



# IoT, Course introduction

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# ***Techniques for energy efficient communications***

# Energy efficient communication protocols

- Portable devices rely on external sources of energy (batteries, solar cells) to be able to communicate
  - Battery lifetime is limited
    - Demanding to recharge battery operated devices after some time for the device to remain operational;
  - Despite improvements in battery technologies the problem has not been solved (and is not expected to be solved by better battery technology only):
    - energy demand is increasing;
    - users expectations in terms of device/network lifetime are increasing;
- 
- Energy efficient techniques have been developed
  - Energy consumption is a critical metric driving wireless systems design

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  - users expectations in terms of device/network lifetime are increasing;

## Network lifetime:

- Time till the first node in the network dies having depleted its battery;
- Time before the network gets disconnected or fails to perform critical tasks (e.g., coverage of an Area of Interest)

# Energy efficient communication protocols

- Portable devices rely on external sources of energy (batteries, solar cells) to be able to communicate

## Energy efficiency:

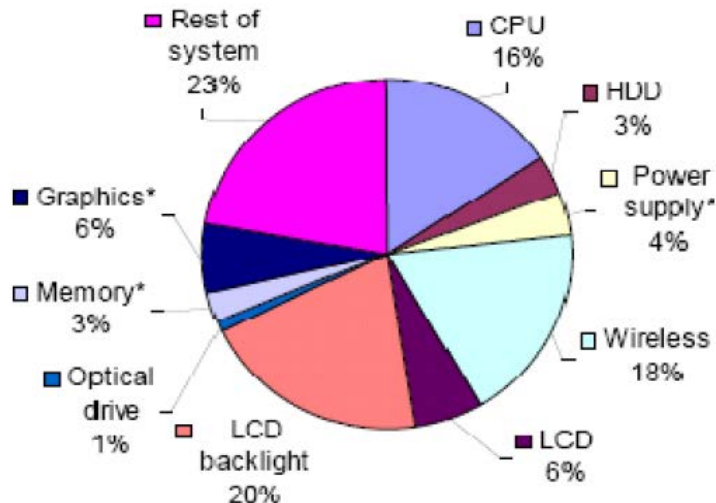
- Expresses how efficiently given tasks are performed.
  - Energy-efficient communication: energy spent by the network per bit correctly delivered to the final destination;
- To be considered in combination with other E2E metrics (throughput/latency)
  - Energy efficient techniques have been developed
  - Energy consumption is a critical metric driving wireless systems design

# Energy consumption components

- Laptop most energy consuming components include CPU, liquid crystal display (LCD) and **wireless network interface card**
  - Toshiba 410 CDT (2001): 36% of energy consumption due to display, 21% due to CPU+memory, 18% due to wireless network interface card
- **Around mid nineties the area of energy efficient communication moved its first steps...**

# Energy consumption components

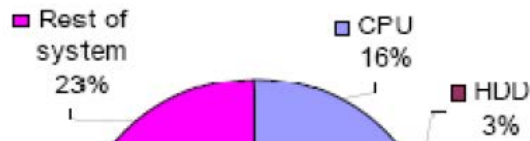
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Somavat, Pavel, Shraddha Jadhav, and Vinod Namboodiri.  
"Accounting for the energy consumption of personal Computing including portable devices." in *Proceedings of the 1st ACM International Conference on Energy-Efficient Computing and Networking*, 2010.

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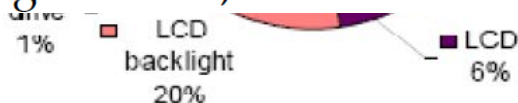
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$$P = C V^2 f$$

where  $P$  is the power in Watts,  $C$  is the effective switch capacitance in Farads,  $V$  is the supply voltage in Volts, and  $f$  is the clock frequency in Hertz [Lapsley 94]. This equation suggests that





# Energy-efficient techniques

- Network-related energy consumption has two components
  - Computing: in network data processing, data fusion and aggregation, protocol operations;
  - Communications: Wireless transceiver consumes energy either to transmit/receive data and control packets, or when it is idle, ready to receive.
- Trade-off between computation and communication
  - Energy-efficient communication protocols can add overhead and computational complexity.
  - There is an inherent computing vs. communication trade-off:
    - ✓ Where should the 'intelligence' of the system be placed? Which data should be processed in network (→higher energy consumption due to computing in nodes which can be energy constrained, but →more compact data transmitted, thus lower energy consumption due to communication) and which data should instead be transmitted to "higher end" devices or computing systems for processing ?(e.g., to the base station, to the sink, or which tasks should be offloaded to the cloud)
    - ✓ Not a one fit all answer.

