A new On Demand Protocol Based on Recurrent Neural Network in Mobile Ad Hoc Networks

Mehdi Zarei, Karim Faez, Hooshmand Alipour and Bagher Zarei

Abstract — **This paper proposes a novel reverse on-demand routing protocol for mobile ad hoc networks based on best route selection with recurrent neural networks. In path discovery phase, the source node select best route that has high stability between available routes. The main idea that used in proposed protocol is changing fitness of routes passing time Also with the awareness of fitness of routes, source node can select best route in sets of available route, when active route fails. We applied our method in an optimized version of ad hoc on-demand distance vector (AODV) routing algorithm, namely Reverse AODV (R-AODV) routing algorithm. For do this we changed R-AODV algorithm in some ways. In our algorithm namely Modified Reverse AODV (MRAODV) routing algorithm, the route request packet not changed and it is like in AODV, but route reply packet must be change for estimation route stability and building multiple routs. Computer simulation using ns-2 simulator is performed with competition to other methods and effectiveness of the proposed method is quantitatively validated.**

Keywords* — *mobile ad hoc networks, AODV routing algorithm, Reverse AODV routing algorithm, recurrent neural networks.

I. Introduction

Mobile ad hoc networks (MANET's) consist of mobile platform which communicate with each other through wireless links, without infrastructure base stations. Each node not only is a host but also as a router that maintains routes to and forwards data packets for other nodes in the network that may not be within direct wireless transmission range. Topology of a mobile ad-hoc network will often change rapidly; this behavior needs some management and solving problem of this type of networks. If source and destination nodes are not within the transmission range of each other, intermediate nodes are needed to serve as intermediate routers for the communication between the two nodes [1]. Moreover, mobile platform moves autonomously and communicate via dynamically changing network.

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Thus, frequent change of network topology is a main challenge for many important topics, such as routing protocol robustness, and performance degradation [2, 3].

In this paper we first consider the Ad-hoc On-Demand Distance Vector Routing Protocol (AODV) that is uses a demand-driven route establishment procedure and the one optimized version of this algorithms namely Reverse AODV (R-AODV). For designing our routing algorithm, we used recurrent neural networks for selection best route between available routes. For path discovery, the route with highest stability selected. Recently, some researchers have applied some types of neural networks for solving routing protocol and present number of protocol for routing in mobile ad hoc networks. Between the types of neural networks, the recurrent neural networks are used to approximate and control a nonlinear system through an on-line learning process [9, 12, 13]. Recurrent neural networks, due to the feedback connections in their topologies, are ideal for our problem in this paper for computing fitness of discovered routes dynamically [18]. In these networks, learning algorithm the weights of the networks must to be updated with a dynamical learning algorithm during the control process [14, 11, 10]. With passing time, the fitness of routes changes. The recurrent neural networks compute fitness of routes periodically. Then we present our routing protocol namely Modified Reverse AODV (MRAODV) routing algorithm that is an extension of R-AODV. The MRAODV routing algorithm has good performance for high mobility environment.

II. RECURRENT NEURAL NETWORK

Several types of neural networks have been used for time varying pattern [17]. Lately, the use of recurrent neural networks is being developed, which can change essentially, according to the pattern of its inputs. Here, we use recurrent backpropagation network which has feedback connections of self-loop type around hidden layer units. **A** three layers recurrent neural network is considered whose structure figure is shown as figure 2. Each layer will have its own index variable: k for output nodes, j (and h) for hidden, and i for input nodes. In a feed forward network, the input vector, x, is propagated through a weight layer, V,

$$y_i(t) = f(net_j(t)) \qquad (1)$$

$$net_j(t) = \sum_{i}^{n} x_i(t) v_{ji} + \theta_j \qquad (2)$$

where n is the number of inputs, θ_j is a bias, and f is an output function (of any differentiable type). In a simple recurrent network, the input vector is similarly propagated through a weight layer, but also combined with the previous state activation through an additional *recurrent* weight layer, U,

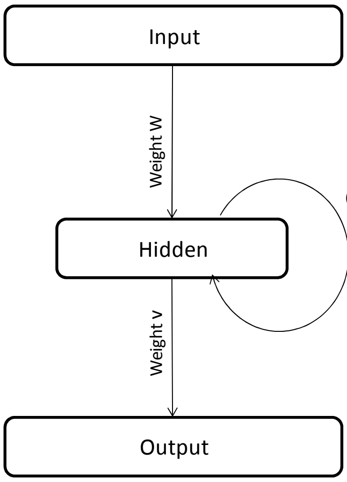

Figure 2. recurrent ackpropagation network Architecture [19]

$$y_i(t) = f(net_j(t)) \quad (3)$$

$$net_j(t) = \sum_i^n x_i(t)v_{ji} + \sum_h^m y_h(t-1)u_{jh} + \theta_j \quad (4)$$

where m is the number of hidden nodes. The output of the network is in both cases determined by the state and a set of output weights, W,

$$y_k(t) = g(net_k(t)) \quad (5)$$

$$net_k(t) = \sum_j^m y_j(t)w_{kj} + \theta_k \quad (6)$$

where g is an output function[19]. For output function, we used the logistic function

$$g(net) = \frac{1}{1+e^{-net}} \quad (7).$$

Also cost function is the summed squared error.

