

# Ad hoc Networking with Swarm Intelligence

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# Outline

- ◆ Overview of swarm intelligence
- ◆ Multicast routing
- ◆ Topology control
- ◆ Conclusion

# Overview of Swarm Intelligence

- ◆ “Complex” behaviors that arise from very simple individual behaviors and interactions
- ◆ Often observed in nature, especially among social insects such as **ants**
- ◆ Each individual has little intelligence, follows simple rules, and uses local information
  - Pheromone laying and following
  - Indirect communication – *stigmergy*
- ◆ (globally) optimized behaviors **emerge** when they work collectively as a group
- ◆ Example - food foraging with shortest path

# Swarm Intelligence

Without reinforcement,  
pheromone evaporates  
(*negative feedback*)

- Ants likely choose paths with higher pheromone intensity
- Trail gets reinforced  
(*positive feedback*)

Ants lay  
pheromone

skip



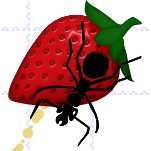
# Swarm Intelligence

But some may choose alternate paths with small probability  
*(amplification of fluctuation)*

Most ants follow trail with highest intensity

Pheromone Trail

skip



# Essence of Swarm Intelligence

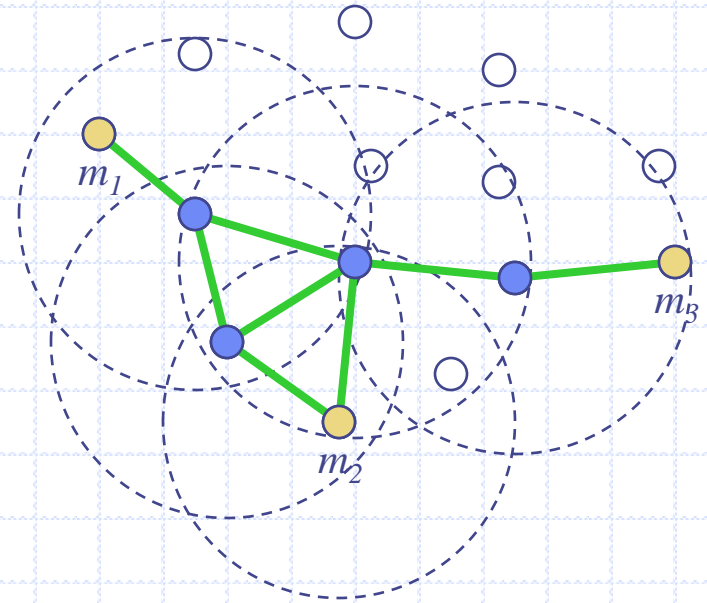
- ◆ Positive and negative feedback
  - search good solutions and stabilize the results
- ◆ Amplification of fluctuation
  - discover new solutions and adapt to changing environment
- ◆ Multiple interactions
  - Allows collaborations among distributed entities to coordinate and self-organize
- ◆ **A distributed adaptive control system**

# Ad hoc **Networking** with **SI (ANSI)**

- ◆ Unicast routing (ANSI)
- ◆ **Multicast routing (MANSI)**
- ◆ **Topology control (ABTC)**
- ◆ Energy conservation (ABEC)
- ◆ Feature interactions – cross-layer and cross-feature

# MANSI: Overview

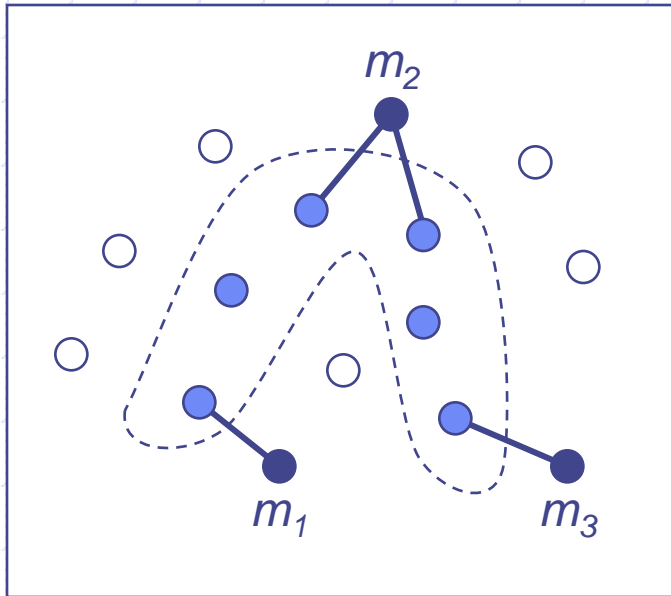
- ◆ A subset of nodes, called a **forwarding set**, are extracted to rebroadcast data packets
- ◆ The forwarding set is *shared* among all group members (**group-shared approach**)
- ◆ Each forwarding node always rebroadcasts non-duplicate packets, regardless of the previous hop (**mesh-based approach**)
- ◆ The forwarding set is constructed only when some sources have data to send (**reactive approach**)



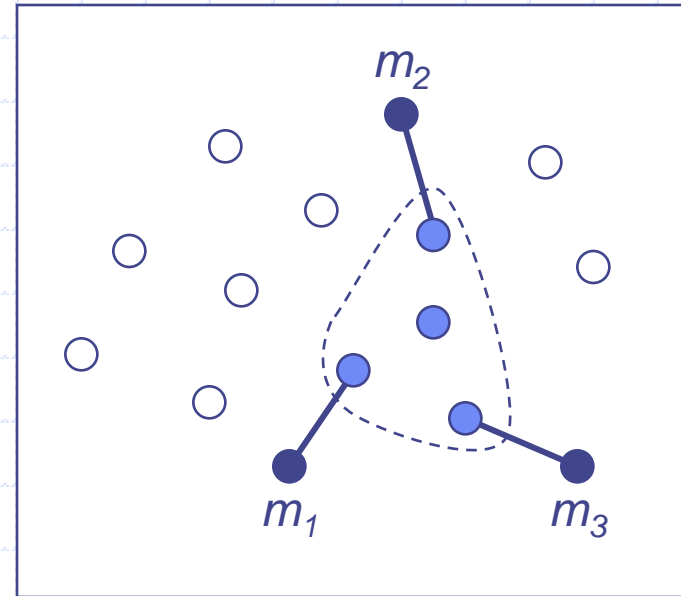


# MANSI: Overview

- ◆ Multicast connectivity is more efficient when group members **share** existing forwarding nodes



Forwarding set of 6 nodes



Forwarding set of 4 nodes

# Protocol Operations

## ◆ Two phases:

### ■ Forwarding Set **Initialization**

- ⇒ A forwarding set is rapidly constructed on-demand
- ⇒ Efficiency of the forwarding set is not the main concern at this phase

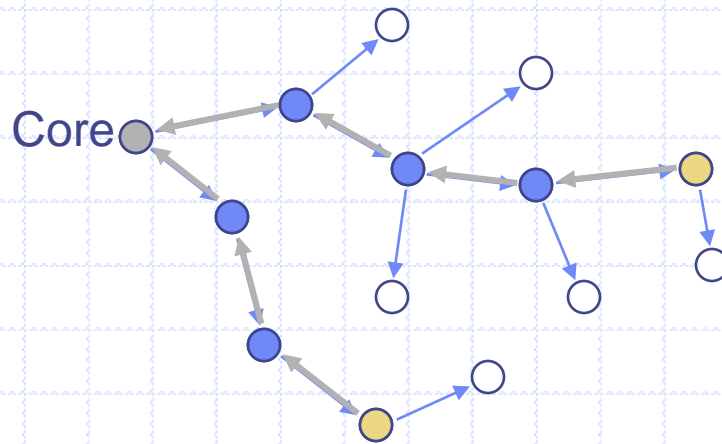
### ■ Forwarding Set **Evolution**

- ⇒ Ant packets are deployed to explore and discover better forwarding sets

# MANSI: Protocol Operations

## ◆ Forwarding set initialization

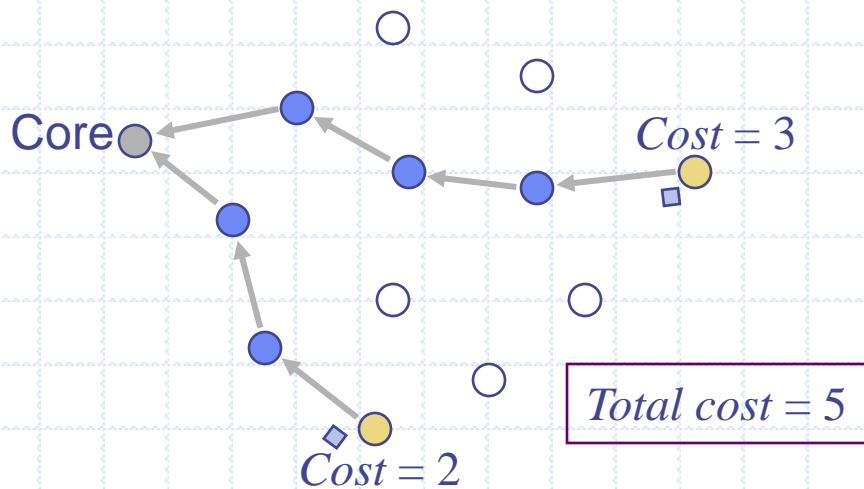
- The first sender of the group becomes the *core* node, and floods an announcement
- Other members request to join the group via the reverse paths



