

VANET: A Review of Routing Protocol

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ABSTRACT

Vehicle ad hoc network is one of the most promising application of VANET that another communication system. In VANET nodes which are vehicles can move safely with high speed and generally must communicate quickly reliably. VANET is a sub class of Mobile Adhoc Network which provides a distinguished approach

Keywords: VANET, Routing Protocol, ITS, ADOV, TORA•

I. INTRODUCTION

Vehicular ad hoc network is special form of MANET which is vehicle to vehicle road side wireless communication network. It is autonomous and self-organizing wireless communication network, where nodes in vanet involve themselves as servers and clients for exchanging information [4]. VANET allow vehicles to avoid problem either by taking any desired action or by alerting drivers. Besides the road safety enhancement that VANETs will bring, they also open doors to many applications to enhance the driving and traveling comfort, like internet access from car. The main goal of VANET is providing safety and comfort for passengers. Each vehicle equipped with VANET device will be a node in the ad hoc network and can receive and relay other message through the wireless network. Collision warning, road Vanet provide ubiquitous connectivity on the road to mobile users.

Intelligent Transportation System (ITS) provide efficient vehicle to vehicle communication in VANET.

ITS has variety of application like cooperative traffic monitoring, control of traffic flows, blind crossing and collision prevention. Comfort application is the application to allow the passenger to communicate with other vehicles and with internet host, which improves passenger comfort.

VANET provide internet connectivity to vehicular nodes while on the movement so that watch passenger can download music and send emails, online movies and can online chatting etc.

VANET provide the payment service application is very suitable for toll collection without even decelerating the car or waiting online. Signal arms and in place traffic view will give the driver essential tool to decide the best path along the

way event or bad traffic areas. VANET has unique characteristic like high mobility with constraint of road topology, initially low market penetration ratio, unbounded network size, infrastructure support that differentiate it from MANET [1]. The network architecture of vanet can be classified into 3 categories: Pure cellular/WLAN, pure ad hoc, and hybrid. Due to new technology it has taken huge attention

from government, academy & industry. There are many research projects around the world which are related with VANET such as

COMCAR, DRIVE, FleetNet [10] and NoW [12]. (Network on Wheels) CarTALK 2000, CarNet [4]. The Routing Protocol in VANET are categorized into various types like Topology based, Position based, Geocast Based, Broadcast based.

II. FEATURES OF VEHICULAR AD-HOC NETWORK

VANET assists vehicle drivers to communicate and to coordinate among themselves in order to avoid critical situation through Vehicle to Vehicle communication e.g. roadside accident, traffic jams etc. Due to highly mobile and dynamic behavior, VANET have following features:

for an Intelligent Transportation System (ITS). The survey of routing protocol in VANET is important and necessary for smart ITS.

- This technology will be useful for Police and fire vehicles to communicate with each other for safety purpose.

Vehicular Adhoc Network architecture and cellular technology to achieve intelligent communication and improve road traffic safety and efficiency. To organize their in vehicular computing system, vehicle to vehicle adhoc networks, hybrid architecture with special properties such as high

mobility network portioning and constrained topology. Vanet can perform effective communication by utilizing routing. The nodes in VANET are vehicles and road side unit. The movement of these nodes is very fast.

The motion patterns are restricted by road topology. Vehicles act as transceivers i.e. sending and receiving at the same time while creating a highly dynamic network, which is continuously changing.

The vehicular density varies from time to time for instance their density might increase during peak office hours and decrease at night hours.

information. This paper discusses the advantages/disadvantages and the application of various routing protocols for VANET. This paper explore on focusing on significant features, performance improvement in comparisons of routing protocol for vehicular ad hoc network (VANET).

III. APPLICATION OF VEHICULAR AD-HOC NETWORK

Major application of VANET include providing safety information, traffic management,

toll services, location based services and infotainment. VANET application can be divided into following category [1]:-

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IV. NETWORK ARCHITECTURE AND CHARACTERISTIC OF VANET

Wireless ad hoc network do not depend on fixed infrastructure, access point or infrastructure less network for communication and dissemination of information. The architecture of VANET consists of 3 categories:

[4]. Pure cellular/WLAN, Pure ad hoc and Hybrid.

VANET may use fixed cellular gateways and WLAN/WiMax access points at traffic intersection or for routing purpose. This network architecture is pure cellular network and WLAN. VANET can compile both cellular network and WLAN to form the network stationary or fixed gateway area and the road side also provides connectivity to vehicles. In such as scenario all vehicles and road side device form pure MANET. Hybrid architecture consists of both infrastructure network and ad hoc network together. Some of distinguishing features of VANET [4].

