

Energy Efficient Implementation of IETF Constrained Protocol Suite

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Outline

- Overview of updates
 - Section 3 (“MAC and Radio Duty Cycling”)
 - Intro text
 - Subsection 3.1 (“Radio Duty Cycling techniques”)
 - Subsection 3.2 (“Latency and buffering”)
 - Subsection 3.3 (“Power save services available in example low-power radios”)
 - Section 5 (“Routing protocols”)
 - Section 6 (“Application Layer”)
 - Minor updates
- 7. Crosslayer optimization
- Further questions to the WG

Section 3 introduction

- Idle listening is the key problem
- Motivation for radio duty cycling
- Mention P1 and P0 devices
 - RFC 7228 (“Terminology for Constrained-Node Networks”)

3.1. Radio duty cycling techniques (I)

- Channel sampling
 - Receiver monitors the channel periodically for very short periods
 - Sender
 - Prepend a preamble
 - Frequently Listening (FL) mode of ITU-T G.9959
 - Coordinated Sampled Listening (CSL) of IEEE 802.15.4e
 - Repeatedly sending data
 - ContikiMAC
- Scheduled transmissions
 - Receiver knows the instants in which it has to be ready for communication
 - Some form of negotiation required
 - Example
 - Bluetooth Low Energy

3.1. Radio duty cycling techniques (II)

- Listen after send
 - Wake up and poll a sender for possible pending transmissions
 - Examples
 - Receiver Initiated Transmission mode of IEEE 802.15.4e
 - Data transmission from coordinator to device in IEEE 802.15.4-2003

3.2. Latency and buffering

- Latency
 - Potentially increases compared with always-on devices
 - Latency increase is a random variable
 - Uniformly distributed if periodical behavior
 - Addition of variance
- Buffering
 - A sender may need to store outgoing packets while waiting for communication opportunity
 - Memory requirements increase
 - Queuing waiting time
 - Buffer overflow probability increase
- Influence on upper layers

5. Routing protocols

- Added text on RFC 6551
 - Node Energy object used by RPL
 - Information related to energy metrics
 - Energy-based routing metrics may help balance energy consumption of network nodes
 - Minimize network partitioning
 - Increase network lifetime

6. Application Layer

- Made explicit that CoAP Observe option allows a server to sleep between notification transmissions
- CoAP proxies provide certain support for sleepy nodes
 - If a cached response is recent enough, the proxy itself may provide the response to a client
 - The proxy may attempt to obtain a response from a sleepy server (when appropriate)
- Proposals for further sleepy node support at the application layer
 - Exploiting proxies, Resource Directory, or signaling when a node is awake
 - Currently not WG documents

7. Cross Layer Optimization

- Almost empty
- The whole document itself deals with cross-layer issues
- Remove the section?

Further questions to the WG

- What should be added?
- What should be removed?