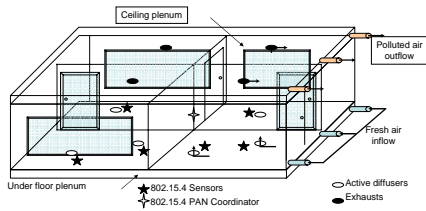


A simple application protocol for embedded controllers over WPAN networks

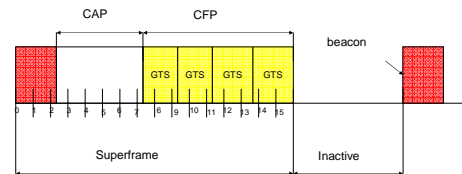
Rémy Feltrin, Stéphane Mocanu
GIPSA-lab

Sample application : under floor air distribution (UFAD)



802.15.4 Real-time features

- GTS transmission : RT but limited number/size
- CAP transmission : no RT CSMA/CA



Data transfer protocol

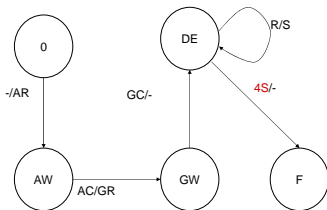
- Superframe design using “classical” formulas
- Real-time data exchange protocol
 - sensor data sent by slaves using GTS slots
 - actuator data sent by coordinator using CAP (coordinator is the only emitter during CAP)
- **802.15.4 MAC is not modified**

GTS transmissions issues

- Slaves are supposed to be sporadic, therefore :
- GTS slots expire after 4 missed superframes
 - slaves cannot observe 4 missed slots
 - **blocking can be expected**

Slaves are supposed to “miss” GTS only when going in power save mode, the reconnect

Original slave behavior model



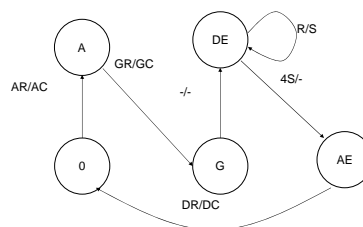
Slave generated events:

- AR – association req
- GR – GTS request
- DR – disassociation req
- R/S – data receive/send

Environment generated event:

- 4S – four GTS missed

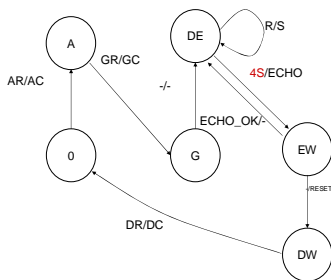
Original coordinator behavior model



Coordinator generated events:

- AC – association confirm
- GC – GTS confirm
- DC – disassociation conf
- R/S – data receive/send
- 4S – four GTS missed

Controlled coordinator

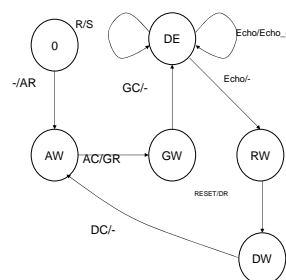


Coordinator control events:

- Echo (generated on 4S)
- RESET : force disassociation

Controller will simply force slave reassociation after 4 missed GTS

Fast GTS recovery on server side



Slave control events:

- Echo_OK (alive)

Controller mechanics

- on 4S event coordinator generates ECHO
- if ECHO_OK is received the GTS is renewed
- else RESET is generated
- on RESET, slaves will disconnect then reconnect
- **802.15.4 MAC is not modified**

Concluding remarks

Two parts of the application protocol :

- Control oriented data exchange (mix of GTS/CAP)
- Three PDU (ECHO/ECHO_OK/RESET)

In similar test conditions :

- we decrease GTS loss (due to echo)
- we avoid blocking