

# Energy Efficient Reliable Wireless Networking with High Lifetime and Security

S.Arul Murugan, P.Matheswaran, R.Logarasu

**Abstract**— The sensing capabilities of networked sensors are affected by environmental factors in real deployment and it is imperative to have practical considerations at the design stage in order to anticipate this sensing behaviour. We propose a new metric, the drain rate, to forecast the lifetime of nodes according to current traffic conditions. This metric is combined with the value of the remaining battery capacity to determine which nodes can be part of an active route. The existent security threats an adhoc network faces, the security services required to be achieved and the countermeasures for attacks in routing protocols. The authorized nodes keep sending Request-to-Send (RTS) frames to the access point node in order to access to shared medium and start data transfer. We develop energy consumption models that take into account energy consumption due to data packets, control packets and retransmission.

**Keywords**— STDF, D Flip Flop, Negative Edge trigger, Conventional Transistor.

## I. INTRODUCTION

A Mobile Ad hoc Network (MANET) is an autonomous system it consists of a variety of mobile hosts forming a temporary network without any fixed infrastructures. The problem is enlarged by the fact that routing usually it needs to rely on their trustworthiness all the nodes are participating in their routing process. Since it is mainly difficult to dedicate routers and other infrastructures in such a network, all these nodes are self-organized and collaborated to each other. All their nodes as well as the routers it can move about it freely and thus this network topology is highly dynamic. The minimum hop count metrics choose arbitrarily among their different paths of same minimum length, regardless of their often large differences in throughput among those paths and ignoring the possibility the longest path might offer higher throughput. Transmission power control is used to improve the throughput capacity in a wireless packet network. Such studies motivate the definition of a link cost that is a function of both the energy required for a single transmission attempt across the link and the link error rate. This cost function captures the cumulative energy expended in reliable data transfer, for both reliable and unreliable link layers. MDR extends nodal battery life and the duration of paths, while CMDR also minimizes the total transmission energy consumed per packet. Combined with the

value of the remaining battery capacity, this metric is used to establish whether or not a node can be part of an active route.

## II. RELATED WORKS

The probabilistic approach is a deviation from the idealistic assumption of uniform circular disc for sensing coverage used in the binary detection model. Along this guide path, data packets are greedily progressed toward the destination through nodes' cooperation without utilizing the location information. The proposed flip flop has small area, power and delay overheads and good radiation hardening capabilities. A multiplexer is used to select the correct value as final output according to the fault indication signal. The shortcut tree routing (STR) protocol that provides the near optimal routing path as well as maintains the advantages of the ZigBee tree routing such as no route discovery overhead and low memory consumption. The Independent basic service set is used in this research that has no backbone infrastructure and consists of at least two wireless stations. Theoretical analysis shows that HS can spread a given number of message copies in an optimal way when the inter-meeting time between any two nodes and between a node and a community home follows independent and identical exponential distributions, respectively. Data delivery source routing by multilayer encryptions or end-to-end re-encryptions by a virtual circuit. Regardless of their implementation details, these schemes all aim to hide real packet sources and destinations in both route discovery and packet forwarding from a limited number of local and internal attackers. In this paper, we show that it is feasible for a passive global adversary to accurately discover the traffic pattern despite the use of these elegant schemes. One assumes constant rates and the other assumes an arbitrary process. A shortest cost path routing algorithm is proposed which uses link costs that reflect both the communication energy consumption rates and the residual energy levels at the two end nodes. To estimate unicast link quality based on that of broadcast. It is, however, difficult to precisely estimate unicast link quality via that of broadcast, because temporal correlations of link quality assume complex patterns and are hard to model.

## III. TRAFFIC ANALYSIS

Traffic analysis is the process of intercepting and collecting messages on the way to track important information from patterns in communication. That information is not leaking or not modified just do monitoring and analysis activities. It can get information from the monitor frequency and timing

S.Arul Murugan, PG Scholar, Selvam College of Technology, Namakkal.  
P.Matheswaran, R.Logarasu, Assistant Professor, Selvam College of Technology, Namakkal. ( Email: cavinpalanisamy@gmail.com, kukhapprabu@gmail.com, bkarthi08@gmail.com, ram\_trichy12@yahoo.co.in )

packets. In evidence-based statistical traffic analysis model, every captured packet is treated as evidence supporting a point-to-point (one-hop) transmission between the sender and the receiver. A sequence of point-to-point traffic matrices is created, and then they are used to derive end-to-end (multihop) relations. This approach provides a practical attacking framework against Mobile Wireless Network but still leaves substantial information about the communication patterns undiscovered. Statistical traffic analysis attacks have attracted broad interests due to their passive nature, i.e., attackers only need to collect information and perform analysis quietly without changing the network behaviour. The predecessor attacks and disclosure attacks are two representatives. However, all these previous approaches do not work well to analyse traffic because of the following three natures of Mobile Wireless Network:

*A. The broadcasting nature*

In wired networks, a point-to-point message transmission usually has only one possible receiver. While in wireless networks, a message is broadcasted, which can have multiple possible receivers and so incurring additional uncertainty.

