Bluetooth® low energy technology

Bluegiga Technologies

Topics

- Background
- What is *Bluetooth* low energy?
- Basic concepts
- Architecture
- Differentiation and comparison
- Markets and applications

Background

Background

2001:

- First ideas from Nokia: BTLite

2006:

- Nokia, Suunto, Nordic Semiconductor etc. form Wibree Forum to further develop the technology

June 2007:

- Bluetooth SIG together with Nokia agreed that the Wibree Forum is merged with the Bluetooth SIG

- Wibree addresses devices with very low battery capacity and as it could be easily integrated with *Bluetooth* technology, it will round out *Bluetooth* technology's wireless Personal Area Networking (PAN) offering

Background

December 2009:

- First version of the core specification was released

July 2010:

- First version of the host specification was released

March 2011:

- First Bluetooth LE profiles adopted

2011:

- First *Bluetooth* low energy devices appear on the market

What is *Bluetooth* low energy?

What is *Bluetooth* low energy?

***Bluetooth* low energy is a NEW, open, short range radio technology**

- Blank sheet of paper design
- Different to *Bluetooth* classic (BR/EDR)
- Optimized for ultra low power
- Enables coin cell battery use cases
  - < 20mA peak current
  - < 5uA average current

What is *Bluetooth* low energy?

However...

- Must reuse as much Bluetooth RF as possible
  - Same antenna and RF components
  - Can time division multiplex with *Bluetooth*
- Must reuse Bluetooth HCI
  - Same physical host interfaces: UART, USB and SDIO
  - Same HCI packet format
  - Same HCI OS drivers
- Must reuse Bluetooth L2CAP
  - A known packet multiplexing point

What is *Bluetooth* low energy?

Has same benefits as *Bluetooth* classic:

- Robust
- Interoperable
- Global
- Royalty free
- Small size
- Secure
- Connectivity to mobile phones and PCs

Except:

- Lower power
- Lower cost

Basic concepts

Basic concepts

Everything is optimized for lowest power consumption

- Short packets reduce TX peak current
- Short packets reduce RX time
- Less RF channels to improve discovery and connection times
- Simple state machines
- Single protocol
- Etc.

Why?

- Coin cell batteries will be the main source of power
  - < 20mA peak current
  - < 5uA average current

Basic concepts

Memory is expensive

- Memory requires silicon area, which costs money
- Memory increases leakage current and reduces battery life

So minimize memory requirements

- Short packets require less buffering
- Simple protocol requires less states
- Simple services require less memory

Basic concepts

Peripherals are simple and resource constrained

- Optimize peripherals

Central devices have more resources and power

- Not so critical to optimize
- e.g. mobile phones and PCs

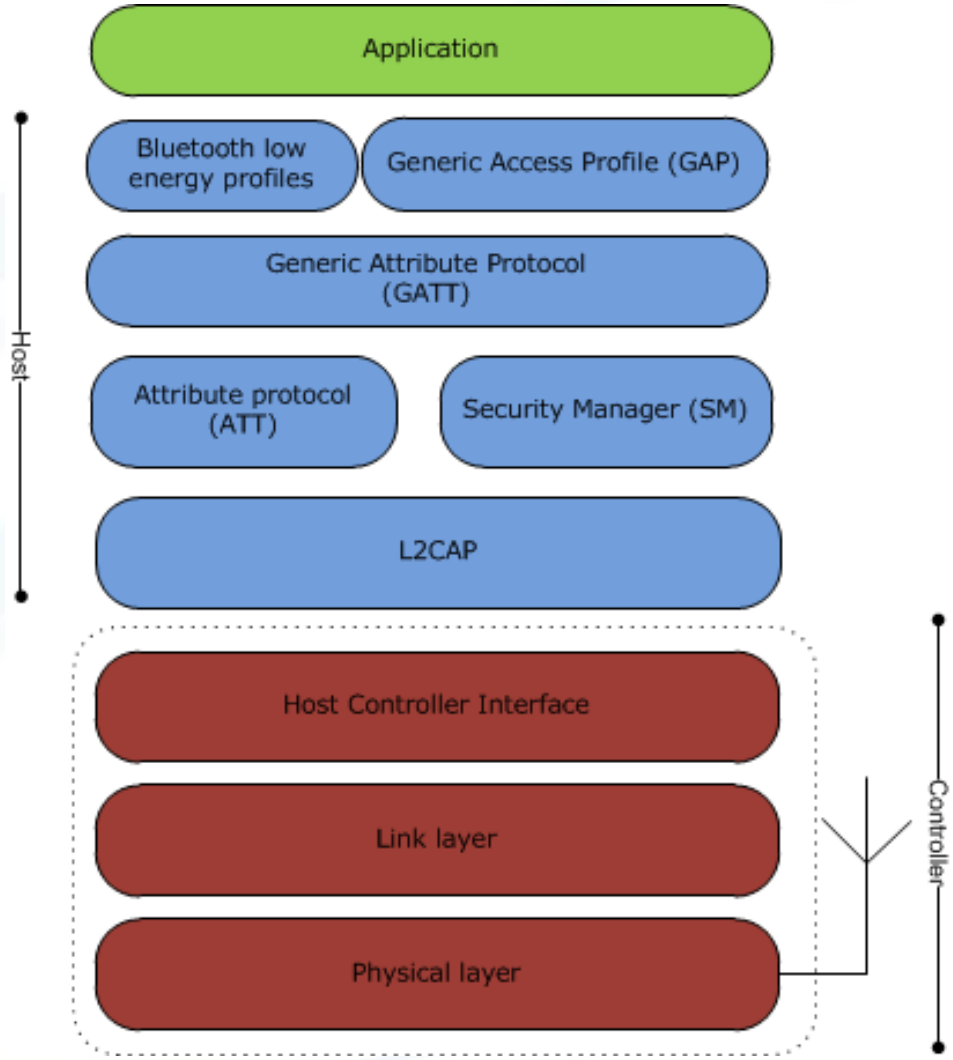
Basic concepts

Design for success

- Ability to discover thousands of devices
- Unlimited number of slaves connected to a master
- State of the art encryption
- Security including authentication, authorization and privacy
- Robustness and data integrity

Architecture

Layered architecture



Profiles
- Application specific data

GAP
- Device discovery, connections

GATT
- Organization of data

ATT
- Data access protocol

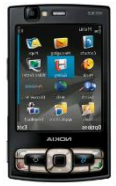
L2CAP
- Multiplexer

HCI
- Interface between host and controller

Link layer
- Packets and radio control

Physical layer
- Transmission/reception of bits

Device modes



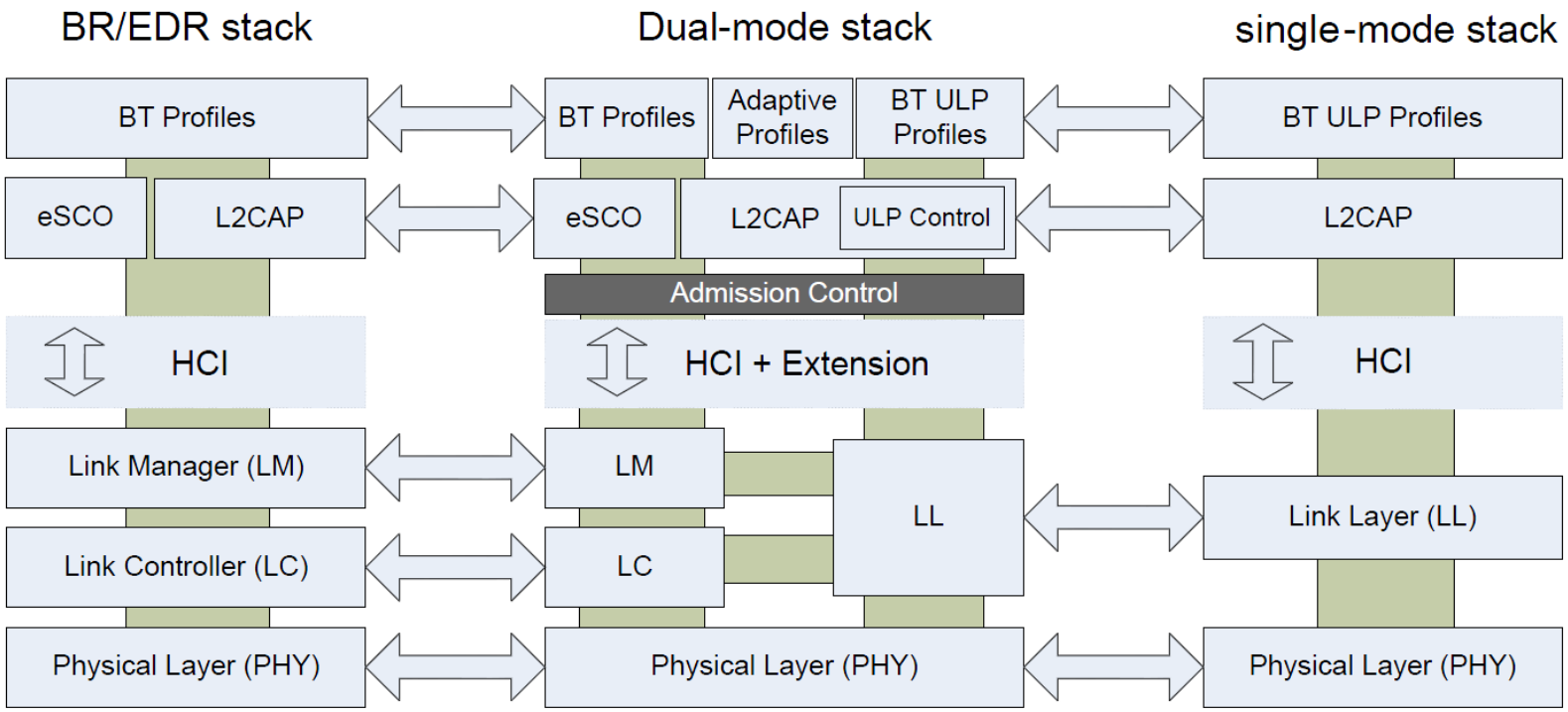
Dual mode

- Implements *Bluetooth* BR/EDR and *Bluetooth* low energy
- Can be used everywhere, where *Bluetooth* is used today

Single mode

- Implements only *Bluetooth* low energy
- Will be used in new devices / applications

Device modes



Physical layer

2.4 GHz transciever

- Industrial Scientific Medical (ISM) band
- 2400 MHz to 2483,5 MHz
- License free

GFSK modulation

- Modulation index 0.5
- -> Improvide SNR and therefore better range

Bandwidth

- 1 Mbps

40 channels

- 2 MHz channel spacing
- 2402 MHz to 2480 MHz

Physical layer

Minimum transmit power

- 0.01mW (-20 dBm)

Maximum transmit power (regultaroty limit)

- 10mW (+10 dBm)

Minimum receiver sensitivity

- -70 dBm (Bit Error Rate 0.1%)

