



# ZigBee™ Alliance

Wireless Control That Simply Works

## Designing a ZigBee Network

ESS 2006, Birmingham

David Egan

Ember Corporation



# Contents: Typical Network Design Issues

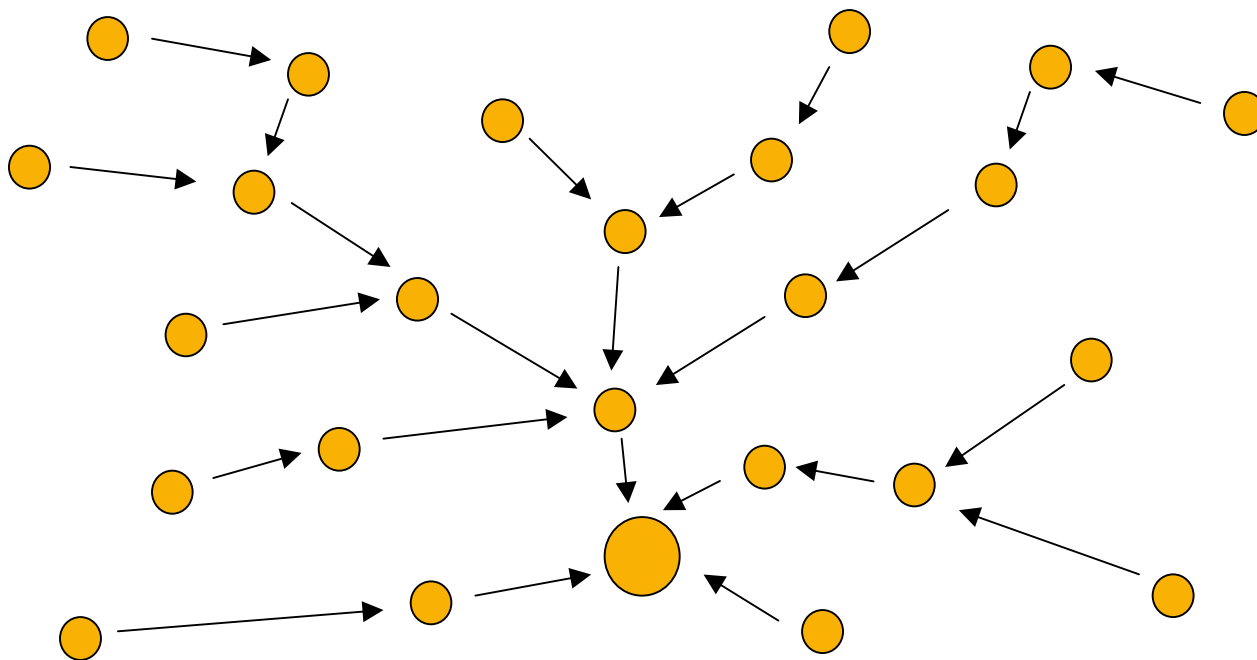
- Traffic Patterns in different applications
  - ▶ Bandwidth, Latency, Reliability
  - ▶ Data Throughput in a ZigBee network
- Handling Interference with 802.11
  - ▶ Interference Detection and Channel Change
- Asymmetric Links
- Choosing Single Chip vs Dual-chip Solutions

# Traffic Requirements of Applications

- Bandwidth
  - ▶ Estimate message sizes, frequency
  - ▶ Identify high bandwidth nodes
  - ▶ Be conservative – ensure a margin. Actual throughput can vary with number of hops, security, retries, from 46kbps to 15kbps.
- Latency
  - ▶ Estimate minimum latencies
  - ▶ Estimate path lengths
  - ▶ Conservative approximation: 10-15ms/hop in quiet networks
- Reliability
  - ▶ Depends on latency, traffic
  - ▶ High latencies and low traffic mean high reliability is easy



