



Finding Strategies Based on Data Populative Estimation in Wireless Ad Hoc Networks

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Abstract: *Data caching strategy for ad hoc networks whose nodes exchange information items in a peer-to-peer fashion. Data caching is a fully distributed scheme where each node, upon receiving requested information, determines the cache drop time of the information or which content to replace to make room for the newly arrived information. These decisions are made depending on the perceived “presence” of the content in the nodes proximity, whose estimation does not cause any additional overhead to the information sharing system. We devise a strategy where nodes, independent of each other, decide whether to cache some content and for how long. In the case of small-sized caches, we aim to design a content replacement strategy that allows nodes to successfully store newly received information while maintaining the good performance of the content distribution system. Under both conditions, each node takes decisions according to its perception of what nearby users may store in their caches and with the aim of differentiating its own cache content from the other nodes’. The result is the creation of content diversity within the nodes neighborhood so that a requesting user likely finds the desired information nearby. We simulate our caching algorithms in different ad hoc network scenarios and compare them with other caching schemes, showing that our solution succeeds in creating the desired content diversity, thus leading to a resource-efficient information access.*

Key Words: *Data caching, mobile ad hoc networks, diversity.*

I. INTRODUCTION

Ad hoc networks are multi hop wireless networks of small computing devices with wireless interfaces. The computing devices could be conventional computers (for example, PDA, laptop, or PC) or backbone routing platforms or even embedded processors such as sensor nodes. The problem of optimal placement of caches to reduce overall cost of accessing data is motivated by the following two defining characteristics of ad hoc networks. First, the ad hoc networks are multi hop networks without a central base station. Thus, remote access of information typically occurs via multi hop routing, which can greatly benefit from caching to reduce access latency. Second, the network is generally resource constrained in terms of channel bandwidth or battery power in the nodes. Caching helps in reducing communication, this results in savings in bandwidth, as well as battery energy. The problem of cache placement is particularly challenging when each network node has a limited memory to cache data items.

We focus is on developing efficient caching techniques in ad hoc networks with memory limitations. Research into data storage, access, and dissemination techniques in ad hoc networks is not new. In particular, these mechanisms have been investigated in connection with sensor networking peer-to-peer networks mesh networks world wide Web and even more general ad hoc networks. However, the presented approaches have so far been somewhat “ad hoc” and empirically based, without any strong analytical foundation. In contrast, the theory literature abounds in analytical studies into the optimality properties of caching and replica allocation problems. However, distributed implementations of these techniques and their performances in complex network settings have not been investigated. It is even unclear whether these techniques are amenable to efficient distributed implementations.

Our goal in this paper is to develop an approach that is both analytically tractable with a provable performance bound in a centralized setting and is also amenable to a natural distributed implementation. In our network model, there are multiple data items; each data item has a server, and a set of clients that wish to access the data item at a given frequency. Each node carefully chooses data items to cache in its limited memory to minimize the overall access cost. Essentially, in this article, we develop efficient strategies to select data items to cache at each node. In particular, we develop two algorithms—a centralized approximation algorithm, which delivers a 4-approximation (2-approximation for uniform size data items) solution, and a localized distributed algorithm, which is based on the approximation algorithm and can handle mobility of nodes and dynamic traffic conditions. Using simulations, we show that the distributed algorithm performs very close to the approximation algorithm. Finally, we show through extensive experiments on ns2 that our proposed distributed algorithm performs much better than a prior approach over a broad range of parameter values. Ours is the first work to present a distributed implementation based on an approximation algorithm for the general problem of cache placement of multiple data items under memory constraint. Data caching strategy for ad hoc networks whose nodes exchange information items in a peer-to-peer fashion. Data caching is a fully distributed scheme where each node, upon receiving requested information, determines the cache drop time of the information or which

content to replace to make room for the newly arrived information. These decisions are made depending on the perceived “presence” of the content in the nodes proximity, whose estimation does not cause any additional overhead to the information sharing system.

We devise a strategy where nodes, independent of each other, decide whether to cache some content and for how long. In the case of small-sized caches, we aim to design a content replacement strategy that allows nodes to successfully store newly received information while maintaining the good performance of the content distribution system. Under both conditions, each node takes decisions according to its perception of what nearby users may store in their caches and with the aim of differentiating its own cache content from the other nodes’. The result is the creation of content diversity within the nodes neighborhood so that a requesting user likely finds the desired information nearby. We simulate our caching algorithms in different ad hoc network scenarios and compare them with other caching schemes, showing that our solution succeeds in creating the desired content diversity, thus leading to a resource-efficient information access.

