

# Secure Zone Routing Protocol for Manet

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**Abstract**— Secure Zone Routing Protocol is a contribution in the field of security analysis on mobile ad-hoc networks, and security requirements of applications. Limitations of the mobile nodes have enabled us to design a secure routing protocol that prevents different kinds of attacks. This approach is based on the Zone Routing Protocol (ZRP) the most popular hybrid routing protocol used for better performance, Intrusion Detection System, is based on the principle of network, nodes or information misuse detection system, which can accurately compare the signatures of known attacks. The importance of the proposed solution lies in the fact that it ensures security as needed by providing a comprehensive architecture of Secure Zone Routing Protocol (SZRP) based on efficient key management, secure neighbour discovery, secure routing packets, detection of malicious nodes, and preventing these nodes from destroying the network. In order to fulfil these objectives, both efficient key management and secure neighbour mechanisms have been designed to be performed prior to the functioning of the protocol. To validate the proposed solution, we use the network simulator NS-2 to test the performance of secure protocol and compare it with the conventional zone routing protocol over different number of factors that affect the network. Our result is a secure version of conventional Zone routing protocol in terms of packet delivery ratio while it has a tolerable increase in the routing overhead and average delay. Also, security analysis proves in details that the proposed protocol is robust enough to all classes of ad-hoc attacks.

**Index Terms**—ad-hoc networks, secure routing, secure neighbour discovery, digital signature, zone routing protocol, secure zone routing protocol

## 1 INTRODUCTION

Mobile ad-hoc network is a wireless and baseless network which does not require any physical media or infrastructure to communicate between wireless ad-hoc network nodes. A mobile ad hoc network (MANET) is a self-configuring infrastructure less network of mobile devices which is connected by wireless. This Wireless is a technology that allows users to access information and services in spite of the geographic position. Mobile ad hoc network (MANET) is an autonomous group of mobile users who communicate with each other without any fixed infrastructure and centralized administration

[2]. Since the hosts are mobile, the network topology may change rapidly and unpredictably over time.

The attractive features of ad-hoc networks such as open medium, dynamic topology, absence of central authorities, and distributed cooperation hold the head-hoc networks across a range of civil, scientific, military and industrial applications [1]. However, these characteristics make ad-hoc networks vulnerable to different types of attacks and make implementing security in ad-hoc network a challenging

task. The main security problems that need to be dealt with in ad-hoc networks include: the identity authentication of devices that wish to talk to each other, the secure key establishment of keys among authenticated devices, the secure routing in multi-hop networks, and the secure transfer of data [22]. This means that the receivers should be able to confirm that the identity of the source or the sender (i.e., one hop previous node) is indeed who or what it claims to be. It also means that the receivers should be able to verify that the content of a message has not been altered either maliciously or accidentally in transit. In this paper, we propose securing one of the most popular hybrid protocols: zone routing protocol (ZRP). ZRP [16] aims to address excess bandwidth and long route request delay of proactive and reactive routing protocols. It combines the advantages of these approaches by maintaining an up-to-date topological map centred on each node. The separation of a node's local neighbourhood from the global topology of the entire network allows for applying different approaches, and thus taking advantage of each technique's features for a given situation. These local neighbourhoods are called zones; each node may be within multiple overlapping zones, and each zone may be of a different size. The nodes of a zone are divided into peripheral nodes whose minimum distance to the centre is exactly equal to zone radius, gray nodes, and interior nodes whose minimum distance to the centre is less than zone radius, white nodes. Conventional ZRP is not secure as it does not consider

security requirements. We modify it by using four stages as shown in Fig. 1. First, we use an efficient key management mechanism that is considered as a prerequisite for any security mechanism. Then, we provide a secure neighbour detection scheme that relies on neighbour discovery, time and location based protocol



(b) The least 32-bits refer to certain processing on the public key generated by the node at bootstrapping phase, these bits are extracted by (1) computing the hash value of the public key using SHA-1, (2) dividing the hash value into four parts each of 32-bits, and (3) performing an XOR operation on the divided hash values and the location of the node,  $L$ , used as an evidence.

