

BLUETOOTH LOW ENERGY (BLE)



Planning

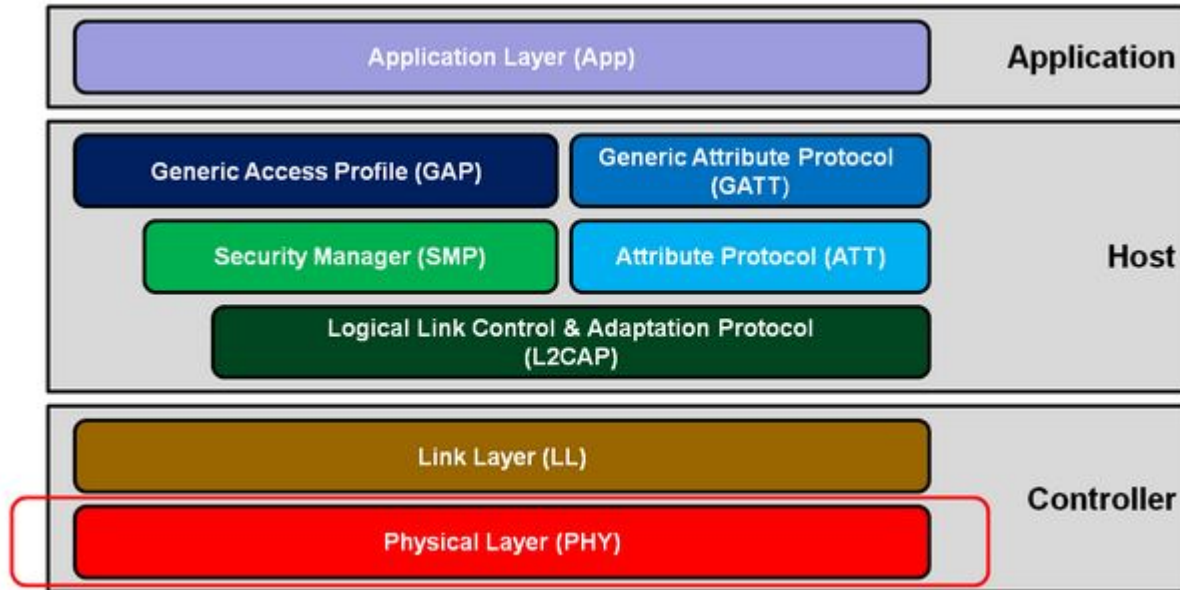
1 Physical Layer

3 Power consumption

2 MAC Layer

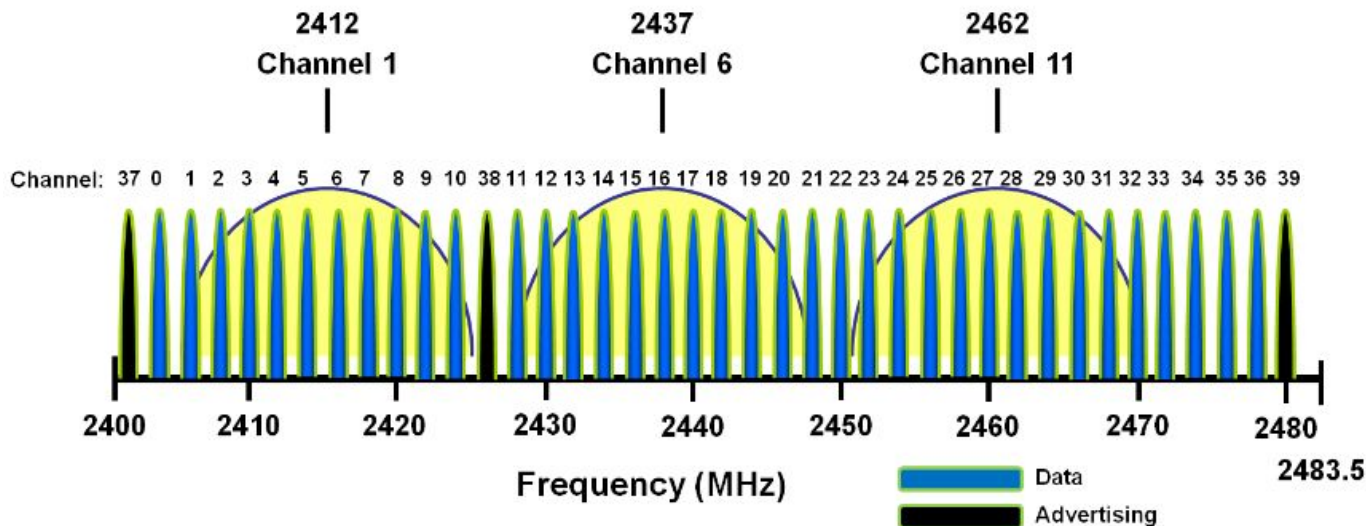
4 Security

Physical Layer



Physical Layer

2.4 GHz PHY Channel Assignment Bluetooth® Low Energy vs. IEEE 802.11 (United States)



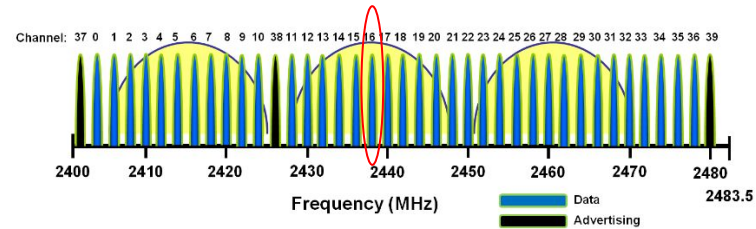
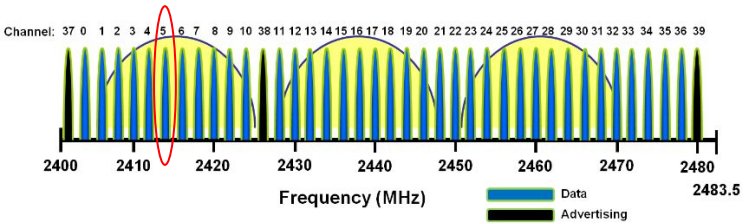
