

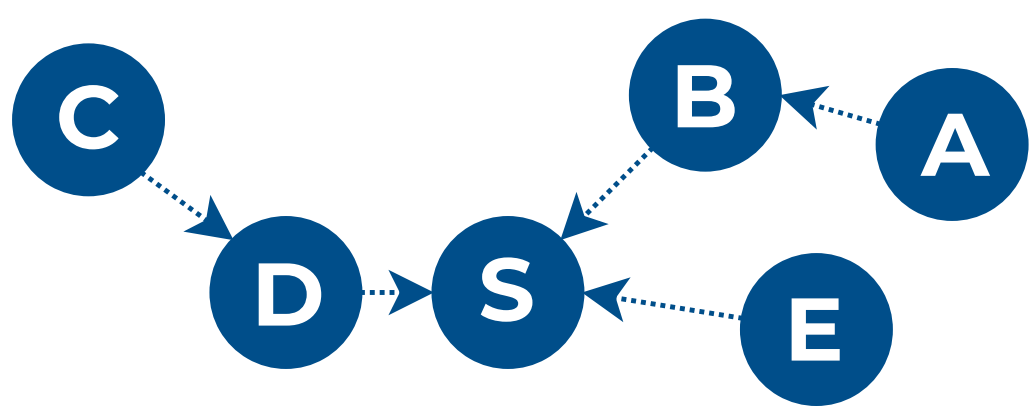
KOM3: Could a Wireless Stack Based on Synchronous Transmissions Challenge 6TiSCH?

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Motivation

Approaches to Low-Power Mesh-Communication

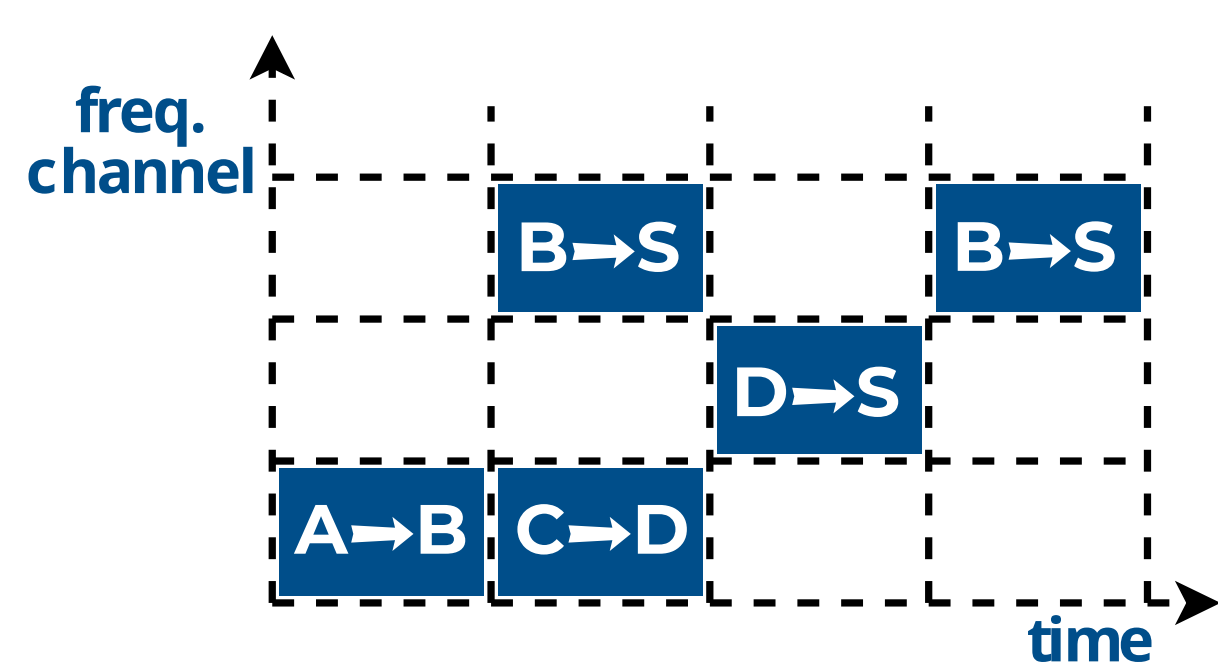
Routing



based on the abstraction of links, coordinated unicasts over an established topology, sensitive to traffic patterns