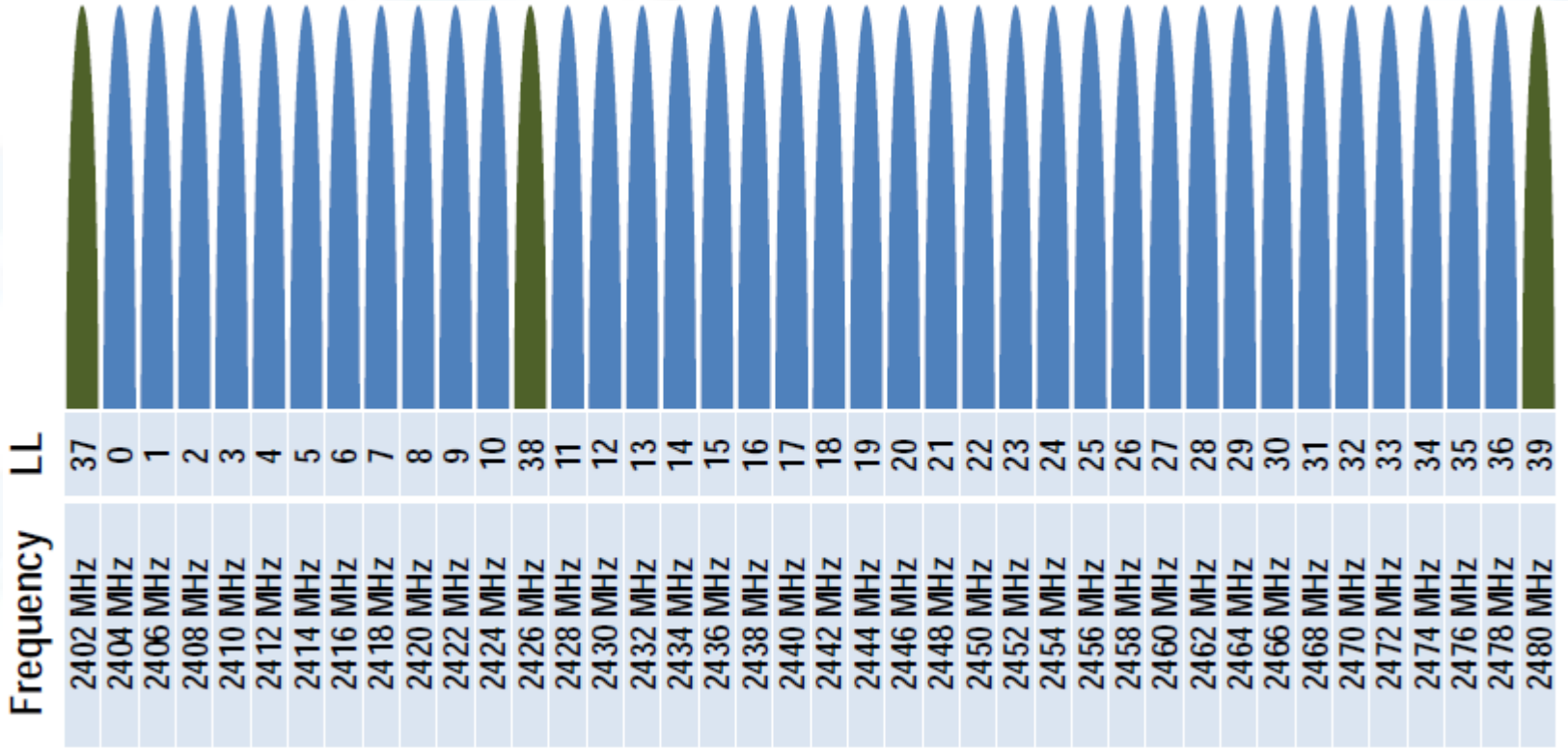
Range

- 0dBm TX power and -70dBm RX sensitivity
- ~ 30 meters
- 10dBm TX power and -90dBm RX sensitivity
- 100+ meters

Typically devices have:

- 0-4 dBm TX-.power
- -85 to -90 dBm sensitivity

Physical layer



Link layer

A simple state machine

Channels

- Advertising and data channels

Packets

- Advertising and data packets

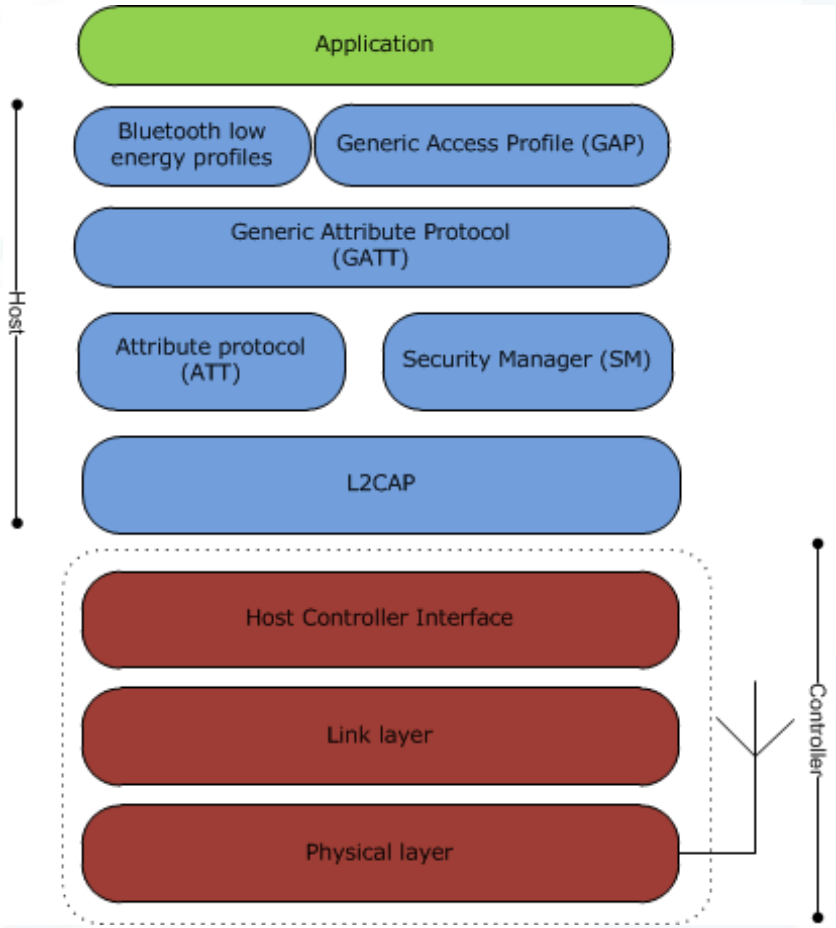
Link layer procedures

- Advertising
- Scanning
- Initiating connections
- Connected

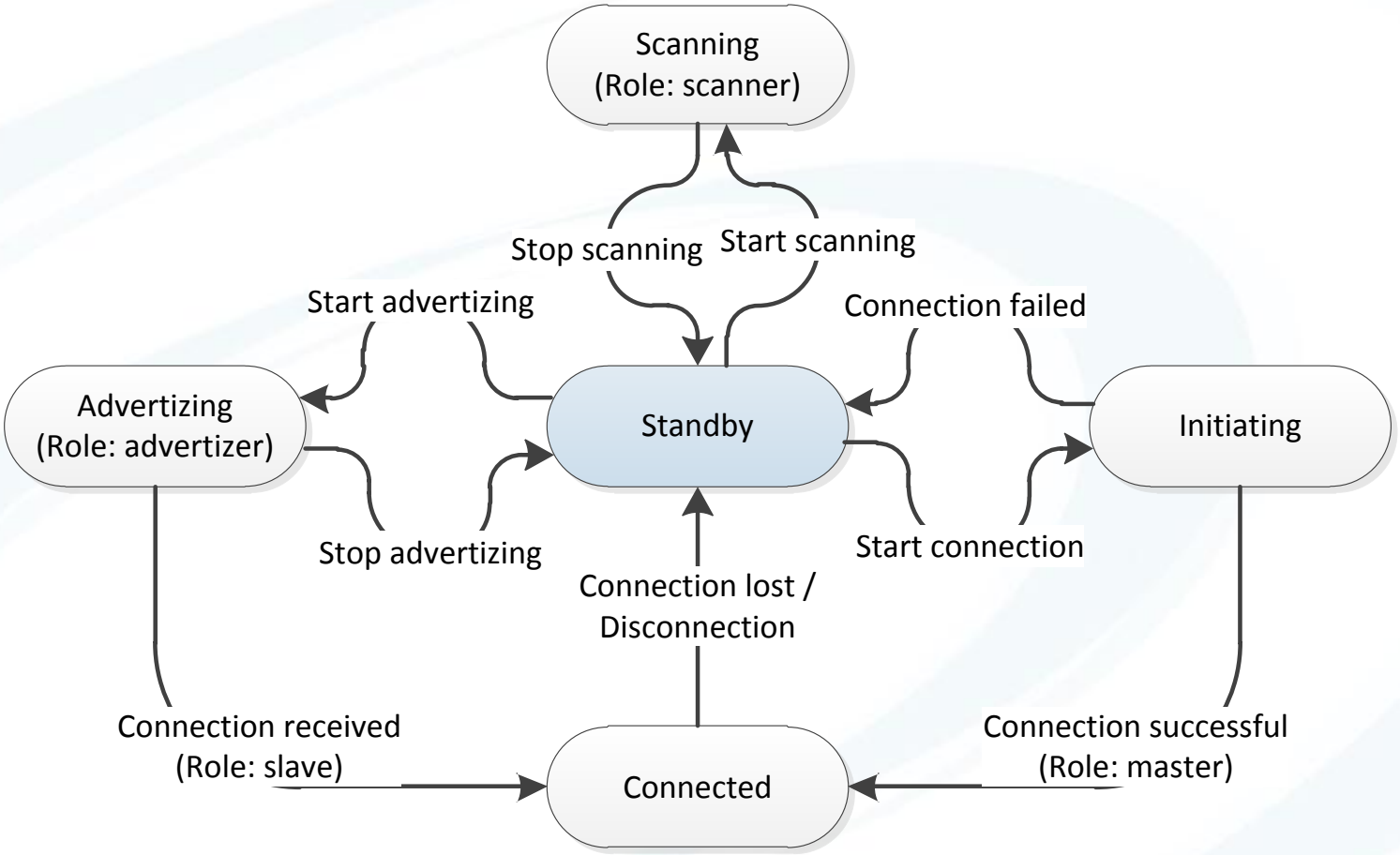
Topologies

- Point-to-point
- Star

Link layer security



Link layer state machine



Link layer channels

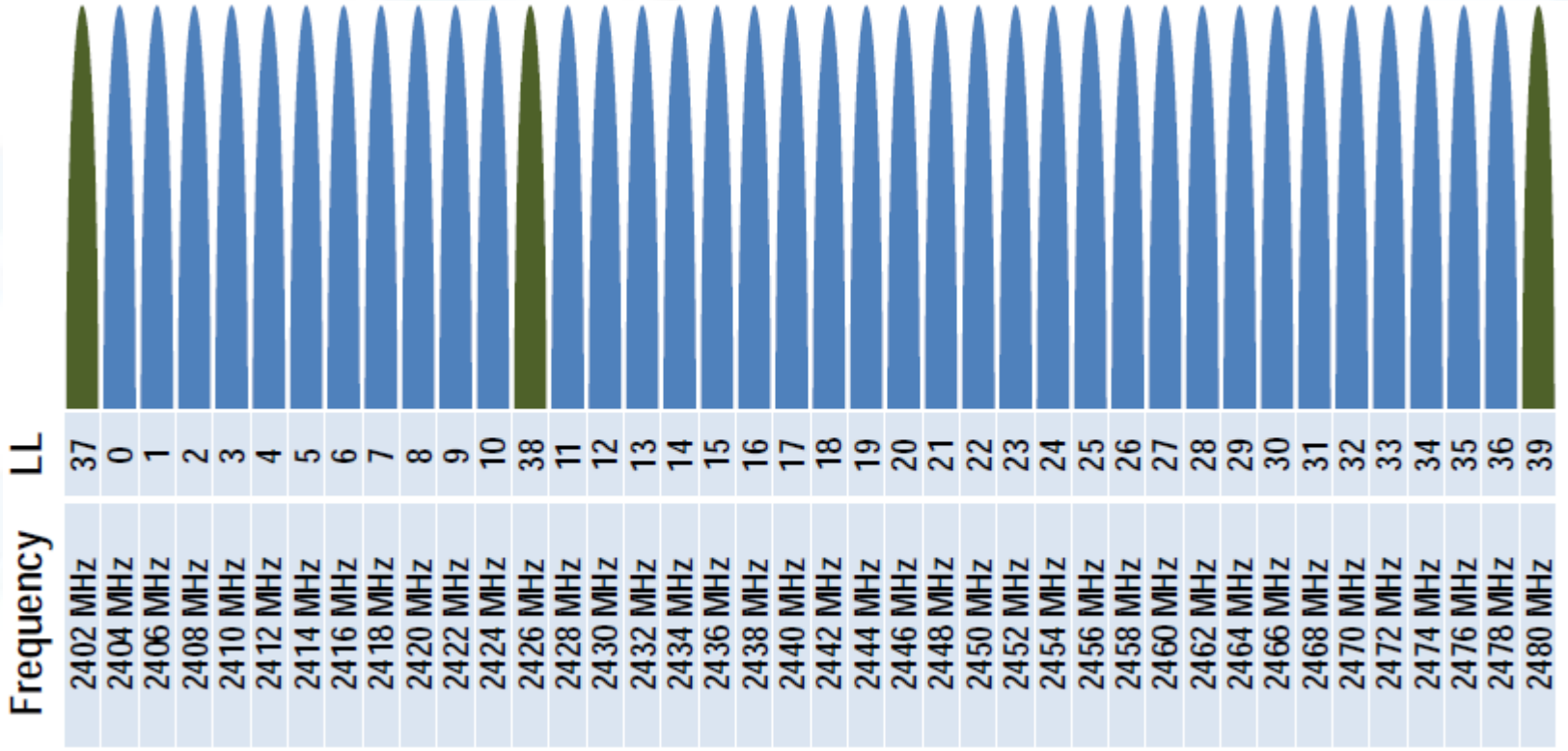
3 advertising channels

- Used for discoverability and connectability
- Used for broadcasting
- Avoid known 802.11 frequencies

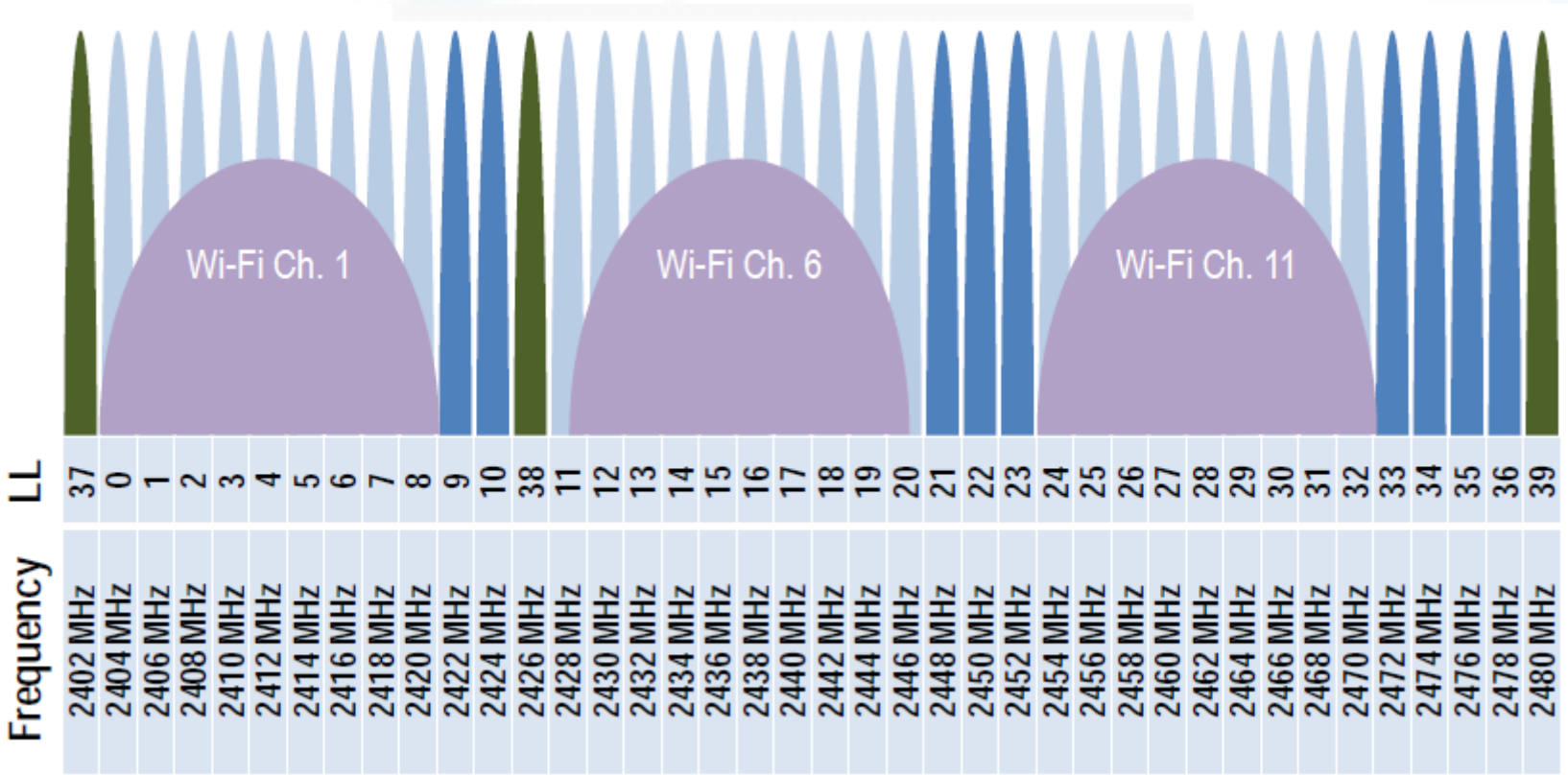
37 data channels

- Used to reliably send application data in a connection
- Use Adaptive Frequency Hopping for co-existence and robustness

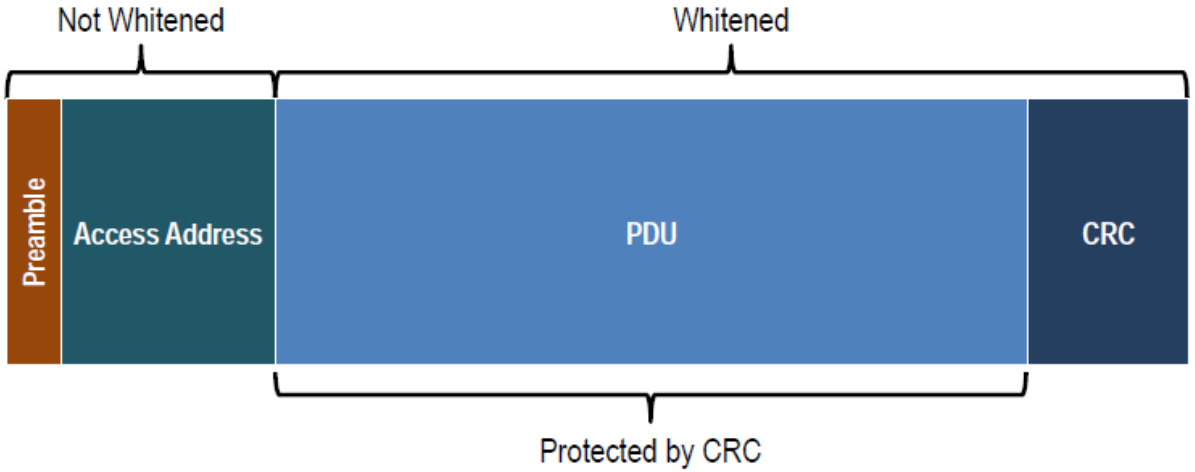
Link layer


Frequency
LL
2402 MHz 37
2404 MHz 0
2406 MHz 1
2408 MHz 2
2410 MHz 3
2412 MHz 4
2414 MHz 5
2416 MHz 6
2418 MHz 7
2420 MHz 8
2422 MHz 9
2424 MHz 10
2426 MHz 38
2428 MHz 11
2430 MHz 12
2432 MHz 13
2434 MHz 14
2436 MHz 15
2438 MHz 16
2440 MHz 17
2442 MHz 18
2444 MHz 19
2446 MHz 20
2448 MHz 21
2450 MHz 22
2452 MHz 23
2454 MHz 24
2456 MHz 25
2458 MHz 26
2460 MHz 27
2462 MHz 28
2464 MHz 29
2466 MHz 30
2468 MHz 31
2470 MHz 32
2472 MHz 33
2474 MHz 34
2476 MHz 35
2478 MHz 36
2480 MHz 39

Link layer


Wi-Fi Ch. 1
Wi-Fi Ch. 6
Wi-Fi Ch. 11
LL
Frequency
37 2402 MHz
0 2404 MHz
1 2406 MHz
2 2408 MHz
3 2410 MHz
4 2412 MHz
5 2414 MHz
6 2416 MHz
7 2418 MHz
8 2420 MHz
9 2422 MHz
10 2424 MHz
38 2426 MHz
11 2428 MHz
12 2430 MHz
13 2432 MHz
14 2434 MHz
15 2436 MHz
16 2438 MHz
17 2440 MHz
18 2442 MHz
19 2444 MHz
20 2446 MHz
21 2448 MHz
22 2450 MHz
23 2452 MHz
24 2454 MHz
25 2456 MHz
26 2458 MHz
27 2460 MHz
28 2462 MHz
29 2464 MHz
30 2466 MHz
31 2468 MHz
32 2470 MHz
33 2472 MHz
34 2474 MHz
35 2476 MHz
36 2478 MHz
39 2480 MHz

Link layer packets



Single packet format

- Preamble used to synchronize AGC
- Access address identifies advertising PDUs or device pairs
- PDU contains application data
- 24-bit CRC protects agains errors
  - Better than Bluetooth BT/EDR

