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Declarative Policy-Based Adaptive Mobile Ad Hoc Networking

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Abstract
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Disciplines
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Declarative Policy-based Adaptive Mobile Ad Hoc Networking

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Abstract—This paper presents DAWN, a declarative platform that creates highly adaptive policy-based MANET protocols. DAWN leverages declarative networking techniques to achieve extensible routing and forwarding using declarative languages. We make the following contributions. First, we demonstrate that traditional MANET protocols can be expressed in a concise fashion as declarative networks and policy-driven adaptation can be specified in the same language to dictate the dynamic selection of different protocols based on various network and traffic conditions. Second, we propose inter-protocol forwarding techniques that ensure packets are able to seamlessly traverse across clusters of nodes running different protocols selected based on their respective policies. Third, we have developed a full-fledged implementation of DAWN using the RapidNet declarative networking system. We experimentally validate a variety of networking system. We experimentally validate a variety of protocols developed using DAWN outperform traditional MANET routing protocols, and are able to flexibly and dynamically adapt their routing mechanisms to achieve a good tradeoff between bandwidth utilization and route quality. We further demonstrate DAWN’s capabilities to achieve inter-protocol forwarding across different protocols.

I. INTRODUCTION

In the past decade, there has been intense activity on the development of routing protocols for mobile ad hoc networks (MANETs). A wide variety of routing protocols have been proposed, all with their own strengths and weaknesses, and all with varying degrees of success. For example, reactive routing protocols such as DSR [13] and AODV [25] set up routing state on demand and hence are preferred for low traffic environments; proactive routing protocols such as OLSR [9] and HSLS [30], on the other hand, expend network bandwidth to gather network topology state with the purpose of amortizing this extra cost over multiple traffic flows – hence these are in general better for environments with greater traffic loads and more number of source-destination pairs. Recently researchers have focused on routing in MANETs that are at best intermittently connected (a class of disruption tolerant networks or DTNs) – examples are epidemic routing protocols [33], [28] and probabilistic/predictive routing protocols [15].

Due to a wide range of variability in network connectivity and mobility, and also a wide range of data traffic patterns, we argue that a one-size-fits-all MANET routing algorithm does not exist. Hybrid routing protocols attempt to address the above problem by combining features from various pure protocols, such as those of proactive or reactive types. While extant protocols in the hybrid category (e.g. [11], [29], [26], [12], [36], [24]) have systematic logic behind their design, they are not very flexible and customizable as they are specified in a stove-piped fashion. As a result, the no-one-size-fits-all argument applies to these hybrid protocols as well. In reality, these protocols perform well only under certain conditions, and require additional heuristics to achieve good performance in scenarios where they are not designed for.

To address the above challenges, we present Declarative Adaptive Wireless Networking (DAWN), a platform that creates highly customizable hybrid protocols by composing any number of known protocols, and utilizes a declarative policy-based framework to define the rules and conditions for switching among different protocols. DAWN achieves these capabilities as follows. First, known protocols such as the ones in the “link-state” and “epidemic” families are specified in a declarative language. Second, rule-based adaptation policies dictating when to use which protocols and under what conditions are specified in the same language. Finally, the runtime system automatically compiles the protocols and policies into actual implementations.

DAWN has the following benefits: (1) hybrid protocols written in a declarative language are highly customizable, because protocols and policies are both specified in the same high-level language as first class concerns, suggesting opportunities for making finer-grained customizations on runtime adaptation; (2) DAWN enables quick prototyping and analysis of complex hybrid protocols in realistic environments in addition to network simulators. The protocol specifications are usually orders of magnitude smaller in size than the corresponding imperative implementations in languages like C/C++. Furthermore, shared protocol components can be reused and composed to create new hybrid protocols. Specifically, our contributions include:

Policy-based adaptive MANET routing: DAWN provides a unified platform based on declarative networking [6], [19] that enables one to implement a variety of MANET routing protocols (proactive, reactive, and DTN) concisely in a few lines of code. Moreover, policy-based decisions for creating hybrid protocols can be expressed in the same declarative language, and used to switch between different protocols as the network conditions (e.g., connectivity, mobility and traffic volume and patterns) change over time.

Policy-based inter-protocol forwarding: DAWN’s hybrid approach results in different protocols being executed at different nodes in the network. For instance, some disconnected nodes in the network may utilize DTN routing, while other better connected nodes are running reactive or proactive protocols. We propose inter-protocol forwarding techniques that ensure packets are able to seamlessly traverse across clusters of nodes running different protocols. Interestingly, these forwarding
policies can themselves be customized using additional forwarding policy rules, and applied to packets as they traverse through different protocols.

Experimental evaluation: We have developed a full-fledged implementation of DAWN using the RapidNet declarative networking system [4]. We experimentally validate a variety of policy-based adaptive MANET routing protocols in various dynamic settings. Using a combination of ns-3 [1] simulations and deployment on the ORBIT [2] testbed, we evaluate these protocols under varying mobility, connectivity, and traffic patterns, and demonstrate that they can outperform traditional MANET routing protocols – in particular, they are able to flexibly and dynamically adapt their routing mechanisms to achieve a good tradeoff between bandwidth utilization and route quality. We further demonstrate DAWN’s capabilities to forward packets in a network consisting of clusters of nodes running proactive, reactive, and DTN routing protocols.

To the best of our knowledge, our work is one of the first attempts at evaluating a wide range of MANET protocols in combination on an actual wireless testbed. In addition to contributions on policy-based adaptive MANET routing, our work also demonstrates that declarative networking techniques can be used effectively to rapidly prototype, deploy, and compare a variety of MANET protocols. Moreover, the proposed declarative framework facilitates the ability to rapidly explore a wide range of deployment and implementation parameters necessary for tuning the performance of MANET protocols.

II. Overview

![Figure 1. Components of a DAWN node.](image)

Figure 1 shows an overview of DAWN from the perspective of a single DAWN node’s network layer, divided into control plane (left) and data plane (right). DAWN is a declarative platform for network designers to: (1) develop new MANET protocols; (2) customize policies for adaptive routing and forwarding; and (3) evaluate prototypes in simulation and implementation modes. DAWN is deployed in a fully distributed fashion. Each node runs a DAWN instance, and communicates with other nodes by executing the input declarative protocols and policies (shown as bold boxes in the figure).

A. DAWN Components

In the routing engine component, a variety of routing protocols, ranging from proactive (e.g. Link-State, OLSR, HSLS [30]), reactive (e.g. DSR, AODV [25]) and DTN (e.g. epidemic routing) are implemented as declarative protocols. Policy-based routing adaptation is dictated by adaptive routing policies via a series of adaptation policy rules [16] specified in the same declarative language as routing protocols. These adaptive routing policies are usually composed by network designers according to application demands and network scenarios, and are highly customizable. Example adaptation policies include switching between Link-State (LS) and HSLS due to network mobility for the tradeoff between route quality and communication overhead, or between epidemic routing when the network is highly disconnected and proactive routing when connectivity is reestablished.

As input to these policy rules, a network status monitor is deployed to continuously monitor network status (e.g. network mobility, traffic and connectivity information). The monitoring queries themselves are also specified as declarative rules.

Depending on the type of protocol, the output of executing these declarative protocols is typically forwarding tables in the data plane for use in determining the next hop to forward a packet given a destination, or in the case of source routing protocols, the entire path required to traverse from the current node to the destination. A forwarding engine within data plane interacts with routing engine for forwarding data traffic. Interestingly, these forwarding policies can themselves be customized using additional forwarding rules, and applied to packets as they traverse through different protocols.

