

## Empirical Performance Evaluation of Data Dissemination Mechanisms for Spot Applications

### Objectives

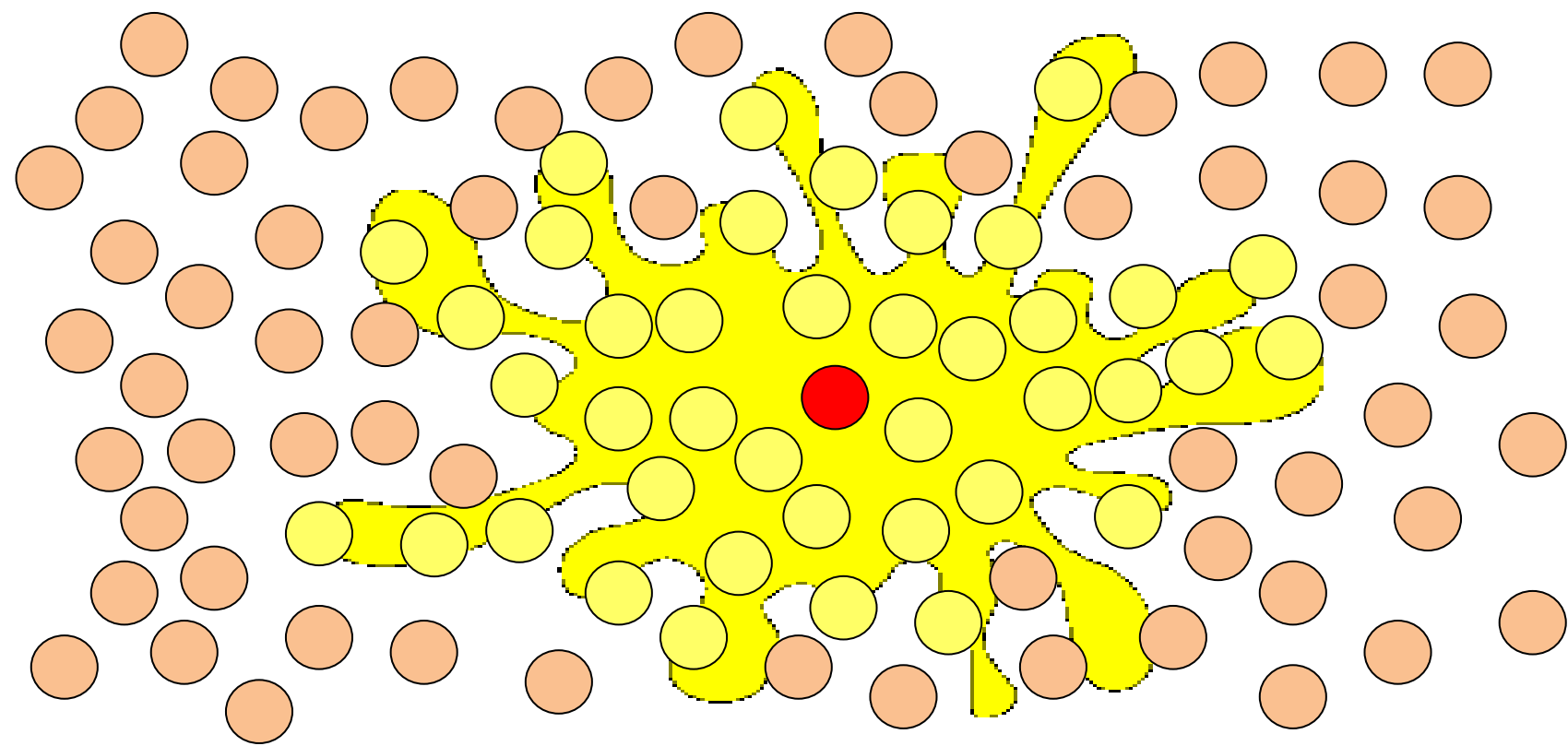
Find/Design a **package** of mechanisms that delivers dissemination service to **spot applications**

Consider all challenging scenarios...

