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MR-P Heuristic of Improved Geocast Routing for Mobile Ad Hoc Networks

[1]I. Kala, [2]L.S. Jayashree and [3]S. Karthik
[1]Anna University, Chennai, India
[2]Department of CSE, RVS College of Engineering and Technology, Coimbatore, India
[3]Department of CSE, SNS College of Technology, Coimbatore, India

Abstract: Topographic addressing of packets within mobile ad hoc networks enables modern applicability including hard perceptive-time agreement simulation in military training systems, geographic command and control functions in training and predicament communications and monetary messaging applications as well. The most extensible implementation of topographical addressing is via a Geocast protocol where nodes selectively rebroadcast packets based on provincial accord rules. Well-designed excommunication heuristics yield extensible topographic flooding that outplays surrogate geo addressing approaches. However, previous Geocast Routing implementations while effective, fall into two categories. Approaches based on flooding are inextensible due to the high load they achieve. Extensible approaches, on the other hand have difficulty in complex environments, lacking sufficient brilliance about the necessary directionality of packet flow. The present research defines a contemporary Geocast Routing heuristic, the Medial Range with Precedence (MR-P) Heuristic which both significantly improves on reliability of existing extensible Geocast Routings and yet also remains extensible as design complexity increases. This study describes the contemporary technique as well as an evaluation study comparing it to erstwhile approaches.

Key words: Geocast Routing, mobile ad hoc networks, extensibility, topographical, evaluation

INTRODUCTION

Topographic addressing within Mobile Ad hoc Networks (MANETs) (Murthy and Manoj, 2004) enables interesting modern applications (Ko and Vaidya, 1999; Maihofer, 2004). These include hard sensitive-time agreement simulation in military training and testing systems, geographic command and control in areas lacking network infrastructure, emergency communications for disaster response and commercial geographic messaging applications such as gaming, broadcasting and traffic services (Morris *et al*., 2000). In agreement simulation by geometric pairing, an instrumentation system mounts sensors and a wearable, region aware computational device on each human trainee and weapon. When a trigger is dragged, the device sends “anodic bullet” messages from the shooter to all nodes in the topographic region. The legatees respond with their bearings and an adjudicator decides who is actually “hit” by the simulated round (Hall, 2005; Hall and Auzins, 2006). This computational pairing has the ability to significantly improve upon laser-based systems in the variety of weapons that can be replicated as well as the astute-world constancy of the simulation. Key to this hard astute-time process is the topographic addressing of the anodic bullet message. In topographic command and control applications, a peripatetic node wishes to detect and initiate communications with all nodes in a defined topographic area at the prevailing time, even when the sender has no awareness of which nodes currently occupy the area (Chen *et al*., 2007). This capability also depends on topographic addressing of packets both to become aware of which nodes are present and to establish routes. The most extensible, compassionate and decisive implementation of topographic-addressing in MANETs is via a Geocast Routing protocol where region aware nodes simulcast and selectively re simulate cast packets based on local decision rules. By contradiction, Geocast Routing based on well-designed excommunication heuristics harvests a limited and extensible geographic flooding (Yassein *et al*., 2005; Pleisch *et al*., 2006). Geocast Routing also outplays the better-known alternative topographic addressing approach based on accumulating region information at geo routers (Imielinski and Navas, 1997; Zhang *et al*., 2007). In MANETs, geo routers become hotspots (Hall, 2005) and require strictly better connectivity than Geocast Routing. On the other hand, layered Geocast Routing (Hall and Auzins, 2006;

Corresponding Author: I. Kala, Anna University, Chennai, India

Khan *et al*., 2008) does extend but has discord in multifarious environments, lacking sufficient brilliance about the necessary directionality of packet flow (Heissenbuttel *et al*., 2004). The present study makes three cardinal contemporary contributions: a contemporary Geocast Routing, based on a new heuristic, the Medial Range with Precedence (MR-P) Heuristic, a flexible framework for integrating Geocast Routing heuristics including the M and T heuristics, with MR-P (and others) and an interpretation study comparing MR-P to existing Geocast Routing heuristics and showing factually that it outplays them while still extending well. This study compares many different combined criterion settings, showing how the unification of heuristic scan lead to better end result on many designs.