Link layer packets

Advertising PDUs

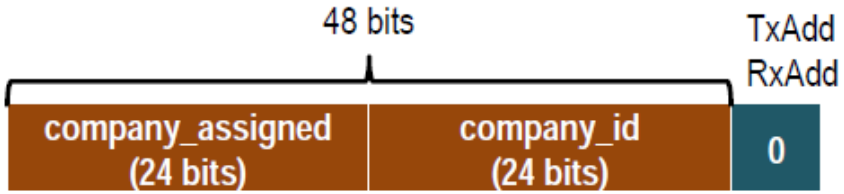
- Used to find devices, get additional information or open connections
- 7 PDU types

Data PDU

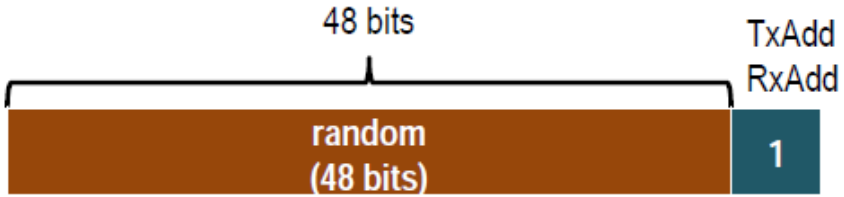
- Carries application data reliably

Device address

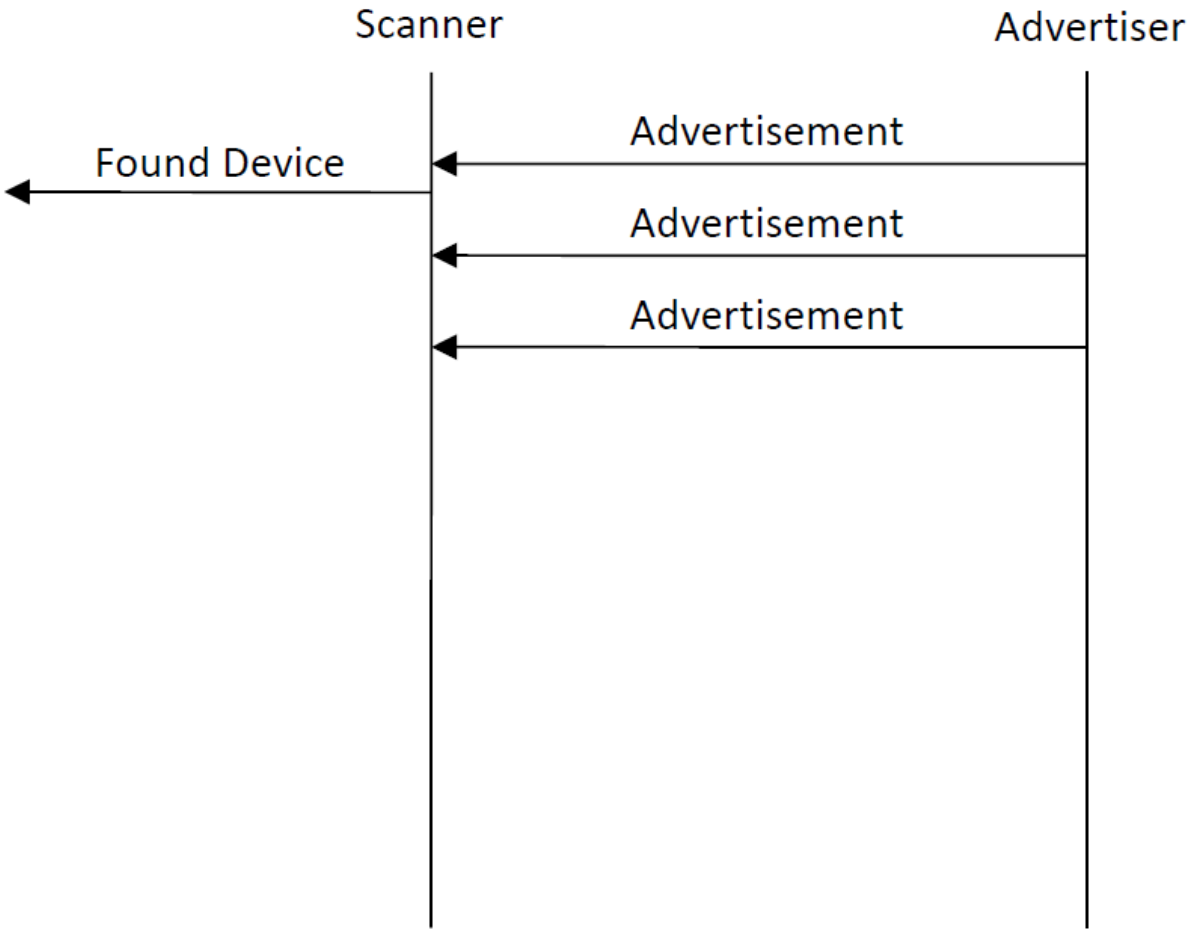
Public Device Address



Random Device Address



Link layer: Passive scanning



Advertising

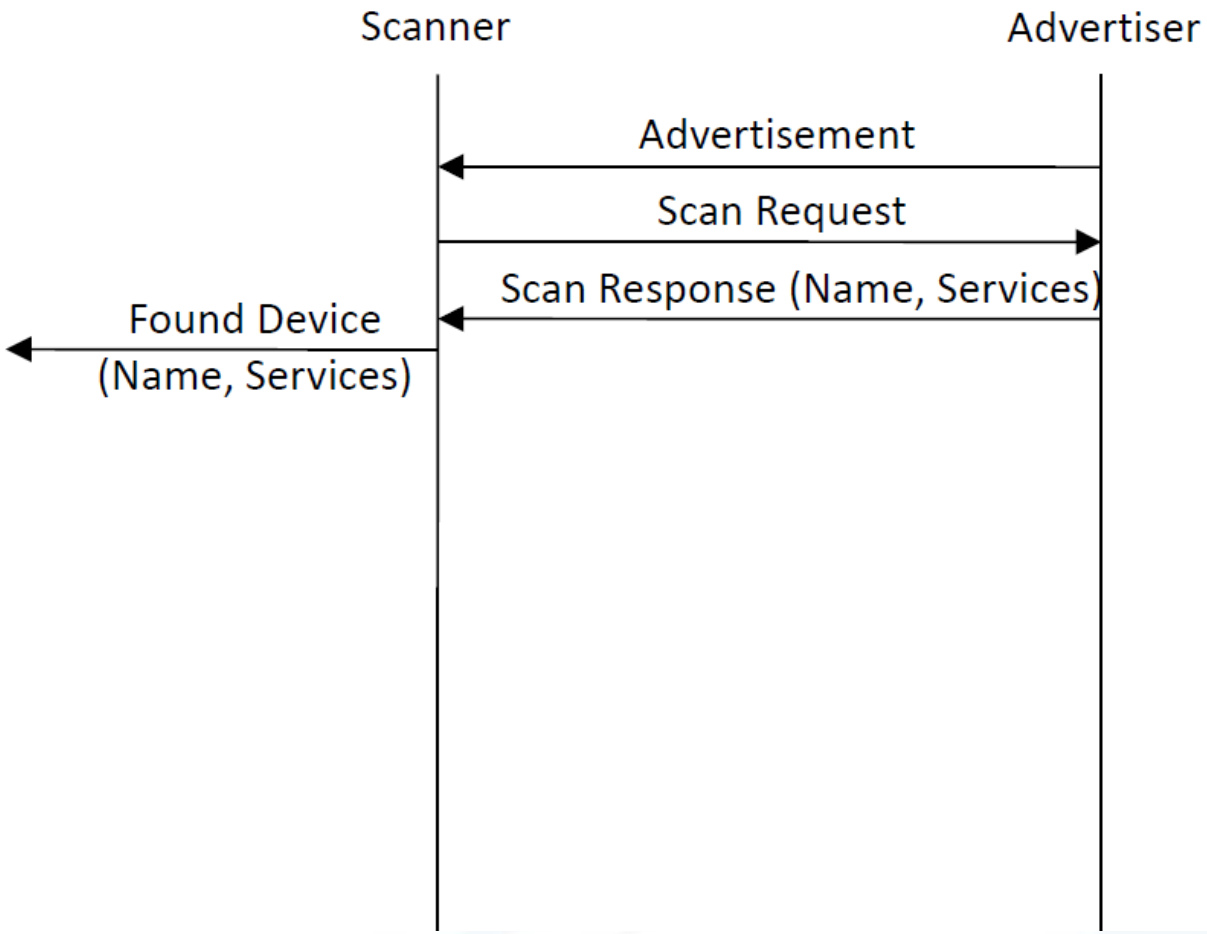
Advertising data

- ”I’m connectable and bondable”
- ”My trasmit power is 0 dBm”
- ”I support heart rate, manufacturer and battery services”

Why advertise?

