

A High-Throughput Path Metric for Multi-Hop Wireless Routing

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Motivations

- Minimum hop count, the de facto standard for wired networks, should it work well for meshnet?
- If yes, why?
 - A link quality metric usually fluctuates much, causing unnecessary oscillations among routes
- If no, why?
 - On-demand routing strategy such as DSR may not need to follow such fluctuations

Speculation

- Meshnets are different from wired networks
 - Packet loss can be caused both by interference and workload (congestion)
 - Which one is more dominant?
 - Link capacity is often asymmetric
 - The interference between successive hops of multi-hop paths
- If interference is dominant, is it a good signal that there may be a good routing strategy other than the minimum hop count?

Initial experiments testbed

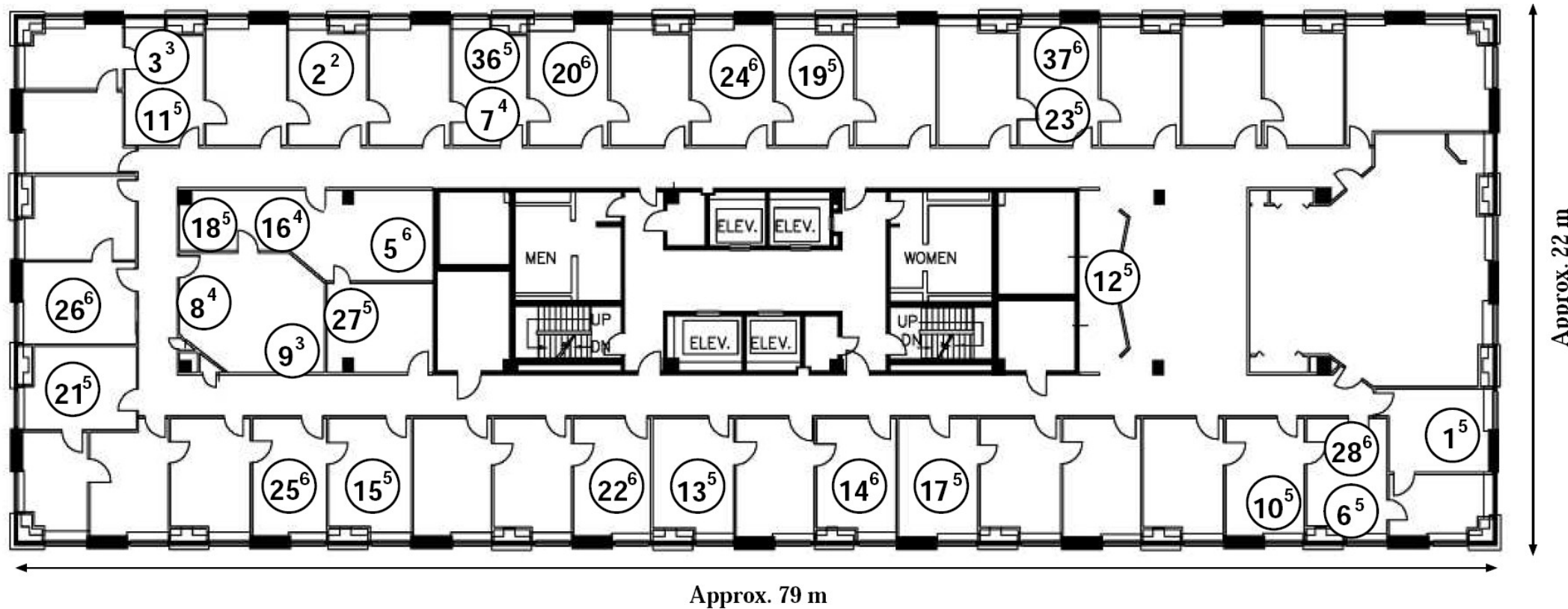


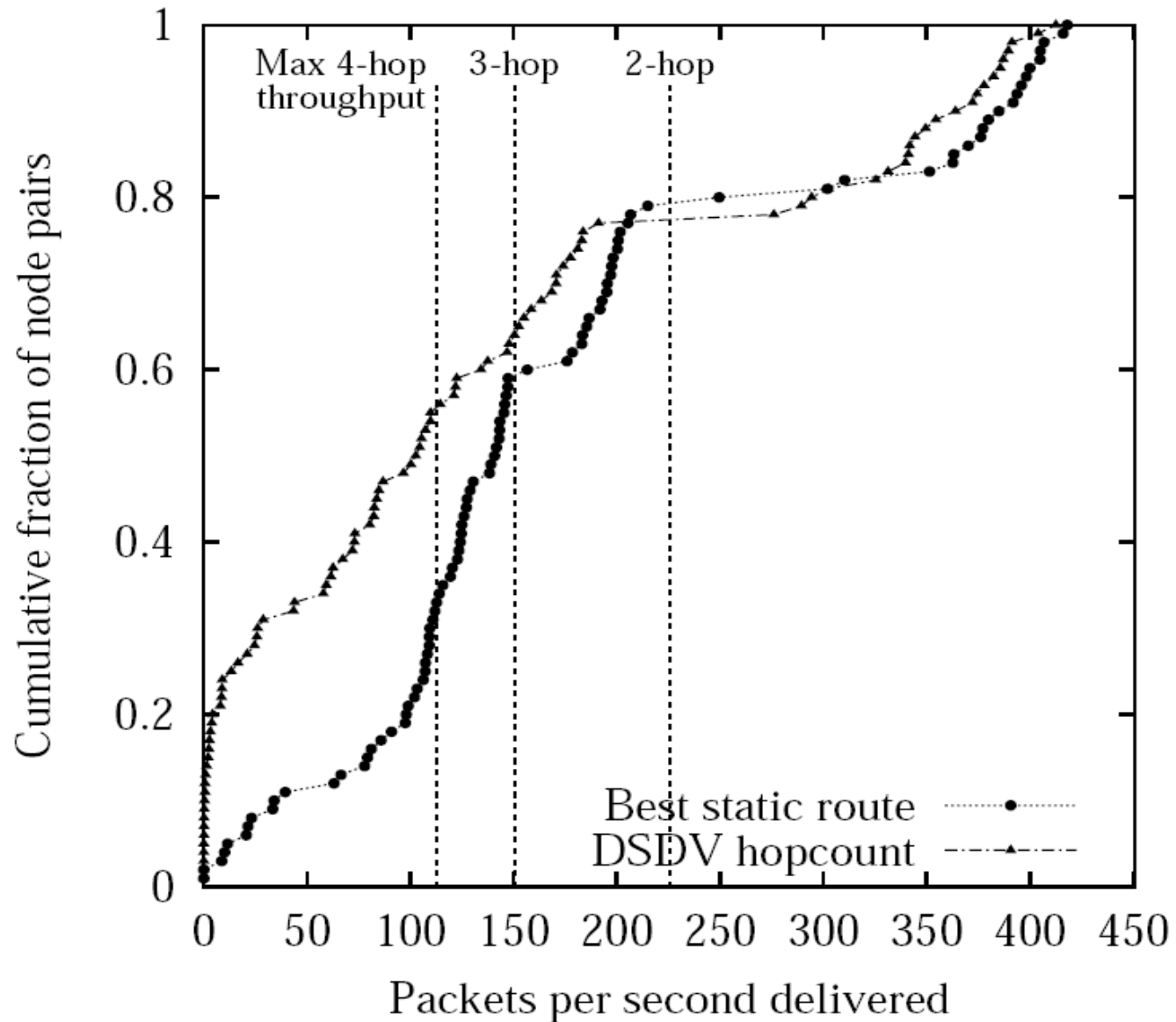
Figure 1: A map of the test-bed. Each circle is a node; the large number is the node ID, and the superscript indicates which floor of the building the node is on.

