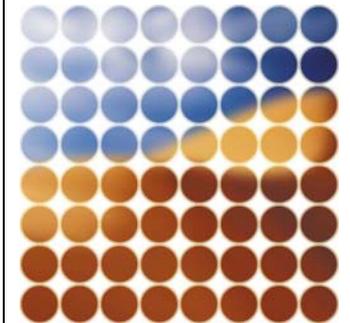


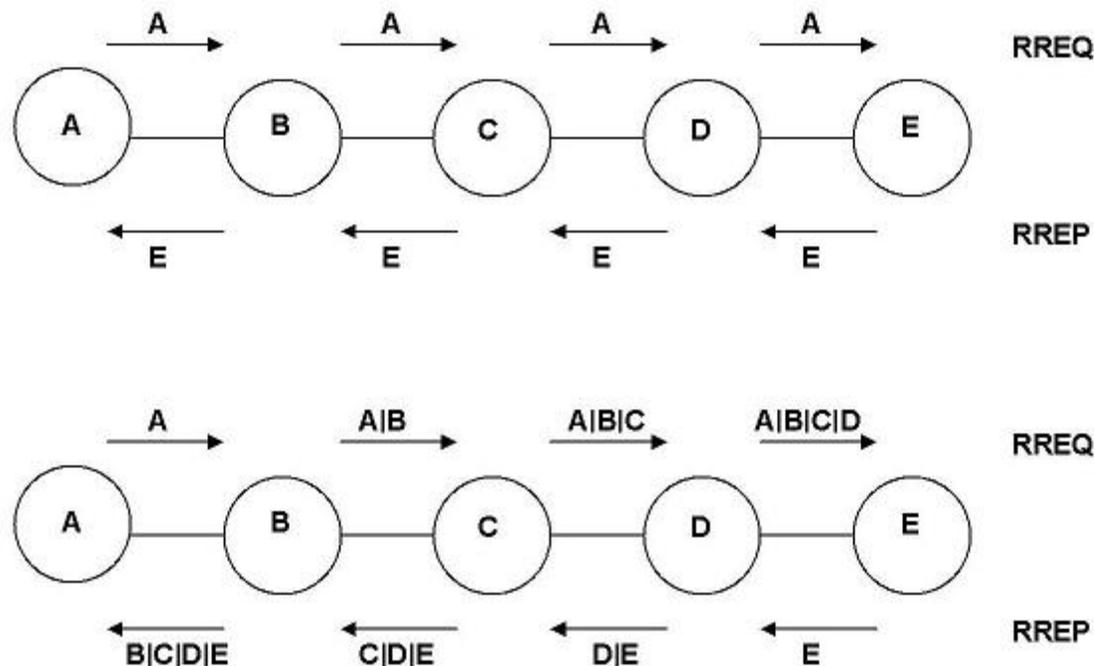
Recent Results on Path Accumultion

Charles E. Perkins
(with Karim Seada, Cedric
Westphal, and Mahesh
Sivakumar)

IETF 67



Path accumulation, schematic



- Equip RREQ and RREP with more topology data
- Longer routes allow acquisition of more data

