

## Secure AODV in MANET

**Software:** NetSim Standard v14.4, Microsoft Visual Studio 2022

### Project Download Link:

<https://github.com/NetSim-TETCOS/Secure-AODV-v14.4/archive/refs/heads/main.zip>

Follow the instructions specified in the following link to download and set up the Project in NetSim:

<https://support.tetcos.com/en/support/solutions/articles/14000128666-downloading-and-setting-up-netsim-file-exchange-projects>

## 1 Introduction

SAODV is an extension of the AODV routing protocol that can be used to protect the route discovery mechanism by providing security features like integrity and authentication. The reason only route discovery is secured by AODV is that data messages can be protected using a point-to-point security protocol like IPSec. SAODV uses a key management system, and each node maintains public keys, encryption keys, and decryption keys.

The SAODV implementation introduces three core files: Secure AODV.c, RSA.c, and Malicious.c. RSA.c handles key generation, encryption, and decryption processes, adaptable for other encryption algorithms as needed. Malicious.c identifies unauthorized nodes in the network, strengthening security by limiting their participation.

This setup ensures unauthorized devices cannot access or interpret data, preserving communication integrity across devices.

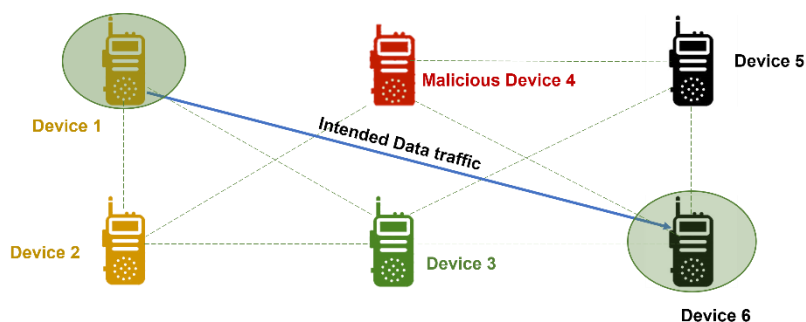


Figure 1:Secure AODV in Military communication using Manet

## 2 Secure AODV Overview

1. To discover a route to Device 6, Device 1 sends an RREQ encrypted with Device 6's public key.
2. When Device 6 receives the RREQ, it decrypts it with its private key.

3. Device 6 then sends an RREP back to Device 1, encrypted with Device-1's public key.
4. Device 1 decrypts the RREP with its private key.

If a malicious device tries to intercept the RREQ or RREP, it will not be able to decrypt it because it does not have the private keys of Device 1 or Device 6. Additionally, if a malicious device tries to modify the RREQ or RREP, the other nodes in the network will be able to detect the modification and discard the packet.

### 3 Case 1

#### Secure AODV implementation:

1. The **Secure-AODV** workspace comes with a sample network configuration that is already saved. To open this example, go to Your work in the home screen of NetSim and click on the **Secure-AODV-Example** from the list of experiments.

