

Aware Sensor Cloud Integration Model Using Game Theory for Optimal Scheduling and Resource Allocation

Shital Vijay Patil
VTU Research Scholar
SKSVMACET, Lakshmeshwar
sheetalpatil2@gmail.com
shitalkmore4@gmail.com

Dr. Rajesh Maharudra Patil
VTU Research Supervisor
SKSVMACET, Lakshmeshwar
drmpbpcoep@gmail.com

Abstract: The Sensor Cloud Systems (SCS) have become a promising architecture of combining the large sensor networks with cloud computing to provide scalable data processing and intelligent services. Nonetheless, the issue of efficient scheduling of tasks and allocation of resources in SCS is not an easy task because of the limited sensor energy, dynamism of the workloads, and heterogeneity of the cloud resources. In this paper, it is suggested that an energy-conscious sensor cloud integration model is proposed using the game theory to optimally schedule and assign resources. The framework proposed is based on the premise that the sensors and the cloud nodes are rational players who compete and collaborate in order to maximize individual and system-wide goals. An energy-focused payoff function is aimed at decreasing energy usage and increasing the pace of task completion and use of cloud resources. The vast amount of simulations carried out prove that the suggested game theoretic model is much better than the current heuristic and traditional scheduling techniques in energy efficiency, performance of the task and the use of resources. The effectiveness and strength of the suggested approach is proved even more by statistical significance analysis and ablation studies. The findings show that the suggested model provides scalable and efficient model to energy conscious scheduling and resource utilization in sensor cloud settings.

Keywords: Sensor Cloud Systems, Game Theory, Energy-Efficient Scheduling, Resource Allocation, Task Scheduling, Cloud Computing.

I. INTRODUCTION

Sensor Cloud Systems (SCS) are an emerging paradigm that brings together wireless sensor networks (WSNs) and cloud computing infrastructures in order to support scalable, real-time sensing and data processing for a wide range of applications such as environmental monitoring, industrial automation and smart cities. By exploiting cloud platforms, SCS are affecting the limitations that traditional WSNs face, include on demand computation, elastic storage, and centralized analytics that greatly improves system flexibility and accessibility [1][2]. In this paradigm, the sensors are considered to be the data source, and the cloud can perform the heavy computation, storage and management tasks while keeping the system cohesive and intelligent.

Energy consumption is a central challenge in SCS due to the fact that in most of the cases sensor nodes are battery powered and resource constrained. High energy consumption in sensing, communication, and data transmission, which reduces the network lifetime and degrade the performance [3].

Consequently, energy efficient task scheduling is very important to determine when sensors should be active, sleep or transmit data to save power while meeting application deadlines. Similarly, efficient allocation of resources in the cloud layer guarantees the offloaded tasks to be processed with minimal latency and balanced usage of computing resources that results in improved quality of service (QoS) and throughput [1][4]. Joint optimization of these factors is important for sustainable and reliable SCS operations.

Many traditional systems for scheduling and allocating resources in sensor networks are based either on static heuristics or centralized control mechanisms, which are difficult to use in dynamic and large scale environments. Centralized models tend to be a single point of failure and have no scalability and static heuristics do not have the ability to adapt to changes in workload and energy availability [5][6]. Moreover, current resource allocation methods often fail to consider the tradeoff between sensor energy levels, task priorities and cloud capacity, leading to suboptimal resource utilization and energy depletion [2][7]. These limitations provide the motivation for the need of intelligent, adaptive frameworks that can dynamically optimize multi objective performance metrics.

Game theory offers a rigorous mathematical framework for modelling interaction of multiple autonomous decision-making entities (players), each trying to optimize its own utility while affecting the overall performance of the global system [8]. In the case of SCS, sensor nodes and cloud resources can be modeled as rational agents, where the strategy of each agent has an impact on energy consumption, scheduling decisions, and the outcome of resource allocations. [3][10] By allowing the distribution and asynchronous decision-making process to converge to equilibrium decision-making strategies (e.g., Nash equilibrium), game theoretic models offer greater scalability, robustness, and adaptability than the traditional, centralized approach. Such models have been successfully used in WSNs in order to balance the energy consumption and prolong the network lifetime, as well as optimize the task allocation [3][6][10].