III. Modified Reverse AODV (MRAODV) routing algorithm

Reverse ad hoc on-demand distance vector (R-AODV) routing algorithm increased performance and when an active route fails, the source node must be select best route between available routes. Stability estimation method concerned in this paper for route selection and increasing performance. Breaking radio links among nodes may easily happen due to the changing network topologies. A good design of the ad hoc routing protocol is needed to overcome the problem. Several ad-hoc routing protocols for mobile ad hoc networks have been proposed in recent years [5]. R-AODV algorithm solved this problem with selection the route with minimum length in available set of route that found. Here we change this stage with our approach. Link stability used in AOSV [6]. In AOSV algorithm for computing link/route stability initially, every node begins to estimate the stabilities of radio links to its neighbors and for keeping track of the link stabilities between a node and its neighbors, each node periodically broadcasts Hello message (HELLO) including the location of the broadcasting node toward its neighbors . In this protocol, when a node receives Hello messages, this node first calculates the distance between neighboring node and itself from the received HELLOs and because it aware distance, evaluates the stability of radio link to the broadcasting neighbor. This information recorded for estimating stabilities of multi-hop routes in follow-up processes. In path discovery process, source node broadcast RREQ that has new link stability field. Intermediate node sends receive RREQs and rebroadcast them. The intermediate nodes rebroadcast only the RREQ with the maximum value in Route Stability among received RREQs. In proposed routing algorithm (MRAODV), when source node want communicate with a destination node, first it broadcast a RREQ packet. This stage is like to AODV algorithm. When destination receives a RREQ message, it broadcast R-RREQ massage to find source node. Each intermediate node that receive R-RREQ message, calculate route stability by following equation:

$$RS_r = \prod_{i \in L_r} LS_i \quad (8)$$

where LS_i denotes the link stability of radio links i in the route r and the link stability LS_i for a radio link i is equal to the probability of received signal power which exceeding a threshold value [6]. When source node receives R-RREQ, it will have multiple routes to destination. The source node select stable route to destination. This process illustrated in figure 3. When one intermediate node move and cause link breaks, active route fails and a new route must be selected. In AODV this process done with initializing roué discovery procedure and in R-AODV with selection one available route with minimum hop count. In MRAODV, new route selected between available routes with maximum stability. We added link stability field to R-RREQ. When destination node receives first RREQ, it broadcast R-RREQ. Every intermediate node that receives R-RREQ packet, it computes link stability and record it. When source node receives R-RREQ packets, it has information about stability of available routs to destination. So it may select route with highest stability. This information applied for route maintenance when data transmission started.

IV. Path maintenance in MRAODV routing algorithm

When a route established between source and destination, data transmission stage can be start. In high mobility environment, link failure is a common task that will be occurring. The MRAODV routing algorithm suitable for these environments. When data transmission started, neural networks begin learning and periodically generate fitness of all available routes. The neural network has one input layer, on hidden layer and one output layer (figure 4). The input layer has one pair of node for every route contains fitness of route and stability of route. Number of hidden nodes determined in trail and error method. In output layer every node is fitness of one route. Because our neural networks is recurrent, fitness of every route in output in every step used as input for neural networks in next step with a little delay [7, 8]. Source node is awareness to fitness of the routes that found with neural networks .If an intermediate node in active route move and link break or fitness of one route in other available set of routes be higher than of active route, source node cane select a stable route instead of failed route. In reverse R-AODV and AODV routing algorithms, source node select new path based on shortest path and when mobile node moves faster, it has not good performance. Here we add link stability parameter to R-AODV algorithm for selection best rout between available routes set, when active route fails.

V. Simulation Results

We used the ns-2 simulator [16] to implement our routing algorithm for comparison with RAODV and AODV routing algorithms and to check the effectiveness of the proposed method which is quantitatively validated. The area which that we used for implementation of networks is 1000m*1000m and number of nodes for this network is 10, 20, 30, 40, and 50, respectively. For speed of mobility of nodes we used 2, 5, 10, 25, 50, 75m/s, respectively for maximum speed of mobile nodes with 250 m for radio range and the nodes uniformly distributed in simulation area.

