

An Approach for Power Control in Vehicular Adhoc Network for Catastrophe Message Broadcasting Protocol

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Abstract: VANET is oriented to vehicular communication and considered as particular application of MANET. In our research work our main priority is to enhance result of existed protocol which is mentioned in our base paper and name of that protocol was GPSR. First of all our main work is to analyze the functioning of base protocol nitty gritty and extract its limitation and benefits that can be availed. After that new and tedious task is to design new protocol and integrate it into NS 2 software so that improved GPSR protocol result must be better than existed. Based on the comprehensive understanding of diverse routing mechanism and protocol we are able to find the enhanced solution of existed protocol. Based on the position vector calculation and simple redundancy elimination, GPSR protocol is modified. After making analysis with the base paper protocol, it proves that the improved GPVR protocol performs better. We need to carry out our simulation of VANET in the computer environment therefore this environment is carried out in NS 2. Computer simulation is very important in VANET research. Simulation of VANET simulation is sub divided into two regions. First one is known as traffic simulation and another one is network simulation and both these simulation are connected with help of bi-directional coupling.

Keywords- VANET, RSU, NS-2 Network simulation, Traffic simulation, GPVR, OBU

I. INTRODUCTION

VANETs are a novel class of wireless networks that uses moving vehicle as nodes in a network to create a mobile network. It changes every participating vehicle into a wireless link, allowing each vehicle roughly 200 to 300 meters from each other to link and, in turn, form a network with a wide range. As vehicle drop out of the transmission range it drop out of the network, other vehicles can join in, connecting vehicles to one another so that a network is created.

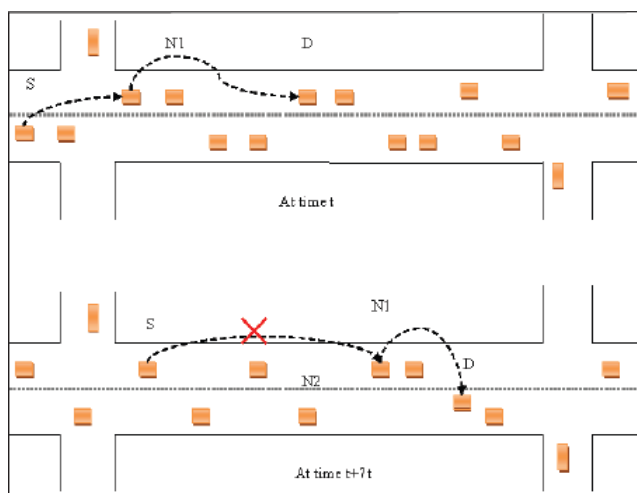


Figure1 Pre-established routes frequently break in highly mobile VANETS

Figure1 geographical forwarding could use node N2 instead of N1 to forward data to D. Despite better path stability, geographical forwarding does not also perform well in city-

based VANETs. Its problem is that, oftentimes, it cannot find a next hop (i.e., a node that is closer to the destination than the current node). The recovery strategies in the literature are often based on planar graph traversals, which were shown to be ineffective in VANETs due to radio obstacles, high node mobility, and the fact that vehicle positions are constrained on roads rather than being uniformly distributed across a region. VANETs consist of a number of On-Board Units (OBU) which are located inside the vehicles and a number of Road-Side Units (RSU) which form the infrastructure of the network. OBU is a wireless access which can be linked to other OBUs and RSUs. Each vehicle fitted with the OBU can become a part of the network and will be able to transmit, communicate and receive messages throughout the network. Due to its ad hoc characteristic, there won't be any central authority and vehicles are responsible for network management themselves. Communication in VANET is divided into two different categories:

- Vehicle-to-Vehicle (V2V).
- Vehicle-to-Infrastructure (V2I)

VANET is advanced version of MANET because practical application of VANET are tremendous as compared to mobile adhoc network. VANET consist diverse application in various fields and characteristics but one main issue with this technology is as which is seen in MANET that is security issue.