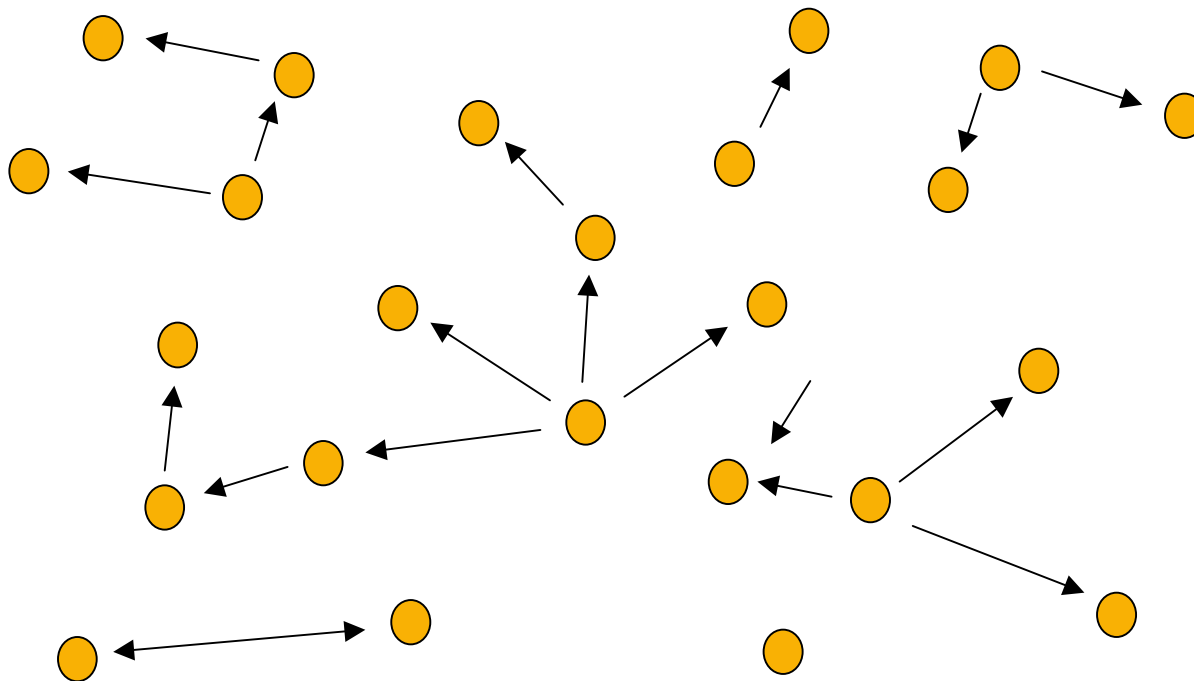
# Network Patterns: Sensor



- Most data flows in to central “gateway” device
- Occasional data flows from gateway device to outlying devices
- Data almost never flows between adjacent devices



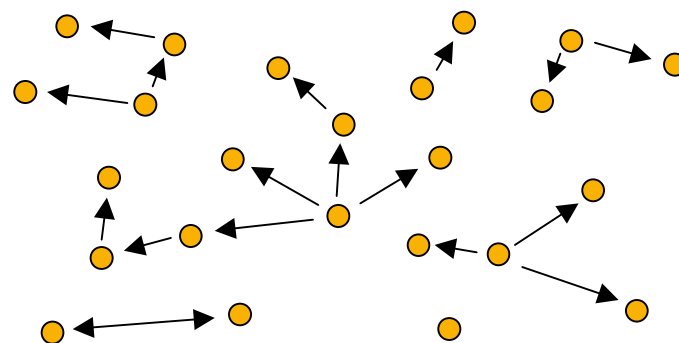
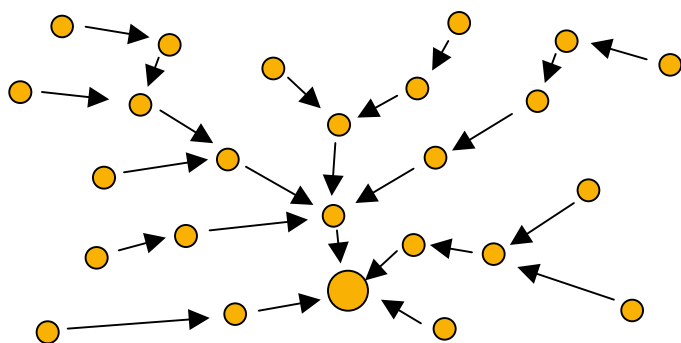
# Network Patterns: Control



- May be no central “gateway” node
- Data often flows from a local control node to a nearby actuator node
- Data almost never flows long distances across the network

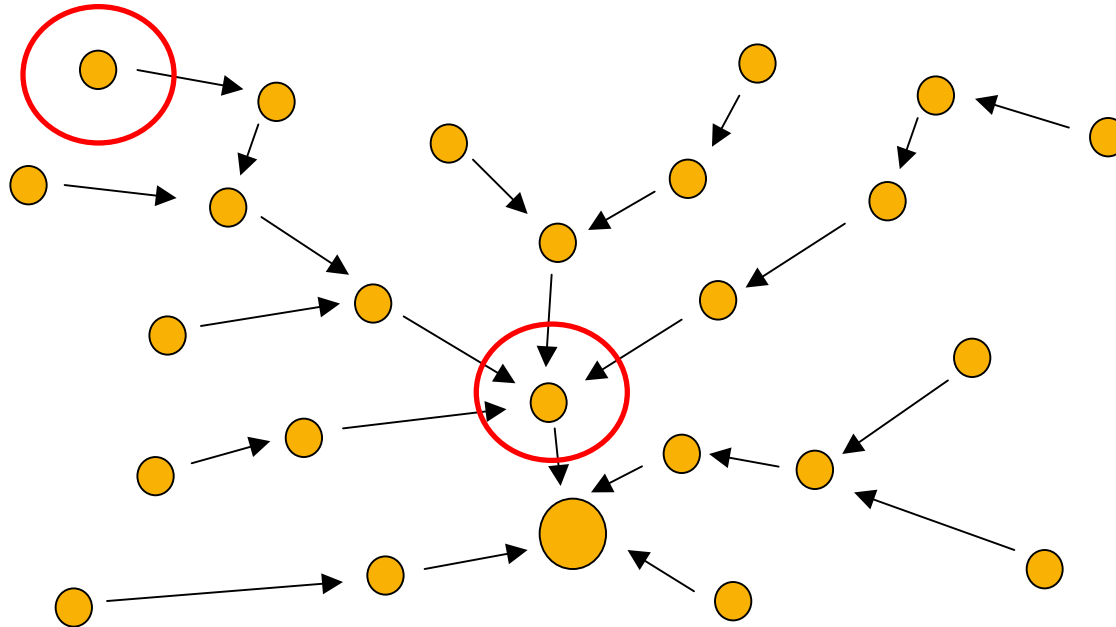


# Network Patterns: Lessons



- The same physical topology results in very different results for bandwidth usage, latency
- The networks experience different failure modes
- Networks may be a combination of the two

