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MULTIPATH WIRELESS NETWORK CODING: AN AUGMENTED POTENTIAL GAME PERSPECTIVE

[1]P. Kaveri M.Phil., [2]Mrs. C. Renuga Devi M.Sc (Ct)., M.Phil.,

[1]Research Scholar, Department of Computer Science, Bharathiyar Arts and Science College for Women's, Deviyakurichi, Salem.

[2]Assistant Professor, Department of Computer Science, Bharathiyar Arts and Science College for Women's, Deviyakurichi, Salem.

Abstract

This project considers wireless networks in which various paths are obtainable involving each source and destination. It is allowing each source to tear traffic among all of its existing paths, and it may conquer the lowest achievable number of transmissions per unit time to sustain a prearranged traffic matrix. Traffic bound in contradictory instructions in excess of two wireless hops can utilize the "reverse carpooling" advantage of network coding in order to decrease the number of transmissions used. These call such coded hops "hyper-links." With the overturn carpooling procedure, longer paths might be cheaper than shorter ones. However, convenient is a irregular situation among sources. The network coding advantage is realized only if there is traffic in both directions of a shared path. This project regard as the problem of routing amid network coding by egotistic agents (the sources) as a potential game and develop a method of state-space extension in which extra agents (the hyper-links) decouple sources' choices from each other by declaring a hyper-link capacity, allowing sources to split their traffic selfishly in a distributed fashion, and then altering the hyper-link capacity based on user actions. Furthermore, each hyper-link has a scheduling constraint in stipulations of the maximum number of transmissions authorized per unit time. Finally these project show that our two-level control scheme is established and verify our investigative insights by simulation.

Keywords: Network Elements (NEs), Wireless Sensor Network (WSN), Internet Protocol (IP), Wireless Local Area Network (WLAN).

1. INTRODUCTION

A wireless sensor network (WSN) consists of spatially circulated autonomous sensors to monitor substantial or ecological situation, such as temperature, sound, vibration, pressure, motion or pollutants and to cooperatively pass their data through the network to a main location. The supplementary present networks are bi-directional, enabling also to control the commotion of the sensors. The expansion of wireless sensor networks was provoked by military applications such as battlefield surveillance; today such networks are worn in many industrial and end user applications, such as industrial progression monitoring and control, instrument health monitoring, and so on.

Sensor nodes are scattered in a sensor pasture to examine a phenomenon of interest (i.e., environment, vehicle, object, etc.). Sensor nodes in the sensor pasture form an ad hoc wireless network and transmit the sensed information (data or statistics) gathered via attached sensors about the observed phenomenon to a base station or sink node. The sink node relays the collected statistics to the remote supplicant (user) via an arbitrary computer communication network such as a gateway and allied communication network. Since different applications require different communication network infrastructures to efficiently transfer sensed data, WSN designers can optimize the communication architecture by determining the appropriate topology (number and allotment of sensors within the WSN) and communication infrastructure (e.g., gateway nodes) to meet the application's necessities. An infrastructure-level optimization called bridging facilitates the reassign of sensed data to remote requesters residing at different locations by connecting the WSN to outdoor networks such as Internet, cellular, and satellite networks.

