

Genetic Algorithm For LoRa Transmission Parameter Selection

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Outline

1. Introduction

2. Survey A

3. Genetic Algorithm For LoRa

4. Emergency Evacuation
System

5. Q-Learning

6. ...

7. ...

8. Testbed

9. Conclusion

10. Survey platforms

1. IoT Devices

2. IoT Applications

3. IoT Wireless Communications

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1. IoT Devices

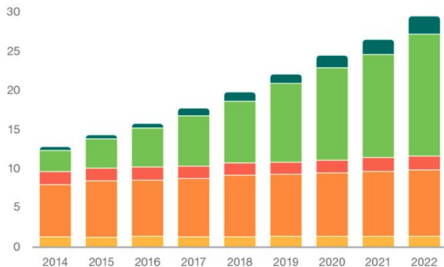
2. IoT Applications

3. IoT Wireless Communications

Massive IoT devices

IoT devices are useless without a good communication capability

Connected devices (billions)



	2016	2022	CAGR
Wide-area IoT	0.4	2.1	30%
Short-range IoT	5.2	16	20%
PC/laptop/tablet	1.6	1.7	0%
Mobile phones	7.3	8.6	3%
Fixed phones	1.4	1.3	0%
	16 billion	29 billion	10%



Figure 1. IoT devices [1].

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Applications diversification

Each application has its own communication requirements

Challenges/Applications	Grids	EHealth	Transport	Cities	Building
Resources constraints	✗	✓	✗	-	✗
Mobility	✗	-	✓	✓	✗
Heterogeneity	-	-	-	✓	✗
Scalability	✓	-	✓	✓	-
QoS constraints	-	-	✓	✓	✓
Data management	-	✗	✓	✓	-
Lack of Standardization	-	-	-	-	✓
Amount of attacks	✗	✗	✓	✓	✓
Safety	-	✓	✓	-	✓

Table 1. Main IoT challenges [2] [3]



Figure 2. IoT Applications.

IoT platforms

IoT platforms is a chain of communication process

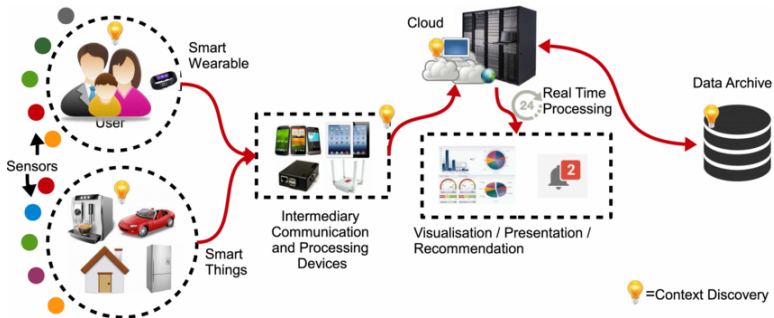


Figure 3. IoT platform.



Figure 4. IoT challenges.

Applications diversification

Requirements

Use Case	Packet rate [pkt/day]	Min success rate [Ps,min]	Payload Size [Byte]
Wearables	10	90	10-20
Smoke Detectors	2	90	
Smart Grid	10	90	
White Goods	3	90	
Waste Management	24	90	
VIP/Pet Tracking	48	90	50
Smart Bicycle	192	90	
Animal Tracking	100	90	
Environmental Monitoring	5	90	
Asset Tracking	100	90	
Smart Parking	60	90	
Alarms/Actuators	5	90	
Home Automation	5	90	
Machinery Control	100	90	100-200
Water/Gas Metering	8	90	
Environmental Data Collection	24	90	
Medical Assisted Living	8	90	
Micro-generation	2	90	
Safety Monitoring	2	90	
Propane Tank Monitoring	2	90	
Stationary Monitoring	4	90	
Urban Lighting	5	90	
Vending Machines Payment	100	90	
Vending Machines General	1	90	1K

Table 2. Application requirements for the use cases of interest [4] [3] [5]

