Efficient multi-user efficiency realization mechanism by user co-operative motion

K.Pazhanisamy[1], Dr. Latha Parthiban[2]

[1]Research Scholar, Pondicherry University
[2]Assistant Professor, Department of Computer Science,Pondicherry University (CC)
[1]kpsamy09@gmail.com, [2]lathaparthiban@yahoo.com

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Abstract: Multi-user co-operative motion is a novel method to progress the efficiency in mobile adhoc networks system (MANETs). Related with old-style techniques such as bandwidth expansion and increasing the effectiveness of broadcast protocol, this method decreases the communication cost of setup, storage overhead, and energy intake through the motion of users. Our developed multi-user co-operative motion in current usage becomes an important issue. Most of the developed method use a single motion user and do not implement the multi-user co-operative motion setups. We have developed a new scheme named, Efficient Multi-user Efficiency realization method (EME) based on the known topographical location data of static users. Simulation analysis display that the efficiency of EME is increased when compared to other methods. Communication time of our developed method is less when compared to the other methods. Our developed method is effective in improving the effectiveness, reducing communication overhead in multi-user co-operative motion methods.

Keywords: MANETs, multi-user co-operative motion, efficiency, communication time.

1. Introduction

In current years, MANETs have involved huge responsiveness from scientists with the quickly increasing mobile strategies in 6G. ADN is widely agreed in the limited area like guesthouse, house, restaurant etc. and more population assembly community like business centre, office, etc. for domestic and money-making applications [1]. Through the extensive of 6G, the growing demand for adhoc networks (ADN) for huge broadcast speed, little potential, and quality of service (QS) [2] was the major concern that needs supplementary investigation. For supportive high QS, efficiency is a vibrant factor to improve the broadcast speed; that is, the information per unit spells in the complete wireless communication system (WCS) [3]. Nowadays more old-style schemes to increase the efficiency in the WCS. They are executed by means of broadcast expansion bandwidth [4], improved network effectiveness or media access control (MDAC) layer procedures [5]. These schemes every time intake a considerable quantity of PAML television data's or adding a more amount of overhead to protocol criterions. The mobile user (MU) co-operation knowledge has been confirmed as a low cost method to deliver more efficiency, permitting users to co-operate by progressing the resources from starting to end point [6]. That user who's QS is not assured can invite remaining users to act as mediators to relay. In this situation, the user co-operative motion method is developed to improve the efficiency in all the applications, which uses the co-users motion to travel to a possible position for improving the broadcast speed [7, 8]. Later moving to the best position, the intrusion will be minimized.

The signal to noise ratio (SNR) is the ultimate efficiency improvement factor. The earlier schemes are simply based on single user motion scheme; they are restricted to motion space. Furthermore, multi-user motion scheme will lead to the NP-hard problem and huge overhead in old-style procedures. Our proposed method focuses on increasing efficiency by multi-dynamic user motion in ADNs. Apart from earlier motion strategies, we use the co-ordinate information of co-operative users to develop a novel experimental procedure, which improves efficiency and reduce the communication cost.

The main objective of the proposed method as follows:

1. We have developed the poison point technique (PPT) and calculate the cumulative distribution task to represent the data of static nodes locations. Decoding as well as forwarding broadcast method is used for improving the efficiency, this method intended for finding the best position for multi- dynamic users.
2. We improved the system efficiency by the optimal moveable users.
3. We reduced the communication time when compared to the other schemes.

The remainder of this research paper is as follows. Section 2 discusses the related work. The section 3 represents the system architecture. In Section 4 working procedure is defined. Section 5 describes the Performance simulation results. Section 6 presents the conclusion and future works.

2. Related works

Various related works on improving the efficiency of the system in ADNs are presented as follows. Traditional methods focus on physical and MAC layer (PAML) to progress the performance of network efficiency. For the

PAML, the primary amplifications are advanced modulation schemes like high frequency bonding methods, multi-large scale input multi-output antenna provision, orthogonal frequency division modulation techniques, and single carrier technique [9]. The MDAC layer shows the best role for efficiency improvement as it's a resource for data communication. It also supports additional layer service station, particularly for service discrepancy, minimum latent, and fair-mindedness in bandwidth distribution [10]. We mainly talk over the developed MDAC techniques that help to achieve more efficiency.

