

# Stateless Linear-path Routing for 3D Nanonetworks

---

A.Tsioliaridou<sup>1</sup>, **Christos Liaskos**<sup>1</sup>, E. Dedu<sup>2</sup> and S. Ioannidis<sup>1</sup>

<sup>1</sup>Foundation of Research and Technology - Heraklion, Crete, Greece

email: {atsiolia, **cliaskos**, sotiris}@ics.forth.gr

<sup>2</sup>Franche-Comté Electronics Mechanics Thermal Science and Optics – Sciences and Technologies, France

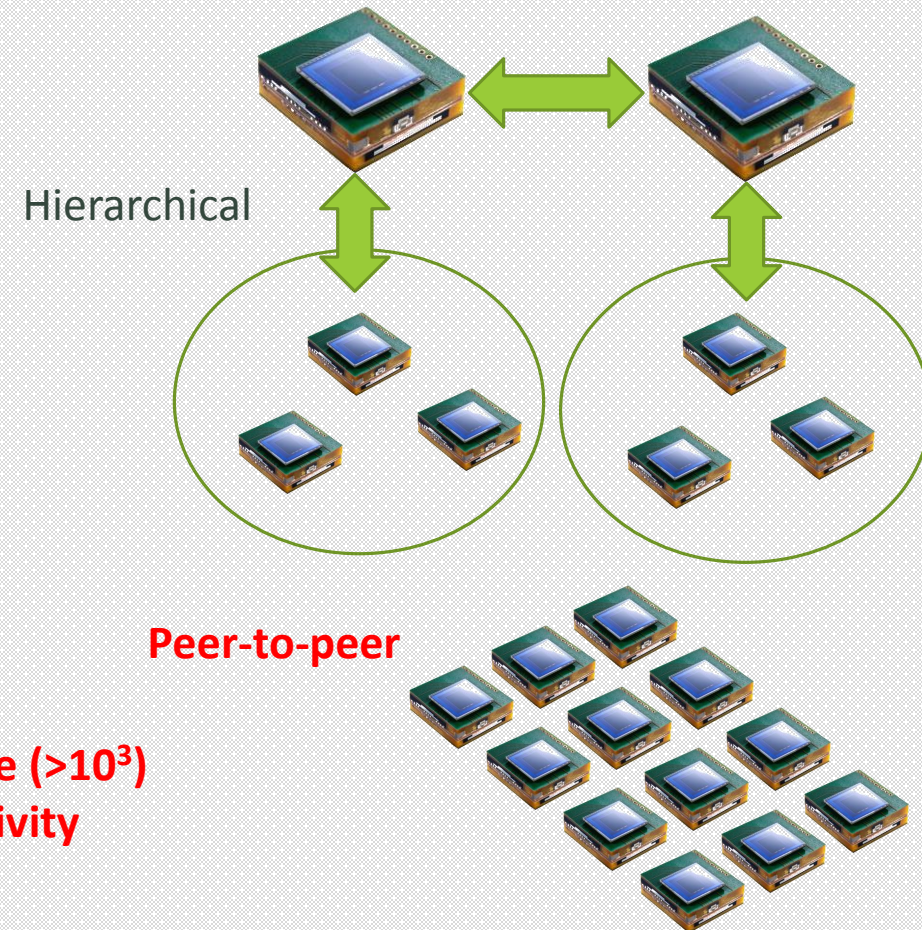
email: eugen.dedu@univfcomte.fr

# Nano-network classes / our case

- A set of minified, wireless comm. – enabled nodes.
- Node components:
  - CPU
  - Actuation/Sensing unit
  - Wireless module (antenna & modem)
  - Power supply (scavenging or WPT)
- Each COMPONENT:
  - A few nanometers
- Final ASSEMBLY:
  - A few  $\mu$ meters

## Other basic categories:

- Mobile/**Static topology**
- Arranged/Random layout
- Small (e.g. 10 nodes) / **large ( $>10^3$ )**
- 1-hop / **multi-hop connectivity**



# Applications / Our focus

---

## ➤ **Medicine:**

- Body-area networks. E.g., sensing pH, temperature, bacterial traces within the bloodstream.
- Key-words: hierarchical, mobility, scavenging, random topology, small network, 1-hop paths.

