

Wireless Sensor Networks

*11th Lecture
29.11.2006*



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Bluetooth in WSN?

- **There are several commercially available MAC protocol/products**
 - Wi-Fi
 - Bluetooth

- **Why not Bluetooth in WSN?**
 - The need to constantly have a master node
 - Limited number of active slaves per piconet
 - Active slave must always be switched on
 - Passive slave has to apply at master to be active slave
 - Complexity
 - Tight synchronization among nodes in piconet



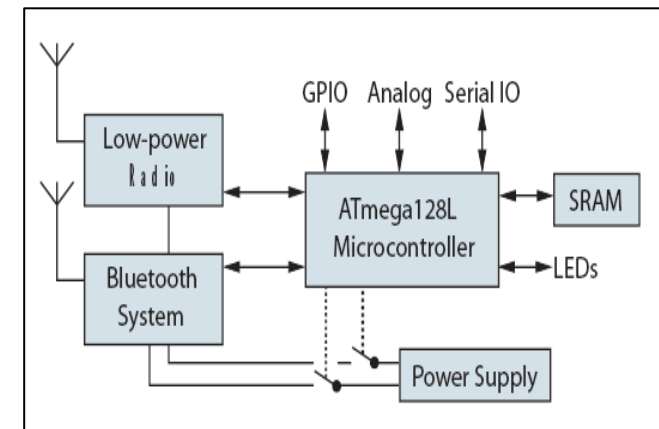
However...

➤ Strong points:

- Spread Spectrum radio
- Mass production: ensures robustness and reduces cost

➤ Dual-radio BTnodes (research at ETH Zürich):

- Bluetooth subsystem
- Low-power radio
- Scatternets with max. 4 Piconets





Understanding Bluetooth

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- **Bluetooth Characteristics**
- **Protocol Stack**
- **Architecture:**
 - Piconets
 - Scatternets
- **Radio Specifications**
- **Baseband Specifications**
 - FHSS and TDD
- **Packet Formats**
- **Error Correction**





Characteristics

- **Initial goal: Cable replacement**
- **Operates in the unlicensed ISM 2.4 GHz range, using FHSS**
- **Short communication range**

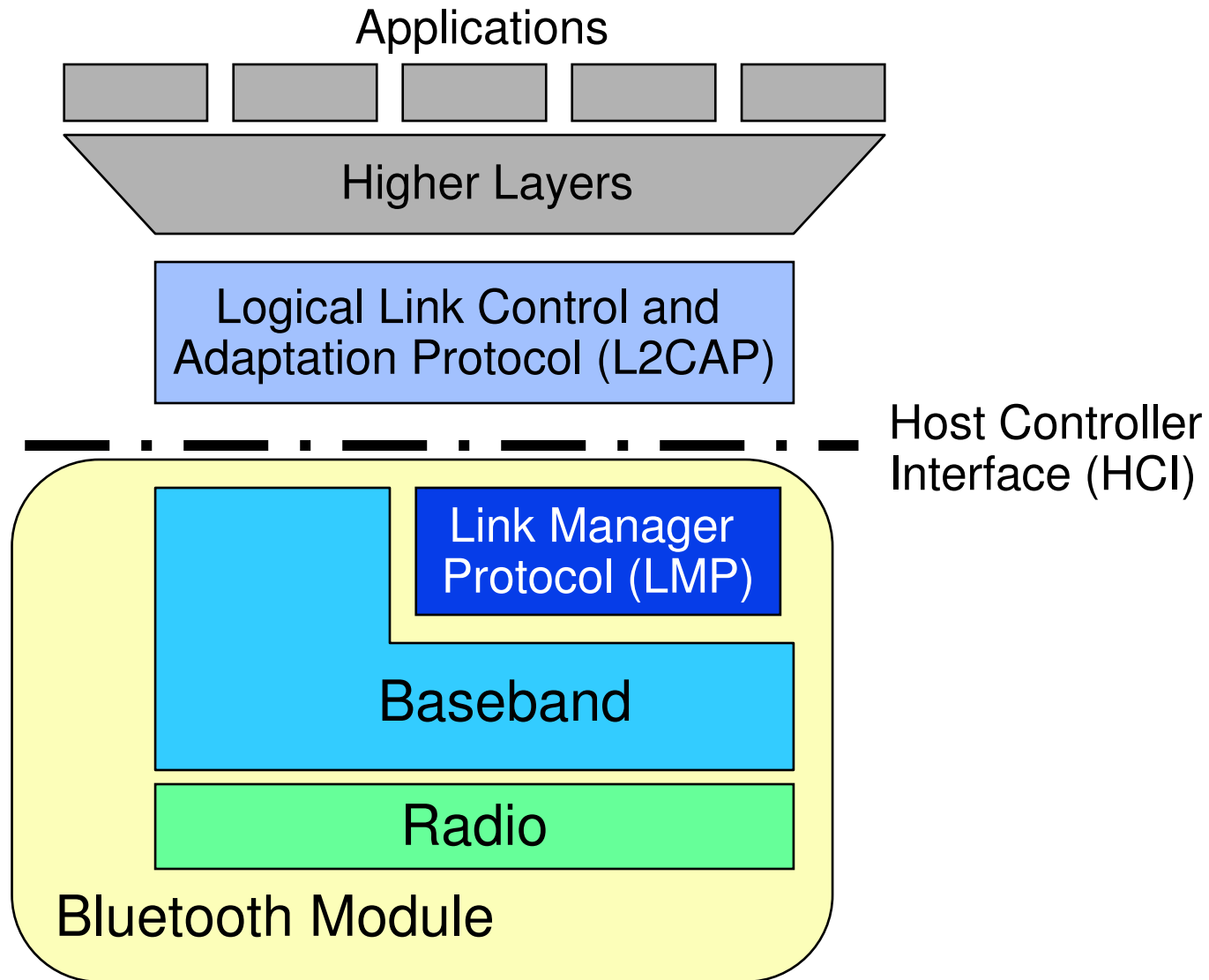
Class	Maximum Permitted Power (mW)	Maximum Permitted Power (dBm)	Range (approximate)
Class 1	100 mW	20 dBm	~100 meters
Class 2	2.5 mW	4 dBm	~10 meters
Class 3	1 mW	0 dBm	~1 meter

