

# **Splash: Fast Data Dissemination with Constructive Interference in Wireless Sensor Networks**

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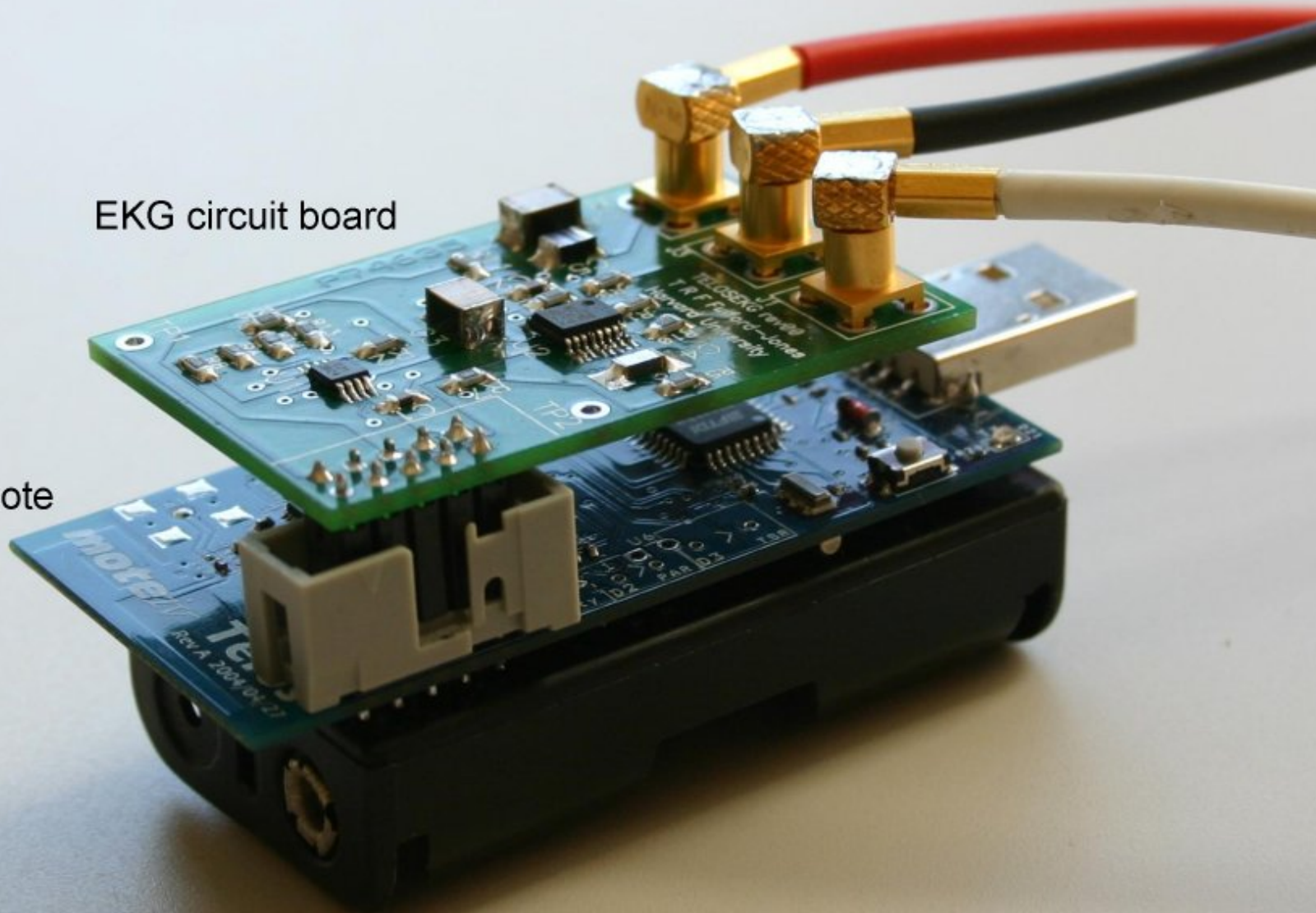


**DISSEMINATION**

EKG leads

EKG circuit board

Telos mote







# **A Fundamental Service: Data/Program Dissemination**

**A dissemination protocol is required throughout the life of a sensor application**

**Dissemination *completion time* is critical**

**Completion time for existing protocols is  
still in the order of minutes**



**Culprit is  
Contention Resolution**

# SPLASH

**Eliminate the need for contention**

**Constructive Interference**

[Glossy'2011]

**Channel Diversity**

[PIP'2010]

