Advanced Load balancing Congestion control 
Multipath routing with Random Early 
Detection using Fractional order Particle 
Swarm Optimization in MANETs

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Abstract—An infrastructure built in the Manet platform which is reliable to challenge the IT development communities of data stream in high dimensional data cluster modeling. This paper is based on reducing energy consumption and packet loss that leads to congestion control using random early detection (RED) and advanced load balancing in MANETs. Thus, this paper introduces an efficient routing technique called advanced load balancing Multipath routing using AOMDV protocol with fractional order particle swarm optimization (MRFPSO) in MANETs to efficiently balance the load among multiple path by reducing congestion using random early detection. This paper introduces a congestion control mechanism and an advanced load balancing mechanism during the data transmission process. The advanced load balancing mechanism is the selection of a gateway node by using link cost and the path cost to efficiently distribute the load by selecting the most desirable paths. The parameters in this paper in terms of control overhead, packet delivery ratio, average delay and packet drop ratio are found.

Keyword: - MANET, RED, AOMDV, MRFPSO, Routing, Load balancing, queue, Congestion.

1. Introduction

Ad hoc networks are self-organizing ,rapidly deployable, and dynamically reconfigurable networks without any fixed infrastructure. A mobile ad hoc network (MANET) is formed by a group of mobile wireless nodes communicating with each other via wireless links in a distributed fashion without any centralized administration or infrastructure. The nodes are mobile and can instantaneously and dynamically form a network on the fly when it is needed. All the mobile nodes can operate as host as well as a router to forward data. Mobile nodes undergo direct communication via wireless links if within the radio transmission range of each other or else they reach each other using routers through multi-hop. MANET nodes have limited communication resources like bandwidth, buffer space, battery power etc. MANETs has a wide area of applications in military and other practical application like emergency rescue, battlefield communication or exploration mission and in commercial applications like conference, course training, lectures, museum visits, multi-party gaming in conference room or classroom settings, city tours, peer-to-peer applications, e-gaming etc.

The mobility of nodes made it hard to find out a network topology used by nodes at any time for routing. Also the node mobility provides dynamic changing topology and breakage of route frequently which results in degradation of upstream on wireless network since it cause high loss of packets and delay while searching a new route. The low power battery operating nodes reduce their transmission range to nodes closer to them.
A. Advanced Load Balancing in MANETs

As mobile nodes communicate via bandwidth-constrained, variable capacity, error-prone, and insecure wireless channels and also wireless links have significantly lower capacity than wired links and hence congestion is more challenging. Also the limited battery power of the mobile nodes reducing the processing power limits the services and applications that can be supported by each node. Heavy load can exhaust nodal resources like bandwidth, processing power, battery energy and memory storage. Also, if any heavily loaded node is congested, it can cause packet loss and buffer overflow which results in longer end-to-end delay, degradation in throughput and loss of transport connections.

MANETs resource constraints impose a need of proper distribution of the traffic among the mobile hosts. Since heavily loaded hosts results in congestion and large delay or results in quick energy depletion causing network partitions and failure of application sessions. Hence load balancing is essential for better utilization of MANET resources and improvement of MANET performance. Load balancing in MANET can reduce traffic congestion as well as load imbalance, thereby minimizing end-to-end packet delay and maximizing lifetime of mobile nodes, etc. Load imbalance being a most critical issue in the networks, can be overcome by fair distribution of load among nodes in the network to enhance the network performance.

B. Multipath routing for advanced load balancing

The unpredictable environment, the unreliable wireless medium, and the mobile nodes can lead to various faults in MANETs. These faults can be compensated by multipath routing which enable a single source to establish multiple routes to a single destination node in single route discovery which in turn provide route resilience, higher aggregate bandwidth, and smaller end-to-end delays and better load balancing. Load balancing can be achieved by MANET multi-path routing protocols. Multipath routing between any source–destination pair of nodes balance the load more evenly throughout the network and remove the latency in route discovery after a link break by utilizing the availability of multiple route path. It is believed that multipath routing balances the load significantly better than single path routing and multipath routing results in higher throughput. The number of paths and distance of node from center are the two parameters affecting the load while using multipath routing. The route discovery in multipath routing has more overheads than in single path routing.