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IoT wireless communication

Wireless communication performance need to be evaluated to match applications requirements

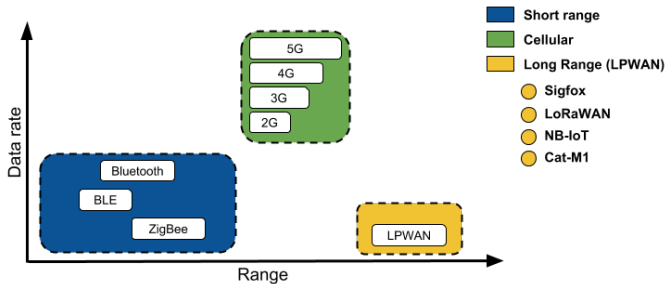


Figure 5. Short range, Cellular and Long range networks.

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1. LoRa

Wireless communication

Exp: LPWAN in a new technology that satisfy IoT applications requirements

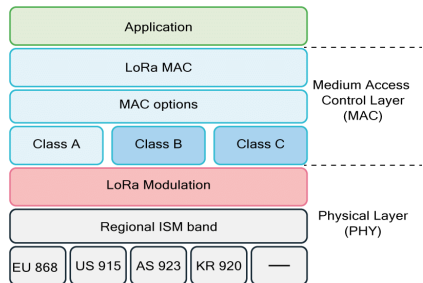


Figure 7. LoRa and LoRaWan stack.

Figure 6. Wireless communication diversity.

LoRa modulation

Physical layer [6]

$$\text{LoRa} = \frac{2^{SF}}{BW} \left((NP + 4.25) + \left(SW + \max \left(\left\lceil \frac{8PS - 4SF + 28 + 16CRC - 20IH}{4(SF - 2DE)} \right\rceil (CR + 4), 0 \right) \right) \right) \quad (1)$$

$$\text{GFSK} = \frac{8}{DR} (NP + SW + PL + 2CRC) \quad (2)$$

Where:

- ▣ NP = 8, if LoRa . 5, if GFSK
- ▣ SW = 8, if LoRa . 3, if GFSK
- ▣ CRC = 0 if downlink packet. 1 if uplink packet
- ▣ IH = 0 if header. 1 if no header present
- ▣ DE = 1 if data rate optimization. 0 if not

- ▣ Payload size (*PS*) = PHY_Payload bytes
- ▣ Spreading Factor (*SF*) = 7, 8, 9, 10, 11, 12
- ▣ Bandwidth (*BW*) = 125kHz, 250kHz, where BW is the bandwidth
- ▣ Coding Rate (*CR*) = Indicates the Coding Rate

LoRa parameters selection

How to select the optimal configuration

Parameters

- ➡ BW
- ➡ SF
- ➡ CR
- ➡ Transmission Power (P^{tx})

Metrics

- ➡ Signal Noise Rate (SNR)
- ➡ Data Rate (DR)
- ➡ Air Time (AT)
- ➡ Payload length ($PktL$)
- ➡ Receiver Sensitivity (S_{rx})

Setting	Values	Rewards	Costs
BW	7.8 ➡ 500kHz	DR	S_{rx} , Range
SF	2^6 ➡ 2^{12}	S_{rx} , Range	DR , SNR , $PktL$, P^{tx}
CR	4/5 ➡ 4/8	Resilience	$PktL$, P^{tx} , AT
P^{tx}	-4 ➡ 20dBm	SNR	P^{tx}

Table 3. LoRa parameters selection [7]