B. Background

Given our planned use of declarative networking as a framework for policy-based MANETs and associated adaptation policies, we begin with a brief overview of its capabilities and prior use cases. The high level goal of declarative networks is to build extensible architectures that achieve a good balance of flexibility, performance and safety. Declarative networks are specified using Network Datalog (NDlog), which is a distributed recursive query language for querying networks. NDlog enables a variety of routing protocols and overlay networks to be specified in a natural and concise manner. For example, traditional routing protocols such as the path vector and distance-vector protocols can be expressed in a few lines of code [6], and the Chord distributed hash table in 47 lines of code [19]. When compiled and executed, these declarative protocols perform efficiently relative to imperative implementations. As evidence of its widespread applicability, declarative techniques have been used in several domains, including, fault tolerance protocols [31], cloud computing [5], sensor networks [8], overlay network compositions [20], wireless channel selection [17], and as a basis for course projects in a networked systems class [10].

In addition to ease of implementation, another advantage of the declarative networking approach is its amenability to formal and structured forms of correctness checks. These include the use of theorem proving [34], algebraic techniques for constructing safe routing protocols [35], and runtime verification [38]. These formal analysis techniques are strengthened by recent work on formally proving correct operational semantics of NDlog [23]. Finally, the dataflow framework used in declarative networking naturally captures information flow as distributed queries, hence providing a natural way to use the
As a helpful assistant, I can convert the text into a plain text format. The text appears to be discussing the concept of network provenance and network protocols. It mentions Datalog and NDlog, which are programming languages used for network routing and control. The text includes examples of rules and queries in these languages, and it discusses the implementation of different network routing protocols. The text is structured to provide a clear explanation of the concepts and examples related to network protocols and routing. It also mentions the use of NDlog in the context of DAWN, a modular router designed for MANETs. The text concludes with a discussion on proactive protocols and their implementation in NDlog.
updates are batched and propagated at fixed intervals can also be concisely expressed within DAWN.

Our example above utilizes unicast communication, where each link tuple results in an lsu tuple being sent via unicast to each neighbor. Using the broadcast location specifier $@*$ described in Section II-B, the following rules broadcast link information to all neighbors within the wireless range:

\[
\text{lsu}(@*, S, N, C) :- \text{link}(S, N, C).
\]

Once the entire network topology, i.e., all the links, are available at each node, additional rules are required in order to compute the shortest paths with minimum cost $C$ for each source $S$ and destination $D$. These rules take as input the local $\text{lsu}$ tuples, and essentially result in the execution of the Dijkstra’s algorithm locally. They are shown as follows:

\[
\begin{align*}
\text{bp1} & : \text{path}(S, N, P, C) :- \text{lsu}(S, S, N, C), P=f_{\text{init}}(S, N), \\
\text{bp2} & : \text{bestPath}(S, N, P, C, W), C=f_{\text{concatPath}}(P, D), \\
\text{bp3} & : \text{path}(S, N, P, C), C=f_{\text{init}}(S, N), P=f_{\text{init}}(S, N), \\
\text{bp4} & : \text{bestPath}(S, N, P, C), C=f_{\text{init}}(S, N), P=f_{\text{init}}(S, N).
\end{align*}
\]

In rule $\text{bp1}$, 1-hop paths are built from every link, while in rule $\text{bp2}$ paths are recursively constructed by concatenating shorter path with links. Rule $\text{bp3}$ computes the minimum cost for paths with same sources and destinations, and rule $\text{bp4}$ finally computes the best paths to all destinations originating from $S$. From the best paths, the following rule instantiates the forwarding table (in Figure 1) for each node $S$:

\[
\text{ft1 forwardingTable}(S, N, D, C) :- \text{bestPath}(S, D, P, C), N=f_{\text{second}}(P).
\]

Given that each $\text{bestPath}$ tuple that stores the best path $P$ from node $S$ to $D$, rule $\text{ft1}$ uses the function $f_{\text{second}}$ to extract out the next hop $N$ along the path $P$ to generate the corresponding forwardingTable entry.

**Optimized Link-State Routing (OLSR):** A well-known proactive MANET protocol is OLSR (Optimized Link-State Protocol) [9]. OLSR ensures efficient flooding by forwarding $\text{lsu}$s to a subset of neighbors known as multipoint relays (MPR). The union of the neighbor sets of MPRs of any node $X$ is equal to the set of 2-hop neighbors of $X$. To implement OLSR-style flooding in $\text{lsu}$s requires modifications to rules $\text{ls1-2}$ to flood $\text{lsu}$s along MPR nodes. A detailed declarative OLSR rules and implementation can be found in [21].

**Hazy-Sighted Link-State (HSLS):** Hazy Sighted Link-State routing (HSLS) [30] is a scalable LS routing variant for handling moderate to high rate of change in network topology. This protocol attempts to control the scope and frequency of its $\text{lsu}$ flooding scheme based on the topology of the network. The basic principle of HSLS is that route calculation of a node should not be affected significantly by link dynamics due to mobility or failure in a portion of network that is far away from this node. Hence unlike the pure LS protocol which performs a network wide flood of all $\text{lsu}$s, HSLS sends $\text{lsu}$s to the $2^k$-hop neighbors of a node with a period equal to $2^kT_e$, where $T_e$ is a nominal period. If link dynamics are high, pure LS starts thrashing because remote nodes could receive an $\text{lsu}$ corresponding to a link that has long vanished.

HSLS rules are expressed as follows:

\[
\begin{align*}
\text{hls1 lsu}(S, S, N, C, S, TTL) :- & \text{periodic}(S, T), \\
& \text{link}(S, N, C), T=f_{\text{pow}}(2, K)*T_e, \\
& \text{TTL}=f_{\text{pow}}(2, K), K=\text{range}[1, 10].
\end{align*}
\]

\[
\begin{align*}
\text{hls2 lsu}(S, N, C, Z, TTL) :- & \text{lsu}(S, S, N, C, W, TTL), \\
& \text{link}(Z, M, C), \text{TTL}>0, M=W.
\end{align*}
\]

Rule $\text{hls1}$ is periodically fired, and the period of execution depends on $2^kT_e$. Note that here we add one more attribute for $\text{lsu}$ tuple, which is TTL used for controlling flooding scope. In declarative networking, it is easy to modify tuples, such as adding and deleting their attributes due to the need of different protocols. Rule $\text{hls2}$ keeps forwarding $\text{lsu}$s if their TTL is larger than 0. Similar to LS, HSLS rules can be modified to support triggered updates and batched triggered updates. In triggered updates, the flood of the corresponding $\text{lsu}$ for each link insert/delete event is scoped using a similar HSLS policy, where $\text{lsu}$s flooded within a time interval has a fixed TTL. If triggered updates are used, in order for all $\text{lsu}$s to reach every node, a periodic network-wide $\text{lsu}$ flooding needs to be carried out based on the nominal period $T_e$.

**B. Reactive Protocols**

Next, we demonstrate a reactive protocol based on DSR [13]. The following set of rules show the route discovery of DSR (rules $\text{dsr1-4}$) followed by the route response (rules $\text{dsr5-7}$) traversing the best reverse path from destination to source.

\[
\begin{align*}
\text{dsr1 eRouteReq}(N, S, D, P, C) :- \text{eQuery}(S, D), \\
& \text{link}(S, N, C), P=f_{\text{init}}(S).
\end{align*}
\]

\[
\begin{align*}
\text{dsr2 eRouteReq}(Z, S, D, P, C) :- \text{f_removeLast}(P), \\
& \text{link}(S, N, C), P=f_{\text{init}}(S).
\end{align*}
\]

\[
\begin{align*}
\text{dsr3 shortestRoute}(N, S, D, P, C) :- \text{routeReq}(N, S, D, P, C), \\
& \text{minCost}(N, S, D, C), \text{routeReq}(N, S, D, P, C).
\end{align*}
\]

\[
\begin{align*}
\text{dsr4 shortestRoute}(N, S, D, P, C) :- \text{minCost}(N, S, D, C), \text{routeReq}(N, S, D, P, C).
\end{align*}
\]

\[
\begin{align*}
\text{dsr5 eRouteReply}(N, S, D, P, C) :- \text{f_removeLast}(P), \\
& \text{f_concatPath}(P, N), P=f_{\text{init}}(S).
\end{align*}
\]

\[
\begin{align*}
\text{dsr7 bestPath}(S, D, P, C) :- \text{f_concatPath}(P, N), P=f_{\text{init}}(S).
\end{align*}
\]

In DSR, a requesting node $S$ issues an initial route request, denoted by $\text{eRouteReq}(S, D)$ event in rule $\text{dsr1}$. This results in a $\text{eRouteReq}$ message tuple that is generated and recursively forwarded along all links (rule $\text{dsr2}$). The $\text{routeReq}$ table is used to cache current route requests. To prune unnecessary paths, rules $\text{dsr3-4}$ ensures that only the shortest path from the initial node $S$ to the intermediate node $N$ is maintained.