Evaluate the performance through **measurements** on a realistic testbed composed of **50 wireless devices**

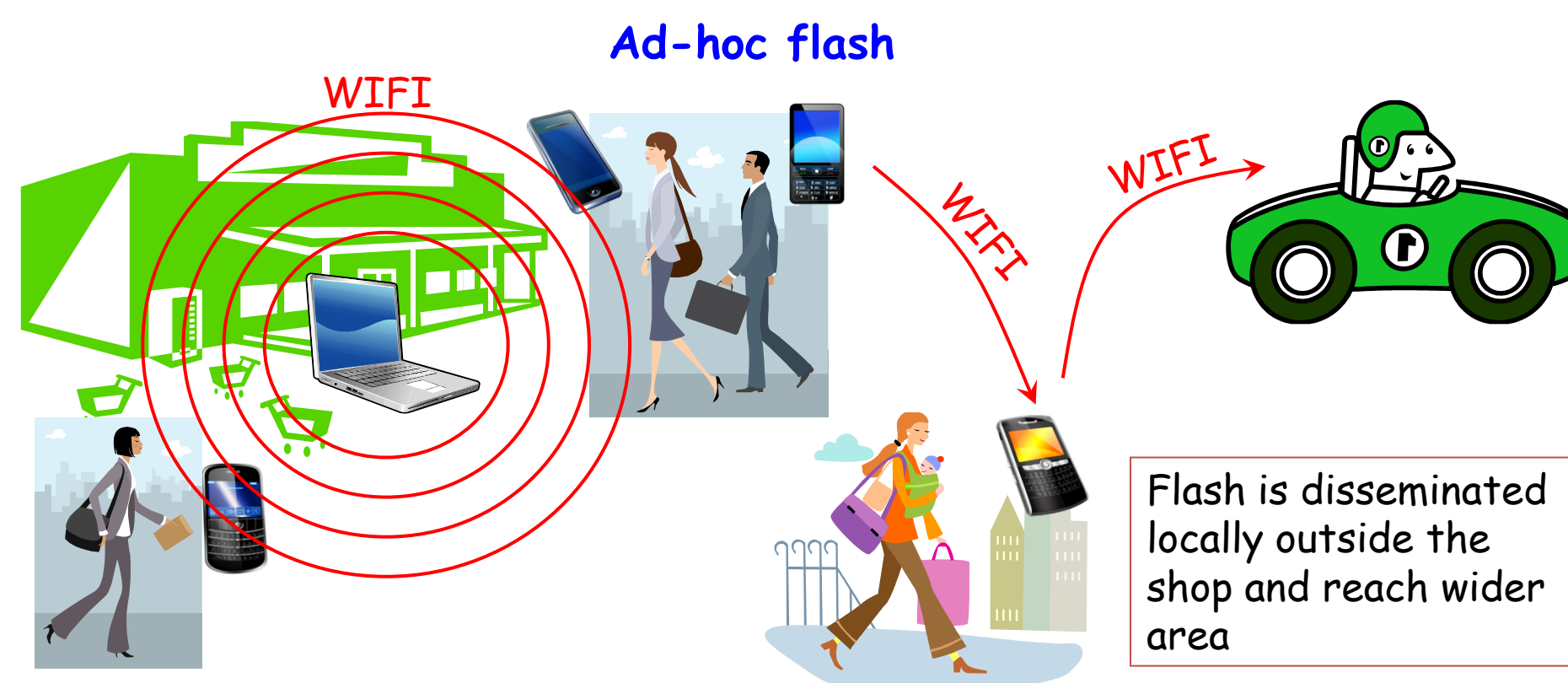
### Spot Applications:

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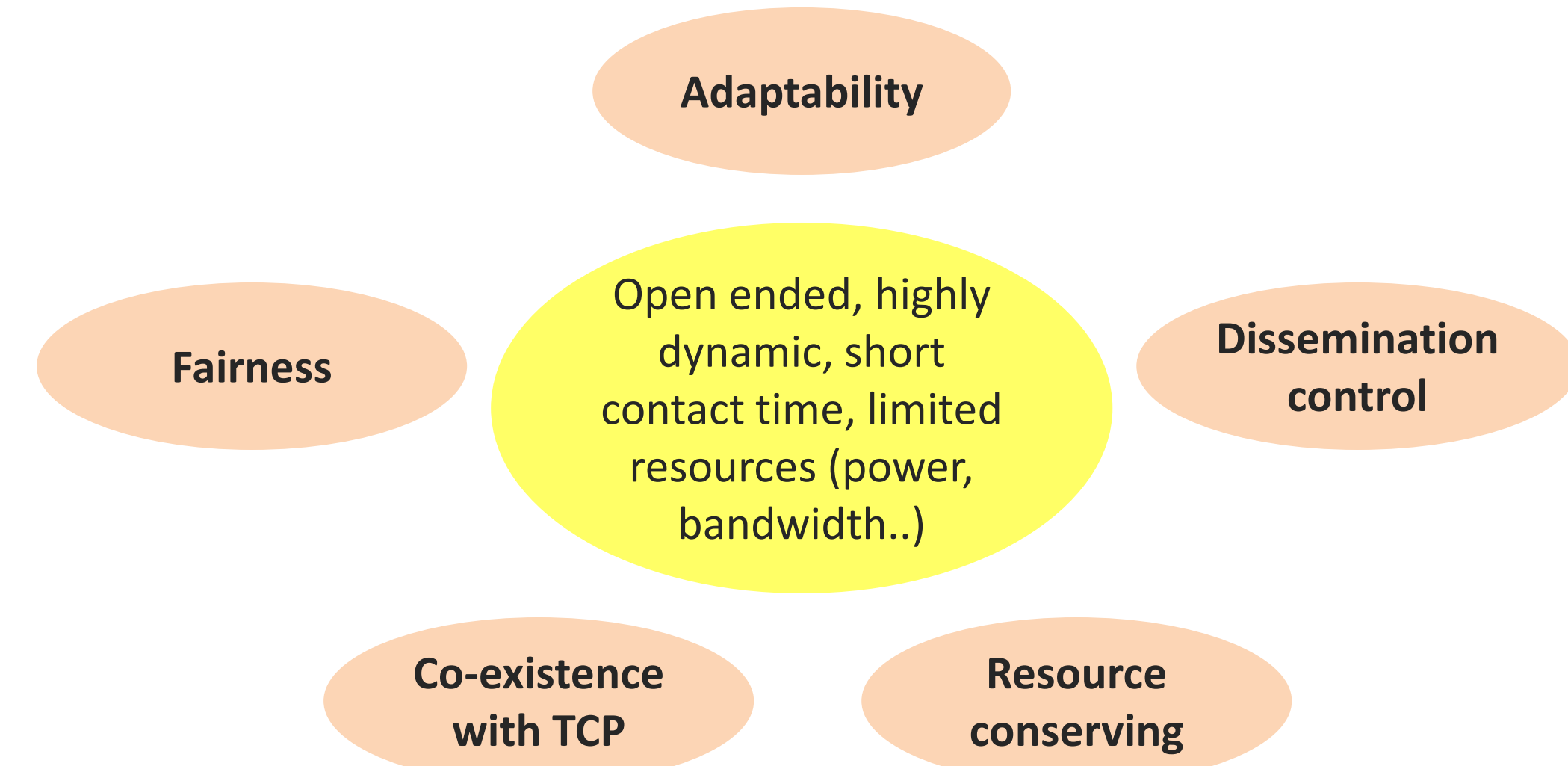


Traffic info, social networks, car sharing, mobile concierge....

