

ZigBee/IEEE 802.15.4

Overview

New trend of wireless technology

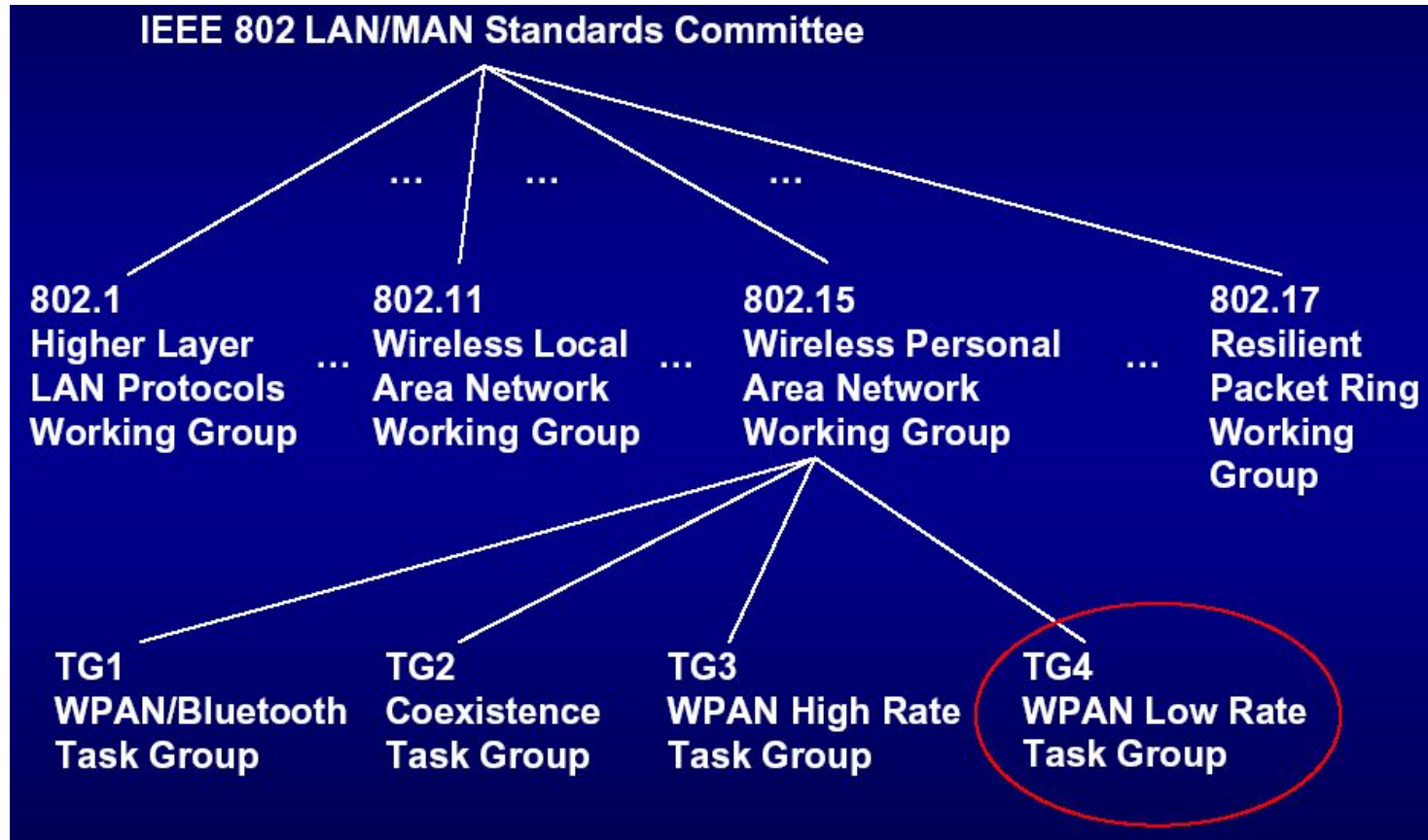
- Most Wireless industry focuses on increasing **high data** throughput
- A set of applications require **simple** wireless connectivity, **relaxed throughput**, very **low power**, **short distance** and **inexpensive hardware**.
 - Industrial
 - Agricultural
 - Vehicular
 - Residential
 - Medical

What is ZigBee Alliance?

- An organization with a mission to define reliable, cost effective, low-power, wirelessly networked, monitoring and control products based on an open global standard
- Alliance provides **interoperability**, **certification** testing, and branding



