CS 525M – Mobile and Ubiquitous Computing Seminar

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Introduction

- Wireless devices maximize utility when they can be used "Anytime, Anywhere"
- Power constraints limit short continuous operation time of mobile terminals
- Power management
 - Important topic
 - Lots of recent work in the area

Introduction (Cont.)

- Power breakdown of a typical laptop:
 - Microprocessor
 - LCD (Liquid Crystal Display)
 - Hard disk
 - System Memory
 - Keyboard/mouse
 - CDROM Drive
 - Floppy drive
 - I/O subsystem
 - Wireless Interface card
- Viewed as a hardware problem

Introduction (Concl.)

- Power savings from low-power strategies in network protocols
- Energy incorporation at all layers of protocol stack for wireless networks

Background

- Wireless network architectures
 - Infrastructure: wired backbone, base station
 - Ad hoc: mobiles cooperate to maintain a network
- Protocol Layers
 - OSI model: Physical, Data link, Network, Transport, OS/Middleware, Application

Background (Concl.)

- Physical layer:
 - Increase in battery capacity
 - Extremely limited
 - Not experienced significant growth in the last 30 years
 - Decrease in wireless terminal energy usage
 - Variable clock speed
 - Flash memory
 - Disk spindown

Power Consumption Sources and Conservation Mechanisms

- Sources of Power consumption
 - Communication related
 - Usage at transceiver, destination, intermediate nodes
 - Typically transmit, receive, standby modes
 - Transmit consumes most power
 - Switching from receive to transmit and vice versa
 - Computation related
 - Protocol processing aspects
 - CPU, main memory, and disk
 - Data compression reduces packet length
 - Reduces communication power usage
 - Increases computation power usage
 - Maintain a balance between two power costs

Power Consumption Sources and Conservation Mechanisms (Cont.)

General conservation guidelines and mechanisms

- Retransmissions cost unnecessary power consumption and possible unbounded delays
 - Can't be avoided due to high error rates
- Collisions avoided at MAC layer
 - Cause retransmissions
 - Can't be avoided, because of user mobility and constantly varying set of mobiles in a cell
 - Small packet size for registration and bandwidth request

Power Consumption Sources and Conservation Mechanisms (Concl.)

- General conservation guidelines and mechanisms
 - In typical broadcast environments, receiver on at all times
 - Forwards packets destined for the mobile
 - Could use broadcast schedule
 - · Could turn off transceiver when not used for period of time
 - Significant time and power switching between transmit and receive modes
 - Contiguous slots for transmission or reception
 - Request multiple transmission slots with a single request
 - Scheduling should be done by base station
 - Consider battery left
 - Error control schemes should balance:
 - ARQ (automatic repeat request) retransmissions
 - FEC (forward error correction) longer packets
 - Routing
 - Equal battery power depleting routing protocols
 - Avoid routing through nodes with low battery
 - Periodic updates of routing can be reduced

MAC Sublayer

- IEEE 802.11 standard
 - To conserve power mobile switches to sleep mode and informs base station
 - Base station buffers packets
 - Base station periodically sends beacon
 - Mobile wakes up and listens for beacon, responds and receive buffer packets
 - Might cause Quality of service (QoS) issues
 - Experimental measurements show broadcast vs. point-to-point
 - Fixed cost per packet Broadcast better (less overhead)
 - Incremental cost per packet size is the same

MAC Sublayer (Cont.)

- EC-MAC protocol
 - Infrastructure protocol based on reservation and scheduling
 - Frame Synchronization Message (FSM) beginning of each frame
 - Synchronization information
 - Uplink transmission order
 - EC-MAC scheduler
 - voids collision, hence avoids retransmission
 - Optimizes mobile receives and transmits contiguously
 - Receivers don't need to monitor lines
 - Contiguous slot allocation to reduce transceiver turn around

MAC Sublayer (Concl.)

- PAMAS protocol
 - Mobiles not able to send and receive turn off wireless interface
 - Turns off when:
 - Has no packets to transmit and a neighbor begins transmitting packets not destined for it
 - Has a packet, but a neighbor pair is communicating

LLC sublayer

- Adaptive error control with ARQ
 - New design metric ratio between energy efficiency and data delivered
 - 1. Avoid persistence in retransmitting
 - 2. Trade off number of retransmission attempts for probability of successful transmission.
 - 3. Inhibit transmission when channel conditions are poor.
 - Enters probing mode when error is detected
 - Under slow fading channel conditions ARQ probing is superior to ARQ
 - Energy efficiency may be maximized by decreasing transmission attempts and/or transmission power

LLC sublayer (Cont.)

- Adaptive error control with ARQ/FEC combination
 - Error control scheme changes dynamically
 - Based on service quality parameters
 - Such as packet size and Quality of server requirements
 - May need to change over time

LLC sublayer (Concl.)

- Adaptive power control and coding scheme
 - Each Transmitter operates at a power code pair
 - Power level lies between a specified minimum and maximum
 - Error code is chosen from a finite set
 - Timeframe time between each iteration
 - After each timeframe evaluate word error rate.
 - If acceptable, continue with current power code pair
 - If not, recalculate power code pair

Network sublayer

- Considering ad hoc networks
- Routing packets and congestion control
- Typical routing algorithms in ad hoc networks
 - Use frequent topology updates resulting
 - improved routing
 - consumes bandwidth
 - Use infrequent topology updates resulting
 - decreased update messages
 - inefficient routing, occasional missed packets

Network sublayer (Cont.)

- Unicast traffic
 - Traffic which packets are destined for a single receiver
 - Metrics to study performance of power-aware routing protocols
 - Energy consumed per packet
 - Time to network partition
 - -Variance to power levels across mobiles
 - Cost per packet
 - Maximum mobile cost
 - Minimize all but Time to network partition

Network sublayer (Concl.)

- Broadcast traffic
 - Packets are meant for all mobiles in the systems
 - Learn network topology in wireless
 - Broadcast tree approach
 - -Priority for routing packets:
 - -Lower cost per outgoing degree
 - Algorithm for finding tradeoff between greater hops reached and transmission power

Transport sublayer

- Reliable end to end data delivery service (TCP)
- TCP degrades on wireless
- Three groups of schemes
 - Split connection
 - Hides wireless network from wired
 - Link layer protocols
 - Hides link layer loss by forward error correction and local retransmission
 - End-to-end protocols
 - Modified TCP more sensitive to wireless environment

Transport sublayer (Concl.)

- Energy consumption analysis of TCP
 - Energy consumption measured by successful transmissions per energy unit
 - Error control mechanism is the key to balancing energy and throughput
 - TCP-Probing
 - data transmission is suspended and a probe cycle started, when data is delayed or lost
 - Probe segments are just headers
 - TCP monitors network through probe-cycles
 - When two consecutive roundtrips, invoke regular congestion control

OS/Middleware

- CPU operated at lower speeds by scaling down supply voltage
- Predictive shutdown in times of inactivity
- Power aware scheduling techniques

OS/Middleware

- Application Layers
 - Load partitioning
 - Mobile host play role of intelligent terminal
 - Proxies
 - Detect change in bandwidth and battery power, adjust transmissions
 - Databases
 - Embedded indexing
 - Video processing
 - Reducing the number of bits in the compressed video stream generated by the video encoder
 - Discarding packets by WNIC card

Summary

- Wireless services continue to add more capabilities
- Low power design is an important research topic
- Power conservation is typically physical
- Power conservation within the wireless protocol stack is crucial for wireless services expansion's viability

Questions?