# Bandwidth and Topology

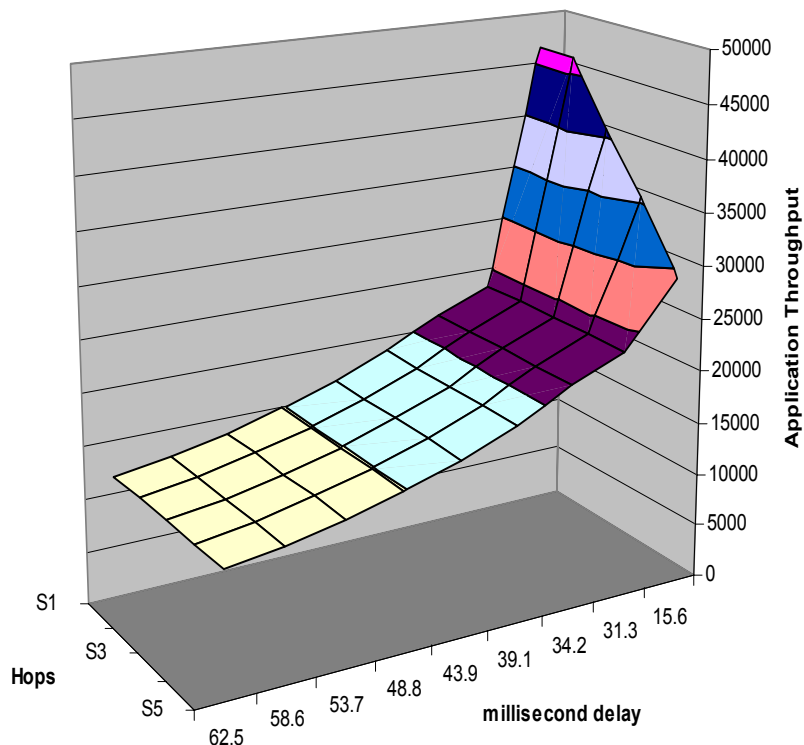


- Even identical devices may experience different loading!
- Bandwidth must be estimated as the maximum *total* passing through a device: NB: leave a margin!



# Typical Throughput – APS Messages

Zigbee APS Messages EM250 - No Security, No Retry



**Throughput –**  
**Data is for 91 byte payload**  
**Highest throughput at single hop smallest interpacket delay**  
**Peaks at 46 kbps for application throughput**

**Performance drops after 2 hops due to packet loss**  
**Even at 5 hops, performance is higher than 25 kbps**

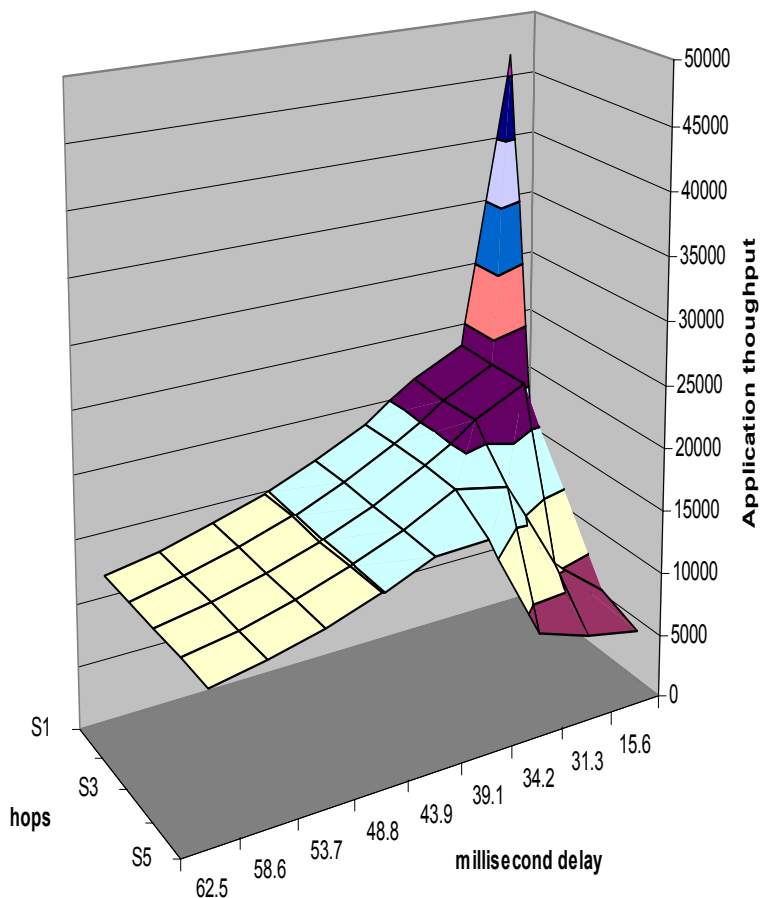
Note: Throughput is based on expected throughput given the interpacket spacing and adjusted based on percent of successful packets from the test





