Witness-Header and Next-Node Selection to Extend Network Lifetime in Energy-Efficient Clone-Node Detection in WSNs

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Abstract—Wireless sensor network (WSN) has emerged as potential technology for their applications in battlefields, infrastructure building, traffic surveillance, habitat monitoring, health, and smart homes. Unattended nature of these networks makes them vulnerable to variety of attacks, the inherent stringent resources makes conventional security measure infeasible. An attacker can capture a sensor node to install number of clone nodes with same privacy information causing serious security threats and deterioration in network lifetime. Current, security scheme along with distinct advantages suffer from number of limitations. A good counter attacks measure should not only cater for security and energy-efficiency but network lifetime as well. In this paper, we propose a next-node selection method which consider residual energy and clone attacks ratio in addition to distance, in order to overcome the limitation of fixed path based shortest routing. These factors are also considered while selecting the witness header in WSNs. Results demonstrate the efficacy of the proposed schemes in terms of network lifetime.

Index Terms—Wireless sensor network, Network protocols, network lifetime, dynamic routing, next node, and witness header selection.

I. INTRODUCTION

Wireless sensor networks (WSNs) have emerged as promising technologies for numerous applications in civil and military. Secure communication is one of the most challenging and risky tasks. WSNs are found to be prone to clone node attacks that effects in many harmful ways. In a clone node attack, an adversary captures a node and installs its code with same privacy information. Later adversary makes multiple copies of the node and installs them throughout the network to take control of the network. If these clone nodes are not detected, network is left vulnerable to attacks and thus severe damage. A typical clone node attack scenario is shown in Fig. 1.

To counter these attacks security measures have been proposed [1-7]. Most of the methods focus on having high detection ratio of these attacks without network lifetime being of major concern. In research [1], authors presented an energy efficient clone detection (ERCD) protocol which also shows improvements in network lifetime. This scheme however, also have limitations; it consider transmission energy but ignores receiver energy consumption, it is based on distance based routing which is based on fixed paths, and it may not work if witness header is dead or compromised among other. We counter these limitations in our proposed method and further improve network lifetime.

In order to balance network energy consumption, next-hop nodes for routing and filtering nodes should be dynamically selected. The inputs of the model are energy level, number of hops, and false traffic ratio (FTR). This next hop selection method is used for forwarding node selection in the underlying routing and witness header selection. The original scheme is based on shortest path routing which consider only distance for selecting next hop forwarding node which is fixed path routing in essence. Our scheme can dynamically opt for different paths based on current energy levels of the candidate nodes. Similarly, for verification or witness node selection, if the fitness value of a node is higher among candidate nodes than it will be witness node with filtering false report capabilities. This will help balancing network wide energy usage and thus prolong the network lifetime.

In ERCD, the witness header is bottle neck of the scheme, since after a witness header of a witness ring energy level reaches to zero or compromised, it could not work. In our proposed method at the cost of multiple witness header management instead of single one, the
verification traffic load balance distributed. This load
distribution along with next hop selection method results
in more balanced energy consumption approach. Clone
node detection or energy-efficiency are not focus of this
paper. We proposed energy-aware dynamic routing, next
hop, and witness header selection to more evenly
distribute the communication loads to further extend the
network lifetime. Following are the expected
contributions of our proposed method as compared to
ERCD.

- Network lifetime improvements
- Dynamic path selection
- Traffic load balancing with multiple witness
  header

The rest of the paper is organized as follows: Section 2
presents an overview of the related work, section 3 shows
the system assumptions and system model, the detail of
our proposed method is explained in the section 4,
numerical results based on the analysis and simulation is
illustrated in section 5, and conclusion and future work at
the end of this paper.

II. LITERATURE REVIEW

Wireless sensor networks [WSNs] have become very
popular and ubiquitous technologies for everyday
applications. However, there a number of challenges to
be addressed for secure communication. WSNs are
vulnerable to clone node attacks that effects in many
devastating ways. To counter these attacks security
measures have been proposed [1-7]. Most of the methods
focus on having high detection ratio of these attacks
without further improving and network lifetime as main
concern.

In energy-efficient clone node detection (ERCD)
protocol in WSNs [1], a location based, clone node
detection protocol has been presented. It can granter
clone node detection and have minimal effect on network
lifetime. Witness node used in verification of privacy
information is randomly selected from a ring area to
detect these attacks. Ring structure is used for energy-
efficient data forwarding towards the witness node,
witness header, and sink or base station (BS). This
distributes the load balance within the network and help
in improving network lifetime. Analytical and simulation
results show the efficacy of proposed method which can
achieve up to 100% detection with trustful witnesses. The
proposed scheme further studies clone node detection
with untruthful witness. With presence of 10%
compromised witnesses detection probability can
approach up to 98%.

