



Performance Analysis and Mobility Management in Wireless Sensor Network

Divya Bharti, Manjeet Behniwal, Ajay Kumar Sharma

Computer Science & KUK

Kurukshetra University, India

Abstract- *Wireless sensor networks are expected to be one of the key enabling technologies in the next 10 years. Protocols for such networks should be highly flexible in order to adapt to topology changes due to node mobility. Dynamic change in the cluster structure leads to performance degradation of the network. Nodes in WSNs are generally assumed to be static. However, many recent applications make use of mobile sensor nodes, which pose some unique challenges to WSN researchers. Depending on their roles in WSNs (sinks, routers, or sensors), nodes may move individually or in groups with respect to some reference system, thus changing network topology. Topology changes occur in a dynamic WSN when nodes disconnect or connect from/to all or some of their neighbors, whether forced by changing of locations of nodes or adding/removing nodes. In this paper, we proposed a mobility control scheme and we explored the impact of mobility over the performance of wireless sensor network. We used two different protocols (AODV/DSR) for the performance analysis of our proposed mobility control scheme and the impact of this method over the selected protocols. We analyzed the performance of the protocols on the basis of different parameters like Throughput, Packet Delivery Ratio, Routing Load and energy consumption.*

Keywords- *Wireless Sensor Network, Cluster, Mobility, AODV, DSR*

I. INTRODUCTION

Wireless sensor networks have been deployed in mission-critical applications such as target detection, object tracking, and security surveillance. A fundamental challenge for these wireless sensor networks is to meet stringent Quality-of-Service requirements including high target detection probability, low false alarm rate, and bounded detection delay [IX].

A. Applications of WSN

Sensors are used in variety of applications which require constant monitoring and detection of specific events.

Following are the different application areas [11][7][8]:

- Defense
- Environmental studies
- Medical
- Commercial industries and home appliances
- Robotics

B. Sensor network architecture

Design of WSN is influenced by factors such as scalability, fault tolerance and power consumption. The basic kinds of sensor network architectures are [8]:

Layered Architecture:

In this type, there is a single base station. Base station acts as access point and it is connected to the wired network. Base station collects all the data from the nodes for further processing.

Clustered Architecture:

In this type, nodes are arranged in clusters and these are governed by a cluster head. Each cluster group exchanges the messages in between their group only. Cluster heads can communicate with each other and they are responsible to send the data to base station [8].

C. Issues and challenges in WSN

Sensors are randomly deployed and also support the dynamic topology. This is the infrastructure less network which requires a routing protocol for the distributed network operations. Hardware design for sensors should consider the energy consumption constraint. Limited energy is a major issue for designing a routing protocol for WSN.

WSN should support the real time communication with QOS parameters like minimum delay and maximum throughput etc. Sensors should be able to synchronize the data communication with other nodes and they should be capable to adapt the changes in connectivity due to the failure of nodes or due the scalability [11][7][8].

D. Issues due to highly mobility environment

- Mobility leads to deterioration in the quality of an established link and, therefore, data transmission is prone to failure, which in turn increases the rate of packet retransmission.
- Mobility leads to frequent route changes, which result in a considerable packet delivery delay.
- A mobile node cannot immediately begin transmitting data upon joining a network, because its neighbors should first discover its presence and decide how to collaborate with it. This requires sometime.
- In contention-based MAC protocols, mobility may increase packet collision while in schedule-based MAC protocols, two-hop neighborhood information becomes inconsistent once nodes enter or leave, leading to schedule inconsistencies [2].

II. LITERATURE REVIEW

Wireless sensor networks (WSNs) are distributed systems of nodes with sensing, data processing and storage capabilities, wireless communication interfaces, and limited power. They are used for surveillance and control applications in a diverse range of micro and macro environments, such as wildlife habitats, urban environments, and technical and biological systems and structures. One of the central goals in WSNs is the design of energy-efficient protocols, optimized to maintain connectivity and maximize network lifetime. Usually, the connectivity condition is met by deploying a sufficient number of sensors or using specialized nodes with long-range capabilities to maintain a connected graph. Network lifetime is related to how long the power sources in network nodes will last [8].

