

# *A Trace Generation, Visualization, and Performance Analysis Tool for Random Mobility Models*

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Alex Aravind and Xiang Cui  
University of Northern British Columbia

# Mobility Models

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- § Research studies on large mobile networks are carried out mainly through **simulation**, due to its cost effectiveness and flexibility
  - § A valid, credible, and appropriately detailed simulation model is crucial for meaningful and accurate simulation study
  - § As an integral part of the model, **mobility** of participating nodes plays crucial role in the simulation
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# Random Mobility Models

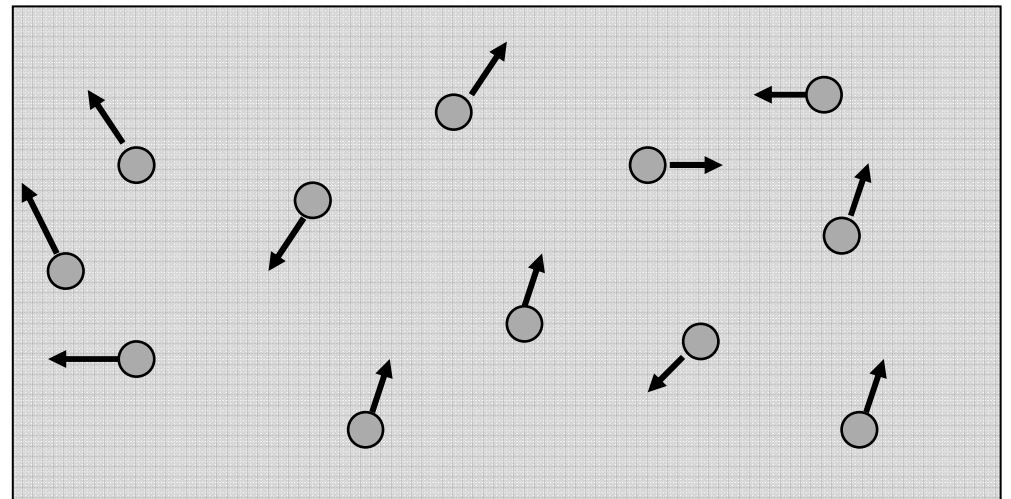
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- § The concept of **random mobility** traces back at least to Brownian motion. Many variations suitable for different applications are derived later.
  - § The popular one used in **mobile computing context** is **random waypoint model**.
  - § In a **random waypoint** mobility model, a node chooses a destination within the region and a speed within a specified range and moves there. Then, it pauses there for a chosen pause time, and these two steps are repeated.
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# Why Random Mobility Models?

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- § Simple to implement
- § Relatively easy to understand



