



SCALABLE QUALITY OF SERVICE
MULTICAST ROUTING PROTOCOL FOR
MOBILE AD HOC NETWORKS

BY

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A thesis submitted in fulfilment of the
requirements for the degree of Doctor of
Philosophy in Engineering

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JUNE 2012

ABSTRACT

Mobile Ad hoc Networks (MANETs) have gained significant interest and popularity since they have enormous potential in several fields of applications. Infrastructure-free, self-configuring and mobility are the main reasons behind this popularity. As the necessity of the group-oriented applications over MANET increases, Quality of Service (QoS) support is getting attention as one of the critical issues. Multicast communication is the ideal communication technique for supporting these types of applications. However, QoS multicast routing in large-scale networks faces several difficulties and challenges that need to be addressed. These challenges include dynamic MANET topology, multicast packet forwarding and shared wireless medium. Thus, it is necessary to design an efficient multicast routing protocol to support multimedia multicast applications in large networks with large group sizes. In this research, the problem of scalability of multicast routing protocols to support QoS over MANETs is investigated. In particular, a new Scalable QoS Multicast Routing Protocol (SQMRP) has been developed. The main objective of this protocol is to design a lightweight scalable QoS multicast routing scheme irrespective of the number of multicast members and network size. This is achieved by applying the following strategies: First, designing a novel and scalable virtual architecture that takes advantage of the geometric information of the mobile nodes, which provides efficient cluster management to handle dynamic movement of mobile nodes. Second, developing a new location service algorithm which reduces redundant propagation of packets between clusters. Third, proposing a simple and efficient hierarchical structure to manage the multicast members to further enhance the scalability. And finally, setting up a multicast forwarding tree through developing a route discovery algorithm guided by the geographic information which incurs lower overhead. The performance of the proposed protocol is evaluated through developing both an analytical investigation and extensive simulation using the GloMoSim simulator environment. The obtained results are compared with the well-known multicast protocol On-Demand Multicast Routing Protocol (ODMRP). It has been found that the proposed virtual construction can scale to large MANETs and effectively reduces the communication overhead for location service and multicast routing discovery. The simulation results showed that, the average PDR of SQMRP is higher by 7.9% and the NPO is reduced by an average of 57.7% compared to ODMRP considering different network sizes. Also, PDR is improved by 8.3% and the NPO is reduced by 55.6% for different multicast group sizes. In fact, it is observed that SQMRP out performs ODMRP protocol in most of the studied metrics and scenarios.

خلاصة البحث

مع الإنتشار الهائل والسريع للأجهزة الخلوية وأجهزة الحواسيب المحمولة أصبحت الشبكات اللاسلكية الديناميكية عديمة البنية التحتية Mobile Ad hoc Networks (MANETs) من أهم شبكات الحاسوب وأوسعها إنتشاراً، حيث أصبحت تستخدم في شتى مجالات الحياة اليومية مثل المؤتمرات والمحاضرات وفرق الإنقاذ والإطفاء والشرطة، مع زيادة إنتشار التطبيقات ذات المنحى الجماعي، إزداد الإهتمام بضمان جودة الخدمة بإعتبارها واحدة من القضايا المهمة. الإرسال المتعدد هو التقنية المستخدمة لدعم هذا النوع من التطبيقات. لسوء الحظ، فإن ضمان جودة الخدمة في الإرسال المتعدد لتوجيه البيانات في الشبكات واسعة النطاق يواجه عدة صعوبات وتحديات يتعين معالجتها. تعتبر الطبيعة الديناميكية لهذه الشبكات، نظراً للحركة السريعة والمستمرة للأجهزة المشاركة في الشبكة، من الأسباب الرئيسية لهذه التحديات. أما السبب الآخر فهو الحاجة إلى العمل بكفاءة في ظل وجود مصادر محدودة مثل كمية البيانات التي يمكن إرسالها وذاكرة الأجهزة المشاركة والحاجة إلى إعادة شحنها بشكل مستمر. وبالتالي، فقد بات من الضروري تصميم بروتوكول إرسال متعدد فعال لتوجيه البيانات لدعم جودة الخدمة في الشبكات واسعة النطاق والتي تضم عدد كبير من المشاركين. يهدف هذا البحث إلى دعم جودة الخدمة في بروتوكولات الإرسال المتعدد لتوجيه البيانات في الشبكات واسعة النطاق. لقد تم إقتراح بروتوكول جديد (SQMRP)، حيث تظهر فاعلية البروتوكول الجديد عند تطبيقه في الشبكات التي تضم عدد كبير من المشاركين نتيجة توجيه البيانات بالإعتماد على مواقع الأجهزة المشاركة. يهدف البروتوكول إلى ضمان جودة الخدمة بالإضافة إلى تقليل الضغط على الشبكة بغض النظر عن عدد الأعضاء وحجم شبكة الإرسال المتعدد. ويتحقق ذلك من خلال تطبيق الإستراتيجيات التالية. أولاً، إستخدام عمارة ظاهرية لإدارة ومعالجة الحركة الديناميكية للحواسيب المشاركة. ثانياً، إستخدام خوارزمية لتقديم خدمة الموقع. تهدف الخوارزمية المقترحة إلى تمكين المرسل من الحصول على معلومات حول مواقع الأجهزة المراد إرسال البيانات إليها. ثالثاً، بناء هيكلية هرمية لإدارة أعضاء الإرسال المتعدد لتحسين أداء البروتوكول الجديد. وأخيراً تطبيق بروتوكول الإرسال المتعدد لإكتشاف المسارات التي تضمن جودة الخدمة وذلك بالإعتماد على مواقع الأجهزة المنوي إرسال البيانات لها. تم تقييم أداء البروتوكول المقترح ومقارنته مع بروتوكول ODMRP بإستخدام بيئة محاكاة GloMoSim وقد أظهرت النتائج أن البروتوكول الجديد فعال و تفوق على بروتوكول ODMRP في معظم السيناريوهات التي تم دراستها.

