Project: IEEE P802.15 Working Group for Wireless Personal Area Networks (WPANs)

Submission Title: [State of the Art in Synchronous Low Power MAC]
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Abstract: [This document presents the state of the art low power MAC protocol proposed in the literature and analyses its pros and cons from the BAN perspective]

Purpose: [To analyze the pros and cons of synchronous low power MAC protocol proposed in the literature]

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Submission

Introduction

- Low power MAC protocols typically
 - Trade-off throughput, delay, QoS and scalability
 - For energy efficiency
- Energy is saved by
 - Duty cycling the receiver between the listen and the sleep state
 - Minimizing
 - Idle listening
 - Overhearing
 - Collisions
 - Control overhead



State of the Art in Low Power MAC

Synchronous		Asynchronous	
 Periodically	v advertise sleep	•	Sender and listener can have
and wake u	up schedule and		independent sleep and awake
synchronize	e awake time		times
 Explicit syn	chronization	•	No need for explicit
mechanism	such as		synchronization
beaconing E.g. S-MAC	C, T-MAC, SCP-		E.g. B-MAC, WiseMAC, X-
MAC, IEEE	802.15.4 (Beacon		MAC, IEEE 802.15.4 (Non-
enabled mod	ode)		beaconing mode)

Common objective: Reduce idle listening, overhearing and collisionsMain Approach:Duty cycling between sleep and awake state

Synchronous protocols

• IEEE 802.15.4 (Beacon enabled mode) Superframe Structure



Why IEEE 802.15.4 is unsuitable for BAN?

- Primarily designed to support star/tree topology in beaconing mode
- Centralize architecture
 - Failure of PAN-coordinator in star/tree network could disrupt the network
 - Takeover mechanism to mitigate PAN-coordinator failure are not defined
- Provisions for dynamic and flexible adaptation of superframe size and duty cycle are missing
 - Not adaptive to load and latency requirement
 - Fixed superframe size and beacon intervals invariably leads to either over provisioning or under provisioning
 - Over provisioning leads to higher energy consumption
 - Under provisioning leads to poorer QoS
- Very little QoS provision
 - Only 7 GTS and that too only for PAN coordinator
 - Not reliable enough for medical applications
- No provisions for detecting and resolving overlapping superframes
 - Beacon collisions could be disruptive
- Does not support mobility and co-existence

Submission



- Periodic listen and sleep, RTS-CTS handshake based MAC protocol
- Synchronized sleep and wake up schedules using periodic SYNC packets
- Network gets partitioned in virtual clusters
- Adaptive listening to reduce end-to-end latency
 - Overhearing nodes wake up at the end of data transmission for short duration
- Overall high latency
- Fixed duty cycle limits the performance



- Very similar to S-MAC
- Dynamically adjusts the duty cycle by changing the active time
- The active period ends if no activation event occurs during threshold amount of time
- The activation event could be
 - Transmission or reception of data
 - Sensing of medium activity
 - End of neighbor's data transmission
- Overall high Latency
- Variable duty cycle



- Extends SMAC by enabling adaptive duty cycling
- Nodes track the average delay in transmitting the message
- If the average delay exceeds the predetermined maximum then the receiver doubles its duty cycle
- The duty cycle is dynamically increased (or decreased) in multiplicative powers of 2 and announced in SYNC packets
 - To match varying traffic and latency requirements
- Decreases the latency at the cost of increased energy consumption due to increased duty cycle

SCP-MAC (Schedule Channel Polling MAC)



- Nodes periodically send SYNC packets to synchronize their active times
- Potential senders contend to transmit a preamble during first CW which overlaps with receiver's active time
- Nodes sensing the medium idle during first CW go back to sleep
- Winners of first phase contention contend again to transmit data during second contention window
- Losers continue to listening to the medium
- Adaptive listening and multi hop streaming minimizes latency Submission



- Pros:
 - Suitable for QoS
 - Medium reservation
 - Broadcast/multicast
 - Co-existence

- Cons:
 - High synchronization overhead
 - Increased latency
 - Increased energy consumption
 - Higher probability of collision

Listening to the medium for activity

References

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