

Performance Analysis of R-KrushD based on the Hetrogenious Sensor Node Deployed in Random Finite Field of Sea Levels

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Abstract

Underwater Sensor Network (UWSN) is one of the challenging areas of wireless sensor network. Various routing mechanisms have been proposed for effective communication possibilities in this extreme environment of Underwater. This paper shows the performance of R-KrushD routing mechanism in heterogeneous network environment by utilizing the node deployment within the finite field of underwater. The results shows that the performance of R-KrushD is effective in different cases as considered for the dry-run. Simulation results proves that performance of the approach is better than existing traditional underwater sensor network routing mechanisms.

Keywords

Underwater Sensor Network, Mobility, Node Deployment, Throughput, Doppler Effect, Node Failure

1.Introduction, Motivation and Objectives

Under water sensor network [1-9] is adopted for traditional application function monitoring of ocean's bottom, data recording for weather, mining, aquatic life & other applications using vehicles/sensors. The communication is established to send and receive message using sound propagation within under water environment. USWN is used for distinct applications like pollution monitoring, ocean bottom, data recording for weather, mining, aquatic life and other applications using vehicles/sensors. The communication is established to send & receive messages using sound proportion within under water environment. USWN is used for distinct applications like pollution monitoring, oceanographic data compilation, monitoring/discovering environmental condition. Due to enhanced implications of aquatic applications, this field is highly potential towards the research and data generation requirements. In view of increased involvement of commercial applicability of USWN, several research dimensions are being exploited for its influences. The infrastructural requirements also plays an important role in the development of UWSN.

Underwater sensor network faces constraints from the environment which not only acts as a disadvantage while implementing it, but also is a challenge and opens several research problems. Some of the key challenges are high propagation delay, node mobility, limited bandwidth, failure recovery/residency, constraint sound speed, underutilised acoustic spectrum, and variation in characteristics of acoustic channels [10-12], Doppler Effect, limited performance of acoustic channels. All these disadvantages are because of the dynamic nature of underwater sensor network environment as they have movement within the water at an average rate of 2-3m/sec as per the current. Due to this energy consumption becomes quite high and various protocols are underperforming specifically. However, multiple protocols are existing in literature which claims to have low-energy consumption like resilient-routing, HH-VBF, DUCS, DDD, MCCP, FBR and H2-DAB [9-11]. These protocols are having other disadvantages to cope up.

Various research approaches exists for Indian applications were the UWSN is vital requirement. Verdah cyclone in Tamilnadu, India are due to improper presence disaster management and lack of adequate data generation. During such natural disasters can be estimated only when huge and real-time data generation and aggregation must be performed. There are few research those have

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developed Zigbee module for monitoring of Indian water quality of rivers. This proposed system is designed for processing the data sensed and comparing with the existing data for maintaining and monitoring the temperature, pH, and other factors. Indian navy inducts underwater sensor system developed by Defence Research and Development Organisation (DRDO) in Kochi, India. The undersea sensors at Bay of Bengal and others generates enormous quality of raw data but the concern is lack of resource which is required for data-collection. Now-a-days Underwater Radiated Noise (URN).[Z] is research for both military and non-military applications. These are several challenges for Indian Ocean Region(IOR) for data generation, security of data, utilisation of resources IOR states the deployment of sensor nodes for surveillance and monitoring in Indian oceans. The signal received and recorded post processing into the systems consists of noise of undersea minerals. The European Undersea Observation Network (ESONET). Program started from 2007 to 2010 in the Indian ocean and Pacific Ocean. The researcher has faced huge challenges due to the adoption of electromagnetic waves which actually propagates at a rate of 3×10^8 m/sec with minor propagation delay in air. While in using this in underwater environment the propagation of signals is up to very smaller distances which makes it impractical for long-distance communication[A].

Further, it has to be experimented that light is quite better in propagation in comparison to electromagnetic signals but it is having issue of color dispersion. When the sound is being used it seems to propagate better even but the attenuation speed is very low, however, transmits to a longer-distance.

2.Problem Statement

Our previous work has proposed with the algorithms which is effective and efficient for performing routing in underwater environment. We have shown in our algorithm that for three different levels of under-sea levels where, different parameters are undertaken while performing routing of data between different sensing nodes, the algorithm results in effective communication outcomes. The proposed approach also exploits the resonance behavior and noise/attenuations issues in acoustic channel. The performance of the algorithm is though dependent on the physical layer and is yielding better results over existing approach during path loss, pressure, temperature, mobility factor of the nodes (due to Doppler effect). The proposed work shows that communication in underwater environment is contention-free communication.