Initial experiments, traffic specs

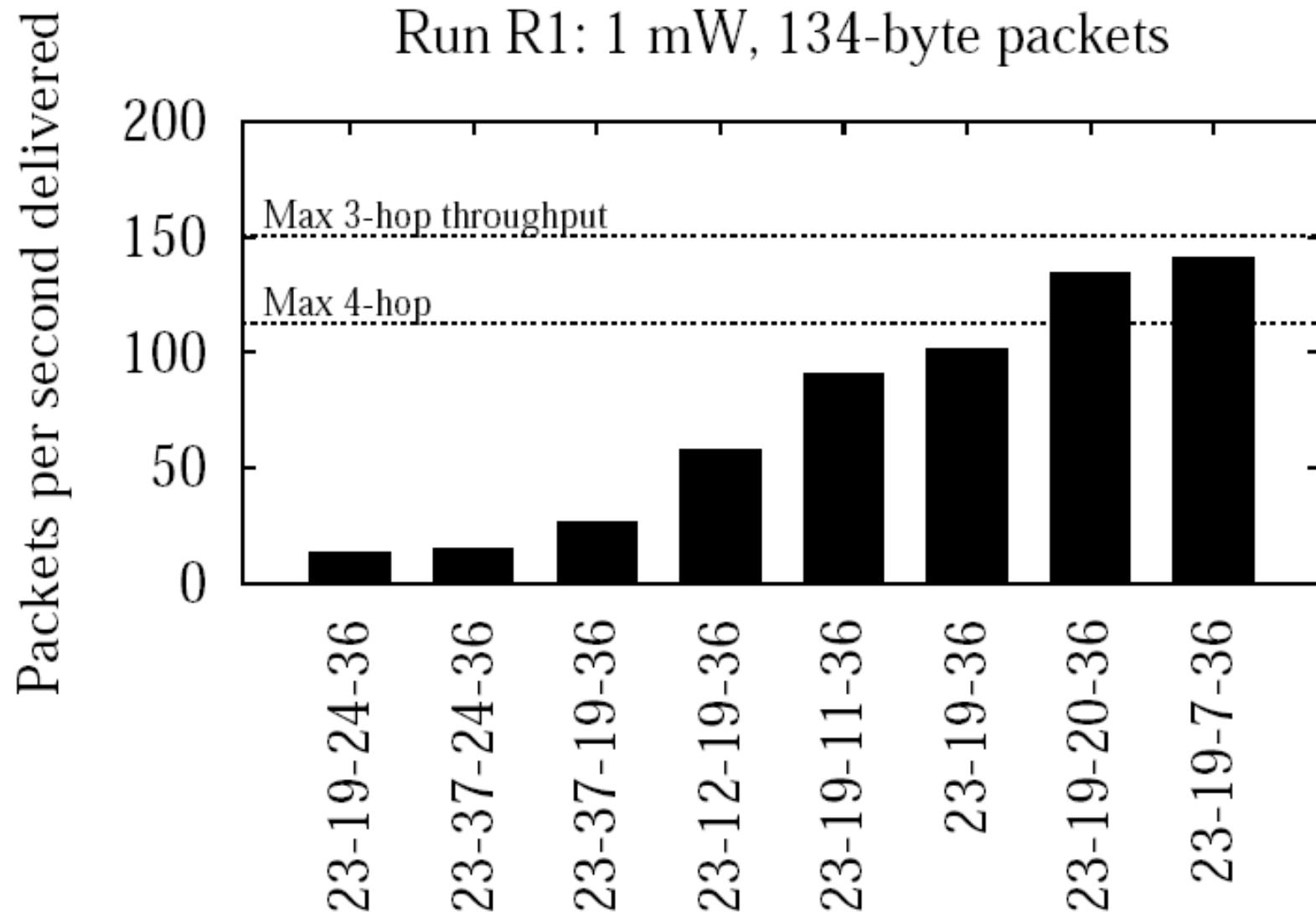
- 802.11b cards, omni-directional, single channel
- RTS/CTS turned off
- 193 bytes per frame, 304 msec to transmit
- 451 packets per sec
- Interference unpredictable, not artificial

