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Faulty Node Detection in Multirate anypath Routing Protocol in Multi-Hop Wireless Networks

S.B.Manooj kumar [1], Dr.A.Kathirvel [2]

[1] **Assistant Professor,**
Department of Computer Science & Engineering, J.K.K.Munirajah College of Technology, Tamilnadu
manoojkumaarsb@gmail.com

[2] **Professor & Head**
Department of Information Technology
Vivekanandha College of Engineering for Women, Tamilnadu
ayyakathir@gmail.com

Abstract: ***In wireless sensor networks consist of several sensor nodes are enveloping and forward their information to nearest neighborhood nodes. The sensors nodes are to join forces and achieve coordinate their operations, it is necessary to preserve the transmission at all times. In this case distance end to end of the intermediate node communication path can be constrained to detection of nodes, efficient communication, and latency. Therefore a faculty node of can be detect in the several network topology, effective Modern recovery methodologies schemes considered every nodes need to communicate with only those nodes that are within its communication range and is to in a parallel reposition a divide of the performer nodes to restore connectivity. Already solved this presenting multi rate any path routing and provide the proof of its optimality existing route discovery activities does not focused on failure node communication in multi rate any path routing protocol. We proposed an algorithm of Distributed Cut Detection algorithm is a distributed iterative for Detection of faulty node in multi rate any path routing for multi hop wireless networks with Reliable Communication. The connectivity is to a specially elected node has been lost, and one or more nodes to detect the occurrence of the detecting the partition independent of the size and structure of the network.***

Keywords: Multi-rate, Faulty node, Reliable Communication

1. Introduction

In wireless multi hop networks is demanding due to the heavy loss rate and dynamic feature of wireless links. Any path routing has been recently proposed as a way of avoid these failing by using multiple next-hops for each destination. Each packet has broadcast to a forwarding sets collected of several neighborhood nodes, and the packet is lost only if none of these nearest node receives the packets. Therefore, while the link agreed to neighborhood node is down or performing poorly, another nearby neighbor may receive the packet and forward it on with the changes of cost of the nodes. This is in difference to single-path routing where only one nearest node is assigned as the next-hop node for each destination. In this exterior, if the link to this neighbor is poor, a packet may be lost when possible to other neighbors may have eavesdropped on it. Existing work on many path routing has focused on wireless networks that use a single transmission rate, without detection of failure. However, certain wireless systems offer multi rates transmission at the physical layer [3] this is mainly for IEEE 802.11a/b/g/n. For these physical layers, limits for multi hop to a single bit rate communication way of those routing decisions cannot take benefit of special coding schemes for exchange. We present two problems which is the First, using a single rate over the entire networks managing availed bandwidth resources. Some links may carry out well at a higher data rate, as others may be able to work at a lower rate. Second, and most importantly, the network may become disconnected at a higher bit rate. The clarification is manly for that higher bit rates have a shorter transmission range, which reduces the network connectivity. As the rate increases, links becomes lousier and the network eventually gets disconnected. So mainly arrangements for guarantee for connectivity, single rate any path routing have to be limited to low rates. In multi rate any path routing, problems do not be present with detection of faulty node, though loss probabilities increase with higher transmission rates, so a higher bit rate does not always improve transmission duration.

Second, we have to locate not only the forwarding set of each node, but also the transmission rate at each hop delivery with constrained cost to a destination. For example, assuming that path (i,j),(i,k), and (i,l) achieve their highest date transmission rate at 3, 4.5, and 10.5 Mbps, respectively, which subset of neighbors should node use to reach the destination. Finally, higher data rates have a shorter transmission range, and therefore we have a different connectivity graph for every data rate. Lower rates have more neighbors available for adding in the forwarding set and fewer hops between nodes. Higher data rates have fewer neighbors available for the forwarding set and longer routes discovering an optimal operation point is the focus on this paper. We thus deal with the problem of finding both a forwarding set and a transmission rate for every node and also faulty node, such that the overall cost of every node to a particular destination is minimized. We call this the shortest multi rate any path problem. To our knowledge, this is still an open problem [1][2][3]and we believe our algorithm is the first practical solution for it.

