REALIZATION OF AN 802.15.4-LIKE MAC LAYER WITH MOTE RUNNER

DISIM - Università degli Studi dell'Aquila

Students:

Andrea Salini - 231413 Lorenzo Di Giuseppe - 227515 Matteo Gentile - 230997 Professors: Fortunato Santucci Luigi Pomante

July 21, 2015

INTRODUCTION

- Object of this project is the exploration of Mote Runner, an IBM's infrastructure platform for WSN
- · For a deep understanding of MR the focus of this works was the design and develop of a 802.15.4-like MAC layer
- Oscilloscope is an applications developed to test the MAC layer
- · The application was tested on IRIS mote

INDEX

- · Introduction to Mote Runner
- · LoRaWAN
- · Physical Layer in Mote Runner
- · A MAC Layer in Mote Runner
- · 6LoWPAN implementation in Mote Runner

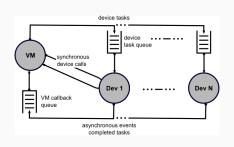
INTRODUCTION TO MOTE RUNNER

MOTE RUNNER

- An OS and a runtime and development environment for WSN
- · Key features:
 - · Support for RT constraints & energy awareness
 - · Portability thanks to a VM that abstracts the HW
 - · Event oriented programming paradigm
 - · High level coding (Java C#)
 - · Debugging & simulation environments
- · It's still in beta and is evolving towards IoT

MOTE RUNNER OPERATING SYSTEM

- Mote Runner system provides:
 - A Virtual Machine for executing byte codes
 - · An Operating System for:
 - organizing access to different devices
 - scheduling the various activities



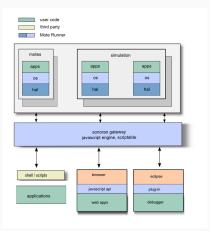
DEVICE MODEL

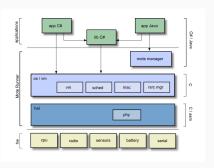
• The OS assumes that all devices have the following states



- · The OS manage implicitely most of the state changes:
 - Makes sure that the device ramp up happens before the requested time
 - · Keeps device in states with the lowest energy consumption
 - Application, however, can put devices into the states CLOSED, OFF and STDBY

MOTE RUNNER





MOTE RUNNER - V.11, V.13 BETA

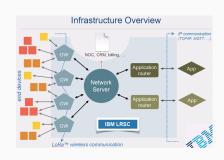
- · They support IEEE 802.15.4
 - exposing a low radio level API that can be used to implement custom MAC layer
 - dropping messages with header structure not 802.15.4 compliant in the radio stack
- · Offer Hopi
 - · A multi-hop data gathering protocol
 - Used to collect data from motes setting automatically a tree network

MOTE RUNNER - V.17.1.8C (LATEST)

- · Supports only two platforms: IMST & Blipper
- · It's based on a different radio layer: LoRa™
- It offers a build-in MAC layer: LRSC Low Range Signaling & Control
 - · It supports only a network topology: the LRSC one
 - The offered API is poor since the radio is hidden in the firmware (not compatible with previous versions)

LRSC - ARCHITECTURE

- · Gateways (GW) are connected to server on IP
- Motes comunicate with server in tunneling TCP/UDP over IP
- Motes comunicate with GW with LoRa single-hop



IBM LRSC

- The Long Range Signaling and Control (LRSC) system is a network infrastructure which relies on LoRa™, modulation technology developed by Semtech for wireless bidirectional communication over distances of up to 15 km in semi-rural environments and up to five km in dense urban environments.
- · All communication is generally bi-directional, although uplink communication from end devices to the network server is strongly favored, and is based on LoRa.

