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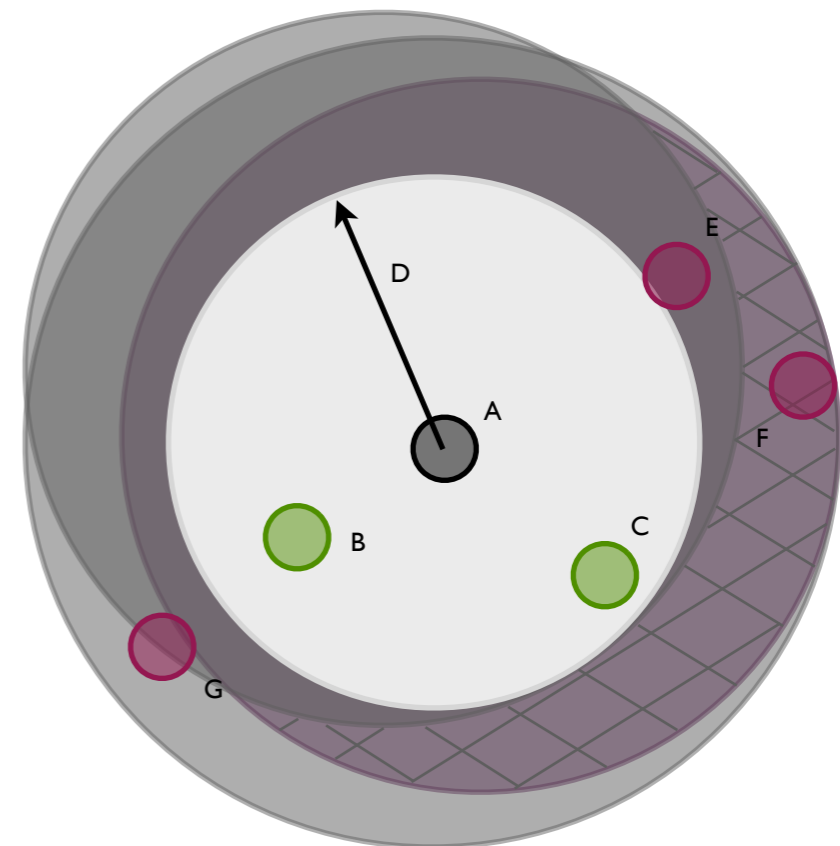


Optimization of Energy use in AEDB Broadcasting Protocol

Adaptive Enhanced Distance Based Broadcasting (AEDB)

Distance based

- ▶ candidates to forward message are selected in terms of distance
- ▶ selected candidates set a timeout
- ▶ copy of message heard → stop timeout, decide to forward



Cross-layer design

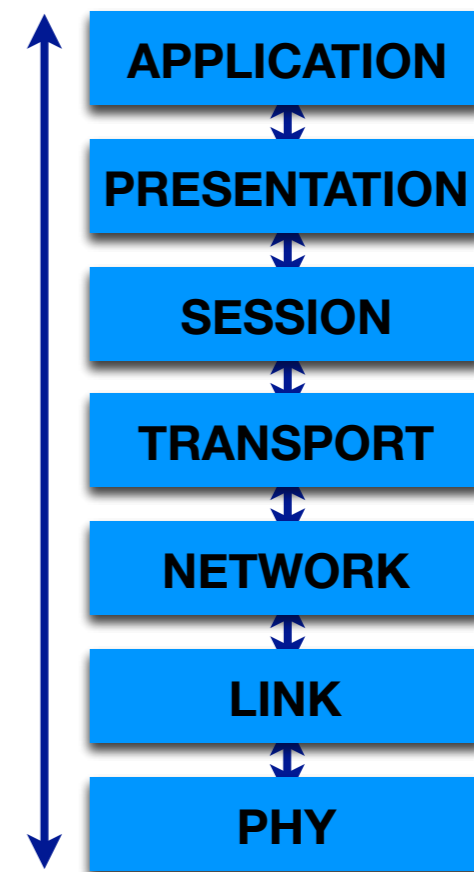
Use power needed to get the furthest neighbours

Advantages of reducing the transmission power:

- ▶ reduce the energy consumption
- ▶ reduce the interference level and pollution
- ▶ help the dissemination

Cross-layer design

“Protocol design by the violation of a reference layered communication architecture is a cross-layer design with respect to the particular layered architecture” [SM05]

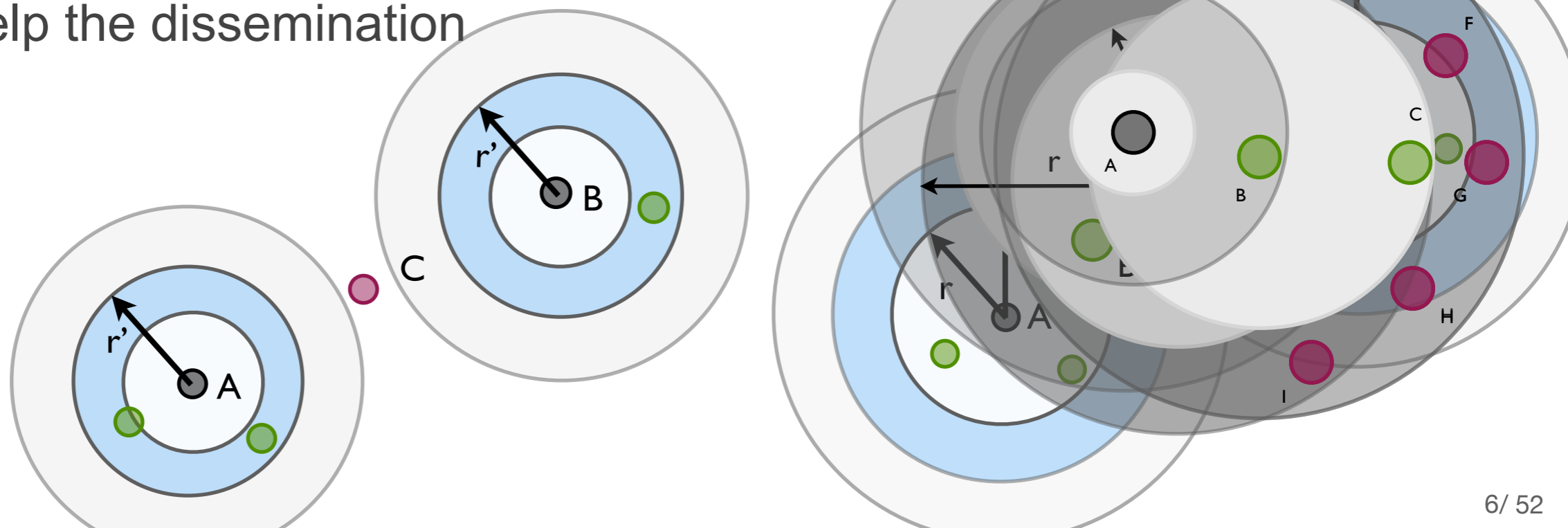


Cross-layer design

Use power needed to get the furthest neighbours

Advantages of reducing the transmission power:

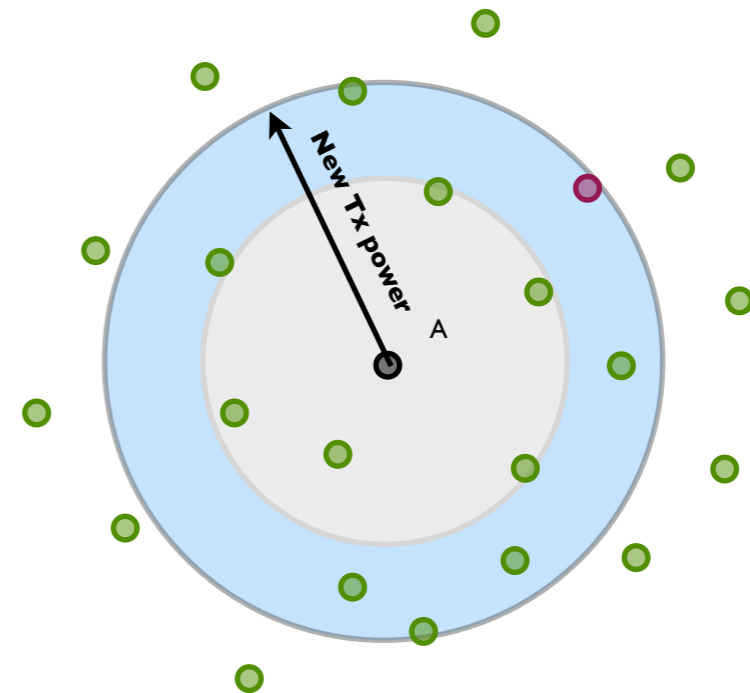
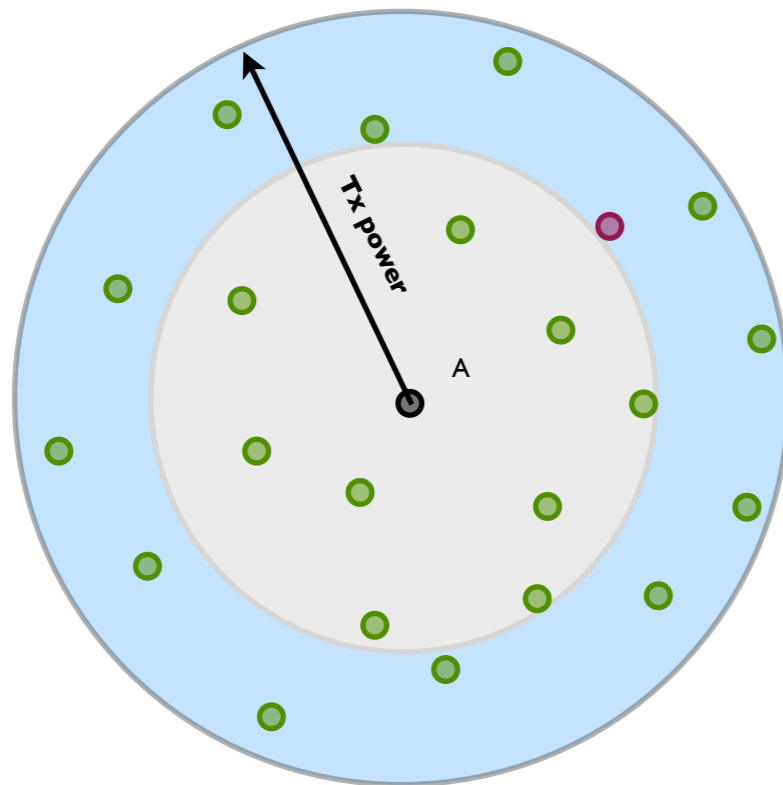
- ▶ reduce the energy consumption
- ▶ reduce the interference level and pollution
- ▶ help the dissemination

