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Assisting logical and Scalable Multicasting over Mobile Ad Hoc Networks

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ABSTRACT
In this paper we explore, Group communications are important in Mobile Ad hoc Networks (MANETs). Multicast is a potent method for implementing group communications. However, it is challenging to implement efficient and scalable multicast in MANET due to the difficulty in group membership management and multicast packet forwarding over a dynamic topology. We suggest a paper on geographic multicast routing (GMR). It uses a virtual-zone-based structure to implement scalable and efficient group membership management. A network wide zone-based bidirectional tree is constructed to reach more efficient membership management and multicast delivery. The event data is used to guide the zone structure building, Multicasting refers to the simultaneous transmission of data to multiple destinations, and multicast packet forwarding, which efficiently reduces the overhead for route searching and tree structure maintenance. If this process data is transmitted in individual telegrams, an unfavorable ratio between the Ethernet overhead and the user data volume will be created. Of the protocol, for example, introducing the concept of zone depth for building an optimal tree structure and integrating the locality search of group members with the hierarchical group membership management. Finally, we design a schema to handle zone problem faced by most conventions using a zone structure. The Scalability and the assistant of EGMP are evaluated through replica and material analysis.

KEYWORDS: Mobile Ad hoc Networks, Multicast Routing Protocols, Energy Efficiency, Security, Review Survey

1. INTRODUCTION

An ad hoc network consists of a accumalation of separate mobile nodes formed by means of multiwireless communication without the use of any existing network infrastructure. Ad hoc networks have become increasingly relevant in recent years due to their potential applications in battlefield, emergency disaster relief and etc. In an ad hoc network, each mobile node can serve as a device or software to use network points to forward a packet

.A mobile ad-hoc network (MANET) is characterized b y mobile nodes without any infrastructure. Mobile nodes self-organize to form a network over radio links. The goal of MANETs is to broaden mobility into the area of autonomous, mobile and wireless domains, where a set of nodes form the network routing infrastructure in an ad-hoc manner. This emerging trend has stirred the support of applications which range from highly dynamic Vehicular ad hoc networks (VANETs) to less dynamic applications such as moderately mobile peer-to-peer wireless networks.

In ad hoc networks, nodes communicate with each other by way of radio signals, which are broadcast in nature. Broadcast is a unique case of multicast, wherein all nodes in the network should get the broadcast message. Multicasting in wired and wireless networks has been advantageous and used as a vital technology in many applications such as audio/ video conferencing, corporate communications, collaborative and groupware applications, distance learning, stock quotes, distribution of software, news and etc . Under multicast communications, a single stream of data can be shared with multiple recipients and data is only duplicated when required. In the wired settings, there are two popular multicast tree schemes: shortest-path tree and core- based tree. The procedure to construct shortest-path multicast trees ensures the shortest path from every source to every destination, but a source node has to construct a tree rooted at itself. Hence, there would exist too many shortest-path trees existing in the network. In core-based multicast trees, shortest path from the source node to the destination node cannot be guaranteed, but only one tree would be needed to connect the set of the source nodes to a set of the receiver nodes.Security is a more sensitive issue in MANETs than any other networks due to lack of infrastructure and the broadcast nature of the network. While MANETs can be quickly set up as needed, they also need secure routing protocols to add the security feature to normal routing protocols. The need for more assist security measures arises as many passive and active

Security attacks can be launched from the outside by malicious hosts or from the inside by compromised nodes. Key management is a fundamental part of secure routing protocols; existence of an effective key management framework is also paramount for secure routing protocols. Several security protocols have been proposed for MANETs, there is no approach fitting all networks, because the nodes can vary between any devices. However, it would be a difficult and challenging task to offer energy efficient and reliable multicast routing in MANETs. It might not be possible to recharge / replace a mobile node that is powered by batteries during a mission. The inadequate battery lifetime imposes a limitation on the network performance. To take full advantage of the lifetime of nodes, traffic should be routed in a way that energy consumption is minimized. In recent years, various energy efficient multicast routing protocols have been proposed. These protocols have unique attributes and utilize different recovery mechanisms on energy consumption. This strategy will provide a comprehensive understanding of these multicast routing protocols and better organize existing ideas and work to make it easy to design multicast routing in MANETs. The goal of this paper is to help researchers to gain a better understanding o f energy-efficient a n d secure routing protocols available and assist them in the selection of the right protocol for their work. The rest of the paper is organized as follows: Section 2 presents related work on comparisons and surveys of multicast routing protocols for MANETs. Section 3 describes the energy-efficient multicast routing protocols and Section 4 describes the security-based multicast routing protocols surveyed for MANETs. Section 5 concludes the paper.