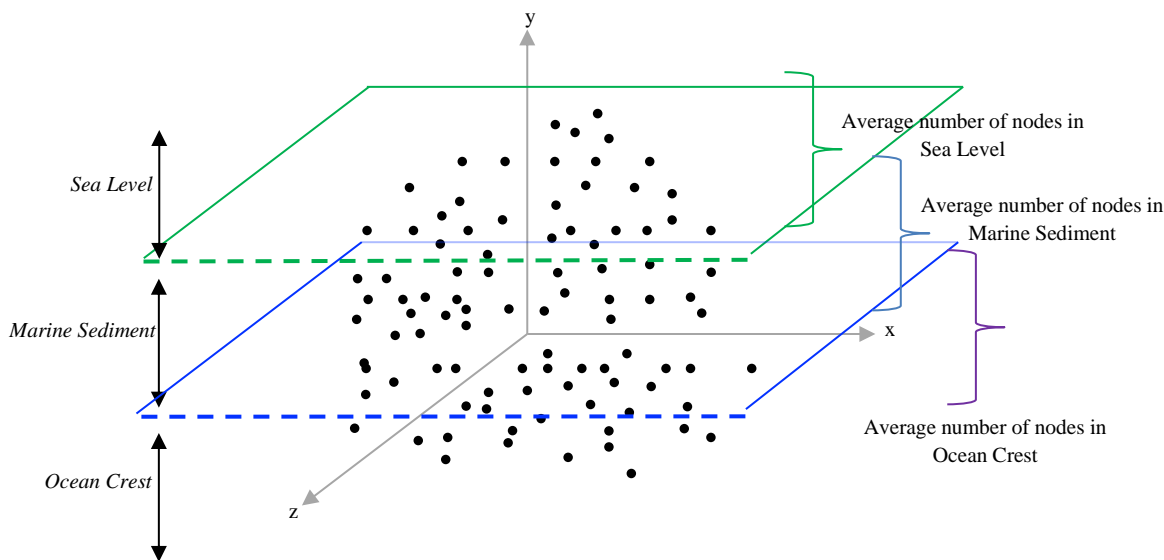


Figure 1 Deployment of nodes at different level of underwater environment

In this section, we have shown the performance of the algorithm for parameters like node mobility, path loss (due to turbulence, high attitude waves, ocean-object motion, or noise for the comparative analysis we have considered different size of networks with same

parameters and distinct case studies are considered to evaluate the result. We have considered the algorithm is performing with all the possible parameters which are required to be considered in underwater sensor environment. This section is further divided in two

parts, one which covers the setting up of the test-bed/case study and, second parts shows the application of the parameters once the existing environment. We have shown all the parameters considered for complete experimentation of the simulating environment. Refer table 1, which shows all the parameters, considered for the simulating environment. Considering network size 30 (last level with last nodes deployed)

Case -1: [A: 10, B: 10, C: 10]

Case -2: [A: 20, B: 5, C: 5]

Case -3: [A: 10, B: 20, C: NIL]

For the comparison and performance evaluation of R-Krushd, We have considered underwater sensor network to be deployed at three different sea levels (Marine, ocean crust and litrospe) and have considered five different network size (30, 60, 120, 240, and 480) so that our result can be composed holistically. Further we have considered node mobility, Doppler's effect, path loss, temperature, connection reestablishment count, maximum time nodes fails, to compute the performance of R-KrushD. Based on all the factors we will also show the case rating in which the algorithm is performing the best and conclude our experimentation accordingly in the forthcoming sections.

3.R-KrushD performance analysis

The RKrushd approach consists of following functions, i) Randoming the node distribution in all four quadrants with euclidian distance.

Figure 2 shows the representation of nodes in 3D environment over eight sub quadrants. This division of underwater plan is based on our approach Krush-D in which nodes are represented in planes like, upper left 1 & 2, upper right 1 & 2, lower left 1 & 2 and lower right 1 & 2. This representation of underwater environment provides numerical visibility to the algorithm and the readers. It enables the algorithm to perform the effectively with different network size. Furthermore this representation also provides euclidean distance among the nodes in proper manner. i.e. Krush-D, approach is used to communicate and transmit data among the nodes in inter / intra connectivity R-KrushD exploits the algorithm to communicate among the nodes.

