

Collision Prevention in Distributed 6TiSCH Networks

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Outline

Introduction

- General introduction
- Project Objectives

Background

- IEEE802.15.4e & 6top
- Collisions in Dedicated cells

Proposed Mechanism

- Criteria
- Using 6top Transactions Collect neighbor's cells
- Avoid Table
- Adding the Cell Buffer

Simulator and Results

- Simulator

Results

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Wireless Sensor Networks

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- ▶ IEEE802.15.4 one of the main standard for those Networks

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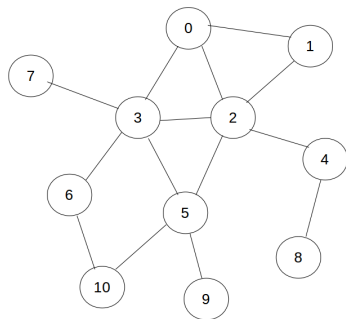
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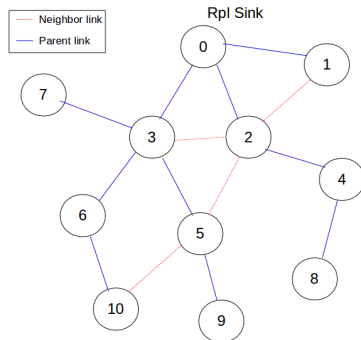


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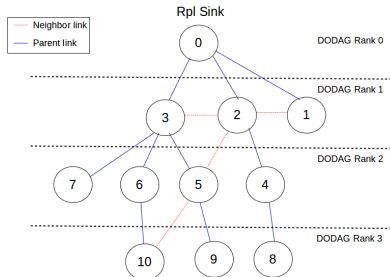


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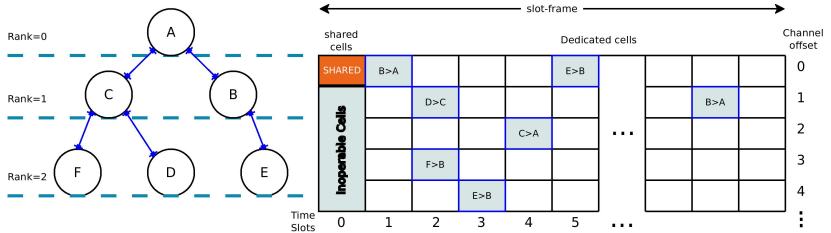


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IEEE802.15.4e TSCH

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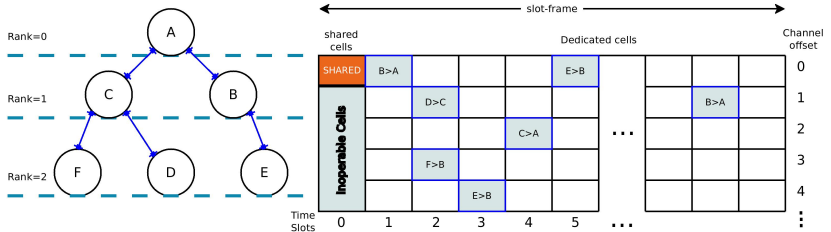


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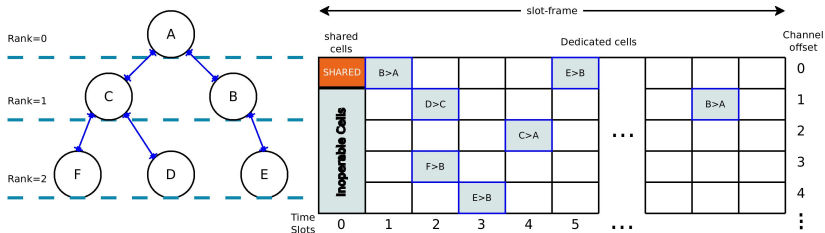


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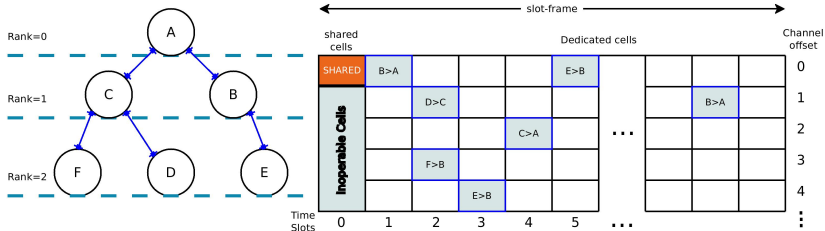


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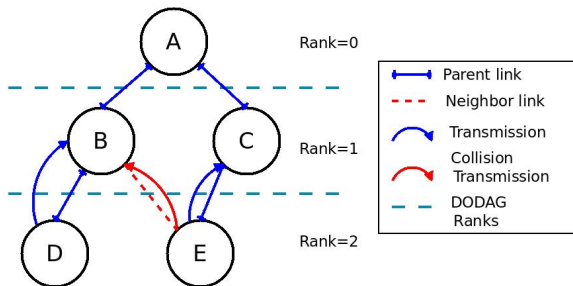


General introduction

Collision in the Dedicated Cells

IEEE802.15.4e TSCH

- Collision free dedicated cells.

