

Paper presentation on

# CARD: Context-Aware Resource Discovery for mobile Internet of Things scenarios

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# Device Discovery

- Objective – Guarantee awareness about presence of other devices in the nearby for neighbors to be able to communicate

# Motivation

- Seamless interconnectivity of devices
- Heterogeneity of devices
- Mobility – static vs mobile
- The design of efficient discovery approach
- Discovery Latency

# CARD

- Context-Aware Resource Discovery
- Learning-based discovery framework
- Leverage ML techniques
- Can be plugged in on top of existing asynchronous neighbor discovery protocols
- Distributive approach

# Related Work

- Probabilistic approach based on Statistical Properties
  - Detrimental to sparse network scenario
- Deterministic approach guarantee overlapping of times
  - Disco
  - U-Connect
  - Searchlight
  - Cons – energy wastage when devices out of range
- Reinforcement Learning Framework

# System Model

- Multiple mobile IoT nodes that encounter opportunistically along their path different statically deployed IoT nodes.

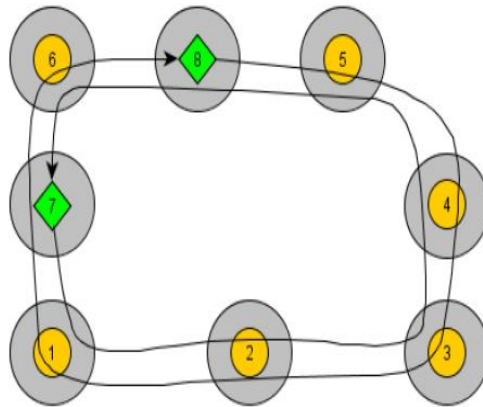


Fig. 1: Network Scenario

# System Model (Continued)

- Keywords – Contact, Contact Duration, Inter-contact time, Periodicity

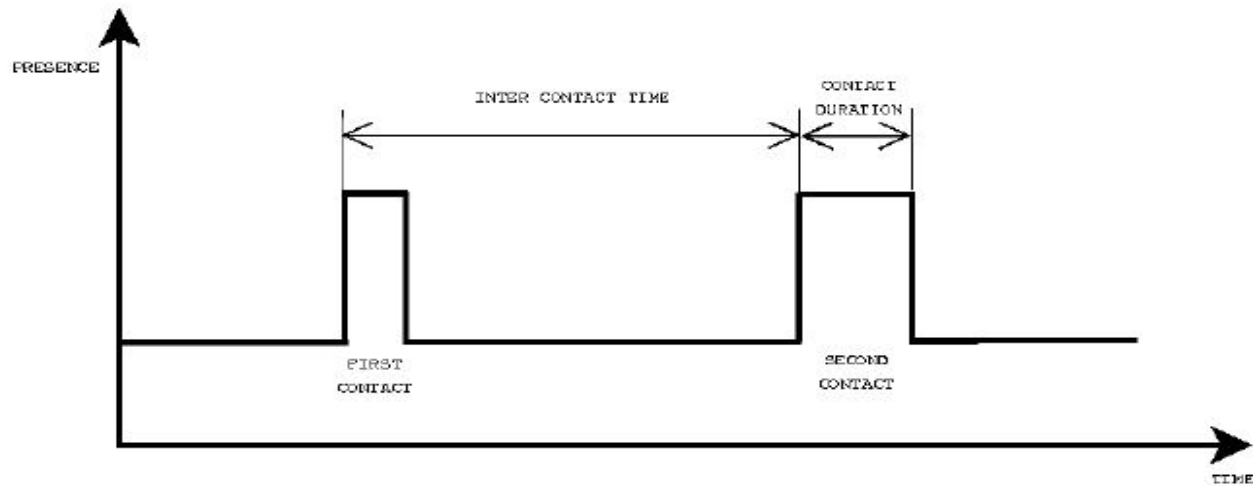


Fig. 2: Presence of other nodes in communication range over time

# CARD – learning Model

- Based on Q-learning Model (Watkins)

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## Algorithm 1: Q-Learning (Watkins, 1989)