- **Asynchronous (data) and synchronous (voice) service supported**
- **Data rate**
- **No need for infra-structure**
- **Low power consumption**



Lower Layer Protocols

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Network Topologies

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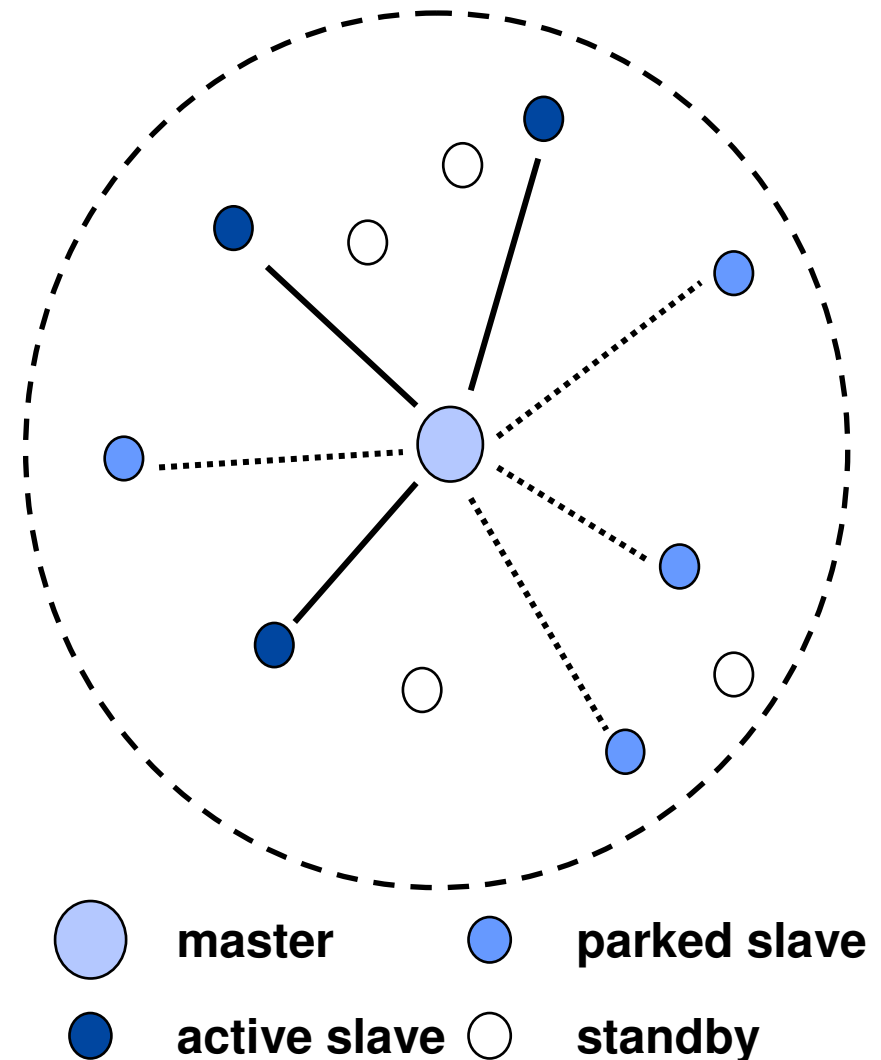
➤ **Conventional ad hoc network**