Sandip et al. [11] developed a scheme for accomplishing high gain in broadcast control protocol (BCP) efficiency for dissimilar bottleneck control systems, it contains 802.11_e Hybrid Co-ordination Function (HCF) and 802.11_n frame combination systems. The developed scheme comprises numerous QS schemes like admittance controller, and a scheduler that wishes to improve the efficiency in high data traffic. The developed method only assures that this QS mechanism provisions small real time period traffic, provided no concern was given to the altered intrusion and noise based levels. Zhiqun et al. [12] concentrated on bandwidth expansion and allocation systems for dispersed wireless LANs with the IEEE 802.11 conflict scheme. To resolve the issue, they developed Markov chains below non saturated circumstances, they reflect best channel circumstances. The improved physical/MDAC features are not involved. MDAC arranging method aims to plan an active scheduler, on behalf of frame accumulation and also to attain huge efficiency.

Aajami et al. [12] developed a broadcast speed data sharing scheme based on efficiency responsiveness. In this scheme the ant colony based optimization technique is used to attain the arranging and joint connexion adaptation for BCP downlink, however the broadcast speed does not provision active channel organization. In [13] developed a technique to communicate to multi-users concurrently and deliver suitable broadcast factors for particular users. It's a supportive to choice dissimilar broadcast factors and progress user system efficiency. The noise as well as the channel impartiality and bonding are not measured. [14] Executed the data block response of frame accumulation and alteration the BCP congestion procedure to increase the system performance and improve the data packet broadcast speed. The researchers not think through the dissimilar channel circumstances while applying the BCP bottleneck procedure. Maximum techniques not concern dissimilar channel access situations, as well as significant bandwidth or else management possessions to improve the efficiency. Hereafter, they are unproductive in real-world applications. [15] Developed the motion of storage capable persons and generate a data communication channel that possibly will overcome the limits or insufficiencies of traditional data based network situations and improve efficiency. Single session efficiency of usage with loose the latency limitations, [16] mobile user motion creates the topology differ with packet distribution time based scale. Then, [17, 18] showed that when nodes are dynamic rather than static, the efficiency of the single user can be significantly increased. the co-operative user motion can decrease data resource intake for the service based provider to increase the QS. In reference [19] developed that a resourceful data forwarding procedure which is structured based on mobile user motion below the contextual of mobile user carrying devices, so as to improve the system efficiency.

3. System model
4.

In this division, we determine a detailed system model of multi-user co-operative motion.

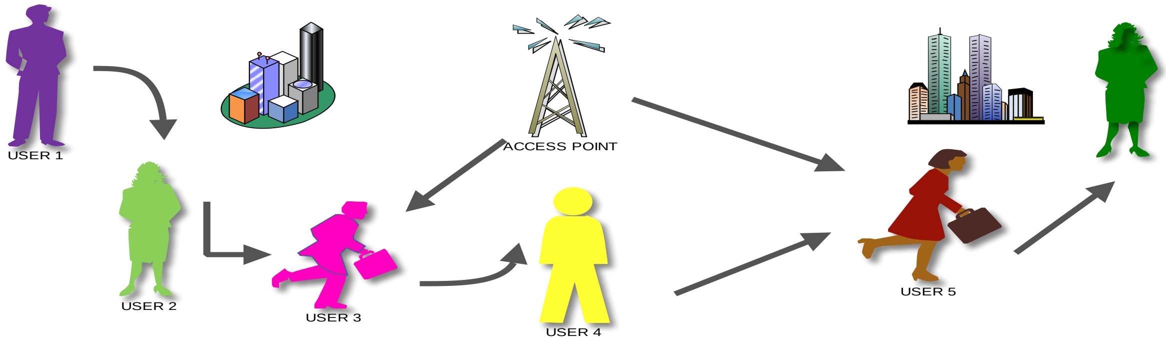

Fig 1: Multi-user co-operative motion method

An ADN is modelled as AH of nodes set *hi* , set is represented as S of static nodes *Si* , *D* is represented as a set of dynamic nodes *di* , where AH = S ∪ D. The amount of static , dynamic nodes is |S| as well as |D|, correspondingly. Every node *hi* ∈ AH is linked with a topographical position, however every dynamic node *di* ∈ D can transfer inside a partial 2 dimensional based circle *C*, *Rc* represents the radius. The multi-user co-operative motion scheme is represented in Fig. 1, here transceivers sets make the data communication contacts by user to another user method. Our assumption as follows:

1) Every nodule is furnished through a distinct antenna and can't broadcast packets concurrently.