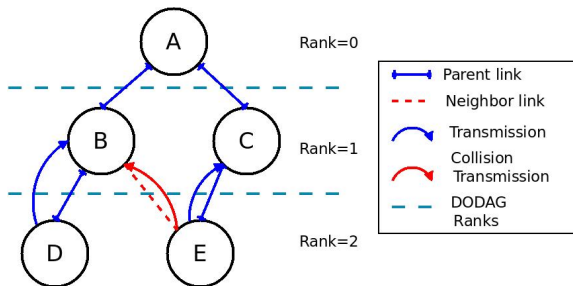


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- ▶ Collision free dedicated cells.
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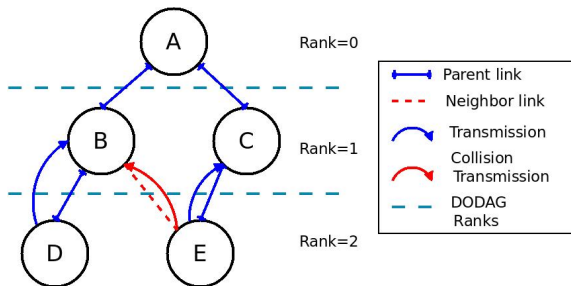


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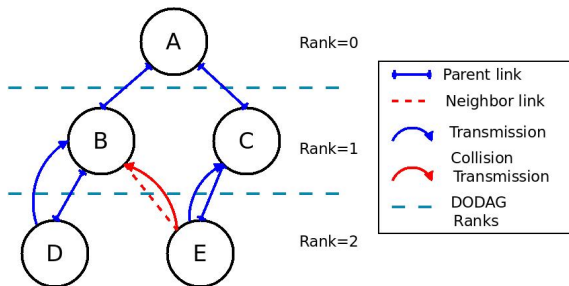


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Collision in the Dedicated Cells

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- ▶ Collision free dedicated cells.
- ▶ Collisions in distributed approach .
- ▶ Lack of central entity.
- ▶ Collision are very expensive in Wireless sensor Networks.



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General introduction

Project Objectives

Background

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Collisions in Dedicated cells

Proposed Mechanism

Criteria

Using 6top Transactions Collect neighbor's cells

Avoid Table

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Simulator

Results

Project Objectives

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- ▶ Creating a flexible mechanism, compatible with all scheduling functions

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Results

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- ▶ 6top contains the scheduling function.

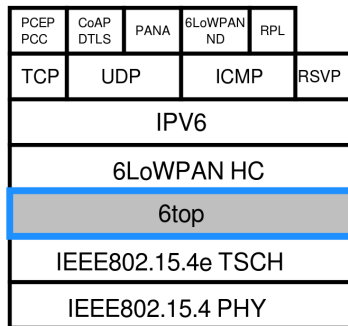
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- ▶ 6TiSCH operation (6top) is a sublayer of 6TiSCH.
- ▶ 6top contains the scheduling function.
- ▶ 6top is responsible for the cell addition and deletion.

IEEE802.15.4e and 6top

6top

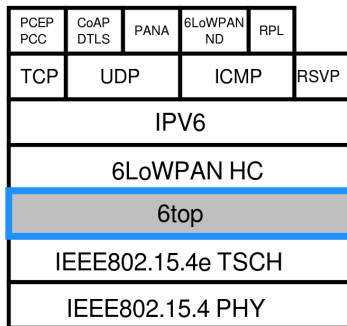
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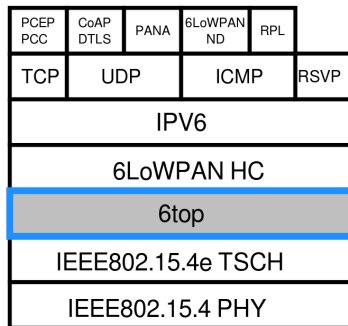
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IEEE802.15.4e and 6top

6top

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- ▶ Allows the nodes to request for new TSCH cells.
- ▶ 6top enables the distributed scheduling in 6TiSCH network.