THE GEOCAST ROUTING SKELETON

All through this study, researchers assume that each mobile node is location aware, meaning it knows its region at all times. Geocast Routing is network decorum for sending a packet to all nodes within a Geocast Routing region. The framework comprises a heuristic-based limited flooding technique, termed a complanate Geocast Routing that operates within each single layer, a layer being an apparent wireless channel. Typically, distinct layers will operate at dissimilar hauling ranges. In this way, long-distance Geocast Routings can hop most of the way via long-range hops on the long-range layer but still reach destinations containing short-interval-only capable nodes. Anode acquiring a packet on a given layer submits it to complanate Geocast Routing independently in each layer for which it has an interface, so the packet may be bridged between layers at multi-admix nodes. The purpose of having multiple layers is to authorize long-distance traffic without excessive hop counts as well as to increase spatial reuse of spectrum. By amending a complanate Geocast Routing, one, therefore, amends layered Geocast Routing as well. The present work improves complanate Geocast Routing by ascertaining a new heuristic. To understand this, researchers must first recall the particular complanate Geocast Routing approach used which we term as the Classic Geocast Routing framework shown in Fig. 1. The packet p contains a Geocast Routing header containing information needed for broadcasting the packet including an application type, a Geocast Routing ID, region of sender and the center of the aspired Geocast Routing region. The appositeness type is used as an index to determine the values of Geocast Routing criterions to use with the packet. The Geocast Routing ID is a unique recognizer assigned by the originator of the

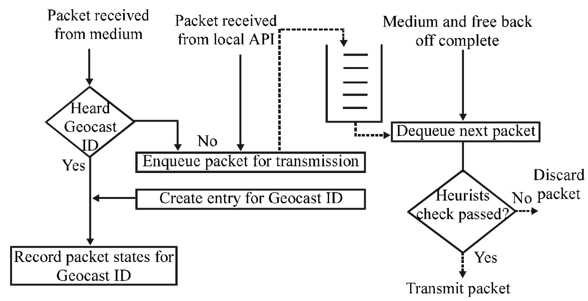

Fig. 1: Classical Geocast Routing skeleton

Geocast Routing and is carried in each broadcast associated with that particular Geocast Routing. First, the node must be located in the heading zone defined by p's application type and other header information. Next, it mustpass at least one of the fhig heuristic asserts. Of course, researchers assume that the states archiving routine keeps information necessary to support each of the fhig. Researchers also assume that there is a p0 which is true whenever the packet is originated by the node, ensuring that each packet is broadcasted by its originator. The complanate Geocast Routing are more reliable than simple broadcast and more extensible than simple flooding. It uses two cardinal heuristics: MinTrans (m) and Threshold(t). The M heuristic, pM, counts the number of communications apprehended for each Geocast Routing ID. pM is TRUE if and only if this count is less than the m criterion. Thus, a node will rebroadcast the packet if it has not already apprehended m copies. The m is valuable in adding pure verbosity to the propagation to help combat problems, like conclusions as well as to help the propagation get out of local minima it might, otherwise, be stuck in by hill climbing directly toward the destination. The T Heuristic, pT is based on the region of each communication apprehended. It is valuable for spreading the Geocast Routing propagation outward to cover distant areas that may not have been covered, the idea being that if a node is relatively far from all previous broadcasters, it is more likely to cover nodes around bends or out of broadcasting range of anterior communications. It accelerates evident and can help Geocast Routing propagation get out of local minima.

The forward zone is elliptical and the Geocast Routing region is circular. The Geocast Routing originator is node 2. The first communication reaches nodes 1 and 3. Node 1 is out of the heading zone, so it does not rebroadcast. Because of the M heuristic, node 3 does, with nodes 4 and 5 apprehending it. These are the nodes in the Geocast Routing region, so they process the packet. However, due to the M heuristic, 4 also rebroadcast it. 5 do not. Ahead zone flooding would have led to nodes 2-5 rebroadcasting while simple broadcast would have had only 2 broadcast, with 4 and 5 failing to receive it at all. By contrast, (M¼ 2; T¼ 40%) avoids all-encompassing excommunications while still traversing the impediment.

THE MR-P HEURISTIC

As discussed by Hall and Auzins (2006), Classic Geocast Routing is effective in a wide variety of situations, more extensible than simple flooding and more reliable than simple broadcast. However, recent experience has exposed a defect in urban contour.