APPROVAL PAGE

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DECLARATION

I hereby declare that this dissertation is the result of my own investigations, except where otherwise stated. I also declare that it has not been previously or concurrently submitted as a whole for any other degree at IIUM or other institutions.

Mohammad M. M. Qabajeh

Signature

Date

INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA

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.....
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Date

To my dear wife ...

To my beloved mother ...

To my beloved childrens ...

for their love and support

To the soul of my beloved father

ACKNOWLEDGEMENTS

All praise be to ALLAH s.w.t, the most beneficial the most merciful. Best prayers and greetings to our holy prophet, peace be upon him and his family.

First and foremost, Alhamdulillah, all praise be to Allah, for having mercy on me and giving me the health, patience, courage and determination to carry out this research.

I would like to express my sincere gratitude to my supervisors Assoc. Prof. Dr. Aisha Hassan Abdalla Hashim and Prof. Dr. Othman O. Khalifa. I greatly appreciate all their dedication, guidance, advice and inspiration to improve the quality of this research and thesis. This thesis would not have been possible without their help and motivation. I would like to further thank Prof. Dr. Momoh Jimoh E. Salami, Prof. Dr. Farhat Anwar and Assoc. Prof. Dr. Jamal Daoud for their help to expand my knowledge. I would like to express my gratitude to the examination committee members for their valuable comments and suggestions, and for improving the final draft of this thesis.

Special thanks go to IIUM, for providing a comfortable environment and sufficient resources to me. I also would like to thank the Research Management Center (IIUM) for supporting this research. Also, special thanks to IIUM staff whose direct and indirect support helped me to complete this thesis. I would like to pass many thanks and respect to all friends in IIUM for all their encouragement and support through this research.

I am extremely grateful to my wife Liana, for all her patience when I was frustrated and stressed at times, and her understanding of all the difficulties that I encountered. My sincere gratitude goes to my three lovely sons Noor Al-Din, Saif Al-Din and Zain Al-Din for being my stress relievers by bringing a smile to my face and love to my heart. Without the patience of my family, to whom I owe everything, it would have been impossible to accomplish this.

Last but not least, I would especially like to thank my mother whose continuous blessing and sacrifices for everything in my life, have brought me what I have. I also thank my family for their unconditional support and their continuous encouragement.