LoRa Frame

Preamble		Sync msg	PHY Header	PHDR-CRC						
Modulation	length	Sync msg	PHY Header	PHDR-CRC	MAC Header					
Modulation	length	Sync msg	PHY Header	PHDR-CRC	MType	RFU	Major			
Modulation	length	Sync msg	PHY Header	PHDR-CRC	MType	RFU	Major	Dev Address		
Modulation	length	Sync msg	PHY Header	PHDR-CRC	MType	RFU	Major	NwkID	NwkAddr	ADR
0	1	2	3	4	5	6	7	8	9	10
PHY Payload								CRC		
MAC Payload							MIC	CRC Type	Polynomial	
Frame Header					FPort	Frame Payload	MIC	CRC Type	Polynomial	
FCtrl				FCnt	FOpts	FPort	Frame Payload	MIC	CRC Type	Polynomial
ADRACKReq	ACK	FPending /RFU	FOptsLen	FCnt	FOpts	FPort	Frame Payload	MIC	CRC Type	Polynomial
11	12	13	14	15	16	17	18	19	20	21

LoRa Frame

- ➔ **Modulation :**
 - ➔ LoRa: 8 Symbols, 0x34 (Sync Word)
 - ➔ FSK: 5 Bytes, 0xC194C1 (Sync Word)
- ➔ **Length :**
- ➔ **Sync msg :**
- ➔ **PHY Header :** It contains:
 - ➔ The Payload length (Bytes)
 - ➔ **The Code rate**
 - ➔ Optional 16bit CRC for payload
- ➔ **PHY Header :** CRC It contains CRC of Physical Layer Header
- ➔ **MType :** is the message type (uplink or a downlink)
 - ➔ whether or not it is a confirmed message (reqst ack)
 - ➔ 000 Join Request
 - ➔ 001 Join Accept
 - ➔ 010 Unconfirmed Data Up
 - ➔ 011 Unconfirmed Data Down
 - ➔ 100 Confirmed Data Up
 - ➔ 101 Confirmed Data Down
 - ➔ 110 RFU
 - ➔ 111 Proprietary
- ➔ **RFU :** Reserved for Future Use
- ➔ **Major :** is the LoRaWAN version; currently, only a value of zero is valid
 - ➔ 00 LoRaWAN R1
 - ➔ 01-11 RFU
- ➔ **NwkID :** the short address of the device (Network ID): 31th to 25th
- ➔ **NwkAddr :** the short address of the device (Network Address): 24th to 0th
- ➔ **ADR :** Network server will change the data rate through appropriate MAC commands
 - ➔ 1 To change the data rate
 - ➔ 0 No change
- ➔ **ADRACKReq :** (Adaptive Data Rate ACK Request): if network doesn't respond in 'ADR-ACK-DELAY' time, end-device switch to next lower data rate.
 - ➔ 1 if (ADR-ACK-CNT) >= (ADR-ACK-Limit)
 - ➔ 0 otherwise
- ➔ **ACK :** (Message Acknowledgement): If end-device is the sender then gateway will send the ACK in next receive window else if gateway is the sender then end-device will send the ACK in next transmission.
 - ➔ 1 if confirmed data message
 - ➔ 0 otherwise
- ➔ **FPending↓ /RFU ↑ :** (Only in downlink), if gateway has more data pending to be send then it asks end-device to open another receive window ASAP
 - ➔ 1 to ask for more receive windows
 - ➔ 0 otherwise
- ➔ **FOptsLen :** is the length of the FOpts field in bytes ā 0000 to 1111
- ➔ **FCnt :** 2 type of frame counters
 - ➔ FCntUp: counter for uplink data frame, MAX-FCNT-GAP
 - ➔ FCntDown: counter for downlink data frame, MAX-FCNT-GAP
- ➔ **FOpts :** is used to piggyback MAC commands on a data message
- ➔ **FPort :** a multiplexing port field
 - ➔ 0 the payload contains only MAC commands
 - ➔ 1 to 223 Application Specific
 - ➔ 224 & 225 RFU
- ➔ **FRMPPayload :** (Frame Payload) Encrypted (AES, 128 key length) Data
- ➔ **MIC :** is a cryptographic message integrity code
 - ➔ computed over the fields MHDR, FHDR, FPort and the encrypted FRMPPayload.
- ➔ **CRC :** (only in uplink),
 - ➔ CCITT $x^{16} + x^{12} + x^5 + 1$
 - ➔ IBM $x^{16} + x^{15} + x^5 + 1$

