# DESIGN AND ANALYSIS OF MODULATION TECHNIQUES AND ROUTING PROTOCOL FOR WIRELESS SENSOR NETWORK

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*Abstract:* Wireless Sensor Network is the set of homogeneous or heterogeneous sensor nodes those can sense the data from different sensing areas of the network. There are different modulation schemes for enhancement of data transmission and different routing protocols exist to find the efficient route to transmit the data from the sensor node to control center. In this project, we present the analysis and comparison of different modulation schemes for the best result over the created heterogeneous network (WSN+Wi-Fi). And performance comparison of two routing protocols i.e. AODV and DYMO used in the network. A well-known network simulator QualNet 6.1 is used to design networks to study and analyze the performance matrices of mentioned protocols. The Performance matrices used are PDR, throughput, End to End delays and Average Jitter's.

IndexTerms - Qualnet 6.1, AODV, DYMO, ASK, BPSK, QPSK.

#### I. INTRODUCTION

In a wireless technology, wireless sensor network is a new area. It is a technology, applications and protocols or here it is defined as a dedicated sensor along with a group of spatially dispersed sensors that is used for monitoring and recording the various physical conditions of the environment and then organizing the collected data at a central location. WSN's are most of the time used to measure the environmental conditions such as humidity, temperature, sound, wind, pollution levels etc.

WSN is a wireless connectivity where, here it makes use of spontaneous networks information so that the sensor data can be wirelessly transported. WSN generally contains a group or a collection of built nodes where here it contains several hundred or sometimes even thousands where each node is connected to one sensor. Each sensor network node has several parts like radio transceiver with an internal antenna or connection with an external antenna and also with a microcontroller and here it also contains an electronic circuit for interfacing with the sensors and usually it contains an energy source such as battery or an embedded form of energy harvesting.

Here the WSN it makes use of cross layered approach. Whereas first traditional approach was in practice. In the traditional layered approach the main problems where, here in this layered method the different information cannot be shared among different layers, where by this each layer will be not having complete information of the other layer. Optimization of the entire network cannot be guarantee here. And it cannot adaptor it does not have the capacity to change to the environmental changes. The traditional layered approach for wired network is not applicable to wireless networks because of the interference between the different users, fading, access conflicts and the change of environment. So here the cross layer approach came into existence to make the optimal modulation where to improve the transmission performance such as energy efficiency, data rate, quality of service etc.

### **II. METHODOLOGY**

In this section we discuss the proposed methodology used in QUALNET simulator to simulate the scenario. The work is divided into following main steps.

Step 1: The first step is the modelling or scenarios, this means to create network model on the canvas area.

Step 2: The second step is to select ZIGBEE and draw the application between different Nodes from source node to destination node etc.

Step 3: Third step is to apply routing protocols for Ad-hoc network scenario.

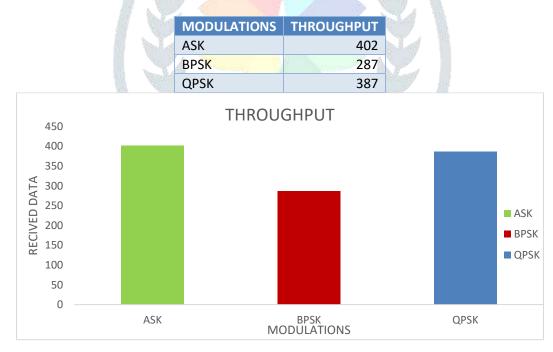
Step 4: Fourth step is to apply physical effects and simulate the network scenarios.

Step 5: Fifth step is comparing the performance analysis of various Ad-hoc network routing protocols and DYMO protocols Step 6: Last step is to view and analyses final results



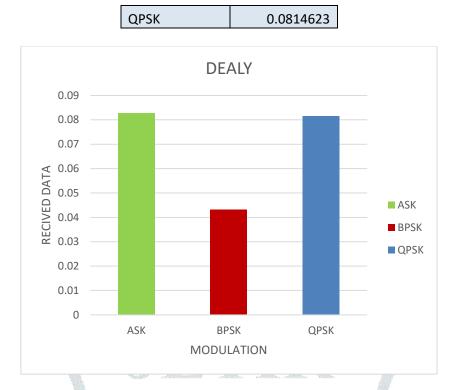
# **III. RESULTS**

Here in this part we discuss the simulation result of modulation techniques and routing protocol for wireless sensor networks. Performance is done on qualnet simulator tool. The results are discussed based on the performance metrics such as average jitter, throughput, average end to end delay, packet deliveries are compared and then the final simulation results is obtained.