- Takes around 1.5 ms of time
- 20 x lower power then *Bluetooth* classic

Link layer: Active scanning



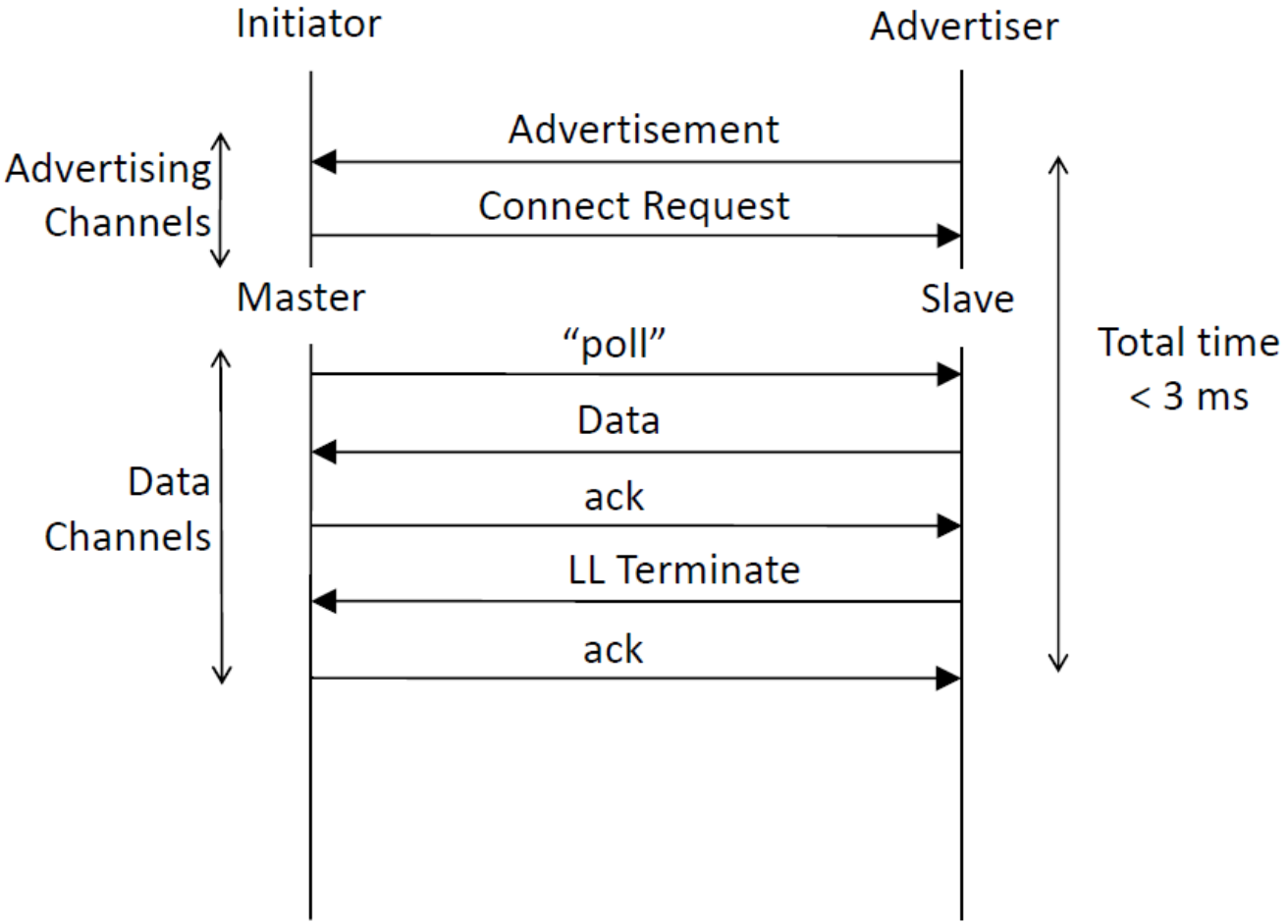
Active scanning

Active scanning used to get more data from the advertiser

Scan response data

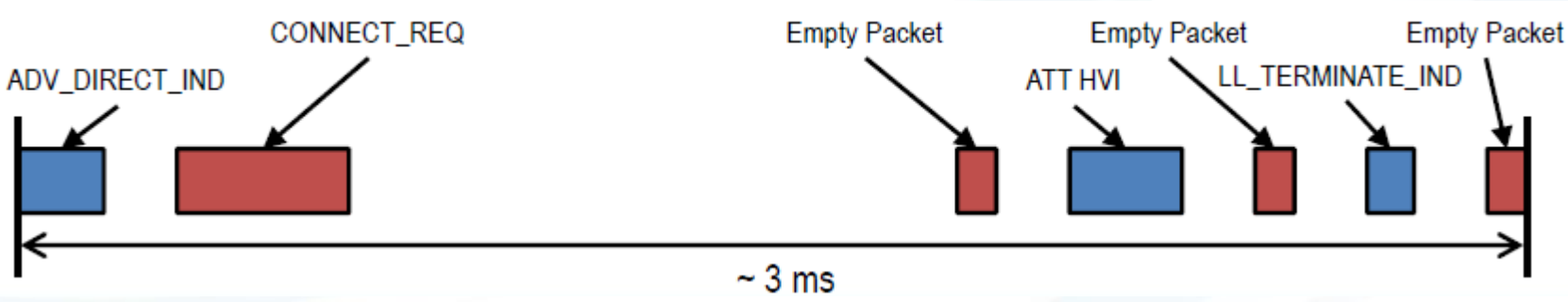
- Device name is ”Indoor thermostat”
- Device supports thermometer and battery services

Link layer: Connection

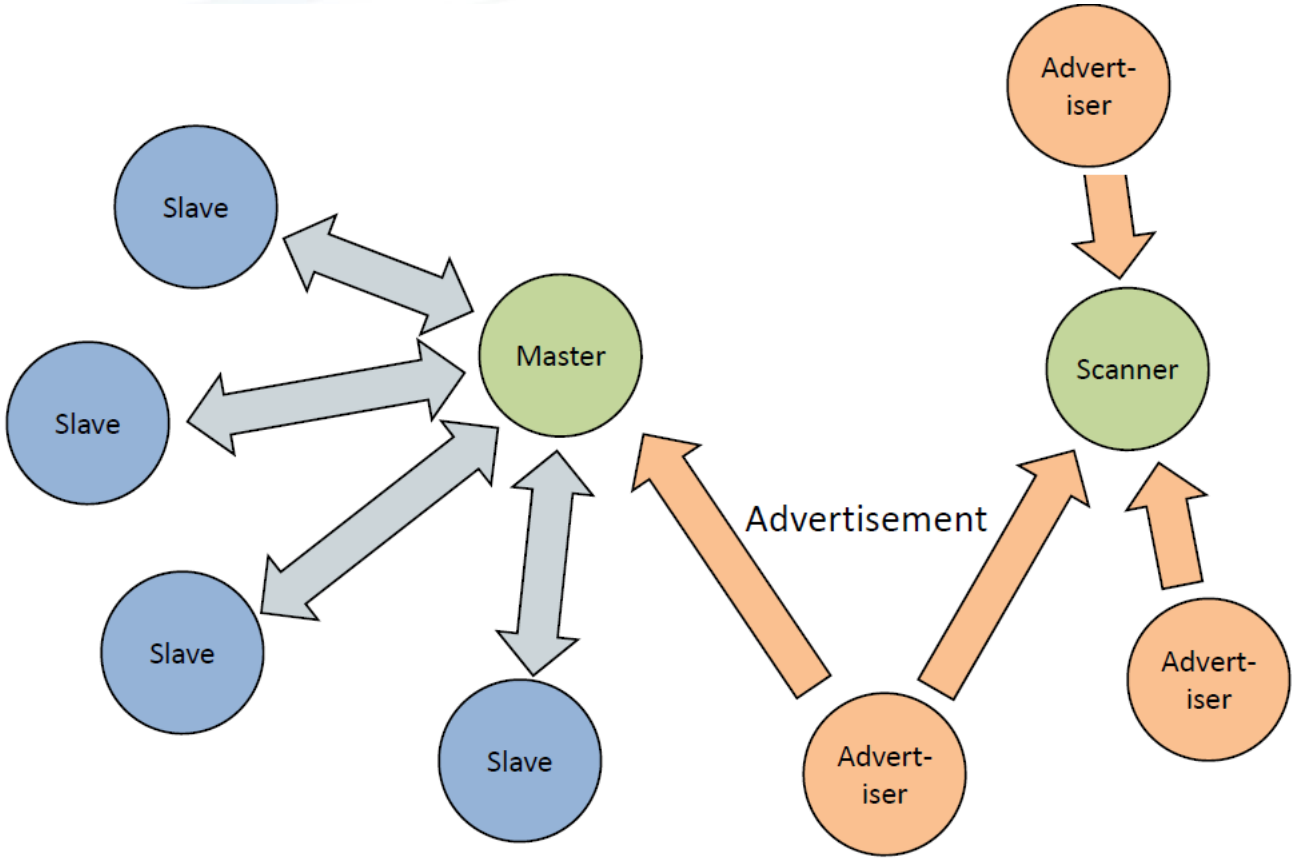


Connections

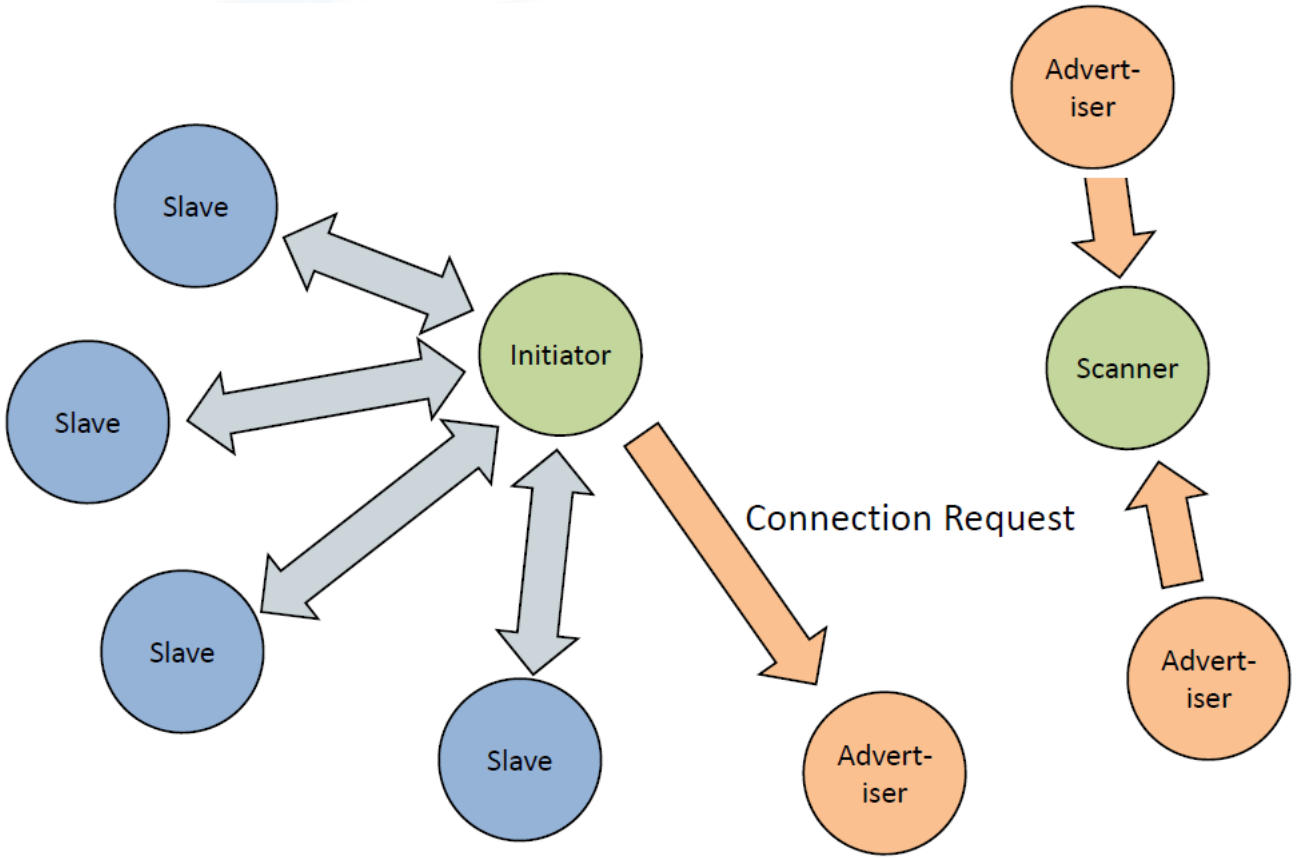
- **Master always transmits at known “anchor points”**
  - Known as connection interval
  - Starts a connection event
  - From 7.5ms to 4.0s
- **Slave is able to listen / communicate**
  - Slave latency allows slave to save power if it has nothing to send
  - Slave can skip N anchor points
- **Automatically extends when**
  - More data bit set by either device
- **Automatically ends when CRC errors received**
  - Move to another channel at next connection event