2) Every node will have the similar broadcast control because of the similar antenna efficiency. They have small merging radius modification, these together will produce data based traffic, while the entire links are having saturation.

3) The data packets flow follows a multiple hop sequence. Star or tree type of formation will not get change with the nodule motion since steady relationships among nodules, such as families and mediators, guarantee that the broadcast path ruins unchanged.

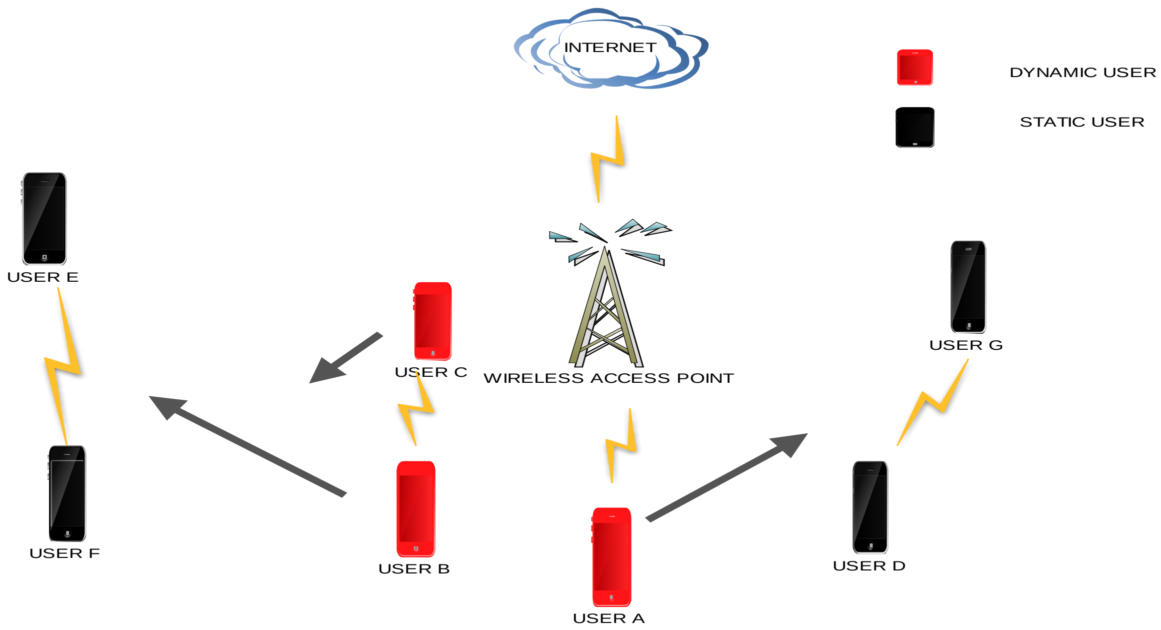

Fig 2: Broadcast method for multi-user co-operative motion

Fig 2 represents the application setup of the co-operative motion communication scheme. Primarily, the static as well as dynamic nodules are arbitrarily positioned in a restricted spherical space. Numerous nodules are distant from ACP, besides they request additional dynamic collaborators to turn out to be mediators and communicate the data based traffic. Our assumption was the virtual essential controller dispersed in the ACP, such as Google Map based Navigation, by which the proposed scheme can be run and assemble every dynamic nodule's position. The ACP directs data control communications by the controller passage by the PAML to display each dynamic nodule's geographical position. The frame based header of data communication traffic comprises the controller information, dual hop or else multiple hop nodules possibly will retrieve it. This technique of directing a data control communication is alike like ''beacon.''

