

# A Priority Based Bandwidth Reservation Protocol for Wireless Mesh Networks

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## Abstract

In wireless mesh networks, when compared with traditional applications, multimedia application requires the need of inflexible Quality of services (QoS) for high speed digital audio and videos. Under such a condition, the need of proper resource allocation is extremely handy. In this paper, we propose to develop a Priority Based Bandwidth Reservation Protocol (PBRP) for wireless mesh networks. Our protocol consists of two phases namely Bandwidth Request phase and Bandwidth Reply phase. In the former Phase, a Bandwidth Request (BREQ) message is forwarded from the node that requests the admission of a new traffic flow to its destination. In the later Phase, a Bandwidth Reply (BREP) message proceeds backwards, hop-by-hop, from the destination node to the node that originated the request along the path laid down by the corresponding (BREQ) message. The destination node precedes the reply according to the priority of traffic classes and reserves the bandwidth on the reply path. By simulation results, we show that our proposed protocol achieves high bandwidth utilization and throughput with reduced delay, when compared with existing technique.

**Keywords:** *Wireless Mesh Networks (WMN), Quality of services (QoS), Priority Based Bandwidth Reservation Protocol (PBRP), Bandwidth Request (BREQ), access points (APs)*

## 1. Introduction

### 1.1 Wireless Mesh Networks

Wireless mesh networks (WMN's) contains several stationary wireless routers which are interlinked by the wireless links. Wireless routers acts as the access points (APs) for wireless mobile devices. Through the high speed wired links, some wireless routers act as a gateway for internet. Wireless mobile devices transfer data to the corresponding wireless router and further these data's are transferred in a multi-hop manner to the internet via intermediate wireless routers. The popularity of WMN's is due to their low cost and auto-organizing features [1].

Multi-channel wireless mesh network architecture requires topology discovery, traffic profiling, channel assignment

and routing. This includes static aggregation nodes similar to the wireless LAN access points. For the construction of multi-channel wireless mesh networks MCWMN, 802.11b interface hardware is used because it can handle the bandwidth problem. Every node in a multi-channel wireless mesh networks MCWMN includes multiple 802.11 compliant NIC's and it is tuned to a particular radio channel for long duration such as hours or days [2].

### 1.2. Bandwidth Allocation in WMN

Bandwidth allocation refers to various methods used in the communication industry to design and assign frequency channels to various wireless applications. It can be defined as a process which allocates resources to various connections so that minimum rate requirements of every connection are satisfied.

In other words, it is a method of fairly allocating traffic bandwidth in shared telecommunication medium and between different users of that particular bandwidth on demand. This is referred to as bandwidth management where sharing of link adapts in some way to the instantaneous traffic demands of the nodes connected to the link.

In case of high speed digital audio and videos, multimedia application requires the source of inflexible Quality of Service (QoS), when compared with traditional application. The purpose of proper Bandwidth allocation is essential for these conditions. The crucial factors for QoS in real time multimedia applications are the Bandwidth allocation and delay factors [3].

The challenges faced in wireless media for Bandwidth allocation on multimedia application includes [4]

- Harmful effects such as Fading and co-channel interferences (CCI) causes distortion in channels.
- The resources such as Bandwidth and power are limited.

- The data rates in multimedia application are irregular.
- System efficiency and fairness are the service factors which are given more importance among individuals.

The few Bandwidth Allocation techniques are:

- IntServ and DiffServ [5]
- QUOTA [6]
- SWAN [7]
- INSIGNIA [8]

In our previous paper [13], we have proposed a congestion control routing protocol along with multi-channel assignment. We have used a traffic aware metric in that protocol to provide quality of service. The proposed protocol can improve the throughput and channel utilization to very high extent because it provides solution for multi-channel assignment and congestion control. The proposed algorithm assigns the channels in a way that, congestion is avoided and co-channel interference levels among links with same channel are reduced.

As a continuation of our previous work, in this paper, we propose to develop a Priority Based Bandwidth Reservation Protocol (PBRP) for wireless mesh networks. Our protocol consists of two phases namely Bandwidth Request phase and Bandwidth Reply phase. In the former Phase, a Bandwidth Request (BREQ) message is forwarded from the node that requests the admission of a new traffic flow to its destination. In the later Phase, a Bandwidth Reply (BREP) message proceeds backwards, hop-by-hop, from the destination node to the node that originated the request along the path laid down by the corresponding (BREQ) message. The destination node precedes the reply according to the priority of traffic classes and reserves the bandwidth on the reply path.

