

Collision Prevention in Distributed 6TiSCH Networks

Ali Jawad Fahs

Université Grenoble Alpes (UGA) - UFR IM²AG
Laboratoire d'Informatique de Grenoble (LIG), Team Drakkar
VERIMAG, Synchronic
Supervised by : Olivier Alphand, Franck Rousseau
Karine Altisen, Stéphane Devismes

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Introduction & Background

- General Introduction

- IEEE802.15.4 Protocols

- Project challenges & Objectives

Proposed Mechanism

- Using 6top Transaction

- Avoid Table

- Cell Buffer

Simulator and Results

- Simulator

- Results

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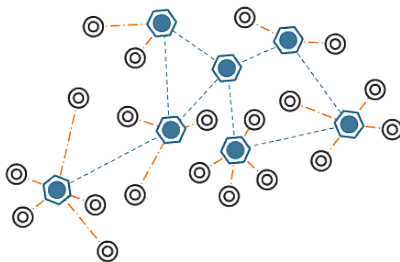
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General Introduction

IoT & Wireless Sensor Networks

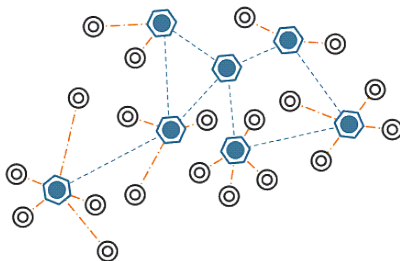
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General Introduction

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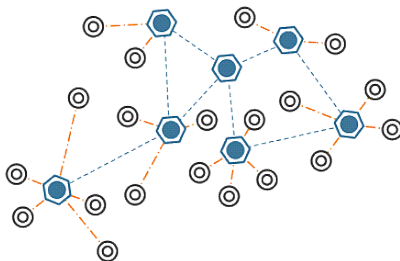
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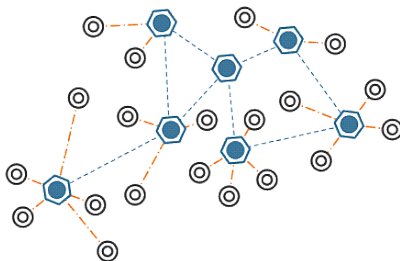
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General Introduction

IoT & Wireless Sensor Networks

- ▶ Network technologies and IoT.
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- ▶ Main contributions are : low power consumption, low cost.
- ▶ IEEE802.15.4 one of the main standards of WSN.

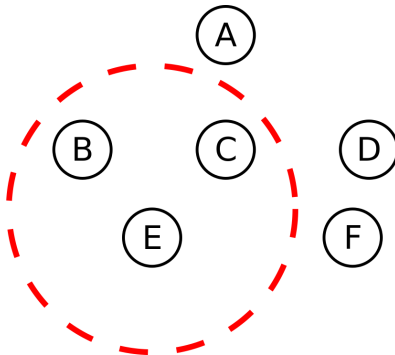


General introduction

IEEE802.15.4

Converge Cast Structure

- ▶ Nodes radio ranges defines the neighborhood.

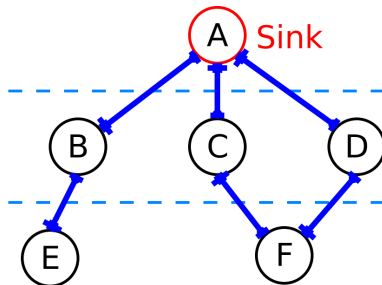


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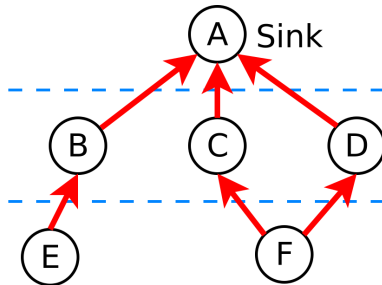


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Converge Cast Structure

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- ▶ Sink is selected.
- ▶ Packets are forwarded toward the sink.

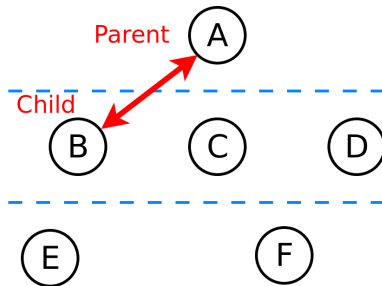


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- ▶ Communication pairs.



