



NTNU – Trondheim
Norwegian University of
Science and Technology



Software-defined Intermittent Networking & H2020 MSCA IF

MarineUAS Winter School'18
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Heterogeneous networking in challenging environments

Limited power and lossy networks

Software-defined and disruption-tolerant networking

Robust, hybrid and flexible networks



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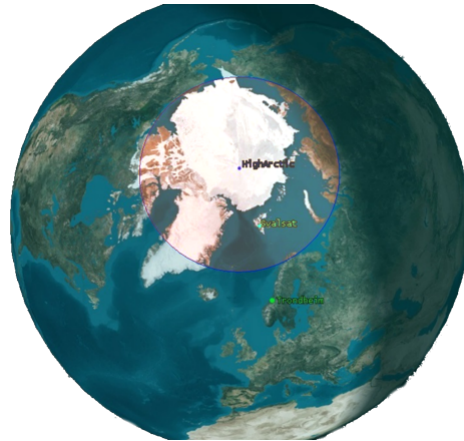
Internet of Arctic Things?

No communication backhaul

- Prolific research area
- Need for manned expeditions
- Limited satellite coverage

Harsh environment

- Extreme temperatures
- Hazardous
- Information deficit



Marie Skłodowska-Curie Actions –
Individual Fellowship

MSCA IF

What is it?



“... (an opportunity for) enhancing the creative and innovative potential of Experienced Researchers who wish to diversify their individual competence in terms of skill acquisition through advanced training, international and intersectoral mobility...”

Why?



- For strengthening contact networks
- To catalyse the development of your career
- To improve and maximise the knowledge-based economy and society
- To improve working and living conditions
- For promoting mobility
- To open up new perspectives for research careers

How?

- Follow the calls in the EC Participant Portal
 - <https://ec.europa.eu/research/participants/portal4/desktop/en/home.html>
- Read the Guide for Applicants thoroughly
- Write a **clear** and ambitious research proposal
- Submit your proposal electronically

Main aspects

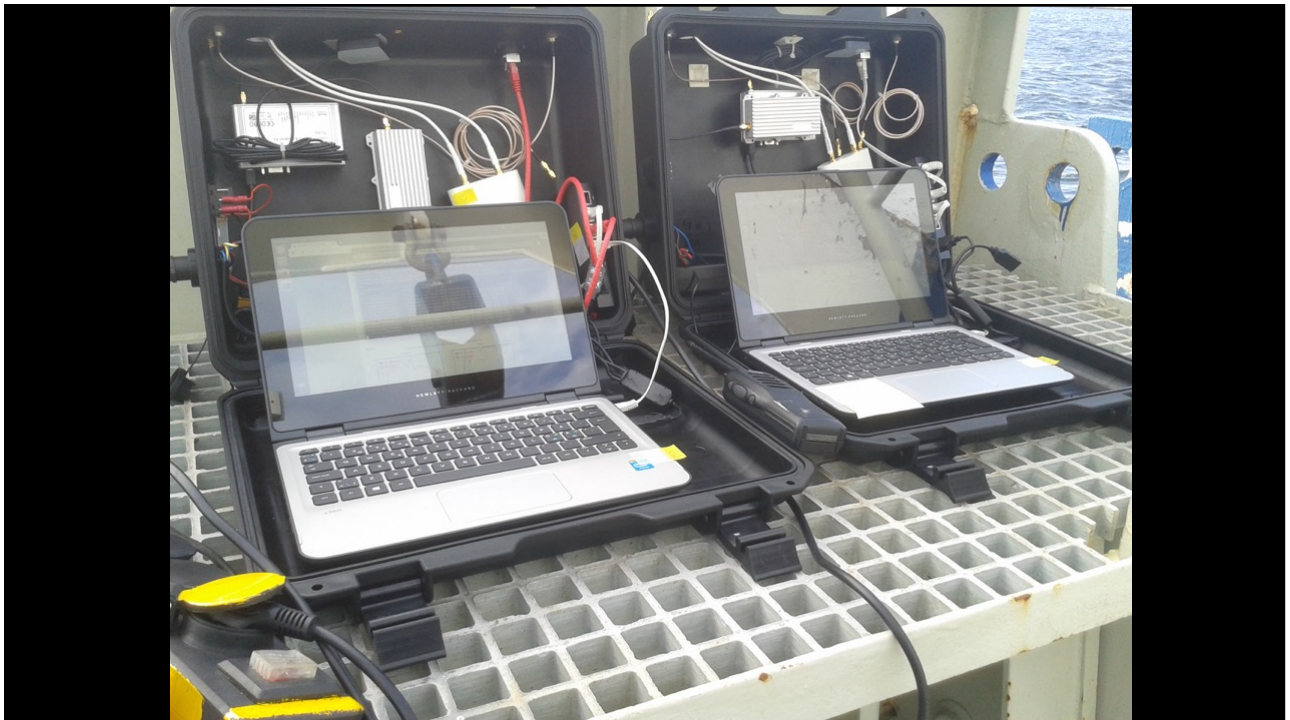
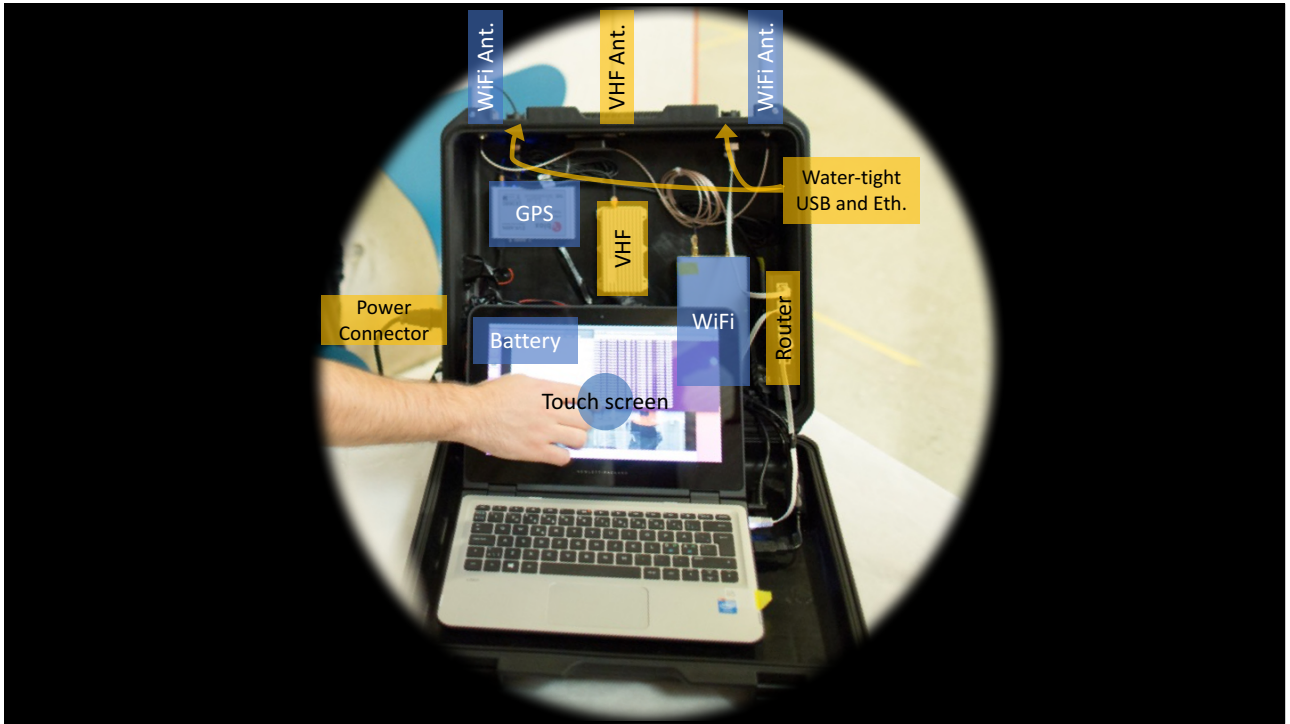
- Excellence
- Impact
- Implementation

