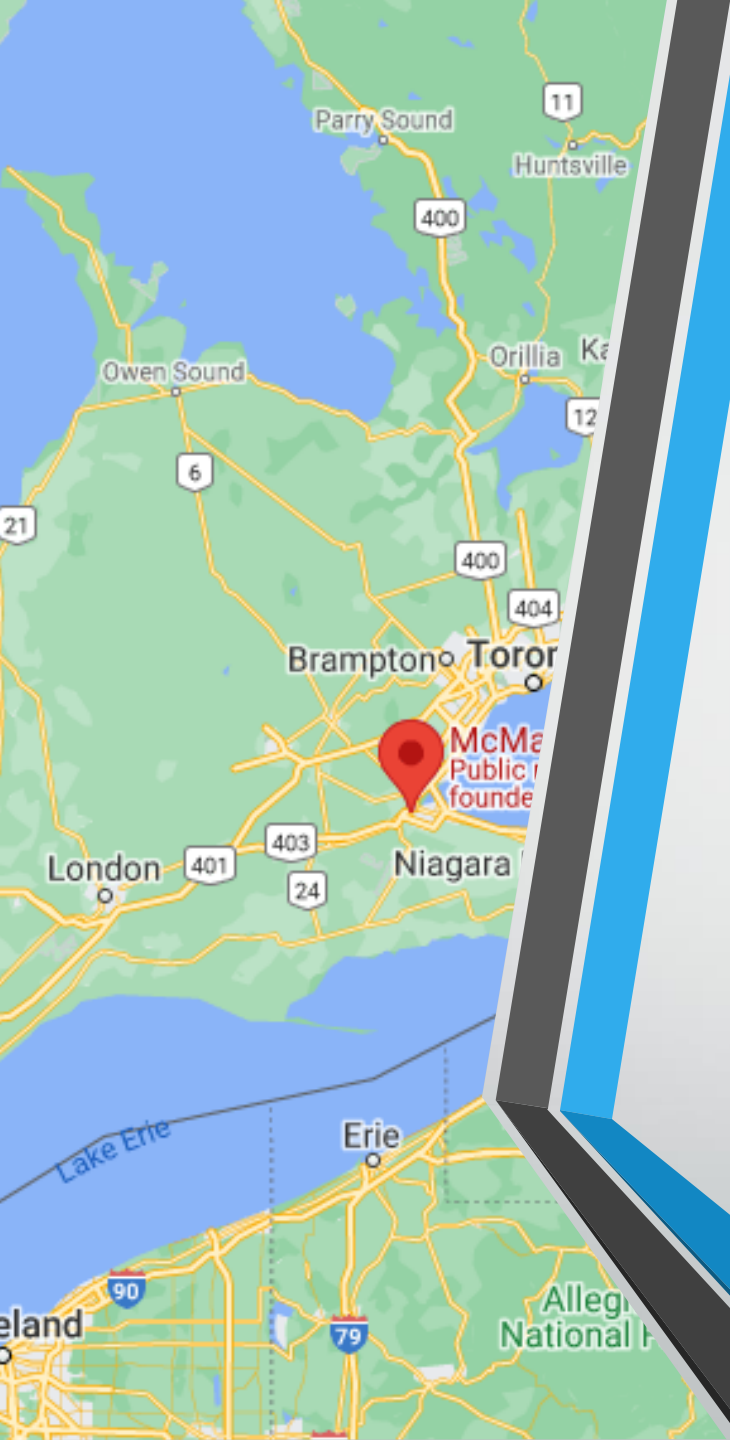




# SoftBLE: An SDN Framework for BLE-Based IoT Networks

Mehdi Jafarizadeh, Xingzhi Liu, Rong Zheng



# Authors



## Mehdi Jafarizadeh

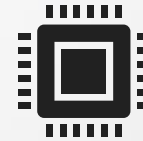
Ph.D Candidate  
Researcher McMaster  
University (received  
Ph.D)