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```
1 Initialize  $Q(s, \alpha)$  arbitrarily;
2 repeat
3   Initialize  $s$ ;
4   repeat
5     Choose  $\alpha$  from  $s$  using policy derived from  $Q$  (e.g.
6      $\epsilon$ -greedy);
7     Take action  $\alpha$ , observe  $r, s'$ ;
8      $Q(s, \alpha) := Q(s, \alpha) + a * [r + \gamma * \max_{\alpha'} Q(s', \alpha') - Q(s, \alpha)]$ ;
9      $s := s'$ ;
9   until ;
10 until  $s$  is terminal;
```

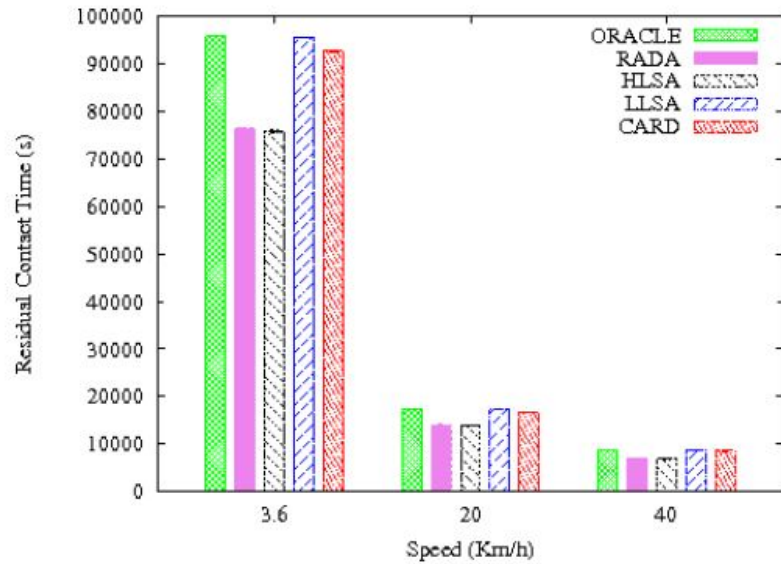
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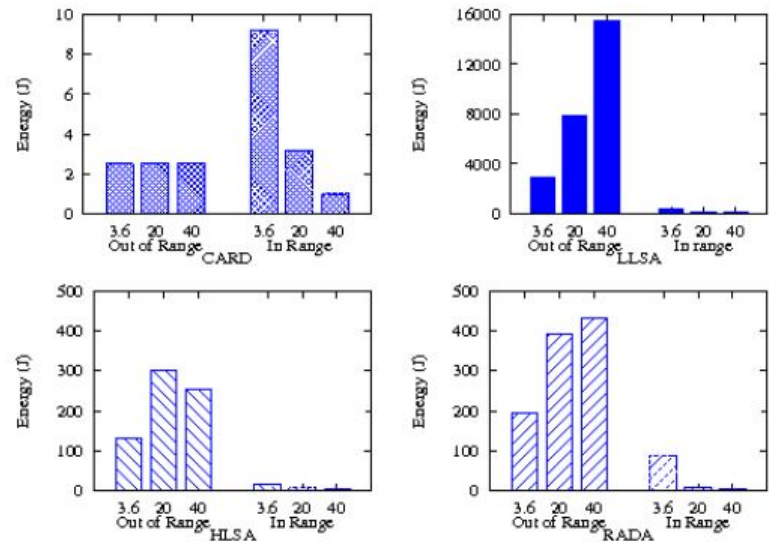
# CARD – learning Model (Cont..)

- Benefits of Q-learning:
  - Simplicity of the computation
  - Convergence to a global optimum, avoids local optima