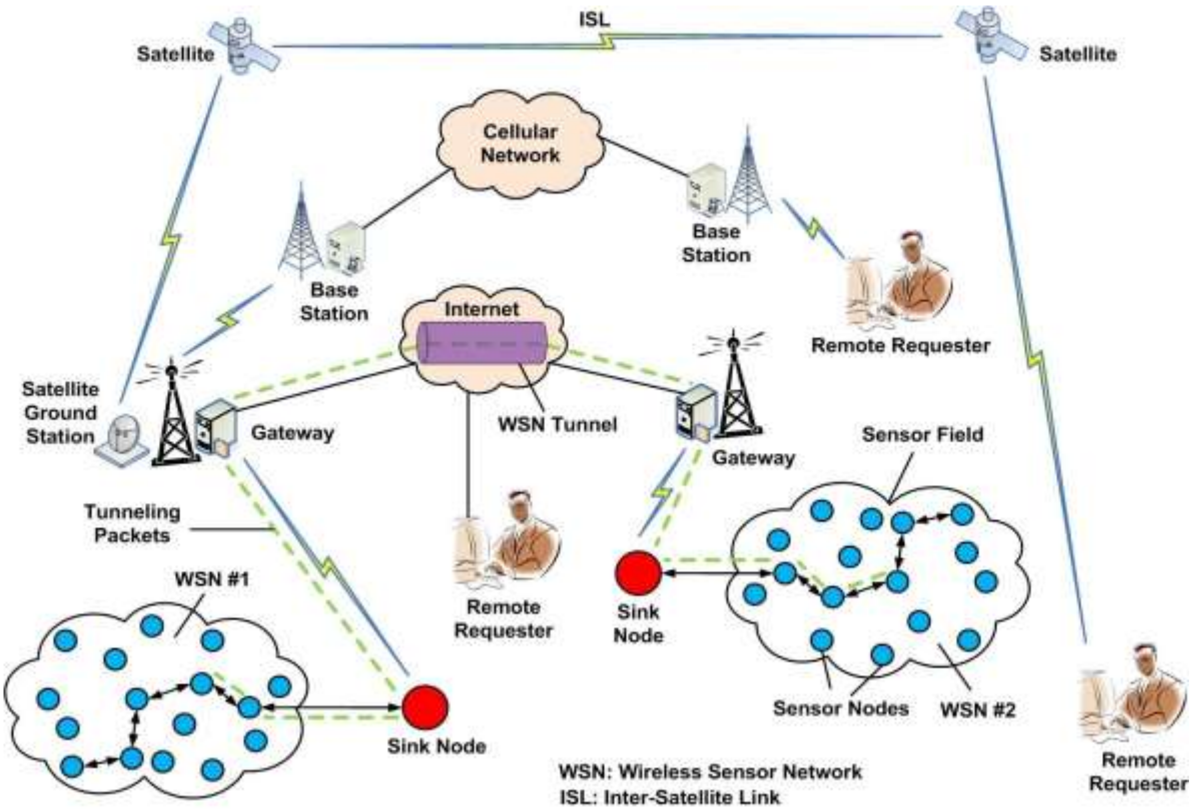

Figure: 1.2 Wireless Sensor Network Architecture.

Characteristics

- Ability to cope with node failures
- Mobility of nodes
- Dynamic network topology
- Heterogeneity of nodes
- Ease of use
- Unattended operation
- Power consumption

2. RELATED WORKS

Convenient has lately been significant attention in multihop wireless networks, in cooperation as a capital for basic Internet access, as well as for construction dedicated sensor networks. The clients can then decode this coded packet (using information stored at clients) to obtain the packets they need. Accordingly, the goal of this document is to design, analyze, and validate network mechanisms and protocols that progress the performance of the network coding schemes through increasing the number of coding opportunities.The key challenge in the design of network coding schemes is to maximize the number of coding opportunities, where a coding opportunity refers to an episode in which at least one transmission can be saved by transmitting a combination of the packets. Inadequate number of coding opportunities may affect the performance of a network coding proposal and is one of the major barriers in realizing the coding advantage. For example, think about a wireless network coding scheme depicted in Fig. 2.1. In this illustration, two wireless nodes require to swap over packets and through a relay node. However, limited wireless spectrum together with interference and fading pose considerable challenges for network designers. The modus operandi of network coding has the impending to improve the throughput and reliability of multihop wireless networks by intriguing improvement of the broadcast environment of wireless medium. An uncomplicated store-and-forward loom needs four transmissions.

