

# Extending INET Framework for Directional and Asymmetrical Wireless Communications

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Introduction

Modelling Directional Antennas

Status of the INET/INETMANET Model

Proposed Radio Model

Model Implementation

Model Evaluation

Conclusions

# Introduction

## Motivation

### Main Motivation

- To Extend the *OMNeT++ INET/INETMANET Framework* with a **directional radio** model.

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## Motivation

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- To Extend the *OMNeT++ INET/INETMANET Framework* with a **directional radio** model.

### Secondary Motivation

- To Support **asymmetrical wireless communications** within the *OMNeT++ INET/INETMANET Framework Radio Model*.

# Introduction

## Why is Important a Directional Radio Model

- Emerging Multi-Radio MESH Nodes equipped with Directional Antennas.

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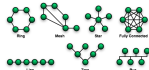
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- Simulation assisted design of new MANET/MESH protocols/algorithms.



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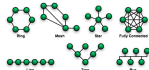
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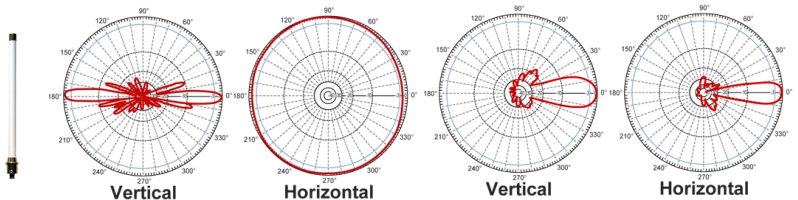


- Simulation assisted design of new MANET/MESH protocols/algorithms.
- The absence of a directional radio model in the *INET/INETMANET Framework*.



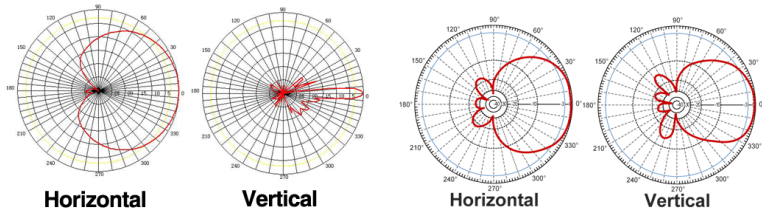
# Modelling Directional Antennas

## Antenna Patterns



(a) Omni-Directional

(b) Directional-Grid Antenna

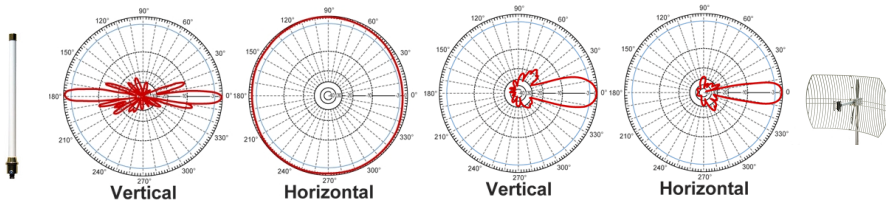


(c) Directional-Sector Panel Antenna

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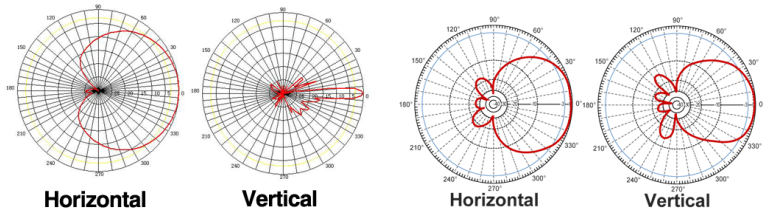
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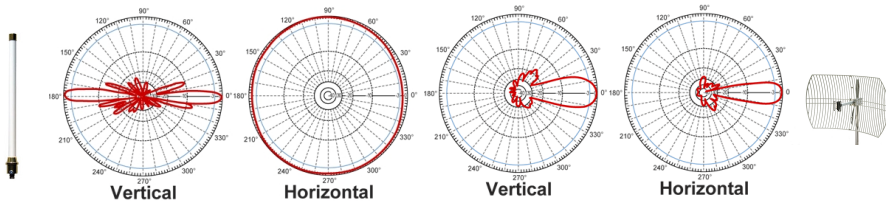
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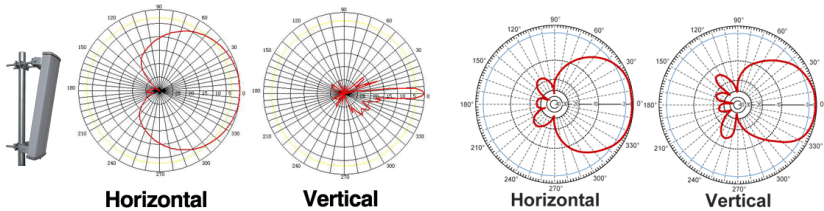
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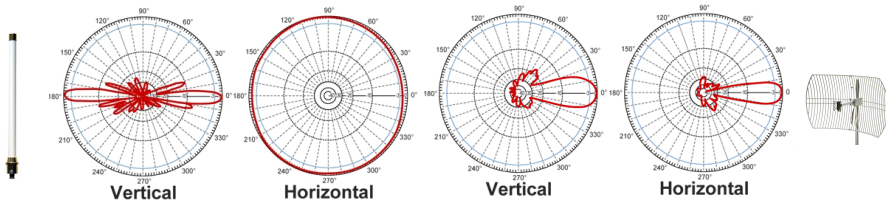