5G Developer at Shadobi



## Xingzhi Liu

Masters' student  
researcher at McMaster  
University



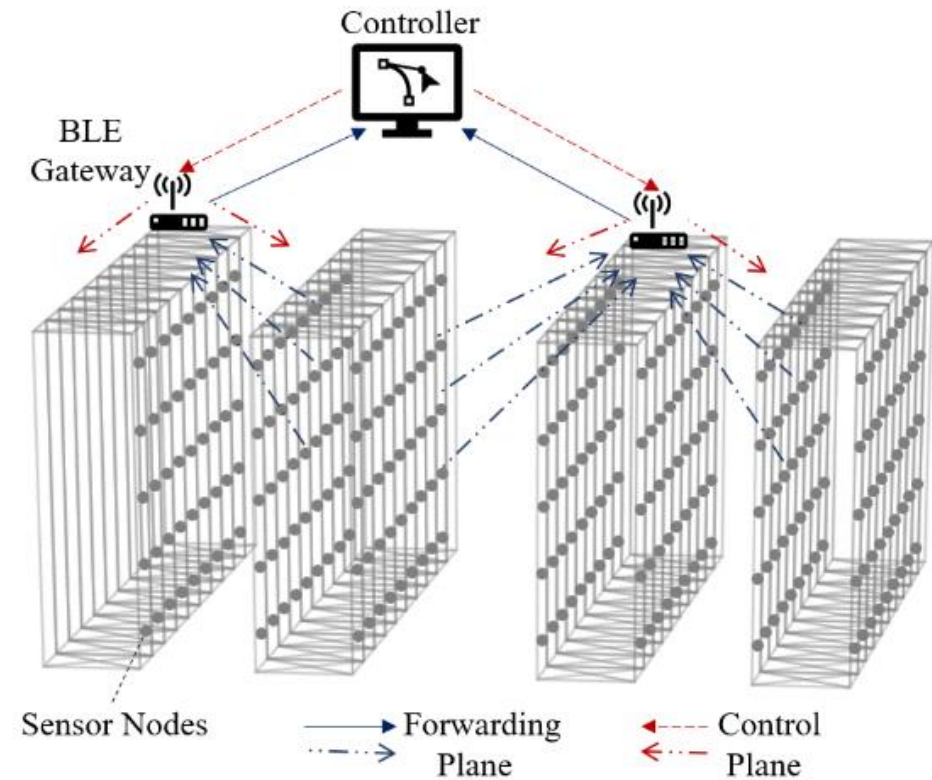
## Rong Zheng

Professor in Dept. of  
Computing and Software  
at McMaster University

Canda Research Chair in  
Mobile Computing

# Problem

- Dense IoT Device Network are difficult to work with
  - Dropped packets, high congestion, power wasted
- Dense sensor networks shown to have 'GoodPut' down  $\mathcal{O}(1/n)$  as 'n' devices increases
  - 'GoodPut' ability to successfully receive sensor data
- Example Problem:
  - Temperature sensors in a server room



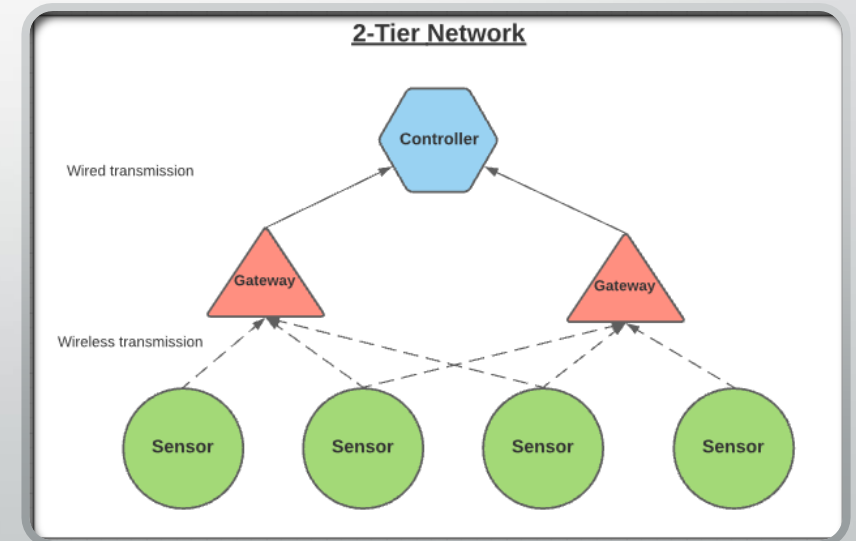
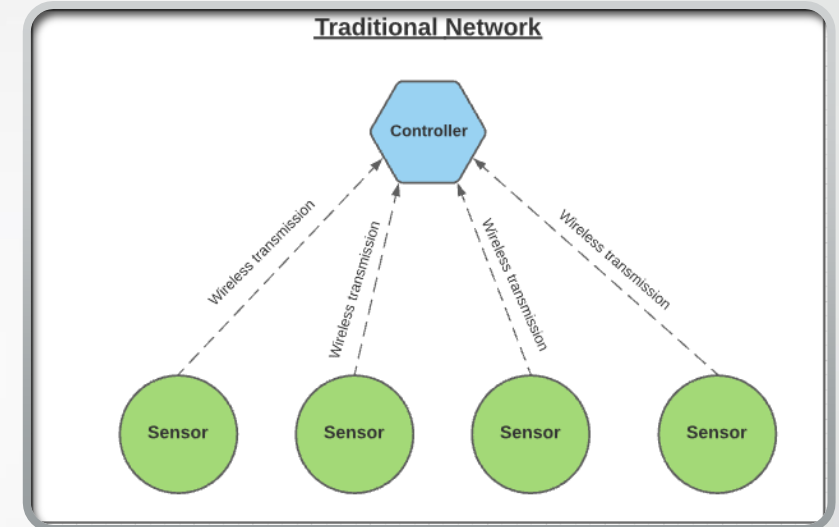
Goal

