

Implementation of Optimized Routing in Remote Network

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Abstract:

Wireless Sensor Networks comprising of hubs with restricted force are sent to accumulate valuable data from the field. In WSNs it is basic to gather the data in a productive way. It is applied in directing and troublesome force supply region or region that can't be reached and some impermanent circumstances, which don't require fixed organization supporting and it can quick convey with solid enemy of harm. To stay away from the issue, we proposed another strategy called Bio-Inspired component for steering. ACO is one of the Bio-propelled instruments. ACO is a dynamic and dependable convention. It gives energy-mindful, information gathering steering structure in remote sensor organization. It can keep away from network blockage and quick utilization of energy of individual hub. Then, at that point it can drag out the existence pattern of the entire organization. ACO calculation decreases the energy utilization. It improves the steering ways, giving a successful multi-way information transmission to acquire solid correspondences on account of hub deficiencies. The fundamental objective is to keep up with the most extreme lifetime of organization, during information transmission in a proficient way. This paper defines implementation of WSN and comparison of its performance with AODV routing Protocol based on ant algorithm is done in terms of packet delivery ratio, throughput and energy level. Performance of our algorithm in comparison of AODV is much better.

Keywords: -Ant Colony Optimization, AODV, Bio-Inspired Routing, Energy efficiency, Wireless Sensor networks.

1. INTRODUCTION

The Wireless Sensor Networks (WSN) is planned for observing a climate. The principle undertaking of a Wireless sensor hub is to detect and gather information from a specific area, measure them, and communicate it to the sink where the application lies. The fundamental attributes of a WSN incorporate force utilization obliges for hubs utilizing batteries or energy gathering, capacity to adapt to hub disappointments, portability of hubs, dynamic organization geography, correspondence disappointments, heterogeneity of hubs, adaptability to the huge size of sending, capacity to withstand brutal natural conditions, usability, unattended activity. Notwithstanding, guaranteeing the immediate correspondence between a sensor and the sink might drive hubs to transmit their messages with such a power that their assets could be immediately drained. Subsequently, the joint effort of hubs to guarantee that far-off hubs speak with the sink is a necessity. Along these lines, messages are proliferated by middle-of-the-road hubs so a course with numerous connections or bounces to the sink is set up. Remote sensor organizations can be utilized for some strategic applications, for example,

target following in combat zones and crisis reaction. In these applications, solid and ideal conveyance of tactile information assumes an urgent part for the accomplishment of the mission. Steering of sensor information has been one of the difficult regions in remote sensor network research. Momentum research on directing in remote sensor networks generally centered around conventions that are energy mindful to boost the lifetime of the organization, adaptable for an enormous number of sensor hubs, and lenient to sensor harm and battery depletion. This paper centers around these applications, for which it proposes a confined ACO steering convention. There is a number of reasons that ACO calculations are ideal for WSN routing. ACO calculations are decentralized similarly as WSNs are comparatively decentralized. WSNs are more unique than a wired organizations. Hubs can break, run out of energy, and have the radio proliferation qualities change. ACO calculations have been displayed to respond rapidly to changes in the network.[1]

In this paper, we take a gander at ACO directing for remote sensor organizations. We give an outline of a few of the right now utilized steering calculations in WSNs. We then, at that point give an outline of the how Ant Net is carried out on the ns2 test system utilizing 802.15.4. We then, at that point contrast ACO based directing with AODV and DSR steering, standard WSN calculations. At long last, we wrap up the paper with a conversation of our outcomes and depict our future work with the undertaking.

2. ROUTING PROTOCOLS FOR SENSOR NETWORK

Routing in remote sensor networks contrasts from regular steering in fixed organizations differently: There is no foundation, remote connections are questionable, sensor hubs might come up short, and steering conventions need to meet severe energy saving prerequisites. Steering is a difficult assignment in WSNs on account of their novel qualities which makes it unique in relation to other wired and remote sensor networks like cell or portable adhoc networks. Actually, sensor network hubs are restricted in regard to energy supply, computational ability and correspondence transfer speed. To drag out the lifetime of the sensor hubs, planning productive steering convention is exceptionally basic. There are two significant issues ought to be considered while planning a steering convention for WSN.

- The level of power consumption at each stage of functionalities should be maintained.
- Tolerance of different types of failures should be achieved.