Physical Layer

Frequency Hopping Spread Spectrum (FHSS)



$$f_{n+1} = (f_n + \text{hop}) \pmod{37}$$

(e.g : hop = 11)



Physical Layer

FSK

$$F_{\text{Channel } n} + \Delta f = 1$$

$$F_{\text{Channel } n} - \Delta f = 0$$



Gaussian Filter



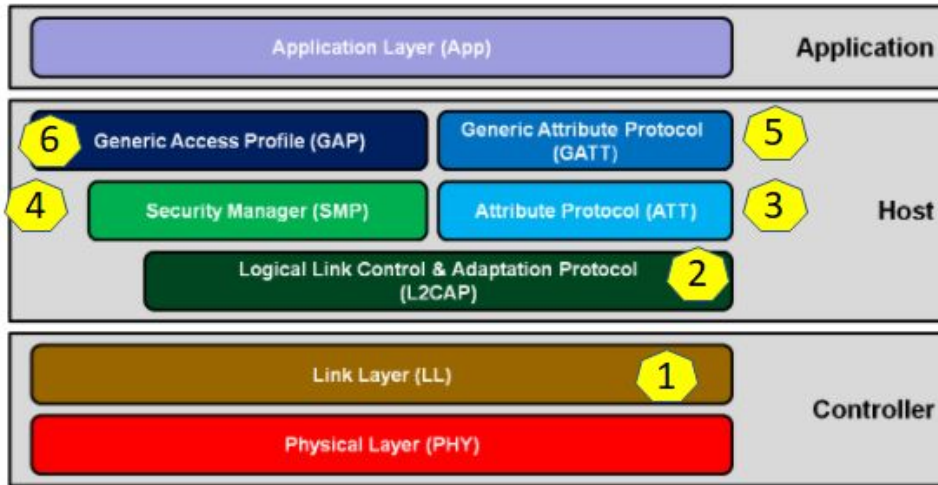
$$(140 \text{ kHz} \leq \Delta f \leq 175 \text{ kHz})$$

Physical Layer



But...