# Typical Throughput – Adding APS Reply

Zigbee APS Message EM250 - No Security, APS retry



## Throughput –

**Data is for 91 byte payload**

**Highest throughput at single hop with  
smallest interpacket delay**

**Peak remains at 46 kbps for application  
throughput**

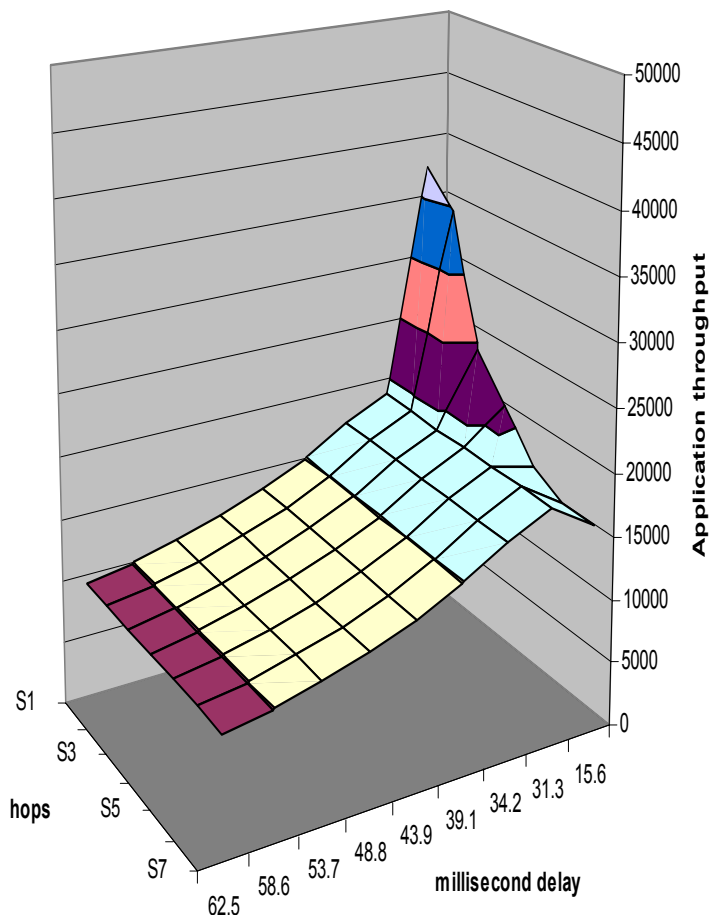
**Performance drops quickly as reply  
consumes additional bandwidth**

**There is a throughput penalty for knowing  
if message was delivered**



# Typical Throughput – Adding Security

Zigbee APS Messages EM250 - Security, No retry



## Throughput –

**Data is for 73 byte payload (reduced maximum payload due to security)**

**Highest throughput at single hop smallest interpacket delay**

**Peaks at 37 kbps for application throughput**

**Smaller max payload decreases maximum throughput**

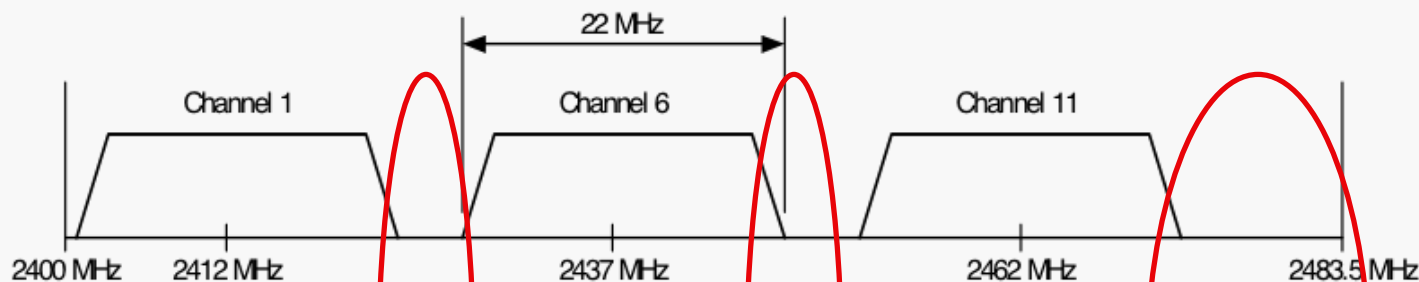
**Performance drops after 2 hops due to packet loss**

