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# SEP: A Stable Election Protocol for clustered heterogeneous wireless sensor networks

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Joint work with

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<http://www.cs.bu.edu/groups/wing>

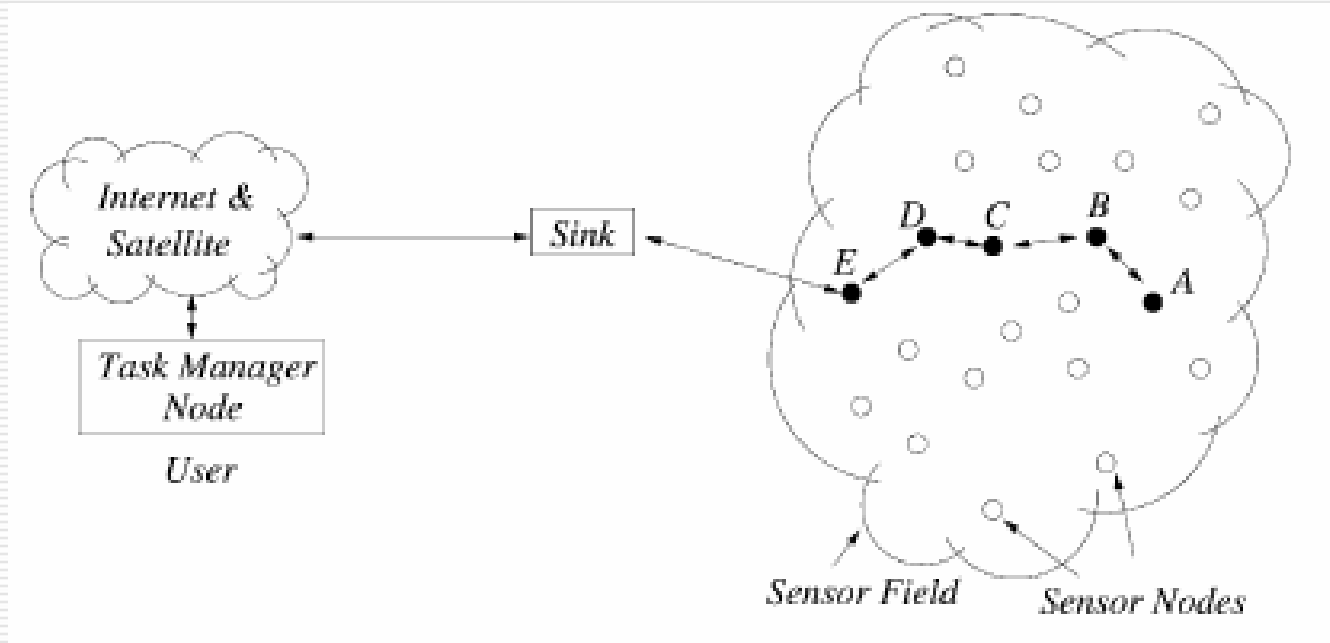
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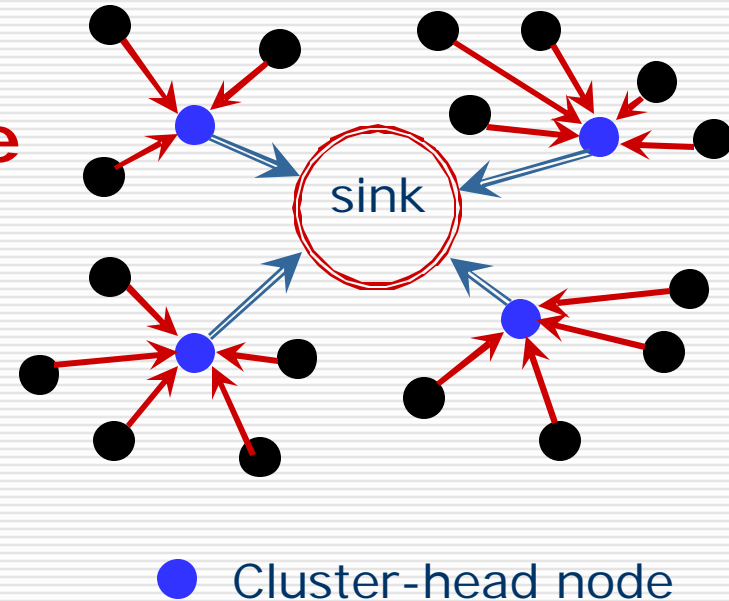
# Heterogeneous WSN