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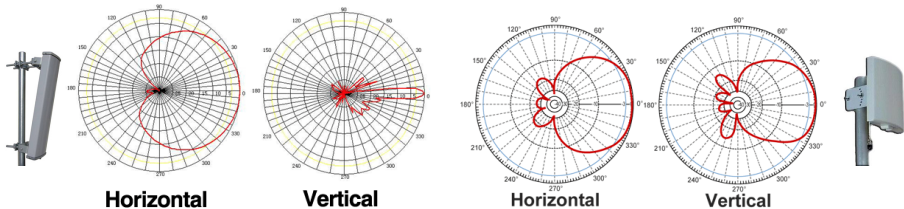
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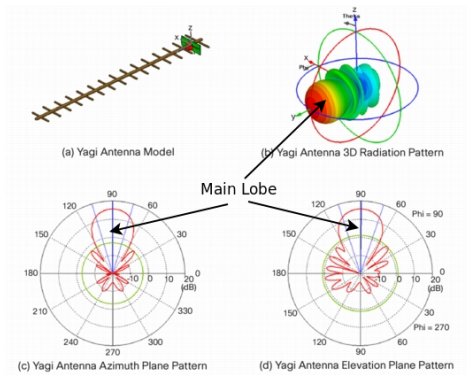
## Theoretical Model

- Consists of:

- Main Lobe.
- Side Lobes.
- Back Lobes.

- Typical parameters are:

- Maximum Gain (Tx and Rx).
- Beamwidth: Measure of the main lobe width.
- dB threshold: Defines the main lobe area.



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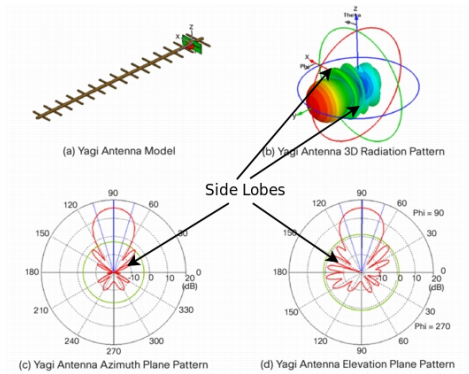
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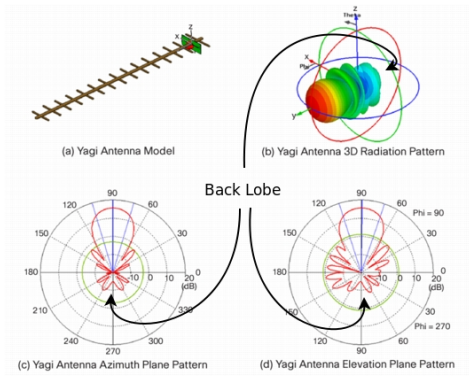
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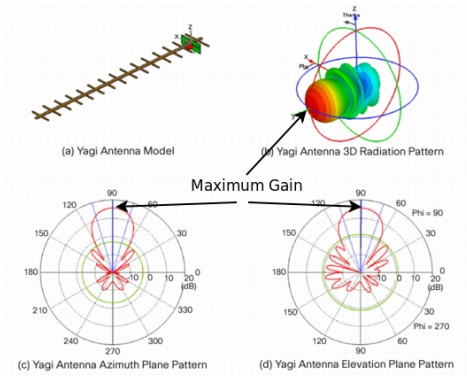


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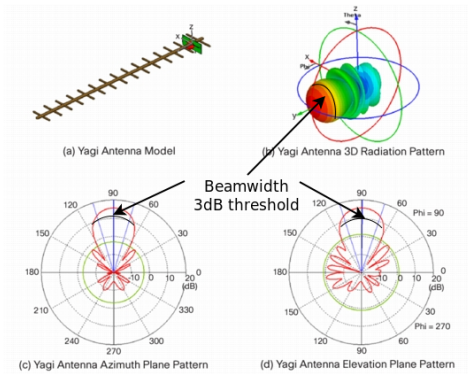
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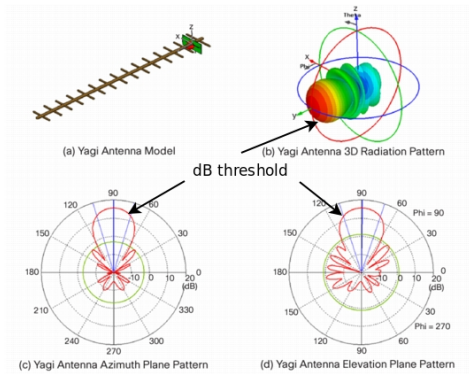
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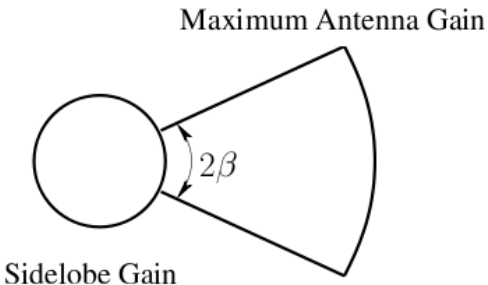
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# Modelling Directional Antennas

