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Power Consumption Based Efficient Routing With Mobile Collector in Wireless Sensor Networks

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Abstract — Energy consumption is a primary concern in the Wireless Sensor Network. This leads to pursue the maximum energy saving at sensor nodes, where a relay is used to transfer the data packet. This leads to the increase in the data gathering latency due to low moving velocity of the mobile collector. In this paper we study the tradeoff between energy saving and data gathering latency in mobile data gathering by exploring a balance between the relay hop count of local data aggregation and the moving tour length of the mobile collector. In this we propose a polling based mobile gathering approach, which leads to optimization problem named bounded relay hop mobile data gathering (BHR - MDG). A subset of sensors are used for the polling points. Thus these are the two efficient algorithms for selecting polling points among sensors.

Keywords- Wireless Sensor Networks, Mobile Data Gathering, Relay Hop Count, Polling Points, Moving Tour

I. INTRODUCTION

Recent years have witnessed the emergence of wireless sensor networks (WSNs) as a new information-gathering paradigm, in which a large number of sensors scatter over a surveillance field and extract data of interests by reading real-world phenomena from the physical environment. Since sensors are typically battery-powered and left unattended after the initial deployment, it is generally infeasible to replenish the power supplies once they deplete the energy. Thus, energy consumption becomes a primary concern in a WSN, as it is crucial for the network to functionally operate for an expected period of time. Besides the energy consumed on monitoring the environment with periodical sampling, a major portion of energy expenditure in WSNs is attributed to the activities of aggregating data to the data sink. Due to the stringent energy constraints in WSNs, recent research has striven to address the issue of energy saving in data aggregation. One trend of the research, see, for example, [1], [2], [3], [4], [5],[6], focused on sensor nodes themselves. In such schemes, data packets are forwarded to the data sink via multi hop relays among sensors. Some related issues, such as schedule pattern [1], load balance [2], and data redundancy [3], [4],[5], [6], were also jointly considered along with routing to further improve energy efficiency. However, due to the inherent nature of multi hop routing, packets have to experience multiple relays before reaching the data sink. As a result, much energy is consumed on data forwarding along the path. Moreover, minimizing energy consumption on the forwarding path does not necessarily prolong network lifetime as some popular sensors on the path may run out of energy faster than others, which may cause non uniform energy consumption across the network. A typical scenario is that a mobile collector roams over a sensing field, "transports" data while moving, or pauses at some anchor points on its moving path to collect data from sensors via short-range communications. In this way, energy consumption at sensors can be greatly reduced since the mobility of the collector effectively dampens the relay hops of each packet. Intuitively, to pursue maximum energy saving, a mobile collector should traverse the transmission range of each sensor in the field so that each packet can be transmitted to the mobile collector in a single hop. However, due to the low velocity of the mobile collector, it would incur long latency in data gathering, which may not meet the delay requirement of time-sensitive applications. Hence, in general, the latency of multi hop relay routing and its variants is much shorter than that of the mobile data gathering. Whereas, as aforementioned, mobile data gathering pursues energy saving by simply reducing the relay hops among sensors. In this paper, we address this issue by proposing a polling based approach that pursues a tradeoff between the energy saving and data gathering latency, which achieves a balance between the relay hop count for local data aggregation and the moving tour length of the mobile collector.

The main contributions of this paper can be summarized as follows: We characterize the polling-based mobile data gathering as an optimization problem, named bounded relay hop mobile data gathering, or BRH-MDG for short. We then formulate it into an integer linear program (ILP) and prove its NP-hardness. We propose two efficient algorithms to find a set of PPs among sensors. The first algorithm is a centralized algorithm that places the PPs on the shortest path trees rooted at the sensors closest to the data sink, and takes into consideration the constraints on relay hops for local aggregation while shortening the tour length of the mobile collector. The second algorithm is a distributed algorithm, where sensors compete to be a PP based on their priorities in a distributed manner. We evaluate the performance of the proposed algorithms by comparing them

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not only with the Simulation results demonstrate that the proposed algorithms achieve superior performance.

Paper Statement

- Energy Consumption is the consumption of energy or power.
- In a network, latency, a synonym for *delay*, is an expression of how much time it takes for a packet of data to get from one designated point to another. .

Motivation

- In this section, we first give an overview of the proposed polling-based mobile data gathering scheme and then formulate it into an optimization problem.

