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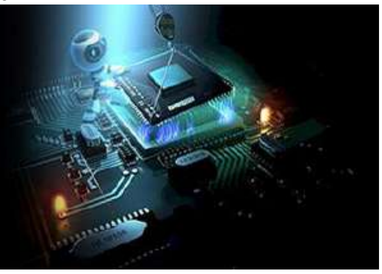

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Zaid Siddiqui
Undergraduate Student, Electronics and Communication Engineering, SRM Institute of Science and Technology, Kattankulathur, Tamil Nadu, India

Correspondence
Zaid Siddiqui
Undergraduate Student, Electronics and Communication Engineering, SRM Institute of Science and Technology, Kattankulathur, Tamil Nadu, India

Communication between machine-to-machine

Zaid Siddiqui

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Abstract
Due to the fast development of wireless systems and the potentially large market for Internet of Things devices, machine-to-machine transmission, also known as M2M interaction, has emerged as an interesting issue. Not only is it the most significant technology of the twenty first century, but has also created a resilient prospective in both the business world and the academic world. M2M connections are on the rise to function independently and connect the interactions between both the cyber realm of the internet and the physical reality. It has the potential to reduce the overheads of traditional operations, which in turn will encourage their broader implementation in static and wireless platforms that are integrated with integrated devices and sensors/actuators. In this article, we explore a number of essential core components of M2M communications linked to technology and difficulties. These aspects include: In moreover, we have provided a comprehensive taxonomy for the categorization of M2M devices according to the nature of their networks and interaction patterns. In addition, we investigated previously completed home networking projects in order to get a deeper comprehension of the practical implementation of these technologies. This survey not only helps to a better knowledge of the challenges that are present in current M2M systems but also sheds fresh insight on the route that future research should take.

Keywords: Machine-to-machine communication, network and communication pattern

Introduction
“Machine-to-machine communications”, also known as M2M communication, a term that describes the process of sharing connection between different or more computerized systems that does not include the participation of a person. In recent times, human-to-human communications has led us to the newly developed language of “human-to-machine communications and machine-to- machine communications”, which is where we are largely intact. In a more general sense, M2M refers to a collection of different platforms, such as sensor network, mobile appliances, and other capillaries devices, each of which may detect or acquire data from a different collection of devices. The end-to-end connection in the wifi network is then achieved by sending the data that has been detected or received further over a series of hops in the direction of its final objective.

"M2M communication can be used for many different applications, including environmental monitoring, security purposes (such as civil and public safety), supply chain management (SCM), the energy and utility distribution industry (smart grid), Intelligent Transport Systems (ITSs), healthcare, automation of building, military applications, agriculture, and home network applications [1, 9]. The use of these apps results in the formation of new business groupings and prospects". The behavior and features of M2M are rather different than those of traditional networks [1-3]. Since M2M network are composed of hefty number of nodes (say machines or devices) which can be anything around us. Both the price of the equipment and the cost of the connection should be kept low in order to successfully accomplish communications amongst a wide range of devices. Since majority of machines are operated on batteries in which the energy conservation techniques are the challenging task. In the event that a device obtains data from another device or sensations from the external surroundings (for example, scanners or mobile communication devices), the overall traffic that each machine experiences is sufficiently low to allow for its accommodation. But at the other hand, machine-to-machine (M2M) communication may be created without the assistance of a person; however, maintaining the link after it has been made is a difficult issue.

"Supervisory control and data acquisition (SCADA) [4]" was an early kind of machine-to-machine communication that was first introduced in the early 1980s.

SCADA makes an effort to concentrate on duties that are comparable to those performed by M2M; nonetheless, SCADA is comprised of some out-of-the-way devices, which causes their technologies to be more complicated and extensive. SCADA first began the process of unbolting its newly developed proprietary protocols and publishing protocol specs. However, this marked the beginning of a move away from proprietary systems and toward cost-effective solutions that are consistent.

Recently, various other models have been proposed which are similar to M2M, "These include Device-to-Device (D2D) Communication, Machine Type Communication (MTC), Internet of Things (IoT) Communication, and Ubiquitous Sensor Network Communication".

Because the bulk of research platforms are based on energy saving strategies, connectivity (MAC, scheduling, and transport), and other procedures [8], the M2M technologies do not tackle some of the important concerns, such as services and software development [7]. However, we believe that there is still much space left to provide solutions and cope with the issues of services and applications. In addition, M2M service and application platform is comparatively new area of research. Apparently, several authors compared there are numerous M2M services and applications platforms depending on their reach, each of which relies only on the interface amongst individuals, the surroundings of objects, and business systems [7, 9]. In addition, a comparison is being made for the requirements of M2M systems that adhere to standards while still being adaptable and scalable. On the other hand, a deliberate effort of a certain kind is needed in order to categorize the current M2M platforms and architecture according to the layout of their respective network architectures. Transactions with M2M classifications must include the following subject areas: categorization of current work, architectural design, telecommunications and information, cellular system, movement and maintenance of hardware and applications for durability. The primary objective of these classifications are (i) to facilitate the design of new architecture and protocol for M2M communication, (ii) management of devices and user efficient.