# SPLASH

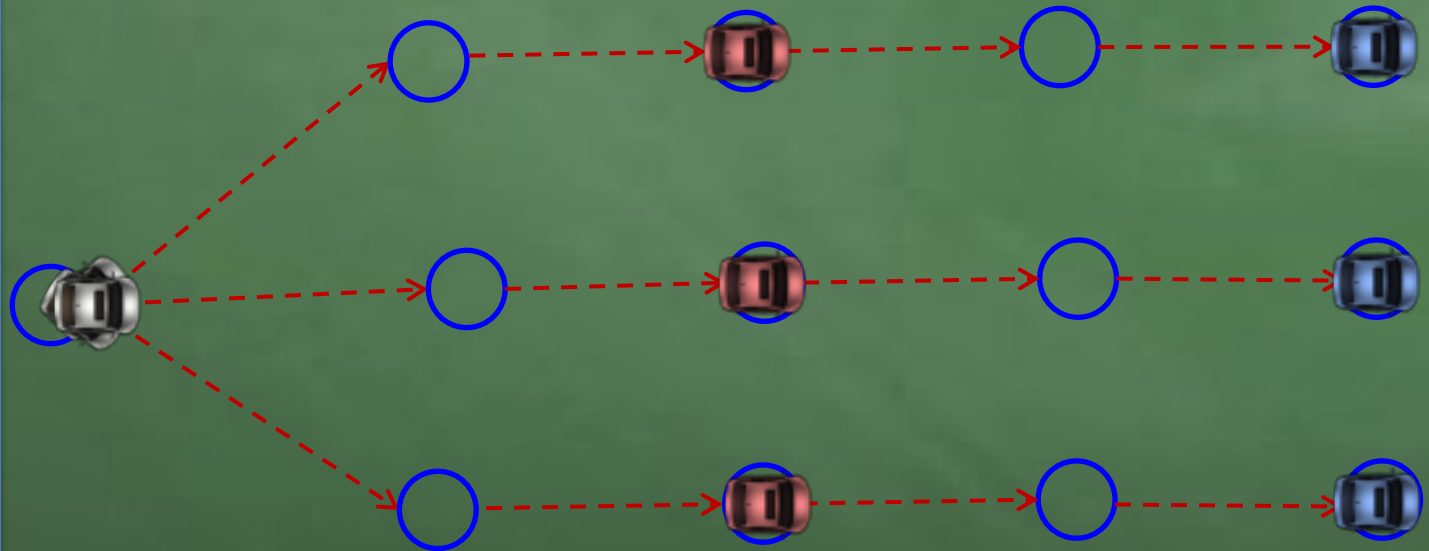
**Eliminate the need for contention**

**Constructive Interference**

[Glossy'2011]

**Channel Diversity**

[PIP'2010]



