

1 A Survey on Topology based Reactive Routing Protocols in 2 Vanets

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5 **Abstract**

6 VANETS comes under the shadow of MANETS. It provides a prominent approach to the
7 intelligent transport system. In this paper, we have explained the different number of
8 topology-based reactive routing protocols for the smart transport system. Vanets provides
9 many applications with its infrastructure less topology like traffic information, vehicle safety
10 etc. Designing a new and efficient routing protocol for all the applications of vanets is very
11 difficult so we have compared all the protocols with a detailed analysis so that we may find the
12 best among them after that we may improve the routing process by considering the different
13 types of parameters. At first, we will discuss about the basics of vanets and its characteristics
14 later we will discuss the categories of routing protocols and their comparative analysis.

17 **Index terms**— routing, topology-based routing protocols, vanets, vehicle safety.

18 **1 I. Introduction**

19 vehicular Ad-Hoc Networks (VANET) are a particular kind of Mobile Ad Hoc Network, (MANET), in which
20 vehicles act as nodes and each vehicle is equipped with transmission capabilities which are interconnected to
21 form a network. The main intention of delve into VANETs is the enhancing the vehicle safety using inter-
22 vehicular communication (IVC). VANETs have several different aspects compared to MANETs, in that the nodes
23 move with high velocity because of which the topology changes rapidly. VANETs prentce many challenges on
24 expertise, protocols, and refuge, which increase the need for research in this field.

25 The communication in these types of networks are in between vehicles to roads and vehicles to vehicles and
26 inters road communication is used for improving the safety and to reach the goals of vanets. The following figure
27 gives the idea of communication in vanets.

28 **2 a) Types Communication in VANETS**

29 Fascinatingly the applications of WSNs were emerged drastically, Such as accessing internet through vehicles;
30 sharing of information among vehicles, traffic information etc. So efficient routing protocol should be used to
31 avoid delay, packet drops and reduce frequent link breaks. Now a day's vehicles on roads are heavily increased,
32 due to the vibrant nature of VANETs links between two vehicles would remain for a short time due to this
33 communication would get delay which decreases network performance. Existing approaches used E-TX, link
34 expiration time, rate estimations and flooding methods for establishing a reliable route between source and
35 destination. But considering only expiration time and rate factors could not yield better results because if a node
36 with high expiration time with minimum stability will not establish a proper communication.

37 **3 Fig. 1: Architecture of VANET**

38 The following are the different characteristics of VANETs which are similar to MANETs [3], but there are some
39 specific kinds which can be categorized as follows:

40 (1) Highly dynamic topology (2) Frequent disconnected network (3) Mobility modeling and Prediction (4)
41 Communication Environment (5) Hard delay constraints (6) Interaction with onboard sensors, (7) Unlimited
42 Battery Power and Storage

43 **4 II. Overview of Routing Protocols in Vanets**

44 Routing is the process of transmitting the data among the nodes from one place to another here from one vehicle
45 to another vehicle. Routing occurs at Layer 3 (network layer) of the OSI model. In VANET, The routing
46 protocols are broadly categorized into many types [4]. Depending upon the topology, transmission strategies,
47 position, delay tolerant, Cluster-based, Geo cast, Multicast etc. We have a vast number of routing protocols
48 in VANETS. In this paper, we will discuss topology-based reactive routing protocols under VANETS. It comes
49 under the category of Routing Information based Routing. Under that we have two types they are Topology
50 based and Position based techniques.

51 **5 Fig. 2: Categories of Routing Algorithms**

52 **6 III. Topology-based Routing Protocols**

53 These types of routing protocols use the link information that exists in the set of connections (network) to perform
54 packet forwarding. They discover the route and retain it in a Routing table before the sender starts transmitting
55 data. They are additional at odds into reactive, proactive and hybrid protocols. These steering Protocols are
56 standards and used for transfer the data in the Networks. Efficient Routing protocols make dynamic routing
57 decisions in network. Topology Based Routing schemes generally require additional node topology information
58 during the routing decision process.