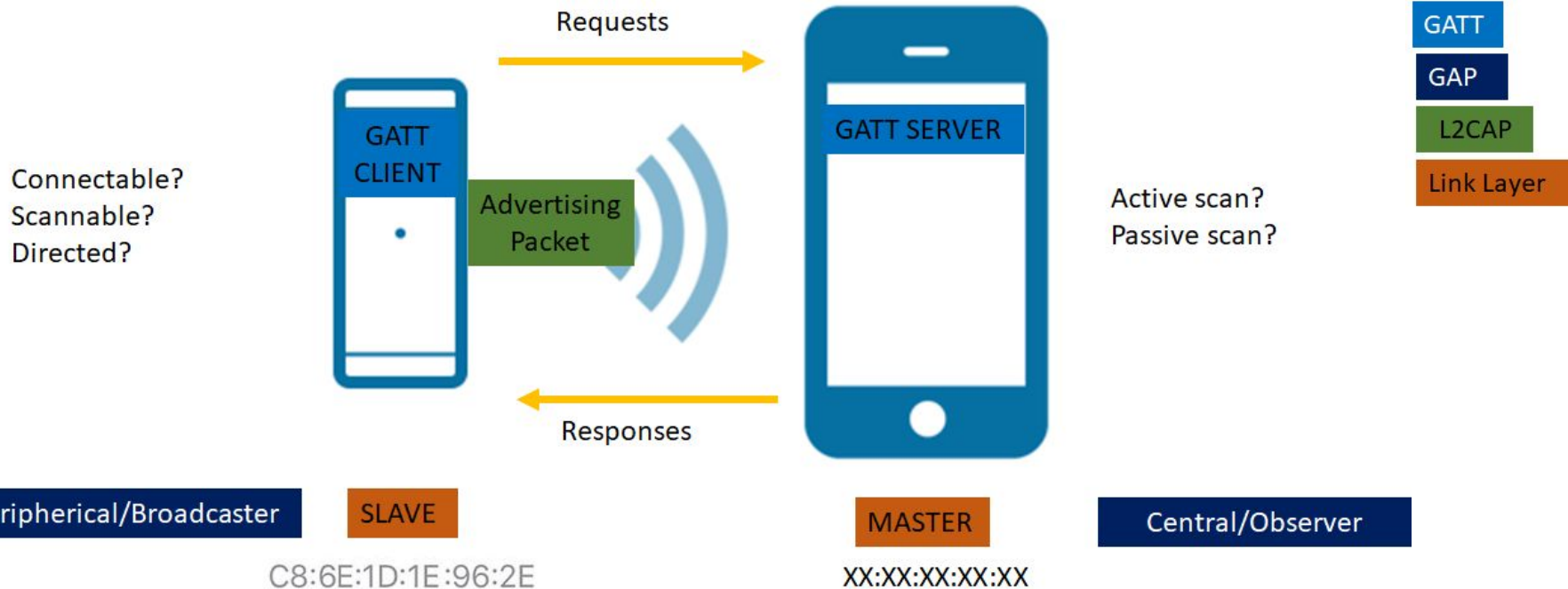
Link Layer



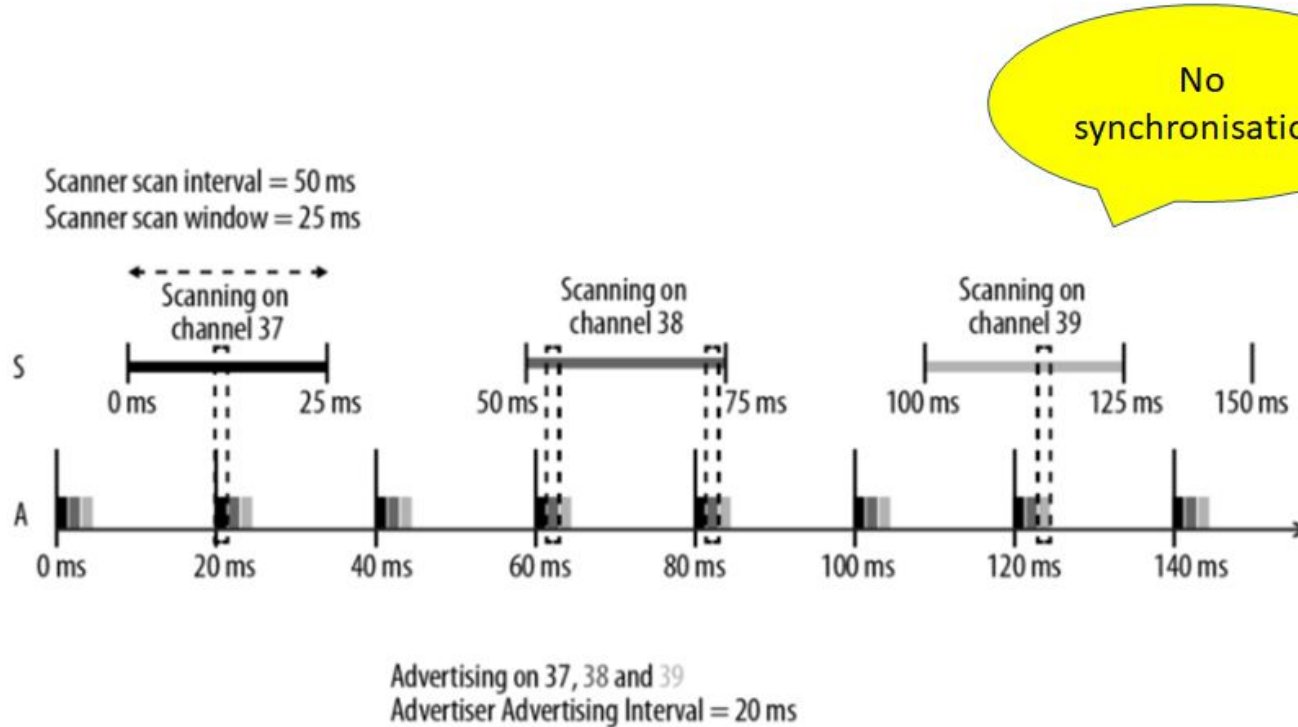
FUNCTIONS

- 6 Definition of interaction between devices
- 5 Exchange of data between applications
- 4 Generation & exchange of security keys
