

Low-Power Wireless Bus

ETH
Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich

Federico Ferrari¹, Marco Zimmerling¹, Luca Mottola², Lothar Thiele¹

¹Computer Engineering and Networks Laboratory, ETH Zurich, Switzerland

²Politecnico di Milano, Italy and Swedish Institute of Computer Science (SICS)



Motivation

Emerging low-power wireless applications feature



Multiple communication patterns
(e.g., closed-loop control [Ceriotti et al., IPSN'11])



Mobile and static devices
(e.g., clinical monitoring [Chipara et al., SenSys'10])

Current Solutions

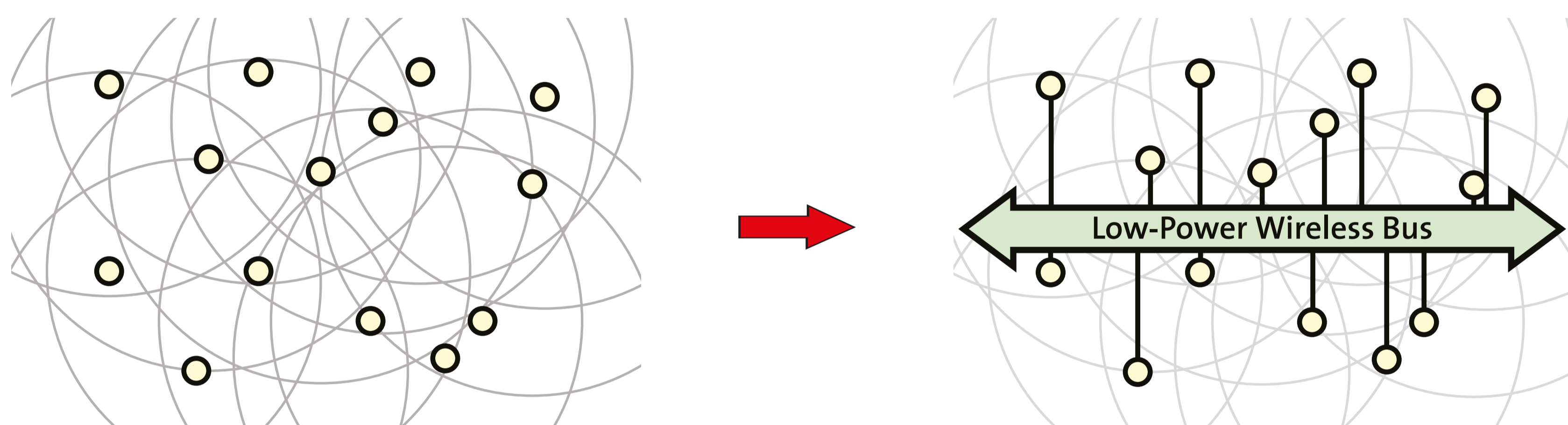
Ensembles of multiple protocols

- Interactions among protocols increase overall system complexity
- Each is tailored to specific traffic patterns and application scenarios
- Each maintains topology-dependent state (e.g., routing)
- Significant control overhead against topology changes

