Reducing Energy wastage for routing of packet in Wireless Sensor Network By Proposing Advance Time Slot Algorithm

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Abstract- Wireless communication sensors is the area unit in a medium access management protocol that is able to forestall energy-wasting effects like idle listening, hidden terminal downside or collision of packets. Schedule based medium access protocol area unit generally sturdy against these effects, however, need a mechanism to determine a non conflicting schedule. A mechanism which permits wireless sensors to decide on an interval for transmission, that isn't officious or inflicting collisions with different transmissions. In our resolution, we assume any hierarchical organization within the network and everyone operation is localized.
We analyze the performance limits of time slotted carrier sense multiple access mechanism with collision avoidance (CSMA/CA) of IEEE 802.15.4. We test protocol of timeslot allocation for avoiding collision by using CSMA/CA protocol. We found that if we increased speed of sending data to sink node, it will affect for throughput of the network. Advance Time Slot Algorithm (ATSA) compares with traditional network its show we get 96 % of accuracy in throughput. We avoid collision in network its help to packet delivery.
We intensively study the design of WSN and its needs.. Time synchronization is a problem in multihop, ad-hoc wireless networks like sensor networks. Several applications of sensor networks need native clocks of device nodes to be synchronized, requiring varying degrees of preciseness this paper synchronizing relative drift and propagation delay for time synchronization. As a device network grows a lot of inhabited or the load will increase, the proposed method shows an improved performance as compared with IEEE 802.15.4 standard.

***Index Terms* - CSMA/CA, ATSA, ALOHA**

I. Introduction

Wireless Sensor Networks are autonomous networks For monitoring purposes, ranging from short-range, Potentially in health monitoring, to wide-range environments Surveillance. Despite the huge variety of their potential Applications, all sensor networks are severely constrained In terms of power consumption. Sensor nodes are small form Factor battery powered devices and size constraints limit the Battery capacity. In most cases, the density of the network Or the best environment where they are deployed prohibits.

A periodic replacement of the batteries. This makes energy Efficiency a very important design requirement for those Networks. In a general way, the task of a sensor network consists of measuring a variable through the sensors,

Eventually processing this information, and if opportune, transmitting The data to a data sink. It has been shown in various designs Cases [1] that some of the most power hungry tasks of sensors Are related to the communication: not only transmission and Receive power, but the power needed while waiting (idle) and Scanning the channel can be significant. Saving power is the main task in WSN. For transmission, receiving and ideal state we require power. There are different method for power saving The channel access schemes are designed to save energy, so mechanisms are included to allow nodes to switch to low power states and avoid expensive models such as transmission, reception and channel listening. In 802.15.4 compliant hardware has been designed with very low power idle and sleep modes to take advantage of those mechanisms optimally.

Beacon-enabled networks use a slotted carrier sense multiple access mechanism with collision avoidance (CSMA/CA), and the slot boundaries of each device align with the slot boundaries of the PAN coordinator. To save energy, nodes do not have to listen to the channel continuously, so it is possible to switch to low-power when the wake-up delay fits within the timing constraints of the Medium Access Control (MAC). While contending for the channel, nodes delay their carrier sensing by a random backoff delay during which they go to low power Nodes. Only after that random delay, the contending node wakes-up to listen to the channel during maximally two backoff slots. As a result, the power consumption during channel listening is minimized. To receive data, pending data reception is announced through the beacon.

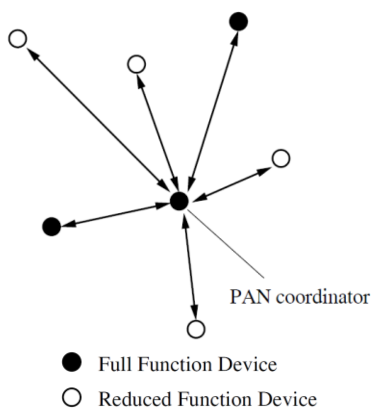

Figure 1 Structure of WSN

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The beacon data is sent by the central coordinator only after receiving the data request message which informs the coordinator that the device will be listening for the data (Figure 1). Finally, in the beacon enabled channel access mode, periods can be announced in the beacon during which the network will be asleep to save even more energy. In addition to the mandatory CSMA/CA. It is clear that the beacon-enabled mechanism was Developed mainly to allow for energy savings.