- 3 Client/server protocol based on shared attributes
- 2 Transport of data
- 1 Addressing + communication

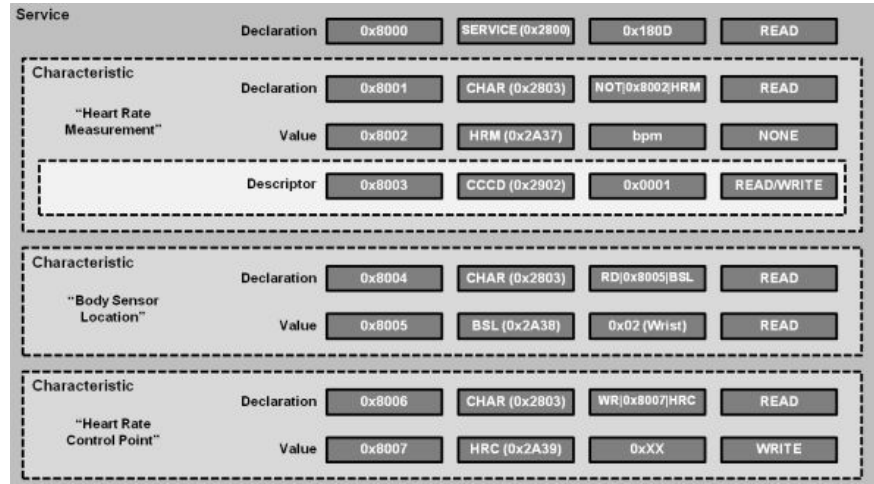
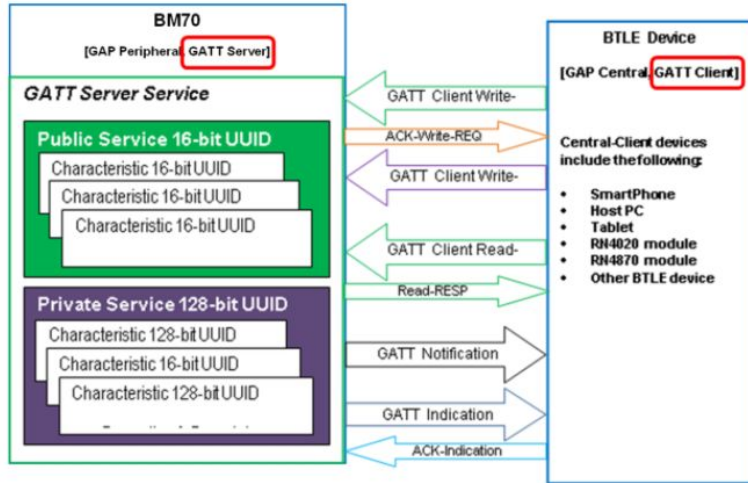
Connection