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IEEE802.15.4 Protocols

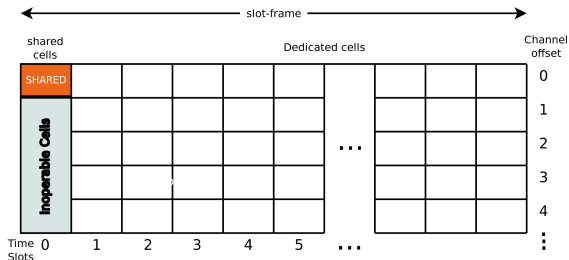
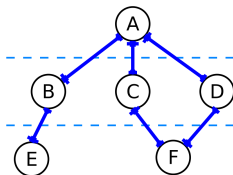
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IEEE802.15.4 Protocols

IEEE802.15.4e TSCH

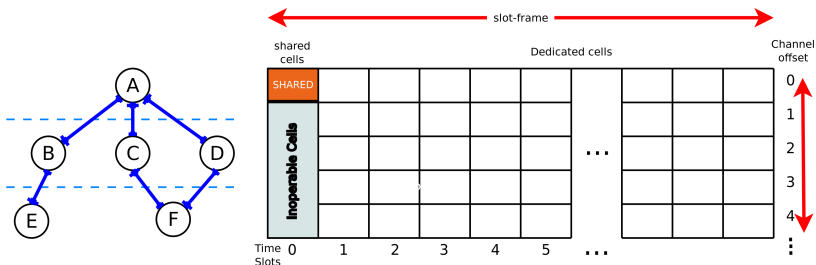
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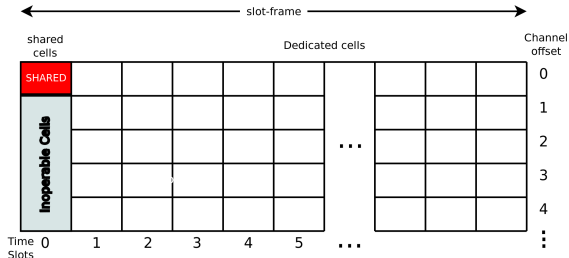
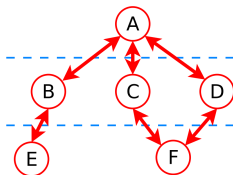
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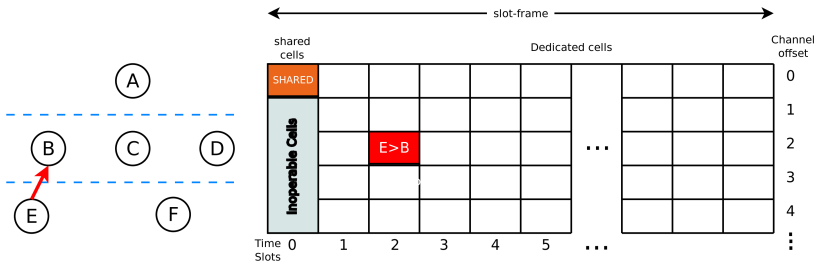
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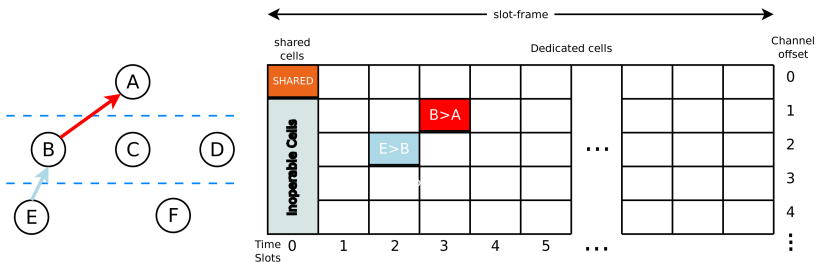
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IEEE802.15.4 Protocols

