

MANET: MULTI-AGENT SYSTEMS IMPLEMENTATION FOR HANDLING THE TEAM-BASED PROBLEM

Muniyanaik Kethavath

Assoc. Prof.

Department of ECE

Siddhartha Institute of Technology and Sciences
Narapally, Hyderabad, Telangana, India

Sathish Vemula

Asst. Professor

Department of CSE

Siddhartha Institute of Technology and Sciences
Narapally, Hyderabad, Telangana, India

Abstract - Various technologies are developed using the adaptive and durable network architecture for performing the dynamic and mobile contexts. Mobile Ad hoc Networking (MANET) uses self-organizing nodes to enable multi-hop heterogeneous network routing. In the future development of self-organizing and robust networking, this is a critical technology for DoD networking. Multi-Agent Systems (MAS) are proposed in this study to enable individual and team-based problem solving under a variety of environmental situations. Previous work in MAS assumed wired network behavior and inter-agent communication features, which may not be valid in a mobile ad hoc network setting. Furthermore, in a MANET setting, the resource costs associated with executing inter-agent messages become a more significant factor. To yet, the aggregated function of those technology regions with cross-layer pattern circumstances has mostly remained unknown. This report describes current research aimed at improving the ability of those technologies to perform. Initially, an overview of numerous design and system architectural consequences is provided. We present a method for evaluating agent effectiveness and doing early evaluations of functioning prototypes in mobile contexts.

Key Terms: *Mobile Ad hoc Network, Multi-Agent Systems, SMF, P2PS, JXTA*

1. INTRODUCTION

Agent-based systems are nothing more than a network of mobile agents working together to achieve a certain purpose. The amount of mobile agents scattered throughout the network determines the efficiency and validity of those agents. The targeted goal will not be achieved if the number of agents is too low. The network's efficiency suffers as a result. At the same time, by spreading out the number of agents, the system can fulfil its purpose with less delay and communication overhead.

The job of determining the required number of mobile agents to achieve the desired impact is complicated and problem-specific. This is especially true for Multi

Agent Systems (MAS), which can be deployed across a Mobile Ad hoc Network (MANET). The adequate agent population may change based on the topology and other network features due to the dynamic nature of the mobile network. The major goal of this research is to investigate team-based MAS problem solving in a MANET context by requiring dynamic role allocation. The remainder of the paper is structured as follows. Background and problem definition are presented in sections 2 and 3. The proposed approach was explored in section 4 along with their difficulties. Modeling strategies and tools are explored in section 5. The experimental results and the work's conclusion were discussed in sections 6 and 7.

2. BACKGROUND

Mobile Ad hoc Networking (MANET) is designed to make the Internet Routing Protocol (IP) more efficient and effective in network environments where "change is the norm." [1]. Change topological as a result of portability or behavioral as a result of various wireless environmental consequences. Furthermore, the Multi-Agent System (MAS) technique is suitable for dynamic, circulating issue resolution in which distributed software agents are capable of sensing and working under complex network settings. [2].

MAS-based designs may be particularly significant for future battlespace forwarding in order to produce distributed teamwork-based results for difficult situations. MAS architecture and execution tradeoffs in dynamic and potentially mobile networks are largely investigated at the moment. [3].

3. PROBLEM DEFINITION

MANET will be required for future establishment on the battlefield's front edge. In recent years, there have been certain significant technologies in the expansion of MANET outcomes. In general, there is still a lot of

skepticism about requiring/adapting upper layer protocols and their applications in certain circumstances. In order to increase support for group-oriented network communications, numerous tasks are required in designing and adapting multicast routing in certain instances. [4]. DoD systems are interested in intelligent multi-agent frameworks in the future. Those frameworks are made up of self-contained and alternatively coordinating programming entities; these substances have the potential to make goal-oriented and capable of cooperating as a group to achieve the goals.

4. PROPOSED APPROACH

We first explore those network administration assumptions and robustness requirements at the agent layer in the proposed system. The importance of inter-agent communication architecture, particularly its effectiveness and adaptability for agent teaming, is given special attention. In these instances, one of the most important issues in developing metrics of adequacy is the use of agent outlines. At the moment, we're looking at the teamwork issue in terms of adequacy vs. execution metrics like growing network size, mobility, and decreasing network reliability.