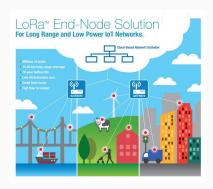
MOTE RUNNER - CONCLUSION

- · For the purpose of this work:
 - MR allows dynamic reprogramming of motes with a control server using WLIP
 - · v.17.1.8c is not suitable
 - LoRa is available only for a limited number of platforms (until now!)
 - · LRSC doesn't permit to customize the MAC behaviour
 - · The radio is not exposed
 - · v.11, v.13 are better choices:
 - · radio interface could be used to implement an 802.15.4 MAC
 - this MAC could be possibly used to build upper layer with WIDS
- This does not exclude a future integration with LoRa-LRSC

LORAWAN

LORA[™]

- LoRa™Alliance
 - Target: IoT, machine-to-machine (M2M), smart city, and industrial applications
 - Intiated to standardize Low Power Wide Area Networks (LPWAN)



A DEEPER LOOK AT LORA

- LoRaWAN is a Low Power Wide Area Network (LPWAN) specification intended for wireless battery operated Things in regional, national or global network.
- · LoRaWAN target key requirements of internet of things:
 - · secure bi-directional communication
 - mobility
 - · localization services

LORA BEACON

For time synchronization gateways periodically broadcast so-called beacons. Each beacon minimally contains:

- network identifier (NetID)
- current GPS time (Time)

The broadcasting of beacons (in implicit mode) is done time-synchronously (BEACON_INTERVAL) by all gateways of a network with "no interference"

PHY	Preamble	BCNPayload

Size (bytes)	3	4	1/2	7	0/1	2
BCNPayload	NetID	Time	CRC	GwSpecific	RFU	CRC

LORA BEACON

All gateways send their beacon at exactly the same point in time:

- · on first 15 bytes there are no visible on-air collisions
- wrt the optional part, device within the proximity of more than one gateway will still be able to decode the strongest beacon with high probability

Size (bytes)	1	6	Size (bytes)	3	3
GwSpecific	InfoDesc	Info	Info	Lat	Lng

Figure 1: Beacon optional part

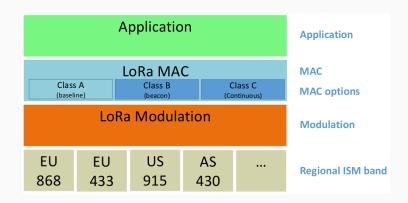
LORA MAC PAYLOAD FRAME

Octets	1	159	4
PHYPayload	MHDR	MACPayload	MIC

Bit#	75	42	10
MHDR	MType	RFU	Major

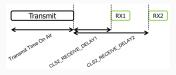
МТуре	Description
000	Join Request
001	Join Accept
010	Data Unconfirmed
011	Data Confirmed
100110	RFU
111	Proprietary

LORAWAN CLASSES



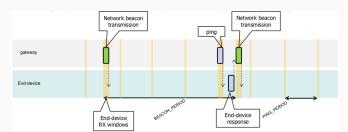
CLASS A END-DEVICES

- · Its funtionalities are implemented by every end-device.
- · Uplink: devices transmit following Aloha method.
- Downlink: after a transmission two tiny time windows are opened to allow reception
 - · RX1 uses the same frequency channel as the uplink and a data rate depending on the one in the uplink;
 - · RX2 uses a fixed configurable frequency and data rate;
 - · Devices are active in rx only if a preamble is detected.



CLASS B END-DEVICES

- · Class B end-devices are optimized for mobile and fixed battery-powered end-devices.
- They add a synchronized reception window called "ping slot"
 - · Synchronization requires beacons;
 - Devices selects randomly a ping slot at each beacon to avoid collisions.

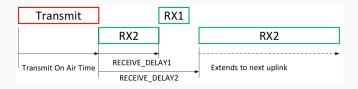


CLASS B END-DEVICES

- · All end-devices start and join the network as end-devices of Class A.
- The end-device application can then decide to switch to Class B.
- The end-device waits a beacon and selects a ping slot of 30 ms from the 4096 available in a beacon interval.
- When the mote is far from BS the duration is extended, if beacon is not received the device tries to mantain the synchronization for 2 hours after that it returns to class A

CLASS C END-DEVICES

- This mode is used when there are no need for energy awareness and there's no need to minimize reception time.
- · Class C end-devices cannot implement Class B option.
- These devices will listen with RX2 windows parameters as often as possible.



LORA SECURE COMMUNICATIONS - 1

In order to partecipate in a LoRa network an end device first has to be personalized and then activated. Activation of an end device can be achieved in two ways:

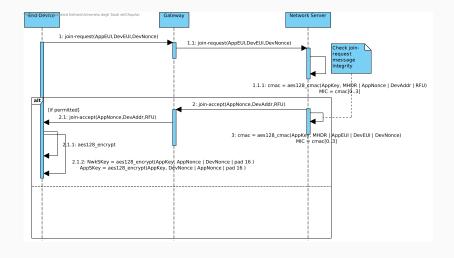
- OTAA (over-the-air activation) when an end device is deployed or reset;
- APB (activation by personalization) one-step personalization and activation.