Mobility is characterized by concurrent node joins and failures as well as physical movement of nodes. Physical mobility is caused by the deliberate movement of objects or persons to which sensor nodes are attached. Similarly, it can occur when nodes are carried by external forces such as wind, water, or air. In some applications, strong mobility plays a key role. For example, biomedical sensor nodes can be attached to the bodies of patients and nurses to monitor their activities; workers in disaster recovery scenes and oil extraction and refinery areas can carry sensing devices to avoid dangerous situations; mobile sensor nodes can also be employed to report or debrief soldiers the events encountered during a mission.

Researchers have discovered lot of solution to work with the mobile environment. Now we will discuss the solutions provided by them.

Y.Y Shih et al. [1] 2013 proposed a scheme that exploits the regularity to improve the data delivery ratio in ZigBee wireless sensor networks. The scheme deploys the network nodes and constructs the tree topology by using the mobility regularity imposed by the physical environment. In a ZigBee network, packets are forwarded to mobile end-devices via routers. The primary objective of the proposed approach is to deploy the routers and construct a tree topology that enables mobile end devices to move with high probability in the direction of the routing paths. By using the historical movement data of mobile nodes, they construct the tree so that most movements are highly probabilistic to move towards the root i.e the opposite direction to downlink transmissions. By enabling mobile end devices to overhear the packets during movement, the data delivery can be completed if the destined mobile end-device is located along the path of the data delivery. The proposed ZigBee routing tree topology deployment and construction framework incorporates the mobility information, and algorithms are developed to implement the framework. Compared to existing approaches, this framework achieves higher data delivery ratios and longer path duration with much lower routing overheads in the scenarios where the movements of mobile end-devices are with regularity. Qian Dong et al. [2] 2013 did a survey of mobility estimation and mobility supporting protocols in wireless sensor networks. They explored the difficulties caused by mobility at various layers, particularly, at the MAC layer. To efficiently address the problem of mobility, a classification of mobility patterns and models was described and several mobility estimation techniques were discussed. Finally, they investigated six mobility-aware MAC protocols and compared their merits and demerits.

F. E. Moukaddem et al. [3] 2013 proposed a holistic approach to minimize the total energy consumed by both mobility of relays and wireless transmissions. Most previous work ignored the energy consumed by moving mobile relays. When considered both sources of energy consumption, the optimal position of a node that receives data from one or multiple neighbors and transmits it to a single parent is not the midpoint of its neighbors; instead, it converges to this position as the amount of data transmitted goes to infinity. They started with the optimal initial routing tree in a static environment where no nodes can move. However, the approach can work with less optimal initial configurations including one generated using only local information such as greedy geographic routing. The approach improves the initial configuration using two iterative schemes. The first inserts new nodes into the tree. The second computes the optimal positions of relay nodes in the tree given a fixed topology. This algorithm is appropriate for a variety of data-intensive wireless sensor networks. It allows some nodes to move while others do not because any local improvement for a given mobile relay is a global improvement. This allows us to potentially extend our approach to handle additional constraints on individual nodes such as low energy levels or mobility restrictions due to application requirements. Their approach can be implemented in a centralized or distributed fashion. Simulations show it substantially reduces the energy consumption by up to 45 percent.

Q. Ren et al. [4] 2012 studied the problem of processing aggregation queries over a large scale MSN with the group mobility model. They presented a distributed clustering algorithm to divide the mobile nodes into several mobile groups. Then, they further presented the distributed Distance-AGG and Probability-AGG algorithms for inter-group aggregation. Distance-AGG chooses the proper forwarding nodes according to the distance to the sink and Probability-AGG takes the transmission probability and nodes' residual energy into consideration. They evaluated the performances of the algorithms in terms of communication cost, query delay, and aggregation result accuracy by varying group velocity and nodes density. The simulation results show that the proposed methods outperform the existing data aggregation algorithms for MSNs.