IEEE 802.15 working group



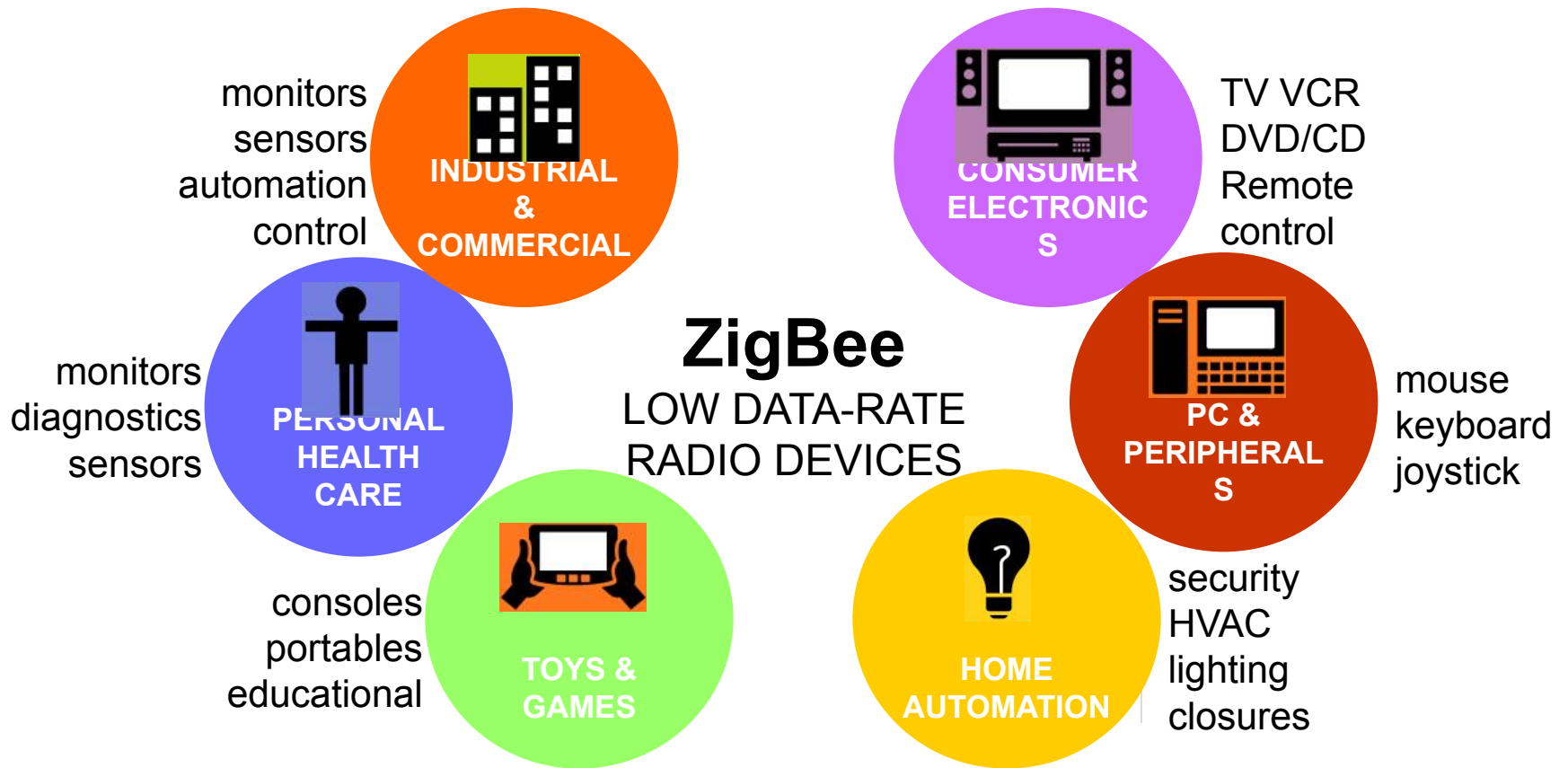
Comparison between WPAN

| Project | Data Rate | Range | Configuration | Other Features |
|-------------------------|--|--|--|--|
| 802.15.1 (Bluetooth) | 1 Mbps | 10M (class 3) 100M (class 1) | 8 active device Piconet/ Scatternet | Authentication, Encryption, Voice |
| 802.15.3 High Rate | 22, 33, 44, 55 Mbps | 10M | 256 active device Piconet/ Scatternet | FCC part 15.249 QoS, Fast Join Multi-Media |
| 802.15.4 Low Rate | up to 250Kbps | 10M nominal 1M-100M based on settings | Master/Slave (256 Devices or more) Peer to Peer | Battery Life: multi-month to infinite |
| 802.15.2 Coexistence | Develop a Coexistence Model and Mechanisms Document as a Recommended Practice | | | |

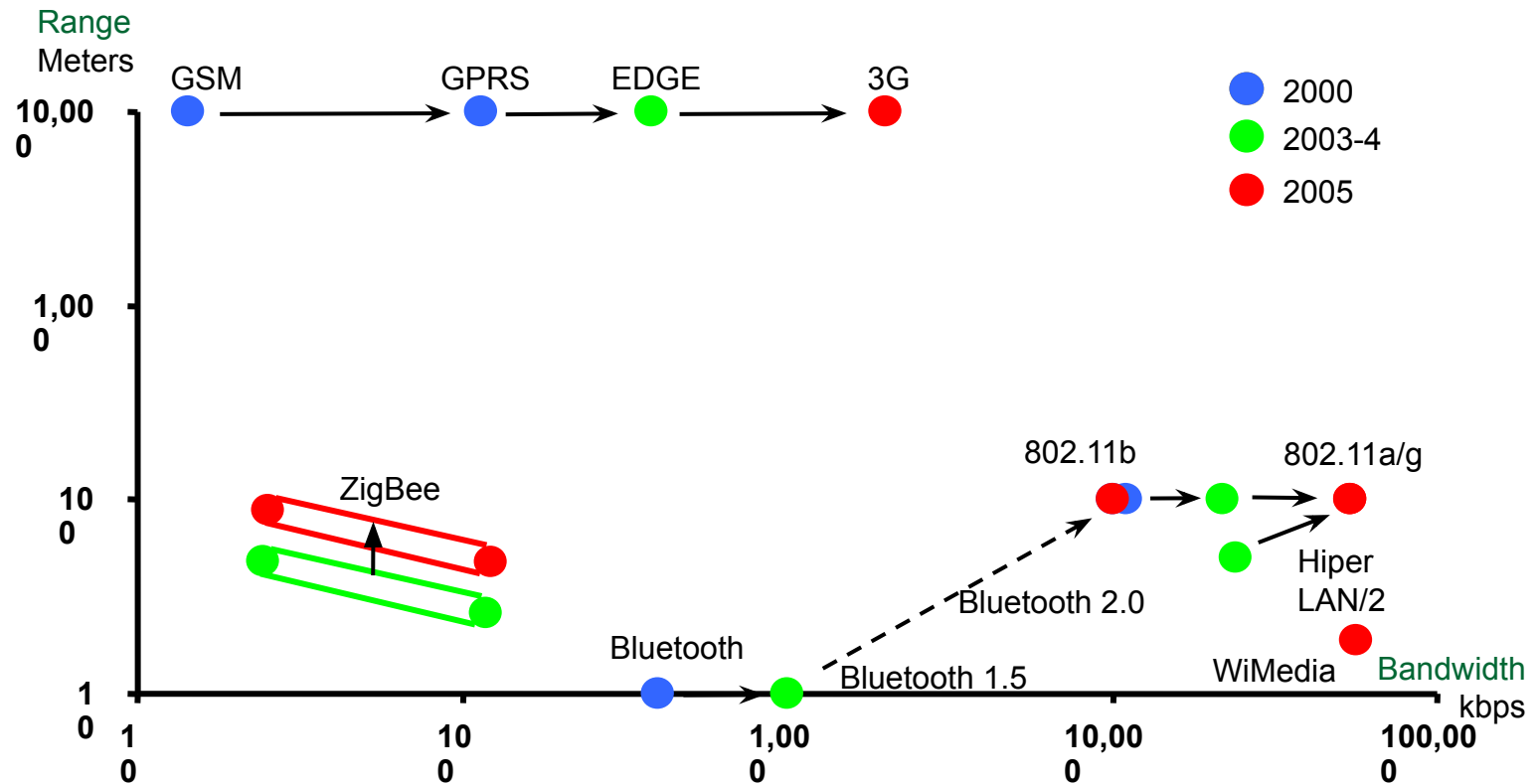
ZigBee/IEEE 802.15.4 market feature

- Low power consumption
- Low cost
- Low offered message throughput
- Supports large network orders ($\leq 65k$ nodes)
- Low to no QoS guarantees
- Flexible protocol design suitable for many applications