6TiSCH^[1]

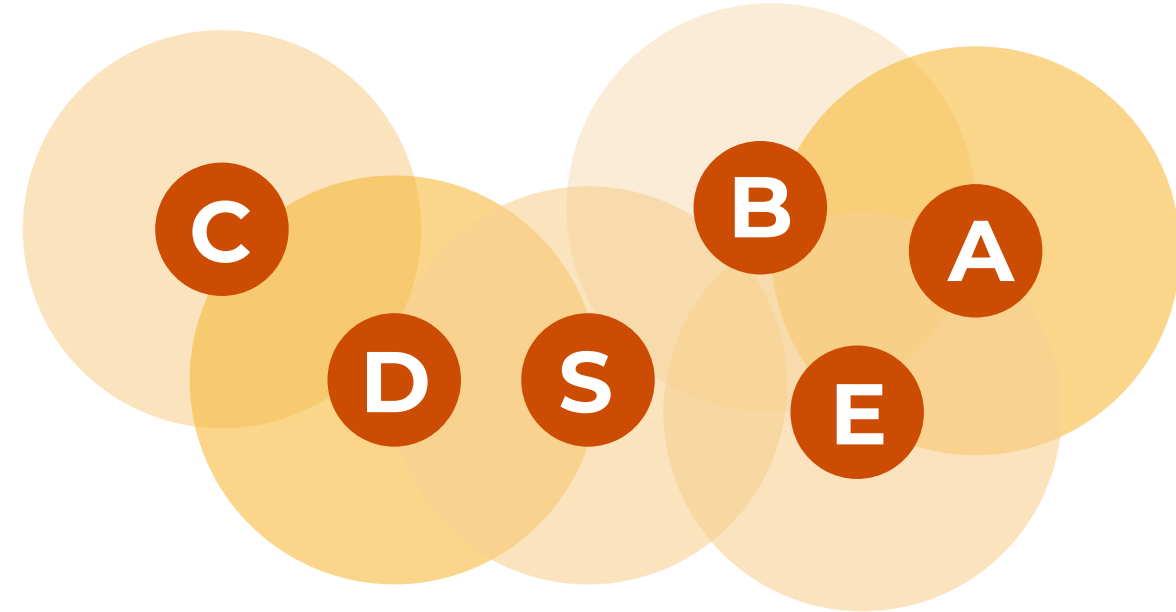
established IPv6 architecture based on routing (RPL)



What is missing?

Comprehensive performance comparison of modern, IPv6-enabled, general-purpose network stacks, based on the above paradigms, in a fair, real-world setup.

Flooding



broadcast-based, minimal topology awareness, traffic-pattern agnostic, synchronous transmissions (STX) → multiple simultaneous senders

Mixer^[2]