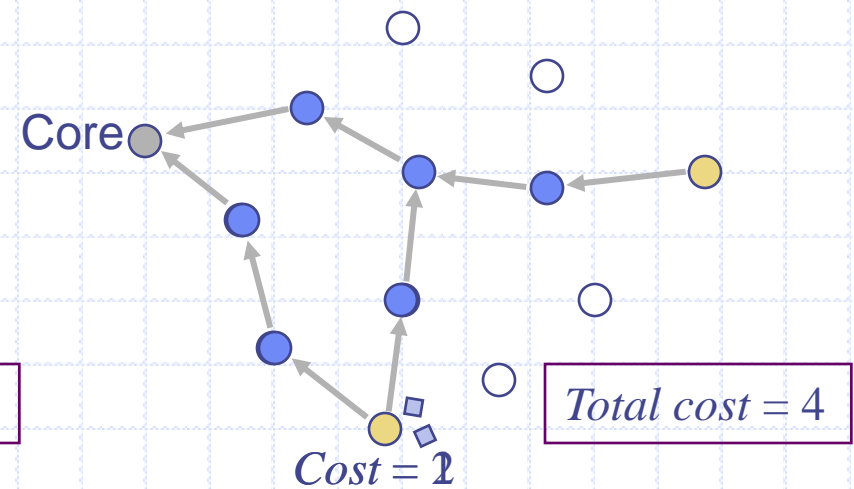
# MANSI: Protocol Operations

## ◆ Forwarding set **evolution**

- **Forward Ants (packets)** are deployed by members to *opportunistically* discover new connectivity that yields lower *cost*
- A Forward Ant turns into a **Backward Ant** when it encounters another existing path and returns to its originator



Ants follow current best paths and update costs

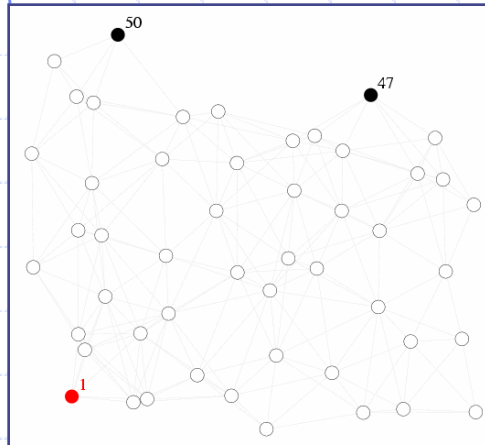


Ants **opportunistically** discover other paths

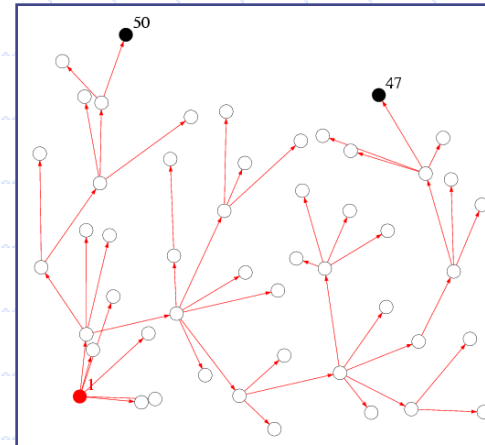
# MANSI: Protocol Operations

- ◆ A **Backward Ant** deposits pheromone on the returning trip, where the amount of pheromone is *inversely* proportional to the cost of the trip
  - **The shorter the trip, the higher pheromone amount it deposits**
- ◆ Each member selects the next hop with the highest pheromone intensity to connect to the core
- ◆ To prevent two members from connecting to each other's path (a race condition), a Forward Ant from a member  $m$  is allowed to turn back only when it encounters a forwarding node used by another member  $m'$ , where  $m' > m$ 
  - Member with the highest ID can only connect to the core
  - Member with the lowest ID can connect to any existing forwarding node, except one of its own

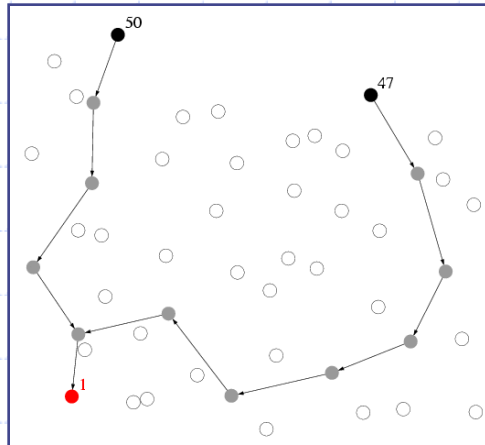
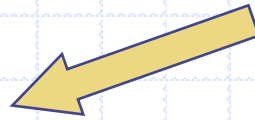
# MANSI: Sample Snapshots



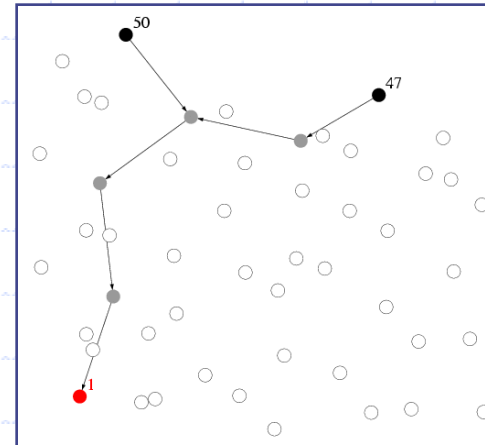
Network  
Topology



Core Announce  
Propagation



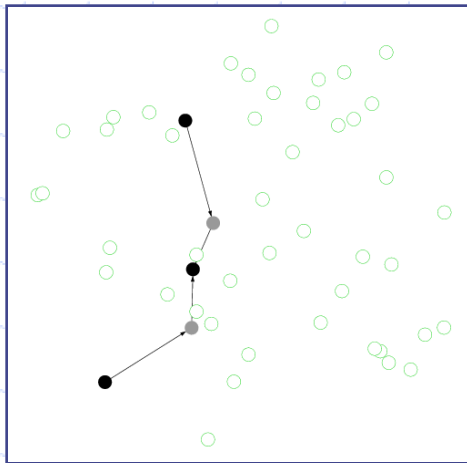
Initial  
Forwarding Set



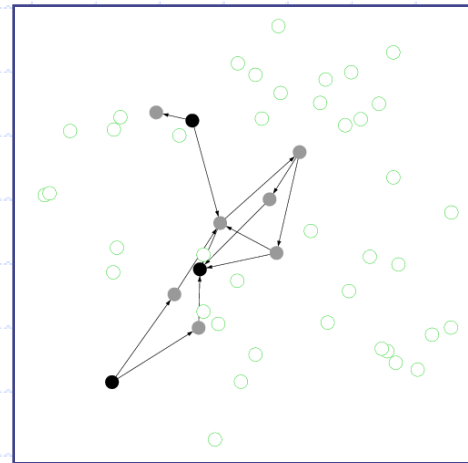
Evolved  
Forwarding Set

# MANSI: Adapting to Mobility

- ◆ With mobility, multicast connectivity becomes fragile
- ◆ MANSI with mobility-adaptive mechanism
  - Each node keeps track of *link failure frequency* which indicates **stability** of its surrounding area.
  - When link failure frequency is higher than a threshold, a forwarding/member node picks **two** forwarding nodes with highest pheromone intensities, instead of one



Without mobility-adaptive



With mobility-adaptive –  
more robust group connectivity

# MANSI: Simulation

- ◆ QualNet simulator
- ◆ Simulation setup

Terrain dimension	1000×1000 m <sup>2</sup>
Communication range	250 m
Mobility speed	0-20 m/s
# Nodes	50
# Members/# Senders	5
Application Traffic	CBR (1 KB/s from each sender)
Core announce interval	10 seconds
Ant deploying interval	2 seconds



# MANSI: Simulation Results

## ◆ Size of forwarding set in static network

Network	Average Size		
	MANSI	CORE	FLOOD
1	7.89	9.49	50.00
2	4.00	3.67	50.00
3	4.00	4.97	50.00
4	4.46	4.68	50.00
5	6.51	8.46	50.00
6	5.52	6.25	50.00
7	6.90	7.83	50.00
8	6.04	7.46	50.00
9	5.16	7.67	50.00
10	5.02	6.95	50.00

**MANSI** → Forwarding set evolves by deploying ants

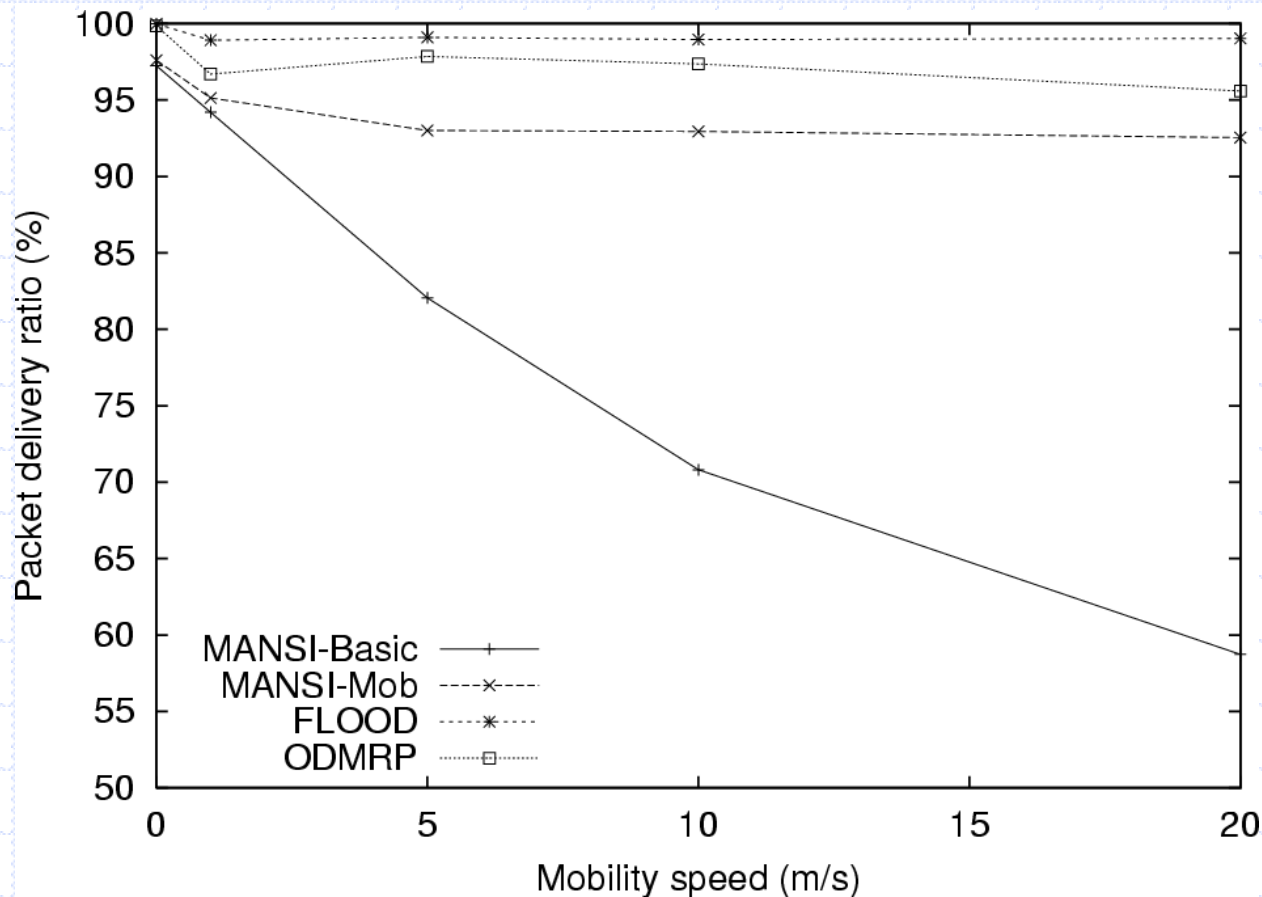
**CORE** → Forwarding set is constructed only by core announcement (no ants deployed)

