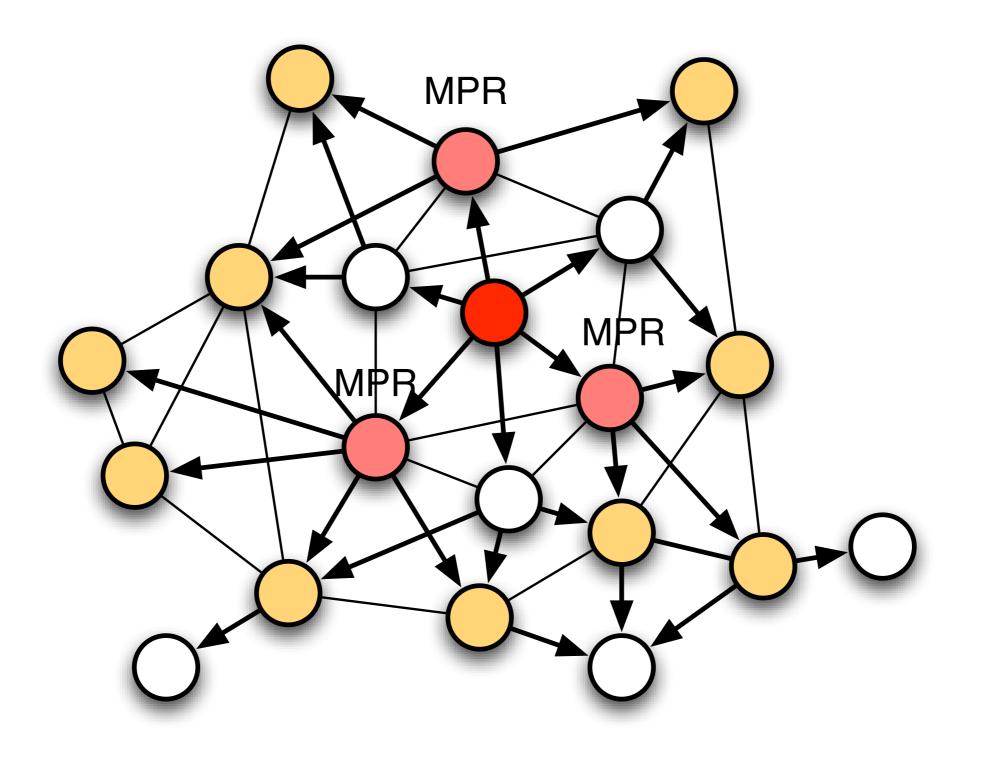
Rule 1



Rule 2



MPRs



OLSR

- OLSR is flooding link information using MPRs
 - Multipoint-Relays
- Receivers choose their own MPRs for propagating
 - Each node chooses its own MPRs
- Routes use only MPRs as intermediate nodes



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