- Nodes have different energy levels
- Initial setting, after some operation time, or after re-energizing some sensors



# Routing

- **Goal:**  
prolong network lifetime/coverage
- Direct transmission to sink
- Min-energy routing
- **Sensing process can become biased**
- LEACH – Low Energy Adaptive Clustering Hierarchy  
[Heinzelman *et al.*, 2000]





# Selecting Cluster-heads in LEACH

- Node  $i$  chooses random number,  $s$ , between 0 and 1
- If  $s < T(i)$ , node  $i$  becomes a cluster head in current round where:

$$T(i) = \begin{cases} \frac{P}{1 - P \times (r \bmod \frac{1}{P})} & \text{if } i \in G \\ 0 & \text{otherwise} \end{cases}$$

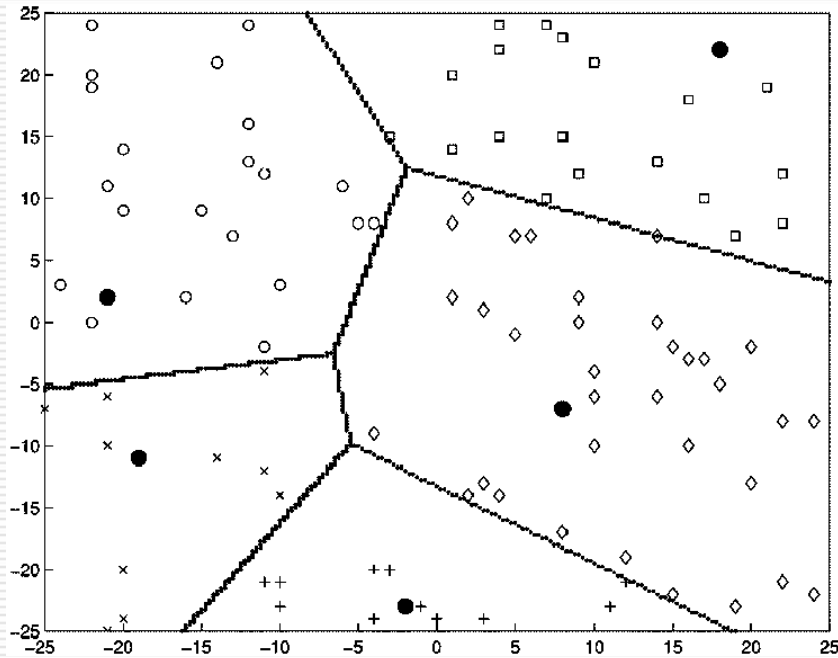
where:

$P$  = desired percentage of cluster heads

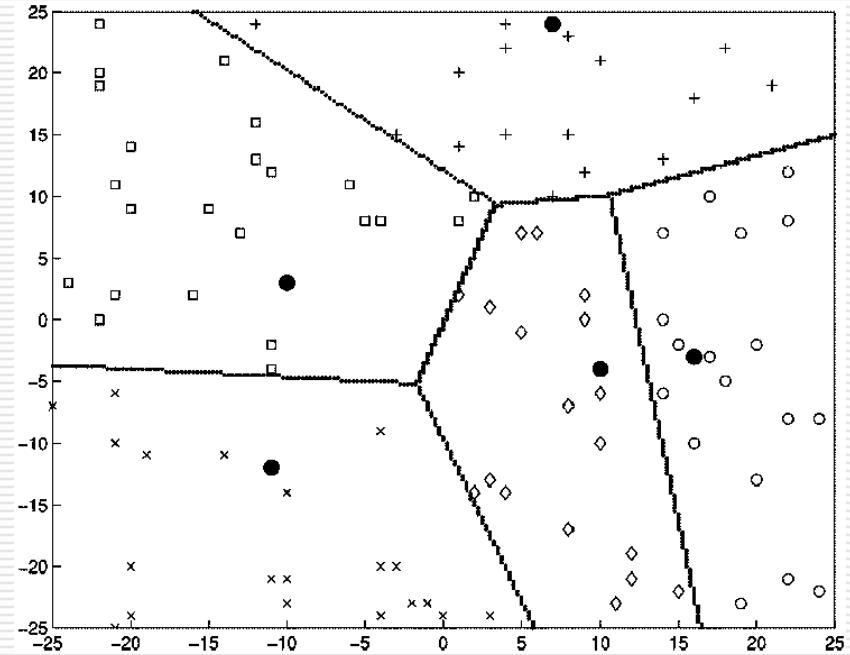
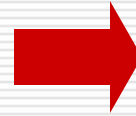
$G$  = set of nodes that have not been a cluster head in the last  $1/P$  rounds

- Each node is elected cluster-head once every  $1/P$  rounds (epoch length)
- On average,  $n \times P$  nodes elected per round
  - $n$  = total number of nodes

# Rotating Cluster-heads



Round  $r$



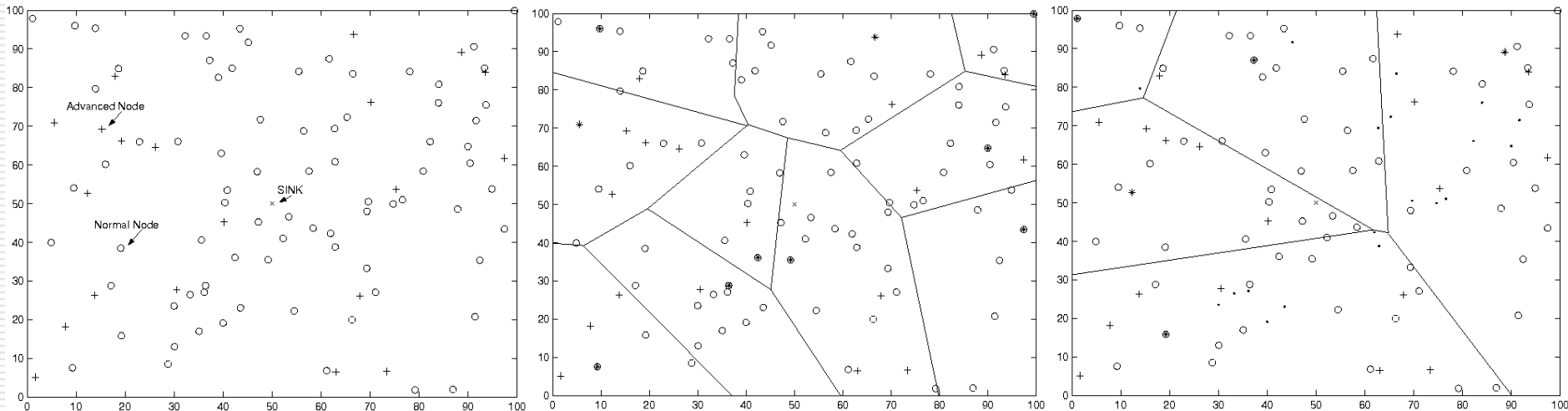
Round  $r + 1$

*When all nodes start with the same energy level (i.e., homogeneous setting), nodes "randomly" die and within a short period*



# But in a heterogeneous environment...

- The result of initial setting or evolution of the sensor network's operation
  - "advanced" node has  $\alpha$  times more energy than "normal" node
- Once the first node dies, feedback and cluster-head election stays **unreliable** for a long time
  - advanced nodes don't get elected as often as they should