**FLOOD** → Every node is in the forwarding set (flooding)

Forwarding sets discovered by ants are 20% smaller

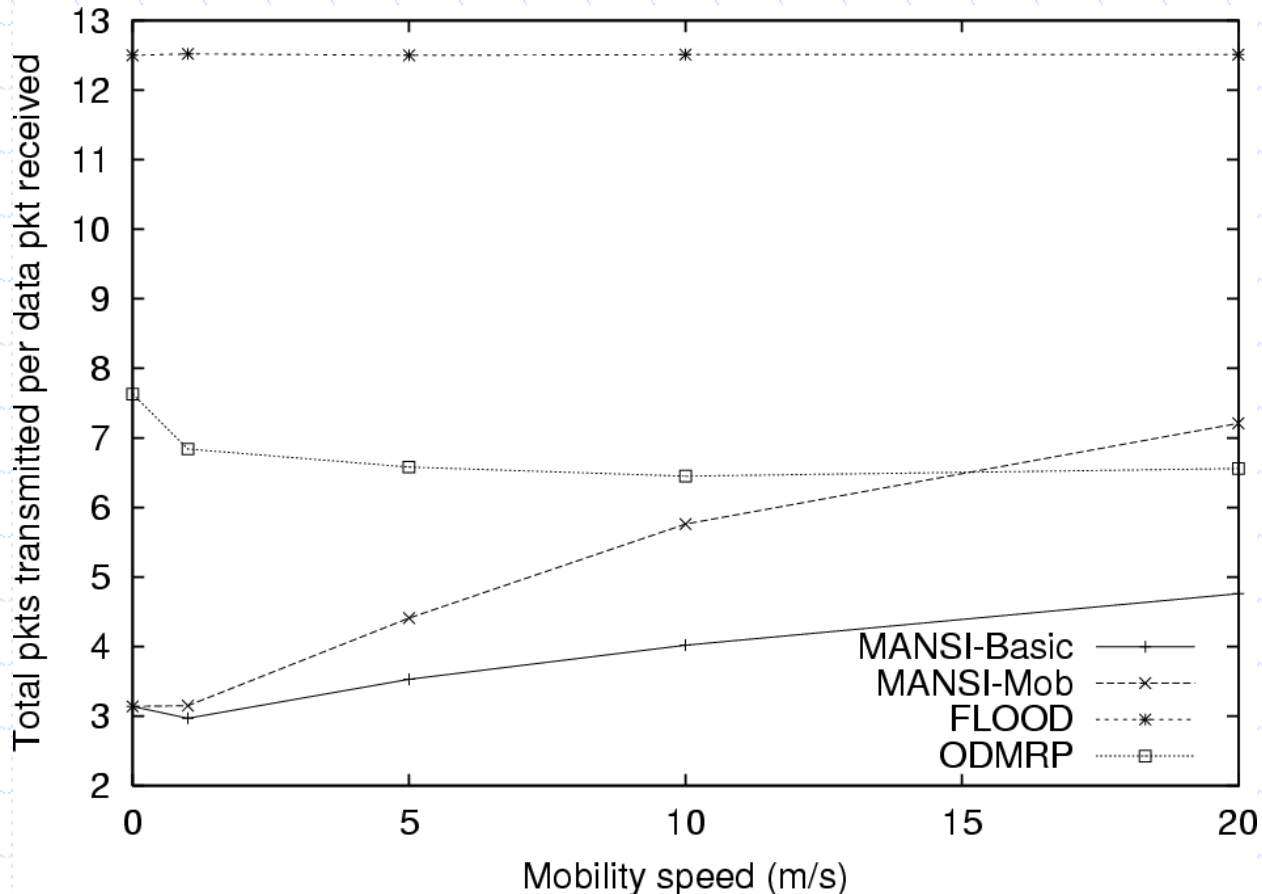
# MANSI: Simulation Results

## ◆ Packet delivery ratio (**effectiveness**)



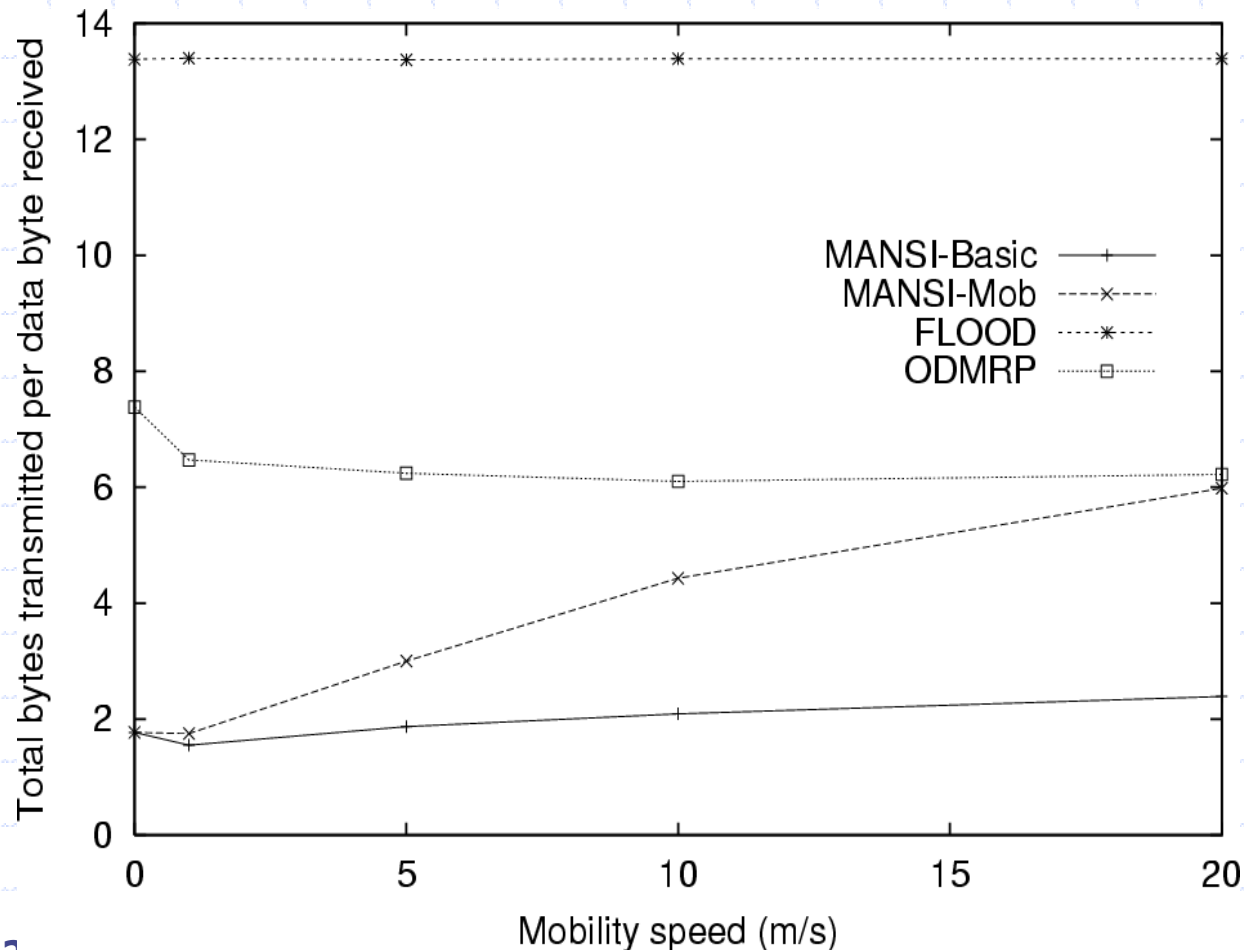
# MANSI: Simulation Results

- ◆ Total # of packets (HELLO, Ant, Data) transmitted per data packet received (**efficiency in terms of channel access**)



# MANSI: Simulation Results

- ◆ Total **bytes** (HELLO, Ant, Data) transmitted per data byte received (**efficiency in terms of bandwidth utilization**)