In work [2], a centralized SET approach based on set
operations is proposed. It tries to limit detection overhead
by computation of set operations of union and
intersection of exclusive subsets in the sensor network.
SET scheme divide the network into logically separate
and non-overlapping regions or clusters controlled by a
cluster head (CH). These CHs send reports to BS
containing IDs of all nodes in its cluster and itself in the
form of a subset. The set operations are performed after
computing the subsets. If the intersection of any two
subsets if non-empty set a clone attack is detected.

The work [3], presents a survey of clone node attacks
in WSN. An attacker can physically capture a node and
duplicated one or more nodes at strategic locations to
control and damage the entire network. The authors study
variety of threats specific to clone node attacks and
analyses different detection schemes and classify them in
different categories. It comprehensively explores
different proposals in each category. The discussed
schemes are evaluated and there advantages and
limitations are highlighted.

In research [4], proposes two novel clone node
detection schemes. First scheme is distributed hash tables
(DTH) and second one is randomly detected exploration
(RDE) scheme. The simulations results verify the
protocol design and demonstrate its efficiency in
communication overhead and satisfactory detection
probability.

Recent clone detection schemes such as randomized
efficient and distributed (RED) [5] and line-select
multicast (LSM) protocol [7]. fail to guarantee both
requirements of use random witnesses selection and a
significant probability of clone detection. For example;
RED protocol attains a high clone detection rate with the
assistance of deterministic mapping function in witness
selection. Since, a deterministic mapping function is also
probable to be compromised, and compromises on
randomness of selection of witness nodes which degrades
security. However, in LSM protocol, a source node can
randomly select multiple sink nodes and establish paths
to those nodes. If a witness node obtains several copies of
verification messages from the single source along
various paths, it identify it a clone attack which triggers a
revocation procedure. LSM results in a low detection
probability in case of a small number of witnesses. This is
because the intersection of multiple paths should a
witness node which probability is dependent on density of
witness nodes.

In [6], authors focus on solving the critical problems of
energy and memory. In order to solve these problems a
fast, lightweight, efficient, and mobile agent based
security scheme has been proposed against clone node or
replicating node attacks. Mobile agents are software
defined which require minimum energy usage by nodes.
These agent can also cooperate with the outside world for
collaboration and self-governing. In [7], a distributed
algorithm for clone node detection is presented. The
paper focusses the effect of undetected clone nodes and
their effect on communication overhead and storage cost
incurred by each algorithm. An optimization framework
has been proposed for selection of clone node detection
parameters based on above mentioned cost analysis.
Simulations are provided to validate the framework.

In this paper, energy dissipation model or first order
radio model [8, 9] is used to compare the energy
consumption of ERCD and our proposed protocol. A
typical sensor node composed of a data processing unit, a
micro sensor unit, antenna, radio communication components, power supply, and amplifier. In our implementation of the first order radio model, we only consider the energy usage that is associated with the radio component. Moreover, the clocks of the sensor nodes assumed to be synchronized using an energy-efficient time synchronization protocol (ETSP) in WSNs [10].

In research [11] two clone node detection schemes based on hash table value and probabilistic directed diffusion are presented using NS2 simulator. The authors [12] on general network deployment graph presented distributed hash table based clone detection scheme. Secure routing scheme was presented [13] by secure directed diffusion protocol. Work [14], presented a security scheme for wormhole detection at MAC layer in WSNs. The authors in [15], proposed quality of service improvement scheme in WSNs based on symmetric key cryptography schemes.

III. SYSTEM ASSUMPTIONS AND MODELS

A. System Assumptions

Some localization component is assume to present in the system so that after random deployed each sensor node knows its location. This is necessary because, after an event is spotted, its location is required to create the path in order to report the event to the BS. After sensor nodes are deployed, the boot-up process is started with a localization component.

We also assume bidirectional communication links in the sense that both source and sink can send and receive the messages. Each node also possesses a unique ID and also knows its key. Each node has at least one witness nodes which know the privacy information of the original node. Each witness ring has one witness header. All the sensor nodes have a limited and fixed sensing range and contains a battery with a limited and fixed initial energy of 1 Joule.