## 2. Related Work

Bo Wang et al [6] have focused on the problem of providing QoS support for real-time flows, while allocating bandwidth to elastic flows fairly. They have proposed QUOTA (quality-of-service aware fair rate allocation), a framework that combines QoS support and fair rate allocation. Their proposed framework QUOTA provides higher priority to real-time flows than elastic flows by reserving the necessary bandwidth for the former and fairly allocating the left-over bandwidth to the latter.

Claudio Cicconetti et al [9] have introduced a Fair End-to-end Bandwidth Allocation (FEBA) algorithm. Their FEBA algorithm is implemented at the Medium Access Control (MAC) layer of single-radio, multiple channels IEEE

802.16 mesh nodes, operated in a distributed coordinated scheduling mode. FEBA negotiates bandwidth among neighbors to assign a fair share proportional to a specified weight to each end-to-end traffic flow. Thus the traffic flows are served in a differentiated manner, with higher priority traffic flows being allocated more bandwidth on the average than the lower priority traffic flows.

Ho Ting Cheng et al [10] have proposed a low-complexity intraccluster resource allocation algorithm by considering the power allocation, sub-carrier allocation, and packet scheduling. The time complexity of their proposed scheme is on the order of  $O(LMN)$ , where  $L$  is the number of time slots in a frame,  $M$  is the number of active links, and  $N$  is the number of sub-carriers.

Ho Ting Cheng et al [11] have proposed an efficient intra-cluster packet-level resource allocation approach. Their approach considers power allocation, sub-carrier allocation, packet scheduling, and QoS support. Their proposed approach combines the merits of a Karush-Kuhn-Tucker (KKT)-driven approach and a genetic algorithm (GA)-based approach. Their proposed approach achieves a desired balance between time complexity and system performance.

Andre Herms et al [12] have addressed the problems of the reservation on a single hop. They have discussed the reasons for the inconsistencies in the existing approaches which lead to admission failures and present a protocol for preventing them. This allows for increasing the reliability of established communication links in WMNs. They have focused only on the local admission control and not the various searching strategies for finding a suitable path.

## 3. Bandwidth Reservation Protocol

### 3.1. Protocol Overview

Basically, our proposed protocol consists of two phases namely Bandwidth Request phase and Bandwidth Reply phase. In the Bandwidth Request Phase, a Bandwidth Request (BREQ) message is forwarded from the node that requests the admission of a new traffic flow to its destination. During this phase bandwidths are not reserved. The BREQ message consists of traffic flow specifications and the requested bandwidth.

Next in the Bandwidth Reply Phase, a Bandwidth Reply (BREP) message proceeds backwards, hop-by-hop, from the destination node to the node that originated the request along the path laid down by the corresponding (BREQ) message. The destination node precedes the reply

according to the priority of traffic classes and reserves the bandwidth on the reply path.

### 3.2. Determining Priority of Traffic Classes

The traffic flow specifications consists of traffic classes such as UGS, ertPS, rtPS, nrtPS, BE and the priority for the each traffic is given in the same order.

The equation for the priority for the traffic classes is given by;

$$PTC = RBW + SC \quad (1)$$

Where RBW is the requested bandwidth and is calculated by

$$RBW = 1 - \frac{BW_{req}}{BW_{max}} \quad (2)$$

$BW_{req}$  is the node's requested bandwidth .

$BW_{max}$  is the maximum bandwidth

where SC is the value assigned to each traffic service types as 1, 0.80, 0.60, 0.40 and 0.20 in order as per the priority of the traffic classes.