#### Ad-hoc Flash Sales: Typical Spot Application



#### Five Success Criteria:



### Three Building Blocks Based on Blind Mechanisms:

We consider only **blind mechanisms**, no handshaking, no network information, no communication overhead... only local observation is considered

**Forwarding Factor Control:** minimizes redundant transmissions.

**Virtual-rate based FF control:** penalizes over-sent/over received packets.

Upon sent/receive event of pkt X  
 $VR_x \leftarrow C * a^{rcvCount} * b^{sendCount}$   
 Send pkt X at  $currentTime + 1/VR_x$   
 $(0 < a, b < 1; C = [pkt/s])$

**New encounter detection\*\*:** (for dynamic networks)

Upon any receive event  
 If source-id is a new encounter  
 Schedule all packets for transmission

\* First time evaluated in this context and while inter-acting with the remaining of the mechanisms  
 \*\* New mechanism that we propose

**Buffer Management:** cleans the buffer in order to keep space for new incoming packets.

**TTL\*:**

- Drop pkt if  $TTL > maxTTL$
- If buffer is full: drop pkt with largest TTL

**TTL with Head Drop\*\*:** similar to TTL but

If buffer is full: drop head pkt

**Aging:** adapts packet life time based on the network activity.

- Upon any send or receive event  
 loop: over all packets  
 $age \leftarrow age + K$   
 If  $age > maxAge$ : drop packet  
 end loop
- If buffer is full: drop pkt with largest age

**Lightened Aging\*\*:** A light version of aging

**Flow Control:** controls the application injection rate.

**MAC-based flow control\*\*:** adapts the application rate to the MAC rate

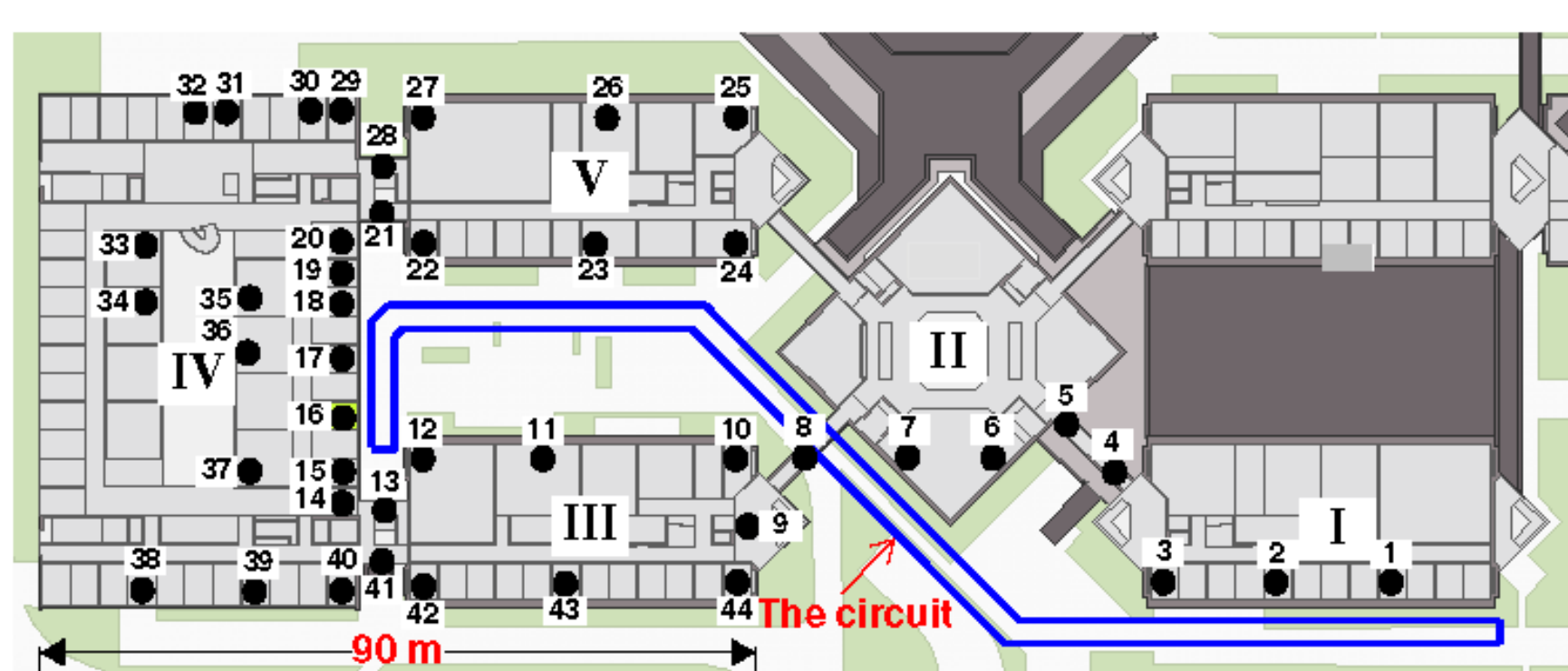
**Implicit Ack-based flow control:** adapts the application rate to the forwarding capacity of the network; ensures a scalable dissemination.