The algorithm considers that for threshold of source node (T_s) and threshold of destination node (T_d) must be determined as per each quadrants ($Q(1,2,3,4)$) for its nearest available communication network(CN). Further, it is also considered that communication may

failure when the path loss factor (PLF) is greater than the signal to noise ratio (SNR) or when neither the source nor the destination are equal. The cases are considered with viscosity level below 10KH . The communication in CN is based on DDD approach. The authors have already copyright (12360/2021-CO/SW) The R-KrushD approach. The proposed approach exploits the Krush-D routing to provide the communication and for each establishment and DDD provides underwater node deployment and mobility factor.

3.1Case Based Analysis

This section shows all the cases which are analysed by the given parameters. Like mobility, Doppler effect, path loss, temperature, throughput, connection reestablishment count, maximum node failure. The performance is calculated based on these parameters. Below are the cases give with network of 120 nodes which are deployed in underwater sensor network (see figure 2).

For, CN as a heterogeneous network,
 $N = 120$
 $P(L) = Null$ (as established during deployment)

Case 1: Considering the three oceans levels (Marine, Ocean crust and Litrospe). Representing A: Marine Level, B: Ocean crust and C: Litrospe. As per case 1, the distribution made by KrushD, DDD approach asA: 80, B: 20 and C: 20. The nodes distributed in A are the highest compared to B and C ocean levels. Figure 3 shows the deployment of 120 nodes are in A, B, and C levels. As per the three ocean levels the parameters like $P(t)$, $P(L)$, M , \wedge and $P(f)$ are higher at level A of the ocean. However, $P(L)$, $P(f)$ are quite comparable in A, B and C levels. But S_s is higher as the depth of the ocean increases. This means that the effect of S_c are lower in A, more in B and higher in C. Another issue to be considered is the $P(t)$ reduces as the depth of the ocean increases. While M is higher in A as it is very close to the surface and factors like turbulence, object distracting on surface, high wave attitude are more prominent.

Let us dry sum the algorithm for each level, one-by-one. Let us start with Level A where the highest number of nodes are deployed ($N_4 = Nodes\ in\ level\ 4$). As per the given distribution $N_4 = 80$ which is approximately 66% of total deployed nodes in CN. Table 4 shows the parameters which will be computed as per the proposed algorithm.

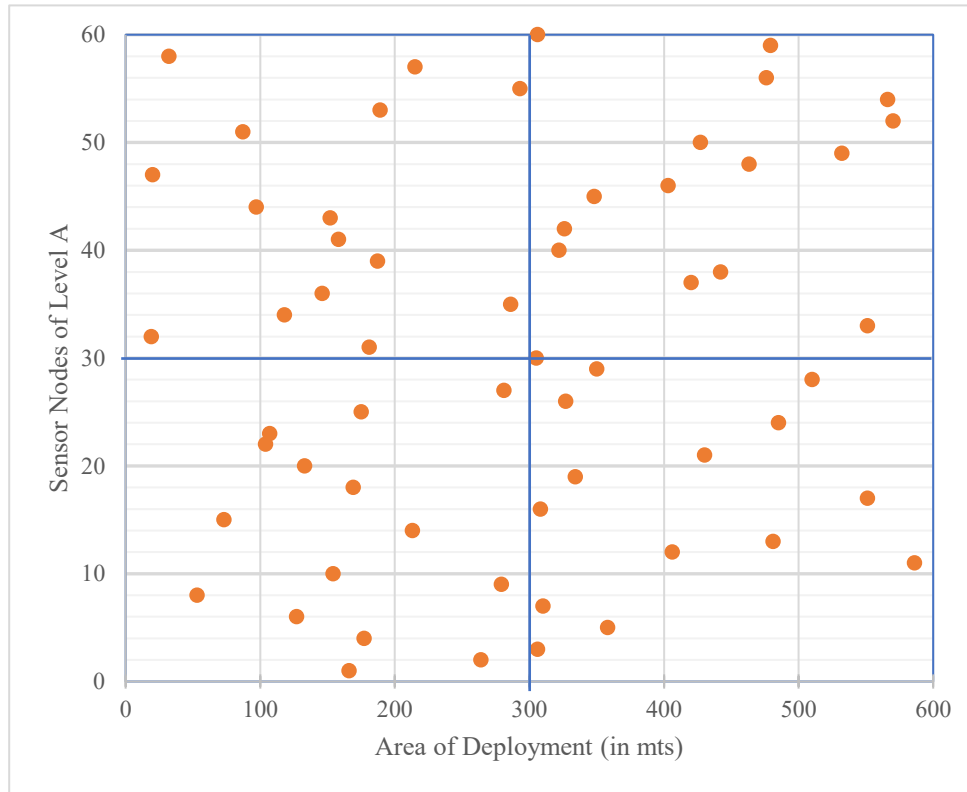


Figure 2 Case 1: Deployment of nodes with Q [1, 2, 3, 4]

