

Building Link-Layer Protocols in a Lego-like Fashion

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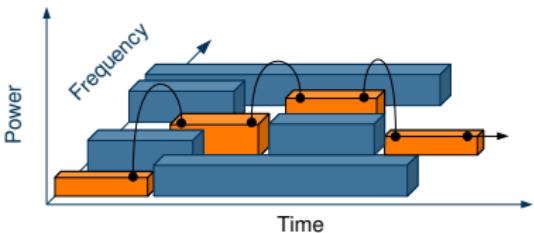
FOSDEM'14
February 2nd, 2014

Outline

- 1 Introduction
- 2 State of the Art
- 3 Component-based Link Layer Protocols
- 4 Practical Examples
- 5 Summary

Motivation

- PHY: Flexibility mostly here, e.g.
 - Antennas
 - Waveforms
 - Spectrum sensing
- Higher layer: Mostly individual and application specific, e.g.
 - Energy-efficiency
 - Delay tolerant networking
 - Cognitive Radio (CR)
 - Dynamic Spectrum Access



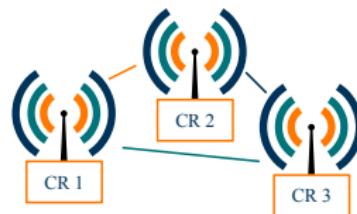
Key question:

Can higher layer components benefit from flexibility, too?

The CR link layer: What remains? What changes?

Requirements:

- Basic link layer functions
- Management of PHY resources
- Application specific, e.g.:
 - Link establishment
 - Link maintenance



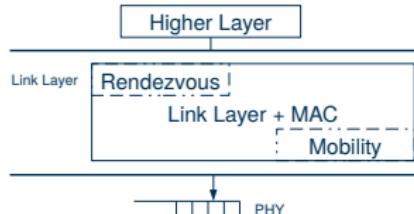
Challenges:

- How to address heterogeneous system requirements?
- Data transfer vs management functions?
- How to facilitate reuse of existing protocols?

State of the Art

Approaches:

- Stand alone or extended protocols
 - ⊖ Limited feature set
 - ⊖ Monolithic design, tight integration
- Flexible MACs with fine-grained components
 - ⊖ Off-the-shelf 802.11 HW or FPGA-only
- Flexible MACs with coarse-grained components



Conclusion:

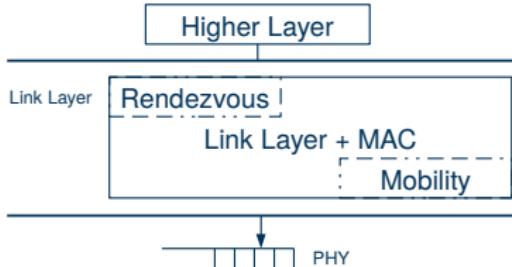
- Protocols complex and difficult to implement/maintain
- Reduced re-usability due to tight integration
- Mix of data transmission and management functionality

Lego-like Link Layer Architecture

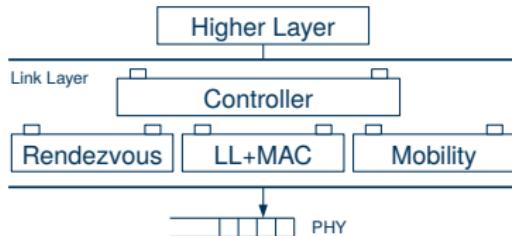
Logical components:

- Core blocks:
 - Basic LL+MAC
- Optional apps:
 - Rendezvous
 - Spectrum Mobility
 - ..
- Controller:
 - Manage PHY capabilities
 - FSM to model dynamics
 - Events to allow interactions

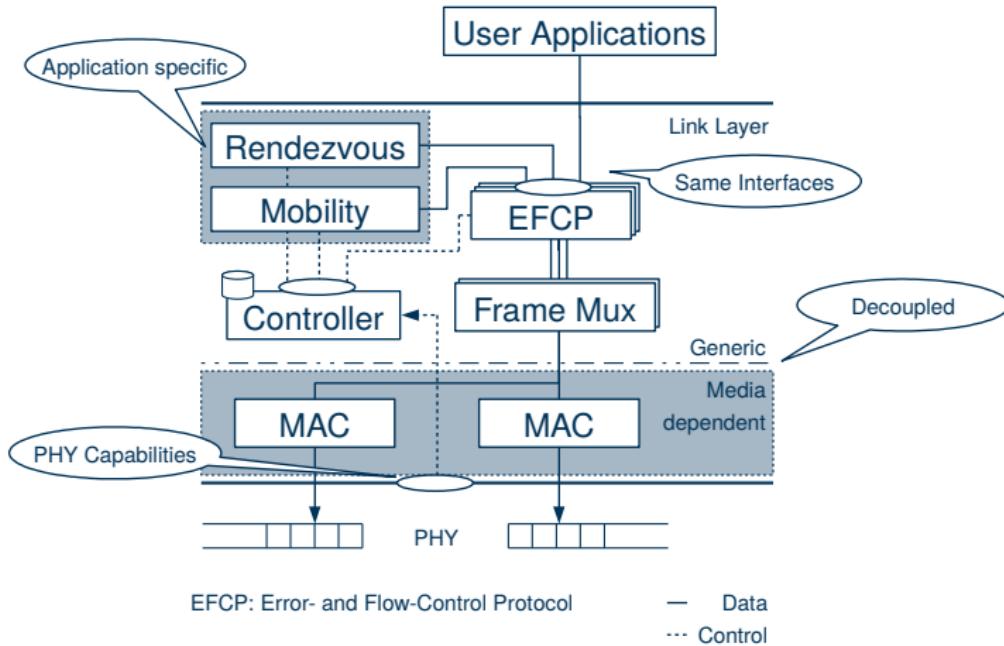
Legacy Architecture:



Component-based Architecture:



Details of Link-Layer Architecture



Let's Play Protocol Lego

Rendezvous

- Blind
(Random, JS, ..)
- Coordinator-assisted

Basic Link Layer

- Stop and Wait
- Block Acks
- Flow ID with prios

Mobility

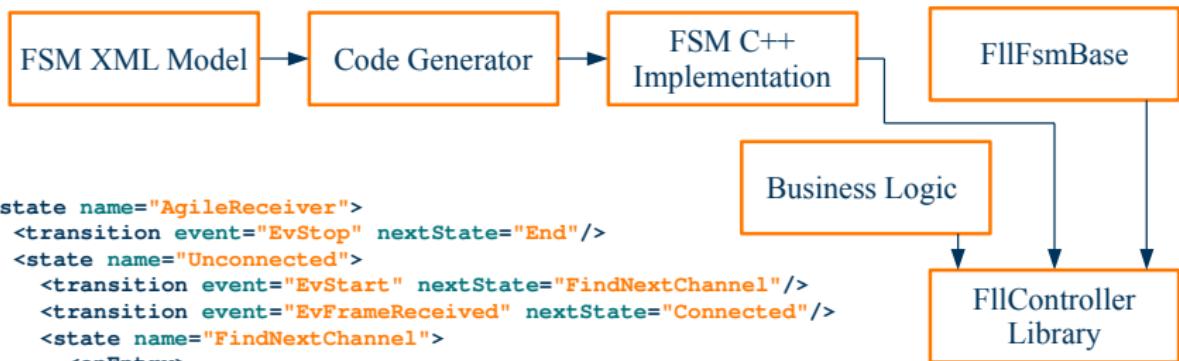
- Individual
- Coordinator-assisted
- Cluster-based

MAC

- Pure Aloha
- Soft/FPGA CSMA
- Simple TDMA



How does the protocol interaction work?



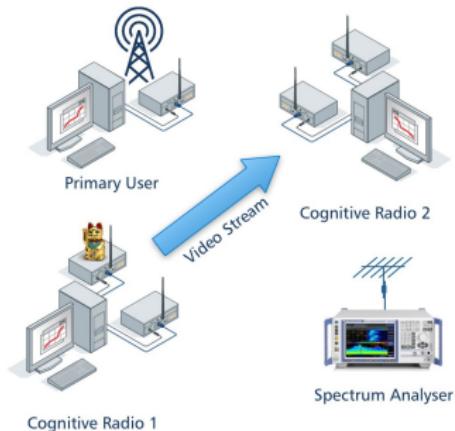
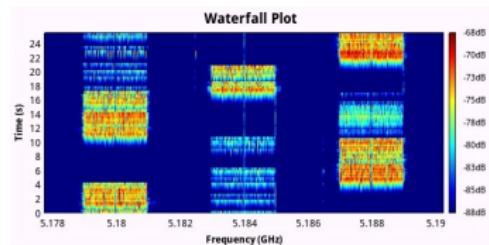
```
<state name="AgileReceiver">
    <transition event="EvStop" nextState="End"/>
<state name="Unconnected">
    <transition event="EvStart" nextState="FindNextChannel"/>
    <transition event="EvFrameReceived" nextState="Connected"/>
<state name="FindNextChannel">
    <onEntry>
        <action>fsm.FindNextChannel()</action>
    </onEntry>
    <transition event="EvChannelFound" nextState="ReconfigureRadio">
        <action>fsm.reconfigureChannel(channel)</action>
    </transition>
</state>
<state name="ReconfigureRadio">
    <transition event="EvReconfDone" nextState="WaitForFrame"/>
</state>
...
<state/>
```

