



Development of an Automatic Smart Milking Machine using Solar

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ABSTRACT: Compromised-node and denial-of-service are two key attacks in wireless sensor networks (WSNs). In this paper, we study data delivery mechanisms that can with high probability circumvent black holes formed by these attacks. We argue that classic multipath routing approaches are vulnerable to such attacks, mainly due to their deterministic nature. So once the adversary acquires the routing algorithm, it can compute the same routes known to the source, hence making all information sent over these routes vulnerable to its attacks. In this paper, we develop mechanisms that generate randomized multi-path routes. Under our designs, the routes taken by the “shares” of different packets change over time. So even if the routing algorithm becomes known to the adversary, the adversary still cannot pinpoint the routes traversed by each packet.

KEYWORDS: Automatic Milking Machine, Solar Energy System, Wireless Sensor Networks, Randomized Multi-path Routing, Data Security, IoT-based Automation, Energy Efficiency

I. INTRODUCTION

1.1 Motivations

Of the various possible security threats encountered in a wireless sensor network (WSN), in this paper we are specifically interested in combating two types of attacks: compromised-node (CN) and denial-of-service (DOS). In the CN attack, an adversary physically compromises a subset of nodes to eavesdrop information, whereas in the DOS attack, the adversary interferes with the normal operation of the network by actively disrupting, changing, or even paralyzing the functionality of a subset of nodes. These two attacks are similar in the sense that they both generate *black holes*: areas within which the adversary can either passively intercept or actively block information delivery. Due to the unattended nature of WSNs, adversaries can easily produce such black holes. Severe CN and DOS attacks can disrupt normal data delivery between sensor nodes and the sink, or even partition the topology. In practice, due to the difficulty of acquiring such location information, the above idea is implemented in a probabilistic manner, typically through a two-step process. First, the packet is broken into M shares (i.e., components of a packet that carry partial information) using a $(T;M)$ -threshold secret-sharing mechanism such as the Shamir's algorithm. The original information can be recovered from a combination of at least T shares, but no information can be guessed from less than T shares. Second, multiple routes from the source to the destination are computed according to some multi-path routing algorithm. These routes are node-disjoint or maximally node-disjoint subject to certain constraints (e.g., min-hop routes). The M shares are then distributed over these routes and delivered to the destination. As long as at least $M_i T + 1$ (or T) shares bypass the compromised (or jammed) nodes, the adversary cannot acquire (or deny the delivery of) the original packet. We argue that three security problems exist in the above counter-attack approach.

First, this approach is no longer valid if the adversary can *selectively* compromise or jam nodes. This is because the route computation in the above multi-path routing algorithms is deterministic in the sense that for a given topology and given source and destination nodes, the same set of routes are always computed by the routing algorithm. As a result, once the routing algorithm becomes known to the adversary (this can be done, e.g., through memory interrogation of the compromised node), the adversary can compute the set of routes for any given source and destination. Then the adversary can pinpoint to one particular node in each route and compromise (or jam) these nodes.

1.2 Contributions and Organization

The key contributions of this work are as follows:

1. We explore the potential of random dispersion for information delivery in WSNs. Depending on the type of information available to a sensor, we develop four distributed schemes for propagating information “shares”: purely random propagation (PRP), directed random



propagation (DRP), non-repetitive random propagation (NRRP), and multicast tree-assisted random propagation (MTRP). PRP utilizes only one-hop neighbourhood information and provides baseline performance. DRP utilizes two-hop neighborhood information to improve the propagation efficiency, leading to a smaller packet interception probability. The NRRP scheme achieves a similar effect, but in a different way: it records all traversed nodes to avoid traversing them again in the future. MTRP tries to propagate shares in the direction of the sink, making the delivery process more energy efficient.

2. We theoretically evaluate the goodness of these dispersive routes in terms of avoiding black holes. We conduct asymptotic analysis (i.e., assuming an infinite number of nodes) for the worst-case packet interception probability and energy efficiency under the baseline PRP scheme. Our results can be interpreted as the performance limit of PRP, and a lower-bound on the performance of the more advanced DRP, NRRP, and MTRP schemes. Our analysis helps us better understand how security is achieved under dispersive routing. Based on this analysis, we investigate the tradeoff between the random propagation parameter and the secret sharing parameter. We further optimize these parameters to minimize the end-to-end energy consumption under a given security constraint.

3. We conduct extensive simulations to study the performance of the proposed schemes under more realistic settings. Our simulation results are used to verify the effectiveness of our design. When the parameters are appropriately set, all four randomized schemes are shown to provide better security performance at a reasonable energy cost than their deterministic counterparts. At the same time, they do not suffer from the type of attacks faced by deterministic multi-path routing.