➤ **Bluetooth**



Piconet

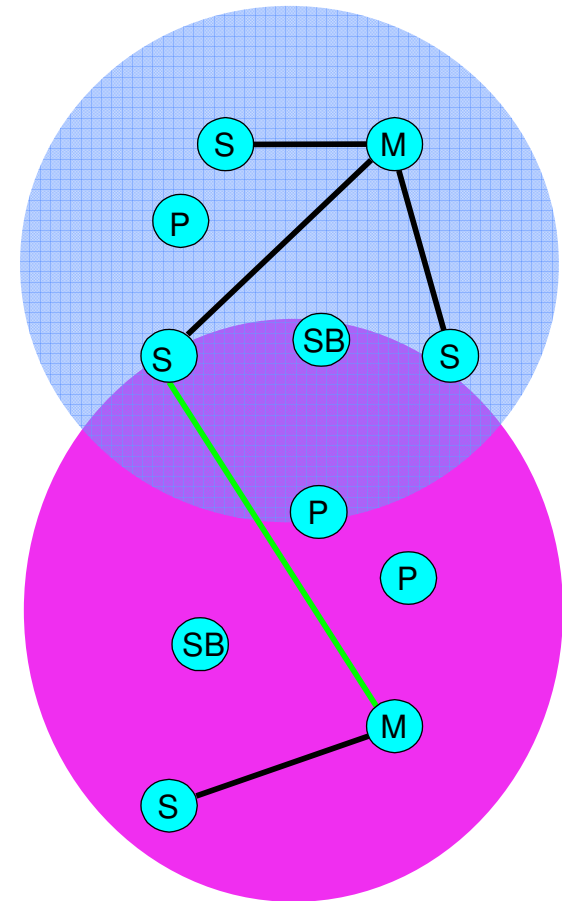
- An FH Bluetooth channel is associated with a piconet.
- Star Topology
 - 1 Master, up to 7 active slaves
 - Unlimited number of passive slaves
- Master:
 - determines hopping scheme and timing
 - Administers piconet (polling)
- Logical Channels
 - Asynchronous, packet oriented
 - Synchronous, connection-oriented (voice, slot reservation)





Scatternet

- **Scatternet –intersecting piconets.**
 - Devices can be slave in both or master in one and slave in other.
- **Piconets with overlapping coverage use different hopping sequences**
 - Collisions may occur when multiple piconets use the same carrier frequency at the same time
- **Devices can participate in multiple piconets simultaneously, creating a scatternet**
 - A device can only be the master of one piconet at a time
 - A device may serve as master in one piconet and slave in another
 - A device may serve as slave in multiple piconets



M=Master SB=Standby

P=Parked S=Slave



Radio & Baseband Specification

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➤ Operates in 2.4 GHz ISM:

- Divided into 79 hop frequencies: $f = 2402 + k$ MHz, $k = 0, \dots, 78$ (but 23 in Spain, France, Japan), spaced 1 MHz apart.

➤ Restriction of ISM band for FH system:

- Signal bandwidth is limited to 1 MHz
- Data rates is limited to 1 Mb/s per channel

➤ GFSK:

- Binary '1': sent as positive freq deviation from RF channel center freq
- Binary '0': sent as negative freq deviation from the channel center freq

➤ Bluetooth radio is based on FHSS and TDD:

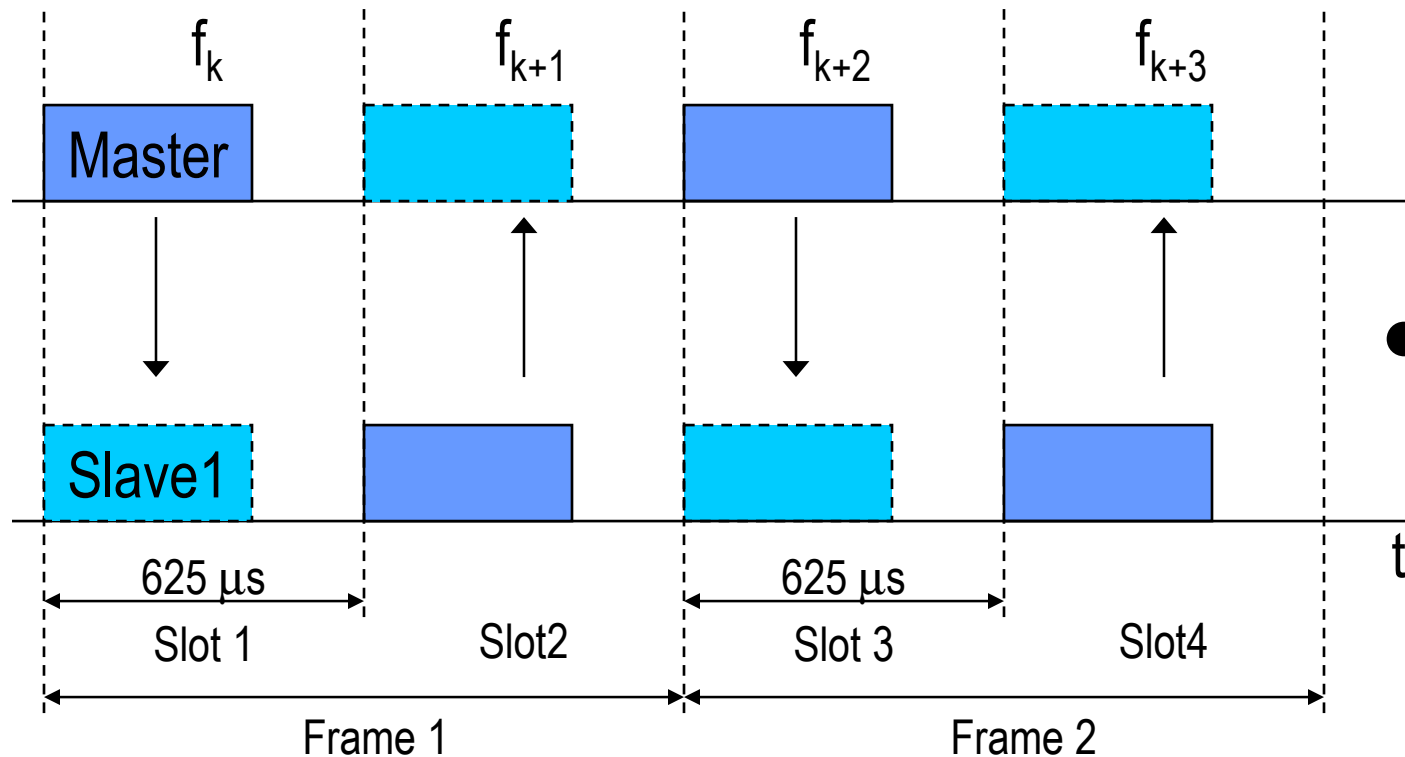
- In time domain, RF channel is divided into time slot of 625 micro secs on different frequency

➤ Terminology:

- Frame = a complete transmit/receive cycle
- Slot = a 625 microsecond segment within a frame