Therefore, we have planned rest of the paper in the following. We offer a summary of current work on M2M and the difficulties associated with it. The first step in the categorization of M2M networks and the functions they perform is to focus on the architectural of M2M networks and the interaction patterns they use. Following this, we will proceed to offer a taxonomy of previous work in the field of M2M communications. Than we discuss various challenges in the existing work of M2M communication and networking protocols.

The rest sections of the article are laid out as follows. In chapter 2, we briefly explained the system architecture of M2M. In chapter 3, we briefly described various taxonomies of M2M communication. In Section 4, we describe the major challenges faced by M2M. Finally, Section 5 briefly concludes this article.

1. Machine-to-Machine Communication - Network Architecture

There are other several possible architecture available in literature based on IP connection to M2M application server i.e., the device connected to application server directly or via IMS. However, we are considering one of the example architecture based on cellular system [10]. The link between the 3rd party M2M servers and the intermediary web application is shown in Figure 1. Internet layer, often known as Hypertext Transfer Protocol, is responsible for establishing this connectivity (HTTP). While M2M devices are in an active phase, the intermediary server's job is to convert the web technologies into the short messenger service, often known as SMS. These messages are then delayed before being sent to the M2M devices. A home subscriber server (HSS) is used inside the 3G network which assists the network by providing security. In addition, it also provides some other information which is essential to allow the message to be propagated in the 3G base station for transmission in M2M device. The job of the HSS server is to check the device whether it is in reach or not. If so, it directs all the incoming data to M2M devices. However, if these devices are unreachable than HSS stores the incoming data and forward it when device is in reach.

Gateway nodes communication: As these devices apportion bandwidth to the devices in the network. Therefore, this transmission required licensed spectrum. This kind of communications enables data transfer in both directions, and also divides resource utilization when it is necessary to do so in order to avoid or reduce interference.

Gateway device communication: As these devices have different data rates as well as frame structure. However, gateway nodes are used to allocate bandwidth which is then utilized by these devices to establish efficient communication channel. In addition, it is preferred to have short distance communication path between two devices.

Device communication: In cellular M2M communication, all the devices directly communicate with other devices uses exiting frequency spectrum. However, radio signals also exist in the network. Therefore, a scheme is required that avoid signal interference ratio along with congestion on the devices.

M2M Standardization in Cellular Networks

Recent wide range of applications for M2M is likely to be vertical applications which focus on the current market of transport and automotive [10]. European Telecommunication Standard Institute (ETSI) is focusing on identifying a level of architecture which provides specific baseline to extend new applications of M2M [11]. This level of architecture includes horizontal protocol layers approved by either ETSI or other customary bodies.

In M2M cellular system, the service requirements are identified by working group of SA1. In addition, SA1 and SA2 have indentified some of the aspect such as reachability of the devices used to connect to the cellular network, optimization of signals and low power consumption. The above aspects are mulled over within the Release 11 timeframe. With the advancement of the system improvements for M2M, high level architecture along with the possible solutions are proposed by SA2 which were previously identified by SA1 [12]. Release 10 resides some specification changes in LTE along with UMTS were implements to deal with network surplus challenges that are cause by M2M. In LTE, low cost M2M devices are also been proposed which intend to study the methods of how to decrease the price of the LTE devices, that allows LTE to be in support with M2M having same coverage area along with bandwidth. Interested readers are referred to article [10] for more details.

2. Taxonomy of M2M Communication

In this section, we first discuss the first level taxonomy based on architecture and communication pattern in Figure 2. The rest of the taxonomy, along with concrete examples is presented in the rest of the sections.

According to Figure 3, grouped based communication is achieved through three different schemes. From one side, data is collected through aggregated scheme, which is a type of data aggregation technique. The second step is to set up your M2M equipment in a cluster, which will enable you to gather data from a wide variety of different devices with the assistance of a sink node. And the last one is to cope with requirements of extremely low power operation and easy deployment on top legacy systems. This is achieved by grouping the devices along with the grouphead node. In the subsequent sections, we will be presenting a fruitful discussion on each of these.