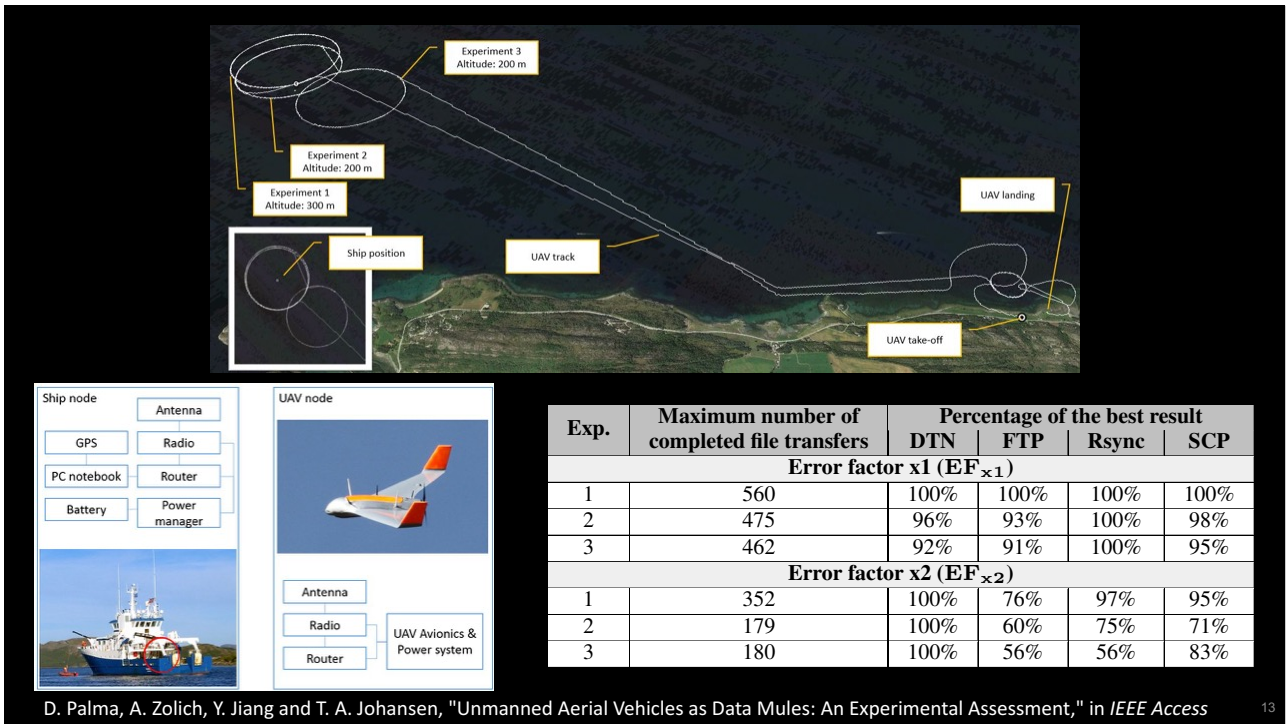
- Mobility
- 10-page limit (excluding CV)
- 12 to 24 months

A few suggestions

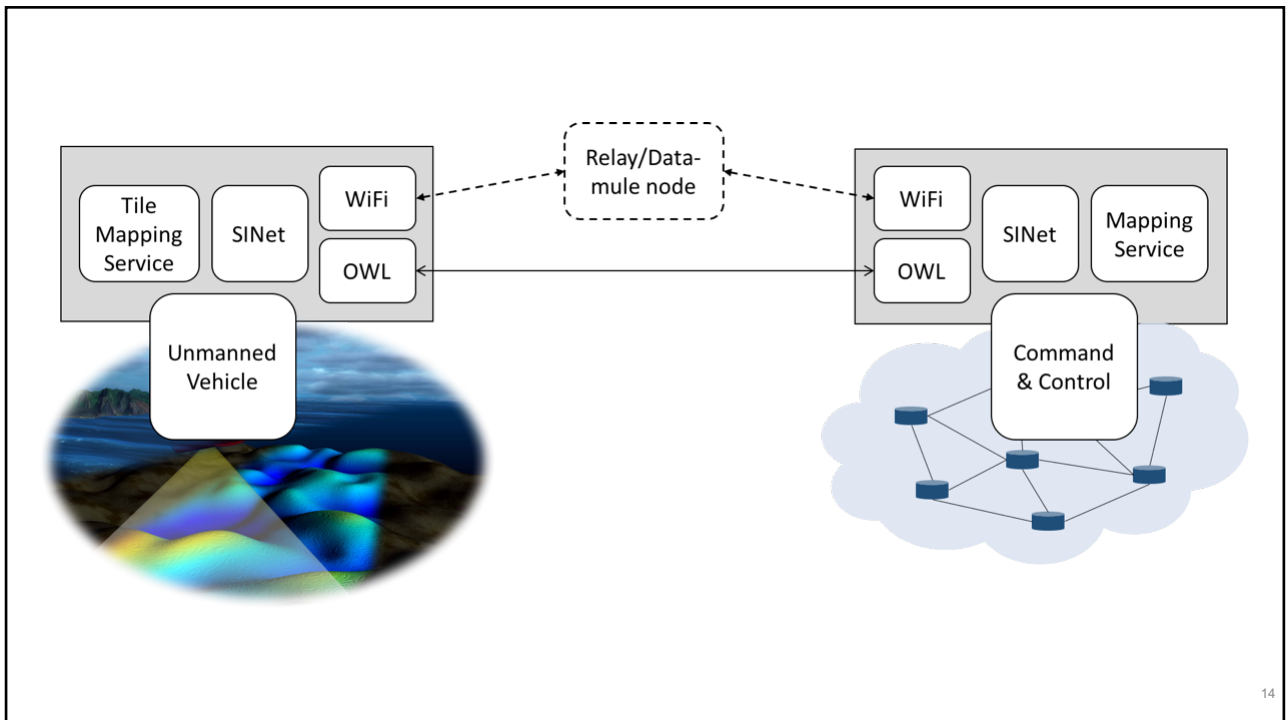
- Take your time
 - Plan and organise
 - Follow the guidelines
 - Review your own writing
 - Contact your local EU advisors
 - Be in touch with industry
 - Use tables and figures
 - Think as a reviewer
-
- Don't give up!

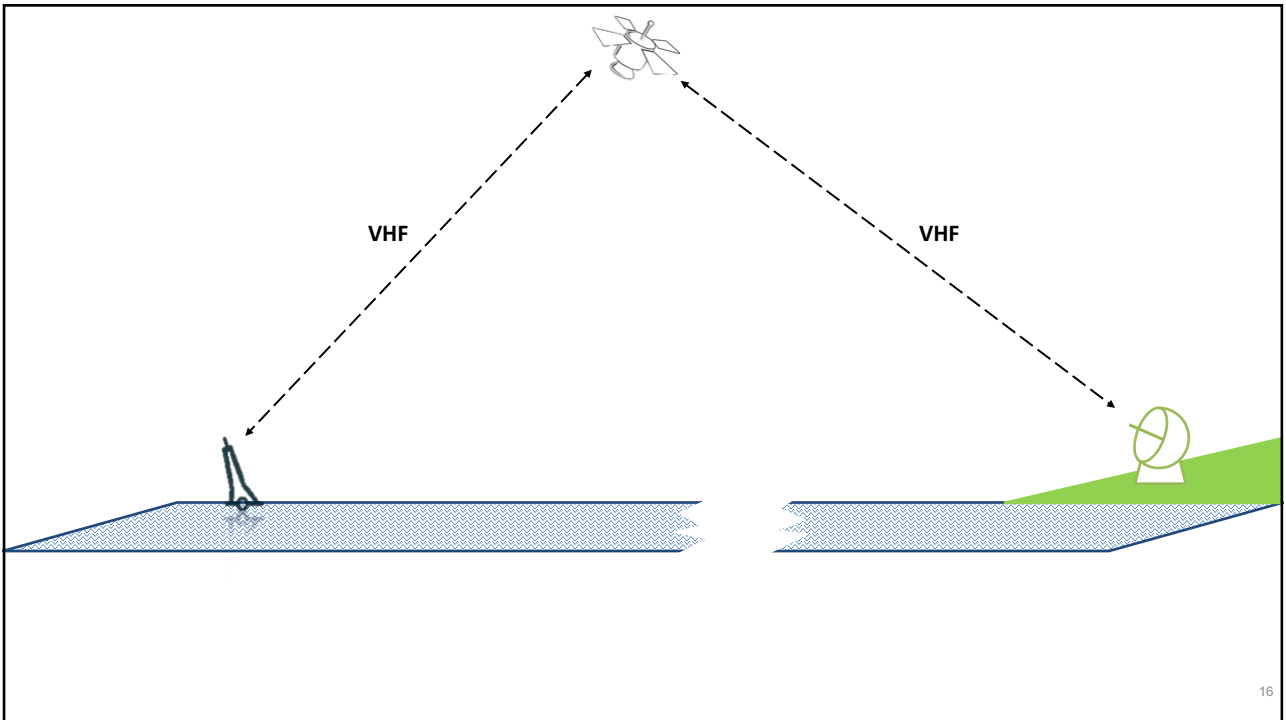
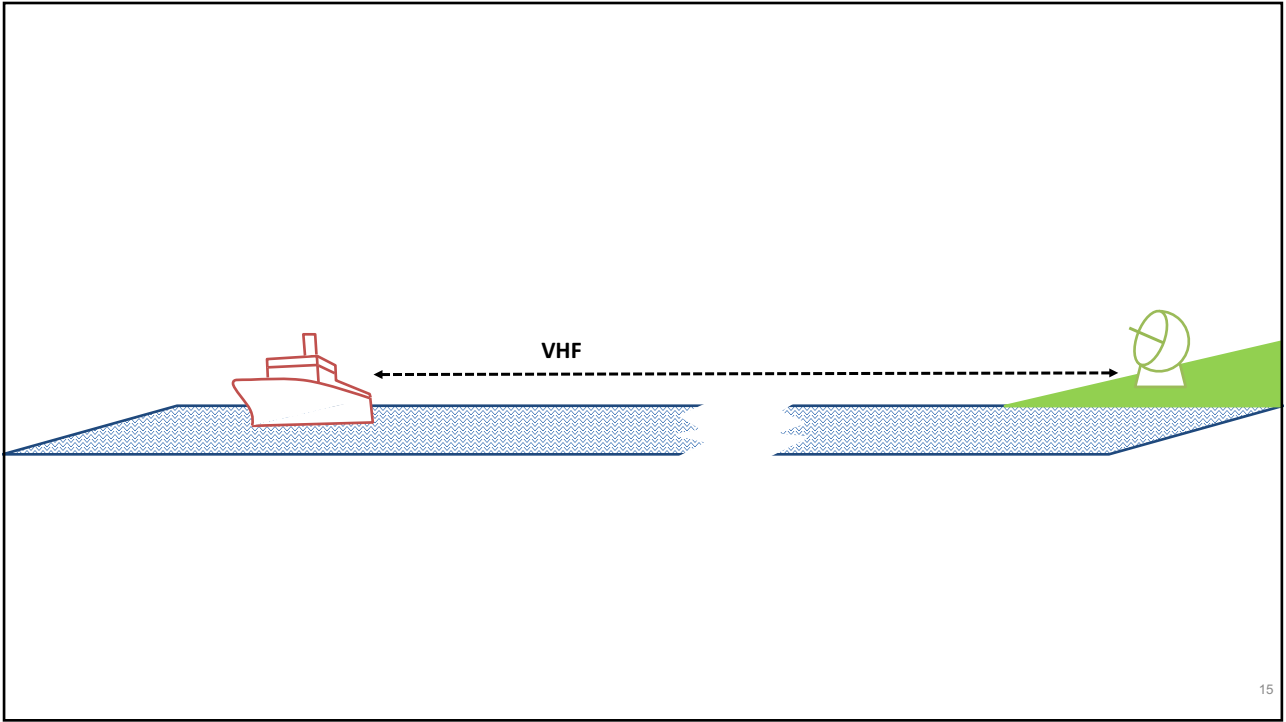