Upon reaching the destination node $D$, rule $\text{dsr5}$ generates a $\text{eRouteReply}$ message that is then sent back recursively via rule $\text{dsr6}$ along the computed best reverse path back to the requesting node $S$. The functions $f_{\text{last}}$ and $f_{\text{removeLast}}$ returns and removes the last node from a path respectively. Rule $\text{dsr7}$ generates the $\text{bestPath}$, based on the $\text{eRouteReply}$ that has now traversed back to the original requesting node. The resulting $\text{bestPath}$ can be used by node $S$ to send a packet to $D$ via source routing.

The rules for AODV [25] share similarities with DSR above, where only the next hop rather than the entire path is maintained.
C. DTN Protocols

As an example DTN-style protocol, epidemic routing has been proposed for reliable delivery in intermittently connected MANETs. A key reliability component of such protocols is the summary vector exchange as illustrated by rules e1-4 below:

```
e1 eBitVecReq(@Y,X,V) :- summaryVec(@X,V),
edetectNewLink(@X,Y).
e2 eBitVecReply(@X,Y,V) :- eBitVecReq(@Y,X,V1),
    summaryVec(@Y,V2),
    V = f_vec_AND(V1,f_vec_NOT(V2)).
e3 eMessage(@Y,I,S,D,P) :- eBitVecReply(@X,Y,V),
    message(@X,I,S,D,P),
    f_vec_in(V,I),f_vec_TRUE(V,I) = true.
e4 message(@X,I,S,D,P) :- eMessage(@Y,I,S,D,P).
```

In rule e1, node X detects that a new link comes to be available, then it retrieves its local `summaryVec` table, consisting a bit vector where the i-th bit denotes the receipt of the i-th message, and then generates an eBitVecReq request to the neighbor Y connected by the new link. Upon receiving the request, node Y performs a bitwise AND operation (f_vec_AND) between the incoming summary vector V1 and the negation (f_vec_NOT) of local summary vector V2 to generate a new vector V which is sent back to X. This new vector V denotes messages seen by X but not Y. Rules e3-4 then enable node X to filter (f_vec_in) local messages based on message ID I (sourced from S and destined to D with packet payload P) to be sent according to the bit vector V stored in the reply, which are then put in the local `message` table after transmission.

D. Evaluation of Declarative MANETs

We have performed a detailed evaluation of the above protocols in an emulated environment on our local testbed, and an actual deployment on the ORBIT testbed [2]. In our evaluation, DAWN instances are deployed on all nodes. Each declarative protocol is compiled and executed at all DAWN nodes, which execute the NDialog rules and communicate with other nodes to implement the distributed protocols. We briefly summarize the main findings of our evaluation.

To validate the correctness of our declarative MANET protocols, we compare their behavior and performance characteristics against prior observations of these protocols. Our results demonstrate that declarative MANET protocols can be efficiently implemented with performance characteristics that are expected from these protocols. For instance, we observe that the per-node communication overhead of LS increases linearly as the network size increases, a scalability trend that one would expect in link-state protocols. Moreover, as expected, LS incurs the highest communication overhead, followed by OLSR, and HSLS. Intuitively, OLSR incurs lower communication overhead than LS since flooding is only performed via MPRs, whereas HSLS requires the least communication overhead as it sacrifices optimality for performance via the use of scoped flooding. In [16], [21], we have additional experimental details that demonstrate that the protocols are working correctly. For instance, LS and HSLS have periodic peak bandwidth utilization due to network-wide floods, and HSLS’s peak bandwidth utilization is lower than LS. Furthermore, HSLS’s flooding peaks vary over time based on current scope, and incur lower bandwidth utilization compared to OLSR.

In addition to LS, OLSR, and HSLS, our declarative implementations of DSR and summary-based epidemic routing also exhibit expected protocol behavior and performance characteristics. For instance, in DSR, the per-node communication overhead increases linearly as the number of route requests increases. We notice a similar linear trend for DSR when we fix the number of queries, but increase the network size.

<table>
<thead>
<tr>
<th>Category</th>
<th>Protocol</th>
<th>Rules</th>
<th>C++</th>
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</thead>
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<td>Reactive</td>
<td>Dynamic source routing</td>
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<td>659</td>
</tr>
<tr>
<td>Proactive</td>
<td>Optimized link state routing (OLSR)</td>
<td>15</td>
<td>728</td>
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<tr>
<td>Proactive</td>
<td>Hazy sighted link state (HSLS)</td>
<td>34</td>
<td>1552</td>
</tr>
<tr>
<td>Epidemic</td>
<td>Summary-vector based epidemic</td>
<td>18</td>
<td>956</td>
</tr>
</tbody>
</table>

TABLE I

DECLARATIVE MANET PROTOCOLS.

Table I summarizes the declarative protocols that we have successfully implemented, by comparing the corresponding number of rules required against the number of lines of code (LOC) in the generated C++ code. The generated code is a good estimation on the LOC required by a programmer to implement these protocols in a traditional imperative language. We note that the declarative specifications result in orders of magnitude reduction in code size.

IV. POLICY-BASED ADAPTIVE ROUTING

Building upon the basic declarative MANET protocols in the previous section, we next leverage DAWN’s declarative framework to create customizable hybrid protocols by composing any number of known protocols. Specifically, DAWN will be used to synthesize policy-based adaptive hybrid routing protocols in its routing engine (Figure 1), i.e. protocols built from combining several existing protocols with specific compositions of DSR and summary-based epidemic routing also exhibit expected protocol behavior and performance characteristics. For instance, in DSR, the per-node communication overhead increases linearly as the number of route requests increases. We notice a similar linear trend for DSR when we fix the number of queries, but increase the network size.

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In addition to LS, OLSR, and HSLS, our declarative implementations of DSR and summary-based epidemic routing also exhibit expected protocol behavior and performance characteristics. For instance, in DSR, the per-node communication overhead increases linearly as the number of route requests increases. We notice a similar linear trend for DSR when we fix the number of queries, but increase the network size.
To illustrate the plethora of possibilities, we first present an exemplar of a hybrid link-state protocol which adapts between two types of proactive protocols based on link dynamics and mobility, followed by a more generalized hybrid protocol that adapts based on traffic patterns, mobility and network connectivity.

A. Example: Hybrid Link-State Protocol

As the name suggests, a hybrid link-state protocol adapts between two variants of link-state routing protocols based on a single metric. While this example is a limited form of adaptation, its simplicity allows us to illustrate the salient features of our declarative rule-based adaptation approach.

The primary disadvantages of HSL (Section III) is that it sacrifices optimality in routing to the need for scalability under high link dynamics. This is because unlike pure LS protocol which triggers updates when link status changes, HSLs forgoes the pursuit of gathering up-to-date information about the complete network topology and computes routes on a network topology that may have stale link state information. Imperfect topology knowledge may result in computation of suboptimal routes, and this effect can be announced in somewhat dynamic but sparsely connected topologies, where route diversity is limited.