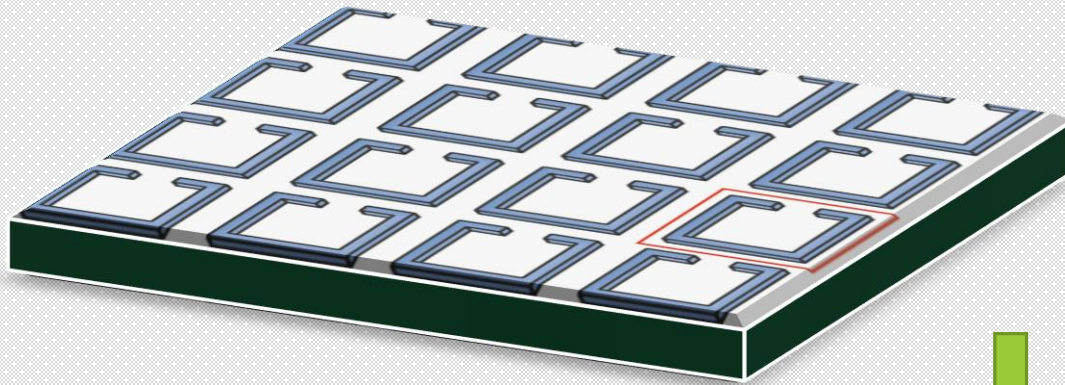
## ➤ **Industrial materials:**

- Monitor the structural integrity of a structure in real-time.
- Key-words: P2P, static topology, random/arranged, WPT, large network, multi-hop paths.

## ➤ **Active meta-materials:**

- Control over the EM behavior of an object.
- Key-words: {{industrial materials}}, arranged topology.

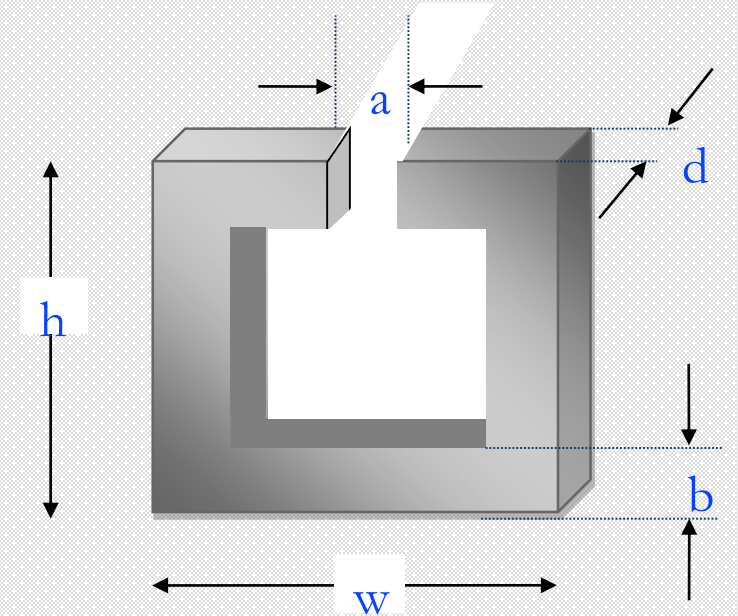
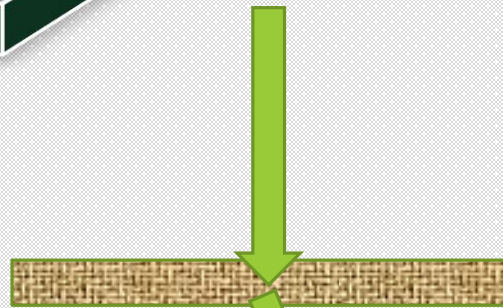
# Metamaterial Basics