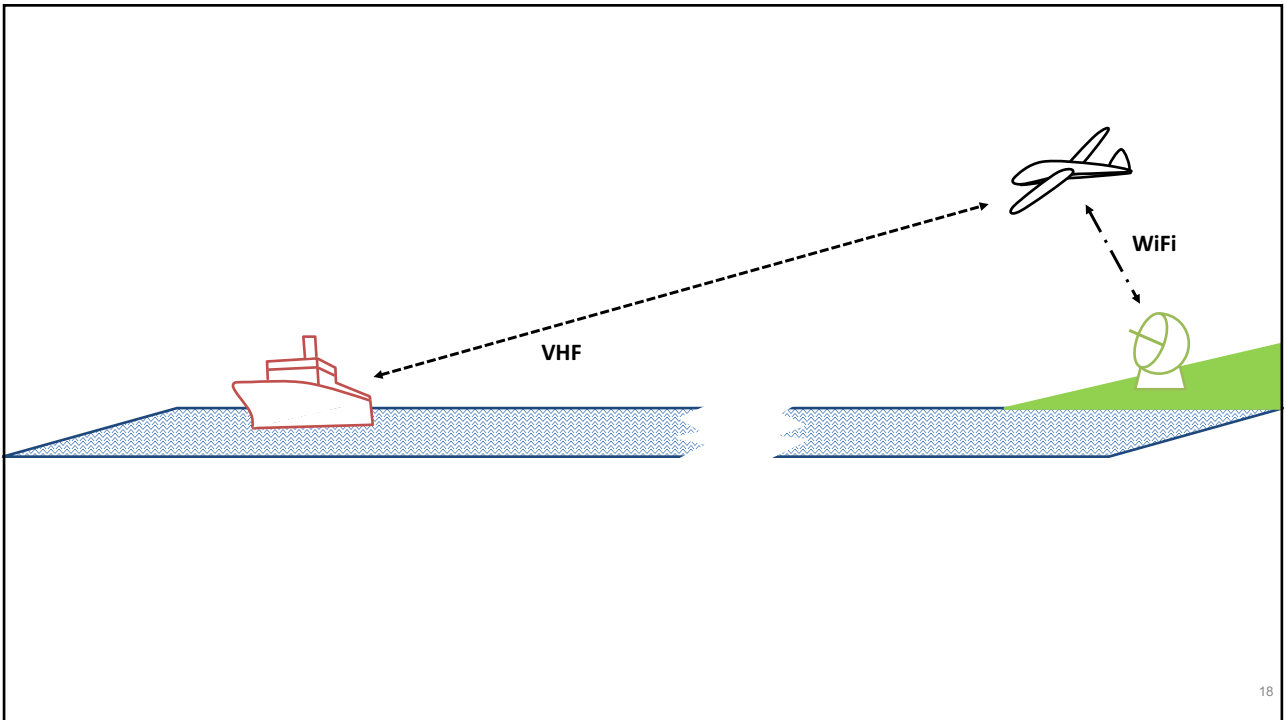
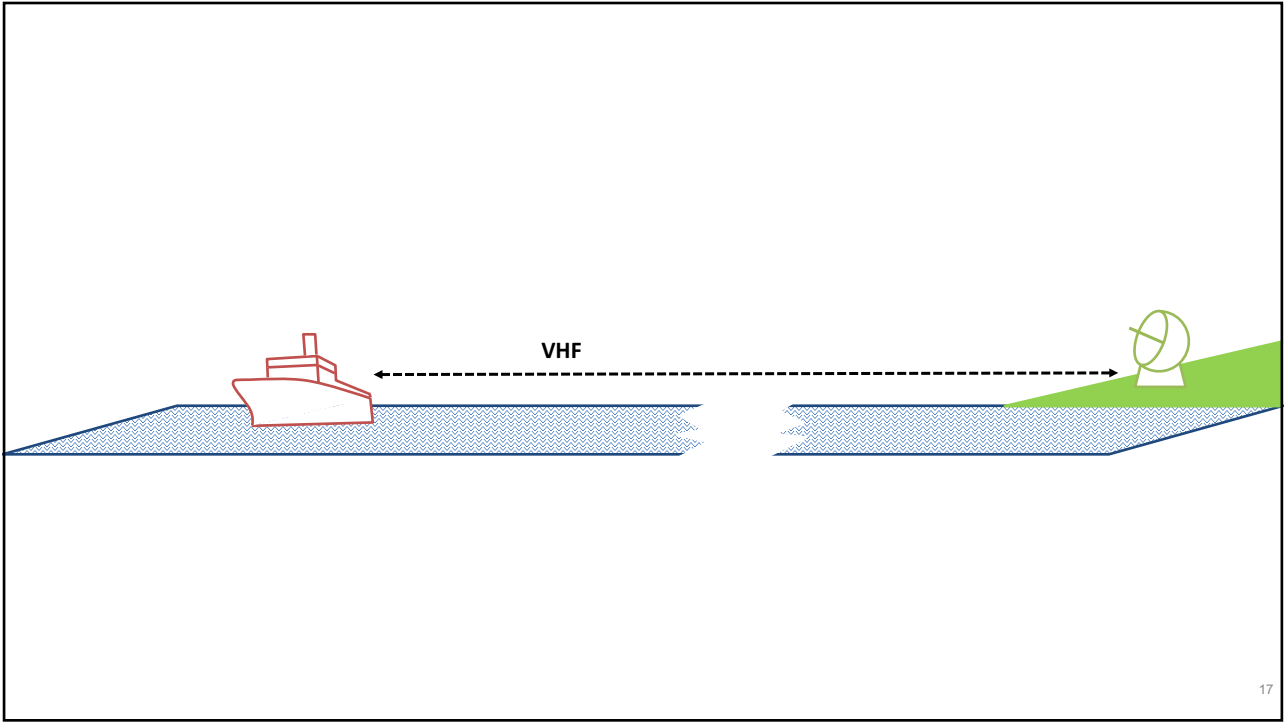


