Collision Prevention in Distributed 6TiSCH Networks

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Karine Altisen, Stéphane Devismes

Master thesis, 21st of June,2017

Outline

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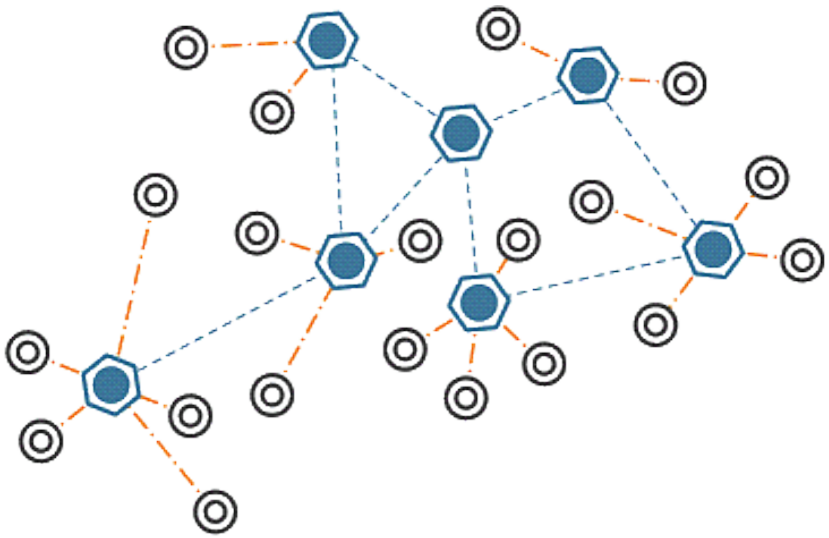
General Introduction

IoT & Wireless Sensor Networks

- Network technologies and IoT.



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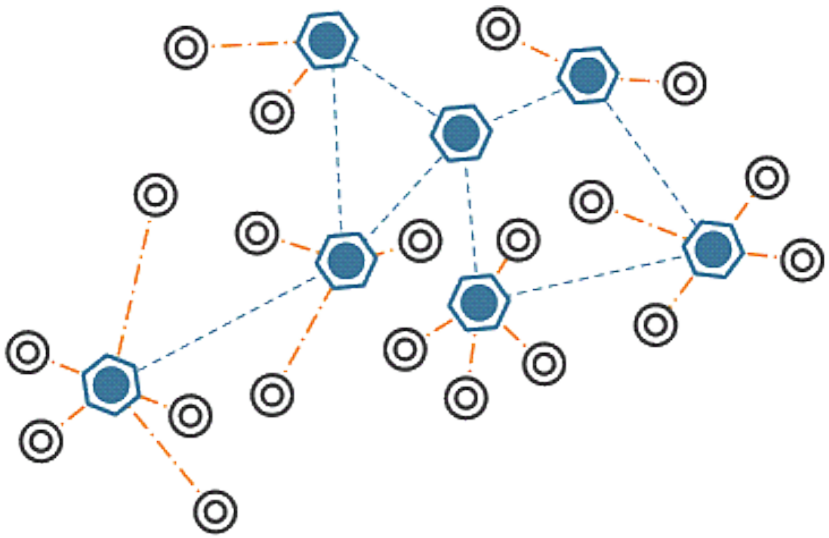

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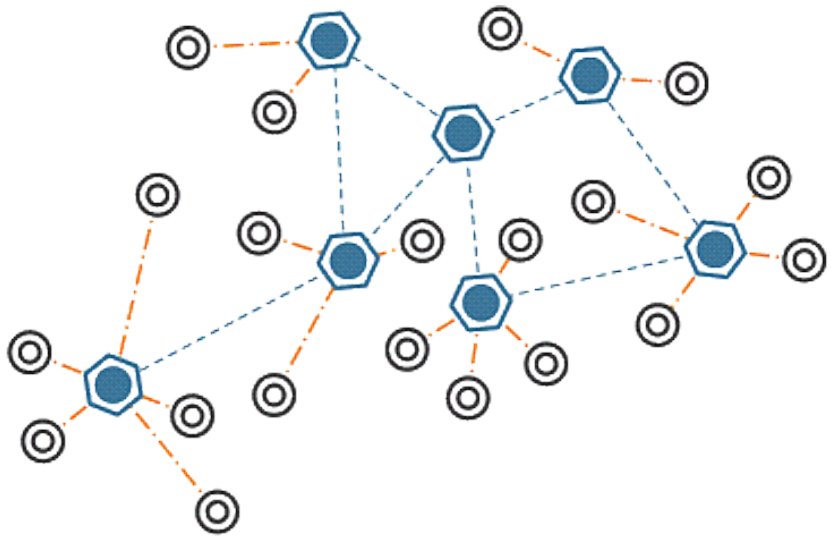

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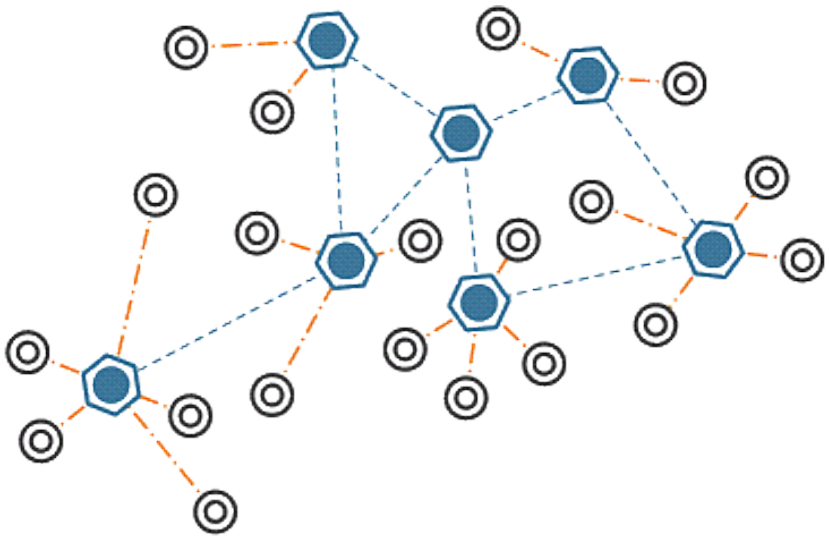
- IEEE802.15.4 one of the main standards of WSN.



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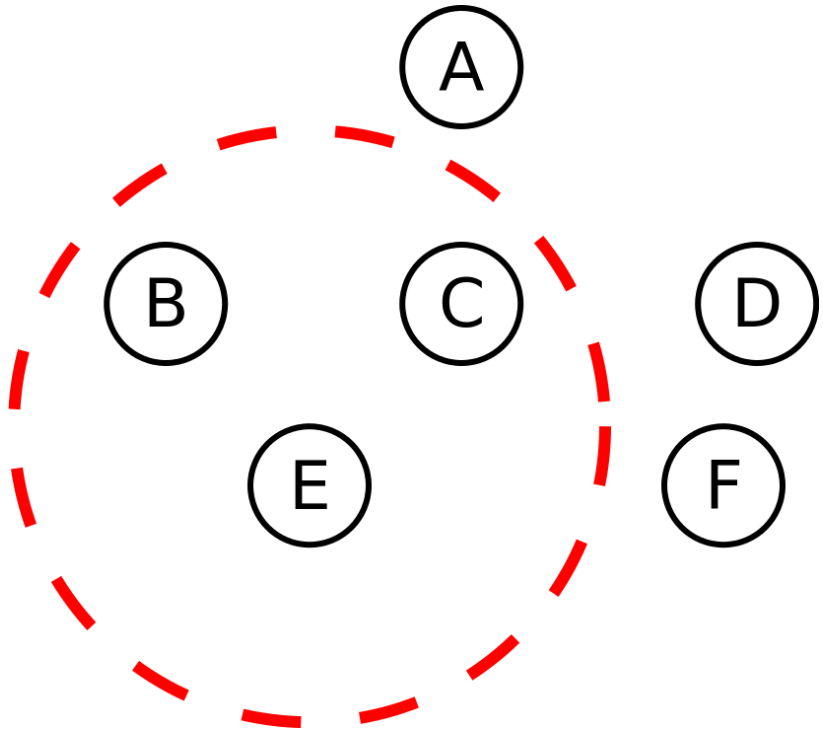

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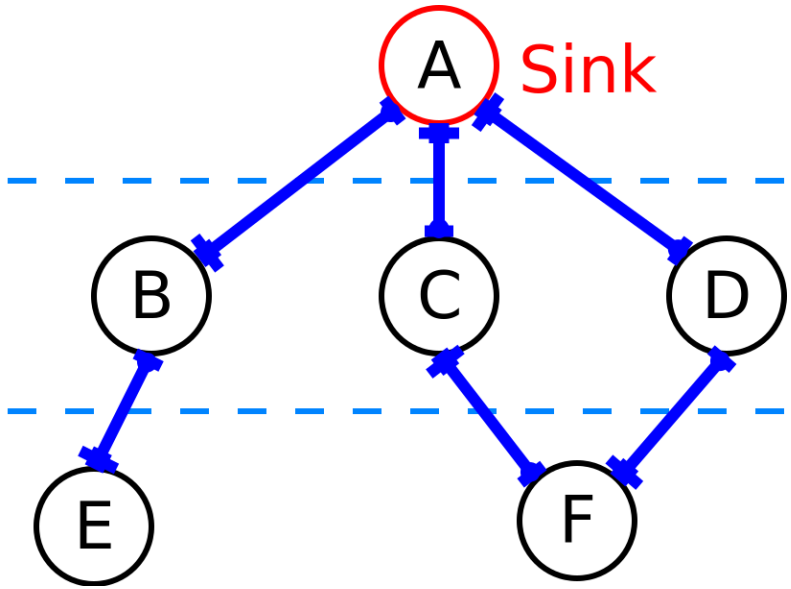

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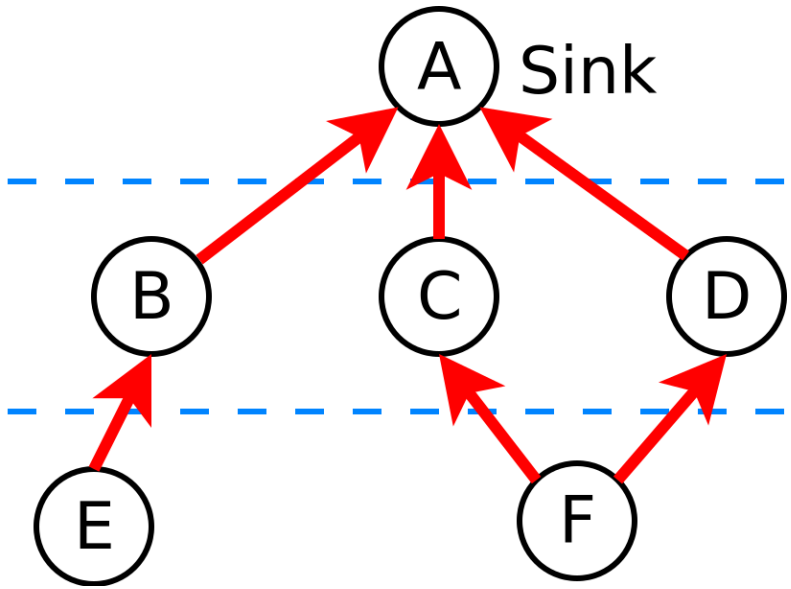