## Theoretical Model

- Based on the "pie-wedge" antenna model presented by Gharavi et al. (two components: main lobe and back/side lobes).
- Tx and Rx gains are assumed equal (reciprocity theorem).
- Radio model is based on a simplified Link Budget calculation:



$$P_{rx} = P_{tx} + G_{tx} - PL + G_{rx} \quad (1)$$

# Status of the INET/INETMANET Model

Current Radio Model (at least at last time I checked)

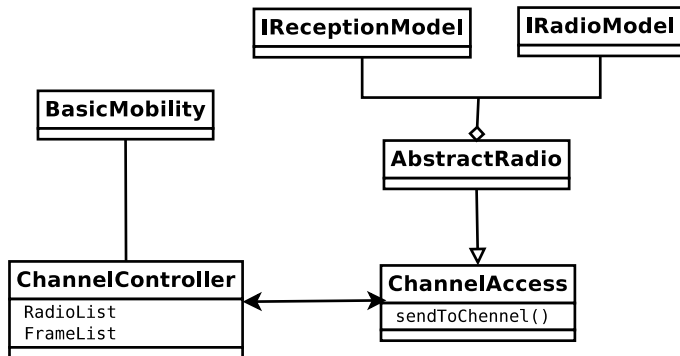


Figure: (Very) Simplified Class Diagram of INET/INETMANET radio model

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## Roles within the Radio Model

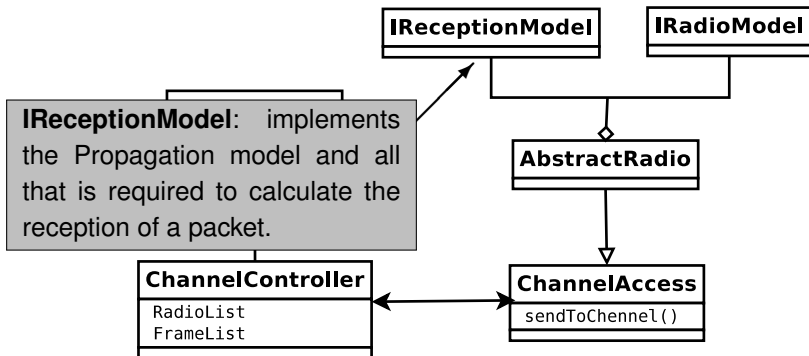


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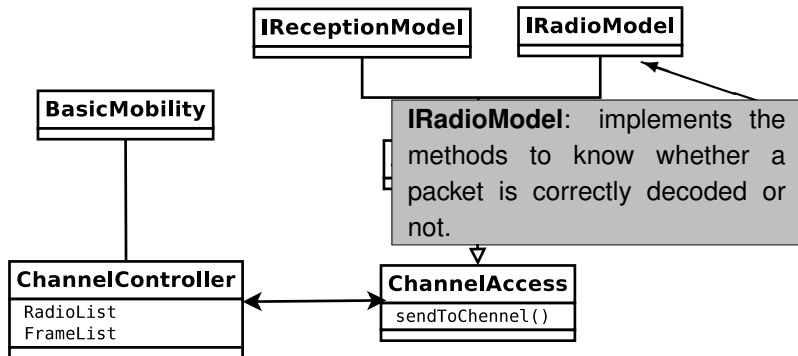


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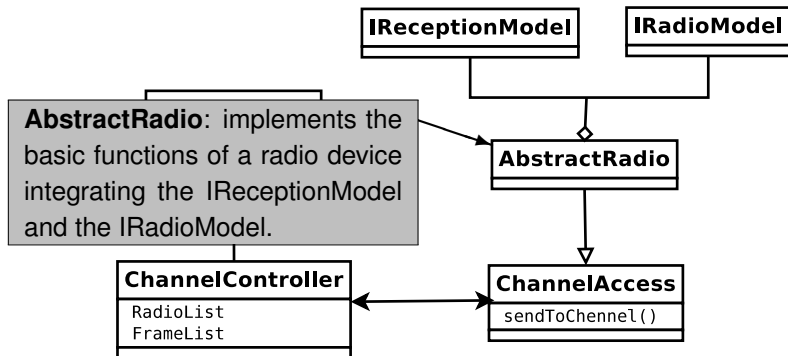