	Adaptability	Dissemination control	Resource conserving	Co-existence with other applications	Fairness
Forwarding factor control	X	X	X	X	
Flow control	X	X		X	X
Buffer management	X	X	X		

### Testbed, Prototypes and Measurements:

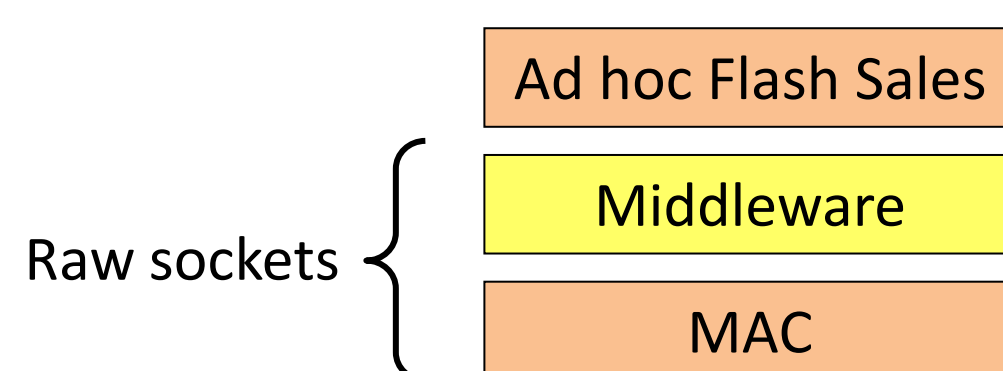
#### Testbed:

**Realistic testbed:** Wireless nodes are distributed over 5 buildings. Each dot corresponds to a node.



**Resource constrained device:**

- C++
- Device: ASUS WL-500GP v1
- Flash: 8MB; RAM: 32MB; processor: 266MHz
- Firmware: OpenWrt



#### Prototypes:



#### Recommended Package:

**Forwarding Factor Control**

Virtual-rate based FF control  
 New encounter detection

**Buffer Management**

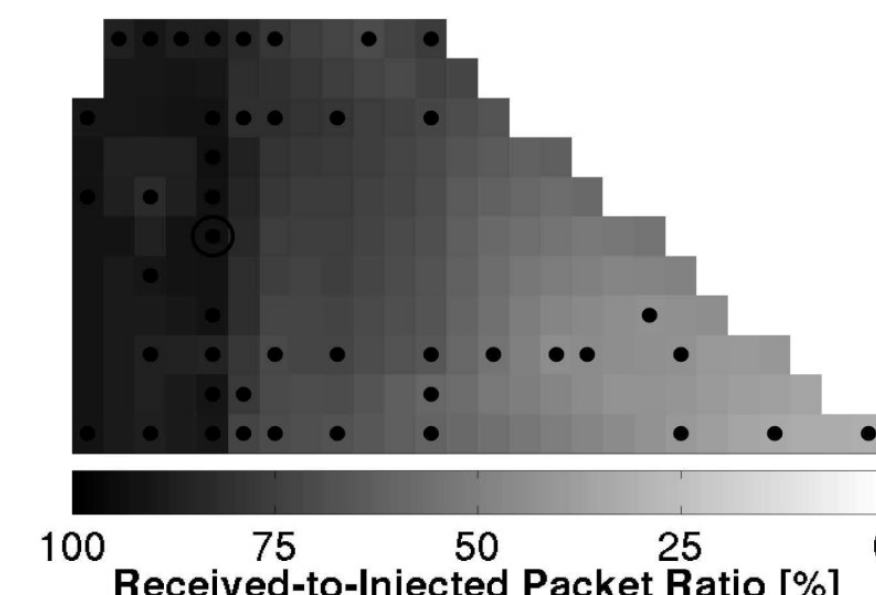
TTL with **small** buffer size (1000 pkts)