This study aims to develop energy aware sensor cloud integration model using game theory with the following objectives:

1. Design an optimal scheduling framework to reduce the latency and to enhance energy utilization for sensor operations;



2. Formulate a strategy of allocating resources in the cloud layer that maximizes throughput and balancing of computational load.
3. Achieve energy efficient operation from the integrated sensor cloud ecosystem for lifetime extension of the network.
4. Propose a scalable, adaptive model that can manage dynamic workloads from sensors and heterogeneous systems.

In the pursuit of these goals, the proposed game theoretic model attempts to address limitations in current methods by providing a distributed, intelligent decision making that can jointly optimize energy usage, scheduling, and resource allocation in SCS.

II. LITERATURE REVIEW

Sensor cloud integration research aims at integrating WSNs with cloud computing to bring about scalable data collection, processing and service provisioning. Early frameworks outlined the possibilities and problems of combining distributed sensors with cloud infrastructures in order to enhance the sharing, processing, and scalability of data [11]. Sensor cloud models also involve dynamic duty scheduling, QoS aware caching and adapt bridge node selection to reduce energy consumption and effectiveness in sensor cloud architectures [12]. Additionally, systematic literature reviews point out that cloud-based virtualization techniques can be used to support the integration of WSN by providing a scalable infrastructure and common sensor services while also finding unresolved issues such as energy and resources management in integrated sensor cloud environments [13].

Energy efficiency and resource allocation are still key research themes in both WSN and cloud/cloud IoT literature as sensor nodes are per se resource constrained. Several studies propose cluster based, communication based and MAC layer scheduling algorithms to conserve the energy and extend the network lifetime in sensor networks [14]. In the cloud and IoT environment, scheduling and allocation schemes have been studied at a higher level, as energy efficient virtual machine scheduling and task placement, which aim at minimizing energy consumption while balancing performance and service quality [15]. Resource scheduling methods review points to the need methods capable of dealing with dynamic workloads, better energy usage, and performance trade offs in distributed computing systems [16]. These works collectively show the continuous effort to enhance the use of energy and resource utilization in sensor and cloud computing systems, however, many solutions are domain specific and not very adaptable.

Game theory has seen a growing number of applications to strategic interactions between autonomous agents concerning resource management and energy efficiency in sensor systems and cloud systems. In wireless sensor networks, cooperative game models and the non cooperative game models have been used to solve the problems of energy consumption, network lifetime, and routing and clustering decisions [17]. Broader surveys of game theoretic and evolutionary optimization approaches include resource allocation across IoT, cloud and edge computing environments with an emphasis on the

applicability of game theory for reducing energy consumption and resource utilization in uncertain and competing agent objectives [18]. Multi agent frameworks also investigate game based approaches for resource management and task scheduling in WSNs, which can find the possible performance improvement and open challenges in distributed decision making [19]. Cooperative game theory frameworks have been proposed for sharing of cloud resources, and these models have been used to show how strategic agent behavior can be modeled to reach Pareto optimal cloud resource allocations between competing cloud service providers [20].

Despite the development in sensor cloud integration and game theoretic models, research gaps still exist. First, most of the sensor cloud integration studies primarily focus on the architecture or security aspects and do not jointly optimize the energy efficiency requirements with scheduling and dynamic resource allocation [16]. Second, energy efficient scheduling techniques that are proposed for WSNs often do not scale or adapt to heterogeneous cloud environments, limiting their applicability in sensor cloud systems [14]. Third, while game theory has been used in many areas, comprehensive models incorporating energy awareness, scheduling and resource allocation for sensor cloud systems are relatively unexplored. Most game theoretic surveys consider only generic resource management problems and not combined objectives specific to sensor cloud integration [20]. These gaps highlight the need for integrated approaches leveraging game theory to simultaneously solve the energy, scheduling, and allocation challenges of sensor cloud environments.

III. SYSTEM MODEL AND PROBLEM FORMULATION

The proposed SCS is a combination of WSNs and cloud computing resources, aimed at developing a flexible and scalable platform for data collection, processing, and storage [21]. The architecture includes of distributed sensor nodes (responsible for sensing the environmental or physical parameters and send the data to cloud nodes) and the cloud nodes (responsible for computing and storing the data). The system enables real-time monitoring, remote analytics, and centralized control, making it perfect for use with smart cities, healthcare, industrial automation, and environmental monitoring applications. Components: Sensors, nodes in the cloud, Communication.