# Motivation for Our Work

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- § In the late 2004, we started observed the overwhelming use of random waypoint mobility model in simulations, and had some discussions on that.
  - § Then, in 2005, we read the article “*MANET Simulation Studies: the Incredibles*” in ACM Mobile Computing and Communication Review, questioning about the credibility of the simulations in MANET.
  - § In these simulations, *nodes mobility* model used played key role.
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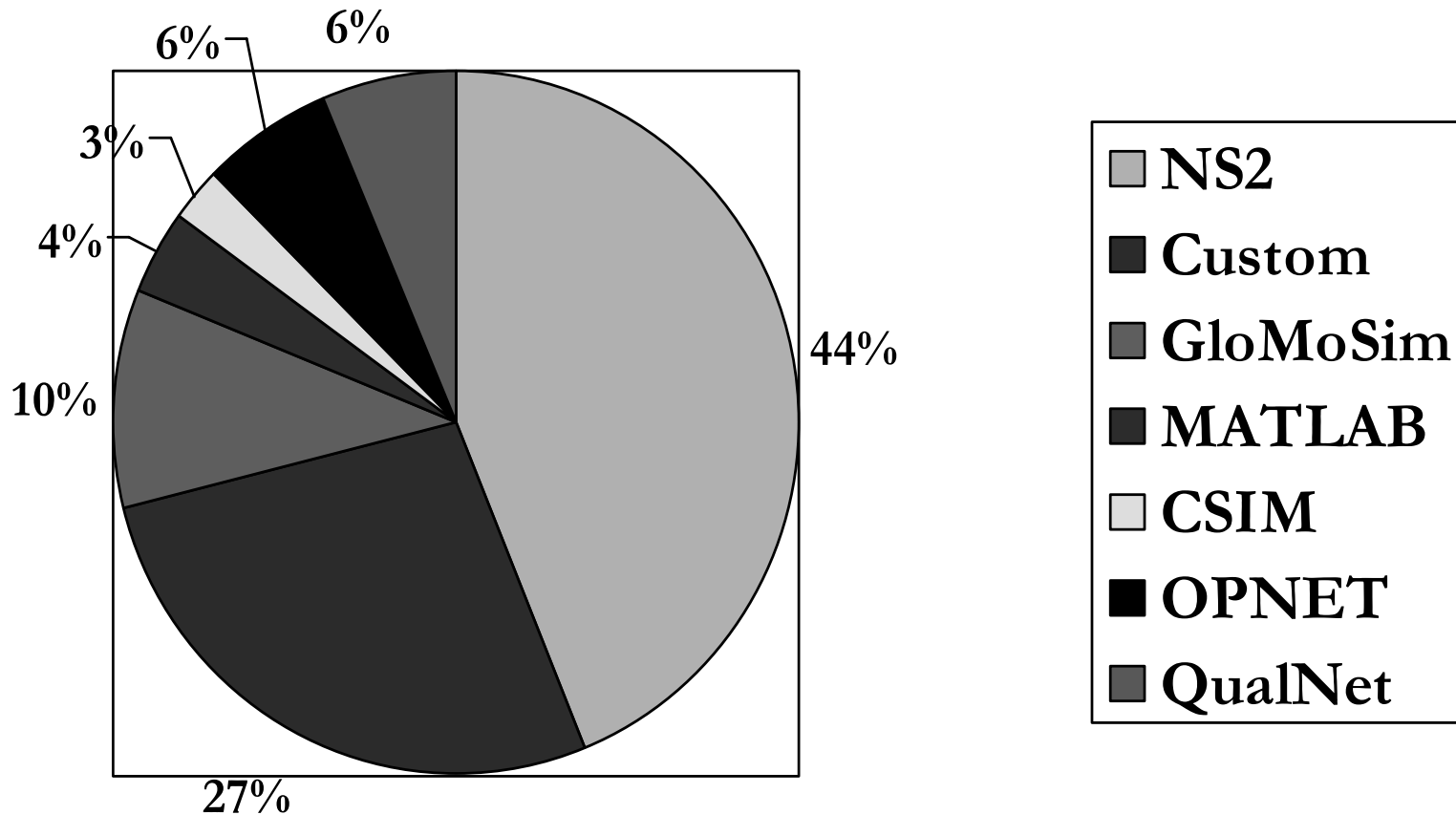
# Some Interesting Statistics from the Survey