Initial experiment, results 1

Run R1: 1 mW, 134-byte packets

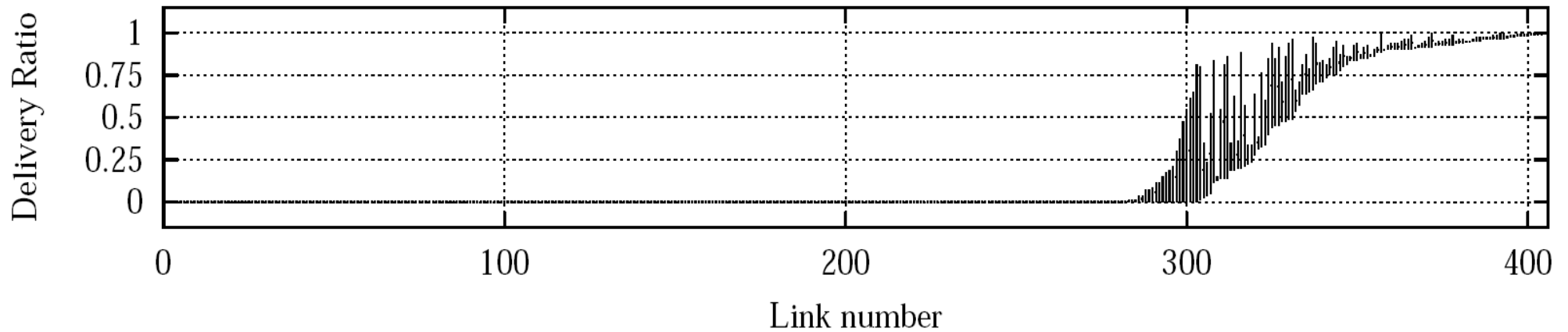


Initial experiments, results 2

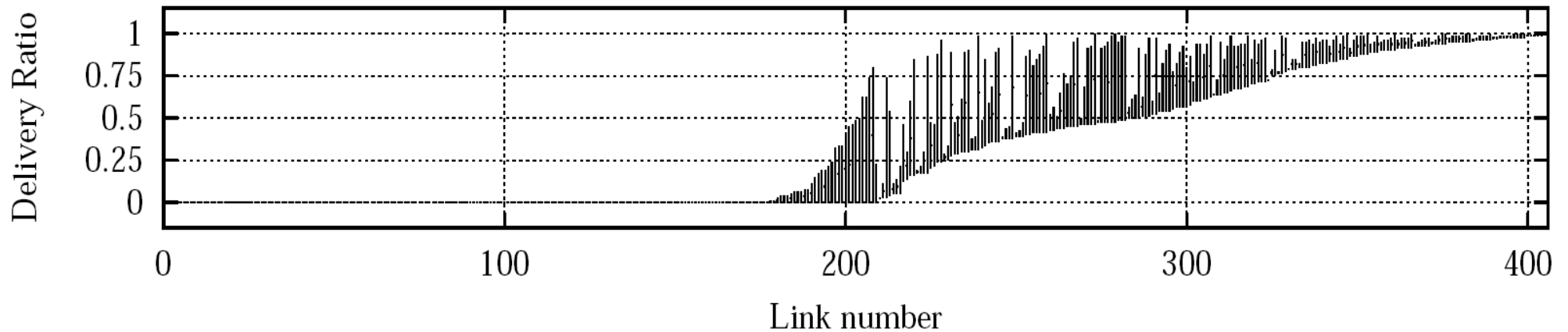


Initial experiments, results 3

(a) Pairwise delivery ratios at 1 mW



(b) Pairwise delivery ratios at 30 mW



New routing approach

- ETX: expected transmission counts over an entire path