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1. A Relay and Mobility Scheme

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1. A Relay and Mobility Scheme

A Relay and Mobility Scheme for QoS Improvement in IoT

Related work¹

- ⇒ Only application requirements.
 - ⇒ Environment conditions, operator rules, User preferences.
- ⇒ Only one (simple) normalization function for all parameters.
 - ⇒ Use **Fuzzy logic** with different rules for normalization.
- ⇒ Only one objective function to fits all requirements.
 - ⇒ Use **Genetic algorithms** with 3 objective functions.
- ⇒ Only one application.
 - ⇒ Use **3 applications** with different requirements

¹A. A. Simiscuka and G. Muntean, " A Relay and Mobility Scheme for QoS Improvement in IoT Communications ", in *2018 IEEE International Conference on Communications Workshops (ICC Workshops)*, 00002, May 2018, pp. 1–6.

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1. MCDM

2. Genetic Algorithm

3. Fuzzy Logic

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1. MCDM

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Multi criteria decision making

Background

Configuration parameters:

- ⇒ SF
- ⇒ CR
- ⇒ P_{tx}
- ⇒ BW
- ⇒ PS

Configuration metrics:

- ⇒ DR
- ⇒ Packet delivery ratio (PDR)
- ⇒ Round-Trip Delay (RTD)
- ⇒ Time on Air (ToA)

$$Q_{n,m} = \begin{matrix} & \begin{matrix} \text{Metric 1} & \text{Metric 2} & \dots & \text{Metric } M \end{matrix} \\ \begin{matrix} \text{Configuration 1} \\ \text{Configuration 2} \\ \vdots \\ \text{Configuration } N \end{matrix} & \left(\begin{matrix} q_{11} & q_{12} & \dots & q_{1M} \\ q_{21} & q_{22} & \dots & q_{2M} \\ \vdots & \vdots & \ddots & \vdots \\ q_{N1} & q_{N2} & \dots & q_{NM} \end{matrix} \right) \end{matrix}$$

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Genetic Algorithm

Background [9]

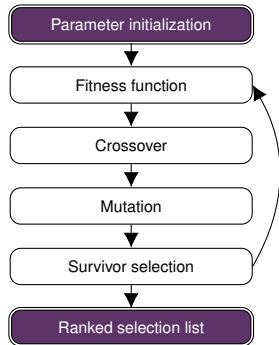
Definition: stopping criteria, population size P , and mutation probability p_m

Generate randomly the initial configurations

repeat:

```
... for each configuration do
...   Train a model & compute configuration's fitness
... end
... for each reproduction 1 ...  $P/2$  do
...   Select: 2 configurations based on fitness
...   Crossover: Produce 2 child configurations
...   Mutate: child configurations with  $p_m$ 
... end
```

until stopping criterion is met



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1. MCDM

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3. Fuzzy Logic

Fuzzy Logic

Assign a degree of membership between 0 and 1

➡ We have a temperature value (16°), and we want to represent this value with 3 weighted vales.

- ➡ 0% hot
- ➡ 0.4% warm
- ➡ 0.6 % cold

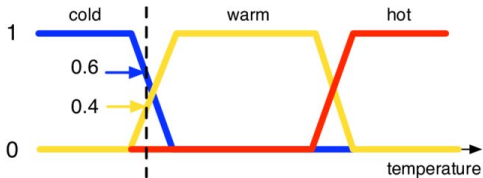


Figure 8. Temperature example.