WSNs can be divided into flat-based routing, hierarchical based routing, and location-based routing depending on the network structure. In flat-based routing, all nodes are typically assigned equal roles or functionality.[1]

3. RELATED WORK AND BACKGROUND

Generally speaking, routing algorithms can be described in two broad classes, reactive (on demand) routing and proactive (table driven) routing. Reactive protocols establish a path between the source and destination only when there are packets to be transmitted. Two commonly found reactive protocols in WSNs are Ad-hoc On-demand Distance Vector (AODV) routing and Dynamic Source Routing (DSR). Proactive protocols always have a route available, so they are more suited for dynamic networks, such as when the nodes are mobile. They are efficient if routes are used often. Reactive protocols create their routes just before data is about to be sent. This ensures the nodes have the most

up to date routing information but there is a start up cost as the route is being acquired. Reactive protocols have lower overhead than the proactive protocols and work better for intermittently links. [1]

DSDV is a proactive routing protocol based on the Bellman-Ford algorithm. It expands on Bellman-Ford by having each entry in the routing table contain a sequence number. A route is considered more favorable if it has a higher sequence number. If two routes have the same sequence number, the one with the lower cost metric is chosen. When a node decides a route is broken, it advertises that route with an infinite metric and a sequence number one greater than before. It can be shown that this routing algorithm is loop free.

DSR is a reactive protocol that is similar to AODV, the primary difference from AODV is DSR uses source routing instead of hop-by-hop routing. Each packet routed by DSR contains the complete ordered list of nodes that the packet travels through. The protocol consists of two phases, route discovery and route maintenance. Route discovery is used to obtain a path from a source to a destination. A route request packet is flooded through the network and is answered by a route reply packet. Route maintenance is used to detect if the network topology has changed.

AODV is a reactive protocol that is a combination of DSR and DSDV. Route discovery and maintenance is similar to DSR, and uses the hop-by-hop routing of DSDV. It also uses sequence numbers for loop prevention, with the goals of quick adaptation under rapidly changing link conditions, lower transmission latency than the other protocols and less bandwidth consumption.

4. PROPOSED FRAMEWORK

I. ANT COLONY OPTIMIZATION (ACO)

Swarm Intelligence (SI) is the nearby connection of numerous straightforward specialists to accomplish a worldwide objective. SI depends on social insect metaphor for solving different types of problems. Insects like ant, honey bees, and termites live in states. Each and every insect in a social bug settlement appears to have its own plan. The reconciliation of all individual exercises doesn't have any administrator. In a social bug province, a laborer generally doesn't play out all undertakings, but instead has some expertise in a bunch of assignments. This division of work dependent on specialization is accepted to be more effective than if errands were performed successively by unspecialized people. SI is arisen with aggregate knowledge of gatherings of basic specialists. This methodology underscores on distributed Ness, adaptability, vigor and immediate or backhanded correspondence among moderately basic specialists [2]. The specialists are self-sufficient substances, both proactive and responsive and have capacity to adjust, co-work and move shrewdly from one area to the next in the correspondence organization. The essential thought of the insect state advancement (ACO) meta-heuristic is taken from the food looking through conduct of genuine insects. Subterranean insect specialists can be isolated into two areas:

FANT (Forward Ants) and BANT (Backward Ants)

The main purpose of this subdivision of these agents is to allow the BANTs to utilize the useful information gathered by FANTs on their trip time from source to destination. Based on this principle, no node routing information updates are performed by FANT, whose only purpose in life is to report n/w delay conditions to BANT. The various steps how these agents are passing routing information to each other are as follows:

1. Each network node launches FANT to all destinations at regular time intervals.

2. Ants find a path to destination randomly based on current routing tables.
3. The FANT creates a stack, pushing in triptimes for every node as that node has reached.
4. When destination is reached, the BANT inherits the stack.
5. The BANT pops the stack entries and follows the path in reverse.
6. The routing table of each visited node are updated based on triptimes.