6TiSCH

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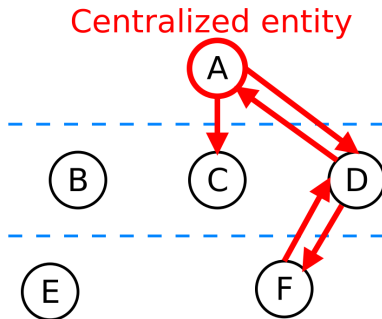
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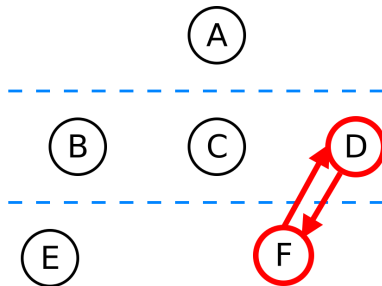
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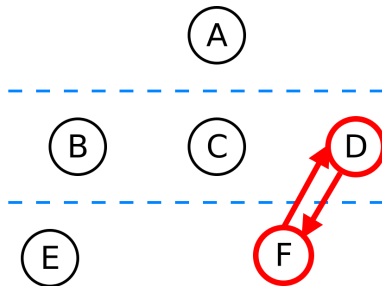
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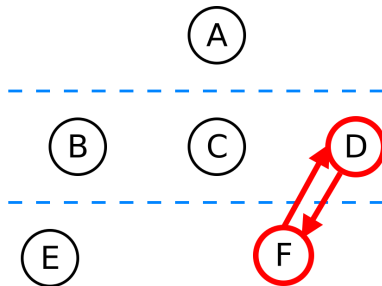
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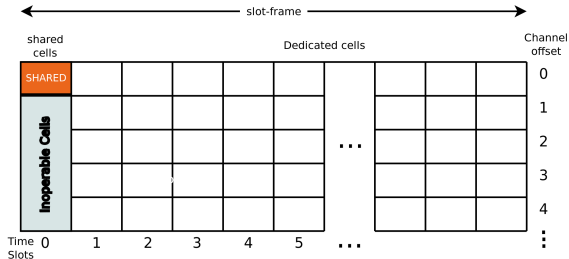
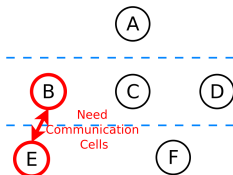
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 - ▶ Scheduling function.



IEEE802.15.4 Protocols

Cell Reservation Process

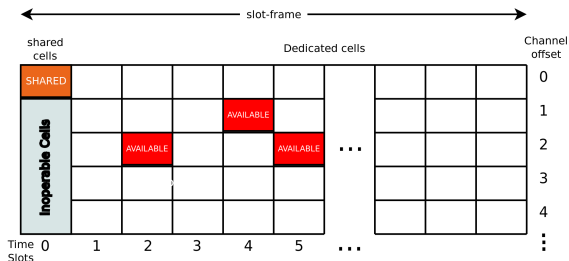
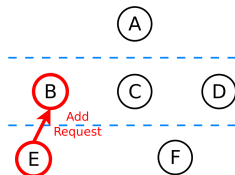
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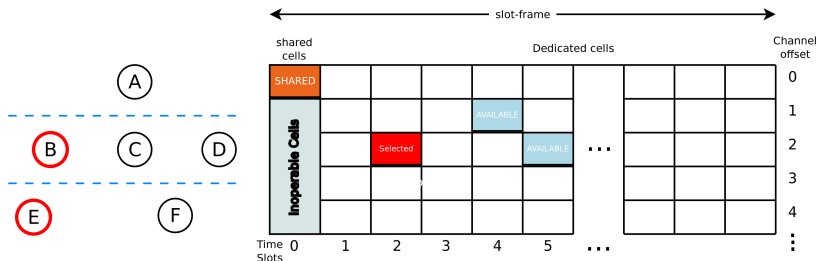
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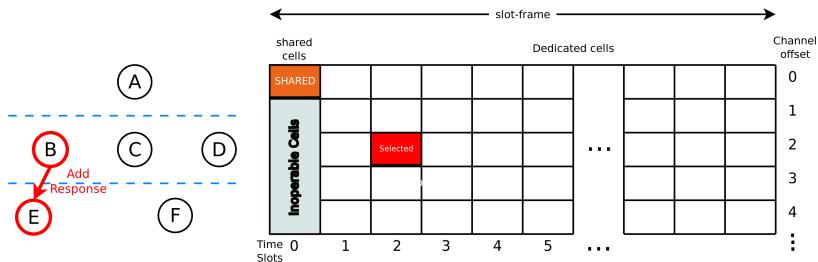
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IEEE802.15.4 Protocols

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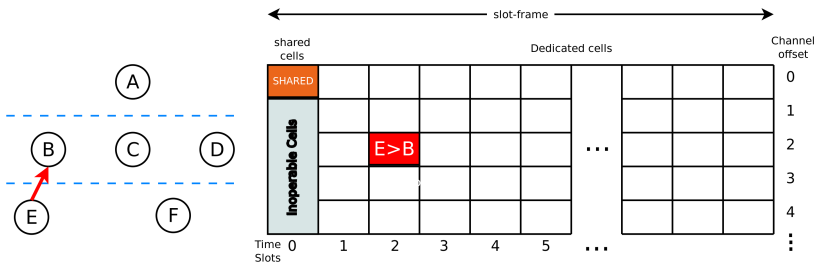
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Cell Reservation Process

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- ▶ Parent node replies with an Add response.
- ▶ Cell is added and communication start.