Increase Packet  
Reception Rate (PRR)

Decrease Power  
Consumption (PWR)

# Hierarchical Networks (2-Tier Networks)

- Benefits:
  - Reduce traffic to controller
  - Decrease latency with gateway closer to sensor and wired connection to controller
- Problems:
  - Without customizability, lacks the ability to scale with more devices and handle dynamic changes in traffic

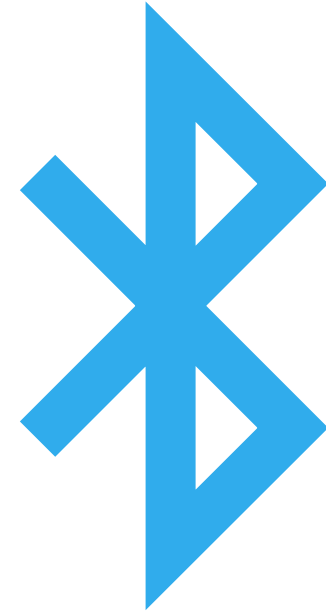


# SoftBLE Solution

- What if we can control and customize BLE traffic AT RUN TIME to create an optimal network?
- A Software Designed Network (SDN) that provides controllability for BLE Based 2-Tier Networks
- **Contributions:**
  1. An SDN designed as an overlay on a two-tier network forwarding plane
  2. Two orchestration algorithms for optimized scanning parameters on the gateway and advertising parameters on the sensor

# Brief BLE Background

- Bluetooth Low Energy is a wireless personal area network that is similar to Bluetooth, but emphasizes low energy consumption while sacrificing some bandwidth and connectivity features



# BLE Background

- Light-weight and power efficient
- Uses 40 possible channels with only **3** for advertising
- Has 5 possible states, but SoftBLE only utilizes 3 of them
  - Connected and Initiated are too power hungry

