

Preface

Overview

Theoretical and algorithmic approaches to address key issues in Sensor networks, Ad hoc wireless networks, and Peer-to-peer networks (simply called SAP networks) have played a central role in the development of emerging network paradigms. These three networks are characterized by their ad hoc nature without infrastructure or centralized administration. Unlike infrastructured networks, such as cellular networks, where nodes interact through a centralized base station, nodes in a SAP network interact in a peer-to-peer fashion. As a result of the mobility (including join/leave the network) of their nodes, SAP networks are characterized by dynamically changing topologies. The applications of SAP networks range from civilian (file-sharing) to disaster recovery (search-and-rescue), and military (battlefield).

The main goal of this book is to fill the need for comprehensive reference material on the recent development on theoretical and algorithmic aspects of three related fields. Topics covered include: theoretical and algorithmic methods/tools: optimization, computational geometry, graph theory, and combinatorics; protocol security and privacy; scalability design; distributed and localized solutions; database and data management; operating systems and middleware support; power control systems and energy efficient design; applications; and performance and simulations.

This book brings together different research disciplines to initiate a comprehensive technical discussion on theoretical and algorithmic approaches to three related fields: sensor networks, ad hoc wireless networks, and peer-to-peer networks. The objective is to identify several common theoretical and algorithmic approaches that can address issues related to SAP networks. The central topic revolves around following the two questions: What are the central technical issues in SAP networks? What are the possible solutions/tools available to address these issues?

This book is expected to serve as a reference book for developers in the telecommunication industry or as a textbook for a graduate course in Computer Science and Engineering. It is organized in the following three groups as 48 chapters.

- Ad-Hoc Wireless Networks (19 chapters)
- Sensor Networks (16 chapters)
- Peer-to-Peer Networks (13 chapters)

Although many books have emerged recently in this area, none of them address all three fields in terms of common issues. This book has the following features and benefits:

- Coverage of three related fields: ad hoc wireless, sensor, and peer-to-peer networks. Allows the reader to easily cross-reference similar results in three fields.
- International groups of authors. Presents balanced coverage of research results done worldwide.
- Systematic treatment of theoretical and algorithmic aspects. Allows the reader easy access to some important results.

- Applications and uses of these networks. Offers good motivation for research in these fields.
- Authoritative materials on a broad range of topics. Provides a comprehensive treatment of various important topics by some of the leading researchers in the field.

Common Theoretical and Algorithmic Issues

The following preliminary set of common theoretical and algorithmic issues is identified for SAP networks.

Location Management (in sensor networks, ad hoc wireless networks, and peer-to-peer networks): This issue addresses the problem of “where is X”. This problem can be analyzed from two aspects: *update* and *page*. The updating process notifies the location servers of the current locations of nodes. In search of a node, the paging process queries the servers to identify the exact/possible locations of the mobile station before the actual search. This avoids the potentially high costs of doing a global search. Updating and paging costs are tradeoffs. More frequent updates can improve the accuracy of the information in location servers, thus reducing the paging costs. On the contrary, less frequent updates can save updating costs, but may incur higher paging costs, especially for highly mobile stations. Many analytical tools such as queueing analysis and Markov chain analysis were used in this area. Graph theoretical models are used in peer-to-peer networks based on building an overlay network.

Security and Privacy (in sensor networks, ad hoc wireless networks, and peer-to-peer networks): Security is the possibility of a system withstanding an attack. There are two types of security mechanisms: preventive and detective. The majority of the preventive mechanisms have cryptography as building components. The goal of system security is to have controlled access to resources. The key requirements for SAP networks are confidentiality, authentication, integrity, non-repudiation and availability. SAP networks are more prone to attack because of their dynamic and/or infrastructure nature. The attacks on networks can be categorized into interruption, interception, modification, and fabrication. In addition to various “attacks”, a number of “trust” issues also occur in SAP networks. The cryptographic algorithms are widely used in this area.

Topology Design and Control (in sensor networks, ad hoc wireless networks, and peer-to-peer networks): Topology design deals with the way to control the network topology to achieve several desirable properties in SAP networks, including small diameter and small average node distance in peer-to-peer networks, and a certain level of node connectivity in sensor and ad hoc wireless networks. In general, each node has similar number of neighbors, and the average nodal degree should be small. Regular and uniform structures are usually preferred. In many cases, the topology control is tied to energy-efficient design. The traditional graph theory is usually used to deal with topology control.

