Multi-Metric Route Cost Based Routing in Wireless Multimedia AD-HOC Networks

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Abstract: To improve the quality of life, bigger cities in the world addressing their problems by adopting latest technology. IOT connect physical world to the internet and such concept is adopted by bigger cities having large population growth rate. Wireless multimedia sensor network helps to monitor various parts of a city without use of cables. This network becomes the primary component of every smart city due to its surveillance and monitoring capability. In contrast with conventional sensor networks, multimedia sensor nodes are equipped with cameras which acquire, process, compress and transmit information about an event happening at some remote area in the form of an image or video. However, like conventional WSNs this network is having multiple constrained and new metric needs to be considered to improve network life time and Quality of service parameters. Multiple metric based route cost function is defined and routing mechanism based upon this cost function is proposed. Since each multimedia sensor node is battery operated and connected through low power wireless links. This work helps to find an optimal path having minimum energy consumption, maximum link reliability, minimum number of hops and minimum routing table magnitude. A cost function considers constraints of wireless multimedia sensor networks. It satisfies desirable network requirements and improves network life time through efficient routing. The proposed algorithm is tested, simulated and compared with previous routing algorithms.

Index Terms: IEEE 802.15.4, Wireless multimedia sensor networks, Reliability, Storage constraints, Hop-metric, Route cost function

I. INTRODUCTION

Wireless multimedia sensor networks (WMSN) provide more information than traditional WSNs. But, at the same time nodes of WMSNs consumes more power and wireless links need more bandwidth to transmit bulk amount of image and video data as compared to scalar sensor nodes. Recent work [1] proposed the design approaches of WMSN, first approach consider homogenous nodes having surveillance capability. In the second approach heterogeneous network can be designed having two types of nodes. Work having more computational complexity can be distributed to some highly capable devices. A multi-tier WMSN is more suitable for real-time video surveillance applications. Second design approach addresses energy optimization as well as image improvement in a battery-operated wireless multimedia surveillance scenario. The work in [2] states a new sample based transmission approach that utilizes haar wavelet transform. A parking lot in a smart city can be monitored and its images help to send status occupancy. This technique demands fewer measurements and supports energy efficient parking monitoring system using WVSNs Information

Revised Manuscript Received on June 25, 2019.

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II. RELATED WORK

A. ETRT Based Routing

Recent work considers multiple metric while designing routing decision [17] in the low power IOT networks. Transmission range of nodes can be optimized by estimating ETRT value and it further optimized the network performance in terms of energy efficiency and QOS provision. However, authors do not consider other constraints like storage capability, computational capability etc. Cross-layer models are also complex to understand and hidden energy consumption always takes place while exchanging of cross-layer information.

B. Fuzzy based EE approach

The work in [18] consider wireless multimedia sensor networks connected through...
Wi-Fi standard. It saves energy by switching-off access-points through fuzzy controller. This approach basically considers energy efficiency and do not take into account other quality of service parameters.

C. Smart city relevance based approach
Wireless multimedia sensor networks may become permanent member of smart city applications due to its unique characteristics [19]. Authors present an innovative technique of positioning of sinks close to source nodes which produce high amount of data. Big cities always demands traffic control through realistic approach so, this technique can efficiently handle traffic generated zones.

III. PROPOSED PROTOCOL ARCHITECTURE

The proposed protocol architecture is shown in figure 1. It consist of route discovery message processing unit, route cost estimation unit, table management system, timing unit.

The discovery message processing unit processes and forward the route discovery messages and also other cross layer messages from MAC layer and application layer. The table management system maintains the operation of route discovery and route maintenance table.

During the discovery of route, RREQ is generated and sent along neighboring nodes. The nodes reply through RREP and accordingly route discovery table generated. The route cost estimation unit outlines route cost function for the route setup and select the most suitable route through route cost function.