**Even at 7 hops, performance is higher than 15 kbps**

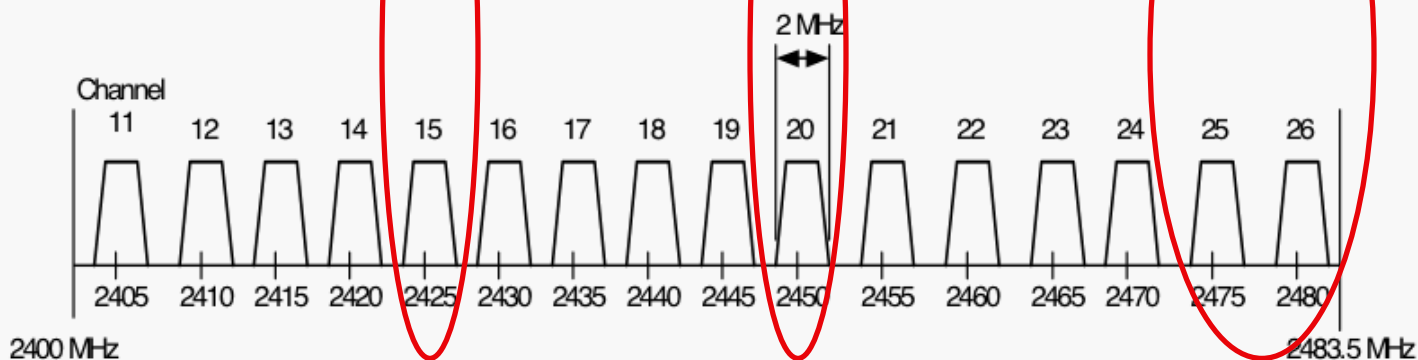


# 15.4/.11 Channel Allocation - US

**US  
802.11**



**802.15.4**

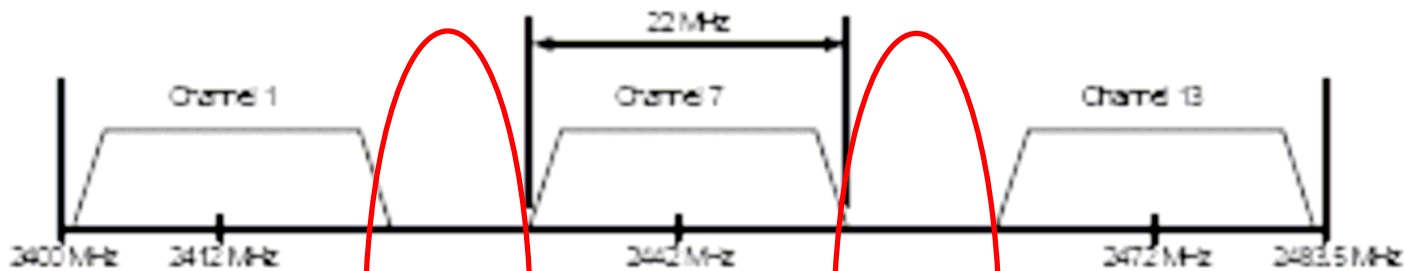


- Some 15.4 channels are better than others even in a fully populated .11 network – 11, 15, 20, 25 and 26 best in US.
- Doesn't help in unmanaged .11 networks

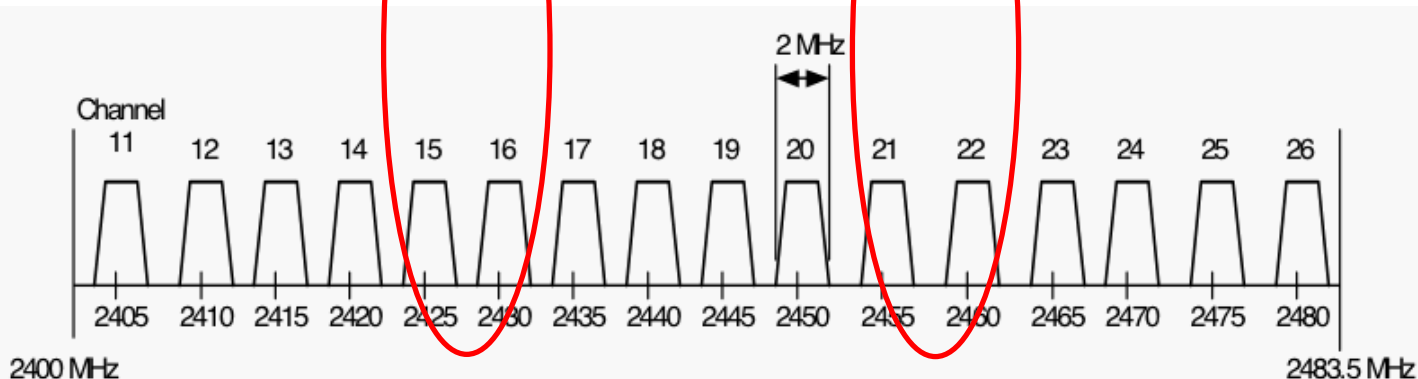


## 15.4/.11 Channel Allocation - Europe

European  
802.11



802.15.4



- Some 15.4 channels are better than others even in a fully populated .11 network: 15, 16, 21, 22 in Europe
- Doesn't help in unmanaged .11 networks