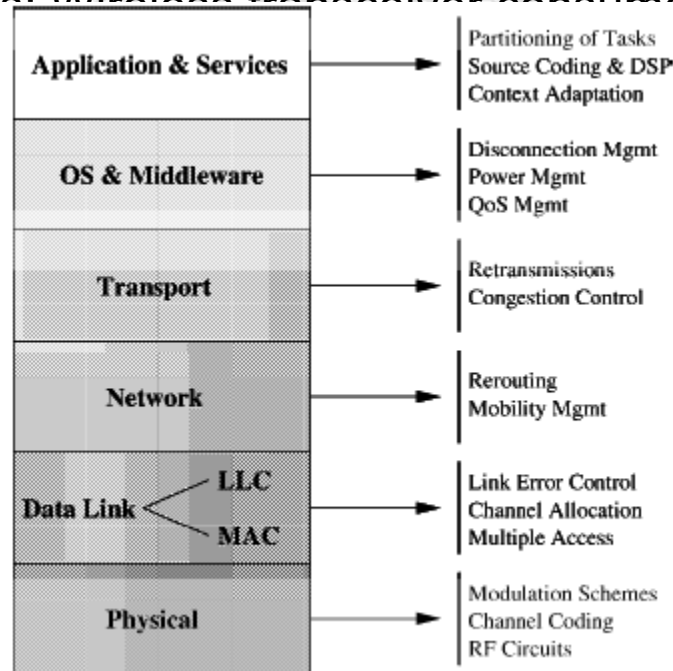
The objective of the energy efficient communication techniques is to optimize these trade-offs, and the trade-offs among different E2E performance metrics (not just energy consumption but also throughput, latency).

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  - Computing: in network data processing, data fusion and aggregation, protocol operations;
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## • Trade-off between

- Energy-efficient communication
- There is an inherent trade-off between energy efficiency and computational complexity.
  - ✓ Where should the processing be done (→higher energy efficiency if compact data transmission instead be transmitted to the sink station, to the sink)
  - ✓ Not a one fit all



## tion

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Application & Services
OS & Middleware
Transport
Network
Data Link <ul style="list-style-type: none"> <li>LLC</li> <li>MAC</li> </ul>
Physical

# Energy-efficient techniques

- General guidelines

- PHY:

- ↑ ✓ Power consumption is a function of the energy needed to activate the transceiver circuitry and of the emitted power → we can significantly decrease overall energy consumption in case of long range communication by applying power control (**Objective: minimizing transmission energy**)
    - ↑ ✓ Wireless technologies can dynamically change the modulation scheme used over time. Use of high data rate modulations reduce the time needed to transmit packets, thus the associated transmission energy consumption (**Objective: minimizing transmission energy**)
    - ↑ ✓ HW-dependent optimization and selection of HW: due to design choices standard compliant transceivers can have quite different performance in terms of energy consumption, BER and PER (Bit and Packet Error Rates). **HW selection can thus significantly impact the overall system energy consumption.**
    - ↓ ✓ Promiscuous mode: several protocols proposed for ad hoc network routing exploit the idea of operating the wireless interface card in promiscuous mode (→ received packets are passed to higher layers and processed even if not addressed to the node) in order to gather information over the wireless broadcast channel which can be used to optimize the protocol operations.
    - ↓ ✓ Operating the wireless interface card in promiscuous mode forces the interface card to stay in idle (instead of low power modes) for long periods of time, and leads to significant energy consumption due to processing of packets. Therefore, its use typically is a killer in terms of overall energy consumption.