2. RELATIVE WORK

ANETs are gaining excellent focus from researchers and application developers because of the great potential of its network type. Some research has been made in the field of multicast routing protocols; the taxonomy, performance and capacity of multicast routing protocols over MANETs have been studied Omari et al summarized traffic models for multicast routing protocols in MANETs. They also evaluated the performance of the existing multicast protocols in MANET using similar traffic models to justify their proposal. Multicast routing protocols were

categorized i n t o tree-based mesh -based, stateless, hybrid-based a n d flooding protocols.

Four singular multicast routing protocols were discussed in detail, with a focus on how to rise above the constraints present in the previously proposed multicast protocols. The four multicast routing conventions discussed in are: On-Demand Multicast Routing Protocol (ODMRP), Multicast Ad Hoc On-Demand Distance Vector Routing Protocol (MAODV), Forwarding Group Multicast Protocol (FGMP) and Core-Assisted Mesh Protocol. Chen et al gave a general survey of multicast routing protocols in MANETs and called attention to the constraints, including Quality of Service (QoS) and reliability, faced in the design of these protocols when they are applied in highly dynamic environments, characteristics of MANETs.QoS is difficult to guarantee in MANETs, due to lack of resources from sharing wireless bandwidth among nodes and topology changes as the nodes move , Ad hoc Multicast Routing protocol utilizing Increasing id-numberS (AMRIS) and Core-Assisted Mesh Protocol (CAMP) may not be realistic to use, because QoS was not considered in the design as it requires finding a route from a source to a destination and satisfying the end-to-end QoS need which is usually given in terms of bandwidth or delay. Proper QoS cost metrics such as bandwidth, delay, packet loss rate should be used in the design of multicast routing protocols [6].

The MAODV protocol constructs multicast trees to reduce end-to-end latency while ODMRP constructs a multicast mesh to guarantee robustness.It uses the geographic position of the nodes to make forwarding decisions. The Progressively Adapted Sub-Tree in Dynamic Mesh (PAST- DM) protocol builds a virtual mesh spanning all the members of a multicast group. In order to transmit and deliver packets, it depends on the underlying unicast routing protocol, leading to longer delays and lower on packet delivery. Dewan also introduced a new protocol; Lifetime – Refining Energy assist of Multicast Trees (LREMiT) that aims to maximize the lifetime of the multicast tree through refinement operation. This operation co ntinues in rounds coordinated by the source node. The Protocol for Unified Multicasting through Announcement (PUMA) uses a set of core nodes for multicasting by creating and maintaining a shared mesh for each multicast group without depending upon a unicast routing protocol. PUMA delivers data at a higher efficiency, while also provides a tight bound for control overhead in a wide range of network scenarios.

2. EXISTING SYSTEM

Conventional multicast protocols generally do not have good ascendable due to the overhead accuire for avenue searching, class membership executive, and creation and maintenance of the tree/mesh structure over the dynamic topology.

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ADRAWBACK IN EXISTING SYS

Difficulty in class membership executive. Adversity in Multicast packet forwarding over a vital topology.

3. PROPOSED SYSTEM

We propose an dynamic topographic multicast codel, which can scale to a large group size and large network size. The convinent is designed to be comprehensive and self-contained, yet simple and efficient for more reliable operation. Rather of transmitting only a specific part of the problem, it includes a zone-based scheme to efficiently handle the group membership management, and takes advantage of the membership management structure to efficiently track the locations of all the group members without resorting to an external location server.

ADVANTAGES IN PROPOSED SYSTEM

An ascendable topographical multicast protocol also needs to efficiently manage the membership of a possibly large group. High packet delivery ratio and low control overhead.