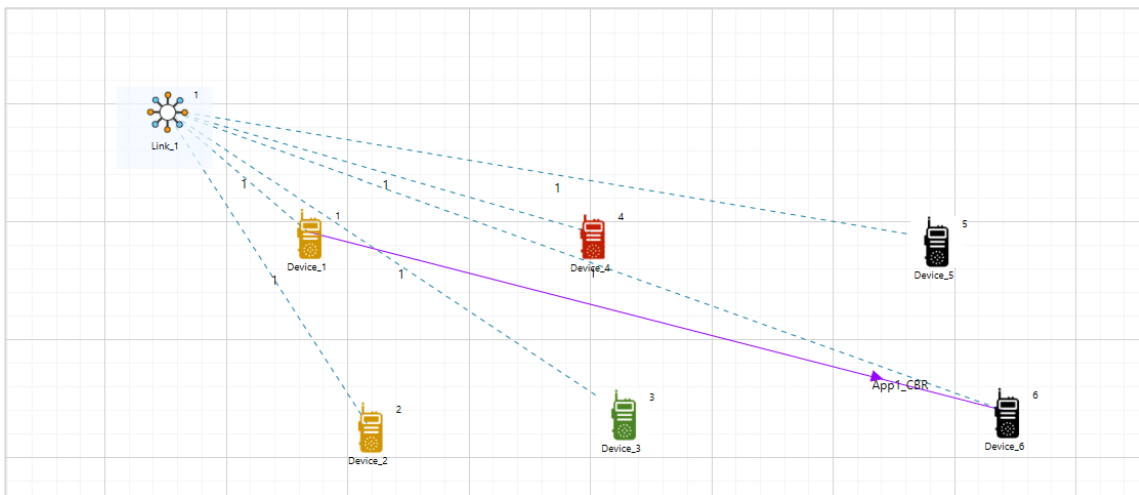


Figure 2: Network setup for Secure AODV in Manet

#### Key Functions in Secure\_AODV.c :

A **Secure\_AODV.c** file is added to the AODV project which contains the following important functions:

- **saodv\_encrypt\_packet();** //This function is used to encrypt the control packet data
- **saodv\_decrypt\_packet();** //This function is used to decrypt the control packet data
- **get\_rrep\_str\_data();** //This function is used to get the route reply data from AODV\_RREP control packet
- **get\_rreq\_str\_data();** //This function is used to get the route request data from AODV\_RREQ control packet

- **get\_saadv\_ctrl\_packet\_type();** //This function is used to change the control packet type from AODV (AODV\_RREQ, AODV\_RREP) to SAODV (SAODV\_RREQ, SAODV\_RREP)
  - **get\_saadv\_ctrl\_packet();** //This function is called whenever a new control packet is generated
  - **get\_aodv\_ctrl\_packet();** //This function is called while processing the control packets
2. Run the simulation for 100 seconds, After running the simulation, a Secure\_AODV.log file gets created in the Result Dashboard Window

## 4 Results and discussion

After Running the simulation of the given Configuration file, open the packet trace in the Result Dashboard Window. In the packet trace, filter the control packets to **SAODV\_RREQ** and **SAODV\_RREP**

PACKET_ID	SEGMENT_ID	PACKET_TYPE	CONTROL_PACKET_TYPE/APP_NAME	SOURCE_ID	DESTINATION_ID	TRANSMITTER_ID	RECEIVER_ID
67	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-2	NODE-1
68	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-2	NODE-3
69	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-2	NODE-4
70	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-2	NODE-5
71	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-2	NODE-6
72	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-3	NODE-1
73	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-3	NODE-2
74	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-3	NODE-4
75	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-3	NODE-5
76	0 N/A	Control_Packet	SAODV_RREQ	NODE-1	Broadcast-0	NODE-3	NODE-6
77	0 N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-6	NODE-5
78	0 N/A	Control_Packet	WLAN_ACK	NODE-5	NODE-6	NODE-5	NODE-6

Figure 5: Network Packet trace results for Secure AODV implementation

The SAODV logs certain details in **Secure\_AODV.log**. The Log File can be observed in the Result Dashboard Window.