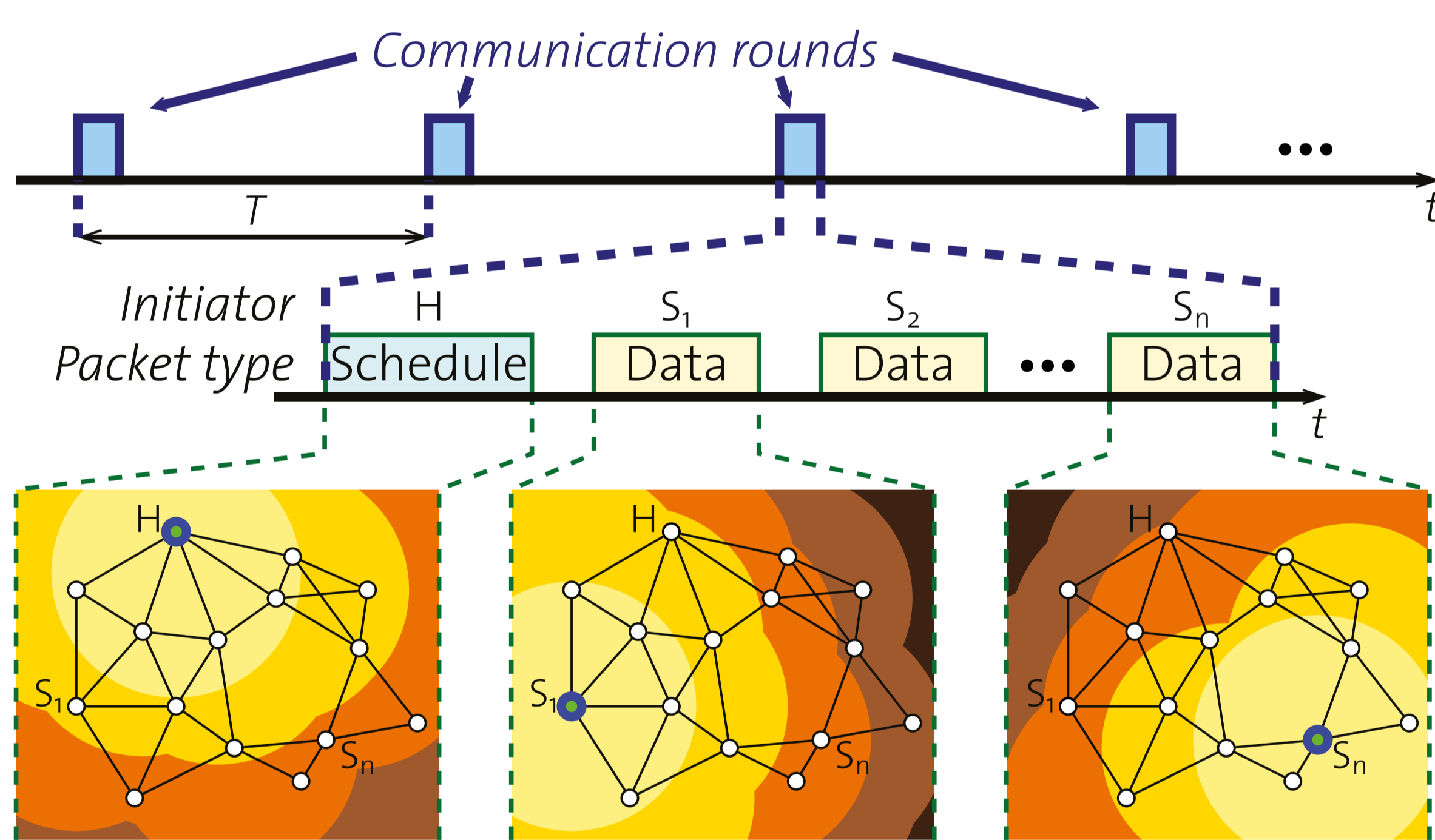
Low-Power Wireless Bus (LWB)

Unified communication support that maps all traffic demands onto Glossy network-wide floods

LWB turns a multi-hop wireless network into a shared bus where all nodes are potential receivers of all packets



- Support for multiple traffic patterns
- No topology-dependent state
- Resilience against topology changes
- Support for mobile nodes