In this section we will have detailed study of time-based aggregation mechanisms in M2M network. As shown in Figure 4, The data that is sensed is collected by the M2M equipment in the region where it is placed. The data that has been captured is then transferred to the database server through the M2M connection. Figure 4 shows the source node, denoted by the letter M(0), and the M2M gateways, denoted by the letter M(k). M(0) is responsible for sensing data e0, which is then sent to the database server and through networking route M. (0)→ M(1) → → M(k). In the proposed scheme, time-based The M2M aggregation procedure is executed on each individual M2M devices, M(i), where 0 is the least significant digit and k is the greatest. The operation is as tries to follow:

Step 1. Node M(i) obtains a message containing the sensing data e0 from M(i − 1), M(i) deposit the received message in an aggregation buffer.

Step 2. M(i) starts an aggregation timer of period T, if the aggregation buffer is empty.

Step 3. M(i) retrieves the buffered messages and aggregates the collected sensing data into a new message, When the aggregation timer expires.

Note that M(i) transfers the new message to M(i + 1) when the aggregated message contains sensing datae0.

M(k) REFRESH the sensed data to store in the application server after the sensing data e0 reaches at the M2M gateway M(k). After a certain amount of time, the M2M gateways might potentially update the M2M servers in order to decrease the amount of signal delay in the network infrastructure. This method, which is also known as a delayed REFRESH procedure, has seen widespread use in 3GPP core networks [16-17]. Based on the above discussion, the performance metrics of the time-based aggregation mechanism includes: "The expected delivery delay E[ts] is the average time period that elapses between the data that is detected at the source M and the data that is received at the M2M application server (0). Expected aggregated volume, abbreviated as E[N], refers to the anticipated total number of sensing data included in a single message".

By employing group based operation the requirement of extremely low power consumption can be met where number of devices can grouped together based on application type and/or geographical location in the cell and on behalf of group member devices that can transmit packets to and from the ground station may be controlled by the group leader.

"As indicated in Figure 8, it is necessary to establish a direct relationship between the leader of the group and each individual member of the group in order to achieve effective communication within the group. But in order to do this, a new air interface standard and a new radio frame structure are required. It is anticipated that the M2M system will be an add-on feature for preexisting cellular networks, similar to the WiMAX 1.0 system based on IEEE 802.6 - 2009 [20] or the WiMAX 2.0 system based on IEEE 802.16m [21]".

In order to fulfill the requirements, of very low power mode and simple deployment on top of existing systems, an unique method based on a technique for snoop-based communicating has been offered as a possible answer. The suggested systems are comprised of two different methods: I snooping group creation, which includes the allocation of team members and the choosing of a group head depending on the connection quality or locality, and ii) snooping and passing packets to/from team members.

During the process of entering the network, each and every M2M device has to be authorized by the channel before it is authorized to view the communication network. Following M2M machines have entered the network, the central server is able to categorize them into groups determined by the kind of application being run on each device as well as its location in the world.

"In proposed scheme since listening does not require much power consumption when the group members communicate with the base station in the downlink (DL). On the other hand in the case of uplink (UL), on using the resource allocated by the base station the group members transmit packets with limited power, which is notified by the base station during the network entry. The choice of the group leader is determined by its geographical area inside the cell". As a result, the general manager is in a position to monitor the packet transmissions of the devices that make up the team and to transmit those monitored protocols to the ground station. As a result of the restricted power available for distribution, the facilities that are allotted by the ground station may be reused inside the cell in order to accomplish mass device transfer of information via the use of spatial multiplexing. The proposed scheme improves the capacity in the UL transmission and the low power operation. On the other hand, in M2M communications in UL, the M2M users report the measurements to the M2M servers; the suggested strategy enhances the effectiveness of these communications of low power operation and the capacity to accommodate mass device transmission.

"M2M multi-Hop transmissions are an emerging machine-to-machine communication scenario that was envisioned to meet increasingly stringent quality of service requirements. This is because the criteria for downtime and response time, for instance, for mission-critical communications are significantly different from those for regular applications. In addition to machine-to-machine communication, generally recognized systems include those that need to be energy-efficient owing to the widespread usage of battery-powered devices and also due to the enormous deployment numbers of these systems". For this reason, the writer of the suggested method concentrated on answering certain fundamental questions, such as how a packet of a particular size might be sent from a source to a destination what is the minimum energy required and on the other hand violation of end-to-end outage probability constraint taken care of, at the same time the transmission meets a given deadline. We devote a lot of time and effort to researching these inquiries in terms of multi-hop moving from a sender to the receiver. Within this paradigm, we investigate these requests using two distinct methods: either we forward the packets given the average "Channel State Information (CSI)", or we forward so it depending on the immediate CSI. Both of these methods are described below. When employing immediate CSI, on the other end, the network states have to be collected before the payload communication can begin in the first situation for payloads transfer since the complete time span is accessible from the sender to the recipient.