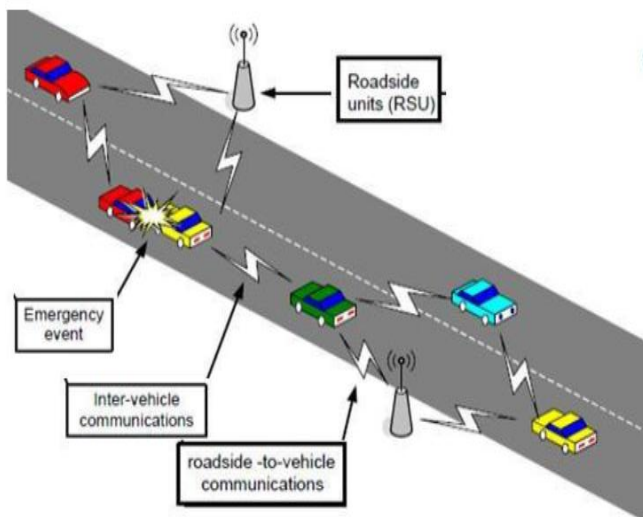


Figure2 Conceptual model for Vehicular Ad hoc Networks (VANETs)

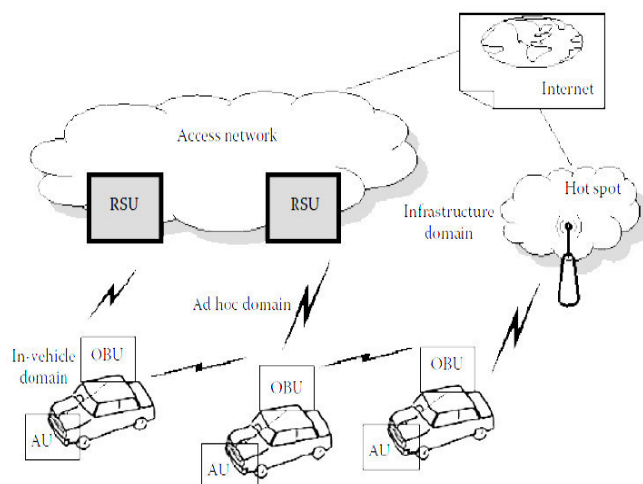


Figure3 C2C-CC reference architecture

Pervasive Network (PN) is a network which can grant different services from a Single Access point. One of the applications of these networks is appeared as VANET. Vehicular ad-hoc Network is a network which contains vehicles as their participants. The Vehicle to Vehicle Communication and the vehicle to road side base station can be possible in VANET. The security challenges are faced in Pervasive Network is because of the weak link between the nodes. As the nodes are distributed in the wireless medium, it can communicate by making use of signal propagation through air medium. So, it is easy to faucet. The networks that interconnect vehicles on road are called Vehicular Ad hoc Networks (VANETs). "A mobile ad hoc network (MANET) consists of mobile nodes that connect themselves in as decentralized, self-organizing manner and may also establish multi-hop routes. If mobile nodes are cars, this is called vehicular ad hoc network". "The main target of research in VANETs is the improvements of vehicle safety by means of inter vehicular communication (IVC)". Several different applications are emerging in VANETs. These applications include safety applications to make driving

much safer, mobile commerce and other information services that will inform drivers about any type of congestion, driving hazards, accidents, traffic jams. VANETs have several different aspects compared to MANETs, in that the nodes move with high velocity because of which the topology changes rapidly. VANETs are also prone to several different attacks. Therefore, the security of VANETs is indispensable. There are many entities involved in a VANET settlement and deployment. Although the vast majority of VANET nodes are vehicles, there are other entities that perform basic operations in these networks. Moreover, they can communicate with each other in many different ways.