59 **7 Global Journal of Computer Science and Technology**

60 Volume XVIII Issue IV Version I ? The benefit of proactive routing protocol is that there is no route detection
61 since the destination route is stored in the backdrop, but the inconvenience of this protocol is that it provides
62 low latency for realtime application. A routing table is constructed and maintained within a node. It also leads
63 to the preservation of idle data paths, which causes the lessening in the available bandwidth. The proactive
64 routing protocols care for the tables representing the topology. In these protocols the tables updating frequently
65 and sends the information from one node to another. Proactive routing protocols also called the table driven
66 protocols due to its nature. There are two types of updating available in proactive protocols periodic update and
67 triggered update due to broadcast the update tables they waste power and bandwidth in the network [8].

68 **8 b) Reactive routing protocols**

69 Reactive routing opens a route only when it is necessary for a node to communicate with another node. It
70 maintains only the routes that are currently in use, thereby reducing the burden on the network. Information
71 Engineering and Applications in which the query packets are flooded into the network for the path search and
72 this phase completes when route is found. These protocols are called as on-demand routing protocols as they
73 periodically update the routing table, when Reactive routing consists of route discovery phase g Protocols for
74 VANET, Journal of some data is there to send. The various types of reactive routing protocols are AODV, DSR
75 and TORA.

76 **9 i. Temporally ordered routing algorithm**

77 The Temporally Ordered Routing Algorithm (TORA) is an algorithm for routing the data across the different
78 types of Networks like Wireless Mesh Networks, Wireless Sensor Networks, Mobile Adhoc Networks and Vehicular
79 Adhoc Networks etc. It attempts to achieve a high degree of scalability using a "flat", non-hierarchical routing
80 algorithm.

81 TORA constructs and maintains a Directed Acyclic Graph (DAG) rooted at a destination with a principle of
82 No two nodes may have the same height.

83 Here the information is transferred or flows from the nodes which are having the highest metrics to the nodes
84 which are having the lowest metrics. So here the data transmission is only 'down-hill'. So, it achieves loop-free
85 multipath routing, as the data cannot flow 'uphill' and so cross back on itself. It mainly operates on the following
86 three basic functions. They are: 1. Route creation 2. Route maintenance 3. Route erasure At the time of the
87 route creation and maintenance phases, the nodes use the height as a parameter to establish a directed acyclic
88 graph (DAG) rooted at destination [1]. After that links are assigned based on the relative height metric of
89 neighbouring nodes. During the changing of the nodes if the DAG is broken and the route maintenance unit
90 comes into the picture to re-establish a DAG routed at the destination. Timing is the most important factor
91 for TORA because the height metric is dependent on the logical time of the link failure. TORA's route erasure
92 phase is essentially involving flooding a broadcast clear packet (CLR) throughout the network to erase invalid
93 routes. The algorithm [1] The Dynamic Source Routing protocol (DSR) is a unproblematic and well-organized
94 routing protocol intended specifically used for multi-hop wireless ad hoc networks of mobile nodes and also it
95 was implemented for routing in vehicular networks too [5].