Goals / Objectives

- Reduced data gathering delay in Wireless Sensor Network
- Low energy consumption in Wireless Sensor Network

Contributions

- The wireless node will be created and they are interconnected with each other and they can communicate independently and the node will be created.
- Network formation is an aspect of network that seeks to model how a network evolves by identifying which factors affect its structure and how these mechanisms operate.

II. Related Works

In previous method data packets are forwarded to the data sink via multi hop relays among sensors. However, due to the inherent nature of multi hop routing, packets have to experience multiple relays before reaching the data sink. As a result, much energy is consumed on data forwarding along the path. Another recent trend of the research indicated a focus shift to mobile data gathering, which employs one or more mobile collectors that are robots or vehicles equipped with powerful transceivers and batteries. Moreover, minimizing energy consumption on the forwarding path does not necessarily prolong network lifetime which may cause non uniform energy consumption across the network.

In single-hop data gathering (SHDG) each sensor directly uploads data to mobile collector in a single hop when it arrives within its transmission range. In Controlled Mobile Element scheme (CME) some sensors close to the tracks upload the data to mobile collector when it comes. A typical scenario is that a mobile collector roams over a sensing field, “transports” data while moving, or pauses at some anchor points on its moving path to collect data from sensors via short-range communications. In this way, energy consumption at sensors can be greatly reduced. But due to the low velocity of the mobile collector, it would incur long latency in data gathering, which may not meet the delay requirement of time-sensitive applications.

III. BRH-MDG PROBLEM STATEMENT AND OBJECTIVE

BRH-MDG PROBLEM

In this section, we first give an overview of the proposed polling-based mobile data gathering scheme and then formulate it into an optimization problem.

OVERVIEW

Since the mobile collector has the freedom to move to any location in the sensing field, it provides an opportunity to plan an optimal tour for it. Our basic idea is to find a set of special nodes referred to as PPs in the network and determine the tour of the mobile collector by visiting each PP in a specific sequence. With sensors properly affiliated with these PPs, the relay routing for local data aggregation can be constrained within d hops, where d is a system parameter for the relay hop bound. Or, alternatively, we can say that a PP covers its affiliated sensors within d hops. The setting of d is based on the user-application needs, which reflects how to balance the tradeoff between the energy saving and data gathering latency. For example, when the energy supply of sensors is not sufficient or the data gathering service is somewhat delay-tolerant, we typically set d to a small value. The PPs can simply be a subset of sensors in the network or some other special devices, such as storage nodes with larger memory and more battery power. In the latter case, the storage nodes are not necessarily be placed at the positions of sensors, which may bring more flexibility for the tour planning. However, such special devices would incur a significant amount of extra cost. Therefore, in this paper, we focus on selecting a subset of sensors as the PPs. Each PP temporarily buffers the data originated from its affiliated sensors. When the mobile collector arrives, it polls each PP to request data uploading. The mobile collector starts its tour from the static data sink, which is located either inside or outside the sensing collects data packets at the PPs and then returns the data to the data sink. Since the data sink is the starting and ending points of the data gathering tour, it can also be considered as a special PP. We refer to this scheme as the polling-based mobile data gathering scheme. It is further illustrated in Fig. 2, where the sensors in the shadowed area will locally aggregate data packets to their affiliated PP within two hops (i.e., d ¼ 2). For generality, we do not make any assumption on the distribution of the sensors or node capability, such as location-awareness. Each sensor is only assumed to be able to communicate with its neighbors, that is, the nodes within its proximity. In practice, there are several reasons that the relay hop count should be bounded. First, a sensor network may be expected to achieve a certain level of energy efficiency system wide. For instance, if each transmission costs one unit of energy and the energy efficiency of 0.33 energy unit/packet is expected, each packet should be forwarded from its originating sensor to the data sink in no more than three hops on average, i.e., each packet should be relayed to its PP within two hops. Second, the bound is necessary due to buffer constraint on the sensors. Since the PPs need to buffer the locally aggregated data before the mobile collector arrives, it is not desirable to associate too many sensors with a PP. Otherwise, the buffer of the PP may not be able to accommodate all the data packets. For example, consider a sensor network with an average node degree of four. If a sensor is selected as a PP and the local relaying is constrained within two hops, there will be up to 17 sensors affiliated with this PP. Therefore, the buffer capacity of the PPs and the sensor density impose a limit on relay hops.