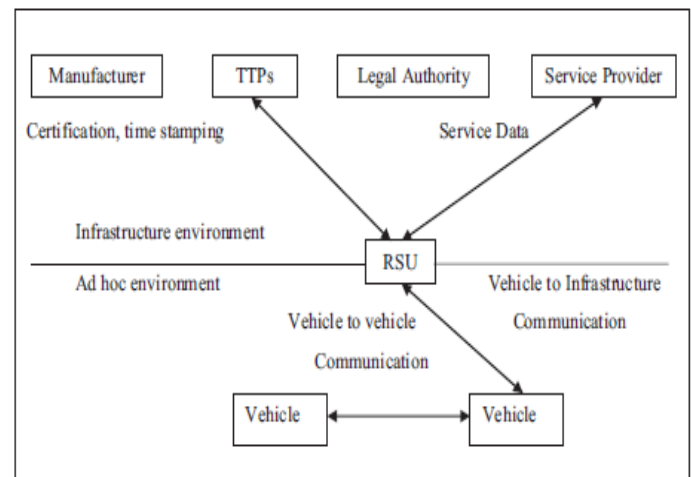


Figure 4 VANET Model

II. LITERATURE SURVEY

Preeti Rawat, Shikha Sharma [2016]: The VANET security has become an important and active area within the research community. Despite the various attacks aimed at particular nodes in VANET that have been revealed, many attacks including multiple nodes still achieve little care. This paper presents the aforesaid gap by offering a suitable definition and classification of Sybil attacks in VANET. In the suggested work GA has been employed with fitness function optimization. Genetic Algorithm can be utilized to invent elementary principles for networks traffic. At first, we establish a network according to our requirement, then show Sybil attack on the network and examine some particular parameters value on these attacks on the network which are provided as throughput, network load, end delay and packet delivery ratio. Then, we present genetic algorithm for optimization of fraud nodes then again examine the value depending on some particular parameters [1].

Neha Kushwah, Abhilash Sonker [2016]: In this paper we work on Dos attack in AODV routing protocol. When malicious node sends fake requests frequently to other nodes it creates a blockage in network then node is not able to respond to other nodes. The vehicular ad-hoc network now a day's growing field of research, due its infrastructure or rapidly change topology. VANET is sub part of MANET and combination of nodes and roadside units. VANET uses high movable nodes as compared to MANET. VANET provide wireless communication among vehicles and vehicle to

roadside unit for sharing information and safety purpose of drivers and passengers. In this paper Artificial Neural Network in VANET is used; so neural network helps to train the node and uses the back propagation and adjust the weights. For the identification of malicious node SOM classifier is used. SOM observe the behavior of nodes and classifies as the normal node and malicious node in the network [2].

Ramesh C. Poonia, Deepshikha Bhargava [2016]: In recent years, continuous progress in wireless communication has opened a new research field in computer networks. Now a day's wireless ad-hoc networking is an emerging research technology that needs attention of the industry people and the academicians. A vehicular ad-hoc network uses vehicles as mobile nodes to create mobility in a network. Simulation is the reproduction of the method of real-world practices. The computer simulation runs on a single or a network of computers to model and reproduce the behavior of a system. This is based upon the conceptual model to simulate the system. In this research paper, we will discuss the coupling simulator Vanet MobiSim and NS2 for vehicular ad-hoc networks. This output will be useful in implementing efficient tools on the realistic highway scenario, especially [3].

Samiksha, Anit Kaur [2016]: A novel kind of ad hoc network is defeating the roads: Vehicular Ad Hoc Networks. In these networks, vehicles communicate with each other and perhaps with a roadside infrastructure to provide a long list of requests varying from transit safety to driver support and Internet access. Security is a vital concern for many Vehicular Ad-hoc Network applications. One specific serious attack, known as Sybil attack, against ad hoc networks involves an attacker illegally claiming multiple identities. In these networks, information of the real-time position of nodes is a supposition made by most protocols, algorithms, and requests. This is a very reasonable assumption, since GPS receivers can be fitted easily in vehicles, a number of which already comes with this technology. In this method each road side unit calculates and stores different parameter values after receiving the inspiration packets from nearby vehicles [4].

Mayank Bhatt, Shabnam Sharma, Aditya Prakash, Dr. U.S. Pandey, Dr. Kiran Jyoti [2016]: In current era technology expending its arteries to each and every field and in computer world arteries are known as a network. So as the numbers of vehicles are increasing in road the number of problem are arising too. In Computer network a technology known as MANET is used for moving nodes which allow the user to communicate without wired network. For further illustration researcher implemented in vehicles and it come up with a new technique known as VANET. It is used for making network possible in high speed and frequent topology changing environment. As the number of vehicles are increasing the chances of congestion, traffic jam, security are increasing too. This paper shows a technique to handle the congestion and find the optimal path to reach destination. Proposed method first find out the location and based on that it form a region so the optimal use of node is possible and the

forwarding to invalid node will eliminate and energy will save [5].

