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Spatial Reusability-Aware Routing in Multi-Hop Wireless Networks

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ABSTRACT — In the routing problem in multi-hop wireless networks, to achieve high end-to-end productivity, it is important to have the best "path" from the source node to the destination node. Although a large number of routing protocols have been proposed to obtain the path with the minimum total number / time of transmission to send one packet, it is not possible to reduce the number of transmission / time to the minimum of the protocols to maximize the end-to-end throughput . In this paper, we say that by carefully considering the spatial reuse of wireless media, we can improve overall productivity in multi-hop wireless networks. To support our discussion, we suggest that the SASR and SAAR protocols be routed, compared to the current one-way routing and anypath routing protocols, respectively. Our evaluation results show that our protocols significantly improve end-to-end productivity compared to existing protocols. Specifically, for single-track routing, intermediate output gain reaches 60%, and for each pair of destination sources, output gain is 5: 3; for routing a path, the maximum profit rate is 71.6%, while The average gain is up to 13.2%.

Routing, wireless network, protocol design

INTRODUCTION Due to the limited capability of wireless media and anarchic wireless connections [30], it is critical to identify the path that can maximize end-to-end productivity, especially in multi-hop wireless networks. In recent years, a large number of routing protocols (eg, [4], [14], [20], etc.) have been proposed for multihop wireless networks. However, the fundamental problem with current wireless routing protocols is that reducing the total number (or time) of the transmissions to deliver a single packet from the source node to the destination node does not necessarily increase the throughput from start to finish. A detailed example will be provided in Section 3.2 to show this note. In this research, we investigate two types of routing protocols, including single-path routing and anypath routing. The unidirectional routing protocol task is to determine the cost reduction path, which is the length of delivery of packets from the source node to the destination node. Recently, anypath routing (for example, [2], [4]) has been shown as a new routing method that exploits the nature of wireless media broadcasting to improve the transfer rate from start to finish. It combines the power of several relatively weak paths to

Form a strong path, by welcoming any intermediate node you hear the packet to share in the packet forwarding. Most current routing protocols, regardless of single-path routing protocols or anypath routing protocols, rely on well-defined link-quality routing metrics, such as connected call-delivery metrics (eg ETX [6] and EATX [32]) [7] and EATT [13]). It simply chooses the path (ie) that reduces the total number of transmission or transmission time to deliver a packet. However, an important feature of wireless communication, which distinguishes between traditional telecommunications means, is spatial reuse. In particular, since the radio signals fade during propagation, the two interfaces are free of interference if they are sufficiently distant, and thus can be transmitted simultaneously on the same channel. As far as we know, most current operating protocols do not take spatial reuse to calculate mediainto wireless connectivity. For example, in Section 3.2, we observe the incorrect use of the routing standards by the current routing protocols, when the reuse of the spectrum space is not considered. In this work, by using the reuse capability of wireless communication media, we can greatly improve the overall productivity of multi-port wireless networks (ie up to 5: 3 output gain in single-track routing up to 71% 6 in anypath routingshownbyoualualualuationresults).

The detailed contributions of our work are as follows. To our knowledge, we are the first to think clearly about the spatial reuse of wireless communication devices in routing, the design of single-track routing protocols (SASR) and any routing guidance (SAAR). We are formulating the problem of unidirectional routing reusabilityaware as a binary program and proposing two integrated categories of algorithms to choose the path. While SASR-MIN and SASR-FF tend to exploit best track performance, the other SASR-MAX class evaluates path performance in the worst case scenario. We also investigate the possibility of re-using spectrum space to route any path, suggesting a SAAR algorithm for choosing the sharing node, calculating the cost, and specifying the redirection list. We evaluated the SASR and SAAR algorithms at different data rates in NS-2. Evaluation results show that our algorithms significantly improve end-to-end productivity compared to existing rates. Specifically, for mono-path guidance, yield gain of up to 5: 3 is achieved with an average of more than 60% in one case, and an average gain of more than 20% is achieved with multiple pests; to guide anypath, At a rate of 13.2 per cent and a maximum profit of 71.6 per cent.

Existing System:

otorp gnituor tnerruc eht fo tsoM معظمcols, regardless of single-route routing protocols or any routing routing protocols, rely on well-defined link quality standards, such as interconnected send metrics and latency-based measurements (eg, ETT and EATT). It simply chooses the path (ie) that reduces the total number of transmission or transmission time to deliver a packet.

 Zhang et al. Formulation of common routing and scheduling in optimization problem, solving the problem with column generation method.

 Pan et al. Dealing with the common problem in cognitive broadcasting networks, taking into account licensed domain vacancies.

 Jones et al. Implemented the k-tuple network encoding and proved the productivity efficiency of their policy.

Disadvantages of existing system:

 One of the fundamental problems with current wireless routing protocols is that reducing the total number (or time) of transmissions to deliver a single packet from the source node to the destination node does not necessarily increase productivity from start to finish.

 Most current routing protocols do not take into account spatial reuse of wireless communication media.

 They need centralized control to achieve MAC layer scheduling, and to eliminate competition for transmission.

Proposed System:

 In this search, we investigate two types of routing protocols, including single-route routing and anypath routing. The unidirectional routing protocol task is to determine the cost reduction path, which is the length of delivery of packets from the source node to the destination node.

- In this preliminary work, we say that by carefully considering the spatial reuse of wireless media, we can greatly improve the overall productivity of the Multihop wireless networks.

- The algorithms proposed in this work do not require any scheduling, and SASR algorithms can be implemented in a distributed manner.