*B. The ad hoc nature*

Mobile Wireless Network lack network infrastructure and each mobile node can serve as both a host and a router. Thus, it is difficult to determine the role of a mobile node to be a source, a destination, or just a relay.

*C. The mobile nature*

Most of existing traffic analysis models does not take into consideration the mobility of communication peers, which make the communication relations among mobile nodes more complex.

*Sensor Deployment*

First we use a heuristic to compute the deployment locations. A heuristic is then used to schedule the sensor nodes such that the network lifetime is maximum.

Sensor Deployment Approach
1: Set Input: $X, t$ 2: Output: Optimal location of $X$ and sensor schedule 3: Deploy $X$ randomly 4: Compute upper bound of network lifetime 5: Recompute sensor node such that the upper bound of network lifetime is maximum 6: Design sensor schedule using the proposed heuristic for sensor scheduling such that the network lifetime upper bound is achieved

A heuristic for Sensor Deployment
1: Place sensor nodes randomly 2: <b>for</b> $i = 1$ to $m$ <b>do</b> 3: <b>if</b> $X_i$ does not monitor any target <b>then</b> 4: Move $S_i$ to the least monitored target

- 5: Recompute sensor-target coverage matrix
- 6: **end if**
- 7: **end for**
- 8:  $X =$  Sensor nodes sorted in ascending order of number of targets it covers
- 9: **for**  $i = 1$  to  $m$  **do**
- 10: **repeat**
- 11: Place  $X_i$  at the center of all targets it covers
- 12: Move  $X_i$  to the center of all targets it covers and its next nearest target
- 13: **if**  $X_i$  can cover a new target **then**
- 14: Recompute sensor-target matrix
- 15: **else**
- 16: Discard move
- 17: **end if**
- 18: **until**  $X_i$  can cover another target
- 19: **end for**
- 20: Compute upper bound of network lifetime

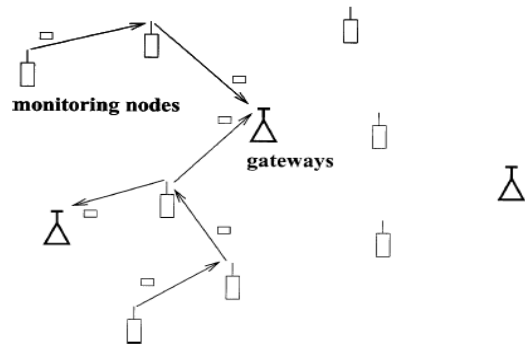


Fig.1 Data Transmission using Gateways

IV. PROTOCOL TECHNIQUES

*A. Sleep Protocol*

Sleep protocol mainly helps to getting the node energy value has become too compared to threshold value. The sleep protocol having two different type of modes.

- (1) As soon as you notice you are awake, observe the urge and back to sleep immediately.
- (2) To move at all, at only once, and it's gently so as not to wake up.

*B. Leach Protocol*

Leach protocol helps in selecting the weightiest node as the forward node as soon as the sleep protocol makes the previous node to sleep. For selecting the best one, the protocol follows a rapid analysis of nodes on its weightage.

V. PROPOSED METHOD DESIGN

*A. Energy Efficiency*

To this end, reliability and energy cost of routes must be considered in route selection. The key point is that energy cost of a route is related to its reliability. If routes are less reliable, the probability of packet retransmission increases. Thus, a larger amount of energy will be consumed per packet due to retransmissions of the packet. When a node transmits the

packets from source to destination, the energy value decreases in step by step process. When a source node has reached the threshold value and the distance is very high then the data packets didn't reach the destination; it takes a long time to reach the destination. So the efficiency has decreases.

**B. Path node Selection**

When the node energy value becomes low the data loss will be occurred. For to improve the efficiency and reduce the delay the path (intermediate) node has been selected. The source will be transmits the data to destination towards the path node. The path node receives the packets it's transmits the data to long distance.

**VI. EXPERIMENTED RESULTS**

The traffic files are generated such that the source and destination pairs are randomly spread over the entire network. The scenariofiles determine the mobility of the nodes.

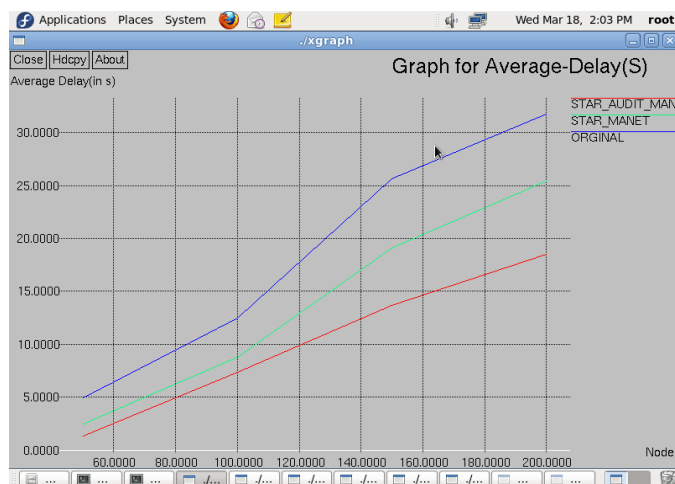


Fig .2Average Delay of Transmission

The above graph symbolizes the average delay of transmission of packets within the total group of nodes. A Typical Transmission and Projected Transmission are compared here. From the simulation results it is clear that the delay is reduced in the proposed approach than that of the prevailing system.