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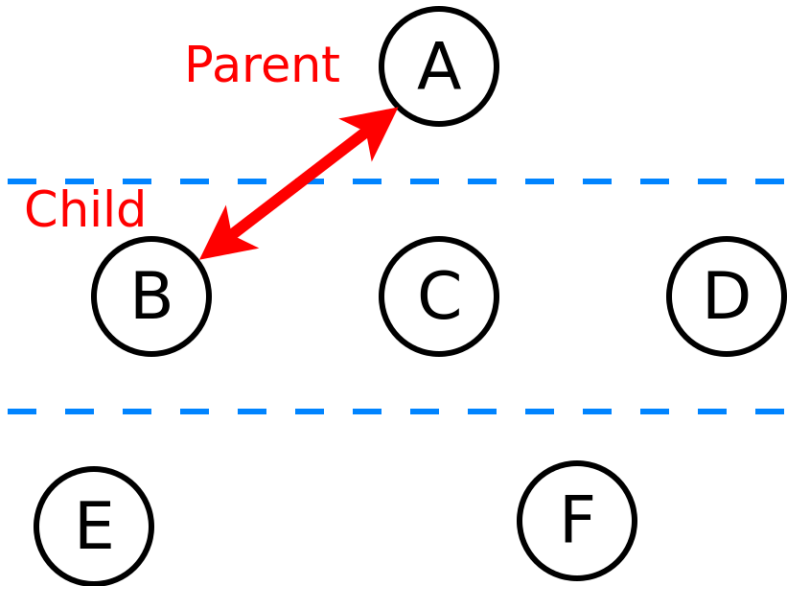

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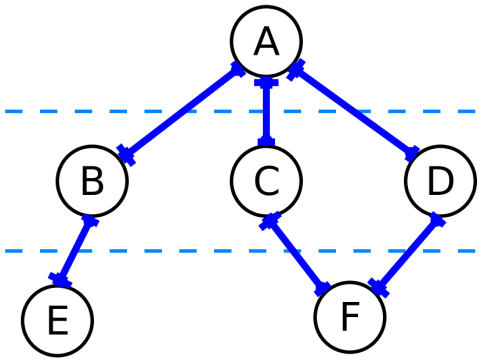

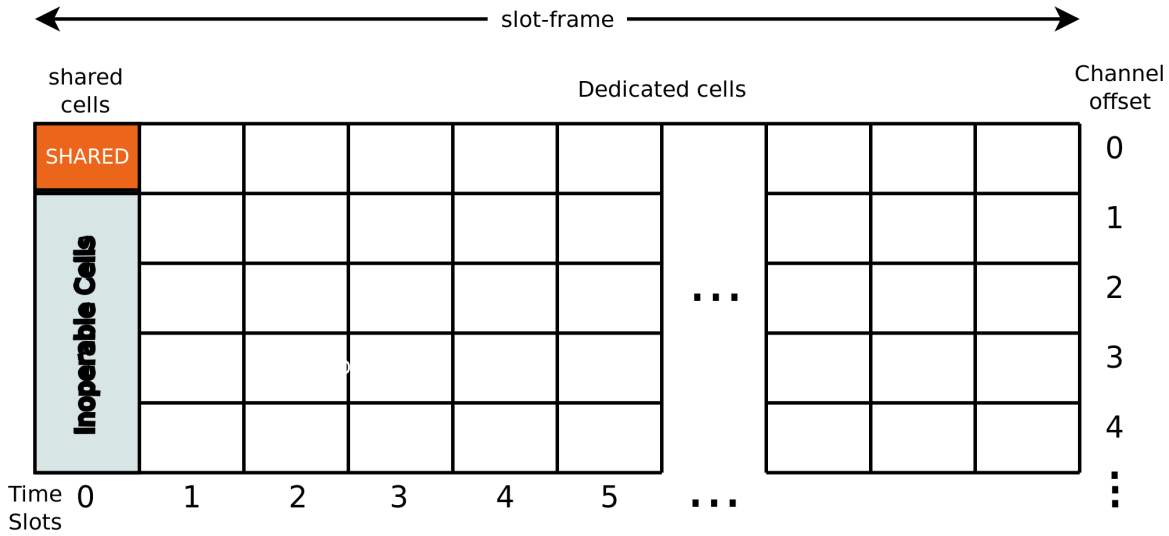

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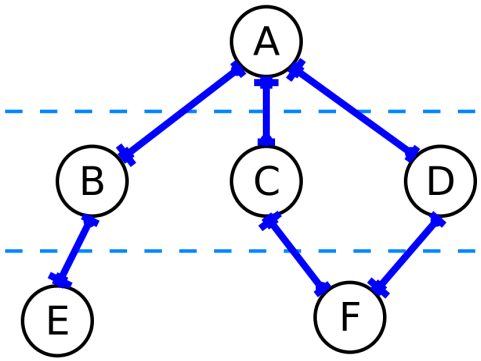

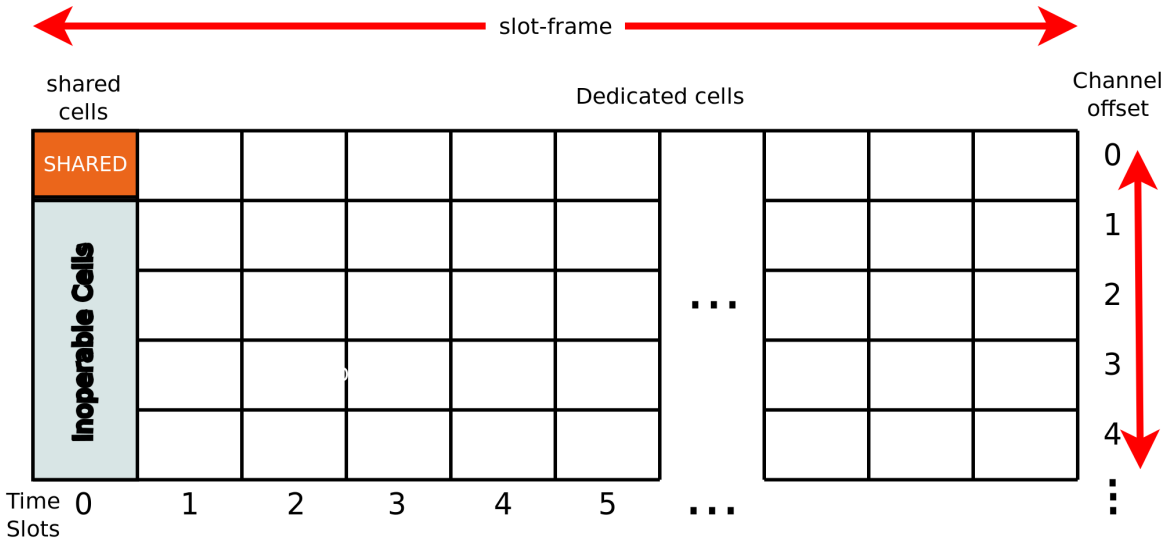

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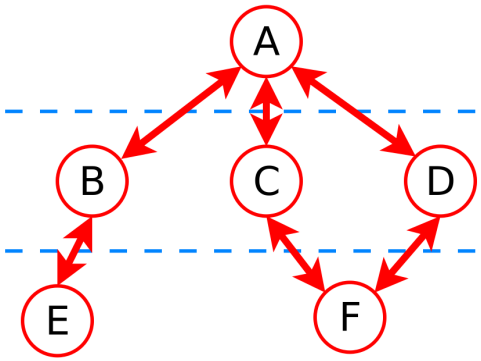

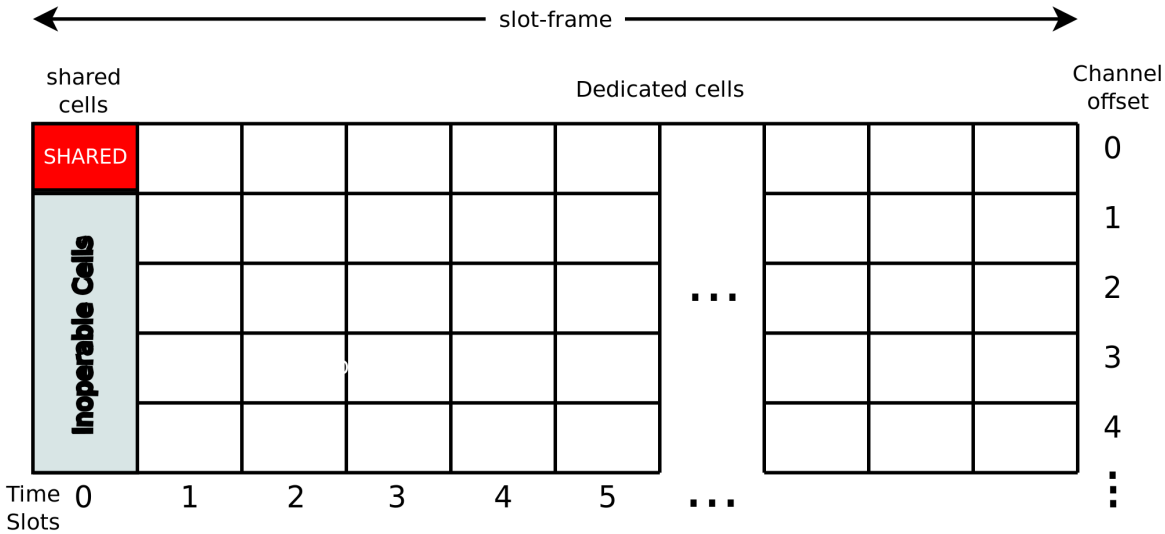

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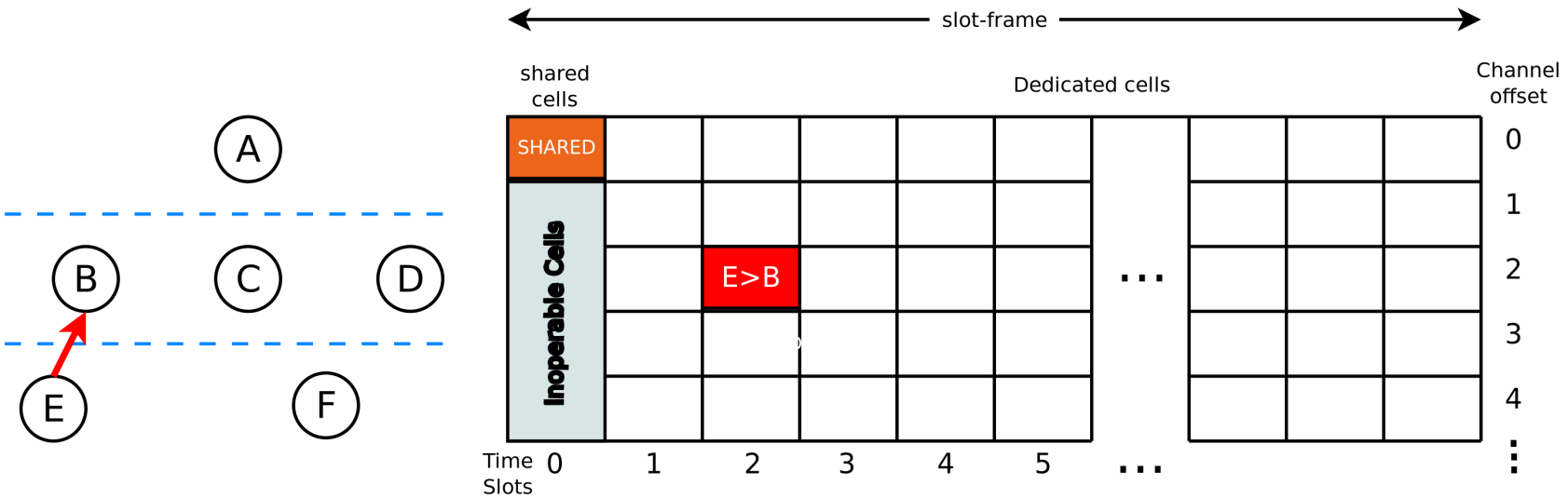