Path accumulation



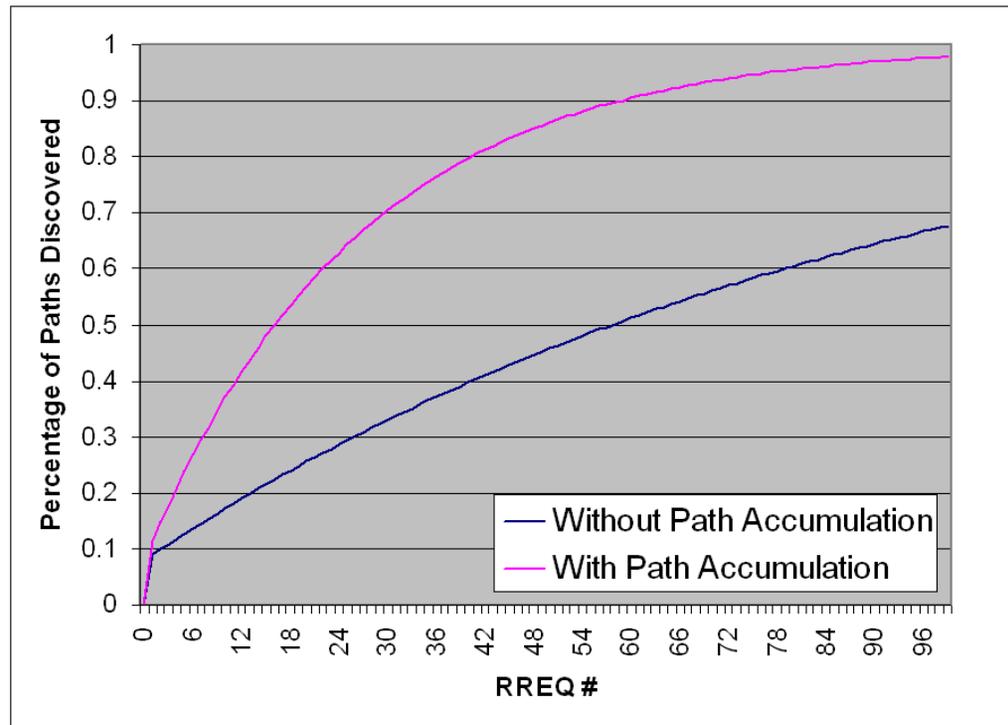
- DYMO specifies an extension for this purpose
- Results show improvements in some scenarios, sometimes no change, and sometimes slight deterioration
- When basic signaling gives very high PDR, then path accumulation will not improve it
- Reducing RREQ will allow higher node density without producing congestion

Evaluating path accumulation (results by Karim Seada et al.)

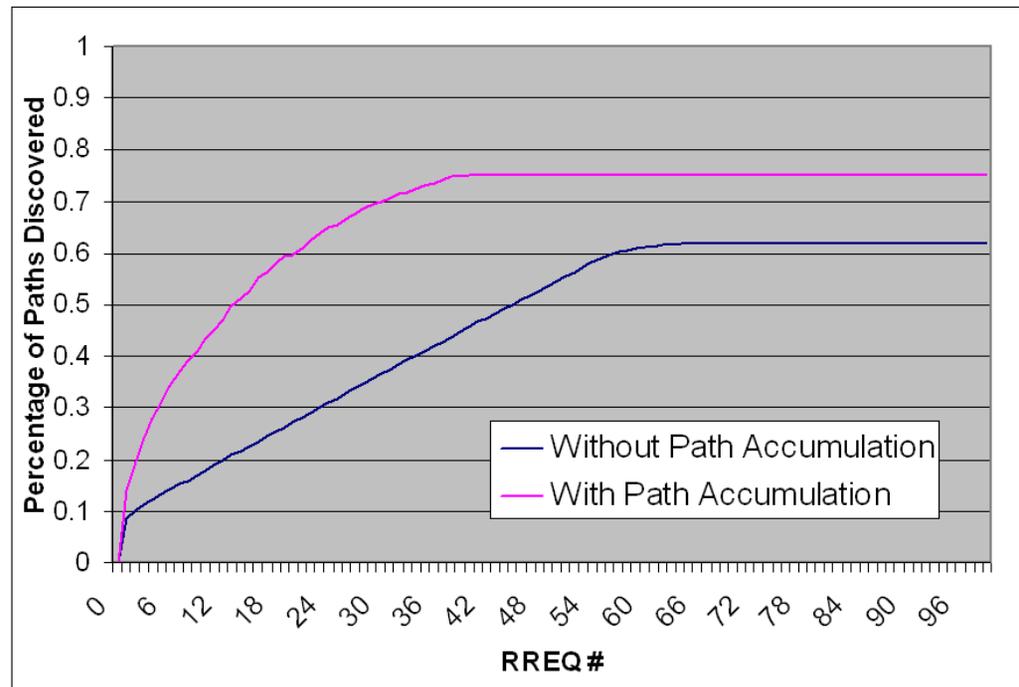


- How well does path accumulation help to discover the network topology?
- First analysis has been for static case
- How many RREQs are needed to discover the entire network topology?