TABLE OF CONTENTS

Abstract	ii
Abstract in Arabic	iii
Approval Page	iv
Declaration	v
Copyright Page.....	vi
Acknowledgements	viii
List of Tables	xiv
List of Symbols and Abbreviations.....	xix
CHAPTER 1: INTRODUCTION	1
1.1 Background Information	1
1.2 Research Significance	4
1.3 Problem Statement and its Significance	6
1.4 Research Hypothesis and Philosophy.....	8
1.5 Research Objectives	9
1.6 Research Methodology	9
1.7 Research Scope.....	14
1.8 Thesis Organization.....	15
CHAPTER 2: LITERATURE REVIEW.....	16
2.1 Introduction	16
2.2 Mobile Ad Hoc Networks	16
2.3 MANET Routing Protocols.....	19
2.3.1 Routing Protocols Categories.....	19
2.4 Quality of Service (QoS) Issues in MANETs	25
2.5 Clustering Issues in MANETs.....	27
2.6 Scalability Issues in MANETs	28
2.7 Multicast Routing Protocols in MANETs	31
2.8 Classification of MANET Multicast Routing Protocols	32
2.9 Review of Early Multicast Routing Protocols.....	36
2.9.1 Tree-Based Multicast Routing Protocols	37
2.9.1.1 Multicast Ad hoc On-Demand Distance Vector Protocol	37
2.9.1.2 Lantern-Tree-based On-Demand Multicast Protocol.....	39
2.9.1.3 On-Demand qos Multicast for MANETs.....	41
2.9.1.4 QoS Multicast Routing by Using Multiple Paths/Trees	43
2.9.1.5 Ad hoc Quality of Service Multicast Routing Protocol	45
2.9.1.6 Summary	46
2.9.2 Mesh-Based Multicast Routing Protocols.....	49
2.9.2.1 On-Demand Multicast Routing Protocol (ODMRP)	49
2.9.2.2 Providing QoS to Ad hoc Multicast Enabled Networks	51
2.9.2.3 Framework for qos Multicast Applications in MANETs	53
2.9.2.4 QoS Aware Multicast Routing Protocol (QMRP)	55
2.9.2.5 Quality of Service Support for ODMRP (QoS-ODMRP)	57

2.9.2.6 Summary	58
2.9.3 Hybrid/Hierarchical and Adaptive Multicast Routing Protocols	62
2.9.3.1 QoS Multicast Routing Protocol in Hierarchical MANETs ..	62
2.9.3.2 Geography-aided Multicast Zone Routing Protocol	64
2.9.3.3 Summary	66
2.9.4 Location-Based Multicast Routing Protocols	68
2.9.4.1 Effective location-guided overlay multicast in MANETs	68
2.9.4.2 Position-based multicast routing for MANETs (PBM)	69
2.9.4.3 Scalable Position-Based Multicast for MANETs (SPBM)....	71
2.9.4.4 An Efficient Geographic Multicast Protocol (EGMP)	72
2.9.4.5 Location-Aware Cluster Multicast QoS Routing Protocol	73
2.9.4.6 Hypercube-based Virtual Dynamic Backbone (HVDB).....	75
2.9.4.7 Summary	76
2.10 Survey Summary and Learned Lessons	80
2.11 Summary.....	83

CHAPTER 3: DEVELOPMENT OF THE PROPOSED SCALABLE QoS MULTICAST ROUTING PROTOCOL.....84

3.1 Introduction	84
3.2 Conceptual Level of the Proposed Protocol	84
3.2.1 Overview of the Proposed Architecture	85
3.2.2 Assumptions	89
3.2.3 Nodes Types and States.....	91
3.2.4 Tables Structure.....	92
3.2.5 Packets Types and Forwarding Strategies.....	93
3.2.6 Notations	97
3.3 Network Setup	98
3.3.1 Area Partitioning	99
3.3.1.1 Shape of the Cell.....	99
3.3.1.2 Size of the Cell.....	102
3.3.1.3 Cell Identity and Cell Coordinates.....	102
3.3.1.4 Nodes Self-Mapping	106
3.3.2 Leaders Election.....	111
3.3.2.1 Leader Advertisement.....	114
3.4 Network Maintenance	116
3.4.1 Periodic Leader Election	117
3.4.2 Periodic <i>CL-CLB Backup</i>	118
3.4.3 Intra-cell Movement of Ordinary Nodes.....	119
3.4.4 Inter-cell Movement of Ordinary Nodes.....	119
3.4.5 <i>CL</i> Movement and Failure.....	120
3.4.6 <i>CLB</i> Movement and Failure	122
3.4.7 Empty Cells	123
3.4.8 Newly Joining Nodes	123
3.5 Location Service Algorithm	124
3.5.1 Algorithm Overview	124
3.5.2 Location Discovery Packets Initiation	125
3.5.3 Location Discovery Packets Propagation.....	128
3.5.4 Location Discovery Reply Packets	131

