

Securing Ad hoc Network By Mitigating Jamming Attack

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Abstract—

MANETs have unique characteristics like dynamic topology, wireless radio medium, limited resources and lack of centralized administration; as a result, they are vulnerable to different types of attacks in different layers of protocol stack. Each node in a MANET is capable of acting as a router. The necessity for a secure MANET networks is powerfully tied to the security and privacy features. This Jamming attacks are one of them. These occur by transmitting continuous radio waves to inhibit the transmission among sender and receiver. These attacks affect the network by decreasing the network performance. In our research work we are improving the performance of mobile ad hoc networks under jamming attack by using an CTS/RTS integrated approach. The proposed work includes a network with high mobility, using IEEE 802.11 standard with improved AODV (Ad hoc On Demand Distance Vector) routing protocol parameters. FTP and Video conferencing with high data rate are being generated in the network. The performance of network is measured with respect to the QoS parameters like throughput, and delay. OPNET (Optimized Network Engineering Tool) MODELER 16.0 is used for simulation. The results of simulation demonstrate that the overall performance of network with jamming attack has been increased by using the integrated approach.

I. INTRODUCTION

Mobile Ad-hoc Network (MANET) is a collection of wireless mobile nodes and connected in dynamic manner. Nodes forming a temporary/short-lived network without any fixed infrastructure where all nodes are free to move about arbitrarily.

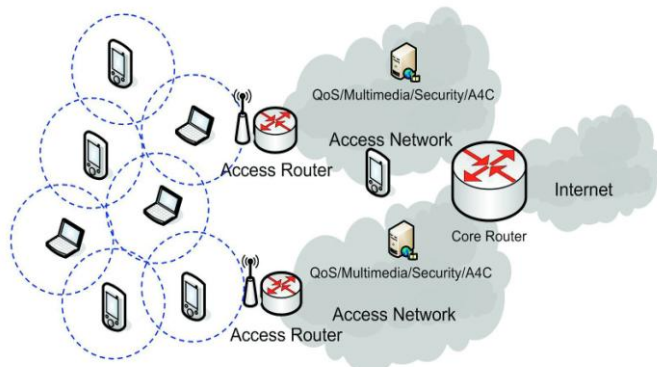


Figure 1.1 Mobile Ad Hoc Networks

Nodes must behave as routers, take part in discovery and maintenance of routes to other nodes in the network [1] Wireless links in MANET are highly error prone and can go down frequently due to mobility of nodes. Stable routing is a very critical task due to highly dynamic environment in Mobile Ad-hoc Network [2].

II. JAMMING ATTACK

Jamming attack is one of the most popular attack models of IEEE 802.11. Ad-Hoc networks are very prone to security threats. Jamming attack is one of the type of Denial Of Service (DoS). Jamming is caused by continuously sending the radio signals in between the transmission which injects the dummy packets thus causing interferences. Since the radio frequency is an open medium, therefore jamming is big problem for wireless networks. Jamming decreases the overall- performance of network by effecting their throughput, network load, end to end delays etc.

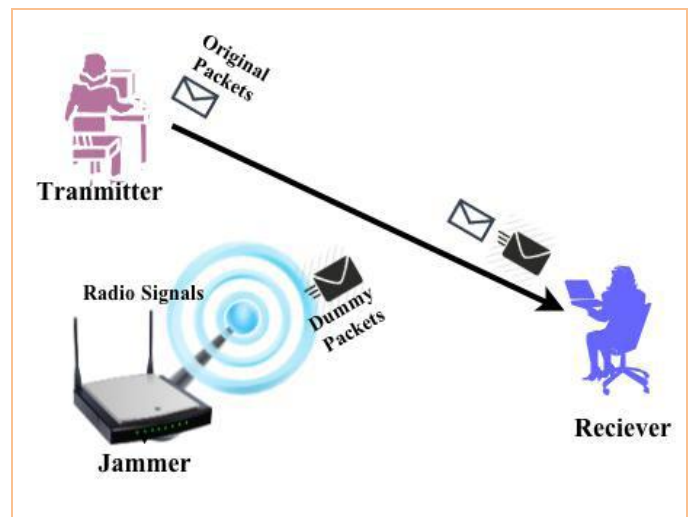


Figure: 2.1 Jamming Attack

III. PROPOSED METHOD

The RTS/CTS mechanism is a handshaking process that minimizes the occurrence of collisions when hidden nodes are operating on the network. The working mechanism of RTS/CTS implementation is shown in figure 1.