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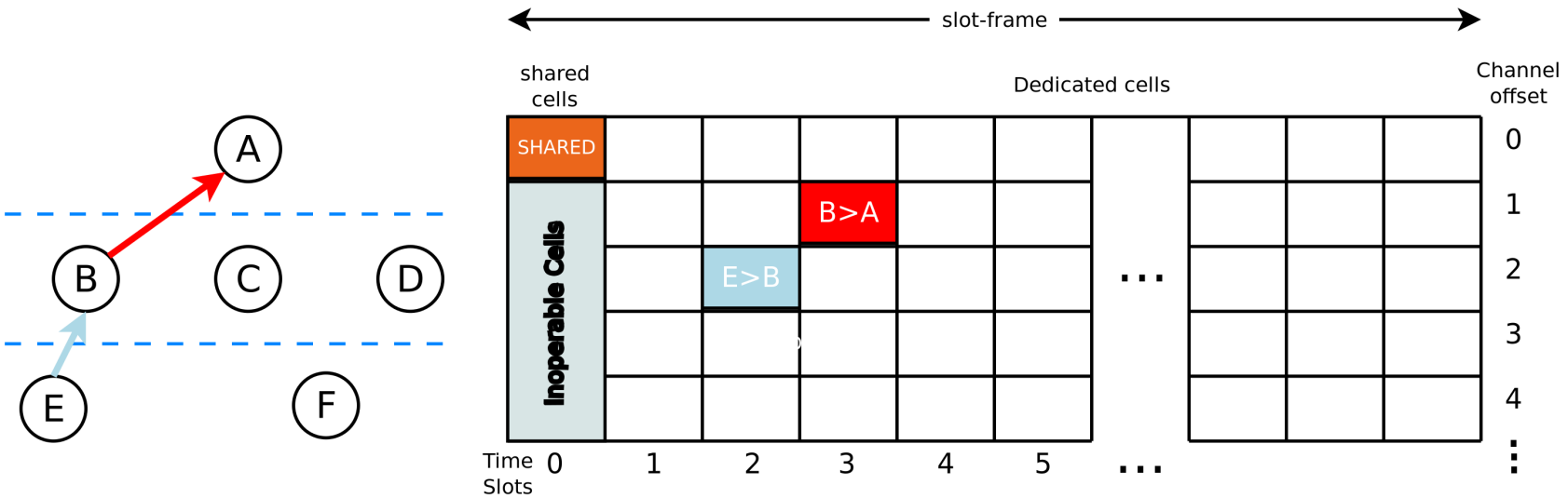

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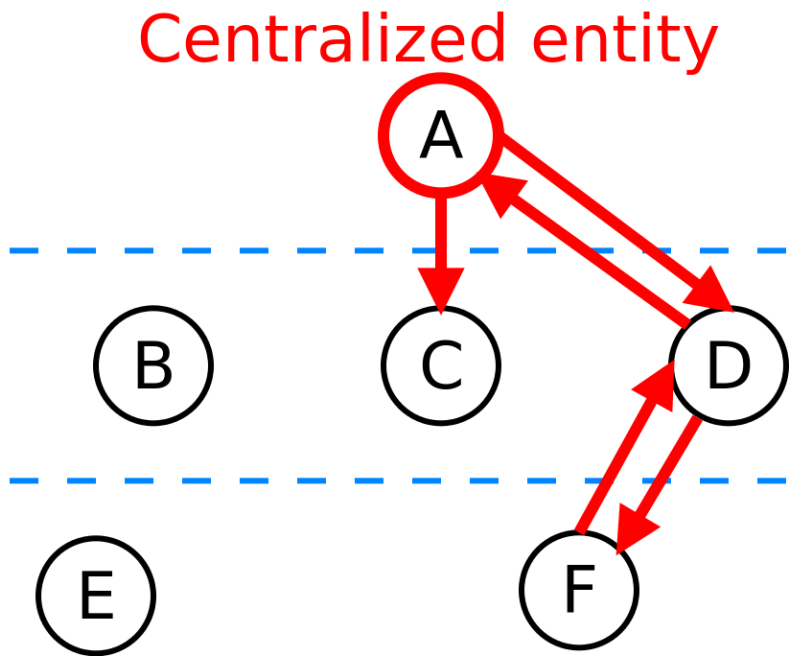

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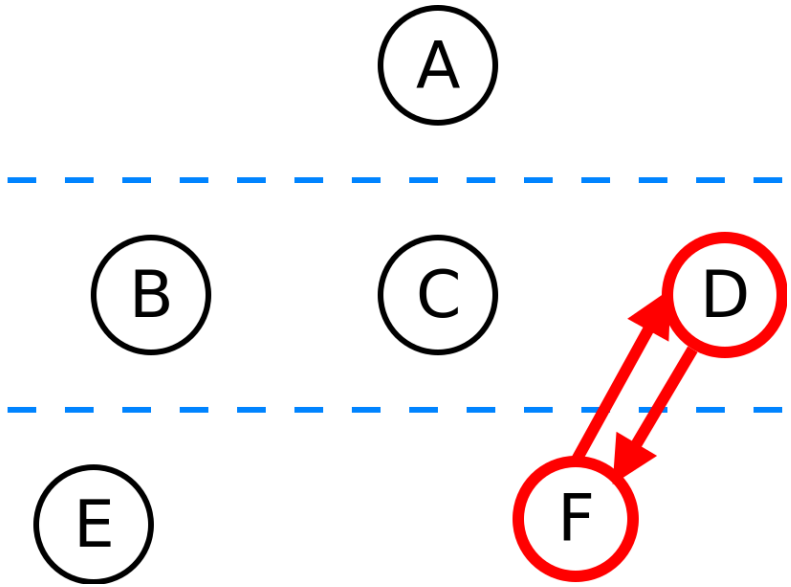

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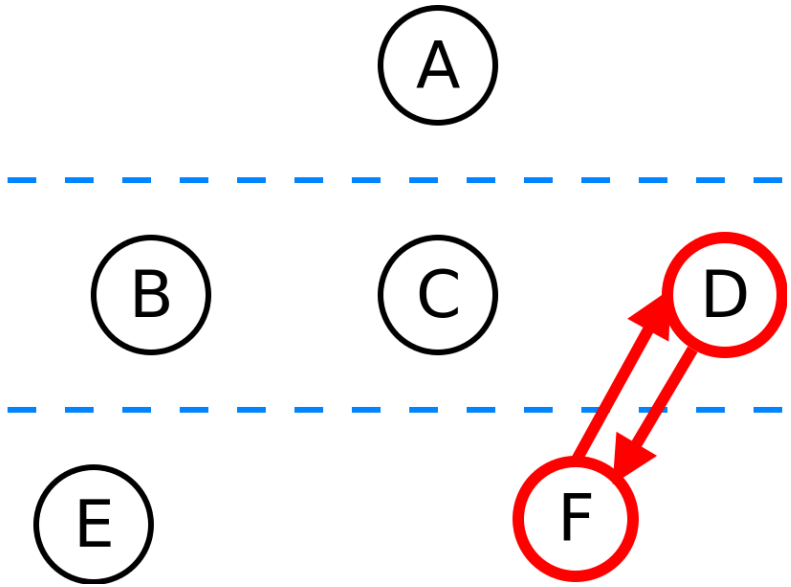

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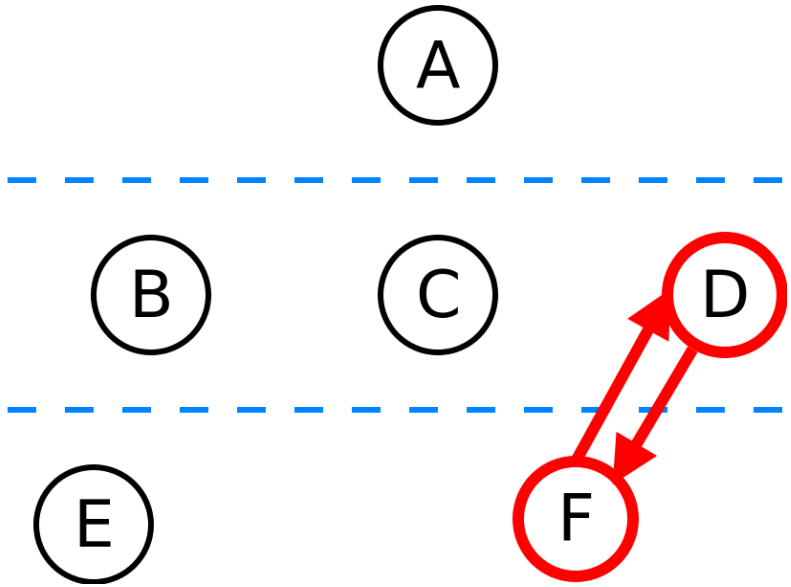

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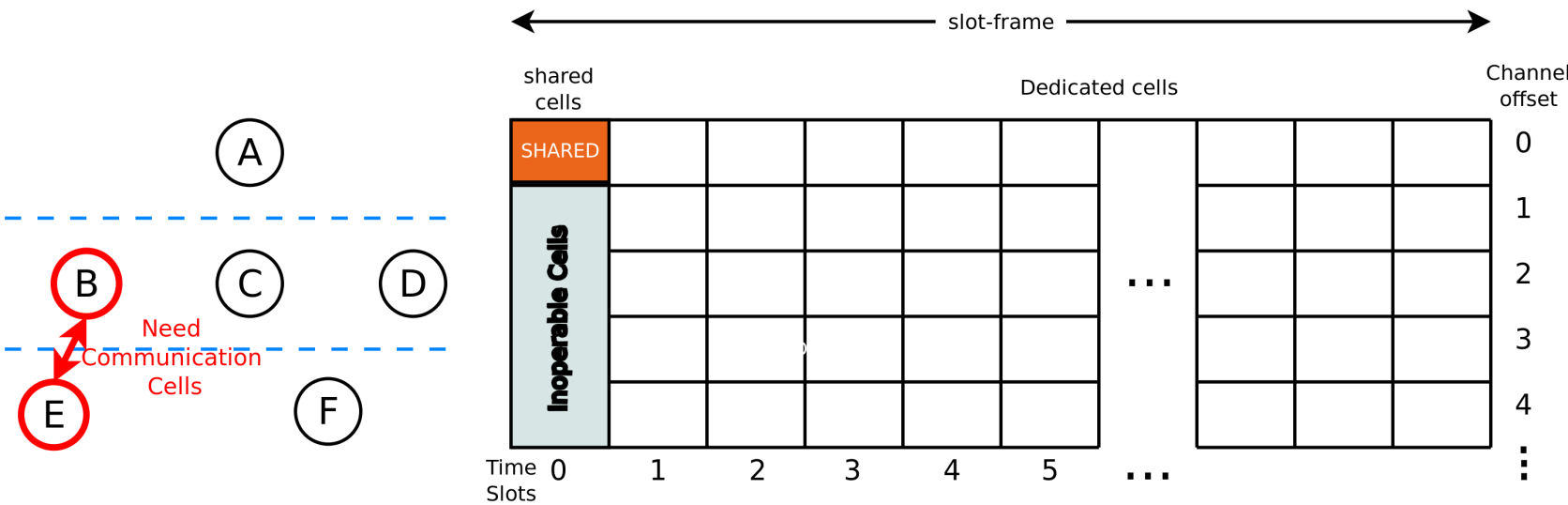