Throughout the broadcast time, the mediators transmit by the User based Datagram Procedure (UDP) provision. To have a simple analysis scheme output, we compute the uplink based data which are produced from the overall users to ACP whereas the entire links are maintaining the saturation level. Efficiency is termed as the quantity of data received with every single time by ACP, the normal vocal of all mobile users' broadcast speeds. This method wishes to allot every dynamic nodule an appropriate position inside the restricted sphere space though the efficiency of the structure performance as improved as much as possible. The finest scheme for increasing the scheme efficiency is to reach the finest location on behalf of considering mutual based interference. Best topographical locations retain the high efficiency with the necessary SNR.

Notations

Table 1: Notations used for the developed method

S.NO	NOTATIONS	EXPLANATION

1.	S	Set of static nodes
2.	D	Set of dynamic nodes
3.	|S|	Number of static nodes
4.	|D|	Number of dynamic nodes
5.	R_c	Radius of circle
6.	$F(\rho_S, \theta_S)$	Position of the static nodes
7.	K	Antenna gain constant

5. Working mechanism of eme

We organize polar based coordinates to describe the locations as well as the distance among twofold nodes. Let the location organize the nodule hi ∈ AH be represented as hi (ρi, θi), here ρi represents the polar diameter, ρi ≤ Rc, and θi represents the polar angel. We describe the pair of nodules AH positions as AH (ρ, θ), AH (ρ, θ) = {hi (ρi, θi)|hi ∈ AH , ρi ∈ ρ, θi ∈ θ}, |ρ| ≤ Rc here ρ as well as θ represent the pair of polar based diameter as well as angel, Congruently, for static as well as dynamic nodules si ∈ S, di ∈ D, the position sets can be termed as S (ρ_S, θ_S) ={S_i (ρi, θi)|S_i ∈ ρ_f, S_i ∈ θ_f}, D (ρ_M, θ_M) ={M (ρi, θi)|M_i ∈ ρ_M, M_i ∈ θ_M}. For arbitrary dual nodes h1 (ρ1, θ1) and h2 (ρ2, θ2), the distance $d_{h1,h2}$ can be given by

$d_{h1,h2}$ = ||h1 (ρ1, θ1) − h2 (ρ2, θ2)||

$$= \{ |\rho 1 - \rho 2| , \ \theta_1 - \theta_2, \theta_1 \neq 0, \theta_2 \neq 0$$
$$= \sqrt{(\rho 1^2 + \rho 2^2) - 2\rho 1 \rho 2 \cos(\theta_1 - \theta_2)}, \theta_1 \neq \theta_2$$

Now, we define that entire nodes would not locate at the similar line, $\theta_2 \neq 0$. Since the finest location for dynamic mobile users is at the bi-section location if $\theta_2 = 0$, it creates no meaning to compute. So as to improve the system and static nodes simulation, the PPT point procedure [20] to represent property of the locations. In the circle C : r (θ) = R_c, the locations of these static nodules S_1 (ρ_1, θ_1), S_2 (ρ_2, θ_2),, . . . , S_s (ρ_s, θ_s) are independent respectively.

Theorem 1: Static nodes pair S is situated at the area spaces set η, $S_i \rightarrow \eta_i$, S_i ∈ S, $\eta_i \subseteq \eta$, it is a area identical PPT point procedure, the subsequent dual situations are fulfilled.

1) In arbitrary area η_i lies in the area of the limited circle C : r (θ) = R_c, $\eta_i \subseteq \eta \subseteq$ C, $\eta = \gamma$ (η_i) follows PPT distribution with the mean value of λ_{vr} (η_i), which can be represented : P

$$[\gamma(\eta_i) = \mathrm{k}] = [\lambda_{vr} \ (\eta_i))]^{\mathrm{k}} \, exp \ (\frac{(\lambda_{vr} \ (\eta_i))}{m!})$$

where $\gamma(\eta_i)$ is the quantity of points in the restricted region η_i ,γ represents the constant, it represents the certain amount of points for every division space, $v_r(\eta_i)$ is space of the restricted region η_i.