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Project challenges & Objectives

Collision in Dedicated Cells

- ▶ Collision free Dedicated Cells?

Project challenges & Objectives

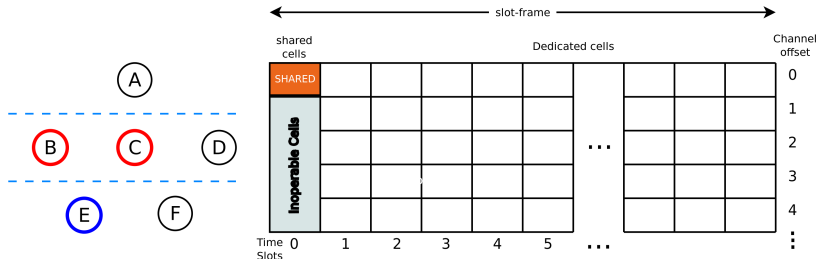
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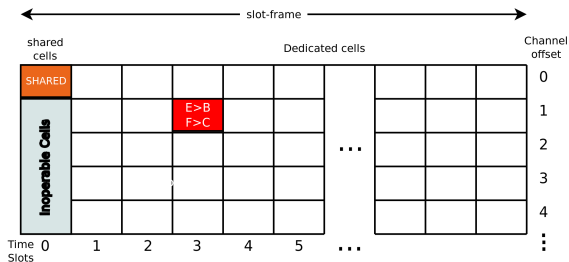
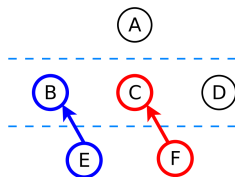
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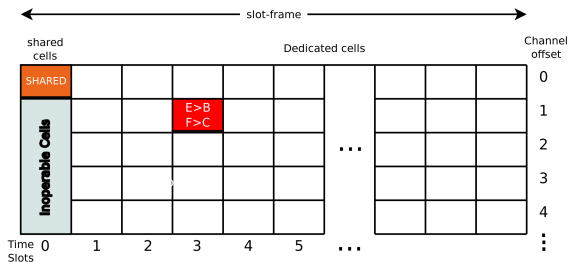
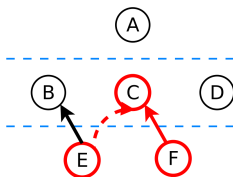
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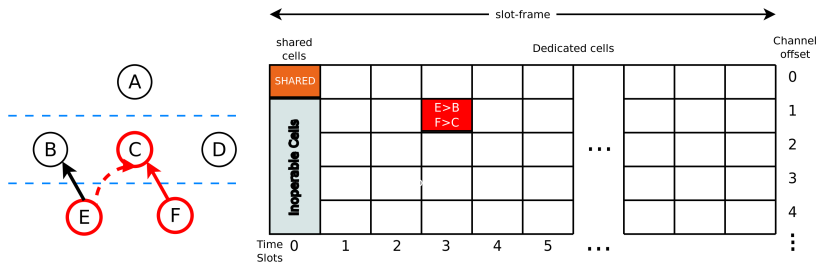
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Collision in Dedicated Cells

- ▶ 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.



Project challenges & Objectives

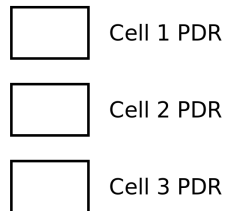
Collision in Dedicated Cells

- ▶ Housekeeping approach and cell relocation.