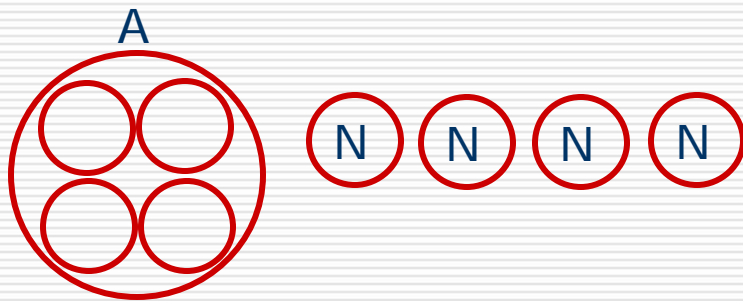
# Naïve Modification to LEACH

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- View network as homogeneous
  - Every “virtual” node is “normal” with unit energy
  - We have  $n + \alpha \times m \times n = n (1 + \alpha \times m)$  “virtual” nodes
    - $m$  = fraction of nodes that are advanced
- Extend epoch length to  $(1 + \alpha \times m)/P$  rounds
- **Hope is:**
  - Each normal node is elected cluster-head once every epoch
  - Each advanced node is elected cluster-head  $(1 + \alpha)$  times every epoch
    - This ensures well balanced energy consumption

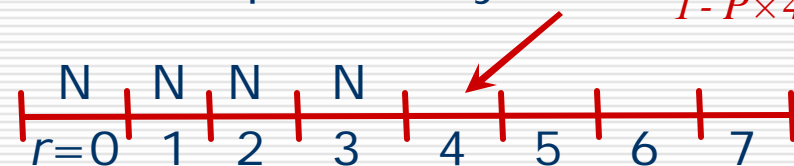
# Problem with Naïve Solution

- Probability of electing an advanced node is not weighted by its additional energy
  - advanced nodes may be underutilized
  - Lifetime is prolonged, but time until the first node dies can still be short!



$$n = 5, m = \frac{1}{5}, a = 3, P = \frac{1}{5}$$

"A" node elected with probability  $T(A) = \frac{P}{1 - P \times 4}$







# Our SEP (Stable Election Protocol)

- **Idea:** force each advanced node to be elected every sub-epoch of length  $(1 + \alpha \times m) / P / (1 + \alpha)$  rounds

- Probability of a normal node getting elected as cluster-head is  $P_{normal}$

- Probability of an advanced node getting elected as cluster-head is  $P_{advanced}$

- Average number of nodes elected per round =  $n \times P$

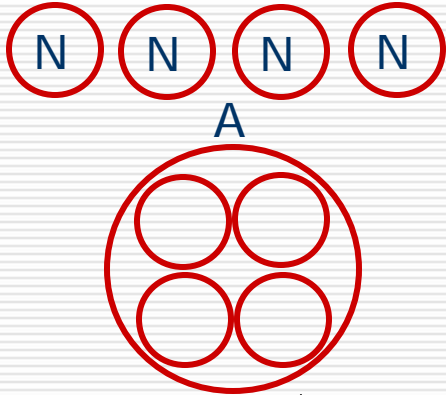
$$P_{normal} = \frac{P}{1 + a \times m}$$

$$T(i) = \begin{cases} \frac{P_{normal}}{1 - P_{normal} \times (r \bmod \frac{1}{P_{normal}})} & \text{if } i \in G_{normal} \\ 0 & \text{otherwise} \end{cases}$$

$$P_{advanced} = \frac{P}{1 + a \times m} (1 + a)$$

$$T(i) = \begin{cases} \frac{P_{advanced}}{1 - P_{advanced} \times (r \bmod \frac{1}{P_{advanced}})} & \text{if } i \in G_{advanced} \\ 0 & \text{otherwise} \end{cases}$$

