

# A Finer ALOHA-Based Analytical Model for LR-FHSS Performance Evaluation

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**NTN Days**  
2025



# Internet of Remote Things

## LPWAN Characteristics :



Long Range

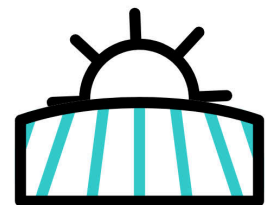


High Autonomy

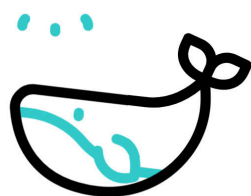


Cost effectiveness

## Some IoT use cases :



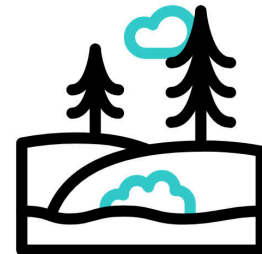
Field Monitoring



Wild Life Tracking



Disaster Warning



Environmental Monitoring

Deployed in hard-to-reach and underserved areas



Deploying **Terrestrial** infrastructures in remote areas:

- **Costly**
- **Hard to achieve**
- **Limited by its topology**
- **Difficult to maintain**

# LoRaWAN: DtS Scenario

## Low Earth Orbit Satellites :



### Geostationary Satellites

Altitude ~35,786km  
Latency ~500 - 600ms

### MEO Satellites

Altitude ~2,000km - 36,000Km  
Latency ~27ms - 500ms

### LEO Satellites

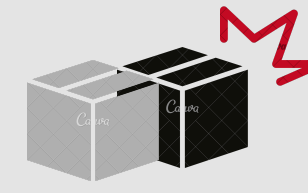
Altitude ~160km - 2000km  
Latency ~2ms - 27ms

- Closer to earth
- Cheaper deployments
- More reachable
  - Less signal attenuation



**Ideal Gateway  
alternative**

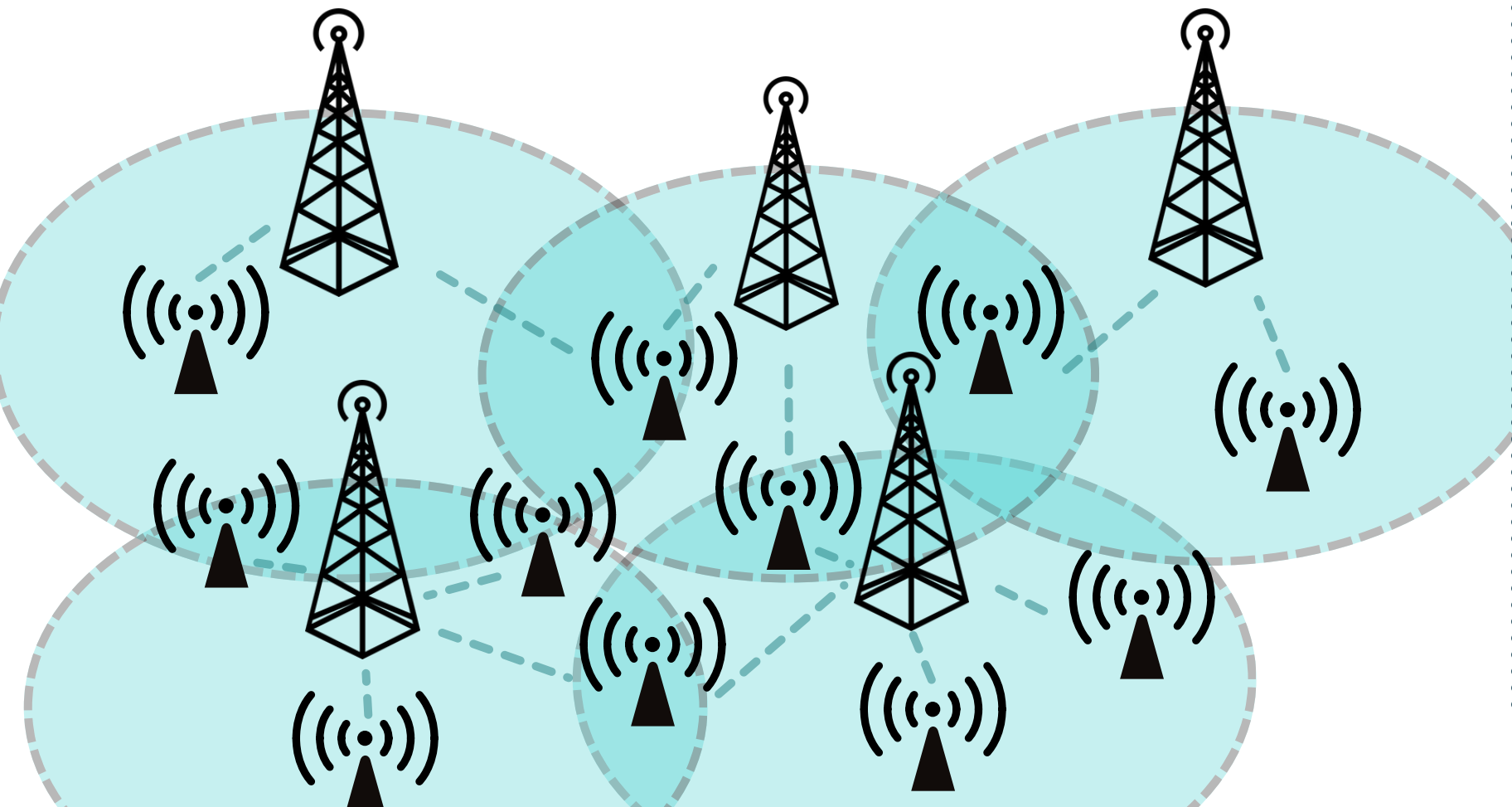
# LoRaWAN: DtS Network



**Collision** = Same :  
Time + Channel + SF

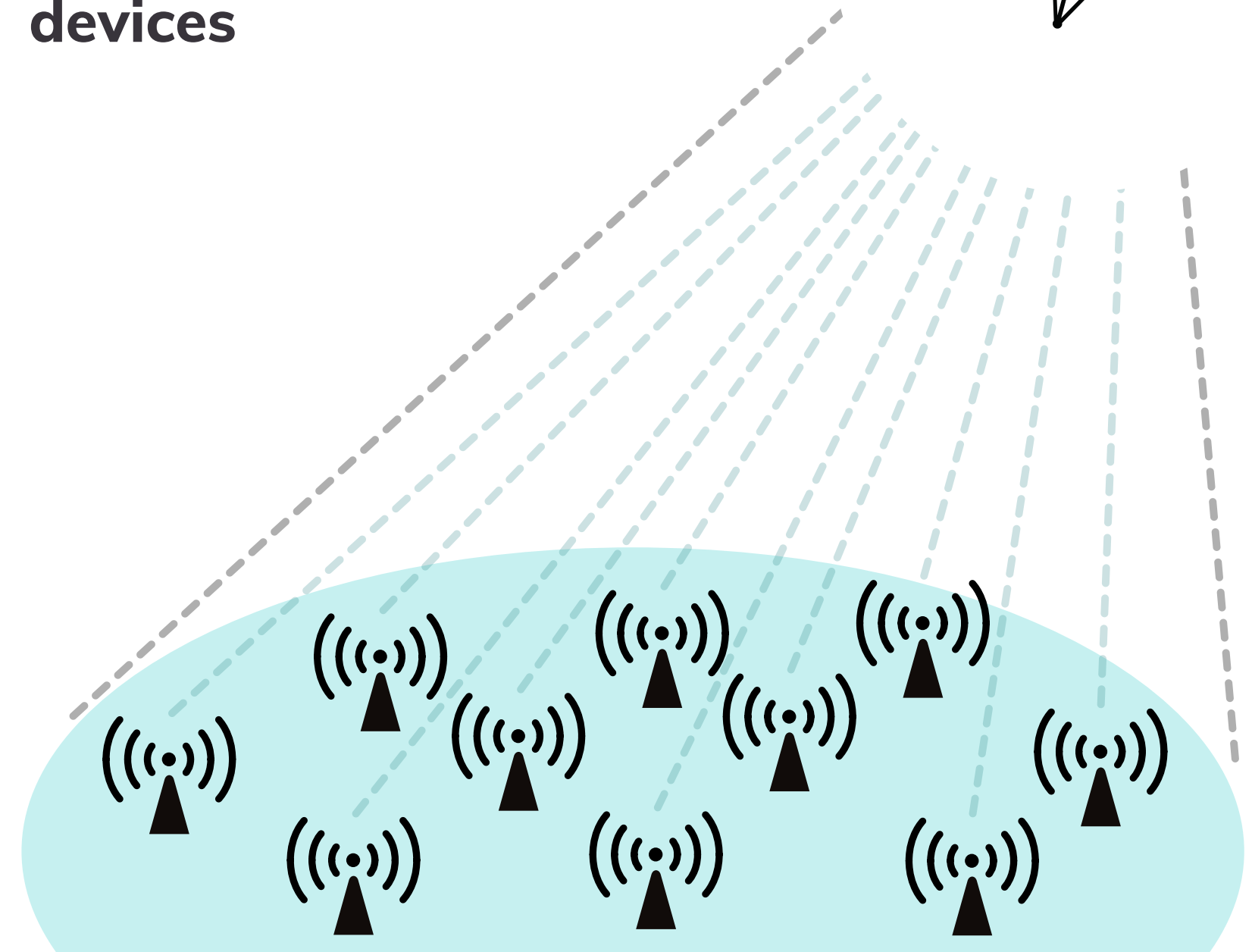
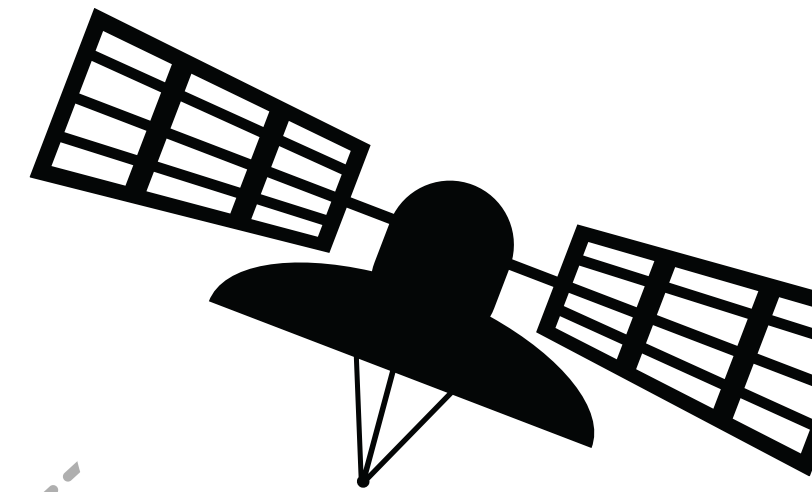
## Terrestrial LoRa:

- Multiple Gateways
- Distributed devices
- Spread traffic



## Direct to Satellite LoRa:

- One receiver for a large amount of devices



# LR-FHSS\*: New Standard for DtS-LoRaWAN

## Long Range - Frequency Hopping Spread Spectrum

1

### Packet fractionning



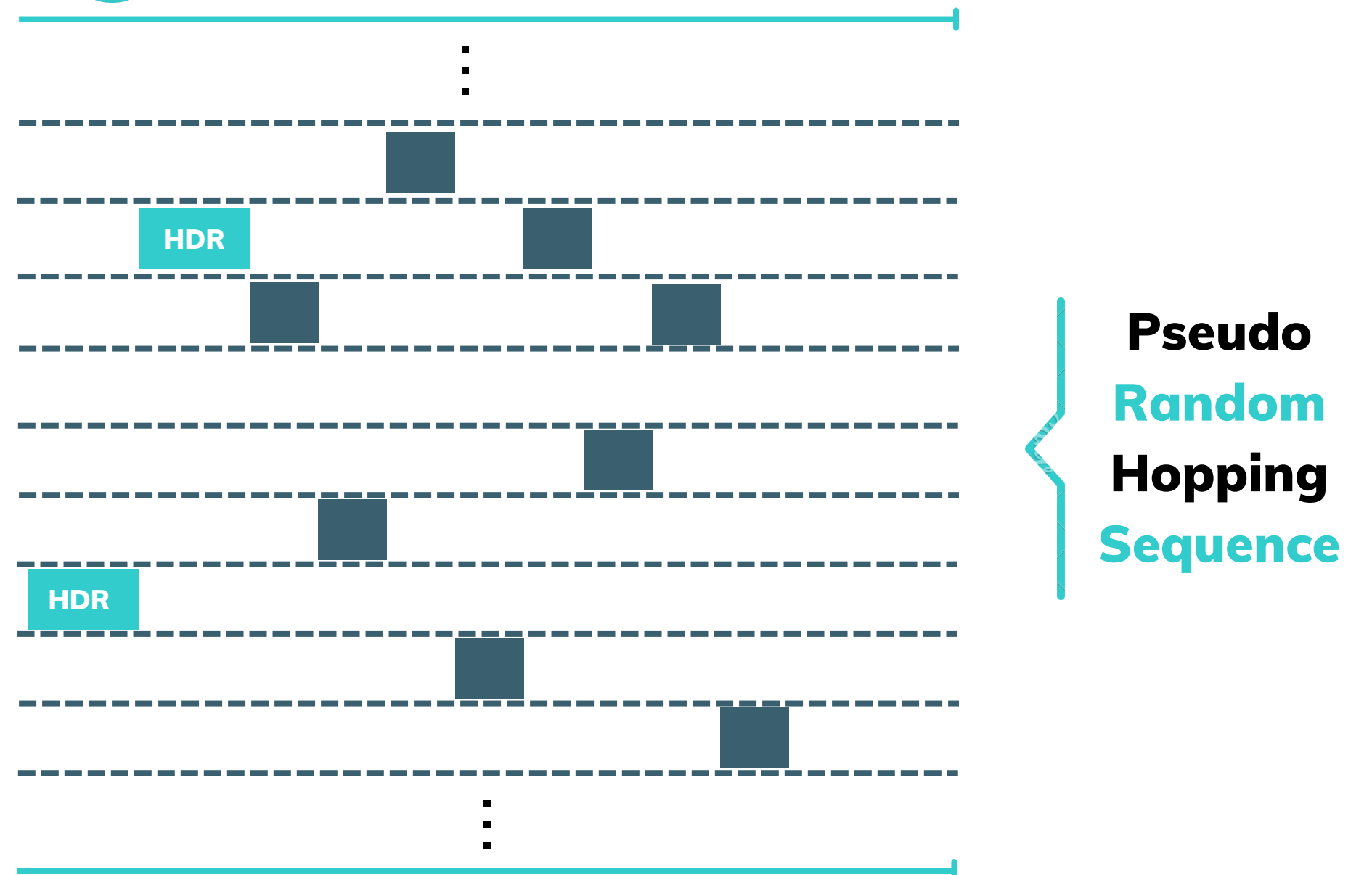
2

### (even more) Spreading Spectrum

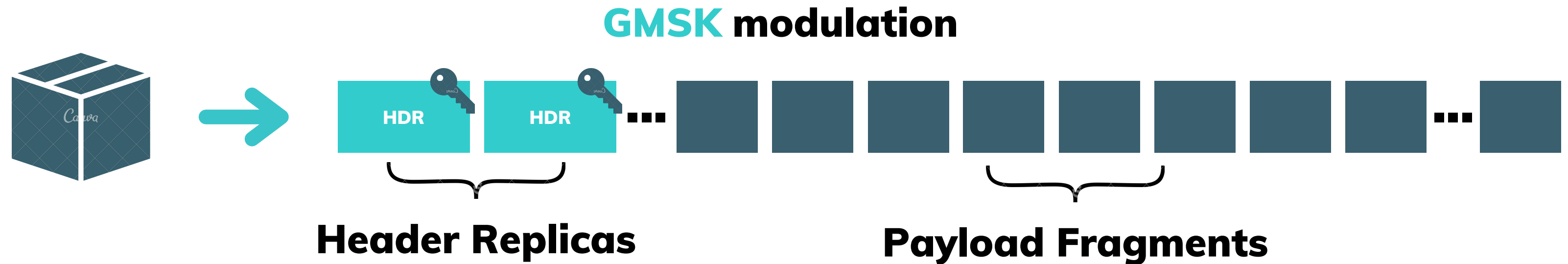


3

### Frequency Hopping



# LR-FHSS: Packet Fractionning



Carries the packet's metadata  
— the key to decoding the  
payload

The packet's data  
— encoded with redundancy for resilience

## Data Rates:

**US DR5 &  
EU DR8 / DR10**