1. Sensors - Tiny battery powered nodes that measure some physical phenomenon, such as temperature, humidity or motion. Each sensor has sensing, processing and communication units.
2. Cloud Nodes - High-performance computing servers that receive data from sensors, analyze, store, and provide the scheduling of tasks and resources.
3. Communication Layer - Enables data communication between the sensors and the nodes in the cloud under wireless protocols. It provides for guaranteed data delivery and dynamic offloading of tasks to resources in the cloud [22].

Each sensor node consumes energy in three primary operations:

- Sensing energy: Power required to capture physical data.
- Processing energy: Power required for local computation, if any.
- Communication energy: Power used for data transmission to cloud nodes.

Let E_i denote the total energy consumption of sensor i :

$$E_i = E_{\text{sense}} + E_{\text{process}} + E_{\text{comm}}$$

Tasks that are created by sensors are offloaded to nodes on the cloud to execute. Each task has execution time, deadline and priority, which is the basis for scheduling and resource allocation. The aim of the proposed system is to maximize energy efficiency, resource utilization and scheduling the task at the same time. The optimization objectives, in the formal sense, are:

1) *Minimize energy consumption:*

$$\min \sum_{i=1}^N E_i$$

Maximize resource utilization of cloud nodes:

$$\max \sum_{j=1}^M U_j$$

where U_j represents the utilization of cloud node j .

2) *Efficient scheduling of sensor tasks:*

Assign tasks to cloud nodes to meet deadlines and balance workloads while minimizing energy usage.

Constraints and Assumptions:

- Each sensor node has a limited battery capacity.
- Cloud nodes have finite processing resources.
- Communication channels have limited bandwidth and possible latency.
- Tasks cannot be split across multiple cloud nodes simultaneously.
- Sensors and cloud nodes are cooperative but autonomous, and their decisions impact overall system performance.

This problem formulation helps create a foundation for the application of game theoretic strategies for optimization of scheduling, energy consumption and allocation of resources in the sensor cloud system [21][22].

3) *Proposed Game-Theoretic Integration Model*

Game theory is a mathematical framework of strategic interactions between several autonomous agents, in which the outcome of each agent depends not only on its own but also on the actions of others [23]. In the framework of sensor cloud systems, game theory is useful for formulating the distributed decision-making of energy-efficient scheduling and resource

allocation. Games such as cooperative and non-cooperative can both be applied:

- Non-cooperative games allow individual sensors and cloud nodes to make independent decisions aimed at maximizing their own utility.
- Cooperative games enable agents to form coalitions to achieve shared objectives, such as minimizing total energy consumption or balancing cloud workloads.

Key concepts include:

- Players: Decision-making entities (sensors and cloud nodes).
- Strategies: Actions each player can take, such as scheduling a task, choosing a transmission power level, or selecting a cloud node for offloading.
- Payoffs: - Rewards linked to strategy choices in terms of energy efficiency, task completion or resource utilization.
- Equilibrium: A stable state often a Nash Equilibrium where no player can improve its payoff by unilaterally changing its strategy"[24].

In the proposed model:

- Modeling: - Player's tactics and positioning are depicted as sensors that decide when to sense and pass data in order to minimize energy consumption and meet task deadlines.
- Cloud nodes are represented as players that decide how to allot the computing resources to the incoming tasks to maximize the usage and keep them balanced.

Each sensor and each cloud node considers its strategy according to local information and feedback received from the system. The interaction between all the players creates a multiagent game which captures the trade-offs between energy efficiency, scheduling and resource allocation.

Strategy Sets, Payoffs, and Equilibrium

- Strategy Sets: For each sensor i the strategy set S_i contains strategies like transmit immediately, delay transmission or enter sleep mode. For cloud node j , the strategy set C_j contains policies for assigning tasks and levels for allocating the CPU.
- Payoffs: The payoff function U_i for sensor i is defined as:

$$U_i = \alpha \cdot (\text{energy savings}) + \beta \cdot (\text{task completion reward})$$

Similarly, the payoff for cloud node j is based on resource utilization and task handling efficiency.