3.6 Formation of Subgroups and Coordinator Selection	134
3.7 Route Discovery and Maintenance.....	137
3.7.1 Admission Control and Bandwidth Estimation.....	139
3.7.2 Source-Coordinators QoS Route Discovery	141
3.7.3 Coordinator-Destinations QoS Route Discovery	144
3.7.4 Route Setup	146
3.7.5 Route Maintenance.....	150
3.8 Data Transmission	150
3.9 Summary.....	152

CHAPTER 4:153 PERFORMANCE EVALUATION METHODS IN MANETS...153

4.1 Introduction	153
4.2 Performance Evaluation Options.....	153
4.2.1 Testbeds.....	153
4.2.2 Emulation	154
4.2.3 Analytical Modeling.....	155
4.2.4 Simulation	156
4.3 Overview of Simulation Approaches	156
4.3.1 Network Simulator 2 (NS-2).....	157
4.3.2 Global Mobile Information System Simulator (glomosim)	158
4.3.3 qualnet	160
4.3.4 Optimized Network Engineering Tools (OPNET).....	161
4.3.5 omnet.....	162
4.4 Discussion and Simulator Selection	162
4.5 Summary.....	165

CHAPTER 5:PERFORMANCE EVALUATION AND RESULTS ANALYSIS 166

5.1 Introduction	166
5.2 Analytical Results.....	166
5.2.1 Cell Shape Analysis	166
5.2.2 Control Overhead Analysis of the Proposed Protocol	169
5.2.2.1 Network Construction.....	170
5.2.2.2 Network Maintenance.....	170
5.2.2.3 Location Service Discovery.....	173
5.2.2.4 Route Discovery Overhead.....	176
5.2.2.5 Route Maintenance Overhead.....	179
5.2.3 Summary of Control Overhead Analysis	179
5.3 Simulation Environment.....	180
5.3.1 Nodes Movement and Mobility Patterns.....	182
5.3.2 Network size and Nodes Density	182
5.3.3 Traffic Pattern	183
5.3.4 Number of Multicast Sources and Receivers	183
5.3.5 Bandwidth Requirements	184
5.3.6 Summary of Simulation Parameters.....	184
5.4 Performance Evaluation Metrics	185
5.5 Simulation Results and Performance Analysis.....	186

5.5.1 Effect of Nodes Mobility Speed.....	187
5.5.1.1 Packet Delivery Ratio (PDR).....	187
5.5.1.2 Average Throughput (ATP).....	189
5.5.1.3 Normalized Packet Overhead (NPO).....	190
5.5.1.4 Average Path length (APL).....	192
5.5.1.5 Average Route Acquisition Latency (ARAL)	193
5.5.1.6 Average End-to-End Delay of Data Packets (AEED)	194
5.5.1.7 Cluster Overhead	195
5.5.2 Effect of Network size.....	196
5.5.2.1 Packet Delivery Ratio (PDR).....	197
5.5.2.2 Average Throughput (ATP).....	198
5.5.2.3 Normalized Packet Overhead (NPO).....	199
5.5.2.4 Average Path Length (APL)	200
5.5.2.5 Average Route Acquisition Latency (ARAL)	201
5.5.2.6 Average End-to-End Delay of Data Packets (AEED)	202
5.5.2.7 Cluster Overhead	203
5.5.3 Effect of Nodes Density	204
5.5.3.1 Packet Delivery Ratio (PDR).....	205
5.5.3.2 Average Throughput (ATP).....	206
5.5.3.3 Normalized Packet Overhead (NPO).....	207
5.5.3.4 Average Path Length (APL)	208
5.5.3.5 Average Route Acquisition Latency (ARAL)	208
5.5.3.6 Average End-to-End Delay of Data Packets (AEED)	210
5.5.3.7 Cluster Overhead	210
5.5.4 Effect of Number of Multicast Sources.....	211
5.5.4.1 Packet Delivery Ratio (PDR).....	212
5.5.4.2 Average Throughput (ATP).....	213
5.5.4.3 Normalized Packet Overhead (NPO).....	214
5.5.4.4 Average Path Length (APL)	215
5.5.4.5 Average Route Acquisition Latency (ARAL)	216
5.5.4.6 Average End-to-End Delay of Data Packets (AEED)	217
5.5.4.7 Cluster Overhead	218
5.5.5 Effect of Multicast Group Size.....	219
5.5.5.1 Packet Delivery Ratio (PDR).....	220
5.5.5.2 Average Throughput (ATP).....	221
5.5.5.3 Normalized Packet Overhead (NPO).....	221
5.5.5.4 Average Path Length (APL)	222
5.5.5.5 Average Route Acquisition Latency (ARAL)	223
5.5.5.6 Average End-to-End Delay of Data Packets (AEED)	223
5.5.5.7 Cluster Overhead	225
5.5.6 Effect of Bandwidth Requirements	225
5.5.6.1 Packet Delivery Ratio (PDR).....	226
5.5.6.2 Average Throughput (ATP).....	227
5.5.6.3 Normalized Packet Overhead (NPO).....	228
5.5.6.4 Average Path Length (APL)	228
5.5.6.5 Average Route Acquisition Latency (ARAL)	229
5.5.6.6 Average End-to-End Delay of Data Packets (AEED)	230
5.5.6.7 Cluster Overhead	230
5.7 SUMMARY	236

