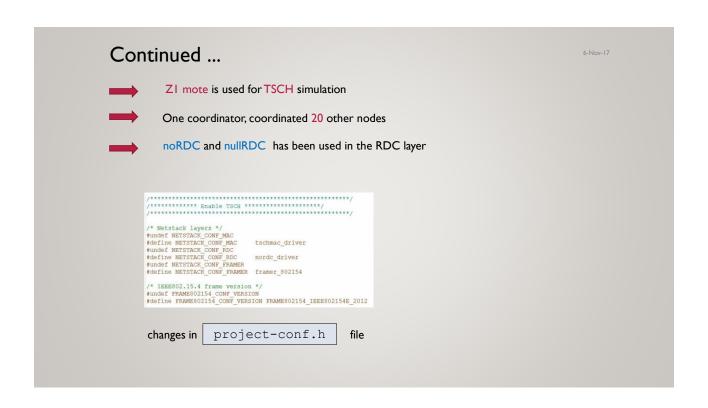


# **RPL-TSCH Simulation**

- TSCH stands for Time Slotted Channel Hopping
- MAC layer specified as 2.4 GHz IEEE std. 802.15.4e platforms
- Nodes may join the network after receiving a beacon from the coordinator.
- · Time is divided in time slots, All motes are synchronized to a given slot-frame
- Nodes update their synchronization relative to their time source parent every time they RECEIVE a data or ACK frame from it

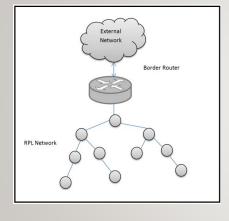
source:
[1] Duquennoy, Simon, et al. "TSCH and 6TiSCH for Contiki: Challenges, Design and Evaluation." IEEE DCOSS (2017)
[2] Github -> https://github.com/contiki-os/contiki/tree/master/core/net/mac/tsch



# **Necessary Changes** Makefile project-conf.h CONTIKI\_PROJECT = my-project /\* For RDC driver \*/ all: \$ (CONTIKI PROJECT) #undef NETSTACK\_CONF\_RDC #define NETSTACK\_CONF\_RDC contikimac\_driver CONTIKI= ../.. // #define NETSTACK\_CONF\_RDC nullrdc\_driver APPS += powertrace /\* For MAC driver \*/ CFLAGS +=-DPROJECT CONF H=\"project-conf.h\" include \$(CONTIKI)/Makefile.include #undef NETSTACK\_CONF\_MAC #define NETSTACK\_MAC nullmac\_driver #define NETSTACK\_MAC nullmac\_driver // #define NETSTACK\_CONF\_MAC csma\_driver // #define NETSTACK\_CONF\_MAC tscjmac\_driver -#endif /\* \_\_PROJECT\_CONF\_H\_ \*/

# Source and Sink Nodes

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### **Border Router**

- => Connects one network to another
- => Resides at the edge of the network

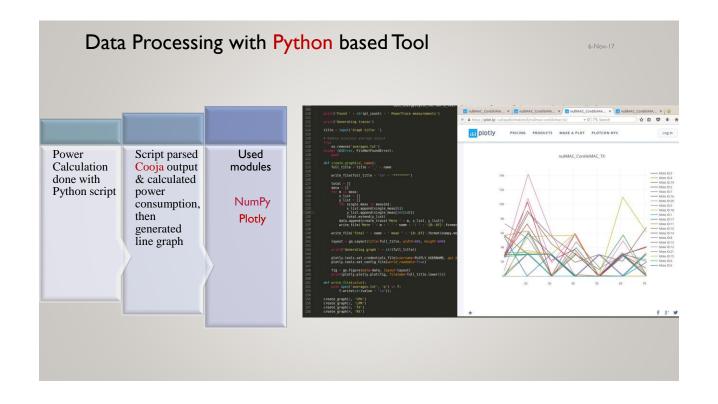
## Sky-websense

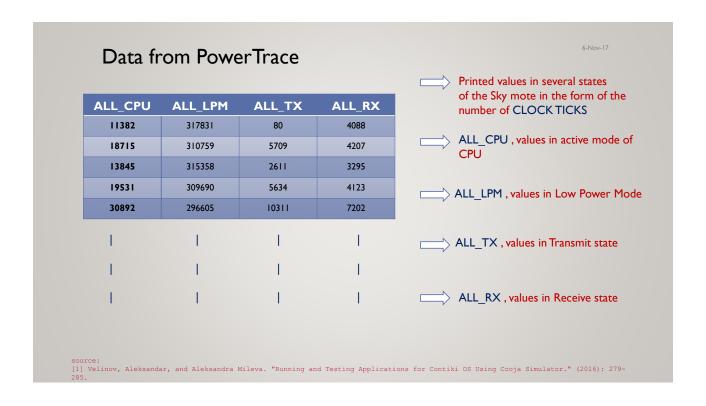
- => Generates sensing data
- => Provides access to the latest data via built-in webserver.