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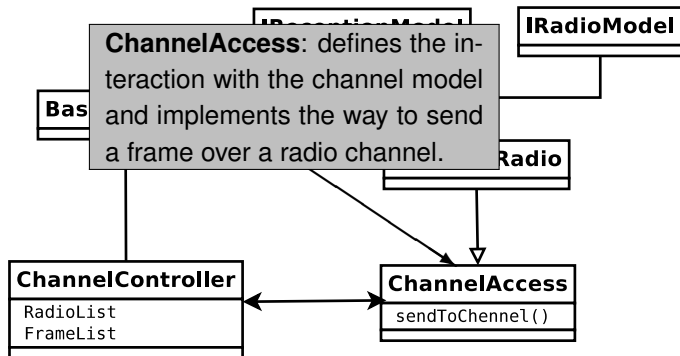


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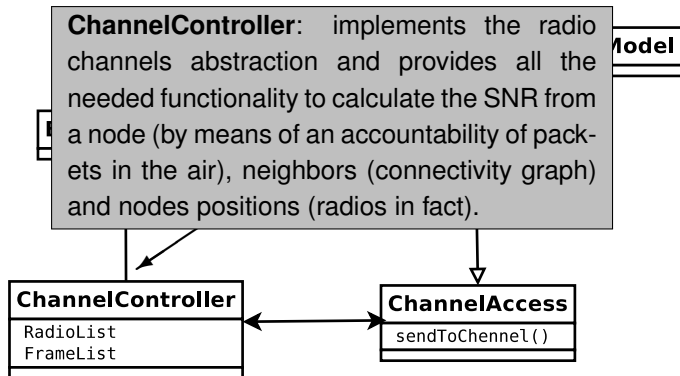


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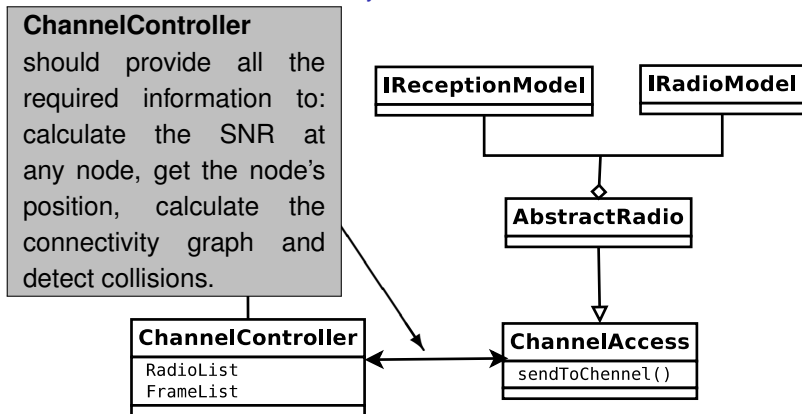


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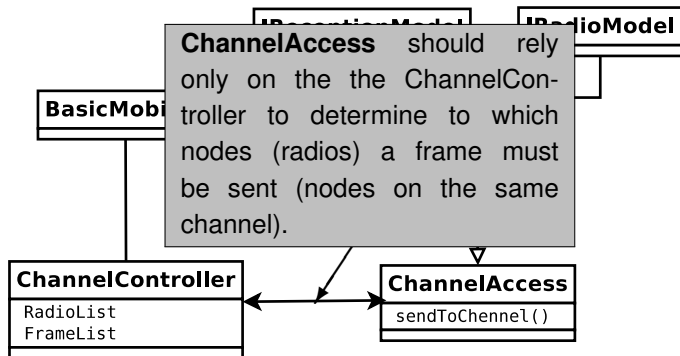


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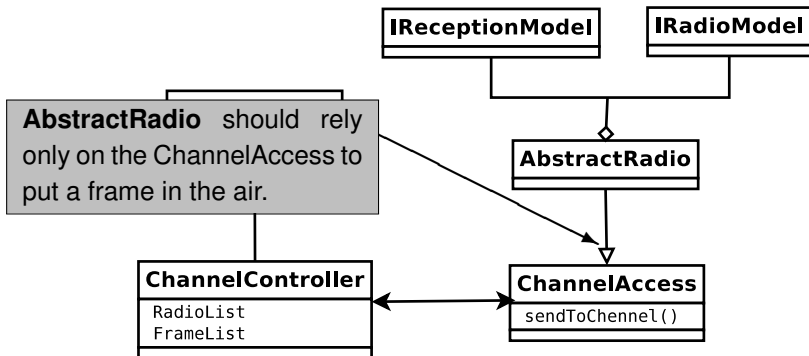