CHAPTER 6: CONCLUSION AND FUTURE WORK	237
6.1 Conclusion	237
6.2 Research Contribution	240
6.3 Recommendation	241
 BIBLIOGRAPHY	 243
 APPENDIX A	 257
APPENDIX B	277

LIST OF TABLES

<u>Table No.</u>		<u>Page No.</u>
2.1	Categories of MANET routing protocols based on used technique for routing decision	23
2.2	Summary of reviewed tree-based multicast proposals	47
2.3	Summary of reviewed mesh-based multicast proposals	59
2.4	Summary of reviewed hierarchal/hybrid multicast proposals	67
2.5	Summary of reviewed location-based multicast proposals	77
3.1	Definition of SQMRP phases	88
3.2	Node types in Node types in SQMRP	92
3.3	Node states in SQMRP	92
3.4	SQMRP tables	93
3.5	Forwarding strategies in SQMRP	95
3.6	SQMRP packets	96
3.7	SQMRP notations	97
3.8	Control packets exchanged during the network setup phase	99
3.9	Control packets exchanged during network maintenance phase	116
3.10	Control packets exchanged during location service phase	125
3.11	Control packets exchanged during route discovery phase	138
4.1	Comparison of networks simulators	163
5.1	Cell shape analysis	168
5.2	Summary of different forwarding strategies of location service packets	176
5.3	Control overhead cost in different protocol phases	180
5.4	Simulation parameters	184

LIST OF FIGURES

<u>Figure No.</u>		<u>Page No.</u>
1.1	Unicast vs. multicast communication.	3
1.2	Research methodology flow chart.	13
2.1	Infrastructure network.	17
2.2	Basic structure of an Ad hoc network.	18
2.3	GPS Satellite System	25
2.4	Classification of multicast routing protocols in MANETs.	32
2.5	Lantern between two nodes.	39
2.6	Uni-path between (A-B), Lantern between (B-C).	40
2.7	Route setup in ODMRP	50
2.8	Network topology of HQMRP	62
2.9	Illustration of network partition of GMZRP	64
2.10	Entire topology of LACMQR	73
2.11	LACMQR in sparse network	74
2.12	HVDB structure	75
3.1	General overview of the network architecture	85
3.2	General flowchart of SQMRP	87
3.3	The relationship between side length and transmission range	90
3.4	Comparison among square, hexagon and triangle cell shapes	100
3.5	MANET partitioning into hexagonal cells	103
3.6	Illustration of the relationship between a cell and its neighbors	104
3.7	Illustration of corners coordinates of each cell	105