**Flow Control**

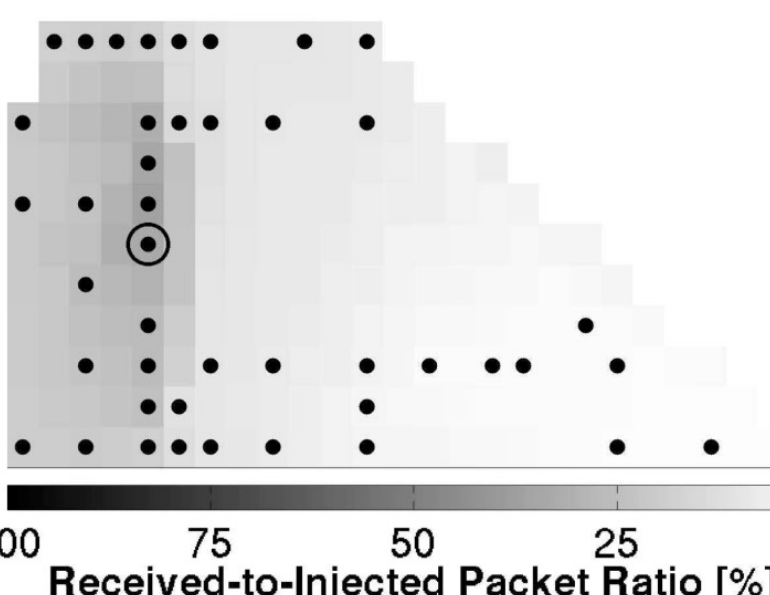
Implicit Ack-based flow control

#### Some Measurement Results:

Imp. Ack-Based Flow Control, Source: 17

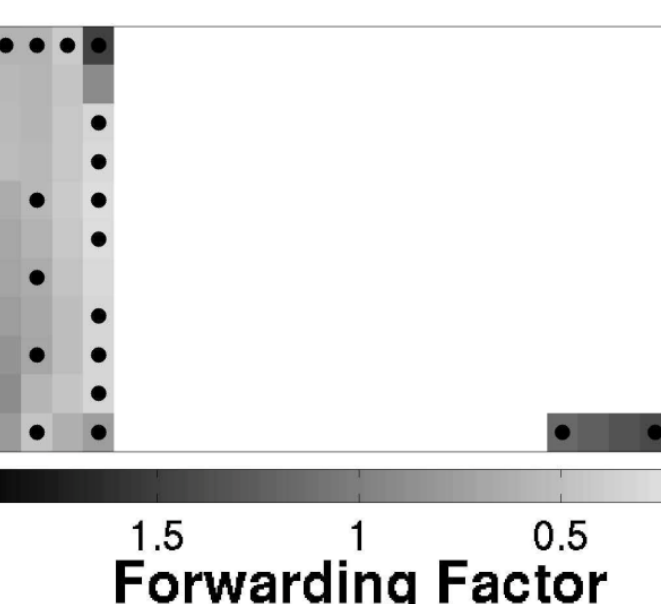


MAC-Based Flow Control, Source: 17

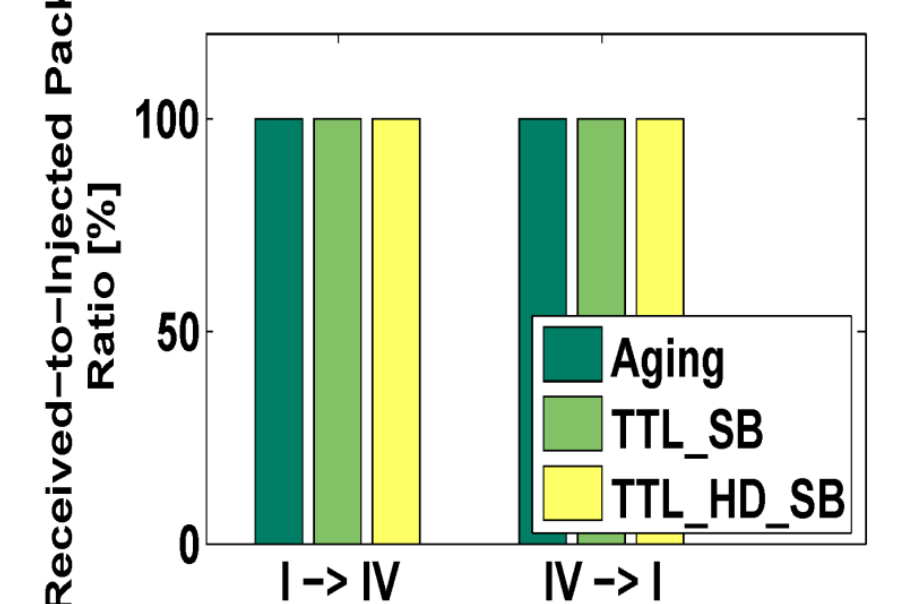


Flow Control: Implicit Ack-based flow control adapts well to the forwarding capacity of the network.  
**Dissemination control, fairness**

