

Impact of Node Mobility and Network Density on Service Availability in MANETs

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1. E-ZRP: Routing with Service Discovery

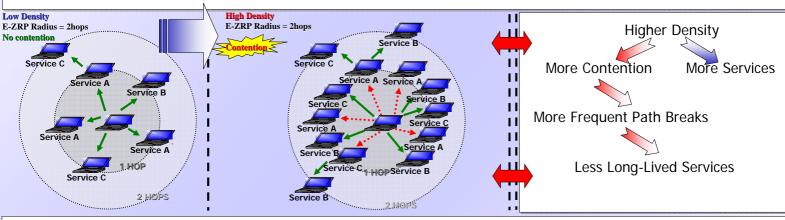
- Goals:
 - Energy efficiency (no additional message exchange for route accumulation once the node has discovered a service).
 - Fast adaptation to changing conditions in the MANET (disconnections, node failures, interference, mobility).
- The approach:
 - Piggybacking service information into routing messages

- Extend ZRP (Zone Routing Protocol)

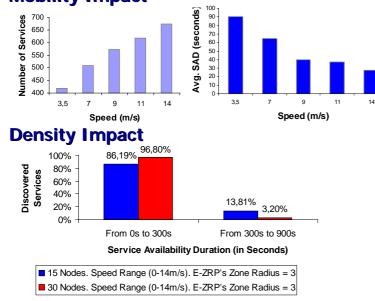
• Services are described using UUIDs (Unique Universal Identifiers), in order to keep small packet lengths for routing messages.

2. Quality of Discovered Services

- Assess quality in terms of availability of services.
- Service Availability Duration (SAD) is defined as the length of time that elapses from the moment the service is discovered until the time when the service is not available any more, as a result of mobility or interference.
- Only when **all the routes** from a node to **all** the available providers of the service are lost, this particular service is considered not to be available any more to that node.



3. Simulation of Service Availability using E-ZRP 4 Mobility Impact



4. Conclusions

- There is a clear tradeoff between average SAD and the number of discovered services depending on mobility.
- Higher mobility results to more discovered services but less average SAD.
- E-ZRP performance depends on the Average Transaction
 Duration (ATD).



- The total number of services discovered is higher in denser environments.
- The average service duration is decreased in higher density environments.
- This means that high density may increase the number of discovered services but it deteriorates their quality in terms of availability.