Time-triggered communication

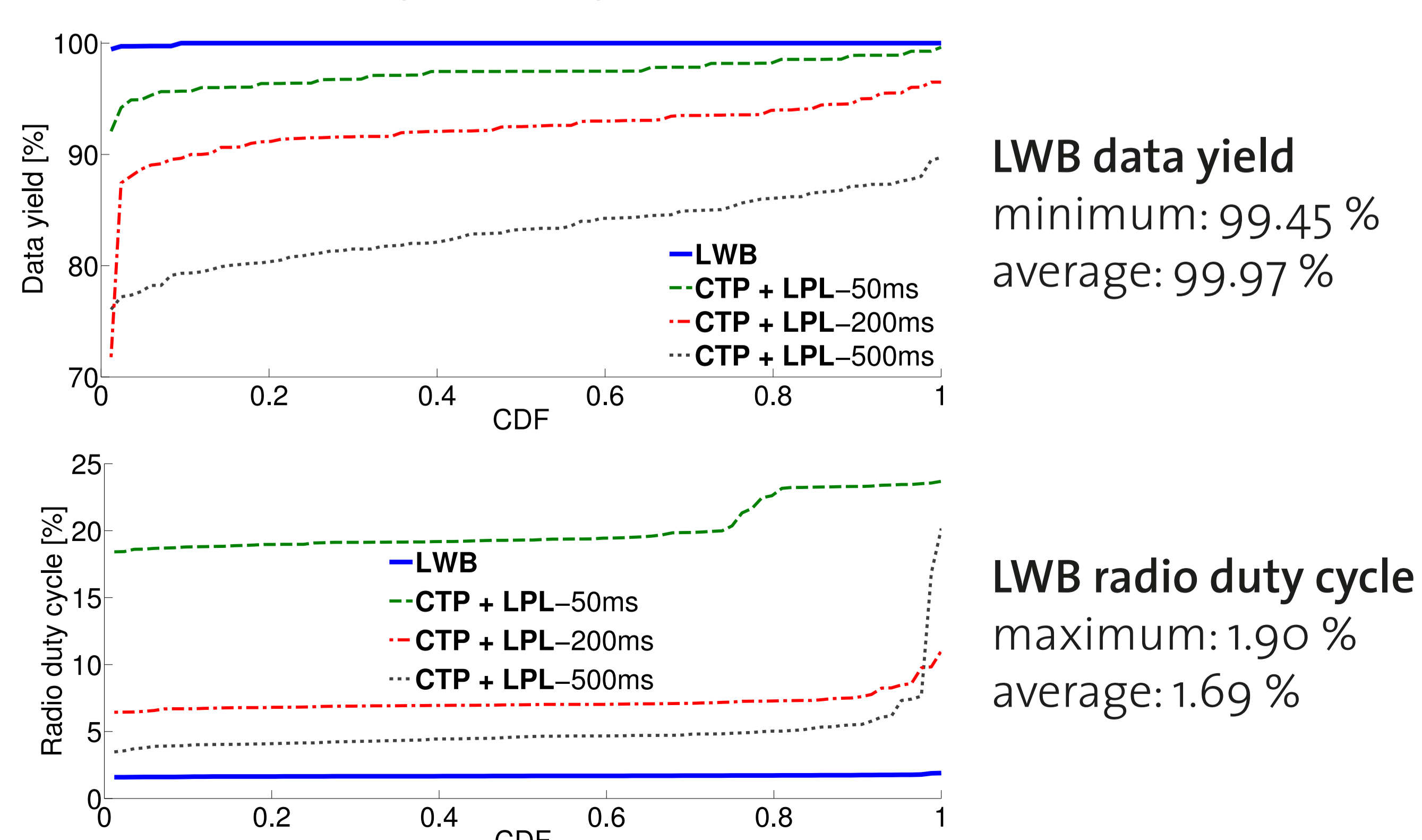
- (A) Communication rounds repeat with period T (radio off between two rounds)
- (B) Rounds consist of non-overlapping communication slots
- First, a host node H transmits the schedule for the round
- Then, each source node S_i is granted access to the bus
- (C) Slots correspond to distinct Glossy floods
(Glossy provides also accurate global time synchronization)

Results

Experiments on the **Twist** testbed (90 TelosB nodes, transmit power -7 dBm, one packet per minute, *same LWB prototype* with $T = 1$ min)