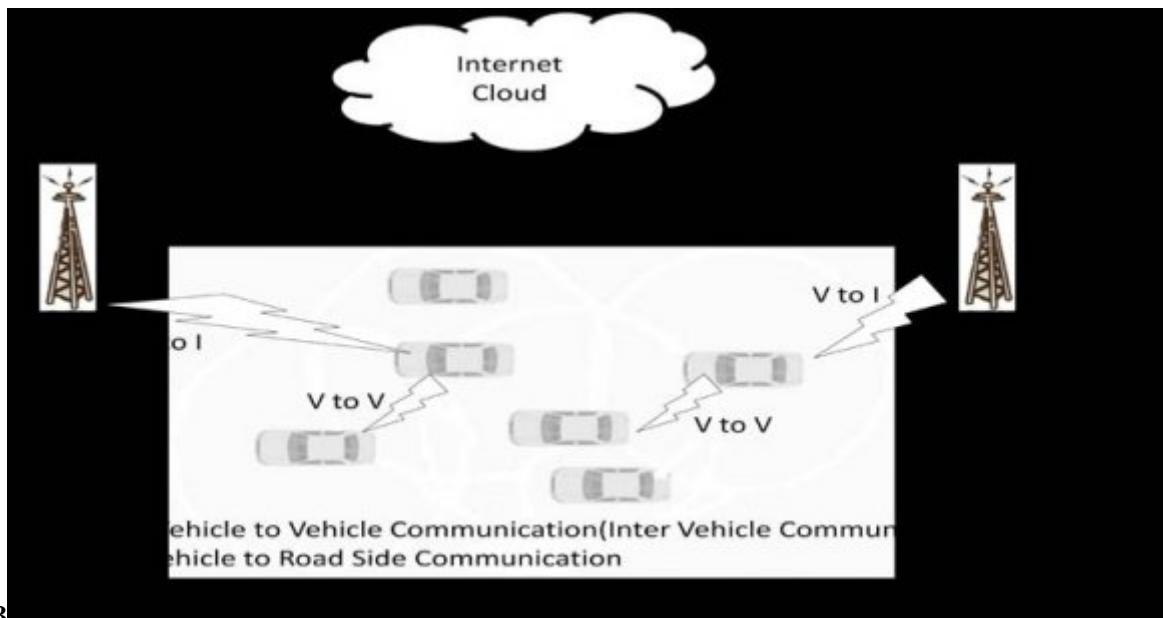
96 It allows the set of Connections (Network) to be completely self-organizing and self-configuring, without the
97 need for any existing network infrastructure or administration. The protocol is bonded with the two mechanisms
98 of Route Discovery and Route Maintenance [5], which work jointly to allow nodes to discover and maintain source
99 routes to arbitrary destinations in the ad hoc network.

100 Route Discovery is the method by which a node or a Source vehicle (S) wishing to send a packet to a destination
101 node or Destination vehicle (D) obtains a source route to D. Route Discovery is used only when S attempts to
102 send a packet to D and does not already know a route to D.

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104 **11 IV. Conclusion**

105 In this paper we have studied about the introduction of Vehicular ad-hoc networks and its Routing Protocols
106 especially we have studied topologybased Reactive Routing Protocols. And we had given a table which includes
the principles and techniques of different types of algorithms used in the respective category. ^{1 2}



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Figure 1: Fig. 3 :