Press escape to exit animation and then move on to the next slide



# SPLASH

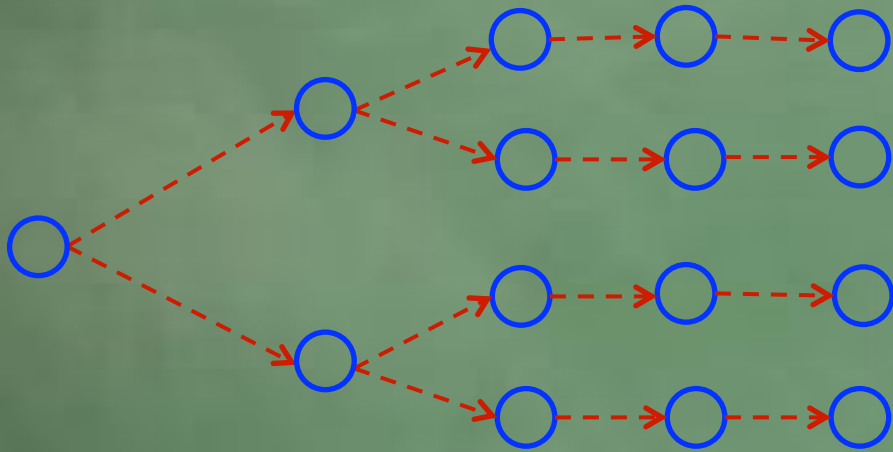
Transmission  
Density  
Diversity

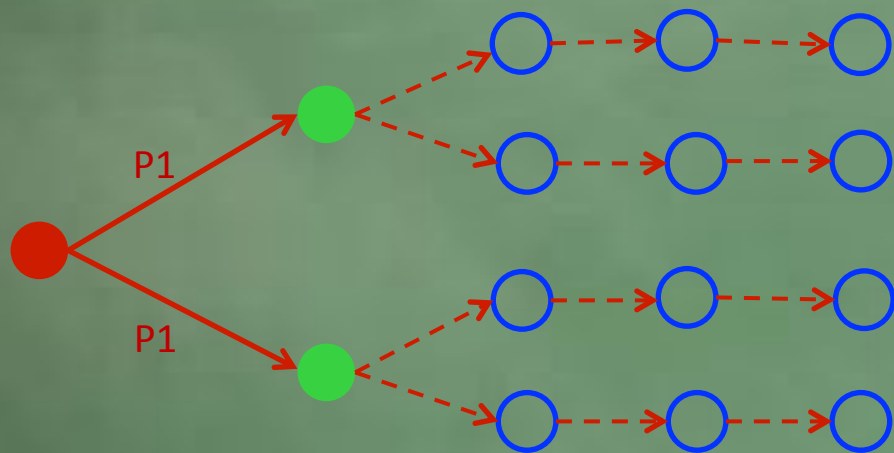
Opportunistic  
Overhearing

Tree  
Pipelining

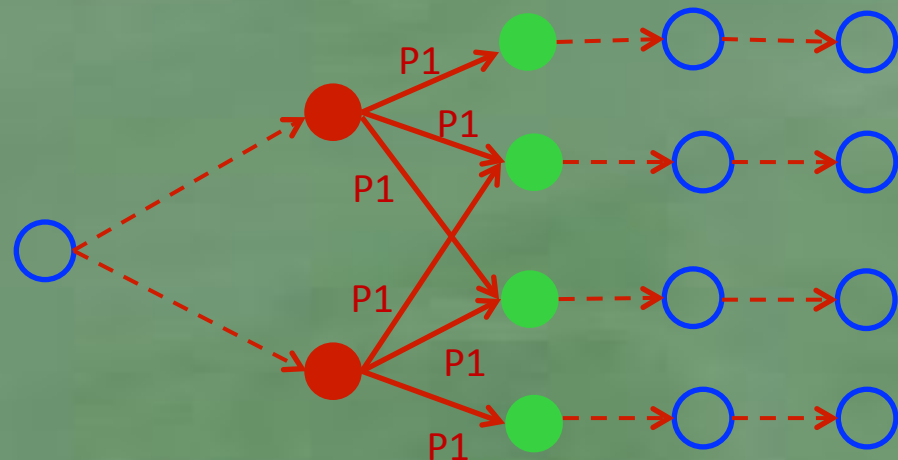
Channel  
Cycling

XOR Coding

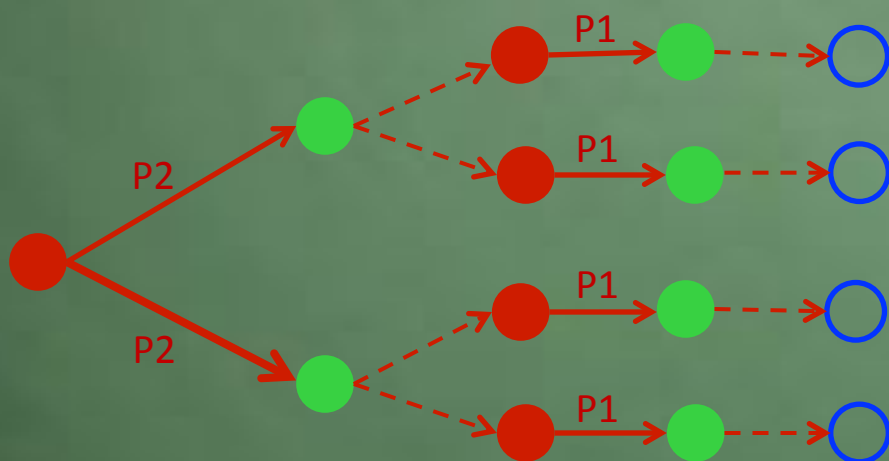




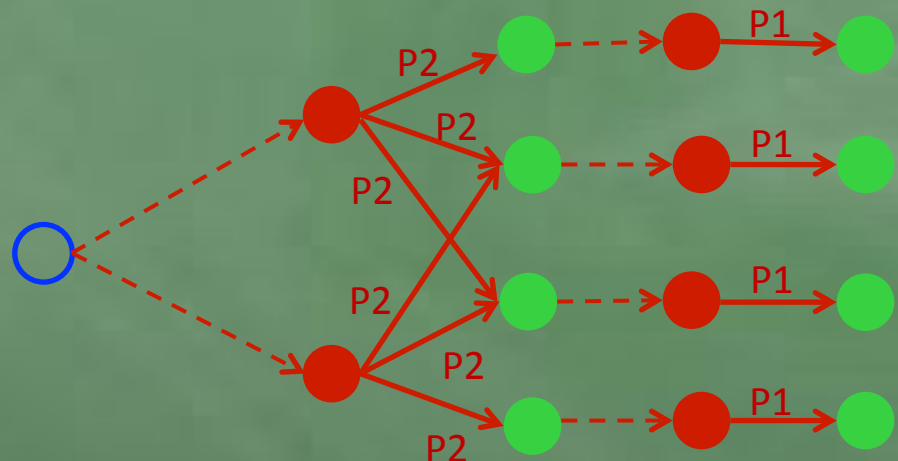
Cycle 1



Cycle 2



Cycle 3



Cycle 4

● Transmitting
 ● Receiving
 ○ Idling

# SPLASH

Transmission  
Density  
Diversity

Opportunistic  
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Tree  
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Channel  
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XOR Coding

# SPLASH

Transmission  
Density  
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XOR Coding