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Selection framework

Methods

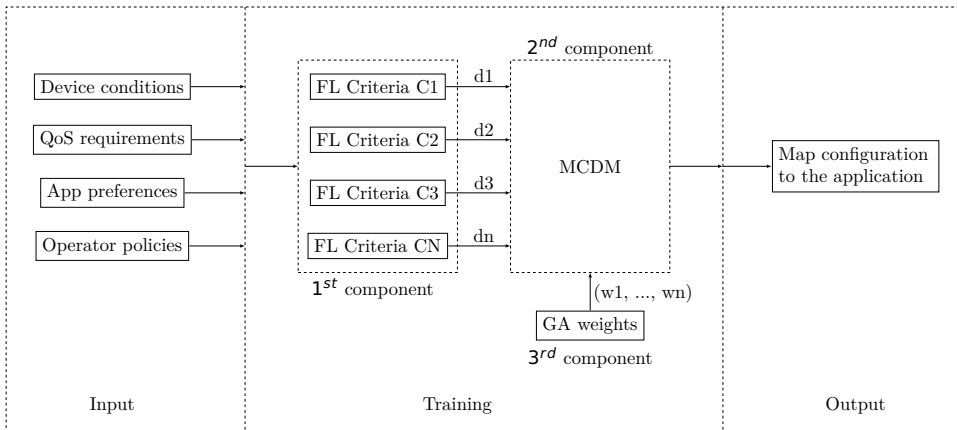


Figure 9. The proposed scheme for LoRa transmission parameters selection based on *GA*, *FL* and *MCDM*..

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Experimentation

Experimentation

Inputs:

- ⇒ Data structure
 - * Voice, Images and Text transmission.
- ⇒ Environment conditions
 - * Rural/Urban
 - * Static/Mobile
 - * Temperature
 - * Interference/Noise
- ⇒ QoS metrics:
 - * User layer: Cost
 - * Network metrics: DR, Payload length.
 - * Radio metrics: Receiver sensitivity, SNR, DR, Air time,
- ⇒ MAC configuration (SF, CR, BW, Tx)

Outputs:

- ⇒ (SF_i, CR_j, BW_k, Tx_l) optimal

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Results

Comparison

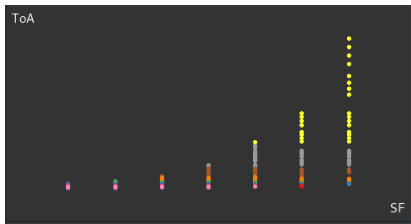


Figure 10. Impact of SF on ToA.

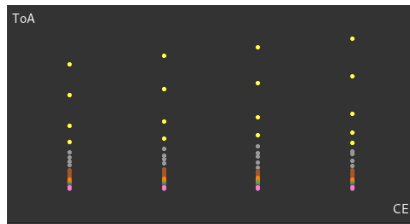


Figure 12. Impact of CR on ToA.

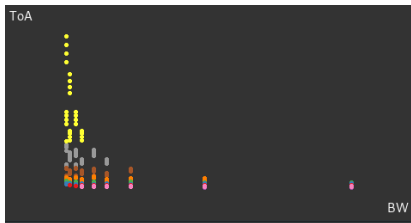


Figure 11. Impact of BW on ToA.

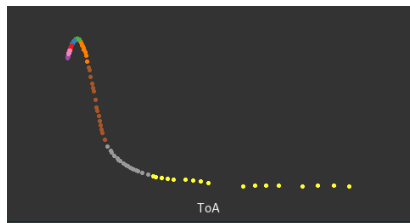


Figure 13. ToA distribution.

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Multi criteria decision making

Layer	Maximize (Reward)	Minimize (Cost)
Application	Sec security	Service Cost (<i>SC</i>)
Network	Range <i>PDR</i> <i>PS</i> <i>DR</i>	Jitter (<i>Jit</i>) Traffic congestion (<i>TC</i>) <i>RTD</i> Packet Error Rate (<i>PER</i>) Time Complexity (<i>O_{time}</i>) Space Complexity (<i>O_{space}</i>)
Radio	Mobility (<i>Mob</i>) Symbol Rate (<i>SR</i>) Bit Rate (<i>BR</i>) Sensitivity (<i>Sen</i>) Received Signal Strength Indication (<i>RSSI</i>) Signal-to-interference & noise ratio (<i>SINR</i>) <i>SNR</i> Signal-to-Interference Ratio (<i>SIR</i>)	Bit Error Rate (<i>BER</i>) <i>ptx</i> Co-channel Interference (<i>CCI</i>) Duty cycle (<i>DC</i>) <i>ToA</i> Path loss (<i>PL</i>)