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- 151 Papers presented at MobiHoc between 2000 and 2005.
  - 115 out of 151 (75.5%) were simulation based.
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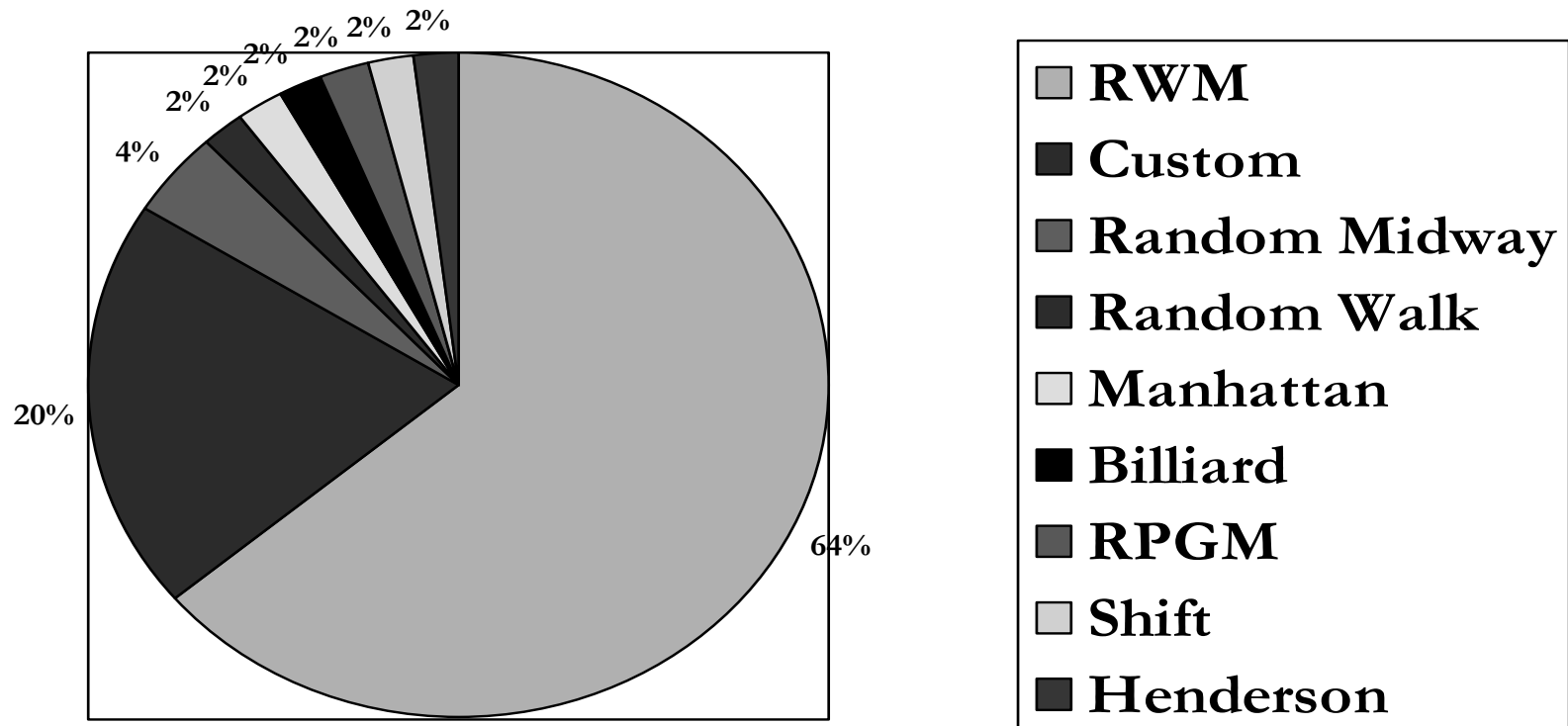
# Some Interesting Statistics from the Survey...

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# Some Interesting Statistics from the Survey...

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# Any Issues of Random Way Point Model?

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- **Speed Decay:** The average nodal speed consistently decreases over time.
  - **Sudden Speed Sharp Turn:** Sudden speed change and sharp turn are dominant.
  - **Density Waves:** Nodes converge in the center of the region and disperse, and then reconverge, etc.
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# The bottomline is ...

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- Mobility of nodes is unpredictable, some times too unrealistic, and often complex.
  
  - So,
    - n Clear *understanding* of mobility model used in the simulation is extremely important, to interpret the results credibly.
    - n Many *options* must be available to choose from.
  
  - These are not possible with current support of NS2 and GloMoSim.
    - n NS2: random waypoint
    - n GloMoSim: random waypoint, random-drunken (random walk on Grid)
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# Our Objectives

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- Build a tool which fulfils the mentioned requirements.
  - That is, build a tool that:
    - § **Supports** a wide range of random mobility models
    - § **Helps** to understand these models before applying them to simulations
    - § **Provides** nice interface
    - § Must be **easy** to use
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# Many Mobility Models?