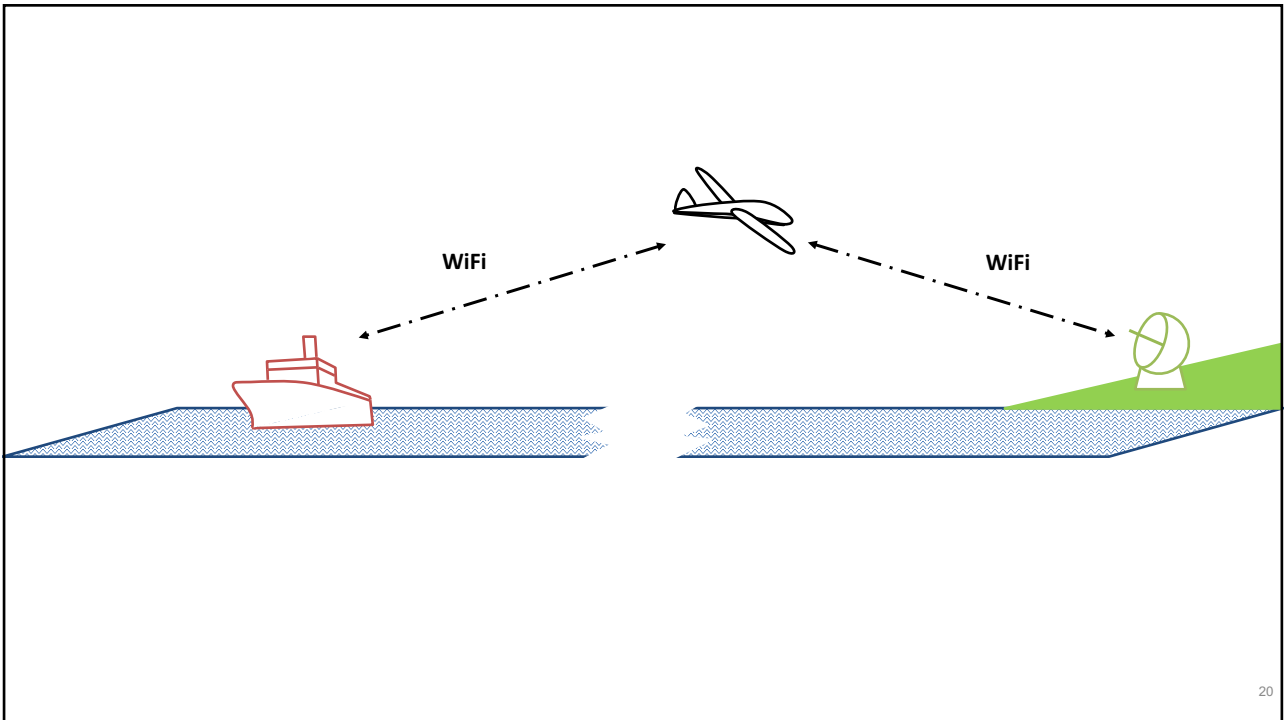
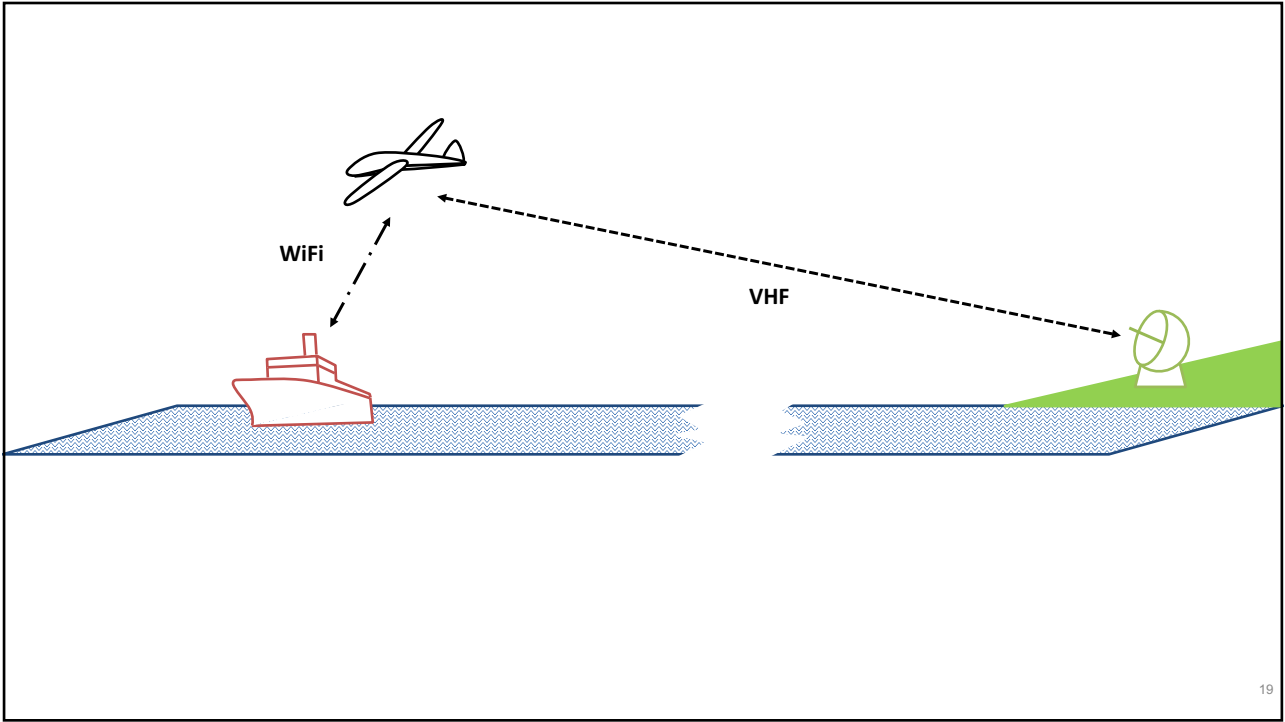


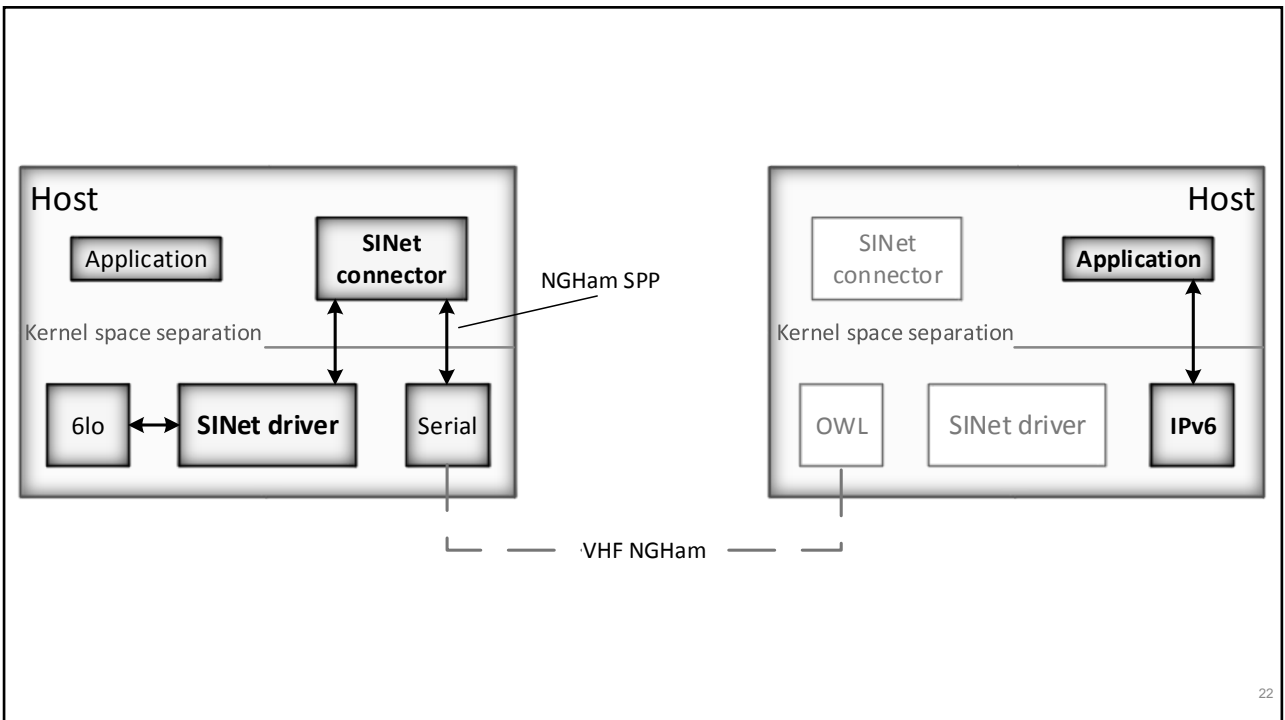
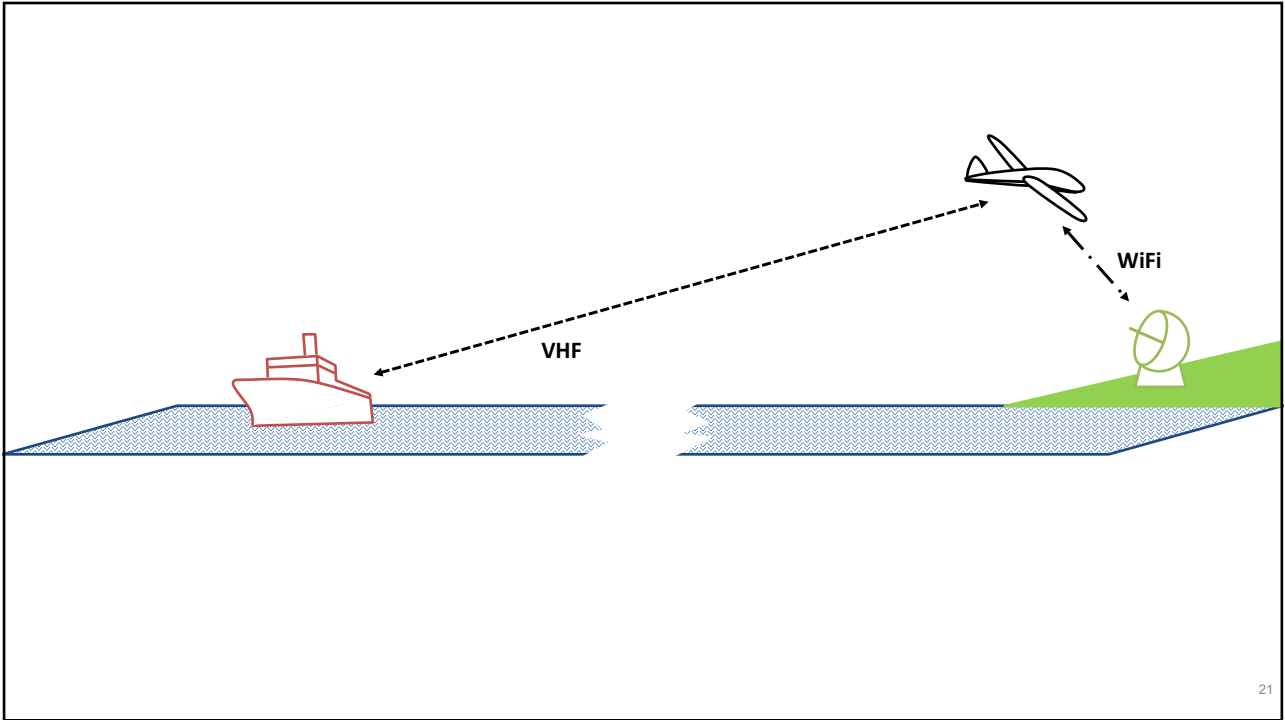
D. Palma, A. Zolich, Y. Jiang and T. A. Johansen, "Unmanned Aerial Vehicles as Data Mules: An Experimental Assessment," in *IEEE Access*