# **Constructive Interference is not Scalable**

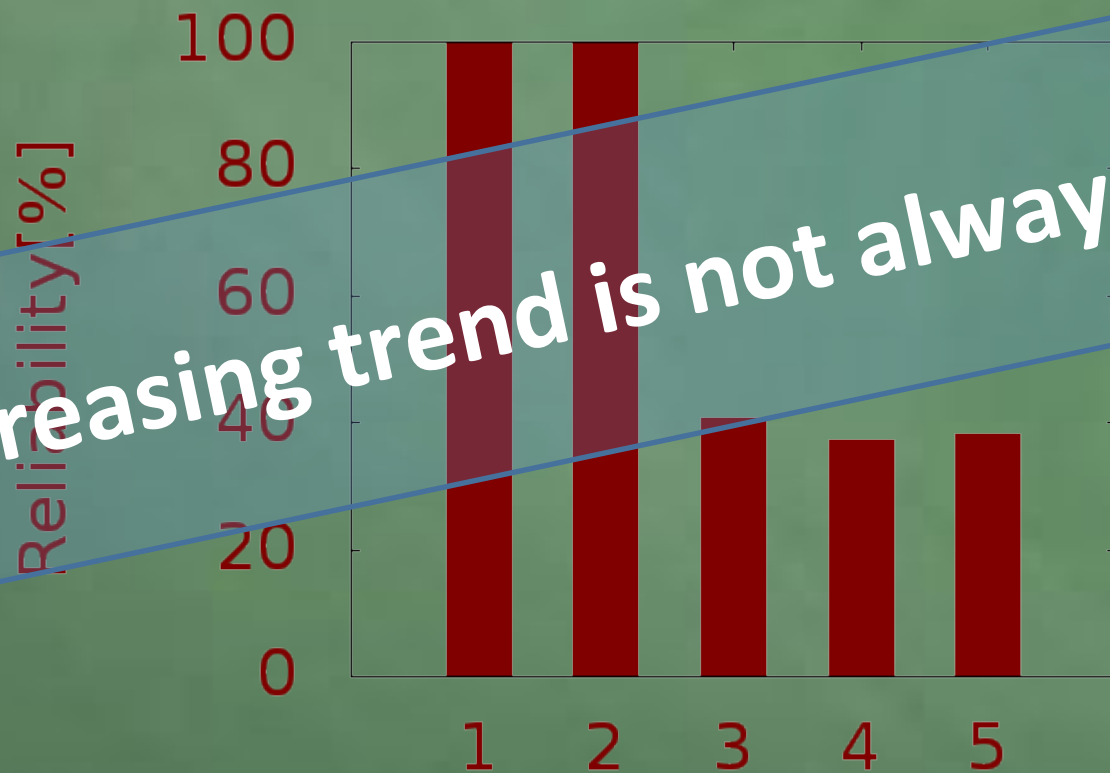
**[Wang et al. INFOCOM'12]**

- The problem is more severe in practice



# Constructive Interference is not Scalable

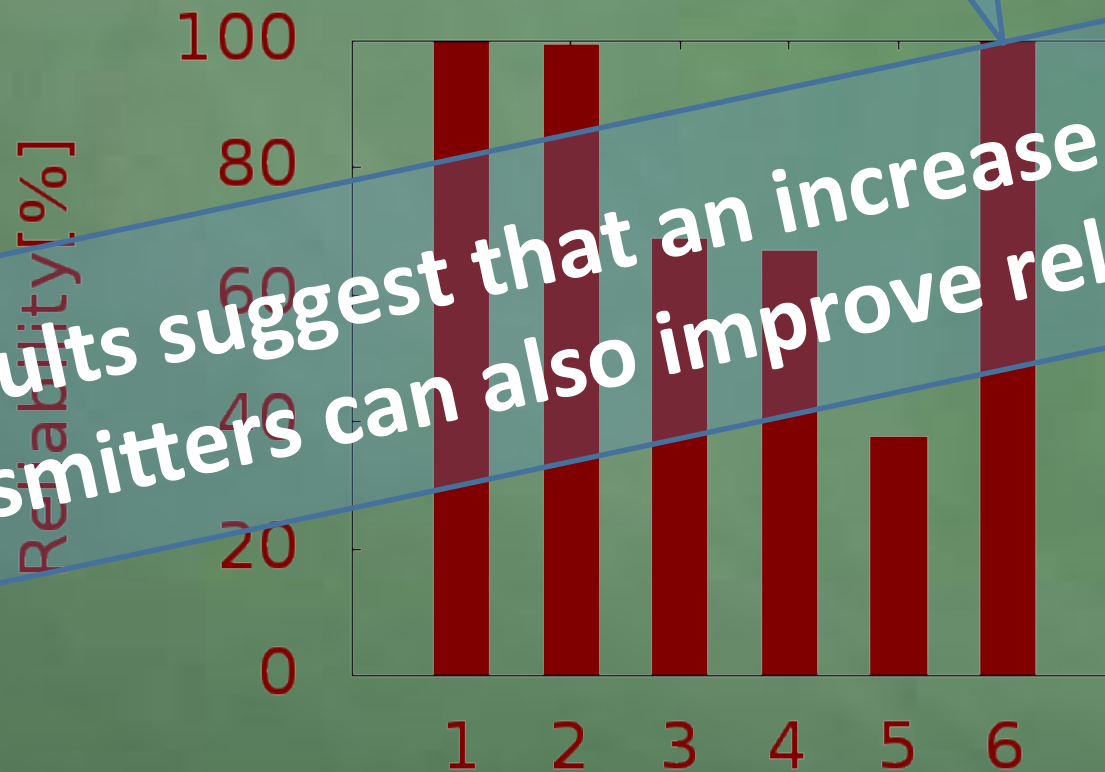
Decreasing trend is not always true



Number of transmitter nodes

## Effect of the *Capture Effect*

Our results suggest that an increase in no. of transmitters can also improve reliability



Number of transmitter nodes

# Splash: Transmission Density Diversity

- **First round:** only non-leaf nodes forward
  - Typically, more than 50% of the nodes in a tree are leaf nodes [Manjunath et al. RTSS'11]
  - Nodes benefit from low transmission density
- **Second round:** all nodes transmit
  - Nodes benefit from high transmission density by exploiting capture effect or sender diversity [Rahul et al. SIGCOMM'10]