Synchronisation



Generic Attributes Protocol



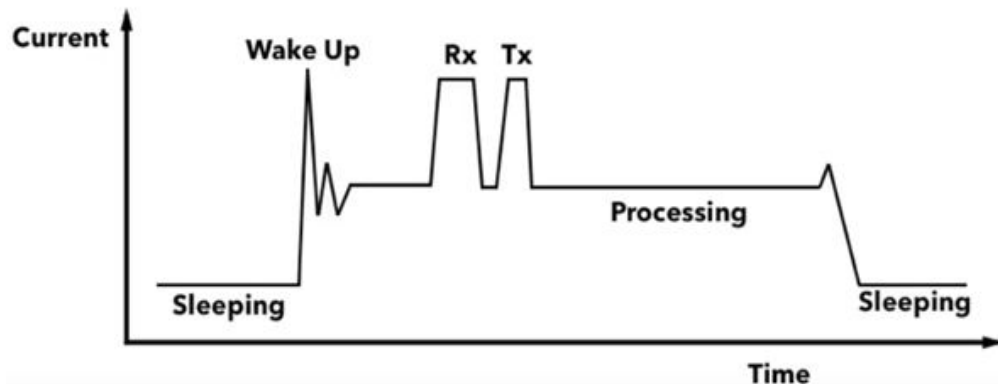


BLE Consumption

It's not straightforward to predict the exact BLE power consumption due to the several parameter depending on. BLE consumption depends on:

- Chipset/radio
- BLE Stack + version
- BLE parameters
- Firmware efficiency

Current Consumption Draw during a cycle



Awaking Mode Consumption



We can define the overall energy consumption during an awaking mode as the sum of each different energy consumption state: $E_{\text{awake}} = E_{\text{wake-up}} + E_{\text{rx}} + E_{\text{tx}} + E_{\text{processing}} + E_{\text{IFS}}$

- Wake-up energy
- RX energy (mainly depends on the data number to receive)
- IFS energy
- TX energy (mainly depends on the data to send and the transmit power used)
- Post-processing energy (mainly depends on the application running)

Phase	Power draw ($V_{DD} = 3V$)	Duration
1. wakeup & pre-processing	$P_{wu} = 15\text{mW}$	$D_{wu} = 1\text{ms}$
2. RX	$P_{rx} = 66\text{mW}$	$D_{rx} = 8\mu\text{s/B}$
3. IFS	$P_{ifs} = 45\text{mW}$	$D_{ifs} = 150\mu\text{s}$
4. TX	$P_{tx} = 84\text{mW}$	$D_{tx} = 8\mu\text{s/B}$
5. post-processing	$P_{mcu} = 24\text{mW}$	$D_{mcu} = 1.4\text{ms}$

