



ALBERT-LUDWIGS-
UNIVERSITÄT FREIBURG

Algorithms for Radio Networks

Geometric Routing

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Position Based Routing

► Routing target:

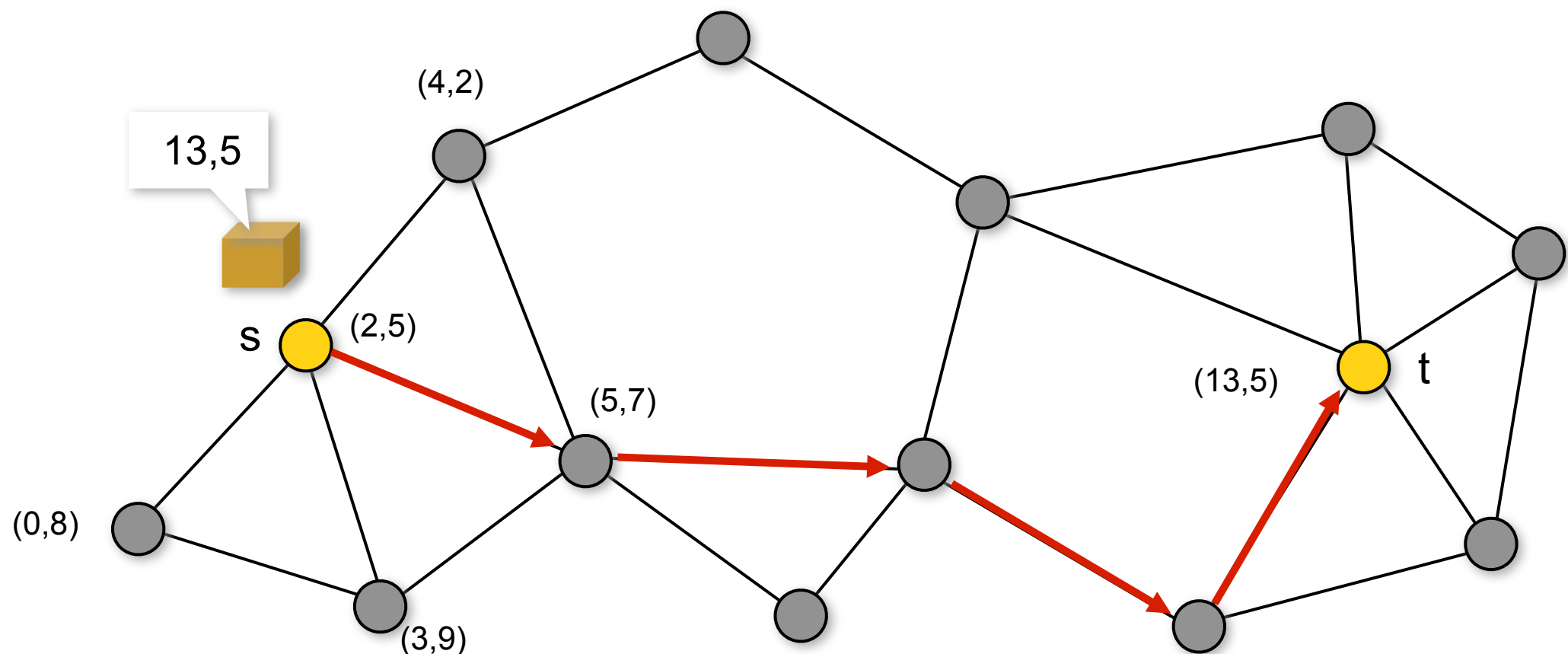
- geometric position
- not a network address

► Idea

- send message to the neighbor closest to the target node (greedy strategy)