Pre-empting Route Discovery (analytical result)

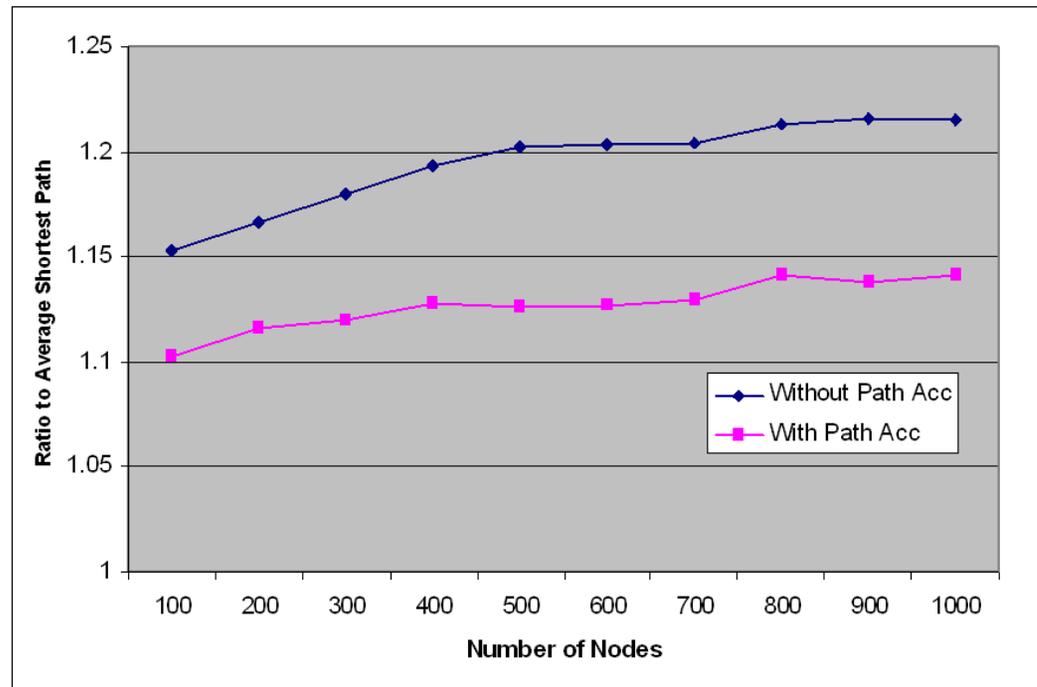


Pre-empting route discovery (simulation results)



- TODO: debug simulation artifact causing nonconvergence to 1.0

Route length reduced



- Another benefit from intermediate node RREP

What about overall performance?



- Path accumulation definitely reduces the number of RREQs
- However, it also increases the packet size
- And, the benefit is reduced if newly discovered routes are not used before being purged from the routing cache
- Packet size is often a burden that negates some of the benefit of path accumulation
 - Heed this as a warning against packet bloat!!

Reliable flooding – needed by CDS for better PDR



- SMURF algorithm: request retransmission when failure noticed
- No explicit NACK
- Checksums periodically advertised (thus enabling failures to be noticed)
- Further investigation on rough idea
 - Last year yielded ambiguous results

Preliminary results (more @ IETF68)



- Usually, in small test networks, significant improvement is noticed (but not always!!)
- Benefits from better algorithm design
 - e.g.: neighbor discovery || checksum advert

Continuing work/future work



- Need to identify precise failure mechanisms!
- Likely culprit: increased neighborhood congestion
- Broadcast classification
 - Do some apps need faster reaction times?
 - No reliability mechanism at all needed?
- If PDR is already good, extra signaling is bad
 - Indicates need for adaptive design