3.8	Illustration of the node self-mapping algorithm	107
3.9	Self mapping algorithm	110
3.10	Handling <i>INCELL_INV_REQ</i> packet	128
3.11	Forwarding <i>OUTCELL_INV_REQ</i> packet	131
3.12	Example of executing the location service algorithm	134
3.13	Subgroups construction of multicast members	137
3.14	Route discoveries between the source and coordinators	144
3.15	Route setup example	149
3.16	Data forwarding from source (s) to different destinations	151
5.1	Comparison between different gridding shapes	169
5.2	Forwarding of <i>OUTCELL_INV_REQ</i> packets	175
5.3	Comparison between different forwarding strategies of location service packets	176
5.4	Example of RDF flooding mechanism.	178
5.5	Comparison between different flooding strategies of route discovery packets	178
5.6	Packet delivery ratio vs. node mobility speed	188
5.7	Average throughput vs. node mobility speed	190
5.8	Normalized packet overhead vs. node mobility speed	191
5.9	Average path length vs. node mobility speed	192
5.10	Average route acquisition latency vs. node mobility speed	193
5.11	Average end-end delay vs. node mobility speed	194
5.12	Cluster overhead vs. node mobility speed	195
5.13	Packet delivery ratio vs. network size	198
5.14	Average throughput vs. network size	199
5.15	Normalized packet overhead vs. network size	200

5.16	Average path length vs. network size	201
5.17	Average route acquisition latency vs. network size	202
5.19	Cluster overhead vs. network size	204
5.20	Packet delivery ratio vs. node density	205
5.21	Average throughput vs. node density	206
5.22	Normalized packet overhead vs. node density	207
5.23	Average path length vs. node density	209
5.24	Average route acquisition latency vs. node density	209
5.25	Average end-end delay vs. node density	210
5.26	Cluster overhead vs. node density	211
5.27	Packet delivery ratio vs. number of sources	212
5.28	Average throughput vs. number of sources	213
5.29	Normalized packet overhead vs. number of sources	214
5.30	Average path length vs. number of sources	216
5.31	Average route acquisition latency vs. number of sources	217
5.32	Average end-end delay vs. number of sources	218
5.33	Cluster overhead vs. number of sources	219
5.34	Packet delivery ratio vs. group size	220
5.35	Average throughput vs. group size	221
5.36	Normalized packet overhead vs. group size	222
5.37	Average path length vs. group size	223
5.38	Average route acquisition latency vs. group size	224
5.39	Average end-end delay vs. group size	224
5.40	Cluster overhead vs. group size	225
5.41	Packet delivery ratio vs. mobility speed for different requested bandwidth	226

5.42	Average throughput vs. mobility speed for different requested bandwidth	227
5.43	Normalized packet overhead vs. mobility speed for different requested bandwidth.	228
5.44	Average path length vs. mobility speed for different requested bandwidth	229
5.45	Average route acquisition latency vs. mobility speed for different requested bandwidth.	230
5.46	Average end-end delay vs. mobility speed for different requested bandwidth	231
5.47	Cluster overhead vs. mobility speed for different requested bandwidth	231

LIST OF SYMBOLS AND ABBREVIATIONS

General

BB	Bottleneck bandwidth
BE	Best-effort
CBR	Constant Bit Rate
CDMA	Code Division Multiple Access
CH	Cluster-Head
CPU	Central Processing Unit
DARPA	Defense Advanced Research Projects Agency
FF	Fixed-Filter
GPS	Global Positioning System
HT	Hypercube Tier
IETF	Internet Engineering Task Force
km	Kilometer
m	Meter
MAC layer	Media Access Control layer
MACT	Multicast Activation message
MANET	Mobile Ad hoc NETWORK
MN	Mobile Node
<i>ms</i>	Millisecond
MT	Mesh Tier
NP	Nondeterministic Polynomial
OSI	Open Systems Interconnection model
OTCL	Object Tool Command Language
PC	Personal Computer
PDA	Personal Digital Assistant
PRnet	Packet Radio Networks
QoS	Quality-of-Service
RB	Required bandwidth
RDF	Restricted Directional Flooding
RREP	Route Reply
RREQ	Route Request
RT	Real-time
s	Second
SF	Shared-Filter
TDMA	Time Division Multiple Access
ToS	Type of Service
UDP	User Datagram Protocol

Simulation tools

APIs	Application Programming Interfaces
DEM	Digital Elevation Model
GloMoSim	Global Mobile Information Systems Simulation
GUI	Graphic User Interface
ISI	Information Sciences Institute
MIT	Massachusetts Institute of Technology
NS-2	Network Simulator 2
NSF	National Science Foundation
OPNet	Optimized Network Engineering Tools
OTCL	Object Tool Command Language
Parsec	Parallel Simulation Environment for Complex systems
SANs	Storage Area Networks
UCLA	University of California, Los Angeles

