

# Internet of Things: Sensing, Systems, and Networking

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## Research Interests

- Human Sensing
- Connectivity
- Measurements & Modeling
- Infrastructure
- Multi-tenancy

## Human Sensing

- WiFi based human sensing
- Light based human sensing

## Connectivity

- Optimizing existing wireless protocols for IoT
- Visible Light Communication
- Medium Access Control
- Out of band methods

## Infrastructure

- Sizing buffers of IoT access routers
  - maximize link utilization
  - minimize packet loss rate
  - minimize energy consumption
- Fog computing

## Multi-tenancy

- Device Level
  - Enabling multiple users to use the same IoT devices
- Network Level
  - Providing customized view of the network to tenants

## Measurements and Modeling

- Modeling, design, and analysis of probabilistic protocols to measure fundamental network performance metrics such as latency, jitter, throughput, and packet loss
- Characterizing the performance of WiFi, Zigbee, and IEEE 802.15.4 in dense IoT networks

## Accurate and Efficient Per-flow Latency Measurement without Packet Probing and Time Stamping

### Latency Matters

- Applications
  - Financial Trading
  - High Performance Computing
- Architectures
  - CDNs
  - Datacenters



### Types of Latency Measurements

- Aggregate Latency Measurement
  - Measure average latency
- Per-flow Latency Measurement
  - Measure latency of each flow

### Problem Statement

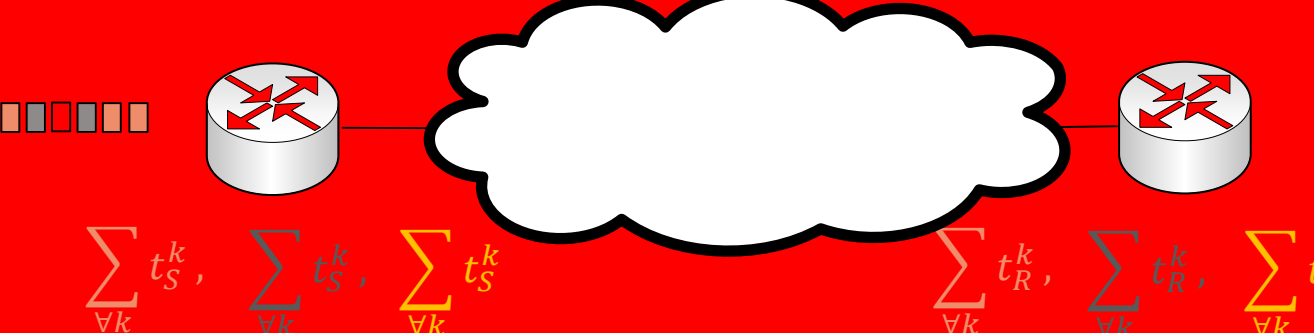
- Input
  - Relative error  $\beta > 0$
  - Success probability  $\alpha \in [0,1]$
- Output
  - An estimate  $\tilde{\mu}$  of average latency  $\mu$  such that
    - $P\{(1 - \beta)\mu \leq \tilde{\mu} \leq (1 + \beta)\mu\} \geq \alpha$
  - An estimate  $\tilde{\sigma}$  of standard deviation in latency  $\sigma$  such that
    - $P\{(1 - \beta)\sigma \leq \tilde{\sigma} \leq (1 + \beta)\sigma\} \geq \alpha$

### Basic Idea

- Total latency of a flow with  $n$  packets is
 
$$\sum_{k=1}^n (t_k - t_0)$$

$$= \sum_{k=1}^n t_k - \sum_{k=1}^n t_0$$

= sum of timestamps at receiver - sum of timestamps at sender



### Recording Phase: a naïve solution

- One counter per flow: 1-1 mapping
- Problem
  - Overflow vs. Underutilization
- Reason
  - 1-1 mapping: flows  $\leftrightarrow$  counters

### Recording Phase: COLATE

- Many-Many mapping
- When a packet comes
  - Select random number  $j \in [1, m]$
  - Evaluate hash  $H(f_{id}, j) \in [1, n]$
  - Add time stamp to counter  $H(f_{id}, j)$
  - Dump when sum of counters exceeds a threshold
- Cost per packet
  - One hash computation
  - One memory update



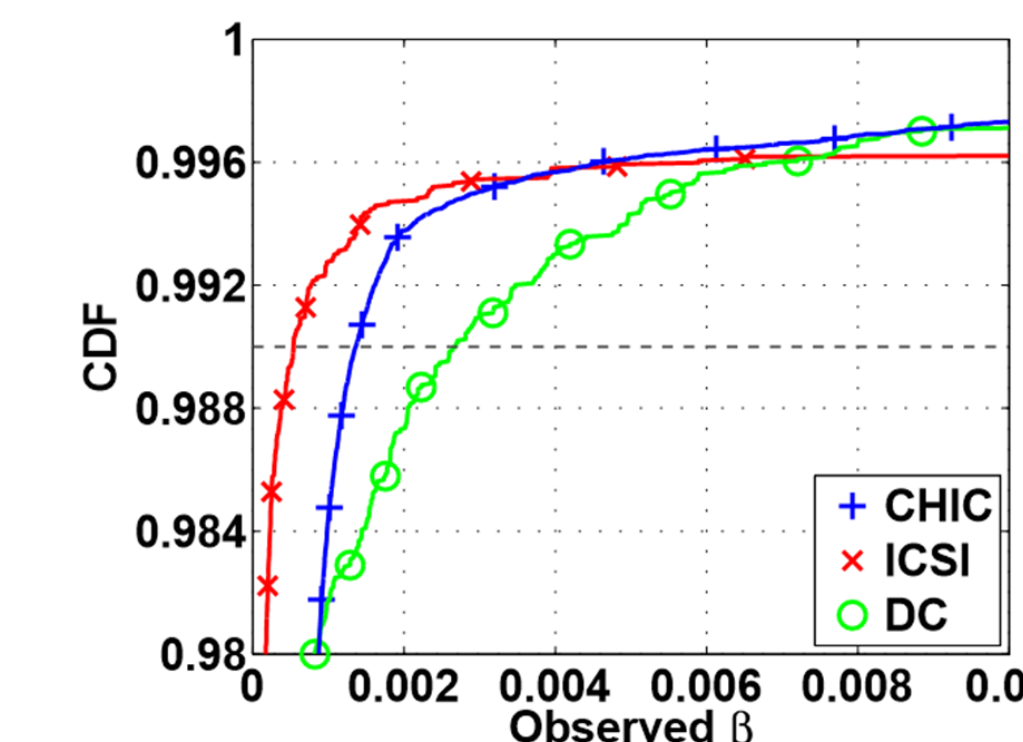
### Querying Phase

- Latency of Flow  $f$ ?
  - Extract  $\sum_{k \in f} t_k$
  - Extract  $\sum_{k \in f} t_0$
  - Latency =  $\sum_{k \in f} t_k - \sum_{k \in f} t_0$

$$E[\text{Counter}] = E[\square + \square + \square] + E[\square]$$

$$= \frac{T - \sum_{k \in f} t_k}{n} + \frac{\sum_{k \in f} t_0}{m}$$

### Performance Evaluation



Trace	Duration	No. of Packets	No. of Flows
CHIC	5 mins	37.3M	3.01M
ICSI	41.1 hrs	46.9M	0.387M
DC	1.08 hrs	19.9M	0.439M