**3 Replicas**

**US DR6 &  
EU DR9 / DR11**

**2 Replicas**

## Coding Rates:

### CR 1/3:

- More robust
- 1/3 of the fragments allows full data retrieval

### CR 2/3:

- Less redundancy
- 2/3 of the fragments allows full data retrieval

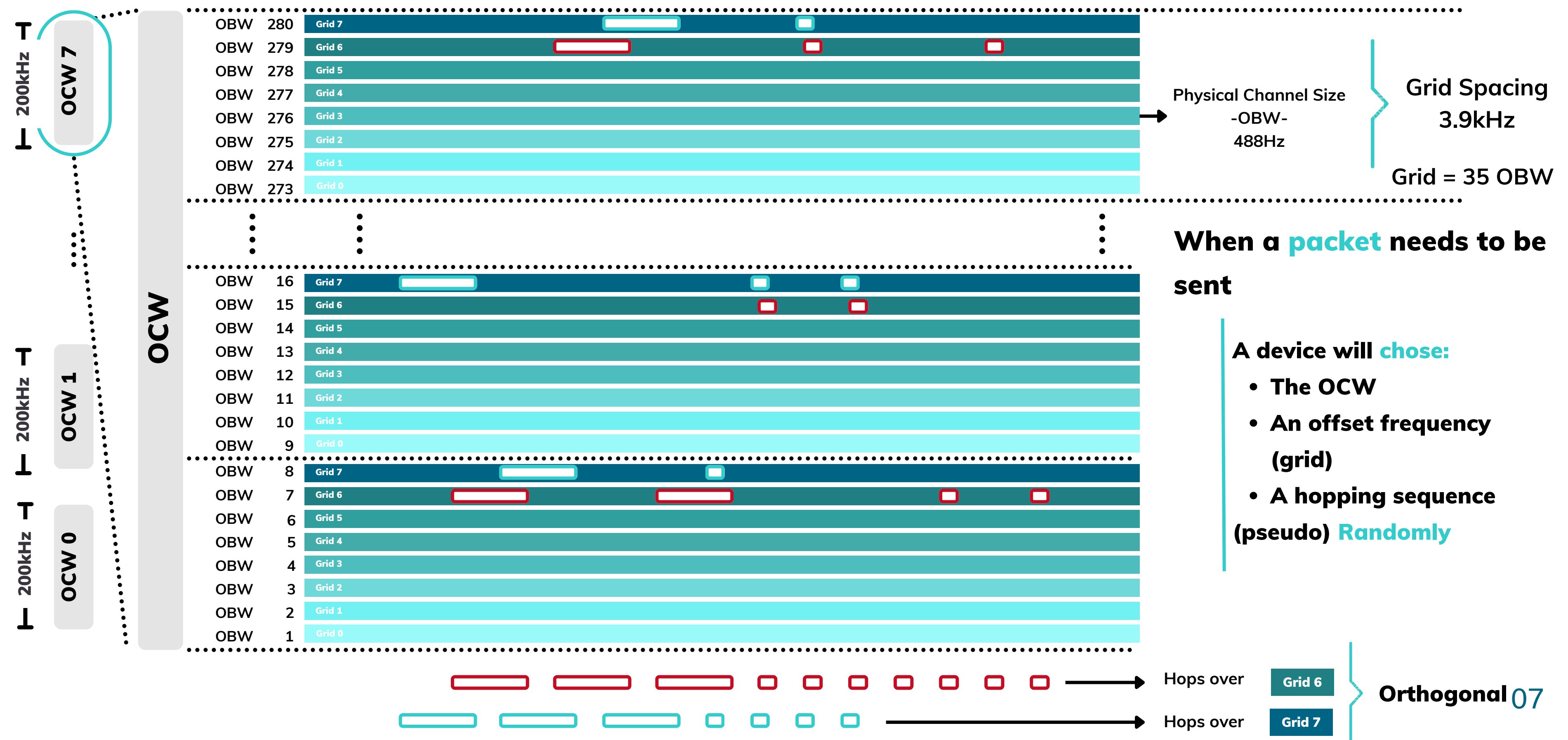
# LR-FHSS: Frequency Hopping



Header replica - 233ms

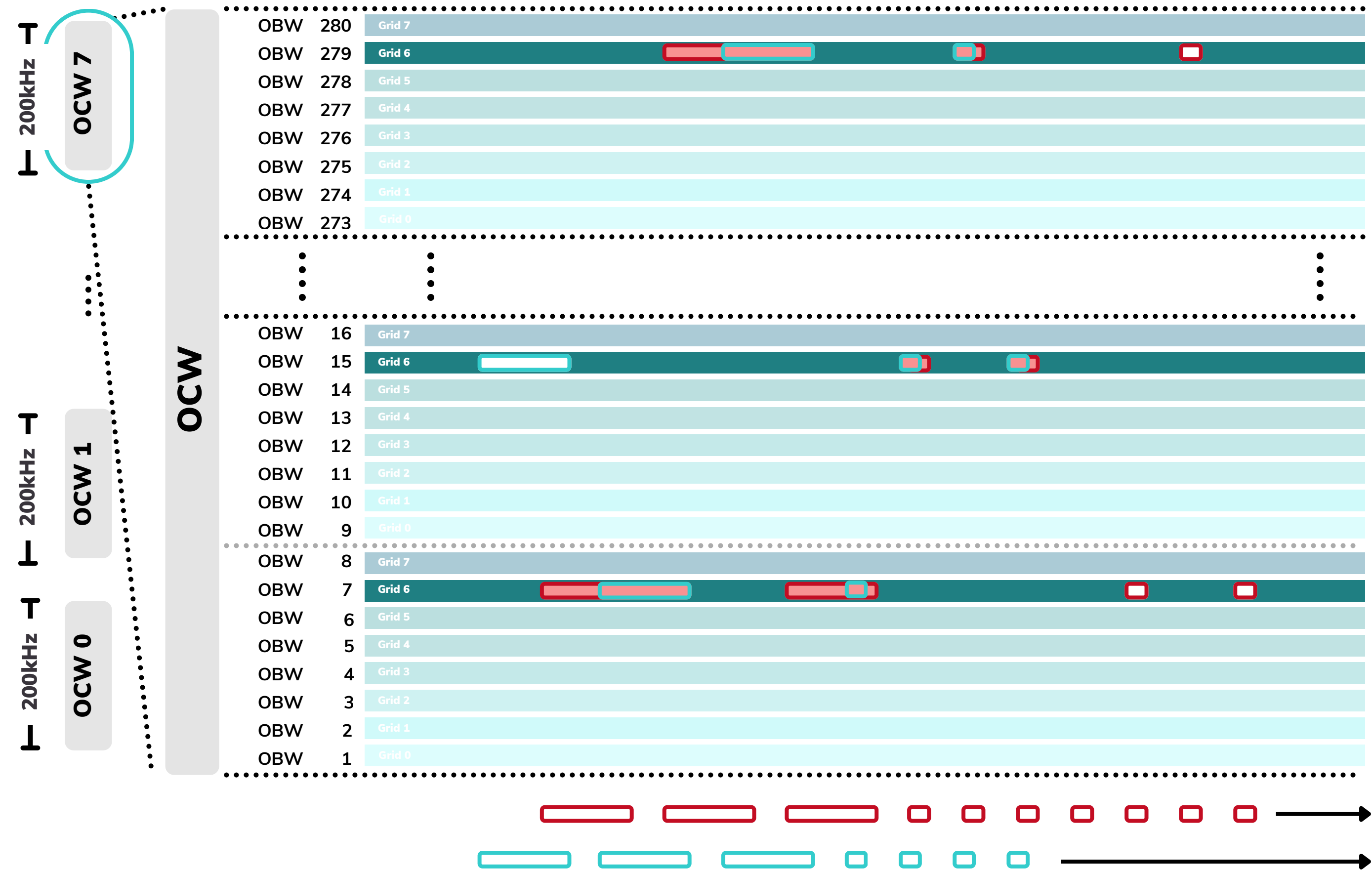


Payload fragment - 102.4ms



# LR-FHSS: Collisions

 Header replica - 233ms  
 Payload fragment - 102.4ms



A packet is successfully decoded iff:

- At least **one header** replicas is received
- **CR% of the payload** is received