IEEE802.15.4e and 6top

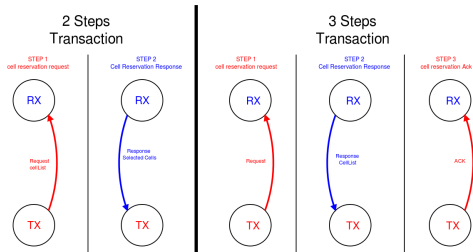
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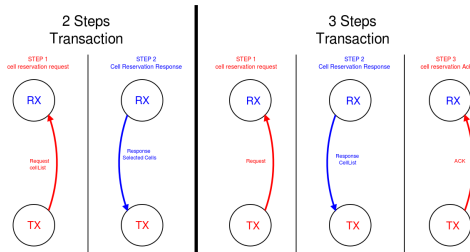
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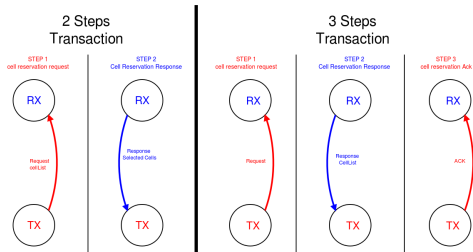
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- ▶ Most of the scheduling function in 6top will choose the cells randomly from TSCH table.
- ▶ The transaction is done in the shared slot.
- ▶ The transaction will be received by the neighbor nodes by dropped due too MAC filtering of the messages.



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Results

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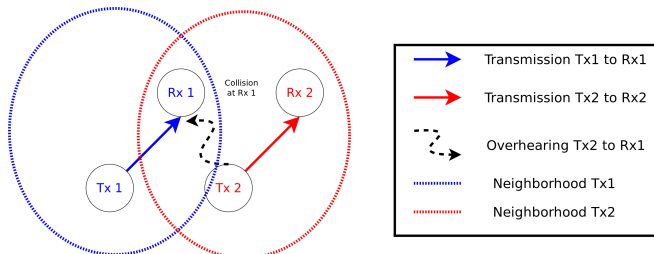
6top

- ▶ Nodes have no information about the neighbors.
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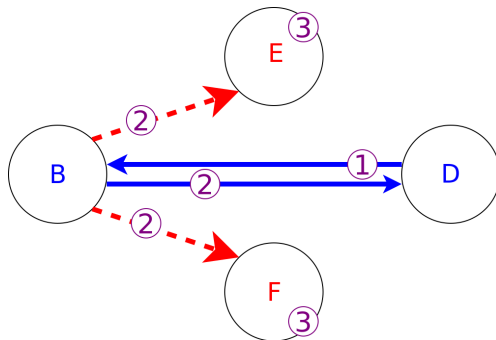
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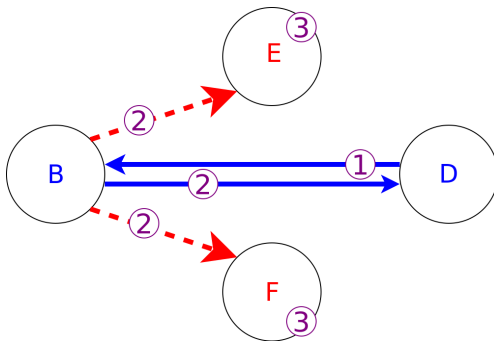
Using 6top Transactions Collect neighbor's cells

- D will transmit an Add request to B.



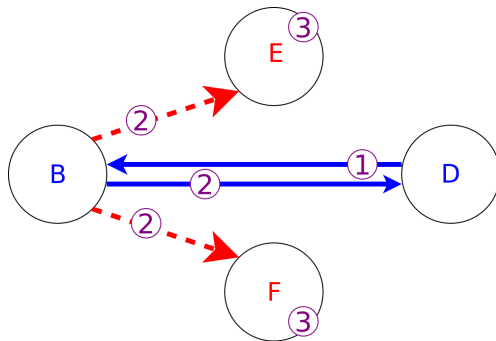
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- ▶ D will transmit an Add request to B.
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- ▶ The Add Response is transmitted in the shared cell, E & F will receive and extract the cells.