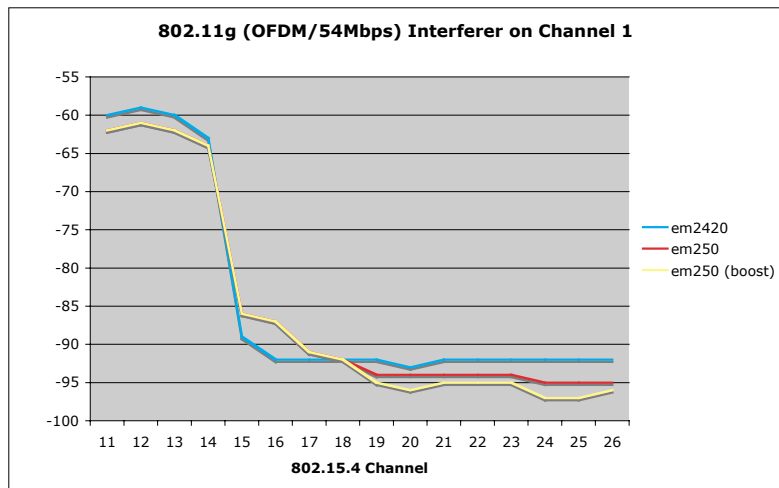
# Avoiding 802.11 Interference

## ■ 4 Main Objectives

- ▶ Start with the best link budget possible for your application
  - ♦ Maximize output power
  - ♦ Get the best performing receiver you can
- ▶ Maximise distance from 802.11 interference to ZigBee devices
- ▶ Maximise frequency separation between 802.11 and ZigBee networks
- ▶ Ensure you have enough time-separated retries - if no NWK retries present, make sure your application retries (APS or self-created)



# Getting the Best Link Margin



- There are two main factors in getting the best link margin
  - ▶ TX Power
  - ▶ Receiver sensitivity/immunity to interference
- TX Power - battery life, cost, and design complexity - on-chip vs off-chip PA
- Receiver - performance tradeoffs are built in by vendor - can be tough to extract from datasheets
- Antenna - a factor if you also control the 802.11 radio



# Maximising Frequency Separation

- The best technique by far for protecting against 802.11 interference appears to be maximizing the frequency separation of the ZigBee and 802.11 channels
- Two main techniques
  - ▶ Active deployment/installation control of both ZigBee and 802.11 channels
    - ◆ Offers the best flexibility for maximizing ZigBee and 802.11 density
    - ◆ May be possible in some buildings
  - ▶ Automatic channel selection
    - ◆ At network start, automatically detect and avoid 802.11
    - ◆ During operation, move the network if needed



# Dealing with Interference: Detection

- Detect interference by tracking the reporting behavior of devices
- Low LQI / High RSSI on inbound messages may assist decision
- In a large network, multiple devices need to be involved in the detection – may be interferers on different channels in different areas of a building.
- Intelligent selection of initial network channel can help avoid problems.
  - ▶ Channels 11, 26 are at the extremes of the 2.4GHz range.
  - ▶ Channels 15, 16, 21, 22 sit between the non-overlapping European 802.11 channels (not guaranteed!).

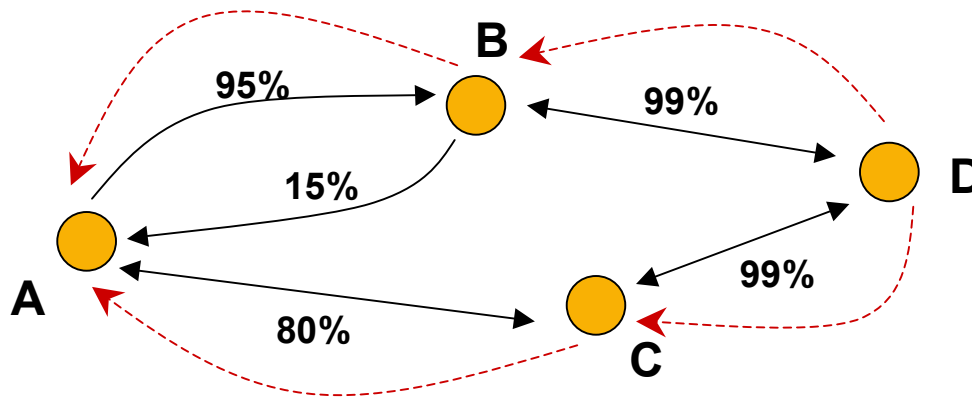




# Dealing with Interference: Channel Change

- Sensor-type networks can use the gateway device to broadcast a channel change; other devices must automatically rejoin in this case. Devices that don't hear the broadcast must search for the new network channel.
- Control-type networks with an application-required central node can allow that node to control the change.
- Other networks must devise a method for deciding to change the channel : must avoid multiple-network problems.
- Pre-selection of a subset of 802.15.4 channels makes finding the network on a new channel easier.

# Asymmetric Links



- Asymmetric links are common in real deployments
- Important that only symmetric links are used when performing route discovery, ensuring the best bi-directional link is established
- Typically this is handled by the network stack.