# SPLASH

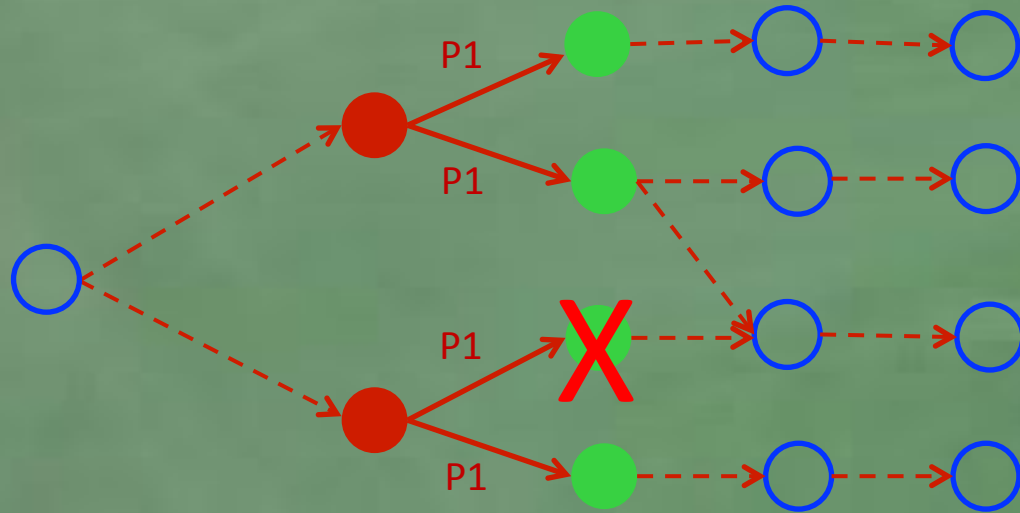
Transmission  
Density  
Diversity

Opportunistic  
Overhearing

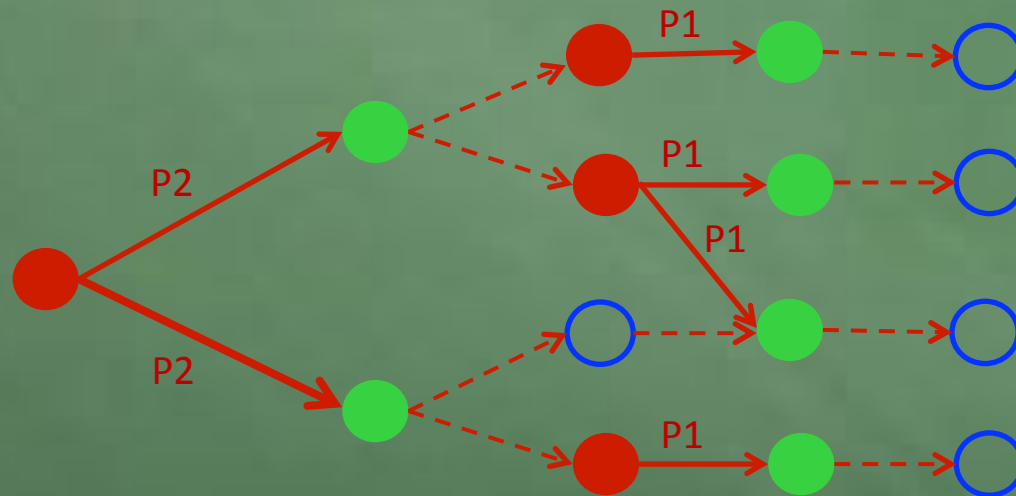
Tree  
Pipelining

Channel  
Cycling

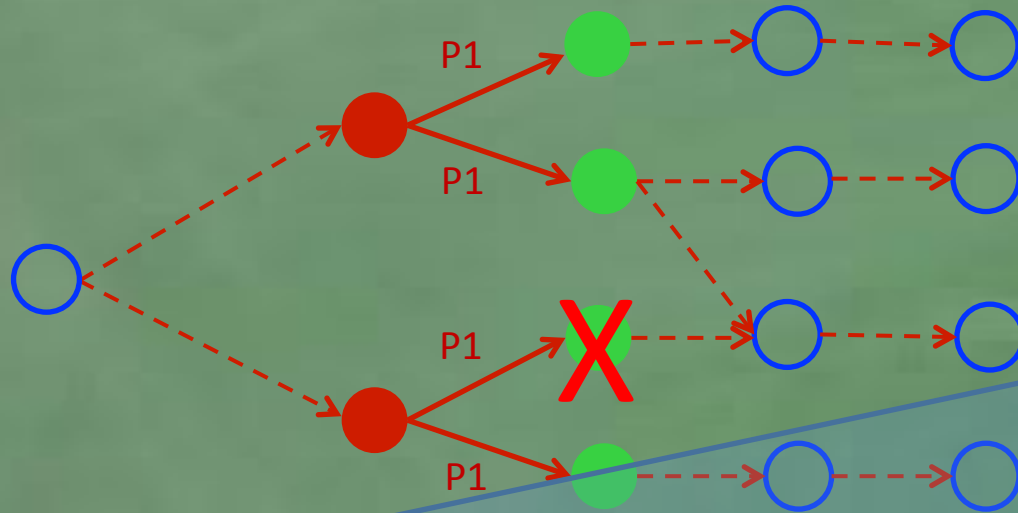
XOR Coding



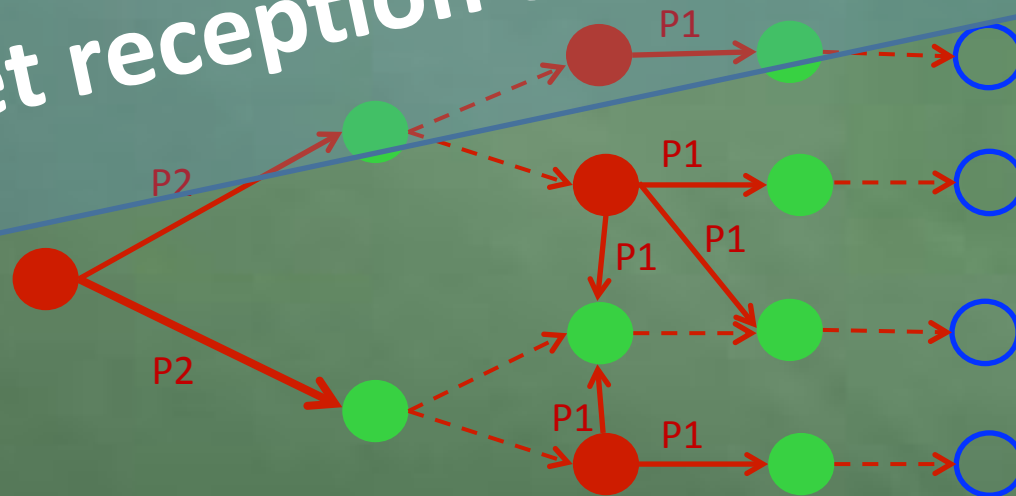
Cycle 2



Cycle 3



Packet reception chance is doubled



Cycle 3



# SPLASH

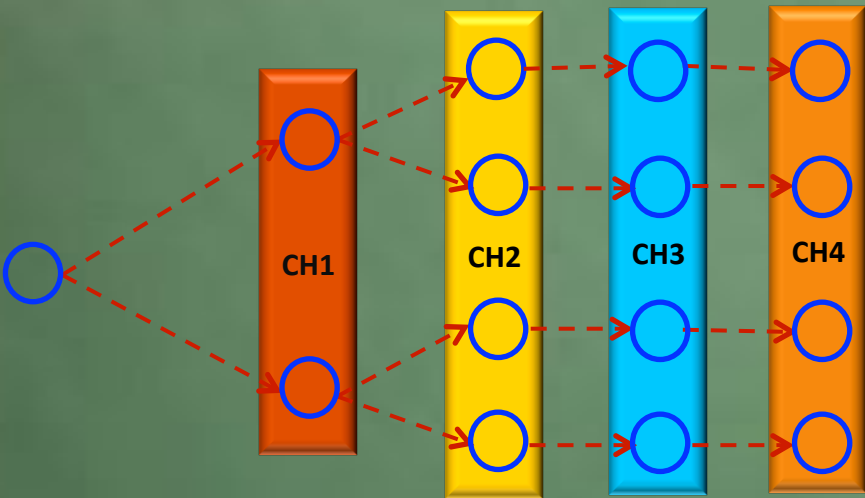
Transmission  
Density  
Diversity

Opportunistic  
Overhearing

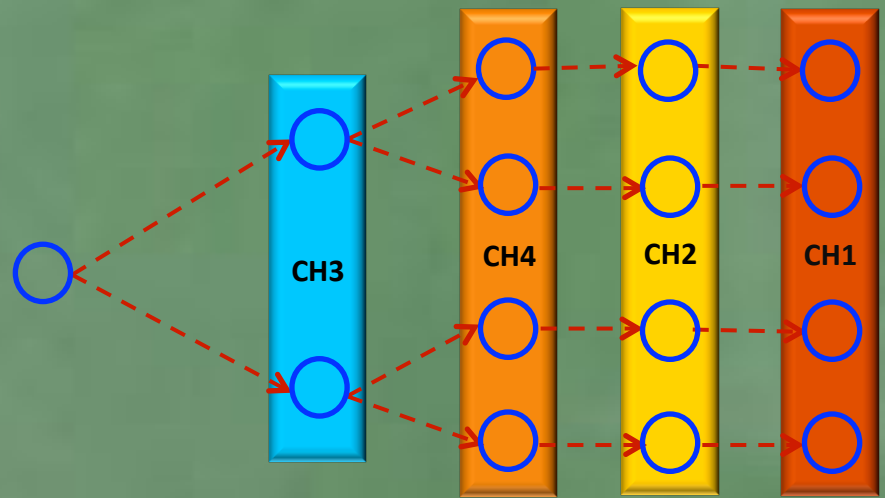
Tree  
Pipelining

Channel  
Cycling

XOR Coding



Round 1



Round 2

# SPLASH

Transmission  
Density  
Diversity

Opportunistic  
Overhearing

Tree  
Pipelining

Channel  
Cycling

XOR Coding

## Splash: XOR Coding

- After two rounds, more than 50% of nodes received most but not full object
- **Third round:** every transmission is a XOR sum
- Probability that a packet transmission is useful is increased

# Splash: Summary of Its Three Dissemination Rounds

## Three Rounds of Dissemination

Transmission  
Density Diversity

Opportunistic  
Overhearing

Channel  
Cycling

XOR  
Coding



**A node in Splash has six chances to receive a packet on up to six different channels**

# Splash: Local Recovery

- If any missing data is recovered locally
- Neighbor querying and data downloading over CSMA/CA
- Fact that about 90% of nodes have the full object makes local recovery practical





# EVALUATION

- ☒ **Outstanding**
- ☐ **Very Good**
- ☐ **Satisfactory**
- ☐ **Marginal**
- ☐ **Unsatisfactory**