Algorithm used for generation of unique identifier is as follows

```
{
L ← Location of the node using GPS system
Digest ← H[KA]
Break the digest into four chunks (D0–D3)
UI ← Concatenate (MAC, (D0 ⊕ D1 ⊕ D2 ⊕ D3 ⊕ L)
Return UI
```

This unique identifier is composed of the concatenation of the IP address and the hash value of the public key. It is secure because an attacker cannot produce a new pair of keys that has the same hash value due to the second pre-image resistance of one-way hash function, or discover the private key for the given public key. After obtaining the UI, key management mechanism is performed as follows:

(a) The mobile node sends binding update message MSG1 containing the UI described above with a nonce to its corresponding node.

(b) The corresponding node replies with MSG2 containing the same nonce produced by the mobile node.

(c) When receiving MSG2, the mobile node verifies that the nonce is the same as what it was sent in MSG1. It sends MSG3 that contains its public key and the evidence used to generate the UI. This message is signed by the private key of the mobile node.

(d) When the corresponding node receives MSG3, it verifies the signature using the included public key, and verifies that this public key and the evidence produce the same least 32-bit of the UI. Once the message passes the two verifications, it concludes that the mobile node owns this address and the public key. The corresponding node stores the address and the key of the mobile node to be used in further mechanisms.

The proposed key management mechanism proposed is efficient since nodes can safely trust the corresponding nodes when they claim ownership of that identifier. It also will not increase the complexity of the network

because: (1) not all nodes need to use the mechanisms, only those nodes that wish to perform binding updates, (2) not all nodes need to verify MSG3, only those nodes that want to accept the binding update, and (3) messages are exchanged directly between the mobile node and its neighbours and are not routed to other nodes.

### C. Secure neighbour Discovery

In wireless networks, each node needs to know its neighbours to make routing decisions; it stores neighbour information in its routing table that contains the address of the neighbour, and the link state. In MANETs, nodes use neighbour discovery

protocol to discover surrounding nodes they can directly communicate with across the wireless channel with signal propagation speed by considering

the location or round trip information. Two different nodes, A and B,

are considered as neighbours and thus can exchange information directly if and only if the Euclidean distance,  $|AB|$ , between them is less than or equal to the neighbour discovery range,  $R$ . The NDP protocol relies on HELLO message exchange. Hello messages are used to detect and monitor links to neighbours. If Hello messages are used, each active node

periodically broadcasts a Hello message that includes all its neighbours. Because nodes periodically send Hello messages, if a node fails to receive several Hello

messages from a neighbour, a link break is detected [3]. Then nodes need a correct view of neighbour information which raises the importance of applying a secure

neighbour detection protocol. NDP protocol is widely used; however, it can be easily attacked due to lack of security. A malicious node can easily relay or replay packets deluding other nodes that are communicated directly.

Many methods have been proposed to protect neighbour information in hostile environments [13]. However, these methods can only protect neighbour relation between benign nodes while compromised nodes can easily circumvent them and setup falser relations.

In our model, we use a combination of two techniques that rely on time and location based secure neighbour discovery mechanisms. We based our design on NDP

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protocol and use the same HELLO message to decrease the number of message flows, and hence the loss of power. Time based protocol (T-based), requires nodes to transmit authenticated messages containing a time-stamp set at the time of sending. Upon receipt of such a message, a receiver checks its freshness by verifying that the message time stamp is within a threshold of the receiver's current time. If so, it accepts the message creator as a neighbour. T-based protocols are not efficient in all cases. For example, they lead to impossible results if the adversary node has the ability to relay a packet under the predefined threshold value. In time and location based protocols (TL-based), a node requires sending authenticated messages containing a time-stamp set at the time of sending, and their own location. Upon receipt of such a message sent from a node B, the receiver A calculates two estimates; the first estimate is based on the difference of its own clock at reception time and the message's time-stamp. The second one is calculated with the help of the location. If the two distance estimates are equal, A accepts B as a neighbour.