# Single Chip ZigBee vs Dual Chip ZigBee

## Single Chip

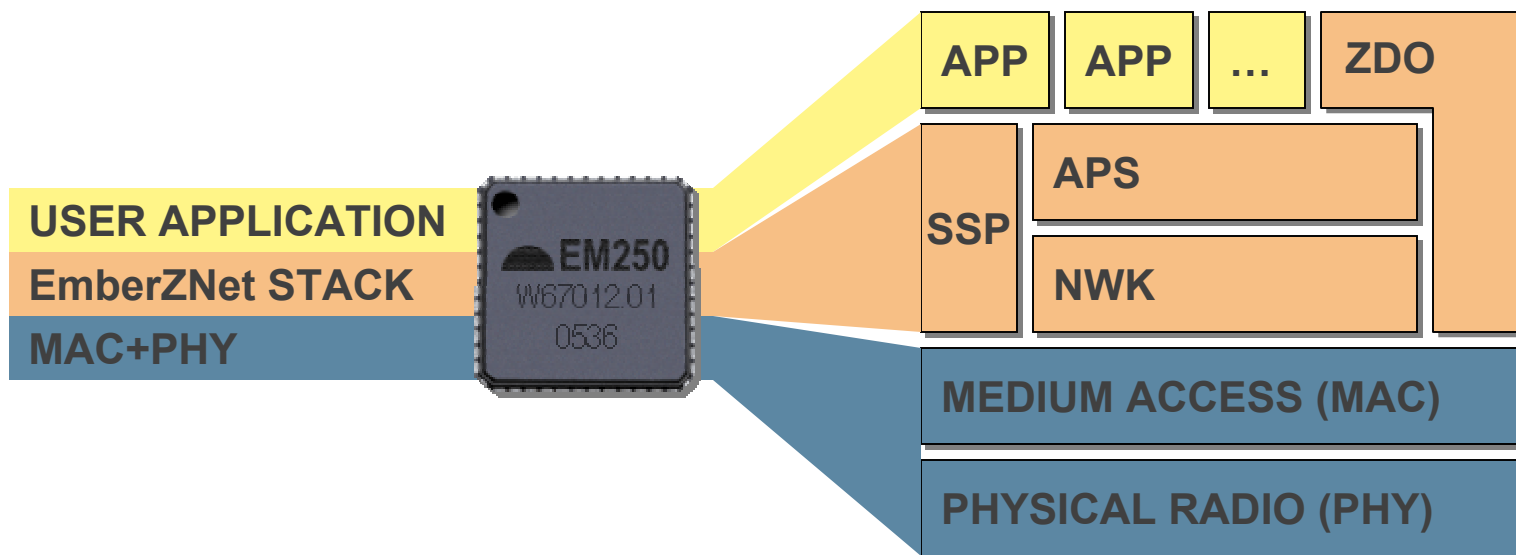
- Lowest BOM cost
- Lowest Power Consumption for battery operated devices such as light switches, temperature sensors etc.
- Smallest pcb footprint
- Ideal for new battery-operated products, especially sensors, remote controls, switches.

## Dual Chip

- Existing Product may already contain a microcontroller. Retrofit easier than redesign.
- Gateway device may require more resources than single chip can provide.
- Engineering team may not want to take on another micro, tools etc.