Frequency Hopping & Time Division Duplexing

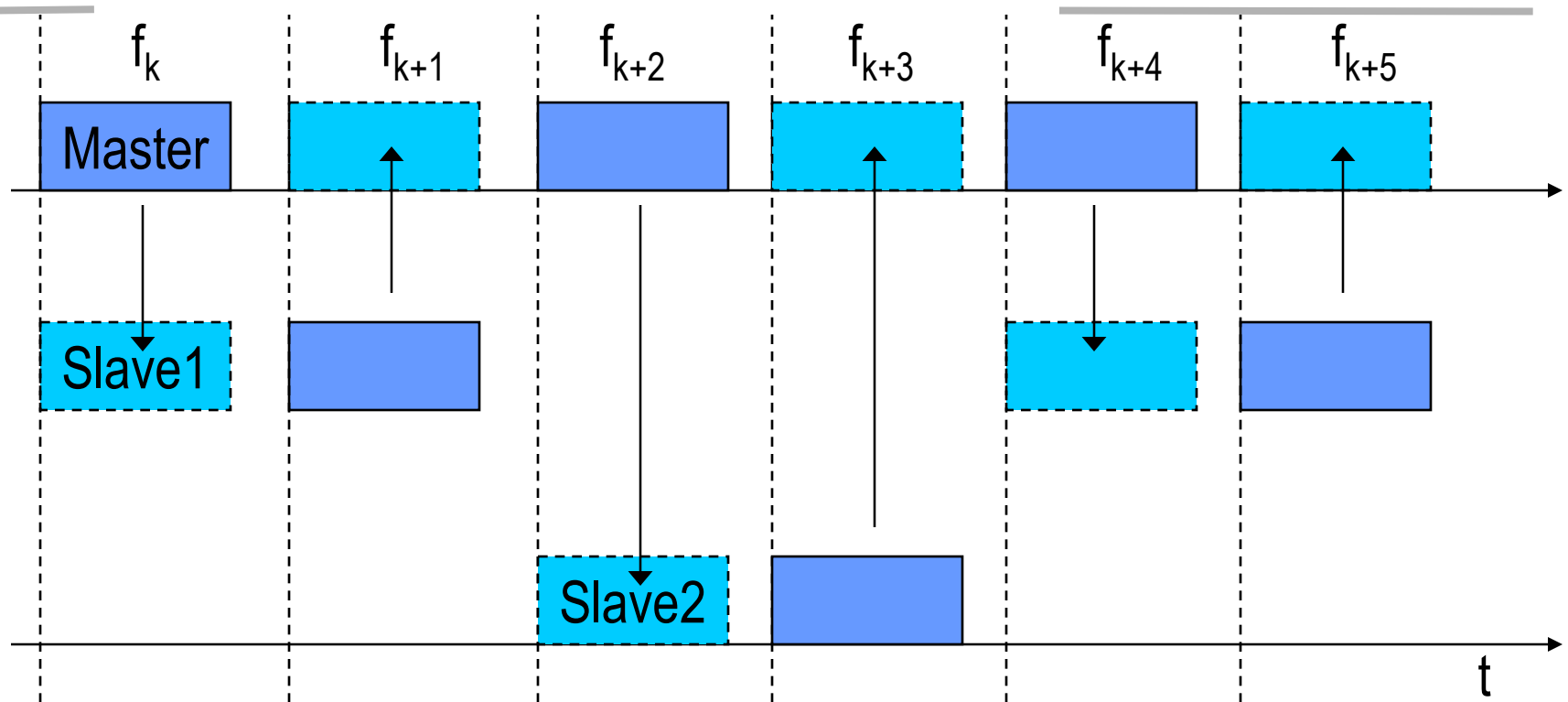


- Complete packet transmission occurs during a Slot
- Frequency hops from Slot to Slot to Slot
- Frames define matched Master / Slave Slot transmissions



Multi-Slave Transmission