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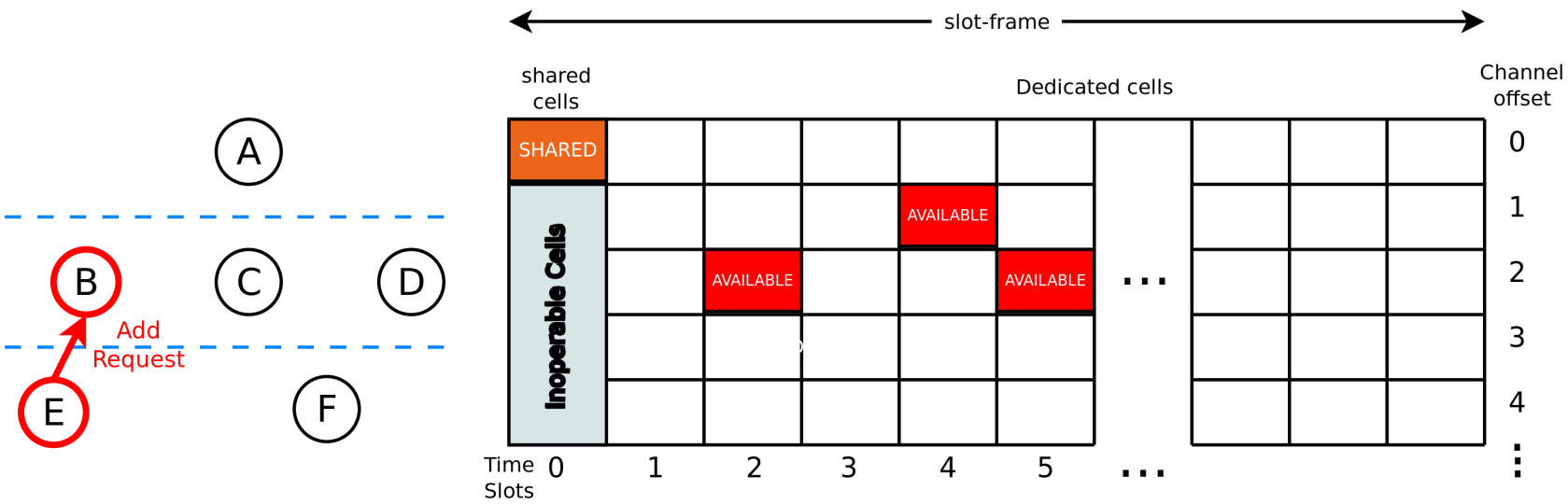

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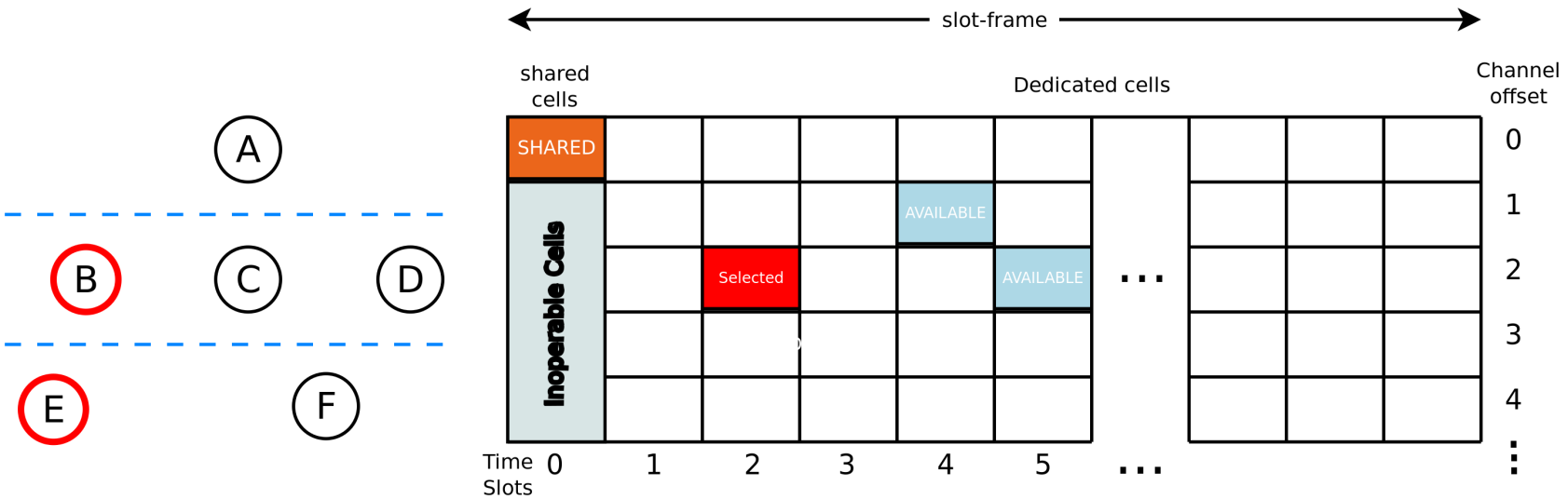

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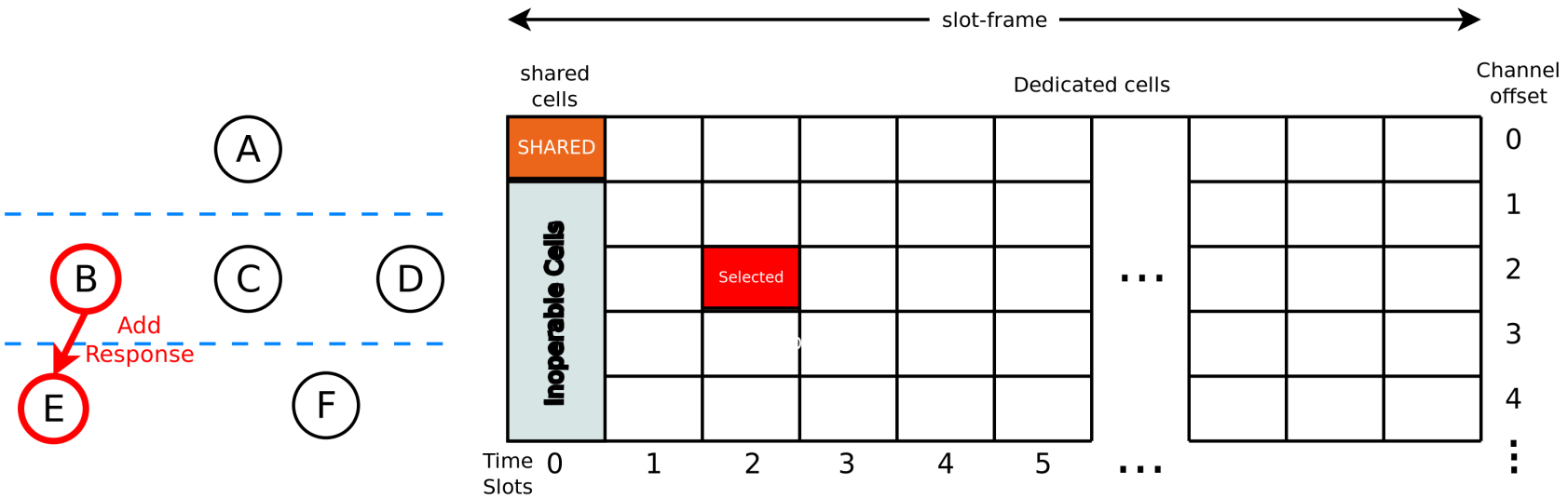

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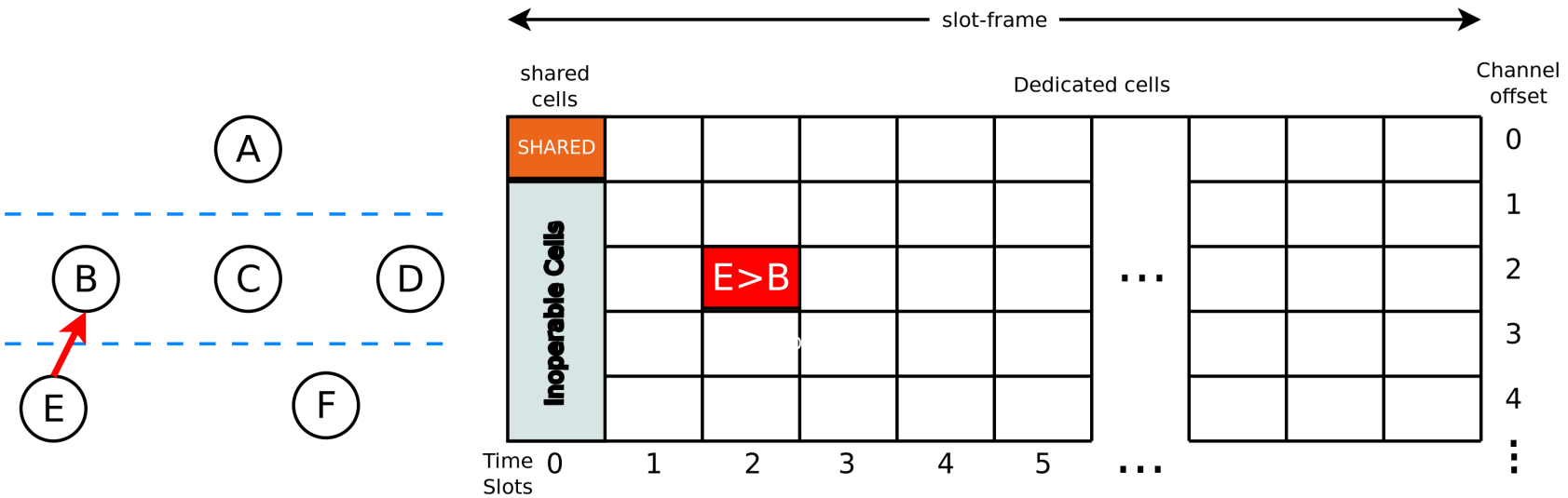

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Collision in Dedicated Cells