The proposed secure NDP protocol consists of three rounds; in the first round the node broadcasts a HELLO message with its location, the time of sending, and the authentication part which indicates that the location and time of sending are authenticated by node A. Authentication process is performed using digital signature with the private key of node A. When the packet is received in the second round, the receiver computes the distance using the location values stored in the packet and transmission time, then, it compares the results obtained with the range of transmission. If the two distance estimates are equal, it verifies the signature. Once the signature is verified, B accepts A as a neighbour, signs the packet and replies with a beacon acknowledge. Once node A receives the beacon acknowledge, it compares the evidence with the transmitted one; if the two values are equal, it verifies the signature of the received packet using B's public key. If verification process is checked correctly, node A accepts B as a neighbour, and updates its neighbour table by assigning a zero value to the trust level of node B.

The three rounds of the secure neighbour discovery are as follows

```

A      :Signature=RSAKA+(TA,LA)
A->*  :<HELLO Message,TA,LA,Signature>
B      :T<- (TA+ΔT)-Tr
      :D1<- C*T
    
```

```

      : D2<-|LA- LB|
      :IIF(D1=D2&& D1≤R)
      : V<-VerifyKA(( TA,LA,Signature)
      :if(v=TRUE)
      :Accept A as a neighbour
      :Else, Reject the packet
      :<ACK, LA,Signature>
B->A  :V<-VerifyKB(( TA,LA,Signature)
A      :Accept B as neighbour
      :Update the neighbour table
    
```

Here, we assumed that corresponding nodes have accurate time and location information based on synchronized clocks and GPS. Inaccurate time and location information can be easily handled by taking into account an acceptable small difference when comparing the estimated values.

#### D. Secure Routing Packets

Once we achieve secure information exchange, we can further secure the underlying routing protocol in wireless ad-hoc networks. Security services in MANETs belong to two kinds of messages: the routing messages and the data messages. Both have a different nature and different security needs. We focus here on securing routing because data messages are point-to-point and can be protected with any point-to-point security system. On the other hand, routing messages are sent to intermediate neighbours, processed, possibly modified, and resent. Moreover, as a result of processing of routing message, a node might modify its routing table. This creates the need for both the end-to-end and the intermediate nodes to be able to authenticate the information contained in the routing messages.

The algorithm for secure routing packets is as follows

```

Input: new routing packet P from source S to destination D.
{
Signature<- RSAKS-(p)
Select Case (P.type)
Case 1: IAPR
    If (Signature=P.signature)
        Update tables.
Update the packet according to ZRP procedures.
Signature <- RSAKA+(p)
Append Signature to the packet P.
Broadcast the packet to neighbours.
Return 0
Else
Drop the packet
Detection of Malicious node(S)
Return 0
    
```

```

    End If
Break;
Case 2: IEPR
    Digest ← H[p].
    Update tables.
    Update the packet according to ZRP procedures.
    Signature ← RSAKA+(p)
    Digest ← H[P].
    Append Signature and Digest to the packet P.
Border cast the packet to peripheral nodes.
    Return 0
Else
    Drop the packet
        Detection of Malicious node(S)
    Return 0
End If
Break;
End Select
}

```

If all routing messages in MANETs are encrypted with a symmetric cryptography, it means that every member wants to participate in the network has to know the common key. This is the best solution for military networks or any trusted-members network where every members should know the common key before joining the network. However, this is not a suitable solution for a conventional MANETs such as meeting room or campus in which members are not trusted [15]. The best option is to use asymmetric cryptography so that the originator of the route message signs the message. It would not be needed to encrypt the routing messages because they are not secret. The only requirement is that the nodes will be able to detect forged routing messages. To accomplish this goal we use both digital signature and one-way hash function to attain message authentication, and message integrity as described in more detail below.

**Secure Intra Zone Routing Protocol**

To provide packet authentication and message integrity in IARP, digital signature using RSA is used. The IARP packet format is shown in Fig.2. All shaded fields in the packet will be signed using RSA algorithm using the private key of the sender. The signature is stored in the packet before broadcasting to its neighbours. This signature will provide the authenticity and integrity of the sender and the packet respectively.