II. RANDOMIZED MULTI-PATH DELIVERY

2.1 Overview

We consider a 3-phase approach for secure information delivery in a WSN: secret sharing of information, randomized propagation of each information share, and normal routing (e.g., minhop routing) toward the sink. More specifically, when a sensor node wants to send a packet to the sink, it first breaks the packet into M shares according to a $(T;M)$ -threshold secret sharing algorithm, e.g., Shamir's algorithm. Each share is then transmitted to some randomly selected neighbor. That neighbor will continue to relay the share it has received to other randomly selected neighbors, and so on.

In each share, there is a TTL field, whose initial value is set by the source node to control the total number of random relays. When the TTL value reaches 0, the last node to receive this share begins to route it towards the sink using min-hop routing. Once the sink collects at least T shares, it can reconstruct the original packet. No information can be recovered from less than T shares.

The effect of route dispersiveness on bypassing black holes is illustrated in Figure 2, where the dotted circles represent the ranges the secret shares can be propagated to in the random propagation phase. A larger dotted circle implies that the resulting routes are geographically more dispersive.

Comparing the two cases in Figure 2, it is clear that the routes of higher dispersiveness are more capable of avoiding the black hole. Clearly, the random propagation phase is the key component that dictates the security and energy performance of the entire mechanism.

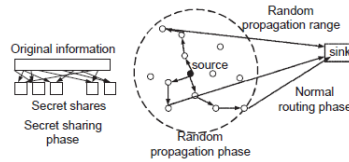


Fig. 1. Randomized dispersive routing in a WSN.

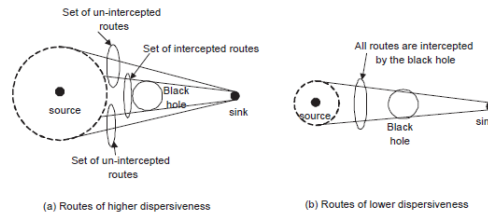


Fig. 2. Implication of route dispersiveness on bypassing the black hole.

2.2 Random propagation of Information Shares

To diversify routes, an ideal random propagation algorithm would propagate shares as dispersively as possible. Typically, this means propagating the shares farther from their source. At the same time, it is highly desirable to have an energy-efficient propagation, which calls for limiting the number of randomly propagated hops. The challenge here lies in the random and distributed nature of the propagation: a share may be sent one-hop farther from its source in a given step, but may be sent back closer to the source in the next step, wasting both steps from a security standpoint. To tackle this issue, some control needs to be imposed on the random propagation process.

In PRP, shares are propagated based on one-hop neighbourhood information. More specifically, a sensor node maintains a neighbor list, which contains the ids of all nodes within its transmission range. When a source node wants to send shares to the sink, it includes a TTL of initial value N in each share. It then randomly selects a neighbor for each share, and unicasts the share to that neighbor. After receiving the share, the neighbor first decrements the TTL. If the new TTL is greater than 0, the neighbor randomly picks a node from its neighbour list (this node cannot be the source node) and relays the share to it, and so on. When the TTL reaches 0, the final node receiving this share stops the random propagation of this share, and starts routing it towards the sink using normal min-hop routing. The WANDERER scheme is a special case of PRP with $N = 1$. The main drawback of PRP is that its propagation efficiency can be low, because a share may be propagated back and forth multiple times between neighboring hops.

2.2.2 Non-repetitive Random Propagation NRRP is based on PRP, but it improves the propagation efficiency by reordering the nodes traversed so far. Specifically, NRRP adds a “node-in-route” (NIR) field to the header of each share. Initially, this field is empty. Starting from the source node, whenever a node propagates the share to the next hop, the id of the up-stream node is appended to the NIR field. Nodes included in NIR are excluded from the random pick at the next hop. This non-repetitive propagation guarantees that the share will be relayed to a different node in each step of random propagation, leading to better propagation efficiency.

2.2.3 Directed Random Propagation

DRP improves the propagation efficiency by using twohop neighborhood information. More specifically, DRP adds a “last-hop neighbor list” (LHNL) field to the header of each share. Before a share is propagated to the next node, the relaying node first updates the LHNL field with its neighbor list. When the next node receives the share, it compares the LHNL field against its own neighbor list, and randomly picks one node from its neighbors that are not in the LHNL. It then decrements the TTL value, updates the LHNL field, and relays the share to the next hop, and so on. Whenever the LHNL fully overlaps with or contains the relaying node’s neighbour list, a random neighbor is selected, just as in the case of the PRP scheme.

2.2.4 Multicast Tree-assisted Random Propagation MTRP aims at actively improving the energy efficiency of random propagation while preserving the dispersiveness of DRP. The basic idea comes from the following observation of Figure 1: Among the 3 different routes taken by shares, the route on the bottom right is the most energy efficient



because it is the shortest end-to-end path. So, in order to improve energy efficiency, shares should be best propagated in the direction of the sink.