mesh broadcast primitive based on STX-flooding

single broadcast round

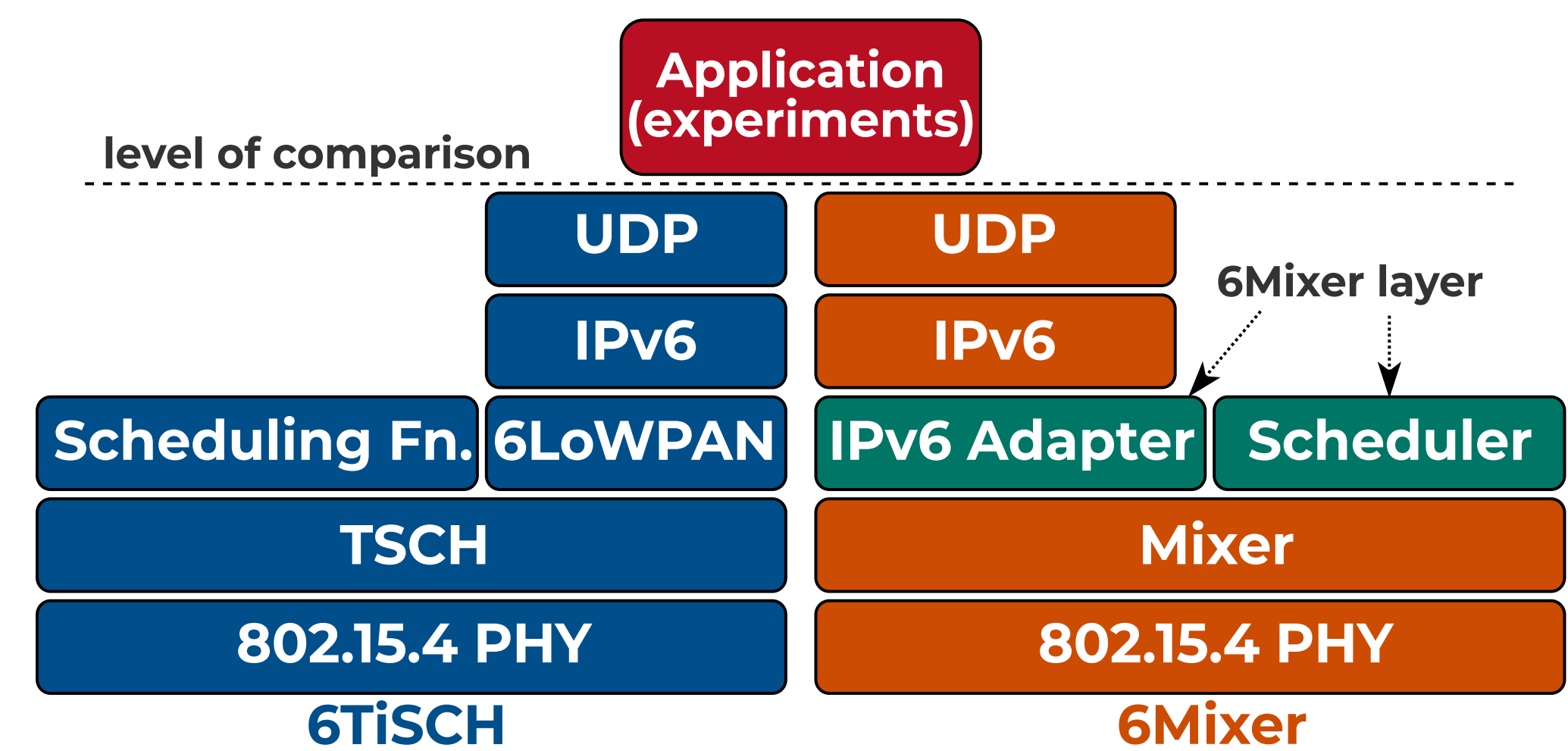


Towards a Fair Comparison

Methodology: Run identical experiments on the D-Cube^[3] testbed.

Stacks: 6TiSCH – Contiki-NG,^[4] Mixer – fork of original code.^[2]

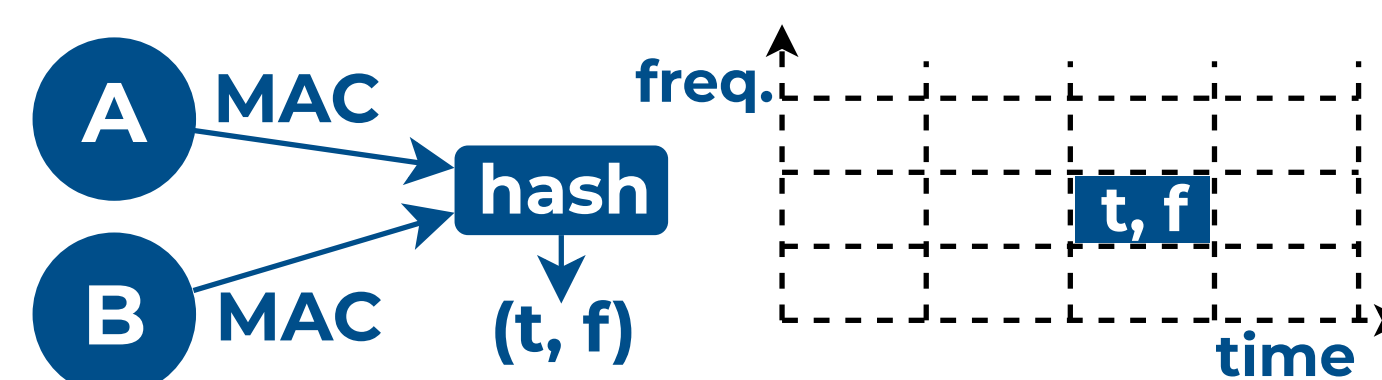
Problem: Comparing apples to oranges?