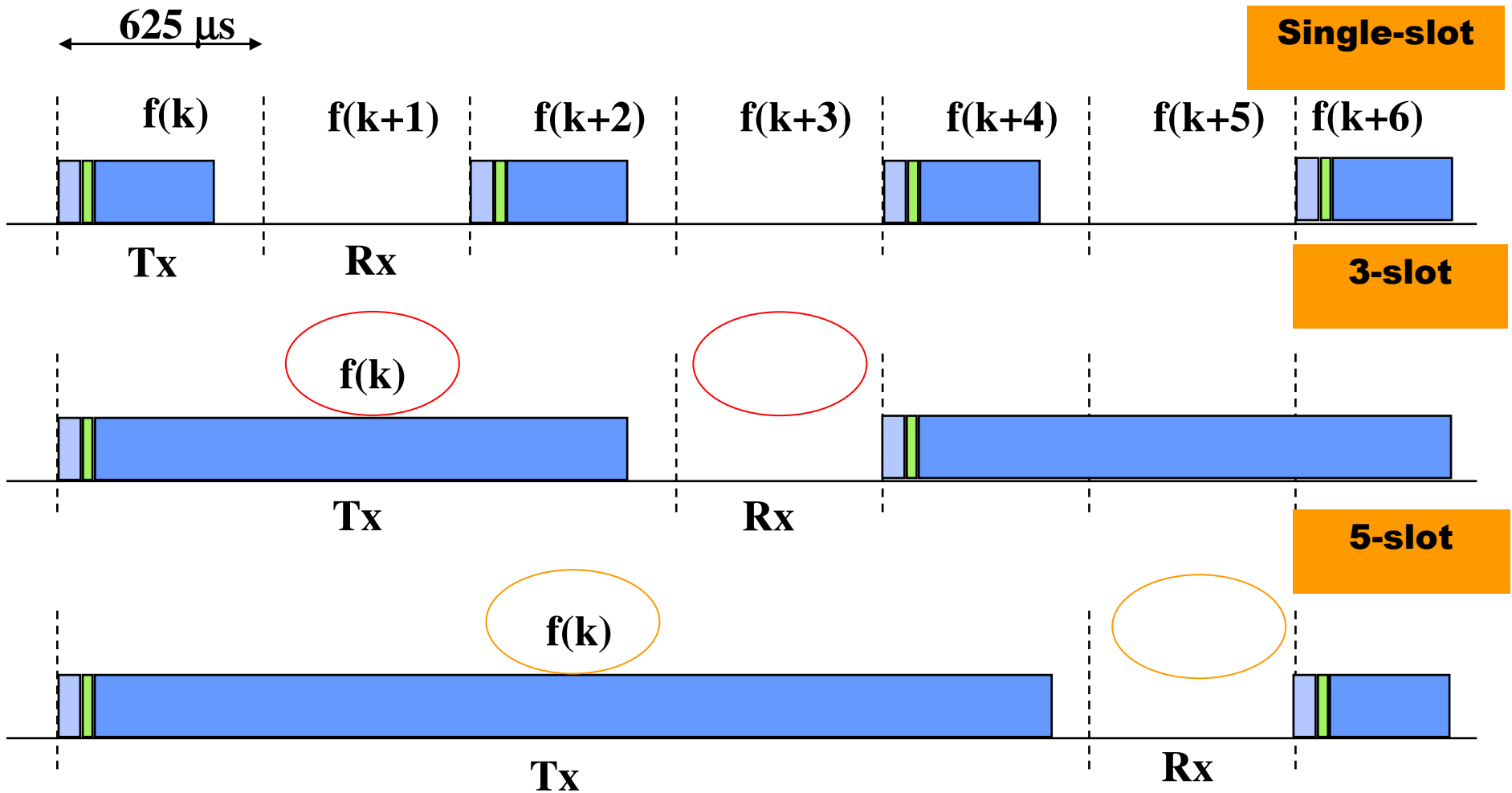
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- The Bluetooth master interleaves traffic between multiple simultaneously active slaves.
- Each Master can support up to 7 simultaneously active slaves