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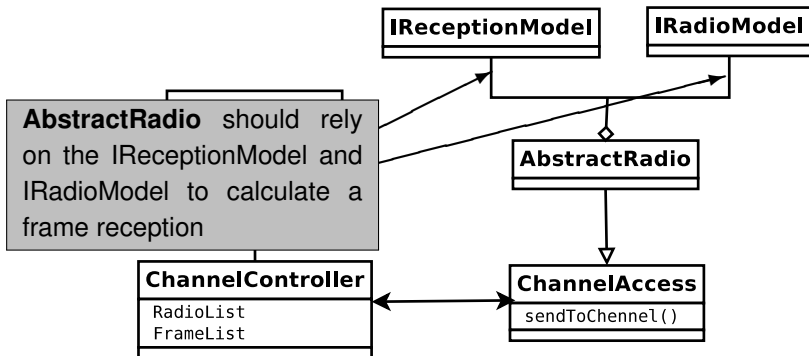


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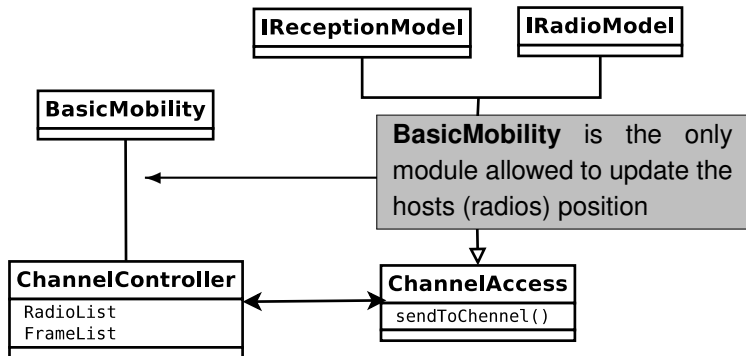


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# Proposed Extended Radio Model

## The Antenna Pattern and the Link Budget

- New class interface proposed: **IAntennaPattern** assuming the role of delivering the antenna gain given a direction of communication (angle).
- When transmitting a frame, effective transmission power is based on the equation:

$$P_{effective} = P_{nominal} + G_{txAngle} \quad (2)$$

- When receiving a frame, the **Link Budget** calculation is based on the equation:

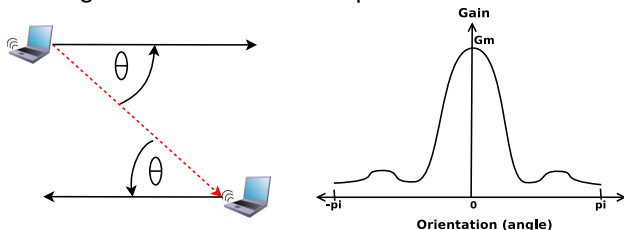
$$P_{rx} = P_{effective} - PL + G_{rxAngle} \quad (3)$$

- **Remainder**: each airframe carries the transmission power (effective, considering antenna gain) and the node's position where the frame was sent.

# Proposed Extended Radio Model

## Directional Radio Model

- AbstractRadio will use the IAntennaPattern to calculate the gain given the angle of transmission/reception.

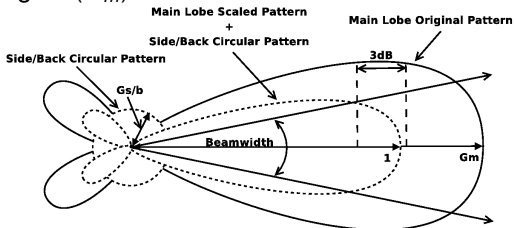


- Antenna gain will vary according to the orientation angle  $\theta$ .

# Proposed Extended Radio Model

## Directional Radio Model

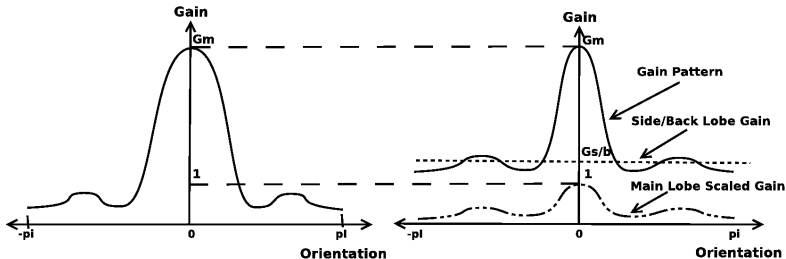
- IAntennaPattern will use the "pie-wedge" model to represent main lobe and side/back lobes.
- Side/back lobes are represented by an unity-gain circular pattern.
- The analytical curve (original pattern) will be **scaled** to fit it to the maximum gain ( $G_m$ )



# Proposed Extended Radio Model

## Directional Radio Model

- The **scaling** of the original pattern (main and side/back lobes) are normalized to the **maximum gain** (radio parameter) and to fit the curve to the required **beamwidth**.