► Advantages

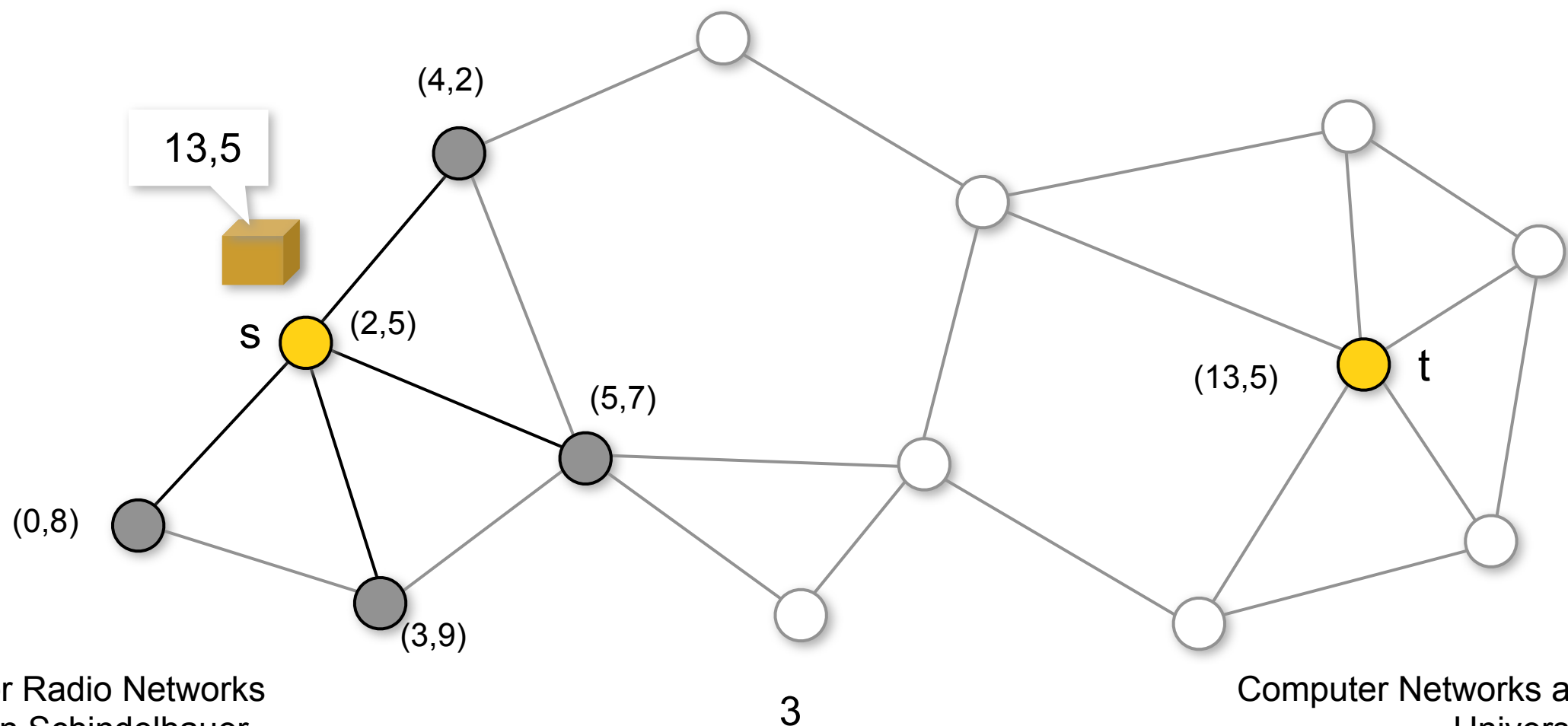
- only local decisions
- no routing tables
- scalable