The solution that we propose, called Hamlet, aims at creating content diversity within the node neighborhood so that users likely find a copy of the different information items nearby (regardless of the content popularity level) and avoid flooding the network with query messages. Although a similar concept has been put forward in the novelty in our proposal resides in the probabilistic estimate, run by each node, of the information presence (i.e., of the cached content) in the node proximity. The estimate is performed in a cross-layer fashion by overhearing content query and information reply messages due to the broadcast nature of the wireless channel.

II. SYSTEM ANALYSIS

Literature survey is the most important step in software development process. Before developing the tool it is necessary to determine the time factor, economy n company strength. Once these things r satisfied, ten next steps are to determine which operating system and language can be used for developing the tool. Once the programmers start building the tool the programmers need lot of external support. This support can be obtained from senior programmers, from book or from websites. Before building the system the above consideration r taken into account for developing the proposed system.

Problem Definition:

Mobile environment can be classified as message-based, directory-based, hash based, or router-based data source is, Hybrid Cache might not be a good option. The cache array routing protocol is the most notable hash based cooperative caching protocol.

Existing System:

Although addressing a different problem, some approaches to data replication are relevant to the data caching solution that we propose. Existing cooperative caching schemes for the Web environment can be classified as message-based, directory-based, hash based, or router-based. The cache array routing protocol is the most notable hash based cooperative caching protocol. The rationale behind CARP constitutes load distribution by hash routing among Web proxy cache arrays. Mobile node doesn’t know whether the data source or some other nodes serve its request. If multiple data sources exist, or if the mobile node doesn’t know where the data source is, Hybrid Cache might not be a good option. In addition, caching nodes outside the path between the requesting node and the data source might not be able to share cache information with the requesting node.

Limitations of Existing System:

Existing cooperative caching schemes for the Web environment can be classified as message-based, directory-based, hash based, or router-based.

The cache array routing protocol is the most notable hash based cooperative caching protocol. The rationale behind CARP constitutes load distribution by hash routing among Web proxy cache arrays.

Proposed System:

We simulate our caching algorithms in different ad hoc network scenarios and compare them with other caching schemes, showing that our solution succeeds in creating the desired content diversity, thus leading to a resource-efficient information access. Data caching strategy for ad hoc networks whose nodes exchange information items in a peer-to-peer fashion. These decisions are made depending on the perceived “presence” of the content in the nodes proximity, whose estimation does not cause any additional overhead to the information sharing system. However, the solution that was proposed is based on the formation of an overlay network composed of “mediator” nodes, and it is only fitted to static connected networks with stable links among nodes. We proposes a complete framework for information retrieval and caching in mobile ad hoc networks, and it is built on an underlying routing protocol and requires the manual setting of a network wide “Caching zone” These assumptions, along with the significant communication overhead needed to elect “mediator” nodes, make this scheme unsuitable for the mobile environments.

Advantages of Proposed System:

Data caching can significantly improve the efficiency of information access in a wireless ad hoc network by reducing the access latency and bandwidth usage. Data for information retrieval and caching in mobile ad hoc networks, and it is built on an underlying routing protocol and requires the manual setting of a network wide “Caching zone”.

III. IMPLEMENTATION

The Hamlet approach applies to the following cases:

Large-sized caches: In this case, nodes can potentially store a large portion (i.e., up to 50%) of the available information items. Reduced memory usage is a desirable (if not required) condition, because the same memory may be shared by different services and applications that run at nodes. In such a scenario, a caching decision consists of computing for how long a given content should be stored by a node that has previously requested it, with the goal of minimizing the memory usage without affecting the overall information retrieval performance;

Small-sized caches: In this case, nodes have a dedicated but limited amount of memory where to store a small percentage (i.e., up to 10%) of the data that they retrieve. The caching decision translates into a cache replacement strategy that selects the information items to be dropped among the information items just received and the information items that already fill up the dedicated memory. We evaluate the performance of Hamlet in different mobile network scenarios, where nodes communicate through ad hoc connectivity. The results show that our solution ensures a high query resolution ratio while maintaining the traffic load very low, even for scarcely popular content, and consistently along different network connectivity and mobility scenarios.

Cooperative Caching:

Cooperative caching policies for minimizing electronic content provisioning cost in Social Wireless Networks. SWNETs are formed by mobile devices, such as data enabled phones, electronic book readers etc., sharing common interests in electronic content, and physically gathering together in public places. Electronic object caching in such SWNETs are shown to be able to reduce the content provisioning cost which depends heavily on the service and pricing dependences among various stakeholders including content providers (CP), network service providers, and End Consumers (EC). Drawing motivation from Amazon's Kindle electronic book delivery business, this paper develops practical network, service, and pricing models which are then used for creating two object caching strategies for minimizing content provisioning costs in networks with homogenous and heterogeneous object demands. It is thus insufficient in network environments whose dynamism makes the positioning of content of fundamental importance and renders steady-state conditions hard to be achieved.