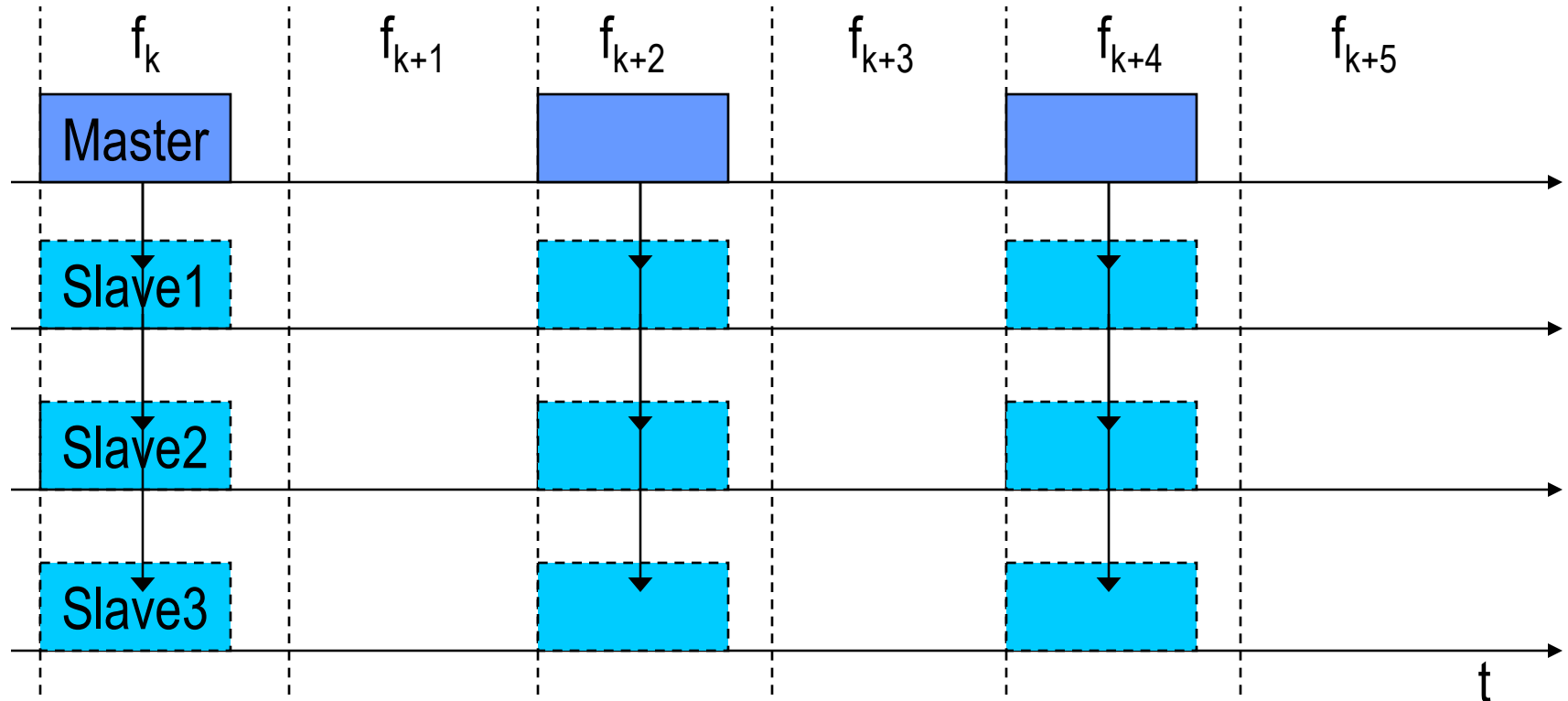


Multi-Slot Packets ⇒ Reduced Overhead





Point to Multi-Point Transmission

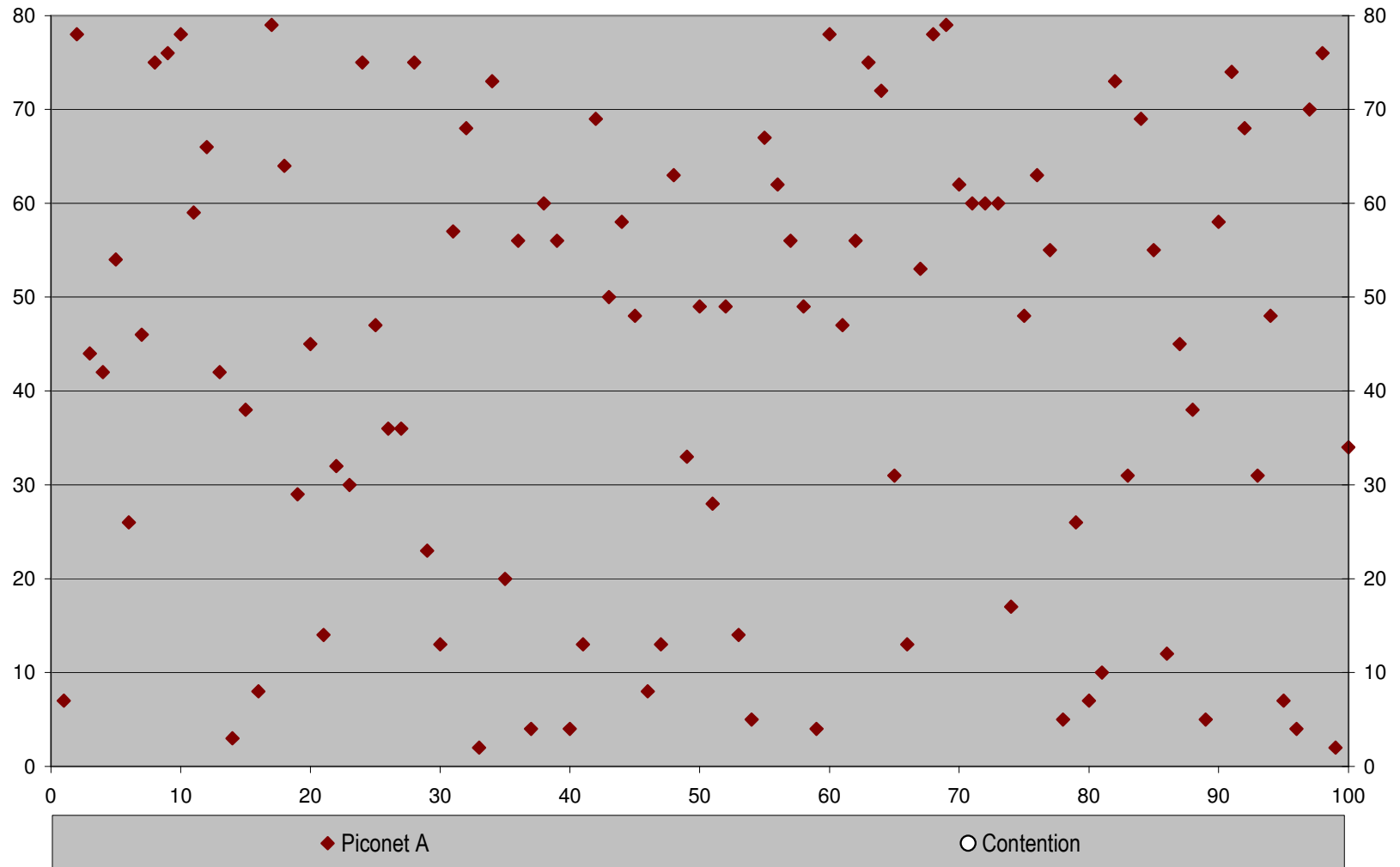


- The Bluetooth Master can also simultaneously transmit to all of its active Slaves at one time
- In such transmissions there can be no reverse traffic from the Slaves