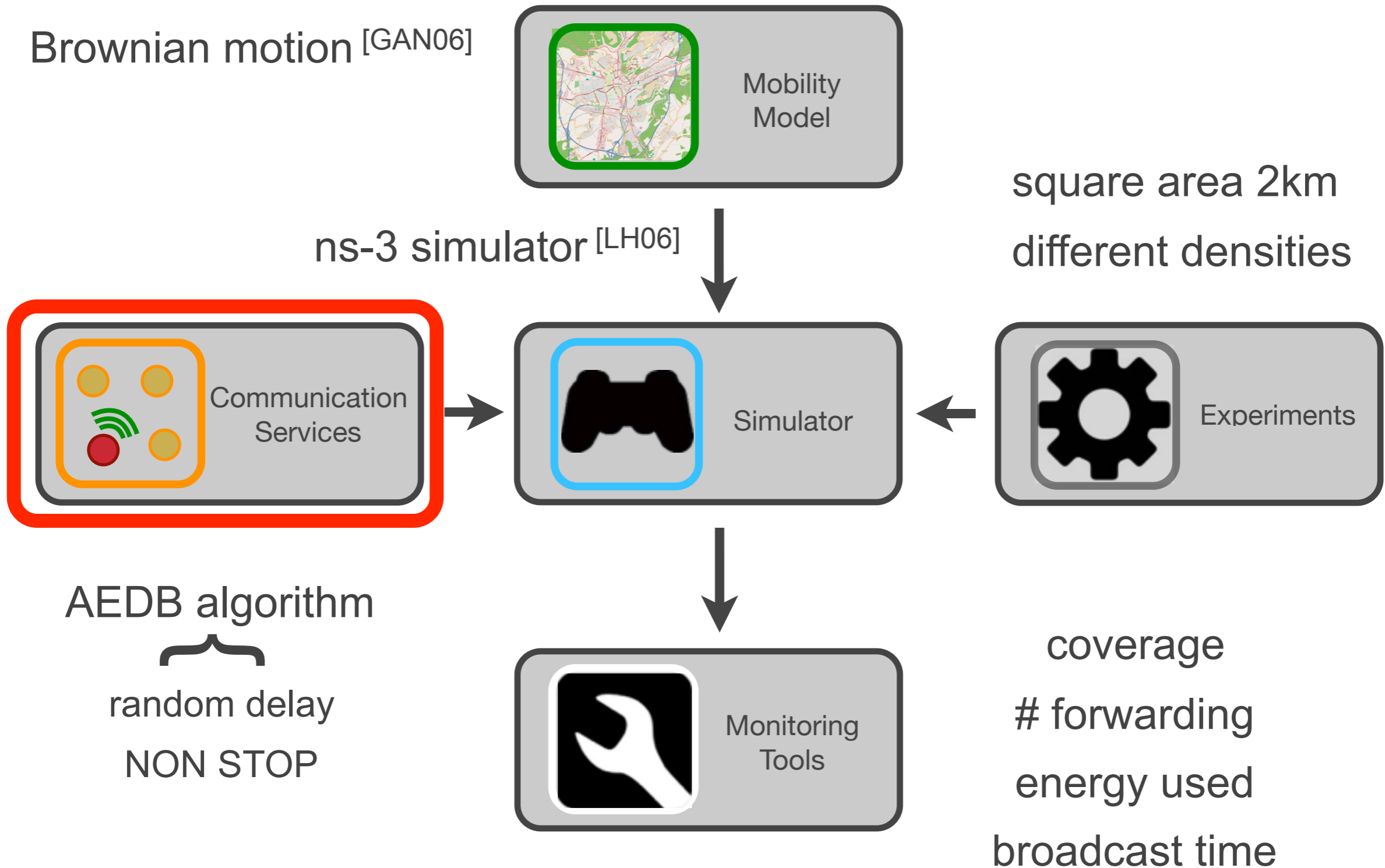


In dense networks:

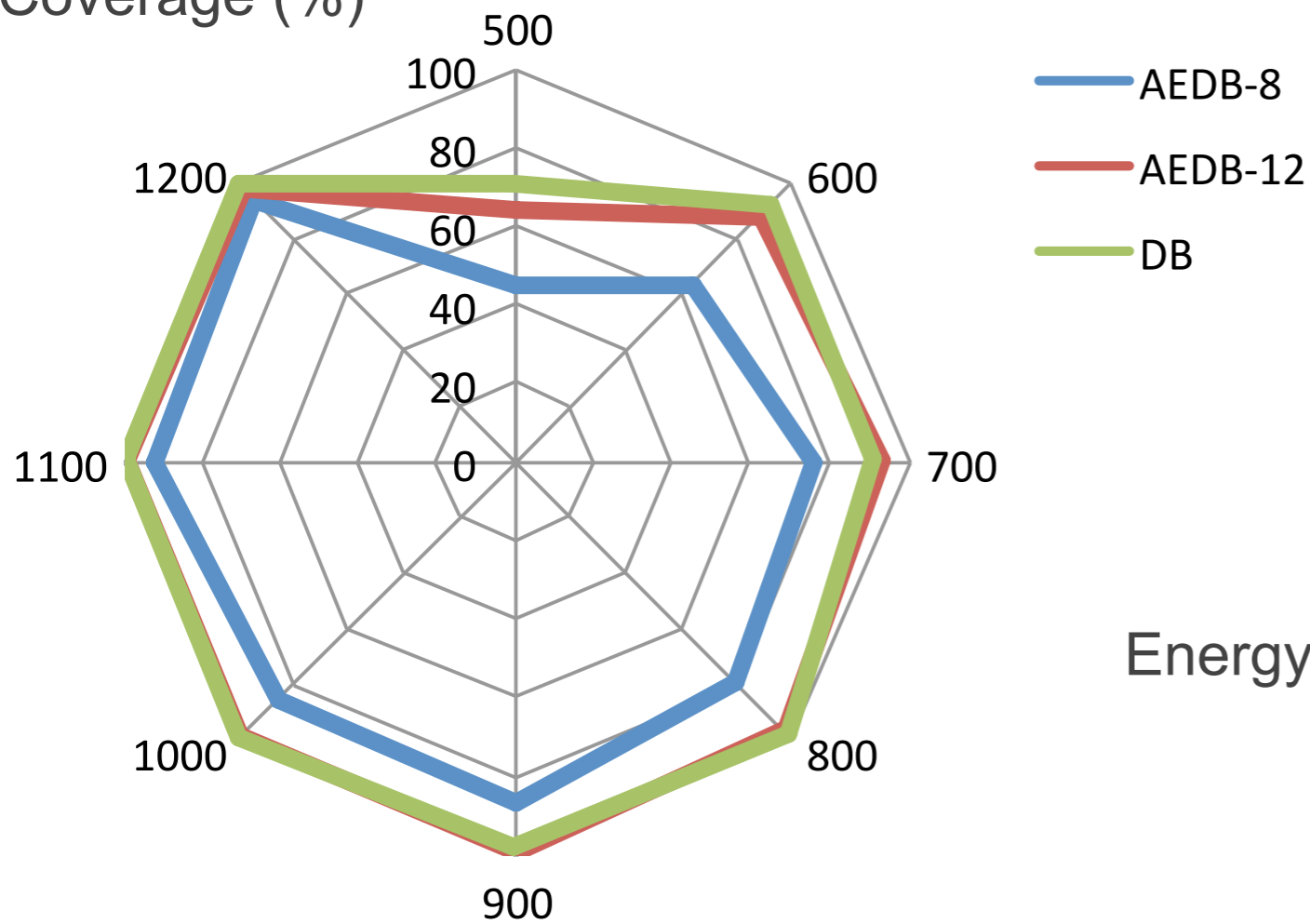
- ▶ low energy reduction
- ▶ the dissemination process is easier