BRH-MDG PROBLEM FORMULATION

Having described the polling-based mobile data gathering scheme, in this section, we formulate it into an optimization problem, named BRH-MDG. Our objective is to find a subset of sensors as the PPs and a set of routing paths that connect each sensor in the field to a PP within d hops, such that the tour length of the mobile collector can be minimized. The problem is formally defined as follows:

Definition 1 (Bounded Relay Hop Mobile Data Gathering Problem). Given a set of sensors S and a relay hop bound d, find 1) A subset of S, denoted by P (P S), which represents the PPs; 2) A set of geometric trees {Ti (Vi, Ei)} that are rooted at each PP in P and Vi = S. The depth of each geometric tree is at most d; 3) The data gathering tour U by visiting each PP in P and the data sink π exactly once, such that is minimized, where u,v ϵ P {π} , (u.v) is a line segment on the tour and is its Euclidean distance.

BJECTIVE

To maximize the network life time with minimizing data gathering delay in Wireless Sensor Network by mobile collector though short range communications.

IV. HYPOTHESIS

The basic idea is to find a set of special nodes referred to as polling points in the network and determine the tour of the mobile collector by visiting each polling points in a specific sequence. In our method the data uploading is done by the polling points buffer the local aggregated packet and upload them to mobile collector when it arrives at Polling Points System. We characterize the polling-based mobile data gathering as an optimization problem, named Bounded Relay Hop Mobile Data Gathering, or BRH-MDG for short. We propose two efficient algorithms to find a set of Polling Points system among sensors. The first algorithm is a centralized algorithm that places the PPs on the shortest path trees rooted at the sensors closest to the data sink, and takes into consideration the constraints on relay hops for local aggregation while shortening the tour length of the mobile collector. The second algorithm is a distributed algorithm, where sensors complete to be a Polling Points based on their priorities in a distributed manner. Polling points buffer the local aggregated packets and upload them to mobile collectors when it arrives at PPs.

V. METHODOLOGY

Destination-Sequenced Distance-Vector Routing (DSDV) is a table-driven routing scheme for ad hoc mobile networks based on the Bellman–Ford algorithm The main contribution of the algorithm was to solve the routing loop problem. Each entry in the routing table contains a sequence number, the sequence numbers are generally even if a link is present; else, an odd number is used. The number is generated by the destination, and the emitter needs to send out the next update with this number. Routing information is distributed between nodes by sending *full dumps* infrequently and smaller incremental updates more frequently.

MODELS AND PRELIMINARIES

In this section, Mobile node Collection, Data Collection , Server Updation and (BHR - MDG) are presented.
The modules are explained as follows.

MOBILE NODE COLLECTION

A mobile node is an Internet-connected device whose location and point of attachment to the Internet may frequently be changed.

DATA COLLECTION

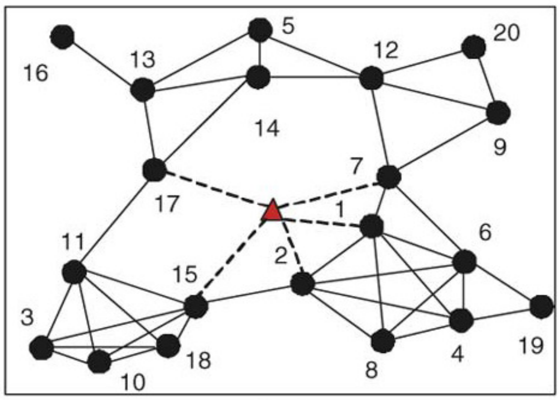
The collection of data from surveys, or from independent or networked locations via data capture, data entry, or data logging and its used for an network simulation process is called data collection.

SERVER UPDATION

Specifies a node name to be used by the server to connect to the target server and changing any of these values can affect the ability of the source server to access and manage the data it has stored on the corresponding target server