Table 4. Network selection inputs and classification of parameters [10] [11]

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Problem statement

Introduction

→ a
→ b

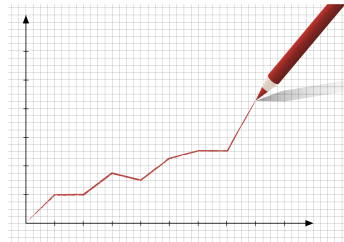


Figure 14. .

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

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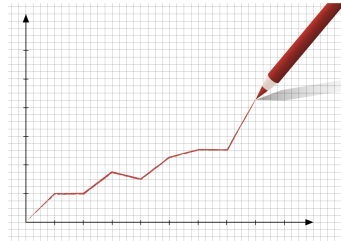


Figure 15. .

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||||| a

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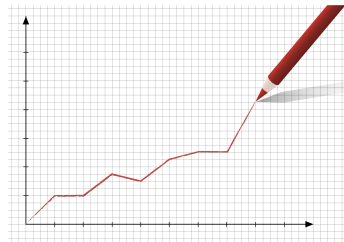


Figure 16. .

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- a
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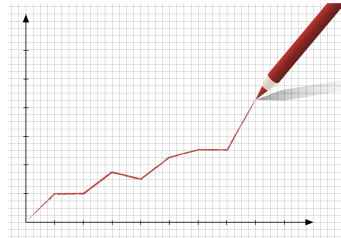


Figure 17. .

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Problem statement

Introduction

→ a

→ b

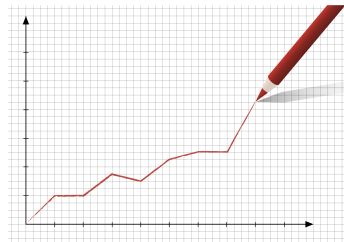


Figure 18. .

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1. Game Theory

2. Matching Theory

3. Learning

4. Bandit Algorithm

5. Q-Learning

6. Marcov Chain

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2. Matching Theory

3. Learning

4. Bandit Algorithm

5. Q-Learning

6. Marcov Chain

Game theory

Related work

- ▮ **Players:** $K = \{1, \dots, K\}$
- ▮ **Strategies:** $S = S_1 \times \dots \times S_K$
 - ▮ S_k is the strategy set of the k^{th} player.
- ▮ **Rewards:** $u_k : S \rightarrow R_+$ and is denoted by $r_k(s_k, s_{-k})$
 - ▮ $s_{-k} = (s_1, \dots, s_{k-1}, s_{k+1}, \dots, s_K) \in S_1 \times \dots \times S_{k-1} \times S_{k+1} \times \dots \times S_K$

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Game theory

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Multi-Armed-Bandit Algorithm

Related work

- ⇒ **Arms:** $K = 1, \dots, K$
- ⇒ **Decision:** $T = 1, \dots, T$
- ⇒ **Reward:** X_t^k with $\mu_t^k = E[X_t^k]$
 - ⇒ **Best reward:** X_t^* with $\mu_t^* = \max_{k \in K} \mu_t^k$

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Q Learning

Related work

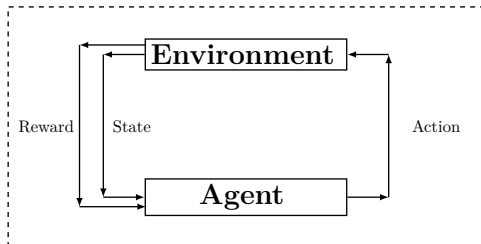


Figure 19. qlearning.