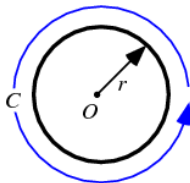




# Proposed Extended Radio Model

## Directional Radio Model

Some patterns represented by this model are

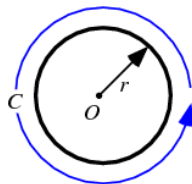


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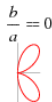
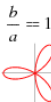
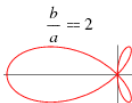
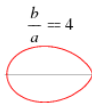
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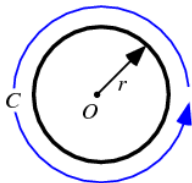


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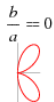
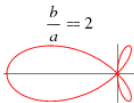
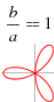
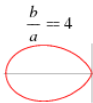
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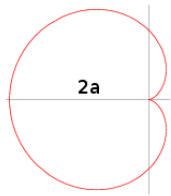
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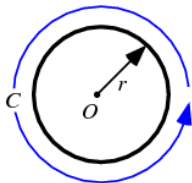


(c) Cardioid

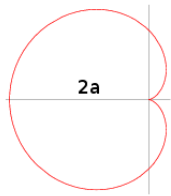
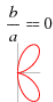
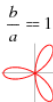
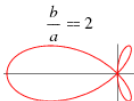
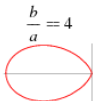
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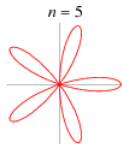
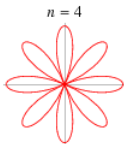
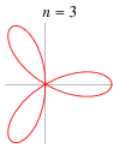
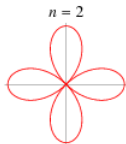
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(a) Omni-directional



(c) Cardioid



(d) Rose

# Model Implementation

How to implement the proposed radio model?

## How to Do it??

# Model Implementation

How to implement the proposed radio model?

## How to Do it??

- Current Status of INET/INETMANET assumes symmetry on the communication
- First, we need to support Asymmetrical communication.  
Specially, each radio need to decide its own connectivity graph.
- Second, add the required elements to represent an antenna pattern.

# Model Implementation

## Problems to address

- Two methods calculating the RF Propagation. One in the ChannelController, to determine the connectivity graph (neighbors) and one in the IReceptionModel to calculate the reception power when a frame is received.
- No Single Role assigned for Propagation Model (not completely true).
- ChannelController assumes symmetry when calculating the neighbors list. *If you can hear me, I can hear you.*
- There is no responsibility assigned on the Link Budget calculation.
- Misassigned responsibility of the neighbors calculation. Currently assigned to the ChannelController. It should be responsibility of each radio.

# Model Implementation

## Asymmetrical Communications Support

- Neighbors lists are **no longer only ChannelController's responsibility**. A new contract is created between the AbstractRadio and the ChannelController to allow the AbstractRadio to tell the ChannelController when a node **isInCoverageArea**.
- New Role for the IReceptionModel (supplanting the missing IPropagationModel) to calculate the interferenceDistance and the received power given by using a any propagation model.
- A class interface called **IAntennaPattern** was added, providing the antenna pattern calculation interface.
- **Link Budget** separation implemented in the AbstractRadio. New contract created between the AbstractRadio, the IReceptionModel and the the IAntennaPattern to determine the Link Budget when transmitting and receiving a frame.



# Model Implementation

Impact of these changes

## Requirement

every neighbors lists, for every node in the simulation playground, **must** be updated when a **node** moves.

For **Symmetrical Model**:

- From the perspective when a single host moves:
  - getNeighbors complexity:  $O(m * n)$
- When updating every nodes position in a single time-step:
  - getNeighbors complexity:  $O(m * n)$
  - Because symmetry is assumed, if you are my neighbor, I am your neighbor.

$m$  = number of radios,  $n$  = number of hosts

# Model Implementation

## Neighbors Lists calculation Analysis

### Requirement

every neighbors lists, for every node in the simulation playground, **must** be updated when a node **moves** or **transmits** a frame.

#### For **Asymmetrical Model**:

- From the perspective when a single host moves:
  - getNeighbors complexity:  $O(m * n)$
- When updating every nodes position in a single time-step:
  - getNeighbors complexity:  $O(2 * m * n)$
  - Due to the asymmetry, if you are my neighbor, I am not necessarily your neighbor, so we need to update all the nodes.

$m$  = number of radios,  $n$  = number of hosts

# Model Implementation

## Neighbors Lists calculation Analysis

### Discussion

As the `getNeighbors` complexity is higher, and we call this method more often (now, not only when a node moves, but when moves or transmits), the overall execution time is be higher, but how much?