3.2 Results

Based on the linear distribution of the nodes over Euclidian distance. Each case is considered based on the channel propagation $P(t)$ varies as the depth increases. Figure 3 shows that mobility (M) is highest at level A in case 1 and case 2, however in case 3 due to negligible number of nodes at level C it may not be effectively compared. Furthermore, in case 2, the mobility factor is the highest and is the most critical node distribution. Figure 3 clearly shows the performance in underwater environment and the role of effective node deployment. For the Case 1 where the node deployment is linear in distribution of nodes in all three levels, the effect of mobility is variable.

Figure 4 shows the behaviour of nodes while exposed to Level A, B and C in Case 1, 2 and 3. The deployment of nodes in layer A are experienced to highest mobility while level 3 is resulting the least changes. This signifies that any application in underwater sensor network where the marine sediment of ocean is used for major data communication will experience highest mobility, highest propagation delay, node failure, least effectiveness of communication. While applications where the maximum density of nodes are in lithosphere mantle,

the communication will be slower, least node failure, comparably less propagation delay, higher transmission strength is required and will have reliable communication. However, other factors like viscosity of water is highest so, more energy for transmission of signal is required. Further, the communication with the surface buoy is difficult and re-establishment of communication is involving distinct factors for basic communication.

From these results it is established that R-KrushD is one of the most effective underwater sensor network approach as it exploits the node deployment for the purpose of underwater internode communication (see figure 5). The results also shows that the finite field of application area in underwater network is dependent upon the type of node density in all the three levels. The fact of pre-identification of application based identification can effectively done by the R-KrushD routing mechanism. However, temperature, salinity and SNR are not included as the part of the study in this paper. These parameters will also add extreme outcome as required for underwater sensor network.

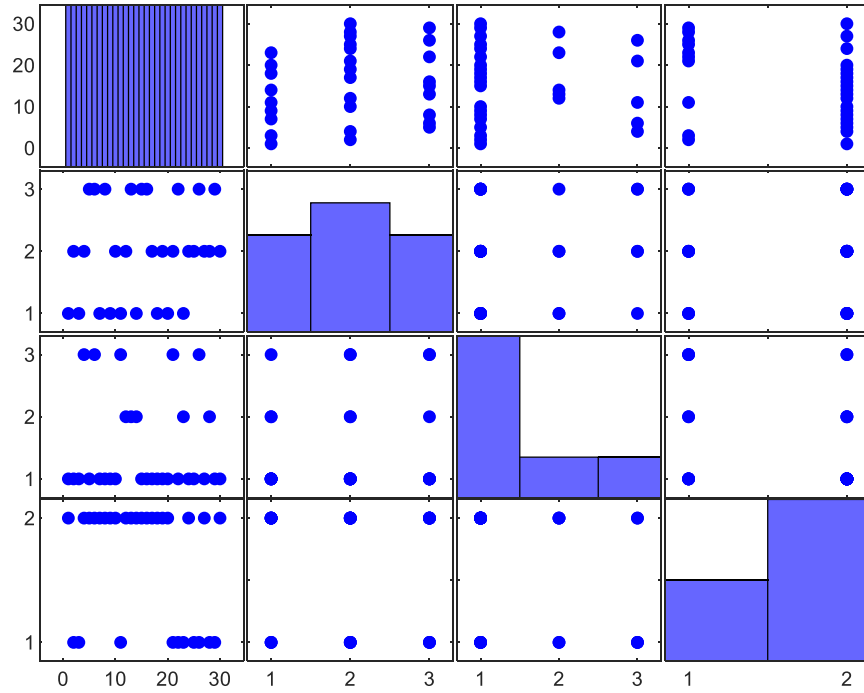


Figure 3 Propagation in Level A, B, C of Q [1, 2, 3, 4]