# MANSI: Summary and Future Work

- ◆ Ant packets are deployed to **opportunisticly** discover new paths resulting in reduced total cost (*e.g.*, number of nodes) of the forwarding set
- ◆ With different cost functions, MANSI is being applied to:
  - Reliable multicast
  - Load balancing
  - Energy-aware routing
  - Energy conservation
  - Secure routing

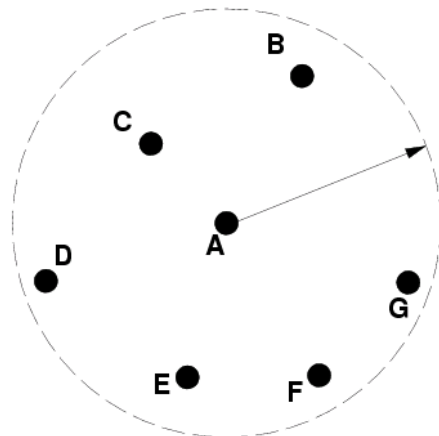
# Topology Control

## ◆ Objectives

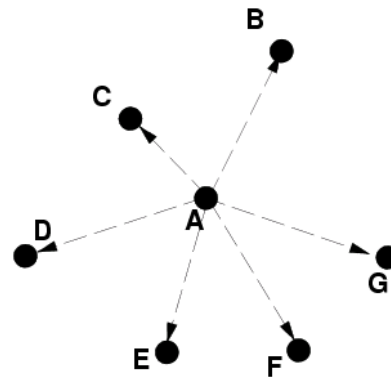
- Reduce transmission power and conserve energy
- Reduce interference and increase effective network capacity

## ◆ Approaches

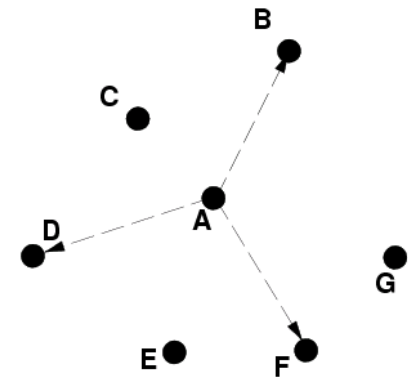
- Physical topology control – *e.g.* **ABTC**
  - ◆ Power adjustment
- Logical topology control – *e.g.* CBTC
  - ◆ Power adjustment plus **neighbor selection**



(a) Node coverage with transmission power



(b) Physical topology



(c) Logical topology

# Ant-Based Topology Control (ABTC)

- ◆ Overview
  - Problem formulation
  - Features
- ◆ Operations
- ◆ Simulation
- ◆ Animations

# ABTC: Overview

- ◆ Problem formulation
  - “minimize” **maximum (MinMax)** or **total (MinTotal)** power while maintaining connectivity
- ◆ Basic idea
  - Every node periodically broadcasts ant packets with various power levels to be forwarded by its full-power neighbors
  - Upon receiving an ant packet, a node makes a decision on whether to forward the packet, updates its local information using the packet, re-evaluates a local condition based on such information to assign a proper power level
- ◆ Features
  - **No** AOA, GPS, routing, or topology information used
  - **Distributed, asynchronous, and localized**
  - Inherently **adaptive to mobility**



# ABTC

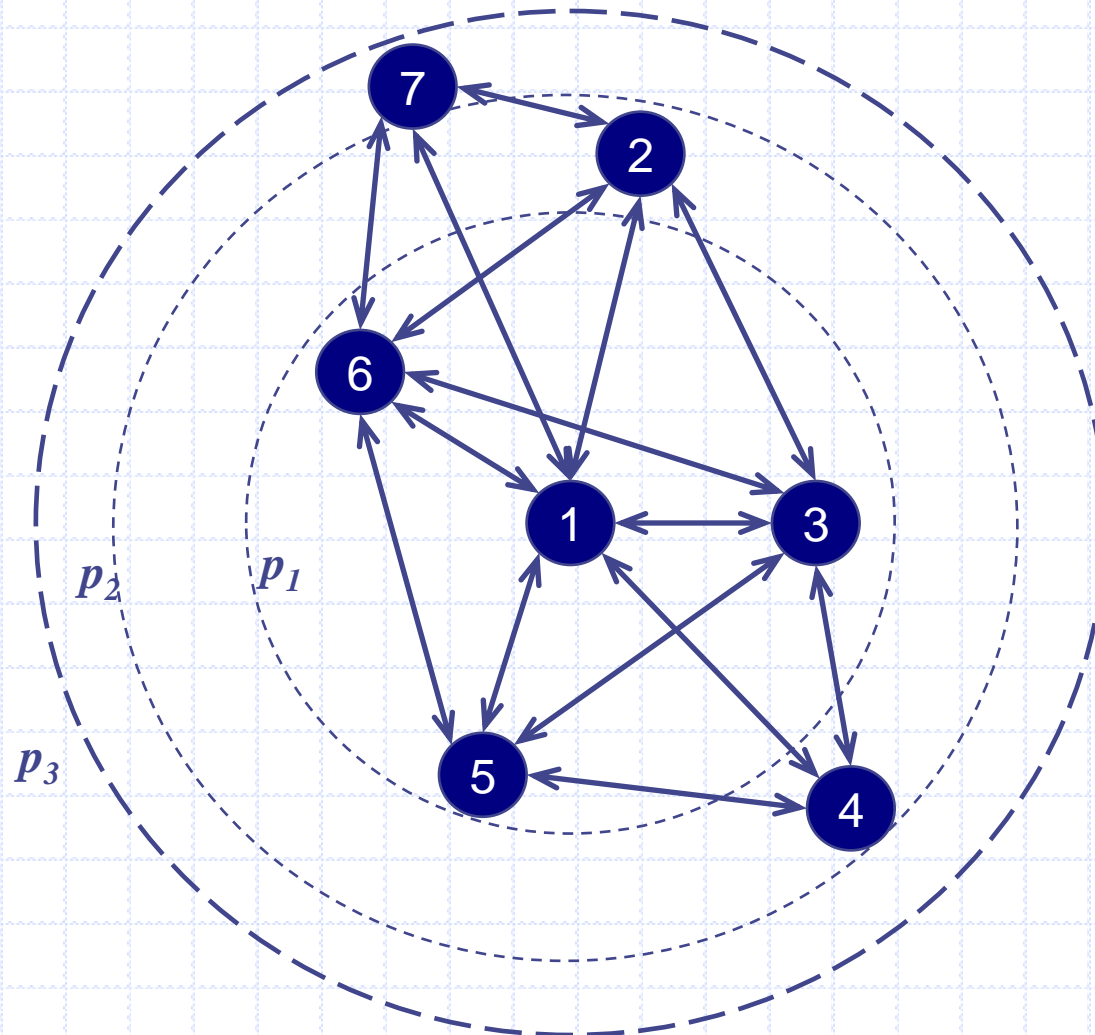
- ◆ Overview
- ◆ Operations
  - Maintain connectivity
  - Adapt to mobility
  - Minimization objectives
  - Interworking with routing
- ◆ Simulation
- ◆ Animations

# Maintain Connectivity

- ◆ Periodic “neighbor” discovery via full-power
- ◆ Periodically broadcast ant (packet) using a certain power level ( $P$ ), and the ant is relayed (re-broadcast) with  $P$  by neighbors
- ◆ Upon receiving ants, a node determines the (locally) **minimal** power ( $P_{\min}$ ) such that it can receive ants **originated from *all*** its neighbors and **relayed *only by*** its neighbors
- ◆ **Rule:** If the condition is satisfied, the node is assigned  $P_{\min}$
- ◆ **Theorem: If every node follows the rule, the resulting power assignment guarantees network connectivity**

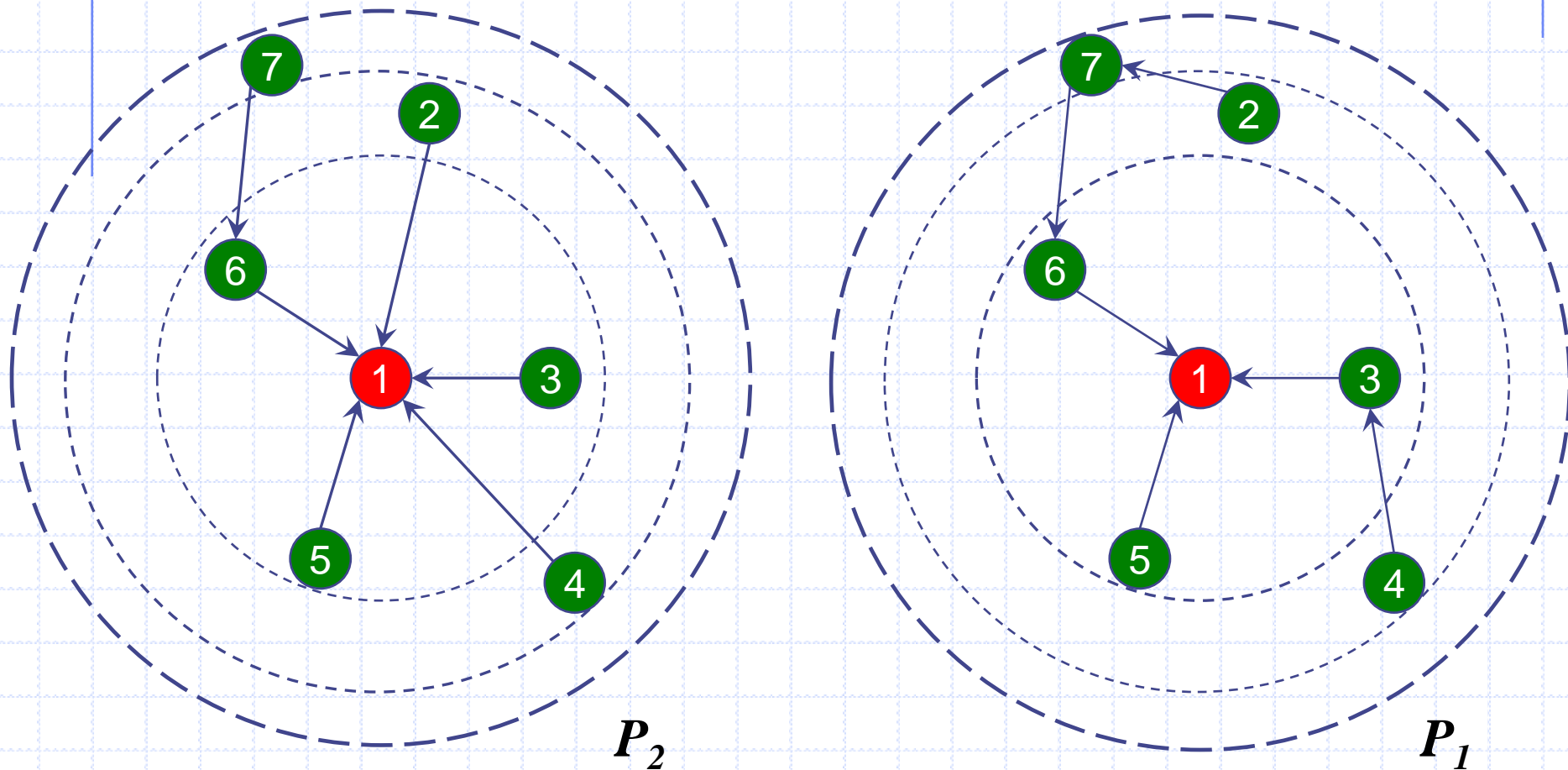
# Example (1)