At the same time, we needed to enable layered products as well as system protocol abstractions whenever possible. We are attracted by extraordinary multi agent outlines in the MAS layer in order to improve the possibilities of operation in MANET scenarios. [5].

Middleware serves as a critical network design reflection that is frequently used by application designers, including network agent product designers. A middleware layer provides dynamic network service discovery and other higher layer network services on a regular basis. JXTA, Gnutella, and Peer-to-Peer are some instances of middleware frameworks that have been reconfigured (P2PS).

Regardless of how appealing they are as plan abstractions, middleware frameworks are not a panacea for engineering, especially in remote scenarios. Middleware, for example, might benefit from effective network communication abstractions such as multicast, but the exhibit outlines usually accept static network topology associations or neighbourhood subnet presumptions, which are significantly more dependable in wired network installations. For middleware administrations, there are robustness and effectiveness tradeoffs across classes that are unusual in MANET environments.

5. MODELING TECHNIQUES AND TOOLS

Due to the explanatory complexity of MANET frameworks, network simulation and sometimes copying will be used to do research. [6]. Within specialized simulations or copying frameworks,

analysts simulate the linked dynamic system settings, network protocol stacks, applications, and node mobility. We have extended some previous MANET test scenarios to include those familiar with non-abstracted agent programming and middleware components in our work.

We employ a cross-stage model code development approach that results in the same programming that can be used in both simulation and copying scenarios. [7]. Agent software at the top point layer, discretionary middleware, connected system stack, and MANET protocols are all part of the composite frameworks under investigation.

We need to add an extra SMF purpose to the MANET layer to allow for discretionary multicast routing within the MANET environment. In real-time scenarios, agents would be advantageous since they can recognize and respond to puzzling situations. We modified an existing set of mobile network tools to depict dynamic network environmental control and boost of the MAS simulations in order to allow better environmental modelling. [8].

Channel may have been utilized to regulate mobile node development and position data in mobile network simulations in the previous environment. However, it is still a channel via which local environmental data could be rendered and used by those agents. Network scenarios, traffic, and visualization tools are all set anew during simulation and emulation testing. The P2PS network protocol layer is used as the discretionary middleware modelling layer.

We modified the P2PS interface programed to execute in a more compact manner in both the real-time and ns2 simulation environments. [9, ten]. Operators can communicate through middleware services or through traditional network and mobile optimized network layers. We'd also work on adding a multicast channel capability to P2PS so that it could take use of SMF mobile network routing and possibly future more reliable multicast transport layer services.

6. EXPERIMENTAL RESULTS

The number of agents in SMF and MAS systems, as well as their coordination quality, are obtained and discussed. As the number of agents expanded, so did the quality of coordination in MAS, but SMF performance began to decline at some point. The number of agents and nodes in SMF and MAS systems are considered in the following observation. In which MAS improves performance by using more agents in the presence of more mobile nodes.

7. CONCLUSION

As a result, we have displayed a few research projects related to MAS and Mobile Ad hoc Network

technology that have been completed in the zone. The primary goal of this research is to better understand team-based MAS issues by utilizing dynamic role allocation in MANET settings. Recent network study has shown that preferred design in the center of those levels can improve MAS workgroup communications in a mobile environment. One example is the use and tuning of mobile multicast. We also discovered a design flaw in current middleware frameworks, which are frequently used by agents to provide communication and abstracted service discovery. Upgrades to mobile network application scenarios are being examined further. To further investigate realistic scenarios of combined MAS and mobile network functioning, we need to design and portray a set of test tools that includes both simulation and emulation. To investigate and examine services discovery and other offers for workable inter agent utilization in MANET, we have changed a lightweight middleware structure. We plan to investigate the benefits and drawbacks of various distributed function allocation strategies, as well as the efficacy of various MANET protocol upgrades on agent performance.

8. REFERENCES

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