Scalable Design (in sensor networks, ad hoc wireless networks, and peer-to-peer networks): Scalable design deals with how to increase the number of nodes without degrading system/protocol performance. The most common approach for supporting scalability is the clustering approach used both in sensor networks and ad hoc wireless networks. Basically, the network is partitioned into a set of clusterheads, with one clusterhead in each cluster. Clusterheads do not have connection, but each clusterhead directly connects to all its member. In sensor networks, the clustering approach is used to reduce the number of forward nodes (that contact the base station directly) and, hence, to reduce overall energy consumption. The traditional scalability analysis is normally used.

Energy-aware Design (in sensor networks and ad hoc wireless networks): Energy-aware design has been applied to various levels of protocol stacks. Most of works have been done at the network layer. Several different protocols have been proposed to manage energy consumption by adjusting transmission ranges. In the source-independent approach, all nodes can be a source and are able to reach all other nodes by assigning appropriate ranges. The problem of minimizing the total transmission power consumption

(based on an assigned model) is NP-complete for both 2-D and 3-D space. Various heuristic solutions exist for this problem. At the MAC layer, power saving techniques for ad hoc and sensor networks can be divided into two categories: *sleeping* and *power controlling*. The sleeping methods put wireless nodes into periodical sleep state in order to reduce the power consumption in the *idle listening* mode. Both graph theory and optimization methods are widely used in this area.

Routing and Broadcasting (in sensor networks and ad hoc wireless networks): This issue deals with trade-offs between proactive and reactive routing, flat and hierarchical routing, location-assist and non-location-assist routing, source-dependent and source-independent broadcasting. These trade-offs focus on cost and efficiency and are dependent on various parameters, such as network topology, host mobility, and network and traffic density. Various graph theoretical models (such as dominating set) and computational geometrical models (such as Yao graph, RNG (relative neighborhood graph), and Gabriel graph) have been used. Graph theory, distributed algorithms, and computational geometry are widely used in this area.



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Contents

Section I	Ad Hoc Wireless Networks	1
1	A Modular Cross-Layer Architecture for Ad Hoc Networks <i>Marco Conti, Jon Crowcroft, Gaia Maselli, and Giovanni Turi</i>	5
2	Routing Scalability in MANETs <i>Jakob Eriksson, Srikanth Krishnamurthy, and Michalis Faloutsos</i>	17
3	Uniformly Distributed Algorithm for Virtual Backbone Routing in Ad Hoc Wireless Networks <i>Dongsoo S. Kim</i>	35
4	Maximum Necessary Hop Count for Packet Routing in MANETs <i>Xiao Chen and Jian Shen</i>	43
5	Efficient Strategy-proof Multicast in Selfish Wireless Networks <i>Xiang-Yang Li</i>	53
6	Geocasting in Ad Hoc and Sensor Networks <i>Ivan Stojmenovic</i>	79
7	Topology Control for Ad Hoc Networks: Present Solutions and Open Issues <i>Chien-Chung Shen and Zhuochuan Huang</i>	99
8	Minimum-Energy Topology Control Algorithms in Ad Hoc Networks <i>Joseph Y. Halpern and Li (Erran) Li</i>	115
9	Models and Algorithms for the MPSCP: An Overview <i>R. Montemanni, L.M. Gambardella, and A.K. Das</i>	133
10	A Survey on Algorithms for Power Assignment in Wireless Ad Hoc Networks <i>Gruia Calinescu, Ophir Frieder, and Peng-Jun Wan</i>	147
11	Energy Conservation for Broadcast and Multicast Routings in Wireless Ad Hoc Networks <i>Jang-Ping Sheu, Yuh-Shyan Chen, and Chih-Yung Chang</i>	159
12	Linear Programming Approaches to Optimization Problems of Energy Efficiency in Wireless Ad Hoc Networks <i>Hai Liu and Xiaohua Jia</i>	177
13	Wireless Networks World and Security Algorithms <i>Nicolas Sklavos, Nikolay A. Moldovyan, and Odyseas Koufopavlou</i>	193

14	Reliable Computing in Ad Hoc Networks <i>Patrick Th. Eugster</i>	219
15	Medium Access Control Protocols in Mobile Ad Hoc Networks Problems and Solutions <i>Hongqiang Zhai and Yuguang Fang</i>	231
16	On Using Ad Hoc Relaying in Next-Generation Wireless Networks <i>B.S. Manoj and C. Siva Ram Murthy</i>	251
17	Ad Hoc Networks: A Flexible and Robust Data Communication <i>Mehran Abolhasan and Tadeusz Wysocki</i>	267
18	Adaptive Cycle-Controlled E-Limited Polling in Bluetooth Piconets <i>Jelena Mišić and Vojislav B. Mišić</i>	283
19	Scalable Wireless Ad Hoc Network Simulation <i>Rimon Barr, Zygmunt J. Haas, and Robbert van Renesse</i>	297