- ◆ Initial topology with full power ( $p_3$ )



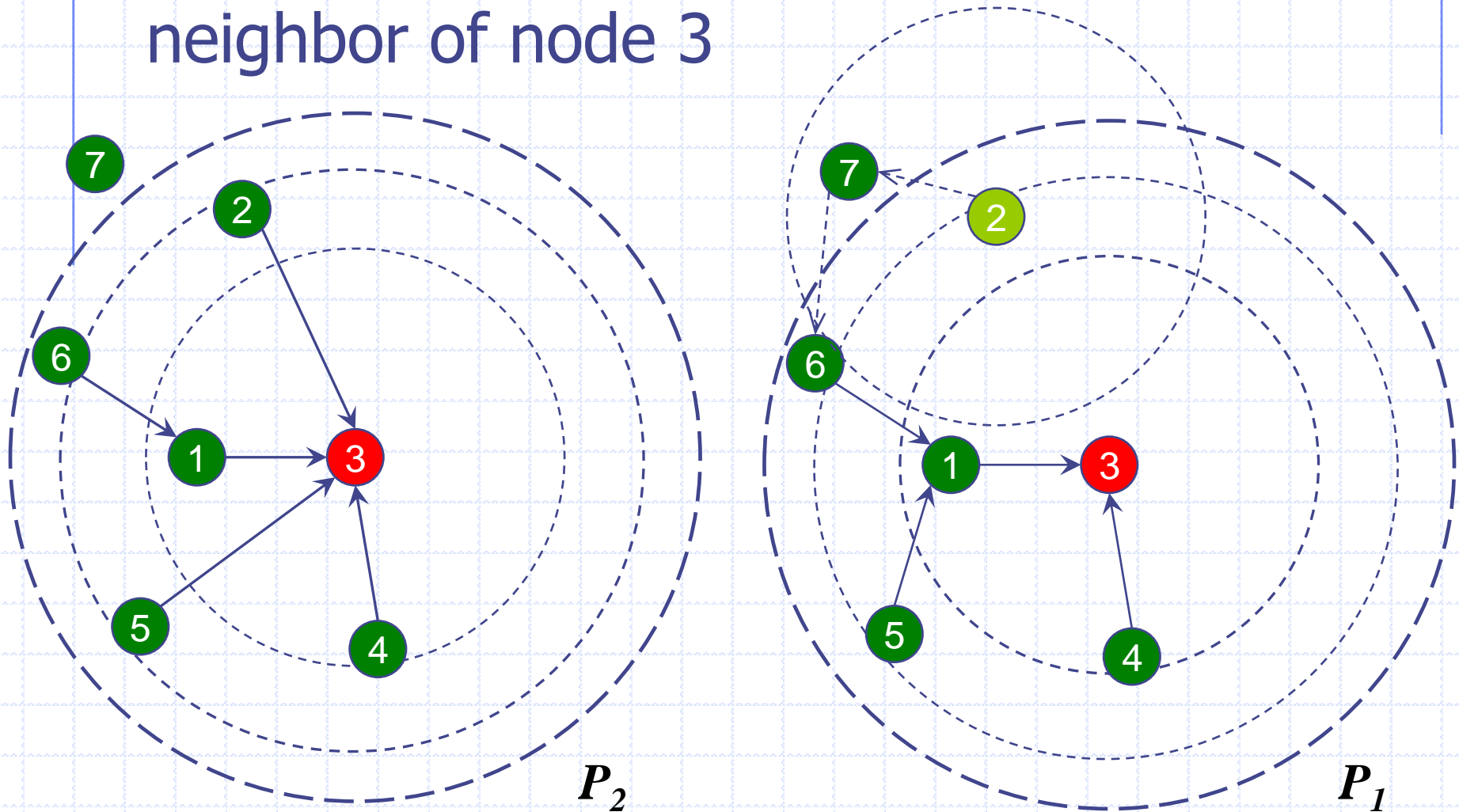
# Example (2)

- ◆ Ants received at node 1 *originated from all* and *relayed only by* neighbors



# Example (3)

- ◆ Ants received at node 3 – node 7 is not a neighbor of node 3

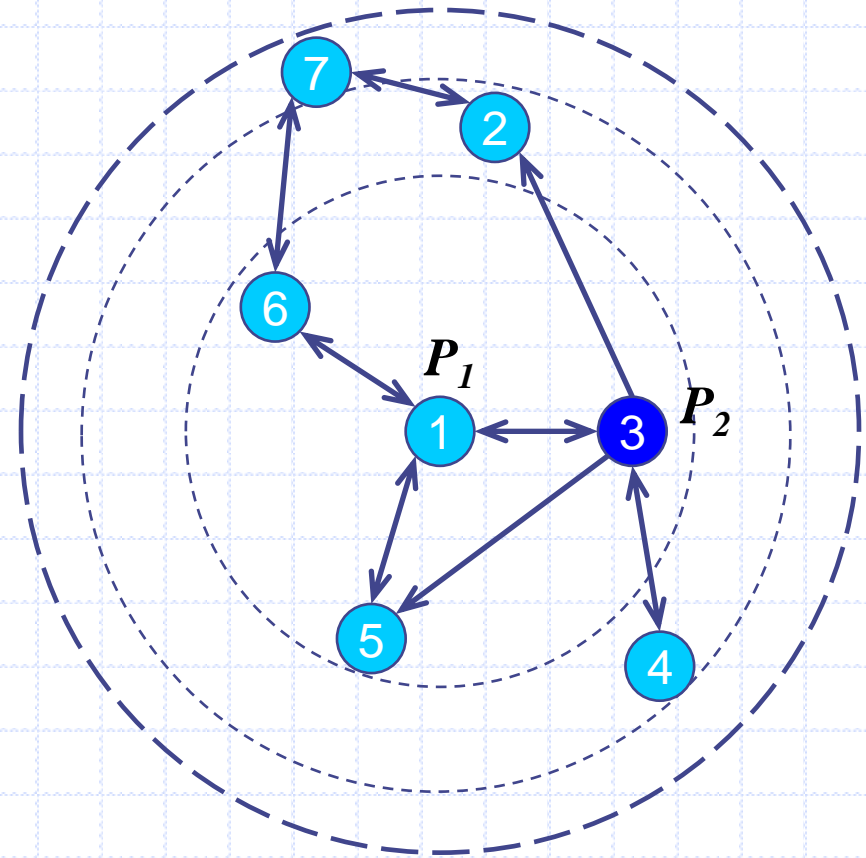
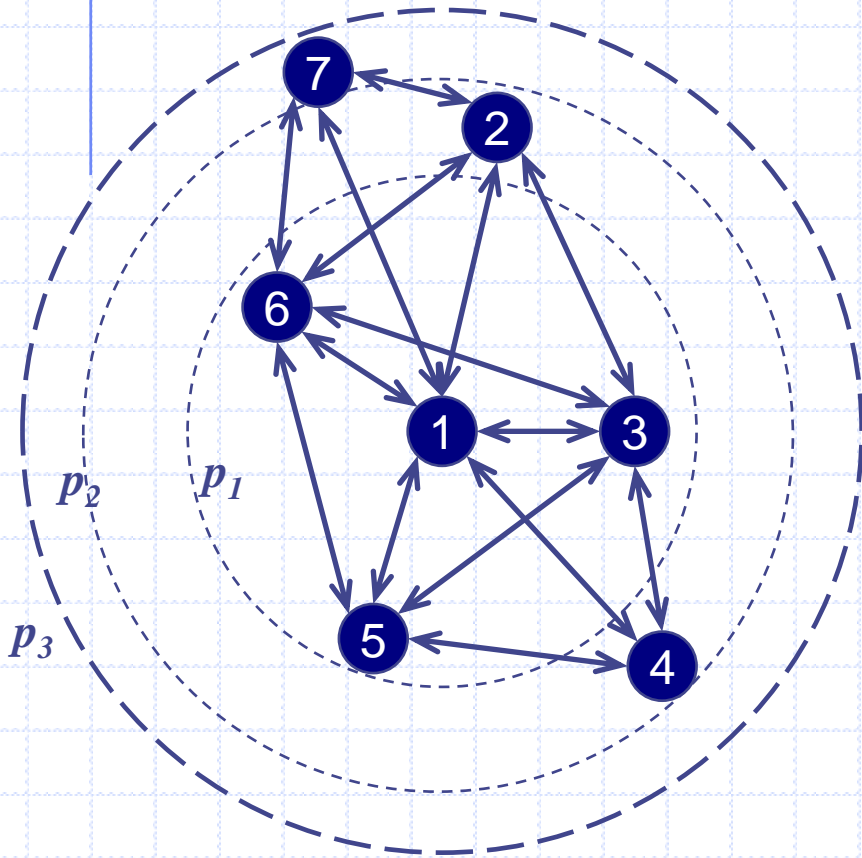