In case of a buffer overflow, the traffic classes are transmitted according to their priority by utilizing other channels having low priority traffic. In case of same priority value, there will be traffic congestion. So the proposed method makes use of earliest deadline technique to schedule the traffic using a Deadline Factor (DF). It is given by using the request's residual time  $R_t$  and request's execution time  $E_t$ . Thus the equation for DF is given by;

$$DF = \frac{1}{1 + e^{R_t - E_t}} \quad (3)$$

Thus our equation of earliest deadline technique takes into account both PTC and DF (eq 1 and 3) to allocate traffic for similar priority data.

$$PTC = PTC + DF \quad (4)$$

### Algorithm for Earliest Deadline Technique

In incoming traffic flow

At  $T = 1$

1. If  $Ch < C_{th}$ , then

- 1.1 Channel is marked as good channel,
- 1.2 Assign priority using (1)
- 1.3 Schedule the traffic

2. Else if  $Ch > C_{th}$ , then

- 2.1 Mark the channel as bad.
- 2.2 Put each traffic in separate queues

$q_1, q_2, \dots, q_m$

2.3. If  $Q_1(i) > Q_{max}$  , where  $i = 1, 2, \dots, k$  , then

2.3.1 Schedule the traffic using (4).

2.4. End if.

3. End if

4.  $T = T + 1$ ,

5. Repeat from 1.0

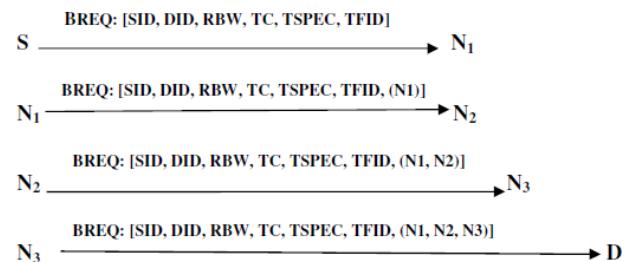
### 3.3. Bandwidth Request Phase

The node that originates the traffic flow conveys the admission request to the final destination node through a BREQ message, which is relayed by the intermediate nodes along the path. In addition to the requested bandwidth (RBW) and the traffic classes (TC) such as UGS, ertPS, rtPS, nrtPS, a BREQ message includes:

- Source and Destination node IDs (SID and DID)
- Intermediate node IDs
- TSPEC
- Traffic flow identifier (TFID)

In the Bandwidth Request Phase the bandwidths are not reserved and only the necessary messages are transmitted to the destination. The source is required to select the TFID of any new flow in such a way that the source, destination, TFID uniquely identifies the traffic flow in the network.

Let  $N_1, N_2, N_3$  are the intermediate nodes between the source  $S$  and the destination  $D$ . Then the bandwidth request process is illustrated as below:



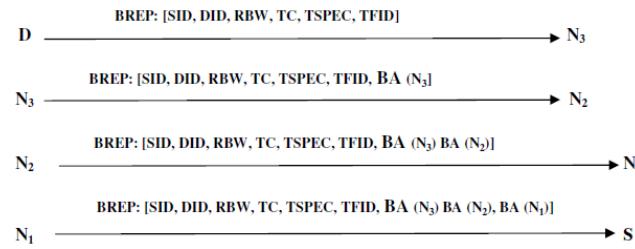
### 3.4. Bandwidth Reply Phase

In this phase, the destination sends back to the source a BREP message and it is routed through the same path that has been enclosed by the BREQ message. This is obtained by using the list of intermediate node IDs included in the BREQ message. On receiving the BREP message, each node reserves the bandwidths according to the priority of the traffic. The traffic priority is determined as in 3.2.

If the nodes do not receive packets until the traffic flow is dropped for a particular amount of time TS, then the bandwidth remains allocated. The source generates probe packets to guarantee an established traffic flow state on

each node in the path to prevent premature termination of the traffic flow. Probe packets are the messages which include the information about their traffic and these packets are discarded by the receivers in the MAC layer. The generation interval of the probe packets must be smaller than the TS. Generally, by transmitting the probe packets it consumes the bandwidth which is already reserved for the traffic flow in the data sub-frame.

The bandwidth reply process is illustrated as below:



## 4. Simulation Results

### 4.1. Simulation Model and Parameters

We use NS2 [14] to simulate our proposed protocol. We use the IEEE802.16e simulator [15] patch for NS2 version 2.33 to simulate a WiMax Mesh Network. It has the facility to include multiple channels and radios. It supports different types of topologies such as chain, ring, multi ring, grid, binary tree, star, hexagon and triangular. The supported traffic types are CBR, VoIP, Video-on-Demand (VoD) and FTP. In our simulation, 20 mobile nodes are arranged in a topology of size 500meter x 500 meter region. All nodes have the same transmission range of 250 meters. In our simulation, the speed is set as 5m/s. A total of 3 traffic flows (two VoIP and one VoD) are used.