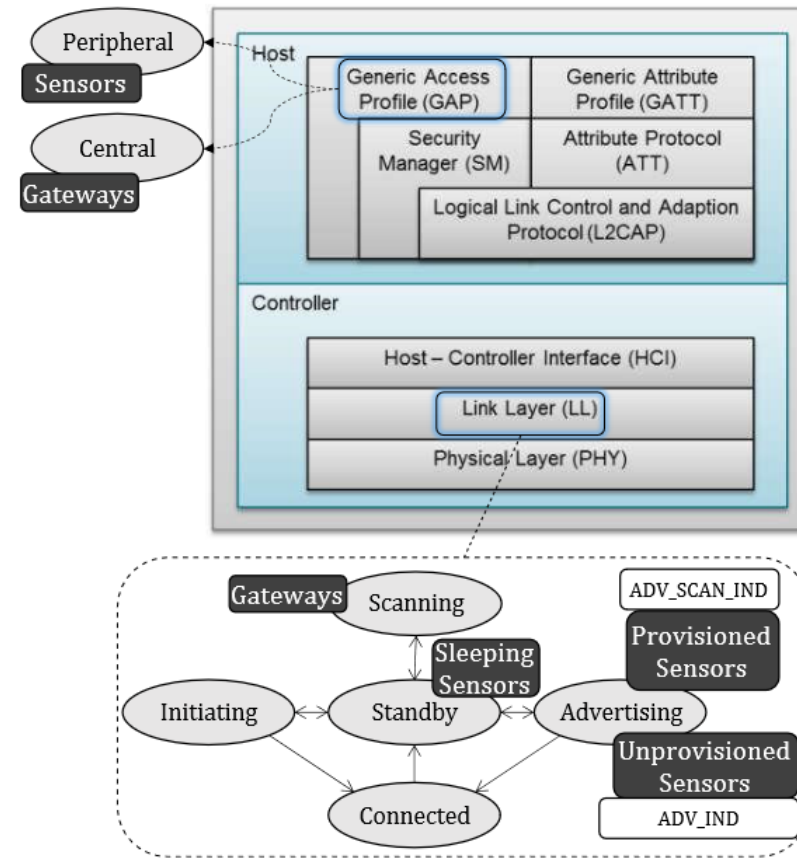


Figure 2: BLE protocol stack.



# BLE Old Way

## Sensors:

- Advertise for the “advertising interval” time + a “random delay”
- Can be configured via the following:
  - Advertising Channel Map
  - Advertising interval
  - TX power level
  - BLE Address (specifically Random Private Non-Resolvable) (Settable by the application)

## Scanners:

- Scan on a channel map for a period of time called the scanning window
- Scan for a scanning interval then changes to next address on channel map
- Can be a passive scanner (scanning close to source)
- Can be an active scanner (accepts scan requests and connection requests from sensor)
- Can be configured to only scan a certain list of addresses

# SDN – Software Designed Network

- SDN = Networking approach that uses software-based controllers with an emphasis on dynamic programmability for efficient networks
  1. **End User**: Sensor Nodes (generating data)
  2. **Flows**: Data 'flows' coming from sensors
  3. **SDN Switches**: BLE Gateways that forward flows
  4. **SDN Controller**: Central computer connected to gateways

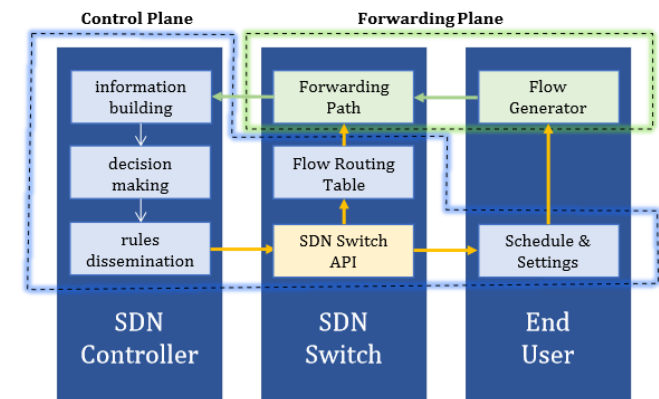


Figure 4: The components of SDN framework in a SoftBLE.

# Provisioning of an End User (Sensor)

- Sensors start un-provisioned and continually send out provision requests
  - *'Please accept my data and let me into the network'*
- After a certain number of requests, the controllers configures the sensor and allows it in the network
  - *'Okay come on in, but here is your schedule and how you should act'*
- Upon provisioning an observation matrix is created

# Sensor-Gateway Observation Matrix

Generated during provisioning

Many to Many matrix defining the RSS (Received Signal Strength) from the sensor to each gateway

$$O = \begin{bmatrix} o_{11} & \dots & o_{1N} \\ \vdots & o_{ij} & \vdots \\ o_{M1} & \dots & o_{MN} \end{bmatrix}, o_{ij} = \begin{cases} 1 & \text{if } \max(rss_j^i) > P_{sen} \\ 0 & \text{if } \max(rss_j^i) < P_{sen} \end{cases} \quad (1)$$