# Example (4)

◆ Initial topology



Final topology



# Adapt to Mobility

- ◆ Without mobility, every node originates ants using each power level once, and collects ants from all neighbors to determine power assignment → a **search problem**
- ◆ With mobility, need *heuristic* search to **converge faster**
- ◆ Swarm intelligence
  - **Positive feedback** to expedite the convergence to good solutions
  - **Amplification of fluctuation** to opportunistically discover better solutions
- ◆ Pheromone: **goodness** of power assignment
  - Goodness is proportional to the **inverse** of power level
  - Every node maintains goodness of power assignment in a "**pheromone table**" to generate heuristics for optimal local solutions in which a node receives ants with the **lowest common power** from **maximum number of neighbors**
  - The values in the pheromone table are updated by ants and degrade with time (**pheromone evaporation**)

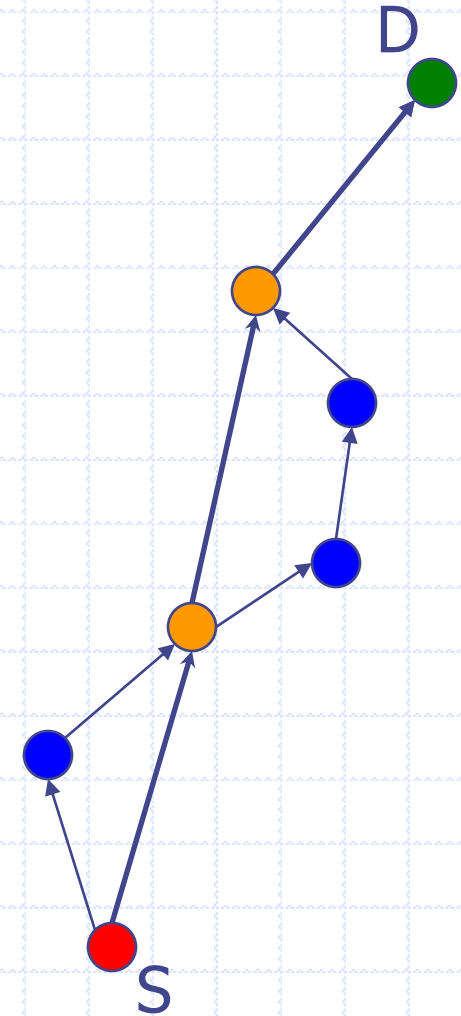
# Minimization Objectives

- ◆ **MinMax** – minimize the maximum power used by any node in the network
  - Node uses its current power assignment *with higher probability* as the power level to originate ants
  - Once a node converges to a power level, more ants will be originated with this power level, which in turn reinforce its neighbors' pheromone value associated with this power level → **COMPOW** [Kumar]
- ◆ **MinTotal** – minimize the total power used by all of the nodes in the network
  - Node chooses all available power levels with equal probability to originate ants
  - The pheromone value of a node is reinforced by neighbors → **ClusterPow** [Kumar]



# Interworking with Routing

- ◆ ABTC executes **independently** from the routing protocol
- ◆ ABTC provides a way of forwarding data packets without affecting routing
- ◆ Instead of forwarding data packets to the next full-power neighbor, ABTC forwards them **via multi-hops within the neighborhood with assigned power**
- ◆ The route information within the neighborhood is collected from the received ant packets



# ABTC

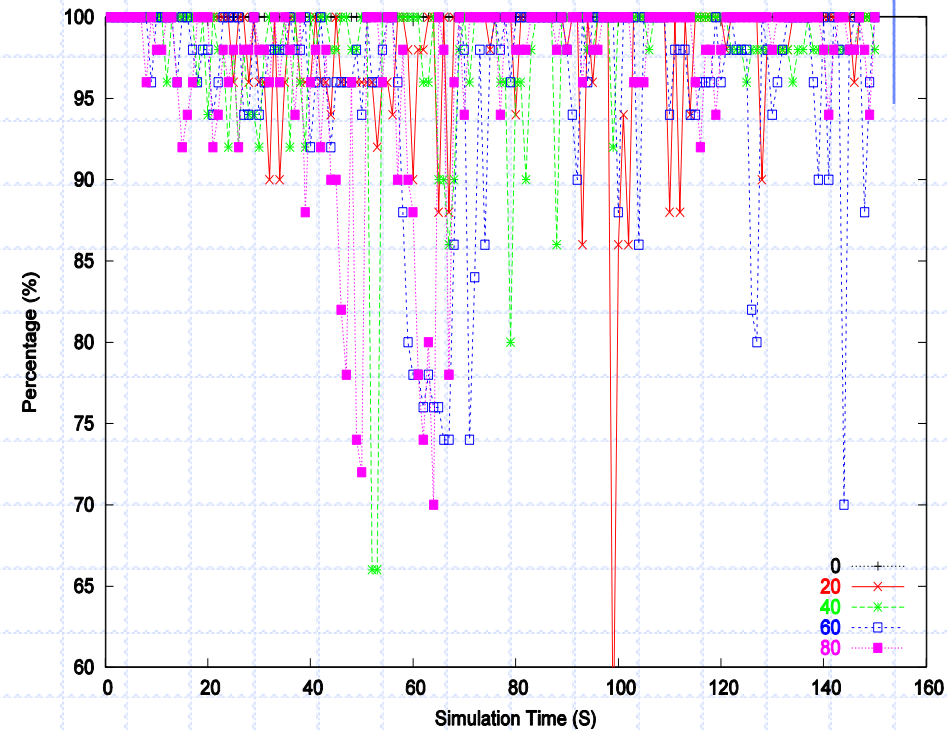
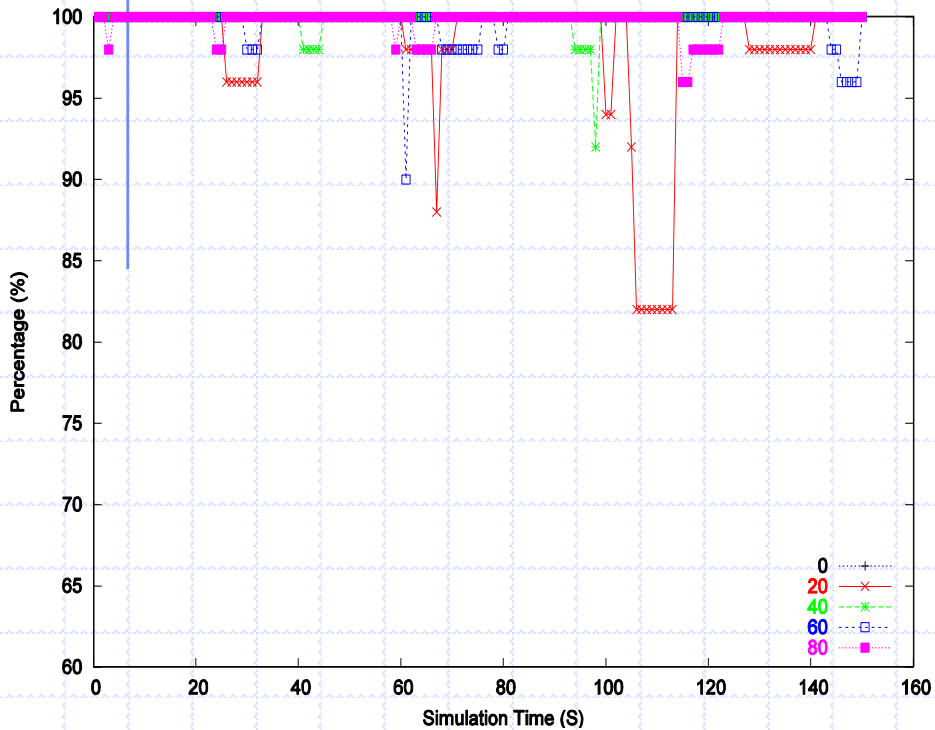
- ◆ Overview
- ◆ Rationale
- ◆ Simulation
  - Environment
  - Level of connectivity
  - Power (maximum/average)
  - Average end-to-end total power
  - Average end-to-end hop count
- ◆ Animations

# Environment

- ◆ QualNet simulator
- ◆ Modified IEEE 802.11 MAC to support programmable transmission power
- ◆ Terrain size: 1500 x 1200 m<sup>2</sup>
- ◆ Number of nodes: 50
- ◆ 7 Power Levels: 2.58, 5.08, 7.89, 11.05, 13.73, 16.04, 18.10 dBm
- ◆ Power Ranges: 150, 200, 250, 300, 350, 400, 450 m
- ◆ Path-loss model: two-ray
- ◆ Raw data rate: 2 Mb/s
- ◆ Min/Max Speed: 10/[0,20,40,60,80] m/s
- ◆ **Comparison study**
  - CENT – centralized algorithm like CONNECT [Ramanathan]
  - CBTC – Cone-Based Topology Control [Wattenhofer, Halpern]