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- Essentially, the following are the parameters involved in a random mobility
    - n Destination
    - n Speed
    - n Direction
    - n Distance
    - n Time
  - Five meaningful combinations and hence five generalized models
    1. Destination + Speed
    2. Destination + Time
    3. Direction + Speed + Distance
    4. Direction + Speed + Time
    5. Direction + Distance + Time
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# Many Mobility Models...

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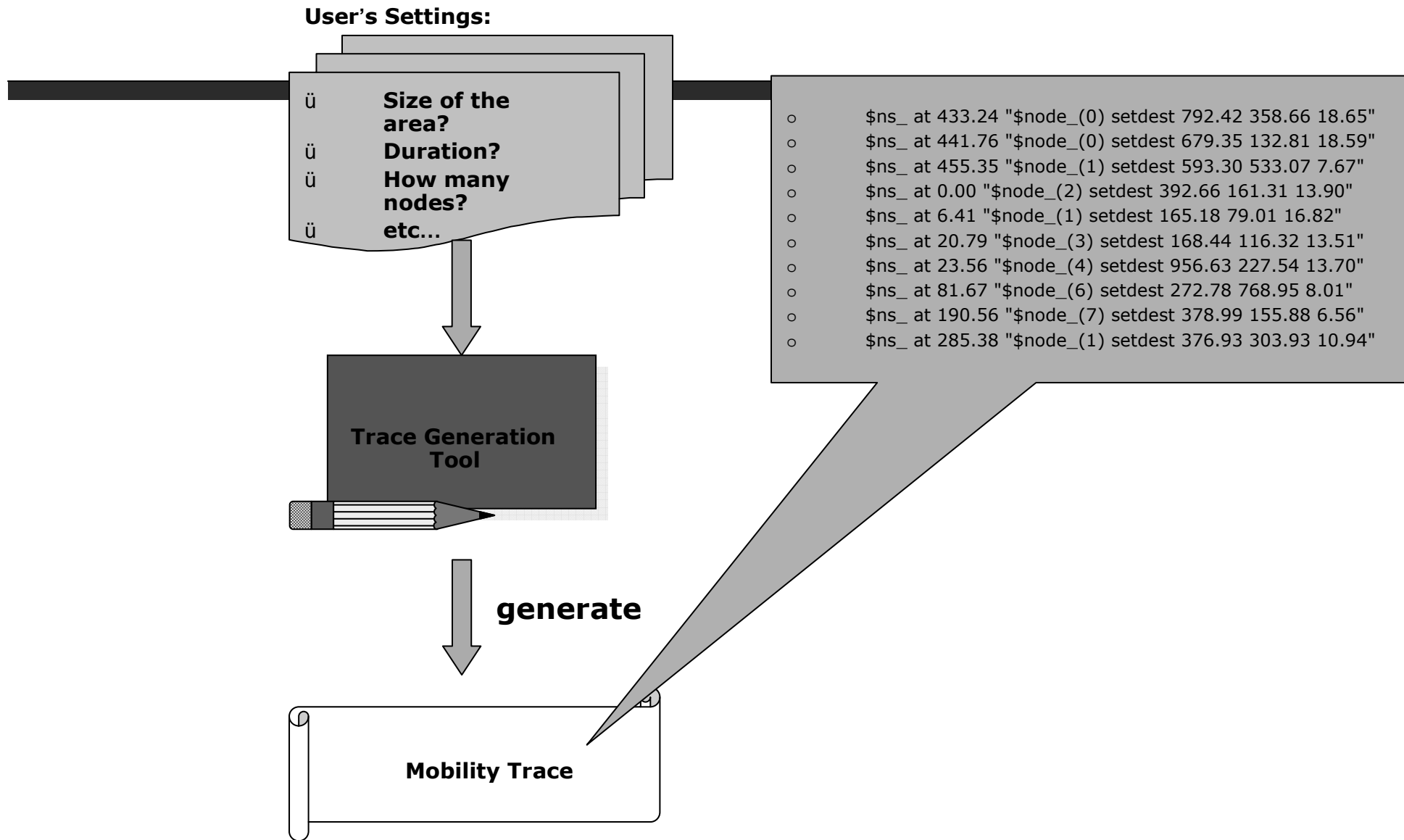
- q Three boundary actions
    - n Restart
    - n Reflection
    - n Wrap-around
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# Many Mobility Models...

