

Sensor Networks Routing

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Wireless Routing

- ❑ Many ad hoc wireless protocols use flooding for route discovery
 - ❖ AODV
 - ❖ DSR
- ❑ Sensor networks will be fairly dense so flooding and broadcast storm problems will have a significant negative impact
- ❑ Methods to reduce broadcast storm
 - ❖ Gossip
 - ❖ Virtual Backbone

Algorithm for Virtual Backbone

□ Overview

❖ Build a minimum connected dominating set (MCDS)

- Definition: dominating set – subset of nodes, V' such that all other nodes, $V - V'$ are adjacent to some node in V' .
- Definition: connected – there is a path between any pair of nodes in the graph

Two Phases

- ❑ Construct a maximal independent set (MIS)
 - ❖ Definition: set of nodes such that no nodes are adjacent
 - ❖ Through the following construction each node contained in the MIS is exactly two hops from all others
- ❑ Construct a dominating tree
 - ❖ Definition: dominating set that also forms a tree

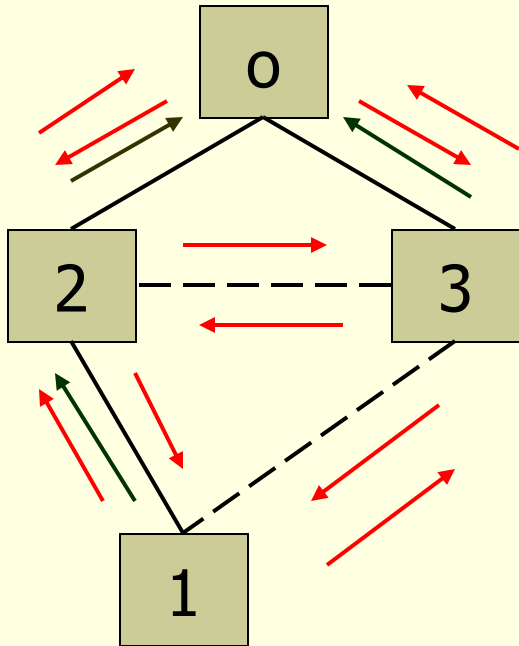
MIS

- ❑ Assume a rooted spanning tree T is given
- ❑ Each node has the following state
 - ❖ $X1$ - Number of neighbors whose levels have not been set
 - ❖ $X2$ - Number of children who have not reported completion
 - ❖ levelList - records levels of all neighbors
 - ❖ Y - number of lower-ranked neighbors

MIS Messages

- ❑ LEVEL – broadcasted down tree
 - ❖ Append sender's ID and level to levelList
 - ❖ Decrement X1
 - ❖ If sender is parent
 - Set your level to be sender's level + 1
 - ❖ If $X1 == 0$
 - Set y, number of lower-ranked neighbors, from levelList
 - ❖ If $X2 == 0$ and level has been determined
 - Send LEVEL-COMPLETE message to parent
- ❑ LEVEL – COMPLETE – directed up tree
 - ❖ Decrement X2
 - ❖ If X2 becomes 0
 - Reset X2 to number of children
 - Send LEVEL-COMPLETE message to parent

Example



ID	Level	X1	X2	levelList	Y
0	0	2	2	1,2;1,3	0
1	2	3	0	1,2;1,3	0
2	1	3	1	0,0;1,3;2,1	1
3	1	2	0	0,0;1,2;2,1	2

MIS coloring

- ❑ Coloring to finish building MIS
 - ❖ Initially all nodes are marked white and root is marked black
 - ❖ At the end all nodes will be gray or black
- ❑ Root broadcasts a BLACK message
 - ❖ BLACK message received
 - Add sender's ID to blackList
 - If white
 - Set gray and broadcast GRAY message (contains level and ID)
 - ❖ GRAY message received
 - If sender rank is lower
 - Decrement Y
 - If $Y == 0$
 - Set black and broadcast BLACK message

MIS coloring cont.

- ❑ When a leaf is set gray or black
 - ❖ Send MARK-COMPLETE to parent
- ❑ When MARK-COMPLETE received
 - ❖ Decrement X_2
 - ❖ If $X_2 == 0$
 - Send MARK-COMPLETE to parent
- ❑ When X_2 of root is 0 the coloring is complete

Dominating Tree T^*

❑ Node state

❖ Z – boolean

- Initialized to 0
- Set to 1 after node joins T^*

❖ Parent – variable for ID

- Initially empty
- Set to the parent in T^*

❖ childrenList – list of Ids

- Initially empty

Dominating Tree cont.