$\forall i \in \{1, \dots, N\}, j \in \{1, \dots, M\}$

# What is configured in SoftBLE?

## Channel Map of Sensors:

- What channels a sensor will broadcast to

## TX Power Level:

- How powerful will the sensor broadcast

## Advertise Address:

- What private address a BLE device will have when broadcasting

## Channel Map of Gateway:

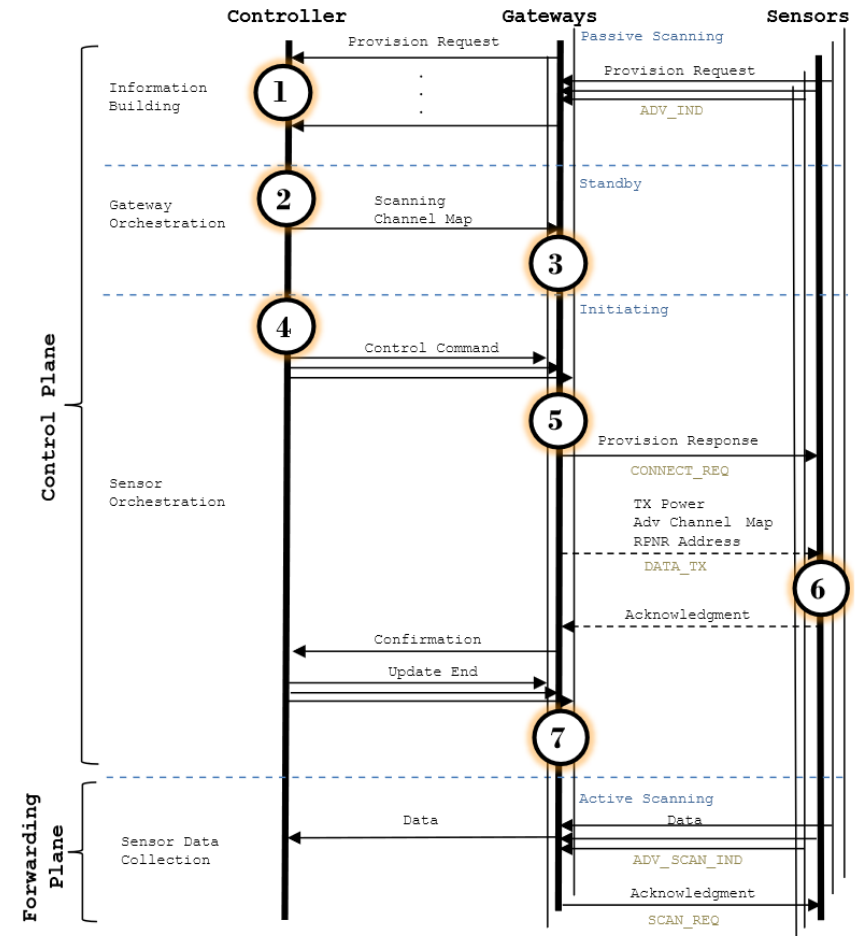
- What channels a gateway will listen to

## Whitelist of Gateway:

- What 8 addresses will the Gateway listen to on that channel

# Control Plane

- Sits on top of the forwarding plane
- Only job is to provision new sensors OR re-provision disconnected sensors
- Three Jobs
  - 1. Information Building:** 'How strong is this sensor, what is our current sensor network' (think observation matrix)
  - 2. Gateway Orchestration:** 'Which channels are each gateway scanning and what is open'
  - 3. Sensor Orchestration:** 'Okay SENSOR you should broadcast this strong on this channel for this long and GATEWAY listen on this channel'



# Gateway Orchestration

- Gateway's only scan ONE channel, deciding what channel that should be is gateway orchestration
- Assign a Gateway channel such that the neighboring gateway has the least number of interfering sensors
- Max-Min Optimization Heuristic applied here to determine best channel:
  - Max: Find the gateway that has the max common sensors on the three channels
  - Min: Find the channel on that has the least number of common sensors and choose that one

# Sensor Orchestration

- Sensors can advertise on any of the three channels at varying transmission power levels
- But:
  - More channels, more traffic, lower PRR
  - Higher Tx, more power, more traffic, lower PRR
- Sensor orchestration is attempting to find that happy medium