ZigBee network applications

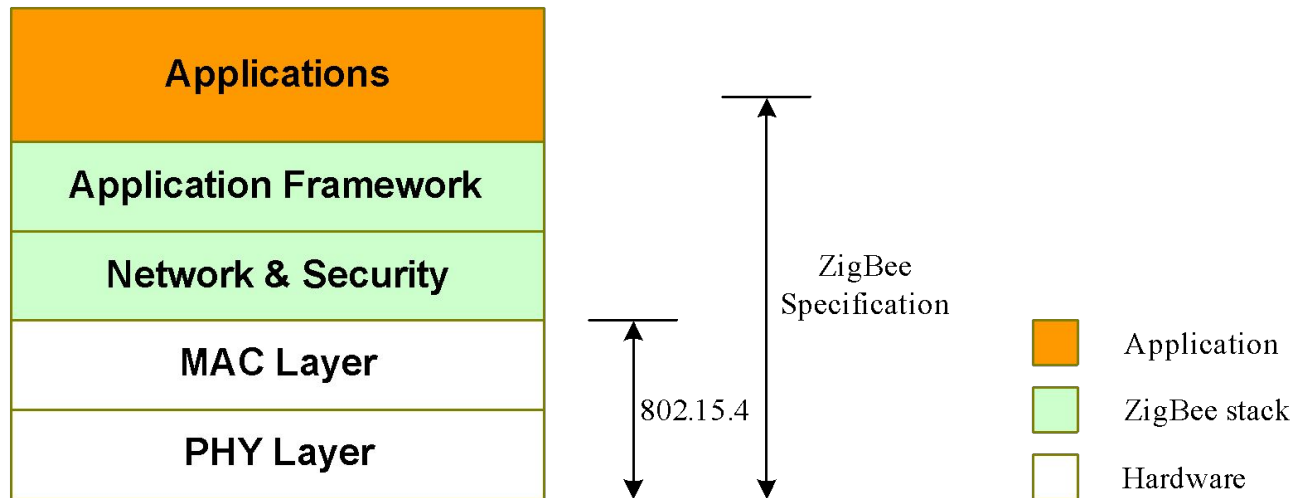


Wireless technologies



ZigBee/802.15.4 architecture

- ZigBee Alliance
 - ❑ 45+ companies: semiconductor mfrs, IP providers, OEMs, etc.
 - ❑ Defining upper layers of protocol stack: from network to application, including application profiles
 - ❑ First profiles published mid 2003
- IEEE 802.15.4 Working Group
 - ❑ Defining lower layers of protocol stack: MAC and PHY



How is ZigBee related to IEEE 802.15.4?

- ZigBee takes full advantage of a powerful physical radio specified by IEEE 802.15.4
- ZigBee adds logical network, security and application software
- ZigBee continues to work closely with the IEEE to ensure an integrated and complete solution for the market

IEEE 802.15.4 overview

General characteristics

- Data rates of 250 kbps , 20 kbps and 40kpbs.
- Star or Peer-to-Peer operation.
- Support for low latency devices.
- CSMA-CA channel access.
- Dynamic device addressing.
- Fully handshaked protocol for transfer reliability.
- Low power consumption.
- Channels:
 - ❑ 16 channels in the 2.4GHz ISM band,
 - ❑ 10 channels in the 915MHz ISM band
 - ❑ 1 channel in the European 868MHz band.
- Extremely low duty-cycle (<0.1%)

IEEE 802.15.4 basics

- 802.15.4 is a simple packet data protocol for lightweight wireless networks
 - ❑ Channel Access is via Carrier Sense Multiple Access with collision avoidance and optional time slotting
 - ❑ Message acknowledgement
 - ❑ Optional beacon structure
 - ❑ Target applications
 - Long battery life, selectable latency for controllers, sensors, remote monitoring and portable electronics
 - ❑ Configured for maximum battery life, has the potential to last as long as the shelf life of most batteries

IEEE 802.15.4 Device Types

- There are two different device types :
 - ❑ A full function device (FFD)
 - ❑ A reduced function device (RFD)
- The FFD can operate in three modes by serving as
 - ❑ Device
 - ❑ Coordinator
 - ❑ PAN coordinator
- The RFD can only serve as:
 - ❑ Device

FFD vs RFD

- Full function device (FFD)

- ❑ Any topology
- ❑ Network coordinator capable
- ❑ Talks to any other device

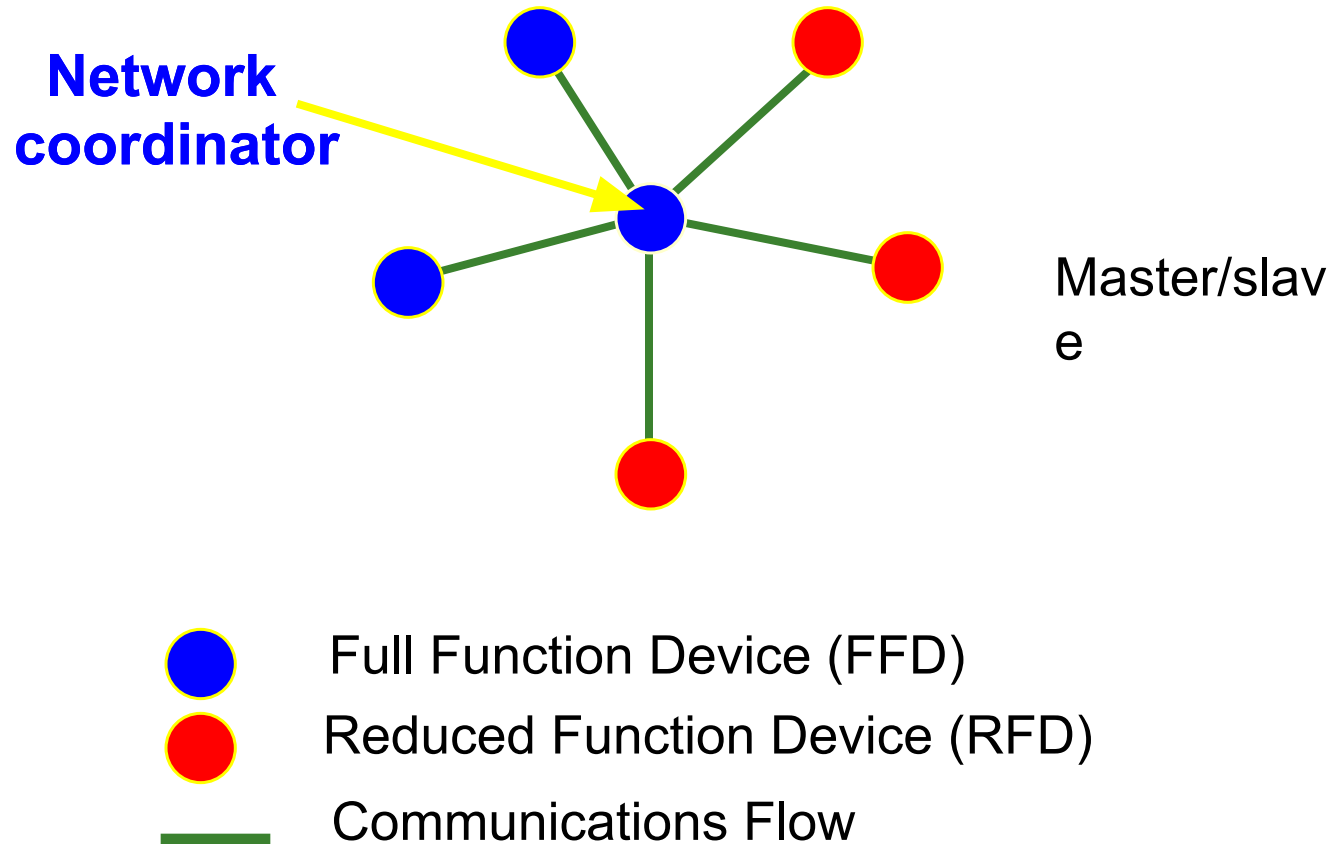


- Reduced function device (RFD)

