CurveALOHA:

Non-linear Chirps Enabled High Throughput Random Channel Access for LoRa

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ALOHA Collision Probability

- **Profile the probability of collision for a given node transmitting a 1-byte message every ten minutes as a function of the network size**
	- A spreading factor (SF) of 7, code rate 4/5 and 125kHz bandwidth (BW)

Up to 10% probability of collision with 1000 LoRa nodes

Background on LoRa PHY Layer

PHY Layer: Chirp Spread Spectrum Modulation

- **Bandwidth (BW):** *Fixed-bandwidth Channel, 125, 250, 500 KHz.*
- **Spreading Factor (SF):** *the amount of spreading code applied to the original data signal, from SF7 to SF12.*

Collision with ALOHA

The weak signals are easily overwhelmed by the strong one.

Symbol Error Rate (SER)

- Expected: [0,0,0,0]
- Actual: $[0, b_0]$ (depends on the peak)

Existing LoRa MAC Design

Low-cost and accurate carrier-sense methods

LMAC MobiCom '20 DeepSense $arXiv'19$

p-CARMA EWSN '20

Extra Complexity and Cost

Key Idea of CurveALOHA

• **Starting from the SF-enabled Logical Channel**

• **CurveALOHA: Shape-based Logical Channel with the same SF**

Key Idea of CurveALOHA

• **Different Shapes of Chirps are orthogonal to each other as the Logical Channel for Concurrent Transmission without Collision**

- Noise Resilience of Non-linear Chirps
- Collision between different Chirps
- MAC-Layer Design for Chirp Selection
- Implementation & Evaluation

Noise Resilience of Non-linear Chirps

• **Non-linear Chirps can also focus the spectral energy to suppress noise**

1. Initial frequency offset for Modulation.

2. Dechirp for Demodulation.

- Convex up-chirp $f(x) = x^2$
- Concave up-chirp $f(x) = 2x - x^2$

Collision between Different Chirps

Key Observation:

Dechirp with a mismatched base down-chirp will scatter the energy to different frequency. Thus, different chirps provide the opportunity for concurrent transmission.

MAC-Layer Design for Selection

(1): quadratic $1 - f(t) = t^2$ (3): quartic 1- $f(t) = t^4$

(2): quadratic 2-f(t) = $-t^2+2t$ (4): quartic 2-f(t) = $-t^4 + 4t^3 - 6t^2 + 4t$

• Given a Pool of Non-linear and Linear Chirps, we compute the *SIR threshold* for each collision scenarios with a pair of Chirp Types

Fig. 5. SIR threshold heatmap of 5 chirps with the same SF. Each block indicates the SIR threshold of a reference signal (i.e., row mark) under an interference signal (i.e., column mark). The rectangle denotes the LoRa linear chirps. With a darker color, the block corresponds to a lower SIR threshold.

MAC-Layer Design for Selection

(1): quadratic1—
$$
f(t) = t^2
$$
 (2): quadratic2— $f(t) = -t^2 + 2t$
(3): quartic1— $f(t) = t^4$ (4): quartic2— $f(t) = -t^4 + 4t^3 - 6t^2 + 4t$

• Problem Formulation:

Given n available logical channels (i.e., $\{C_1, C_2, ..., C_n\}$) when an end node has a packet to transmit at time *t*, it selects one logical channel *C(t)* to transmit the packet immediately.

- Stateless *CurveALOHA-1*: No prior knowledge but randomly select *C(t)*
- Stateful *CurveALOHA-2*: Weight-based Selection of *C(t)* from Prior Transmiss*ions* and Existing SIR Threshold Map

Stateful CurveALOHA-2

- Stateful *CurveALOHA-2*: Weight-based Selection of *C(t)* from {C1, C2, ..., Cn })
	- Prior Transmiss*ions* and
	- Existing SIR Threshold Map

- $p_k = \frac{w_k}{\sum_{i=1}^n w_i}$ • Initialization:
- Adapt the Weight with the received PDR

 $w_k(m) = w_k(m) \times \tau^{1-P_k(m)/P_{thres}}$

• Adapt the weight with the SIR Threshold Map

$$
w_j(m+1) = w_j(m) \times \delta_j(C_k), for \ j = 1, \ldots, n
$$

• As a result, we can use local observed network status to optimize channel selection

Implementation

Metric:

- Symbol Error Rate (SER)
- Packet Delivery Rate (PDR)
- Throughput (Symbols/Second)

Baseline:

- Standard LoRaWAN with ALOHA
- LMAC MobiCom '20 (with Reported Statistics)

Non-linear Chirp Pool with the Linear One:

(1): quadratic $1-f(t) = t^2$ (3): quartic 1- $f(t) = t^4$

(2): quadratic2—
$$
f(t) = -t^2 + 2t
$$

(4): quartic2— $f(t) = -t^4 + 4t^3 - 6t^2 + 4t$

Evaluation: **Indoor & Outdoor Performance**

Fig. 8. Network performance comparison among ALOHA and CurveALOHA on SER, PDR, and throughput for indoor (top) and outdoor (bottom) experiments.

Evaluation: **SOTA and Fairness**

TABLE I

COMPARISON OF THROUGHPUT GAINS AGAINST ALOHA

"Results reported in Figure 13a of LMAC [11].

Fig. 9. CDFs of the per-node network performance (demand 1,400 B/s).

Evaluation: **Indoor & Outdoor Performance**

(b) Participants of CurveALOHA-2

Fig. 11. Participant selection of non-linear chirps in various nodes and packets for CurveALOHA-1/2.

Fig. 12. Achieved throughput vs. various decay factors for CurveALOHA-2 and payload size with demand throughput of 1,400 B/s.

Conclusions & Future Work Fishing

AGRICULTURE

SMART CITIES

• CurveALOHA Enables High Network Throughput Random Channel Access via Non-linear Chirps

METERING

- Future Work
	- Non-linear Chirp Selection
	- Extend the Orthogonal Coding Space with the SF and BW

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