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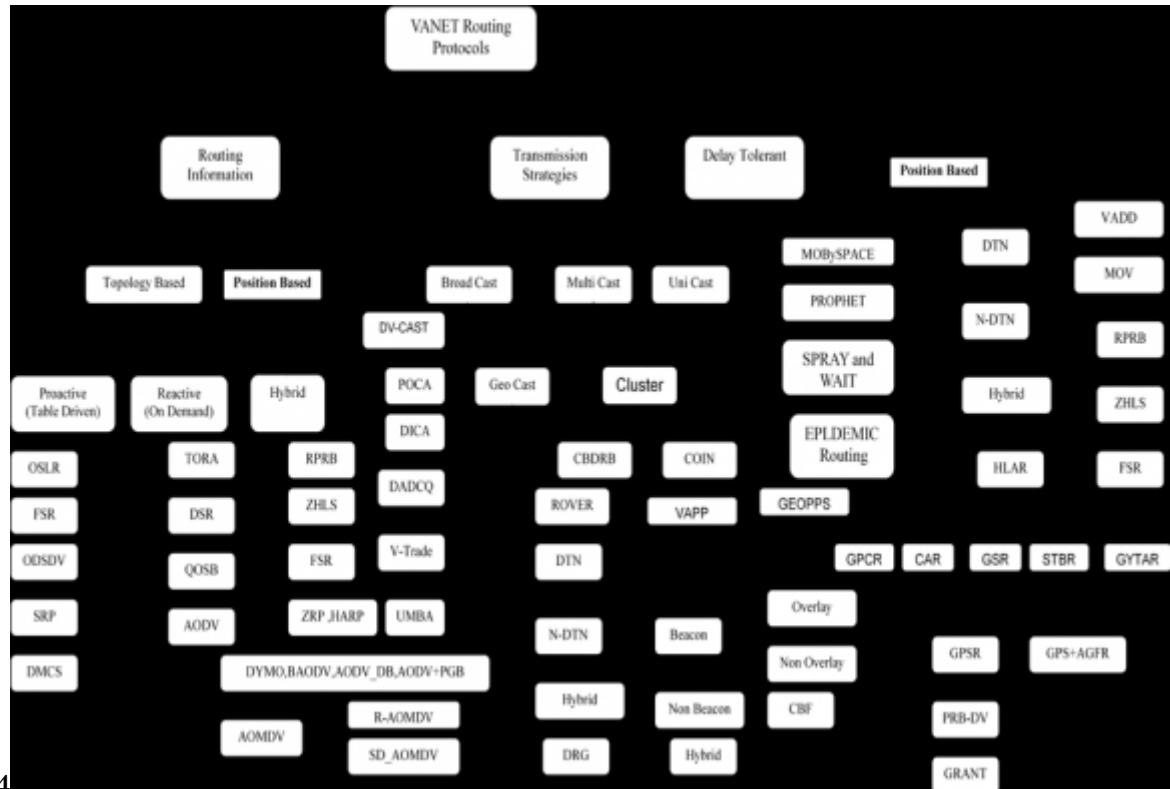


Figure 2: Fig. 4 :