STEER



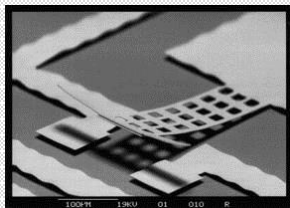
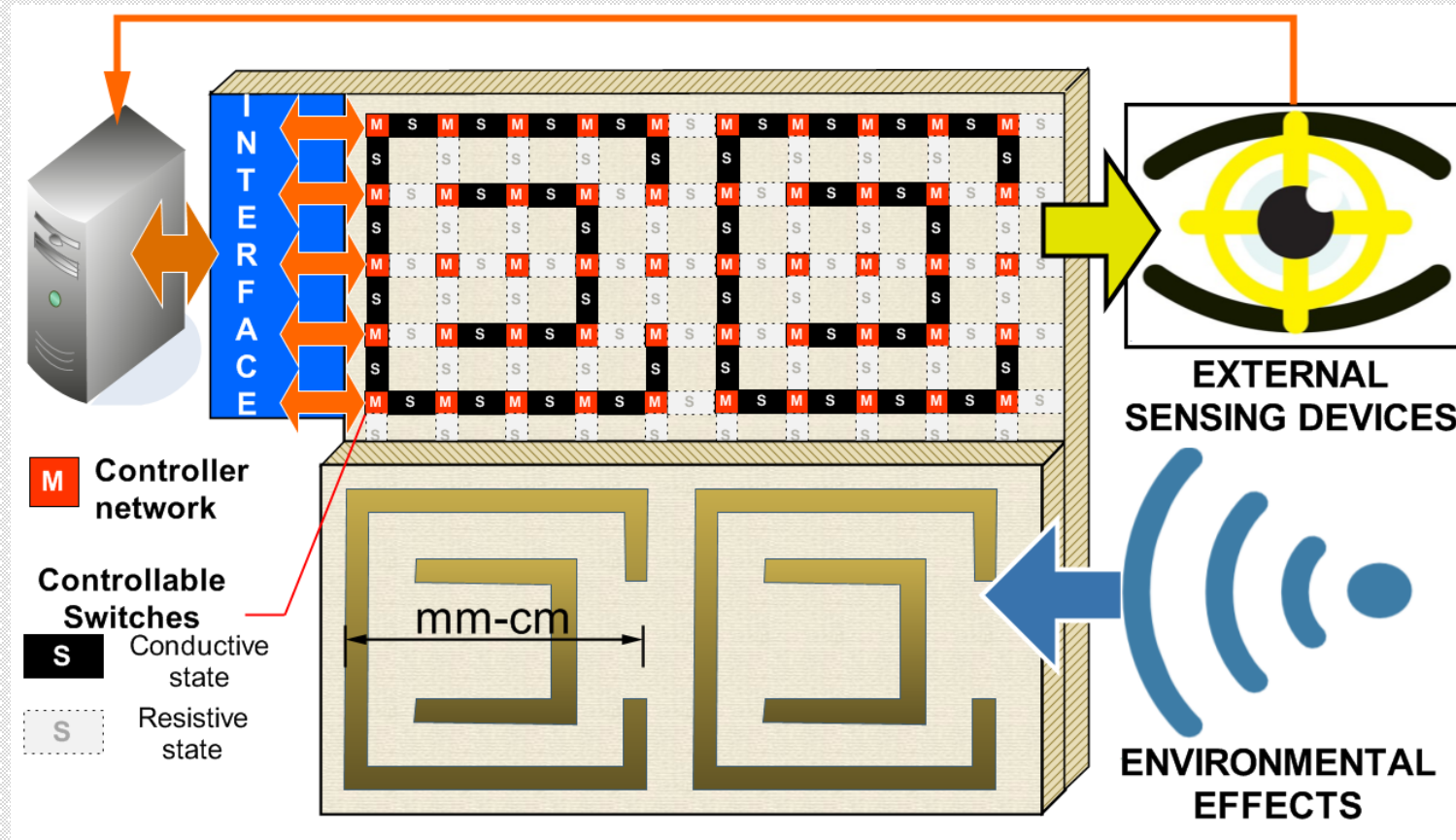
ABSORB



schematics of the elementary cell.

STEER at variable angle,  
for variable operating frequency

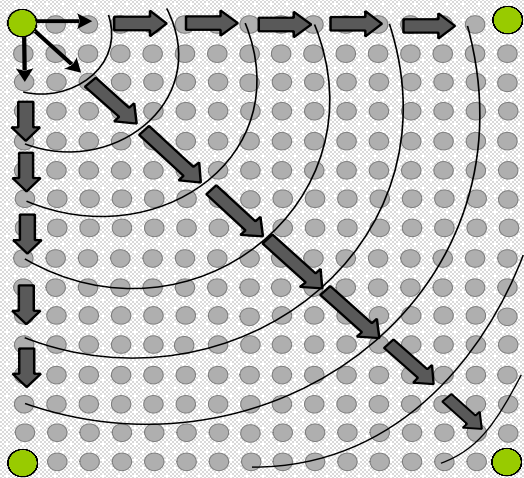
# Active Metamaterials: IoMater



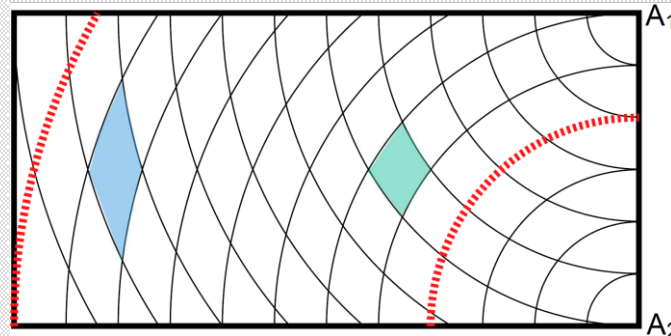
# Operational & Networking Assumptions

## Topology

- **3D Parallelogram** → meta-material
  - Static, grid layout (random studied for completeness)
  - **Easily 1000s** of nodes
- Nodes identified by **Virtual Coordinates\*** (setup).