Arbitrary surrounded location $\eta_1, \eta_2 \ldots, \eta_s$ do not interconnect other, here γ $(\eta_1), \gamma(\eta_2)$….. γ (η_s) are reliant on all other. Therefore, the static nodules in specific location are totally random, probability of the amount of points $\gamma(\eta_i)$ for every unit region is persistent γ, is unmoved with the region and location of the restricted circle C. Arbitrary variable of the space among every twofold static nodules is $l_{s_i,s_j}$is self-governing and randomly dispersed, it supports the exponential based distribution through γ. The possibility represents that nope two static nodules occurs in the limited area η_i is

$$p[\gamma(\eta_i) = 0] = e^{(\lambda_{vr} \ (\eta_i))}$$

The cumulative based distribution function S (l_{s_i,s_j}) is derived in the following way,

$$\mathrm{S}((l_{s_i,s_j}) , \gamma) = \mathrm{S} \ (l_{s_i,s_j} \leq \mathrm{r})$$
$$= 1\text{-P}[\gamma(\eta_i) = 0]$$
$$= 1\text{-}e^{\lambda\pi r^2}$$

Where S ($l_{s_i,s_j} \leq$ r) represents the probability of distance among two static nodes S_i.

Here $S_i \leq r$ thus the expectation of the l_{s_i,s_j}, E(l_{s_i,s_j}) is derived as follows,

$$E\left(l_{s_i,s_j}\right) = \int_0^{R_c} 2\pi r^2 \exp(-\lambda\pi r^2) \, dr$$

$$= \frac{erS_i(R_c\sqrt{\lambda}\sqrt{\pi})}{2\sqrt{\lambda}} - R_c \exp\left(-\lambda\pi {R_c}^2\right)$$

$$erS_i(\eta)=\frac{2}{\sqrt{\pi}}\int_0^{\eta} e^{t^2}\,dt$$

We analyse the intersignal interference among users who are in PAML, other than analysing the exact frame time arranging as well as several packet transmitting conflicts in the link based layer MDAC frame viewpoint. Data frame clashes in the real broadcast are present. Our assumption is data stream saturation. The performance deprivation is because of data frame clashes on every link have few impact in our result outcomes.

6. Simulation results

Table 2: Factors used for the simulation

S.NO	FACTORS	VALUE
1.	Transport procedure	UDP
2.	Wave frequency	2.3GHz
3.	Bandwidth	2MHz
4.	Number of static nodes	10,50
5.	Number of dynamic nodes	5,25

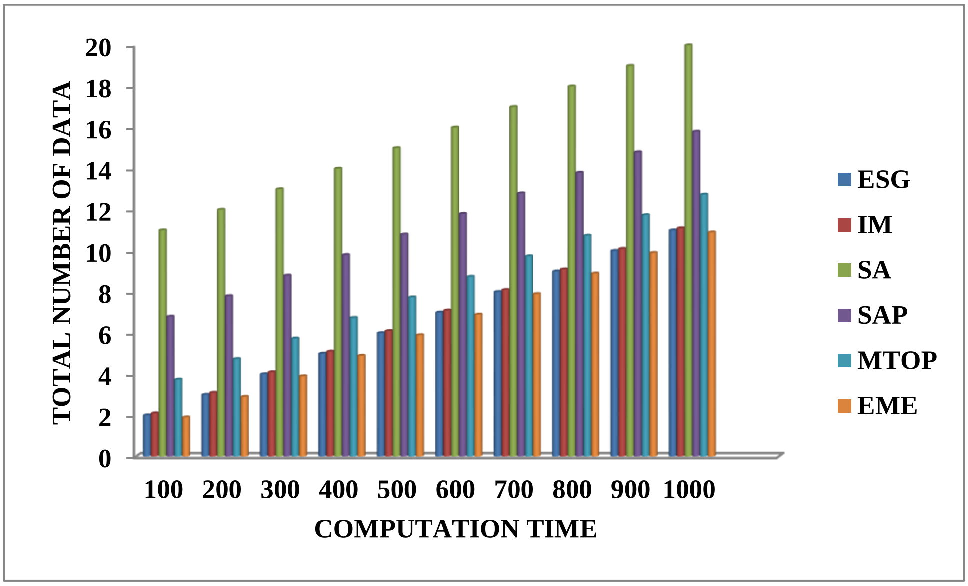

Fig 3: Communication time

From fig 3: the computation time taken for the data broadcast is computed. ESG takes 11s, IM takes 11.1s, SA takes 20s, SAP takes 15.8s, MTOP takes 12.74s and out EME takes 10.9s. which indicates that our proposed system achieves less computation overhead than all other protocols.