CENTRALIZED ALGORITHM FOR BRH-MDG PROBLEM

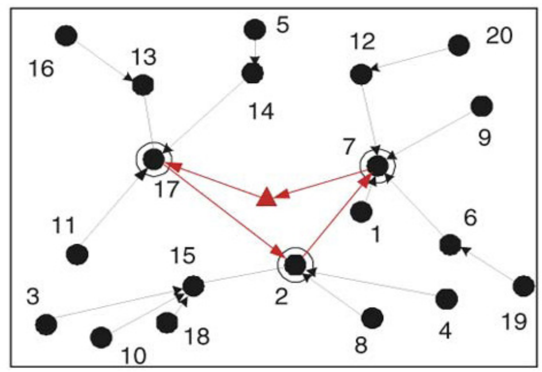
Due to the NP-hardness of the BRH-MDG problem, in this section, we first develop a centralized heuristic algorithm for the BRH-MDG problem. It will serve as a basis for the distributed algorithm in the next section. It is worth pointing out that the solution exploration procedure for the algorithms only needs to be executed when the network topology updates or the relay hop bound changes, thus does not need to be frequently repeated. As discussed earlier, in order to find optimal PP locations among sensors, relay routing paths and the tour of the mobile collector should be jointly considered. On one hand, when no mobile collector is employed, for each sensor, the best way to relay data packets to the static data sink is along its shortest path with the minimum hop count, under the assumption that energy consumption is proportional to the number of bounded relay hop mobile data gathering in wireless sensor networks. Notations Used in Formulation of BRH-MDG Problem transmissions. On the other hand, when a mobile collector is available, the data gathering tour can be effectively shortened in two ways: First, the sensors selected as the PPs are compactly distributed and close to the data sink. Second, the number of the PPs is the smallest under the constraint of the relay hop bound. Based on these observations, we propose an algorithm, named shortest path tree based data gathering algorithm (SPT-DGA) with its pseudo code listed in Algorithm. The basic idea of the algorithm is to iteratively find a PP among the sensors on a shortest path tree (SPT), which is the nearest sensor to the root that can connect the remote sensors on the tree. Also, each PP strives to link as many as possible sensors it can reach within the relay hop bound in order to minimize the total number of PPs.



(a)

The next task of SPT-DGA is to iteratively find a PP on SPTs. We consider the sensor network as a graph GðV ; EÞ, where V ¼ Represents all the sensors in the network, and E is the set of edges connecting any two neighboring sensors. In the following discussion, for clarity and simplicity, we will focus on a single SPT. The algorithm can be described as follows: We consider a SPT denoted by T0ðV 0; E0Þ with V 0 _V and E0 _ E. In each step, we first find the farthest leaf vertex v on T0. There are two possible cases for v depending on whether it is already a PP or not. The first case is that v has not been selected as a PP yet . In this case, T0 is traversed along the shortest path of v toward the root to find its d-hop parent vertex. Let u denote the d-hop parent of v. Since v is the vertex with the farthest depth, all other child vertices of u can reach u within d hops. Hence, we can let the corresponding sensor u be the PP found in the current iteration since it is the nearest one to the root that can connect the sensors in the periphery of the network based on the SPT structure. Then T0 is updated by removing all the child vertices of u and their pertinent edges, which implies that the corresponding sensors will be affiliated with u for local data aggregation. It is worth pointing out that we still keep u on the updated T0 in order to facilitate the possible affiliations of other nearby sensors with u in future iterations. In the rare case that the root of T0 was reached during the process of finding the d-hop parent vertex of v, the algorithm terminates since all the vertices on current T0 are definitely within d hops to the root. Correspondingly, the root will be selected as the PP.

The second case is that the farthest leaf vertex v on current T0 has already been selected as a PP. In this case, we aim to affiliate more sensors with v if possible in order to reduce the number of PPs. Specifically, in order to find more sensors in the vicinity of v, we first find v's bd2c-hop parent vertex w. As v is the farthest leaf vertex on currentT0, all other child vertices of will be within bd2c hops away from w so that they are able to reach v within d hops along the edges on T0. Hence, besides the existing affiliated sensors of v, the sensors on the sub tree rooted at w can also be affiliated with v. Thus, all the affiliated sensors of a PP will be found in these two steps. The inherited edges among these sensors from T0 will be used to determine their relay paths to the affiliated PP for local data aggregation.



(b)

Fig. 1. (a) Network configuration. (b)Tour along the PPs.

We now describe PB-PSA in more detail. The pseudo code for each sensor is given in Algorithm 2. Before a sensor makes the decision on whether it becomes a PP, d rounds of local information exchange are performed to ensure that each sensor can gather the node information in its d-hop neighborhood. In each round, each sensor locally maintains a structure, named TENTA_PP, based on the information exchange. TENTA_PP is the selected sensor temporarily considered as a preferred PP in a particular round by the sensor. TENTA_PP has three sub domains: TENTA_PP.ID, TENTA_PP.d_Nbrs, and TENTA_PP.Hop which denote the node identification, the number of its d-hop neighbors and the minimum hop count of the tentative. If

VI. RESULT & DISCUSSION

PERFORMANCE EVALUATION

In the previous sections, we have provided two efficient algorithms for the BRH-MDG problem. To evaluate their performance, in this section, we first implement the ILP formulation given in Section 3 for a small network as an illustrative example and compare the optimal solution with the proposed algorithms, and then we conduct extensive simulations in large networks and compare the results of the proposed algorithms with other two existing mobile data gathering schemes.