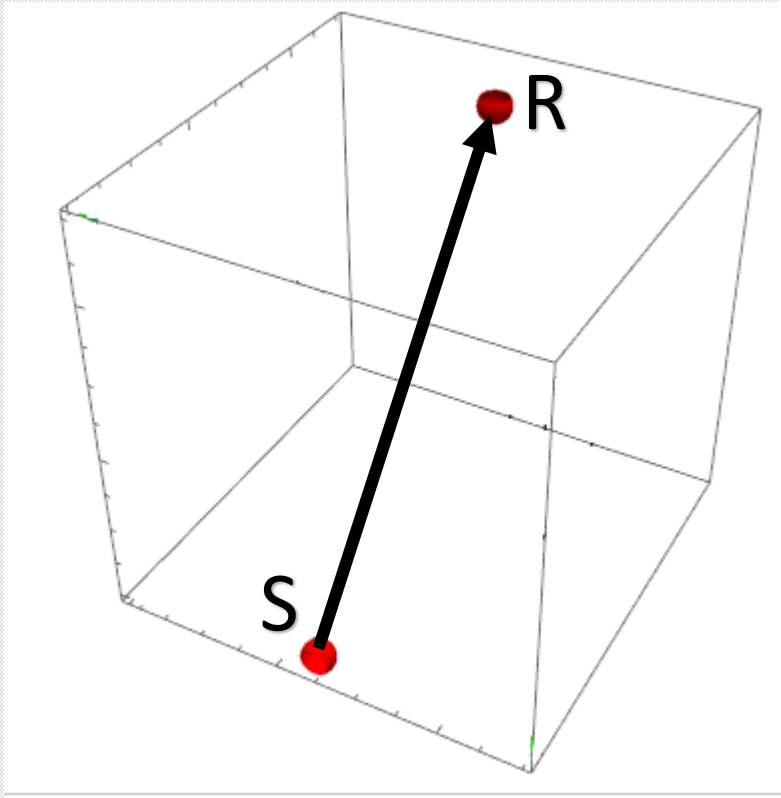
→ 8 possible anchors in 3D.



## Node architecture

- **Power supply** → WPT
  - (better than scavenging, but not abundant)
- **0.1 THz comm.**
  - High (but tractable) channel losses
  - Short packet duration
- **VERY limited:**
  - CPU (**integer-processing only**)
  - RAM (Bytes)
  - Small Tx radius → **multi-hop**
    - Need for low cross-talk between
      - Meta-material
      - Nano-network

# The Goal: Stateless Linear Routing



## Stateless routing:

- No forwarding tables at the retransmitters.
- **Why?** Lower memory requirements, smaller cost, less energy.

## Linear routing:

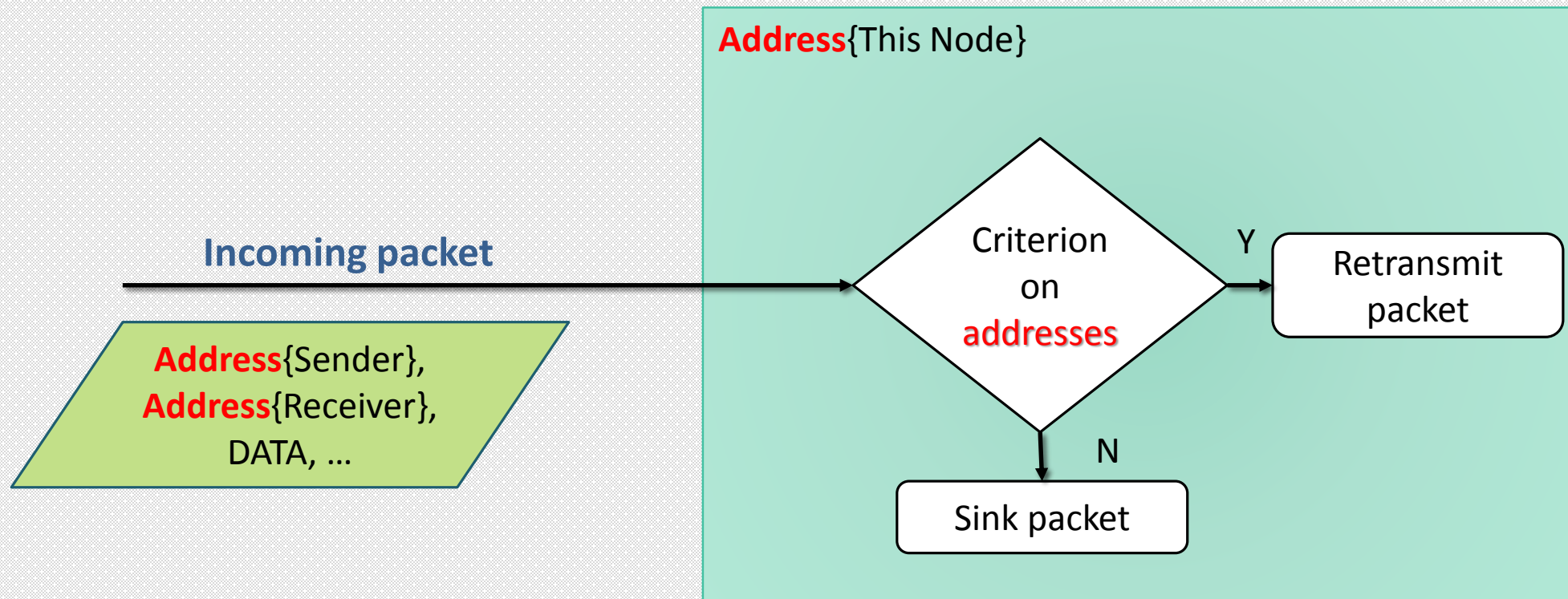
- I.e., by retransmitters on the line  $S \rightarrow R$ .
- **Why?** Shortest path, minimal retransmitters, energy efficient.