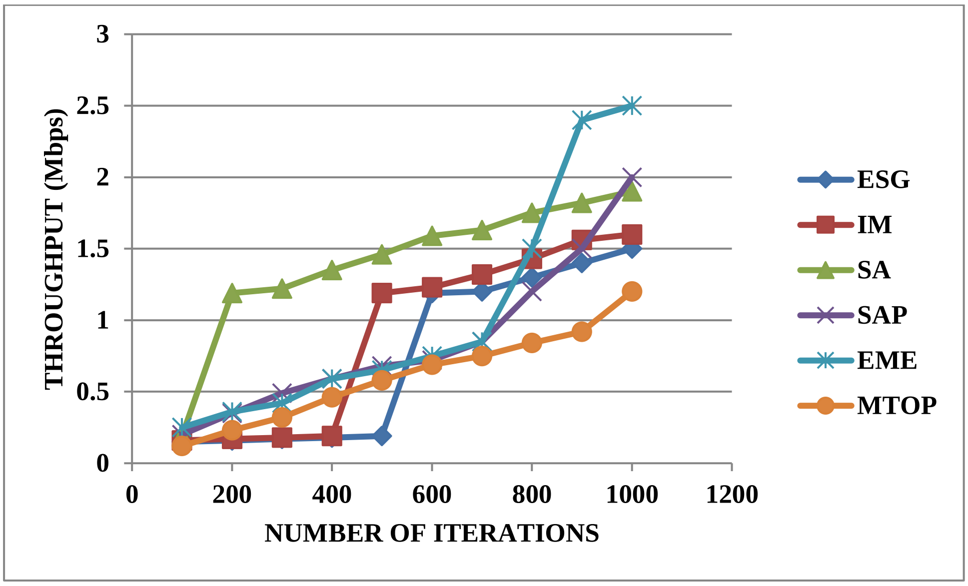

Fig 4: Efficiency comparison for the protocols

From fig 4: the efficiency obtained for the data broadcast is computed. ESG takes 100.5%, IM takes 100.6%, SA takes 100.9%, SAP takes 200%, EME takes 200.5% and out MTOP takes 100.2%. Efficiency is measured in terms of Mbps. From the simulated outcomes, our proposed system achieves high efficiency effectiveness than all other protocols.