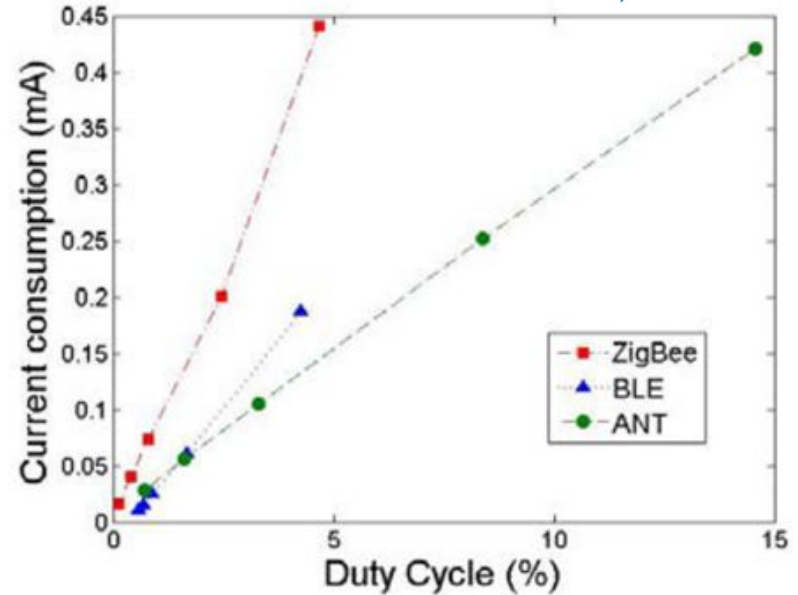
Sleeping Mode Consumption



Sleeping mode is useful for saving energy when the BLE device didn't send any data. In order to save energy, consumption is very low ($2\ \mu\text{W}$) in this mode, an engineer which is looking to increase a BLE device autonomy, will handle to reduce the duty cycle.

Overall BLE consumption in cycling mode:

$$E_{\text{ble}} = E_{\text{awake}} + E_{\text{Sleep}}$$



Mean current consumption related to the duty cycle

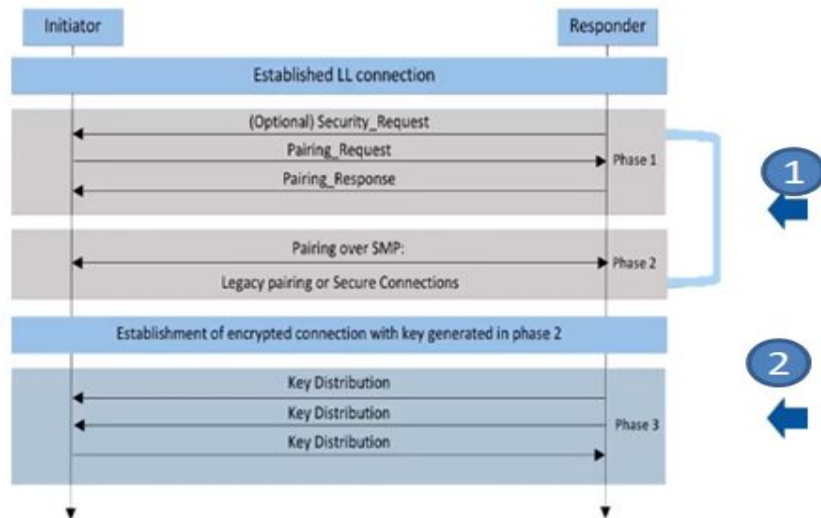
BLE modele de sécurité

➤ Pairing: 1

Processus de création de clés partagées / sécurité temporaire / connexion cryptée .

➤ Bonding: 2

Stockage de la clé créée lors du couplage pour une utilisation ultérieure .



1-Concevoir l'authentification:

Vérification des clés stockées .



2-Confidentialité :

Les données ne sont pas lisibles par d'autres utilisateurs .



3-Intégrité : Protection contre l'altération des données .



Activer Windows
Accédez aux paramètres po

Sécurité Manager

Sécurité Manager est un module de l'architecture BLE :

- ❖ Protocole et algorithme .
- ❖ Génération et échange clés .
- ❖ 128 Bit de de crypte selon Standard Avancé de criptage (AES)
- ❖ Maître initialise la sécurité .
- ❖ Esclave peut demander la sécurité



❖ **G**arantisser la confiance, l'intégrité, la confidentialité et le cryptage des données.

- ❖ **R**esponsable de la sécurité
- ❖ **R**esponsable de :

- Pairing
- Distribution des clés .
- Générer des clés à court terme .