Grid 6

**Collision  
Prone**

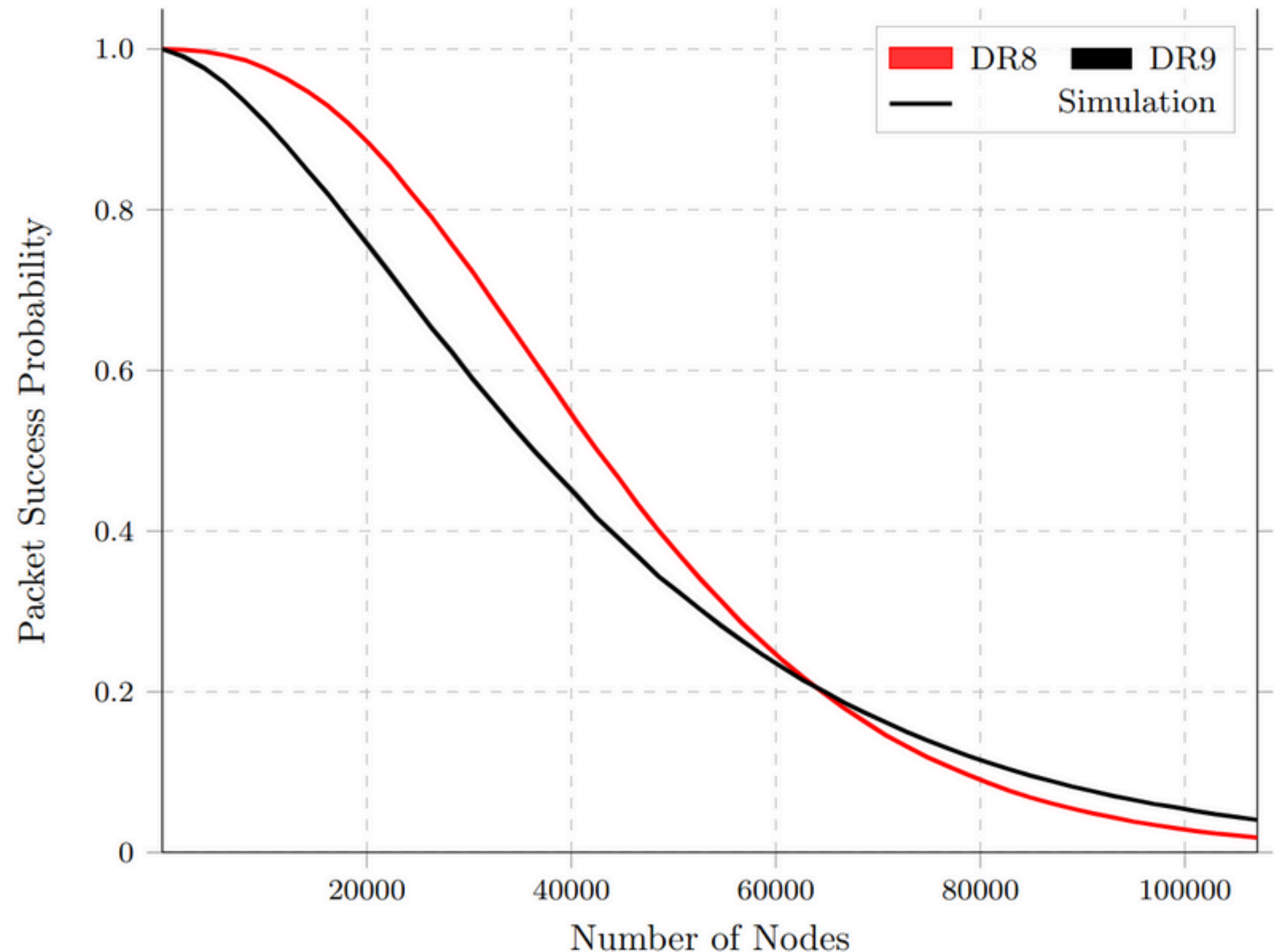


# Objective

- Develop an **analytical model** whose predictions match the **simulation results**

## Simplified Network Model :

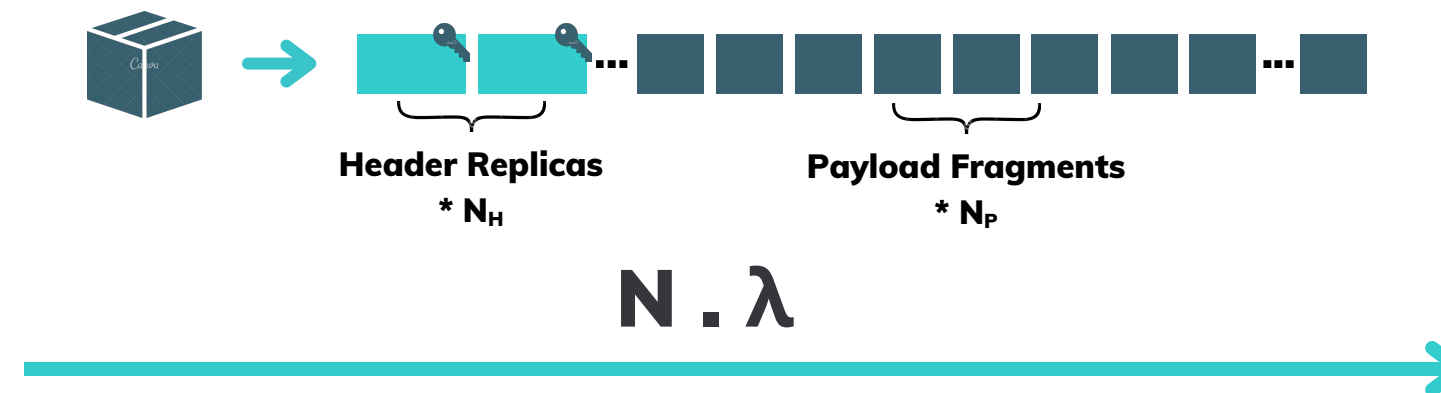
- **Single static gateway**
  - All devices within range
- **Homogeneous transmissions**
- **Poisson packet arrival process**
- **Physical-layer effects ignored**
  - Focus on the MAC layer



# Model's Structure

- $N$  : number of devices
- $\lambda$  : packet's arrival rate

## 1. Poisson Flow Division



## 2. Find the fragment collision probability model for each type

## 3. Combine to find the packet success probability

Probability of receiving at least one header replica:

$$P_H = 1 - (1 - p_{ok,H})^{N_H}$$

Probability of receiving at least CR% Payload fragments:

$$p_{ok,P}(X = k) = \binom{N_P}{k} (p_{ok}^P)^k (1 - p_{ok}^P)^{N_P - k}$$

$$P_P = 1 - \sum_{k=1}^{CR \cdot N_P} p_{ok,P}(X = k)$$

Probability of successfully decoding a packet:

$$P_{success} = P_H \times P_P$$

Header's arrival rate

$$\lambda_H$$

$$N \cdot N_H \cdot \lambda$$

Payload fragments's arrival rate

$$\lambda_P$$

$$N \cdot N_P \cdot \lambda$$

# SoTA\* Model : Balls in Bins

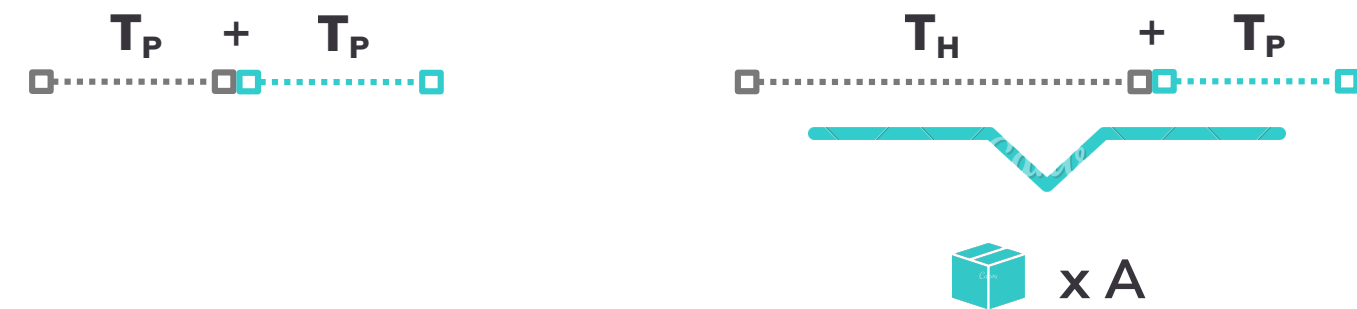
- **A** : number of arrivals in a time period
- **C** : number of channels

## Vulnerability periods:

For **header** replicas:



For **payload** fragments:



No Fragment Collision  
probability:

$$\left(\frac{C-1}{C}\right)^{A-1} \longrightarrow \left(\frac{C-1}{C}\right)^{E(A)-1}$$

Balls in Bins Inspired Mathematically wrong

Approximation by **average**:

In **Low Density** Scenarios :