# Numerical Example



$$n = 5, m = \frac{1}{5}, a = 3, P = \frac{1}{5}$$



Our SEP Scheme

$$P_{normal} = \frac{P}{1 + a \times m} = \frac{1/5}{1 + 3 \times 1/5} = \frac{1}{8}$$

$$T(i) = \begin{cases} \frac{P_{normal}}{1 - P_{normal} \times (r \bmod \frac{1}{P_{normal}})} & \text{if } i? G_{normal} \\ 0 & \text{otherwise} \end{cases}$$

$$P_{advanced} = \frac{P}{1 + a \times m} (1 + a) = \frac{1}{8} (1 + 3) = \frac{4}{8}$$

$$T(i) = \begin{cases} \frac{P_{advanced}}{1 - P_{advanced} \times (r \bmod \frac{1}{P_{advanced}})} & \text{if } i? G_{advanced} \\ 0 & \text{otherwise} \end{cases}$$



# Performance Measures

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- **Stability Period**
  - Time until death of the first node
- **Network lifetime**
  - Time until death of the last alive node
- **Number of cluster-heads per round**
  - Nodes which will directly send aggregated information to the sink
- **Number of alive nodes of each type per round**
- **Throughput**
  - Rate of data reporting to cluster-heads and to sink



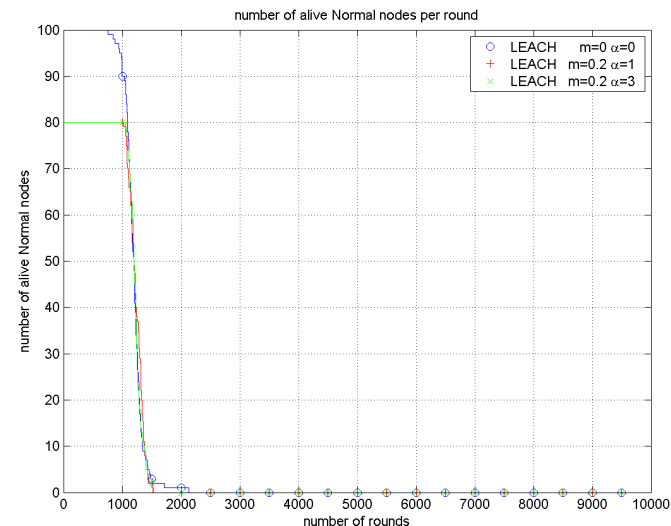
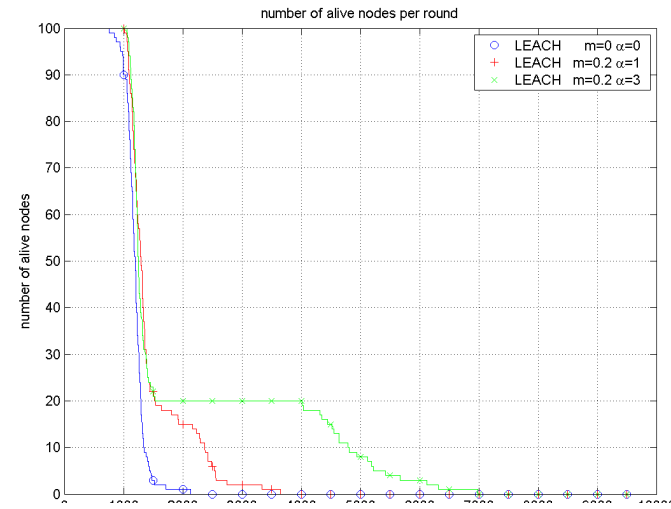
# Simulation Model

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- Two networks
  - 100 nodes uniformly distributed over 100mx100m
  - 900 nodes uniformly distributed over 300mx300m
- Sink is in the center of the sensor field
- Message size = 4000 bits
- Initial energy for a normal node = 0.5 Joules
- Energy consumed depends on radio characteristics