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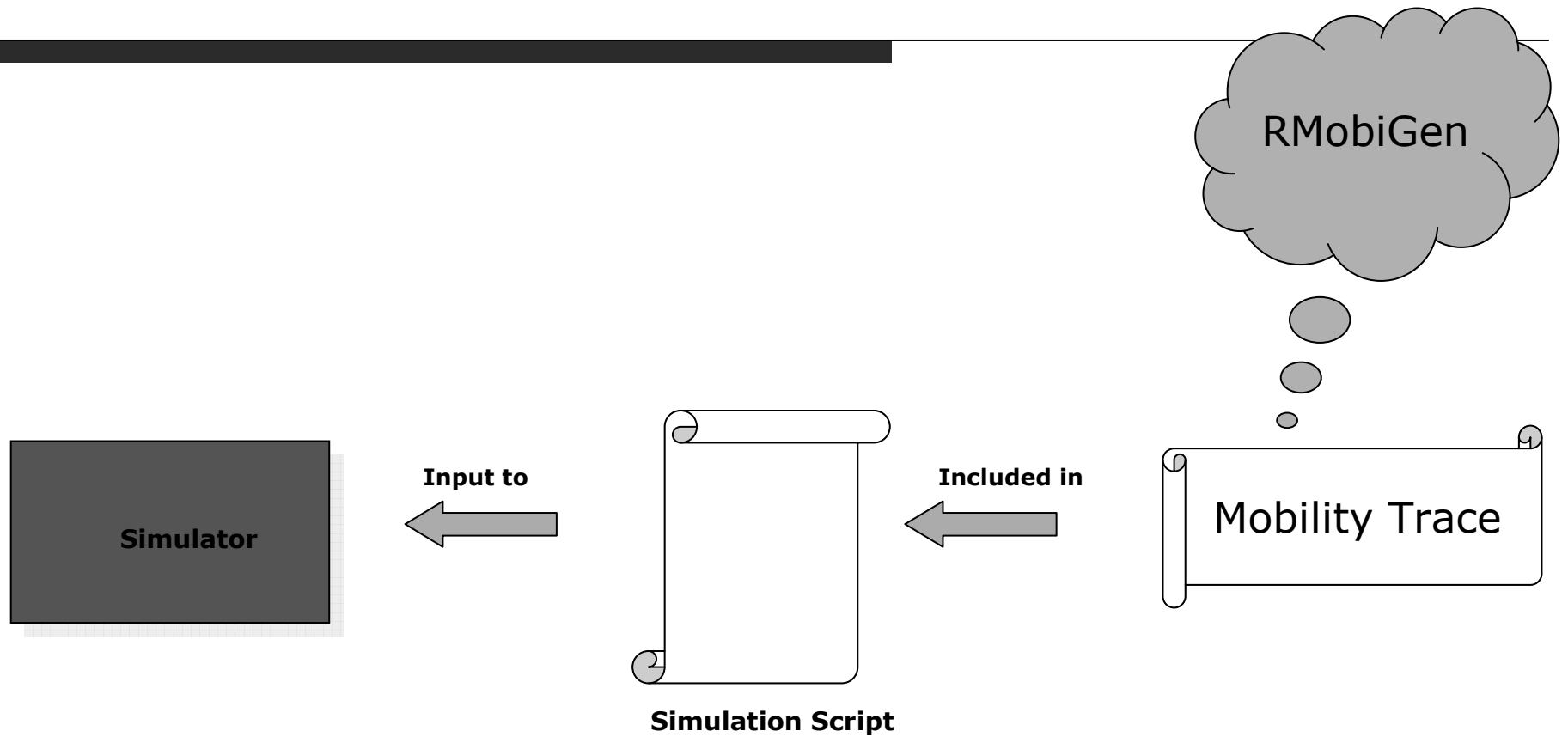
- § **Random Waypoint:** a particular case of Random destination - speed model
  - § **Random Walk:** a particular case of Random direction – speed – distance
  - § **Gauss-Markov:** a particular case of Random direction – speed – distance (next values are chosen based on the current values)
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# Easy to Use?



