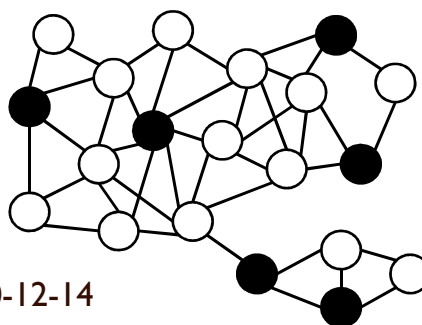


Self-stabilizing (k,r)-Clustering in Wireless Ad-hoc Networks with Multiple Paths

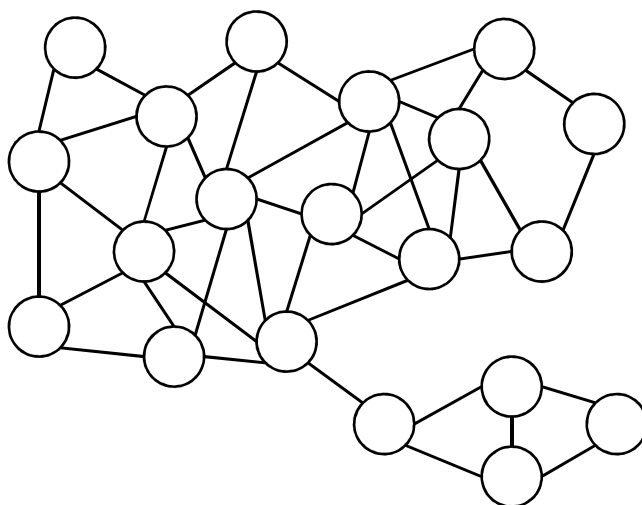