## Integer processing capabilities only:

- +, -, <, >, =
- **Why?** Lower complexity, smaller cost, less energy.



# A simple routing daemon





# Retransmission criterion logic

---

➤  $S(x_1, y_1, z_1)$  and  $R(x_2, y_2, z_2)$  define a line segment.

➤ Check if the **current** node  $C(x, y, z)$  is on this segment:

$$\begin{cases} a: (x - x_1)(y_2 - y_1) - (y - y_1)(x_2 - x_1) = 0 \\ b: (x - x_1)(z_2 - z_1) - (z - z_1)(x_2 - x_1) = 0 \end{cases}, \quad x \in [x_1, x_2]$$

Two problems:

➤ Checking equality conformation with integers.

➤ We have Virtual Coordinates (anchor distances), **NOT** Cartesian.

➤ Plus, **FOUR** anchor distances,  $(\dot{r}, \ddot{r}, \ddot{\ddot{r}}, \ddot{\ddot{\ddot{r}}})$  correspond to a triplet  $(x, y, z)$ .

# 1. Equality conformation with integers

---

➤ Don't check equality, check for **sign change**.

➤ I.e., **don't** check:

$$\begin{cases} a: & (x - x_1)(y_2 - y_1) - (y - y_1)(x_2 - x_1) = 0 \\ b: & (x - x_1)(z_2 - z_1) - (z - z_1)(x_2 - x_1) = 0 \end{cases}$$

➤ **Instead**, define:

$$\begin{cases} \Delta^a(x, y) = (x - x_1)(y_2 - y_1) - (y - y_1)(x_2 - x_1) \\ \Delta^b(x, z) = (x - x_1)(z_2 - z_1) - (z - z_1)(x_2 - x_1) \end{cases}$$

and check if ( $\Delta^a$  AND  $\Delta^b$ ) undergo a sign change in  $[x \pm m]$ ,  $[y \pm m]$ ,  $[z \pm m]$

➤  $m$  controls the “**thickness**” of the 3D line → great for introducing **tunable path redundancy**.

# 2. Working with Virtual Coordinates

---

## ➤ Solution #1

### Convert VC to Cartesian

- The VC of a node,  $(\dot{r}, \ddot{r}, \ddot{\ddot{r}}, \ddot{\ddot{\ddot{r}}})$  define 4 spheres.
- Have each node find the intersection of the spheres, obtaining  $(x,y,z)$ .
- **Requires:**
  - Floating point processing capabilities (extra complexity).
  - Knowledge of the parallelogram space dimensions (extra messaging).

## 2. Working with Virtual Coordinates

---

### ➤ Solution #2

Map VC to Cartesian, then use the mentioned equations normally.