# Easy to Use...

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# Understand the Mobility?

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## § Visualization

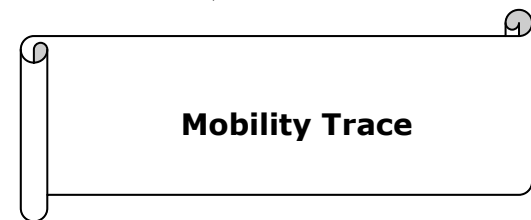
- § Animation
- § Individual Trace
- § Snapshots
- § Etc.

## § Statistical insights

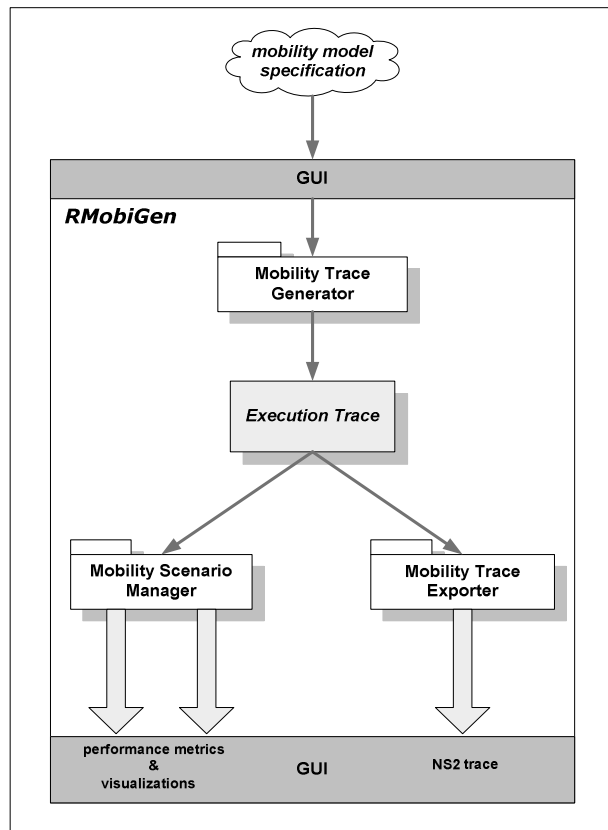
- § Movement Metrics
- § Connectivity Metrics
- § Etc.



Statistical Metrics  
Visualizations



# RMobiGen Architecture



## Main Components:

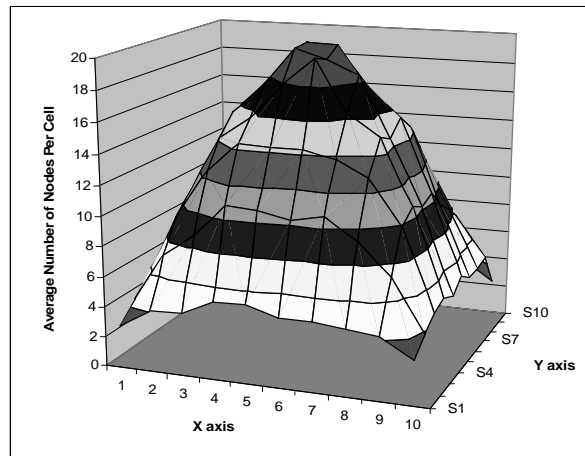
- § **Mobility Trace Generator:** Generating the mobility trace.
- § **Mobility Trace Manager:** Extracting various statistical insights and providing visualizations.
- § **Mobility Trace Exporter:** Converting the mobility trace into NS2 format.