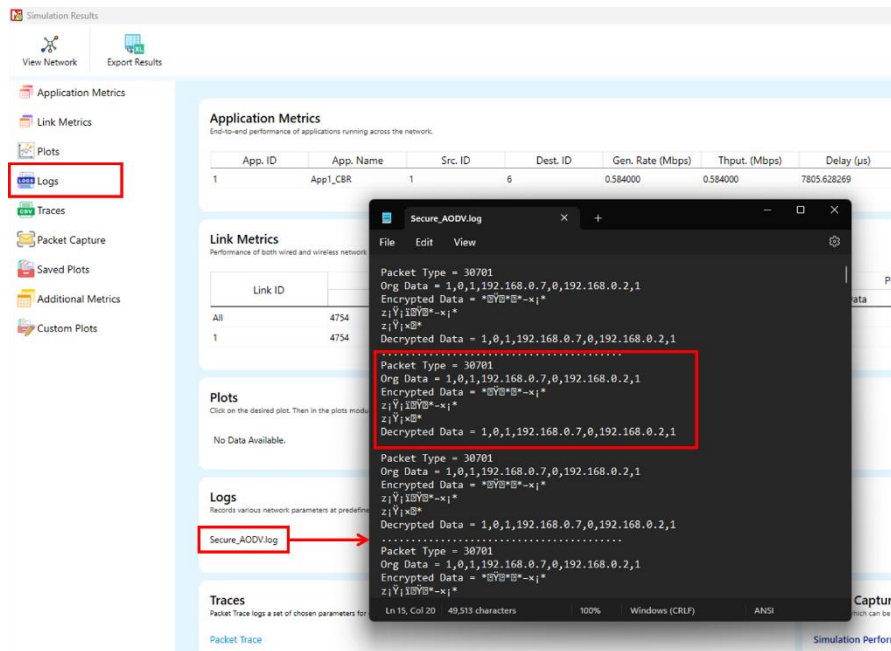


Figure 6: Secure AODV log file

The format of the log file is such that each control packet is logged. The first line represents the packet type and the numbering used in a NetSim internal numbering system where **30701 is RREQ** and **30702 is RREP**. The second line is the message which is encrypted. The third line contains the encrypted message after running the RSA encryption algorithm. The fourth line is after decryption and if everything is OK, the 2nd and 4th lines must match.

.....

**Packet Type = 30701**

**Org Data = 1,0,1,192.168.0.7,0,192.168.0.2,1**

**Encrypted Data = š ššJÒÜšÀÐÜ Ü× šJÒÜšÀÐÜ ÜÒš**

**Decrypted Data = 1,0,1,192.168.0.7,0,192.168.0.2,1**

.....

## 5 Case 2

### Malicious node implementation:

1. To enable Malicious node open the Source code in Visual Studio by going to Your work -> Source Code and Open code in the NetSim Home Screen window.
2. Expand the AODV project.

Here users can enable the code to implement malicious node

3. Steps to Enable Malicious node

- Open the '**AODV.h**' file within the AODV project
- Find the line: **#define SAODV\_ENABLE.**
- Comment this line by adding '**//**' at the beginning.
- Find the line: **//#define MALICIOUS\_ENABLE.**
- Uncomment this line by removing the '**//**' at the beginning.

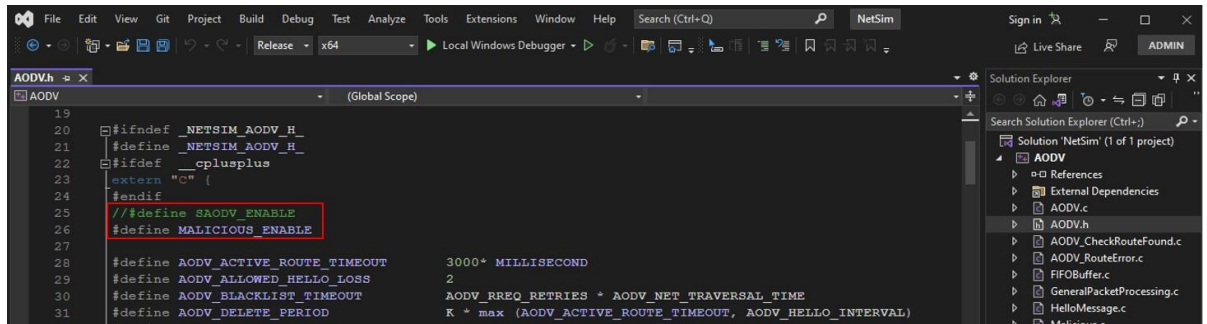


Figure 3: Comment and Uncomment the code of SAODV and Malicious

#### 4. Rebuild the AODV Project

- Right-click on the project in Solution Explorer.
- Select Rebuild

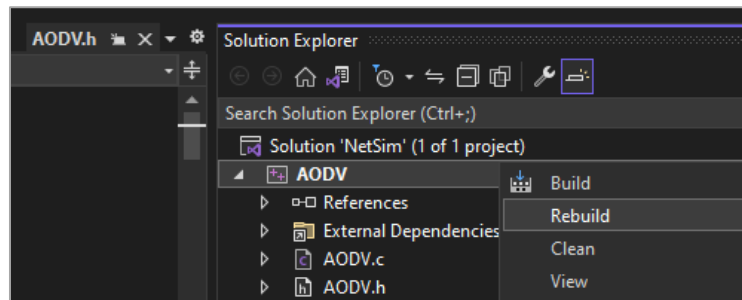


Figure 4: Screenshot of Solution Explorer of AODV project

A malicious node advertises wrong routing information to produce itself as a specific node and receives whole network traffic.