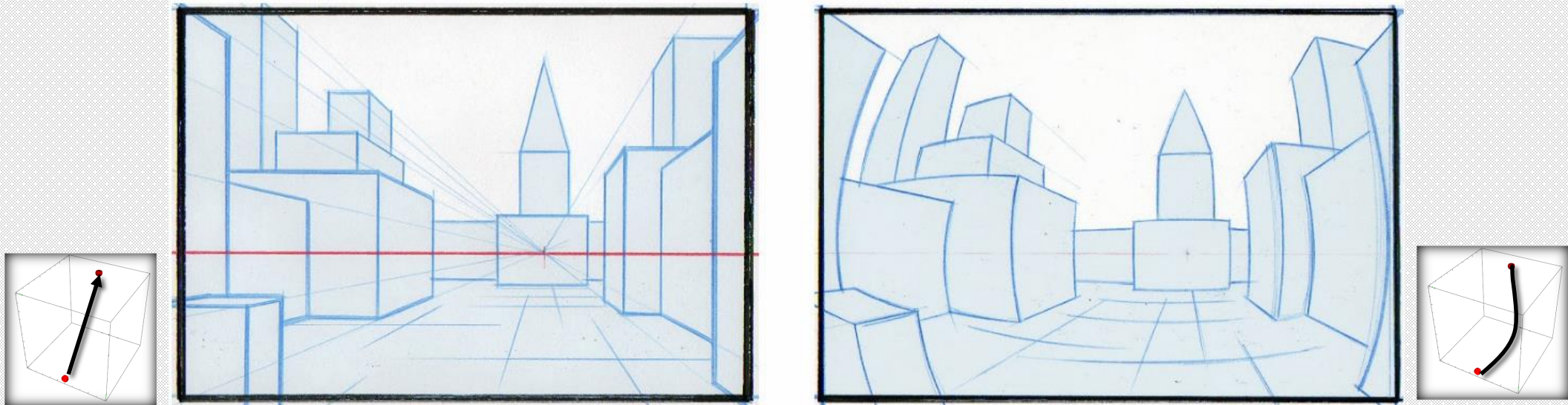
$$\begin{pmatrix} \dot{r} \\ \ddot{r} \\ \ddot{r}' \end{pmatrix} \rightarrow \begin{pmatrix} x \\ y \\ z \\ \text{null} \end{pmatrix}$$

### ➤ How about $\ddot{r}'$ ?

- **Not needed!** We can work with just three carefully selected anchors only (once, at setup, for all nodes)!
- **Proof in the paper.**
- This also reduces the setup overhead (-1 anchor beacon, -1 packet address field).

### ➤ Mapping side-effect: **Curvilinearity**

# Curvilinearity

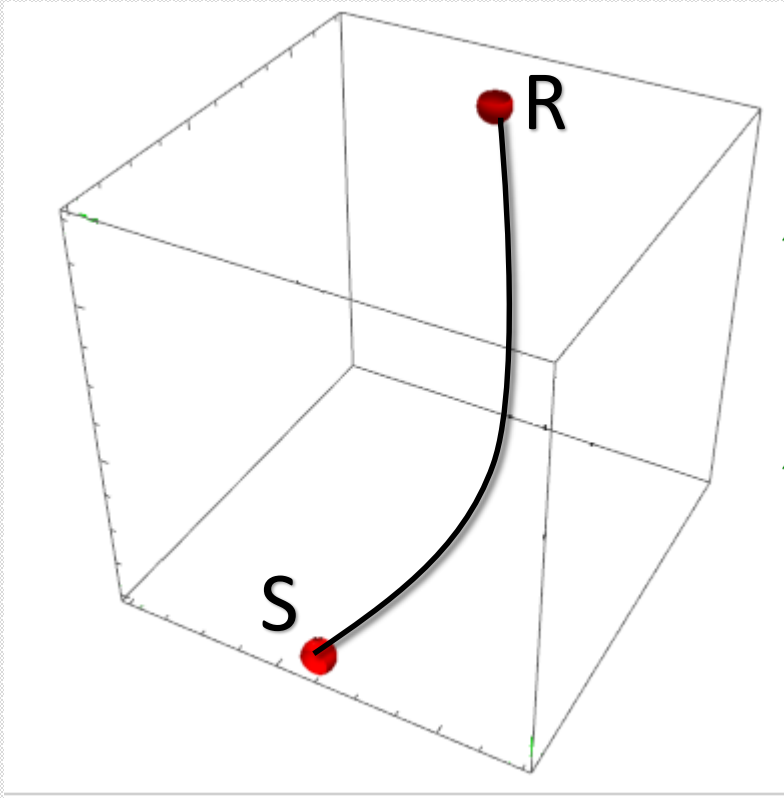


- Straight paths get “bent” a bit. (We can live with that, given the gain in complexity).

WORK EXTENSION POINT: Select the anchor triplet (a.k.a. “viewport”) that bends the given path less.

- **Catch:** The VC address resolution degrades with distance.

# The result: Stateless Linear Routing



## ✓ Stateless routing:

- No forwarding tables at the retransmitters.

## ✓ Linear routing:

- Yes, *but not shortest*.
- **Bonus: tunable path redundancy (line thickness,  $m$ ).**

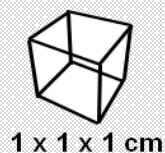
## ✓ Integer processing capabilities only:

- $+, -, <, >, =$

# Evaluation

## System setup

- Space dimension setup:
- 5.000 identical nodes.
- Layouts:
  - Grid (17x17x17)
  - Random placement.