There are a variety of metrics that one can use to quantify the degree of link-dynamics (due to mobility, duty cycling, outages, etc.) on a per-link basis in a network. The link metric we explore is average availability (AA) [28], which captures the average fraction of time that a link has been available for use in the recent past. Specifically, AA is calculated as the total time that a link’s status is up divided by the total time since it was detected. This metric itself can be locally computed based on gathered links, and is expressible using 5 declarative rules.

If the link AAs stop fluctuating wildly in most parts of the network as indicated by gathered links, one may decide to switch from HSL to pure LS routing since that may yield near-optimal routes with a lower stretch and higher validity. Moreover, a stable network will result in fewer triggered updates, ensuring that LS does not incur unnecessarily high control traffic.

Based on the LS and HSL rules presented earlier, one can further define a generic policy that allows us to switch between HSL and LS based on the computed average AA of all neighbor links (or alternatively network-wide links based on collected LSUs). The average AA threshold below which to switch to pure LS is a configuration parameter that is set either by analysis or experimentation. This policy can be expressed by the following rules:

```c
#include lst, ls2, hsls1, hls2
#define THRES 0.5
s1 averageLinkAvail(@M, AVG<AA>) :- link(@M,N,C,AA).
s2 useHSLS(@M) :- averageLinkAvail(@M,AA), AA>THRES.
s3 useLS(@M) :- averageLinkAvail(@M,AA), AA<THRES.
```

Rule stretch is the ratio of the hop count of the path between a source and a destination selected by the routing algorithm to that of the optimal path. Note that we add one additional attribute which is link AA for every link tuple here. Rules s2–3 generate useHSLS and useLS predicates which are then added to rules hsls1–2 and ls1–2 respectively for protocol switching.

Any form of protocol adaptation requires extensive experimentation and tuning, especially under a large number of network variables. A declarative protocol design is much more suited for that style than traditional protocol design due to its conciseness. To encode a new policy (e.g. use LS instead of HSL when the network is sparse with high frequency of link updates), one only needs to modify the above rules to generate useHSLS and useLS without having to change the rules for the individual protocols themselves.

In addition, to dampen any effects on possible instability due to fluctuations of AA around the threshold value, one can modify the above rules such that protocol switching only occurs after the AA value has stabilized above or below the threshold value for a specified time period. After switching from one protocol to another, out-of-date routing tables and other information related to the previous protocol will be gradually phased out upon expiration.

B. Example: Generalized Hybrid Protocol

Our first example illustrates switching the underlying dissemination scheme between two types of proactive protocols using only one metric alone. As an alternative example, in [16], we demonstrate that one can utilize the same declarative specifications above to achieve a hybrid proactive-epidemic protocol, useful in a disruption-tolerant setting. This hybrid protocol switches between two modes of operation: (1) single path LS message forwarding in well connected parts of the network under low mobility/dynamics, and (2) multi-path epidemic style message flooding in disrupted parts of the network under high mobility/dynamics.

Here, we present a more general version of an adaptive protocol, which we refer to as generalized hybrid protocol since it adapts across proactive, reactive, and DTN-style routing based on various network conditions. This generalized protocol is in fact a superset of the more constrained hybrid link-state and proactive-epidemic protocols mentioned earlier.

```
#include is a macro used to include earlier rules. Rule s1 computes at node M the average AA of all gathered neighbor links. Note that we add one additional attribute which is link AA for every link tuple here. Rules s2–3 generate useHSLS and useLS predicates which are then added to rules hsls1–2 and ls1–2 respectively for protocol switching.
```

Figure 2 illustrates this protocol in the form of a decision tree diagram. In addition to the AA metric for Mobility, this example uses two additional metrics gathered using the network status monitor in Figure 1: Connectivity, a measure of network stretch.

Fig. 2. An example decision tree that reflects one possible set of policies for adaptive routing. Ovals denote metrics and rectangles denote protocols.
density computed based on a rule that uses a combination of “group-by”s and “aggregate”s at all nodes to determine the per-node degree (or degree within a neighborhood); Traffic, measured at each node using monitoring rules for data sending rate, packet queue length, etc.

Given the three metrics, the generalized hybrid protocol adapts as follows. In a highly disconnected environment (low connectivity), a DTN protocol (e.g. epidemic routing) is used. When network connectivity is well established, reactive routing is preferred if data traffic is low, since its route discovery procedure is only reactively data-driven and there is no overhead of maintaining up-to-date routing tables. Proactive protocols are more suited for relatively stable network with fair amount of data traffic, since they perform periodic LSU flooding and provide good reliability and QoS guarantee. In these situations, one can either decide to use pure LS or OLSR (denoted as Proactive in the figure) under low mobility, or the more scalable HSLS (denoted as Proactive’) that trades off route quality for less bandwidth. The generalized hybrid protocol requires only 13 additional rules to implement, using existing declarative MANET protocols presented in Section III as building blocks.

Similar to our previous example, the threshold for adaptation (i.e. “low” and “high” values) requires additional tuning and experimentation in order to determine the appropriate values. The declarative framework and concise specifications make it easy to write other (more intelligent) switching rules in this scenario. Given a metric and threshold values, at each decision point in the tree, the adaptation rules are written in a similar manner as rules s1-s3.

Other policy examples are certainly possible as well, according to different network scenarios and application demands. In fact, this decision tree can be further classified, up to 8 different possibilities based on the three metrics. For instance, the choice of DTN protocol can be further refined as follows. Given a low connectivity network, a probabilistic forwarding approach such as PROPHET [15] would be suitable for a relatively high traffic and predictable mobility/dynamics scenario – this is because predictable link dynamics allow one to compute a single-copy route, albeit intermittently connected, and then store-and-forward data along that path. On the other hand, an epidemic protocol such as PREP [28] is more effective when there is a higher degree of non-predictable mobility and low traffic load.

Alternative variations to the decision tree in Figure 2 are possible. For example, in a high connectivity, low traffic and high mobility scenario, a flooding-based multicast strategy (in which no route computation is performed and the data packets are disseminated network-wide) can be the most effective [32].

The main point here is not to establish whether one policy is superior to another, but rather that DAWN declarative framework makes such policy specifications concise and flexible, hence enabling us to rapidly explore the rich design space of various possible policy configurations.

V. POLICY-BASED ADAPTIVE FORWARDING

In Section IV, we show how DAWN can perform protocol switching at each node following a policy-based assessment of network conditions. If the mobility/dynamics and traffic conditions have high spatial diversity, locally optimized decisions can result in a non-uniform spatial distribution of routing protocols that have been chosen to run on various nodes. For instance if a network has high link dynamics in one half of the network and no dynamics in the other half, rules in Section IV can switch the nodes in the stable half to run a proactive link-state protocol while nodes in the unstable, intermittently connected portion can be instructed to run some epidemic routing scheme.

Under such circumstances, if a packet needs to be sent across the two aforementioned portions of the network, there is a necessity of traversing the proactive/epidemic protocol boundary at one or more intermediate nodes in the network. Similarly, if a portion of the network is running reactive routing, the data and control plane mechanisms of various routing protocols in use need to be coordinated at dynamically chosen “gateway” nodes located at the protocol boundaries.

In this section, we propose inter-protocol forwarding (IPF) techniques at the control and data plane to enable packets traversing seamlessly across different protocols, by bridging various categories of MANET routing (i.e. proactive, reactive and DTN) in DAWN. In all our examples, we define gateway nodes to be adjacent nodes running different protocols. Unlike prior work [7], DAWN does not require pre-selected gateway nodes. Rather, the identification of such nodes and policies for forwarding packets from one protocol type to another are expressed as declarative networking rules. Prior work on declarative networking has focused primarily on programmability/customizability in the control plane. IPF is the first usage of declarative networking in the data plane.