B. Experimental Setup Model

In this paper, we consider a 2000-node randomly distributed sensor network. The simulation has been performed in custom built simulator in Microsoft Visual Studio 2012 using C#. This network is based on ring based topology. The stated network has an area of $\pi r^2$ m$^2$ with k ring based clusters. The sensor nodes are distributed in s sectors of the sensor network. All the sensor nodes has a range R which is used to determine neighbors and candidate nodes. The BS is stationary and knows the node IDs and their locations in advance. The sensor field setup used performance analysis is shown in Fig. 2.

![Fig. 2. Randomly Deployed Circular Sensor Field.](image)

Table I presents the simulation parameters for the performance analysis in experimental setup.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of nodes</td>
<td>2000</td>
</tr>
<tr>
<td>Sensor field radius</td>
<td>r=200</td>
</tr>
<tr>
<td>Field size</td>
<td>$\pi r^2$ m$^2$</td>
</tr>
<tr>
<td>Base station location</td>
<td>Ring center</td>
</tr>
<tr>
<td>Node Range</td>
<td>30 m</td>
</tr>
<tr>
<td>$E_{data}$</td>
<td>50 nJ/bit</td>
</tr>
<tr>
<td>$E_{amp}$</td>
<td>100 pJ/bit/m$^2$</td>
</tr>
<tr>
<td>Initial node energy</td>
<td>1 Joule</td>
</tr>
<tr>
<td>Packet size</td>
<td>200 bits</td>
</tr>
<tr>
<td>Path loss constant ($\lambda$)</td>
<td>2</td>
</tr>
</tbody>
</table>

C. First Order Radio Model

In this paper, first order radio model or energy dissipation model in [8, 9] is used compare the energy-efficiency performance of ERCD and proposed method. A sensor node composed of a radio components, data processing unit, antenna, power supply, a micro sensor unit, and amplifier.

In this paper, we only consider the energy consumption that is related to the radio components. A classic, simple, and most utilized energy consumption analysis model is the first-order radio model illustrated in Fig. 3.

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_IJ. Information Technology and Computer Science, 2016, 10, 22-28_
For transferring k-bit packet over a distance d between the transmitter and receiver, the transmission energy $E_{\text{TX}}(k, d)$ is represented by Eq. (1):

$$E_{\text{TX}}(k, d) = E_{\text{elec}} \times k + E_{\text{amp}} \times k \times d^\lambda$$  \hspace{1cm} (1)

Where $E_{\text{elec}}$ is the energy consumed by the electronics of the circuitry, $E_{\text{elec}} \times k$ is the energy utilized by the transmitter electronics to transfer k bits, $E_{\text{amp}}$ is the energy needed by the amplifier, and $\lambda$ is the path loss constant. Similarly, $E_{\text{RX}}(k)$ is the energy required to receive k bits:

$$E_{\text{RX}}(k) = E_{\text{elec}} \times k$$  \hspace{1cm} (2)

IV. PROPOSED METHOD OVERVIEW

In this section we explain the overview of the proposed method.

A. Network Initialization

In setup phase all nodes IDs and location information is pre-loaded on every node. BS also knows the location and ids and all sensor nodes in the network. Initialization phase and BS are assumed to be secure.

B. Neighbour and Witness Discovery

Assuming the location component, every node determines its neighbors’ information and distance. This location information is broadcasted to neighbors. Using breadth first search (BFS) the location of the witness header is obtained.

C. Next Node Selection

After an event is detected, the event discovering nodes send reports to the BS. A path is created using an evaluation function which considers energy level and distance of neighbor nodes to select forwarding node among candidate nodes. A node with highest energy and closer to the destination will be selected to forward the report. This process will continue until destination is reached.

D. Witness Selection

A source node A randomly generates witness index for node B. Wi is ring index (Ri) of the witness. Then this node will create a witness node selection message and send it to the node B. After node B received the message node B record the privacy information of the node A which sends a broadcast message to all it neighbors so announce that it is witness node of A. If node A cannot find the witness node in Wi of node B ring than node B forwards witness selection message to farthest left neighbor of it in the witness ring (Ri). This will continue until witness selection procedure is finished. This process is explained the flow chart presented in Fig. 4.

E. Message Verification

When a node has data to transmit to the BS, it create a data message, it will send the message to three rings Ri-1, Ri, and Ri+1. After a node in these rings receives a
message, if there is no witness node in its ring the message is dropped. In that case message will be forwarded to one of its neighbors that is witness of node A. When a witness of node A, i.e. Aw, receives data message it will check number of conditions for verification of the message. In case witness header is one of its neighbors then data message should be forwarded to it. A number of verification conditions should be met before witness header forward message to BS.