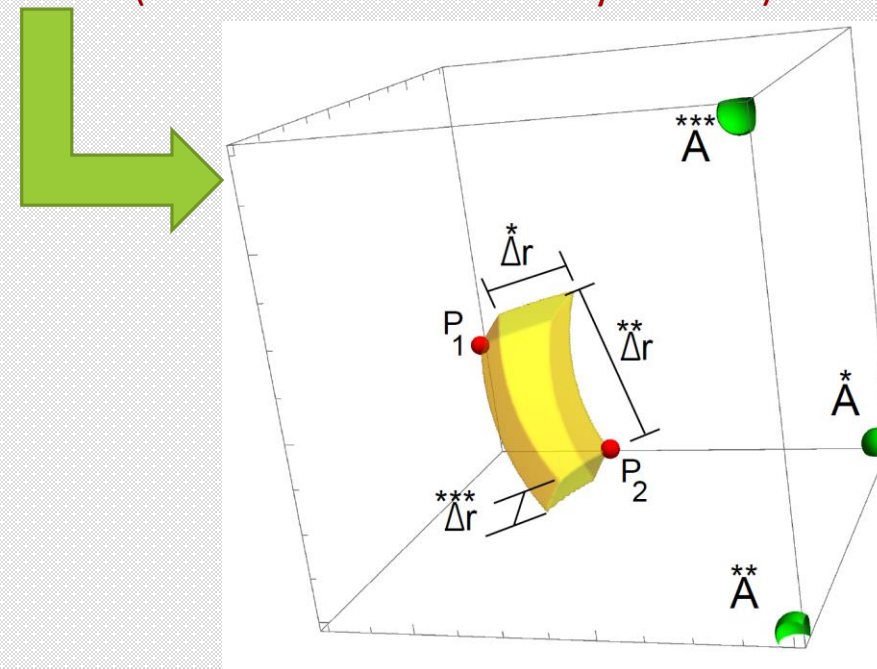


We study:

- **End-to-end packet delivery.**
  - Parallel delivery attempts
- **Energy efficiency.**
  - Retransmissions imposed on nodes.

➤ Compared schemes:

- **Stateless Linear Routing** (line thickness  $m$ : 1,3,5)
- **CORONA** (retransmitters defined by volume)





# Measurements in a progressively failing network (1-pair comm.)

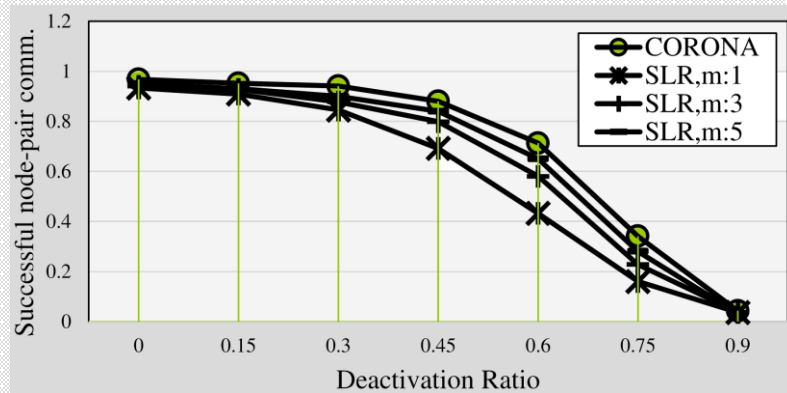


Fig 4. SLR tunability effects on the node-pair communication ratio.

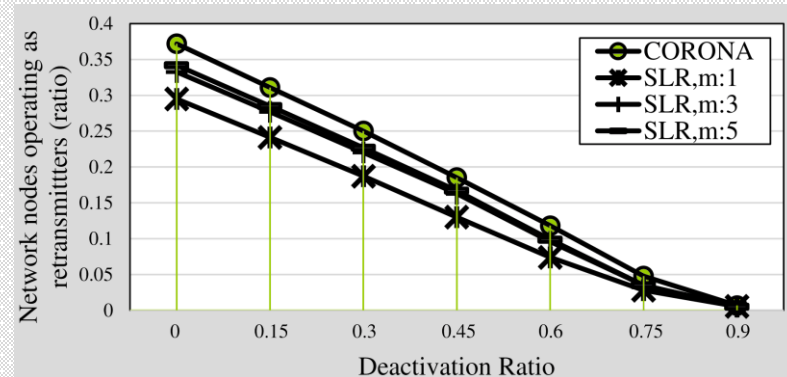


Fig 5 . SLR tunability effects on the average, network-wide ratio of retransmitters serving each communicating pair.