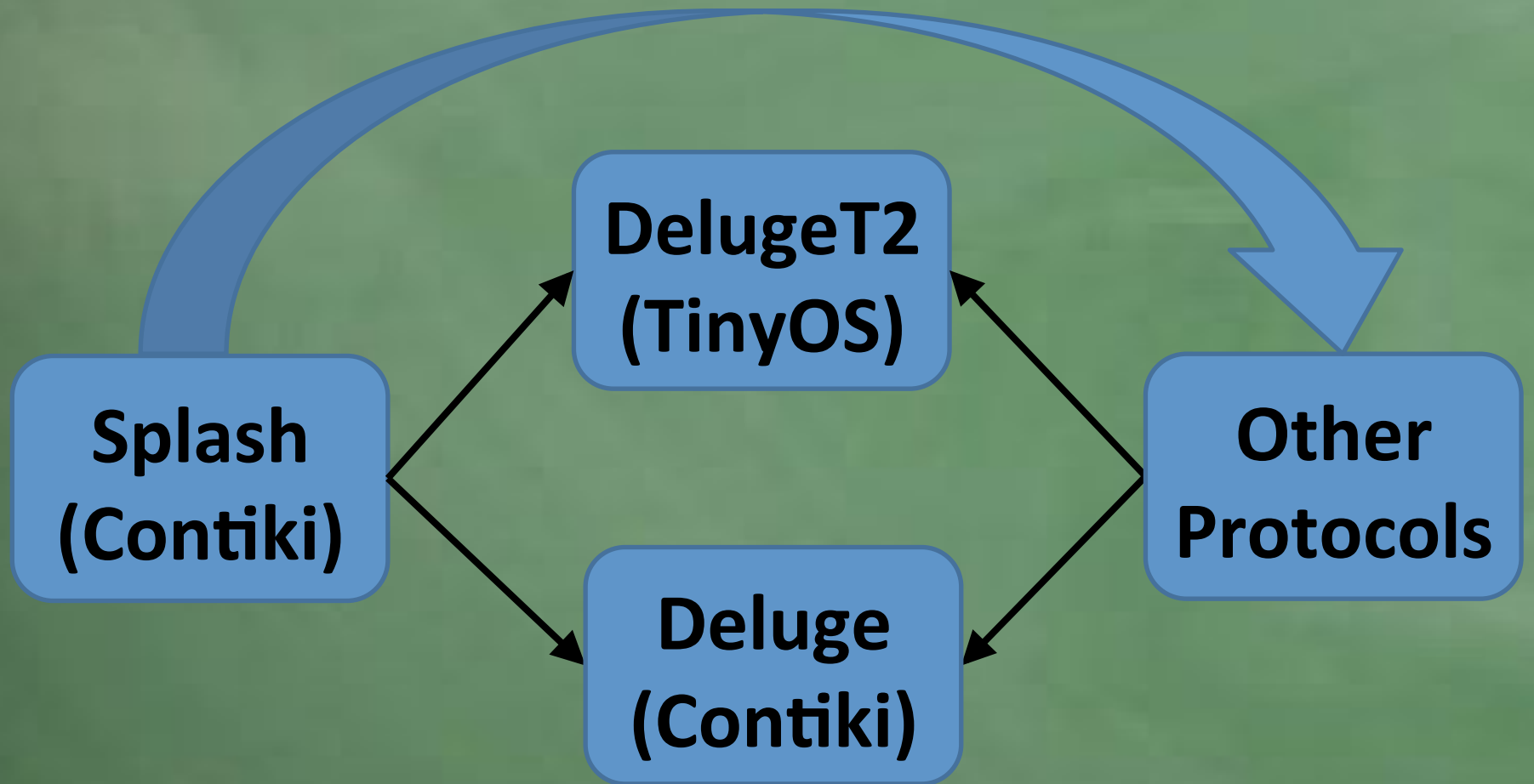


**Indriya Testbed**  
**139 TelosB nodes**



**Twist Testbed**  
**90 Tmotesky nodes**

**Experimental Setup**



**Comparison**

# Summary of Results on Indriya (32 KB dissemination)

		Splash						DelugeT2	
Tree [no.]	Size [hops]	R1 [%]	R2 [%]	R3 [%]	N <sub>R3-100%</sub> [%]	R <sub>lr</sub> [%]	T <sub>Splash</sub> [sec]	T <sub>DelugeT2+CTP</sub> [sec]	T <sub>DelugeT2GI</sub> [sec]
1	5	84.54	97.23	98.47	91.30	100	22.49	1300	924
2	6	86.52	96.91	98.58	92.03	100	22.61	286	160
3	7	76.68	94.62	97.80	86.23	100	23.18	286	286
4	7	88.02	96.12	97.78	92.75	100	23.74	158	158
5	9	76.97	93.65	96.69	81.88	100	23.86	649	180
6	7	76.73	95.27	98.16	89.86	100	23.98	610	160
7	7	80.75	93.51	96.98	87.68	100	26.23	365	379
8	7	83.57	94.43	96.01	87.68	100	26.65	377	377
9	5	82.46	95.26	97.47	85.51	100	28.05	676	115
10	8	84.28	94.92	96.70	86.23	100	28.39	550	116
Average		82.05	95.19	97.46	88.26	100	25.15	524	305.3

/21

/12

25.15s

524s

305s

# Summary of Results on Twist

## (Splash: 32 KB, Deluge: 2KB)

		Splash						Deluge
Tree [no.]	Size [hops]	R1 [%]	R2 [%]	R3 [%]	$N_{R3-100\%}$ [%]	$R_{lr}$ [%]	$T_{\text{Splash}} (32\text{KB})$ [sec]	$T_{\text{Deluge}} (2\text{KB})$ [sec]