WPAN – Wireless Personal Area Network



- IEEE 802.15.1 – Bluetooth
- IEEE 802.15.4 – Low-Rate WPANs
 - Specification for the physical and data-link layers
 - Basis for several technologies
 - **6LoWPAN**
 - Thread
 - Zigbee
 - WirelessHART
- IEEE 802.15.6 – Body Area Networks
- IEEE 802.15.7 – Visible Light Communication

IEEE 802.15.4 – Specification for LR-WPANs

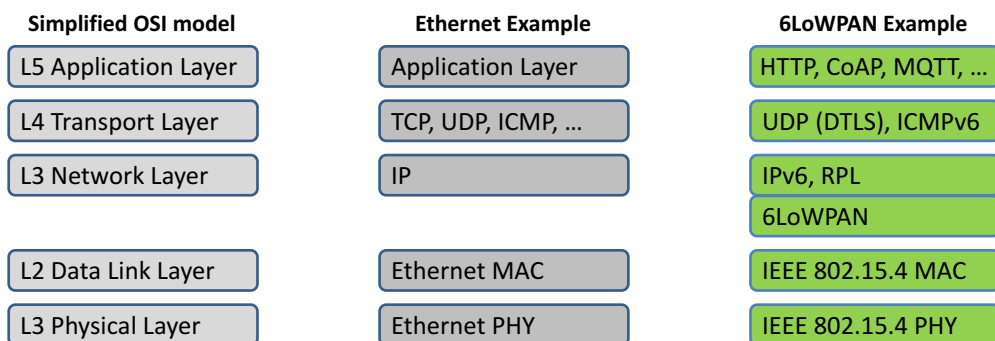


- Purpose:
 - ultra low complexity
 - ultra low cost
 - ultra low power consumption
 - low data rate wireless connectivity among inexpensive devices
- Main characteristics:
 - raw data rate of 250 kb/s
 - ability to scale down rate to 20 kb/s or below
 - PSDU of 127 octets (*aMaxPHYPacketSize*)
 - defined for multiple PHYs (various frequency bands)
 - link-layer security

6LoWPAN – IPv6 over Low-Power Wireless Personal Area Networks

- IETF specifications for using IPv6 over IEEE 802.15.4 (LR-WPAN)
 - direct IPv6 addressing of embedded/constrained nodes
 - adaptation layer between data-link and network layer
 - frame encapsulation and fragmentation
 - header compression
 - neighbour discovery (ND)
 - address autoconfiguration
 - support for both 16-bit short or IEEE 64-bit addresses
 - ...

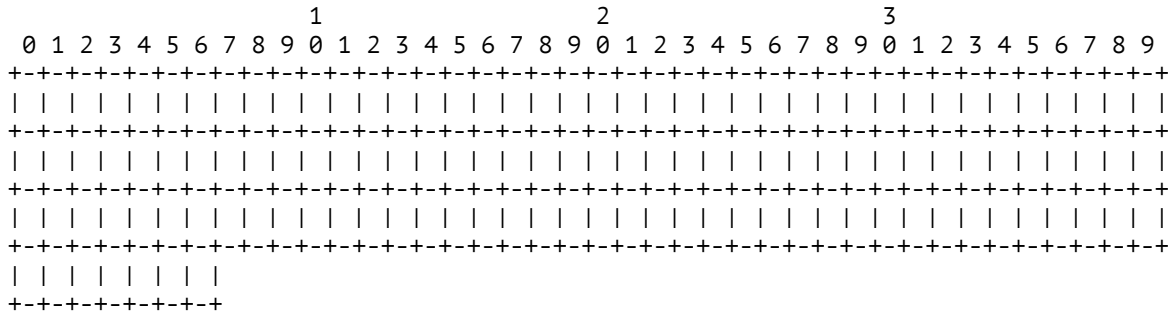
6LoWPAN – Overview



6LoWPAN – Frame Size Problem



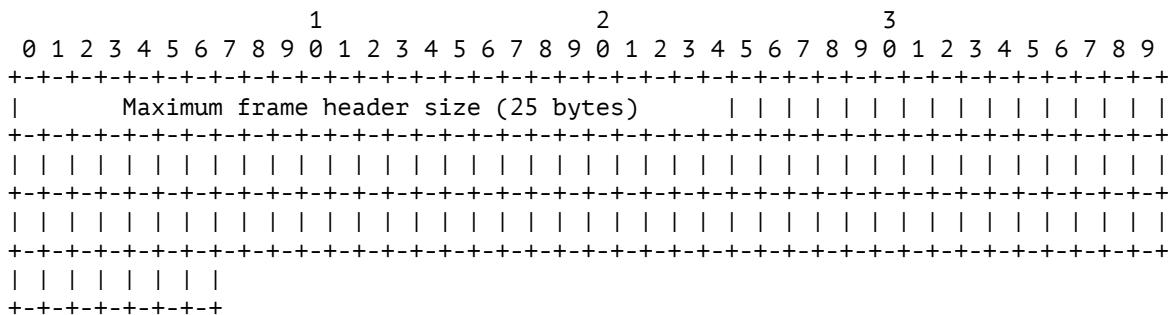
- IEEE 802.15.4 defines a maximum frame size of 127 bytes



6LoWPAN – Frame Size Problem

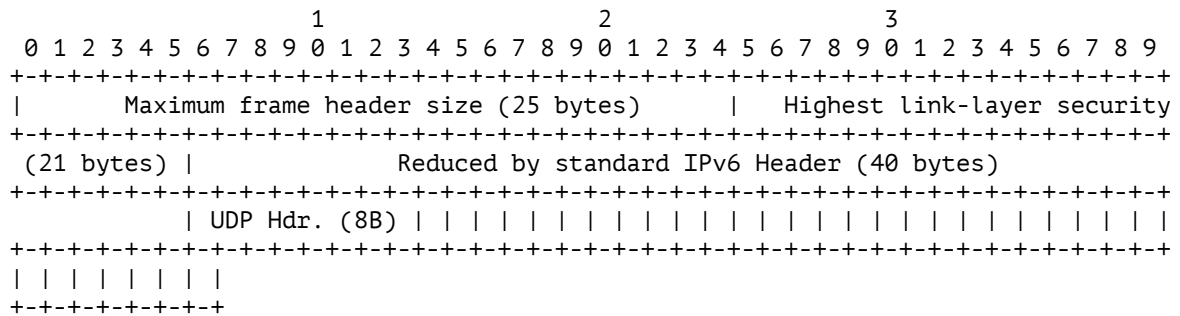


- IEEE 802.15.4 defines a maximum frame size of 127 bytes
 - 102 bytes left



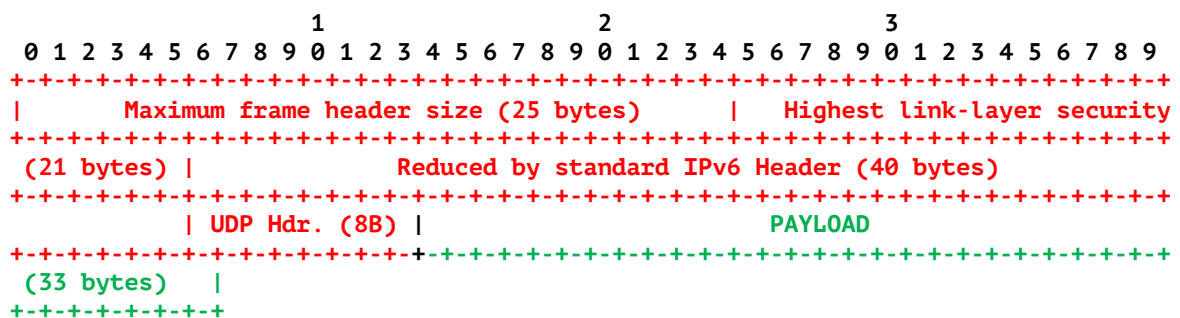
6LoWPAN – Frame Size Problem

- IEEE 802.15.4 defines a maximum frame size of 127 bytes
 - 33 bytes left



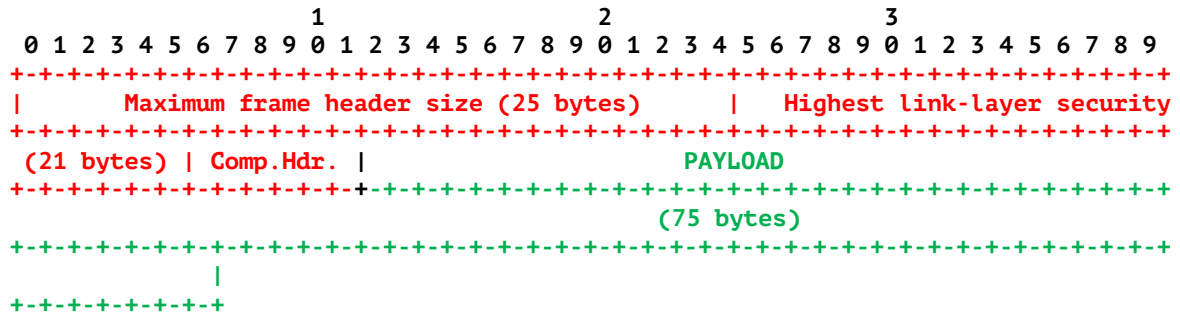
6LoWPAN – Frame Size Problem

- IEEE 802.15.4 defines a maximum frame size of 127 bytes
 - ≈3:1 ratio (75% overhead)