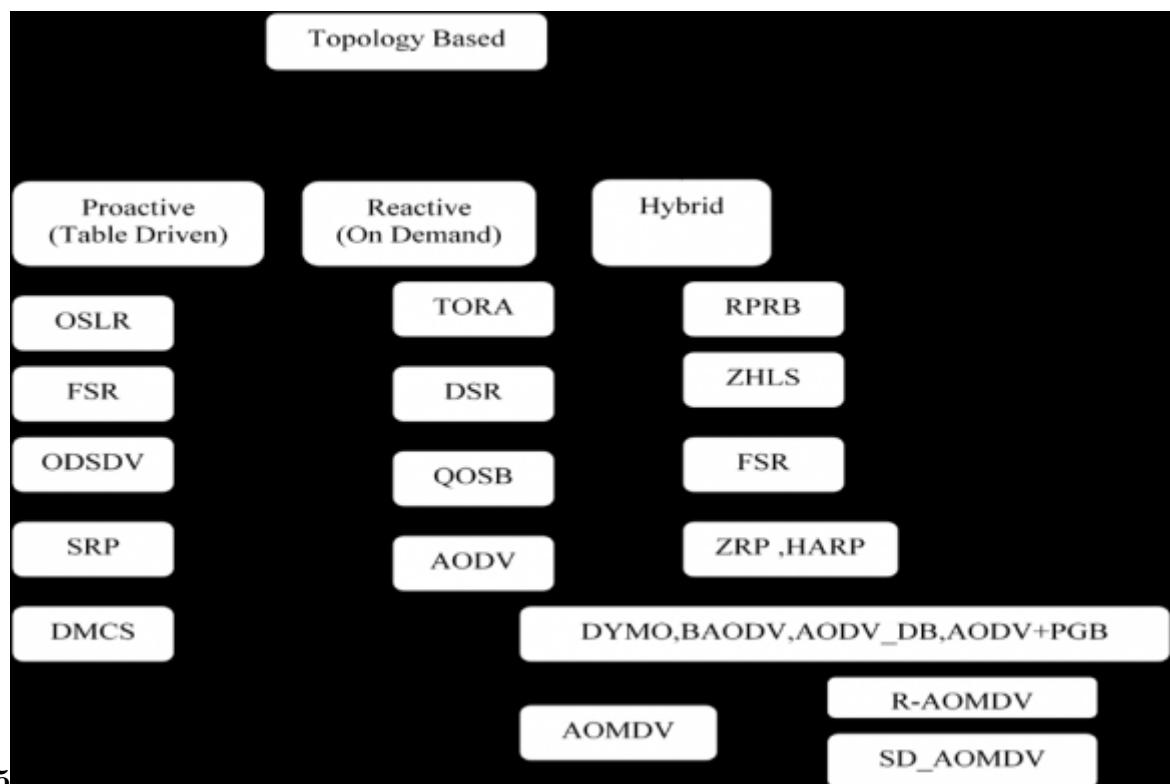


Figure 3: GlobalFig. 5 :

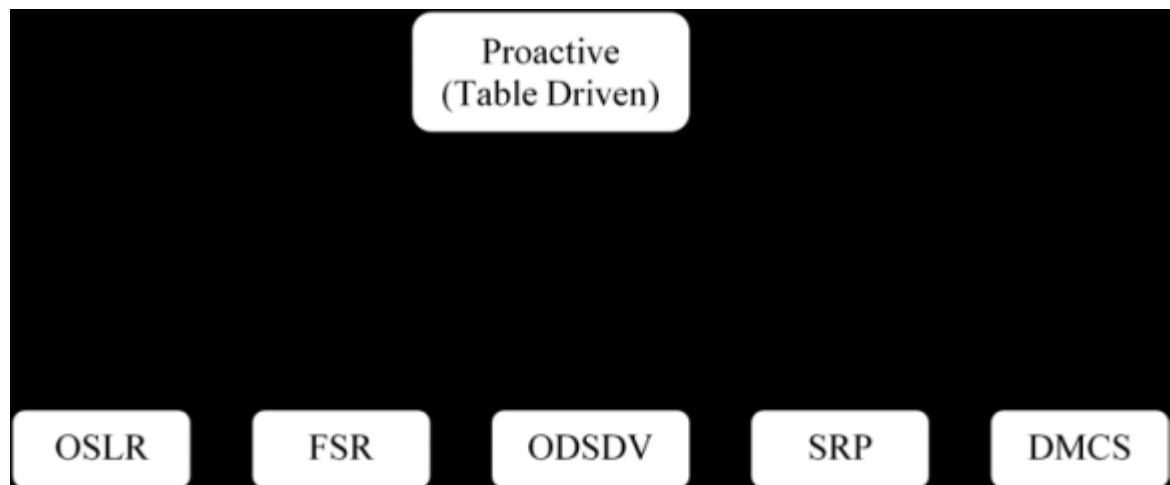


Figure 4: Volume

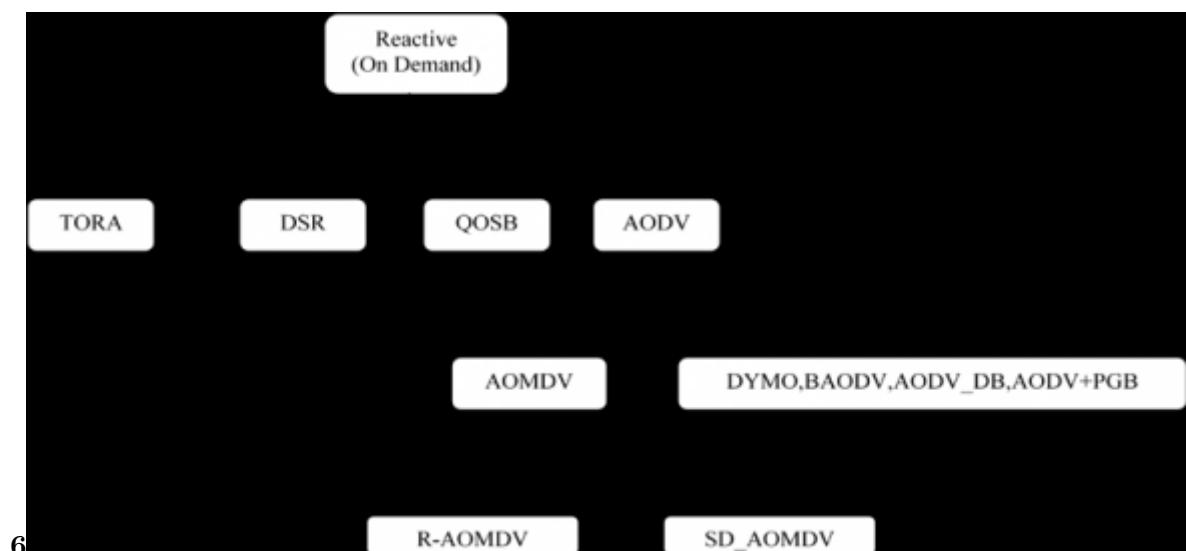
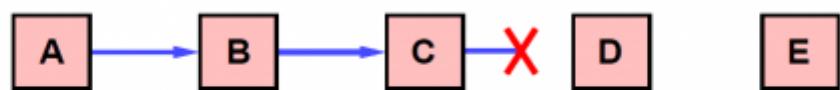