1	4	90.58	97.09	99.22	94.38	100	20.07	356.60
2	4	81.08	94.70	99.31	92.13	100	20.19	431.48
3	4	86.53	96.19	98.00	91.01	100	22.79	351.67
4	4	78.64	94.10	98.12	84.09	100	23.37	518.19
5	4	81.42	93.95	97.98	89.89	100	23.41	467.00
6	4	78.04	93.55	96.82	85.39	100	26.66	439.81
7	4	83.90	95.18	97.54	89.89	100	26.79	345.28
8	4	83.70	93.64	96.45	84.27	100	27.32	388.68
9	6	81.58	93.35	97.02	85.39	100	27.45	484.10
10	5	80.78	93.09	97.11	85.39	100	29.25	497.59
Average		82.62	94.48	97.76	88.18	100	24.73	418.04

24.73s

418s

# Comparison to Other Approaches (Baseline: DelugeT2)

Protocol	No. of nodes	File size [KB]	Reduction factor
MNP (2005)	100	5	1.21
MC-Deluge (2005)	25	24.3	1.6
Rateless Deluge (2008)	20	0.7	1.47
ReXOR (2011)	16	4	1.53
ECD (2011)	25	10	1.44
MT-Deluge (2011)	20	0.7	2.42
<b>Splash</b>	<b>139</b>	<b>32</b>	<b>21</b>



# Evaluation of Individual Techniques

XOR coding

Opportunistic  
Overhearing

Channel  
Cycling

Transmission  
Density Diversity

Local  
Recovery

# Evaluation of Individual Techniques

**XOR Coding:** increases percentage of nodes having the full object from 37% to 88%

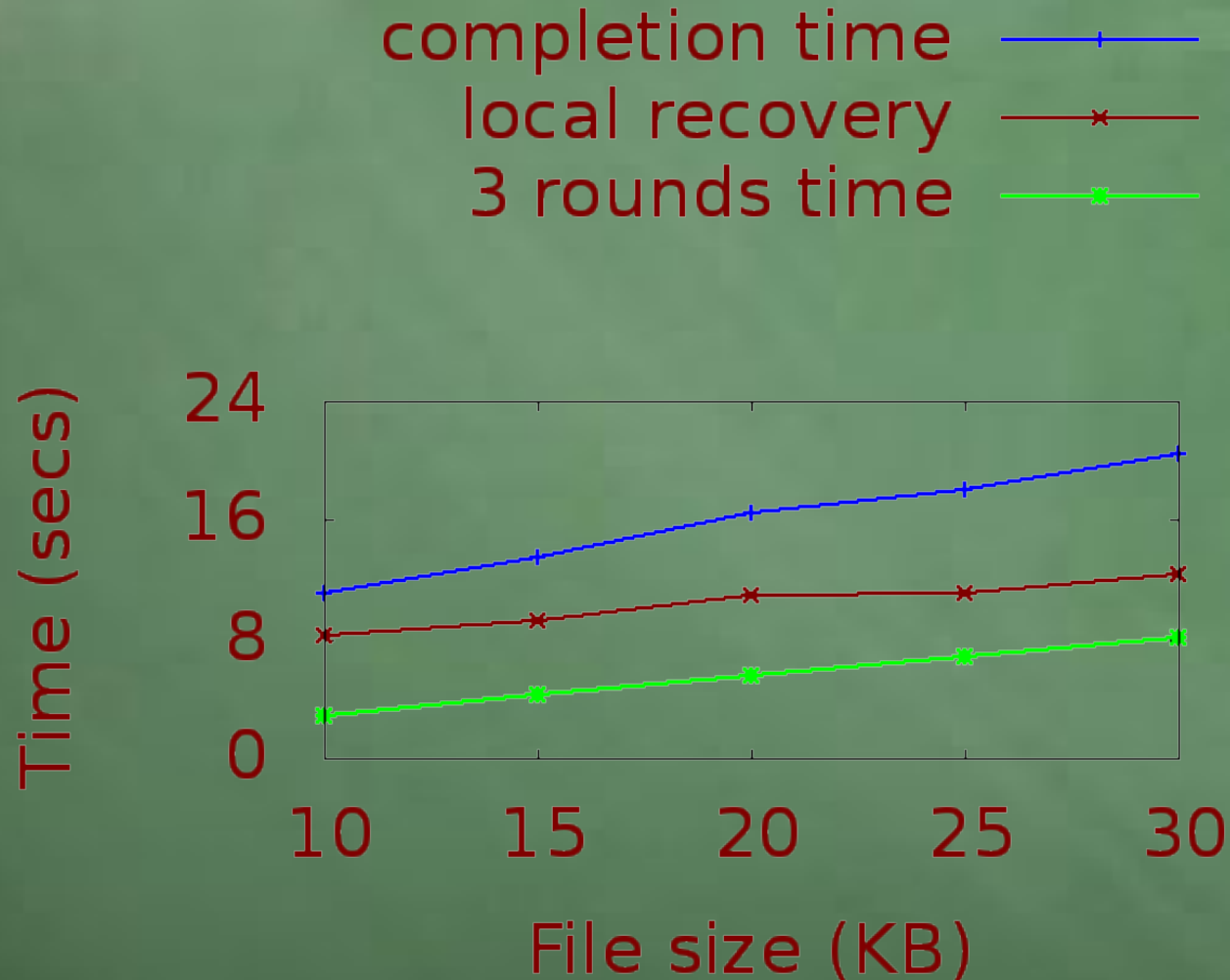
**Opportunistic overhearing:** decreases dissemination time by 26%