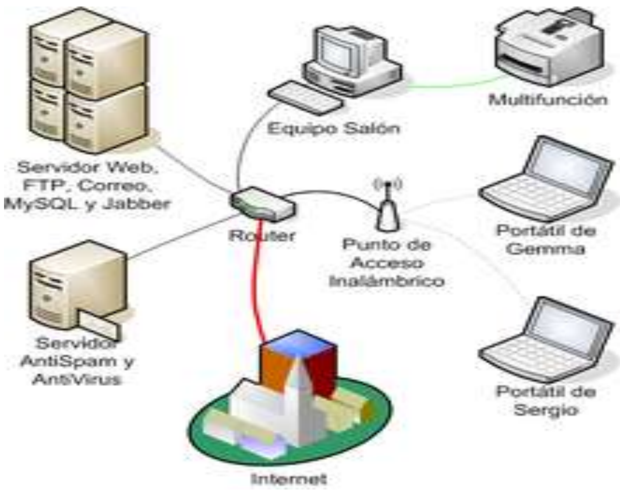

Figure: 2.1 Wireless Network

Wireless LANs are over and over again worn for concerning to local resources as well as to the Internet. A wireless local area network (WLAN) links two or supplementary devices over a short coldness with a wireless sharing method, usually providing a connection through an entrance peak for Internet access. The make use of of spread-spectrum or OFDM technologies may well permit users to be in suggestion in the region of within a local reporting area, and immobile continue associated to the network. Products by means of the IEEE 802.11 WLAN standards are marketed bottom the Wi-Fi brand name.

The telecommunications network at the physical layer in addition consists of many interconnected wireless Network Elements (NEs). These NEs can be stand-alone systems or yield that are either abounding by a single producer, or are assembled by the overhaul provider (user) or system integrator with parts from several different manufacturers.

3. EXISTING SYSTEM

Traffic hop in converse guidelines in excess of two wireless hops can make use of the “reverse carpooling” gain of network coding in order to diminish the number of transmissions used. We call such coded hops “hyper-links.” With the turn round carpooling technique, longer paths capacity be cheaper than shorter ones. However, convenient is an irregular circumstances surrounded by source. The network coding benefit is realized only if there is traffic in both directions of a shared path. We consider the problem of routing with network coding by selfish agents (the sources) as a potential game and develop a method of state-space augmentation in which additional agents (the hyper-links) decouple sources’ choices from each other by declaring a hyper-link capacity, allowing sources to split their traffic inconsiderately in a scattered fashion, and then shifting the hyper-link competence based on user manners. Besides, each hyper-link has an arrangement restriction in terms of the ceiling number of transmissions authorized per unit time.

Drawbacks

- Necessity on extensive cast medium: The algorithm expects/ requires with the purpose of the nodes in the broadcast intermediate can distinguish each other’s broad casts.
- Over head on the bandwidth: Transparency on bandwidth will be occurred compared to DSR, as soon as an RREQ travels commencing node to node in the procedure of discovering the route information an stipulate, it sets up the invalidate path in itself with the addresses of all the nodes during which it is transitory and it carries all this info all its way.
- More use of routing data: AODV lacks a well-organized route safeguarding performance. The routing info is constantly obtained on demand, together with for common cause traffic.
- It is weak to misuse: The messages can be tainted for surrounded by attacks together with route interruption, route incursion, node segregation, and resource consumption.

4. Proposed System

In the planned system LZW data density practice is worn beside through the EC- MAC protocol, which is the conservatory of DEL-CMAC protocol. Source node pack together the distribution data with LZW density technique, which results in fastest delivery of high bits of statistics in short span of time that seems to raise the node energy level. Besides three control frames (RTS, CTS and ACK) supported in IEEE 802.11MAC, three new frames are introduced in EC-MAC. They are Cooperative Request-to-Send (CRTS) frame, Helper-to-Send (HTS) frame, and Cooperative Clear-to-Send (CCTS) frame. After the achievement of data transmission process, every node calculates its enduring energy level and energy consumption, by analyzing those energy levels; These Project can appraise the performance of the network existence time.