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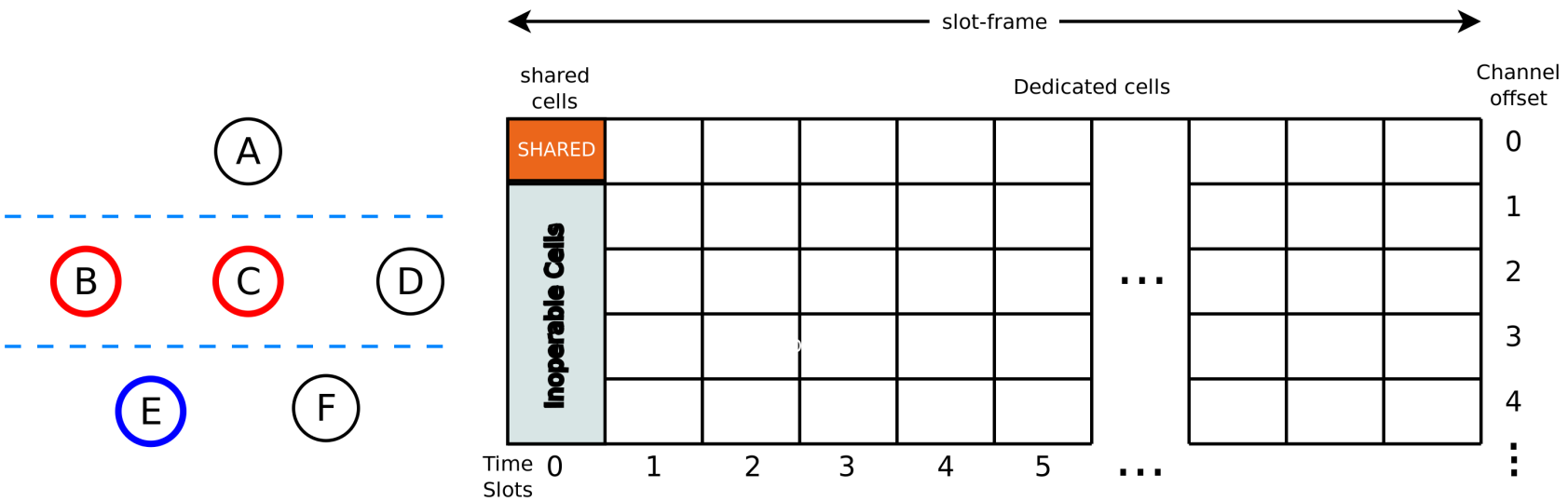

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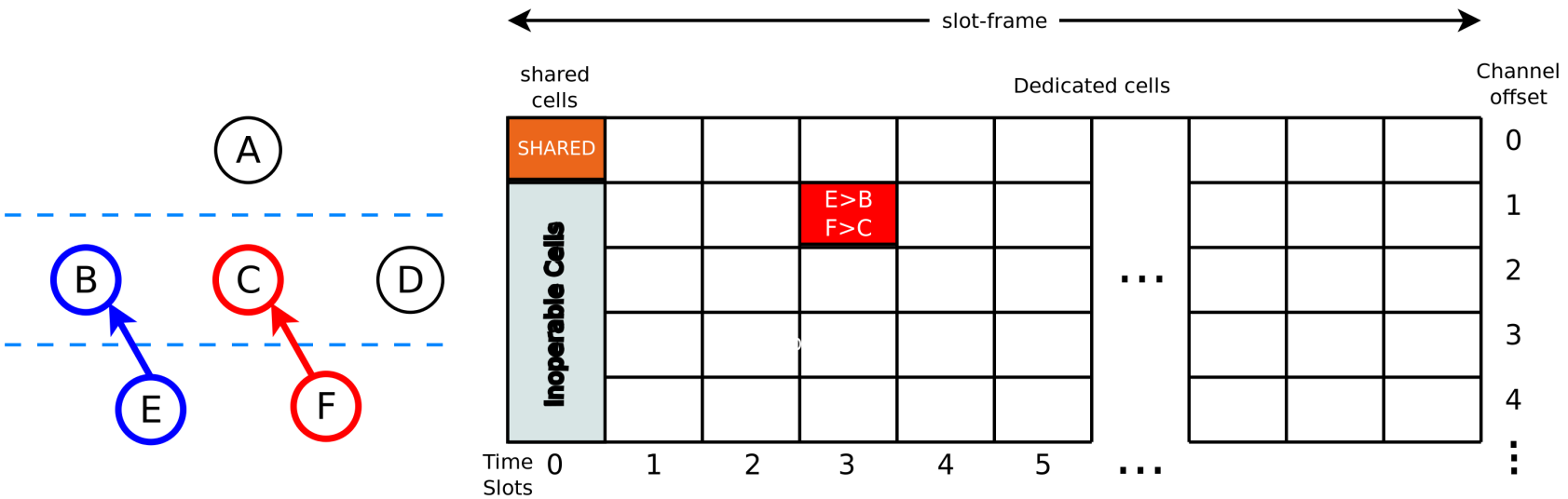

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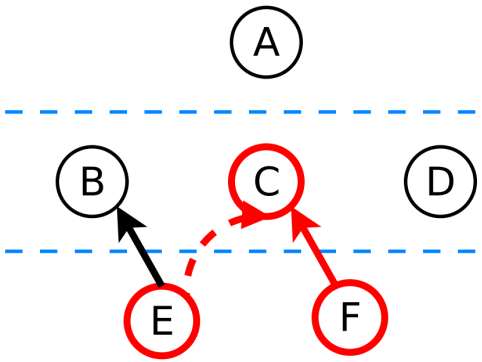

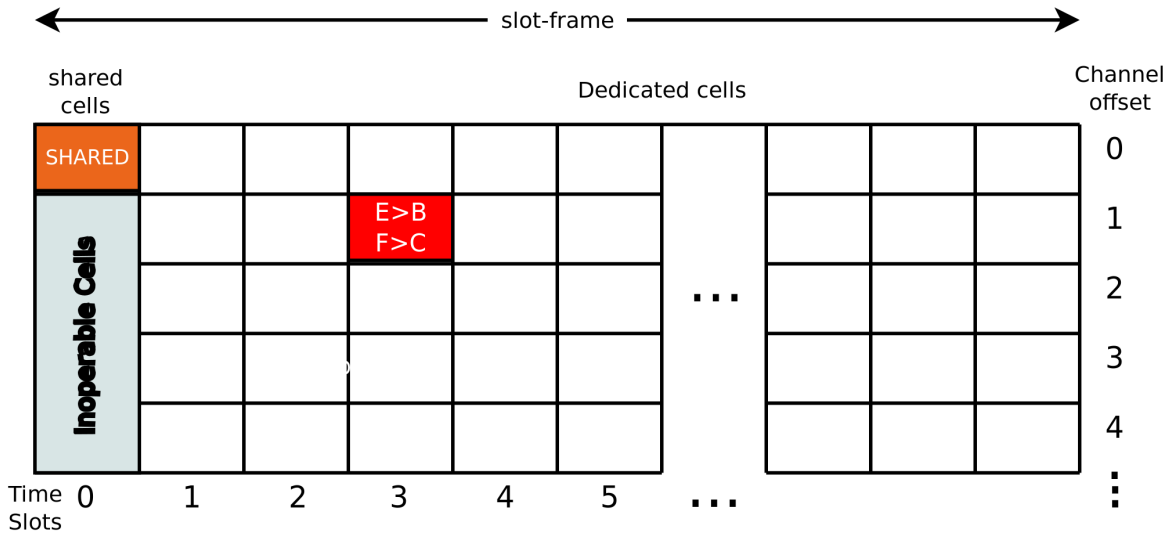

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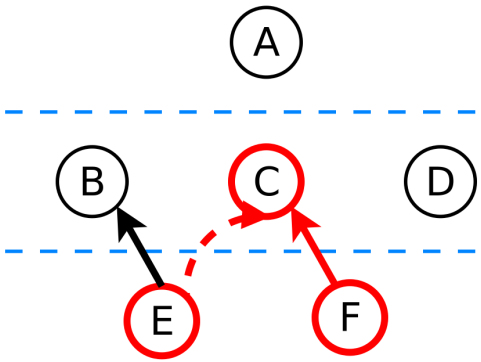
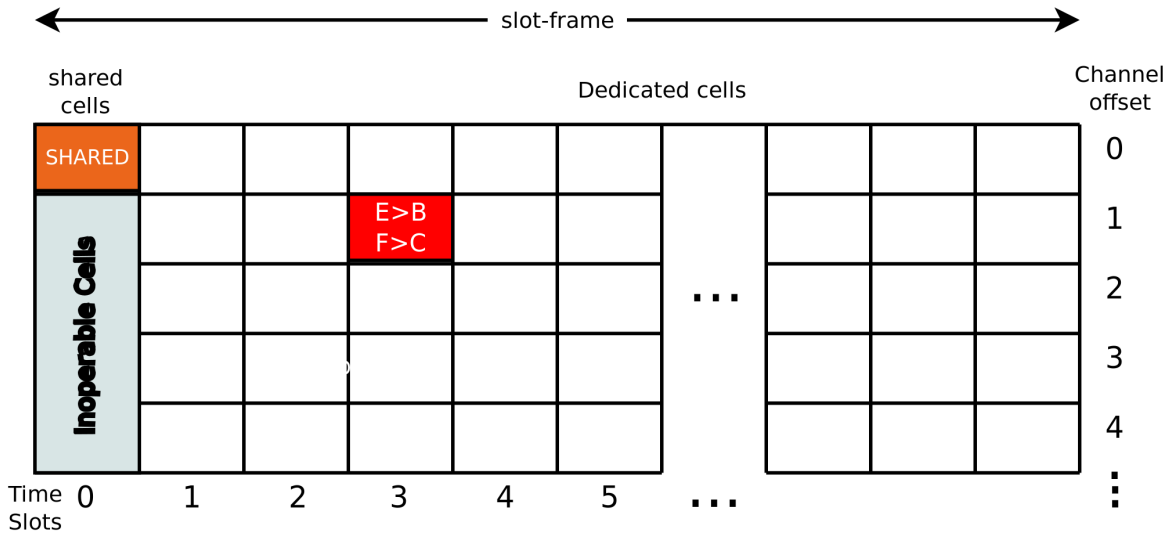
- Collision at the reception Node.
- Collision in terms of power, latency.