# Sensor Orchestration Factors

$$E[PRR]_s = 1 - (1 - p\hat{r}r_s)^R.$$

$$E[PWR]_s = \sum_{r=1}^R \frac{1}{\delta} \cdot E_s^{adv} \cdot E[PRR]_s (1 - E[PRR]_s)^{(r-1)}$$

$$E_s^{adv} = P_s^{tx} \cdot \|C_s^S\| \cdot \left( \frac{|DATA|}{\mu} + P_{ifs} \right)$$

$$+ P_{rx} \cdot \left( \frac{|SR|}{\mu} \right) + P_{ifs} + P_s^{tx} \cdot \left( \frac{|SS|}{\mu} \right)$$

$$P_s^{tx} = P_{tx} \cdot 10^{(TX_s/10)},$$
(13)

- **Expected PRR:**
  - Broken down into a Per Gateway PRR
  - **Solving for this, want higher PRR**
- Interference counter:
  - Number of potentially colliding sensors
- Traffic Load:
  - Sum of transmissions in a region
- Expected Number of Retransmissions:
  - Estimated number of times data must be re-transmitted
- **Expected Power:**
  - **Solving for this, want lower power**

# Sensor Orchestration

- The final algorithm for sensor orchestration is a simple nested for-loop running in  $O(c)$  time
- First loop through all possible channel combinations (37,38,39), (37,38) etc.
  - For each channel combination loop through all 13 power configurations
    - Check for the lowest  $E[\text{pwr}]$  and highest  $E[\text{pr}]$

---

## Algorithm 2: TX power optimization on the sensors

---

**input** : sensor ID ( $s$ ), observation matrix ( $O$ ), RSS of provision requests received from  $s$  ( $r\vec{s}_s$ )  
**output** : assigned advertising channel map ( $C_s^S$ ) and TX power ( $TX_s^S$ ) to sensor  $s$

```
1  $PTX \leftarrow \{-21, -18, -15, -12, -9, -6, -3, 0, 1, 2, 3, 4, 5\}$ 
2  $bestC \leftarrow \{37, 38, 39\}$ ;
3  $bestP \leftarrow 5$ ;
4  $bestPWR \leftarrow \infty$ ;
5 for  $C \leftarrow$  Subsets of  $\{37,38,39\}$  do
6   for  $p \leftarrow 1$  to 13 do
7      $TX \leftarrow PTX[p]$ ;
8     Estimate  $E[PRR_s]$  based on  $C, TX, r\vec{s}_s, O$  using (5);
9     Estimate  $E[PWR_s]$  based on  $E[PRR_s]$  using (13);
10    if  $E[PRR_s] > T$  and  $E[PWR_s] < bestPWR$  then
11       $bestC \leftarrow C$ ;
12       $bestP \leftarrow PTX[p]$ ;
13       $bestPWR \leftarrow E[PWR_s]$ ;
14  $C_s^S \leftarrow bestC$ ;
15  $TX_s \leftarrow bestP$ ;
```