Rewards

- This project of proposed system more efficient because of its reactive nature, AODV can handle highly dynamic behavior of Vehicle Ad-hoc networks.

- Used for together unicasts in adding together to multicasts by means of the'J' (Join multicast group) standard in the packets.

5. System Module

- ✓ NODE CREATIING
- ✓ DEL CMAC PROTOCOL
- ✓ EC-MAC LZW COMPRESSION TECHNIQUE
- ✓ EC-MAC LZW DECOMPRESSION TECHNIQUE
- ✓ ENERGY LEVEL EXAMINATION
- ✓ PERFORMANCE EXAMINATION

Node Creating

This module is developed to node creation and more than 50 nodes placed particular distance. Wireless node placed intermediate area. Each node knows its location relative to the sink. The access point has to receive transmit packets then send acknowledge to transmitter.

DEL CMAC Protocol

The Del CMAC protocol concentrates on improving the network life time through the energy cost of the node. The Del CMAC protocol route the data in lesser energy cost. The data transmission process is performed set by set. The existing protocol select path which the less energy has cost.

Ec-Mac Lzw Compression Technique

This module states a data compression technique using EC-MAC protocol, by data compression technique Source node compress the sending data using LZW compression technique for example 100mb data is compressed to 70mb, which results in fastest delivery of high bits of data in short span of time that seems to increase the node energy level. By using compression technique packets loss is reduced.

Ec-Mac Lzw Decompression Technique

The compressed data is delivered to destination with the short span of time. The destination uses an EC-MAC LZW decompression technique to decompress the received original data. For example 70mb is decompressed to 100mb. As a result the destination gets the original data without any loss in the fastest and safest delivery. So the nodes use lesser energy level to transmit the data and gains more energy.

Energy Level Examination

By using LZW compression and decompression technique the nodes in the network gains more energy, by calculating the energy level of each nodes we can examine the improved network life time.

Performance Examination

The performance analysis of the existing and proposed work is examined through graphical and AWK report analysis. The throughput analysis states the network performance of our proposed protocol.

6. PROCESS

Network Simulator-2

Following setting up the platform, software named ns2 was set up on it which was used for all the examination and simulation effort separately from other tools used. Ns2 is the de facto standard for network simulation. Its activities is highly trusted within the networking community. It is urbanized at ISI, California, and is supported by the DARPA and NSF. Ns2 is an object oriented simulator, written in C++, with an OTcl predictor as a frontend. This revenue that most of the reproduction scripts are created in Tcl. If the components have to be developed for ns2, then both Tcl and C++ have to be used. Ns2 uses two languages because any network simulator, in general, has two extraordinary kinds of things it needs to do. On the one hand, detailed simulations of protocols require a systems training language which can efficiently manipulate bytes, packet headers, and implement algorithms that run over large data sets. For these tasks run-time speed is important and turn-around time (run simulation, find bug, fix bug, recompile, re-run) is less important. On the additional hand, a large element of network research involves slightly varying parameters or configurations, or quickly exploring a number of scenarios. In these cases, iteration time (change the model and re-run) is more important. Since configuration runs once (at the beginning of the simulation), run-time of this part of the task is less important.

7. CONCLUSION

This project considered a wireless network with given costs on arcs, traffic matrix, in addition to multiple paths. The purpose was to discover the splits of traffic for each source across its multiple paths in a distributed manner leveraging the overturn carpooling technique where the peak transmissions (per unit time) at each node are limited. For this, that is split the problem into two sub struggle and propose a two-level distributed control scheme set up as a game between the sources and the hyperlink nodes. On one level, given a set of hyperlink capacities and node prices, the sources selfishly choose their splits and attain Nash equilibrium. On the erstwhile level, given the traffic splits, the hyperlinks and nodes may slightly increase or decrease their capacities and prices by means of a steepest descent algorithm. These projects constructed a Lyapunov function argument to show that this process asymptotically converges to the minimum cost solution, although performed in a disseminated fashion.

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