Application & Services	
OS & Middleware	
Transport	
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Data Link	LLC MAC
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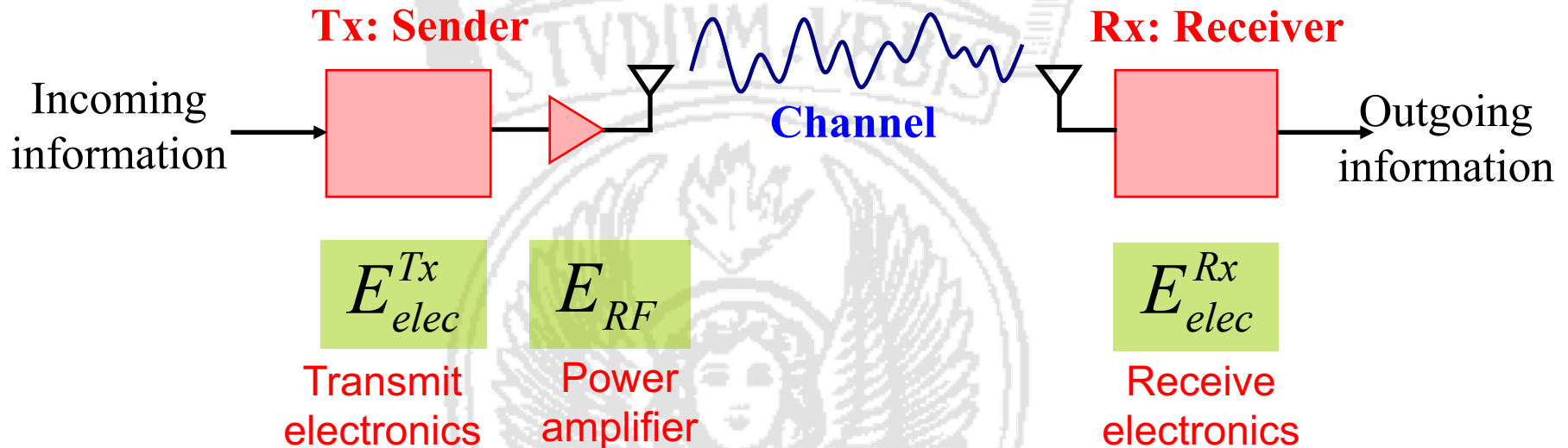
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    - ↑ ✓ Wireless transceiver should instead be switched to a low power 'sleep state' (where it cannot receive or transmit packets but the energy consumption is orders of magnitude lower) whenever a packet not addressed to the node or whenever information exchanged during a handshake make the node aware that the channel will be busy for the next future for transmitting packets not addressed to it
    - ✓ The transceiver should switch to low power mode for the whole time interval when it knows it will not be involved in communications.
      - This is also why destination address is the first field of the header
      - This is also why NAV field is part of RTS/CTS handshake in IEEE 802.11

# Energy in Radio: the Deeper Story....



- Wireless communication subsystem consists of three components with substantially different characteristics
- Their relative importance depends on the **transmission range** of the radio

Application & Services	
OS & Middleware	
Transport	
Network	
Data Link	LLC MAC
Physical	

# Energy-efficient techniques

- General guidelines

- MAC

- ✓ **Awake/asleep schedule:** Nodes alternate between

- high energy consuming states (awake:transmit/receive/idle) in which the transceiver is ON and packets can be transmitted/received AND
      - states in which the transceiver is OFF, packets cannot be received or transmitted but the energy consumption is much lower.
      - Duty cycle= $T_{ON}/(T_{ON}+T_{OFF})$
      - Two possible classes of protocols:
        - » Synchronous:
          - nodes exchange information to coordinate on when to wake up;
          - periodic control message exchange ensures they know when their neighbors will wake up;
          - a packet is transmitted to a neighbor when it is ON.
        - » Asynchronous:
          - Awake/asleep schedule of neighbors is unknown;
          - No control overhead is needed to keep information updated;
          - To ensure reliable communications a sequence of packets must be sent until the destination node wakes up and answers (overhead when a packet has to be sent)
          - OR nodes must follow a cross-layering approach selecting one neighbors among the awake neighbors as relay.

- ✓ Nodes not involved in communication should go to sleep till current information exchange completes (**Objective: avoid energy waste**).
    - ✓ Nodes should minimize collisions (**Objective: avoid energy waste**)
    - ✓ Header compression: By transmitting less bits the transceiver is ON for less time (**Objective: reducing transmission energy**)
    - ✓ Limit control information exchanged, aggregate redundant information (**Objective: reducing transmission energy**)

Tends to  
increase  
latency



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Energy consumption due to reception is typically >> than that for transmission, as it is not possible to predict when a packet will have to be received: ← wake-up radio

Tends to  
increase  
latency

# Transceiver states

- Transceiver can be in one of the following states

*tx*

Awake and transmitting

*rx*

Awake and receiving

*idle*

Awake, neither transmitting nor receiving

*asleep*

Asleep: the transceiver is not operational but energy consumption is low. There can be several asleep states with different subsets of the circuitry switched OFF → different time to switch to such states, but also different energy consumption.