Our IPF mechanism assumes some degree of spatial locality in metrics such as network connectivity, mobility, and traffic patterns among nodes in the networks. This means that nodes tend to exhibit behavior similar to that of its neighbors, e.g. highly mobile nodes tend to be clustered together, while nodes that are relatively static are also surrounded by nodes of a similar static nature. This assumption ensures that any routing policies (such as the generalized hybrid protocol in Section IV-B) designed with these metrics will result in clusters of nearby nodes running the same protocol. As we demonstrate later in this section, while this assumption is not strictly required for the correct operation of our IPF techniques, making this assumption typically results in better performance as nodes can utilize a common forwarding mechanism within a cluster, and transition to other mechanisms across clusters.

In the rest of the section, we first demonstrate how IPF rules in general are implemented in DAWN, and then describe the IPF mechanisms in two steps. First, we consider only forwarding of packets in a network consisting of clusters of proactive and reactive nodes (Section V-B), followed by a combination of

3PREP is an extension of the basic epidemic protocol, in which transmissions of messages are prioritized based on the residual lifetimes of individual messages. This can be done elegantly in NDlog by sorting the message table based on a user-defined ranking function, and then have forwarding rules that take the message table as input, and transmit based on the sorted order.

4These include route discovery/response, source routing, LS dissemination, next-hop routing, store-and-forward routing etc.
of proactive/reactive nodes together with disconnected nodes using store-and-forward mechanism (Section V-C).

A. Forwarding Rules

DAWN uses NDlog rules to easily capture various types of forwarding in the data-plane. To illustrate, the following NDlog rule recursively forwards a message packet along computed forwardingTable (Section III-A):

\[
f1 \text{ eMessage}(@N,I,S,D,P) \leftarrow \text{forwardingTable}(@R,D,N), \text{R}!=D, \text{eMessage}(@R,I,S,D,P).
\]

Rule f1 forwards a message packet with identifier I and payload P along the best path from source S to destination D via the next hop N node as computed in the forwardingTable. This payload is recursively routed by rule f1 to the destination. The source routing rule is very similar, where the entire path is included in the initial eMessage and used recursively to forward the packet until the destination is reached. In Section III-C, we show an example based on epidemic-style store-and-forward mechanism of disseminating message packets.

B. Proactive and Reactive

We first consider IPF in a network consisting of nodes using either proactive (denoted as P) or reactive (R) routing. We consider both routing from a reactive node to a proactive node in the network (R to P) and vice versa.

R to P: When routing from a reactive to a proactive part of the network, the IPF mechanism closely resembles that of DSR protocol with caching [13]. When a route request (see dsr1-4 in Section III) reaches a proactive node that knows the route to the final destination (typically, the destination node is also within its proactive network), a route reply can be immediately sent back to the requesting node.

\[
rpl \text{ eRouteReply}(@N,S,D,P,P,C) \leftarrow \text{useProactive}(@N), \text{eRouteReq}(@N,S,D,P1,C1), \text{bestPath}(@N,D,P2,C2), P=\text{concatPath}(P1,P2), C=C1+2.
\]

To illustrate this policy, in rule rpl, when proactive node N (denoted by useProactive) receives eRouteReq originated from source S and finds that the best route from S to destination D has already been computed in proactive routing table bestPath, a eRouteReply will be generated and returned, in which the path from S to D is the concatenation of the path from S to N and the best path from N to D.

The salient point here is that the execution of the IPF rules determines the identity of the best gateway node N that the S to D path needs to pass through. If the reactive protocol is based on source-routing, S can send the data packet along to intermediate node N following the computed source route, and N then uses its proactive routing table to send the data packet towards D. On the other hand, if the reactive protocol sets up routing tables like AODV, after S gets a route reply from N, it sends the packet toward N using the reactive routing table, and then N uses proactive routing as mentioned before.

Note that DAWN nodes rely on tuples communicated among them to carry the protocol type information implicitly via the tuple name. Each node includes a set of customized forwarding rules for handling messages based on their protocol type. For instance, in the above example, N receives an eRouteReq tuple from its neighbor. Rule rpl is then used by N to correctly respond to a request from a reactive protocol.

P to R: To enable P node initiating communications with unknown R node, one approach we explore is to equip P node with reactive route discovery rules (dsr1-4 in Section III). When a proactive node (that initiates the packet forwarding) does not know the route to the destination node, a route request is issued. To reduce route discovery overhead incurred by network-wide flooding, one technique is bordercasting [11] route requests to border nodes within the same P network along already computed proactive routes. The border nodes can be defined using additional NDlog rules, e.g., choosing the nodes with the largest hopcount in the routing table.

Each of the border nodes then floods the route request (within the reactive networks they are attached to) and returns the best path information back to S. S then sends the data packet to the border node that minimizes the total routing cost. Note that without any coordination between border nodes, this may result in multiple route request floodings within the reactive network. This can be mitigated by additional NDlog rules that suppress flooding of an already-encountered packet.

Unlike traditional hybrid protocols [11], [29], DAWN does not require constraining nodes into specific routing zones, and hence provides greater flexibility on protocol adaptation.

C. Proactive / Reactive and DTN

We next consider a network consisting of proactive, reactive, and DTN nodes. We consider the scenario where DTN nodes utilize epidemic routing as described in Section III-C. Unlike proactive/reactive protocols, epidemic routing does not require the use of any routing tables, but performs opportunistic data forwarding. To illustrate how packets can be forwarded in such a network, we consider the IPF mechanisms required for routing between nodes running proactive/reactive protocol (PR) and epidemic routing (E).

E to PR: We first consider the scenario where a data packet traverses from E network to PR network. Starting from epidemic node, the packet is first forwarded opportunistically until a PR node is reached, at which point the packet is either directly sent to the destination (if the route is known), or trigger a route discovery process. Note that the destination node may receive multiple copies of the same packet, since the packet may be received by multiple PR nodes at the boundaries of the two networks.

PR to E: We next consider the reverse scenario where a packet is routed from a node (source S) in the PR network to E node (destination D). In this process, S first queries its routing table for D. If the entry does not exist, a route discovery is initiated from S. Upon reaching a border node\(^5\) in the E network, a route reply is sent back to S requesting for the actual data packet to be sent to the E node, at which point, epidemic forwarding is used starting within the E network until the packet arrives at D. This mechanism may also result in the destination receiving

\(^5\)The definition of a border node can itself be customized as policy rules. In our implementation, it is the first E node that receives the route request enroute to destination.
multiple copies of the same packet; however the summary
vector mechanism that is an integral part of epidemic routing
ensures that a packet is not transmitted on any intermittently
connected link more than once.

To illustrate this forwarding process in the form of a
NDlog rule, we consider the scenario where an E node at
the boundaries of a PR and E network first receives a route
request to destination D. Given that the packet is now within
an E network, the actual data packet is required for further
forwarding within the E network. In this case, the border
node utilizes the above rule prel to send a route reply back
to S, appending a special * symbol at the end of the reply
path P, indicating that the packet be forwarded via route P
to the border node for further epidemic forwarding. Note that
the requesting S node may receive multiple such replies, and
to avoid duplication, only one of the routes (typically the
shortest) is chosen to forward the packet on to the E network.

To deal with possible message losses when PR and E
networks are disconnected, one may utilize additional mech-
anisms, e.g. for the S node to buffer the original packet and
resend it upon a timeout. Intermediate PR nodes may also
perform similar buffering and resending of route requests.
When a packet traverses from a PR to a E network, the packet
may be sent back to nodes in the PR network, and in the worst
case, flooded back to the entire PR network. To prevent this
from happening, PR nodes can be augmented with NDlog rules
that maintain temporary state to remember packets seen in
the recent past. This consumes additional memory but reduces
communication overhead.