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# Verification

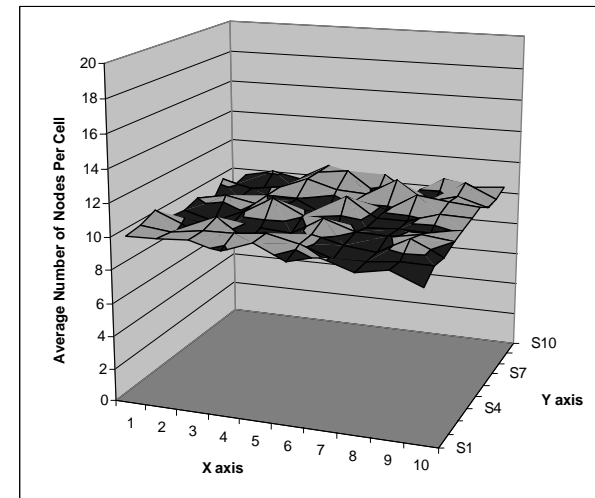
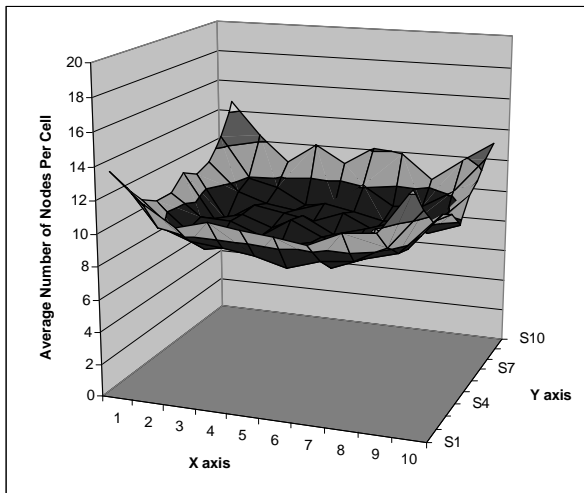
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- **“Speed Decay of Random Waypoint”**
  - **“Center Clustering of Random Waypoint”**

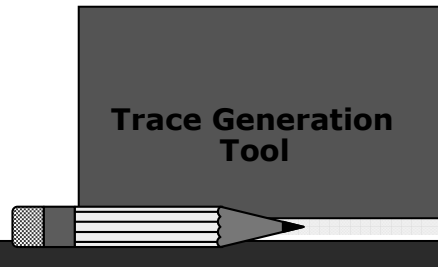


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- **“Nodes converge on the edges and corners in random direction models with restart”**  
by **Michael McGuire**

- **“Uniform nodes distribution in random direction models with reflection and wraparound:”**  
by **J.-Y. Le Boudec**



# Existing Tools...



Name	Developed by	Trace Analysis Tool		Trace Generation Tool	GUI
		statistical	Visual		
<b>nam</b>	<i>USC/ISI</i>		√		
<b>setdest</b>	<i>CMU</i>			√	
<b>mobgen</b>	<i>Colorado school of mines</i>			√	
<b>BonnMotion</b>	<i>Univ. of Bonn</i>	√		√	
<b>iNSpect</b>	<i>Colorado school of mines</i>		√		√

# Existing Tools...

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- § Each one addresses a specific issue
  - § Not generic
  - § Most of them are command-line based
  - § None of them is comprehensive
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# Existing Tools...



Trace Generation Tool

Trace Analysis Tool

Name	Developed by	Trace Analysis Tool		Trace Generation Tool	GUI
		statistical	Visual		
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<b>iNSpect</b>	<i>Colorado school of mines</i>		√		√
<b>RMobiGen</b>	<b>UNBC</b>	√	√	√	√



# Summary

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- § RMobiGen is:
    - § **Comprehensive:** Trace generation tool & trace analysis tool, extensive analysis functionalities supported.
    - § **Generic:** Supports the five generic mobility models. Various mobility can be obtained by supplying different parameters.
    - § **User-Friendly:** Graphical User Interface.
    - § **Convenient:** Direct access from Internet, no need for any installation.
    - § Available at: *<http://web.unbc.ca/~csalex/research>*
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Questions ?

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