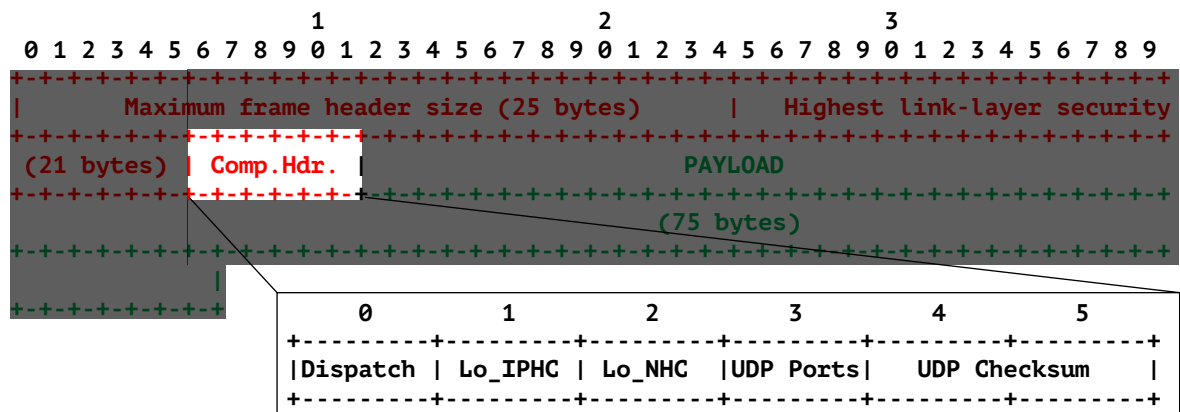
6LoWPAN – Frame Size Solution

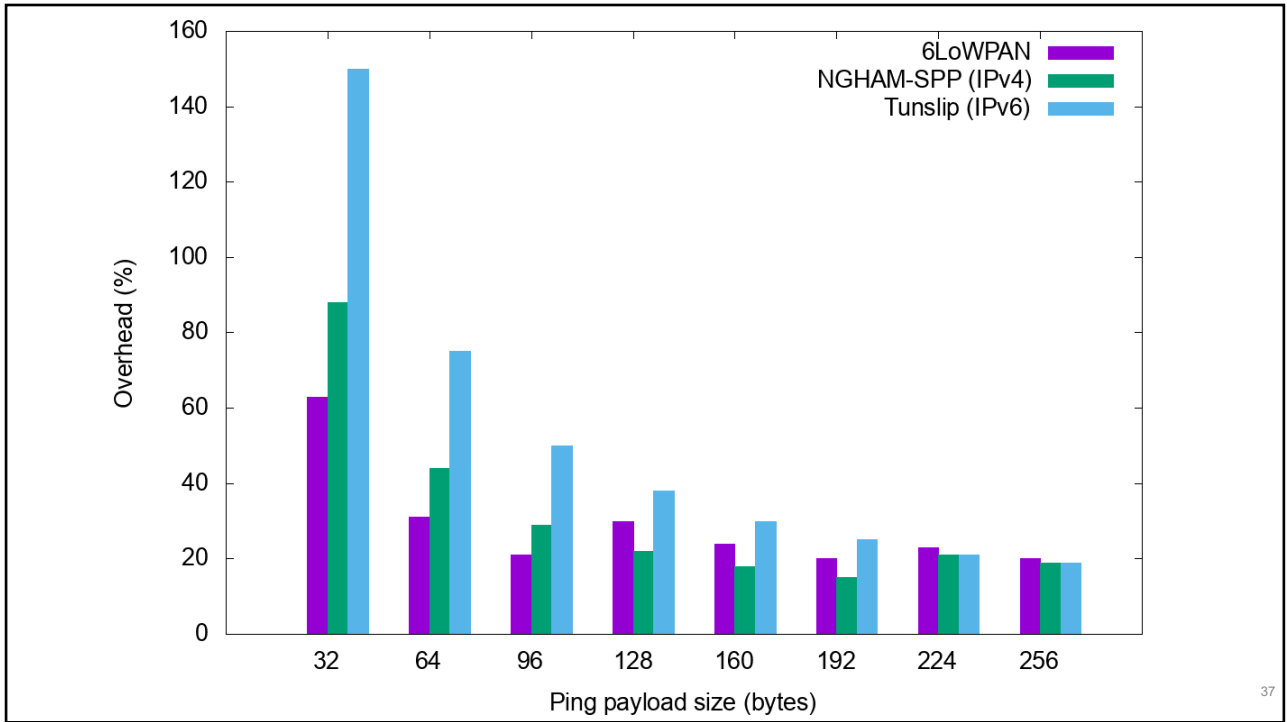
- 75 bytes payload ($\approx 2:3$ ratio, 20% overhead)



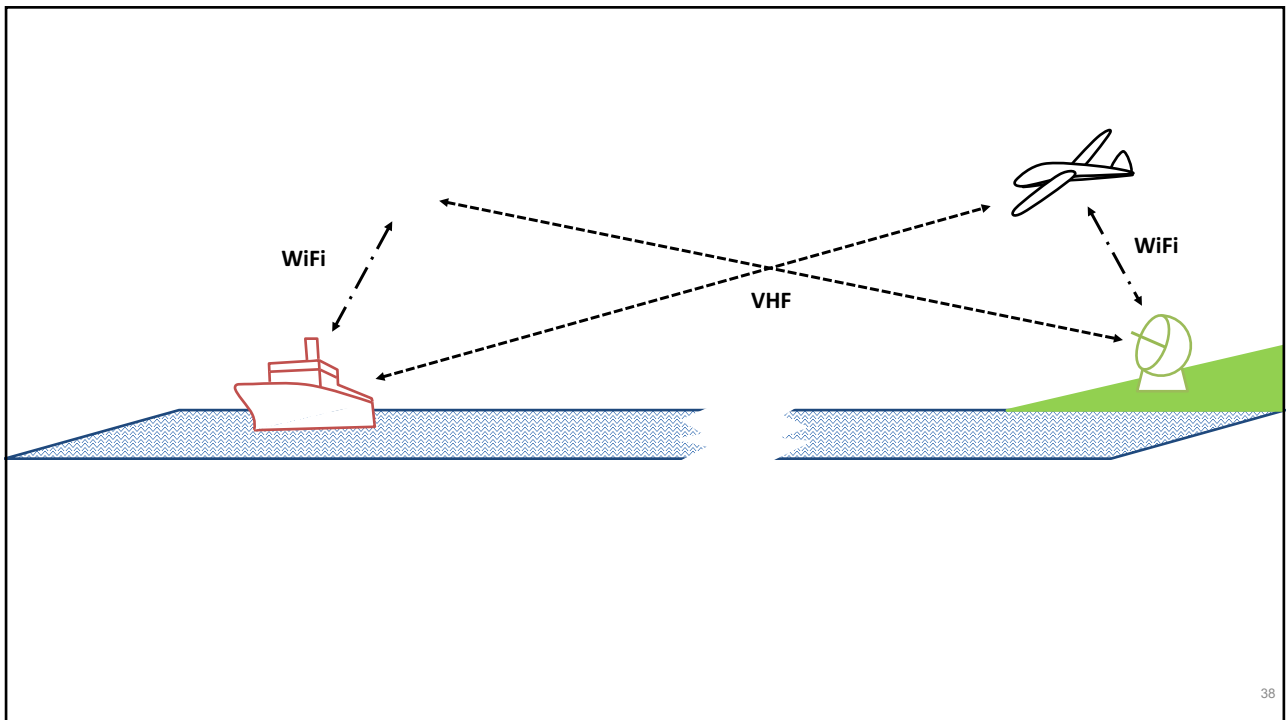
6LoWPAN – Frame Size Solution

- 75 bytes payload ($\approx 2:3$ ratio, 20% overhead)





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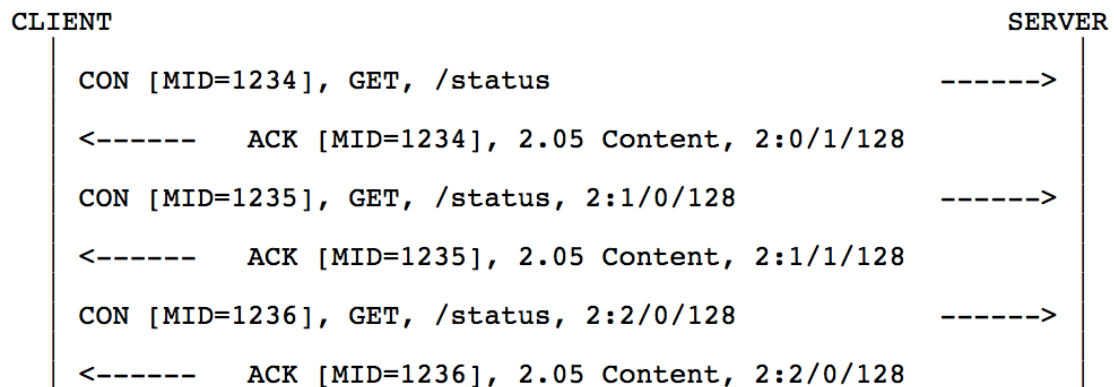