**Secure IARP Scenario**

Each node periodically advertises its link state (current set of neighbours and corresponding list of link metrics) through its routing zone. The scope of link state update is controlled by the Time-To-Live (TTL) value that is initialized with the zone radius minus one. The source node signs the whole packet using its private key, appends the signature to the packet, and broadcast it to its surrounding neighbours. Upon receipt of link state update packet, the receiver starts

processing the packet if the sender has a high trusted value. Once this is achieved, the receiver creates a copy of the message using the public key of the source already stored in its neighbours table, and compares the result with the received message. If the packet passes the verification process, the routing table is recomputed and the packet's TTL value is decremented. The process is repeated as long as the TTL value is greater than zero.

Link Source Address		
Link State Sequence Num	Zone Radius	TTL
RESERVED	RESERVED	Link Destination Count
Link Destination 1 Address		
Link Destination 1 Subnet Mask (Optional)		
RESERVED	Metric Type	Metric Value
RESERVED	Metric Type	Metric Value
.....		
Link Destination n Address		
Link Destination n Subnet Mask (Optional)		
RESERVED	Metric Type	Metric Value
RESERVED	Metric Type	Metric Value
Signature		

Fig2. Linkstate IARP packet format

**Secure Inter zone Routing Protocol**

To secure IERP packets, we make end-to-end authentication using digital signature of the non-mutable fields of the packets, the dashed fields of the packets as illustrated in Fig.3, and a one-way hash function to achieve the integrity of mutable fields while the packets are transmitted through intermediate nodes. The information generated by applying the hash function and the digital signature is transmitted within the packet that were referred to by signature and digest. We use the terms IERP digital signature, and IERP hashing to identify the two mechanisms that are used to secure IERP packets. More details about the functionality of these mechanisms follow.

Type	Length	Node Ptr	RESERVED
Query ID		RESERVED	
Query/Route Source Address			
Intermediate Node (1) Address			
Intermediate Node (2) Address			
---			
Intermediate Node (n) Address			
Query/Route Destination Address			
Signature			
Digest			

■ Non-Mutable Fields    □ Mutable Fields

Fig3. IERP packet format

### IERP Digital signature

Digital signature using RSA is used to protect the integrity of the non-mutable fields of the packet using the private key of the initiator. The signature is stored in the packet before border-casting it. In order to decrease the overhead on intermediate nodes, the signing process is carried out by the source of the packet in the route request packet and by the destination for the router replay packet.

This may lead to a problem in the verification of the route replay. The problem will appear if the RREP packet is generated by an intermediate node which has the link to the destination. To avoid this problem, we restrict the generation of RREP message to the destination only, while intermediate behave as they do not have route and forward the RREQ message. Although this may lead to significantly increase in the response time, it will decrease the overhead of the verification process.

### IERP Hashing

SZRPU uses hashing to attain the integrity of the packets since authentication of data in routing packets is not sufficient, as an attacker could remove a node from the nodelist. Hashing is performed on the mutable fields of IERP packets, the digest obtained is appended to the packet, and the packet is border-casted. The digest is used to allow every node that receives the message, either an intermediate node or the final destination node, to verify that these fields and especially the route to the destination have not been altered by adversary nodes.

### Secure IERP Scenario

Every time a node requires a route to a destination but does not have the route stored in its route table, it initiates a RREQ packet with the format shown in Fig. 3, sets the Query ID to a new identifier that it has not recently used in initiating a route discovery. Query/route source address and query/route destination address are set to the source and destination addresses of the source and destination, respectively. The source then computes the digital signature of the non-mutable fields and the hash value of its public key, appends them to the signature and digest fields, and border-casts the packet to its peripheral nodes. When any node receives the packet for which it is not the target node, it checks its local table from recent requests it has received to determine if it has already seen a request from this same source. If it has, the node discards the packet; otherwise, the node checks the nodelist to be sure that the last node is already a node in its zone with a high trust level. Then, the received node performs hashing on the packet and compares the result with the digest value to verify the integrity of the packet. Once the packet is accepted, the node modifies the request by appending its own address, A, to the nodelist and replacing the digest

field with  $H[A, \text{digest}]$ , which is the hash value, then the node border-casts the packet.