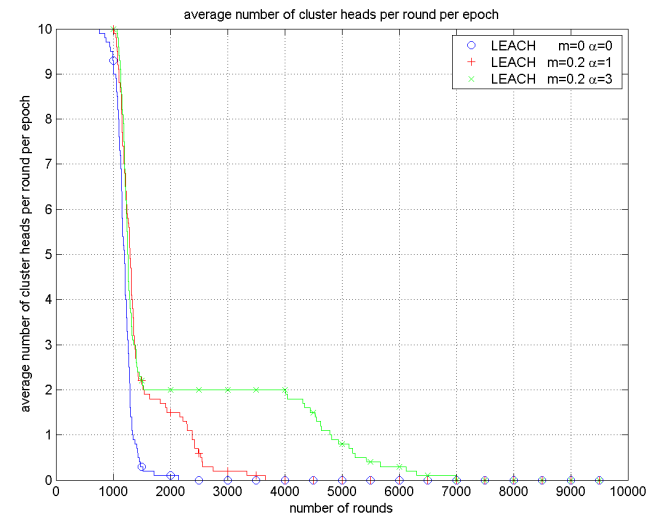
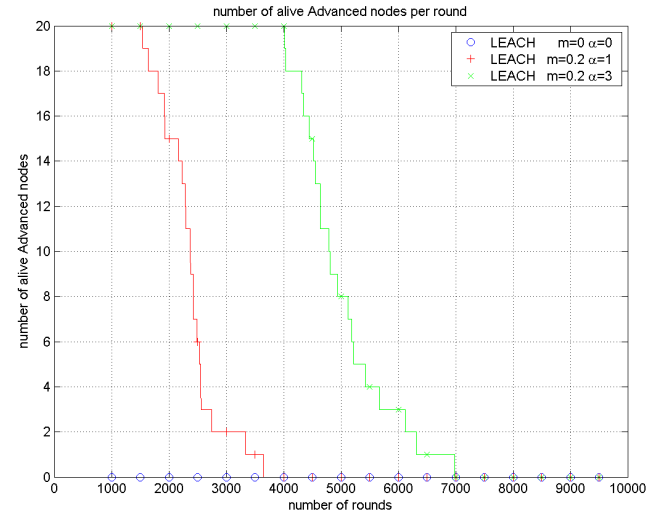
# Results for LEACH

- LEACH does not take full advantage of the extra energy of advanced nodes
  
- Normal nodes die very fast
  - Sensing field becomes sparse very fast
  - Election process becomes unstable fast
  - Throughput is low



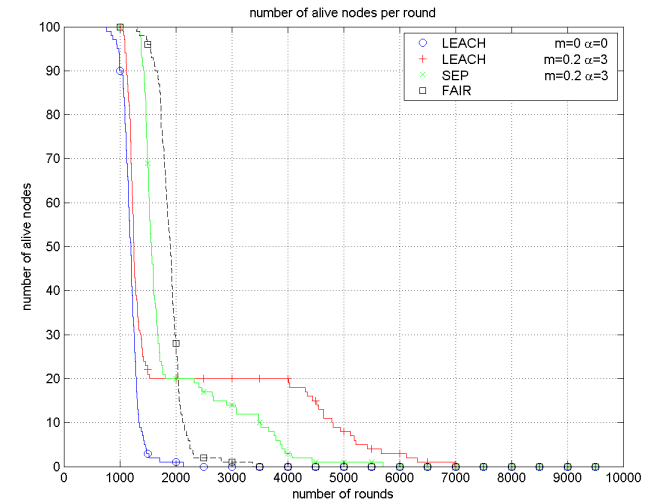
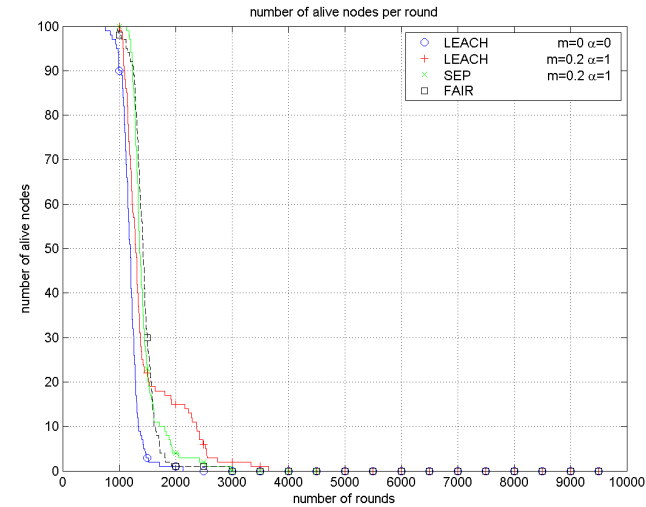
# Results for LEACH (cont'd)

