

Goal

- We present a Geo-casting routing protocol called LoSeRO for opportunistic networks that uses knowledge of the most frequently visited locations by a user to route messages. LoSeRO forwards messages to all users who have a mobility profile that intersects the packet's destination zone.
- Motivations: i) Devices are capable of capturing and storing location information by using GPS service; ii) Recent studies have shown that mobility is positively correlated with the building of new social relationships.

Simulations

Metrics:

$$Coverage = \frac{|R(\mathcal{M}_c^i) \cap V(\mathcal{M}_c^i)|}{|V(\mathcal{M}_c^i)|}$$

$$Precision = \frac{|R(\mathcal{M}_{c}^{i}) \bigcap V(\mathcal{M}_{c}^{i})|}{|R(\mathcal{M}_{c}^{i})|}$$

$$F-Score = 2.\frac{prec \times cov}{prec + cov}$$

prec+cov

Locality Sensitive Routing Protocol

In LoSeRo, users move in a large geographic area, and a location inside the area can be uniquely identified by any user, for example, using GPS coordinates. Each user independently builds her mobility profile, called MobyZone, considering her own past mobility traces. The MobyZone of a user is the set of her most visited places.

Forwarding condition:

$$Belongs(\mathcal{D}(M), Z_k) = \begin{cases} true & \text{if } \mathcal{D}(M) \subset Z_k \\ false & \text{Otherwise} \end{cases}$$

Where, Z_k is the MobyZone of an agent u_k , and D(M)the set of places indicated in a message M.

Network details:

Let $V(M^{i}_{c})$ be the set of agents that visits to all the places in $D(M^{i}_{c})$. $R(M^{i}_{c})$ be the set of agents that has received Mⁱ_c in the course of its spreading in a network.

Routing Protocols:





Mobility model:

Every agent visits a location and waits at that location for a period of time. Once the waiting time at the current location is finished, the agent visits a new location with a probability:

$$Pr_{new} = \rho S^{-\gamma}$$





Results:

Packet

ZAlice

Destination

X







S is the number of distinct locations that a user has already visited. The parameters ρ and γ controls the probability of exploring an unvisited location.