Energy consumption and time synchronization is an important component of a sensor network. Time synchronization in a computer network aims at providing a common time scale for local clocks of nodes in the network. Since all hardware clocks are imperfect, local clocks of nodes may drift away from each other in time, hence observed time or durations of time intervals may differ for each node.

the problem of distribution time slots to nodes (i.e. making a schedule) is expounded to the well-know graph coloring downside. The approach chosen within the MAC protocol assumes that the schedule in the network is fastened (with the exception that nodes rethink their time interval selection once they interfere with alternative nodes) and is perennial sporadically. The goal is to make a possible schedule that offers each node the chance to speak with its neighbors. To do this, a definite variety of your time slots is necessary. the amount of your time slots to use within the network depends heavily on native most network connectivity.

In Section 3 , we describe time synchronization protocol. in Section 4, we are implementing time synchronization protocol on real time node. In Section 5, exprementation we implement time sycronization and to confirm theoretical bounds on the amount of time slots necessary. we tend to through empirical observation confirm the performance of our distributed time interval assignment algorithmic rule and Section 6 summarizes the conclusions of this paper.

II. Related work

A. Wireless Sensor Node Architecture

In heterogeneous networks, PIC Wireless Node contains a PIC microcontroller with a wireless device. The PIC microcontroller architecture is based on a modified Harvard RISC (Reduced Instruction Set Computer) instruction set with dual-bus architecture, providing fast and flexible design. PIC and Wireless Device is connected by using RS–232 cables. In case of ARM Wireless node, ARM processors require significantly fewer transistors than typical CISC x86 processors in most personal computers. This approach reduces heat and power use. These are desirable traits for light, portable, battery-powered devices. In PC Wireless Node, the wireless device is connected to a personal computer by using RS 232 NULL modem. It's shown in figure 2.

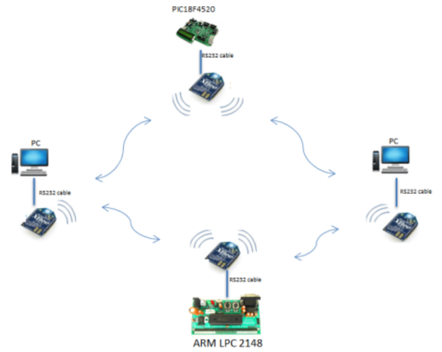

Figure 2 : Heterogeneous network

In MAC algorithms, it is use by network for avoiding collision and maximum node used to allow simultaneously a common communication medium for efficient use of the channel. It is similar to traffic regulations in the city. Many vehicles cross the same road at a time, but some set of rules required to avoid collision, e.g., follow the traffic lights, building the flyovers etc. [1].

MAC belongs to layer 2; this is part Data Link Control layer in the seven layer ISO OSI reference model. Layer 2 is subdivided into the MAC layer, and logical link control (LLC) layer. The task of the data link control layer is to establish a reliable point-to-point or point–to-multipoint connection between different devices over the wireless medium.

B. Mac Algorithms And Protocol

It is used successfully in the wired network since long time. Some algorithms are essay to implement and time saving algorithm. Such as ALOHA and *Carrier Sense Multiple Access* (CSMA). These are algorithm and schemes for multiple access channels, and they are also divided with base on channel sharing method allocation schemes.

a) ALOHA

It is an algorithm to suggest by Norman Abramson in 1970s, this is a new and reliable algorithm to solve the channel allocation problem in wired networks. He worked at the University of Hawaii to develop this method called ALOHA or Pure ALOHA.

This protocol is simple for price of paid on simplicity poor performance used in channel utilization. So maximum 18% only. For increasing throughput It's come with another version is called Slotted ALOHA [2].

Pure ALOHA protocol introduced communication, sharing channel, but in this protocol any node sends any information at any time. When another node was not sending data at that time, then we get sucked, but when another node using that same channel both is sending data to same time it collie.This protocol retry to random period.That's why its poor use of the channel. in slotted aloha derived time slot this algorithm increase probably of collection and utilization of channel by 35 % [6].

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b) CSMA

ALOHA do not check channel before transmission. On the other hand, this drawback overcomes by new algorithm carrier sense multiple access (CSMA) algorithm. This is based on the concept that each able to sense the channel before transmitting the data packet. Sensing the channel means to monitor the status of the channel, whether it is idle or busy. If the channel is Idle/free, then node can transmit the data. But if the channel is sensed busy, the node will wait and keep on sensing the carrier till it becomes free. This method decreases the probability of collision.