We introduce Floyd's algorithm to the shortest multi rate any path problem and finding and algorithm of Distributed Cut Detection algorithm is a distributed iterative for Detection along with rectifying faulty node present a proof of their optimality. Our solution generalizes Dijkstra's and Bellman–Ford algorithms for the multi rate any path case and are appropriate to both link-state and distance-vector routing protocols, correspondingly. The proposed algorithms have roughly the same polynomial time as the corresponding shortest-path algorithms and are suitable for implementation at current wireless routers. We also show that our algorithms are optimal even if packet losses at different receivers are not independent.

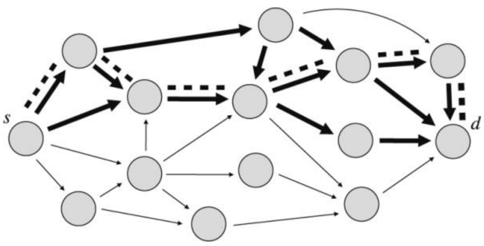

Figure 1: Multi rate any path routing

The network becomes partially disconnected if we fix the transmission rate of every node at 3, 6.5, or 10.5 MPBS. And also the disconnections have two measures.1) First disconnection from the source node then we say that a Disconnected from Source (DOS) happening for node.2) Detection occurs in the network and that does not separate faulty node from the source node then we say that CCOA (Connected, but a Cut Occurred anywhere) happening has occurred for faulty node, for the suitable location, one or more active nodes that be placed at the boundary of the failed node and that are connected to the source.

2. Related Works

In wireless sensor networks is obviously faulty and unpredictable node can occur for various origins, which are the sensor nodes are easily broken, and they may fail due to reduction of batteries .In additionally many nodes may capture and communicate faulty readings because of environmental influence on their sensing components. The network partitions and dynamic changes in network topology due to cause of failure in WSN. Some links may fail when permanently or temporarily affected by an external object or environmental state. When nodes are embedded or standard by mobile objects, nodes can be in use out of the range communication. As well as congestion may directed to some packet loss. Congestion may occur due to a large number of nodes concurrently transition from a power saving method. The common failure issues (such as link failures and congestion) with established communicated to wired and wireless networks, as well as introduce new fault of sources node such as node failures. Fault sympathetic techniques for distributed systems include tools that have become industry standard such as SNMP and TCP/IP, as well as more specialized and/or more efficient methods researched in reliability is achieved through SNMP agents and replication of crashed agents.

We focused any path routing on using a single transmission rate. The following schemes are use a combination of optimal and geographic routing in a WSN. The actors imagine that sensor nodes are aware of their position is used for routing. The forwarding set of an alerted node is collected of the nearest node that is actually adjacent to the destination. Packets are broadcast to all possibility ways, and neighbors in the set forward the packet respecting the extend priority explained. As an advantage, this routing procedure does not need any sort of route distribution over the network. Using just the physical distance as the routing metric, however, may not be the best approach since it does not take link quality into account then know about for the end to end expected transmission time that is EATT routing metric that takes not only the link quality, but also the multiple transmission rates, into account during route calculation. Another single-rate opportunistic routing protocol for sensor networks. The key idea is that each packet carries a credit that is initially set by the source and is reduced as the packet traverses the network. Each node also maintains a cost for forwarding a packet from itself to the destination, and neighborhood node to the destination has smaller costs. Packets are sent in broadcast, and a neighbor node forwards a received packet only if the credit in the packet is high enough. Just before forwarding the packet, its credit is reduced according to the node cost. Therefore, more credits are consumed as the packet moves away from the shortest path.

A mesh around the shortest path[6][7] is then created on the fly for each packet. Although packet delivery is improved, this routing scheme increases overhead since it is based on a controlled flooding mechanism. Therefore, robustness comes at the cost of duplicate packets. In our proposal, a packet is forwarded by a single neighbor in the forwarding set, and a MAC mechanism, such as the one proposed by is in place to guarantee that no duplicate packets occur in the network. Designed and implemented ExOR, an opportunistic routing protocol for wireless mesh networks. ExOR follows the same guidelines of single-rate anypath routing explained [5]. Basically, a node forwards a batch of packets, and each neighbor in the forwarding set waits its turn to transmit the received packets. The authors implement a MAC scheduling scheme to enforce the relay priority in the forwarding set. As a result, a node only forwards a packet if all higher-priority nodes failed to do so. The authors show that opportunistic routing increases throughput by a factor of two to four compared to single-path routing. Our results go beyond that and show that an even better performance can be achieved with multirate anypath routing. Additionally, in our design, each packet is routed independently without storing any per-batch state at intermediate routers.