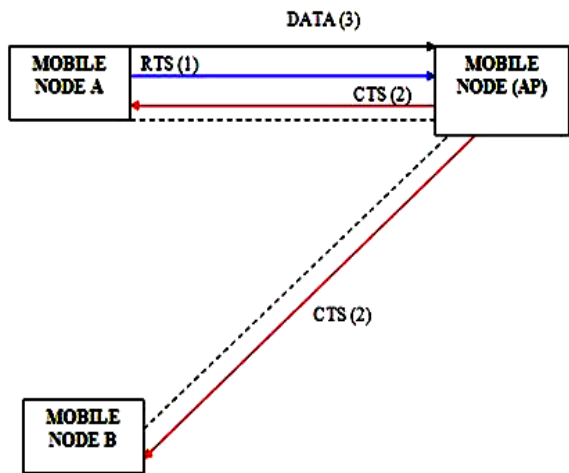


Figure: 3.1 CTS/RTS Mechanism

The AP mobile node receives RTS data from Mobile node A and replies to it with a CTS frame while authenticating it to send data. Meanwhile, the Mobile Node B receives the CTS frame since the Mobile Node A is sending data and the mechanism informs the mobile Node B that the AP is transmitting or receiving data at that time frame. This makes Mobile Node B to wait for a particular time. When a jamming attack is launched on the network, fake RTS frames are sent to the AP mobile node that keeps the medium busy and prevents other nodes from being able to commence with legitimate MAC operations, or introduces packet collisions causing forced and repeated back offs.

The algorithm is as follows:

1. Deploy the nodes.
2. Use RTS & CTS frames for reliable communication.
3. Set the maximum number of packets to be sent by the requesting node/replying node as a Packet_Threshold.
4. Check for each requesting/replying node
 - {
 - If
 - Packet_Sent > Packet_Threshold
 - then
 - Declare the node as the attacker node.
 - Block that node.
 - }
5. Display the list of blocked nodes in the network. The blocked node will not be able to participate in the further transmissions.

IV. SYSTEM MODEL

In this research we have taken three scenarios. The first scenario describes the network without jammer. This scenario consists of 100 mobile nodes deployed randomly in the area of 50*50 k m. The second scenario describes the network with jammers and same parameters. The jammer used here is mobile pulse jammer. The third scenario implements the proposed technique for the detection and prevention of the physical jamming attack.

The scenarios are simulated and analysed on the basis of two parameters- Throughput and Delay.

1. Throughput- Represents the total number of bits (in bits/sec) forwarded from wireless LAN layers to the higher layers in all WLAN nodes of the network.

2. Delay- Represents the end to end delay of all the packets received by the wireless LAN Macs of all the WLAN nodes in the network and forwarded to the higher layers.

The simulation was performed for 300 seconds while the number of seeds used was 300 in order to provide 1 hour simulation performance.

Table 1: Simulation Parameters

Examined Protocols Cases	AODV without Jamming Attack
Number of Nodes	100 and 200
Types of Nodes	Mobile
Simulation Area	50*50 km
Simulation Time	3600 seconds
Mobility	Uniform(10-100) m/s
Pause Time	200 seconds
Performance Parameters	Throughput, Delay, Network load
Trajectory	VECTOR
Long Retry Limit	4
Max Receive Lifetime(seconds)	0.5
Buffer Size(bits)	25600
Mobility model used	Random waypoint
Data Type	Constant Bit Rate (CBR)
Packet Size	512 bytes
Traffic type	FTP, Http
Active Route Timeout(sec)	4
Hello interval(sec)	1,2
Hello Loss	3
Timeout Buffer	2
Physical Characteristics	IEEE 802.11g (OFDM)
Data Rates(bps)	54 Mbps
Transmit Power	0.005
RTS Threshold	1024
Packet-Reception Threshold	-95
Examined Protocols Cases	AODV with Jamming Attack
Number of Nodes	100 and 200
Types of Nodes	Mobile
Simulation Area	50*50 km
Simulation Time	3600 seconds
Mobility	Uniform(10-100) m/s
Pause Time	200 seconds
Performance Parameters	Throughput, Delay, Network load
No. of Jammers	10
Jammer Bandwidth	100,000
Jammer band base frequency	2,402
Jammer Transmitter Power	0.001