Table 1: Showing Various Features of Vanet

Features	Description
Highly Dynamic topology	Vehicle are moving VANET is always changing at high speed, by formed network topology.
Frequently disconnected network topology	Changing node density due to occurs when highly dynamic topology frequently disconnected network.
Unlimited Battery power and storage capacity	Nodes of VANET are not subject to power and storage limitation in sensor networks. Nodes have limited amount of energy and computing power.
On Board Sensor networks	VANET routing protocols consists of many nodes of sensors network which provide useful information for many GPS unit which provides location information of nodes.

V. ROUTING PROTOCOL IN VEHICULAR AD-HOC NETWORK

In VANET the Routing protocols are classified into 5 categories: To policy based routing Protocol,

Position Based Routing Protocol, Cluster Based Routing Protocol, Geocast Routing Protocol and Broadcast Routing Protocol. These protocols are characterized on the basis of area/application where they are most suitable.

A. Topology Based Routing

Several MANET Routing Protocols have used topology based routing approach. Topology based Routing Protocols use link's information within the network to send the data packets from source to destination [7]. Topology based Routing Protocol which discover the route and maintain routing information in a table, the sender starts transmission data. They are divided into 3 categories

1. Proactive Routing Protocol
2. Reactive Routing Protocol
3. Hybrid Routing Protocol

1. Proactive Routing Protocol

These protocols are mostly based on shortest path algorithms. They

keep information of all connected nodes in form of tables because these protocols are table based. Furthermore, these

tables are also shared with their neighbors. Whenever a change occurs in new topology every node updates its routing table. All the nodes of the network in proactive protocol or table driven routing protocols periodically exchange the knowledge of topology. The proactive protocol does not have initial route discovery delay but consumes a lot of bandwidth for periodic updates of topology [4,7].

(i). DSDV: Destination-Sequenced Distance-Vector Routing [4,7]

DSDV is a

table-driven routing scheme for ad hoc mobile networks based on the Bellman-Ford algorithm. It was developed by C. Perkins and P. Bhagwat in 1994. It eliminates route looping, increases convergence speed, and reduces control message overhead. In DSDV, each node maintains a next-hop table, which it exchanges with its neighbors.

(ii). OLSR: Optimized Link State Routing Protocol [4,7]

It is an optimization of a pure link state protocol for mobile ad hoc networks. Each node in the network selects a set of neighbor nodes called as Multipoint Relay (MPR) which transmits its packets. The neighbor nodes which are not in its MPR set can only read and process the packets. This procedure reduces the number of retransmission in a broadcast procedure.

iii). STAR: Source-Tree Adaptive Routing

STAR is another link state protocol. In STAR, preferred

route to every destination is saved in each router. It reduces overhead

on the network by eliminating periodic updates. There is no need of sending updates, unless any event occurs. This

protocol can be suitable for large scale network but it needs large memory and processing because it has to maintain large trees for whole network [4,7].

2. Reactive Routing Protocol

On demand and reactive routing protocols were designed in such a manner to overcome the overhead that was created by proactive routing protocols. This is overcome by maintaining only those routes that are currently active. Routes are discovered and maintained for only those nodes that are currently being used to send data packets from source to destination. These protocols periodically update the routing table, when some data is there to send. When using flooding process for route discovery, which causes more routing overhead and also suffers from the initial route discovery process which makes them unsuitable for safety application in VANET.

(i). AODV: Ad-Hoc on Demand Distance Vector

In AODV routing, upon receipt of a broadcast query (RREQ), nodes record the address of the node sending the query in their routing table. This procedure of recording its previous hop is called backward learning. Upon arriving at the destination, a reply packet (RREP) is then sent through the complete path obtained from backward learning to the source.

(ii). DSR: Dynamic Source Routing

DSR uses source routing, that is, the source indicates in a data packet's sequence of intermediate nodes on the routing path. In DSR, the query packet copies in its header the IDs of the intermediate nodes that it has traversed. The destination then retrieves the entire path from the query packet, and uses it to respond to the source.

(iii). TORA: Temporally Ordered Routing Algorithm

TORA routing belongs to a family of link reversal algorithms where a Directed Acyclic Graph (DAG) toward the destination is built based on the height of the tree rooted at the source.

The directed acyclic graph directs the flow of packets and ensures reachability to all nodes. When a node has a packet to send, it broadcasts the packet. Its neighbor only broadcasts the packet if it is the sending node's downward link based on DAG.

3. Hybrid Routing Protocol

Hybrid Routing combines characteristics of both reactive and proactive routing protocols to make a more scalable and efficient. Mostly hybrid protocols are zone based, it means the number of nodes is divided into different zones to make route discovery and maintenance more reliable for VANET.