**There is a time and energy consumption associated to the switch which should be accounted for when designing energy efficient protocols**



# Transceiver energy consumption

## some examples

- Depend on technology; transmission range and phy layer solutions have an impact
- For the same type of device/technology significant changes in the energy consumption have occurred over time
  - As designers are striving to make technology more low power
  - Changes also occurred in the relative weight of different components of energy consumption (which has an impact on design of energy efficient protocols)
- Years: 90'-' 00
  - Message: transmitting costs >> receiving; idle cost costs significantly less, sleep mode 2-3 order of magnitudes lower
  - Examples:
    - ✓ Proxim RangeLAN2 2.4 GHz 1.6 Mbps PCMCIA card: 1.5 W in transmit, 0.75 W in receive, and 0.01 W in standby mode.
    - ✓ Lucent's 15 dBm 2.4 GHz 2 Mbps Wavelan PCMCIA card: 1.82 W in transmit mode, 1.80 W in receive mode, and 0.18 W in standby mode.

# Transceiver energy consumption

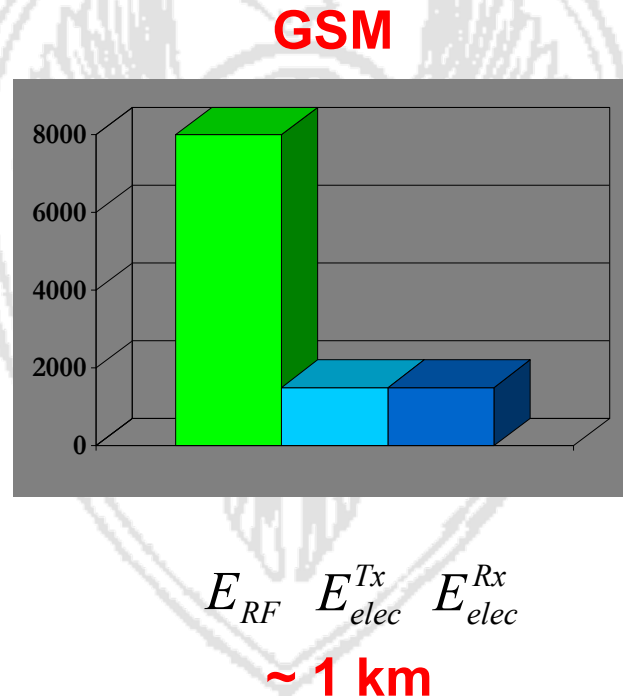
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Nowadays for many low to medium range technologies transmission energy consumption is comparable to reception energy consumption and comparable to that of idle mode

# Transceivers energy consumption-GSM

- When transmission range increases the percentage of transmitted energy due to emitted power increases  
(data source: M. Srivastava, beginning of 2001)



Long range  
communications



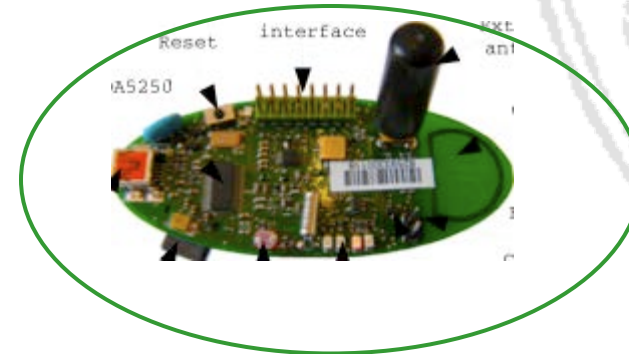
- TmoteSky, EYES v2.0 platforms

Texas Instruments Mps430 micro-controller,  
16-bit RISC CPU, 8 Mhz, 10Kb RAM, 48Kb ROM,  
fast wakeup ( $< 6\mu s$ ), integrated 12-bit  
ADC/DCA converter, expansion SPI bus.  
Light, temperature on board sensors.



## **TmoteSky:**

radio chip CC2420 (Zigbee compliant),  
2Ghz direct sequence spread spectrum  
(DSSS) modulation, datarate 250Kbps,  
on board 1 Mb serial EEPROM,