Position Based Routing

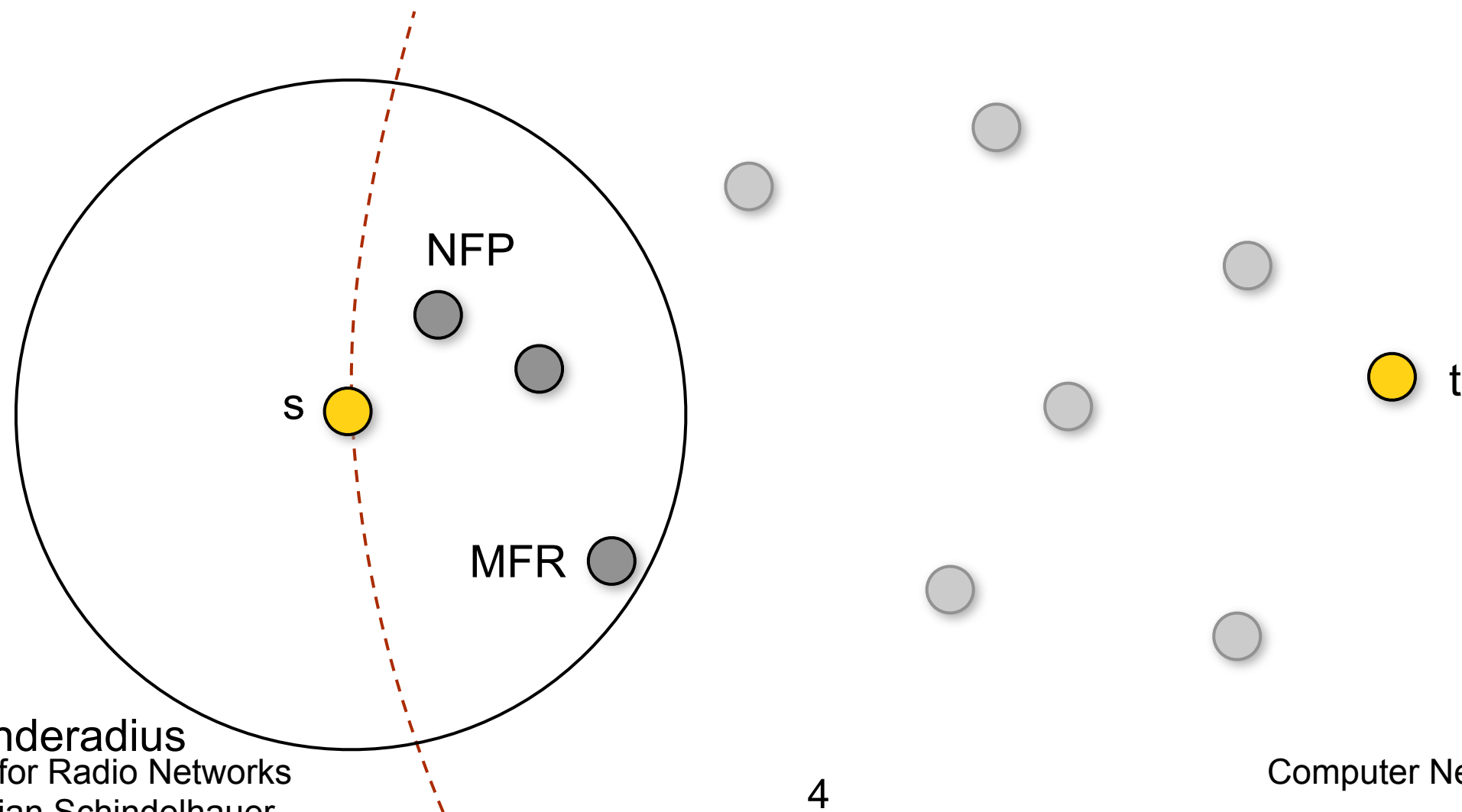
► Prerequisites

- Each node knows its position (e.g. GPS)
- Positions of neighbors are known (beacon messages)
- Target position is known (location service)