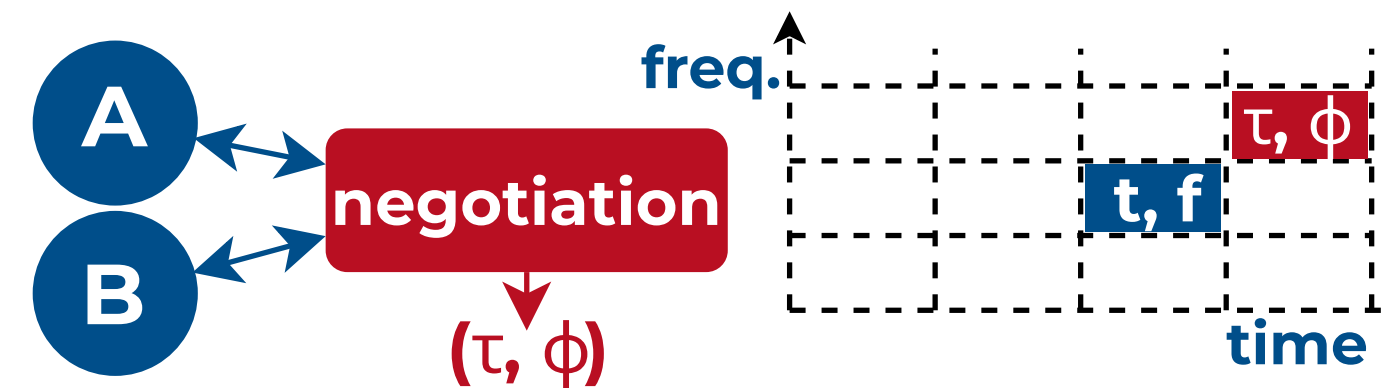
Approach: Extend Mixer into a 6Mixer stack to compare both paradigms at the same level, i.e. UDP/IPv6 application.

Scheduling: Adaptive policies in both stacks.