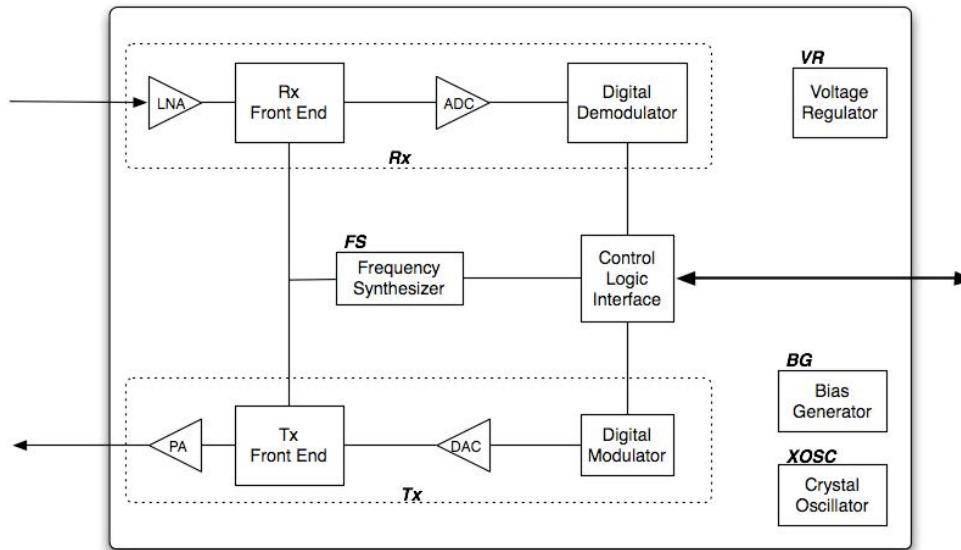


## **EyesIFXv2:**

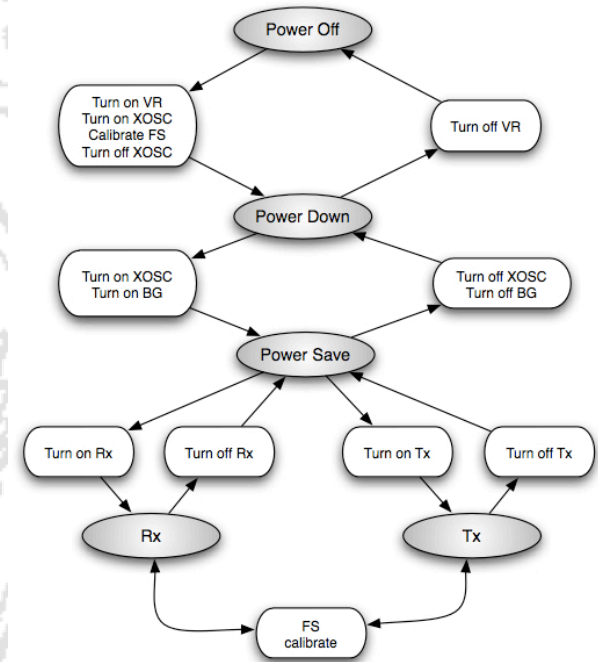
radio chip TDA5250, 868Mhz,  
FSK modulation, datarate 64Kbps,  
on board 512Kb serial EEPROM

# TmoteSky Energy model

## CC2420 Modules



## Transceiver states



## Energy model

State	Consumption (mA)
Rx	19.7
Tx	17.4
Save	0.45
Down	0.02
Off	0.001

Table 1: Consumption of CC2420 transceiver.

Switch Between (States)	Consumption (mA)	Duration (ms)
Rx/Tx	17.4	0.192
Tx/Rx	19.7	0.192
Tx/Save	17.4	0.192
Rx/Save	19.7	0.192
Save/Down	0.45	0.96
Down/Off	0.02	0.6

Table 2: Switch time of CC2420 transceiver.