Advantages of the proposed system:

- As we know, we are the first to think explicitly of re-using my place for wireless communication in routing, and design of SASAR and SAAR protocols.

- We are working to formulate the problem of spatial reuse on one track as a binary program, and propose two complementary categories of algorithms to choose the path. While SASR-MIN and SASR-FF tend to exploit best track performance, the other SASR-MAX class evaluates path performance in the worst case scenario.

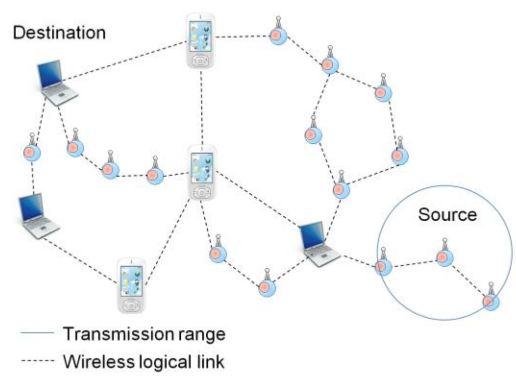
- Also check whether the spectrum space can be reused in any path, suggest a SAAR algorithm for choosing the sharing node, calculate the cost, and specify the forwarding list.

- We evaluated SASR and SAAR algorithms at different data rates.

ruo taht wohs stluser noitaulave ehT ج تائ ذ algorithms significantly improve end-to-end productivity compared to existing rates.

- Specifically, for the single-path path, yield gain is averaged over 60% in the case of mono flow, and achieves an average gain of more than 20% in multiple flows; to guide anypath, an average gain of 13: 2 per cent and a maximum profit of 71.6 per cent.

SYSTEM ARCHITECTURE:



MODULES:

- System building unit
- Reduce the cost
- Shortest routes
- Cost the maximum melting

Description of MODULES:

System building unit

We consider multiple wireless network hops fixed with a range of N nodes. For clarity, assume that the contract uses the same transmission rate, and does not use any power control system in this work.

Since the wireless signal is fading in the propagation process, it can operate at two simultaneous waves, if they are at a distance from each other in spatial terms. We determine the non-interfering group I where any hyper-pair is outside the interference of each other, ie, the hyper-links in the same non-interference group can operate at the same time.

Cost reduction:

In this module users are used to reduce the cost of transferring files from the sender to retrieve. The lowest path cost reflects the best track performance possible. The SASR algorithm calculates the cost of its spatial spatial reusability path. Then, the path can be determined at the lowest cost.

In estimating the cost of a spatial reusability-path for single-path routing for each of the paths found by an existing source routing protocol (for example, DSR), our SASR algorithm calculates the cost of its spatial reusability path. Then, the path can be determined at the lowest cost.

In the mono-path of reusability and vacuum management, we propose the first algorithm that fits the minimum cost of Fusion. All non-interfering maximum groups on P path need time, which is still not effective when the P path is long. Therefore, we propose an initial algorithm, SASR-FF, which can perform well in most cases.

In the Reusability-Aware Anypath directive directive, we offer a reusability-aware spatial anypath algorithm. Since finding the minimum end-to-end cost taking into account that spatial reuse is NP-hard, the SAAR algorithm is designed to calculate the sub-optimal path, which can achieve superior performance on anypath routing protocols present in most cases.

Shortest routes:

This unit is used to select the shortest path in the spatial reusable reuse path as a binary program and propose two complementary categories of algorithms for path selection.

SASR-MINTends For best track performance, SASR-MAX evaluates track performance in the worst case scenario. For each of the paths found by an existing source routing protocol (for example, DSR, the SASR algorithm calculates the cost of the path for its spatial reuse, and the path can be determined at the lowest possible cost.

Here we use the approximation algorithm to find the path delivery time that reduces the non-interfering group of variables, the SASRMIN algorithm, when the set of all non-interfering maximum groups on the P path can be calculated effectively.

Cost of increasing fusion:

In this unit is used to find the maximum cost path. Helps to avoid maximizing the path. The cost of collecting the increase in track indicates how bad the track is in the worst case scenario.

Increasing the cost of collecting non-interfering groups is just the opposite version of cost that reduces fusion. We can design a similar approximation algorithm as in the previous section by selecting the lowest unattended combination of interference.Fusion integration to the maximum does not show high cost performance which reduces fusion, we use it mainly as a measure or reference in the choice of path. So in this work, we do not only consider the pseudo-time approximation algorithm - SASR-MAX, nor do we check the corresponding multi-boundary greed algorithm.

Conclusion and Future Work In this paper, we have demonstrated that we can dramatically improve the overall productivity of multi-hop wireless networks by carefully considering the spatial reuse of wireless media. We have introduced two protocols, SASR and SAAR, to guide the single reusable spatial pathway and anypath routing, respectively. We have also implemented our protocols, comparing current routing protocols with data rates 11 and 54 Mbps. Evaluation results show that SASR and SAAR algorithms can achieve end-to-end end-to-end productivity gains under higher data rates. For the individual case, SASR achieves a 5: 3 gain of under 54 Mbps, while for SAAR, maximum gain can reach 71.6%. Moreover, in case of multiple cases, SASR can also improve the average annual productivity rate by more than 20 percent. In the meantime, significant gains in production only require additional acceptable transport costs. Additional overhead to submit a track request is less than 10 percent in our assessment. In 80 percent of cases, the total number of transmission is increased by no more than two with the SASR, while for SAAR, most increases are less than 1. For future work, one direction is to explore more opportunities to improve performance

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