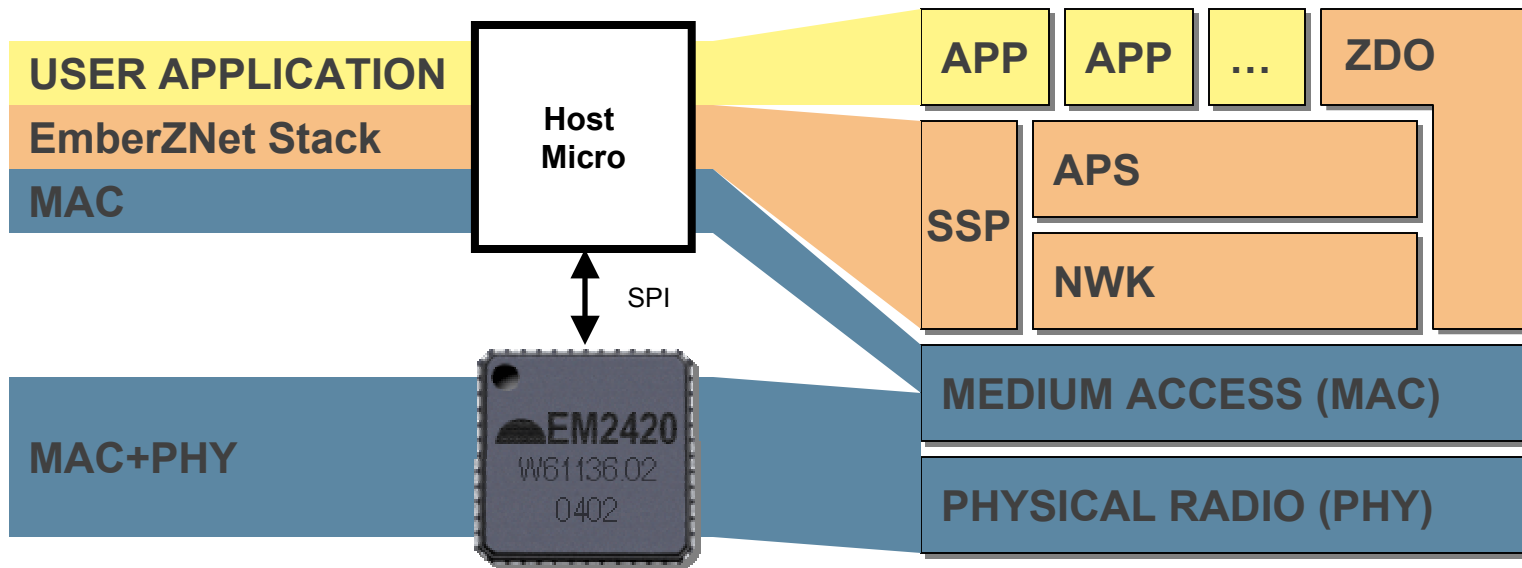


# Single Chip ZigBee



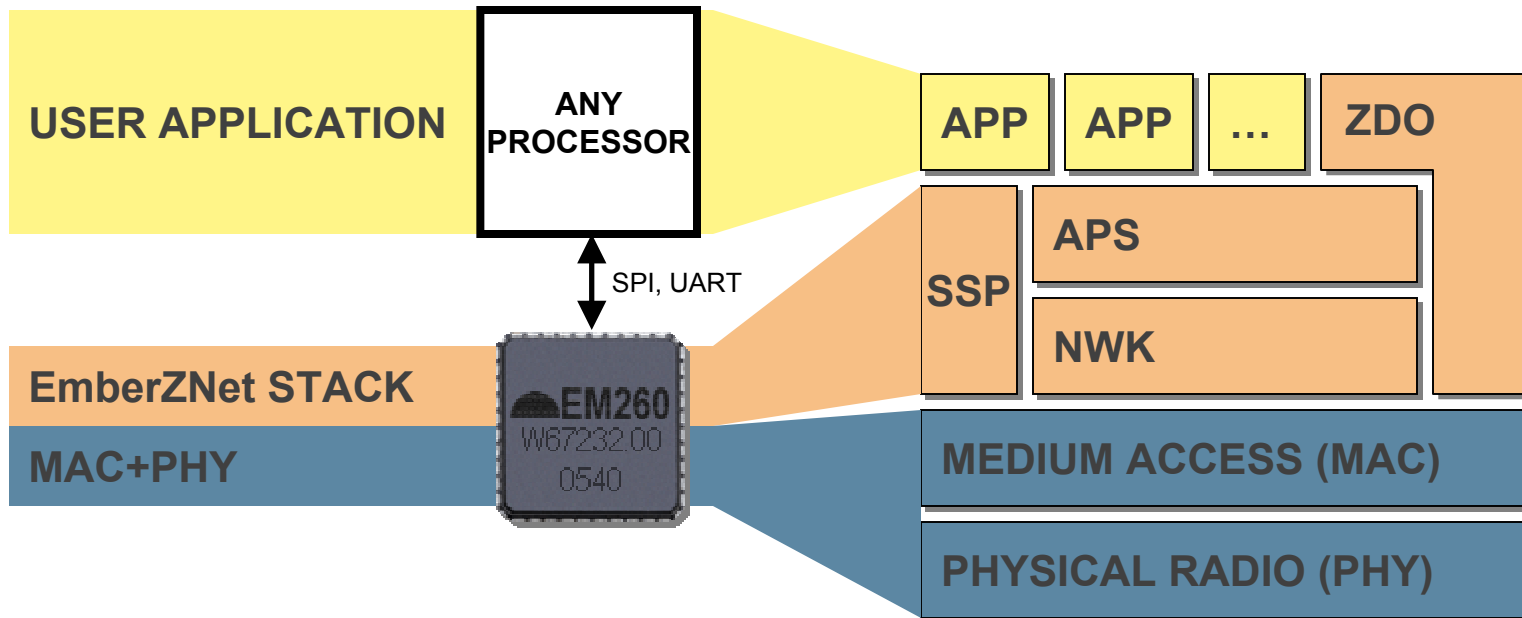
- IEEE 802.15.4 compliant radio AND a microcontroller in a single chip.
  - ▶ => No external micro required.
- Low passive component count for lower BOM cost.
- Small pcb footprint

# Dual Chip ZigBee / uC + RF Transceiver



- IEEE 802.15.4 compliant Physical (PHY) and Medium Access (MAC) layers in RF Transceiver.
- ZigBee Stack and Application runs on the host micro, communicating with the RF Transceiver via high speed (SPI) serial line.
- Processor support may be limited due to the work required to port a full ZigBee stack.

# ZigBee Network Processor



- ZigBee Networking Stack runs on ZigBee Network Processor
- Applications run on a host processor communicating with the Network Processor via high-speed serial port.
- Ideal for Gateway Applications and Retrofit of ZigBee to existing products.



# ZigBee™ Alliance

Wireless Control That Simply Works

**Any Questions?**

**ember**