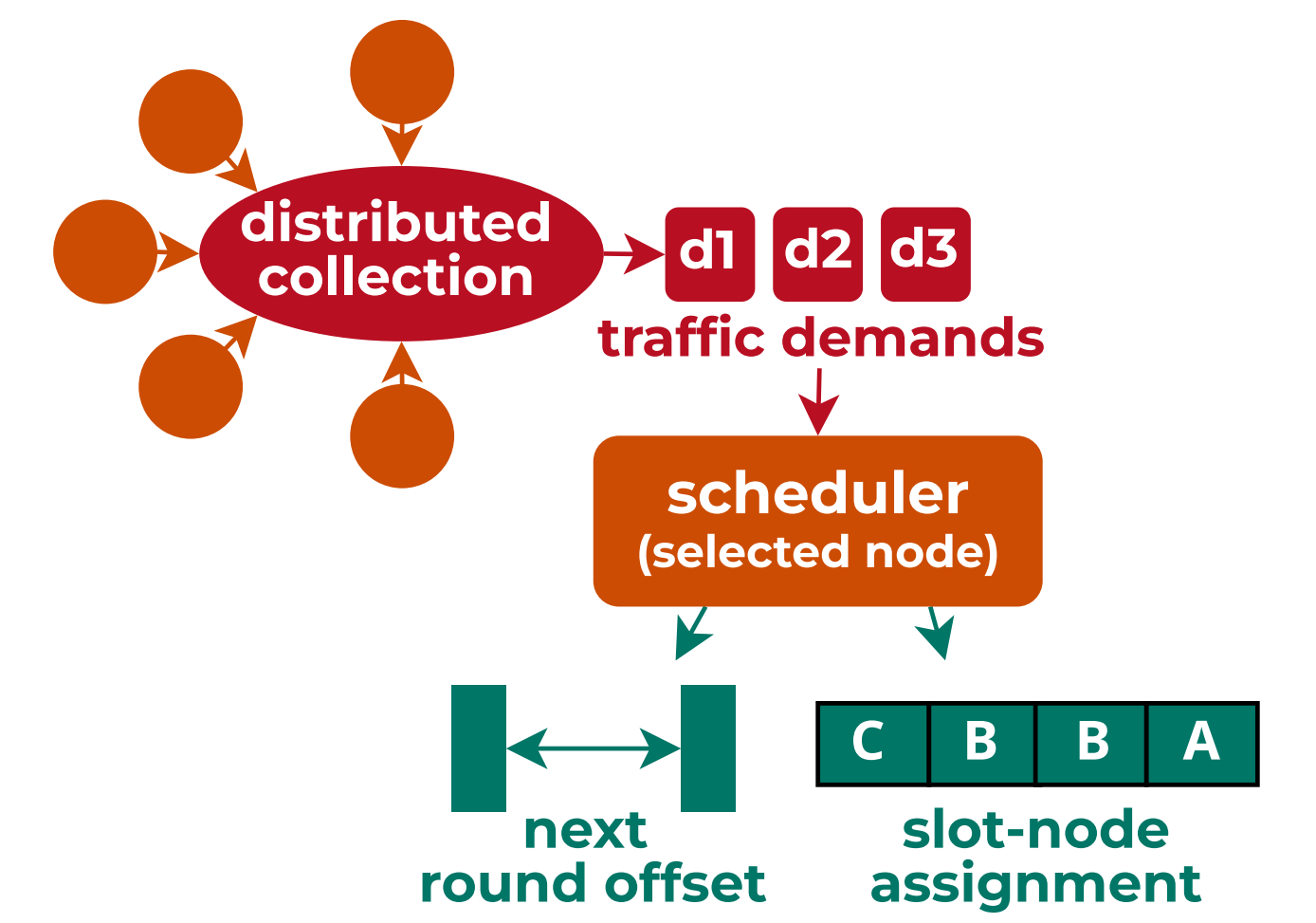
6TiSCH: minimal bandwidth between neighbors



6TiSCH: increased traffic demand



6Mixer: distributed collection of traffic demands



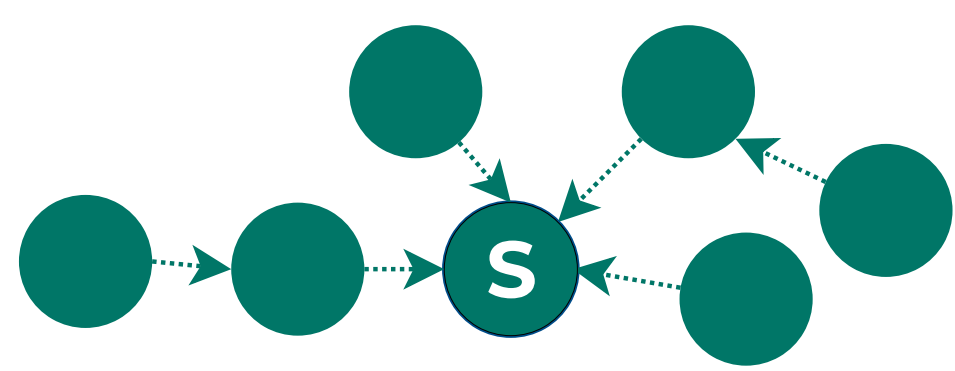
Experiment Scenarios Reflecting Different Classes of Applications

Wireless Sensor Networks (WSN)

"Traditional" application of mesh networks.

Traffic: Towards a common sink, periodic at second- to hour-intervals.

Payload: Few to tens of bytes.