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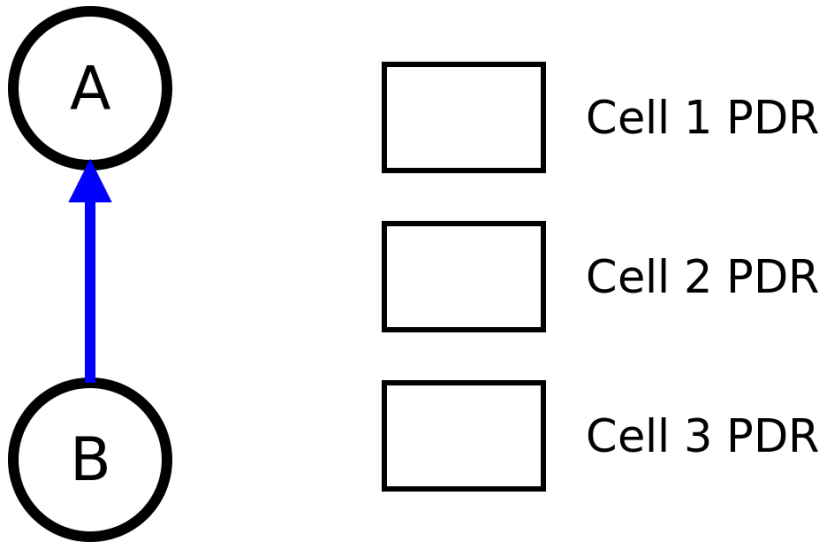

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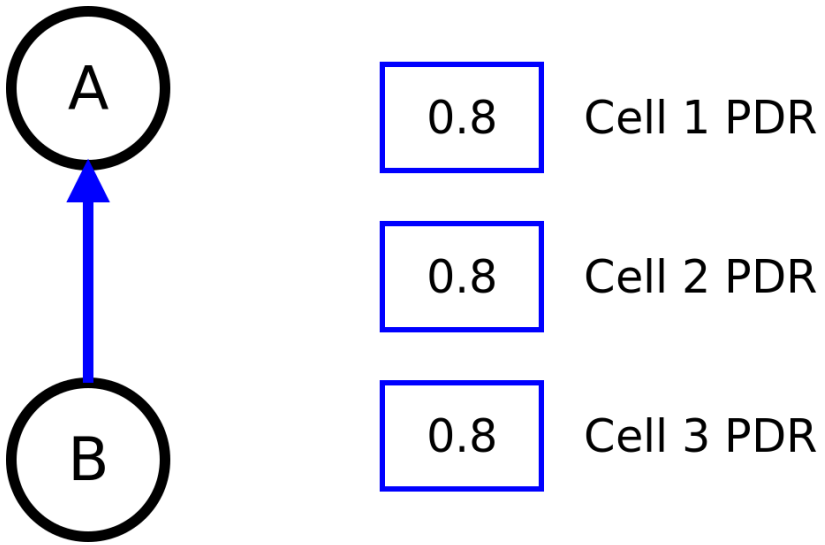

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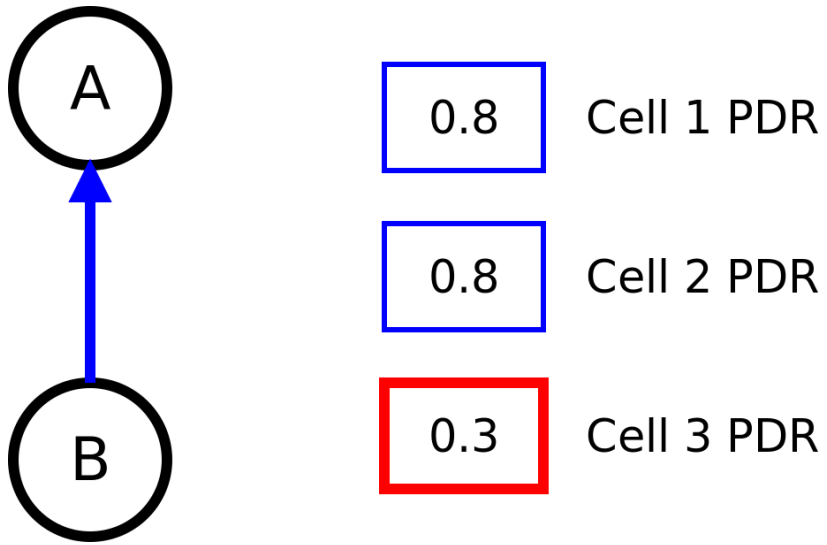

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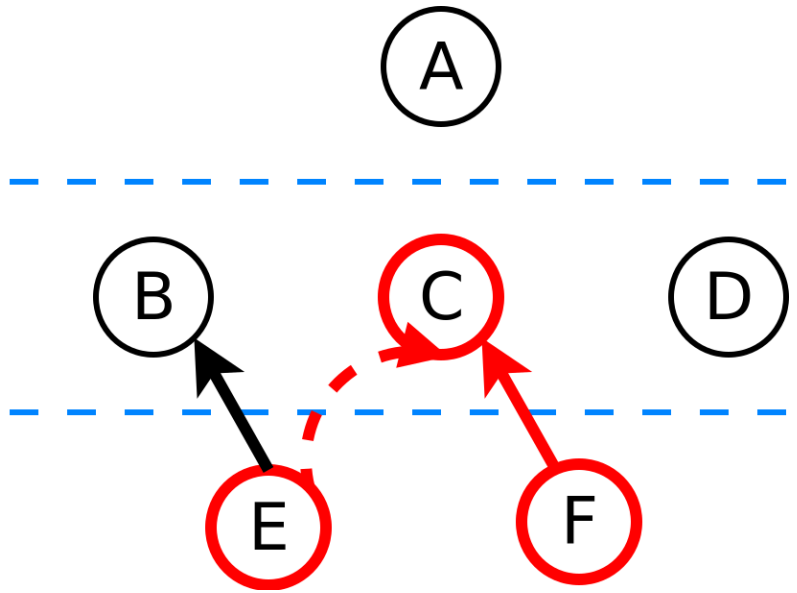
- Rx housekeeping.



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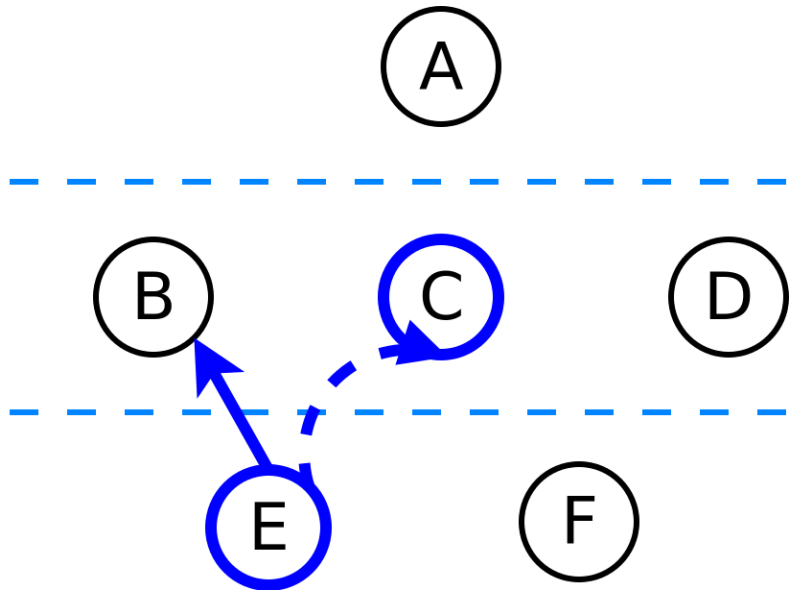

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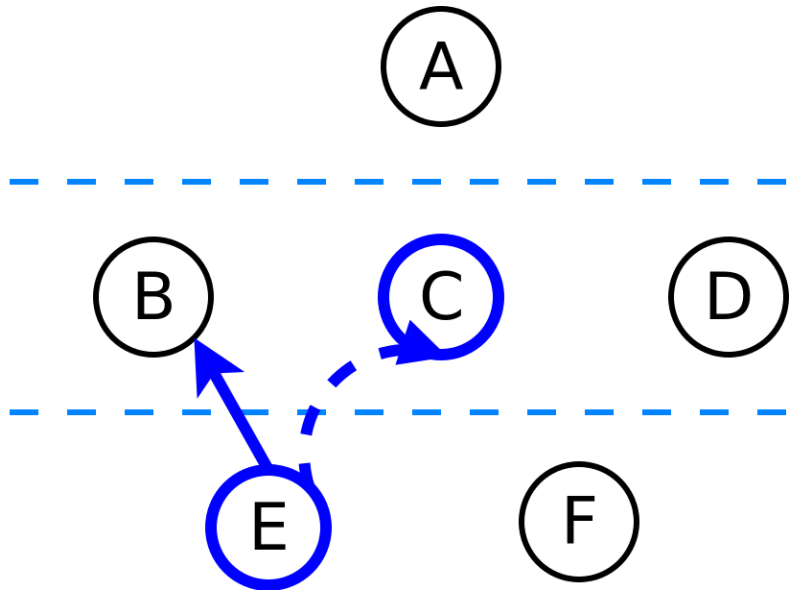
- Rx housekeeping.
- Dealing with collisions after they occur. Good idea ?



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- Creating a flexible mechanism, compatible with all scheduling functions

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Using 6top Transaction

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- Submitted in the shared slot.

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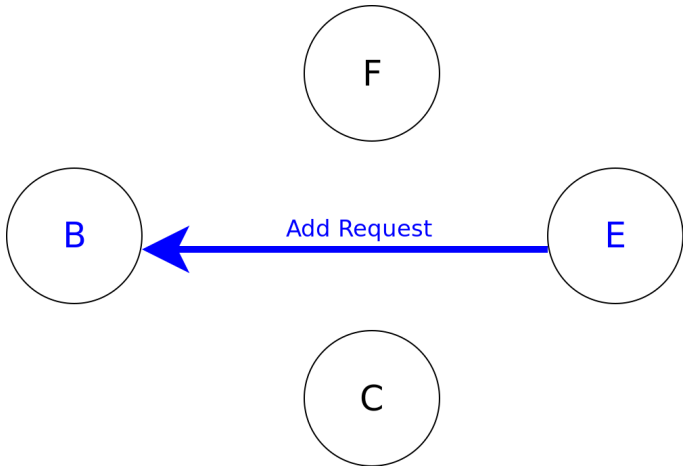
How?

- The child node Sends an Add Request.



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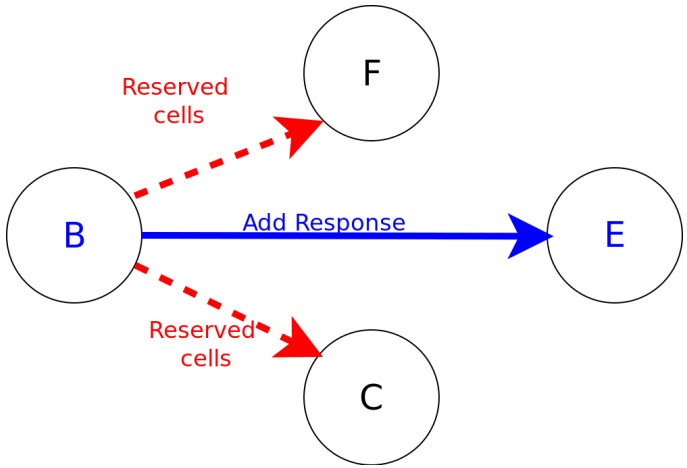