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Marcov chain

Related work

$$V(s, \pi) = \mathbb{E}_s^\pi \left(\sum_{k=0}^{\infty} \gamma^k \cdot r(s_k, a_k) \right), s \in \mathbb{S} \quad (3)$$

$$r(s_k, a_k) = G_k \cdot PRR(a_k) \quad (4)$$

$$\pi^* = \arg \max_{\pi} V(s, \pi) \quad (5)$$

$$PRR = (1 - BER)^L \quad (6)$$

$$BER = 10^{\alpha} e^{\beta SNR} \quad (7)$$

Markov chain

Related work

Learning iterative steps:

- ▮ **Choose** action $a_k(t) \sim \pi_k(t)$
- ▮ **Observe** game outcome
 - $a_{-k}(t)$
 - $u_k(a_k(t), a_{-k}(t))$
- ▮ **Improve** $\pi_k(t+1)$

Thus, we can expect that $\forall k \in K$

$$\pi_k(t) \xrightarrow{t \rightarrow \infty} \pi_k^*$$

$$u_k(\pi_k(t), \pi_{-k}(t)) \xrightarrow{t \rightarrow \infty} u_k(\pi_k^*, \pi_{-k}^*)$$

Where:

- ▮ $\pi^* = (\pi_1^*, \dots, \pi_k^*)$ is the NE strategy profile

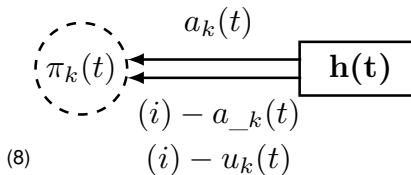


Figure 20. .

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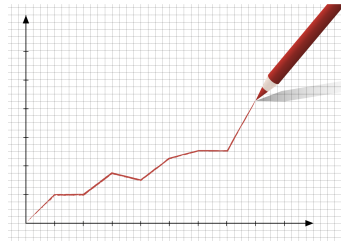


Figure 21. .

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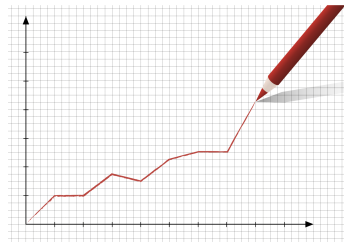


Figure 22. .

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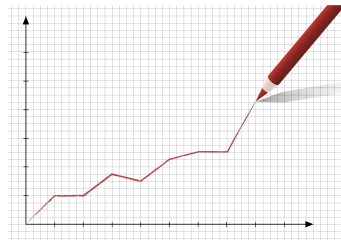


Figure 23. .

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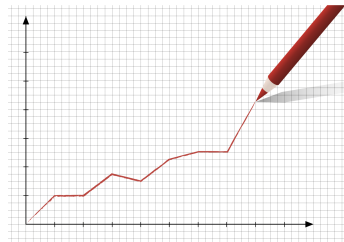


Figure 24. .

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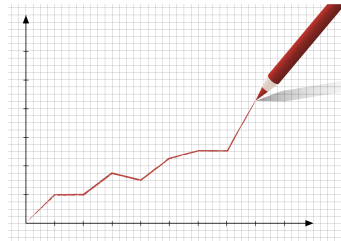


Figure 25. .

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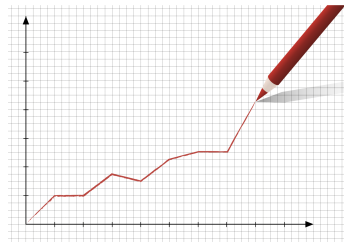


Figure 26. .

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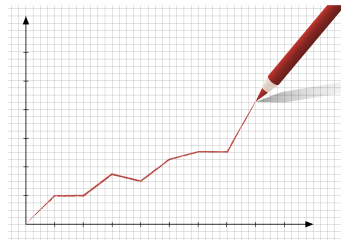


Figure 27. .