After receiving the whole network traffic, it can either modify the packet information or drop them to make the network complicated.

#### Key Functions in malicious.c:

A file **malicious.c** is added to the AODV project which contains the following functions:

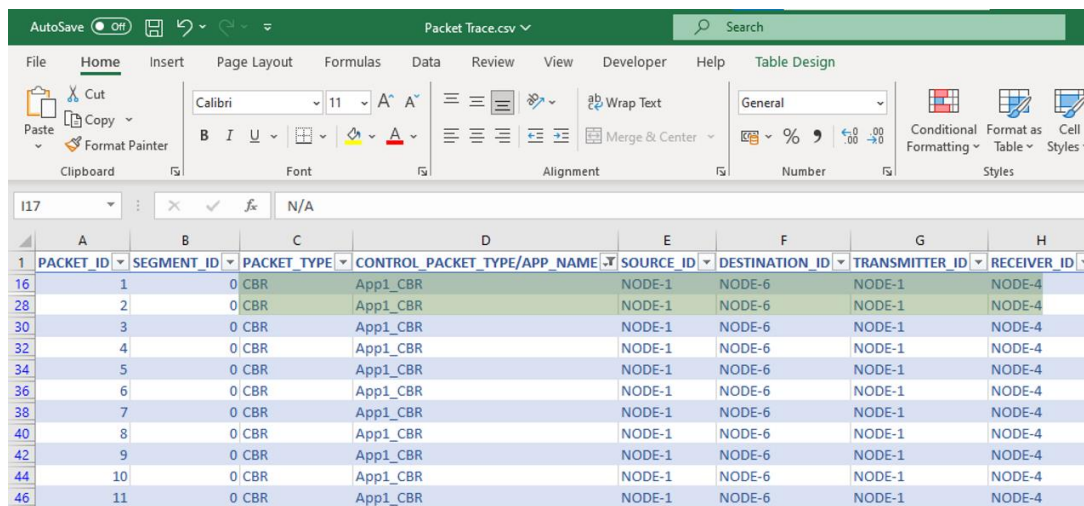
- **IsMaliciousNode();** //This function is used to identify whether a current device is malicious or not in-order to establish malicious behaviour.
- **fn\_NetSim\_AODV\_MaliciousRouteAddToTable();** //This function is used to add a fake route entry into the route table of the malicious device with its next hop as the destination.

- **fn\_NetSim\_AODV\_MaliciousProcessSourceRouteOption();** //This function is used to drop the received packets if the device is malicious, instead of forwarding the packet to the next hop

5. Run the simulation for 100 seconds in Netsim GUI.

## 6 Results and discussion

- You can set any device as a malicious node, and you can have more than one malicious node in a scenario.
- Device IDs of malicious nodes can be set using the `malicious_node [ ]` array present in `malicious.c` file.
- Rebuild the project and run the simulation.
- If we run the simulation without SAODV, we will get zero throughputs because the malicious node gets all the packets and drops without forwarding them to the destination. You can notice this in the NetSim packet trace by filtering the `PACKET_TYPE` to CBR.



	A	B	C	D	E	F	G	H
	PACKET_ID	SEGMENT_ID	PACKET_TYPE	CONTROL_PACKET_TYPE/APP_NAME	SOURCE_ID	DESTINATION_ID	TRANSMITTER_ID	RECEIVER_ID
1	1	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
16	2	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
28	3	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
30	4	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
32	5	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
34	6	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
36	7	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
38	8	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
40	9	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
42	10	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
44	11	0	CBR	App1_CBR	NODE-1	NODE-6	NODE-1	NODE-4
46								

Figure 8: NetSim Packet trace results for Malicious node implementation

## 7 Case 3

### Both Secure AODV and Malicious node implementation:

Steps to Enable Both Secure AODV and Malicious Node

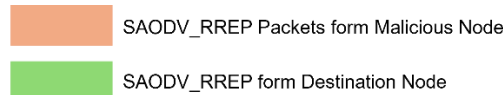
- Open the '**AODV.h**' file within the AODV project.
- Find the line: **///**define SAODV\_ENABLE**** and **///**define MALICIOUS\_ENABLE****.
- Uncomment both lines by removing the '**//**' at the beginning.