Routing protocols

AMRoute	Ad hoc Multicast Routing protocol
AODV	Ad hoc On-Demand Distance Vector
AQM	Ad hoc Quality of Service Multicast Routing Protocol
CAMP	Core Assisted Mesh Protocol
CSPA	Constrained Shortest Path Algorithm
DDM	Differential Destination Multicast
DSDV	Destination Sequenced Distance Vector protocol
DSM	Dynamic Source Multicast
EGMP	Efficient Geographic Multicast Protocol
FGMP	Forwarding Group Multicast Protocol
FQM	Framework for QoS multicasting routing protocol
GMZRP	Geography-aided multicast zone routing protocol
HQMRP	Hierarchical QoS Multicast Routing Protocol
HVDB	Hypercube-based Virtual Dynamic back-bone
LACMQR	Location-Aware Cluster Multicast QoS Routing protocol
LAR	Location-Aided Routing
SQMRP	Scalable QoS Multicast Routing Protocol
LCTM	The Least cost tree based multiple-paths
LGD	Location-Guided Directional tree
LGK	Location-Guided K -array tree
LGS	Location-Guided Steiner tree
LTM	Lantern-Tree-based QoS On-Demand Multicast Protocol
MAODV	Multicast Ad hoc on-demand distance vector routing protocol
MCEDAR	Multicast core-extraction distributed Ad hoc routing
MLCT	Multiple Least Cost Trees
ODMRP	On-demand Multicast Routing Protocol
ODQMM	On-Demand QoS Multicast for MANETs

PBM	Position-based multicast
QAMNet	Quality of Service to Ad hoc Multicast Enabled Network
QMRP	QoS aware Multicast Routing Protocol
SPBM	Scalable Position-Based Multicast Protocol
STAMP	Shared-Tree Ad hoc Multicast Protocol
ZRP	Zone Routing Protocol

Variables and notations for SQMRP protocol

(x_c, y_c)	Coordinates of center of a particular cell
(x_n, y_n)	Coordinates of the position of a particular node
b	Coefficient
$Cap_{[i]}$	Node i capability to be a leader in the cell
$Cell_ID_{[x,y]}$	Cell Identity $[x,y]$
CL	Cell Leader node
$CL_ID_{[x,y]}$	CL node of $Cell_ID_{[x,y]}$
$CL_Pos_{[x,y]}$	Position coordinates of $CL_ID_{[x,y]}$
CLB	Cell Leader Backup node
Co	Coordinator
CPU_{max}	Maximum possible computation ability
$Dest$	Destination node
$Dist$	Distance between the sender CL and the destined CL
$Dist_move_th$	Threshold distance to notify of node movement
$Distc_{max}$	Maximum distance of a node from the center point of a hexagonal cell
d_x	Distance between 2 successive points in X-axis
d_y	Distance between 2 successive points in Y-axis
Eng_{max}	Maximum possible battery life
Fwd	Forwarding node
G_ID	ID of the multicast group
H	Height of one triangle inside the hexagon cell
$Invcell_Seq_ID$	Sequence number for each cell which increased monotonically
$Invsource_Seq_ID$	Sequence number for each source to detect duplicate location discovery packets which is increased monotonically
L	Side length of hexagon cell
$Leader_Ref_Time$	Time between two successive elections
m	Line slope
Mem_{max}	Maximum memory available
$Nbr_Cell_{[x,y]}$	Six neighbors of $Cell_ID_{[x,y]}$
$Node_CPU_{[i]}$	Computation ability of node i
$Node_Distc_{[i]}$	Distance between node i and the cell center
$Node_Eng_{[i]}$	Current remaining battery life at node i
$Node_G_list_{[i]}$	List of the multicast groups that node i interested to join
$Node_ID$	Node Identity
$Node_ID_{[i]}$	Node identifier of node i
$Node_Mem_{[i]}$	Memory capacity of node i
$Node_Pos_{[i]}$	Current position of node i

$Node_Seq_No_{[Co]}$	Sequence number for each coordinator to detect duplicate route request packets
$Node_Seq_No_{[s]}$	Sequence number for each source to detect duplicate route request packets
$Node_Spd_{[i]}$	Current mobility speed of node i
$Nodes_Cell_{[x,y]}$	Nodes residing currently in $Cell_ID_{[x,y]}$
Ord	Ordinary node
P_1, P_2, \dots, P_6	Coordinates of the six corners of the hexagon cell
R	Transmission range
S	Source node
Spd_{max}	Maximum mobility speed
Uni	Flag to indicate if the packet sent using unicast broadcast
w_1, w_2, \dots, w_5	Weighting factors
X_{max}	Maximum coordinate in X-axis
Y_{max}	Maximum coordinate in Y-axis