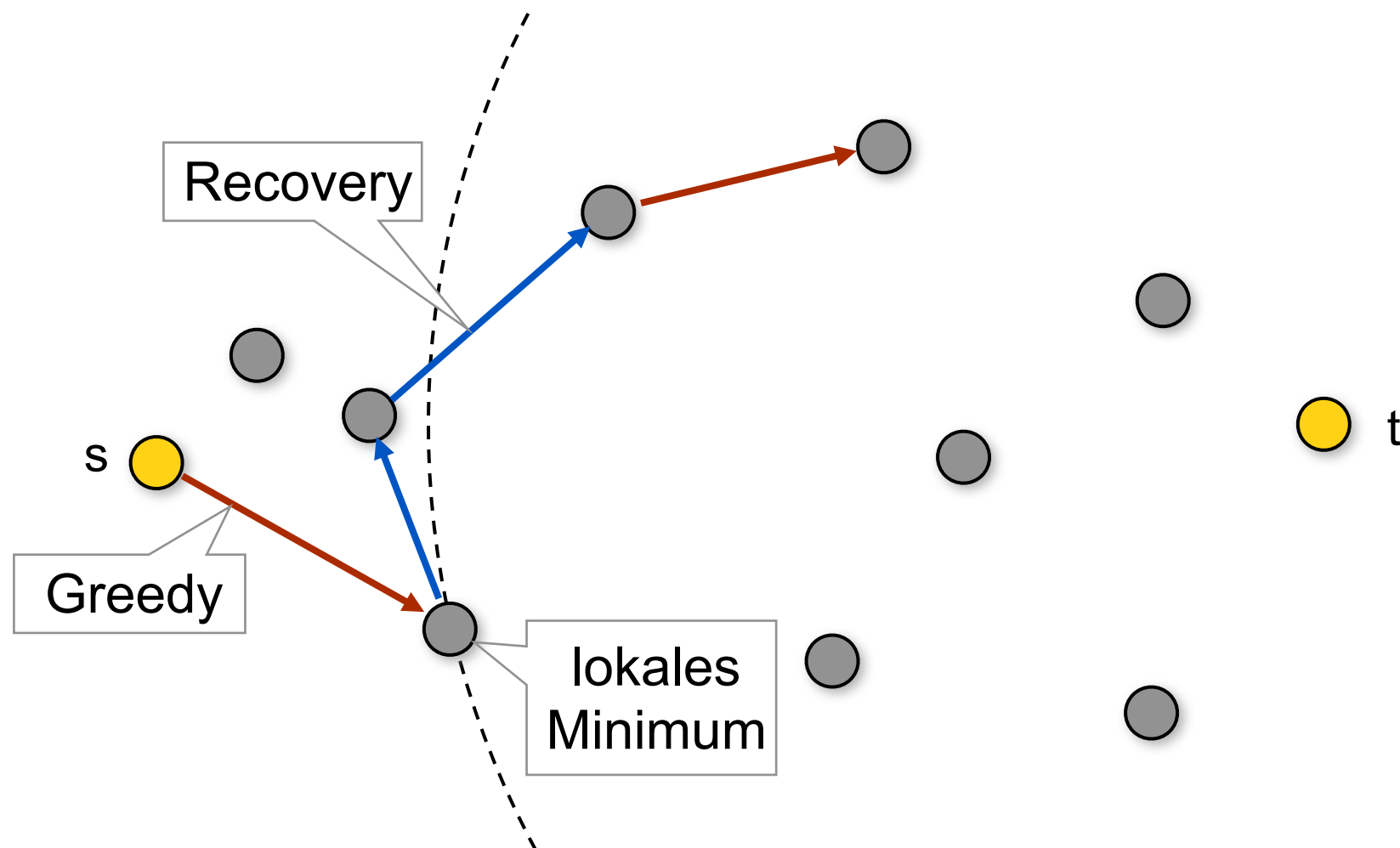
First Approaches

- ▶ **Routing in packet radio networks**
- ▶ **Greedy strategies:**
 - MFR: Most Forwarding within Radius [Takagi, Kleinrock 1984]
 - NFP: Nearest with Forwarding Progress [Hou, Li 1986]