V. PROPOSED TECHNIQUE

In order to enhance the throughput of the entire network, the presence of the jammer node is very necessary to be stated. Various techniques were opted for the discovery, prevention and mitigation of the jamming attack. In order to enhance the throughput and decrease the delay as compare to the existing approaches, a meliorated detection mechanism is proposed in this dissertation, for the detection of the physical jamming attack.

1. In case, if packet size exceeded to a particular RTS threshold, that packet would have to wait for a particular RTS/CTS interval in order to completely forward that packet to its destination. So, the buffer size is taken as 102400000.
2. Also, high data rate of 54 mbps is taken which were previously 11 mbps during the simple and the attack scenario.
3. The value of the physical characteristics is set to Extended Rate PHY.
4. So, apart from performing the modifications in the data rate and buffer size for the prevention of penalties caused by the drawbacks of the existing techniques and in order to improve the throughput, improved AODV parameters are also adopted. Here, the active route timeout is taken as 30 seconds.

VI. PERFORMANCE RESULTS

Scenario 1 represents the scenario with no malicious event and normal network state, scenario 2 represents the network that is under the jamming attack and scenario 3 represents the mobile jammers and implementation of the proposed method.

A. Throughput

It is clearly seen that the jamming attack decreases the overall network throughput in comparison to the normal network state. However, the entire network throughput is increased once the proposed unified mechanism is implemented.