C. Congestion control using Random Early Detection (RED)

Random early detection (RED) gateways for congestion avoidance detects congestion by computing the average queue size. Congestion is found by noticing the dropping packets arriving at the gateway or by setting a bit in packet headers. If the size of the queue becomes larger than the threshold value, then a probability function of queue size is determined and insists the network to reduce the window size to reduce congestion or to slow down the propagation of packets from the source. Thus congestion can be reduced beforehand so that the performance of network will be improved. For RED algorithm, a TCP can be used to guide the pathway.

2. Proposed system

A. Review

In the proposed system, the Multipath backbone Routing for load balancing in MANET technique for congestion control multipath routing in manet to efficiently balance the traffic load. Here, the selection of source node is done and it possesses good link status while minimizing the total path cost. Once, the load is detected by the candidate node, then immediately the packets are fragmented and load is distributed though the selected source node.

The selected node is in three useful paths and efficiently distributed the traffic load. Also, for efficient flow distribution a node availability degree standard deviation parameter is decreased the packet drop and increases the packet delivery ratio. In such a way the next implemented phase some error correction techniques such as network coding or forward error correction (FEC) can be implemented in the multipath routing in order to recover the packet losses due to transmission failure. The main advantages of proposed system are a connectivity factor to provide the node density adaptation. This technique increases the system performance by decreasing the overhead and the packets that are retransmitted. The performance
evaluation based on NS2 simulations shows that reduce the routing overhead for multimedia traffic due to the neighbor coverage knowledge and the probabilistic mechanism.

B. Particle Swarm Intelligence

Swarm intelligence (SI) is a type of artificial intelligence based on the collective behavior of decentralized, self-organized systems. SI system are typically made up of population of simple agents or boids interaction locally with one another and with their environment.

C. Fractional order Particle Swarm Optimisation

The Fractional order Particle Swarm Optimisation (FPSO), is a stochastic algorithm technique for solving computational problems which can be reduced to finding good paths through graphs. This optimization technique is inspired in the way swarms behave and its elements move in a synchronized way, both as a defensive tactic and for searching food. The particle movement is characterized by two vectors, representing its current position x and velocity v.

F. Steps for the Algorithm

➢ Step-1: Distribute N nodes on XY-Plane randomly by using rand () function
➢ Step-2: Elect Cluster-Head initially
➢ Step-3: Find the distance of each node to CH
➢ Step-4: Form the cluster of each CH depending on the distance
➢ Step-5: Assign initial energy to each node of cluster
➢ Step-6: Data transmission takes place cluster member of each cluster to respective CH
➢ Step-7: Elect CH maximum residual energy

Energy is most considerable parameter in cluster formation. The initial energy of the whole network is calculated and the energy of the network after processing the schedule, reflects the energy consumed during communication.

G. Calculation of Load

➢ Load = no of packets released / total number of packets
➢ Load is defined as exceed number of packets present in the node with respect to total number of packets.

H. End-to-end delay

The delay time is calculated using optimal delay broadcasting algorithm which means each node sends the neighbor discovery phase to neighbors, from the time taken by source node for broadcasting packets to its neighbor the delay is calculated and nodes are arranged in ascending order in terms of low delay node as first neighbor. Delay can be given by the ratio of time taken by the data packets to reach the target destinations.

Delay D = \[ \frac{\sum (\text{Time taken to receive the packets} - \text{Time taken to send the packets})}{\text{Total number if packets received}} \]

3. Performance Metrics

1. Packet delivery ratio: It is the ratio of the data packets delivered to destination nodes to those sent by source nodes.
2. End-to-end delay: This is the average time taken for the data packetsto travel from source to destination and the propagation time.
3. Routing packet overhead: It is the ratio of the number of control packets to the number of data packets.
4. Throughput: This is the number of packets sent or received per unit time in the network.

4. Simulation Results

Network simulator 2 is used as the simulation tool in this paper. The Packet Delivery Ratio performance is depending on the percentage of receiving and sending. The proposed method with advanced load balancing improves network performance in terms of Packet Delivery Ratio. The delay is
decreased and provides reliable path for data delivery. The routing overhead is less and thus the throughput is increased.

5. Conclusion

The simulation result of Proposed FPSO based congestion control scheme using AOMDV is evaluated through performance metrics and the proposed scheme improves the data receiving, throughput and packet delivery ratio. Using advanced load balancing scheme the proposed system maintains good network performance. The AOMDV protocol handles load by choosing alternate path and the established path is congestion controlled by RED the proposed MRFPSO scheme improves the load balancing by providing the average queue size in the available network.

Fig 1. Packet Delivery Ratio

6. REFERENCES