**Discard
1-hop nodes**

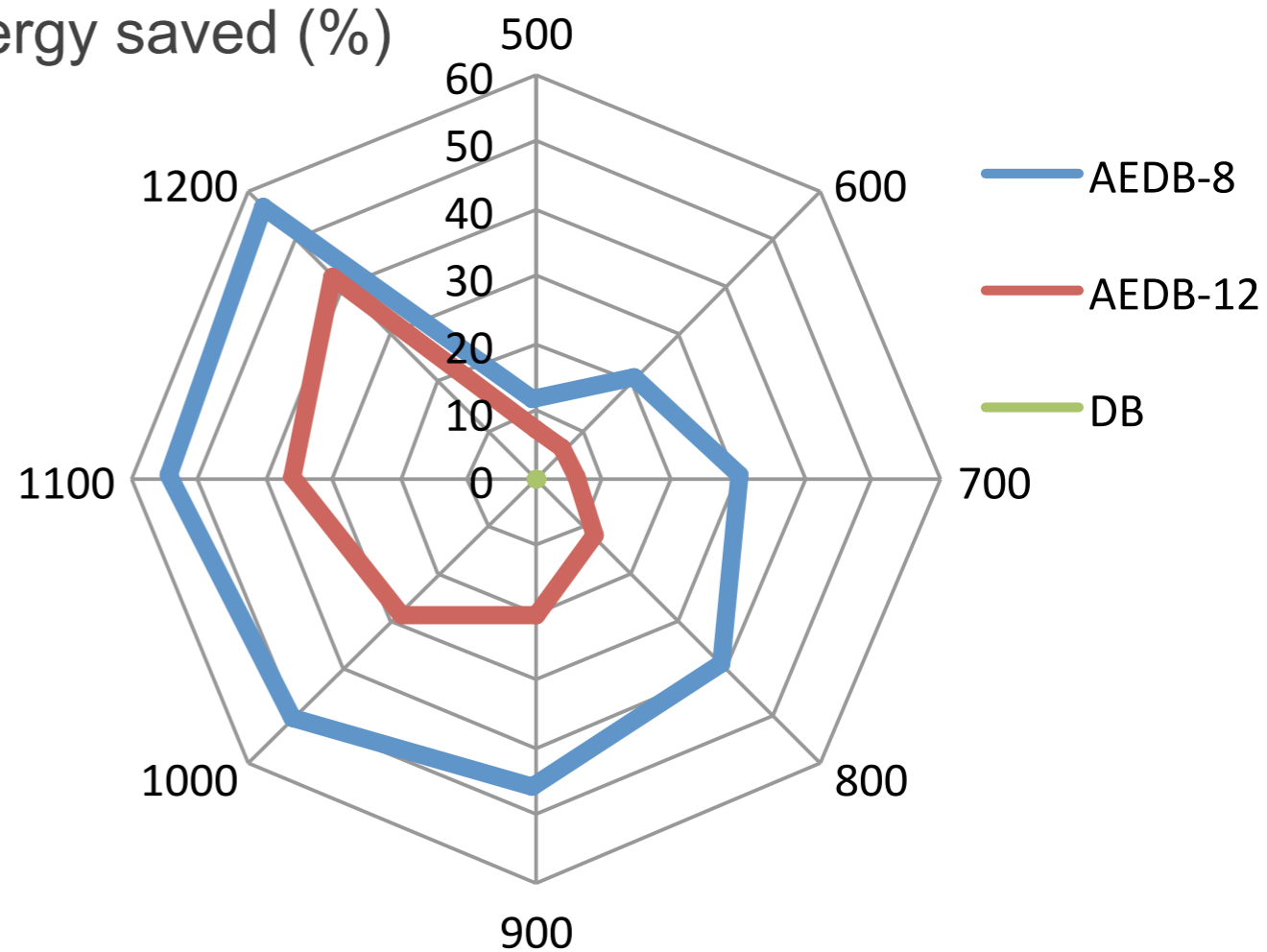




Coverage (%)



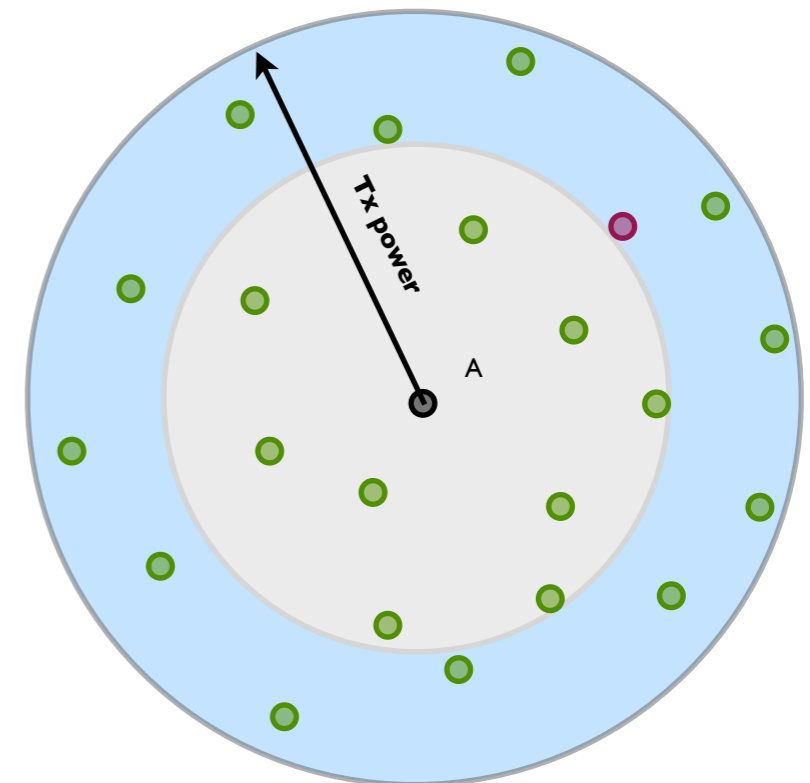
Energy saved (%)



**NEEDS
OPTIMISATION**

AEDB is very different in terms of:

- ▶ min Delay & max Delay
- ▶ coverage
- ▶ bandwidth
- ▶ high cost



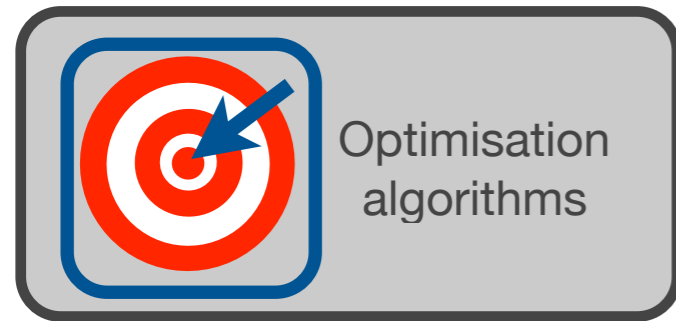
- ***Borders_Threshold***: the size of the forwarding area
- ***margin_Forwarding***: extra amount of energy added to the estimated one
- ***neighbours_Threshold***: number of nodes in the forwarding area
- ***delay_interval***: the value of the delay. Different techniques were studied:
 - random delay $\in [0 \ 1]$
 - fixed delay inversely proportional to the received power (*powerDelay*)
 - nodes further have shorter delay
 - random delay $\in [0 \ powerDelay]$
 - stopping or not the delay when a copy is heard

Best option NON STOP with Random delay $\in [0 \ 1]$

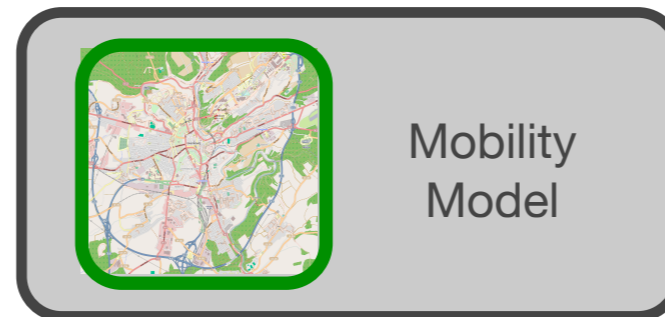


Multi-objective Optimization of AEDB

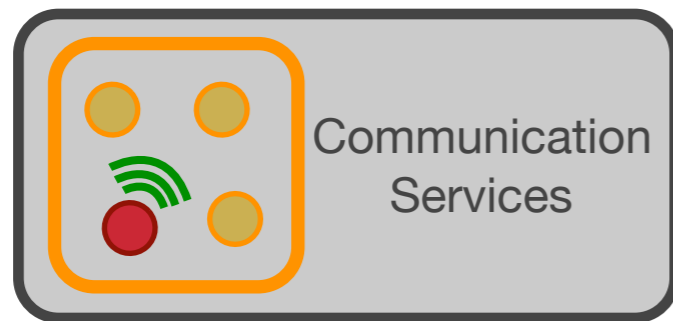
Optimization algorithm



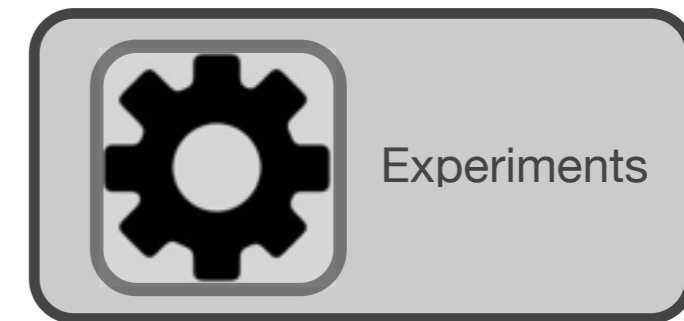
Mobility simulation



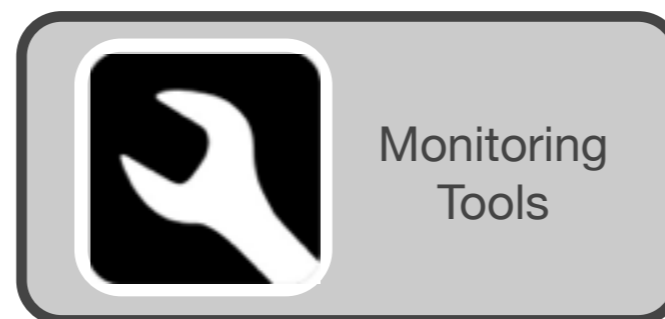
Network simulator



Configuration of simulations



Protocol to optimize



Performance measurements



- Maximize coverage
- Minimize number of messages
- Minimize energy used
- Minimize broadcasting time