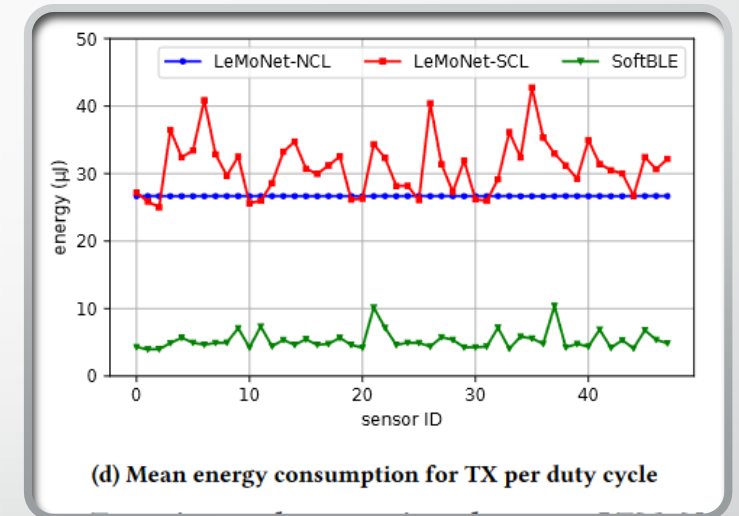
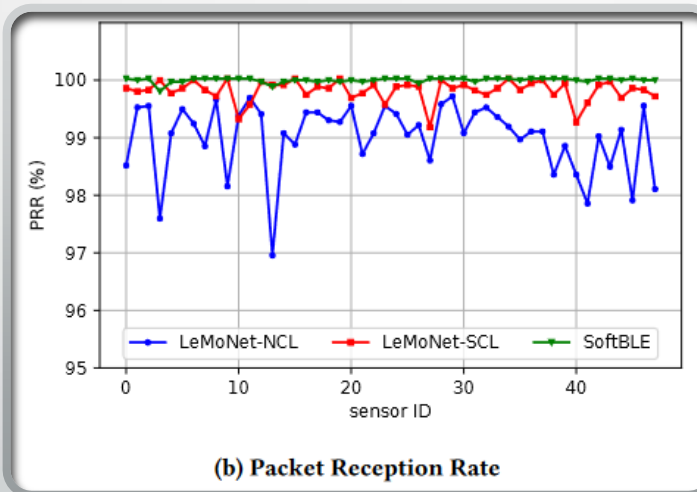
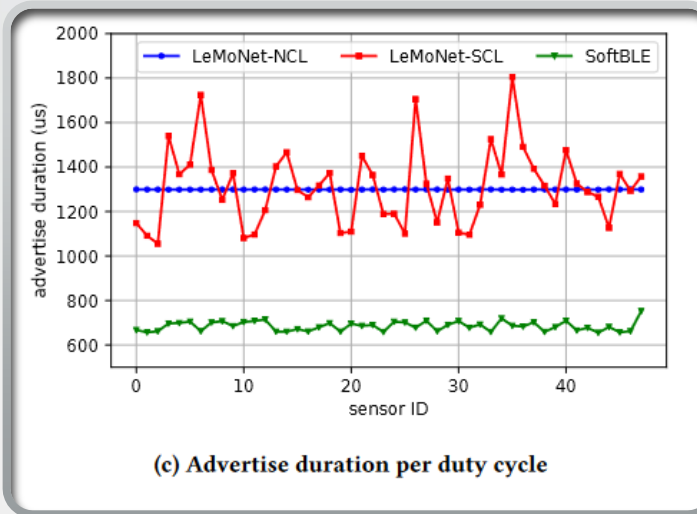
---

# Performance Analysis

- Compared against LEMoNet
  - A static tiered network developed by this same research group
- LEMoNET vs. SoftBLE
  - In SoftBLE gateways only respond to sensors on their whitelist
  - RSS's are extracted directly from device and not estimated in SoftBLE
  - No NCL mode in SoftBLE
  - TX Power in Soft BLE is variable
- Run in two modes for LEMoNET:
  - Normal Connectionless Mode:
    - "Here is my data, take it if you want it"
  - Scannable Connectionless Mode:
    - "Here is my data, I will keep resending N times until someone sends a scan request confirmation that it was received"
- 48 sensors, 2 Gateways

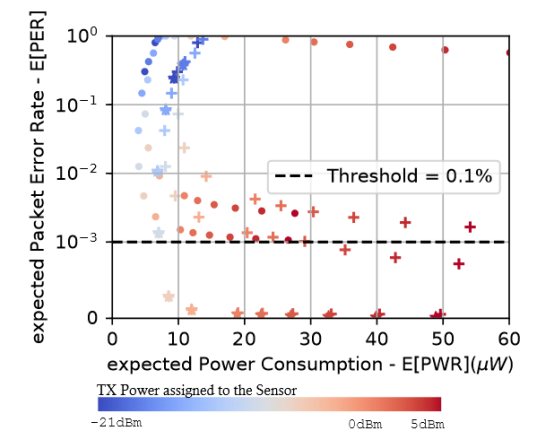
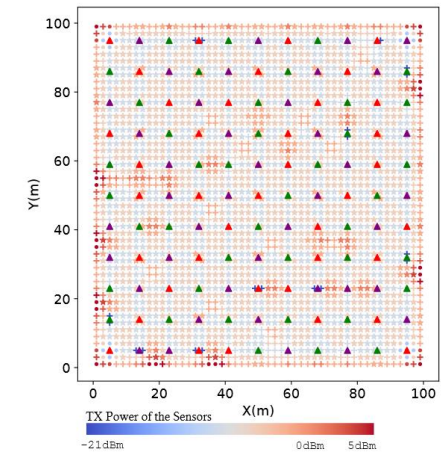
# Results