Project challenges & Objectives

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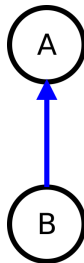
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0.8

Cell 1 PDR

0.8

Cell 2 PDR

0.8

Cell 3 PDR

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0.8

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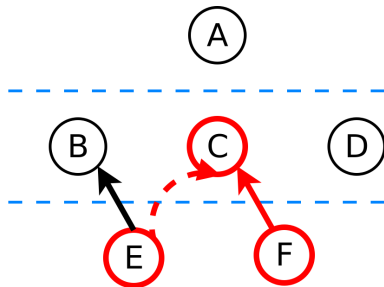
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Cell 3 PDR

Project challenges & Objectives

Collision in Dedicated Cells

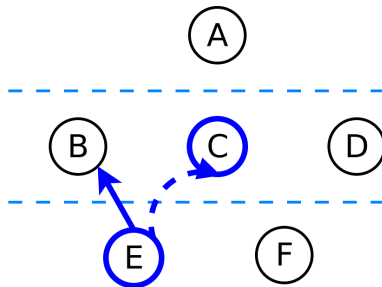
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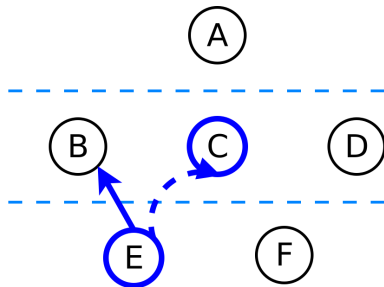
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Project challenges & Objectives

Collision in Dedicated Cells

- ▶ Housekeeping approach and cell relocation.
- ▶ Tx housekeeping.
- ▶ Rx housekeeping.
- ▶ Dealing with collisions after they occur. Good idea ?



Project Objectives

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- ▶ Modifying the Cell reserving process without introducing new overhead on the network
- ▶ Creating a flexible mechanism, compatible with all scheduling functions

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Why?

- ▶ Submitted in the shared slot.

Using 6top Transaction

Why?

- ▶ Submitted in the shared slot.
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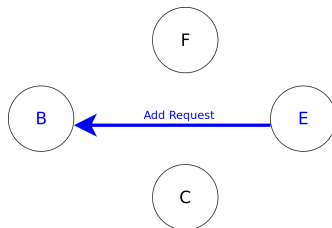
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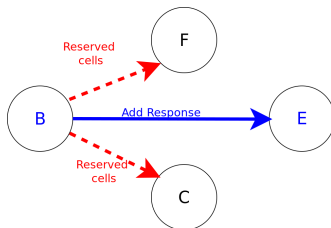
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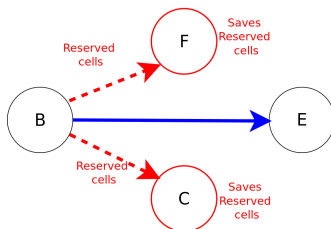
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Why?

- ▶ Submitted in the shared slot.
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How?

- ▶ The child node Sends an Add Request.
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- ▶ The Neighbor nodes collect the reserved cells and save them.



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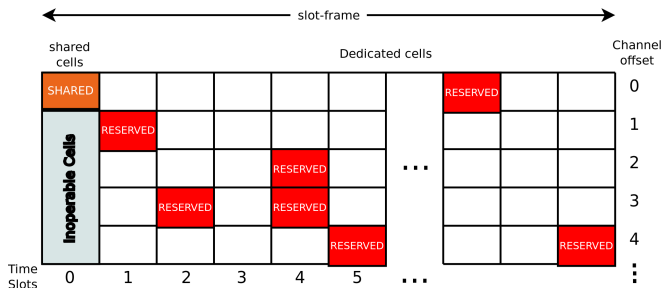
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Avoid Table structure and functioning

Avoid Table

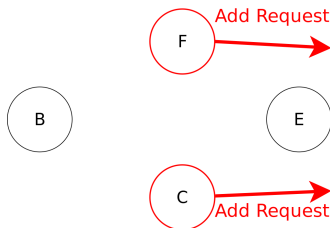
- ▶ The cells reserved by neighbors will be saved by a structure similar to TSCH table.



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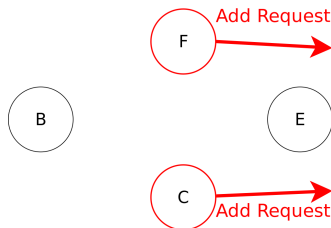
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Avoid Table structure and functioning

Avoid Table

- ▶ The cells reserved by neighbors will be saved by a structure similar to TSCH table.
- ▶ Scheduling function will avoid selecting cells found in this structure.
- ▶ 6top will manage this table.



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Cell Buffer

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Why?