Rebuild the Project and run the simulation for 100 sec in Netsim GUI.



## 8 Results and discussion:

Packets will be transmitted to the destination since SAODV helps in overcoming the Malicious Node problem. Route reply RREP from malicious node 4 will not be accepted by Node 1. It takes the Route reply from node 2 and forms the route. This can be observed in Packet Trace by filtering the CONTROL\_PACKET\_TYPE to SAODV\_RREP. Malicious node 4 is transmitting the Route Reply (RREP) to node 3, but node 3 is not forwarding to any nodes. On the other hand, when it comes to node 6, it is sending the RREP to node 5, then from 5 to 3, from 3 to 2 and finally from 2 to 1.



	A	B	C	D	E	F	G	H
	PACKET_ID	SEGMENT_ID	PACKET_TYPE	CONTROL_PACKET_TYPE/APP_NAME	SOURCE_ID	DESTINATION_ID	TRANSMITTER_ID	RECEIVER_ID
24	0	N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-6	NODE-5
29	0	N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-5	NODE-3
31	0	N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-3	NODE-4
33	0	N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-4	NODE-2
35	0	N/A	Control_Packet	SAODV_RREP	NODE-6	NODE-1	NODE-2	NODE-1

Figure 9: NetSim Packet trace results for Secure AODV and Malicious node implementation

The SAODV logs certain details in **Secure\_AODV.log**. The Log File can be observed in the Result Dashboard Window.

Simulation Results

View Network Export Results

Application Metrics

Link Metrics

Plots

Logs

Traces

Packet Capture

Saved Plots

Additional Metrics

Custom Plots

Application Metrics

End-to-end performance of applications running across the network.

App. ID	App. Name	Src. ID	Dest. ID	Gen. Rate (Mbps)	Thput. (Mbps)	Delay (us)	Jitter
1	App1_CBR						643.89428

Link Metrics

Performance of both wired and wireless network connections.

Link ID	Data
All	19018
1	19018

Plots

Click on the desired plot. Then in the plots module, choose the plot type.

No Data Available.

Logs

Records various network parameters at predefined time intervals.

Secure\_AODV.log

Traces

Packet Trace logs a set of chosen parameters for every packet event.

Packet Trace

Secure\_AODV.log

File Edit View

Encrypted Data = .....

Decrypted Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

.....

Packet Type = 38701

Org Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

Encrypted Data = .....

Decrypted Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

.....

Packet Type = 38701

Org Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

Encrypted Data = .....

Decrypted Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

.....

Packet Type = 38701

Org Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

Encrypted Data = .....

Decrypted Data = 1,1,1,192.168.0.7,0,192.168.0.2,1

.....

Packet Type = 38702

Encryption and decryption fails. This could be a malicious node

.....

Packet Type = 38702

Encryption and decryption fails. This could be a malicious node

.....

Packet Type = 38702

Encryption and decryption fails. This could be a malicious node

.....

Ln 1, Col 1 13,236 characters 100% Windows (CRLF) ANSI

Simulation Performance

No Data Available.

Figure 10: Secure AODV log file

The Packet type 30701 = RREQ is the request packet and the Packet type 30702=RREP is the reply packet, when the malicious node tries to decrypt the message.

.....

**Packet Type = 30702**

**Encryption and decryption fail. This could be a malicious node.**

.....