C. Mechanism for CSMA/CA

The basic CSMA scheme has risen up with the concept of collision avoidance by using random back-off time. So, this protocol introduces the BEB algorithm in this algorithm for reducing the probability of collision to create some fairness for waiting time and importantly. in first time node found channel free then it send immediately.

Consider the scenario in Figure 3, the node B gets free medium in the first cycle and hence starts transmission. All nodes A, C, D is busy at first cycle. Within a contention window (CW) now remaining node select the random back-off time each At the beginning of the next cycle, the nodes A, C and D want to send data and start sending Channel Either nodes sense the ideal Channel nor they begin to count their back-off times. And node D had very small back-off time, D finishes it used this time get free Channel and through node starts transmission. But other nodes A and C continued with back-off time, and after finishing their times they got a busy Channel. In the figure we see that A and C wait for next cycle having new back-off time and repeat the whole algorithm again. Moreover, if two nodes finish their back-off times simultaneously, they will start their transmission together provided the Channel is idle, and hence there will be a collision. The collision provokes new value of CW. As presently because the receiver gets the packet associated it answers with an acknowledgment packet ACK. The ACK confirms the proper reception of information. If no ACK is received by the sender, it will carry the packet in future. However the sender needs to follow the full formula once more to access the channel. No special rule has designed however for retransmission.

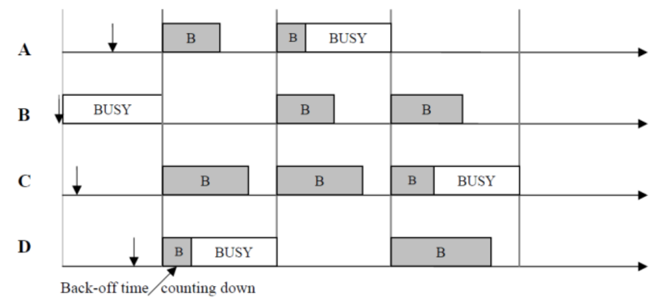

Figure 3 Nodes accessing the Channel using CSMA/CA

D.*Different back off technique.*

a) Back-off Algorithms

Thus, collision and loss of packets are the key issues in wireless networks compared to wired networks. Then what proportion time thought to be spent in waiting once the carrier is busy, waiting when collision or loss of packets.However, some techniques and strategies have conjointly been applied besides the mac algorithms to beat these problems. The terminologies like random quantity of your time / random back-off time are mentioned in ALOHA, CSMA and can be utilized in future protocols too. The aim of those techniques is to form a clear and even manner of accessing the wireless Channel. The real algorithms, manufacturing the random quantity of your time slot are the Back-off Algorithms. There are two styles of such Algorithms

b) Random Back-off time/ Binary Exponential Back-off (BEB)

This is the foremost used rule so as to pick out the random quantity of the period of waiting time within the network. Here the random quantity of your time is that the random back-off time that counts down to zero. Now delays the access of mediums so as to produce clear and collision free environment for all nodes within the network. Whenever, if any node finds the medium busy on the network, it's purported to get a random worth inside a rivalry window for back-off time. The node starts enumeration down its back-off time Only when the medium becomes free. Each node may have a different or the same amount of time, but within CW. This random waiting time avoids collisions, but temporary.

Otherwise, all nodes would have accessed the ideal medium at the same time. After finishing that random time, they start sensing the medium. As soon as a node senses. The channel is busy, it loses this turn and it will select another back-off time for the next cycle. On the other hand, if a node gets the medium free after waiting for a random time, it can access the medium immediately [3].

c) MILD

The MILD stands for multiplicative increase and linear decrease. The CW is also set in this algorithm. Initially a minimum value is selected for CW, consider CW = 5. At each time of collision, instead of doubling the CW, here multiplicative factor CM will increase say 1.5. Thus, CW would become 5x1.5 = 7.5, at first collision. Moreover, at the time of successful transmission after the collision the CW is linearly decreased. Let's assume by 1. So, it would be 7.5 – 1 = 6.5 [4].