(i). ZRP: Zone Routing Protocol

In this the network is divided into overlapping zones. The zone is defined as a collection of nodes which are in a zone radius. The size of a zone is determined by a radius of length θ where θ is the number of hops to the perimeter of the zone. In ZRP, a proactive routing protocol (IARP) is used in intra-zone communication, source sends data directly to the destination if both are in same routing zone otherwise IARP reactively initiates a route discovery.

B. Position Based Routing Protocol

Position Based Routing consists of a class of routing algorithms, which is sharing the property of geographic positioning information in order to select the next forwarding hops [2]. The packets are sent without any map knowledge to the one hop neighbor which is closest to destination. Position based routing provides better performance because there is no need to be created and maintained global route from source node to destination node [5]. Position based routing assumes that each node has knowledge about its physical/geographic position by GPS or by some other position determining services. In it each node also has the knowledge of source, destination and other neighboring nodes. As compared to topology based routing, position based routing uses the additional information of each participating node to be applicable in VANET, that additional information is gathered through GPS, here we discuss some popular position based routing techniques:-

(i). GPSR: Greedy Perimeter Stateless Routing

In Greedy Perimeter Stateless Routing (GPSR) a node forwards a packet to an immediate neighbor which is geographically closest to the destination node. This mode of forwarding is termed greedy mode. When a packet reaches a local maximum, a recovery mode is used to forward a packet to a node that is closer to the destination than the node where the packet encountered the local maximum [3-4].

(ii). GSR: Geographic Source Routing

Earlier GSR was used in MANET. Then it was improved to use in VANET scenario by incorporating in it greedy forwarding of messages toward the destination. If at any

hop there are no nodes in the direction of destination then GPSR utilizes a recovery strategy known as perimeter node [3, 5].

(iii). A-STAR: Anchor Based Street and Traffic Aware Routing [4]

A-STAR is similar to GSR in that packets are routed through anchor points of the overlay. However, A-STAR is traffic aware; the traffic on the road determines whether the anchor points of the road will be considered in the shortest path. A-STAR routes based on two kinds of overlaid maps: a statically rated map and a dynamically rated map. A statistically rated map is a graph that displays bus routes that typically imply a stable amount of traffic.

C. Geo cast Based Protocol

Geo cast routing is basically a location based multicast routing used to send a message to all vehicles in a pre-defined geographical region. Its main objective is to deliver the packet from source node to all other nodes within a specified geographical region Zone of relevance ZOR. In geo cast routing vehicles outside the ZOR are not alerted to avoid unnecessary hasty reaction. It normally defines a forwarding zone where it directs the flooding of packets in order to reduce message overhead and network congestion caused by simply flooding packets everywhere. In the destination zone, unicasting can be used to forward the packet. One pitfall of Geo cast is network partitioning and also unfavorable neighbors which may hinder the proper forwarding of message [1, 4].

D. Cluster Based Protocol

Each cluster has one cluster-head, which is responsible for intra and inter-cluster management function. Intra-cluster nodes communicate with each other using direct links, whereas inter-cluster communication is performed via cluster headers. In cluster-based routing protocol the formation of cluster and the selection of cluster-head is an important issue. In VANET due to high mobility dynamic cluster formation is a towering process [1, 4].

E. Broadcast Based Routing

Broadcast is based on hierarchical structure for highway network. In broadcast the highway is divided into virtual cells which move like vehicle. The nodes in the highway are organized into two levels of hierarchy; the first level hierarchy includes all the nodes in a cell, the second level hierarchy is represented by cell reflectors, which are few nodes located close to geographical center of cell. Some cell reflector behaves for certain interval of time as cluster head

and handle the emergency message coming from same members of the cell or nearby neighbor. This protocol performs similar to flooding base routing protocols for message broadcasting and routing overhead [1, 4].

VI. CONCLUSION

Routing is an important component in Vehicle to Vehicle (V2V) and Infrastructure to Vehicle (I2V) communication. This paper discusses various Routing protocols of VANET. Designing an efficient routing protocol for a VANET application is very difficult. Proactive based protocol may not be suitable for high mobility nodes because distance vector routing takes much bandwidth to store routing information with neighbors. Due to high mobility of VANET node's proactive based routing protocol may fail in VANET due to consumption of more bandwidth and large table information. As compared to proactive routing reactive routing protocols such as (AODV & DS) focus on features and comparison of different protocols require less space to store the routing information and also consumed less bandwidth to communicate among neighbors for the highly mobile ad hoc network. Thus this paper focus on features and comparison of different categories of VANET routing protocols. Such as position based Geo cast and Cluster based protocol are more reliable for most of application in VANET.

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