In it, nodes are located in streets and paths of Manhattan-style geometry; the dark squares represent buildings that completely block radio signals from bayoneting through them. A typical classic Geocast Routing communication sequence is shown. Communication 1 is from the originator. It is apprehended by everyone on A Path. Due to the M heuristic, communication 2 is sent from a node on A between first and second as shown. Finally, since the node below first on A is beyond the T heuristic distance, pT causes communication 3 as shown in Fig. 2. All three communications are apprehended only by nodes on A path. Disastrously, nodes off of A path did not apprehend them, so the Geocast Routing fails to reach the Geocast Routing region. One can amends for this within classic by either increasing m or decreasing t; however while increasing success rate these also increase communications. The main contribution of this study, the (MR-P) heuristic, solves this complication more cost persuasively, resulting in a more trust worthy and less costly Geocast Routing that also extends up.

The behavior using MR-P is very strange. First, even though each node enqueues its own packet first, it is not necessarily the first the node broadcasts. For example, node E broadcasts its copies of packets b, c, d and a before broadcasting it shown (e). This is because the precedence of e is zero while the hierarchies of those other packets are greater than zero. The design proceeds as follows: first D broadcasts its packet because it is first in the medium-access order. Next, B broadcasts b, cancelling its copy of d, since d was already broadcasted nearer to CGR (d). Next, E broadcasts its copy of b, not its own packet, e and not d either because b is of higher precedence by virtue of the amount of advancement toward CGR (b) being larger than the advan mcement achieved by broadcasting (d). Next, medium-access order is C which has cancelled its own imitations of b and d, so broadcasts c. Next, A broadcasts its own packet having cancelled b, c and d. D gets its second turn at the medium and broadcasts its imitation of a, since that is of higher precedence (for it) than c. B has nothing left to broadcast at this point, so E proceeds to broadcast c which is highest precedence among {a, c, d, e}. Note that since a was broadcasted by D, a has dropped in precedence below c. At this point, nodes A-D have empty queues, so E proceeds to broadcast the remainder in precedence order: d, a and finally, e. Overall, MR-P produces 10 communications, four lesser than MR produced. In general, MR-P ameliorates dramatically on MR for these continuous designs. The lower curve in Fig. 3 shows the results of simulating MR-P in the continuous designs. The data points gather very closely to the function 0:77 nlg n which grows much more slowly than the quadratic growth of the MR curve. Researchers have focused here on the continuous designs to illustrate the operation of MR-P and its differences with MR as well as the attenuate extensibility problem of MR and the fact that MR-P solves it. Of course, one can always construct worst case designs where the more general case reduces the advantage of MR-P.

Implementing MR-P and Classic Geocast Routing over an unaltered IP stack is problematic. This is because

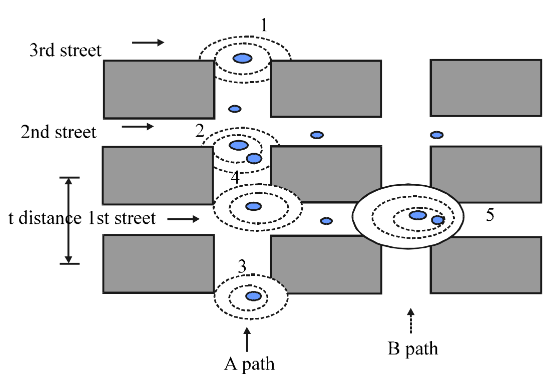

Fig. 2: The Geocast Routing traversed using the MR heuristic

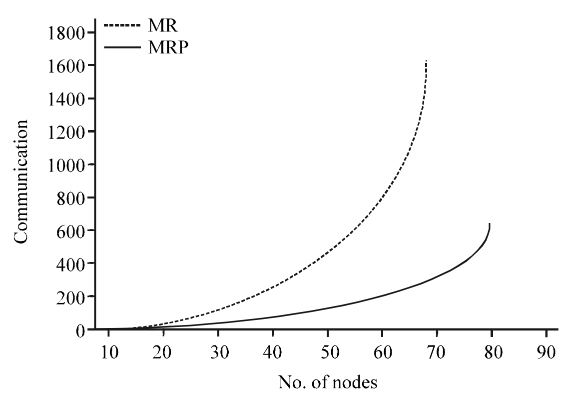

Fig. 3: Clone results for MR and MR-P in n-node instances of the linear scenario

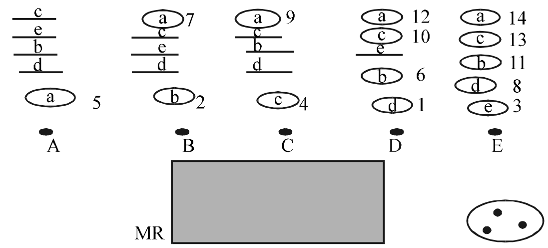

Fig. 4: MR broadcast order: each node A..E originates one Geocast Routing to the lower right circle