E. Common Challenges for Synchronization Methods

All network time synchronization methods rely on some sort of message exchange between nodes. Nondeterminism in the network dynamics such as propagation time or physical channel access time makes the synchronization task challenging in many systems. When a node in the network generates a timestamp to send to another node for synchronization, the packet carrying the timestamp will face a variable amount of delay until it reaches and is decoded at its intended receiver. This delay prevents the receiver from exactly comparing the local clocks of the two nodes and accurately synchronizing to the sender node. We can

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basically decompose the sources of error in network time synchronization methods into four basic components [7]:

Send Time: This is the time spent to construct a message at the sender. It includes the overhead of operating system (such as context switches), and the time to transfer the message The network interface for transmission.

Access Time: Each packet faces some delay at the MAC layer before actual transmission. The sources of this delay depend on the MAC scheme used, but some typical reasons for delay are waiting for the channel to be idle or waiting for the TDMA slot for transmission.

Propagation Time: This is the time spent in the propagation of the message between the network interfaces of the sender and the receiver.

Receive Time: This is the time needed for the network interface of the receiver to receive the message and transfer it to the host.

F. The Need for Synchronization in Sensor Networks

There are several reasons for addressing the synchronization problem in sensor networks. First, sensor Nodes need to coordinate their operations and collaborate to achieve a complex sensing task. Data fusion is an example of such coordination in which data collected at different nodes are aggregated into a meaningful result. For example, in a vehicle tracking application, sensor nodes report the location And time that they sense the vehicle to a sink node which in turn combines this information to estimate the location and velocity of the vehicle. Clearly, if the sensor nodes lack a common timescale (i.e., they are not synchronized) the estimate will be inaccurate. Second, synchronization can be used by power saving schemes to increase the network lifetime. For example, sensors may sleep (go into power-saving mode by turning off their sensors and/or transceivers) at appropriate times, and wake up

III. PROPOSE WORK

A. Timing-Sync Protocol for Sensor Networks (TPSN)

A proposed network-wide time synchronization protocol for sensor networks, which they call Timing-Sync Protocol for Sensor Networks (TPSN) [5]. Their protocol works in two phases: "level discovery phase" and "synchronization phase". The aim of the primary part is to make a hierarchical topology within the network, where each node is assigned a level. Only one node is assigned level 0, called the *root node*. In the second phase, a node of level I synchronizes to a node of level i-1. At the end of the synchronization phase, all nodes are synchronized to the root node and the network-wide synchronization is achieved [7].

Level Discovery Phase: This phase is run once at the network deployment. First a node should be determined as the root node. This could be a sink node in the sensor network, and the sink may have a GPS receiver, in which case the algorithm will synchronize all nodes to an external time (time in the physical world). If such a sink is not available, sensor nodes can periodically take over the functionality of the root node. An existing leader election algorithm might be used for this periodic root node election step. The root node is assigned level 0, and initiates the level discovery phase by broadcasting a level discovery packet. This packet contains the identity and level of the sender node. Upon receiving this packet, the neighbors of the root node, assign them selves level 1. Then each level 1 node Broadcasts a level discovery packet with its level and identity in the packet. The node is assigned a level, it discards further incoming level discovery packets. This broadcast chain goes on through the network, and the phase is completed when all nodes are assigned a level [7].

Synchronization Phase: The basic building block of the synchronization phase is the two-way message exchange between a pair of nodes. We assume that the clock drift between a pair of nodes is constant in the small time period during a single message exchange. The propagation delay is also assumed to be constant in both directions.

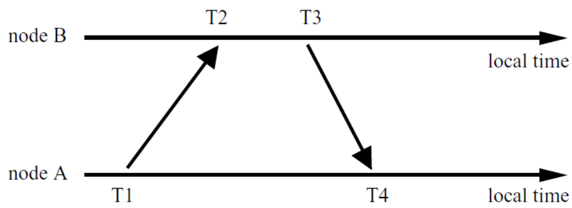

Figure 4: Two way message exchange between a pair of nodes [7].

Consider a two-way message exchange between nodes A and B as shown in figure 4. Node A initiates the synchronization by sending a synchronization pulse Packet at T1 (according to its local clock). This packet includes A's level number, and the value T1. B receives this packet (according to its local clock) at T2 = T1+ Δ+ d, where Δ is the relative clock drift between the nodes, and d is the propagation delay of the pulse. B responds at time T3 with an acknowledgement packet, which includes the level number of B and the values T1, T2, and T3. Node, then A can calculate the clock drift and propagation delay as below, and synchronizes itself to be.

$$\Delta = \frac{(T2 - T1) + (T4 - T3)}{2}$$

$$d = \frac{(T2 - T1) + (T4 - T3)}{2}$$

The synchronization phase is initiated by the root node's time sync packet. On receiving this packet, level 1 nodes initiate a two-way message exchange with the root. Before initiating the message exchange, each node waits for some random time, in order to minimize collisions on the wireless channel. Once they get back a reply from the root node, they adjust their clocks to the root node. Level 2 nodes, overhearing some level 1 node's communication with the root, initiate a two-way message exchange with a level 1 node, again after waiting for some random time to ensure that level 1 nodes have completed their synchronization. This procedure eventually gets all nodes synchronized to the root node.