Section II Sensor Networks **313**

20	Sensor Systems: State of the Art and Future Challenges <i>Dharma P. Agrawal, Ratnabali Biswas, Neha Jain, Anindo Mukherjee, Sandhya Sekhar, and Aditya Gupta</i>	317
21	How to Structure Chaos: Initializing Ad Hoc and Sensor Networks <i>Thomas Moscibroda and Roger Wattenhofer</i>	347
22	Self-Organization of Wireless Sensor Networks <i>Manish Kochhal, Loren Schwiebert, and Sandeep Gupta</i>	369
23	Self-Stabilizing Distributed Systems and Sensor Networks <i>Z. Shi and Pradip K. Srimani</i>	393
24	Time Synchronization in Wireless Sensor Networks <i>Qing Ye and Liang Cheng</i>	403
25	Routing and Broadcasting in Hybrid Ad Hoc and Sensor Networks <i>François Ingelrest, David Simplot-Ryl, and Ivan Stojmenović</i>	415
26	Distributed Algorithms for Deploying Mobile Sensors <i>Guohong Cao, Guiling Wang, Tom La Porta, Shashi Phoha, and Wensheng Zhang</i>	427
27	Models and Algorithms for Coverage Problems in Wireless Sensor Networks <i>Chi-Fu Huang, Po-Yu Chen, Yu-Chee Tseng, and Wen-Tsuen Chen</i>	441
28	Maintaining Sensing Coverage and Connectivity in Large Sensor Networks <i>Honghai Zhang and Jennifer C. Hou</i>	453
29	Advances in Target Tracking and Active Surveillance using Wireless Sensor Networks <i>Yi Zou and Krishnendu Chakrabarty</i>	475

30	Energy-Efficient Detection Algorithms for Wireless Sensor Networks <i>Caimu Tang and Cauligi S. Raghavendra</i>	491
31	Comparison of Cell-Based and Topology-Control-Based Energy Conservation in Wireless Sensor Networks <i>Douglas M. Blough, Mauro Leoncini, Giovanni Resta, and Paolo Santi</i>	507
32	QoS Support for Delay Sensitive Applications in Wireless Networks of UAVs <i>Ionu Cârdei</i>	529
33	A Scalable Solution for Securing Wireless Sensor Networks <i>A. Wadaa, K. Jones, S. Olariu, L. Wilson, and M. Eltoweissy</i>	547
34	Antireplay Protocols for Sensor Networks <i>Mohamed G. Gouda, Young-ri Choi, and Anish Arora</i>	561
35	Low Power Consumption Features of the IEEE 802.15.4 WPAN Standard <i>Edgar H. Callaway, Jr.</i>	575

Section III Peer-to-Peer Networks **587**

36	Peer-to-Peer: A Technique Perspective <i>Weimin Zheng, Xuezheng Liu, Shuming Shi, Jinfeng Hu, and Haitao Dong</i>	591
37	Searching Techniques in Peer-to-Peer Networks <i>Xiuqi Li and Jie Wu</i>	617
38	Semantic Search in Peer-to-Peer Systems <i>Yingwu Zhu and Yiming Hu</i>	643
39	An Overview of Structured P2P Overlay Networks <i>Sameh El-Ansary and Seif Haridi</i>	665
40	Distributed Data Structures for Peer-to-Peer Systems <i>James Aspnes and Gauri Shah</i>	685
41	State Management in DHT with Last-Mile Wireless Extension <i>Hung-Chang Hsiao and Chung-Ta King</i>	701
42	Topology Construction and Resource Discovery in Peer-to-Peer Networks <i>Dongsheng Li, Xicheng Lu, and Chuanfu Xu</i>	733
43	Peer-to-Peer Overlay Optimization <i>Yunhao Liu, Li Xiao, and Lionel M. Ni</i>	765
44	Resilience of Structured Peer to Peer Systems: Analysis and Enhancement <i>Dong Xuan, Sriram Chellappan, and Xun Wang</i>	779
45	Swan: Highly Reliable and Efficient Network of True Peers <i>Fred B. Holt, Virgil Bourassa, Andrija M. Bosnjakovic, and Jovan Popovic</i>	799
46	Scalable and Secure P2P Overlay Networks <i>Haiying Shen, Aharon S. Brodie, Cheng-Zhong Xu, and Weisong Shi</i>	825
47	Peer-to-Peer Overlay Abstractions in MANETs <i>Y. Charlie Hu, Saumitra M. Das, and Himabindu Pucha</i>	857