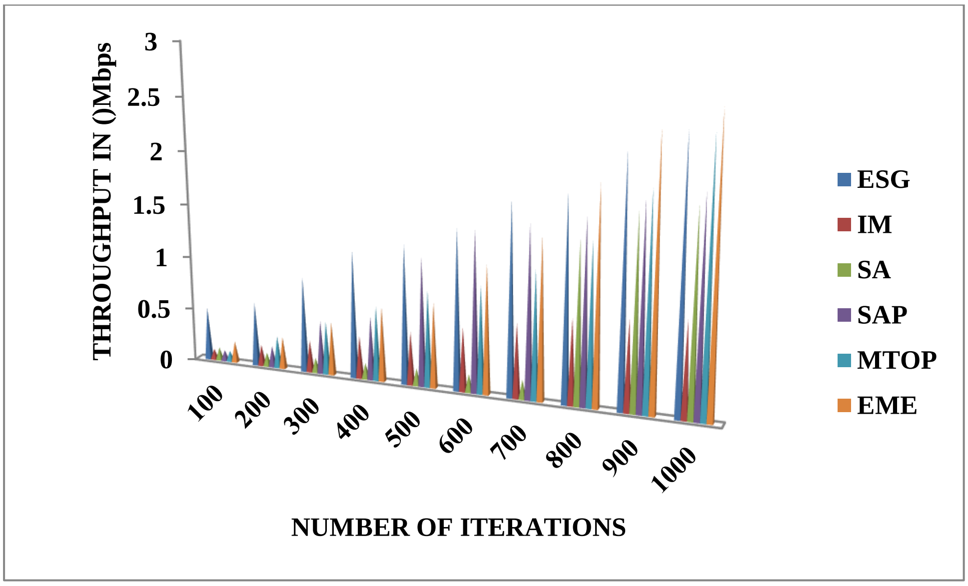

Fig 5: Throughput comparison for various protocols

From fig 5: the throughput comparison for various protocols, under the condition if the static node =10 and dynamic node =5,is computed. ESG takes 2.5, IM takes 0.9, SA takes 1.9, SAP takes 2, MTOP takes 2.5 and out EME takes 2.7. Results indicate that our proposed system achieves high throughput than all other protocols.

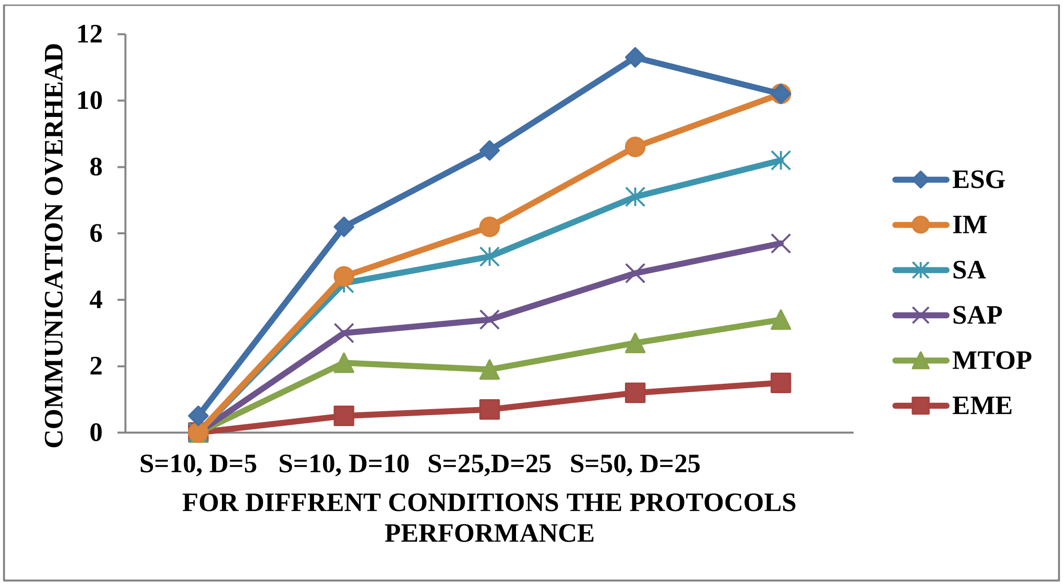

Fig 6: Communication overhead comparison for various protocols

From fig 6: the Communication overhead comparison for various protocols, under the condition if the S=10, D= 5; S=10,D=10; S=25,D=25; S=50,D=25 are computed. ESG takes 2.7s, IM takes 2s, SA takes 2.5s, SAP takes 2.3s, MTOP takes 1.9s and out EME takes 1.5s. Results indicate that our proposed system achieves less communication overhead than all other protocols.

7. Conclusions and future works

In this research paper, we demonstrate the multi-user co-operative motion system in mobile ADNs. Initially, we use the PPT procedure to represent the types of static nodes locations. We have computed the time the system intake for complete operation. The computation time taken for the data broadcast is computed. ESG takes 11s, IM takes 11.1s, SA takes 20s, SAP takes 15.8s, MTOP takes 12.74s and out EME takes 10.9s. This indicates that our proposed system achieves less computation overhead than all other protocols. We have measured the efficiency. The efficiency obtained for the data broadcast is computed. ESG takes 100.5%, IM takes 100.6%, SA takes 100.9%, SAP takes 200% and EME takes 200.5% and out MTOP takes 100.2%. Efficiency is measured in terms of Mbps. From the simulated outcomes, our proposed system achieves high efficiency effectiveness than all other protocols. It describes that EME is a real-world algorithm for increasing the system efficiency and decreasing the computational overhead in everyday usages.

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