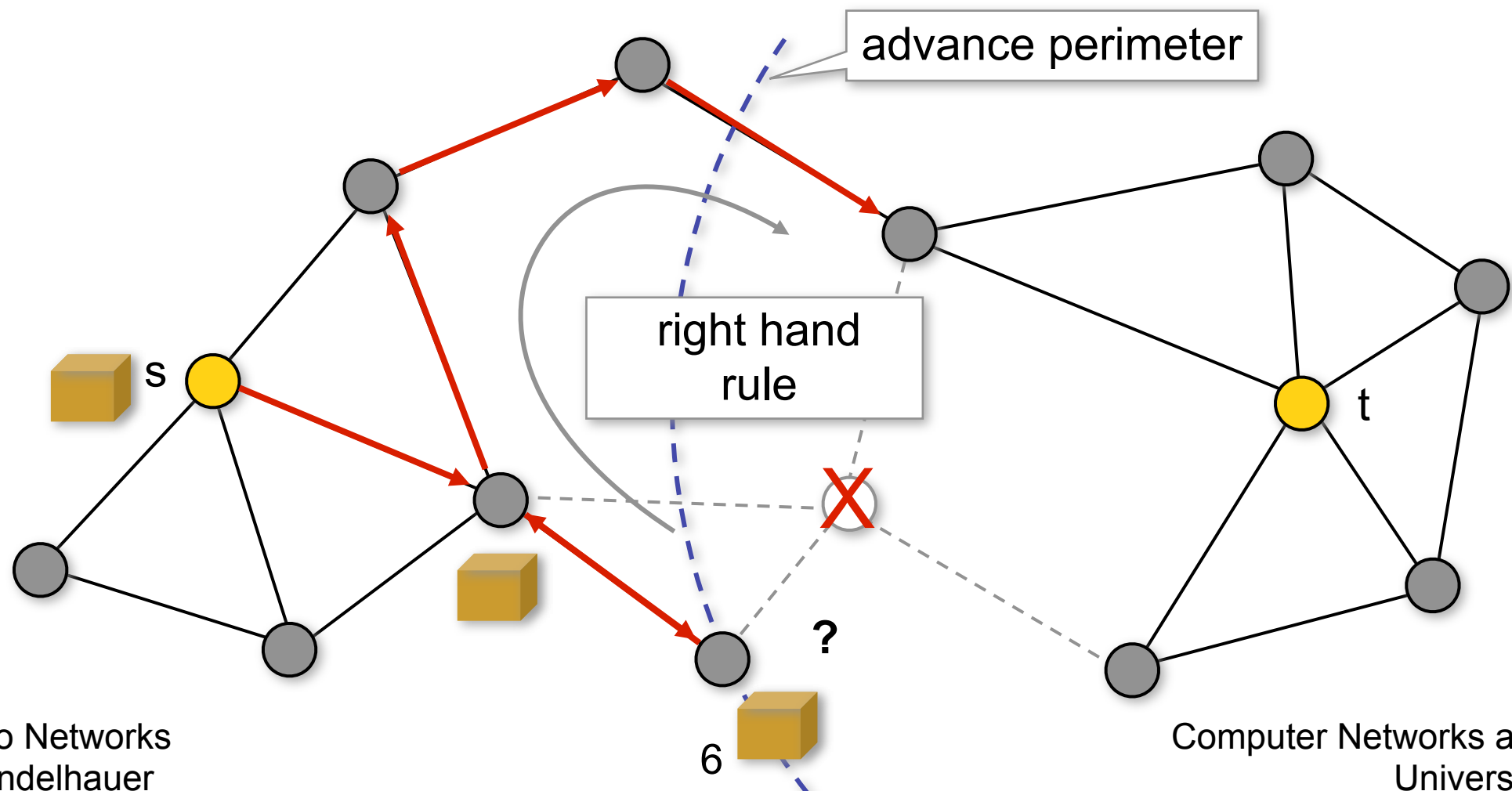
PBR in Radio Networks

- ▶ **Combination of greedy routing and recovery strategy**
- ▶ **Recovery from local minima (right hand rule)**
 - Example: GPSR [Karp, Kung 2000]