Andreas Larsson and Philippas Tsigas

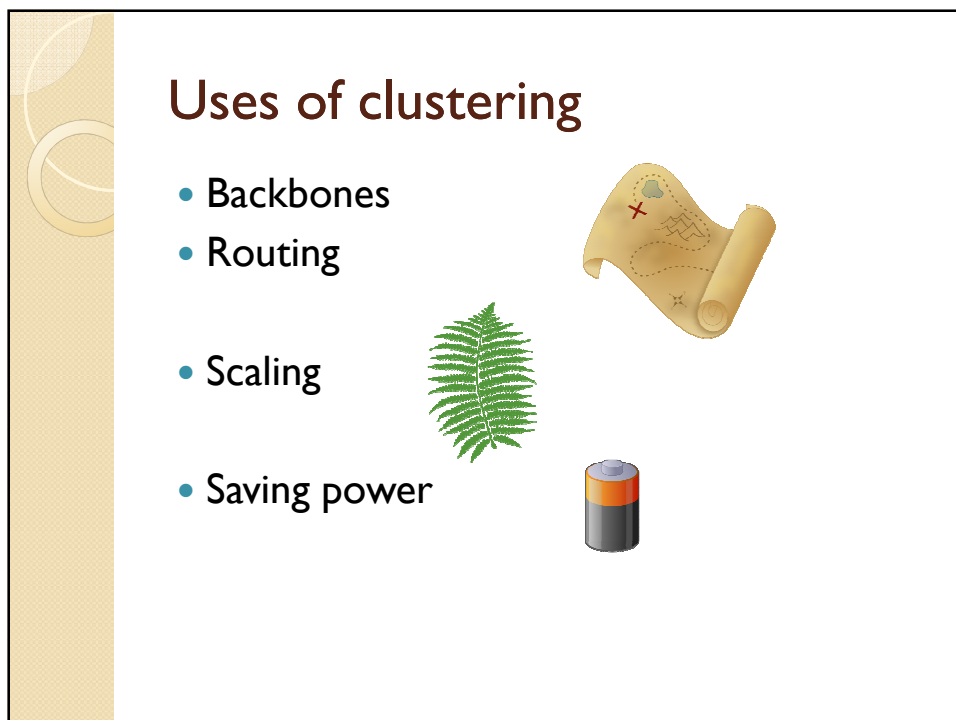
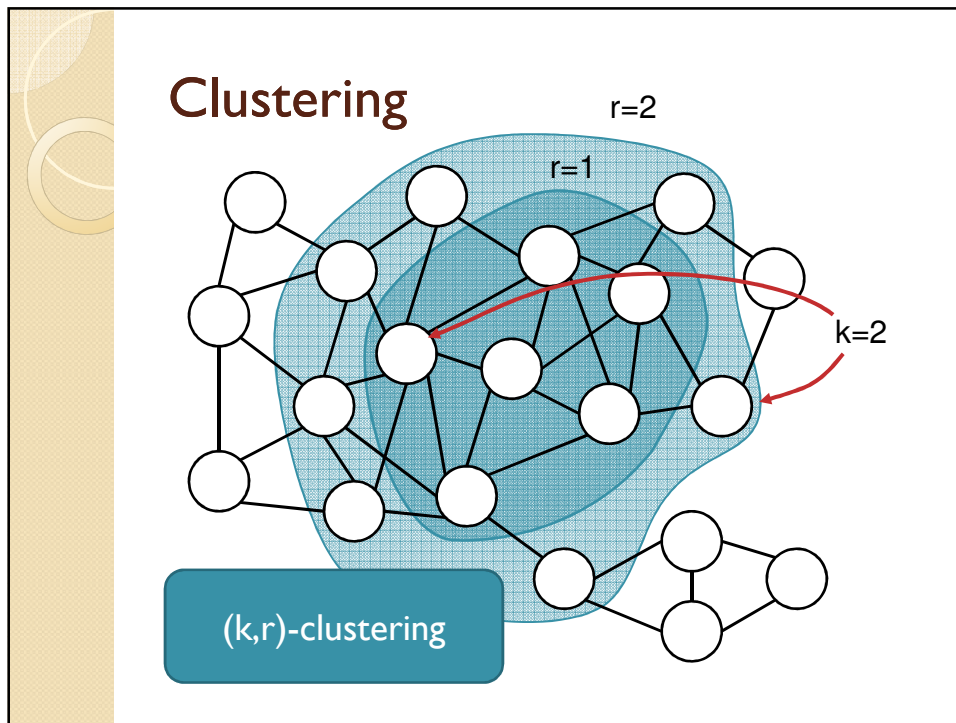
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Sweden



