

Contents

List of Figures

List of Tables

List of Symbols

List of Abbreviations

Preface

1	Introduction	1
1.1	Motivation of the research work	3
1.2	Contributions of the thesis	5
2	Preliminaries and related work	9
2.1	Overview of LoRa network	9
2.1.1	LoRa network devices	10
2.1.2	LoRa resources	11
2.2	Overview of Game Theory	12
2.2.1	Nash equilibrium	12
2.2.2	Bayesian game	13
2.2.3	Stackelberg game	14
2.3	Related work	14
2.3.1	Interference with same SF (Co-SF interference)	15
2.3.2	Interference with Co-SF and inter-SF interference	16
2.3.3	Cross-technology radio interference	18
2.3.4	Resource management for interference problem	19

3	Centralized and distributed approaches to estimate the time duration for effective use of the Spreading factors	21
3.1	Introduction	21
3.1.1	Motivation of this work	22
3.1.2	Major contributions	23
3.2	Preliminaries and problem statement	24
3.2.1	Network model	24
3.2.2	Effective transmission rate	25
3.2.3	Overview of (n,m,s,c)-TA problem	27
3.3	Game model for (n,m,s,c)-TA problem	27
3.3.1	Follower (LoRa node) model	27
3.3.2	Leader (LoRa gateway) model	30
3.4	Game analysis for solving (n,m,s,c)-TA	31
3.4.1	Best response strategy of LNs	32
3.4.2	Near Nash Equilibrium (NE) among the LNs	35
3.4.3	Optimal strategies of LGs	36
3.4.4	Stackelberg Equilibrium for solving (n,m,s,c)-TA problem	38
3.5	Implementation of the solution of (n,m,s,c)-TA	38
3.5.1	Distributed algorithms for solving (n,m,s,c)-TA problem	38
3.5.2	Centralized algorithm for solving (n,m,s,c)-TA problem	39
3.6	Results and discussion	40
3.6.1	Simulation setup and overview of results	40
3.6.2	Impact of the proposed solution	42
3.6.3	Impact of the parameters of game analysis	44
3.6.4	Impact of FD, SD, CEL, and CEN algorithms	45
3.7	Conclusion	48
4	An incentive mechanism-based Stackelberg game for scheduling of LoRa Spreading factors	49
4.1	Introduction	49
4.1.1	Motivation of this work	50
4.1.2	Major contributions and overview of the solution	52
4.2	Overview of the network scenario	54
4.3	Finding the feasible subsets of SFs	55
4.4	Identify optimal subset of SFs for each LN	58
4.4.1	Analysis of follower (LoRa node) game	58

4.4.2	Analysis of leader (LoRa gateway) game	68
4.4.3	Finding optimal subset of SFs	73
4.5	Scheduling of LNs using SFs to minimize the waiting time	74
4.6	Results and discussions	80
4.6.1	Simulation setup	80
4.6.2	Experimental results	81
4.6.3	Comparison with existing work	85
4.7	Conclusion	86
5	A Bayesian game based approach for associating the nodes to the gateway in LoRa network	89
5.1	Introduction	89
5.1.1	Motivation of this work	90
5.1.2	Major contributions	91
5.2	Preliminaries and system model	92
5.2.1	Network model	92
5.2.2	Bayesian game model	93
5.2.3	Reputation model	94
5.3	BG based approach for associating LNs to LGs	95
5.3.1	Bayesian Game (BG) parameters	95
5.3.2	Problem formulation and solution using BG	99
5.3.3	Proof of existence and uniqueness BNE among LNs	103
5.4	Evaluation of the proposed work	106
5.5	An application of the proposed approach	113
5.5.1	Overview of TILR	113
5.5.2	Campus experiment	114
5.5.3	Experimental results	114
5.6	Conclusion	116
6	An energy efficient smart metering system using Edge computing in LoRa network	119
6.1	Introduction	119
6.1.1	Motivation of this work	121
6.1.2	Major contributions	123
6.2	Preliminaries	124
6.2.1	System model	124
6.2.2	Definitions	125

6.2.3	Long Short Term Memory (LSTM) model	126
6.3	Delay and energy analysis in EESM	127
6.3.1	Compression-Decompression model	127
6.3.2	Estimation of delay and energy consumption	132
6.4	E nergy E fficient S mart M etering System	135
6.4.1	Problem formulation	135
6.4.2	Solution to the EESM problem	137
6.5	Performance evaluation by simulation	143
6.5.1	Simulation setup	143
6.5.2	Impact of compression model parameters	144
6.5.3	Impact of EMS size	145
6.5.4	Impact of the number of appliances	145
6.5.5	Impact of the number of consumers	148
6.5.6	Comparison with existing approaches	148
6.6	Prototype experiments	149
6.6.1	Prototype specification and overview	150
6.6.2	Experimental results	151
6.7	Conclusion	153
7	Conclusion and future work	155
	References	157
	List of Publications	168

List of Figures

1.1	A smart home scenario using LoRa network.	2
3.1	Motivations of the proposed work.	22
3.2	End-to-end architecture of a LoRa network.	25
3.3	Illustration of the block diagram of Stackelberg game.	31
3.4	Performance comparison of LNs and LGs between proposed approach and fixed time period SF allocation based approach.	43
3.5	Impact of the proposed solution on ETR and average utility of SFs.	44
3.6	Impact of the number of LNs on the utilities of LNs and LGs and rate of convergence.	46
3.7	Illustration of convergence rate of follower (LNs) and leaders (LGs) of FD, SD, CEL, and CEN algorithms.	47
4.1	Illustration of the block diagram of single leader and multiple followers Stackelberg game.	53
4.2	A smart home scenario using LoRa network.	55
4.3	Network deployment of a LoRa illustrating the arrangement of LNs.	56
4.4	Illustration of Hasse diagram of feasible subsets of SFs for n	58
4.5	Avg. time duration and utility of LNs at convergence of Algorithm 4.1.	68
4.6	Utility of LG and LNs at the convergence of Algorithm 4.2.	73
4.7	Illustration of Hasse diagram of optimal subsets of SFs	74
4.8	Illustration of scheduling of SFs	75
4.9	Illustration of scheduling of SFs for LNs.	78
4.10	Average utility of LNs and LG	82
4.11	Impact of number of LNs on utility of LNs and LG	82
4.12	Impact of the convergence parameters on the utility of LNs.	84
4.13	Impact of the number of LNs and optimal SFs on waiting time of SFs	85