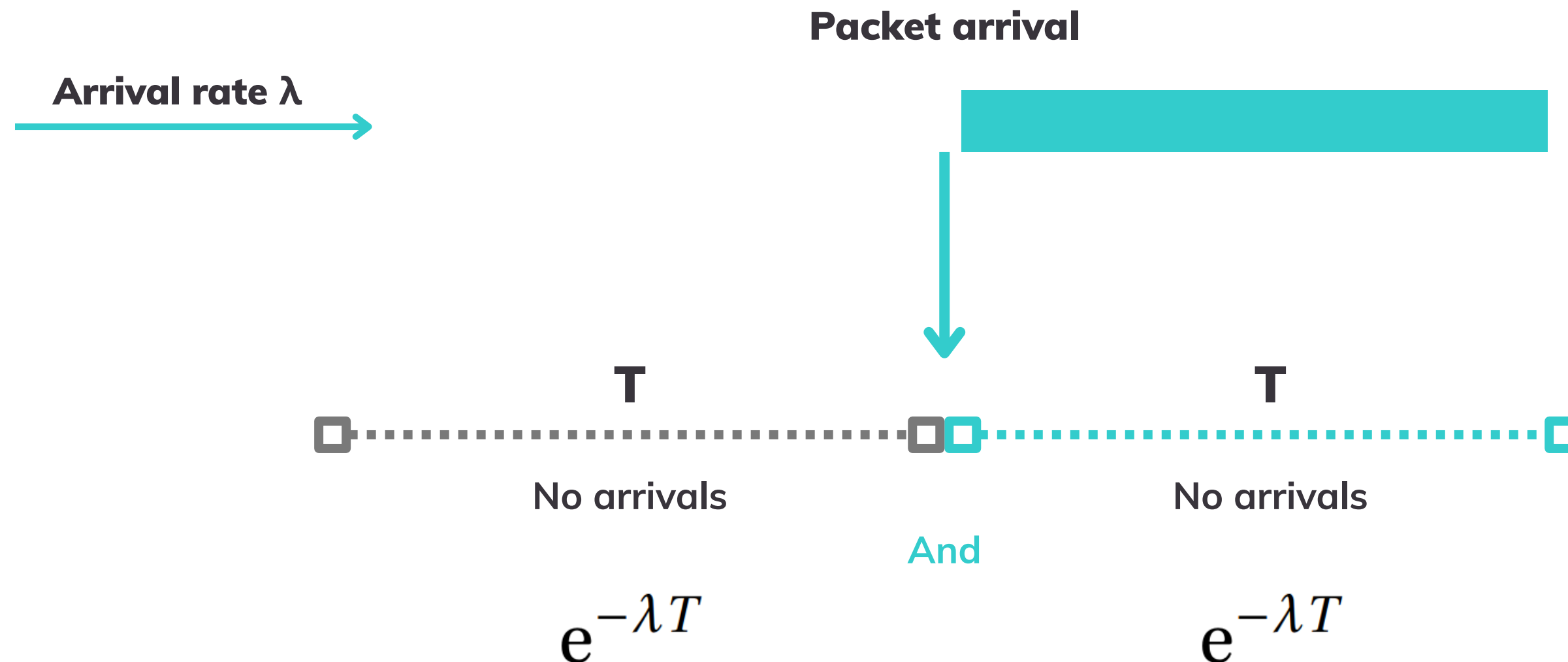
$$E(A) - 1 < 0 \longrightarrow \left(\frac{C-1}{C}\right)^{E(A)-1} > 1$$

Used in all formulas

the model only provides reliable estimates in high-density networks

# Basic ALOHA\* Reminder

- $\lambda$  : packet's arrival rate



No collision Probability:

$$p_{ok} = e^{-\lambda T} e^{-\lambda T} = e^{-2\lambda T}$$

# LR-FHSS: ALOHA Based Model

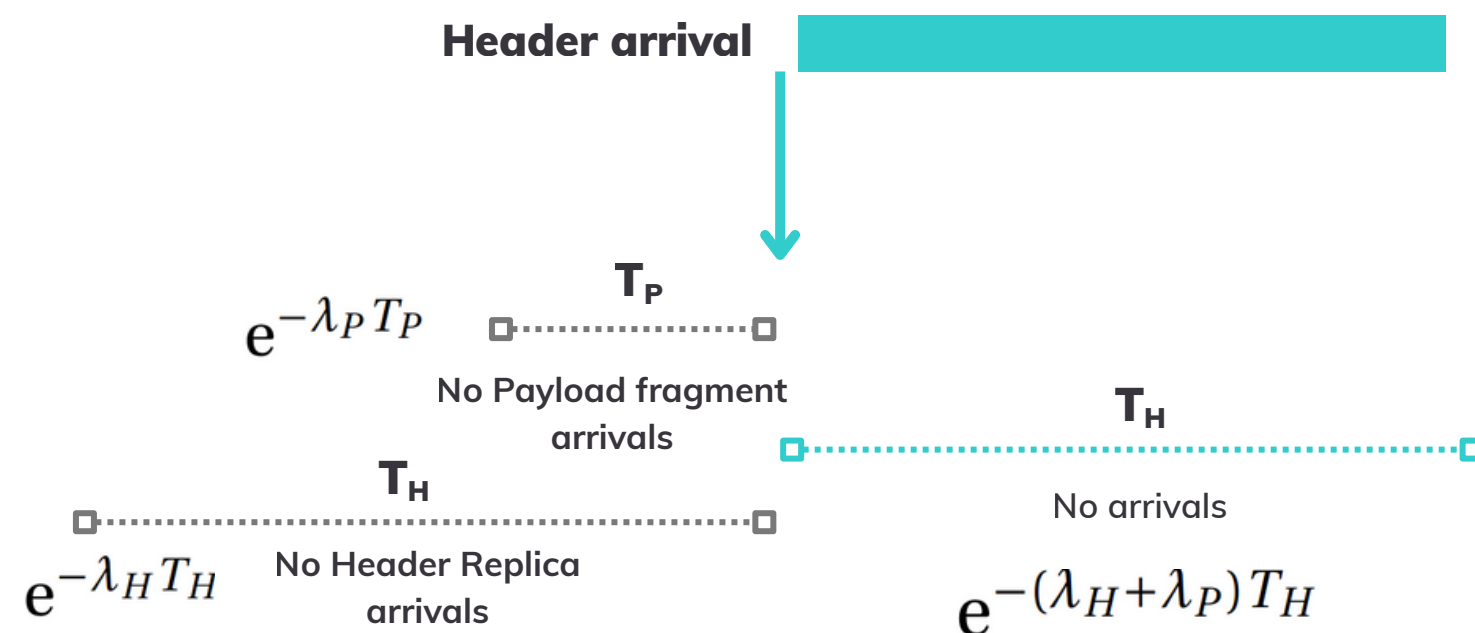
- **N** : number of **devices**
- **C** : number of **channels**

## 1. Multi Channel



## 2. Multi Class

### Reasoning with Header:



### Using the Aloha Logic :

No **payload** fragment collision Probability:

$$p_{ok,P} = e^{-[2\lambda_P T_P + \lambda_H (T_H + T_P)]}$$

No **header** collision Probability:

$$p_{ok,H} = e^{-[2\lambda_H T_H + \lambda_P (T_H + T_P)]}$$

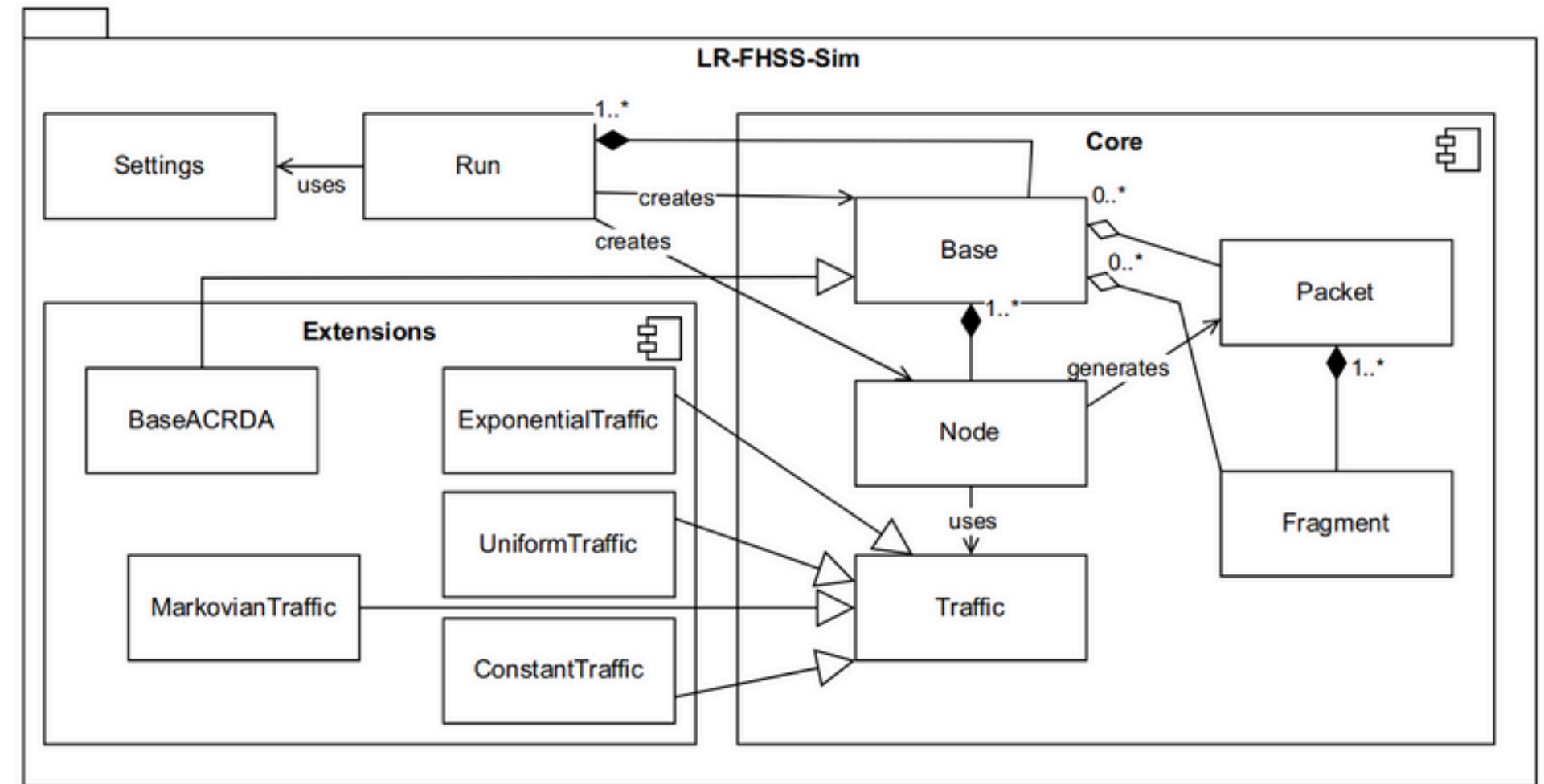
# Simulation Environment

## LR-FHSS Sim\* : Discrete event simulator

Model and Simulation results side by side comparison

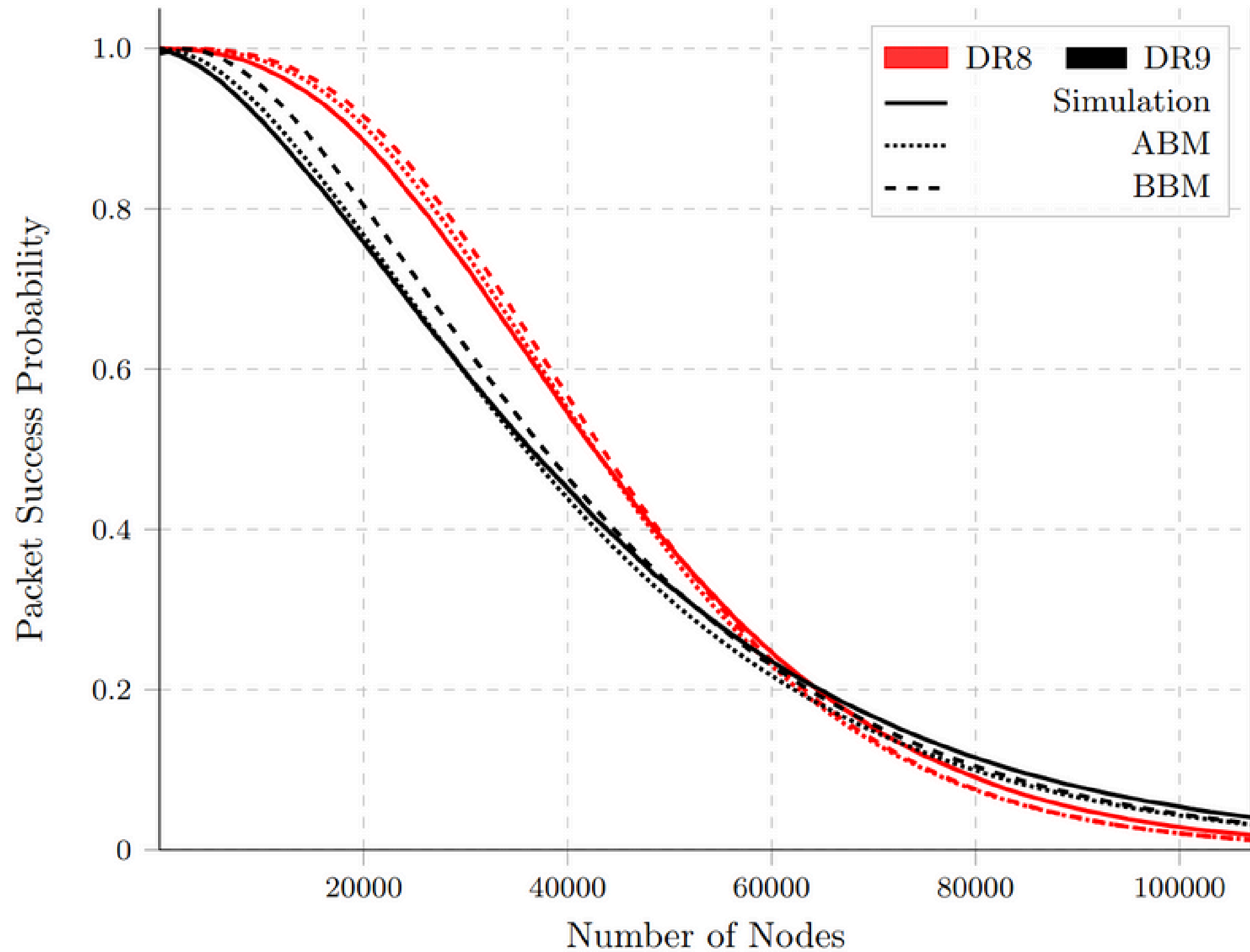
### Simulation scenarios :

- Poisson packet arrivals
- Payload length of 10 bytes
- Data rates 8 and 9
- Physical Layer abstraction