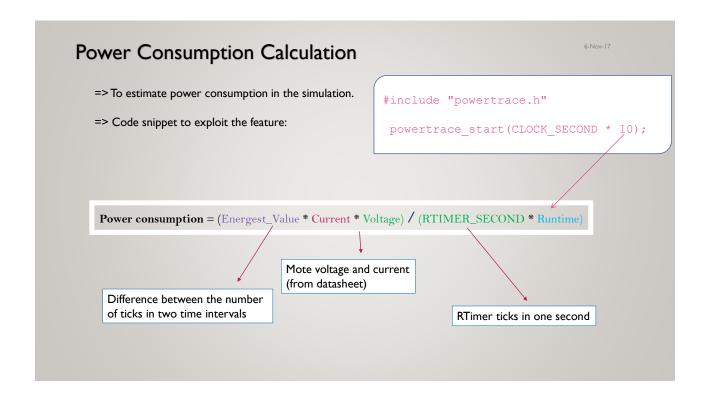
source: http://anrg.usc.edu/contiki/index.php/RPL\_Border\_Router

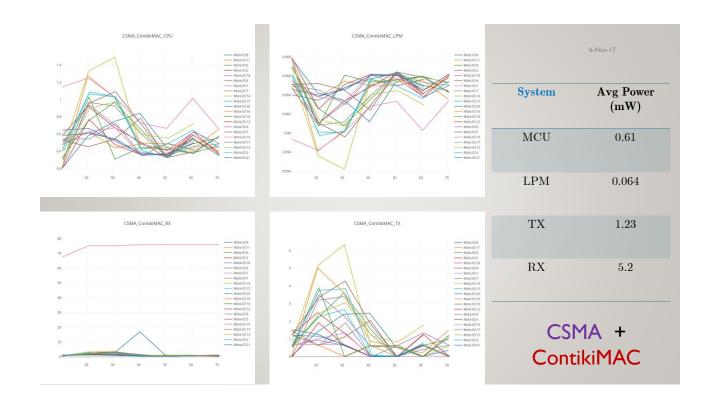


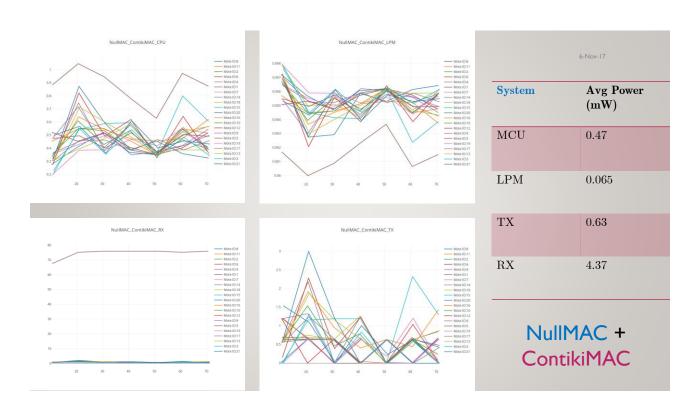
# PowerTrace outputs the rtimer ticks with the subsystem was powered on during the measure Power calculation is done by the formula used in the previous slide where powertrace introduced introduced introduced introduced intoduced introduced into its set

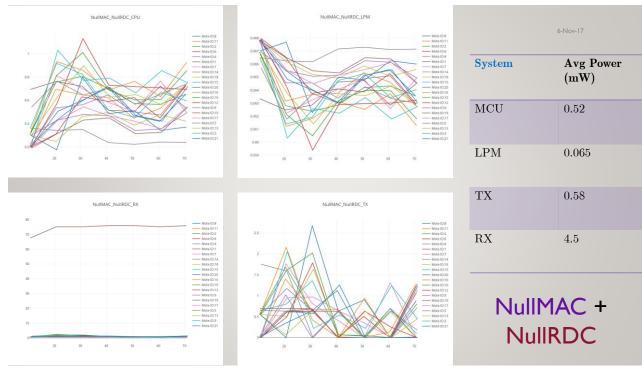


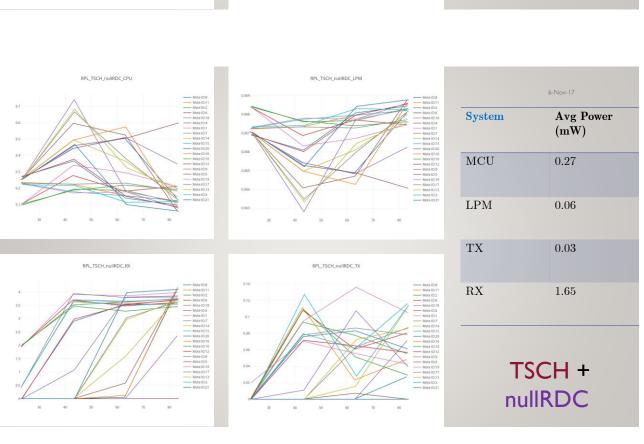


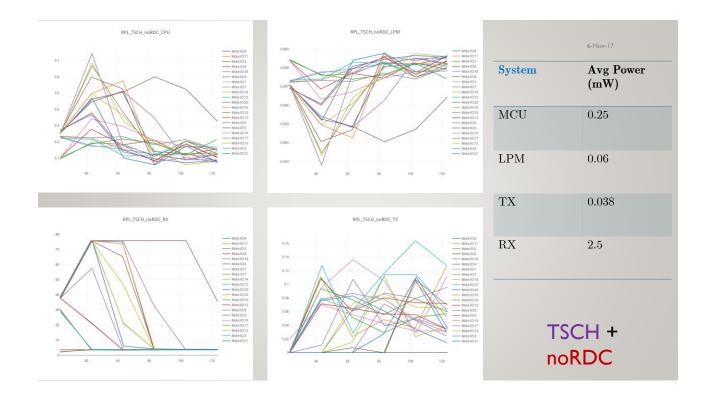












# Comments on Results...

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- NullMAC is not really comparable to CSMA or TSCH as it does not care about whether transmission was successful, addressing or anything else
- We see a lower radio power usage in NullMAC because of this, but it's not viable in practice
- Between CSMA and TSCH there seems to be a clear difference in power usage which would favor TSCH over CSMA
- CSMA is competition based protocol and TSCH represents the time-slotted protocols
  - When looking for a fitting protocol for you project other constraints such as scalability and memory usage and such must also be considered. This analysis was purely from the perspective of power usage.