When the destination node receives the route request, it checks the authenticity of the RREQ by verifying the signature using the private key of the source. The integrity of the packet is verified by determining that the digest is equal to:  $H[n_n, H[n_n-1, H[n_n-2, \dots, H[n_1, \text{signature}]]]$ , where  $n$  is the number of nodes in the node,  $n_i$  is the node address at position  $i$  in the list. If the destination verifies that the request is valid, it returns a router reply packet to the sender; this packet has the same format of router request packet except the packet type field. All fields are set to the corresponding values in the same manner as described in the route request phase. This packet is then returned to the source along the source route obtained by reversing the sequence of node list stored in router request packet. Here, there is no need to perform hashing at an intermediate node because it only unicasts the packet to the next hop as listed in the node list. When the source receives the router replay, it verifies the authenticity and integrity of the packet since no changes are added through transmission. If all the verifications are OK, it accepts the packet, otherwise it rejects it.

### E. DETECTING MALICIOUS NODES

Misbehaving nodes can affect network throughput adversely in worst-case scenarios. Most existing ad-hoc routing protocols do not include any mechanism to identify misbehaving nodes. It is necessary to clearly define misbehaving nodes in order to prevent false positives. It may be possible that a node appears to be misbehaving when it is actually encountering a temporary problem such as a overload or low battery. Some work has been done to secure ad-hoc networks by using only misbehaviour detection schemes. In this kind of approaches, it is too hard to guarantee the integrity and authentication of the routing messages. Therefore, secure routing protocols should provide the integrity and authenticity to the routing messages before being able to identify misbehaving nodes and isolate them during route discovery or updates operations.

In our design, we propose a new technique to deal with malicious nodes, and prevent them from further destroying the network. This technique is based on the available information produced by verification processes performed during transferring routing packets. It requires that each node maintains an additional field, trust level, to its neighbour stable; this field is dynamically

updated with the trust value of the corresponding node. The trust level is initialized with value 3 to indicate that a node is a trusted one. This level is decremented in three cases:

The node initiates a HELLO message with wrong evidence or does not pass secure neighbour discovery protocol, the packet sent by the corresponding node is dropped due to security verification failures.

The algorithm for detecting malicious node is as follows

```

Input: node ID.
{
}
Trust-level(ID)+=1
If (Trust-level(ID)=3)
Generate Alarm packet P
Signature←
Append Signature to P.
Broadcast P
Add node ID to black-list
Return 0
End If
}
    
```

The node provides a list with a non-neighbour node. In all cases the value is decremented by one. The node is considered as a malicious node if the trust level value reaches zero. The malicious node is transferred to malicious table, and a new authenticated packet, "Alarm Packet", is generated that contains the packet type, the address of the malicious node, and the signature of both.

The packet is transmitted in the same manner as IARP packet as described before. Each node that receives the alarm packet reassigns the trust level of the malicious node stored in the packet to zero after verifying the authenticity. In future, each node does not perform any processing on the received packets until verifying the trust level of the sender.

### III. SIMULATION AND RESULTS

#### A. Simulation Environment

To evaluate our SZRP in a non-adversarial environment, we have used the Network Simulator 2 (NS-2) [18]. NS-2 is a discrete events simulator written in C++ and OTcl. It was developed by the University of California at Berkeley for simulating the behaviour of network and transport layer protocols in a complex network topology. It has been used extensively in evaluating the performance of ad-hoc routing protocols. It realistically models arbitrary node mobility as well

as physical radio propagation effects such as signal strength, interference, capture effect, and wireless propagation delay. At the link layer, the simulator implements the complete IEEE 802.11 standard Medium Access Control (MAC) protocol. We modelled our SZRP by modifying the existing ZRP in several ways:

We increased the packet size to reflect the additional fields necessary to perform security mechanisms. The extended fields hold the public key, the digest, the unique identifier, and the signature. One should note that not all packets hold these fields.

We increased the size of the neighbour table of each node by two fields; the first field is used to store the public key of its neighbours in each entry, while the other is used to indicate the trust level factor of that neighbour.

We created a new packet called "Alarm Packet" that is generated and broadcasted to declare malicious nodes when the trusted level value reaches zero.