3.1. Protocol Overview

Efficient Geographic Multicast Protocol

EGMP supports ascendable and reliable membership management and multicast forwarding through a two-tier in effect zone-based structure. At the lower layer, in reference to a predetermined virtual origin, the nodes in the network self-organize themselves into a set of zones, based on position information and a leader is elected on demand when a zone has group member to manage the local group membership. The leader manages the group membership and collect the position of the member nodes in its zone. At the upper layer, the leader serves as a presentational for its zone to join or leave a multicast group as required. For assistant and reliable management and transmission location data will be integrated with the design and used to guide the zone construction, group membership management, multicast tree construction and maintenance, and packet forwarding. The zone-based tree is shared for all the multicast sources of a group.

Some of the notations to be used are: **Zone:** The network terrain is divided into square zones. **R:** Zone size the length of a side of the zone Square. The zone size is set to r <= rt/21/2 , where rt is transmission range of the mobile nodes. To reduce intra-zone management overhead, the intra- zone nodes can communicate directly with each other without the need of any intermediate relays. **Zone ID:** The identification of a zone. A node can calculate its zone ID (a, b) from its position coordinates (x, y) as :a= ((x-xo)/r), b=((y-yo)/r)), where (xo, yo) is the position of the virtual origin, which is a known reference location. A zone is virtual and formulated in reference to the virtual origin.

Zone center: For a zone with ID (p, q), the position of its center (xc, yc) can be calculated as: xc=yo+ (b+ 0.5)* r.

zLdr: Zone leader. A zLdr is elected in each zone for managing the local zone group membership and taking part in the upper tier multicast routing. **tree zone:** The tree zones are responsible for the

Multicast packet forwarding. A tree zone may have group members or just help forward the multicast packets for zones with members.

Root zone: The zone where the root of the multicast

.

Zone depth: The depth of a zone is used to reflect

its distance to the root zone. For a zone with ID (a, b), its depth is

Depth = max (|po-p|,|q0-q|)

Where (ao, bo) is the root-zone ID. For example, in Fig. 1, the root zone has depth zero, the eight zones immediately surrounding the root zone have depth one, and the outer seven zones

have depth two.

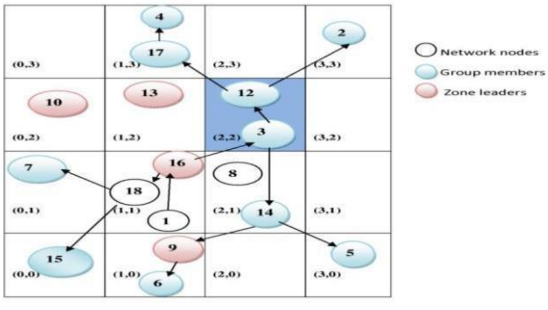

Figure 1. Zone structure

4. CONCLUSION

A mobile ad hoc network (MANET) consists of preminent mobile nodes, each of which communicates directly with the nodes within its wireless range or indirectly with other nodes in a network. In order to facilitate protected and reliable communication within a MANET, anassist routing protocol is required to discover routes between mobile nodes. The field of MNAETs is rapidly growing due to the many advantages and various application areas. Energy efficiency and security are some challenges faced in MANETs, especially in designing a routing protocol. In this paper, we surveyed a number of energy efficient multicast routing protocols and secure multicast routing protocols. In many cases, it is difficult to compare these protocols with each other directly since each protocol has a different goal with different assumptions and employs mechanisms to achieve the goal. According to the study, these protocols have different strengths and drawbacks. A multicast protocol can hardly satisfy all requirements. In other words, one routing protocol cannot be a solution for all energy efficient and security issues that are faced in MANETs, but rather each protocol is designed to supply the maximum possible essential, according to certain required script

In future years, as mobile computing keeps growing, MANETs will continue to flourish, and even if a multicast protocol meeting all the requirements it is designed for, it will be very complicated and will need a tremendous amount of routing information to be maintained. Moreover, it will not be suitable for environments with limited resources. Refreshing most of the needs would provide support for secure

connection, minimize storage and abilty consumption, ensure optimal paths and minimize network load.

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