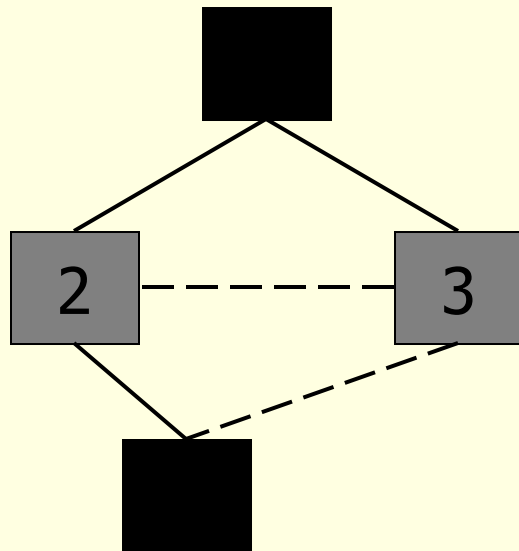
- ❑ Root of T^* is (gray) neighbor of root of T that has largest number of black neighbors
- ❑ To find this node root of T resets $X1$ and broadcasts QUERY message and maintains
 - ❖ Root variable
 - ❖ Degree variable
- ❑ When QUERY is received
 - ❖ REPORT is sent to sender that contains
 - Number of black neighbors
- ❑ When REPORT is received
 - ❖ Decrement $X1$
 - ❖ If number of black neighbors in REPORT > Degree
 - Set Degree
 - Set Root
- ❑ When $X1 == 0$ at root of T
 - ❖ Send a ROOT message to the newly found root of T^*

Dominating Tree cont

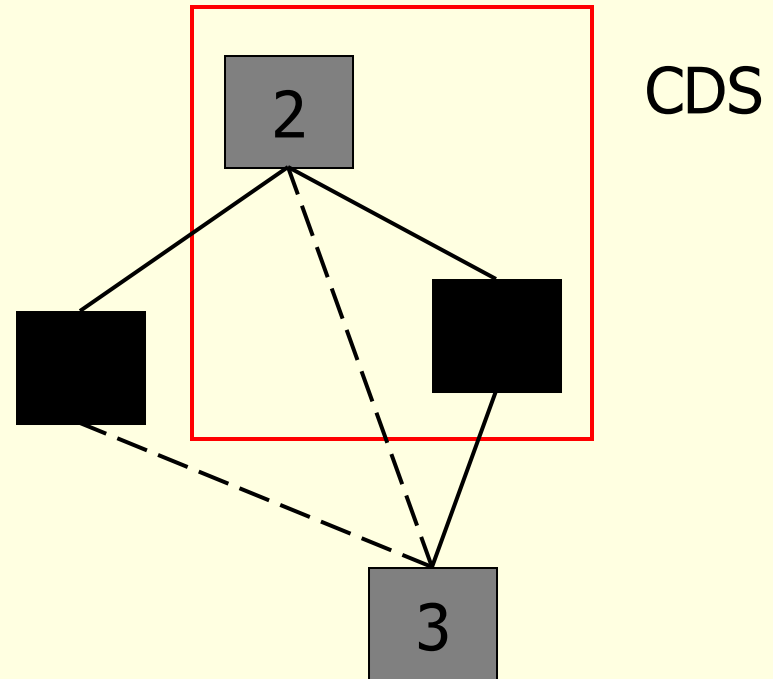
- ❑ When ROOT received
 - ❖ Set Z to 1
 - ❖ Broadcast INVITE2
- ❑ The rest of T^* is built in the following manner
 - ❖ INVITE2 received
 - Black node with $z == 0$
 - Set z to 1
 - Parent to sender's ID
 - Send JOIN to Parent
 - Broadcast INVITE1
 - ❖ INVITE1 received
 - Gray node with $z == 0$
 - Set z to 1
 - Parent to the sender's ID
 - Send JOIN to Parent
 - Broadcast INVITE2
 - ❖ JOIN receive
 - Add sender's ID to childList

Dominating Tree cont.

