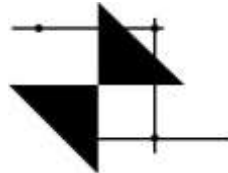




# Ad Hoc Networks - Protocols and Open Problems

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## Questions that come to mind? - Nodes

- **Behaviour of transmitter, receiver**
  - Medium, environment, other emitters
  - Radio range as a function of transmitted power  $r(p)$
- **How to conserve energy of the node**
  - Embedded controller architecture
  - Real time OS issues
  - Distributed processing of data
- **Very cheap nodes**
  - At the cost of high failure rate?

## Questions that come to mind? - Topology

### •Topology Issues

- Connectivity is a function of transmission power (goes up)
- Routing performance is a function of connectivity (improves)
- Throughput (think contention) – (deteriorates)
- Node Life time (goes down with power)
- Deployment Flexibility – (connectivity is controllable)

## Questions that come to mind? - Routing

### •Routing Issues

- Mobility Induced problems
  - Links break, Neighbourhood changes
- Reduce overhead or improve performance
  - Performance
    - low delay
    - high delivery ratio
    - Robustness to mobility
- Routing + Data Aggregation

## Questions that come to mind? – Pervasive Computing

- **Context Generation**
- **Context obfuscation**
- **Cooperation**

## Pervasive Computing - Context

- **Current location**
  - location detection eg using GPS
- **User activity**
  - Walking, driving etc.
- **Ambient environment**
  - theatre, Mall, Meeting etc
- **Local resources**
  - Device capabilities

## Pervasive Computing – Obfuscation

- Notion of K-anonymity
  - Data can pinpoint a user only upto a group of K users
- Fuzzy data
  - Time obfuscation
  - Coordinate obfuscation

## Pervasive Computing – Cooperation

- Cooperation Enforcement
  - Important in resource limited systems
  - Cooperation is required for network operations
- Incentives:
  - Barter system for packet forwarding
  - Payment Mechanisms
  - Reputation Systems

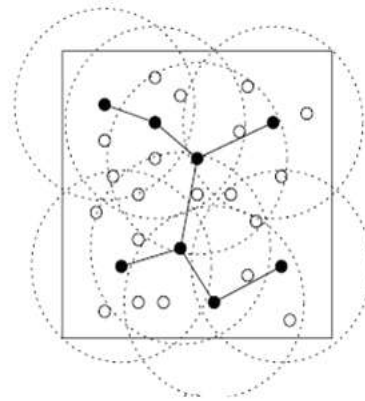


## Ad Hoc Networks – Coverage Problem

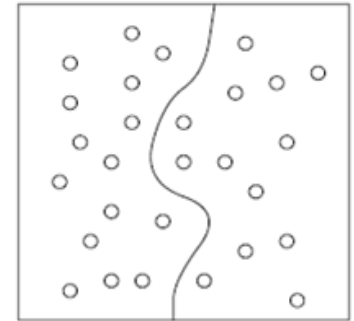
- Coverage: Measure of Quality of Service
  - How well a region is covered?
  - Probability that an object will be detected

# Types of Coverage:

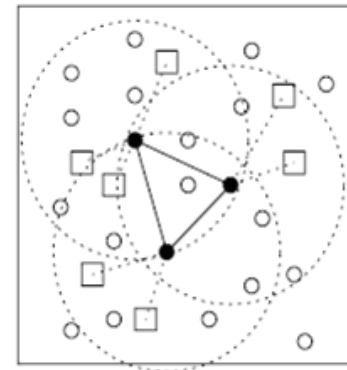
- Blanket coverage
- Barrier coverage
- Point coverage
- Path coverage
- Exposure
- Surface coverage.



Blanket coverage



Barrier coverage



Point coverage

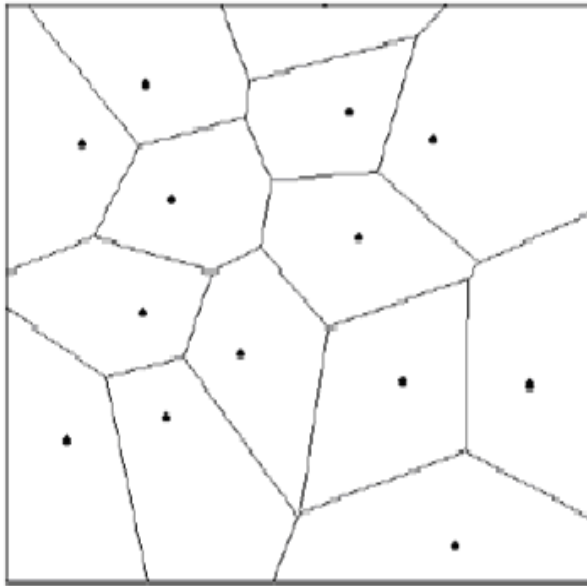
(Courtesy – Rucha Kulkarni)

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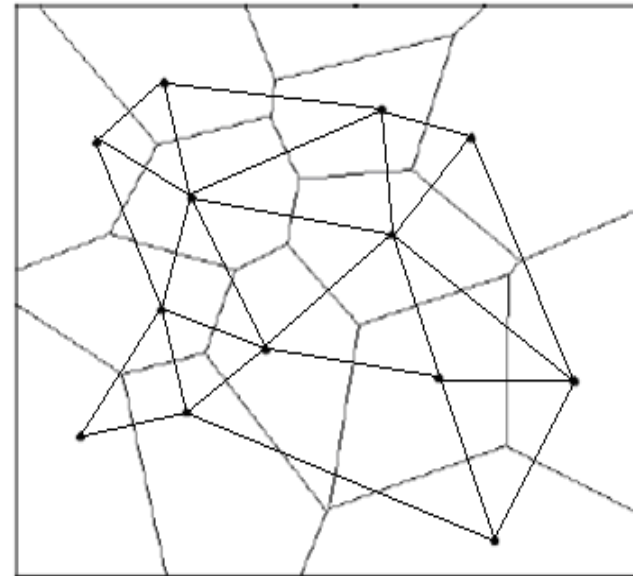
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# Lowest Exposure Path

- Voronoi diagrams
- Delaunay triangulations



Voronoi Diagram



Delaunay triangulation