Position Based Routing

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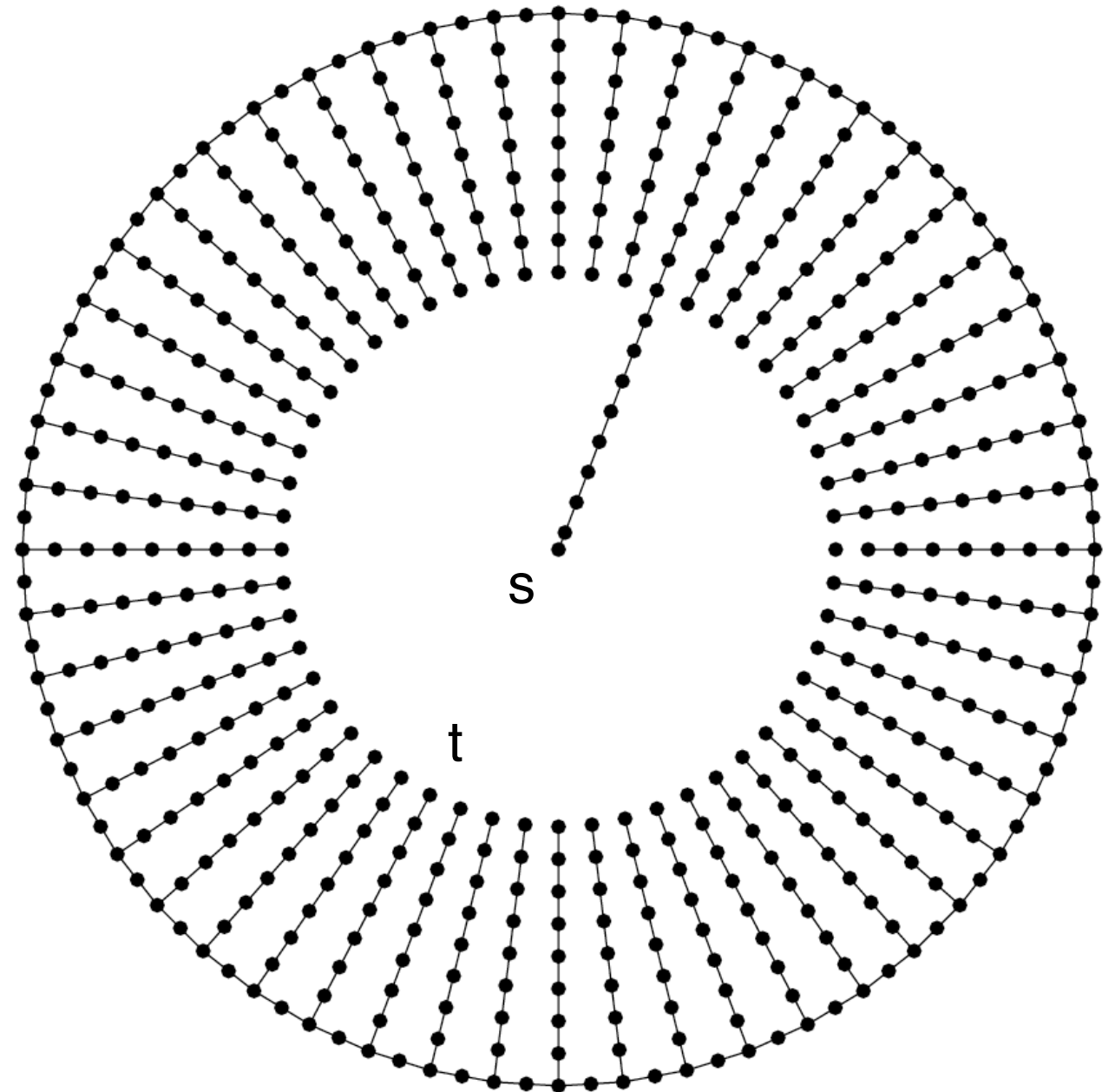
Lower Bound

- ▶ Lower bound for position based routing [Kuhn et al. 2002]:

d = length of shortest path

time = #hops, traffic = #messages

Time: $\Omega(d^2)$





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