Notations of *SQMRP* packets

<i>CL_CLB_BACKUP</i>	Backup with the <i>CLB</i>
<i>CL_NBR_STILL_ALIVE</i>	<i>CL</i> to neighbor cells
<i>CL_RETIRE</i>	<i>CL</i> out of service
<i>CLB_CELL_LEAVE</i>	<i>CLB</i> node leave the cell
<i>EMPTY_CELL</i>	Empty cell
<i>INCELL_INV_REP</i>	Reply from <i>CL</i> of current cell to source node
<i>INCELL_INV_REQ</i>	Invitation from source to <i>CL</i> in same cell
<i>INCELL_NODE_INFO</i>	Node position and multicast group list
<i>LEADER_ELECTION</i>	Start leader election process
<i>NEW_CL</i>	New leader node is elected
<i>NEW_CL_NBR</i>	New neighbor leader node is elected
<i>NODE_CAP</i>	Node capability
<i>NODE_CELL_JOIN</i>	Node join new cell
<i>NODE_CELL_LEAVE</i>	Node leaving the cell
<i>NODE_CELL_LEAVE_REP</i>	Cell leave reply
<i>OUTCELL_INV_REP</i>	Out cell reply from the target <i>CLs</i> to sending <i>CL</i>
<i>OUTCELL_INV_REQ</i>	Out cell request from <i>CL</i> to neighbor <i>CLs</i>
<i>POS_UPDATE</i>	Position update
<i>QOS_RERR</i>	Route error
<i>QOS_RREP</i>	Route reply
<i>QOS_RREQ</i>	Route request
<i>SUB_QOS_RREP</i>	Sub-way route reply
<i>SUB_QOS_RREQ</i>	Sub-way route request

Notations use in performance evaluation of *SQMRP*

A	Network size
AEED	Average End-to-End Data Delay
A_h	The area of a single hexagon cell
APL	Average Path length
ARAL	Average Route Acquisition Latency
A_s	The area of a single square cell
A_t	The area of a single triangle cell
ATP	Average Throughput
C	Number of cells in the network
CBR	Constant Bit Rate
L	The gridding shape side length
Mb/s	Megabits per second
N	Total number of nodes
n	the average number of nodes per hexagon cell
NPO	Normalized Packet Overhead
OH_{LS}	overhead of location service
OH_{NC}	overhead of network construction
OH_{NM}	overhead of network maintenance
OH_{RD}	overhead of routing discovery
OH_{RM}	overhead of routing maintenance
PDR	Packet Delivery Ratio
RWP	Random WayPoint
T_{OH}	Total overhead

CHAPTER ONE

INTRODUCTION

1.1 BACKGROUND INFORMATION

In the early 1972, Defense Advanced Research Projects Agency (DARPA) has initiated its research in Ad hoc networks by deploying Packet Radio Networks (PRnet) (Y. Chen, Liestman, & Liu, 2004). Since that time, the concept of Ad hoc wireless networks has been introduced. Ad hoc networks are formed when a collection of mobile devices communicate with each other without pre-established infrastructure. Nodes in Ad hoc network are often mobile, but it can also consist of stationary nodes. Each of the nodes has a wireless interface and communicates with others over radio channels.

Mobile Ad hoc NETWORK (MANET) is a type of Ad hoc networks with rapidly changing topology. MANETs are composed of a collection of mobile nodes that communicate with each other over wireless links in the absence of any infrastructure or centralized administration. Recently, MANETs have gained worldwide popularity. Absence of infrastructure, mobility, self-organizing, self-configuring, self-administering are the main reasons of this popularity. In spite of their worldwide popularity, MANETs have several challenges and limitations (T. Lin, 2004; Mohapatra & Krishnamurthy, 2005; Murthy & Manoj, 2004). These challenges are summarized as follows:

1. **Dynamic topology changes:** All the nodes in the network are free to move arbitrarily. So, the network topology changes dynamically in unpredictable manner. Nodes mobility leads to frequent path breaks,