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Ad-hoc networks

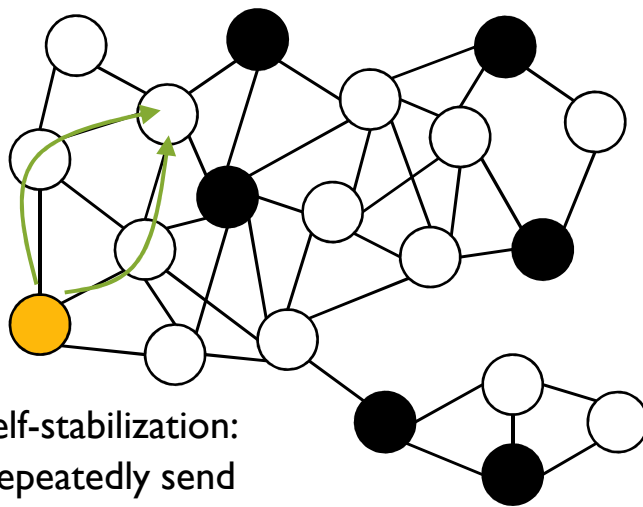




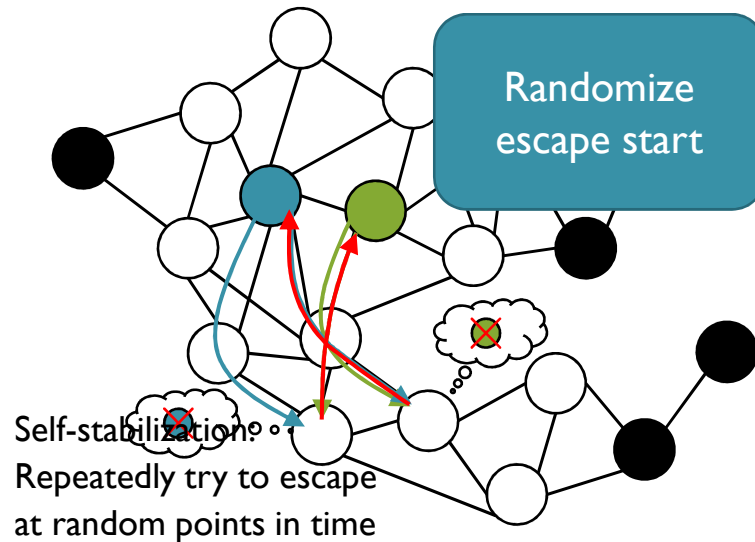
Self-stabilization

- Stabilize
 - From an arbitrary state to a consistent state
 - Once consistent, stay consistent
- Why needed?
 - Transient deviations from assumptions
 - Corrupted memory & messages

Our Algorithm – Deterministic joins



Our Algorithm – Probabilistic leaves



Stabilization time – joins


Enough cluster heads within $O(r)$ rounds

- Deterministic
- Knows neighborhood within r rounds
- Sends out “joins” that is received within r rounds



Stabilization time – local minimum

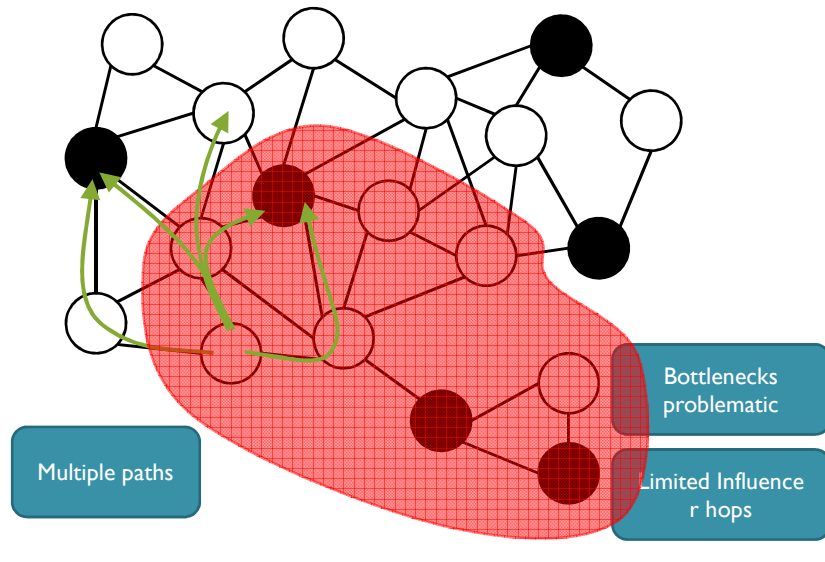
Local minimum within $O(gr \log n)$ rounds

- g – possible number of nodes within $2r$ hops
 - n – size of the network
 - Probabilistic – w.h.p.
- 
- g – number of potential interferers
 - r – time to escape if uninterfered
 - $\log n$ – ensuring the entire network converges

Multiple paths

- Multiple paths can improve
 - Security
 - Fault Tolerance
- We take advantage of them when they are present
- Malicious and faulty nodes can be bypassed

Malicious/faulty nodes



Ongoing and future work

- Coping quickly with topology changes
 - Initial results achieved
- Investigate and choose multiple paths
 - Investigate topology properties
 - Have nodes select paths to their cluster heads
- Investigate more security aspects
 - Attacks and countermeasures against the clustering algorithm

Conclusions

- First self-stabilizing distributed (k,r) -clustering algorithm
- (k,r) -clustering – redundancy
- Multiple paths – withstand attacks/faults
- Self-stabilization – recover from transient faults

Thank you! Questions?



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