The parameters to study the performance of SZRP is as follows

Number of nodes	22
Simulator	NS-2
Protocol	AODV
Simulation time	120 sec
Zone radius	2 hops
Transmission Range	200m
Type of traffic	UDP
Hash Length	160 bits
Signature length	160 bits
Public key length	160 bits

#### B. Performance Metrics

We evaluate our proposed protocol by comparing it with the current version of ZRP [23]. Both protocols run on identical movements and communication scenarios; the primary metrics used for evaluating the performance of SZRP are packet delivery ratio, routing overhead in bytes, routing overhead in packets, and end-to-end latency. These metrics are obtained from enhancing the trace files.

**Packet delivery ratio:** This is the fraction of the data packets generated by the CBR source to those delivered to the destination. This evaluates the ability of the protocol to discover routes.

**Routing overhead (bytes):** This is the ratio of overhead bytes to the delivered data bytes. The transmission at each hop along the route is counted as one

transmission in the calculation of this metric. The routing overhead of a simulation run is calculated as the number of routing bytes generated by the routing agent of all the nodes in the simulation run. This metric has a high value in insecure protocols due to the hash value or signature stored in the packet.

**Routing overhead (packets):** This is the ratio of control packet overhead to data packet overhead over all hops. It differs from the routing overhead in bytes since in MANETs if the messages are too large, they will be split into several packets. This metric is always higher even in insecure routing protocols due to control packets used to discover or maintain routes such as IARP and IERP packets.

**Average End-to-End latency:** This is the average delay between the sending of a data packet by the CBR source and its receipt at the corresponding CBR receiver. This includes all the delays caused during routing acquisition, buffering and processing at intermediate nodes.

**C. Simulation Results**

We simulated our SZRP over four scenarios to evaluate it through different movement patterns, network size, transmission rate, and radius of the zone.

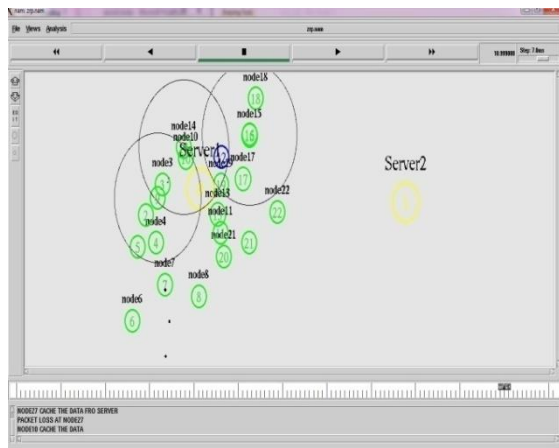


Fig4. Simulation of SZRP using NS-2

**Effect of Malicious Nodes Behaviour**

The experiments described before compare the performance of SZRP and ZRP when all the nodes in the network are well-behaved. In order to validate our protocol against malicious nodes, we conducted additional experiments to determine the effect of malicious nodes behaviour that generate invalid signature caused by any type of attacks discussed earlier. We varied the number of malicious nodes from 0 to 5 nodes

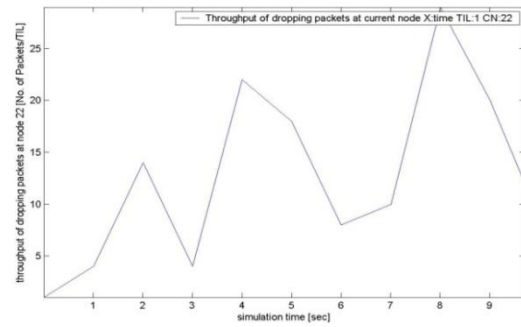


Fig5. Throughput of the dropping packet on using ZRP

On comparing the the throughput of the dropped packet obtained through SZRP and ZRP, it could be found that SZRP has high throughput of dropping packets than ZRP.