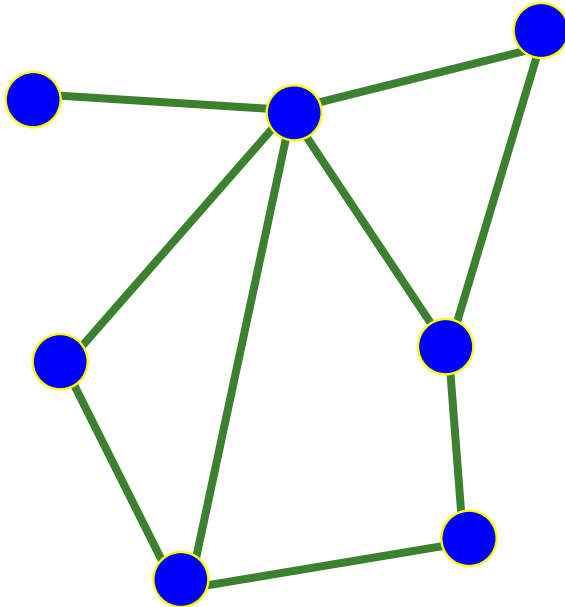
- ❑ Limited to star topology
- ❑ Cannot become a network coordinator
- ❑ Talks only to a network coordinator
- ❑ Very simple implementation



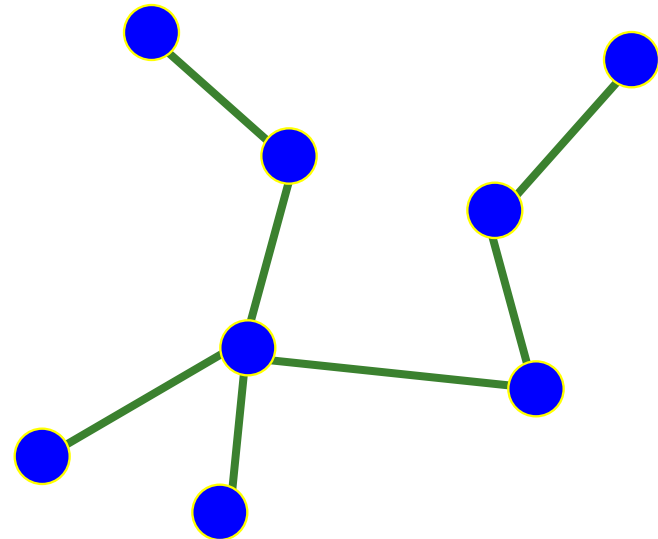
Star topology



Peer to peer topology



Point to point



Tree



Device addressing

- Two or more devices communicating on the same physical channel constitute a WPAN.
 - A WPAN includes at least one FFD (PAN coordinator)
 - Each independent PAN will select a unique PAN identifier
- Each device operating on a network has a unique **64-bit extended address**. This address can be used for direct communication in the PAN
- A device also has a **16-bit short address**, which is allocated by the PAN coordinator when the device associates with its coordinator.

IEEE 802.15.4 physical layer

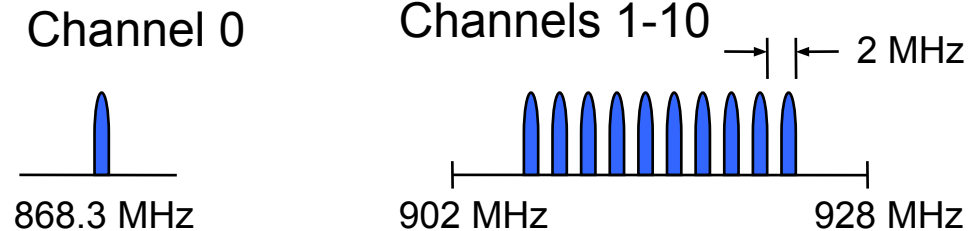
IEEE 802.15.4 PHY overview

- PHY functionalities:
 - ❑ Activation and deactivation of the radio transceiver
 - ❑ Energy detection within the current channel
 - ❑ Link quality indication for received packets
 - ❑ Clear channel assessment for CSMA-CA
 - ❑ Channel frequency selection
 - ❑ Data transmission and reception

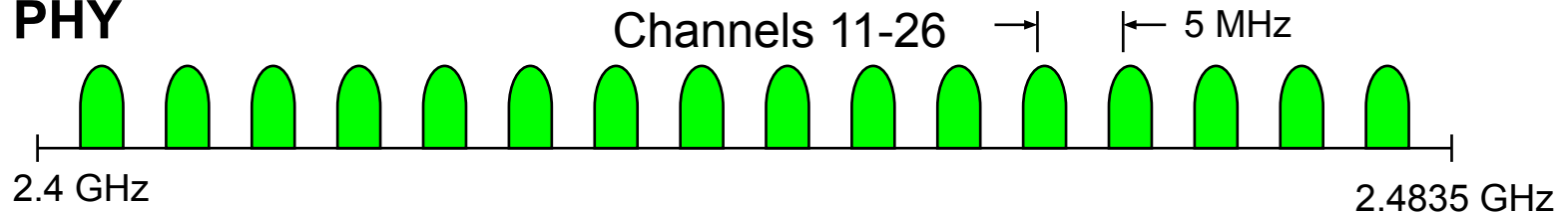
IEEE 802.15.4 PHY Overview

- Operating frequency bands

868MHz/ 915MHz PHY



2.4 GHz PHY

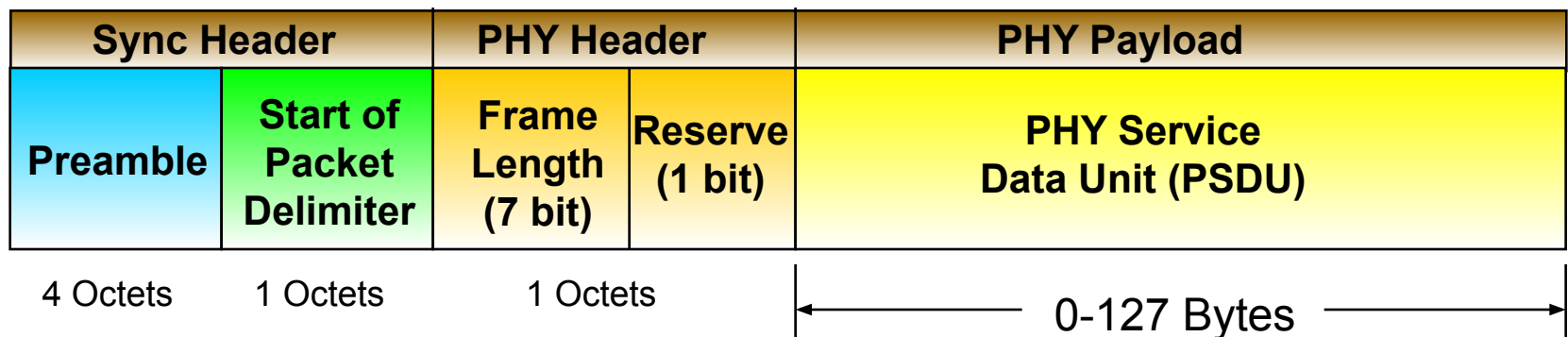


Frequency Bands and Data Rates

- The standard specifies two PHYs :
 - 868 MHz/915 MHz direct sequence spread spectrum (DSSS) PHY (11 channels)
 - 1 channel (20Kb/s) in European 868MHz band
 - 10 channels (40Kb/s) in 915 (902-928)MHz ISM band
 - 2450 MHz direct sequence spread spectrum (DSSS) PHY (16 channels)
 - 16 channels (250Kb/s) in 2.4GHz band