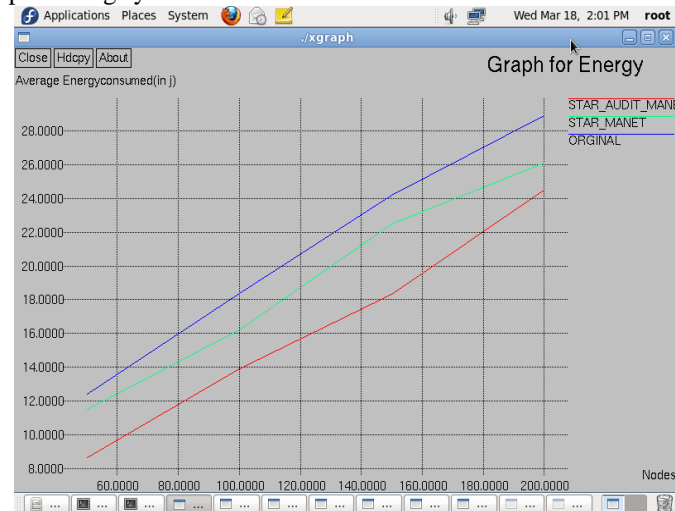


Fig.3 Energy Consumption Graph

The above graph symbolizes the average energy consumed for packet data transmission within the total group of nodes. A Typical Transmission and Projected Transmission are compared here. From the simulation results it is clear that the energy consumption is reduced in the proposed approach than that of the prevailing system.

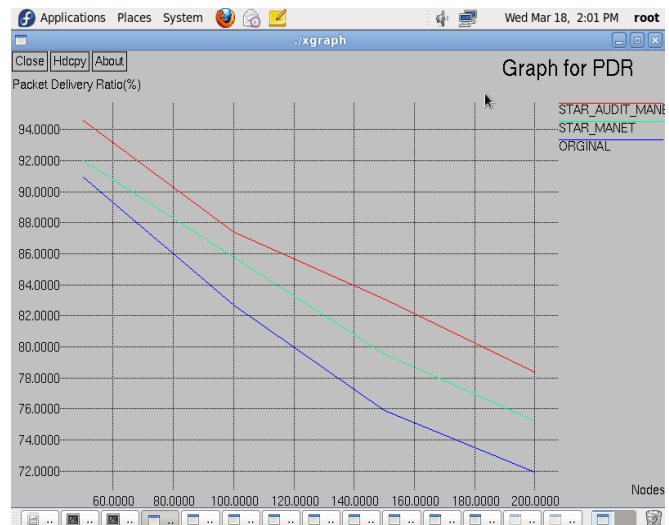


Fig .4 Packet Delivery Ratio in Transmission

The above graph symbolizes the Packet Delivery Ratio in transmission of packets within the total group of nodes. From the simulation results it is evident that the Packet Delivery Ratio is increased in the suggested approach than that of the prevailing systems.

Throughput value denotes that the efficiency has improved as the delay is reduced. The output signal shows the ratio of source value to the received value. From the simulation results (Fig .5) it is evident that the overall throughput is increased in the proposed approach than that of the prevailing systems.

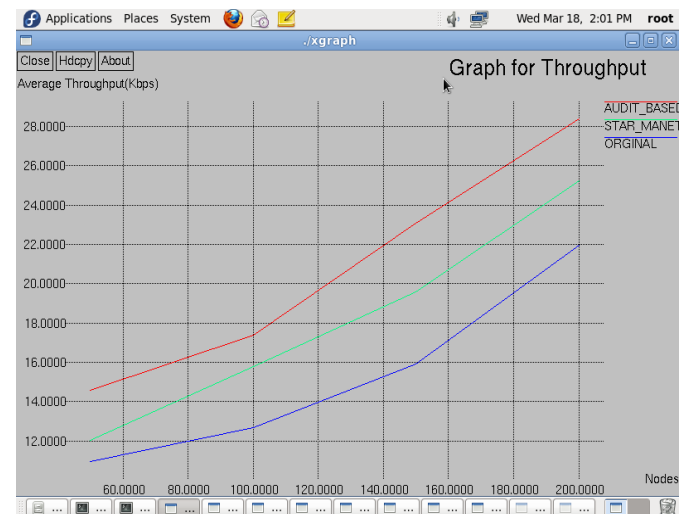


Fig .5 Average Throughput of the Proposed System

## VII. CONCLUSION

Conversely, the implementation of such mechanisms does not only mitigate the jamming attack effects, it also increases the overall performance above the normal state of the network constraints. Even ad hoc networks have vast potential, still there are many challenges left to overcome. From the captured packets, Network constructs a sequence of traffic matrices to derive the traffic matrix, and then uses a heuristic data processing model to reveal the hidden traffic patterns from the end-to-end matrix.

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