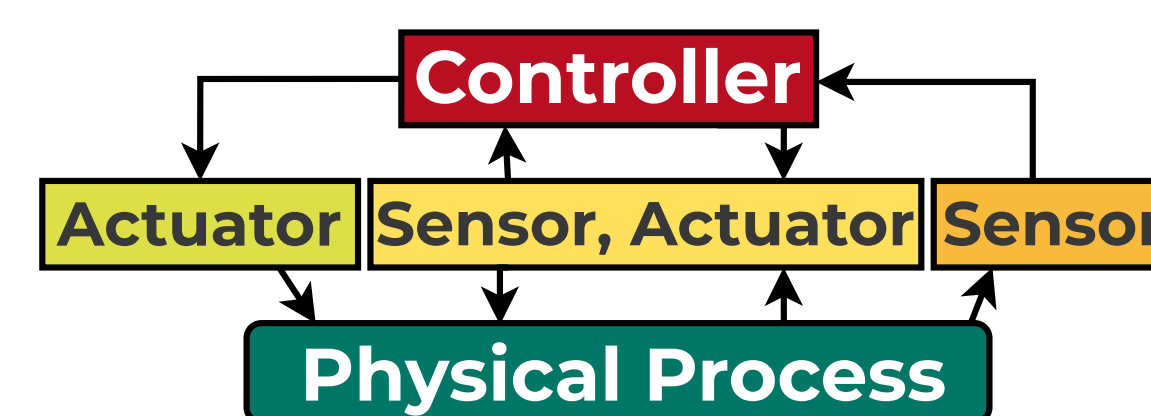


Cyber-Physical Systems (CPS)

Industrial feedback control systems.

Traffic: One-to-many or many-to-many, periodic, at milli- to second-intervals, strict timeliness requirements.

Payload: A few to tens of bytes.

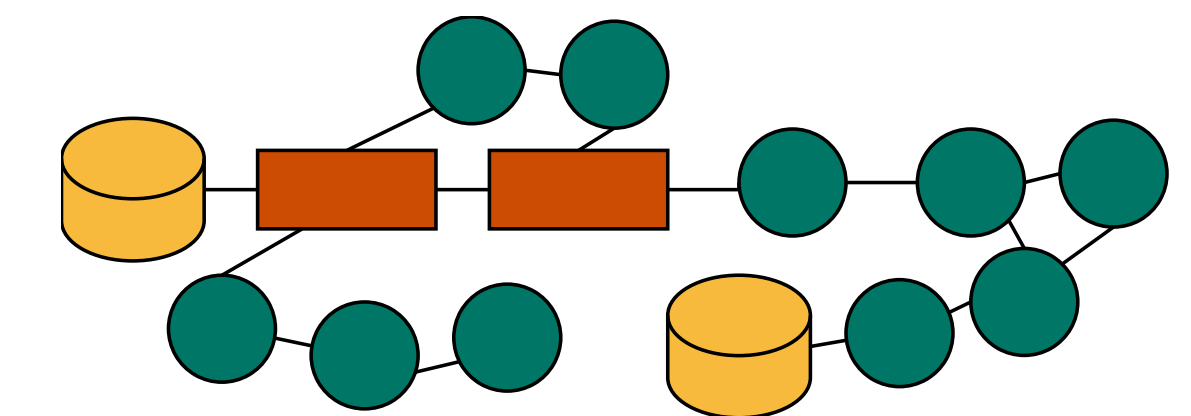


Internet of Things (IoT)