Mohammad Fathian, Ahmad Reza Jafarian-Moghaddam [2015]: A vehicular ad hoc network (VANET) is a network in which vehicles acting as dynamic nodes communicate with each other. A VANET is a suitable piece of infrastructure for developing intelligent transportation systems. Stable communication within a VANET leads to enhanced driver safety and better traffic management. The multi-objective data envelopment analysis clustering algorithm as a mathematical clustering model and the ant system-based clustering algorithm as a meta-heuristic clustering model are introduced as algorithms for VANETs. A comparative simulation study in a highway environment is presented as well to evaluate the introduced methods and compares them with the most commonly used VANET clustering algorithms. The results show that the proposed algorithms offer improved stability and runtime along with relatively better performance than existing algorithms. Furthermore, the results show that in the VANET environment, the mathematical clustering model proposed herein yields better results than the meta-heuristic algorithm [6].

III. METHODOLOGY

OBJECTIVE

The primary objective of this thesis is the simulation and analysis of GPSR and GPVR routing protocol with mobility model for VANET. This objective can be divided into various sub-tasks,

- Implement a new protocol based on Greedy system in VANET
- We are compare these protocol to proposed protocol
- Calculate the performance of QoS parameters in NS-2.35
- Proposed a novel protocol with novel approach based on distance vector, greedy forwarding strategy with perimeter forwarding strategy, GPS system.
- Proposed protocol based on vehicle's environment has lower packet loss rate, high throughput, less network load and less time delay.

ALGORITHM

Developing VANETs in the practical or real life is very costly, therefore to avoid costing factor first of all simulation of VANETs must be implemented otherwise if experiment went into wrong direction then cost will be wasted that is why simulation environments becomes very important Several communications network simulator already exist to provide a platform for testing and evaluating network protocols, such as NS-2.35

- Create a road topology with the help of node in ns2.35.
- Each node maintains a neighboring list based on the latest information received after a certain time. Information messages are sent to each one-hop neighbor. If a node does not receive messages from one neighbor during a certain time period, then the link is considered down.

- For route estimation a graph $G(V, E)$ theory is used to consisting of a road intersections or junctions $v \in V$ and road segments $e \in E$ here every segments are connected with the intersections.

PROCEDURE 1: ROUTE DISCOVERY

Input: ID of source node S and Destination node D

Outputs: optimal route from source to destination

Begin

if (ID D = ID N)

Forward packet to D;

Else

Determine the rectangle restricted searching area;

searching_area = [Xmin, Xmax, Ymin, Ymax];

broadcast RREQ to D in the searching_area;

Activate (BROADCAST_TIMER);

Calculate route probability of connectivity and packet delay;

if (p_max - p_other > E)

return route with the probability of connectivity p_max;

else

delete routes with the probability of connectivity p_other < p_max - p_threshold;

return route with packet delay d_min;

end if

end if

End of Route Discovery

PROCEDURE 2: NEXT-HOP SELECTION

Outputs: The optimal next-hop forwarding node

begin

do

if (D forwarding road segment = D current road segment)

else

forward to the N intersection node;

else

forward the packet directly to its farthest N neighboring node;

while (forwarding node is not destination node);

forward packet to destination node;

end if

end if

end while

End of Next-hop Selection

IV. EXPERIMENTAL RESULT

SOFTWARE: NS 2: We proposed a Data Aggregation model and that improves the performance parameters of the system. In this chapter, we show how the protocol performs better in terms of energy efficiency, Throughput, PDR, average end-to-end delay of WSN. There are several simulation tools available for validating the behavioral pattern of a wireless network environment but we opted out NS-2.35 as our tool in simulating the proposed protocol.

Table I: System Configuration

UBUNTU	12.04
CPU	Intel® Core2 Duo 1.80 GHz
RAM	3GB

Every person has their own encryption & decryption keys. Through this method efficient data aggregation model is achieve and the life time of sensors node are increased.

Table 1I: Simulation parameters in NS2

PARAMETERS	VALUES
Operating System	Linux (UBUNTU 12.04)
NS-2 version	NS-2.35 for IEEE 802.11Ext
No. of vehicles	10, 20, 30, 40,50
Number of road segments	4
Speed of vehicles	20 m/s
Radio propagation model	Propagation/Two Ray Ground
Network interface type	Phy/WirelessPhyExts
Packet Size	512
Traffic Type	UDP/CBR
Simulation Time	100s
Antenna Type	Omni-Antenna
Transmission Range	1000*1000 m
Routing Protocol (Proposed)	GPVR