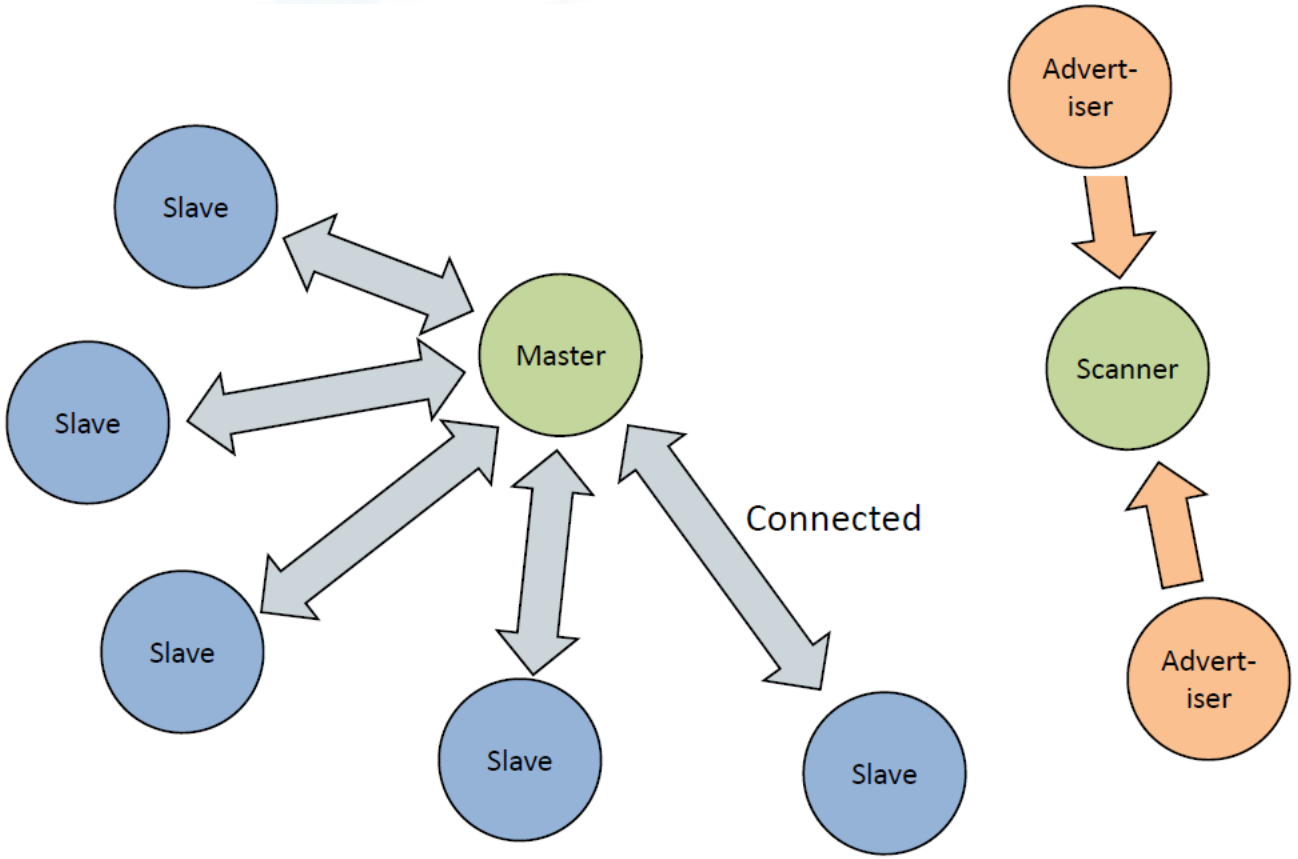
Link layer: Topologies



Link layer: Topologies



Link layer: Topologies



Topology limits

A single master can address ~2^{31} slaves

- ~ 2 billion addressable slaves per master

Max Connection Interval = 4.0 seconds

- Can address a slave every ~ 5 ms (assuming 250 ppm clocks)
- ~ 800 active slaves per master

Note:

Devices RAM may limit the number of connections

Link layer security

AES-128 is the encryption engine of choice

- Used by most other secure wireless standards

Link Layer uses CCM (Counter Mode CBC-MAC) (RFC 3610)

- Encryption and Authentication of Data
- MIC added to end of payload to authenticate data
- Authentication does not have to be done in real-time

  >Saves power

Limits:

- 13.5 Terabytes / connection
- ~12 years at maximum data rate

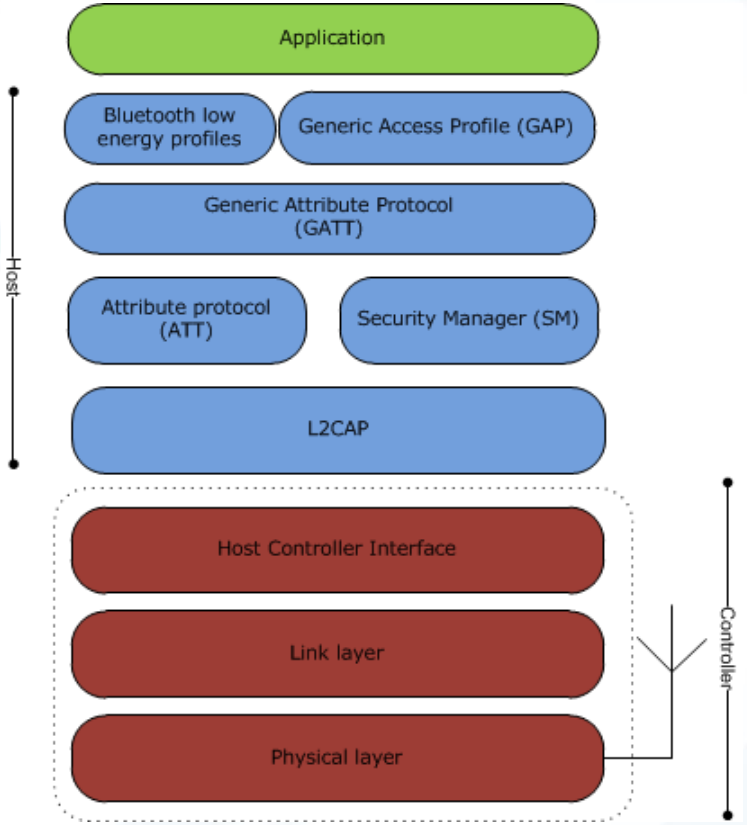
Host Controller Interface

Transport layer

- UART
- USB
- SDIO
- 3 wire UART

Functional layer

- HCI commands
- HCI events
- Data



New commands added for *Bluetooth* LE

L2CAP

Logical Link Control and Adaptation Protocol

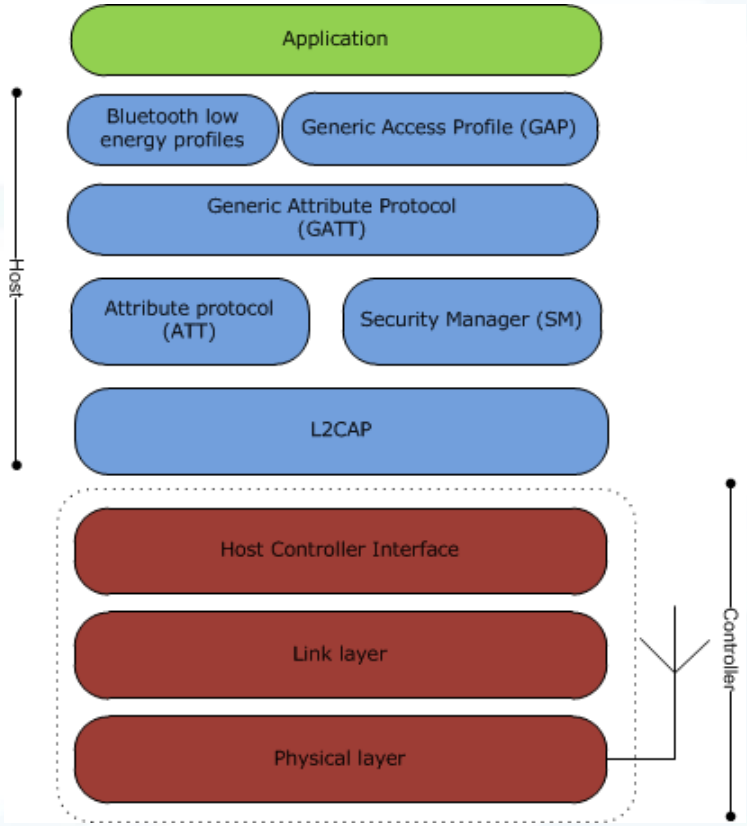
Acts as a protocol multiplexer

- Segmentation and reassmebly of packets

All application data is sent using L2CAP

Three fixed channels for Bluetooth LE

- Attribute protocol
- LE L2CAP signalling protocol
- Security Manager protocol



Security Manager

Used for pairing and key distribution

Use distributing key model

- Slave generates and distributes key information to master
- Master can use this key information when reconnecting

Pairing

- Authentication based on their capabilities / security requirements
- Side effect is encrypted link / key distribution

Signing Data

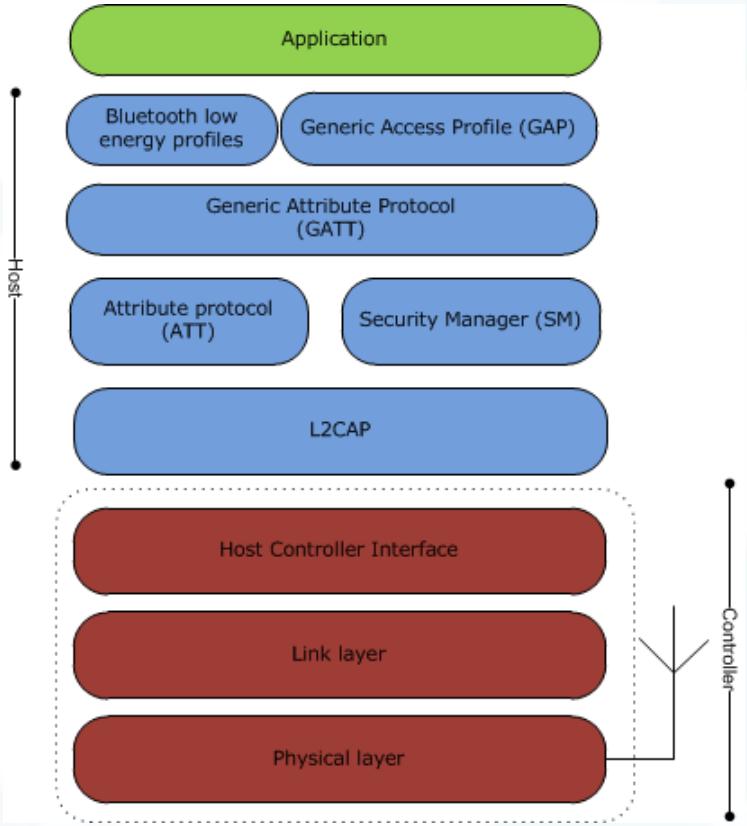
- Signing allows authentication of sender without encryption