III. ASYMPTOTIC ANALYSIS OF THE PRP SCHEME

The random routes generated by the four algorithms in Section 2 are not necessarily node-disjoint. So a natural question is how good these routes are in avoiding black holes. We answer this question by conducting asymptotic analysis of the PRP scheme. Theoretically, such analysis can be interpreted as an approximation of the performance when the node density is sufficiently large. It also serves as a lower bound on the performance of the NRRP, DRP, and MTRP schemes. Note that the security analysis for the CN and DOS attacks are similar because both of them involve calculating the packet interception probability. For brevity, we only focus on the CN attack model. The same treatment can be applied to the DOS attack with a straightforward modification.

3.1 Network and Attack Models

We consider an area S that is uniformly covered by sensors with density λ . We assume a unit-disk model for the sensor communication, i.e., the transmitted signal from a sensor can be successfully received by any sensor that is at most R_h meters away. Multi-hop relay is used if the intended destination is more than R_h away from the source. We assume that link-level security has been established through a conventional cryptography-based bootstrapping algorithm.

3.2 Security Definition

For a given source sensor node, the security provided by the protocol is defined as the worst-case (maximum) probability that for the M shares of an information packet sent from the source, at least T of them are intercepted by the black hole. Mathematically, this is defined as follows. Let the distance between the source s and the sink o be ds . As shown in Figure 3, we define a series of $N+1$ circles co-centered at s . For the i th circle, $1 \leq i \leq N$, the radius is iR_h . For circle 0, its radius is 0. These $N+1$ circles will be referred to as the N -hop neighborhood of s . More specifically, we say that a node is i hops away from s if it is located within the intersection between circles $i-1$ and i . We refer to this intersection as ring i . For an arbitrary share, after the random propagation phase, the id of the ring in which the last receiving node, say w , is located is a discrete random variable ξ with state space $\{1, \dots, N\}$. The actual path from w to the sink is decided by the specific routing protocol employed by the network. Accordingly, different packet interception rates are obtained under different routing protocols. However, the route given by min-hop routing, which under high node density can be approximated by the line between w and the sink, gives an upper bound on the packet interception rates under all other routing protocols. This can be justified by noting that min-hop routing tends not to distribute traffic over various intermediate nodes and only selects those nodes that are closest to the sink. As illustrated in Figure 3, this path-concentration effect makes min-hop routing have a smaller traversing area of the paths, and thus is more prone to packet interception, especially when compared to power-balancing routing protocols that build dispersive routes. The interception probability for an arbitrary share of information is given by

$$P_I = \sum_{i=1}^N \Pr\{\xi = i\} \frac{S_i}{\text{Area of ring } i}$$

$$= \sum_{i=1}^N \Pr\{\xi = i\} \frac{S_i}{\pi i^2 R_h^2 - \pi (i-1)^2 R_h^2} \quad (1)$$

Accordingly, the worst case probability that at least T out of M shares are intercepted by E is given by

$$P_S^{(\max)} = \sum_{k=T}^M \binom{M}{k} P_I^k (1 - P_I)^{M-k} \quad (2)$$

To proceed with the security analysis, we need to calculate the shaded area in each ring S_i

3.3 Derivation of the Packet Interception Area

The derivation of S_i falls into one of the following three cases:

Case 1: When $iR_h < ds$ (e.g., rings 1 to 3 in Figure 3), ring i is completely covered by the shaded region. Therefore,



$$S_i^{(case\ 1)} = \pi[i^2 - (i - 1)^2]R_h^2, 1 \leq i \leq \left\lfloor \frac{R_e d_s}{R_h d_e} \right\rfloor \quad (3)$$

Case 2: When $(i + 1)Rh < Red_s$

$< iRh$, as shown in Figure 4, ring i is partially shaded. The shaded area of ring i is the intersection of circle i and the cone CoD minus the area of circle i_{j1} . The area of this intersection is composed of three components: the trapezoid $A1$ ($B1B2B3B4$), two circle segments $A2$ (surrounded by arch $B1B5B2$ and chord $B1B2$), and $A3$ (surrounded by arch $B3B6B4$ and chord $B3B4$). It can be shown that $A1$ has a height $hA1 = x1 + x2$ where

$$x_1 \stackrel{\text{def}}{=} \frac{R_e d_s + \sqrt{R_e^4 d_s^2 - d_e^2 R_s^2 d_s^2 + d_e^4 i^2 R_h^2 - i^2 d_e^2 R_h^2 R_e^2}}{d_e^2} \quad (4)$$

$$x_2 \stackrel{\text{def}}{=} \frac{R_e d_s - \sqrt{R_e^4 d_s^2 - d_e^2 R_s^2 d_s^2 + d_e^4 i^2 R_h^2 - i^2 d_e^2 R_h^2 R_e^2}}{d_e^2} \quad (5)$$