X.Li et al. [5] 2012 proposed a novel Deterministic Dynamic Beacon Mobility Scheduling (DREAMS) algorithm, without requiring any prior knowledge of the sensory field. In this algorithm, the beacon trajectory is defined as the track of Depth-First Traversal (DFT) of the network graph, thus deterministic. The mobile beacon performs DFT dynamically, under the instruction of nearby sensors on the fly. It moves from sensor to sensor in an intelligent heuristic manner according to Received Signal Strength (RSS)-based distance measurements. They proved that DREAMS guarantees full localization (every sensor is localized) when the measurements are noise-free, and derive the upper bound of beacon total moving distance in this case. Then, they suggest applying node elimination and Local Minimum Spanning Tree (LMST) to shorten beacon tour and reduce delay.

Further, they extended DREAMS to multi beacon scenarios. Beacons with different coordinate systems compete for localizing sensors. Loser beacons agree on winner beacons' coordinate system, and become cooperative in subsequent localization. All sensors are finally localized in commonly agreed coordinate systems. Simulation show that DREAMS guarantees full localization even with noisy distance measurements. They evaluated its performance on localization delay and communication overhead in comparison with a previously proposed static path-based scheduling method.

F. Mourad et al. [6] 2012 proposed a method that consists of estimating the current position of a single target. Estimated positions are then used to predict the following location of the target. Once an area of interest is defined, the proposed approach consists of moving the mobile nodes in order to cover it in an optimal way. It thus defines a strategy for choosing the set of new sensors locations.

Each node is then assigned one position within the set in the way to minimize the total traveled distance by the nodes. While the estimation and the prediction phases are performed using the interval theory, relocating nodes employs the ant colony optimization algorithm. Simulations results corroborate the efficiency of the proposed method compared to the target tracking methods considered for networks with static nodes.

Z. Zhou et al. [9] 2011 proposed a scheme, called Scalable Localization scheme with Mobility Prediction (SLMP), for underwater sensor networks. In SLMP, localization is performed in a hierarchical way, and the whole localization process is divided into two parts: anchor node localization and ordinary node localization. During the localization process, every node predicts its future mobility pattern according to its past known location information, and it can estimate its future location based on the predicted mobility pattern.

Anchor nodes with known locations in the network will control the localization process in order to balance the trade-off between localization accuracy, localization coverage, and communication cost. They conducted extensive simulations, and the results show that SLMP can greatly reduce localization communication cost while maintaining relatively high localization coverage and localization accuracy.

S. Park et al. [10] 2010 proposed a novel geocasting, called M-Geocasting (Mobile Geocasting). M-Geocasting provides the representative location information of a sink group to sources. The location information contains information with respect to a restricted region in which all member sinks of the group exist. A source disseminates data to the closest node in the region; then, the node restrictedly floods the data only within the region. Also, to support local movement of member sinks toward out of scope of the region, some nodes on boundary of the region maintain the data and offer it to member sinks out of scope of the region.

The proposed M-Geocasting (Mobile Geocasting) representatively registers location information of a sink group. The location information contains the center point location information and the radius with respect to the CGR where all member sinks of the group exist. Sources disseminate data to the CGR via the shortest paths; then, the closest nodes restrictedly flood the data only within the CGR. Also, to support local movement of member sinks toward out of scope of the CGR, some nodes on boundary of the CGR, named cache nodes, maintain the data and offer the data to member sinks out of scope of the CGR.

J. Luo et al. [12] 2010 built a unified framework to analyze the maximizing network lifetime (MNL) problem in WSNs. Their investigation, based on a graph model, jointly considers sink mobility and routing for lifetime maximization. They formally proved the NP-hardness of the MNL involving multiple mobile sinks. They then identified the sub problem that has a potential to guide routing protocol designs in practice. In particular, they have developed an efficient algorithm to solve the MNL problem involving only a single mobile sink; then further generalized the algorithm to approximate the general MNL problem. In addition, using the duality theory, they proved that, for on-graph mobility, moving the sinks is always better than keeping them static. Finally, they illustrated the benefit of using a mobile sink by applying our algorithm to a set of typical topological graphs. H. Dang et al. [13] 2010 investigated a distributed clustering scheme and proposed a

cluster-based routing protocol for Delay- Tolerant Mobile Networks (DTMNs). The basic idea is to distributively group mobile nodes with similar mobility pattern into a cluster, which can then interchangeably share their resources (such as buffer space) for overhead reduction and load balancing, aiming to achieve efficient and scalable routing in DTMN. Due to the lack of continuous communications among mobile nodes and possible errors in the estimation of nodal contact probability, convergence and stability become major challenges in distributed clustering in DTMN.