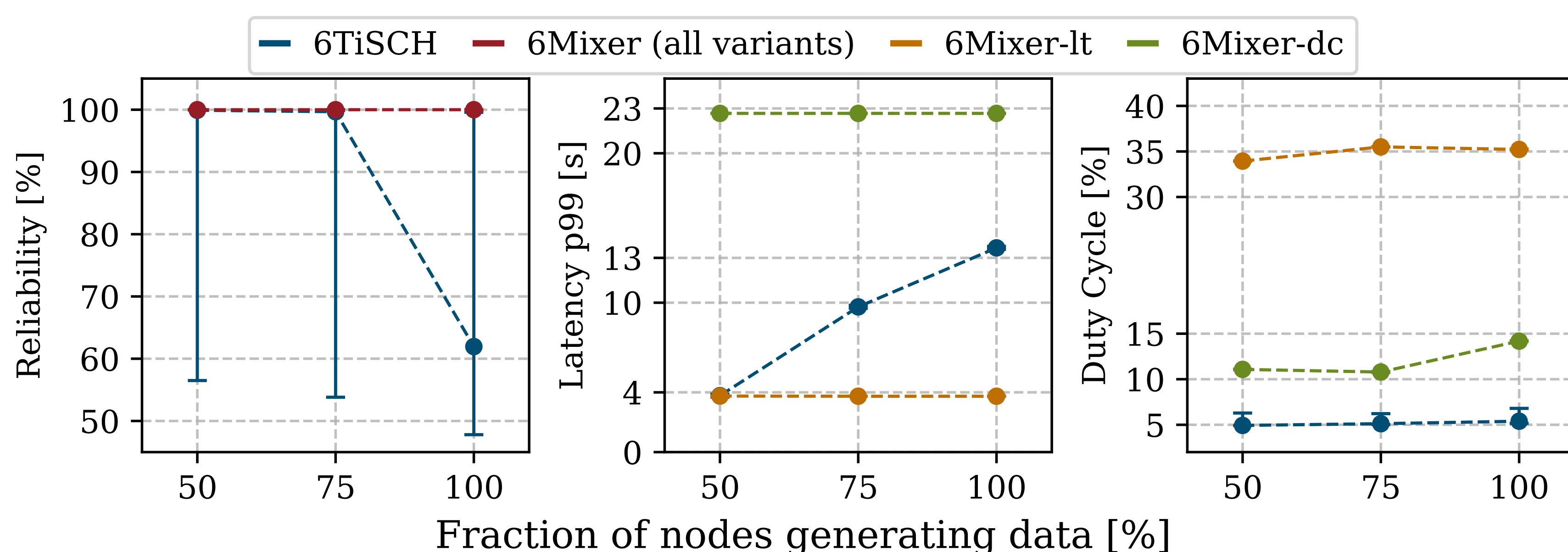
Vision of a heterogeneous landscape with thousands of interconnected devices.

Traffic: Aperiodic, peer-to-peer.

Payload: A few, tens, or more kilobytes.



Preliminary Experimental Results: WSN Scenario on D-Cube



Setup Description: Nodes generate 16-byte UDP payloads towards a common sink at 15s intervals, at three different loads. Two 6Mixer variants: optimized for latency (6Mixer-lt) and optimized for duty cycle (6Mixer-dc).

Results Discussion

6TiSCH: Better latency-energy trade-off.

Duty cycle 2-7x smaller, with equal or smaller latency values. However: higher variance and reliability drops to 48-62% at higher loads.

6Mixer: 100% reliability and almost no variance, regardless of the traffic load. Comparable latency achievable but at 7x higher energy expense.

Qualitative Summary (to be further evaluated):

6TiSCH: more energy-efficient in sparse traffic towards sink.

6Mixer: more predictable, sustains higher loads, and "bulky", many-to-many traffic.

References

- [1] X. Vilajosana, T. Watteyne, M. Vucinic, T. Chang, and K. S. Pister, "6TiSCH: Industrial performance for IPv6 Internet-of-Things Networks," Proceedings of the IEEE, vol. 107, no. 6, pp. 1153-1165, 2019.
- [2] C. Herrmann, F. Mager, and M. Zimmerling, "Mixer: Efficient Many-to-All Broadcast in Dynamic Wireless Mesh Networks," in Proceedings of ACM SenSys, 2018.
- [3] M. Schuß, C. A. Boano, M. Weber, and K. Römer, "A competition to push the dependability of low-power wireless protocols to the edge," in Proceedings of the EWSN, Feb. 2017.
- [4] G. Oikonomou, S. Duquenooy, A. Elsts, J. Eriksson, Y. Tanaka, and N. Tsiftes, "The Contiki-Ng Open Source Operating System for Next Generation IoT Devices," SoftwareX, vol. 18, p. 101089, 2022.

Acknowledgments

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