# LR-FHSS: Simulation vs. Analytical Results

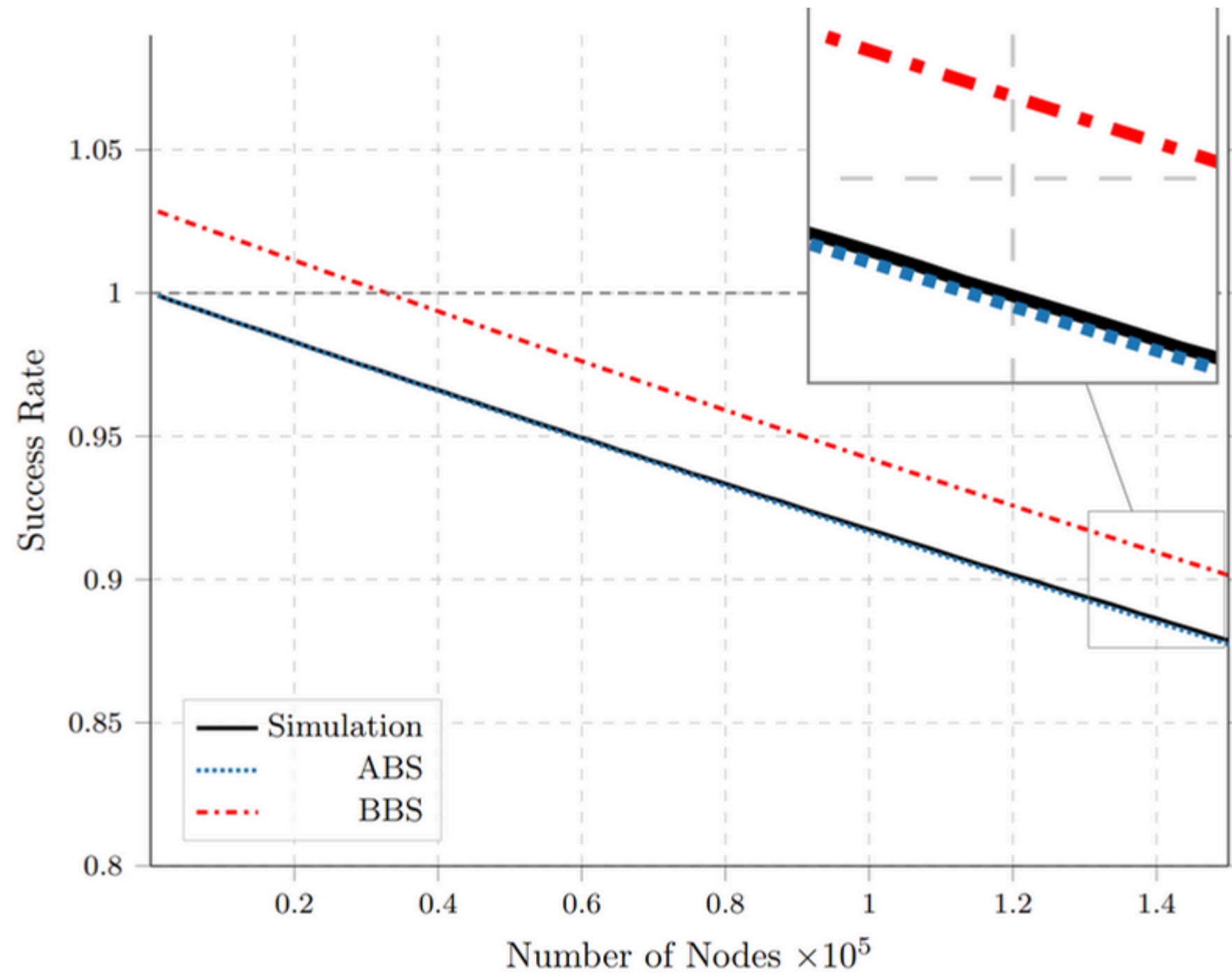
$\lambda = 0.002$  pkt/s



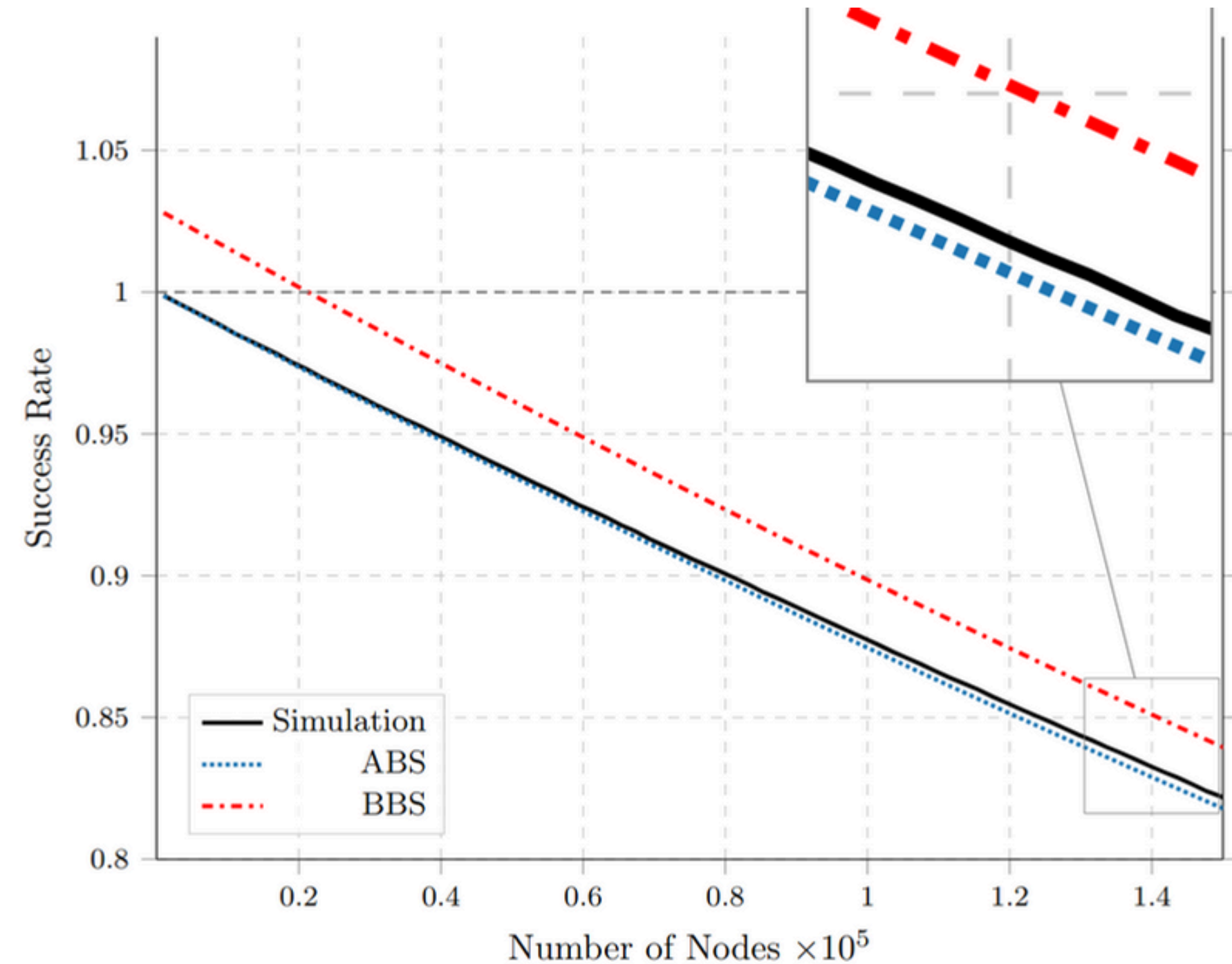


# LR-FHSS: **Low** Arrival Rate

$\lambda = 10^{-4}$  pkt/s  
DR 8