IV. ROUTE COST ESTIMATION

Multimedia wireless sensor network includes nodes having multiple constraints in terms of memory, processor capability and energy as compare to traditional WSNs. Therefore, routing protocols of wireless multimedia sensor networks need new metrics for path selection. Considering the limitations of multimedia nodes, protocols should be designed with new metrics while calculation of routes. In this work, we examine the following metrics for real time network platforms.

A. Expected energy cost
This is both node level and link level metric for energy constraint and its very important metric as far as energy efficiency is concerned. At node level it includes transmission power, reception power, sensing power and processing power for a fixed size data packet while at link level the channel condition variation effect retransmission.

B. Routing Table Magnitude
This is node level metric for storage constraint.

C. Link reliability indicator (LRI) level
This is a link level metric considering unreliable channel constraint, which measure the channel reliability using a numerical value. This metric affects the average throughput. Link reliability consideration improves energy efficiency and QOS parameters in constrained based networks. Its value vary upto 7 in standard presented in [20].

D. Hop-Count metric
This metric describe the number of hops along a route and it affects the routing latency.

We proposed a new route cost function in equation (1) and by having prior knowledge of above routing metrics and apply them to standard AODV protocol.

\[
R^* = \text{arg min} \{ \mu_e R_e + \mu_n R_n + \mu_l R_l + \mu_h R_h \} 
\]

\[
R_e = \text{arg} \left( \frac{\text{CONSUMED\_ENERGY}}{\text{MAX\_TOTAL\_ENERGY}} \right) 
\]

\[
R_n = \text{arg} \left( \frac{\text{REFR\_ENT}}{\text{ROUTE\_TABLE\_SIZE}} \right) 
\]

\[
R_l = \text{arg} \left( \frac{\text{LRI\_ENT}}{\text{MAXIMUM\_LEVEL}} \right) 
\]

\[
R_h = \text{HOP\_ENT}
\]

\( R^* \) is the route selected while delivering control commands or data to wireless multimedia sensor networks and \( \mu \) represents the weight for optimizing the route cost to prioritize the requirement of network and it is described on weighting sum method. The path having lowest energy cost, highest reliability, lowest hop count and lowest routing table magnitude decidedly selected for data transmission. Figure 2 shows the optimum path selected by the proposed protocol.
V. RESULTS AND DISCUSSIONS

To describe the performance of our proposed routing technique, different scenarios are considered. 100 nodes are distributed in 1800 m * 1800m network area and nodes are distributed randomly. For each node initial energy level set to 150 joules and transmission range set to 300m. Two contrasting scenarios are considered to see the impact on the proposed protocol. First we vary the size of video frame and consider speed of visual sensor node fixed. In the subsequent scenario speed of visual sensor node is changed and video frame size kept fixed.

A. Table 1 Simulation Parameters

| Variable       | Value       | units    |
|----------------|-------------|----------|
| Nodes          | 100         | Node     |
| Frame size     | 32, 64, 128, 256, 512, 1024 | Byte     |
| Simulation Area| 1800 * 1800 | Meter square |
| Mobility Model | Random waypoint |          |
| Traffic Type   | CBR         |          |
| Starting Energy| 150         | Joules   |
| Transmission power | 0.1 | Joules |
| Receiver power | 0.07        | Joules   |
| Sleep power    | 0.001       | Joules   |

VI. CONCLUSION

Multimedia sensors are battery operated and are connected through wireless links, which motivate to consider the importance of power efficiency. So, power saving and QoS are the utmost important issues needs to be addressed in wireless multimedia sensor networks. Power consumption not only depends upon transmission power but it needs to consider other factor like reliability of links and hop count to achieve optimum minimum power while maintaining quality of service parameters. To solve these issues we defined routing mechanism through route cost function considering hop count, link energy cost, link reliability and routing table magnitude as metrics. The optimization of these parameters can be achieved by adjusting associated weights. The aim is to select a path that includes more reliable links and minimum number of hops while conserve energy. Our results prove the suitability of this technique in dense wireless multimedia sensor networks. The proposed method proves better performance than standard AODV and ETRT techniques.

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