- $$ETX = \frac{1}{d_f \times d_r}$$
-

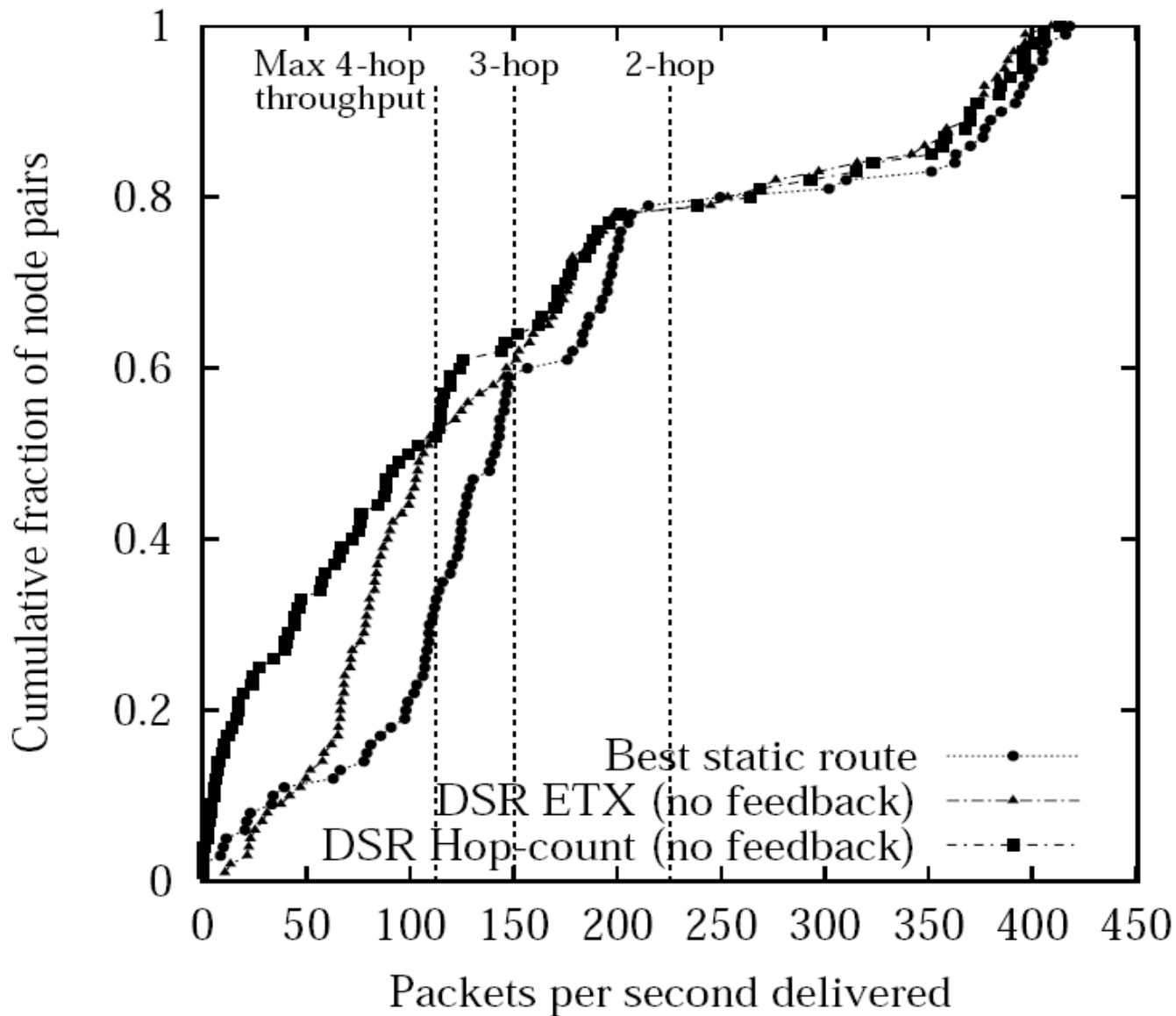
- How to measure ETX?
 - Link probe packets, broadcasting!
 - Every second in this paper
 - Synchronization discouraged by jitters

Thoughts on ETX

- ETX is a metric of delivery ratio
- Handles asymmetry
- Count link loss ratio?
- Tend to penalize routes with more hops
- Any more?