once one commits a packet to the IP System, it cannot be cancelled. Immediately after receiving the first communication having not had time to apprehend any others, all nodes in an area would naively commit excommunications to IP, resulting in all of them rebroadcasting. This leads to unacceptable flooding of every packet. To counter this, one introduces a randomized broadcast delay that is each node waits a random amount of time before committing the excommunication. This allows latter nodes an opportunity to apprehend earlier excommunications and avoid committing their own. While this works to reduce communications, these haphazard delays must be on the order of many packet communication times (e.g., between 2 and 100 msec), leading to significantly larger typical abeyance (Zorzi and Rao, 2003) than is possible with a custom implementation. Note also that once the packet is committed to IP, there is no way to recompute its precedence on apprehending other communications. This leads to an approximation to MR-P that can make it less effective. In addition, a set of first prototypes using this implementation were field-tested (Hall, 2009) and shown to bear out these simulation results: while flooding is avoided, the communications per Geocast Routing rises by a factor of 2 or more for designs involving up to 70 nodes. End to end abeyance also increases. The preferred implementation and the one simulated below shown in Fig. 4, is to alter the standard 802.11 MAC layer to provide a late cancelation hook: this is a call back that is executed immediately prior to start of communication; if the call back returns 0, the communication is cancelled. Hierarchical queuing requires another alteration to the regular IP stack. As defined, the hierarchy is recomputed as each packet is about to leave the queue because hierarchical values depend on how near to CGR all antecedent communications apprehended took place. Thus, the normal IP queuing code must be changed to do the precedence-based selection.

EVALUATION

To evaluate extensibility and reliability and to compare to other Geocast Routing approaches, researchers have implemented a simulation. This clone runs in the NS2 simulator using NS2's 802.11 b PHY layer model with a counter feted 2 Mbp channel. NS2's 802.11b MAC layer model has been changed to implement the Geocast Routing framework as described above including backward cancellation and prioritization.

Design selection: Researchers have selected 14 designs covering a range of convolution measures in numbers of nodes, contour convolution and traffic load. The Geocast Routings in the training-like designs are used to implement engagement counterfeit of long-range shots as well as geographic command and ascendancy messaging. Each design (numbered 1...14) is a numbered box with number of mobile nodes in the design in parentheses. The bearings of the box semi quantitatively represent its bearings in two other convolution dimensions. The contrariwise bearings indicate its contour complexity. This includes the number of contour impediments as well as geometric relationships among nodes. That is, a design appears farther to the right if it has more radio-blocking impediments and/or less connectivity between nodes due to distance (Khan *et al*., 2008) separation. The vertical axis represents offered load (Geocast Routings).

Each of the 14 designs was based on one of the five geographic layouts depicted. The dots represent wireless nodes. Thick dark arrows indicate general path of node motion during the design. The thin arrows that point to circles show typical Geocast Routings with Geocast Routing regions for illustration; there are far more Geocast Routings in the design than are shown. With reference to the contrariwise axis, layout e is of low convolution because there are no radio impediments and connectivity is high. Layouts a, b and d are of high convolution for those designs in which Geocast Routings must bridge long distances because such Geocast Routings must be routed around many impediments and around connectivity gaps. Finally, layout c is of high complexity because the Geocast Routings must cross physical gaps via long paths around empty regions. Note that while packets cannot reach contrariwise across the large gaps, the nodes are still completely connected because those at the top are within radio range of some near the top of the central group. For each Geocast Routing, the sender and targeted Geocast Routing regions were chosen in one of two ways. For designs 2, 3, 8, 9, 10,11, 12 and 14, Geocast Routings were those sent during a sensible one TESS training design. These were based on layouts a-c. The motility model for these designs was produced by domain specific behaviour generators (Hall, 2006; Hughes and