- Q-learning states and actions
- Actions - 2 types
  - Low latency high energy discovery
    - Low Latency Sub-Action (LLSA)
  - High Latency low energy discovery
    - High Latency Sub-Action (HLSA)

# Evaluation - Deterministic



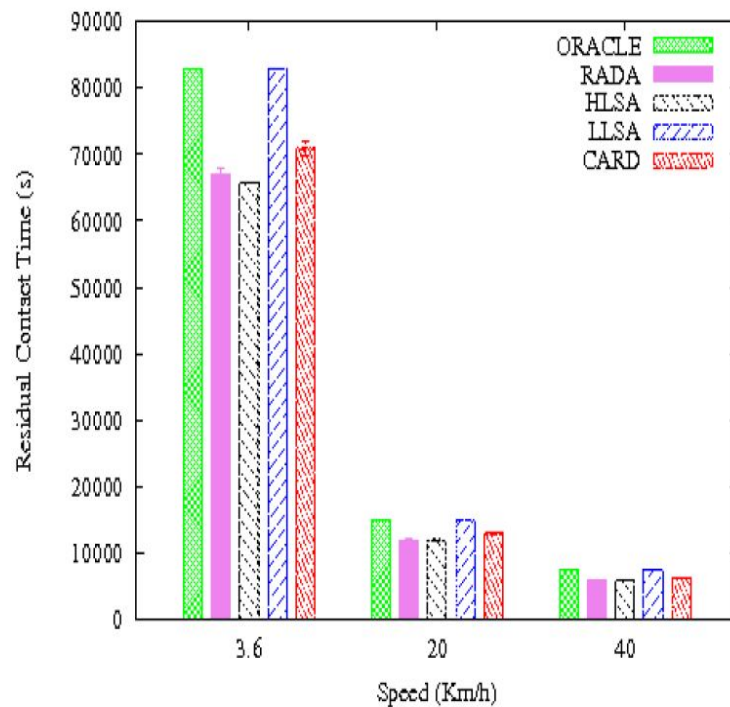
(a) Total Cumulative Residual Contact time



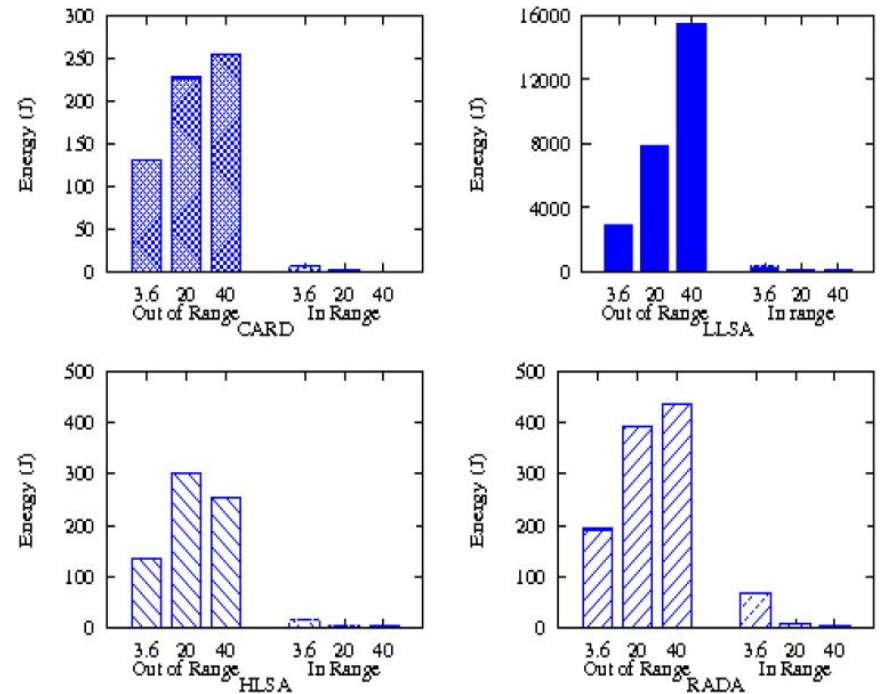
(b) Total energy consumed for the discovery process

Fig. 3: Deterministic Mobility Pattern

# Evaluation – Multi. Deterministic



(a) Total Cumulative Residual Contact time



(b) Total energy consumed for the discovery process

# Evaluation - Gaussian

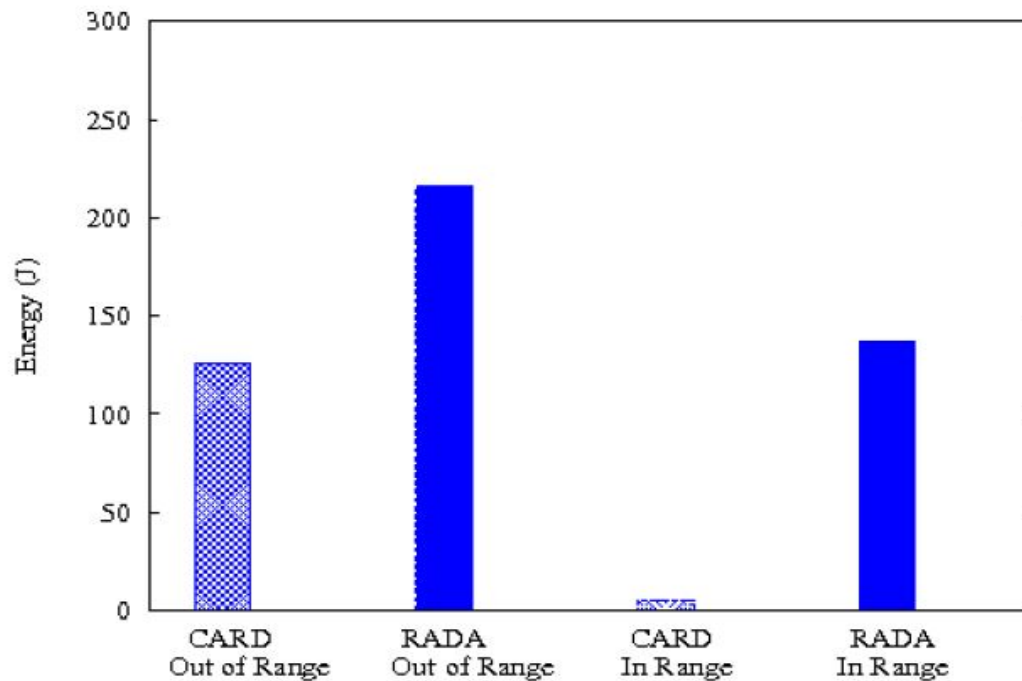


