

Thesis

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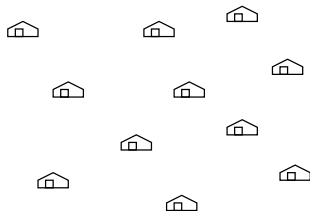
PROJET MASCOTTE - INRIA/I3S(CNRS-UNSA)

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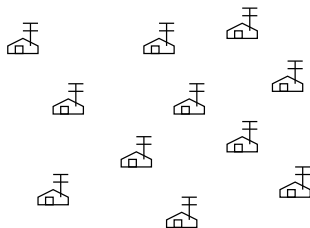
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- 2 Linear Programming Approach
- 3 Incremental Protocols for Gathering in the Path
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- 5 Round Weighting
- 6 Congestion in Wireless Ad-Hoc Sensor Networks

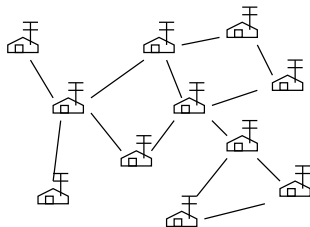
Motivation



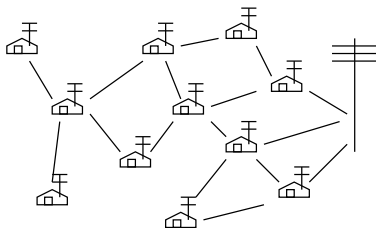
Motivation



Motivation



Motivation



Gathering Problem

- The nodes have messages.
- There is a special node called gateway.
- Messages must be collected by the gateway.

Interference

- All the nodes cannot transmit at the same time!
- Round: A set of simultaneous transmissions.

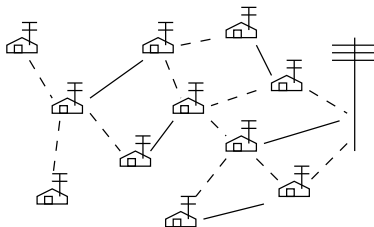


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Linear Program

- messages \rightarrow flow demand
- constraints
 - Flow conservation
 - interference

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Interference Model

- oriented interference. $a \leftarrow b$ $u \leftarrow v$
- d_T Transmission distance
- $d_I > d_T$ Interference distance

Example

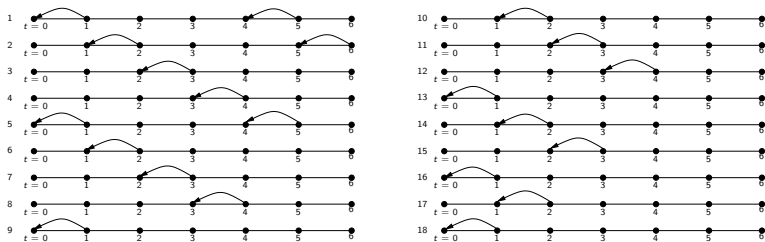


Figure: A gathering protocol in the path when $d_T = 1$, $d_I = 2$ and every vertex has one message to send to the sink $t = 0$.

Hardness

- In general: NP-complete
- Admits 4-approximation [JCB, Ralf, Nelson, Stephanie]
- Good protocols for specific cases.

Gathering in the path

- Path P_n : $n - 1$ nodes + BS
- BS at the end of the path
- Interesting case: path P_n , with $n > d_I + d_T$

Results

Theorem

- *Case: BS in an end vertex, unitary case*
 - *Calculate the optimal protocol is poly in the length of the path.*

Idea of the proof

- Simple Protocols
 - Any call transmit a message
 - Protocol only performs forward calls
 - Only loooong calls into the zone $BS \cdots d_l$ (size d_T)

Idea of the proof

Lemma

- Given a simple protocol A for $P_n \rightarrow$ protocol B for P_{n+1} ?
 - For $d_T > 0$ and $d_I = pd_T + q$
 - $|A| = |B| + \begin{cases} p+1 \\ p+2 \end{cases}$

Example incremental protocol

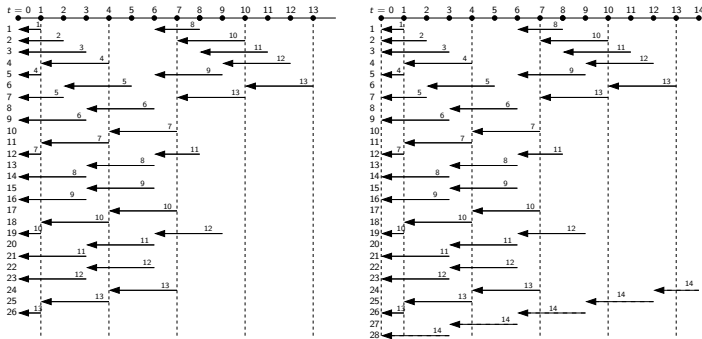


Figure: Incremental Protocol for P_{15} starting from P_{14} . $d_I = 4$, $d_T = 3$.
 $p = 1$

Idea of the proof

- For P_{n_0} , with $n_0 = d_I$, compute all the possibilities of SIMPLE protocols
- We increment the protocol from P_{n_0} to P_{n_0+1} and so on...

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Model

- Goal: Collect information into the BS
 - 2D-grid with BS in $(0, 0)$.
 - subset of nodes with messages.
 - no buffering ← hot-potato routing.

Hardness

- NP-hard for general graphs
 - 2-approximation [Florens et al.]
- Best algo known for grids: $3/2$ -approximation [Revah & Segal]
- Our result: $+1$ -approximation

Lower Bound

Lemma (Florens et al)

$$LB = \max_{m \in \mathcal{M}} d(m, BS) + |\{u \in \mathcal{M} \mid d(u, BS) \geq d(m, BS)\}| - 1$$

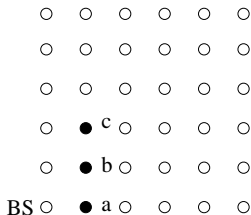
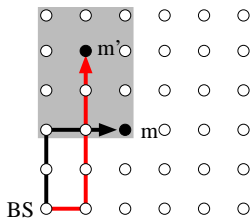


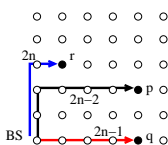
Figure: $LB = 3$

+2-approx

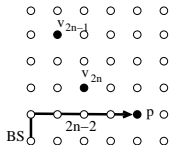
- Gathering \leftarrow Personalized Broadcasting.
- Start the process from the furthest messages.
- Avoid collisions between two consecutive messages



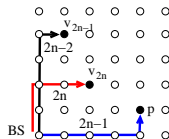
Possibilities



(a) $\{q, r\} = \{m_{2n-1}, m_{2n}\}$
and q strictly lower than r .



(b) Both m_{2n-1} and m_{2n} are higher than p .



(c) New scheduling in Case of previous figure

Figure: $2n - 2$ messages have been scheduled, finishing with the one to $x \in \{v_{2n-2}, v_{2n-3}\}$. When the next two messages must be scheduled, two cases occur according to the position of v_{2n-1} and v_{2n} relatively to x . In the figures, an arrow with label i represents the route of the i^{th} message.

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Round Weighting

- We are only interested in the number of rounds needed, not in the order.
- To use a fraction of a round is allowed.

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