To this end, an exponentially weighted moving average (EWMA) scheme is employed for on-line updating nodal contact probability, with its mean proven to converge to the true contact probability. Based on nodal contact probabilities, a set of functions including Sync(), Leave(), and Join() are devised for cluster formation and gateway selection. Finally, the gateway nodes exchange network information and perform routing. Extensive simulations were carried out to evaluate the effectiveness and efficiency of the proposed cluster-based routing protocol. The simulation results show that it achieves higher delivery ratio and significantly lower overhead and end-to-end delay compared with its non-clustering counterpart.

III. PROBLEM FORMULATION

Mobility of Sensors Nodes

Mobility is the major factor that affects the performance of the protocol. Due to high mobility of the nodes, unnecessary control information is exchanged and that can degrade the performance of entire network. Due to the excessive node movement in the network, it may be unstable and control overhead increases. Due to mobility there may be:

- Packet loss
- Routing information loss
- Congestion
- Contention
- Variation in routing load
- Variation in throughput

All above factors can affect the over all performance of routing load as well as the output of entire network and in the case of clustered network, it becomes more difficult to maintain the performance of network. So there is need to have an efficient mobility control algorithm for the network. Each routing protocol has the following common phases:

- *Neighbor Discovery*: In this phase, each node gathers the information about its neighbors.
- *Topology Organization*: In this phase, each node gathers the information about the entire network to maintain the topological information.
- *Route reorganization*: During the topology reorganization, Network is required to update the topology information by incorporating the topological changes occurred in the network due to the mobility of nodes or failure of nodes. It includes two different processes, first is the periodic exchange of topological information and second is the adaptability of the new topological information. In case of clustered networks, there is also a need to maintain the group information that causes extra control over head.

Whenever there is any change in topology, routing protocol performs above mentioned steps again and again and it causes control over head in entire network. So there is need to minimize the impact of mobility over network operations and to develop the mobility aware algorithms to enhance the performance of the network.

IV. PROPOSED SCHEME

Wsn Wireless Sensor Network

Tr Terrain

Sn Sensor

Tm Traffic Model

Rp Routing protocol

Mm Mobility Model

Vi Speed Vector

Di Destination

Si Source

Pl Packet Loss

Nwt Change in Network Topology

Rm Route reconfiguration Cost

Xi Sensor position

Ts Sampling interval of *Tm*

Sink Sink

Snn Number of Sensors in WSN

$Xi = (xi, yi)$ Where *xi* is x co-ordinate and *yi* is y co-ordinate

1. Initialize (*Wsn*)

First of all we will set the wireless network topology to form wireless sensor network (*Wsn*).

2. Initialize (*Sn*)

After initializing the sensor network, we configure the number of sensor nodes that can join *Wsn*.

3. Initialize (*Tm*)

After performing the above steps, we configure the traffic load for the entire wireless sensor network.

4. Select (*Rp*)

In this step, we select the routing protocol to be used for the routing data in our wireless sensor network

5. Define (*Mm*)

Finally we define the mobility model *Mm* for the *Wsn*. As per the mobility model, following can be the various conditions:

I. A sensor node can move anywhere in the network area.

II. The node starts moving towards the destination with a velocity randomly chosen from a speed vector *Vi*.

III. After reaching the destination, the node stops at the destination for a duration specified by 'pause time' parameter, which is the same for all nodes.