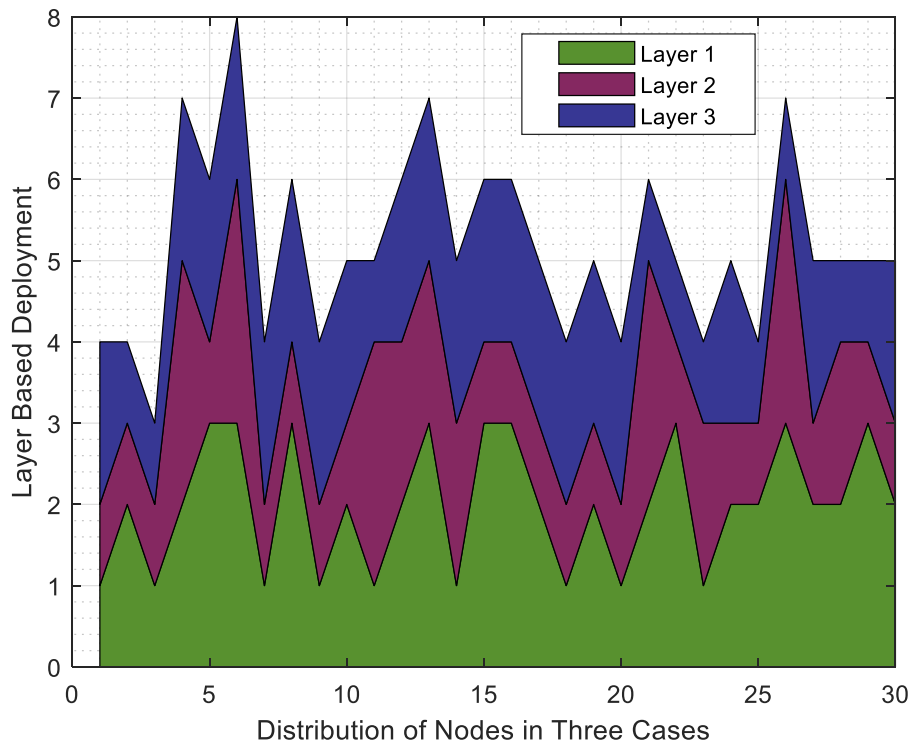


Figure 4 Layer wise effect of mobility as per Case 1, 2 and 3

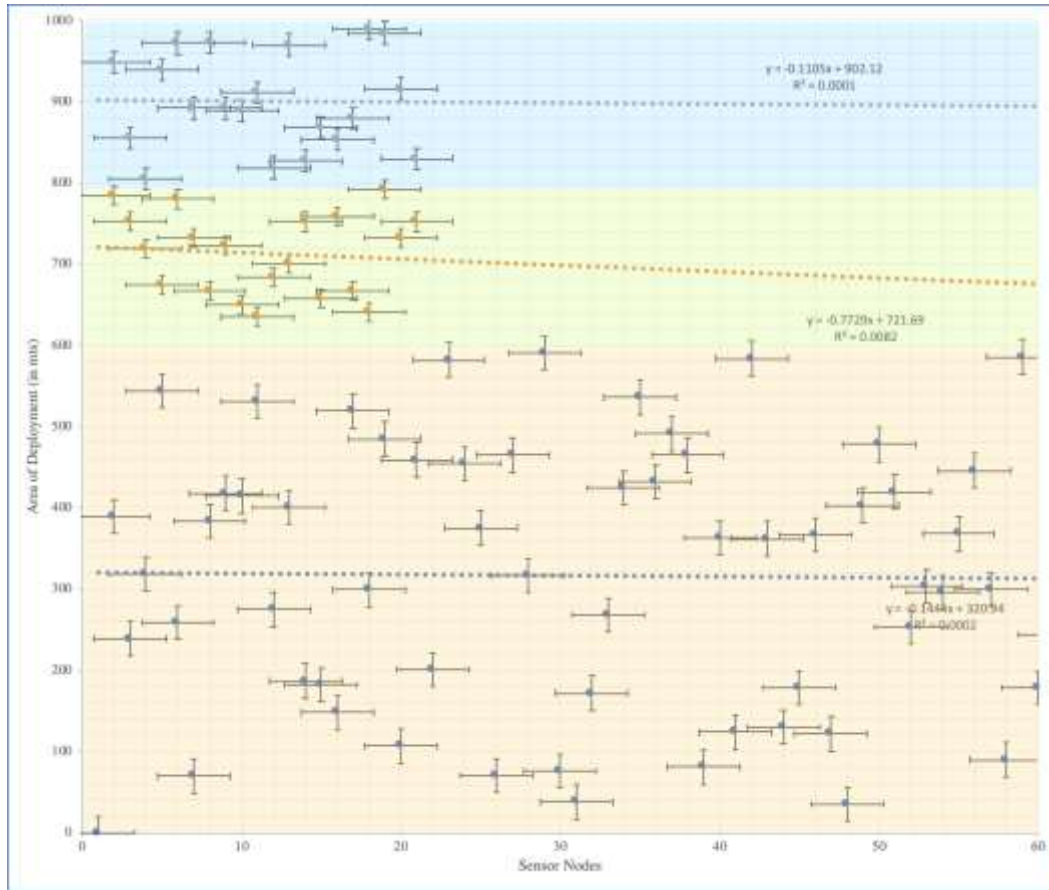


Figure 5 The overall network span for 30 nodes deployment in three sea level

Conclusion and Future Work

This paper shows the performance of R-KrushD routing approach. As per the cases formulated to study the performance of approach, it is established that effectiveness of the approach is higher than existing approaches as in previous work, node deployment analysis is not the part of the routing mechanism. Furthermore, this paper shows that in extreme environment of underwater, network formulation must be based on the type of application. It is shown that the performance of R-KrushD for mobility factor can be controlled and monitored in efficient manner.

For the extreme analysis of the approach the parameters like temperature, salinity, SNR may also be analyzed to identify the performance of R-KrushD to extreme environments.

Appendix

The copyright version 12360/2021-CO/SW of R-KrushD algorithm is given for the reference of the readers.

Symbol	Descriptions
S	Source Node
D	Destination Node
\square	Surface Buoy
—	Flow of information
N_c	Communication Node
N	Nodes
d	Euclidian Distance
$Q: 1, 2, 3, 4$	Quadrants
x, y, z	Axis in 3D environment
P	Path Factor
$P(t)$	Channel Propagation
$P(l)$	Propagation loss within CN
M	Mobility Issue
Δ	Doppler's Effect
CN	Communication Network

T	Threshold of distance
T_s	Threshold of source node
T_d	Threshold of destination node
<i>info</i>	Source (S) and Destination (D) information to different quadrants
$P(f)$	Path loss factor