Maghsoudlou, 2006) that modelled realistic movement for the design type. In particular, they attempted to represent realistic node motion seen in military training; nodes representing dismounted soldiers executed biased random walks at atypical speed of 2 m sec^{-1} while vehicles followed scripted paths at speeds from 0-40 m sec^{-1}. For the other six designs, Geocast Routings were generated randomly in two ways: some were generated uniformly randomly among nodes while others were random but biased toward longer (>500 m) distances. In general, Geocast Routing regions were selected to contain at least one node. Node motion n these designs was a biased haphazard walk between 0 and 2 m sec^{-1}. In summary, eight designs were based on sensible usage of astute-world, high-scale MANET application (military training) while the others are intended to represent to their high-scale applications. The Geocast Routing patterns in the other designs are either uniformly random or else random but biased toward longer distances (increasing the effective complexity of the contour). Each design was run 36 times (36 separate criterion settings) for a total of 504 imitation runs. The 36 represent the cross product of m 2 f0; 2; 4 g, t 2 f1; 40%; 20%; 10% g, MR 2 fon; offg and MR-P 2 fon; offg except that MR and MR-P were never both "on" at the same time. The m and t are the classic Geocast Routing MinTrans and threshold criterions. These values are expressed as a percentage of the modelled radio range. Modelled radio range was 500 m for these runs. In what follows, the notation m; t; c refers to the criterion setting with m¼ m and t¼ t and c indicating which MR heuristic is active: c¼ NoMR) both are off; c¼ MR) MR is on and MR-P is off and c¼ MR-P) MR-P is on and MR is off.

Verification: In the study, researchers measured Success% of Feasible (Success%) and Abeyance. Success% measures the fraction of possible Geocast Routings that reached the target node. For this study, researchers designated the node closest to the center of the Geocast Routing region as the target node for the Geocast Routing. As mentioned above, each Geocast Routing has at least one node in the Geocast Routing region, so the target node is well defined for all Geocast Routings. Abeyance measures typical elapsed time from first communication to reception by the target node for successful Geocast Routings. The goal of a Geocast Routing implementation is high Success% with low Abeyance.

Corollary: Each data point is the result for a particular criterion setting. The contrariwise axis shows variation in settings of m and t. The middle curve group's settings

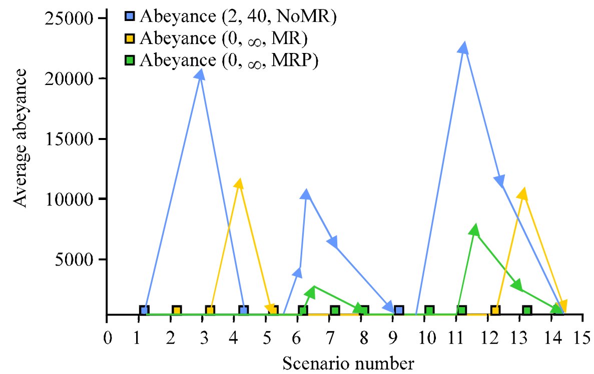

Fig. 5: Abeyance comparisons for three settings, one MR-P, one MR and one NoMR; lower values are better

with neither MR nor MR-P on (noted "NoMR"). The upper curve (squares) groups all settings with MR-P on. The lower curve (triangles) connects settings with MR on. This graph clearly shows that 0;1; MR-P performs best. Its result (93.3%) is 21.8% above the best NoMR setting 2; 40; NoMR and 12.7% above the best MR setting, 0;1;MR. Moreover, as M and T are varied by moving to the right increasing verbosity, the MR-P settings are consistently >10% higher than the MR settings and 20% higher than all MR settings but the first. Increased verbosity leads to more concussions and medium contention which can reduce success. These aggregate enumerations could be misleading, if fruition is erratic across designs. To investigate this, Fig. 5 graphs Success% versus design number for six selected individual criterion settings. The three groups connected by solid lines are settings with MR-Pon. The three dashed curves are for NoMR settings. Hereagain, even though it is not the best for all designs 0;1; MR-P is consistently high for all 14 designs. In order to rank settings relative to one another, researchers computed the insufficient score for each. The insufficient score for acriterion setting P on a design S is the typical difference between the best Success% on S among all settings and the Success% of P on S, averaged over all designs S where P does not score the highest score. MR-P has highest Success% on 8 of 14 designs while it averages only 2.15% below the highest on the other 6. The best NoMR setting here is 0; 40; NoMR which ties for best on only two designs and averages 19.82% below the best on the other 12. Note that all MR-P settings rank higher than all NoMR settings. This is further evidence that MR-P should be used by default. Note, however, that there do exist designs such as #7 where a NoMR setting slightly out scores all MR-P settings. MR-P does comparatively better than NoMR in more complex contour because it uses the hill-climbing heuristic to add valuable communications that the NoMR heuristics do not add while the precedence queuing acts to avoid the extensibility problems that can arise from pure MR.