## **Appendix: NetSim source code modifications**

---

**We have added Secure\_AODV.c, RSA.c and Malicious.c files, we have added the following macros code in AODV.h file within AODV project.**

---

```
#define SAODV_ENABLE
```

```
#define MALICIOUS_ENABLE
```

---

**Then we have added the following lines of code in enum\_AODV\_Ctrl\_Packet in AODV.h file**

---

```
//#ifdef SAODV_ENABLE
```

```
SAODV_RREQ,
```

```
SAODV_RREP,
```

```
SAODV_RERR,
```

```
//#endif
```

---

**We have added the following function prototypes in AODV.h file, within AODV project.**

---

```
#ifdef SAODV_ENABLE
```

```
void get_saodv_ctrl_packet(NetSim_PACKET* packet);
```

```
void get_aodv_ctrl_packet(NetSim_PACKET* packet);
```

```
void saodv_copy_packet(NetSim_PACKET* dest, NetSim_PACKET* src);
```



```
void saodv_free_packet(NetSim_PACKET* packet);
```

```
void remove_from_mapper(void* ptr, bool isfree);
```

```
#endif          //          SAODV_ENABLE
```

```
bool IsMaliciousNode(NETSIM_ID devId);
```

**We have added the following function prototypes in AODV.c file**

```
fn_NetSim_AODV_MaliciousRouteAddToTable(NetSim_EVENTDETAILS*);
```

```
fn_NetSim_AODV_MaliciousProcessSourceRouteOption(NetSim_EVENTDETAILS* );
```

---

**Changes to NETWORK\_IN event in fn\_NetSim\_AODV\_Run() function in AODV.c file, within AODV project**

---

```
#ifdef SAODV_ENABLE
```

```
switch (pstruEventDetails->pPacket->nControlDataType)
```

```
{
```

```
    case SAODV_RREQ:
```

```
    case SAODV_RREP:
```

```
    case SAODV_RERR:
```

```
        get_aodv_ctrl_packet(pstruEventDetails->pPacket);
```

```
        break;
```

```
}
```

```
if (pstruEventDetails->pPacket == NULL)
```

```
{
```

```
    return -1; //Decryption fail.
```

```
}
```

```
#endif // SAODV_ENABLE
```

---

We have added the following lines of code in AODVctrlPacket\_RREQ and default cases in NETWORK\_IN event to check the current node is malicious or not.

---

```
if (IsMaliciousNode(pstruEventDetails->nDeviceId))
fn_NetSim_AODV_MaliciousRouteAddToTable(pstruEventDetails);
```

---

**Changes code in fn\_NetSim\_AODV\_CopyPacket () function, in AODV.c file, within AODV project**

---

```
#ifdef SAODV_ENABLE switch(srcPacket->nControlDataType)
{
case SAODV_RERR: case
SAODV_RREQ: case
SAODV_RREP:
saodv_copy_packet(destPacket,srcPacket);
return 0; break;
default:
#endif
return fn_NetSim_AODV_CopyPacket_F(destPacket,srcPacket);
#ifdef SAODV_ENABLE
break;
}
#endif
```

---

**Changes code in int fn\_NetSim\_AODV\_FreePacket () present in the AODV.c file, within AODV project**

---

```
#ifdef SAODV_ENABLE
switch (packet->nControlDataType)
{
```

```

case SAODV_RERR:
case SAODV_RREQ:
case SAODV_RREP:
    saodv_free_packet(packet);
return 0;    break;
default:
    remove_from_mapper(packet->pstruNetworkData->Packet_RoutingProtocol, true);
    return 0;

break;
    }
#endif // SAODV_ENABLE

```

---

**Changes code in fn\_NetSim\_AODV\_GenerateRREQ (), fn\_NetSim\_AODV\_RetryRREQ () and fn\_NetSim\_AODV\_ForwardRREQ () functions present in RREQ.c file, within AODV project**

---

```

#ifdef SAODV_ENABLE
    get_saodv_ctrl_packet(packet);
#endif

```

---

**Changes code in fn\_NetSim\_AODV\_GenerateRREP(), fn\_NetSim\_AODV\_ForwardRREP () and fn\_NetSim\_AODV\_GenerateRREPByIntermediate () functions present in RREP.c file, within AODV project**

---

```

#ifdef SAODV_ENABLE
    get_saodv_ctrl_packet(packet);
#endif

```