Population size	100 (ssGA, NSGAI)
	10 × 10 (cGA, CellDE)
	100 × number of subpopulations (CCGA, CCNSGAI)
Termination Condition	10,000 function evaluations
Selection	Binary tournament (BT)
	Current individual + BT for cGA
Neighborhood	C9 for cellular topologies
Crossover probability	$p_c = 1.0$
Mutation probability	$p_m = 1/\text{chrom_length}$



- Problem representation

BordersT	lowerBo undRAD	upperBo undRAD	ForwardT	neighbT
Double	Double	Double	Double	Integer

- CCNSGAI

BordersT	lowerBo undRAD	upperBo undRAD	ForwardT	neighbT
32 bits	32 bits	32 bits	32 bits	8 bits



- Maximize coverage
- Minimize number of messages
- Minimize energy use
- Subject to broadcasting time ≤ 2 s

<i>minGain</i>	[0.0, 1.0]
<i>lowerBoundRAD</i>	[0.0, 10.0] seconds
<i>upperBoundRAD</i>	[0.0, 10.0] seconds
<i>proD</i>	[0, 100] devices
<i>safeDensity</i>	[0, 100] devices



- AEDB broadcasting protocol



- Network simulator: ns3
- Transmission power: 16.02 dBm
- Signal loss model: Log distance
- IEEE 802.11b
- Simulation time: 40 s



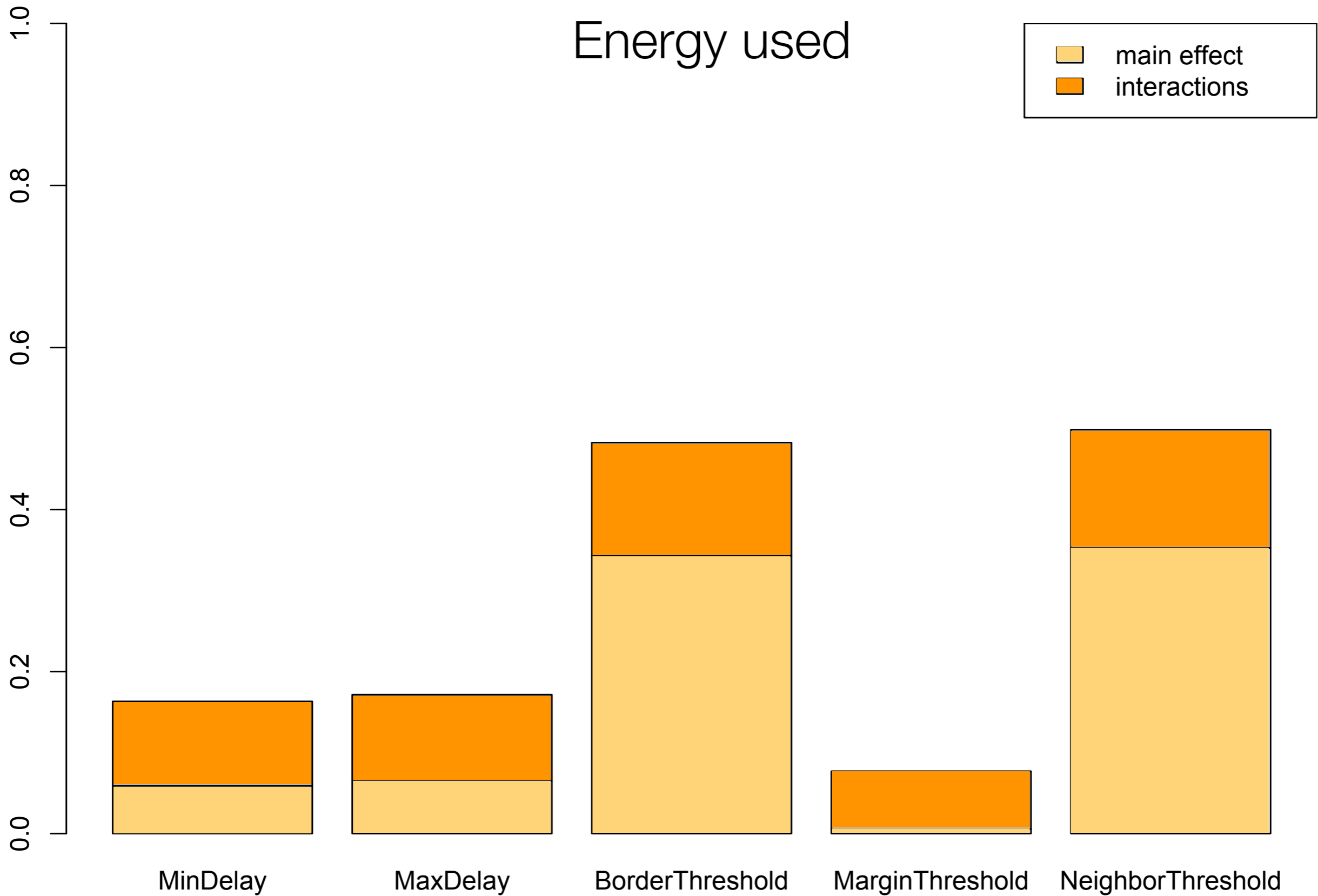
- Mobility simulator: ns3
- Random waypoint mobility model
- Speed: [0, 2] m/s
- Direction and speed change: every 20 s



- Square area 500m x 500m
- Different network densities
 - 100 devices / km²
 - 200 devices / km²
 - 300 devices / km²
- Runs on 10 different networks (10 fixed seeds)



- Process the output of the simulator
 - Number of devices reached
 - Number of forwardings
 - Broadcast time
 - Energy used



neighboursT

Coverage

maxDelay
minDelay

Bc Time

bordersT
neighboursT

Energy used
forwardings

Generic cutting edge algorithms

Problem specific parallel local search

Generic cutting edge algorithms:

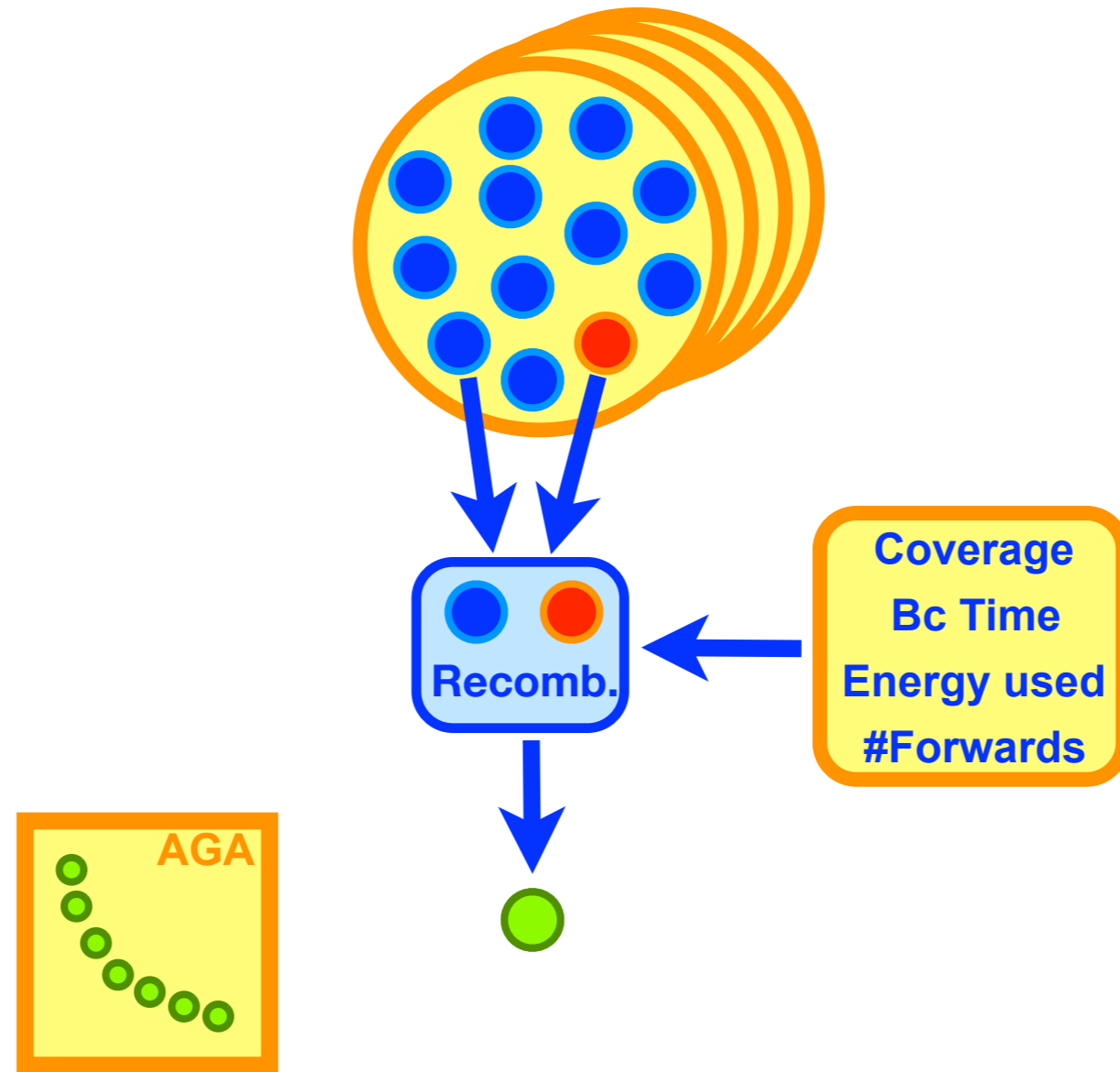
- explore different regions of the search space at the same time
- most suitable algorithms for multi-objective optimisation