The lengths of the two parallel edges of $A1$ are given by

$$l_1 = 2 \left(-\frac{R_e}{\sqrt{d_e^2 - R_e^2}} x_1 + \frac{R_e d_s}{\sqrt{d_e^2 - R_e^2}} \right) \quad (6)$$

$$l_2 = 2 \left(-\frac{R_e}{\sqrt{d_e^2 - R_e^2}} x_2 + \frac{R_e d_s}{\sqrt{d_e^2 - R_e^2}} \right) \quad (7)$$

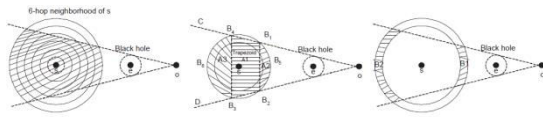


Fig. 3. Packet-interception area, a 6-hop random propagation example. Fig. 4. Packet-interception area: case 2. Fig. 5. Packet-interception area: case 3.

Therefore, the area of $A1$ is given by

$$S_i^{(A1)} = \frac{(l_1 + l_2)h_{A1}}{2}$$

The area of $A2$ and $A3$ are given by

$$S_i^{(A2)} = (iR_h)^2 \arctan\left(\frac{0.5l_1}{x_1}\right) - 0.5x_1l_1$$

$$S_i^{(A3)} = (iR_h)^2 \arctan\left(-\frac{0.5l_2}{x_2}\right) + 0.5x_2l_2$$

Energy Efficiency of the Random Propagation

We assume that the energy consumption for delivering one bit over one hop is a constant q . Then the average energy consumption for delivering one packet from source s to sink o depends on the average length (in hops) of the route. Note that each random route consists of two components. The first is a fixed N hop component attributed to the random propagation operation. The second component involves sending the share from the last random relay node, i.e., w , to the sink o using a normal single path routing. Under the asymptotic assumption, when min-hop routing is used, the ratio between the number of hops from $w ! o$ and from $s ! o$ can be approximated by the ratio of the lengths of these two paths.



IV. SIMULATION STUDIES

4.1 Simulation Setup

In this section, we use simulation to evaluate the performance of PRP, NRRP, DRP, and MTRP under more realistic settings. To better understand the capability of these randomized multi-path routing algorithms in bypassing black holes, we also compare their performance against a deterministic counterpart, H-SPREAD, which generates node-disjoint multi-path routes to combat CN attack in WSNs.

4.2 Simulation Results

4.2.1 Single-source Case

We first fix the location of the source node at (50; 0). we plot the packet interception probability as a function of the TTL value (N) and the number of shares (M) that each packet is broken into, respectively.

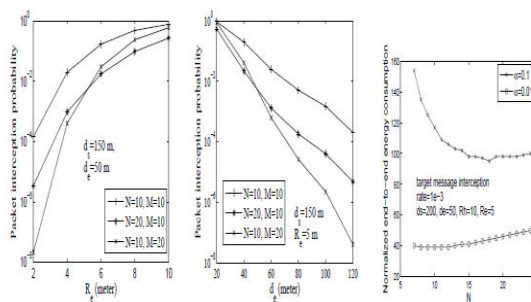


Fig. 11. Packet interception probability vs. black hole size. Fig. 12. Packet interception probability vs. black hole location. Fig. 13. Energy consumption under different (N, M).

The packet interception probability calculated according to our asymptotic analytical model for PRP is also plotted in the same figure for comparison. These figures show that increasing N and M helps reduce the packet interception probability for all proposed schemes.

V. RELATED WORK

The concept of multi-path routing dates back to 1970s, when it was initially proposed to spread the traffic for the purpose of load balancing and throughput enhancement. Later on, one of its sub-classes, path-disjoint multi-path routing, has attracted a lot of attention in wireless networks due to its robustness in combating security issues. The related work can be classified into three categories. As pointed out in [1], actually very limited number of node-disjoint paths can be found when node density is moderate and the source is far away from the destination. Furthermore, the security issue is not accounted for explicitly in this category of work.

VI. CONCLUSIONS

Our analysis and simulation results have shown the effectiveness of the randomized dispersive routing in combating CN and DOS attacks. By appropriately setting the secret sharing and propagation parameters, the packet interception probability can be easily reduced by the proposed algorithms to as low as 10⁻³, which is at least one order of magnitude smaller than approaches that use deterministic node-disjoint multi-path routing. At the same time, we have also verified that this improved security performance comes at a reasonable cost of energy.

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