Disconnected Islands

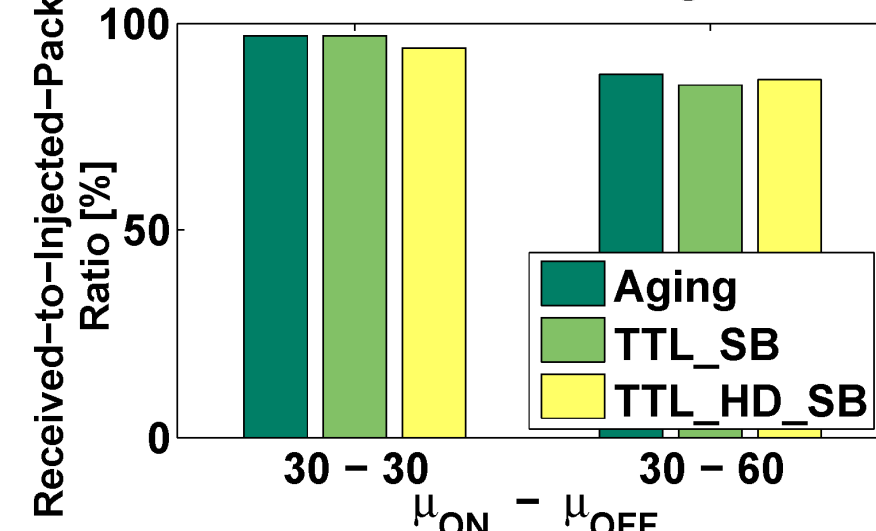


Disconnected Islands

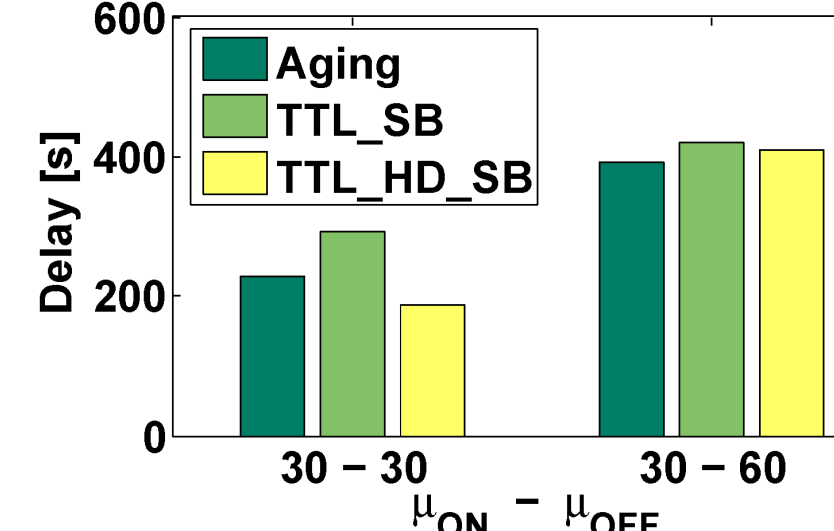


Disconnected island are fully connected in time, due to mobility.  
 Forwarding factor adapts to the node density.  
**Adaptability, resource conserving**

Power Saving

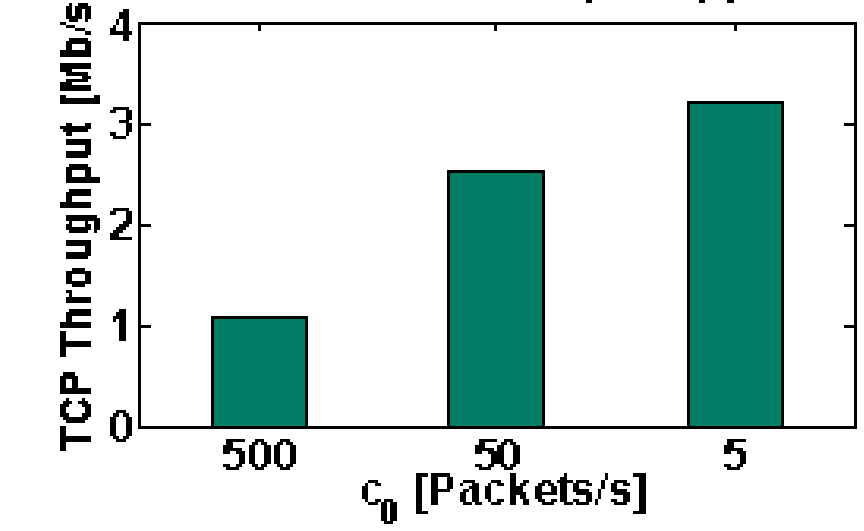


Power Saving