FHSS in Piconet

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Active Piconets: 1

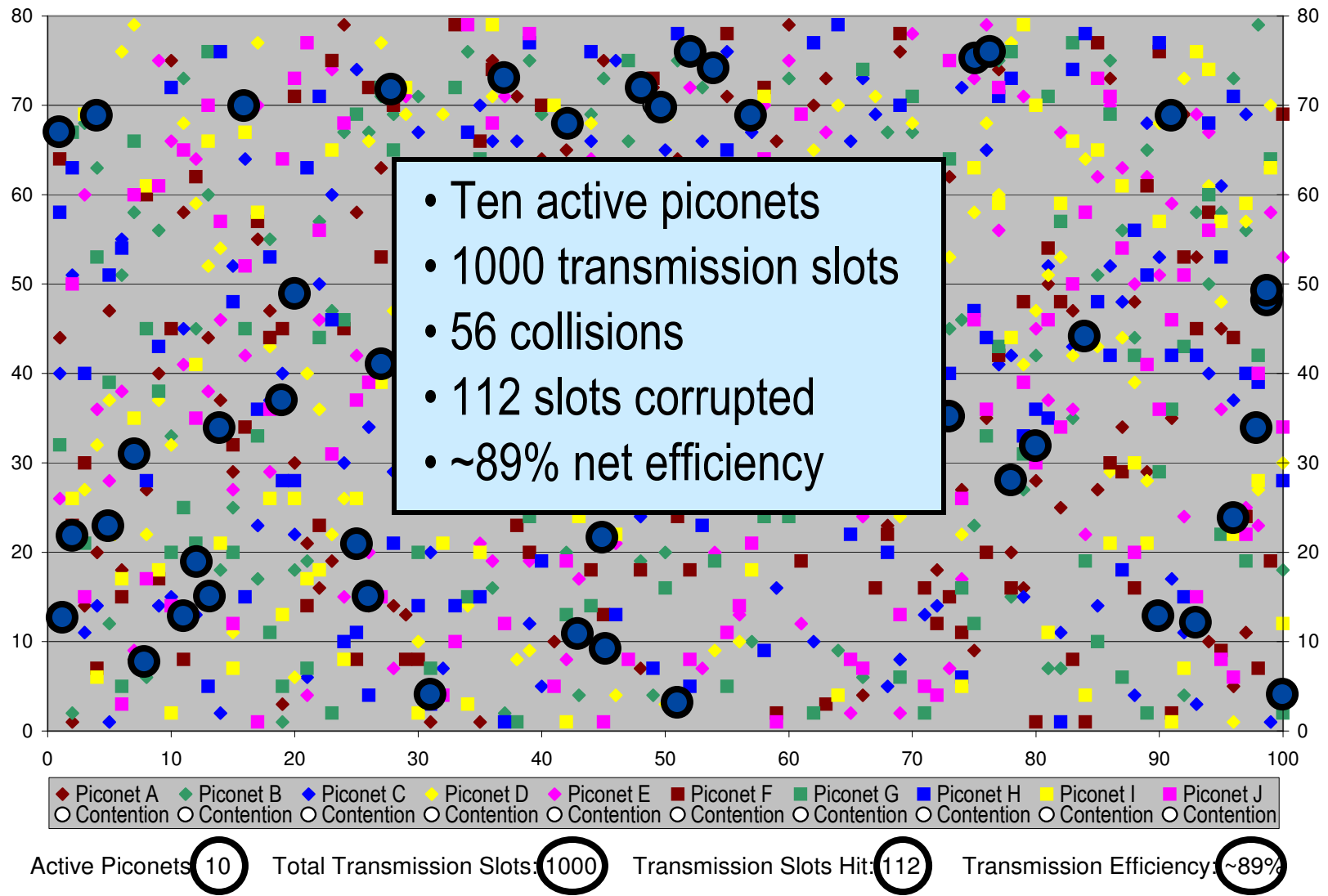
Total Transmission Slots: 100

Transmission Slots Hit: 0

Transmission Efficiency: ~100%



Bluetooth Piconets Degrade Gracefully with Density...

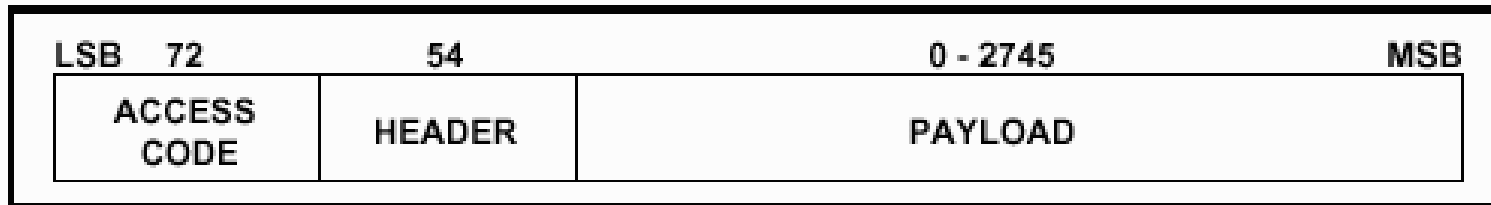




Baseband: Packets

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➤ Packet Format:



➤ Access Code: timing synchronization, offset compensation, paging and inquiry.

- Three types : Channel Access Code (CAC), Device Access Code (DAC) and Inquiry Access Code (IAC).

➤ Packet Header:

- Target device address
- Type code
- information for packet acknowledgement, sequencing, flow control, CRC

➤ Payload: voice field, data field or both.



Baseband: Error Correction

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➤ Fast ARQ is implemented

- To minimize complexity, overhead, and wasteful retransmission
- Sender is notified of packet reception in Rx slot after Tx

Thank you



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