Simulation Result

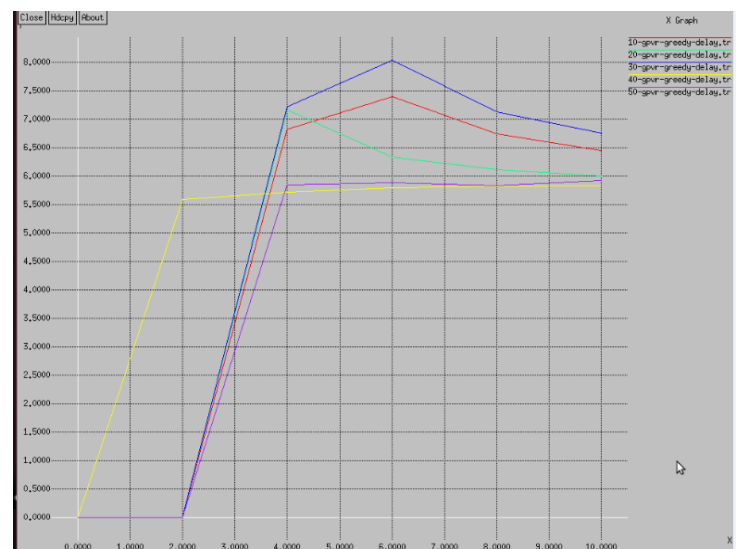


Figure 5 End-to-End Delay of 10 to 50 Nodes of GPVR protocol

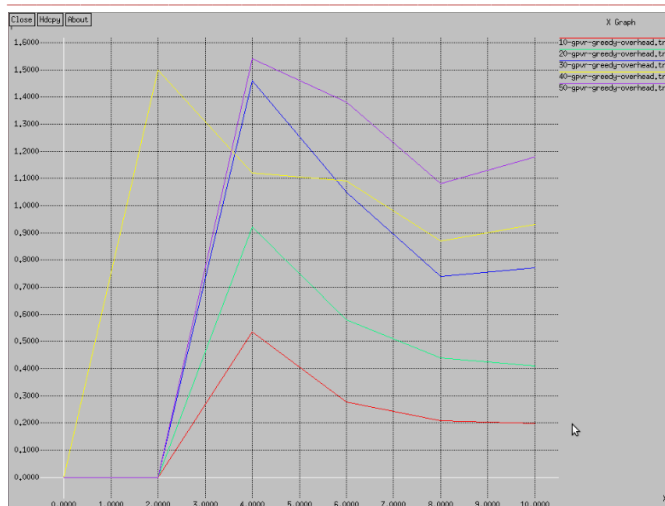


Figure6 Overhead of 10 to 50 Nodes of GPVR protocol



Figure9 Comparison of GPSR & GPVR protocol in the term of Energy

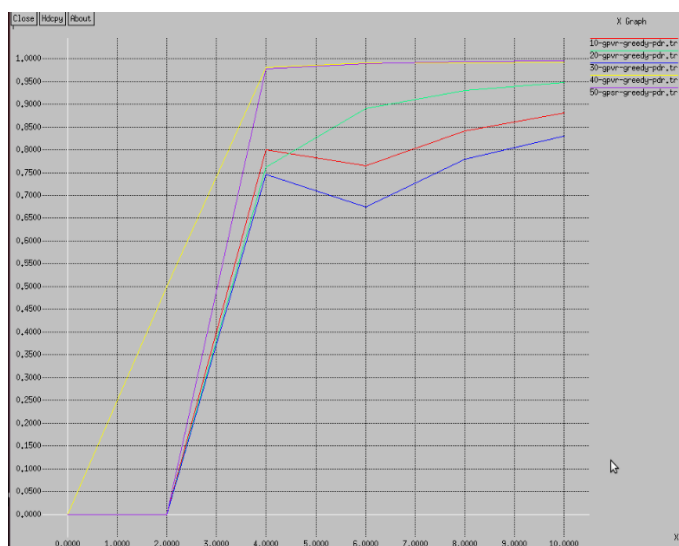


Figure7 Packet Delivery Ratio of 10 to 50 Nodes of GPVR protocol

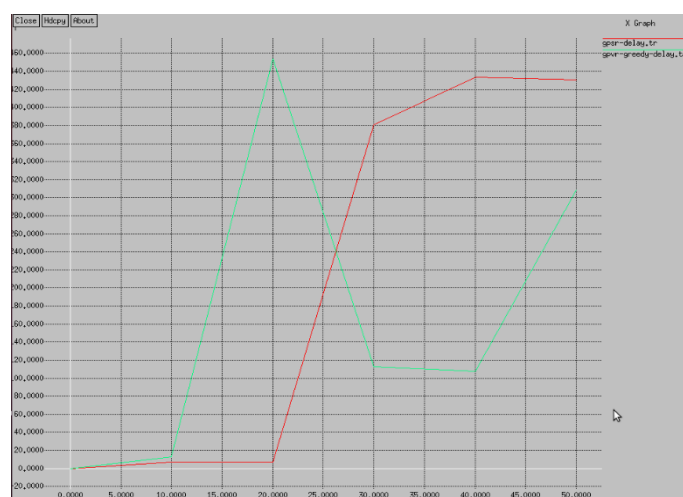


Figure10 Comparison of GPSR & GPVR protocol in the term of Average Delay

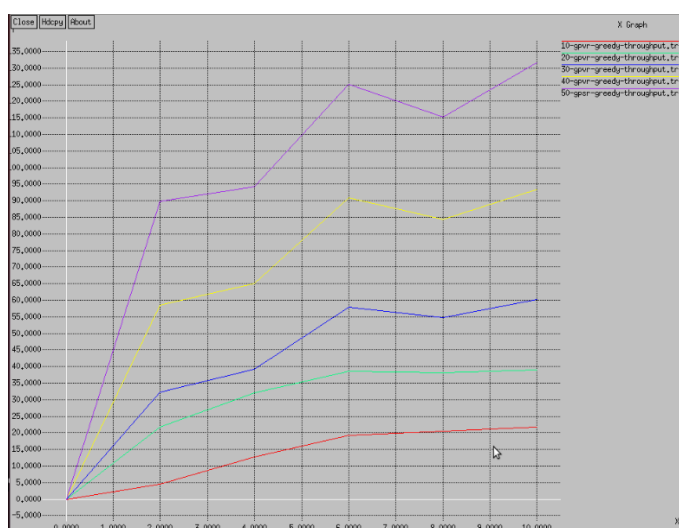


Figure8 Aggregate Throughputs of 10 to 50 Nodes of GPVR protocol



Figure11 Comparison of GPSR & GPVR protocol in the term of Packet Delivery Ratio



Figure12 Comparison of GPSR & GPVR protocol in the term of Throughput

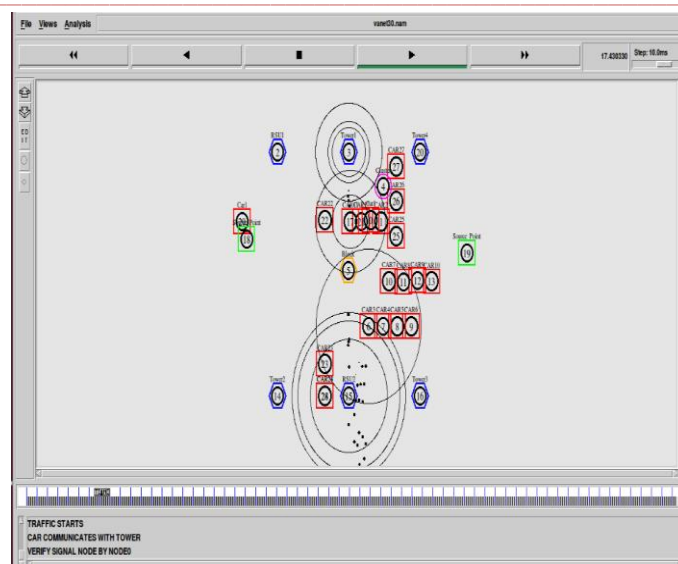