PACKET DELIVERY RATIO

PDR is the proportion to the total amount of packet reached the receiver and amount of Packet sent by source. If the amount of malicious node increases, PDR decreases. The higher mobility of nodes causes PDR to decrease.

PDR (%) = Number of packet successfully
Delivered to destination

Number of packet generated by source node

ENERGY CONSUMPTION

The amount of energy consumed in a process system ,or by an organization or security. Energy Consumption is the consumption of energy or power.

LATENCY

In a network, latency, a synonym for *delay*, is an expression of how much time it takes for a packet of data to get from one designated point to another. In some usages (for example, AT&T), latency is measured by sending a packet that is returned to the sender and the round-trip time is considered the latency.

PERFORMANCE OF SPT-DGA AND PB-PSA

We have also conducted a suite of simulations to evaluate the performance of our proposed algorithms in large sensor networks. In this section, we present the simulation results and compare them with other two existing mobile data gathering schemes. The first scheme is the single-hop data gathering (SHDG) [15], in which a mobile collector stops at some selected points among a set of predefined candidate positions to collect data from each sensor such that single hop data uploading from each sensor to the mobile collector can be guaranteed. Another scheme is the controlled mobile element scheme (CME) [9], where a mobile collector traverses the sensing field along parallel straight tracks and collects data from the sensors nearby with multi hop relays. For clarity, we list the comparisons between the Compared work and our proposed polling-based approach in Table 2.

TABLE 1
Performance Comparison with Optimal Solution

	Optimum	SPT-DGA	PB-PSA
Sensors Selected as PPs	10, 17, 23, 26	10, 12, 23, 26	9, 10, 26
Tour Length (m)	94.78	97.56	117.86
Ave. Relay Hop Count	1.27	1.17	1.13
Max Num of Affiliated Sensors to a PP	9	14	15
Ave. Num of Affiliated Sensors to a PP	7.5	7.5	10

In the simulation, we consider a generic sensor network with N sensors randomly distributed over an L _ L square area. The data sink is located at the center of the area. The transmission range of a sensor is Rs. Each packet is locally aggregated to a PP within the relay hop bound d before the mobile collector arrives. If not specified otherwise, d is set to2. We adopt the nearest neighbor (NN) algorithm in our simulation for the TSP problem to determine the moving tour, which lets the mobile collector start from the data sink and choose the nearest unvisited PP for the next visit, and finally return to the data sink. Considering the randomness of the network topology, each performance point in the figures is the average of the results in 500 simulation experiments.

TABLE 2

Comparisons among Three Mobile Data Gathering Schemes

	Polling-Based Approach (SPT-DGA and PB-PSA)	Single Hop Data Gathering (SHDG)	Controlled Mobile Element Scheme (CME)
Motion Pattern	Controllable Free to go anywhere	Controllable Free to go anywhere	Uncontrollable With fixed moving tracks
Pausing Locations of Mobile Collector for Data Gathering	Mobile collector pauses at locations of selected sensors (i.e., PPs) and gather buffered data from the PPs	Mobile collector pauses at selected polling points, which are the locations chosen from a set of candidate pausing locations, and gather data from each nearby sensor in a single hop	Exact pausing locations are not explicitly specified. It is assumed that the mobile collector can always gather data while moving along the tracks
Moving Trajectory	Start from the data sink, visit each PP once and go back to data sink	Start from the data sink, visit some locations that cover the transmission range of all the sensors, and finally go back to the data sink	Start from the data sink, go along the parallel straight tracks back and forth, and finally go back to the data sink
Relay for Local Data Aggregation	Multi-hop relays in bounded hops	No local relay	Multi-hop relays without hop bound
Data Uploading	The PPs buffer the local aggregated packets and upload them to mobile collector when it arrives at PPs	Each sensor directly uploads data to the mobile collector in a single hop when it arrives within its transmission range	Some sensors close to the tracks upload aggregated packets to the mobile collector when it comes