Our simulation settings and parameters are summarized in table 1.

Table 1: Simulation Settings

No. of Nodes	20
Area Size	500 X 500
Mac	802.16e
Radio Range	250m
Simulation Time	100 sec
Traffic Source	VoIP and VoD
VoD Packet Size	65536
VoD Rate	150KB
VoIP Codec	GSM.AMR
No. of VoIP frames per packet	2
Topology Type	Ring
OFDM Bandwidth	10 MHz

### 4.2. Performance Metrics

The proposed Priority Based Bandwidth Reservation Protocol (PRBP) is compared with the FEBA [9] algorithm. The performance is evaluated mainly, according to the following metrics.

- **Average End-to-End delay:** The end-to-end-delay is averaged over all surviving data packets from the sources to the destinations.
- **Aggregated Throughput:** We measure aggregated throughput in terms of no. of packets received.
- **Bandwidth Utilization:** It is the ratio of bandwidth received into total available bandwidth for a traffic flow.

### 4.3. Results

#### A. Effect of Varying Rate

In the first experiment, the transmission rate is varied as 0.5, 1.0, 1.5 and 2Mb and the above metrics are measured.

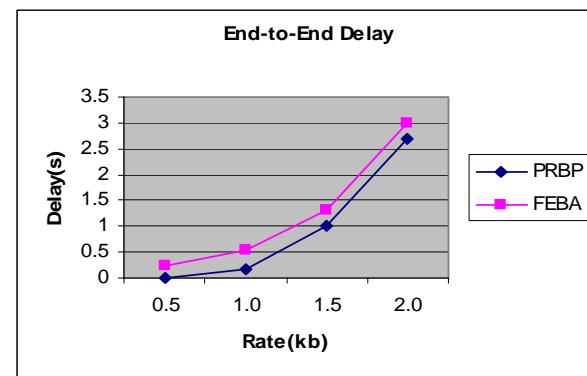


Fig .1 Rate Vs Delay

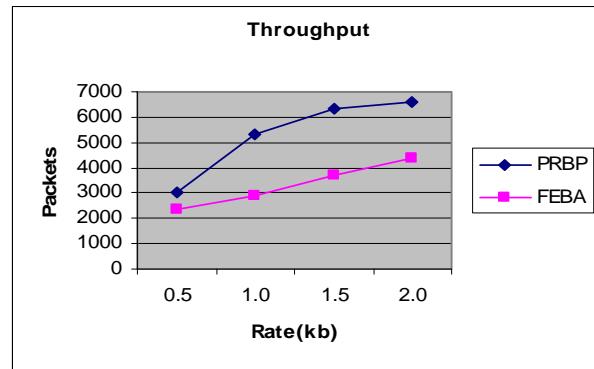


Fig .2 Rate Vs Throughput

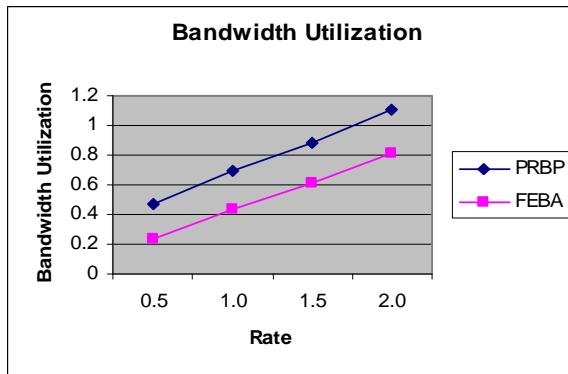


Fig .3 Rate Vs Bandwidth Utilization

Fig.1 shows the end-to-end delay values when the number of rate is increased. It is clear that PRBP has less delay when compared to FEBA algorithm.

Fig.2 shows the throughput values when the number rate is increased. From the figures, it can be seen that the throughput is more in the case of PRBP and outperforms the FEBA algorithm.

Fig.3 shows the bandwidth utilization obtained, when the number of rate is increased. It shows that PRBP utilizes more bandwidth than the FEBA algorithm.

### B. Effect of Varying Flows

In the second experiment, we vary the number of data flows as 2,4,6,8 and10.