Uses several keys

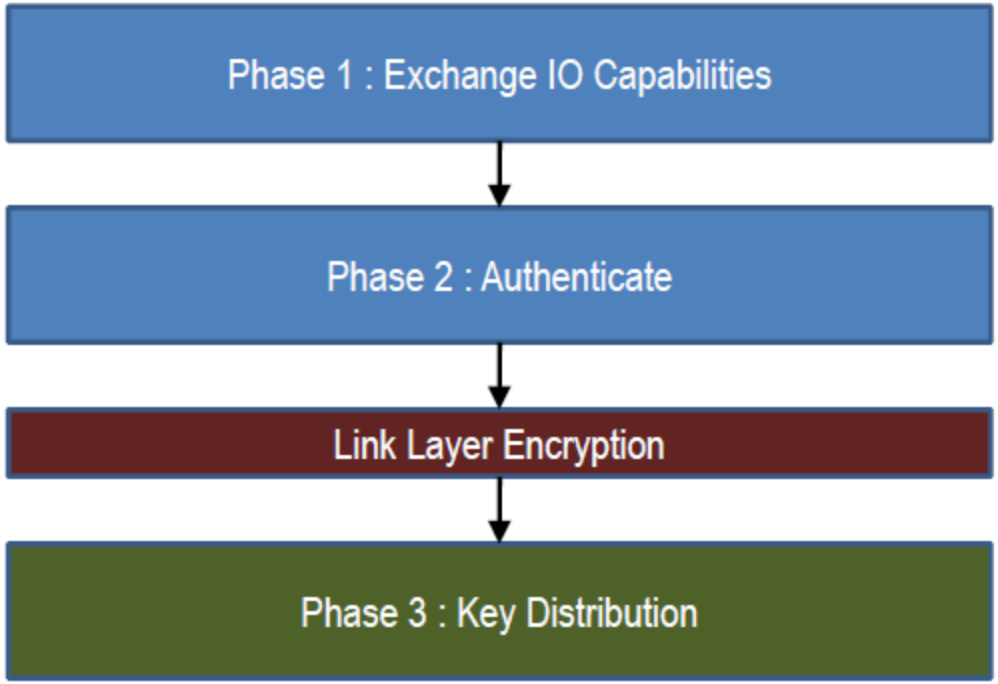
- Short term key
- Long term key
- Identity resolving key

Bonding

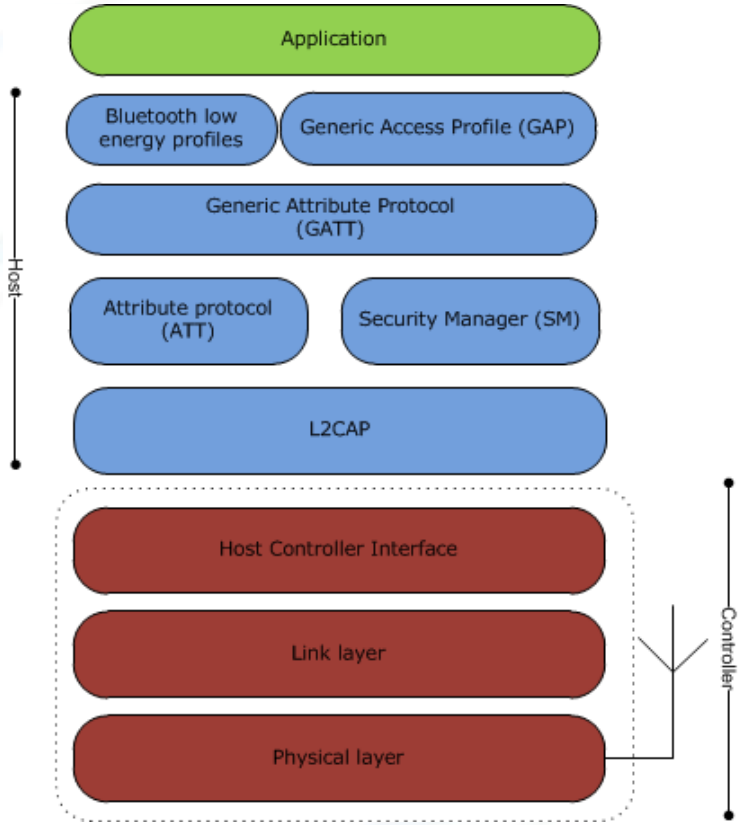
- GAP concept – device save keys for bonded devices



Security Manager



Attribute Protocol (ATT)



Attribute Protocol (ATT)

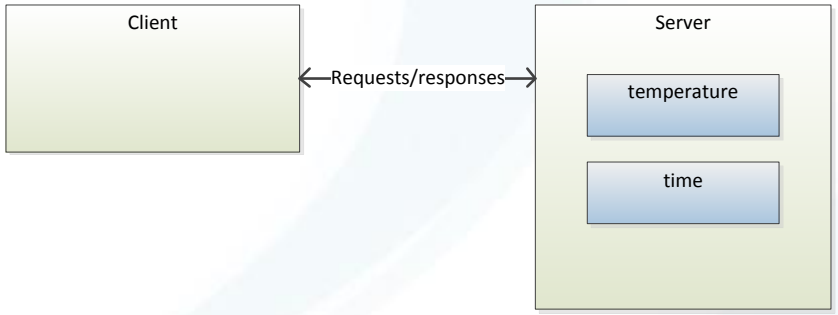
The only protocol used in *Bluetooth* low energy

Uses client server architecture

- servers store data
- clients request data from server
- clients writes data to server

Protocol Methods

- Client to server: Read, write
- Server to client: Notify, indicate



Attribute Protocol

The data is exposed as attributes

- Attributes have values
- 0 to 512 octets
- Fixed or variable length

Attributes have handles

- Used to address individual attributes

Read 0x0022 -> 0x04

Handle	Value
0x0009	0x54656d7065726174757265205365e736f72
0x0022	0x04
0x0098	0x0802

Attribute Protocol

Attributes have a type

- Identified by UUIDs
- UUIDs are 16-bit (Bluetooth SIG assigned) or 128-bit (manufacturer proprietary)

Types are defined is specifications

- Characteristics specifications
- Generic Access Profile
- Generic Attribute Profile

Handle	Type	Value
0x0009	«Device Name»	0x54656d7065726174757265205365e736f72
0x0022	«Battery State»	0x04
0x0098	«Temperature»	0x0802

0x54656d7065726174757265205365e736f72 = “Temperature Sensor”

Attribute Protocol

Attributes have permissions:

- Readable / not readable
- Writeable / not writeable
- Readable & writeable / not readable & not writeable

Attribute values may require:

- Authentication to read / write
- Authorization to read / write
- Encryption / pairing to read / write

These are defined in *Bluetooth* LE profile specifications

Attribute Protocol

Attribute Protocol is stateless

Transactions:

- Request -> Response
- Command
- Notification
- Indication -> Confirmation

Attribute Protocol is sequential

- Only one request at a time

Simple!

Attribute Protocol

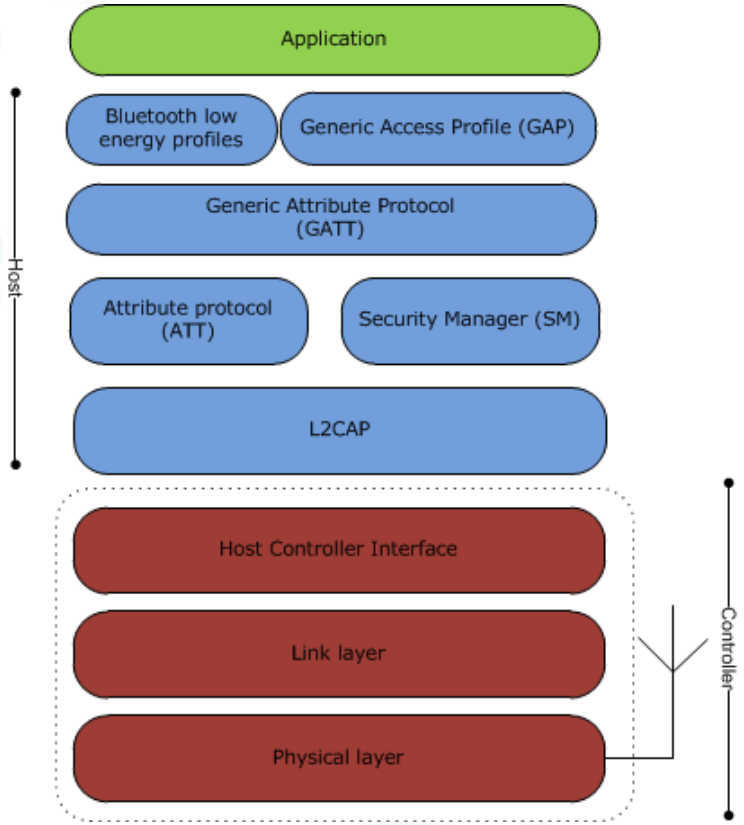
- **Attribute operations: notify**
  - Server sends the data when it changes

- **Attribute operations: indicate**
  - Server sends the data when it changes
  - Client confirms that is has received the data

Attribute Protocol

- **Attribute operations: read**
  - Client requests data when it needs it
  - Client polls server for attribute value
  - – This may be inefficient if data doesn't change often
  - – Shouldn't be used for frequently changing data that you are monitoring
- **Attribute operations: write**
  - Client can set attributes to configure a server
  - – E.g. set the room temperature to 22ºC

Generic Attribute Profile (GATT)



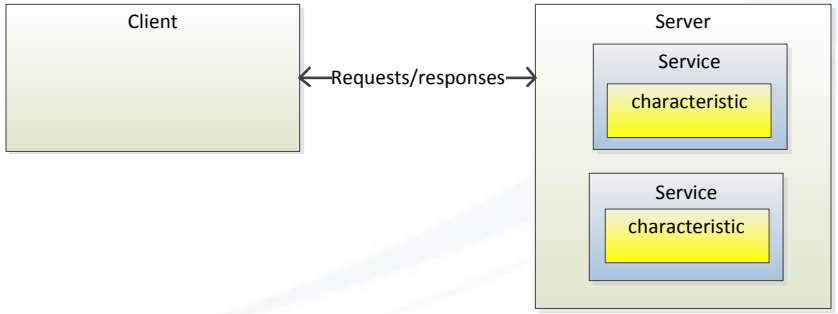
Generic Attribute Profile

GATT defines concepts of

- Service group
- Characteristic group
- Declarations
- Descriptors

Same client server architecture as in ATT, except:

- Data is encapsulated in services
- Data is exposed in characteristics



GATT : Generic Attribute Profile

- **Attribute Protocol is just a flat structure**
  - Profiles require hierarchical structures

- **GATT defines how to group attributes**
  - Groups of attributes in a “Service”
  - Groups of attributes within a “Service” – Sub-Services
  - Groups of attributes by client

Generic Attribute Profile (GATT)

A service is:

- A collection of characteristics
- References to other services

Primary Service

- A primary service is a service that exposes primary usable functionality of this device. A primary service can be included by another service

Secondary Service

- A secondary service is a service that is subservient to another secondary service or primary service. A secondary service is only relevant in the context of another service.