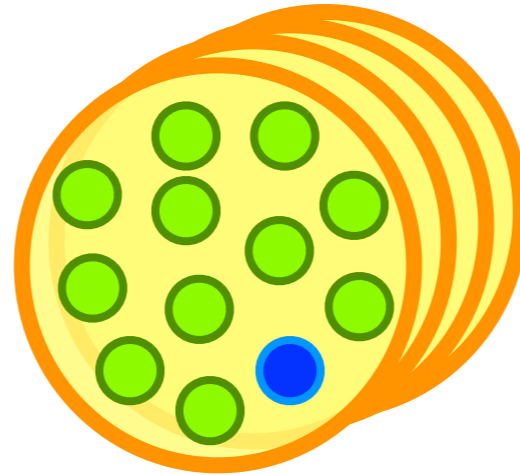
Non-dominated Sorting Genetic Algorithm, **NSGAII**^[DPA02]

- reference algorithm in MO

Cellular Differential Evolutionary algorithm, **CellIDE**^[DNL08]

- cellular MO with DE

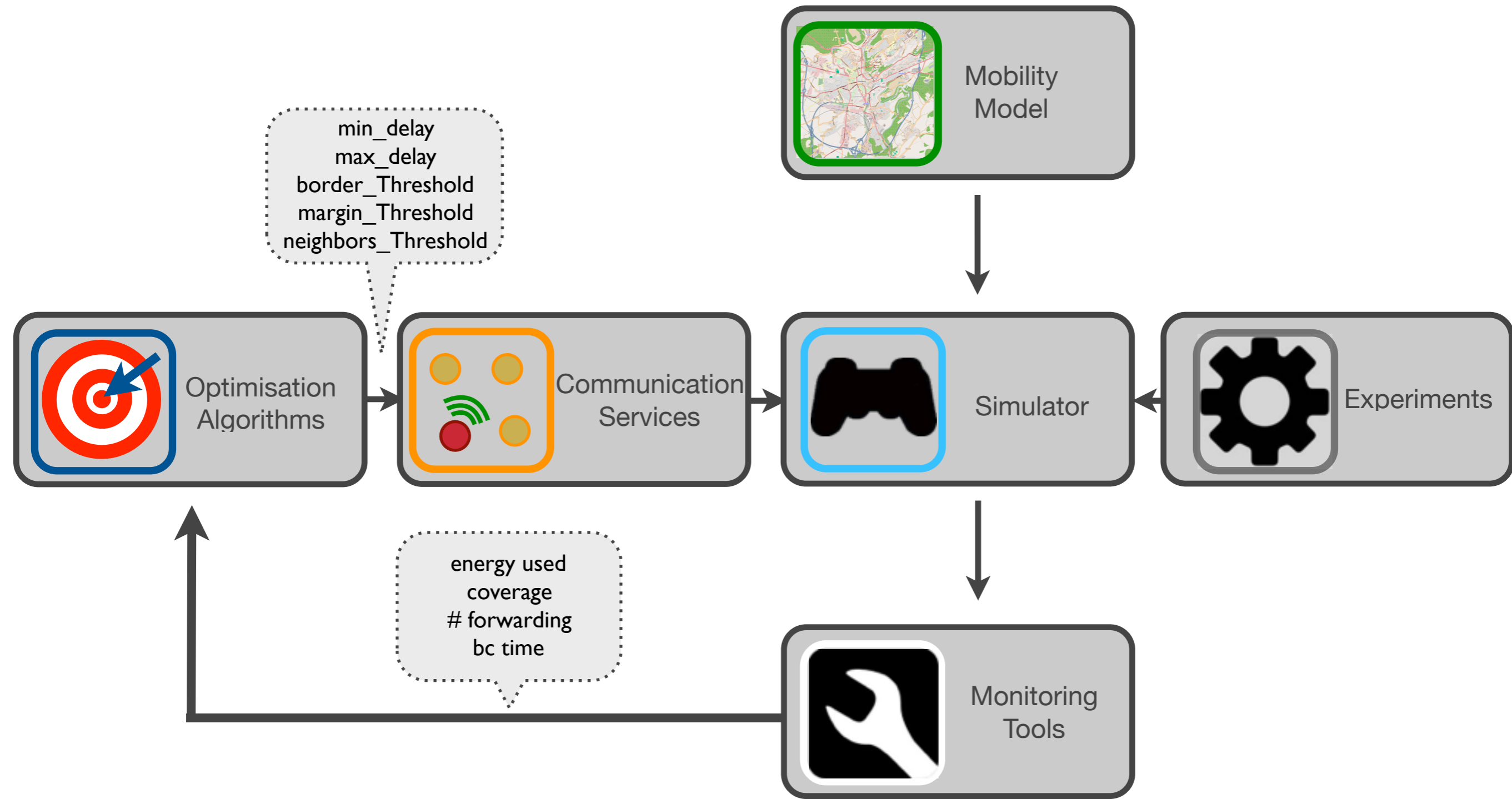




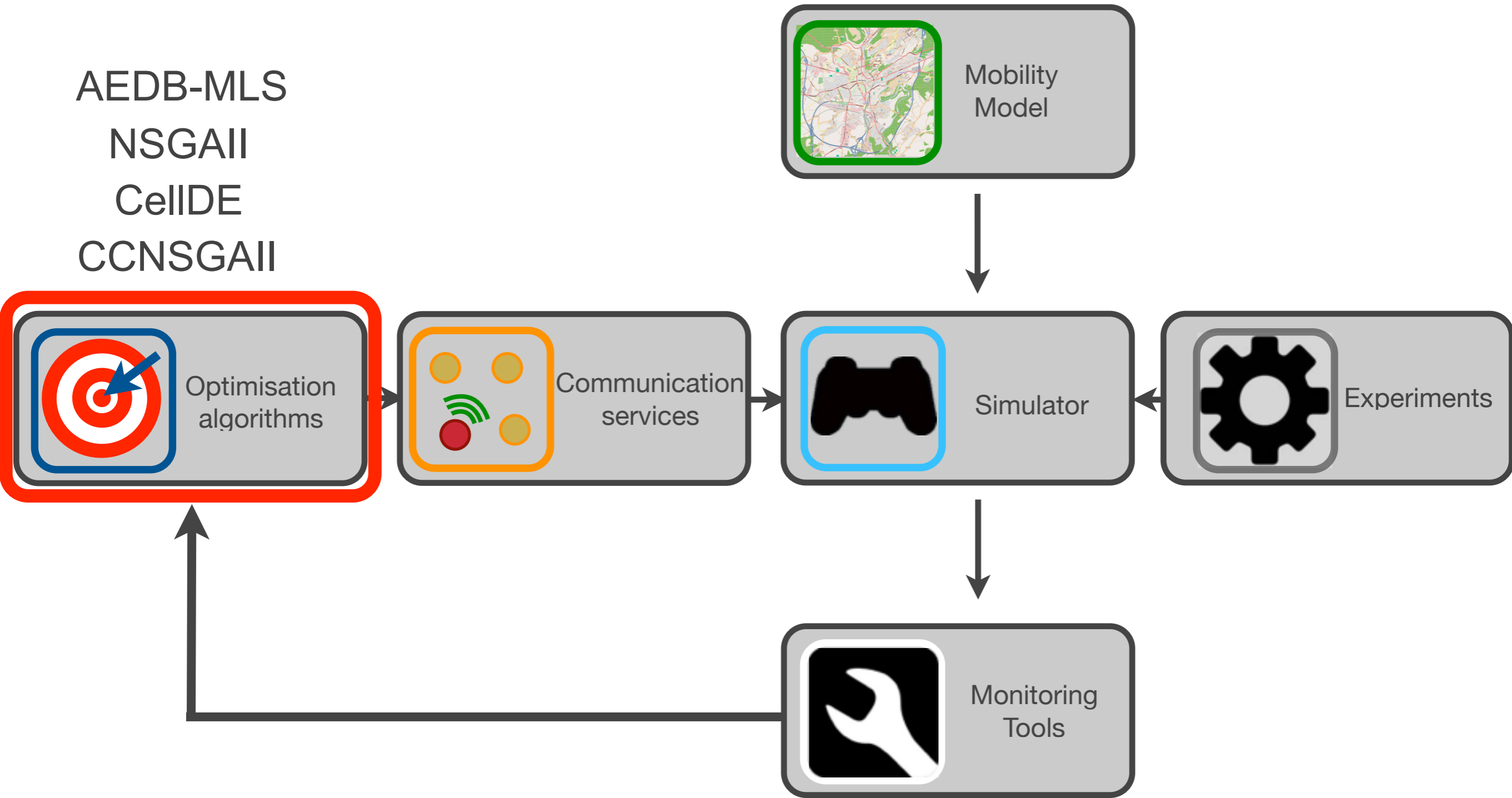
Coverage
Bc Time
Energy used
#Forwards