3. Shortest Multirate Anypath Using Floyd's Algorithm

We now present the new scheme using Floyd's algorithm in multi rate scenario. From the graph Vertices and edges with neighboring node. The algorithm calculates the straight to any paths from end to end. For any pair off of vertices *Va, Vb* ∈ *V*, consider all paths from *Va* to *Vb* whose in-between vertices belong to the set *{V1, V2… Vk}*.

Each of these paths uses vertices from *{V1,V2,…,Vk-1}*. From our explanation, the following recurrence relation follows:

This equation must be computed for each pair of nodes and for *k = 1, n*. The serial complexity is O(n3).

$$d_{i,j}^{(k)} = \begin{cases} w(v_i, v_j) & \text{if } k = 0 \\ \min\left\{ d_{i,j}^{(k-1)}, d_{i,k}^{(k-1)} + d_{k,j}^{(k-1)} \right\} & \text{if } k \geq 1 \end{cases}$$

This equation must be computed for each pair of nodes and for $k = 1, n$. The serial complexity is $O(n^3)$.

FLOYD'S ALGORITHM

```
procedure FLOYD_ALL_PAIRS_SP(A)
begin
    D^(0)=A;
    for k :=1 to n do
        for i :=1 to n do
            for j :=1 to n do
                d_ij^(k) :=min(d_ij^(k-1), d_ik^(k-1)+d_kj^(k-1))
end FLOYD_ALL_PAIRS_SP
```

Figure 2: Floyd's Algorithm

4. Detection of Faculty Node in Multirate any path Routing

A separation of network is partitioning reason due to node failures, will be increase the cost of multi-rate any path networks. So that appropriate reason of separation nodes that have not failed will get removed from the take a break of causing a faulty node. In this paper we have bring in to an algorithm to detect the faulty node to allow the continuous flow of the data among the nodes. The problem appears for to address is natural. First need to enable the each and every node to detect if it is disconnected from the source that is DOS has happened.

Next we need to enable nodes that sit close to the detect faulty node but are still connected to the source to detect the CCOS events and alert the source node. We deliberate way to determine a split of nodes that are disconnected from the assumed source node. We are also involved in develop a way to solve the problem of idleness at the destination which arises due to availability of information at all nodes. When sending a data to some of the nodes stop transmission due to faculty node. To avoid the problem for failure of node and we here introduced a Distributed Cut Detection, which is updating their local state occasionally by communicating with their nearest neighborhood node. The state of a node comes together to a positive or negative value in the need of detection. If a node is disconnected from the source as a result of detection, its state comes to deactive as a zero value [8]. The state of node determines whether it is connected to source or not. The nodes that are still connected to the source will be able to detect that a failure has occurred somewhere in the network. It has not only fast gathering a rate but also independent of size of the network, as the delay between the occurrence of a failure and its detection by all the nodes can be made independent of the size of the network. The DCD algorithm eliminates the need of routing messages to the source node as it involves only nearest neighbor communication. (1) The source node never fails, the sensor network is initially connected, (2) Communication between nodes is symmetric, (3) If a node fails permanently, and each of its neighbors can detect its failure within a fixed time period.

The failure of sensor nodes should not affect the overall task of the sensor network. This defines the reliability or fault tolerance issue. Fault tolerance is nothing but the ability to maintain sensor network functionalities without any interruption due to sensor node failures,[9][10] which is used to make the failure nodes function is spread and devoted among the finely working nodes which increases their reliability and makes the network to function properly until the failure nodes are repaired or restored. This results in effective and reliable functioning of the network. Due to this quality the algorithm is healthy to temporary communication failure between the node pairs

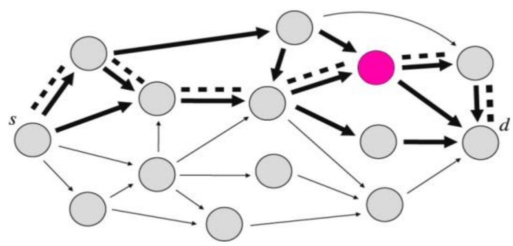

Figure 3: Multirate anypath routing, faulty node mentioned in pink

A. DOS Detection the DOS detection part of the algorithm is applicable to the random networks; a node only requires communicating a scalar variable to its neighboring nodes. The potential of certain nodes becomes 0 Value (deactive) when they are separated from the source node; result is that they stop functioning. The state of the node is computed using an iterative scheme which requires only periodic communication among the neighboring nodes. These nodes keep the state of their neighboring nodes to detect a DOS event.