For each node movement:

Proc FlowMonitor(NodeList)

```
{
for each NodeList-> Sn set Vi
{
    If ( Pl ==true)
    {
        Pl ++;
    }

    If ( Pl >= Threshold )
    {
        mbController( Sn )
    }
}
}
```

Proc mbController(Sn)

```
{
    If ( Rm > Threshold )
    {
        Sn-> Vi --;
    }
}
```

In case of data transmission, to minimize the impact of mobility

```
If ( Si-> Vi > Di-> Vi ) && Pl >= Threshold )
{
    Si-> Vi --;
}
```

We implemented our algorithm in NS-2 simulator. We used two different protocols for simulations that are AODV and DSR with 10 nodes. We compared the performance of these protocols with mobility control scheme and without this too.

V. RESULTS

Performance of AODV Protocol (without Mobility Control Scheme)

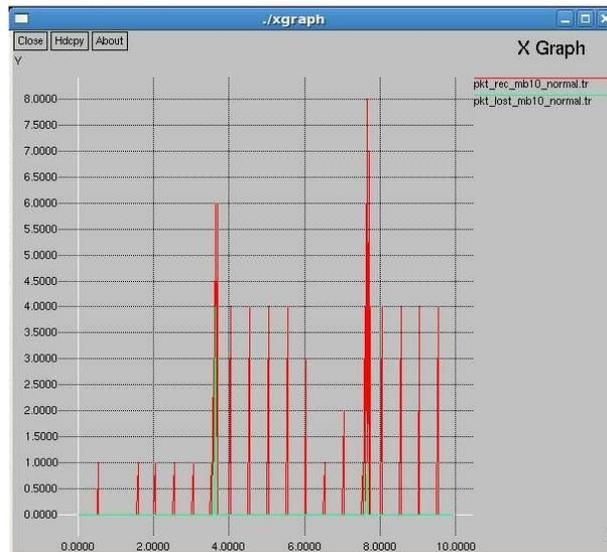


Fig. 1 AODV performance Results

TABLE 4.3
SIMULATION RESULT: AODV

Packets lost	71
Packets Received	83

Performance of AODV Protocol (with Mobility Control Scheme)

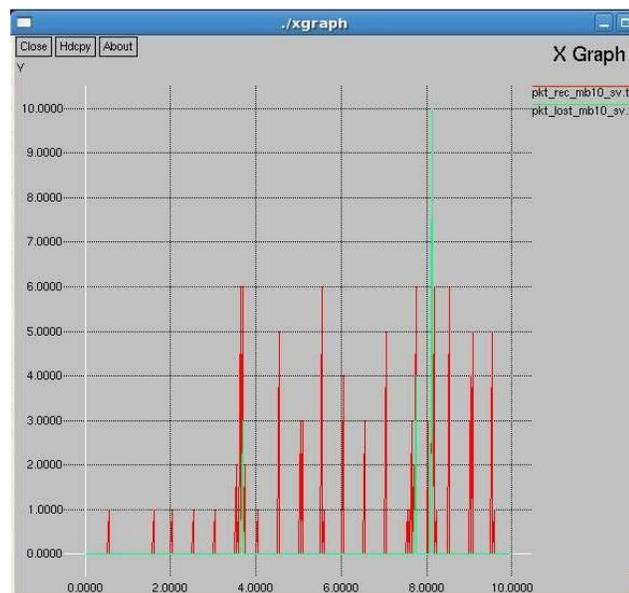


Fig. 2 AODV performance Results

TABLE 4.3
SIMULATION RESULT: AODV

Packets lost	48
Packets Received	106

Performance of DSR Protocol (without Mobility Control Scheme)