MO: Experimental Setup

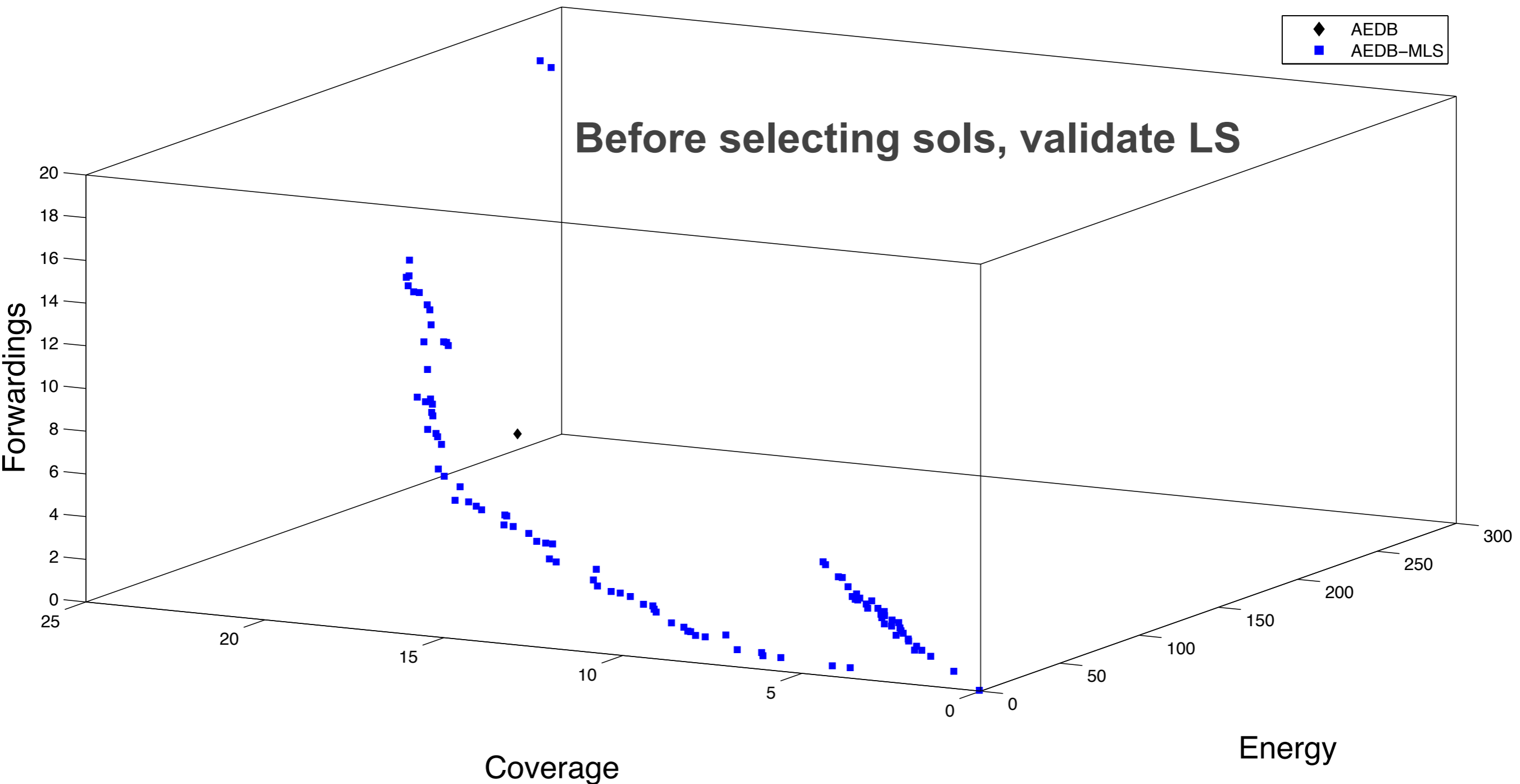


MO: Experimental Setup



Pareto front 30 executions AEDB-MLS & AEDB
100 Dev.

8/15/1 solutions from the front
187/291/31 solutions in total



Pareto front 30 executions & AEDB

Solutions that outperform AEDB

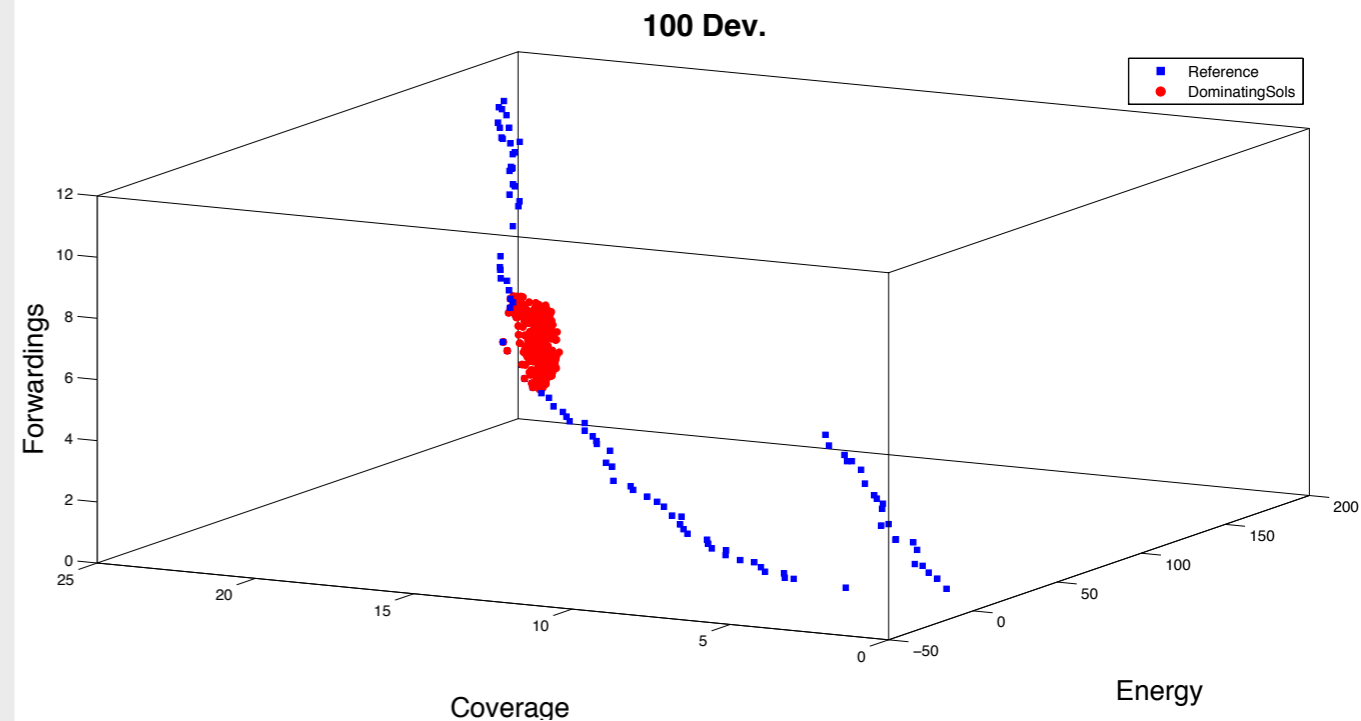
▸ 100/200/300 d/km2 -> 11/17/1 solutions