[1] StateBuilderCpp, <http://www.stateforge.com/>

Database-assisted Dynamic Spectrum Access

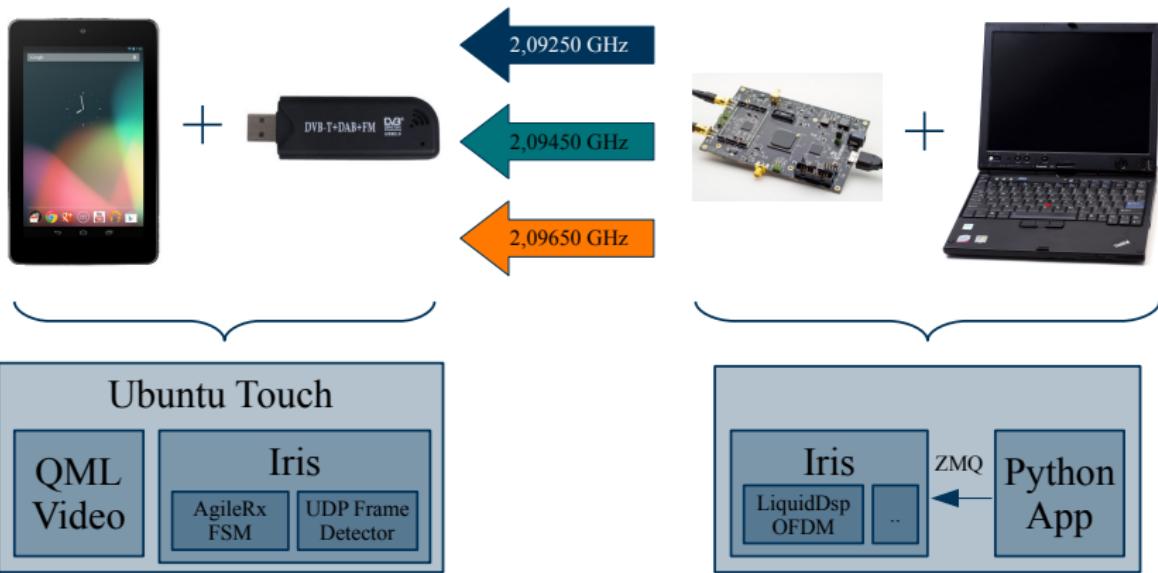
Features:

- Spectrum opportunity detection
- Dynamic channel allocation
- Database for predictive PU modelling
- Link adaptation and PU resilience

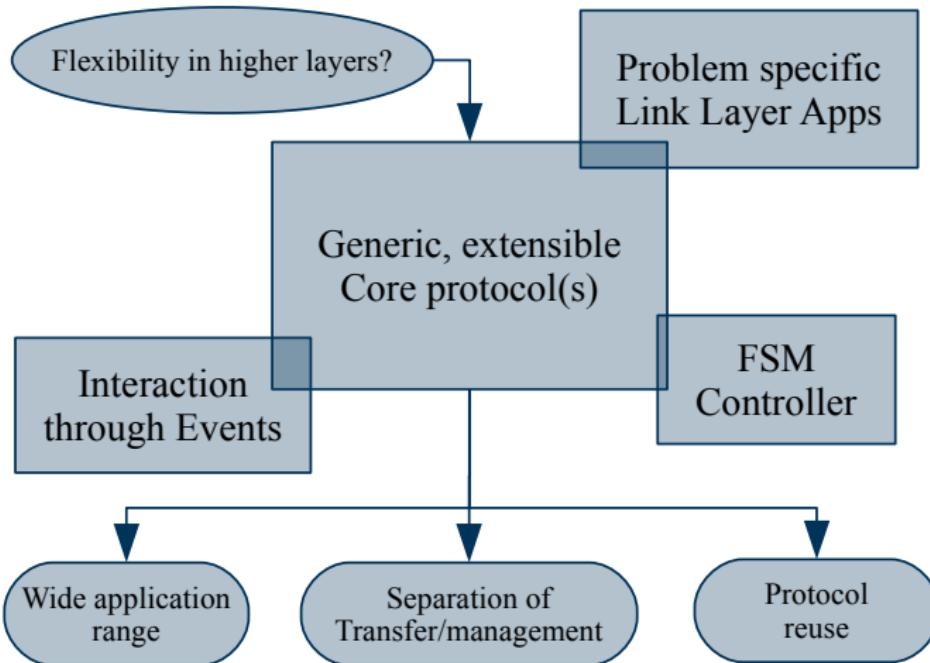


A. Puschmann, et al., "Database-assisted Coordinator-based Spectrum Mobility in Cognitive Radio Ad-hoc Networks", *10th International Symposium on Wireless Communication Systems (ISWCS)*, Ilmenau, Germany, August 2013.

Low-cost, Frequency-agile SDR Networking



Summary



Questions, comments?

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Sources

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- Nexus 7 image
[http://en.wikipedia.org/wiki/File:Front_view_of_Nexus_7_\(cropped\).png](http://en.wikipedia.org/wiki/File:Front_view_of_Nexus_7_(cropped).png)
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