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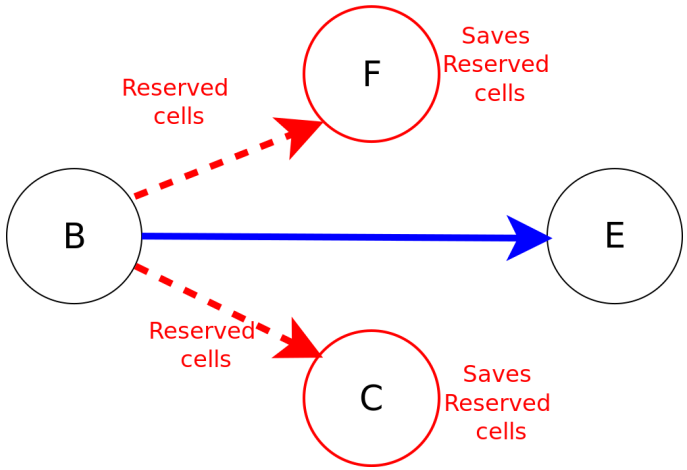
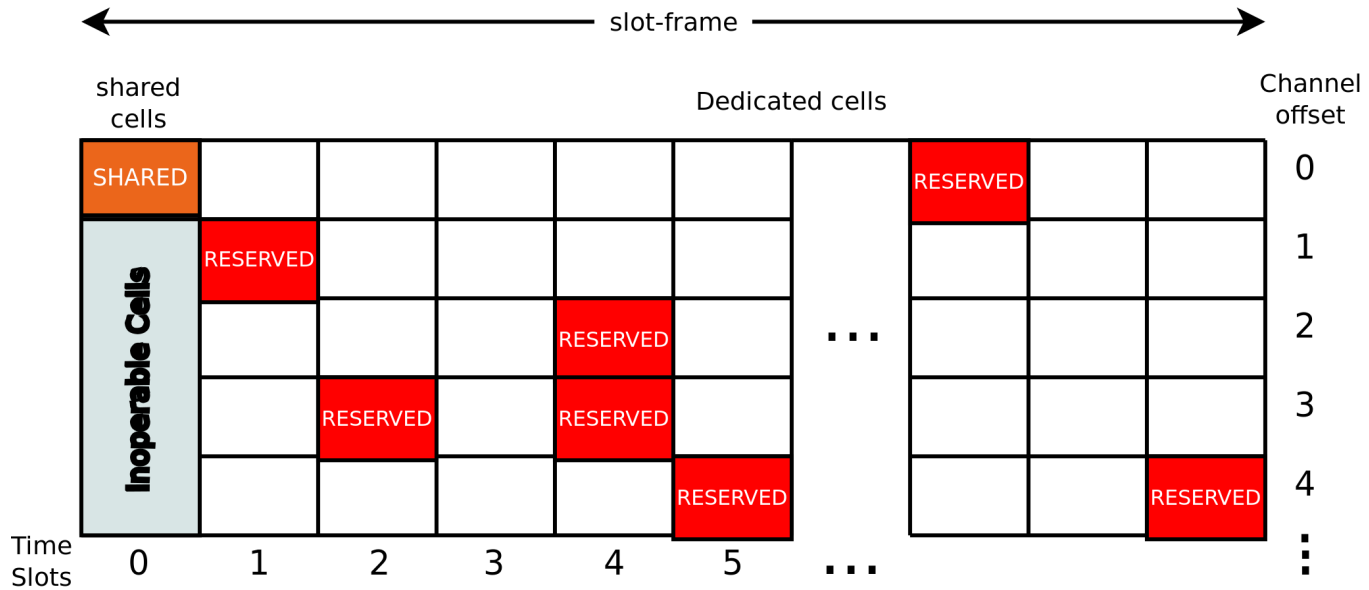


Outline

Avoid Table structure and functioning

Avoid Table

- The cells reserved by neighbors will be saved by a structure similar to TSCH table.



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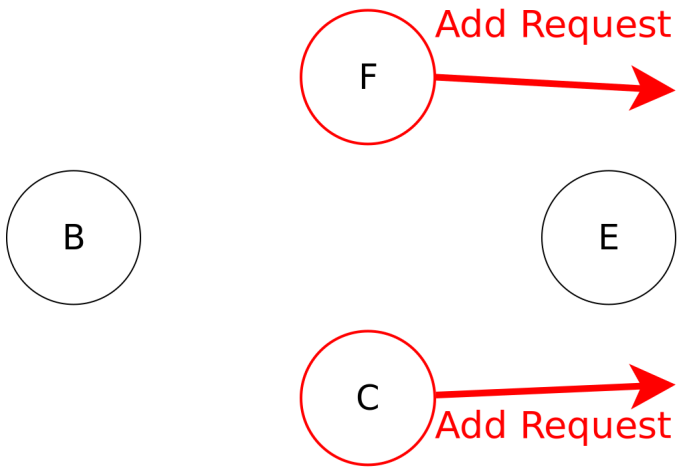

Avoid Table structure and functioning

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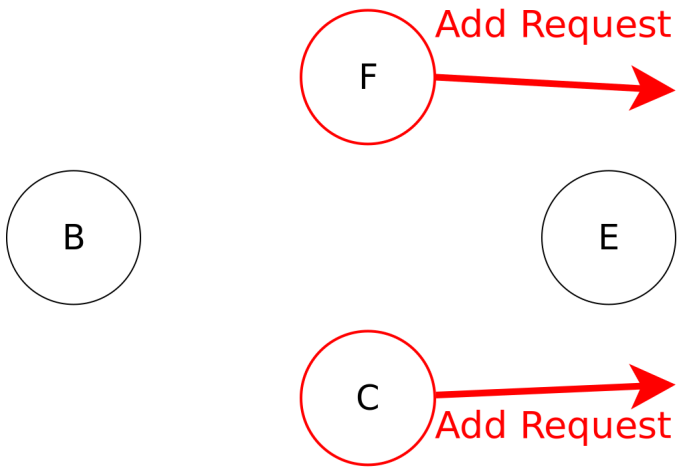
- Scheduling function will avoid selecting cells found in this structure.
- 6top will manage this table.



Outline

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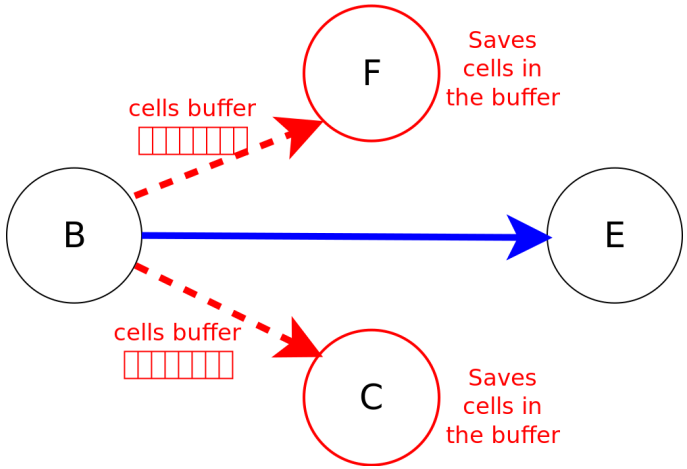


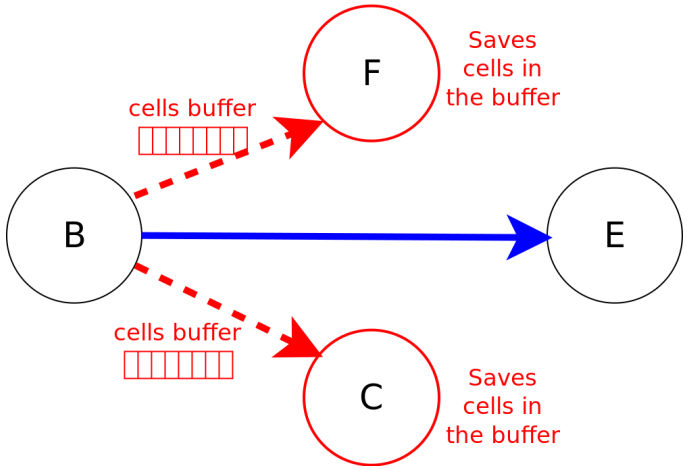
Cell Buffer

Why?

- Some of the 6top Transaction are lost.
- Number of the neighbors will not receive the reserved cells.

How?

- Creating a cell buffer of length k for each node.
- Transmitting the cell buffer each time a cell is reserved.



Outline

Simulator Architecture

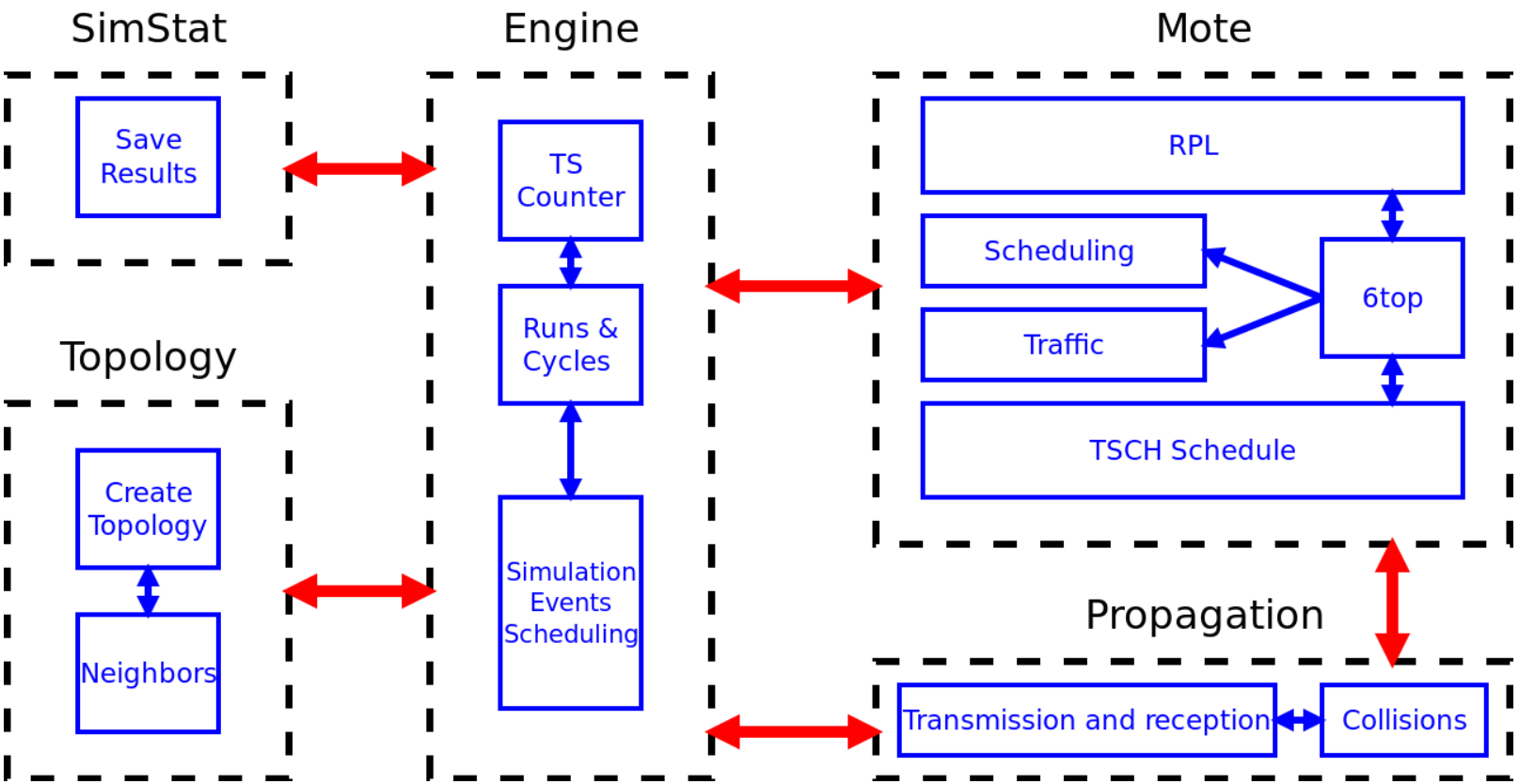


Figure: Simulator Architecture

Simulation Parameters

Parameter	Value
Number of Motes	100
Number of cycles per run	1000
Number of runs per simulation	1000
Timeslot duration	$10ms$
Slotframe length	101
Number of channels	16
Area	$1Km \times 1Km$
Topology constraint	$\geq$ 3 neighbors with PDR 50 %
Radio sensitivity	-97 dBm
Radio range	100m
Traffic	1 packet/node each 10 cycles