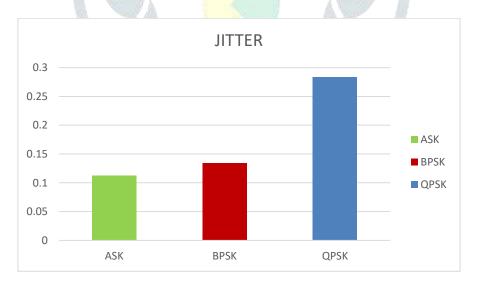
Here QPSK modulation technique makes server to receive more data compared to other 2 modulation techniques. QPSK is better compared to ASK and BPSK. For Throughput, ASK has more throughput compared to other two techniques. So ASK gives better performance.

| MODULATIONS | DEALY     |
|-------------|-----------|
| ASK         | 0.0827096 |
| BPSK        | 0.0431563 |



Here BPSK has 0.431563 where delay is less and packet reception is less.

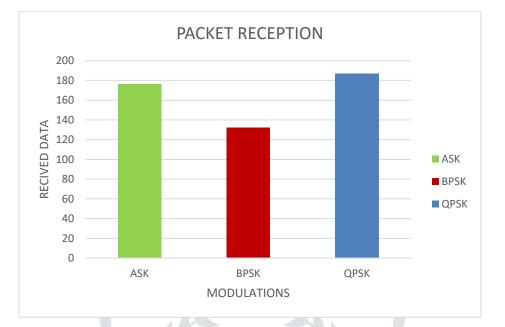
| ₩€    | MODULATIONS | JITTER   |                            |
|-------|-------------|----------|----------------------------|
| V . N | ASK         | 0.112251 | $\mathcal{G}, \mathcal{N}$ |
|       | BPSK        | 0.133846 |                            |
| N.    | QPSK        | 0.283715 |                            |



Here ask gives better jitter. Jitter means there is a timing difference in the packet to the destination. Delay means time taken to send the packet. Variation in the arrival packet is called jitter.

| MODULATIONS | PACKET RECIPTION |
|-------------|------------------|
| ASK         | 176              |

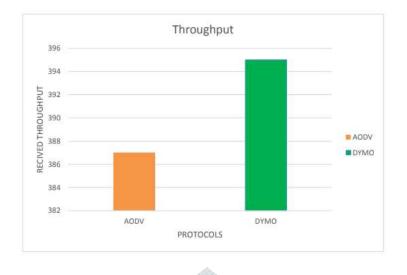
| BPSK | 132 |
|------|-----|
| QPSK | 187 |



Here QPSK has more packet reception

| Column1           | AODV     | DYMO     |
|-------------------|----------|----------|
| Total packet Sent | 199      | 199      |
| Throughput        | 387      | 395      |
| Delay             | 0.814623 | 0.169004 |
| Jitter            | 0.283715 | 0.128776 |
| Packet Reciption  | 197      | 190      |

| Protocols | Throughput |
|-----------|------------|
| AODV      | 387        |
| DYMO      | 395        |



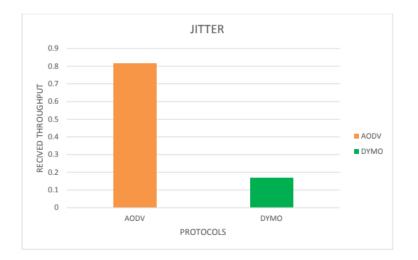
Here DYMO receives more data compared to AODV.DYMO has more throughput compared to AODV.

| Protocols | DELAY    |
|-----------|----------|
| AODV      | 0.814623 |
| DYMO      | 0.169004 |



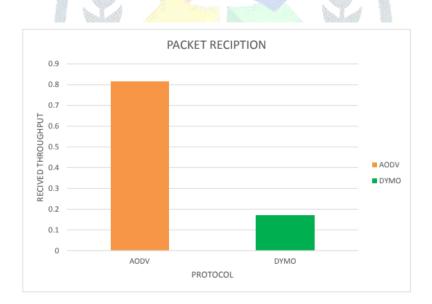
Here AODV has best average end to end delay. AODV is best because it consumes less time.

| Protocols | JITTER   |
|-----------|----------|
| AODV      | 0.814623 |
| DYMO      | 0.169004 |



#### Here AODV has more jitter.

| Protocols | RECIPTION |
|-----------|-----------|
| AODV      | 0.814623  |
| DYMO      | 0.169004  |



#### Here AODV has more packet reception

## CONCLUSION

From a Practical simulation work, a WSN with WIFI network is simulated using the routing protocols like Reactive protocols (AODV, and DYMO); the main parameters that are considered for the analysis is Throughput, End-To-End delay, Average jitter. The performances of this protocol were investigated with variable node densities and traffic conditions.

QPSK modulation technique makes server receives more data compare to ASK and FSK. ASK has higher throughput compared to other two modulation techniques. So it is beneficial to choose this modulation technique for WSN with WIFI network.

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