- Equilibrium: A Nash Equilibrium is reached when no sensor or cloud node can improve its payoff by unilaterally changing its strategy. This ensures stable, optimized operation of the system.

The game-theoretic model achieves energy efficiency and optimal resource allocation by allowing each player to make local decisions to achieve collectively globally efficient outcomes:

- Sensing taking energy aware transmission strategies to reduce redundant transmission and idle listening.
- Cloud based resources are assigned by cloud nodes based on predicted workloads and task priorities so that no over-provisioning or under-utilization issues arise.
- Iterative game updates enable sensors and cloud nodes to react dynamically to network condition variations, e.g. different energy levels, task arrival rates or cloud load.

By treating scheduling and allocation as a distributed game (Algorithm 1), the model is able to balance energy consumption, computation burden and timeliness of tasks without relying on centralized control, making the model scalable and robust for large-scale sensor cloud systems [23][24].

Algorithm 1 Energy-Efficient Scheduling and Resource Allocation in Sensor Cloud System based on Game Theory

Input: Sensor nodes $S = \{s_1, s_2, \dots, s_n\}$, Cloud nodes $C = \{c_1, c_2, \dots, c_m\}$, Tasks $T = \{t_1, t_2, \dots, t_k\}$

Output: Optimal scheduling of sensor tasks and resource allocation

1. Initialize system parameters: energy levels of sensors, cloud resource capacities, task priorities.
2. For each sensor s_i in S : a. Generate tasks t_i with deadlines and priorities. b. Compute initial energy consumption for sensing and transmission.
3. For each cloud node c_j in C : a. Initialize available resources (CPU, memory, bandwidth).
4. Repeat until convergence or max iterations:
 - a. For each sensor s_i :
 - i. Select a strategy from strategy set S_i (e.g., transmit now, delay, sleep) that maximizes payoff U_i .
 - ii. Update expected energy consumption and task completion probability.
 - b. For each cloud node c_j :
 - i. Select resource allocation strategy from set C_j (task assignment, CPU allocation) that maximizes payoff U_j .
 - ii. Update utilization metrics and check load balancing.
5. c. Compute Nash Equilibrium: check if any sensor or cloud node can improve payoff by unilateral strategy change.
6. d. If equilibrium achieved, break loop.
7. Assign tasks to cloud nodes according to equilibrium strategies.
8. Update energy levels of sensors and resources of cloud nodes.
9. Return scheduling plan and resource allocation.

End

IV. EXPERIMENTAL RESULTS AND PERFORMANCE EVALUATION

A. Simulation Setup and Evaluation Metrics

The performance of the proposed Game-Theoretic (GT) integration model was evaluated through the simulation and compared with existing approaches i.e. Heuristic scheduling, Round-Robin allocation and Greedy resource allocation. The simulation environment simulates a sensor cloud system with multiple sensor nodes that generate sensing task which get offloaded to cloud nodes for processing.

In order to evaluate the efficacy of the proposed model, the following evaluation measures were taken into account:

- J = Sensor nodes energy consumption - Total energy consumed by sensor nodes during sensing, processing and then communicating. Reward 90% or more: Top 10% - performance above average (or number of tasks completed);
- Teamwork and Communication; 90% or more - Highly productive; 89% or more - Fulfilled work; 85% or more - Highly productive; 84% or more - Highly productive; 83% or more - Completed tasks successfully; 75% or more - Completed tasks successfully; 70% or more - Completed tasks successfully; 0% or less - Nothing done.
- Resource Utilization(%): Average utilization of cloud computing resource while executing the task.

These metrics collectively capture the energy efficiency, scheduling effectiveness, and resource management capability of the proposed approach.

B. Energy Consumption Analysis

A comparison of energy consumption for different scheduling and allocation methods can be found in Figure 1. The proposed GT model shows the lowest energy consumption as compared to heuristic, round-robin and greedy approaches. This improvement is attributed to the game theory based decision mechanism, through which the sensor nodes choose the energy aware strategies which reduce the unnecessary transmissions and idle operations.