All solutions that outperform AEDB

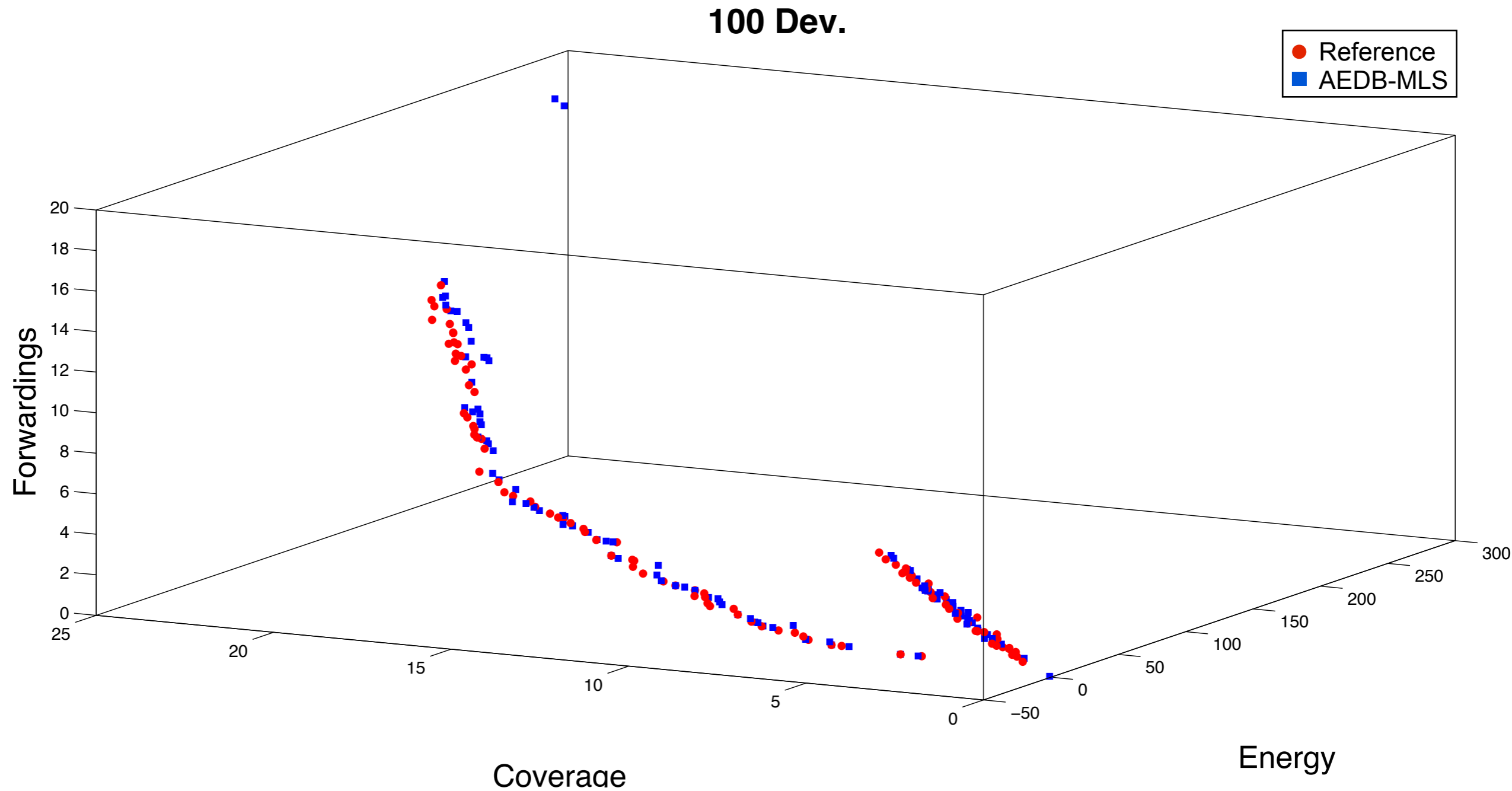
349-201

▸ 100/200/300 d/km2 -> 527-343 solutions

53-29



Pareto front 30 executions Reference & AEDB-MLS



Reference and AEDB-MLS fronts

Compare fronts:

- ▶ **Inverted generational distance**

- measures the accuracy

- ▶ **Spread**

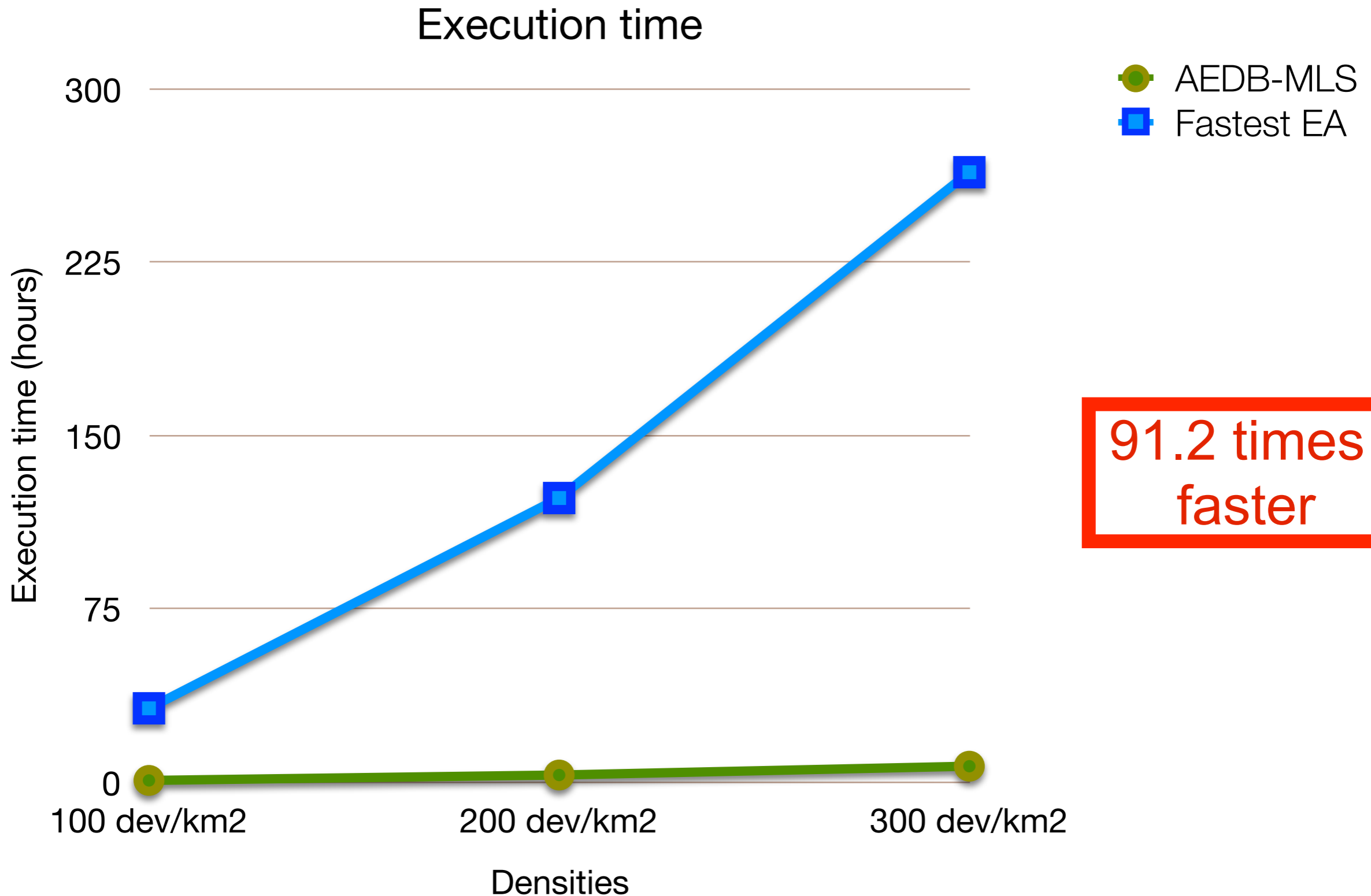
- measures the diversity

- ▶ **Hypervolume**

- measures accuracy and diversity

Comparison of the algorithms according to Wilcoxon test

<i>Spread</i>					
CellIDE	▲	▲	▲	▲	- -
NSGAII				-	▼ ▼
<i>Inverted generational distance</i>					
CellIDE	▼	▼	-	▲	▲ ▲
NSGAII				▲	▲ ▲
<i>Hypervolume</i>					
CellIDE	▼	▼	▼	▲	▲ ▲
NSGAII				▲	▲ ▲
	NSGAII			AEDB-MLS	



AEDB-MLS is **38 times faster** and performs **2.4 times more evaluations**

AEDB was optimised using:

- NSGAI & CellIDE
- AEDB-MLS

Pareto fronts were compared in terms of:

- inverted generational distance
- spread
- hypervolume
- execution time

Restrict solutions:

coverage achieved $> 80\%$

forwarding nodes $< 30\%$

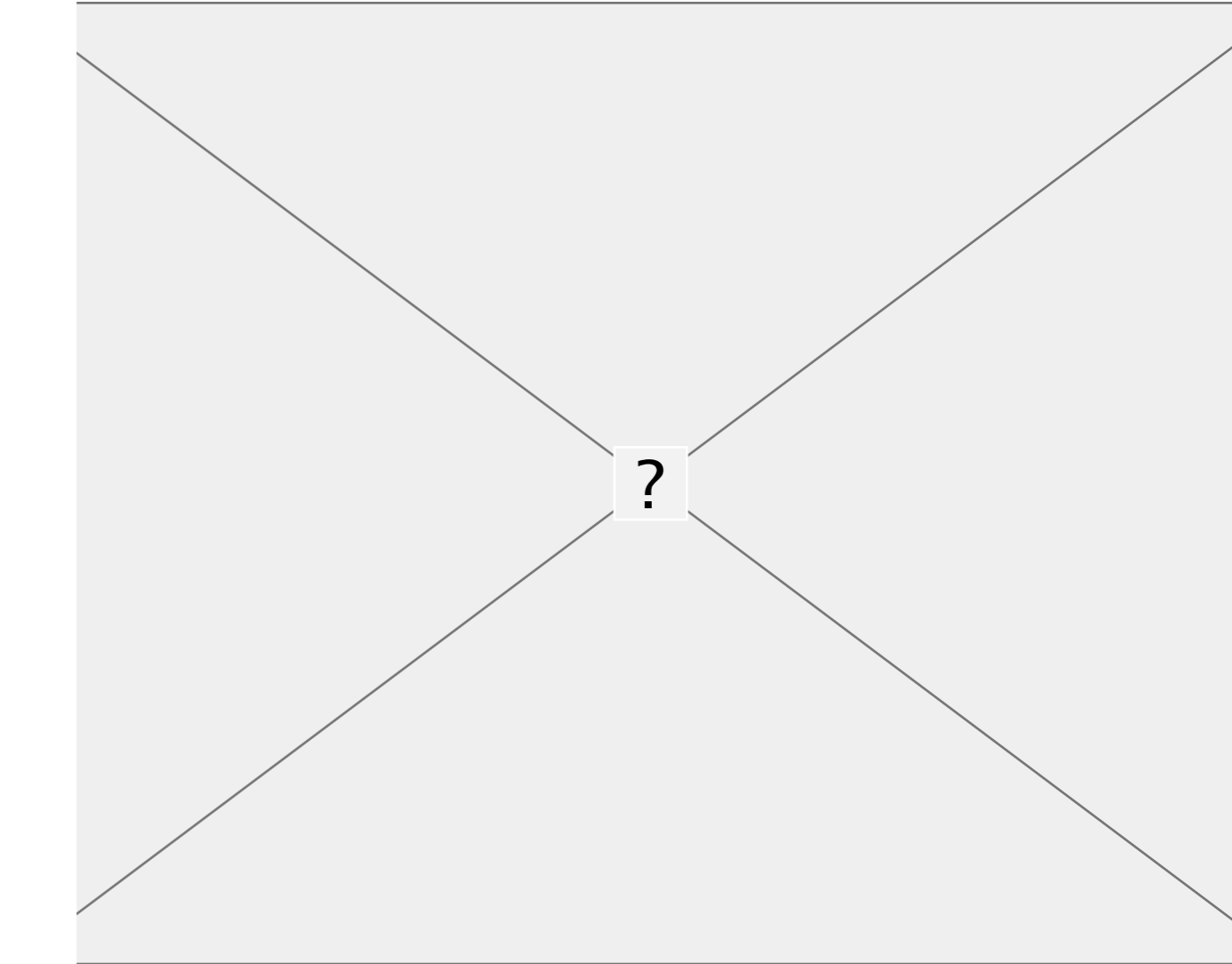
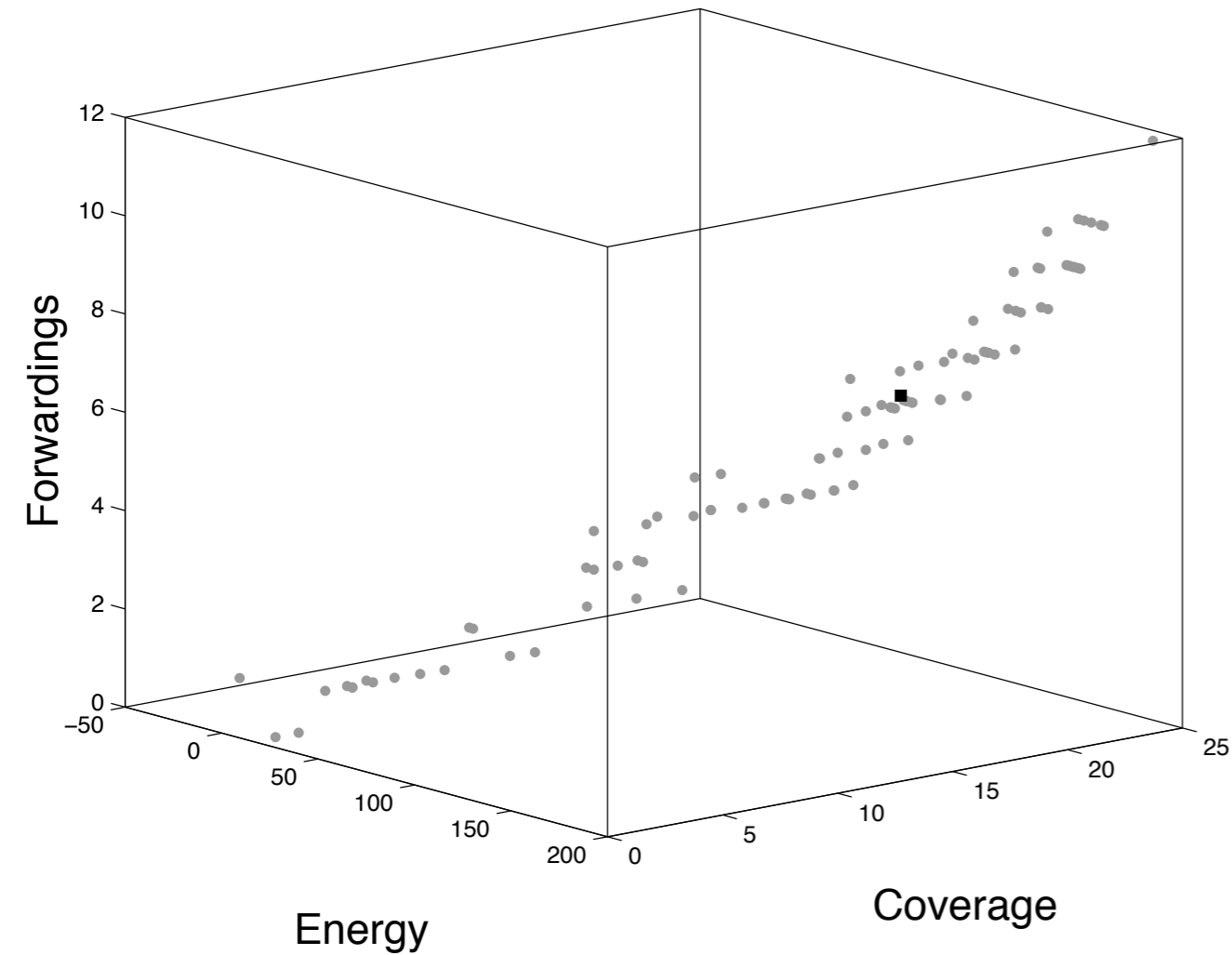
select the ones that save more energy

Comparison of the solutions according to Wilcoxon test

	Energy used	Coverage	Forwarding
100dSol2	--	--	--
100dSol4	▲	--	▲
100dSol5	▲	▽	▲
200dSol2	▲	▽	▲
200dSol3	▲	--	▲
200dSol5	▲	▽	▲
300dSol3	▲	--	▲
300dSol4	▲	▽	▲
300dSol8	▲	▽	▲

Plotting Selected Sols over 100 Networks

100 Dev Solution.



Fluctuant Solutions



Include Robustness

$$F(\vec{s}) = \begin{cases} \text{Min} \{ \text{mean}(\vec{e}) \} \\ \text{Max} \{ \text{mean}(\vec{c}) \} \\ \text{Min} \{ \text{mean}(\vec{f}) \} \end{cases} \quad \text{s.t. mean}(\vec{b}t) < 2$$

$$F_m(\vec{S}) = \begin{cases} \text{Min } \{t(e)\} \\ \text{Max } \{t(c)\} \\ \text{Min } \{t(f)\} \end{cases} \quad \text{s.t.:} \quad \begin{aligned} t(bt) < 2 \\ t = \text{median}_{\text{cov}}(R) \end{aligned}$$

Discard the 2 solutions with worst coverage results

$$F_c(\vec{S}) = \begin{cases} \text{Min} \{ \text{mean}(\vec{e}') \} \\ \text{Max} \{ \text{mean}(\vec{c}') \} \\ \text{Min} \{ \text{mean}(\vec{f}') \} \end{cases}$$

$$\begin{aligned} \text{s.t.:} \quad & \text{s.t. mean}(\vec{b}t) < 2 \\ & \text{stdev}(\vec{e}') \leq 0.3 * \text{mean}(\vec{e}') \\ & \text{stdev}(\vec{c}') \leq 0.3 * \text{mean}(\vec{c}') \\ & \text{stdev}(\vec{f}') \leq 0.3 * \text{mean}(\vec{f}') \end{aligned}$$

Discard the 2 solutions with worst coverage results

$$F_{wc}(\vec{S}) = \begin{cases} \text{Min } \{t(e)\} \\ \text{Max } \{t(c)\} \\ \text{Min } \{t(f)\} \end{cases} \quad \text{s.t.:} \quad \begin{aligned} t(bt) < 2 \\ t = \text{worst}_{cov}(R') \end{aligned}$$

Discard the 2 solutions with worst coverage results

$$F_{whv}(\vec{s}) = \begin{cases} \text{Min } \{t(e)\} \\ \text{Max } \{t(c)\} \\ \text{Min } \{t(f)\} \end{cases} \quad \text{s.t.:} \quad \begin{aligned} &t(bt) < 2 \\ &t = \text{worst}_{hv}(R') \end{aligned}$$

Discard the 2 solutions with worst coverage results

Comparison of the solutions according to Wilcoxon test

	Energy used	Coverage	Forwarding
Average	▲	▽	▲
Median	▲	▽	▲
Constrained	▲	▽	▲
Worst Coverage	▲	▽	▲
Worst HV	▽	▲	▽