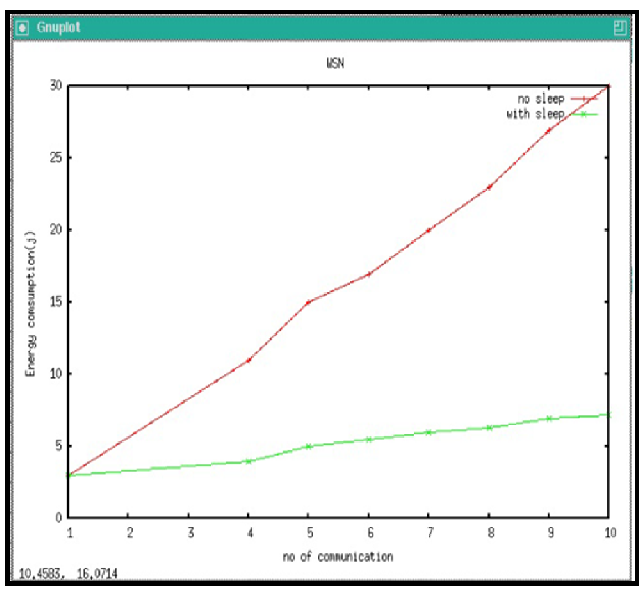


Fig 2. Performance of Energy Consumption and no of communication as a function of d
(a) Tour length. (b) Average relay hop count

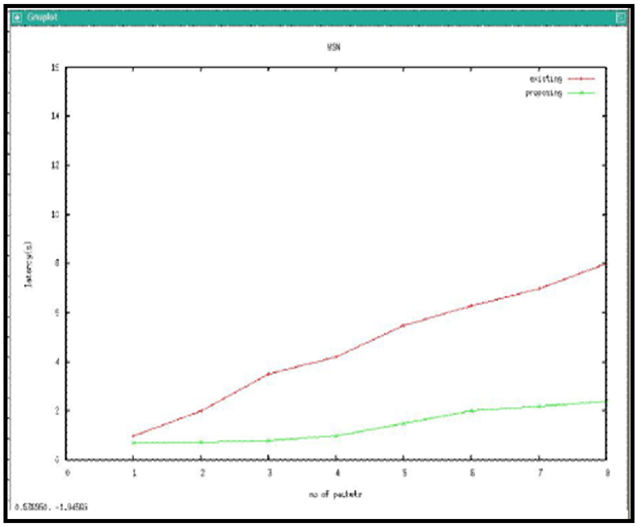


Fig 3. Performance of as a function of Energy Consumption and no of communication Rs for the cases of d ¼ 2 and d ¼ 3.
(a) Tour length. (b) Average relay hop count

VII. Recommendations

In this section, we briefly review some recent work on mobile data gathering in wireless sensor networks. Based on the mobility pattern, we can divide mobile data gathering schemes into two categories. The first category has uncontrollable mobility, in which the mobile collector either moves randomly or along a fixed track, proposed to use a special type of mobile nodes as forwarding agents to facilitate connectivity among static sensors and transport data with random mobility. Enhanced the work by presenting an analytical model to understand the key performance metrics of the systems that exploit the mobility in data collection, such as data transfer, latency to the destination, and power consumptions. The mobile nodes to move along straight lines to collect data in the vicinity of the lines.. A common feature of these approaches is that they generally have high stability and reliability, and the system maintenance is simple. However, they typically lack the agility and cannot be adaptive to the sensor distribution and environmental dynamics. The second category has controlled mobility, in which mobile collectors can freely move to any location in the field and its trajectory can be planned for specific purposes. Within this category, the schemes can be further divided into three subclasses. In the first subclass, the mobile collector is controlled to visit each sensor or traverse the transmission range of each sensor and gather the sensing data from them within single hop transmissions .The scheduling of mobile elements to ensure no data loss due to buffer overflow. To achieve perfect uniformity of energy consumption, proposed tour planning algorithms for achieving short data gathering tour and ensuring all data uploading to be completed within a single hop. While these approaches minimize the energy cost and balance energy consumption among different sensors by completely avoiding multi hop relays, they may result in long data gathering latency especially in a large-scale sensor network. In the second subclass, mobile collectors gather data from the sensors in the vicinity via multichip transmissions along its trajectory

VIII. Conclusion

In this thesis, we have studied mobile data gathering in wireless sensor networks by exploring the tradeoff between the relay hop count of sensors for local data aggregation and the tour length of the mobile collector. We have proposed a polling-based scheme and formulated it into the BRH-MDG problem. We then presented two efficient algorithms to give practically good solutions. Extensive simulations have been carried out to validate the efficiency of the scheme. The results demonstrate that the proposed algorithms can greatly shorten the data gathering energy consumption with a small latency count, and achieve 38 and 80 percent improvement on the tour length compared to SHDG schemes, respectively.

IX. Scope for Further Research

Improvement on the tour length consumption compared to SHDG used for the wireless sensor network performance.

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