The performance of the above mentioned hybrid protocols
are somewhat dependent on the actual network topology.
While it is easy to come up with MANET topologies that can
result in high network overhead (e.g., ones where there are a
large number of dynamically appearing border nodes between
E and PR networks, and the overhead is high without imple-
menting a coordination mechanism between the border nodes),
there are useful and practical locally stable topologies where
good performance can be achieved by IPF, as demonstrated in
our evaluation section.

VI. EVALUATION

In this section, we perform an experimental evaluation to
validate the benefits of policy-based adaptive MANETs via
declarative networking. We have developed a prototype for
DAWN based on the RapidNet declarative networking en-
gine [4], [22], an open-source platform that we have developed
and released. The RapidNet system is implemented as an add-
ton to ns-3 [1], an emerging discrete-event network simulator
aimed to replace ns-2. ns-3 emulates all layers of the network
stack and supports (configurable) packet loss, packet queuing,
and network topology models. ns-3 supports a simulation
mode enabling the controlled examination of DAWN’s per-
formance under various network topologies and conditions.
Moreover, RapidNet is able to run in implementation mode on
ORB1T testbed. Note that the simulation and implementation
mode utilize an identical code base, declarative rules, and rule
execution engine. The only distinction is the use of network
simulation in ns-3 vs raw sockets on ORBIT.

Our evaluation is divided into three parts. First, we evaluate
a specific instance of policy-based adaptive routing based on a
hybrid link-state protocol (Section IV-A) in simulation mode.
Second, we evaluate in simulation the generalized hybrid
protocol (Section IV-B) and explore the use of inter-protocol
forwarding techniques to forward packets across nodes running
proactive, reactive, and epidemic protocols. Finally, we deploy
and evaluate the generalized hybrid protocol on the ORBIT
testbed to validate our simulation results.

A. Hybrid Link-State Routing

Our first evaluation study involves Hybrid-LS, a policy-
driven link-state protocol described in Section IV-A. Hybrid-
LS utilizes traditional LS routing when the network is stable,
and HSLS when unstable. We configure all nodes to execute
Hybrid-LS protocol, and fix network connectivity and traffic
load, while varying only node mobility. Focusing our initial
evaluation on a subset of the generalized hybrid protocol
enables us to study in detail effects of policy-based adaptation
and protocol switching between LS and HSLS.

We conduct our experiment in a simulated wireless network
consisting of 20 nodes randomly located in a 750m × 750m
arena. In all our experiments, nodes execute a RapidNet en-
gine, but communicate via ns-3’s simulation mode. Our simu-
lated wireless network is based on ns-3’s 802.11b PHY+MAC
model and the wireless transmission range is set to 100m. By
default, simulations do not use RTS/CTS among nodes, but
permit up to 3 retransmits of the MAC layer to transmit each packet.
Network simulations enable us to evaluate the performance of
policy-based adaptive protocols in a controlled environment
where we can vary network topology, traffic, and mobility.
This complements our ORBIT testbed results in Section VI-C
and reference [16].

We compare Hybrid-LS with two declarative implementa-
tions of link-state routing presented earlier: LS and HSLS. In
all link-state protocols, we utilize batched triggered updates
introduced in Section III-A, which ensures that link updates
are batched and propagated periodically. In other words, each
node periodically batches all link updates in the previous
period, and sends out the corresponding LSUs. In our
experiments, we set the propagation period to be 2 seconds,
corresponding to the flooding period in LS and the nominal
period T/L in HSLS. We observe higher packet losses when
the interval is increased. This is because at larger intervals,
each LSU packet is also larger (since link updates are batched
during the time interval for sending). Transmitting these larger
packets results in increased collisions in the network.

In addition to periodic batched updates, there is network-
wide refresh of LSUs performed periodically at intervals of
60 seconds. Correspondingly, LSUs that are not refreshed will
time-out after 65 seconds. Given the triggered updates, this
network-wide refresh is not strictly necessary. However, this
ensures that all nodes eventually learn about the network topol-
ogy via a soft-state refresh mechanism. This is particularly
useful given that transient network partitions result in LSU packet losses during triggered updates.

**Mobility setup:** To explore extremes in mobility patterns, we alternate at 60 seconds interval between three degrees of mobility using the random waypoint model: stationary stage in which all nodes stay in their current positions, moderate stage, in which nodes move at a moderate speed of 4 m/s (on average), and fast stage, in which nodes move at a speed from 12 m/s (on average). Figure 3 shows the mobility setup in terms of link events per second in a total time horizon of 500 seconds (the first not-shown 10 seconds are network initialization stage). Each event corresponds to an update (insertion followed by deletion) to the link table at the node whose neighborhood has been updated. On average, each node has 6-8 neighbors. We note that at moderate speed (the 2nd, 4th and 6th intervals), link events occur at a frequency of 8.8 events/second on average in the entire network. At fast speed (final interval), link events increase to 31.3 events/second. Link events during stationary stage are caused by the instability of wireless links.

**Average link AA:** The link average availability (AA) metric (first introduced in Section IV-A) reflects the stability of each link, expressed as the fraction of time a link has been up in the recent past. Each node can then compute the average AA by averaging across all neighbor link AAs. The higher the average AA, the more stable the network is.

Figure 4 shows the average link AA (computed by averaging across the individual averages computed at each node) and validates that our mobility model is behaving as expected, and AA computations at each node is able to reflect the current state of the network. We observe that when the network is stable, the average link AA approaches 1, and at periods of moderate speed, the average link AA can drop to as low as 0.64, only to recover when the network is stable again. At fast speed, we observe that link AA drops to as low as 0.34.

**Comparing LS and HSLS:** One of the main advantages of Hybrid-LS over traditional LS and HSLS is that it attempts to find a good balance between communication overhead induced by LSUs and route quality. In the remaining of this section, we try to quantify these tradeoffs by first comparing LS and HSLS in terms of their communication overhead and route quality, and then contrast their performance against Hybrid-LS. Figures 5-6 compare LS and HSLS based on the per-node bandwidth utilization (KBps), and one measure of route quality -- stretch. The respective averages are summarized in Table II in the first and second columns, with another measure of route quality -- validity.

Figure 5 shows per-node bandwidth utilization (KBps) obtained for LS and HSLS during the corresponding experimental run. Not surprisingly, LS incurs higher communication overhead compared to HSLS, averaging at 13.8KBps compared to 9.3KBps for HSLS.

While LS consumes more bandwidth compared to HSLS, it is able to compute higher quality routes. We consider two well-known notions of route quality: route stretch as defined in Section IV-A, and route validity, a route is valid if at the time it is computed from the local LSUs, all the links that comprise the route are up.

Figure 6 compares the protocols by comparing the average stretch of the 5% longest routes. We choose to plot the stretch for 5% longest routes because stretch is typically a greater concern for longer routes, whereas routes that have low hop-counts are less impacted by stretch. We make the following observations. First, a perfect stretch of 1 is typically only achievable when all nodes are stationary. Second, at moderate speed, LS results in routes that are of lower stretch, rarely exceeding a route stretch of 1.13, compared to HSLS which achieves as high as 1.33. In the stationary stage, both protocols eventually converge to a stretch of 1, though LS is able to recover much quickly.

We make a similar observation based on the route validity metric, as shown in Table II, where LS is able to achieve higher percentage of valid routes at moderate speed, and close percentage of valid routes at high speed. Overall, our results indicate that at moderate speed, LS is a desirable protocol since it is able to compute high quality routes at relatively low bandwidth utilization. At high speed, the use of LS becomes counter-productive, as network-wide floods under churn result in high communication overhead, which significantly degrades the successful delivery of LSUs necessary for maintaining up-to-date routes. In this case, the HSLS protocol is more desirable given that it achieves routes of equivalent quality with lower communication overhead and significantly higher packet delivery rates.