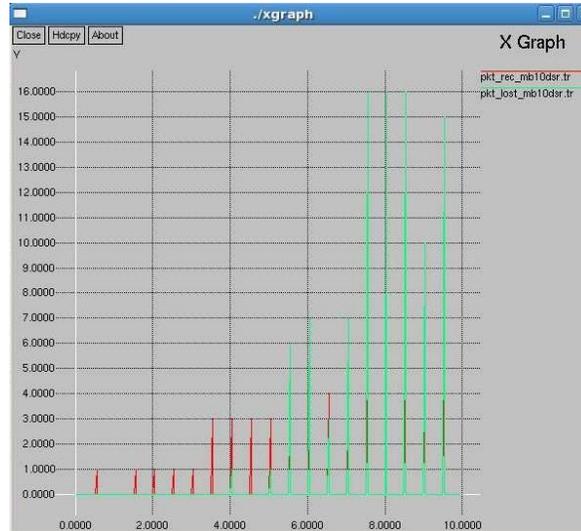


Fig. 3 DSR performance Results

TABLE 4.3 :SIMULATION RESULT: DSR

Packets lost	6
Packets Received	59

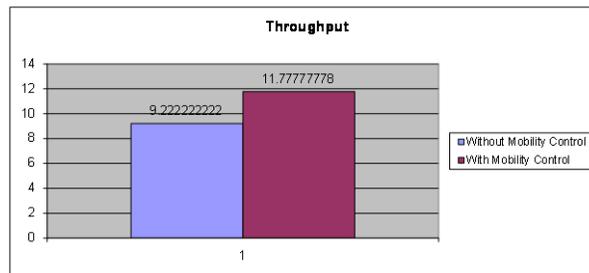


Fig. 4 Throughput (AODV)

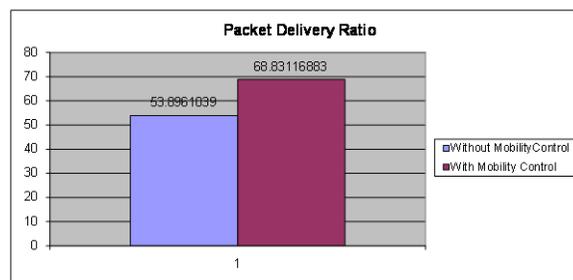


Fig. 5 Packet Delivery Ratio (AODV)

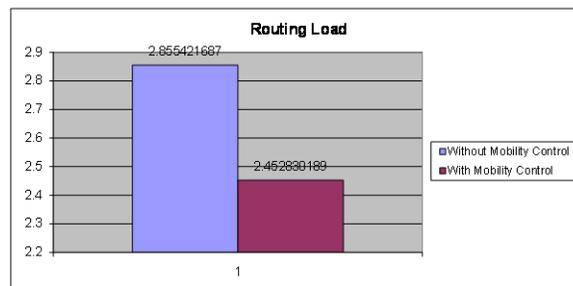


Fig. 6 Routing Load (AODV)

DSR Performance Comparison

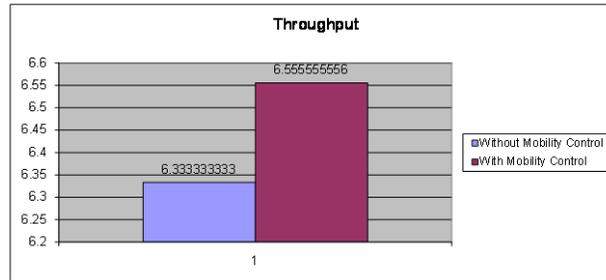


Fig. 7 Throughput (DSR)

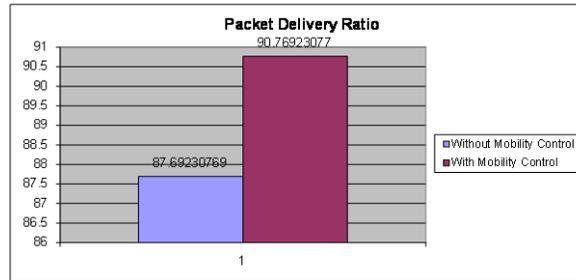


Fig. 8 Packet Delivery Ratio (DSR)

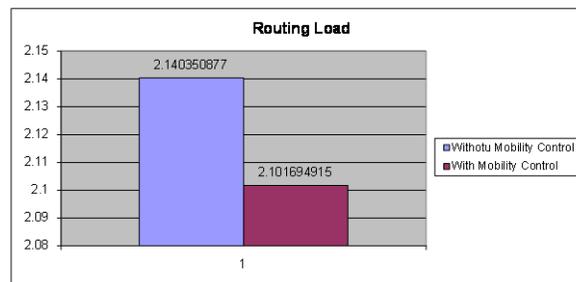


Fig. 9 Routing Load (DSR)