- Advanced nodes die very slowly
  - They are not elected as often as they should
  - Throughput is low



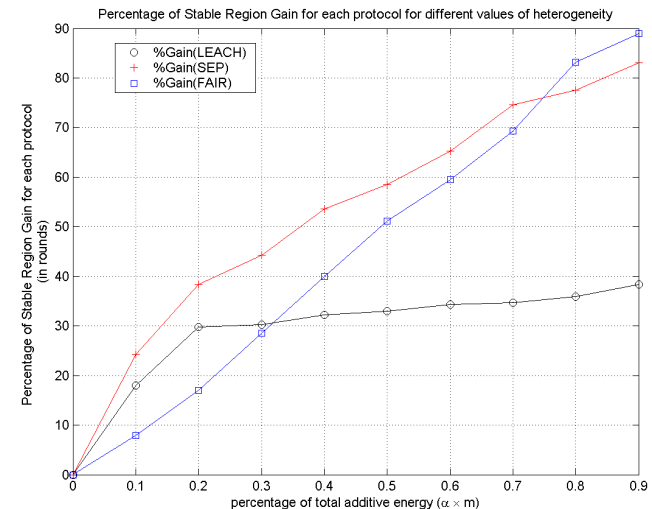
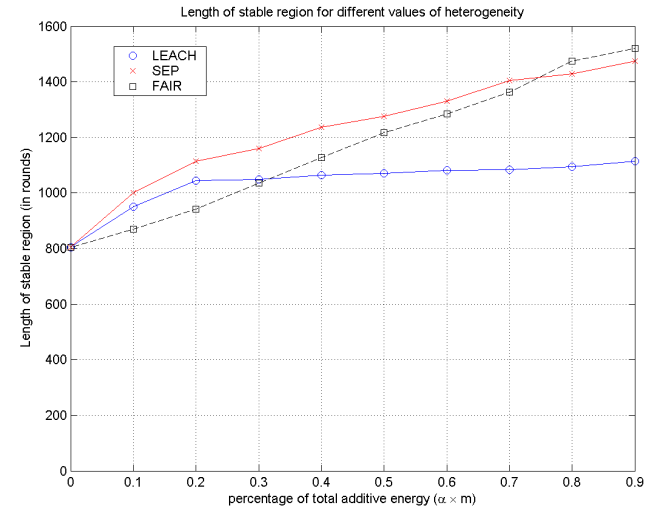
# Results for SEP

- SEP takes full advantage of the extra energy of advanced nodes
  - Stable region increases by up to 26% over LEACH
  - Higher throughput
  
- Advanced nodes follow the death process of normal nodes
  - Smaller unstable region



# Sensitivity of SEP

- Performance depends on the product  $m \times a$
- FAIR: ideal distribution of extra energy
- Gain in stability period (over system with no extra energy, i.e.,  $m=0$  &  $\alpha=0$ ) is maximized under SEP
  - SEP > LEACH
  - SEP > FAIR for up to 75% relative extra energy







# Conclusion

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- SEP is heterogeneous-aware
  - Cluster-heads elected based on node's energy relative to that of others
- SEP is scalable and dynamic
  - Even normal node can be elected
  - No global knowledge required at every round
  - No prior distribution of energy levels assumed
- Study SEP for more than 2 hierarchical levels and more than 2 types of nodes
- Implementation in Berkeley/Crossbow nodes
- Deployment issues
  - Dynamic updates of weighted election probabilities
  - Integration with power-aware MAC protocols
  - ...

**For more information, please check**  
**<http://csr.bu.edu/sep/>**