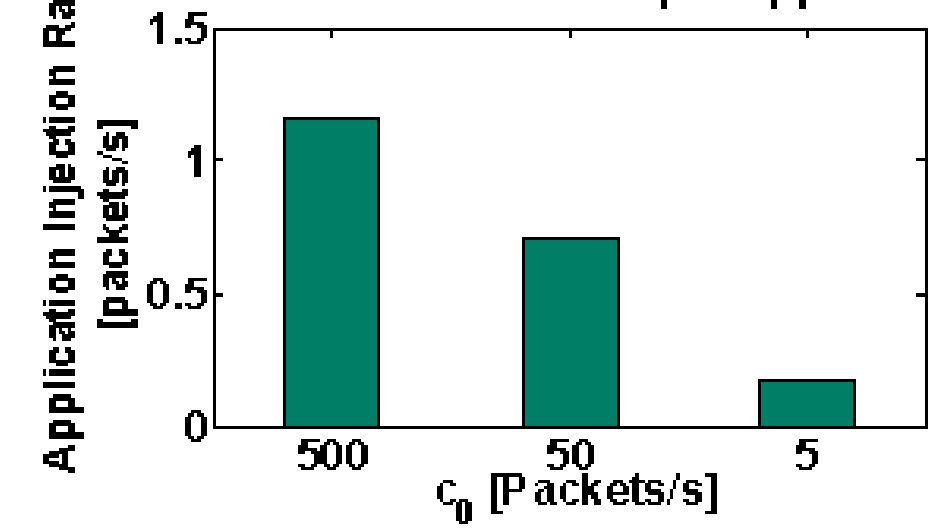


The virtual rate based forwarding factor control copes well with power saving and increases the battery life time by **300%**.  
**Resource conserving**

Co-existence: TCP - Spot Applications



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Spot applications co-exist well with TCP traffic.  
**Co-existence with TCP applications**