Generic Attribute Profile (GATT)

Attributes are flat

Handle	Type	Value	Permissions
0x0001	«Primary Service»	«GAP»	R
0x0002	«Characteristic»	{r, 0x0003, «Device Name»}	R
0x0003	«Device Name»	"Temperature Sensor"	R
0x0004	«Characteristic»	{r, 0x0006, «Appearance»}	R
0x0006	«Appearance»	«Thermometer»	R
0x000F	«Primary Service»	«GATT»	R
0x0010	«Characteristic»	{r, 0x0012, «Attribute Opcodes Supported»}	R
0x0012	«Attribute Opcodes Supported»	0x00003FDF	R
0x0020	«Primary Service»	«Temperature»	R
0x0021	«Characteristic»	{r, 0x0022, «Temperature Celsius»}	R
0x0022	«Temperature Celsius»	0x0802	R*

Generic Attribute Profile (GATT)

Grouping gives structure

Handle	Type	Value	Permissions
0x0001	«Primary Service»	«GAP»	R
0x0002	«Characteristic»	{r, 0x0003, «Device Name»}	R
0x0003	«Device Name»	"Temperature Sensor"	R
0x0004	«Characteristic»	{r, 0x0006, «Appearance»}	R
0x0006	«Appearance»	«Thermometer»	R
0x000F	«Primary Service»	«GATT»	R
0x0010	«Characteristic»	{r, 0x0012, «Attribute Opcodes Supported»}	R
0x0012	«Attribute Opcodes Supported»	0x00003FDF	R
0x0020	«Primary Service»	«Temperature»	R
0x0021	«Characteristic»	{r, 0x0022, «Temperature Celsius»}	R
0x0022	«Temperature Celsius»	0x0802	R*

GAP : Generic Access Profile

Defines Profile Roles

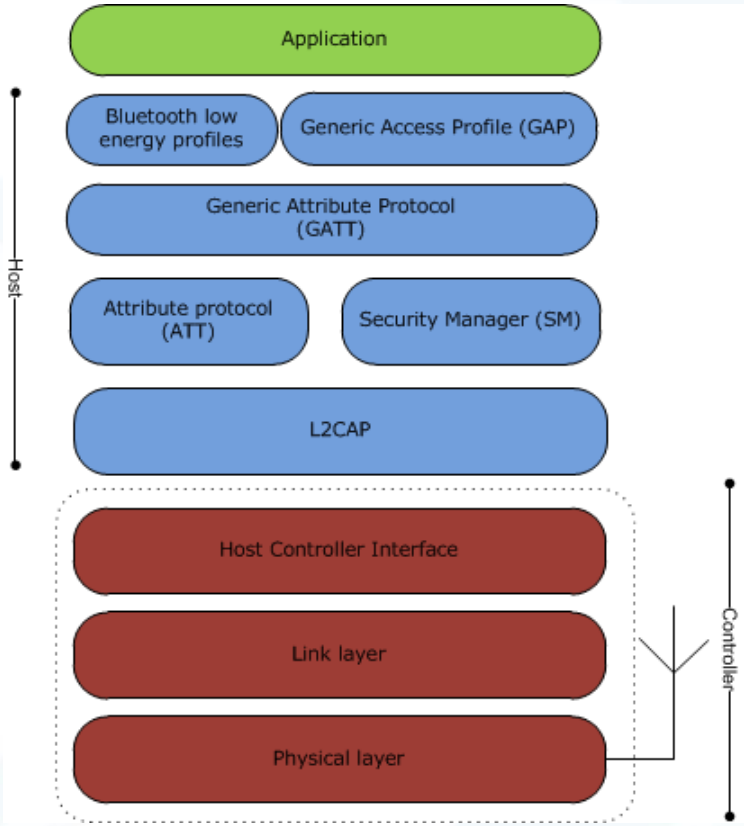
- Broadcaster, Observer, Peripheral, Central

Defines Modes

- Discoverable — General discoverable, non-discoverable, limited discoverable
- Connectable — Connectable, non-connectable
- Bondable — Bondable, non-bondable

Privacy

- Non-Resolvable and Resolvable Private Addresses



Differentation & Comparison

Differentiation

- Simple star topology reduces implementation complexity significantly
- Very small silicon footprint and thereby very low cost
- Very robust through frequency hopping compared to other wireless technologies
- Very secure through 128 bit AES encryption
- Very low power – always OFF technology
- No competitors (*Bluetooth* is already in phones)

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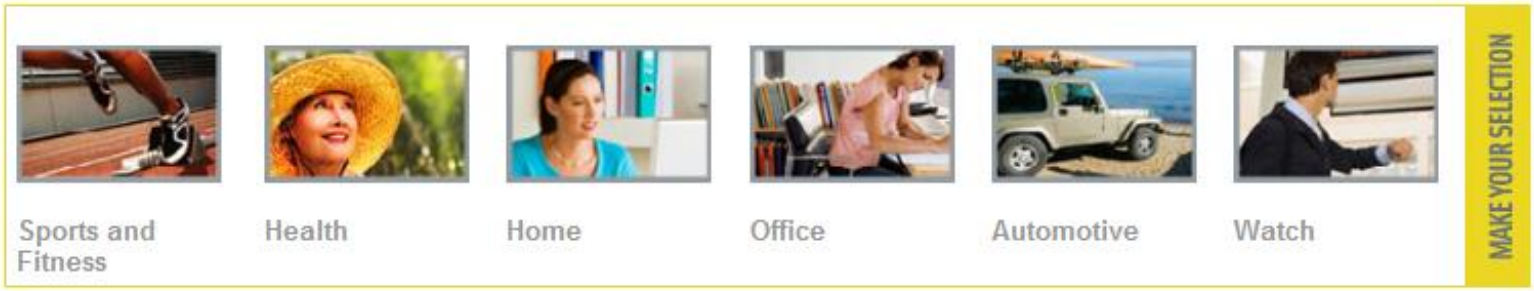
Comparison

Technology	Classic *Bluetooth* technology (BR/EDR)[1]	*Bluetooth* low energy technology[2]	ZigBee
Radio Frequency	2.4 GHz	2.4 GHz	2.4 GHz
Distance / Range	10 to 100 meters[3]	10 to 100 meters[3]	10 to 200 meters[4]
Over the air Data Rate	1-3Mbps	1Mbps	250kbps at 2.4 GHz.
Application Throughput	0.7-2.1 Mbps	0.2 Mbps	<0.1 Mbps
Nodes/Active Slaves	7 / 16777184[5]	Unlimited[6]	65535[7]
Security	64b/128b and applications layer user defined	128b AES and application layer user defined	128b AES and application layer user defined
Robustness	Adaptive fast frequency hopping, FEC, fast ACK	Adaptive fast frequency hopping	DSSS, Uses only 16 ch. in ISM band, optional mesh topology has long recovery time
Latency (from a non connected state)			
Total time to send data (det.battery life)[8]	100ms	<3ms	<10ms
Government Regulation	Worldwide	Worldwide	Worldwide
Certification Body	Bluetooth SIG	Bluetooth SIG	ZigBee Alliance
Voice capable	Yes	No	No
Network topology	Scatternet	Star-bus	Star or Mesh
Power Consumption	1 as the reference	0.01 to 0.5(depending on use-case)	2 (router) / 0.1 (end point)
Peak current consumption (max 15 mA to run on coin cell battery)	<30 mA	<15 mA	<15 mA
Service discovery	Yes	Yes	No
Profile concept	Yes	Yes	Yes
Primary Use Cases	Mobile phones, gaming, headsets, stereo audio streaming, automotive, PCs, consumer electronics, etc.	Mobile phones, gaming, PCs, watches, sports & fitness, healthcare, automotive, consumer electronics, automation, industrial, etc.	Fixed location industrial, building & home automation, AMI/SmartEnergy

Markets


Sports and Fitness
Health
Home
Office
Automotive
Watch
MAKE YOUR SELECTION

Sports & fitness

- Heart rate
- Cadence
- Watches
- Pedometers

Assisted living

- **Sensors**
  - Temperature
  - Humidity
  - Alarms

- **Collectors**
  - Collect information from sensors
  - Display information to user

Consumer medical

- Weight scales
- Blood pressure meters
- Blood glucose meters

Entertainment

- Remote controllers

- Gaming controllers

Automation

- **Industrial automation**
  - Robots
  - Motors
  - Processes

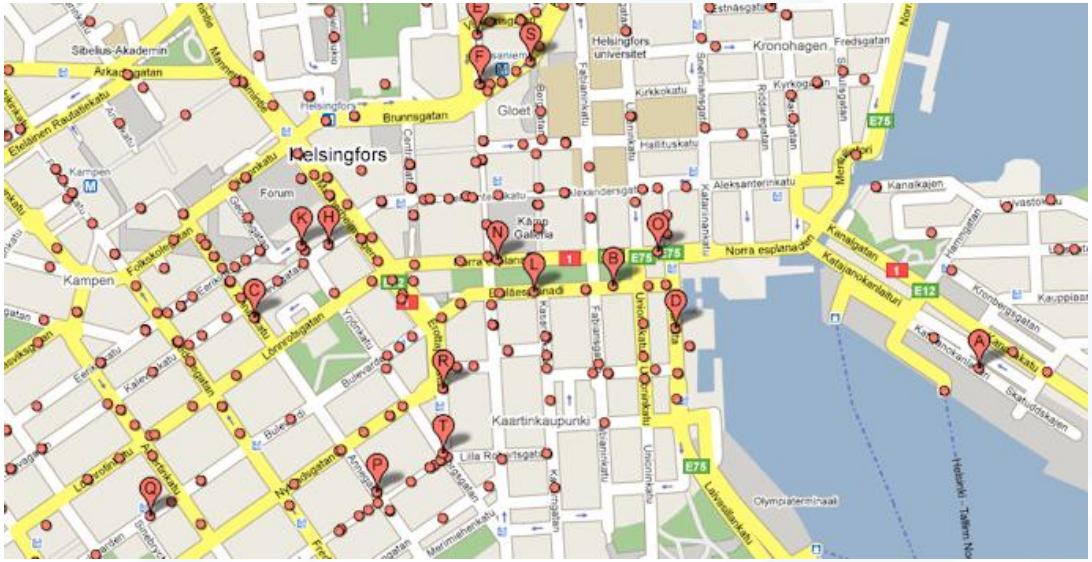
- **Home automation**
  - Temperature
  - Humidity
  - Lights

Security

- Key fobs
- Proximity monitors
- Electrical keys
- Mobile phone keys

Broadcast advertising

- Information points
- Indoor GPS
- Advertisements
- Maps of facilities
- Fire exits



Summary

Summary

***Bluetooth* low energy is a new technology**

- Blank sheet of paper
- Optimized for low power

***Bluetooth* low energy is designed to be low power**

- 10-20 times less power consumption compared to *Bluetooth* classic
- Low silicon area and memory requirements
- Enables coin cell battery use cases

***Bluetooth* low energy is designed for new applications**

- Health
- Fitness
- Automation
- Security
- Watch

Summary

***Bluetooth* low energy is designed to be secure and robust**

- AES-128 with CBC/MAC
- Simple pairing
- Privacy support
- Adaptive Frequency Hopping
- Reliable connections

It's still *Bluetooth!*

- Reuse of RF, HCI and L2CAP
- Royalty free
- Developed and driven by Bluetooth SIG (~14000 members)
- Bluetooth already in mobile phones and PCs
- Qualification and interoperability
- ~3 billion sold devices already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Questions?
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