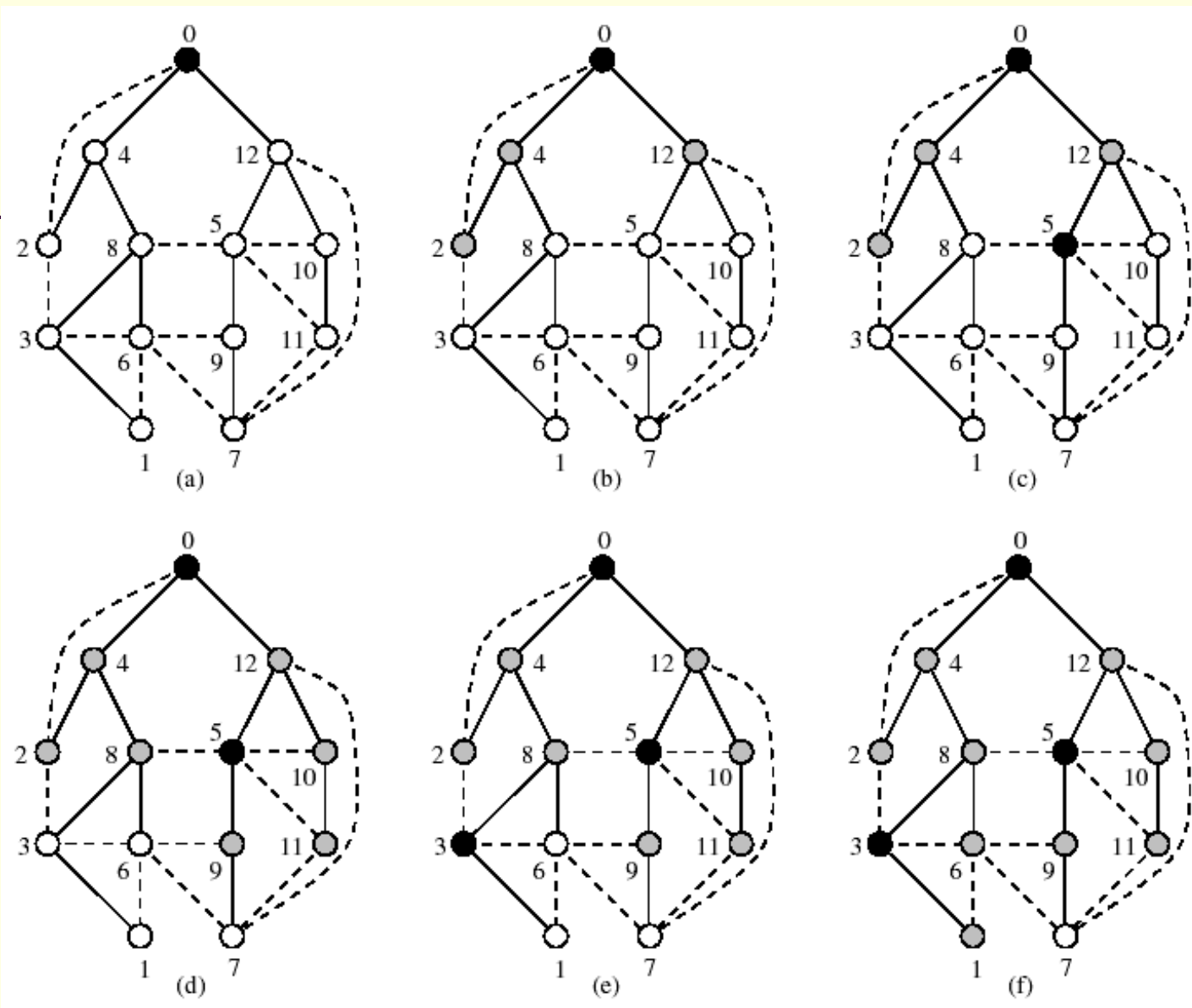
- The connect dominating set is the internal vertices of T^*



MIS



T^*



Example 2

Performance

- ❑ Since all messages were at most broadcasted locally and no messages need repeating
 - ❖ Messaging complexity – $O(n)$
 - ❖ Time complexity – $O(n)$
- ❑ However to build the initial rooted spanning tree using leader election requires
 - ❖ Messaging – $O(n \log n)$
 - ❖ Time $O(n)$
- ❑ Overall performance is dominated by initial tree construction

Advantages

- ❑ Use virtual backbone to reduce messaging
 - ❖ On-demand routing over the backbone will remove the need for broadcast flooding

References

- ❑ Next Century Challenges: Mobile Networking for “Smart Dust” by J.M. Kahn, R. H. Katz, K. S. J. Pister
- ❑ Distributed Construction of Connected DominatingSet in Wireless Ad Hoc Networks by Peng-Jun Wan, Khaled M. Alzoubi, Ophir Frieder
- ❑ <http://www-bsac.eecs.berkeley.edu/~warneke/SmartDust>