PHY Frame Structure

- PHY packet fields
 - ❑ Preamble (32 bits) – synchronization
 - ❑ Start of packet delimiter (8 bits) – shall be formatted as “11100101”
 - ❑ PHY header (8 bits) –PSDU length
 - ❑ PSDU (0 to 127 bytes) – data field



IEEE 802.15.4 MAC

Superframe

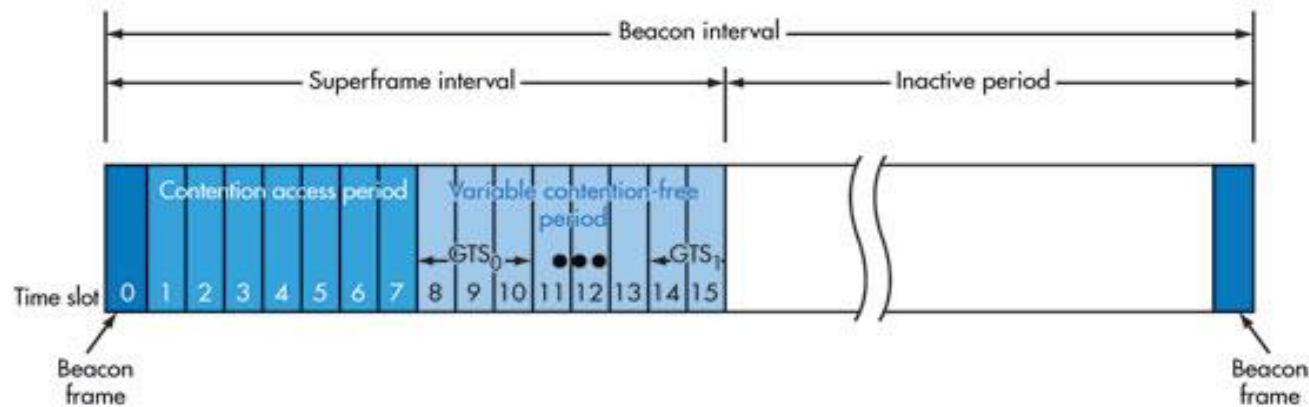


Fig 3. Nodes in a beacon-enabled frame structure are synchronized to the superframe boundaries by beacon frames broadcast at a regular interval from a network controller.

- A superframe is divided into two parts
 - **Inactive:** all station sleep
 - **Active:**
 - Active period will be divided into 16 slots
 - 16 slots can further divided into two parts
 - Contention access period
 - Contention free period

Superframe

- Beacons are used for
 - starting superframes
 - synchronizing with other devices
 - announcing the existence of a PAN
 - informing pending data in coordinators
- In a “**beacon-enabled**” network,
 - Devices use the **slotted CAMA/CA** mechanism to contend for the usage of channels
 - FFDs which require fixed rates of transmissions can ask for ***guarantee time slots*** (GTS) from the coordinator

Superframe

- The structure of superframes is controlled by two parameters:
 - *beacon order (BO)* : decides the length of a superframe
 - *superframe order (SO)* : decides the length of the active portion in a superframe
- For a beacon-enabled network, the setting of BO and SO should satisfy the relationship $0 \leq SO \leq BO \leq 14$

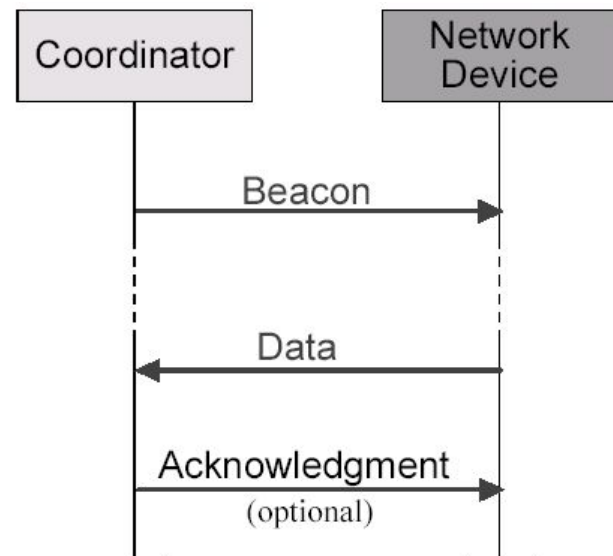
Superframe

- Each device will be active for $2^{-(BO-SO)}$ portion of the time, and sleep for $1-2^{-(BO-SO)}$ portion of the time
- Duty Cycle:

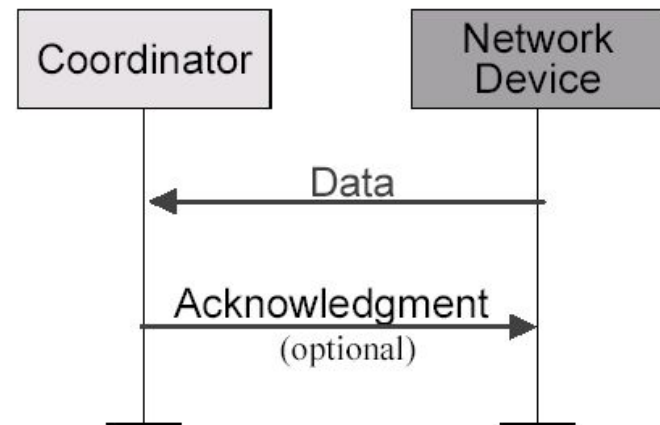
| BO-SO | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | ≥ 10 |
|----------------|-----|----|----|----|------|-------|------|------|------|-------|-----------|
| Duty cycle (%) | 100 | 50 | 25 | 12 | 6.25 | 3.125 | 1.56 | 0.78 | 0.39 | 0.195 | < 0.1 |

Data Transfer Model (I)

- Data transferred from device to coordinator
 - In a **beacon-enabled network**, a device finds the beacon to synchronize to the superframe structure. Then it uses **slotted CSMA/CA** to transmit its data.
 - In a **non-beacon-enabled network**, device simply transmits its data using **unslotted CSMA/CA**