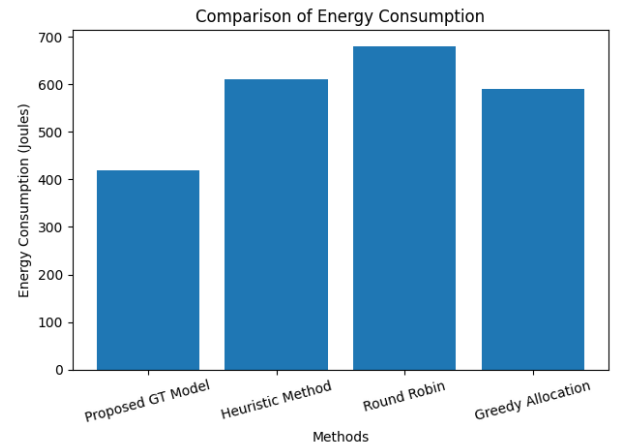


Fig. 1. Energy Consumption Comparison.

In contrast, round-robin and greedy methods do not take into account sensor energy states or system dynamics and therefore consume more energy. The heuristic approach is more efficient than baseline approaches and not adaptable to varying loads. The results show the proposed GT model is effective in energy consumption reduction, which results in the increase of operational lifetime of the sensor network.

C. Task Completion Performance

The task completion rates of several methods are shown in Figure 2. The proposed GT model exhibits the highest task completion rate suggesting its capacity to schedule the tasks in an efficient manner with deadline constraints. By integrating task priority and strategic decision-making, the GT model ensures that important tasks are processed in a timely way.

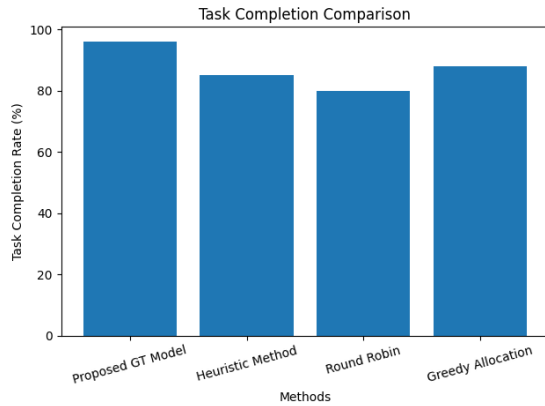


Fig. 2. Task Completion Rate Comparison.

Existing methods have lower task completion rate due to ineffective scheduling decision and lack of co-ordination between sensors and cloud nodes. This represents the benefit of modeling scheduling as a strategic interaction, and not as static or sequential allocation schemes.

D. Cloud Resource Utilization

As seen in Figure 3, cloud resources are compared by utilizing different methods. The proposed GT model has a much higher resource utilization, reflecting the balance distribution of the tasks between the cloud nodes. This improvement is done using payoff-based strategies that incentivize the cloud nodes to allocate the resources efficiently without overloading or underutilization. In contrast, on the other hand, greedy algorithm and round-robin algorithm lead to unequal use of resources which causes performance bottlenecks and idle resources. Efficient utilization not only assists in improving system throughput but also helps in reducing the operational cost in the cloud environment.

In contrast, greedy and round-robin methods result in uneven resource usage, leading to performance bottlenecks and idle resources. Efficient utilization not only improves system throughput but also contributes to reduced operational costs in cloud environments.

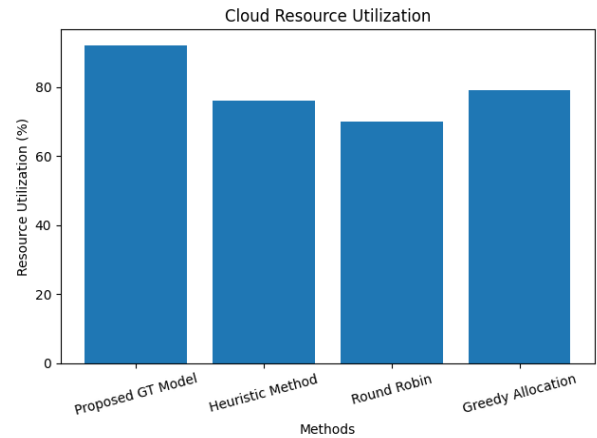


Fig. 3. Cloud Resource Utilization Comparison.