## Evaluation scenario

- A random percentage of nodes is deactivated, emulating failing nodes (deactivation ratio).
- We select randomly 100 sender/receiver pairs. each requiring the exchange of a single, unique packet.
- Each run is repeated 100 times, randomizing the node failures anew

## Observations

- SLR: Uses less retransmitters, good delivery rate.
- As SLR line thickness (path redundancy) increases,
  - → nearer to CORONA, still less retransm.

# Measurements with multiple pairs in parallel

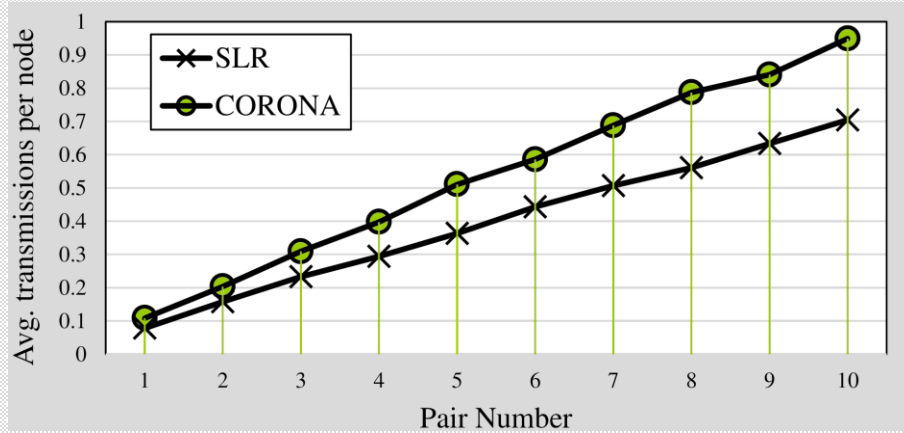


Fig 5. Resilience against parallel communications for the proposed SLR and the CORONA

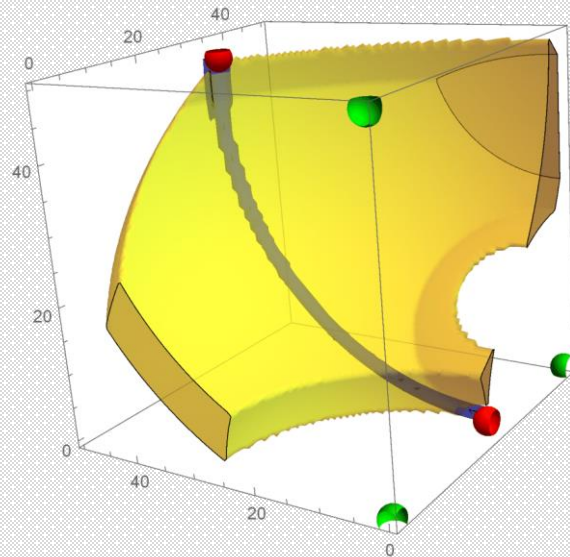
## Evaluation scenario

- **x-axis:** node pairs attempting communication in parallel.
- **y-axis:** retransmissions imposed per node.

## Observations

- CORONA yields overlapping volumes → More retransmissions per node.
- SLR performs better (lines are less likely to overlap).

# Results in denser networks



Comparison of **CORONA (yellow area)** and the novel **SLR (dark curve)** routing behavior for a given communicating node pair in a high-resolution space.

## Preceding results

- Just 17 x 17 x 17 nodes
  - Low space “resolution” → small profit margin
  - Runtime restrictions.

## A high resolution use case

- 800 x 800 x 800 nodes (50x50x50 cm).
  - SLR gets exponentially better than CORONA.

# Conclusion

---

**Multi-hop nano-networks** have interesting applications (combo with metamaterials).

- **Low manufacturing cost** per node → an additional restriction (e.g., int-processing only).
- **Stateless, Linear Routing** → an effective solution for:
  - node addressing,
  - packet routing with tunable path redundancy
- **Key-enabler:** Curvilinear coordinates.
- **Extension:** Which “viewport” “curves” less?

# Thanks!

---

➤ More works, 1-page reviews and resources at:

➤ <http://users.ics.forth.gr/cliaskos>

➤ Also related:

*Design and Development of Software Defined Metamaterials for Nanonetworks.*

Liaskos C., Tsioliaridou A., Pitsillides A., Akyildiz I. F., Kantartzis N., Lalas A., Dimitropoulos X., Ioannidis S., Kafesaki M., Soukoulis C.

**IEEE Circuits and Systems Magazine, 2015.**

*CORONA: A Coordinate and Routing system for Nanonetworks.*

Tsioliaridou A., Liaskos C., Ioannidis S., Pitsillides A.

**In ACM NANOCOM'15.**