- Execution time will depend more hardly on the amount of transmitted packets. Not even think on the amount of nodes!!!
- The exact bound is not clear (or not easy to find)

# Model Implementation

## Neighbors Lists calculation Analysis

### Discussion

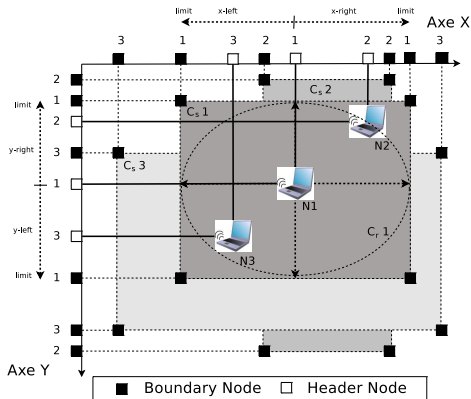
As the `getNeighbors` complexity is higher, and we call this method more often (now, not only when a node moves, but when moves or transmits), the overall execution time is be higher, but how much?

- Execution time will depend more hardly on the amount of transmitted packets. Not even think on the amount of nodes!!!
- The exact bound is not clear (or not easy to find)
- **So, a new strategy to calculate the neighbors lists is required to overcome the increment of the execution time.**

# Model Implementation

## The NeighborsGraph Algorithm

- Inspired on a Sparse Matrix.
- Returns the neighbors list and the list of nodes to be updated (invalidate list).
- Real Coverage Area  $C_r$  represented by a Squared Coverage Area  $C_s$ .
- Axes are Red-Black Trees.
- Four directions to evaluate: X-left, Y-right, X-right, Y-left.
- Just nodes within  $C_s$  are evaluated to know if they are within  $C_r$  also.



# Model Implementation

## The NeighborsGraph Algorithm

- The NeighborsGraph will determine which nodes are in the node's neighbors list and which other nodes need to be updated (due the node's movement).
- The Algorithm inside the packet delivery process.
  - Is my neighbors list invalidated?
    - neighborsGraph(myList,toUpdate)
    - $\forall$  node toUpdate  $\rightarrow$  invalidate the list.
- The Algorithm inside mobility.
  - Is my former position different to my current one?
    - neighborsGraph(myList,toUpdate)
    - $\forall$  node toUpdate  $\rightarrow$  invalidate the list.

# Model Evaluation

## Evaluation Strategy

- Correctness of the implemented directional radio module.
  - Reproduce an Antenna Pattern by simulation.
  - Omni-directional versus directional communications.
- Computational Cost analysis.
  - Symmetrical communication case (reference).
  - Asymmetrical communication case (fixing the neighbors list calculation)
  - Asymmetrical communication case (using the NeighborGraph algorithm)

# Model Evaluation

## Reproducing an Antenna Pattern by Simulation

### Objective

Reproduce by simulation a given antenna pattern by measuring the space in different places.

### Expected Results

Obtain the same antenna pattern specified in the configuration file

### Methodology

One Access Point (AP) with equipped with a Directional Antenna, 10 wireless hosts, with omni-directional antennas, moving around with circular mobility centered on the AP, separated by 10 meters each. Log the beacon reception power and make a polar chart of the reception power versus the angle by host.



# Model Evaluation

## Reproducing an Antenna Pattern by Simulation

### Excerpt of the configuration file

```
# Antenna Pattern Parameters
**.ap1.wlan.radio.transmitterPower = 40.0mW
**.ap1.wlan.radio.beamWidth = 40deg
**.ap1.wlan.radio.mainLobeGain = 15dB
**.ap1.wlan.radio.sideLobeGain = -5dBi
**.ap1.wlan.radio.mainLobeOrientation = 90deg
**.ap1.wlan.radio.dBThreshold = 3dB

# Folium Pattern
**.ap1.wlan.radio.patternType = "FoliumPattern"
**.ap1.wlan.radio.FoliumPattern.a = 1
**.ap1.wlan.radio.FoliumPattern.b = 3
```