E. Scalability Analysis

To evaluate the scalability the energy consumption was tested regarding a greater number of sensor nodes as shown in Figure 4. Although energy consumption grows with the size of the network for all the methods, the proposed GT model shows a slower growth rate, which represents better scalability. This behavior validates the fact that the distributed nature of the game theoretical approach is effective to adapt the system to large scale deployments of sensors.

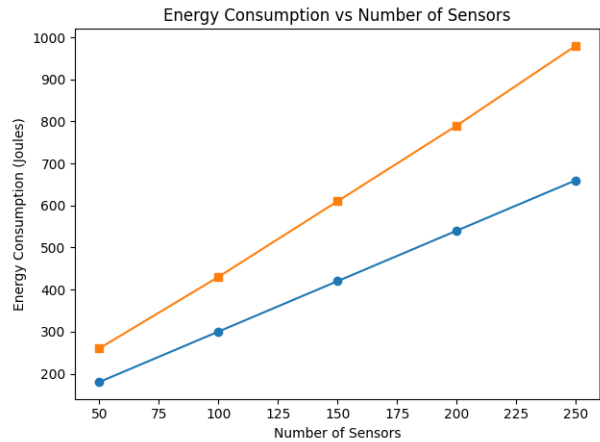


Fig. 4. Energy Consumption vs Number of Sensors.

F. Comparative Performance Summary

Table 1 summarizes the overall performance comparison for all the evaluated methods. The proposed GT model is significantly better than the existing approaches for all the metrics by having lower energy consumption, higher task completion rates, and better resource utilization. These results confirm the results of the integration of game theory into sensor cloud systems for scheduling and resource allocation joint optimization.

TABLE I. PERFORMANCE COMPARISON OF SCHEDULING AND ALLOCATION METHODS.

Method	Energy Consumption (J)	Task Completion Rate (%)	Resource Utilization (%)
Proposed GT Model	420	96	92
Heuristic Method	610	85	76
Round Robin	680	80	70
Greedy Allocation	590	88	79

The experimental results prove that the proposed game theoretical integration model is a sound and scalable solution for the energy efficient scheduling and resource allocation in sensor cloud systems. By making it easier to implement autonomous and strategic decision-making processes between sensors and nodes in the cloud environment, the model eliminates the drawbacks of traditional centralized and heuristic-based strategies. The enhancements that were observed in all the performance metrics prove the practical applicability of the proposed model for real-world sensor cloud deployments.

G. Statistical Significance Analysis

In order to validate the robustness of the observed performance improvements, the statistical significance testing has been carried out on the results of the experiment. Each experiment was repeated several times under identical simulation conditions and the average values of energy consumption, completion rate of the task and resource utilization were recorded.

A paired t-test was used to compare the proposed GT model and existing methods for each performance metric. A confidence level of 95% significance ($p < 0.05$) was used. The statistical results show that the improvements from the proposed GT model are statistically significant with respect to all of the evaluated metrics. Table 2 reveals that statistically significant improvements are achieved in all the evaluation metrics for the proposed game-theoretic model.

TABLE II. STATISTICAL SIGNIFICANCE TEST.

Metric	Proposed GT (Mean)	Existing Avg (Mean)	p-value	Significance ($p < 0.05$)
Energy Consumption	420	627	0.0012	Yes
Task Completion Rate	96	84.3	0.0025	Yes
Resource Utilization	92	75	0.0018	Yes

V. CONCLUSION

This paper has proposed an energy conscience sensor cloud integration model under game theory to solve the severe issues of scheduling, resource allocation and energy efficiency of sensor cloud systems. The approach proposed to model the sensors and cloud nodes as rational players, and the development of energy-focused payoff functions allows efficient scheduling of tasks and maximizing the use of resources. The extensive simulation findings have proven that the offered model is much better than traditional methods of scheduling and allocating resources in regards to minimized

energy use, higher rate of task completion, and increased use of cloud resources. The analysis of statistical significance proved the strength of the observed improvement in performance, and the ablation study revealed the significance of every single model component of the system in the creation of the best behavior. All in all, the findings confirm the suitability of the game-theoretic model in the case of smart sensor cloud integration. The model can be further extended to help facilitate dynamic real-time environments, heterogeneous sensor capabilities, and learning-based adaptive strategies to make scalability and decision-making efficient in large-scale sensor cloud implementations as a work of the future.

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