<table>
<thead>
<tr>
<th>Mobility</th>
<th>Performance</th>
<th>LS</th>
<th>HSLS</th>
<th>Hybrid-LS</th>
</tr>
</thead>
<tbody>
<tr>
<td>High</td>
<td>BW (KBps)</td>
<td>35.35</td>
<td>17.99</td>
<td>21.13</td>
</tr>
<tr>
<td></td>
<td>Stretch</td>
<td>1.16</td>
<td>1.14</td>
<td>1.09</td>
</tr>
<tr>
<td></td>
<td>Validity</td>
<td>55.8%</td>
<td>50.3%</td>
<td>52.7%</td>
</tr>
<tr>
<td>Moderate</td>
<td>BW (KBps)</td>
<td>18.01</td>
<td>9.58</td>
<td>18.01</td>
</tr>
<tr>
<td></td>
<td>Stretch</td>
<td>1.02</td>
<td>1.19</td>
<td>1.02</td>
</tr>
<tr>
<td></td>
<td>Validity</td>
<td>79.8%</td>
<td>68.2%</td>
<td>79.8%</td>
</tr>
</tbody>
</table>

**Benefits of Hybrid-LS:** To validate that the specified policies of Hybrid-LS can indeed adapt between LS and HSLS based on computed average link AA, we perform a similar evaluation study by measuring the performance characteristics of Hybrid-LS. In this protocol, the specified policy sets the THRES parameter described in Section IV-A to 0.64. THRES can be tuned either experimentally or by analysis, and adaptive tuning of this value is an interesting avenue for future work.

Figure 7 shows the effects of this policy, by measuring the percentage of nodes using LS during the experiment. Not unexpected, LS and HSLS are insensitive to changing AA values, since they are not policy driven. On the other hand, we observe that in Hybrid-LS, nodes are able to quickly and successfully adapt according to the policy. As average AA is above the threshold (shown in Figure 4), all nodes adapt their protocol to utilize LS. Conversely, after time 425 seconds, as the network becomes unstable, nodes start adapting to using HSLS. Eventually, all nodes adapt to using the HSLS protocol. At the end of the experiment, as the network stabilizes, nodes begin to re-adapt to using LS. Overall, we note that Hybrid-LS is able to effectively adapt based on network conditions.
The third column of Table II summarizes the performance characteristics of Hybrid-LS in comparison with LS and HSLS. We note that Hybrid-LS is able to achieve a good balance between communication overhead and route quality. In periods where the network is in moderate mobility, Hybrid-LS adapts to a more aggressive flooding strategy used by LS. Hence, the protocol is able to achieve equivalent route quality compared to LS, and higher route quality compared to HSLS. In periods of high mobility, Hybrid-LS adapts to using the HSLS protocol. As a result, it is able to achieve equivalent route quality compared to LS and HSLS, while utilizing only a fraction of the bandwidth that LS requires.

All in all, our results demonstrate that Hybrid-LS is able to achieve the desired protocols of both protocols given the current network conditions, by leveraging LS’s capabilities to achieve high quality routes under moderate mobility, and adapting to HSLS’s lower bandwidth utilization and higher packet delivery ratios at extreme rates of mobility. Similarly, policy-based protocol adaptation between other categories of MANETs protocols under various metrics like network connectivity and traffic can be implemented and evaluated. We expect it to demonstrate same characteristics with Hybrid-LS, i.e. adopting to the most suitable protocol under specified policies and achieving the best performance of pure protocols.

B. Generalized Hybrid Protocol

Our next set of experiments focuses on the generalized hybrid protocol (Hybrid) presented in Section IV-B, where clusters of nodes adapt to use specific protocols based on the policy decisions. We further evaluate the inter-protocol forwarding (IPF) techniques presented in Section V, by sending packets across nodes running different protocols. Our evaluation here consists of two parts: first a network consisting of proactive and reactive nodes, and second, a similar network that additionally includes DTN nodes using epidemic routing. Both parts are carried out in RapidNet’s simulation mode.

Proactive and Reactive: Our first Hybrid experiment consists of a network of 28 wireless nodes randomly distributed in a 900m × 450m arena. The network consists of the following: (1) 7 low-traffic nodes at each side of the arena moving with a speed of 1-2 m/s based on the random waypoint model; and (2) 14 high-traffic stationary nodes at the center of the arena. By executing the generalized hybrid protocol, based on the policies presented in Figure 2, nodes at the arena edge use a reactive protocol (in this case, DSR), whereas nodes in the center adapt to use the LS protocol.

Our experiment is carried out over a period of 600 seconds, in which the nodes executing reactive protocol initiate communication with the proactive nodes. In total, the reactive nodes initiate 180 different route requests to discover routes to the proactive nodes in the arena center. As a basis for comparison, we compare Hybrid with pure DSR and LS.

Figure 8(a) shows the CDF of route request latency (in seconds) of Hybrid and DSR. Latency is computed as the time duration from the moment a source node issues a route request until a route reply is received by the same node. Overall, we observe that Hybrid results in lower request latency, since most
route requests to proactive nodes can be satisfied by the closest proactive node to the initial requesting node. For instance, Hybrid has a median latency of 0.59 seconds compared to 1.31 seconds for DSR. Here, we have deliberately omitted LS in the CDF, since the protocol proactively builds routing tables and hence does not issue explicit route discovery requests.

In terms of communication overhead, Hybrid incurs a lower per-node communication overhead (aggregated for the duration of the experiment) of 58.99KB compared to 66.82KB of DSR. The lower overhead is due to the fact that Hybrid avoids network-wide flooding of requests whenever replies can be generated by intermediate proactive nodes. On the other hand, LS incurs the highest aggregate bandwidth of 73.66KB, due to the aggressive flooding of LSUs whenever links are updated. Overall, we observe that Hybrid is able to achieve lower route request latency while incurring lower communication overhead among the three protocols.

Proactive / Reactive and Epidemic: Our second experiment is on a network of 30 wireless nodes in a 950m × 450m arena. Unlike the earlier setup, our experimental setup here includes additional highly disconnected DTN nodes that are using epidemic routing to transmit data packets. Specifically, the network consists of: (1) 5 disconnected nodes (E) at each side of the arena move with a speed of 8-16m/s following the random waypoint mobility model, and (2) 20 nodes (PR) at the arena center, where they execute either LS or DSR, depending on each node’s traffic volume. The specific protocol is similarly chosen based on policies of the generalized hybrid protocol (denoted as Hybrid) shown in Figure 2.

After network initialization, data messages are transmitted from E nodes at one end of the arena to E nodes at the other end, traversing through the PR nodes in the center of the arena. Our experimental duration is 3300 seconds, and a total of 150 messages are transmitted, one at a time with an interval of 22 seconds. We compare Hybrid with a pure epidemic protocol (Epidemic) where all nodes utilize store-and-forward to transmit messages. In this setup, since messages from E nodes need to traverse through the intermediate PR nodes, IPF techniques (E to PR and PR to E) described in Section V-C are directly applicable. As an optimization, whenever a PR node discovers a border node via a route discovery, the border node is cached for a period of time and reused for subsequent messages until it ceases to be an E node.

Table III compares Hybrid with pure Epidemic and DSR. We make the following observations. First, Hybrid achieves the lowest per-node communication overhead (aggregated for the duration of the experiment), since it avoids network-wide flooding of packets (Epidemic) or route requests (DSR). Second, both Hybrid and Epidemic achieve high delivery ratios, defined as the percentage of messages that are successfully delivered. Hybrid achieves fewer losses while utilizing only 30% of the bandwidth used by Epidemic. On the other hand, not unexpected, DSR performs poorly with a message delivery ratio of merely 11.3% in a highly disconnected environment, where route requests are often dropped by nodes that are disconnected from other nodes.