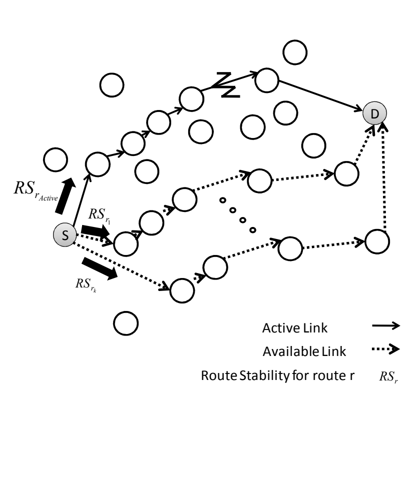

Figure 3. When active route fails or one of route between other available route increases, the source node (S) select the route with highest fitness

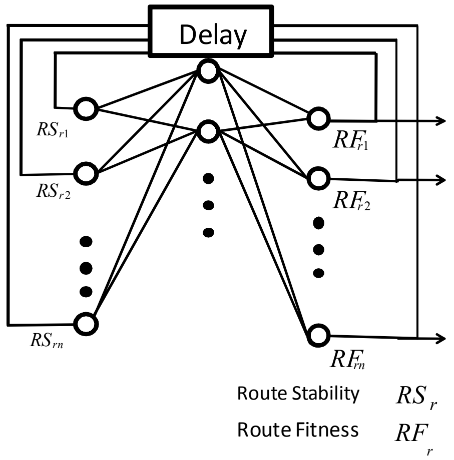

Figure 4. Recurrent Neural Networks for computing fitness of routes that used with source node to selection best route with highest fitness

Random way point used for mobility model and time for each run set to 100 seconds. For evaluation of MRAODV routing algorithm performance, we used two metrics: Delivery Rate which is the ratio of packets reaching the destination node to the total Packets generated at the source node and control packet overhead, when the number of nodes varies. Figure 6 shows packet delivery ratio of AODV, RAODV and MRAODV, by increasing number of nodes brings apparent difference between the three protocols.

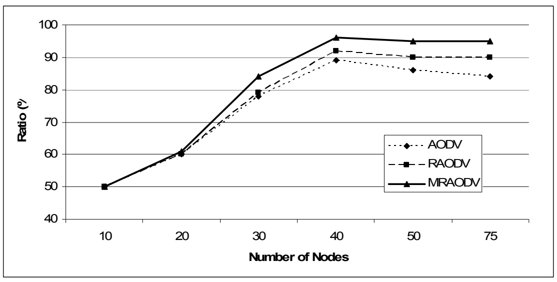

Figure 6. Packet Delivery Ratio, when the number of nodes varies

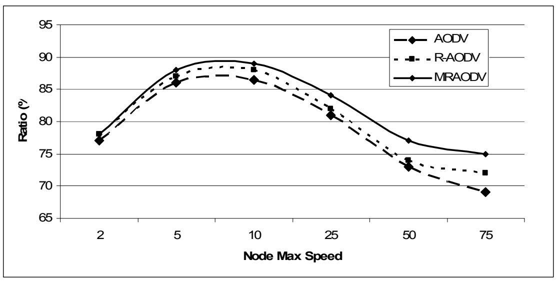

Figure 7. Packet Delivery Ratio, when node speed varies

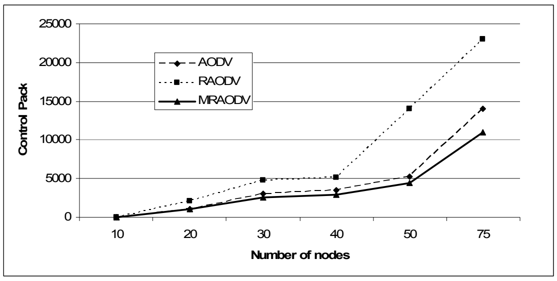

Figure 8. control packet overhead of each protocol, when number of nodes varies

Figure 7 compare the packet delivery ratio of each of the three protocols in varying mobility conditions. In the simulation, all nodes moved at the same specified speed. The graph demonstrates that MRAODV performs the best among the three protocols. Both the AODV and RAODV perform well at low speed but at high speeds, both variations of our proposed protocol perform better than other protocol. Figure 8 shows control packet overhead of each protocol, when number of nodes varies. We can see that MRAODV has lower overhead than AODV and RAODV.

VI. CONCLUSIONS

In this paper we present a new protocol for mobile ad hoc networks using recurrent neural networks for computing fitness of routes and reverse packet transmission that is an extension of AODV routing algorithm. We changed route replay packet configuration and named it R-RREQ. These packets must be broadcast with destination node for building multiple routes, also recording computing link stability performing when R-RREQ transmute through intermediate nodes. The stability of routes applies in route discovery phase. In data transmission phase, fitness of routes that computes with recurrent neural networks, applies for selection the route instead of active route for data transmission. Simulation results shows that this algorithm superior to other version of AODV algorithm. We compared our method with AODV and R-AODV routing algorithm in average to end to end delay and packet delivery ratio. This protocol suitable for environment with high mobility rate and when number of nodes increases it shows good performance.

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