- Almost all sensors chose a single channel based on a higher RSS, but one device had a bad signal to both gateways and chose to broadcast on both channels
- PRR 99.9%
- PWR down 70%



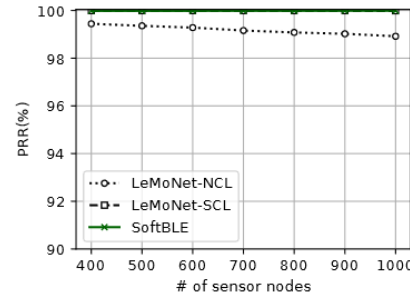
# Simulation Study

- They also simulated a much larger network to test scalability:
  - Performance at Scale: How do 2500 sensors perform in network
  - Parameter Study: How do devices get configured in large networks
- See tradeoff in power and PER
- Notice how center sensors broadcast on 3 channels at low power and edge sensors broadcast on one channel at high power

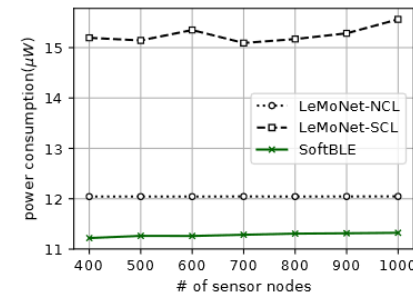


# Scalability + Duty Cycling Device

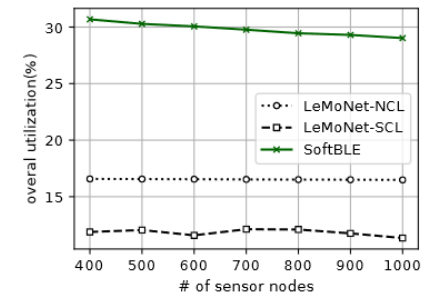
- SoftBLE scales very well
- Changing Duty Cycle (or how often data is pushed out) is able to be handled well by SoftBLE



(a) Packet Reception Rate

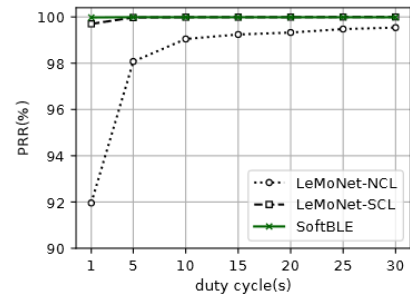


(b) Mean Power Consumption

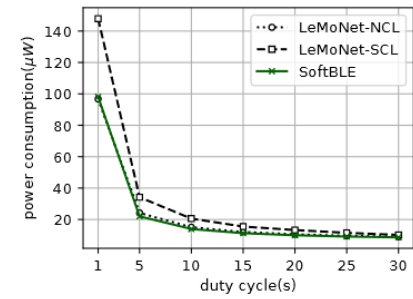


(c) Utilization

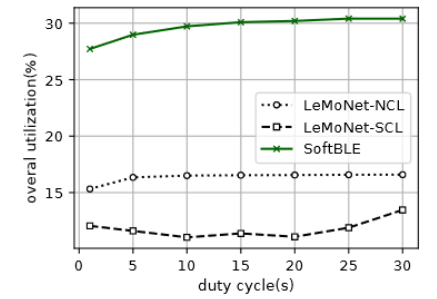
Figure 11: Effects of the number of sensors on the performance of SoftBLE. The sensors are deployed randomly in a  $50m \times 50m$  area. Duty cycles of all sensors are set to 5s.



(a) Packet Reception Rate



(b) Mean Power Consumption



(c) Utilization

Figure 12: Effects of duty cycle on the performance of SoftBLE. 600 sensors are deployed randomly in a  $50m \times 50m$  area.

# Questions

- What if they worked on parameter tuning the advertising interval?
  - Could this lead to more efficiency or a lower PRR?
- How do you scale Gateways, since they are limited to 8 sensors per?
- Is it really necessary to choose the min-max algorithm or should gateways just choose channels that are not like their neighbor?