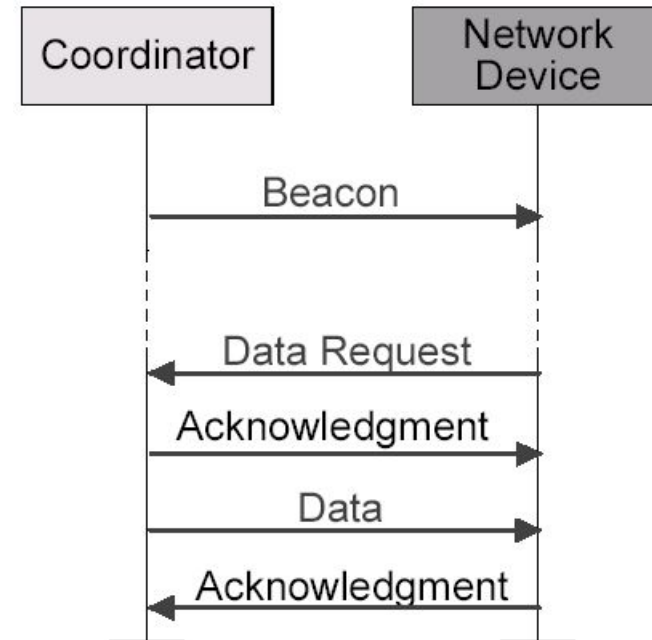
Communication to a coordinator
In a **beacon-enabled** network



Communication to a coordinator
In a **non beacon-enabled** network

Data Transfer Model (II)

- Data transferred from coordinator to device in a **beacon-enabled** network:
 - The coordinator indicates in the beacon that some data is pending.
 - A device periodically listens to the beacon and transmits a Data Request command using **slotted** CSMA/CA.
 - Then ACK, Data, and ACK follow ...



Communication from a coordinator
In a **beacon-enabled** network

Channel Access Mechanism

- Two type channel access mechanism:
 - beacon-enabled networks □ **slotted CSMA/CA** channel access mechanism
 - non-beacon-enabled networks □ **unslotted CSMA/CA** channel access mechanism

Slotted CSMA/CA algorithm

- In slotted CSMA/CA
 - The backoff period boundaries of every device in the PAN shall be aligned with the superframe slot boundaries of the PAN coordinator
 - i.e. the start of first backoff period of each device is aligned with the start of the beacon transmission
 - The MAC sublayer shall ensure that the PHY layer commences all of its transmissions on the boundary of a backoff period

Slotted CSMA/CA algorithm (cont.)

- Each device maintains 3 variables for each transmission attempt
 - **NB**: number of times that backoff has been taken in this attempt
 - **BE**: the backoff exponent which is determined by NB
 - **CW**: contention window length, the number of clear slots that must be seen after each backoff
- **Battery Life Extension:**
 - designed for very low-power operation, where a node **only contends in the first 6 slots**

GTS Concepts (I)

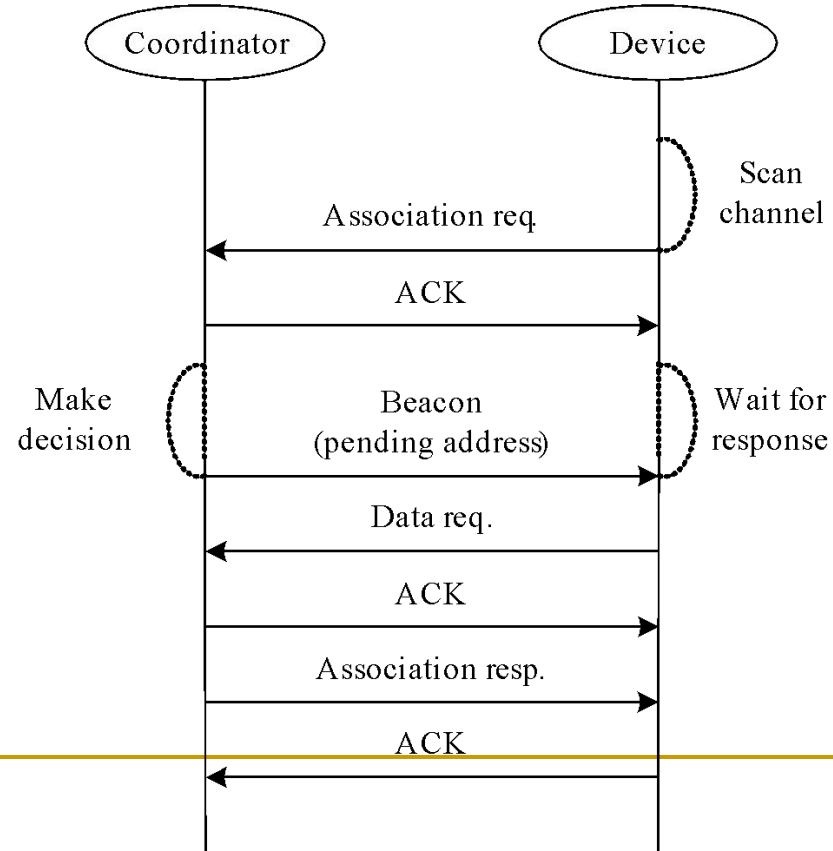
- A **guaranteed time slot (GTS)** allows a device to operate on the channel within a portion of the superframe
- A GTS shall only be allocated by the PAN coordinator
- The PAN coordinator can allocate up to **7 GTSs** at the same time
- The PAN coordinator decides whether to allocate GTS based on:
 - Requirements of the GTS request
 - The current available capacity in the superframe

GTS Concepts (II)

- A GTS can be deallocated
 - At any time at the discretion of the PAN coordinator or
 - By the device that originally requested the GTS
- A device that has been allocated a GTS may also operate in the CAP
- A data frame transmitted in an allocated GTS shall use only short addressing

Association Procedures (1/2)

- A device becomes a member of a PAN by associating with its coordinator
- Procedures



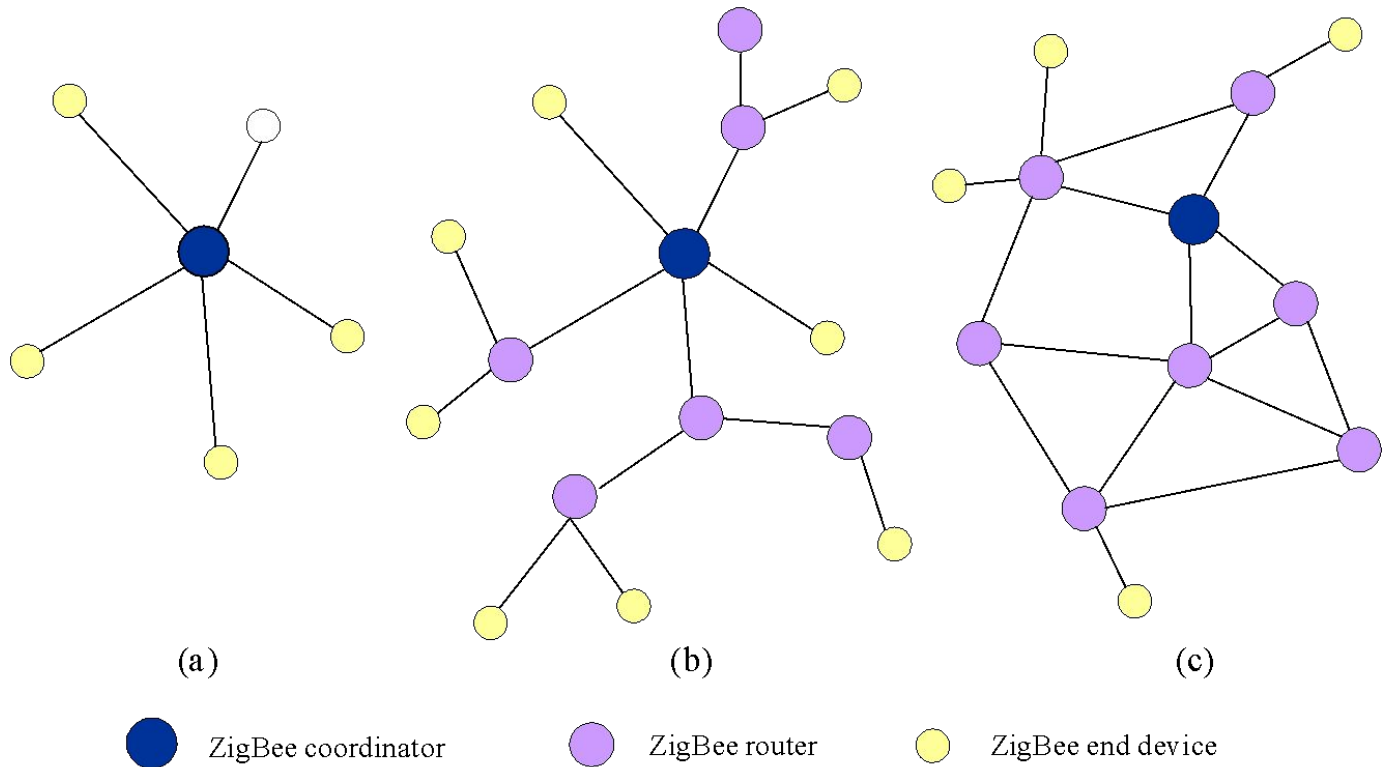
Association Procedures (2/2)