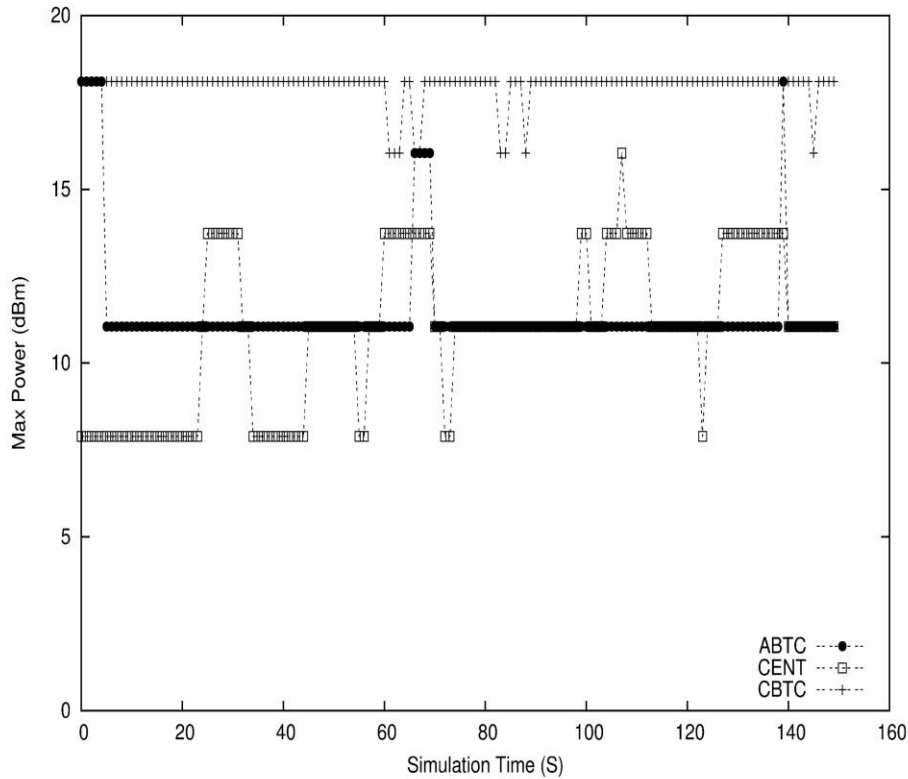
# Level of Connectivity over Time

Measure how well the network is connected

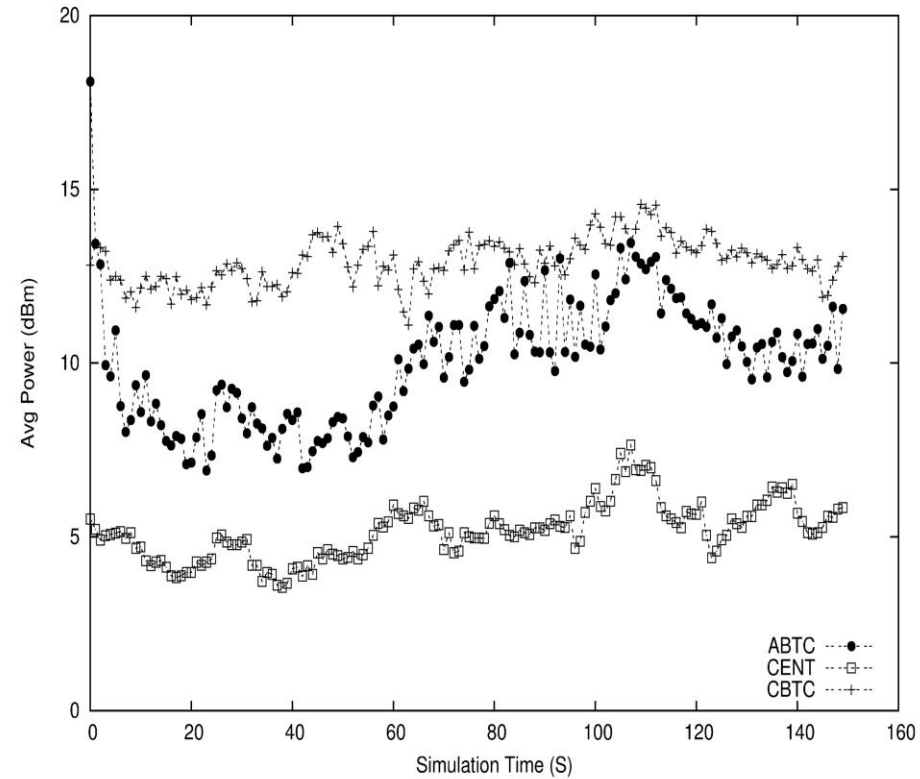


ABTC-MinTotal

# Power (Maximum & Average)



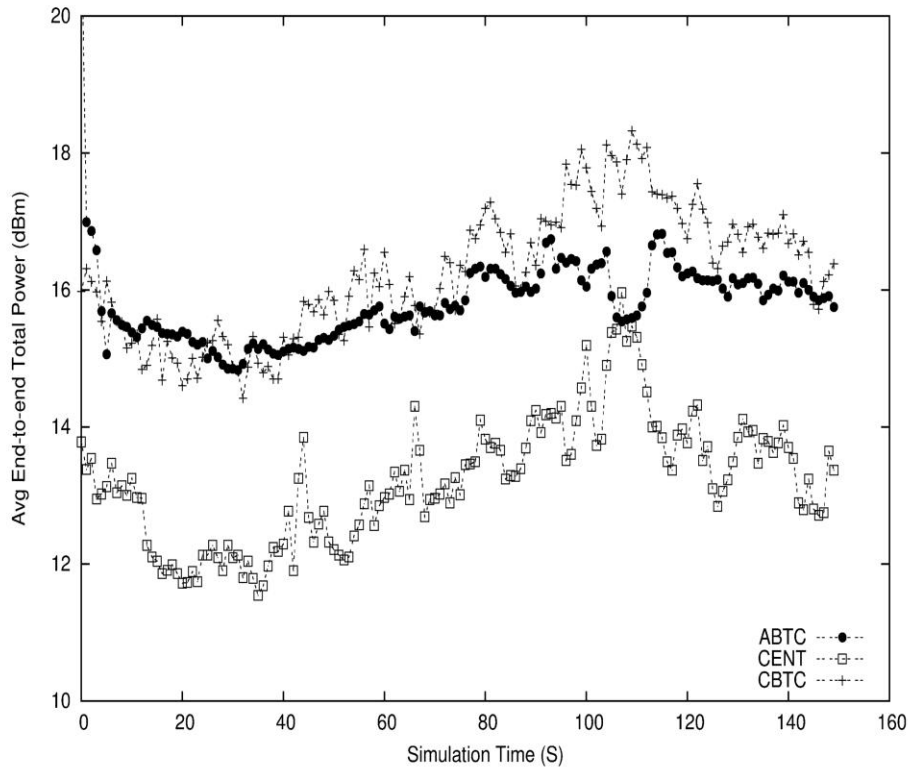
ABTC-MinMax  
(max power)



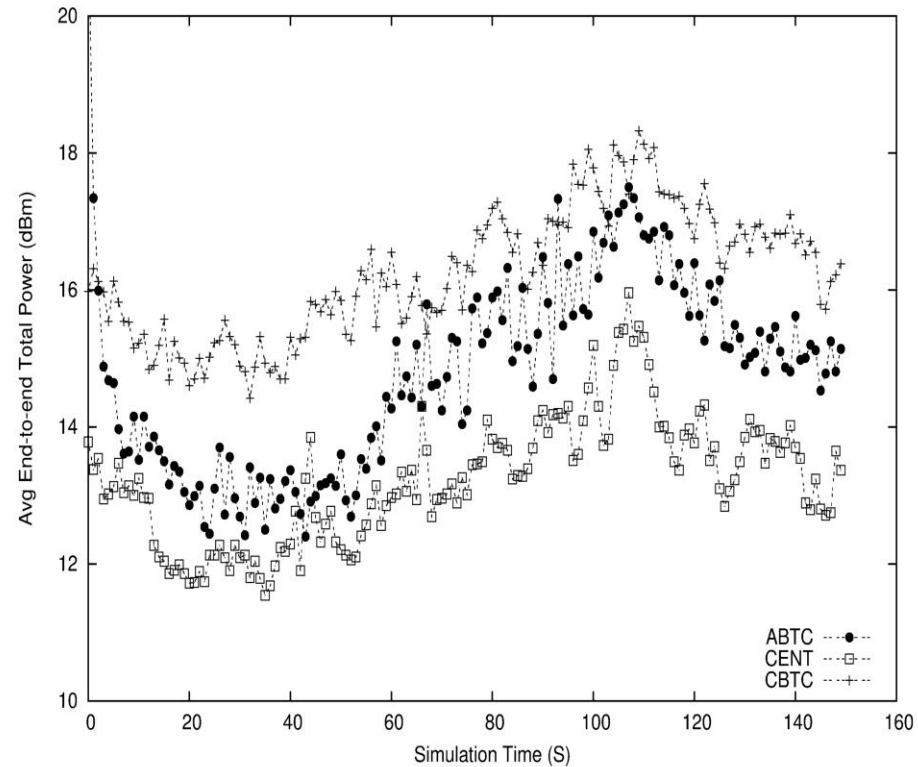
ABTC-MinTotal  
(avg power)