Figure15 Move the Traffic using Help of RSU

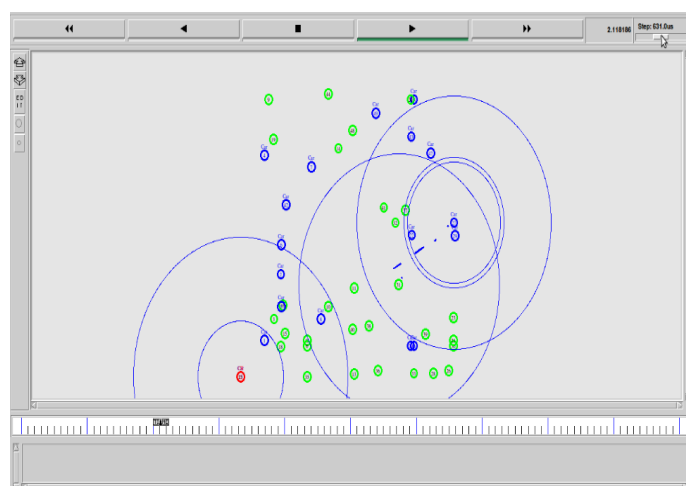


Figure13 Communication of Nodes using Cluster Head & Start Communication

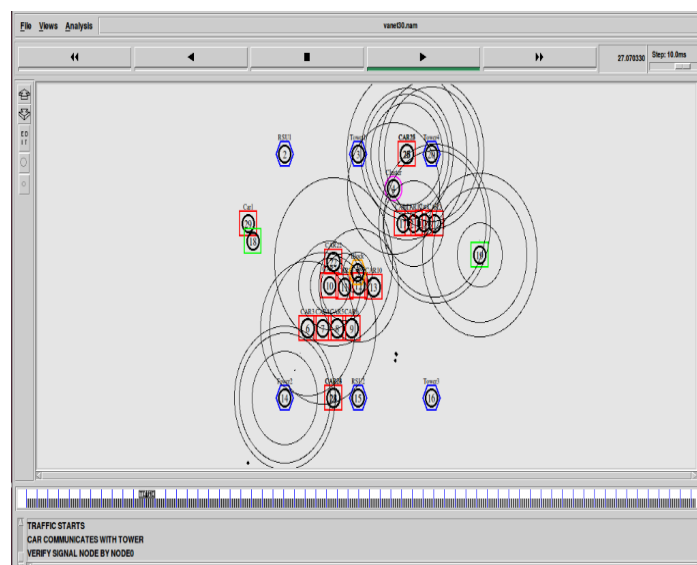


Figure16 Communication Start using Cluster head in VANET

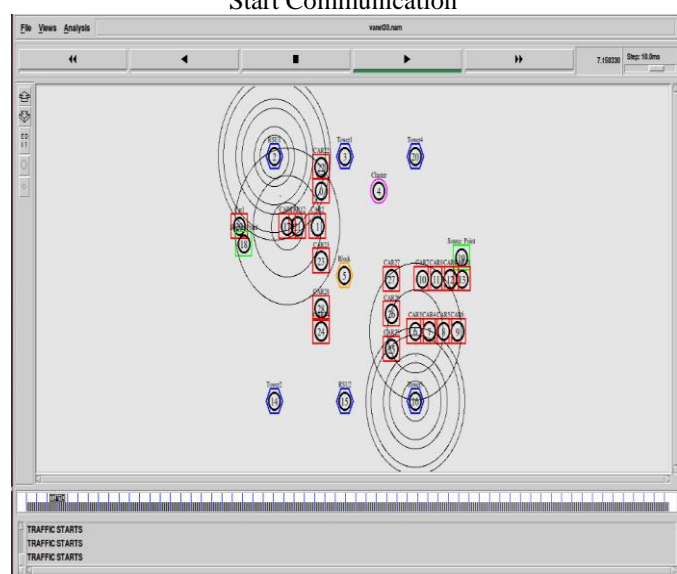


Figure14 Generating RSU, TOWER, SOURCE & DESTINATION point

V. CONCLUSION

This research work was to examine performance analysis of base and proposed protocols. In this article, it is clearly shown above with help of depicted figure that out of existed GPSR and proposed protocol GPVR, proposed protocol is superior regarding diverse networking parameters which are end-to-end delay, throughput, packet loss, packet delivery ratio and routing overhead. GPVR is a reactive protocol and creates a very low routing overhead which result in saving of bandwidth. Low routing head result due to discovering routes effectively. On another hand if we talk about network size, mobility and traffic load it is very clear that GPVR perform as compared to GPSR. From the simulated results the behaviors of all routing protocols for different numbers of mobile nodes was observed and we came to the conclusion that GPVR routing protocol performs well. Further GPVR protocol can be replaced with advance protocol so that result of parameters for

example throughput, delay, packet to delivery ratio, end to end delays, routing overhead and packet loss ratio could be improved. AI, IoT Deep learning can be integrated with existed technology.

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