S_s	Salinity (temperature, pressure, volume heat and viscosity)
T_n	Total Nodes
R-KrushD	Name of the proposed algorithm in the name the author

1.	Deployment of \square as per the sea bed in proportion to the number of communication node
2.	Establish communication among \square and Arial devices
3.	Include the $Q(1, 2, 3, 4)$ for communication with \square
4.	Rand() distribution of N in 3D (x, y, z) <i>// N are distributed at d ecludian distance</i>
5.	Send information of S and D to \square
6.	If $(M > T_s \parallel T_d)$ <i>// $\Delta < M$</i>
7.	{
8.	S && D contact nearest \square
9.	Get new info
10.	Update new info to \square
11.	}
12.	Else
13.	{
14.	Using <i>Krush-D routing</i>
15.	}
16.	Send info to $Q(1, 2, 3, 4)$
17.	If $(N = N_c)$ <i>// as per d for , such as $d \in \Delta$</i>
18.	{
19.	N Nearest CN
20.	Start communication in CN <i>// as per DDD approach</i>
21.	}
22.	Else
23.	{
24.	Search $P(I)$ && $P(t)$ in nearest CN
25.	Check $Q(1, 2, 3, 4)$ for nearest CN
26.	Enable CN
27.	}
28.	If (<i>communication \rightarrow established</i>) <i>// within $Q(1, 2, 3, 4)$ for CN</i>
29.	{
30.	Goto step 6
31.	}
32.	Else
33.	Exit and send info to nearest \square
34.	Stop
ote:	
a.	T_s and T_d must be determined as per each $Q(1, 2, 3, 4)$ for nearest CN .
b.	Communication Failure situation: i) $P(f) > SNR$ ii) $S \neq D \parallel D \neq S$
c.	Considered Viscosity level as below $\sim 10\text{KHz}$
d.	Time of communication within the $Q(1, 2, 3, 4)$ for nearest CN is out of scope of this paper.
e.	The communication in CN is based on DDD approach.

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