- Witness header will check sender ID and location information, if this matches with the values at witness header
- In case of receiving multiple copies of the message with same privacy information
- If the time stamp of the received message is earlier or equal to the last data message generated drop the message. If not the time stamp for the last message received is updated.

If all the conditions are met the message will be forwarded to BS otherwise clone node is detected and revocation message is generated. The pseudo code for the verification process is shown in the Fig. 5.

Step: 1. NodeA create a DataMessage msg
Step: 2. Node send the message to it witness ring (ring index is wIndex) and two neighbor ring of the witness ring (ring indexes is wIndex -1 and wIndex +1).
Let node 1, node2 and node 3 is three nodes in the three rings have received message.
Step: 3. For each Node N in (node1, node2, node3)
  If there is no witness of NodeA in node n’s neighbors then
    The msg will be drop.
  Else Select a witness node W is one of its neighbors that are the witness of NodeA
    Forward the msg to W
    The next step is described in Step 4, when the message comes to node W.
    If the creation time of the msg <= the creation time of the last DataMessage it received from node A then drop.
    Else Node W update the last msg time in its memory
    If witness header is one of its neighbors then
      Forward the msg to the WitnessHeader
      The next step is describe in Step4, when the WitnessHeader receive message
    Else NodeW forwards the message to a next neighbor that is a witness of nodeA and in the direction to the witness header (WH).
Step: 5. WH verify msg and then forward to the BS if it valid.

Fig. 5. Message verification (NodeA sending msg to BS)

V. NUMERICAL ANALYSIS AND RESULTS

In this section, we give two examples to elaborate better expected performance of our algorithm in section 5.1 and simulation experiments of network lifetime performance results in section 5.2 of this paper.

A. Numerical Analysis

In order to explain how our proposed method will be able to increase network lifetime, let’s consider an example scenario. In original scheme network lifetime is define as number of events before the first node is depleted due to running out of battery power. Since, verification takes place on witness header node, so most of the energy will be consumed at this node. The lifetime of the network will depend upon how long it will take for the first witness header to be depleted in ERCD. In our proposed scheme in addition to using different path dynamically based on remaining energy we have multiple witness headers. Consider one example of next node selection method and another with multiple witness headers.

Example 1: Next node selection (Fixed vs Dynamic)

Since, ERCD is based on shortest path distance based routing, it will use the same path until some node is depleted which forces it to create or use another path. Let’s consider a scenario where there are three existing paths amount source and sink nodes. In case of our proposed method since current energy level is also considered, based on current energy level, one of these three paths will be used alternatively. This will balance the energy usage upon nodes on three paths. This will result in communication of more events before first of nodes in three paths is depleted. ERCD will use path 2 before first node is depleted. ERCD will use path 2 since this is shortest path with next node closest to the BS.

In case of our proposed scheme if only half messages are communicated to sink using path 1 and path 3, network lifetime will improve twice as compared to ERCD. This scenario is illustrated in Fig. 6.

Example 2: Multiple witness headers (One vs Multiple)

In previous example, different paths can be used to distribute the energy usage to extend network lifetime. However, since most of the energy will be consumed by the witness header this will result in bottleneck. So, in order to cater for this problem, we introduce multiple witness headers to further distribute the energy usage and achieve load balancing. Since, verification can be performed alternatively or another witness header among three is used after one energy level drops to threshold, our proposed scheme will balance the network energy usage in a better way. Although, there is some cost associated with managing of three witness headers instead of one,
however, this cost is justified by the gain in network lifetime. This scenario is highlighted in Fig. 7. ERCD will use shortest path through witness header 2 as highlighted with bold line. However, our proposed scheme, both witness headers can receive messages for verification to divide verification frequency overhead and thus by balancing the network energy usage we can extend the network lifetime and avoid the bottleneck.

**B. Results**

The simulation experiments are performed in the custom simulator in Microsoft Visual Studio 2012 in C# as shown in the Fig. 8. We perform the network lifetime analysis of the two methods in this section.

**VI. CONCLUSIONS AND FUTURE WORK**

In this paper, we have shown that our proposed scheme has multiple advantages; network lifetime improvements, dynamic path selection, and traffic load balancing with multiple witness headers. These factors results in better network energy usage balance to prolong the network lifetime. In current work we have implemented the network lifetime analysis. In future work, we would like to implement the clone node detection to test the energy-efficiency and detection capacity performance of our approach.
REFERENCES


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