IV. Implementation

A. Implementation of time synchronization

We have implemented Time synchronization algorithm on an ARM wireless node, PIC wireless node Microcontroller and a personal computer to synchronize time between all of them. Results are as follows,

Table 1 result relieves drift and propagation delay

No. of character	Wireless node		Wireless node		Relative Drift	Propagation delay
	Initial (TX) T1	Final (Rx) T4	Initial (Rx) T2	Final (TX) T3	((T2-T1)-(T4-T3))/2	((T2-T1) + (T4-T3)) /2
1	43590	44140	10230	10230	26224	275
10	2900	3500	29590	29590	26390	300
50	48540	49260	15240	15290	33635	335
100	28470	28860	55000	55110	26390	140
200	27740	28670	54270	54600	26230	300
300	11020	12120	37550	38040	26225	305
400	9540	10800	36010	36730	26200	270
500	51790	53210	18260	19190	33775	245
1000	53960	56870	20440	22360	34015	495

For table 1 show that relative drift and propagation delay is not sane, so time by time and distance also it's affecting the time here consider distance is near.

The root node is assigned level 0, and initiates the level discovery phase by broadcasting a level discovery packet. This packet contains the identity and level of the sender node. Upon receiving this packet, the neighbors of the root node, assign themselves level 1. Then each level 1 node broadcasts a level discovery packet with its level and identity in the packet. Once a node is assigned a level, it discards further incoming level discovery packets. This broadcast chain goes on through the network, and the phase is completed when all nodes are assigned a level

In the table 2 We calculate relative drift and propagation delay According to the reading of the time synchronization algorithm we calculate relative drift and propagation delay and plotted a graph for relative drift and propagation delay as follows

Observation is regarding RSSI reading for saving energy

Table 2 RSSI measurement.

Distance (meters)	Wireless Node 1		Wireless Node 2	
	Hex	DBM	Hex	DBM
Near	24	36	24	36
1	28	40	2A	42
2	31	49	32	50
3	34	52	35	53
5-6m	42	66	43	67

V. Experimentation

Traditional implementation of CSMA/CA backing off algorithm as soon as a network receives a packet that is to be transmitted, it checks if the channel is clear (no other module is transmitting). If the channel is clear, the packet is sent over-the-air. If the channel is not clear, the network waits for a randomly selected period of time, then checks again to see if the channel is clear.

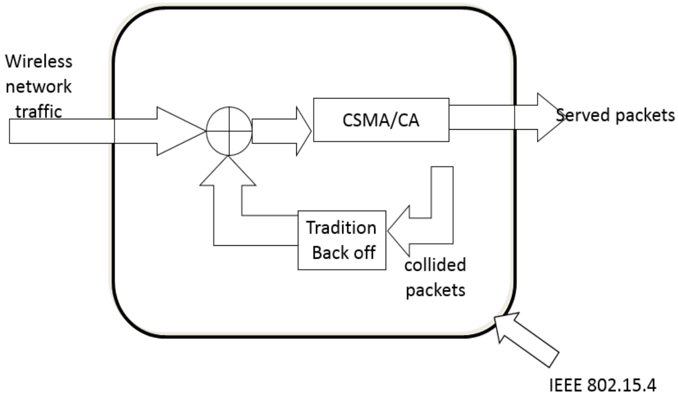

Figure 5 Detailed Analysis of CSMA/CA

In figure 5 wireless network traffic serves MAC layer in that layer check about the channel is empty or not if not empty. There is no need to allocate slots. This we didn't find channel is not empty, then assigning more slot.