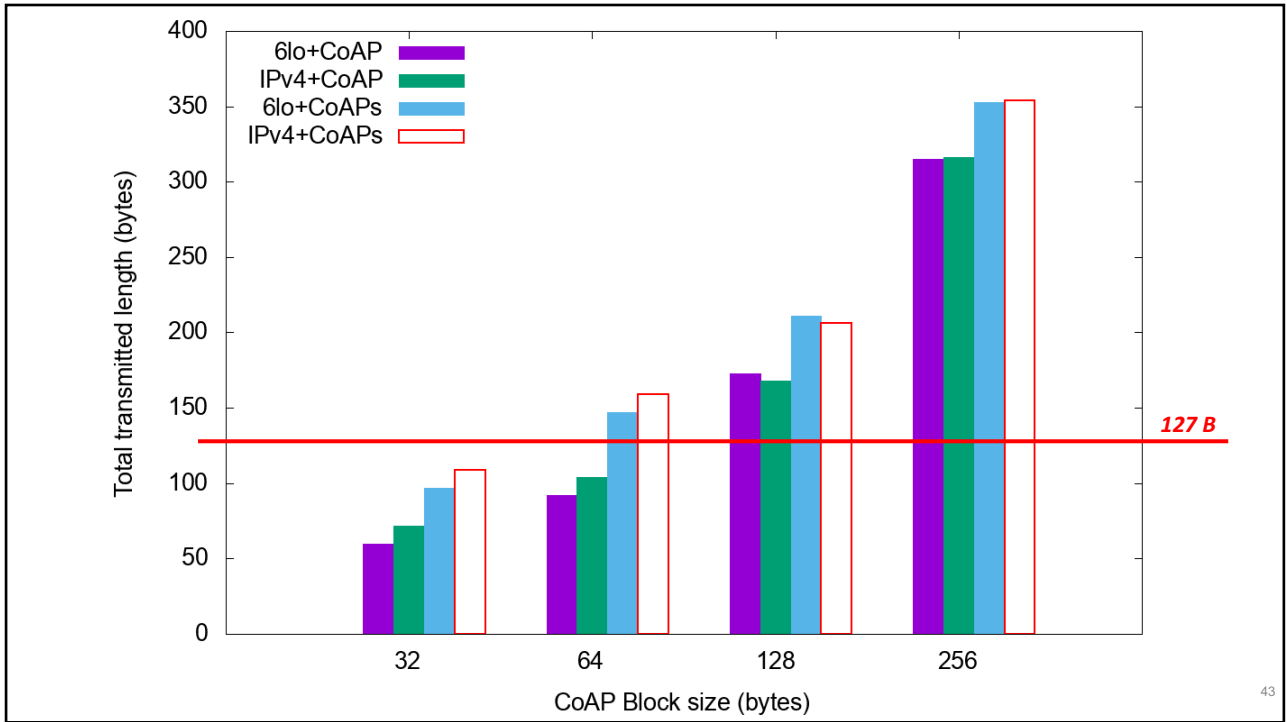
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Constrained Application Protocol (CoAP)

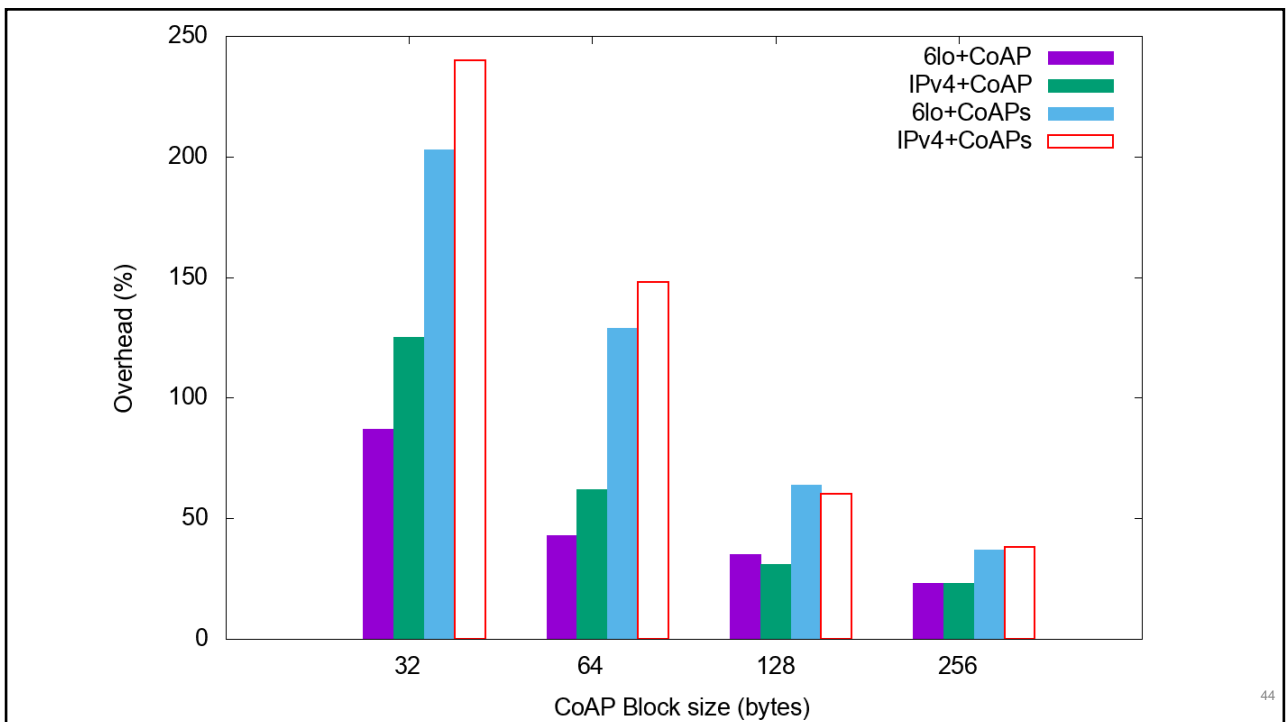
	CoAP	HTTP
Protocol	UDP	TCP
Network layer	IP (considers 6LoWPAN too)	IP
Multicast support	Supported	Not supported
Architecture model	Client-Server & Publish-Subscribe	Client-server
Synchronous communication	Not required	Required
Payload Size	Fixed/Negotiable	Variable
Overhead	Low overhead and simple.	High overhead and complex

CoAP simple block-wise GET





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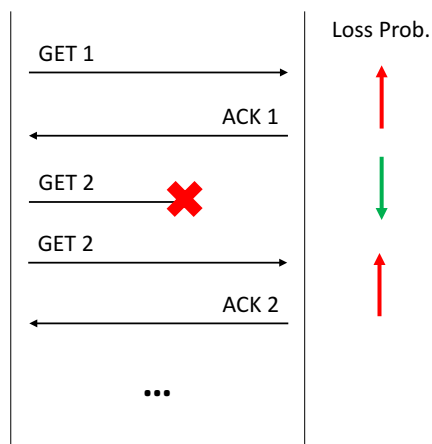
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Bitter-sweet Fragmentation

- Lower overhead (asymptotically)
 - ≈ 13 bytes per fragment vs. 28 bytes per packet
- Application-layer loss
 - If one fragment is lost, all others are dropped
 - Wasted bandwidth
- Reassembly complexity
 - Out-of-order fragments
 - Reassembly timer

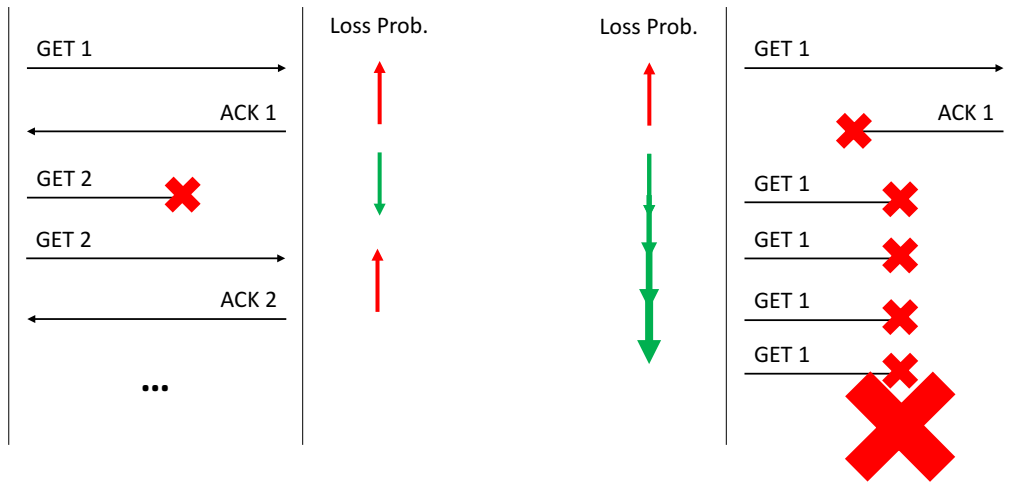
45

Lost Packet (no fragmentation)



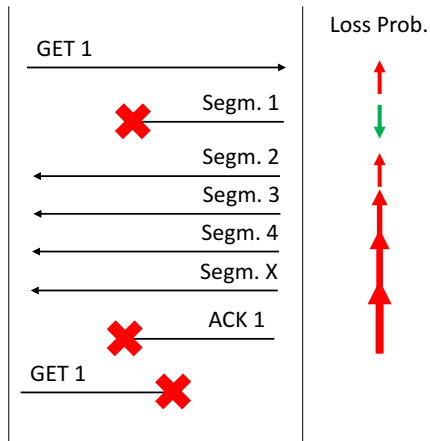
46

Lost Packet (no fragmentation)