# Average End-to-End Total Power

Measurement of end-to-end energy consumption



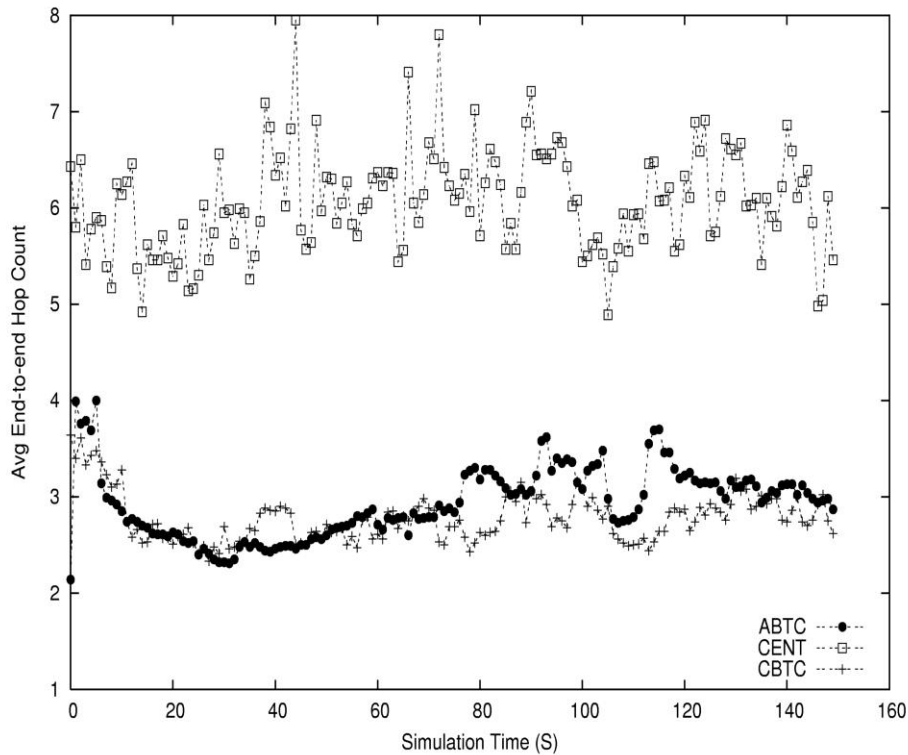
ABTC-MinMax



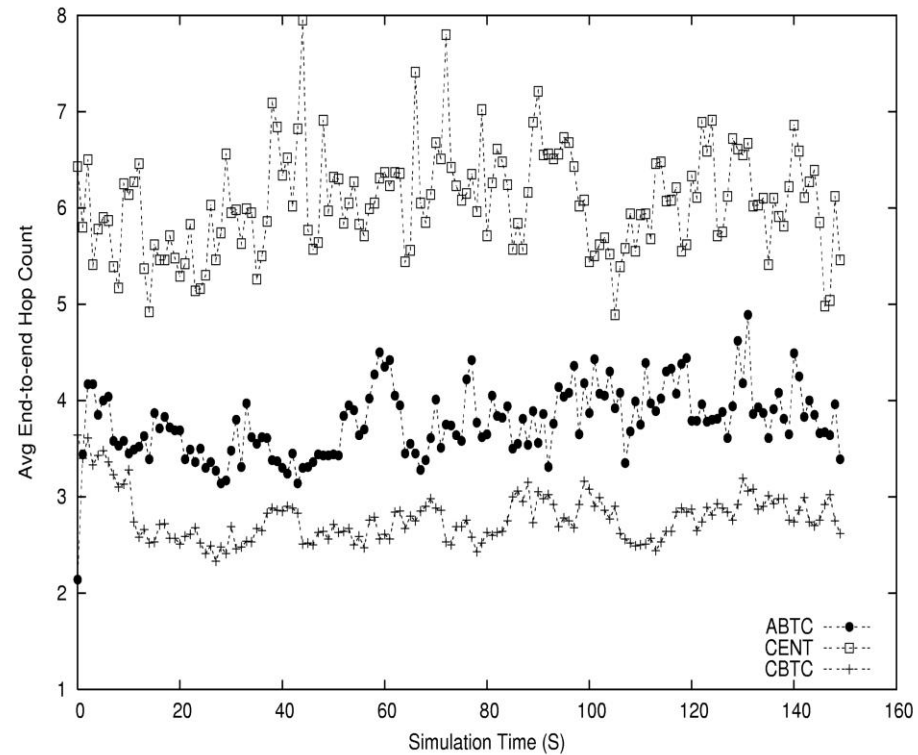
ABTC-MinTotal

# Average End-to-End Hop Count

Measurement of end-to-end delay



ABTC-MinMax



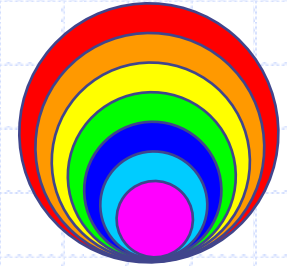
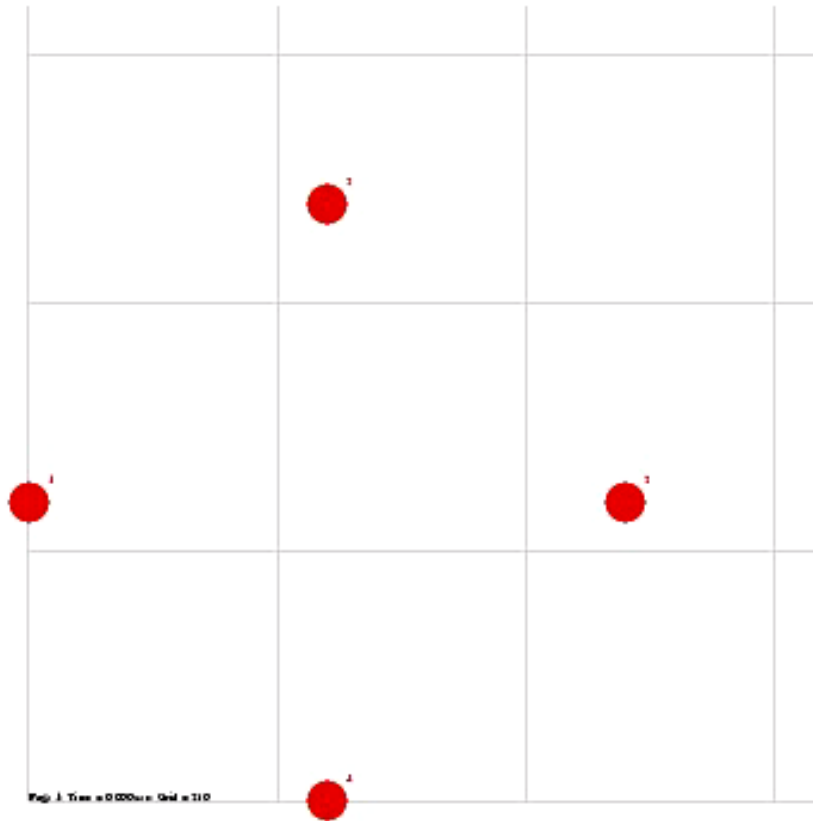
ABTC-MinTotal

# ABTC

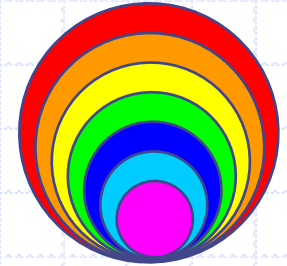
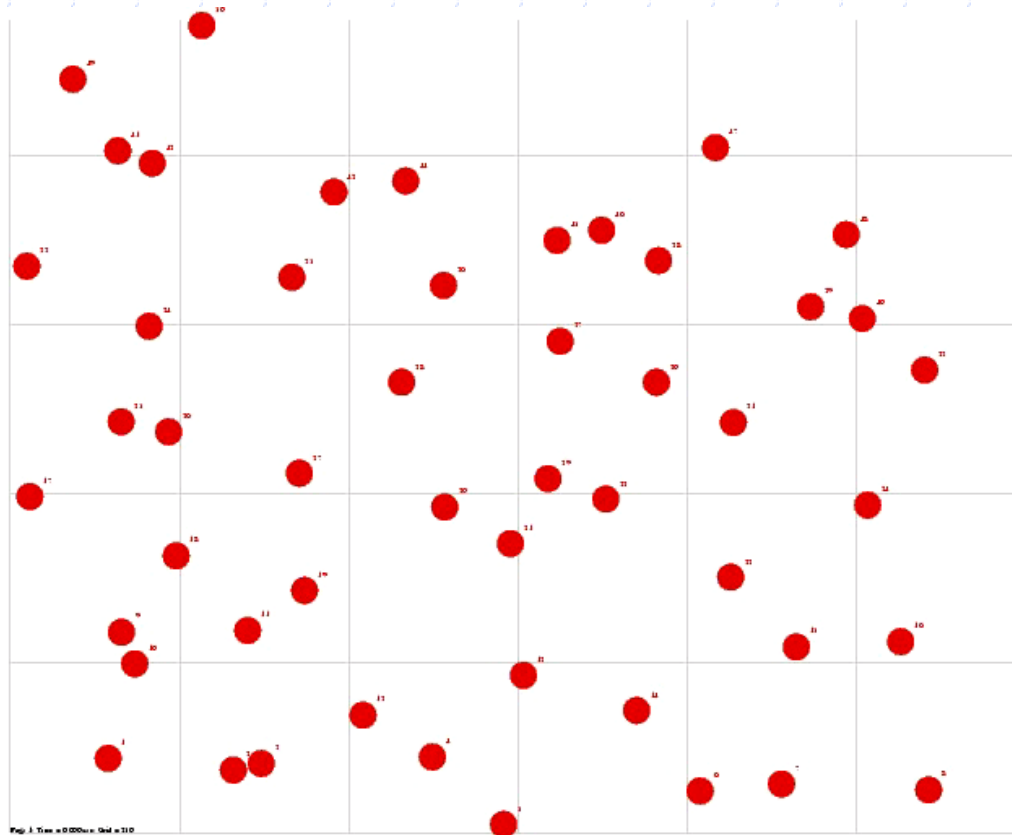
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# Animation (1)



# Animation (2)



# Conclusion

## ◆ **Swarm intelligence**

- Positive and negative feedback
- Amplification of fluctuation
- Multiple interactions

## ◆ **A distributed adaptive control system**

## ◆ **Ad hoc Networking with Swarm Intelligence**

- Unicast routing (ANSI)
- Multicast routing (MANSI)
- Topology Control (ABTC)
- Energy conservation (ABEC)
- Feature interactions – cross-layer and cross-feature