

COSC418 Project: Load balancing in a CTP based network

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 - Conclusions

UnicastNameFreeRouting

- We took the original UnicastNameFreeRouting interface and turned this into UnicastNameFreeLoadBalRouting by adding extra load balancing features.

Code Implementation

```
interface UnicastNameFreeLoadBalRouting {  
  
    command am_addr_t nextHop();  
    command bool hasRoute();  
    //Triggers a packet notification  
    command void packetSent();  
  
    event void routeFound();  
    event void noRoute();  
}
```

- Interface provided by CtpRoutingEngine and used by MultiHopOscilloscope

Our Design

- $p^* = \arg \min_{p \in \{\text{direct neighbours}\}} [\alpha \cdot (ETX_{s,p} + ETX_p) + \beta \cdot L_p^s]$
- Our design is to keep L_p^s locally

Code Implementation

```
// ETX for load balancing
uint16_t loadEtx;

//Complete Equation:
beaconMsg->etx = routeInfo.etx +
call LinkEstimator.getLinkQuality(routeInfo.parent)
+ (loadEtx/LOAD_EFFECT_THRESHOLD);
```

t_p^s

Code Implementation

```
/*
 * Timer for the load balancing algorithm
 */
event void LoadTimer.fired() {
    //First decrement loadEtx to ensure decay
    if (loadEtx > 0) {
        loadEtx--;
    }
    //If there is a large change in loadEtx tell neighbours
    if (radioOn && running) {
        if (loadEtx > oldLoadEtx + 10 ||
            (oldLoadEtx > 10 && loadEtx < oldLoadEtx - 10)) {
            post sendBeaconTask();
        }
    }
}
```

n_p^s

Code Implementation

```
/*  
 * This is to be called when ever a packet is sent via the radio.  
 */  
command void Routing.packetSent() {  
    loadEtx++;  
    printf("P\n");  
    //printf("Load ETX Incremented. It is now: %d\n",loadEtx);  
    //printf fflush();  
}
```

Parameter Definitions

In TreeRouting.h:

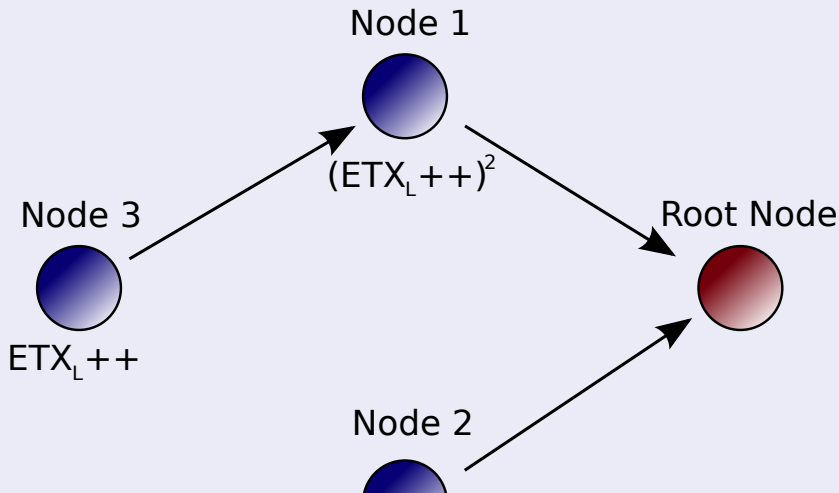
Code Implementation

```
enum {  
    ...  
  
    // Load balancing timer  
    LOAD_INTERVAL = 100,  
  
    //Number of packets per rollover  
    LOAD_EFFECT_THRESHOLD = 1,  
  
    ...  
};
```

- This allowed for easy access of values during the testing stage

Figure

Figure



Drawbacks

What if $ETX_p + ETX_{p,s} + L_p^s$ (i.e. ETX_s) increases to be $\geq 2^{16}$?

- Bad things...
- This is managed by including the t_p^s in the loading parameter L_p^s
- (Remember $L_p^s = n_p^s - t_p^s$)
- Periodic timer.

Drawbacks

ETX changing with each packet transmission causes routing updates all the time. All these updates would be inefficient.

- A solution to this is to only update routes when ETX changes by a given threshold

Drawbacks

Exponential ETX growth of a node

- In a path of 5 nodes to the root, L_p^s increases with every packet. The more hops to the root, the more pronounced this effect

Conclusion

- No results as yet
- Currently implementing and testing code