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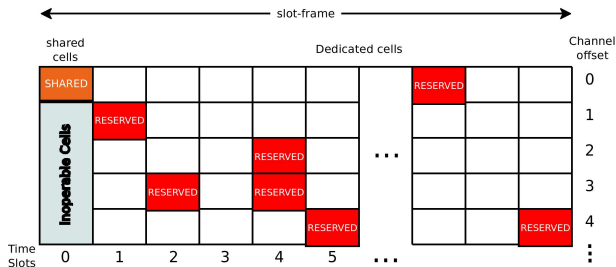
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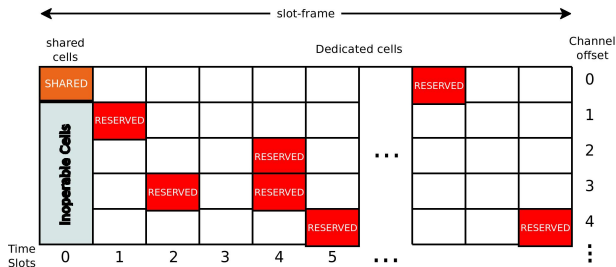
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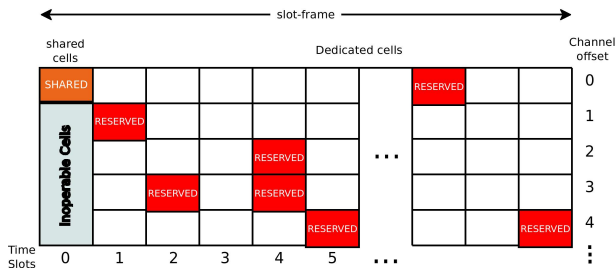
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- ▶ 6top will manage this table.



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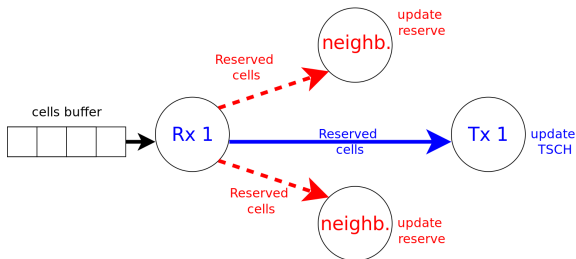
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Results

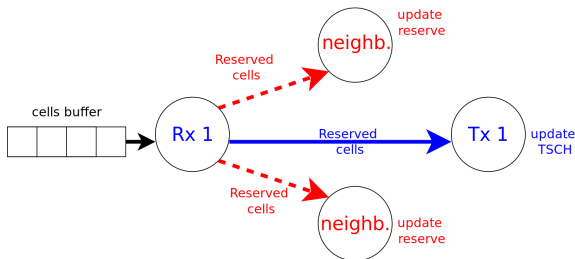
Cell Buffer

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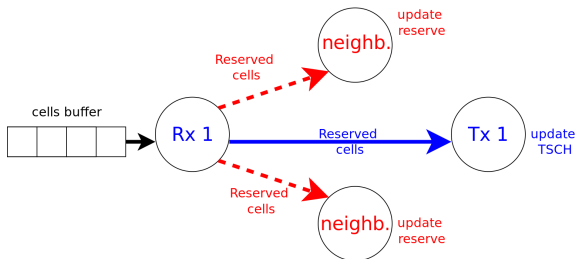
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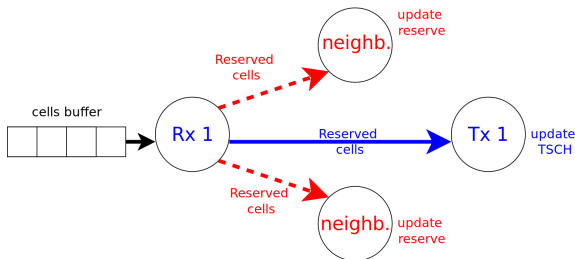
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- ▶ The 6top Transaction maybe lost due too environment effects.
- ▶ The loss of the transaction increase the probability of collisions.
- ▶ By saving the reserved cells in a buffer, and sending the buffer this probability can be reduced.



Cell Buffer

- ▶ We have created a probabilistic model to calculate the optimal length of the buffer.
- ▶ p is the probability of successful transmission.
- ▶ we are confident with a probability P_0 that one of the transmissions is successful.
- ▶ k is the number of retransmissions (the optimal length of the buffer).
- ▶ we end up with the following equation using binomial distribution:

$$\left\lceil \frac{\log(1 - P_0)}{\log(1 - p)} \right\rceil$$

- ▶ According to this equation, and by taking the worst case scenario a buffer of length 10 can assure us 95% of success

