

# Advanced Tactical Networking (ATN)

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MITRE Sponsored Research



**MITRE**  
Technology  
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# Project Data

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- **Principal Investigator: John A. Stine**
- **Business Leader: Ernie Page**
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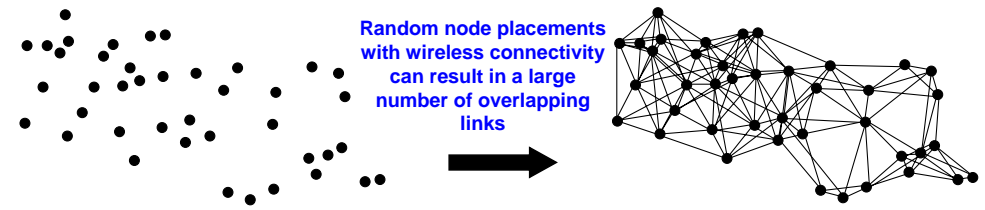
# Problem

- **Solve the hard problems necessary for using the Synchronous Collision Signaling MAC and Node State Routing Protocols :**
  - **Synchronize nodes and generate location awareness within the mobile ad hoc network**
  - **Develop methods to collect and disseminate empirically observed propagation conditions and use them for topology determination**
  - **Heterogeneous networking**
- **Exploit the capabilities of the new protocols to solve the hard problems of ad hoc networking (e.g., QoS, multicasting, capacity, ... )**

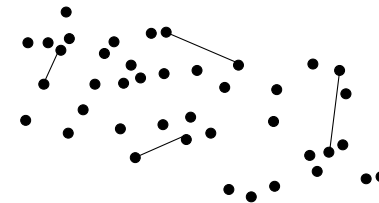
# Background

## ■ Typically MANET research has favored wireline networking approaches

- Access protocols create links
- Routing protocols track links



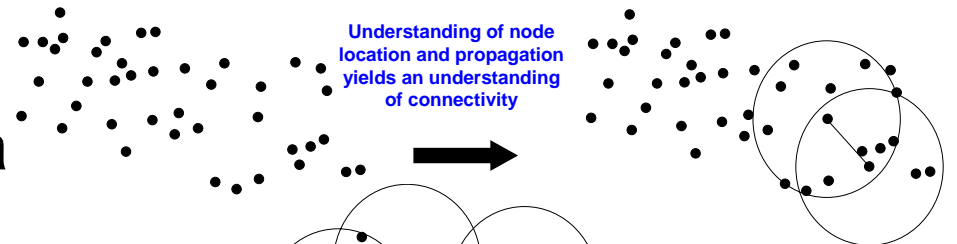
But in an instant only a small subset can be used



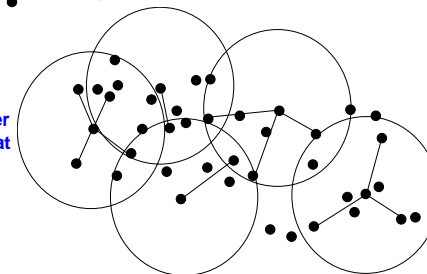
The link abstraction creates overhead and does not accurately represent the resource we want to manage

## ■ Our approach favors a wireless view

- Access protocols create a transmitter geometry
- Routing protocols track node states



Results in a greater density of links that can be used simultaneously



The mechanisms to create the network geometry and to track nodes are comparatively efficient and enable many benefits

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# Objectives

- **Create a synchronization and geolocation protocol that is integral to the access and routing protocols**
- **Create algorithms to generate propagation maps and to optimize them for size and accuracy**
- **Create a protocol that will integrate our wireless networking approach with wireline networks**
- **Create a complete protocol stack that provides quality of service and multicasting services**
- **Create a network manager's workstation that enables traffic engineering and spectrum management capabilities**

# Activities

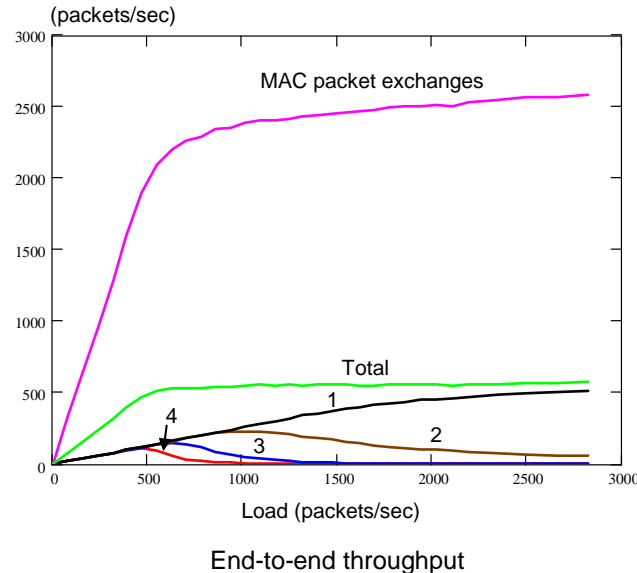
- We are creating multiple distributed algorithms for use in mobile ad hoc networks.
- We are creating multiple simulation environments to evaluate and improve our protocols.
  - OPNET simulations for integrated protocol behavior
  - Specialized simulation environments for algorithm development
    - Propagation map creation
    - Propagation map distribution and use
    - Node synchronization and geolocation