- In IEEE 802.15.4, association results are announced in an **indirect fashion**.
 - A coordinator responds to association requests by appending devices' long addresses in beacon frames
- Devices need to send a **data request** to the coordinator to acquire the association result
- After associating to a coordinator, a device will be assigned a **16-bit short address**.

ZigBee Network Layer Protocols

ZigBee Network Layer Overview

- Three kinds of networks are supported: **star**, **tree**, and mesh networks



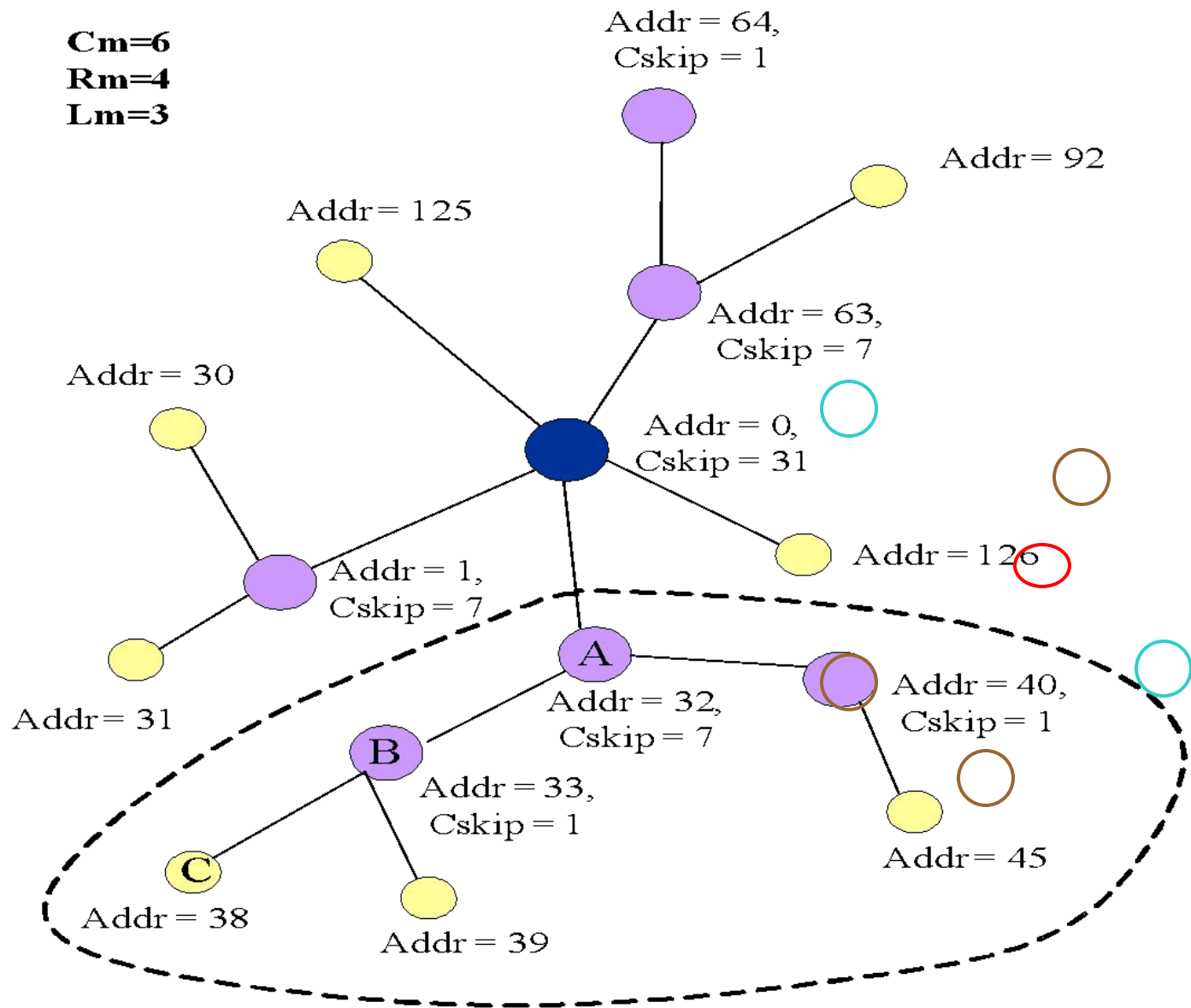
ZigBee Network Layer Overview

- Three kinds of devices in the network layer
 - **ZigBee coordinator**: responsible for initializing, maintaining, and controlling the network
 - **ZigBee router**: form the network backbone
 - **ZigBee end device**: must be connected to router/coordinator
- In a tree network, the coordinator and routers can announce **beacons**.
- In a mesh network, there is **no regular beacon**.
 - Devices in a mesh network can only communicate with each other in a **peer-to-peer** manner

Address Assignment

- In ZigBee, network addresses are assigned to devices by a distributed address assignment scheme
- ZigBee coordinator determines three network parameters
 - the maximum number of children of a ZigBee router
 - the maximum number of child routers of a parent node
 - the depth of the network