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Results

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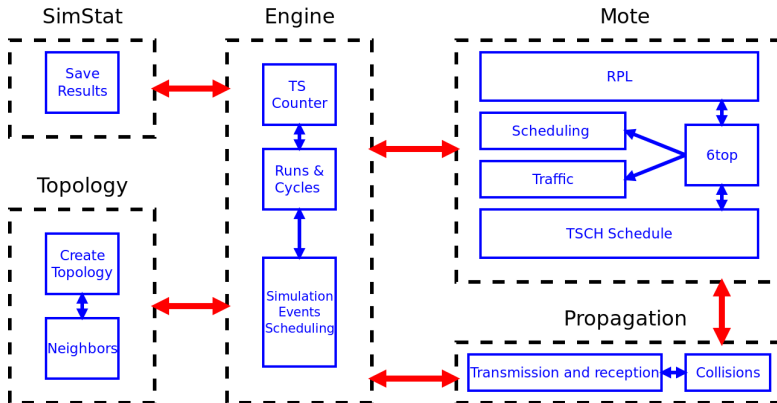
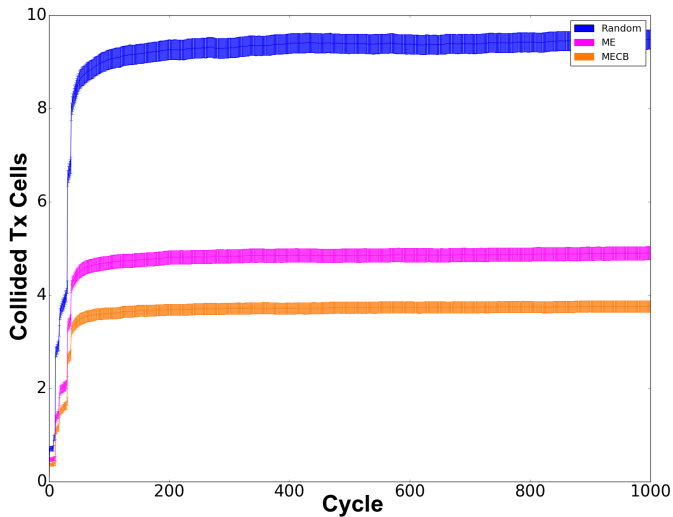
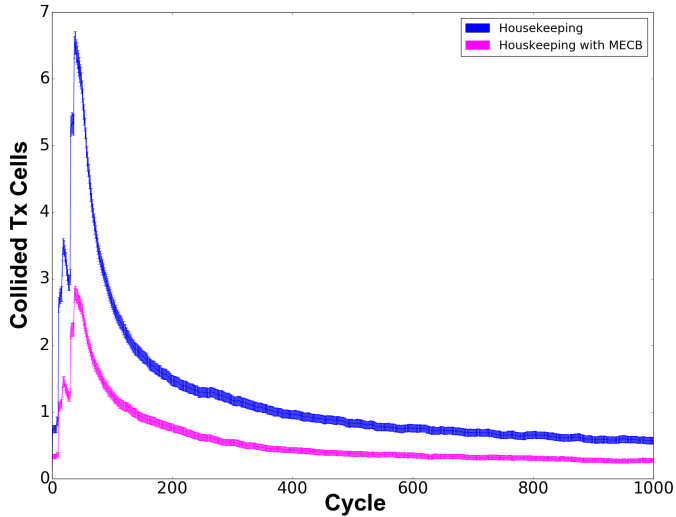


Figure: Simulator Architecture

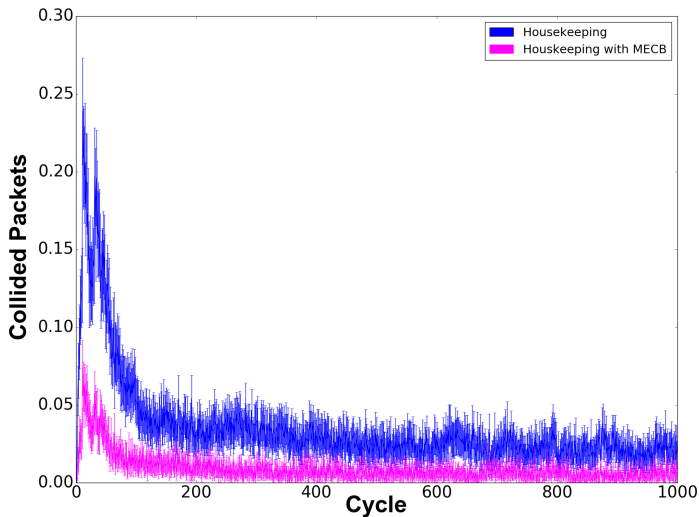
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Related Work Results comparison



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.