LORA SECURE COMMUNICATIONS - 2

During activation the end device holds the following informations:

- **DevAddr:** device ID of 32 bits that uniquely identifies the end device.
- AppEUI: globally unique application ID that uniquely identifies the application provider of the end device.
- NwkSKey: device-specific network session key, ensures data integrity and os used to encrypt/decrypt MAC data messages payload
- AppSKey: device-specific application session key, used to encrypt and decrypt the payload field of application-specific data messages.

LORA SECURE COMMUNICATIONS - OTAA



LORA MOBILITY

LoRa network data rates are:

- Network controlled for fixed devices by means of using ADR bit in the PHY payload of data messages:
 - · If is set, the network will control the data rate of the end device through the appropriate MAC commands
 - · If is cleared, the network will not attempt to control the data rate of the end device independently of the received signal quality
- · default for mobile end-devices.

Octets	4	1	2	015
FHDR	DevAddr	FCtrl	FCnt	FOpts

Bit#	7	6	5	4	30
FCtrl	ADR	ADRACKReq	ACK	FPending	FOptsLen

LORA MOBILITY 2

LoRa modes (868Mhz band):

Mode	BW	CR	SF	Sensitivity (dB)	Transmission time (ms) for a 100-byte packet sent	Transmission time (ms) for a 100-byte packet sent and ACK received	Comments
1	125	4/5	12	-134	4245	5781	max range, slow data rate
2	250	4/5	12	-131	2193	3287	-
3	125	4/5	10	-129	1208	2120	-
4	500	4/5	12	-128	1167	2040	-
5	250	4/5	10	-126	674	1457	-
6	500	4/5	11	-125,5	715	1499	-
7	250	4/5	9	-123	428	1145	-
8	500	4/5	9	-120	284	970	-
9	500	4/5	8	-117	220	890	-
10	500	4/5	7	-114	186	848	min range, fast data rate, minimum battery impact

Figure 2: SX1272 module modes

LORA CONCLUSIONS 1

For what applications is LoRa a good option?

- solar or mains-powered nodes transmitting every 10 or 15 minutes in networks with low or medium number of nodes
- · very wide networks, with long-range links (Up to 22km, Sensitivity -134dBm)

LORA CONCLUSIONS 2

For what applications is NOT LoRa a good option?

- projects which require high data-rate and/or very frequent transmissions (e.g., each 10 seconds)
- · including receipt of ACK message, mode 10 (the fastest), takes twice the time of XBee (<200ms)
- due to low data-rates OTA re-programming is not easily achieved (3G, GPRS may be better choiches)

PHYSICAL LAYER IN MOTE RUNNER

RADIO INTERFACE

- · MR v.13 offers a Radio interface IEEE 802.15.4 compliant
 - It is a generic class in the IBM saguaro system that permits to use the radio device
 - · It offers an API with the following functionality:
 - open: opens the radio, once opened no other assembly can use it
 - · close: releases the radio so that others can use it
 - setter and getters for channel and network parameters (addresses, panid...)
 - startReceive: listens the channel (in one of the many receiption mode)
 - · transmit: begin to transmit a pdu

RADIO INTERFACE

- · In addition Radio:
 - Handles transmission and reception notifying to higher level by delegation, registering functions that will handle the events (tx and rx)
 - · Manages acks notifying states of failure or success to callbacks
 - Permits to set parameters as PAN identifier, short address, radio channel

TRANSMISSION & RECEPTION

- · These operations require much attention:
 - Radio permits to transmit every type of pdu, but it's possible to receive only packets with 802.15.4 well formed headers
 - Receiving in promiscuous mode allows to receive every kind of packet, but this exposes to interferences
- · Each mote holds 3 addresses:
 - · a 16-bit PAN identifier
 - · a 64-bit extended address that uniquely identifies a mote (EUI-64)
 - a 16-bit short address that's application and protocol specific

TRANSMISSION & RECEPTION

							!	# of bytes per field
FCF FCA	SEQNO	DSTPAN	DSTADDR	SRCPAN	SRCADDR	aux.security	payload	field name
<								