Figure 8(b) shows the CDF of packet delivery latency of all messages sent by Hybrid and Epidemic. We observe that Hybrid improves upon the packet delivery latency compared to Epidemic, particularly for packets that require long delivery time. For instance, considering only messages in the top 30th percentile of delivery time, the average for Hybrid is 7.0 seconds compared to 10.5 seconds for Epidemic. We attribute this reduction to reduced packet losses and fewer transmission retries in Hybrid, as compared to Epidemic.

<table>
<thead>
<tr>
<th>Performance</th>
<th>Hybrid</th>
<th>Epidemic</th>
<th>DSR</th>
</tr>
</thead>
<tbody>
<tr>
<td>BW (KB)</td>
<td>154.58</td>
<td>508.80</td>
<td>17.85</td>
</tr>
<tr>
<td>Delivery ratio</td>
<td>85.3%</td>
<td>82.7%</td>
<td>11.3%</td>
</tr>
</tbody>
</table>

TABLE III
Performance comparisons (bandwidth utilization and delivery ratio for Hybrid, Epidemic and DSR).

C. ORBIT Testbed Deployment

RapidNet simulation environment enables us to study the policy-based adaptive MANETS within a controlled environment. To study protocols in an actual wireless environment, we run RapidNet in implementation mode and evaluate the same declarative rules on the ORBIT testbed [2]. ORBIT evaluation enables us to study various performance characteristics (such as actual per-node CPU overhead and memory footprint, and actual wireless interference) not observable in simulations.

In reference [16], we have presented ORBIT evaluation results for two policy-based adaptive MANET routing protocols, namely a hybrid link-state routing and a hybrid proactive-epidemic protocol. Our results are consistent with that obtained in Section VI-A. Due to space constraints, we refer the interested reader to the paper for detailed experimental analysis, and instead focus our evaluation on validating our simulation results in Section VI-B.

The ORBIT testbed consists of machines with 1 GHz VIA Nehemiah processors, 64KB cache, 512MB RAM, and supports two types of network adapters (Intel Pro-wireless 2915-based 802.11 a/b/g and Atheros AR5212-based 802.11.
a/b/g). By default, we configure all nodes in 802.11a ad-hoc mode with RTS/CTS off and a retry number of 3. We have selected 802.11a as it is less susceptible to interference compared to 802.11b. We utilize 30 testbed nodes within a \(5m \times 6m\) grid area for our experiments. Each ORBIT machine executes an instance of a RapidNet process. One limitation of ORBIT is that given the maximum distance between any two nodes in our experiment is about 7.8 meters, all nodes can hear the transmission signals from all other nodes. To mitigate this issue, we reduce the transmission power to 1dBm.

Given that nodes on the ORBIT testbed are static, we emulate mobility by first running an equivalent experiment in simulation mode, and recording all neighborhood updates from the simulation traces. The neighborhood information is used to create the link table at each node. In each experimental run, we add and delete tuples from each node’s link table based on mobility traces obtained from simulation runs. Since ns-3 emulation utilizes raw sockets, iptables are not applicable for filtering packets at the MAC layer based on each node’s current set of neighbors. Instead, application-level filtering is done by each RapidNet node by filtering incoming tuples to accept only the ones from nodes that are currently in its neighborhood set determined by the current stored link table.

This approach enables one to dynamically adjust neighborhood information on ORBIT even though the nodes are physically static. This flexibility however comes at the expense of increased likelihood of transmission collision (and hence dropped frames) since each node’s neighbors may not be the ones that are physically closest on the grid. To reduce likelihood of collisions, we add a random jitter of 0 to 200 milliseconds for each transmitted packet.

Given the above ORBIT settings, we carried out a similar 30 node experiment as described in Section VI-B, consisting of 10 E and 20 PR nodes. The actual network topology and changes to neighborhood were first captured as traces in simulation mode, and replayed on ORBIT, while all 30 nodes are running the Hybrid protocol.

Table IV summarizes the per-node aggregate communication overhead and message delivery ratio for Hybrid and Epidemic. In addition, Figure 8(c) shows the corresponding CDF of the message delivery latency based on a breakdown by messages. We excluded DSR from our ORBIT experiment due to its low message delivery ratio. Our ORBIT results are consistent with our previous simulation results: Hybrid is able to achieve high delivery ratio with lower latency while consuming only a fraction of the bandwidth required by Epidemic.

Table IV

<table>
<thead>
<tr>
<th>Performance</th>
<th>Hybrid</th>
<th>Epidemic</th>
</tr>
</thead>
<tbody>
<tr>
<td>BW (KB)</td>
<td>139.49</td>
<td>514.55</td>
</tr>
<tr>
<td>Delivery ratio</td>
<td>92.7%</td>
<td>97.3%</td>
</tr>
</tbody>
</table>

Fig. 9. Average CPU usage on ORBIT nodes running Hybrid and Epidemic

VII. Related Work

Of particular relevance to our work is the literature on hybrid adaptive MANET routing protocols include Zone Routing Protocol (ZRP) [11] and SHARP [29]. ZRP hybridizes proactive and reactive protocols with routing zones, and SHARP enhances ZRP by adding adaptivity of zone radius based on traffic and application requirements. In addition, a threshold-based hybrid protocol switching between proactive and reactive routing according to network mobility is proposed in [36]. Reference [24] attempts to combine reactive AODV and DTN-style routing in hybrid scheme to achieve the advantage of both in changing network scenarios. Anxiety-Prone Link-State (APLS) protocol [26] adapts between single path link state routing in well connected parts of the network, and multi-path epidemic style routing in disrupted parts of the network.

Inter-domain MANETs [7] enables end-to-end communications over heterogeneous MANETs governed by distinct administrative domains. Their approach differs from DAWN’s IPF mechanisms in Section V as follows. First there is no policy-based protocol adaptation within or across different routing domains. Second, dedicated gateways notes are required to serve as bridges to connect heterogeneous MANETs networks. In contrast, DAWN’s IPF mechanisms require no explicit gateways to be pre-specified, and forwarding policies across nodes running different protocols are customized via declarative rules.

Previously, declarative networking has been studied primarily in wired environments, such as IP routing [6] and overlay network construction [19]. Recent work [8] has also demonstrated the feasibility of using declarative techniques to program sensor network protocols. The MANET settings present new challenges posed by the presence of mobility in the network. In addition, the variability of wireless environment presents compelling motivation for the use of declarative framework for synthesizing a variety of protocols, and expressing policy decisions that enable one to adaptively select and compose protocols at runtime.

This paper builds upon our prior work on applying declarative techniques to enable policy-based adaptive MANET routing [18], [16]. Extensions that we have made in the paper include: (1) the generalized hybrid protocol presented
in Section IV, (2) policy-based inter-protocol forwarding in Section V, and (3) performance evaluation in ns-3 simulations and on the ORBIT testbed to highlight the above extensions. Moreover, the implementation described in this paper is based on the open-source RapidNet declarative networking engine [4], [22], which is an improved implementation over the earlier P2 system [3] presented in our prior work.

VIII. CONCLUSION

In this paper, we present DAWN, a declarative platform that creates highly adaptive policy-based MANETs. We demonstrate that a variety of MANET routing protocols can be specified concisely as declarative networks. Moreover, policy-based adaptation can be expressed in the same declarative language to create hybrid adaptive protocols based on various network and traffic conditions. We further propose inter-protocol forwarding techniques that ensure packets are able to seamlessly traverse across clusters of nodes running different protocols selected based on their respective policies. We have developed a full-fledged implementation of DAWN using our open-source RapidNet declarative networking system and experimentally validate policy-based adaptive MANETs in dynamic settings using a combination of ns-3 simulations and deployment on the ORBIT testbed. Our evaluation demonstrates that DAWN is a practical approach for deploying MANET protocols, achieving concise specifications, policy-based adaptation, and inter-protocol forwarding at low performance overheads.

IX. ACKNOWLEDGMENTS

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REFERENCES


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