

School of Engineering and Information Technology, Universiti Malaysia Sabah, Malaysia

ISMS2012

3rd International Conference on Intelligent Systems, Modelling and Simulation, Sabah, Malaysia, 8-10 February 2012

1.0 Introduction

- Wireless Ad Hoc Network:
 - Decentralize
 - non-fix infrastructure
- Practical importance
 - Low cost blanket coverage
 - Many deployment
- Challenge
 - Share broadcast medium
 - Low throughput



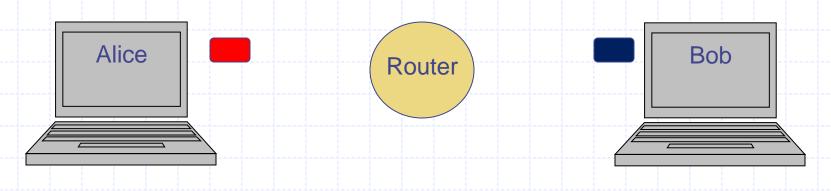
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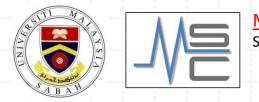
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Current Approach



- •Require 4 time slot
- •Can make it fewer time slot?



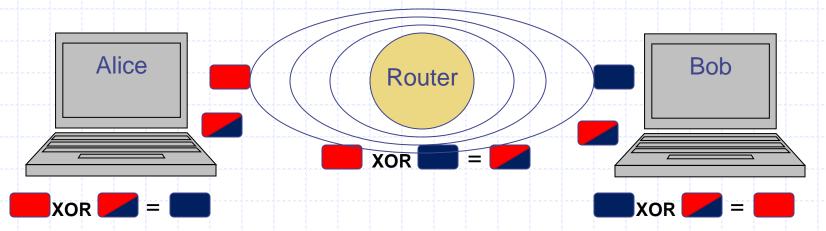
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Network Coding



•Require 3 time slot instead of 4

•Fewer time slot \rightarrow Higher throughput



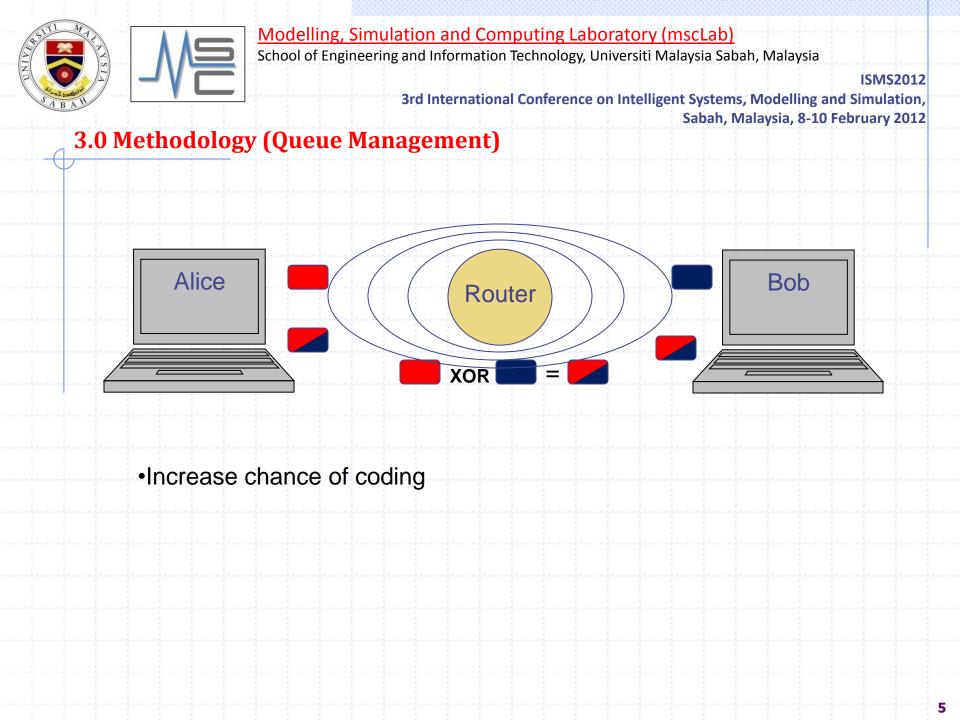
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2.0 Objective

- The purpose of this paper is to present a time delay of transmission can increase network coding opportunities, this lead higher throughput.
- This proposed method with more coding opportunities able to send out more packets in short time.