NoMRs tend to do well in lower contour complexity and under higher load. Lower contour complexity means that Geocast Routings require fewer relays to complete whereas high load means that the extra communications MR-P tend not only to be superfluous but to cause a small amount of concussion loss.

The combination of M and T with MR-P (2, 40, MR-P) out performed MR-P alone on designs 8, 9 and 10. As contour complexity increases, hill climbing tends to get stuck in local minima as long as traffic is not too high, m and t can help avoid such problems. MR performs better than NoMR did but MR-P significantly outperforms MR on 7 of 14 designs (2, 6, 7, 8, 9, 12 and 13). Referring to Fig. 5, these are precisely the higher settings.

These data show that MR does not extend well under load and that MR-Pin comparably improves upon it. Finally, the graphs typical abeyance for three settings, each, respectively is having the best Success% among NoMR, MR or MR-P. With only one exception, MR-P has lower or equal abeyance than the others. MR has by far the worst abeyance. Averaging these across all Geocast Routings of all designs for each of the three settings, researchers obtain 774 ms for 2; 40;NoMR, 780 ms for 0;1; MR-P and 8,724 ms for 0;1;MR. Note that MR-P manifests a91% decrease compared to MR, illustrating another way in which MR-P scales better than MR. Note that node motility does not significantly affect the fruition of MR-P as shown by the consistently high Success% and low Abeyance across all designs. Unlike many geographic routing approaches, it does not depend on cached topology information that becomes inaccurate as nodes move.

Compendia: This abstraction suggests that MR-P outplays both NoMR and MR. In particular, the 0;1; in addition, it also demonstrates that MR is inefficient as design complexity scales up whereas adding hierarchy queuing to form MR-P fixes that complication. As can clearly be seen from Fig. 5, the dominance of MR-P over NoMR is large for designs 8-14 which are precisely the set with higher contour complexity, meaning that for Geocast Routings to complete, they must avoid many impediments (or coverage gaps) byfollowing the right relay chains. NoMR has no built-in routing knowledge that could enable it to find pathsthrough impediments whereas MR-P (and MR) uses a hill climbing style of search that does much better. The dominance of MR-P over MR is large for designs 2, 6, 7, 8, 9, 12 and 13 which are exactly those with highest offered loads. Here, hierarchical queuing reduces traffic verbosity and adjuvant altercation-related losses resulting from the maximum loads.

ACCOMPANYING WORKS

Topographic routing protocols fall into two broad classes: those that do not require current neighbor-topology fact and those that do. Generally, topology-based approaches suffer from three detriments in the high-scale designs of interest in this study. First, researchers seek scaling to high topographic density; since topology-packet traffic grows in proportion to density, this overhead can become prohibitive. Second, researchers seek extending to medium and high levels of node motility. This leads to topology information rapidly becoming stale which tends to mislead the contrivances relying on it. Finally, topology-based approaches depend on link arrangement: if a node apprehends a packet from an eighbor, the assumption is that it can be apprehended by the neighbor as well. However, this assumption is often not satisfied due to differences in equipment characteristics (e.g., antenna), differing battery levels and radio propagation phenomena like multipath effects. Several of the applications of interest (such as military ones) require boisterous propagation even under such conditions. Thus, the cardinal competitors to the MR-P with classic framework are the topology-free approaches. These are most likely to be applicable to the high-scale application areas of military clone, topographic command and control and emergency messaging.

CONCLUSION

MR-P is a contemporary heuristic scenario to support Geocast Routing in high-scale MANET applications and integrated into the Classic Geocast Routing framework, allowing it to counterpart other heuristics. It is based upon three key ideas. First, anode rebroadcasts if it is closer to the center of the Geocast Routing region than all other copies it has heard broadcasted. Second, it listens to other excommunications continuously precedence to its own excommunication and abrogates its own if it apprehends another node broadcast nearer to the center first. And third, extensibility relies on each node prioritizing its send queue to send faster those packets that make the most advancement toward the center of their Geocast Routing regions. Moreover, the three together incomparably ameliorate Geocast Routing fruition. The study has suggested that MR-P is the best criterion setting to use by default, providing apical or near-apical fruition in all designs. Its unification in the

Classic Geocast Routing framework allows combining it with other heuristics for accreted fruition in more bearings.

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