Outline

Results

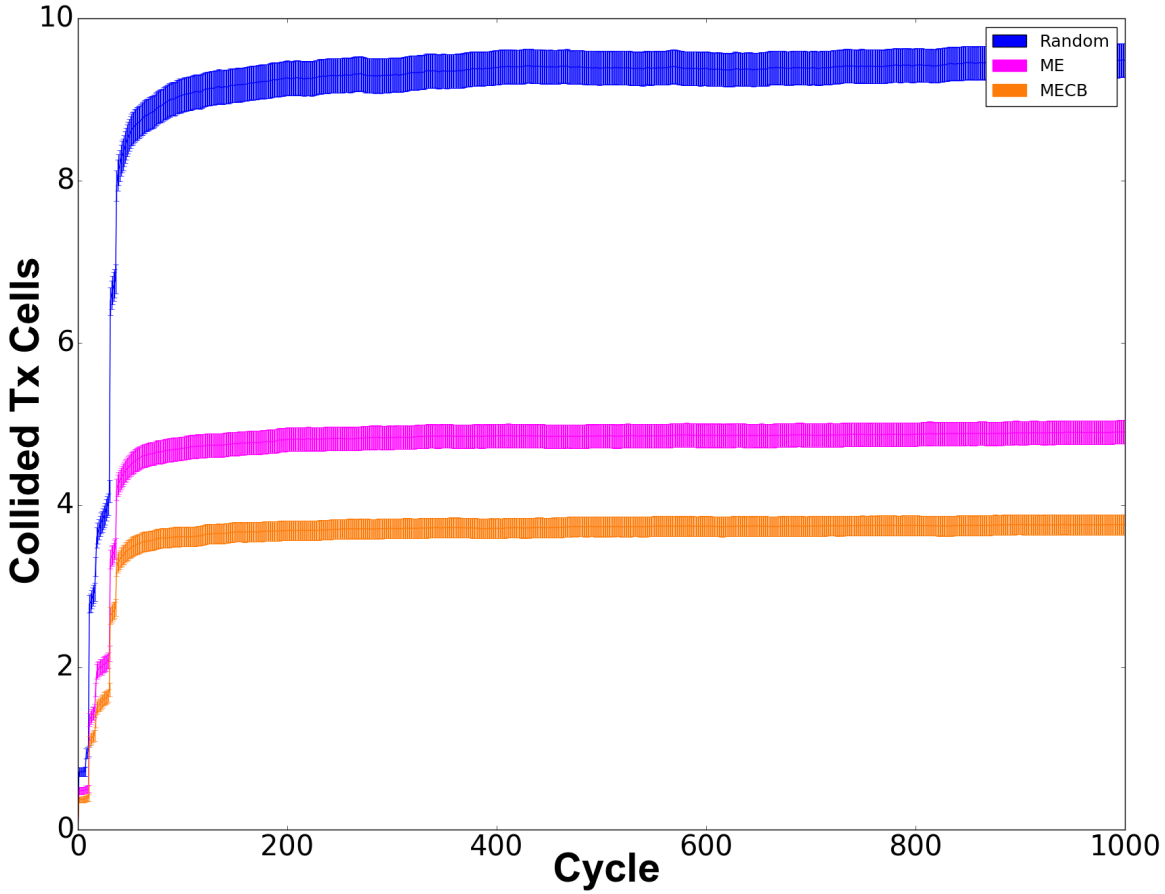


Figure: Simulation of the Number of Collided Tx Cells as Function of Cycle Number (Time)

Results

Collision reasons

- The lost 6top transactions.

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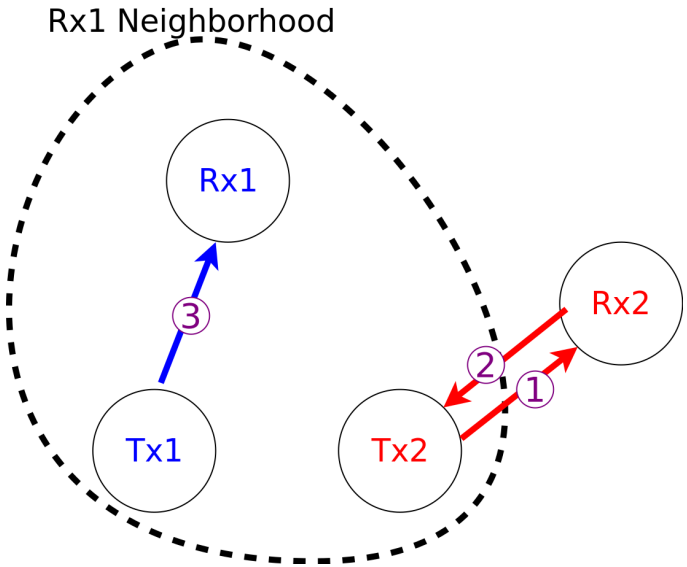
Collision reasons

- The lost 6top transactions.
- Special Case That Induce Collisions.



Comparison with Housekeeping

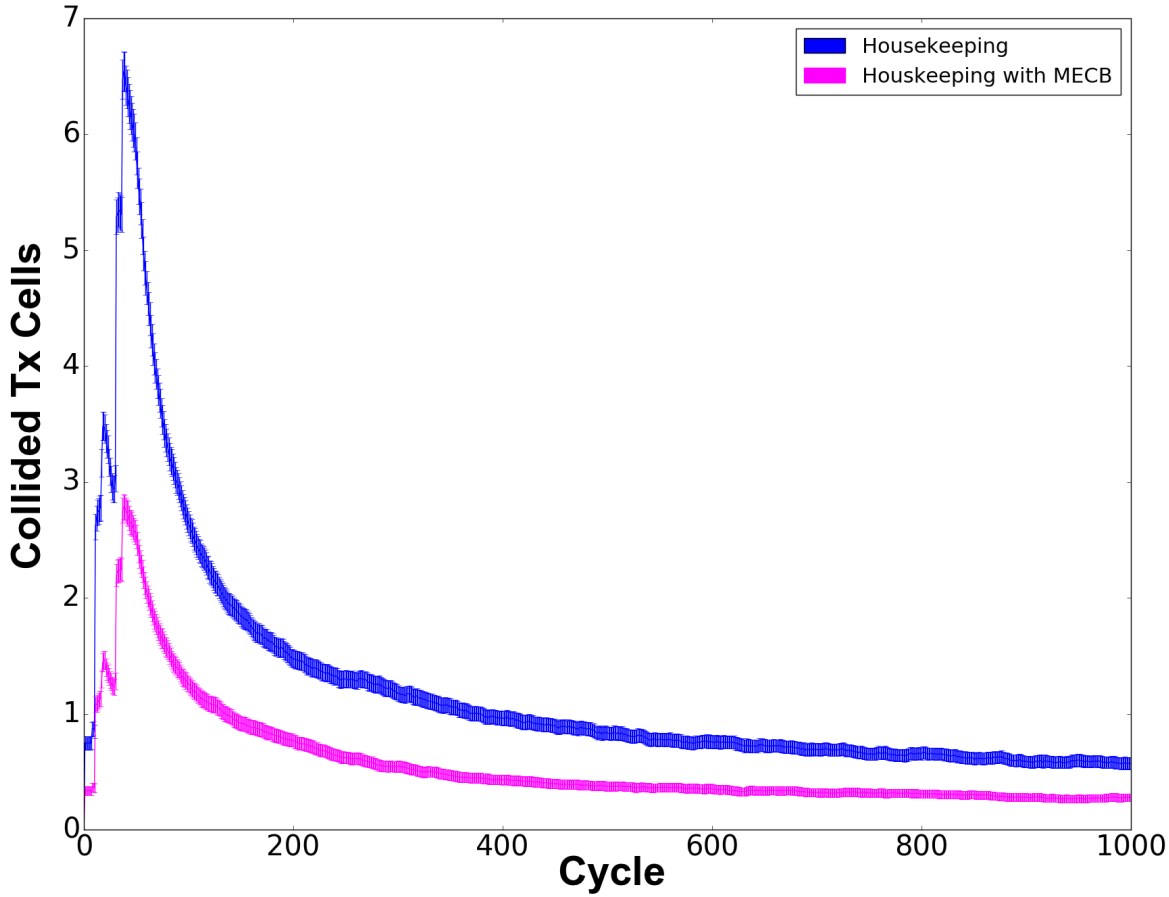


Figure: Simulation of the Number of Collided Tx Cells as Function of Cycle Number (Time) - comparison with the housekeeping approach

Summary

- Our implementation introduce no overhead in the network.
- The implementation achieved 60% reduction in the number of collided Tx cells and 70% reduction of the Collided Packets.
- The Combination of Our approach and Housekeeping accomplish an almost collision free dedicated cells.

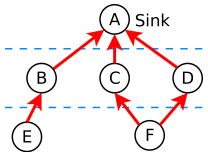
- Outlook
  - Our goal is to reach a place were we have collision free network, using more complex methods.
  - Our prespective in this project was work on 6top, but our next steps is to study the effects of traffic in the protocols performances.

General intoduction

IEEE802.15.4

Converge Cast Structure

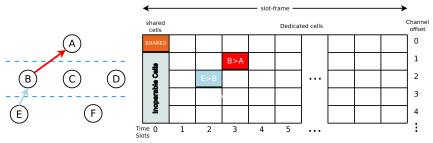
- Nodes radio ranges defines the neighborhood.
- Sink is selected.
- Packets are forwarded toward the sink.



IEEE802.15.4 Protocols

IEEE802.15.4e TSCH

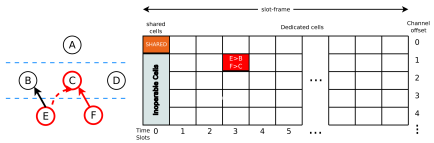
- IEEE802.15.4 defines the MAC and PHY layers.
- TSCH is an extension of the MAC layer of IEEE802.15.4.
- Time/Frequency multiplexing of the bandwidth.
- Shared cells.
- Dedicated cells.



Project challenges & Objectives

Collision in Dedicated Cells

- Collision free Dedicated Cells?
- No central entity in distributed approach.
- Neighbor nodes can select the same communication cell.
- Collision at the reception Node.
- Collision in terms of power, latency.



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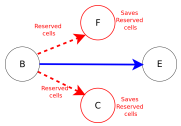

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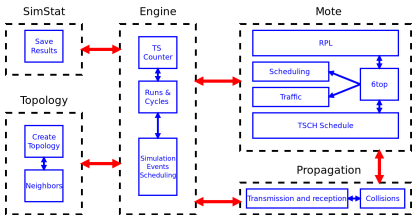

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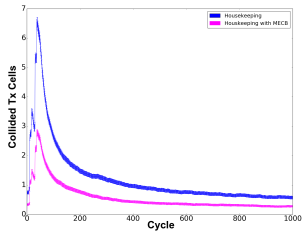

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Thanks for your attention!
Questions?