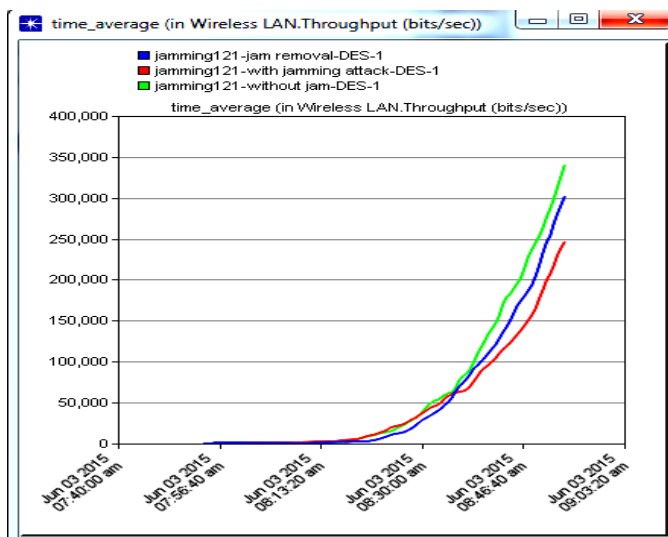


Figure 6.1: Throughput of all three scenarios at 100 nodes

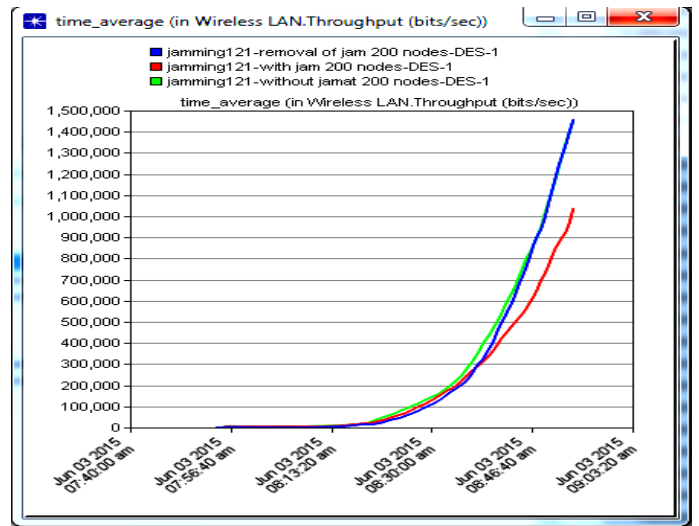


Figure 6.2: Throughput of all three scenarios at 200 nodes

B. End To End Delay

In first scenario of 100 nodes of our experimentation, packets Delay with peak value of approx. 0.010 seconds. In second scenario which is with jamming attack, packets delay Increases to value of approx 0.35 seconds. In first scenario of 200 nodes of our experimentation, packets delay is approx. 0.0020 seconds. In second scenario which is with jamming attack, packets delay increases to value of approx. 0.30 seconds.

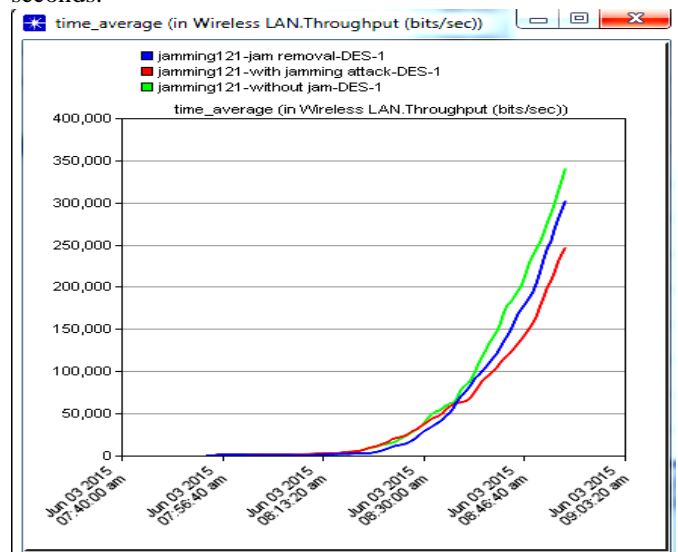


Figure 6.3: Delay of all three scenarios at 100 nodes

The recovery of the end to end delay decreases with our proposed mechanism by elimination of the jamming attack as end to end delay comes to similar to the value 0.000256 seconds. Thus our proposed mechanism eliminates jamming attack in network.

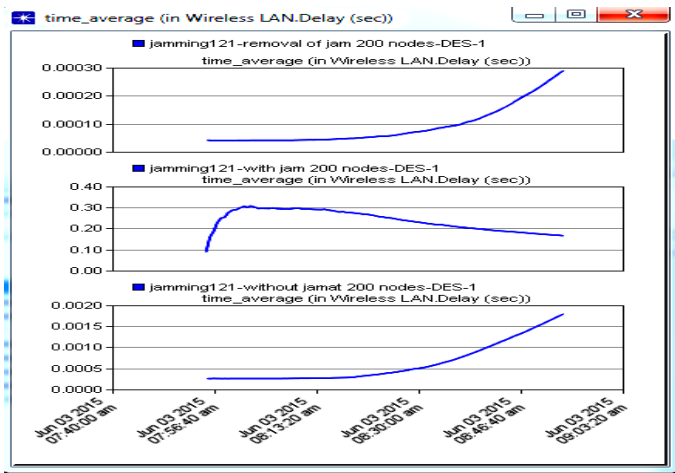


Figure 6.4: Delay of all three scenarios at 200 nodes

VII.CONCLUSION AND FUTURE WORK

The unified mechanism is implemented on the selected nodes on the network and deployed in the specific area. The findings of the research clearly states that, the implementation of such unified mechanisms have a significant impact on the overall network through positively. On the other hand, the implementation of such mechanisms does not only mitigate the jamming attack effects, it also increases the overall performance above the normal state of the network. We consider future research work focused on using real time attacks which is needed to ascertain greater degree of detection of specific vulnerabilities in both Mobile and ad hoc Sensor networks.

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