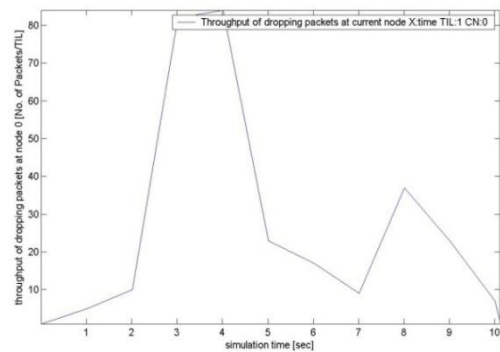


Fig6: Throughput of the dropping node on using SZRP

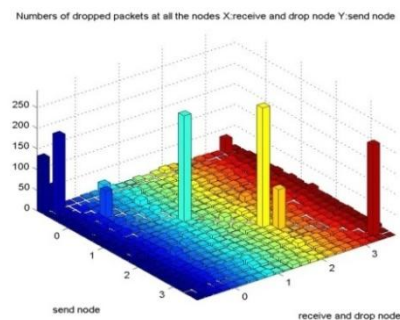


Fig7. 3D representation of Number of dropped packets at all the node on using ZRP



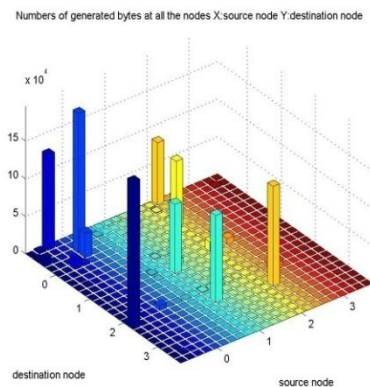


Fig8. Representation of Number of dropped packets at all the node on using SZRP

From comparing the 3D trace graph of number of dropped packets at all the nodes it is found that the packet number of packets dropped on using SZRP is very less on comparing it with ZRP.

#### IV. CONCLUSION

This paper is dedicated to demonstrate the security of zone routing protocol; a hybrid protocol that aims to address the problems of excess bandwidth and long route request delay of proactive and reactive routing protocols, respectively. For this purpose, we carefully analyzed the secured protocol proposed with respect to reactive and proactive routing protocols.

Four mechanisms are proposed in order to provide a comprehensive secure routing that can defend against all vulnerabilities in ad-hoc networks. The first mechanism is the identity-based key management that does not depend on any trusted key distribution centre or certification authority that is rarely found in MANETs. This mechanism provides an identifier that has a strong cryptography binding with the public key of the node. The second mechanism provides a secure neighbour discovery to assure the correct view of neighbour information. It uses a combination of time and location to verify the discovery of legal nodes and prevent a malicious node from deluding other nodes that are within its radio transmission range, and thus preventing most famous attacks such as wormhole, rushing, and replay attacks. The core of the proposed protocol is relying on securing the control packets generated to perform route discovery, route maintenance, and routing tables' updates that provide through the third mechanism to secure routing packets. Both digital signature and one-way hash functions are used to achieve our goals. The final mechanism is based on detecting a malicious node using trust level value, followed by

using alarm messages to prevent them from further degrading the network performance.

Our findings are based on the simulation of SZRP to evaluate its performance with respect to the conventional ZRP using NS simulator under distinguishable scenarios. This selection of parameters and assumptions for each scenario helps in finding the optimal environment. It shows that SZRP has a minimal adverse impact on packet delay and total routing overhead, while the packet delivery ratio achieved is comparable to that of ZRP. Thus, our solution is predicted to become applicable for most systems while the lack of slow execution would not be an issue because of the rapid development of processors. The security analyses presented in this paper emphasize the effectiveness of our secured protocol to provide the required level of security by fulfilment of all security services required by ad-hoc applications such as authentication, integrity, and non-repudiation, and preventing all kinds of attacks threatening ad-hoc networks.

#### V. FUTURE WORKS

An enhanced version of SZRP with minor verification will be studied to avoid new attacks that may be performed against this version of SZRP. In addition, a study of the effect of alternative digital signature mechanisms such as elliptic curve can be carried out to reduce the processing time required to perform signing and verification processes. For generation of unique identifier SHA-2 could be used instead of SHA-1 as the encryption hash used in SHA-2 is significantly stronger and not subject to the same vulnerabilities as SHA-1.

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