B. CCOS Detection the CCOS events are detected on the basis that the states of nodes that are connected to the source node also change after the detection. However this is not enough to detect the CCOS event. Therefore the CCOS detection proceeds by using probe messages that are initiated by certain nodes that encounter failed neighbors. These kinds of messages are forwarded from one node to another in such a way that if a short path exists around a "hole" created by the node failures, the message will reach the initiating node. The nodes that detect CCOS event alert the source node about the cut.

C. DCD Algorithm Implementation Consider S=Source node; Neighbors of node S are A, B. ack=active; dack=inactive

1. If the node A is active i.e. ack state
2. Wait for 500 ms
3. Send file to node A
4. Else if the node A is deactive (node failed)

i.e. dack state then files sending to A failed.
5. If the node B is active i.e. ack state
6. Wait for 500 ms
7. Send file to node B.
8. Else if the node B is deactive (node failed)
i.e. dack state then file sending to B failed.

The source node has the capability to detect the occurrence and location of a faulty node which will allow it to undertake network repair [11]. The ability to detect cuts by both the disconnected nodes and the source node will lead to the increase in the operational lifetime of the network as a whole and using Floyd's algorithm take one more an alternative path for forwarding a packets from source to destination and its can used multirate any path without changing or accumulation of nodes, like node increasing, So that some nodes are becomes partially disconnected if we fix the transmission rate of every node at 3, 6.5, or 10.5 MPBS. And also the disconnections have two measures. One is disconnection from the source another one is Detection occurs in the network and that does not separate faulty node from the source node then we say that Connected, but a Cut Occurred anywhere appending has occurred for faulty node, for the suitable location, one or more active nodes that be placed at the boundary of the failed node and that are connected to the source. So we shown that reliability multirate any path routing in multi hop networks.

5. Conclusion

We proposed new scheme for multirate anypath wireless multihop networks routing focusing a failure node and provided a solution to integrate opportunistic routing and multiple transmission rates. Communication may takes an next alternative path until a correcting a faulty node with the available rate variety put into effect several new challenges to routing since transmission range and delivery ratios change with the transmission rate. A node can take only forwards a packet if all higher-priority nodes failed. So that we focused DCD Algorithm to implement active or deactive node partially happened so that we fix the as dynamic changes of transmission rate to all other nodes such as 3, 6.5, or 10.5 MPBS, and also we measures disconnections of nodes. Given a network topology and a destination, we set out to find both a forwarding set and a transmission rate for every node, such that their cost of the transmission is minimized end to end cost and also reliable communication.

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Author Profile

S.B.Manoojkumaar born in erode at 1988, he received UG Degree B.E.(CSE) during 2005-2009 in S.S.M.College of Engineering at Anna University, Chennai and he received PG Degree M.E.(CSE) during 2009-2011 in Sasurie College of Engineering at Anna University Coimbatore, currently working as an Assistant Professor in JKK.Munirajah College of Technology, T.N.Palayam, Gobichettipalayam, Tamilnadu. He has more than 2 years teaching experience in the same institution. He has published 4 papers in national conferences and one paper in international journal.

Dr.A.Kathirvel born in Erode, Tamilnadu, India, received his B.E. degree from the University of Madras, Chennai, in 1998, M.E. degree from the same University in 2002 and Ph.D from Anna University, Chennai in 2010. He is currently working as Professor and Head of Information Technology at Vivekanandha College of Engineering for Women, Namakkal. He has teaching experience of about 16 years. He has published more than 80 papers in national and international conferences and in international journals. He is working as scientific and editorial board member of many journals. He has reviewed dozens of papers in many journals. He has author of three books namely, Monograph: Umpiring Security Model and Performance improvement on MANETS, Introduction to GloMoSim and Prevention of Attacks using Umpiring Security Model for MANETS, LAP Lambert Academic Publishing GmbH & Co., Germany. Europe. He is a Life member of the ISTE, IACSIT, IAENG, ICST, IAES, IEEE and ACM. His research interests are protocol

development for wireless ad hoc networks, security in ad hoc network, data communication and networks, mobile computing, wireless networks and Delay tolerant networks.