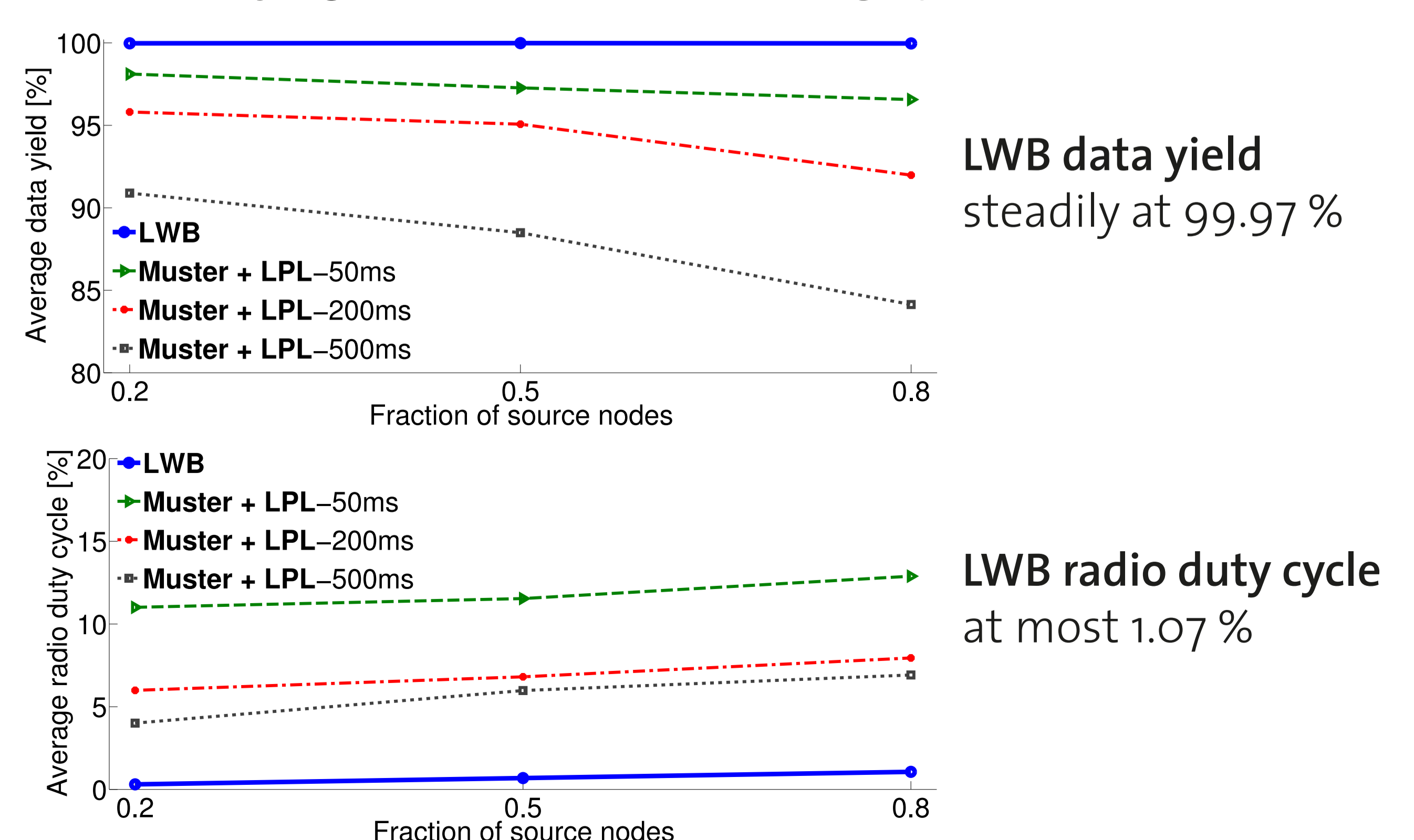
Many-to-one data collection

Comparison with **CTP + LPL**
1 sink, 89 sources, per-node performance



Many-to-many data collection

Comparison with **Muster + LPL**
8 sinks, varying fraction of sources, average performance



The same LWB prototype efficiently supports many-to-one and many-to-many communication