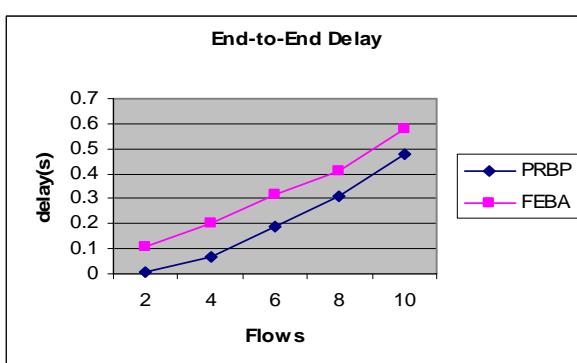


Fig .4 Flow Vs Delay

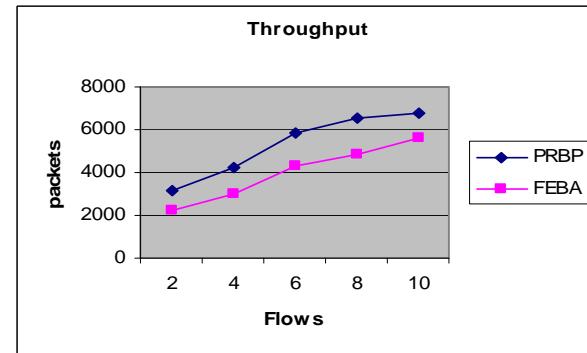


Fig .5 Flow Vs Throughput

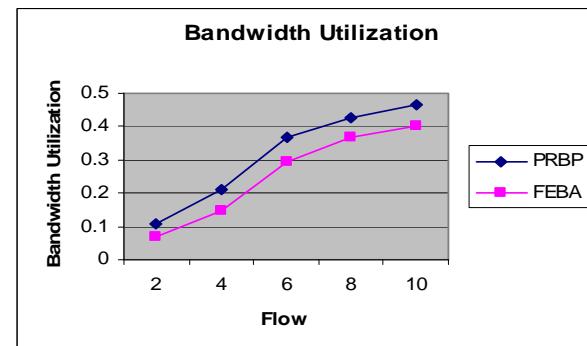


Fig .6 Flow Vs Bandwidth Utilization

Fig. 4 shows the end-to-end delay values when the number of flow is increased. It is clear that PRBP has less delay when compared to FEBA algorithm.

Fig. 5 shows the throughput values when the number flows are increased. From the figures, it can be seen that the throughput is more in the case of PRBP and outperforms the FEBA algorithm.

Fig.6 shows the bandwidth utilization obtained, when the number of flows are increased. It shows that PRBP utilizes more bandwidth than the FEBA algorithm.

### 5. Conclusion

In this paper, we have proposed a Priority Based Bandwidth Reservation Protocol (PRBP) for wireless mesh networks. Our protocol consists of two phases namely Bandwidth Request phase and Bandwidth Reply phase. In the former Phase, a Bandwidth Request (BREQ) message is forwarded from the node that requests the admission of a new traffic flow to its destination. The BREQ messages includes the requested bandwidth, traffic classes, Source and Destination node IDs, Intermediate node IDs, TSPEC, Traffic flow identifier (TFID). In the

later Phase, a Bandwidth Reply (BREP) message proceeds backwards, hop-by-hop, from the destination node to the node that originated the request along the path laid down by the corresponding (BREQ) message. The destination node precedes the reply according to the priority of traffic classes and reserves the bandwidth on the reply path. In case of same priority value, we have used the earliest deadline technique to schedule the traffic using a Deadline Factor (DF). In addition to this, to prevent premature termination of the traffic flow, the source generates probe packets to guarantee a constant refresh of the established traffic flow state on each node in the path. By simulation results, we have shown that our proposed protocol achieves high bandwidth utilization and throughput with reduced delay, when compared with existing technique.

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**Dr. Malmurugan Nagarajan** has around Twenty two years of both Teaching and Industrial experience. He worked extensively in Audio, Video Codec development for mobile platforms and well versed with Audio and Video standards. He is strong in developing tools & system applications and Modeling & Simulation. Currently he is developing new algorithms and IPs for the components in Wireless Broadband Physical Layer He is an Educationist and held various positions ranging from Lecturer to Principal in various educational organizations. His area of interest includes Wavelet variants based Signal and Image Processing, Multimedia Compression & Watermarking, Signal Processing algorithm development in Telecom domain. He is Member of IEEE, Fellow of IETE, Fellow of UWA and Editor of Journal of Simulation and Modeling