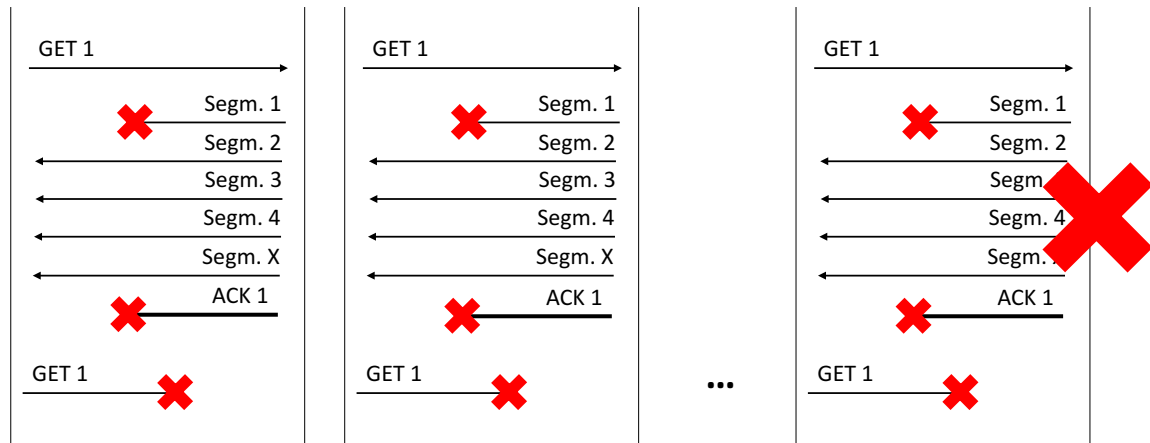
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Lost Packet (with fragmentation)

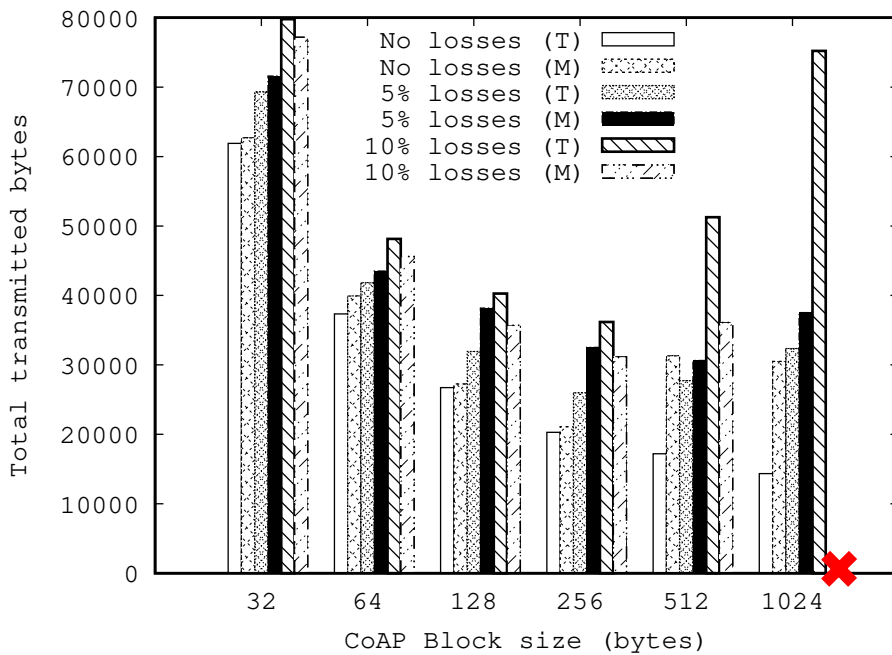


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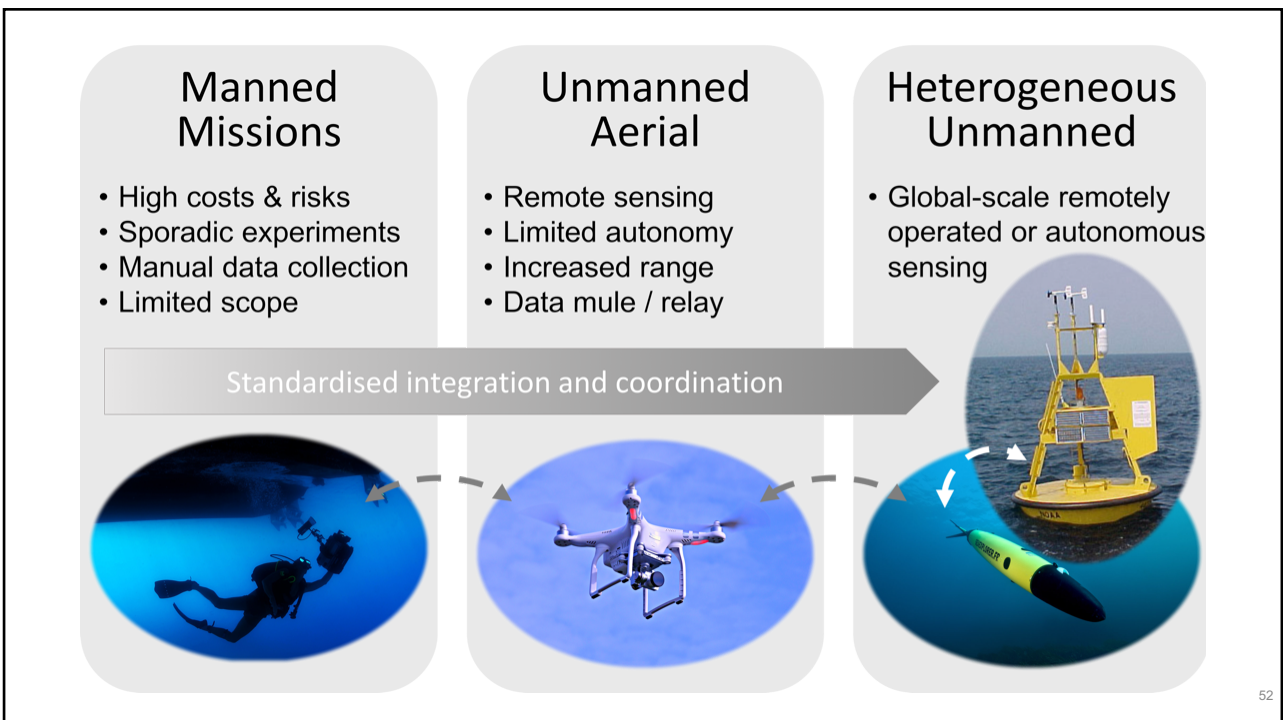
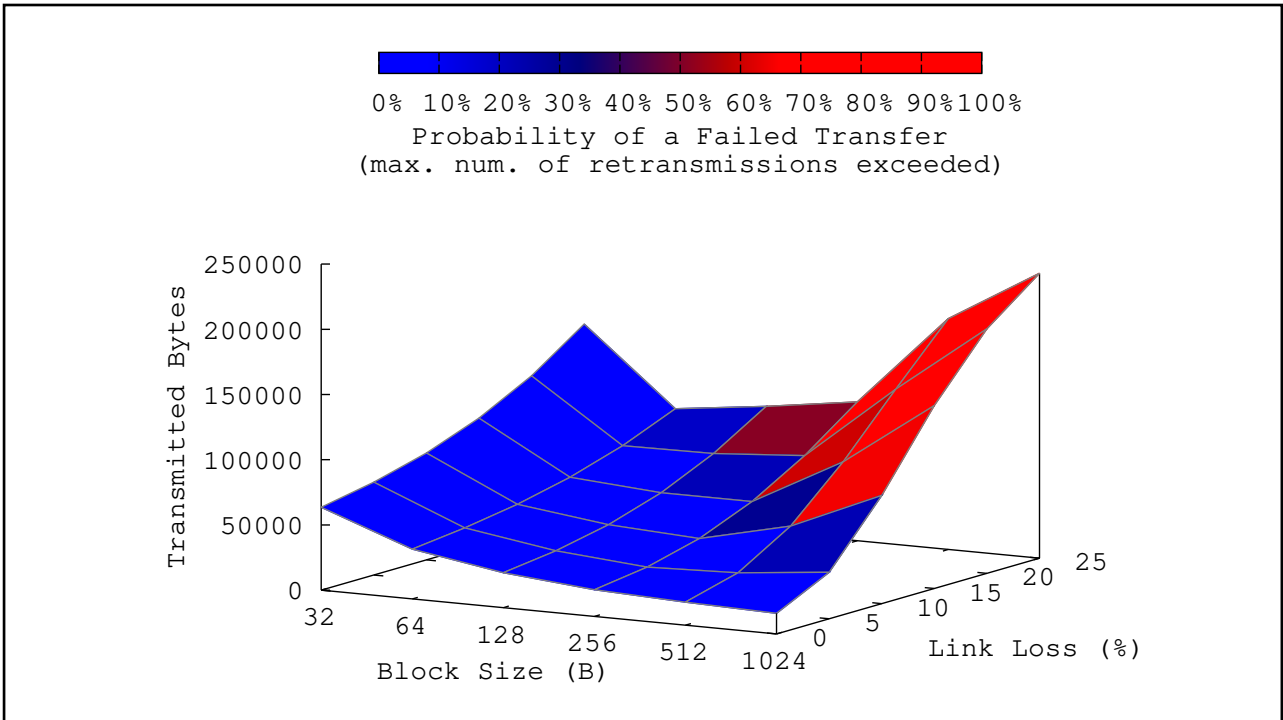
Lost Packet (with fragmentation)



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Thank you!

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