Energy Consumption (AODV)

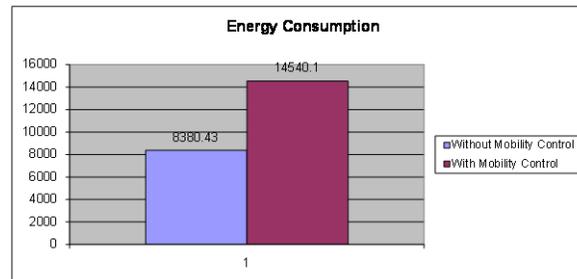


Fig. 10 Energy Consumption (AODV)

Energy Consumption (DSR)

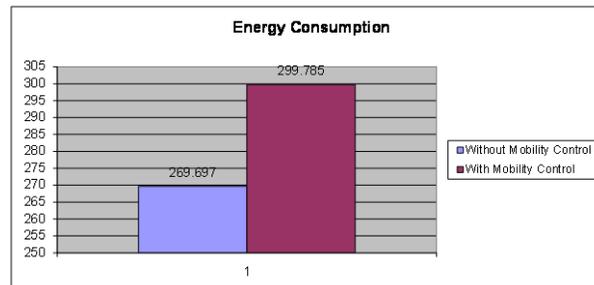


Fig. 11 Energy Consumption (DSR)

VI. CONCLUSION

There are different solution have been proposed to manage the mobility over wireless sensor network. All these solutions talk about the performance of the mobility management methods but no one talk about the performance of the routing protocols being used. In this paper, we have implemented a mobility management algorithm to control the mobility of the nodes dynamically. Mobility management method only starts, if and only if there is any packet loss due to mobility. If packet loss reaches above then the normal packet drop threshold, only then it gets activated and controls the mobility and manages the topology of entire network.

We used two different routing algorithms i.e. AODV and DSR and compared their performance with our proposed algorithm. In case of mobility control scheme, Results show that AODV routing protocol performed much better than the DSR routing protocol. As compared to Throughput of DSR protocol, Throughput of AODV is slightly more. Throughput for AODV is 11.77777778 and Throughput of DSR is 6.555555556 (approx). For AODV, PDR is 68.83116883 and in case of DSR, it is 90.76923077, which is slightly more then the PDR of AODV protocol. Routing Load for AODV is 2.452830189 and for DSR, it is 2.101694915 (slightly large than the routing load of AODV protocol). Energy consumption for AODV protocol is 14540.1 and for DSR, it is 299.785 (less than the energy consumed by AODV protocol). In case of with out mobility control scheme, Results show that AODV routing protocol performed much better than the DSR routing protocol. As compared to Throughput of DSR protocol, Throughput of AODV is slightly more. Throughput for AODV is 9.222222222 and Throughput of DSR is 6.333333333 (approx). For AODV, PDR is 53.8961039 and in case of DSR, it is 87.69230769, which is slightly more then the PDR of AODV protocol. Routing Load for AODV is 2.855421687 and for DSR, it is 2.140350877 (slightly less than the routing load of AODV protocol). Energy consumption for AODV protocol is 8380.43 and for DSR, it is 269.697 (less than the energy consumed by AODV protocol).

We studied the Mobility issues over wireless sensor network and analyzed the network performance by controlling the impact of mobility. We used two different protocols (AODV/DSR) for the performance analysis of our proposed mobility control scheme and the impact of this method over the selected protocols. We analyzed the performance of the protocols on the basis of different parameters like Throughput, Packet Delivery Ratio, Routing Load and energy consumption. On the basis of performance results, we can conclude that impact of mobility control scheme also depends upon the selection of routing protocol. Throughput of AODV is better than the DSR but if we consider the other factors like routing load, packet delivery ratio and energy consumption, DSR performs well.

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