Figure 3: PDU header format

0	(byte inde	2	3	4	5	7	bits
	TYPE				ACKRQ		field name

Figure 4: Frame Control Flags

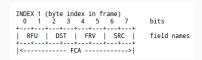


Figure 5: Frame Control Address Flags

TX/RX AND REAL TIME CONSTRAINTS

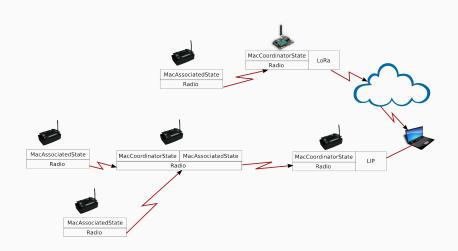
- · It's possible to operate in many different ways with regards to real time constraints:
 - · ASAP, EXACT, TIMED, RX4EVER indicate when the operation should begin and/or end given two time instant
 - MR manages autonomously all warm up and ramp up to make the device ready given one of these modes
 - · At the end the device turns off and an event is raised to be managed with delegation
 - If the device cannot be ready or cannot complete a task within the specified time an error occurs

A MAC LAYER IN MOTE RUNNER

DESIGN STRATEGY

- · Beacon enabled, A-TDM with CSMA/CA
- · Mac class behaviours:
 - Coordinator -> Sends beacons and handles request and data frames from motes
 - · Unassociated -> Tries to associate with a Coordinator
 - Associated -> Sends data from upper layer and receives data from Coordinator
- · Focus on flexibility:
 - State changes have to be ruled by Mac class through events
 - · Mac should handle more than one state -> Mac entities
 - · e.g.: a single mote acting as Coordinator and Associated

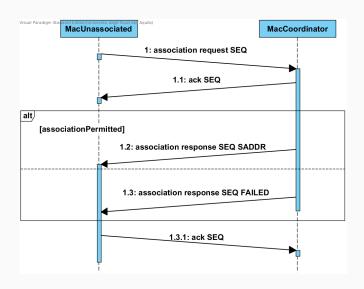
THE NETWORK'S CONCEPT



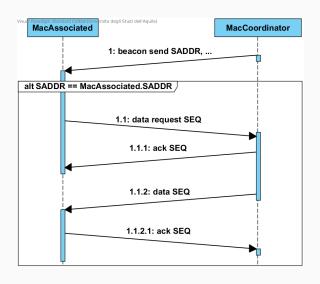
ABOUT THE NETWORK

- · Motes are subdivided into PANs
 - · Every PAN has a PAN ID
 - Every mote has a unique short address (SADDR) inside the PAN
- To obtain the SADDR the mote must associate with the PAN coordinator
- To grant communication between motes synchronization is crucial
 - · Beacon + Superframe
- · The adopted procedures follow 802.15.4 standard

ASSOCIATION

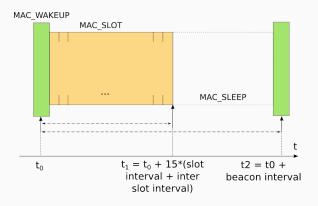


DATA INDIRECT



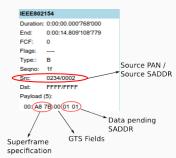
TIMING WITH BEACON

- · Grants synchronization between mote and coordinator
- · Realized with a timer and scheduled events



BEACON

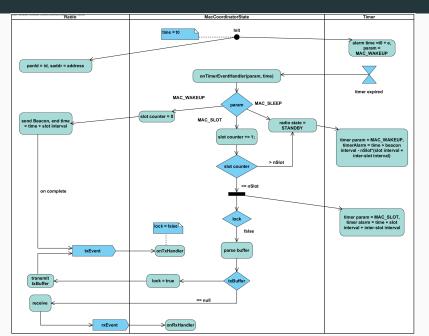
- · Superframe Specification:
 - · Beacon Order -> BO
 - · Superframe Order -> SO
 - · Association permitted



$$Beacon Interval = \frac{60 sym \cdot n. Slot \cdot 2^{BO}}{20 kbps}$$

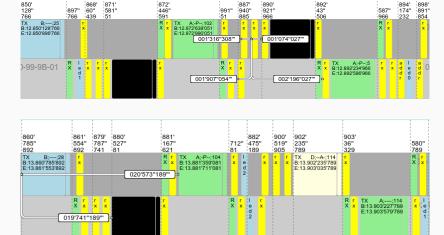
$$Superframe Duration = \frac{60 sym \cdot n. Slot \cdot 2^{SO}}{20 kbps}$$

MAC COORDINATOR BEHAVIOUR



EXAMPLE

The node associates with coordinator, then responds to beacon pending list and gets data.