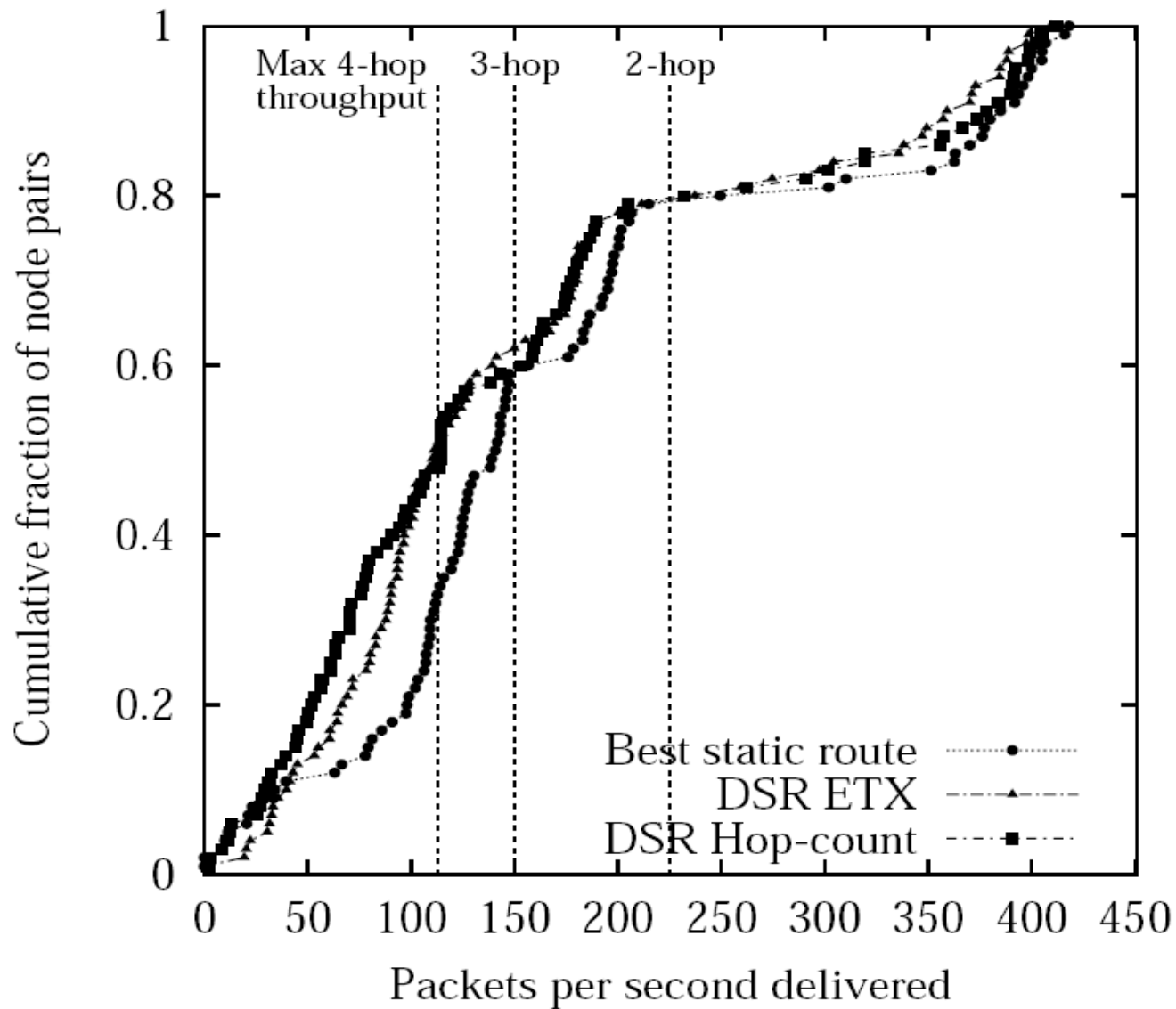
Evaluation

Run R1: 1 mW, 134-byte packets



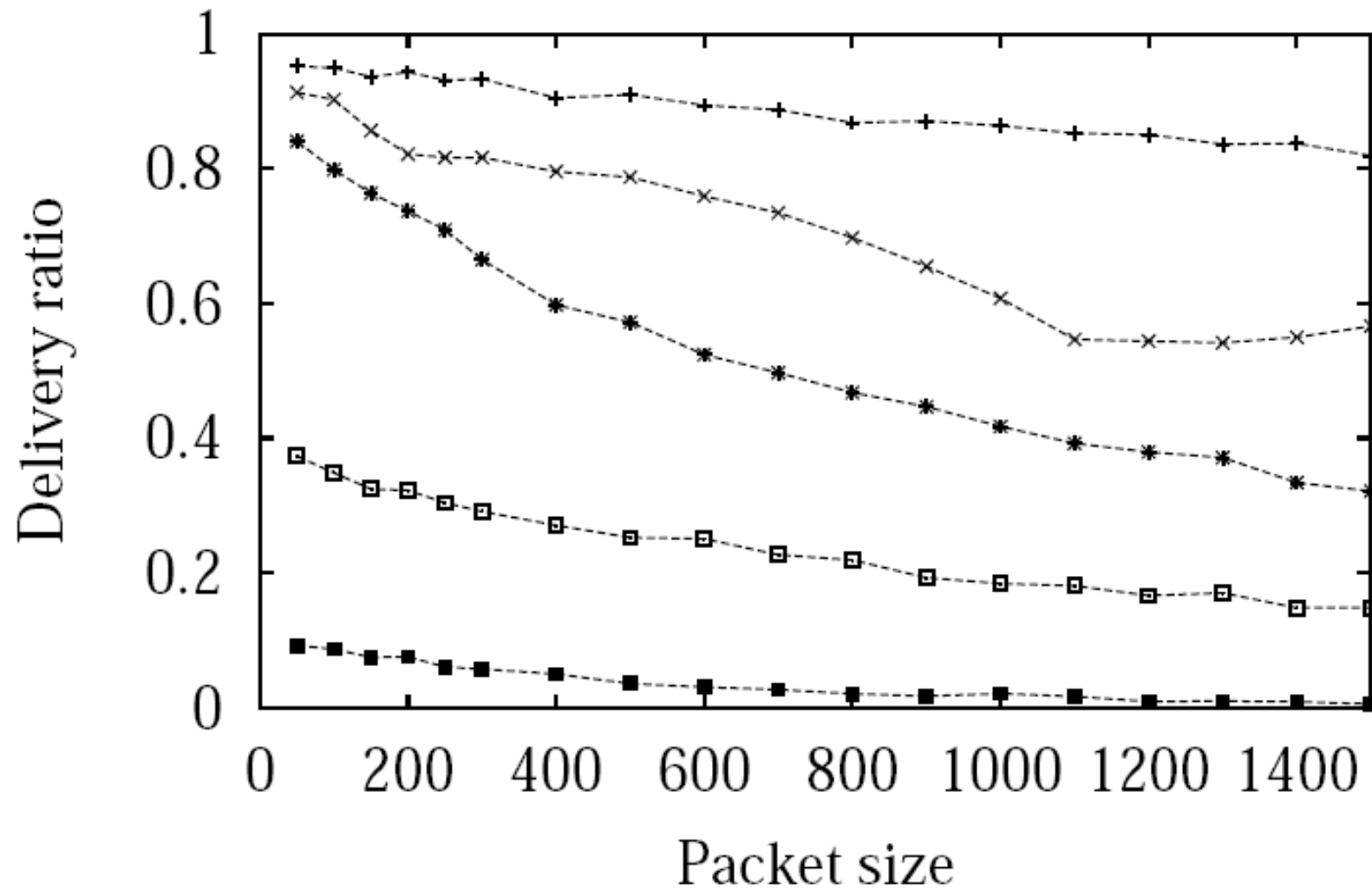
Evaluation

Run R1: 1 mW, 134-byte packets



Evaluation

Run R4: 30 mW, various packet sizes



Evaluation

Run R5: 30 mW, 104-byte packets