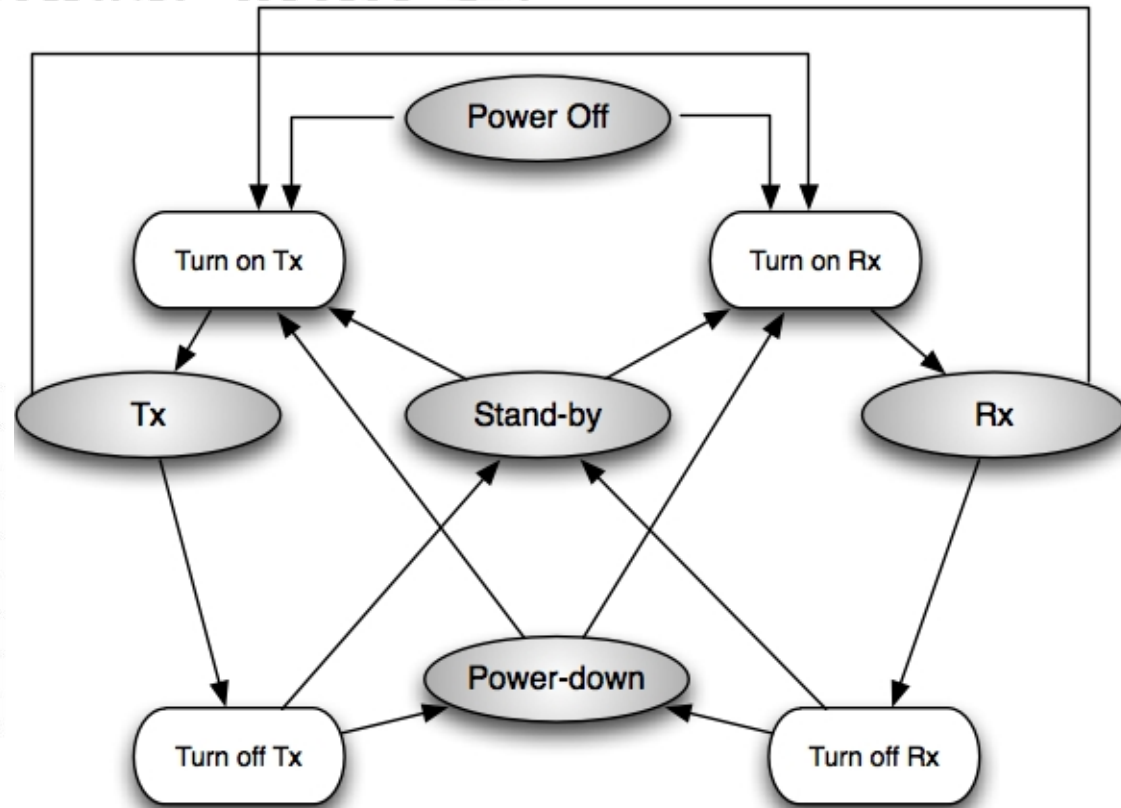
# EYES IFXv2 Energy model

Energy model

Transceiver  
states

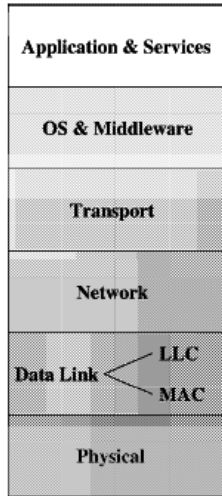
State	Consumption (mA)
<i>Rx</i>	8.6
<i>Tx</i>	11.2
<i>Stand-by</i>	0.75
<i>Power-down</i>	0.009
<i>Power-off</i>	0

State	Consumption (mA)	Duration (ms)
<i>Power-off/Tx</i>	0.3085	9.1
<i>Power-off/Rx</i>	0.2632	10.2
<i>Tx/Rx</i>	0.0739	2.2
<i>Rx/Tx</i>	0.0369	1.1
<i>Power-down/Tx</i>	0.0025	1.1
<i>Power-down/Rx</i>	0.0568	2.2
<i>Stand-by/Tx</i>	0.0025	1.1
<i>Stand-by/Rx</i>	0.0568	2.2





# Energy efficient techniques



- General guidelines

- Data Link

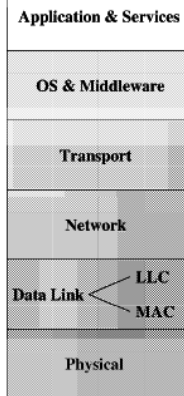


- ✓ If channel is in a bad (deep fade) state it is convenient to delay transmissions as it is very unlikely packets will be correctly received  
**(Objective: avoid waste)**



- ✓ Energy efficient ARQ and FEC schemes have been studied to optimize energy consumption while ensuring reliable and timely communication (overhead vs. number of retransmissions trade-off; adaptive solutions depending on load, channel, application requirements).

# Energy efficient techniques



- General guidelines

- Routing

- ↑ ✓ Depending on the scenario it can be more energy efficient to transmit over a higher number of shorter links or minimize the number of hops (**can you tell me when one option is better than the other? Suggestion: Long range vs. short range communication**)
    - ↑ ✓ Minimize the overhead associated to route discovery and maintenance
    - ↑ ✓ Load balancing of the energy consumption among nodes to increase the network lifetime;
    - ↑ ✓ Energy aware routing solutions which account for residual energy (and expected future availability of energy in case harvesting is an option) when selecting the best next hop relay.
    - ↑ ✓ Link quality aware relay selection to avoid retransmissions.
    - ↑ ✓ Relay selection which favors data fusion/aggregation.
    - ↑ ✓ All the above combined ← cross layer solutions.
    - ↑