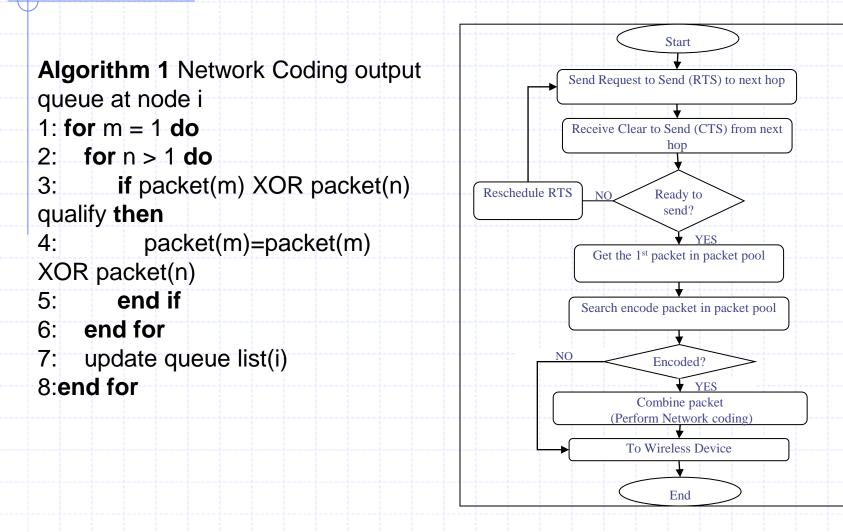


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3.0 Methodology (Queue Management)





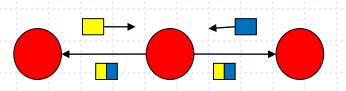
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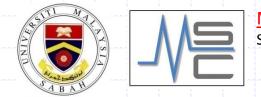
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4.0 Simulations (Setup)

- •Simulation- MATLAB M-File
- Setup topology
 Alice and bob
 Cross topology
- •RTS-CTS
 - Ensure packet delivery
- 20 packets each node



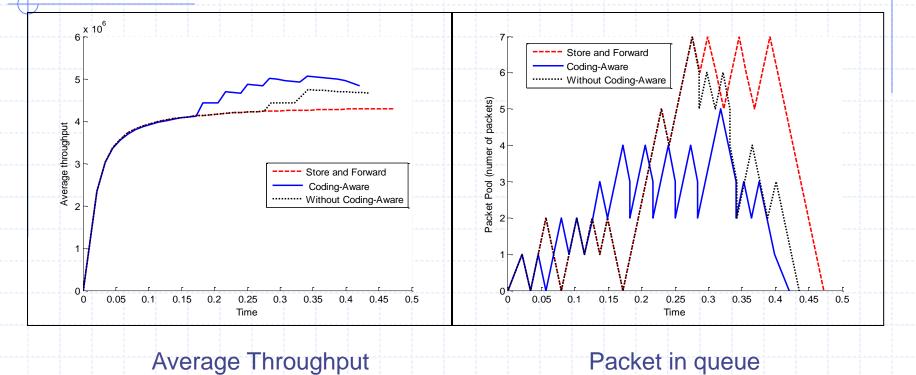


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5.0 Results and Discussions



The performance show throughput of overall network in Alice and Bob topology, store and forward have lowest throughput. Packet in queue show the packet waiting in intermediate node, the packet queue are accumulate more in beginning and send out rapidly afterward due to network coding.

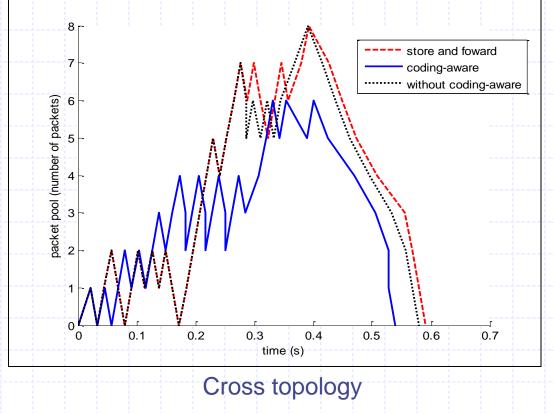


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5.0 Results and Discussions



The intermediate node in cross topology will keep on communicate with other node, the result show that the transmission with delay queue more faster then other.



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6.0 Conclusions

• Network Coding can significantly increase the average throughput of wireless ad hoc network.

•In this paper, the queue management at the intermediate node improves the chance of network coding at the intermediate node.

•An optimum wait time can increase chances of coding opportunity.

•The average throughput and queue management of all 3 methods are evaluated and their overall performances are compared.