"The amount of time and transmit power, or energy, that is spent by existing nodes each have their own individual benefits for packet forwarding. The nodes are allowed to spend as much power on transmission as is required in order to meet the QoS criteria; as a result, this prevents the power from being over-provisioned and prevents energy from being wasted. Because the authors have developed an optimal allocation of transmitting power along a multi-hop route for both of the cases, the numerical study that is based on convex optimization shows a comparison of various schemes. This comparison is shown because the authors have developed this optimal allocation. In the event that instantaneous CSI is used, the length of time spent in the phase of channel acquisition has a significant bearing on the amount of energy that is consumed. Additionally, the energy savings scenario is quite large for more demanding transmission scenarios (large packets, short deadlines, and high reliability requirements) that result from working with instantaneous CSI. These scenarios include: high reliability requirements, short deadlines, and large packets (up to a factor of 100). Finally, from both the source and the destination, numerical findings reveal that there is an ideal number of hops to utilize in order to minimize the amount of transmit energy used. This number varies depending on the distance". There will be significant increase in the consumed energy if the optimal number of hops is underutilized.

We will analyze a case in which data packets of dimension D are sent from a sender to the receiver through n different communication channels (n - 1 intermediate nodes). There is not a single dynamic component in the system. We are just concerned with one particular packet transfer in which the packets are part of a flow. The QoS settings impose restrictions on the transmission of this particular packet. That is to say, we will refer to the needed probability value of the communication as P, and we will refer to the related deadlines as T. In order for a packet to bie considered successfully sent, its arrival at its destinations within the allotted amount of time, T, must be error-free. On the other hand, it leads to outage occurrence (late arrival, bit errors). For packet forwarding all the transceivers use certain resources. At the beginning of the multi-hop path, there are n connections that are responsible for passing the message on to the subsequent node. Each nodes has access to a unique limited time that it may use. As follows, we refer time unit as slot. During its own slot to forward a packet node i utilizes transmitting power of Pi. In conclusion, each and every node makes use of the same frequency, denoted by B in Hz. The most significant inconsistency in the network arises from the cause of the erratic behavior shown by the wireless connections as they travel along the way.

The forwarded link I 1,..., n (which connects node I to node I + 1) is classified according to its immediate channel gain, h2.

Whereas, the noise power is represented by the symbol 2. We consider a slowly evolving block-fading procedure in which the channel capacity gains stay constant throughout the time period T. Fading is one of the probable causes of mistakes in a packet transfer. If the transmitters I does not have knowledge on the immediate channel state I then we use a thresholds error model to compensate for the communication faults [24].

Given that the link's error-free mobility, ci, is a random number and that the signal-to-noise ratio, I is a constant, we may say the following: The instantaneous transport capacity is given by taking the slot duration Ts into account is,

$$ci = Ts\ B\ \log2[1 + \gamma i\beta] \qquad (2)$$

The quantity of data that can be sent via a connection error-free when the signal- to-noise ratio is I is referred to as the link's cargo capacity, and it is directly proportional to the number of transmit power that is supplied, or Pi. When the messages for a package of size D reaches ci or later, the package is considered to have been lost on route i. They calculate the success rate pi using our definitions of transportation and the stochastic SNR concept. Success rate pi is the likelihood that the randomized transportation is more than the data packets D. This chance is dependent on the probabilistic SNR model. In order to calculate the exponentially distributed of the connection SNR, we must first estimate the "probability density function (PDF)" of ci. This will allow us to identify how the connection SNR is distributed.

Conclusion

This paper has provided a summary and analysis of the many M2M methods that are currently in use. First, we categorized M2M network connectivity based on their architecture, implementations, and features. After conducting a survey and conducting an analysis of a range of diverse schemes, we came up with the restrictions in ideal M2M strategies, which are to accomplish flexible consistency, to conserve power, and to maximize mobility model in a way that is related to the quality of service required by the proposal. In addition, we also spoke about the difficulties and problems that are associated with the many different M2M platforms, including how they deal with communication style, mobility pattern, battery capacity, and cost. In order to create a communication between machines, we need to take into consideration the following issues: i.e. how do you rank the importance of the many different devices that make up an M2M network? The efficient mechanism should make it possible for the device to create gathered information with a variety of features and priorities with regard to bandwidth and dependability. ii) What are some ways to ensure that communications is accurate? It is important to consider implementing multipath communications in M2M in order to maintain reliable communication, and it is worth doing so. iii) The M2M networking should be reliant on the framework, which means that there must be a separate standard framework for "home-based M2M, cellular-based M2M, and heterogeneous-based" networking respectively.

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