Fig. 7: Total energy consumed for the discovery process (Gaussian)

# Evaluation – Real World Traces

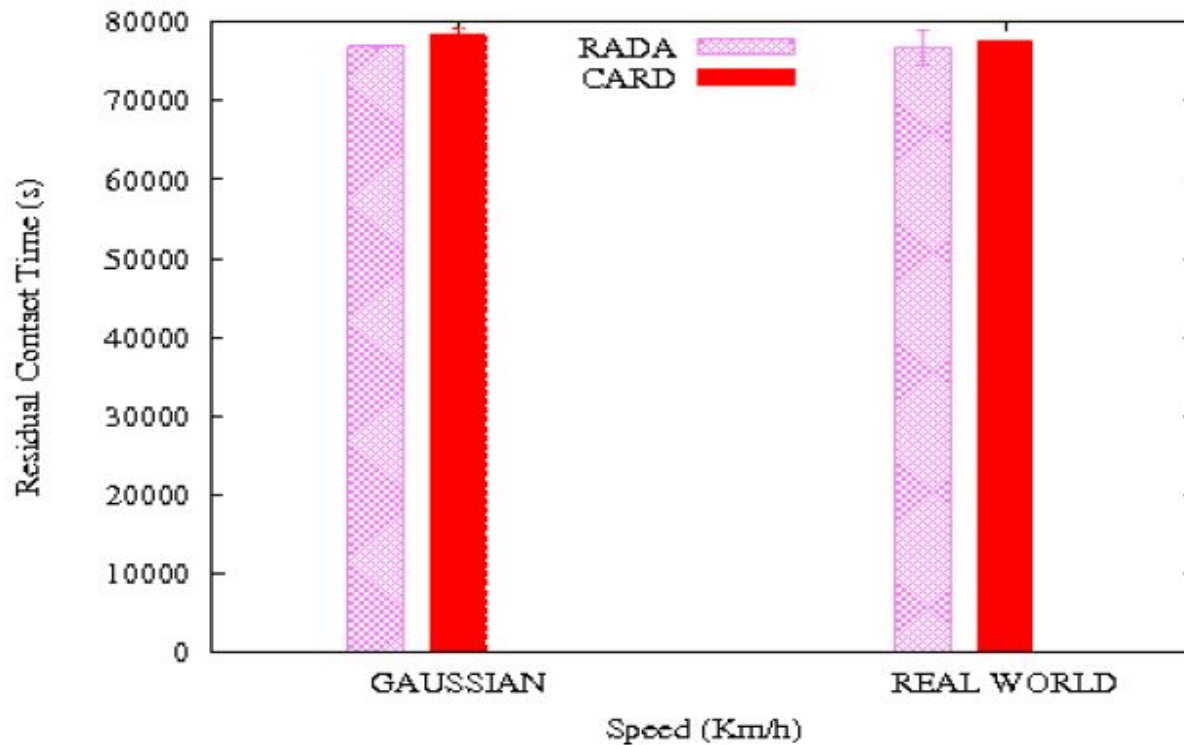


Fig. 5: Total Cumulative Residual Contact time

# Contribution

- Leveraging ML techniques into learning based discovery approach
- Pluggable to current async protocols
- Adaptable to different contact patterns
- Introducing CART as less energy consuming, low latency technique in the current state-of-the-art techniques to device discovery.
- Energy constraint IOT device

# Limitations

- Scalability
- Noise distribution
- Specific communication pattern
- Less adaptive to changes
- Validity of data – Fully simulation based



Thanks!!!  
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Questions ??