1.1 Various fields of FANT

The FANT consists of six fields as shown in the Fig. 1

Source address (4bytes)	Sequence Number (2bytes)	Destination Address (4bytes)	Stack	Stack pointer (2 bytes)	Fwd (value =0 or 1)
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Fig. 1: Format of Forward Ant. These fields are defined as:

1. Source Address: The 4 bytes field, which contains address of source node discovered by route discovery phase.
2. Sequence Number: The 2 bytes field or local counter maintained by each node and incremented each time when FANT generated by source.
3. Destination Address: The 4 bytes field, which contains address of node where to send the information from source.
4. Stack: The memory area in which data gathered by FANT is stored.
5. Stack Pointer: It is 2 bytes field, which keep track of number of visited nodes.
6. Fwd: The 1 bit field set to 1 when ant agent is FANT and set to 0 when ant agent is BANT.

When ants are on the way to search for food, they start from their nest and walk toward the food. When an ant reaches an intersection, it has to decide which branch to take next. While walking, ants deposit pheromone, which marks the route taken. The concentration of pheromone on a certain path is an indication of its usage. With time the concentration of pheromone decreases due to diffusion effects. This property is important because it is integrating dynamic into the path searching process.

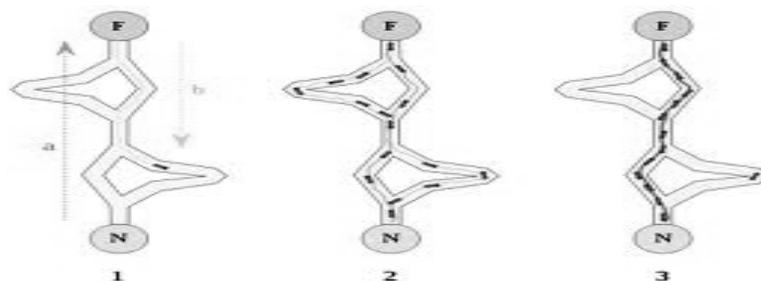


Fig. 2: All ants take the shortest path after an initial searching time

II. ROUTING IN WSN USING ANT-LIKE AGENTS

AntNet:

AntNet[3] uses ant agents for routing in the network. Using AntNet, nodes in the network frequently send ant agents to randomly selected destinations in the network. After reaching the destination, the ant agent traverses the same path going back to the original source node. On the way back to the Source node, the ant agents update the routing table of the nodes. Launching ant agents continuously increases the control overhead even more. In a dynamic network such as WSNs, by the time, the ant agent reaches the source node, the routing information may have changed.

- The Three Phases of Ant Based Algorithm
- Route discovery phase
- Route maintenance phase
- Route failure handling
- The detailed description of various phases of algorithm is as follows:[4]

II. Route Discovery Phase

Route discovery phase uses control packet to discover route from source to destination. The control packets are mobile agents which walk through the network to establish routes between nodes. Route discovery uses two ant agents called Forward Ant (FA) and Backward Ant (BA). These two ants are similar in structure but differ in the type of work they perform. AFA is an agent, which establishes the pheromone track to the source node, and BA establishes pheromone track to the destination. A forward ant is broadcast by the sender and relayed by the intermediate nodes till it reaches the destination. A node receiving a FA for the first time creates a record in its routing table. The record includes destination address, next hop and pheromone value. The node interprets the source address of the FA as the destination address, the address of the previous node as the next hop and computes the pheromone value depending on the number of hops the FA needed to reach the node. Then the node forwards the FA to its neighbors. FA packets have unique sequence number. Duplicate FA is detected through sequence number. Once the duplicate ants are detected, the nodes drop them. When the FA reaches the destination, its information is extracted and it is destroyed. BA is created with same sequence number and sent towards the source. BA reserves the resources along the node towards source. BA establishes path to destination node.

IV. Route Maintenance Phase

Route Maintenance plays a very important role in WSN's as the network keeps

dynamically changing and routes found good during discovery may turn to be bad due to congestion, signal strength, etc. Hence when a node starts sending packets to the destination using the Probabilistic Route Finding algorithm explained above, it is essential to find the goodness of a route regularly and update the pheromone counts for the different routes at the source nodes. To accomplish this, when a destination node receives a packet, it probabilistically sends a Congestion Update message to the source which informs the source of the REM value for that route. This Congestion Update message also serves as an ACK to the source.