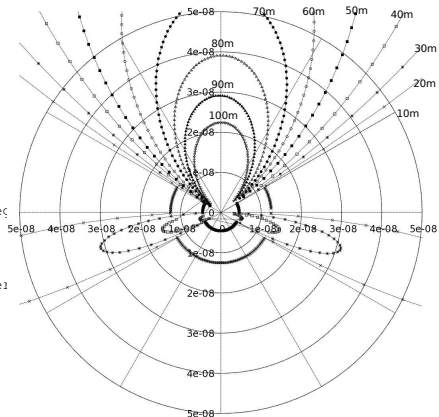
# Model Evaluation

## Reproducing an Antenna Pattern by Simulation

### Excerpt of the configuration file

```
# Antenna Pattern Parameters
**.apl.wlan.radio.transmitterPower = 40.0mW
**.apl.wlan.radio.beamWidth = 40deg
**.apl.wlan.radio.mainLobeGain = 15dB
**.apl.wlan.radio.sideLobeGain = -5dBi
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```



# Model Evaluation

## Omni-directional versus directional communications

### Objective

To reproduce well known results in the literature comparing the effect of using directional antennas versus omni-directional antennas.

### Expected Results

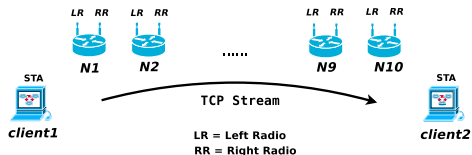
To obtain similar results between our model and the the literature.

### Methodology

To simulate a 10 dual-radio nodes mesh network (linear topology) and measure the TCP throughput end to end with omni-directional and directional antennas.

# Model Evaluation

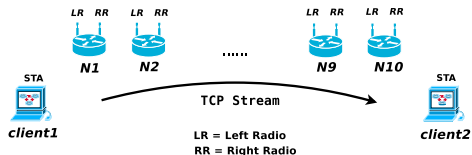
## Omni-directional versus directional communications



10 Nodes Mesh topology simulated model

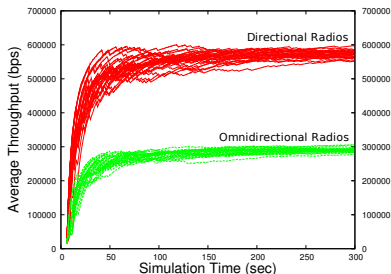
# Model Evaluation

## Omni-directional versus directional communications



10 Nodes Mesh topology simulated model

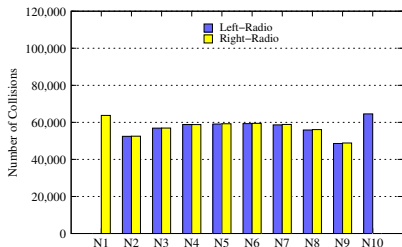
**The bandwidth is about the half when using omni-directional antennas.**



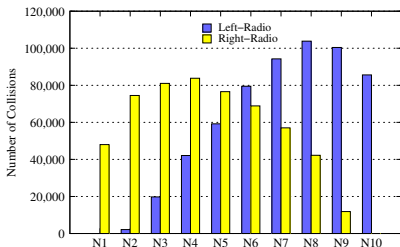
# Model Evaluation

Omni-directional versus directional communications

## Collision Number between Mesh Nodes



(a) Omni-directional Antenna



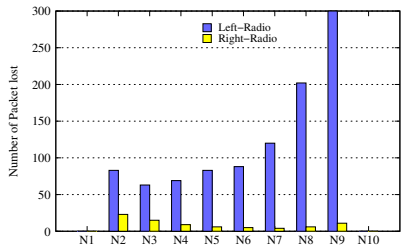
(b) Directional Antenna

**Directional antennas case shows an increasing/decreasing pattern of collisions**

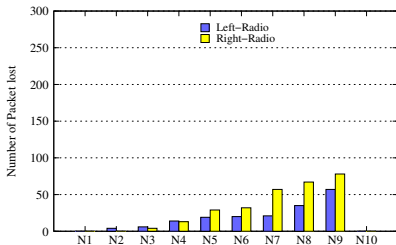
# Model Evaluation

Omni-directional versus directional communications

## Packet Losses



(a) Omni-directional Antenna



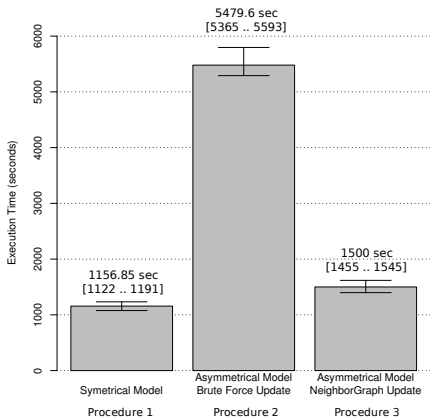
(b) Directional Antenna

**Directional Antennas show less packet loss due to the reduction on the interference effects produced by the neighbor nodes**

# Model Evaluation

## Computational Cost Analysis

- Three procedures:
  - Symmetric case
  - Asymmetric case
  - Asymmetric case with NeighborGraph Algorithm.
- Simulation
  - 100 nodes.
  - Random positions
  - Speed of 40 Km/h.
  - 4 Access Points
  - ICMP Ping to a central server each 0.1 sec.
  - 500 seconds, 10 replicas.





## Conclusions

- An extended Radio Model has been proposed to INET/INETMANET Frameworks.
  - Support of asymmetrical communications.
  - Support any shape of antenna (implemented: Circular, Folium, Cardioid, Rose)
- Simulated results have been compared against the literature, finding similar results. So, the proposed model seems to work properly.
- The increment of the computational cost when including asymmetrical communications have been reasonably reduced by introducing the NeighborGraph algorithm to calculate the connectivity graph.

# Conclusions

## Continuation

- Open issues:
  - Accuracy of the antenna gain in the 2D plane. Mapping techniques?
  - The use of multicore to speed-up the calculation of the connectivity graph. Parallel NeighborGraph Algorithm?
- Further work:
  - Implement more Antenna Patterns.
  - Improve the NeighborGraph Algorithm.
  - Improve the Interference model to obtain a irregular (and time changing) coverage area.