Figure 5: Fig. 6 :A



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Figure 6: Figure 2 :

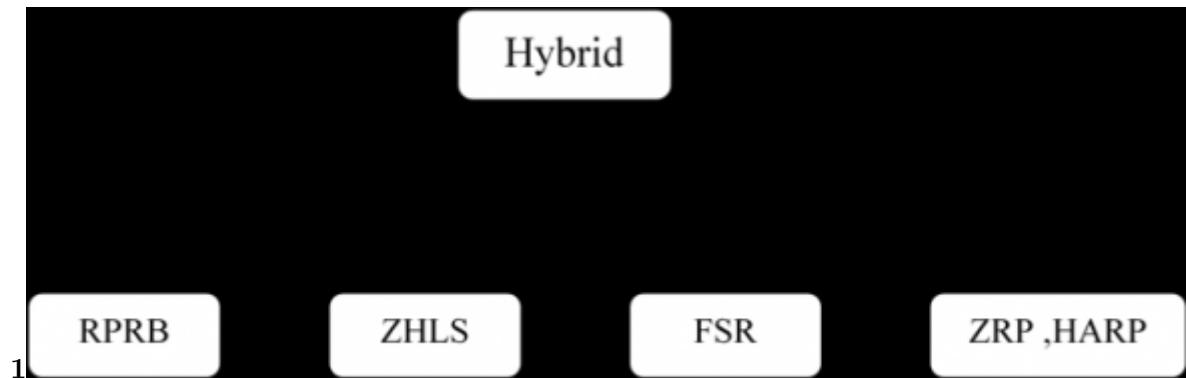


Figure 7: Figure 1 :

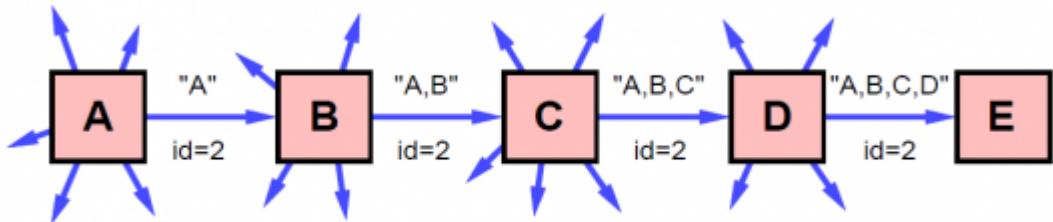


Figure 8:

Algorithm:

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If (failure of link)
Generate reference level
Else If (all neighboring nodes are not at same reference
level)
Propagate reference level
Else If (reference bit ==0)
Reflect Reference Level
Else If (Reference Level created by the user)
Clear Reference Level
Else
Generate Reference Level
ii. Dynamic Source Routing

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Figure 9:

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