Content Diversity:

Mobile nodes cache data items other than their neighbors to improve data accessibility. In particular, the solution aims at caching copies of the same content farther than a given number of hops. Such a scheme, however, requires the maintenance of a consistent state among nodes and is unsuitable for mobile network topologies. The concept of caching different content within a neighborhood is also exploited, where nodes with similar interests and mobility patterns are grouped together to improve the cache hit rate, where neighboring mobile nodes implement a cooperative cache replacement strategy.

Self-Addressing:

A multi-hop ad hoc network can be represented as an undirected the nodes in the network and E are the set of weighted edges in the graph. Two network nodes that can communicate directly with each other are connected by an edge in the graph. The edge weight may represent a link metric such as loss rate, delay, or transmission power. For the cache placement problem addressed in this article, there are multiple data items and each data item is served by its server (a network node may act as a server for more than one data items). Each network node has limited memory and can cache multiple data items subject to its memory capacity limitation. The objective of our cache placement problem is to minimize the overall access cost. Below, we give a formal definition of the cache placement problem addressed in this system.

Integrated Cache-Routing:

Nearest-caching tables can be used in conjunction with any underlying routing protocol to reach the nearest cache node, as long as the distances to other nodes are maintained by the routing protocol.

However, note that maintaining cache-routing tables instead of nearest-cache tables and routing tables doesn't offer any clear advantage in terms of number of messages transmissions. We could maintain the integrated cache-routing tables in the similar vein as routing tables are maintained in mobile ad hoc networks. Alternatively, we could have the servers periodically broadcast the latest cache lists. In our simulations, we adopted the latter strategy, since it precludes the need to broadcast Add Cache and Delete Cache messages to some extent.

Localized Caching Policy:

The caching policy of DCA is as follows. Each node computes benefit of data items based on its "local traffic" observed for a sufficiently long time. The local traffic of a node i includes its own local data requests, nonlocal data requests to data items cached at i , and the traffic that the node i is forwarding to other nodes in the network. A node decides to cache the most beneficial (in terms of local benefit per unit size of data item) data items that can fit in its local memory. When the local cache memory of a node is full, the following cache replacement policy is used. In particular, a data item is newly cached only if its local benefit is higher than the benefit threshold, and a data item replaces a set of cached data items only if the difference in their local benefits is greater than the benefit threshold.

Distributed Greedy Algorithm:

In this subsection, we describe a localized distributed implementation of DCA. We refer to the designed distributed implementation as DCA (Distributed Caching Algorithm). The advantage of DCA is that it adapts to dynamic traffic conditions, and can be easily implemented in an operational (possibly, mobile) network with low communication overheads. While we cannot prove any bound on the quality of the solution produced by DCA, we show through extensive simulations that the performance of the DCA.

IV. CONCLUSION

Data caching strategy for ad hoc networks whose nodes exchange information items in a peer-to-peer fashion. Data caching is a fully distributed scheme where each node, upon receiving requested information, determines the cache drop time of the information or which content to replace for the newly arrived information. We have developed a paradigm of data caching techniques to support effective data access in ad hoc networks. In particular, we have considered memory capacity constraint of the network nodes. We have developed efficient data caching algorithms to determine near optimal cache placements to maximize reduction in overall access cost. Reduction in access cost leads to communication cost savings and hence, better bandwidth usage and energy savings.

However, our simulations over a wide range of network and application parameters show that the performance of the caching algorithms. Presents a distributed implementation based on an approximation algorithm for the problem of cache placement of multiple data items under memory constraint. The result is the creation of content diversity within the nodes neighborhood so that a requesting user likely finds the desired information nearby. We simulate our caching algorithms in different ad hoc network scenarios and compare them with other caching schemes, showing that our solution succeeds in creating the desired content diversity, thus leading to a resource-efficient information access.

Limitations & Future Enhancements:

Hamlet is caching self contained and is designed to self adapt to network environments with different mobility and connectivity features. We assume a content distribution system where the following assumptions hold:

- i. A number I of information items is available to the users, with each item divided into a number C of chunks;
- ii. User nodes can overhear queries for content and relative responses within their radio proximity by exploiting the broadcast nature of the wireless medium; and
- iii. User nodes can estimate their distance in hops from the query source and the responding node due to a hop-count field in the messages. Although Hamlet can work with any system that satisfies the aforementioned three generic assumptions, for concreteness, we detail the features of the specific content retrieval system that we will consider in the remainder of this paper.

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