# Highlight

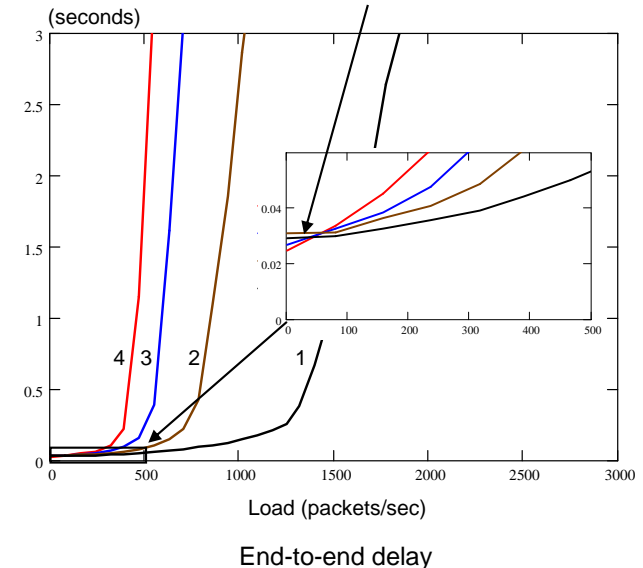
- Our protocols solve many of the hard problems in ad hoc networking, such as quality of service.

Simulation results illustrating the effectiveness of our prioritized access mechanism

Ideal packet prioritization



Low priority packets not penalized in lightly-loaded networks



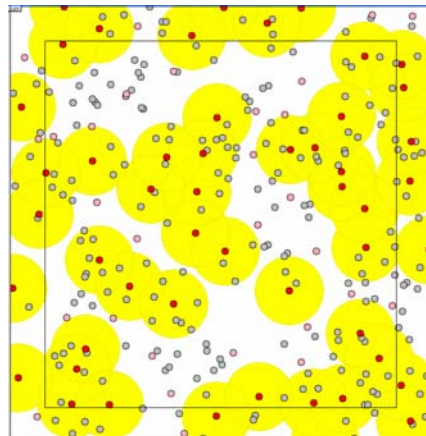
- Other services include multicasting, energy conservation, CDMA support, smart antenna support, and traffic engineering.

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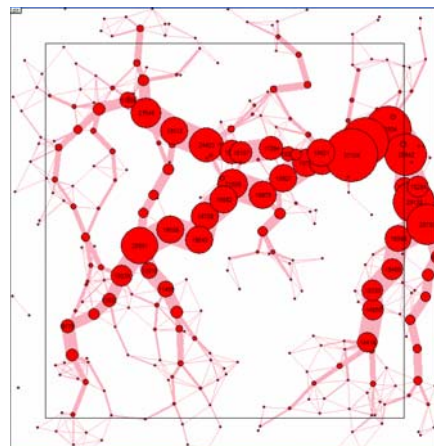
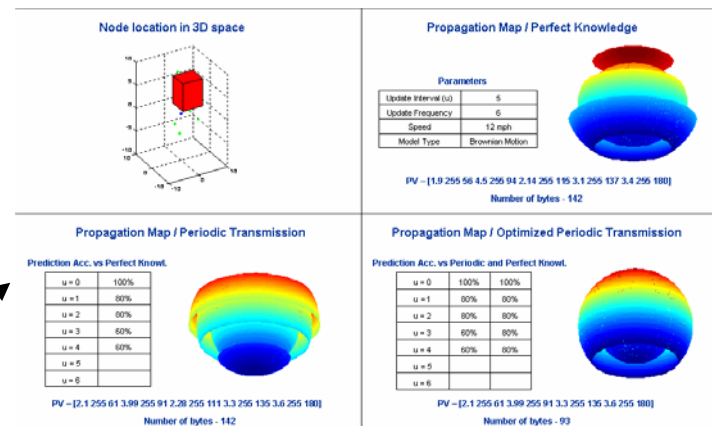
# Highlight

- We have developed tools to illustrate and study the use of signaling to resolve contention and the use of propagation maps to determine topology.



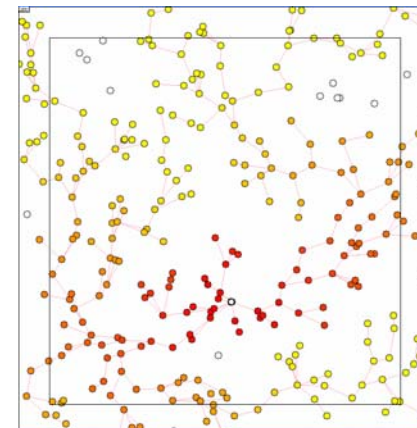
Signaling

Propagation map development



Node state dissemination

Topology



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# Impacts

## ■ Recent papers

- “A paradigm for quality of service in wireless ad hoc networks using synchronous signaling and node states,” *IEEE JSAC Sep 2004*
- “Exploiting processing gain in wireless ad hoc networks using synchronous collision resolution medium access control schemes,” *IEEE WCNC 2005*
- “Exploiting smart antennas in wireless ad hoc networks using synchronous collision resolution medium access control schemes,” *submitted to MobiHOC 2005*

## ■ Contributing to a research proposal to build a wireless modem for ad hoc networking

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# Future Plans

- We envision creating the capability for a human in the loop to interact with the network and improve its performance using traffic engineering, network engineering, and spectrum management tools.