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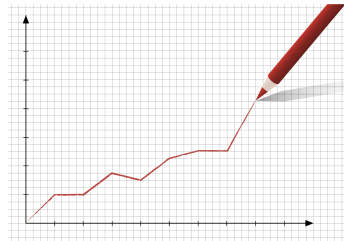


Figure 28. .

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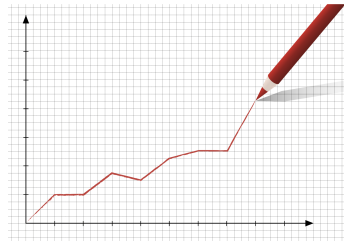


Figure 29. .

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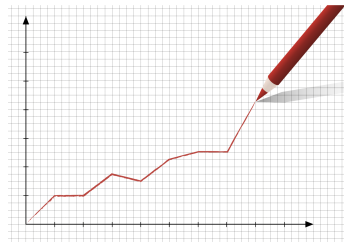


Figure 30. .

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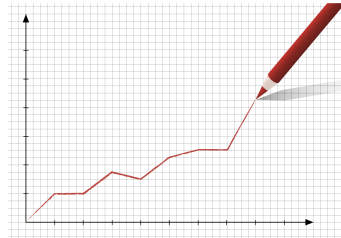


Figure 31. .

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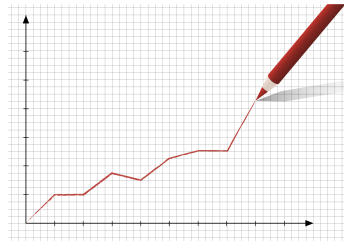


Figure 32. .

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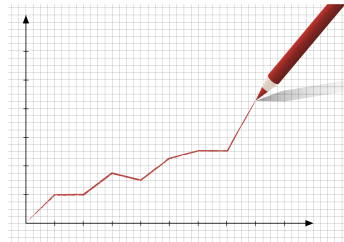


Figure 33. .

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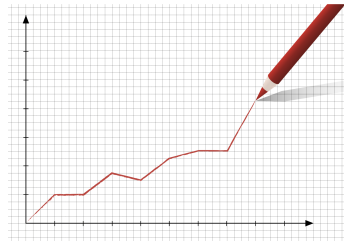


Figure 34. .

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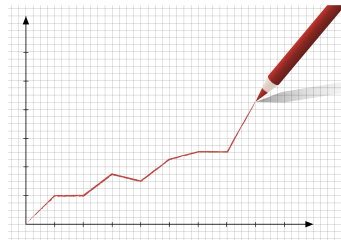


Figure 35. .

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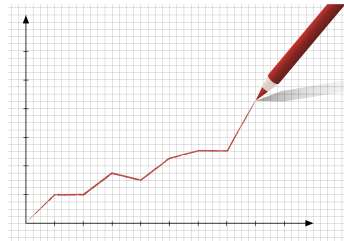


Figure 36. .

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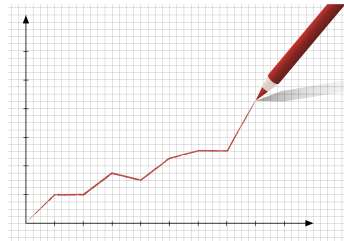


Figure 37. .

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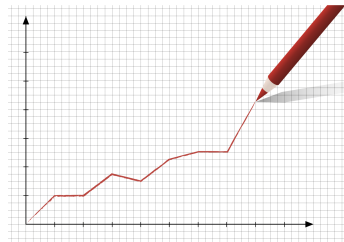


Figure 38. .

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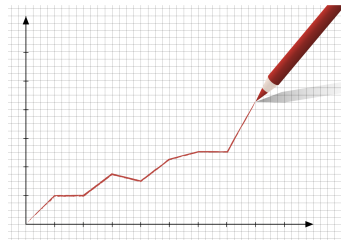


Figure 39. .

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Conclusion

Our main goal was

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Our main contribution was

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Our main results was

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Future Challenges

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Our future goal was

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