# Evaluation of Individual Techniques

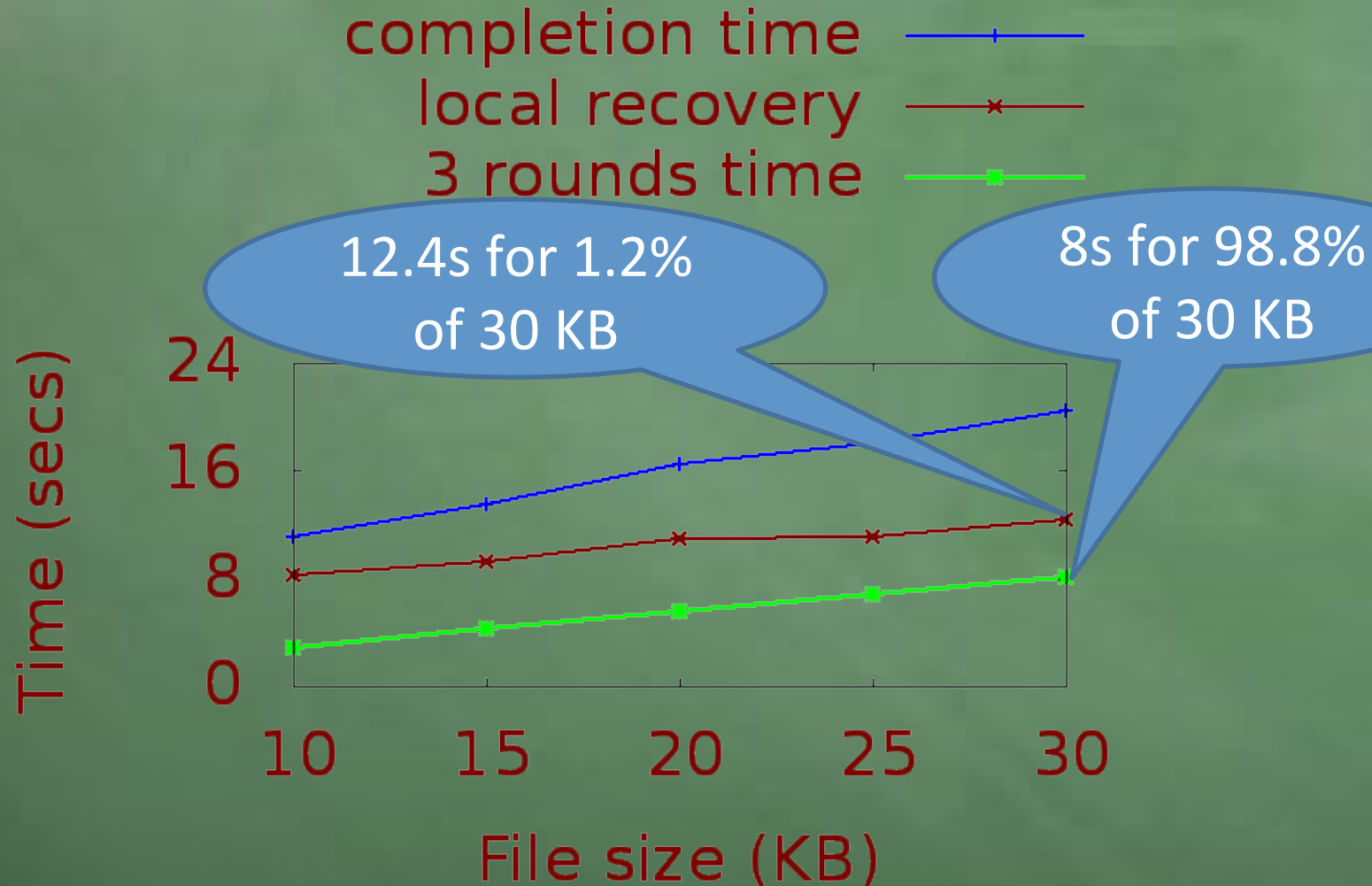
**Channel Cycling:** decreases dissemination time by 25%

**Transmission Density Diversity:** 39% and 18% of nodes benefit from low and high transmission densities respectively

# Local Recovery



# Local Recovery



# Conclusion

- We designed and implemented Splash, a fast data dissemination protocol
- Key factors are constructive interference, channel diversity and techniques for reliability
- Splash reduces completion time by an order of magnitude

**Thank you**



# References

Some of the images in these slides are downloaded from Google Images and Kalyan Varma's website <http://kalyanvarma.net/>