V. Route Failure Handling Phase

This phase is responsible for generating alternative routes in case the existing route fails. Every packet is associated with acknowledgement; hence if a node does not receive an acknowledgement, it indicates that the link is failed. On detecting a link failure, the node sends a route error message to the previous node and deactivates this path by setting the pheromone value to zero. The previous node then tries to find an alternate path to the destination. If the alternate path exists, the packet is forwarded on to that path else the node informs its neighbours to relay the packet towards source. This continues till the source is reached. On reaching the source, the source initiates a new route discovery phase. Hence ant algorithm does not breakdown on failure of optimal path. This helps in load balancing. That is, if the optimal path is heavily loaded, the data packets can follow the next best paths.

VI. Applications of ACO Algorithms

Since their introduction in the early 1990s, ACO algorithms have been applied to many optimization problems. First, classical problems such as assignment problems, scheduling problems, graph coloring, the maximum clique problem, or vehicle routing problems were tackled. More recent applications include, for example, cell placement problems arising in circuit design, the design of communication networks, bioinformatics problems, or problems arising in continuous optimization. In recent years some researchers have also focused on the application of ACO algorithms to multi-objective problems and to non-static problems.

5. EXPERIMENTAL RESULTS

To build the lifetime for wireless sensor organizations, another ACO steering convention is utilized. The information is chosen and moved from the source to the objective by means of the switch. In this outcome, we executed the recreation of the AODV convention and determined its exhibition, for example, throughput and energy level

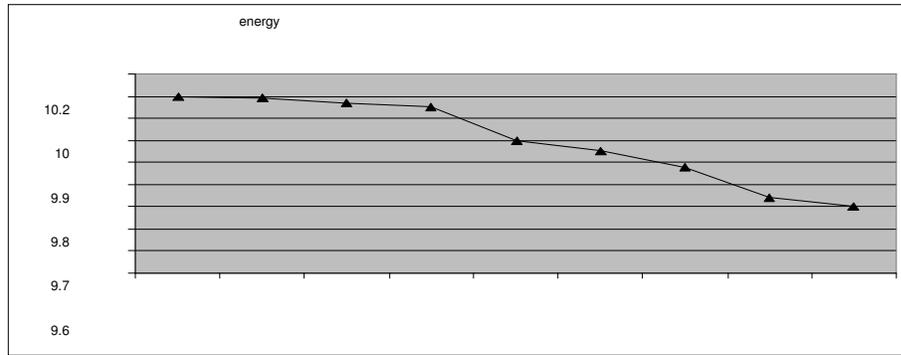


Fig3.AODVEnergyLevel

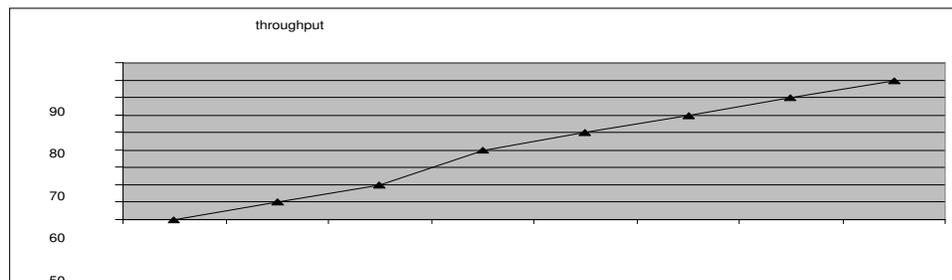


Fig4.AODVThroughputLevel

6. CONCLUSIONANDFUTUREWORK

In this paper, we introduced another convention for WSN directing Operations. The convention is accomplished by utilizing ACO calculation to upgrade directing ways, giving a compelling multi-way information transmission to acquire dependable interchanges on account of hub shortcomings. We intended to keep up with network life time in greatest, while information transmission is accomplished proficiently. Our examination was closed to assess the presentation of ant based calculation and AODV steering convention as far as Packet Delivery Ratio, Average start to finish deferral and Normalized Routing Load. From the correlation it is reasoned that general execution of ant based calculation is superior to AODV as far as throughput. Our proposed calculation can handle the overhead created by subterranean ants, while accomplishing quicker start to finish delay and further developed bundle conveyance proportion. The future work could be to research various strategies as far as possible the traffic or burden and analyze the subterranean ant based calculation for other proactive and responsive steering conventions.

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