All nodes sending data so sink node. But spending time is same the collision is happen the time slot, how long it will wait for assigning them. When if this value is too short,. In Testing and Configuration as one transmission was wanted the data to be sent by us, but while doing a calculation, the first chunk of data is transmitted. By increasing the value of time slot delay, we have to check it out packet send by all node it on the same time. The value of time slot is the number of empty times we want the node to wait before sending the collected data. At 9600 bps, each character requires approximately 1 ms (0.1 ms per bit for 10 bits with the start/stop bits). With a default time slot, the node will wait approximately that much ms.This value can be increased to FF (255 decimal) for a timeout value of time slot over 255 ms at 9600 baud. But if we are increasing the value of time slot the energy consumption also more and opposite to that if we reduce the value of time slot the more packet loss is there as shown in table 1 so we create an algorithm as below which sets the optimum value of time slot.

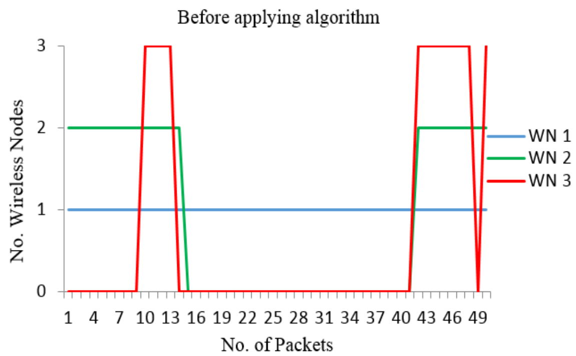

Figure 6: Graph show sending and receiving data of node before applying proposed Advance Slot Assignment Protocol

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In figure 6 shows that its send 50 packet we receive 26% delivery so we want more packet delivery and increase delivery ratio

Propose algorithm
Collision avoidance algorithm

Time slot allocation algorithm
Check collision occurrence
IF (collision occurs)
{
- Increase time slot back off

If (maximum back off && collision occurs)
{
- Changing channels

}
Else
- Reduce the time slot back off

} Go back to step if

Collision avoiding algorithm mainly divides into three parts.

Part 1 finds collision

For finding collision in channel we have two methods first is searching energy level of channel in different time interval. And the second method to find the packet delivery ratio.

Part 2 provide back-off

As per the collision level provide back-off or empty time slot on the network on the sender side

Part 3 changing channels

Back off level of network reaches of maximum level (255) time slot change will not work, then change of channel is done

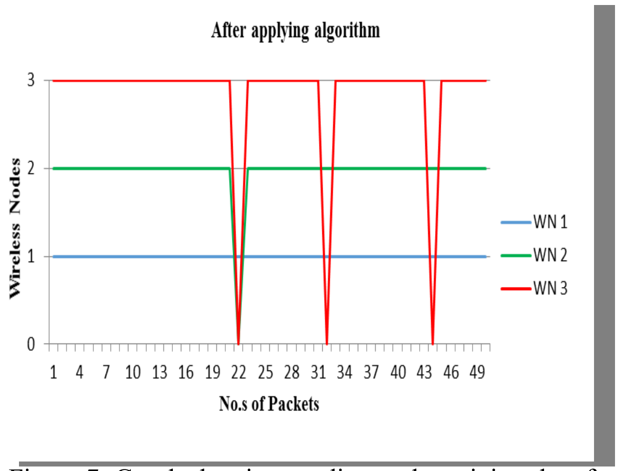

Figure 7: Graph showing sending and receiving data from node after applying proposed Advance Slot Assignment Protocol

VI. CONCLUSION

The proposed Advance Slot Assignment Protocol algorithm was, however, found to be more suitable for all high density traffic in a WSN. In high-data rate scenarios, where nodes are sending packets often, failure in the transmission of packets is a common problem. It reduces the end-to-end delay which helps with critical real time systems with time bound performance requirements, for example, in a forest fire detection scenario, or wildlife monitoring scenarios. The throughput is also fairly high compared to the CSMA-CA algorithm which signifies that the rate at which the sink receives the data is also improving.

VII. FUTURE SCOPE

Future work includes implementing several nodes in order to extend the measurements in larger network Future measurements include the effect of other parameters in designing WSNs such as packet delay. To this aim, a software tool should be designed to study the packet delay in multi-hop networking since we find the X-CTU tool is not flexible enough for this experiment. We also intend to investigate in the possible measurement tools in order to measure the power consumption more precisely. Future work can also include the effect of encryption on network lifetime, packet delay and power consumption. An automatic measurement tool of RSSI in real life conditions and large network is another future aim.

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