OSCILLOSCOPE

- Periodically reads values of TEMPERATURE and LIGHT
- Read interval and type can be setted by master
- Readings are sent through MAC once associated to master
- · Readings done by MDA100 board



MASTER OSCILLOSCOPE

- · It creates a PAN with the MAC layer
- It listens LIP for commands that sends to associated motes
- MAC layer sends readings to Master Oscilloscope that are redirected through LIP
- A JavaScript Socket running on Sonoran process displays the readings





6LOWPAN IMPLEMENTATION IN

MOTE RUNNER

INTRODUCTION TO 6LOWPAN

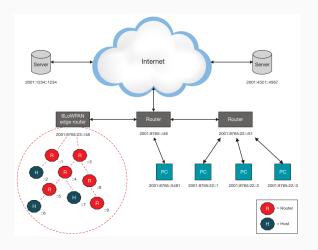


Figure 6: IPv6 network with a 6LoWPAN mesh network

6LOWPAN STACK

Simplified OSI model

- 5. Application layer
- 4. Transport Layer
- 3. Network Layer
- 2. Data Link Layer
- 1. Physical Layer

6LoWPAN stack example

HTTP, COAP, MOTT, Websocket, etc.

UDP, TCP (Security TLS/DTLS)

IPv6, RPL

6LoWPAN IEEE 802.15.4 MAC

IEEE 802.15.4

MRV6: AN IMPLEMENTATION OF 6LOWPAN IN MR

- TDMA and beacon based multi-hop network which allows for an IPv6 based communication between motes
- It is not a built-in MR component, but it is fully implemented in C#
- Datagram packets exchanged adheres to a subset of the 6LoWPAN specifications
- · The edge mote decides upon:
 - Association requests
 - · Assigns communication schedules between wireless nodes
 - · Determines the routes in the network

MRV6: LIMITATIONS

- Only the transmission of UDP packets within the 6LoWPAN network is supported
- Exists only a proprietary broadcast operation to reach all motes in the network
- · Is not suited for low latency application
- Does not support packet segmentation, reassembly and flow control
- Has been deployed in 900MHz or 2.4GHz frequency ranges and uses a single channel in the 2.4GHz band yet

SCHEDULING

- · The network tree is only know to the edge
- The communication slots between parent and children are globally assigned by the edge and do never overlap

SF edge | SF mote 1 | SF mote 2 | ... | SF max mote

SUPERFRAME

- At the beginning of their communication period parent motes send out beacon messages
- Other then a fixed exclusive slot, parent offers a shared slot (e.g. association requests and responses, broadcast messages)
- · Beacon, shared and fixed slots form the superframe whose timings are assigned by the edge

Beacon	Shared	Child	 Child	Gap
slot	slot	slot 0	slot n	

ASSOCIATION

- The joining mote evaluates information in the beacons (e.g. number of children or hops to the edge)
- Mote sends and association request in the shared slot of the potential parent
- Parent forward the request to the edge with the EUI-64 of the joining mote
- · When the edge accepts the mote:
 - It allocates short address and superframe timings for the mote
 - The parent forwards the response to the new child in its shared slot and adds it to its list

SHORT COMPARISON

Our Mac-Like	MRv6			
Contention based	Scheduled			
Trasmitt only when	TDMA based			
requested				
Association managed by	Association managed by			
pan-coordinator	the edge			

CONCLUSION

FINAL CONSIDERATIONS ABOUT MOTE RUNNER

· Pro:

- · Good simulation environment
- It allows to develop mote applications in high-level object-oriented languages
- · Good assumptions and expectations with respect to LoRa

· Con:

- · It's still in beta
- · Low support (docs, API, ...)
- · Not open source (till now)

MAC STATUS

- Only three states are supported, there are others (orphan,..)
- · Superframe parameters can't be dinamically changed
- · In the associated state motes are not energy aware
- · Some funtionality have not been implemented (e.g. disassociation, channels scan,...)
- Transmission from PAN-C to devices seems to require EUI64, but SADDRs are more suited