Cm=6
Rm=4
Lm=3



ZigBee Routing Protocols

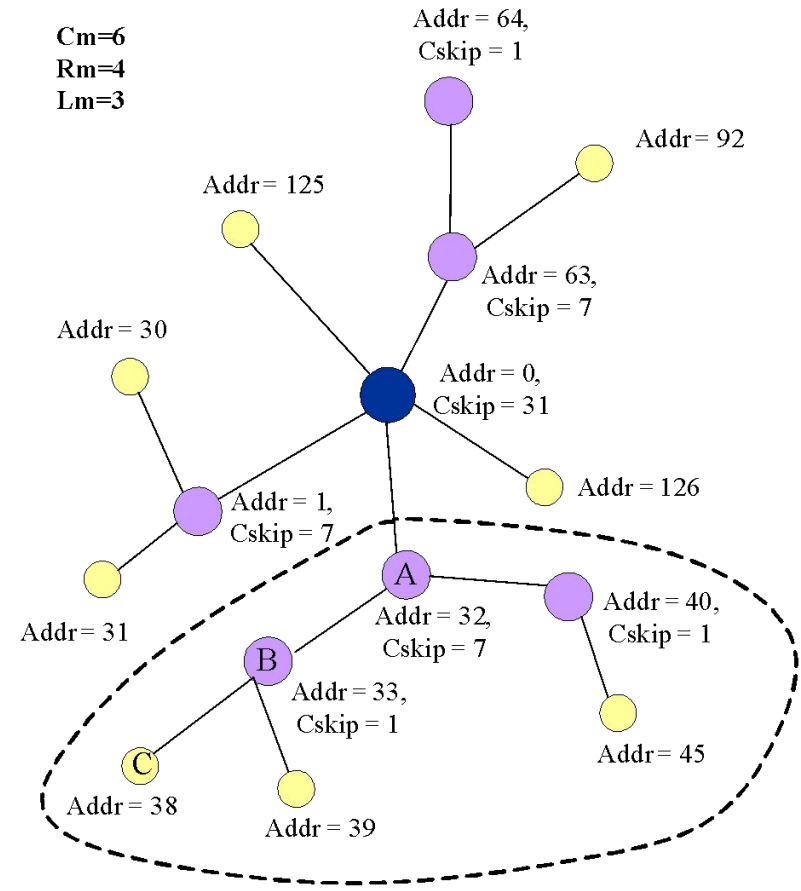
- In a tree network
 - Utilize the address assignment to obtain the routing paths
- In a mesh network:
 - Routing Capability: ZigBee coordinators and routers are said to have *routing capacity* if they have *routing table capacities* and *route discovery table capacities*
 - There are 2 options:
 - Reactive routing: if having “routing capacity”
 - Tree routing: if having no routing capacity

ZigBee Tree Routing

- When a device receives a packet, it first checks if it is the destination or one of its child end devices is the destination
 - If so, accept the packet or forward it to a child
 - Otherwise, relay it along the tree

- Example:

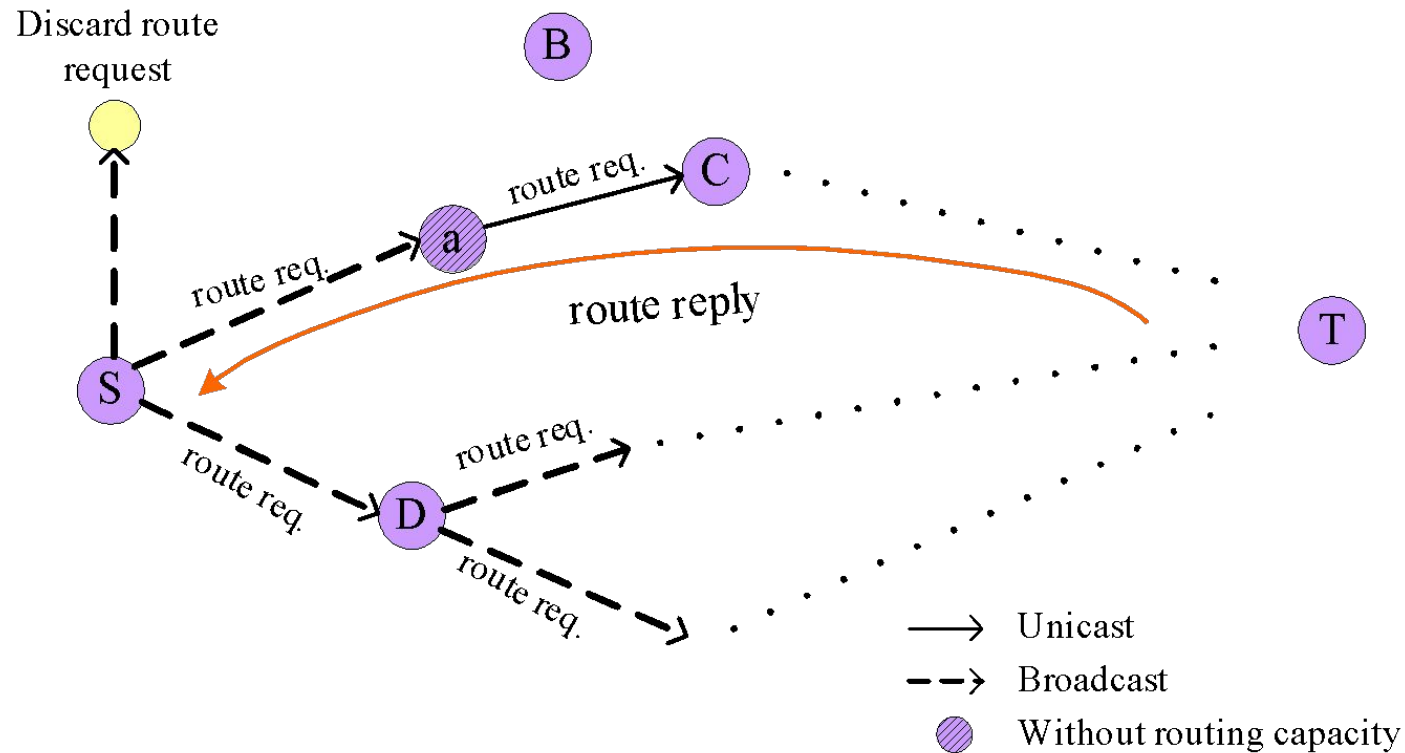
- 38 □ 45
- 38 □ 92



ZigBee Mesh Routing

- Route discovery by AODV-like routing protocol
 - The cost of a link is defined based on the **packet delivery probability** on that link
- Route discovery procedure
 - The source broadcasts a route request packet
 - Intermediate nodes will rebroadcast route request if
 - They have routing discovery table capacities
 - The cost is lower
 - Otherwise, nodes will relay the request along the tree
 - The destination will choose the routing path with the lowest cost and then send a route reply

Routing in a Mesh network: Example



Summary of ZigBee network layer

| | Pros | Cons |
|------|---|---|
| Star | <ol style="list-style-type: none">1. Easy to synchronize2. Support low power operation3. Low latency | <ol style="list-style-type: none">1. Small scale |
| Tree | <ol style="list-style-type: none">1. Low routing cost2. Can form superframes to support sleep mode3. Allow multihop communication | <ol style="list-style-type: none">1. Route reconstruction is costly2. Latency may be quite long |
| Mesh | <ol style="list-style-type: none">1. Robust multihop communication2. Network is more flexible3. Lower latency | <ol style="list-style-type: none">1. Cannot form superframes (and thus cannot support sleep mode)2. Route discovery is costly3. Needs storage for routing table |
| | | |