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

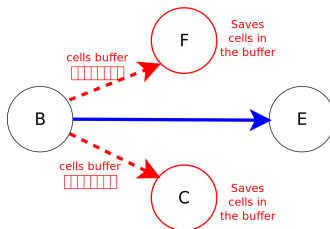
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How?

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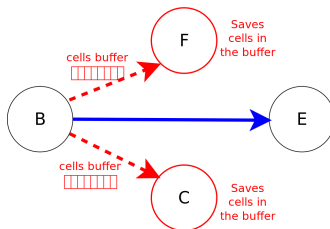
Cell Buffer

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- ▶ 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.



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Simulator Architecture

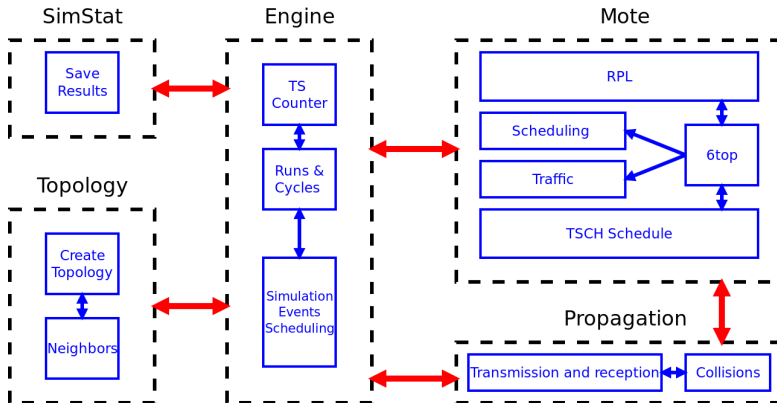


Figure: Simulator Architecture

Simulator 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	≥ 3 neighbors with PDR 50 %
Radio sensitivity	-97 dBm
Radio range	100m
Traffic	1 packet/node each 10 cycles

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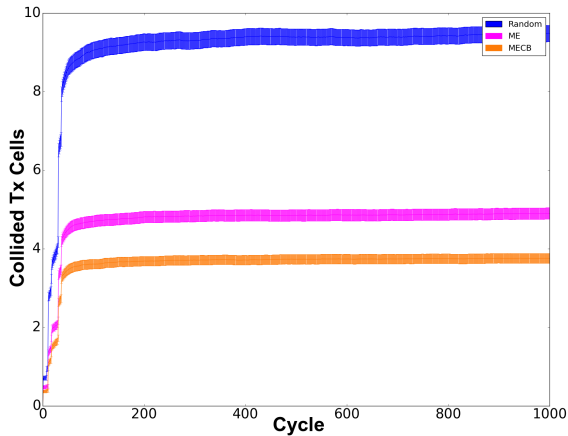


Figure: Simulation of the Number of Collided Tx Cells as Function of Cycle Number (Time)

Results

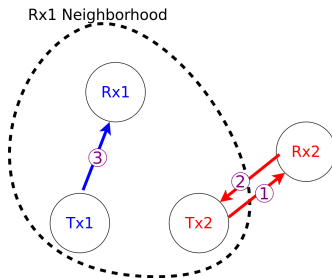
Collision reasons

- ▶ The lost 6top transactions.

Results

Collision reasons

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



Comparison with Housekeeping

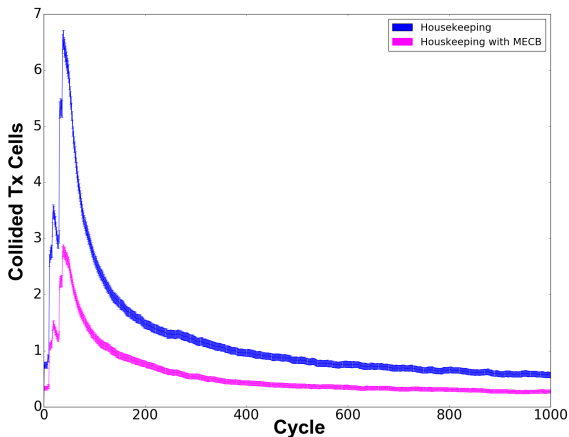


Figure: Simulation of the Number of Collided Tx Cells as Function of Cycle Number (Time) - comparison with the housekeeping approach

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 where we have collision free network, using more complex methods.
 - ▶ Our perspective in this project was work on 6top, but our next steps is to study the effects of traffic in the protocols performances.