Headers

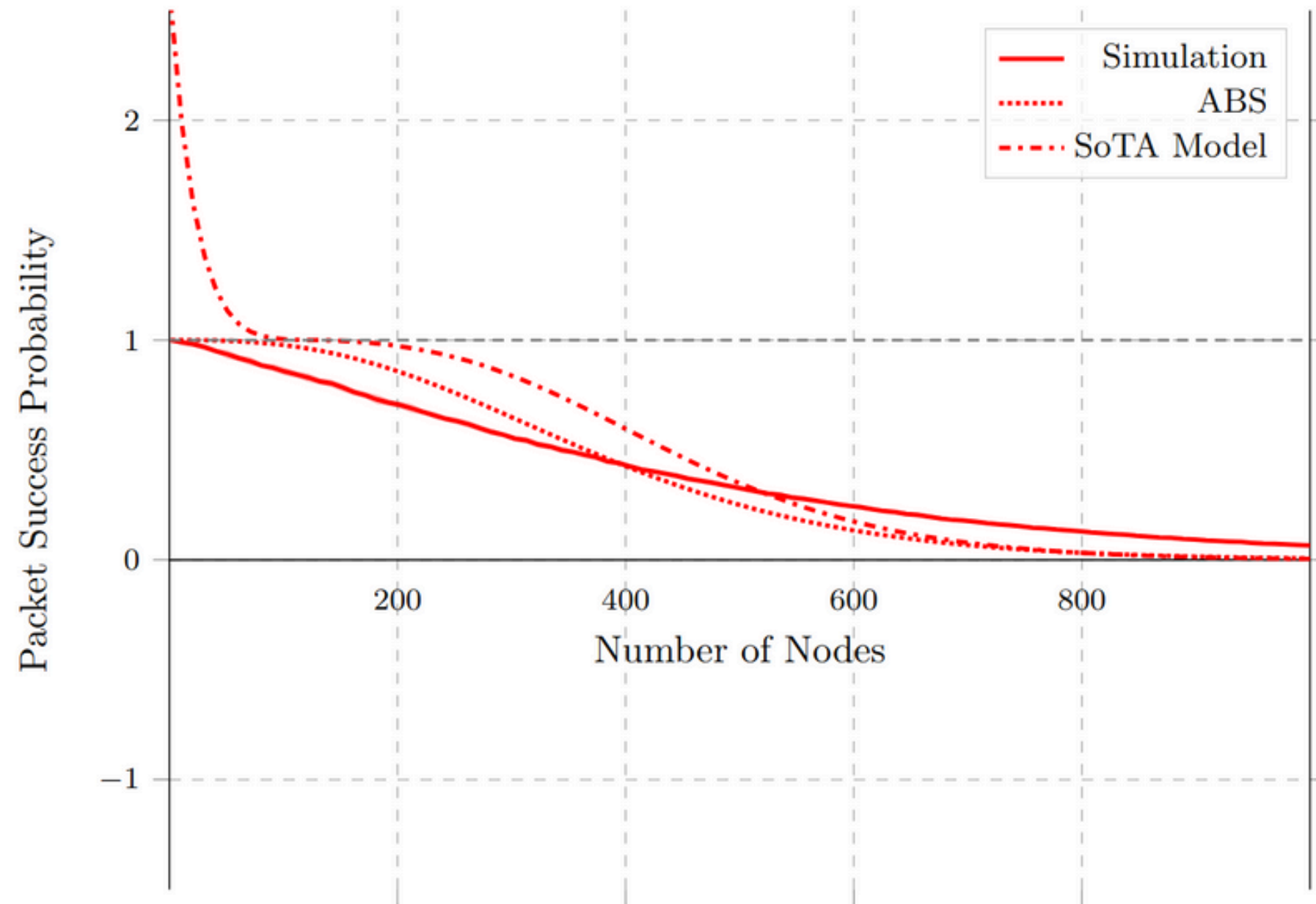


Payload Fragments

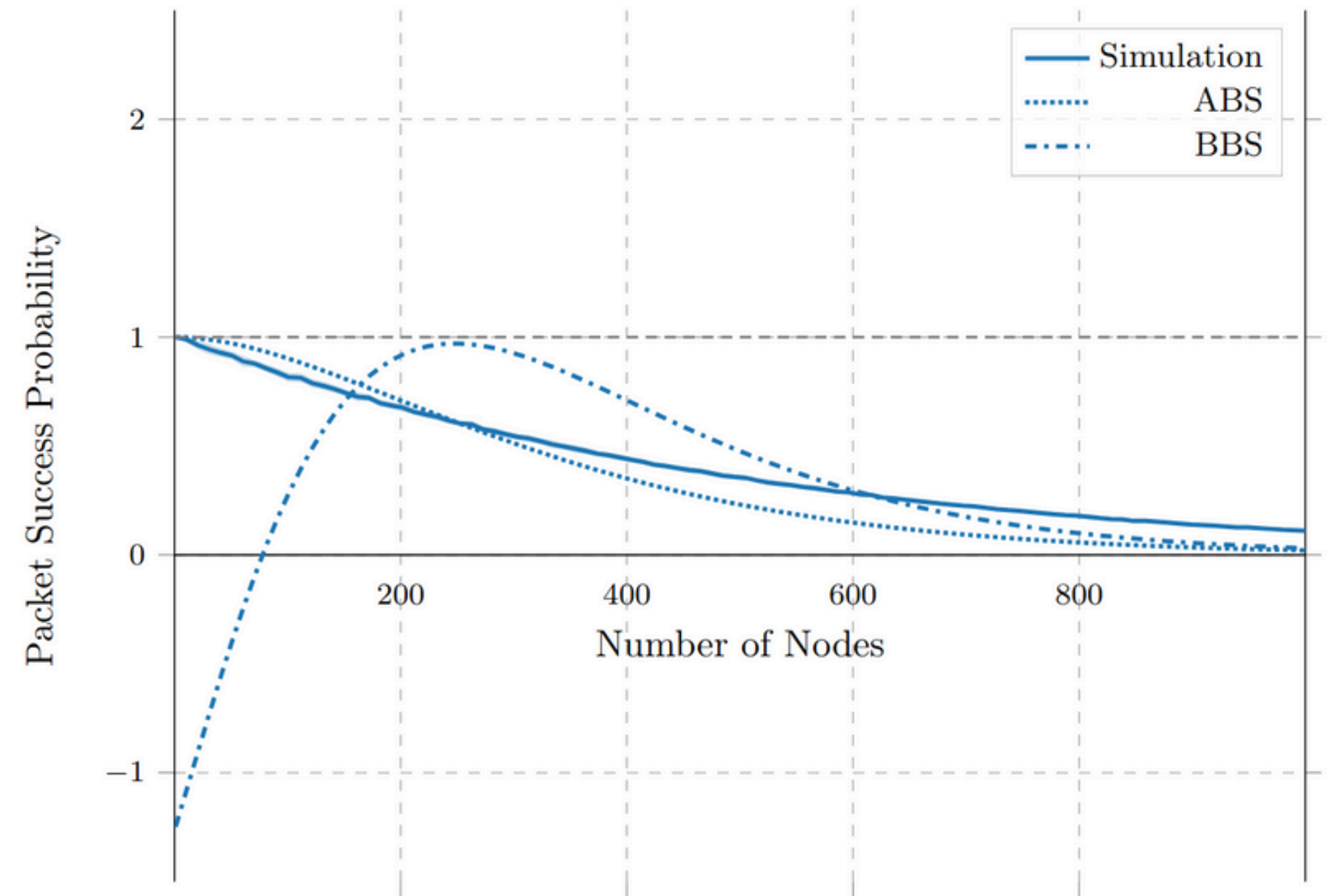


# LR-FHSS: With only 3 Channels

$\lambda = 0.002$  pkt/s  
 $C = 3$

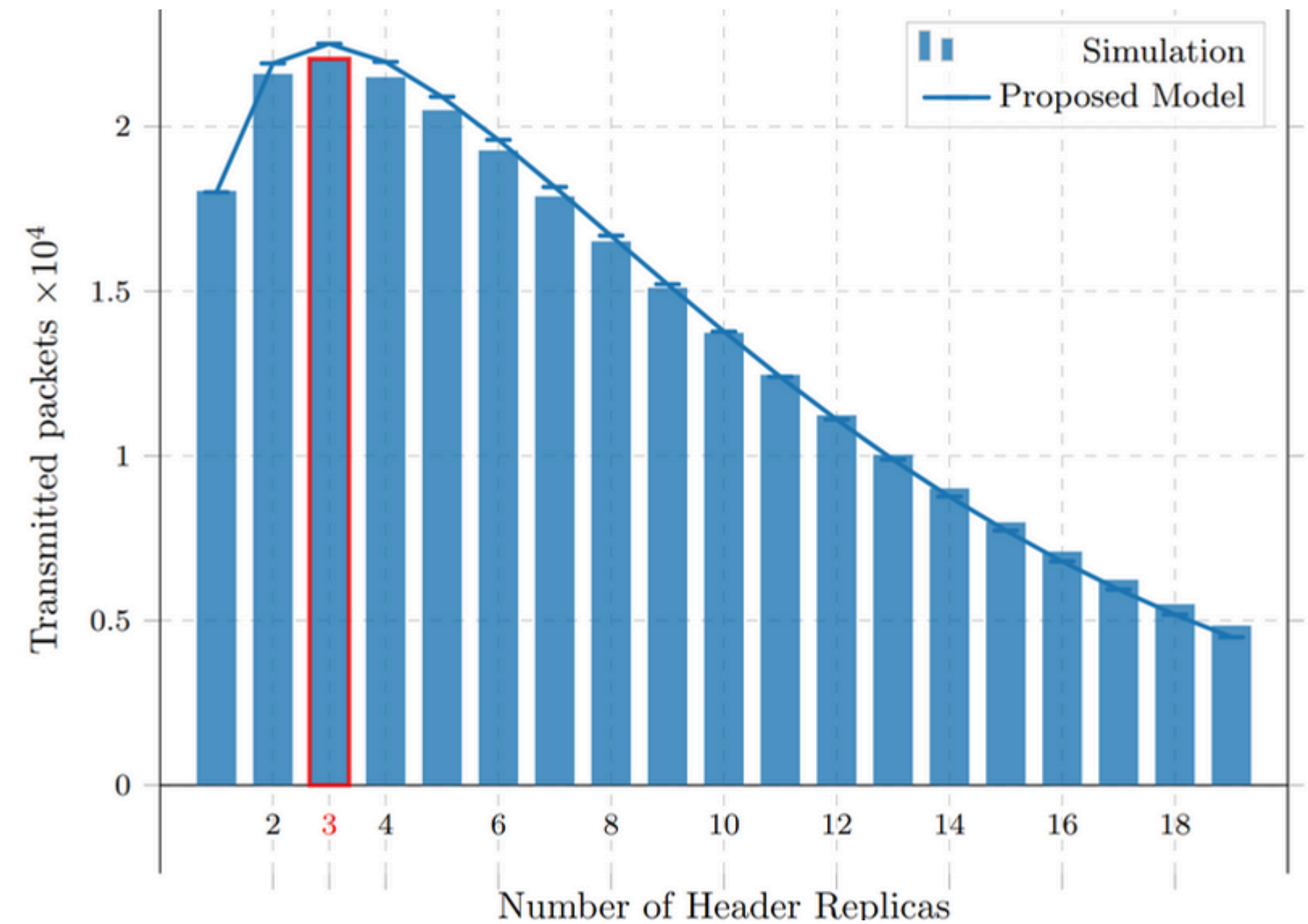
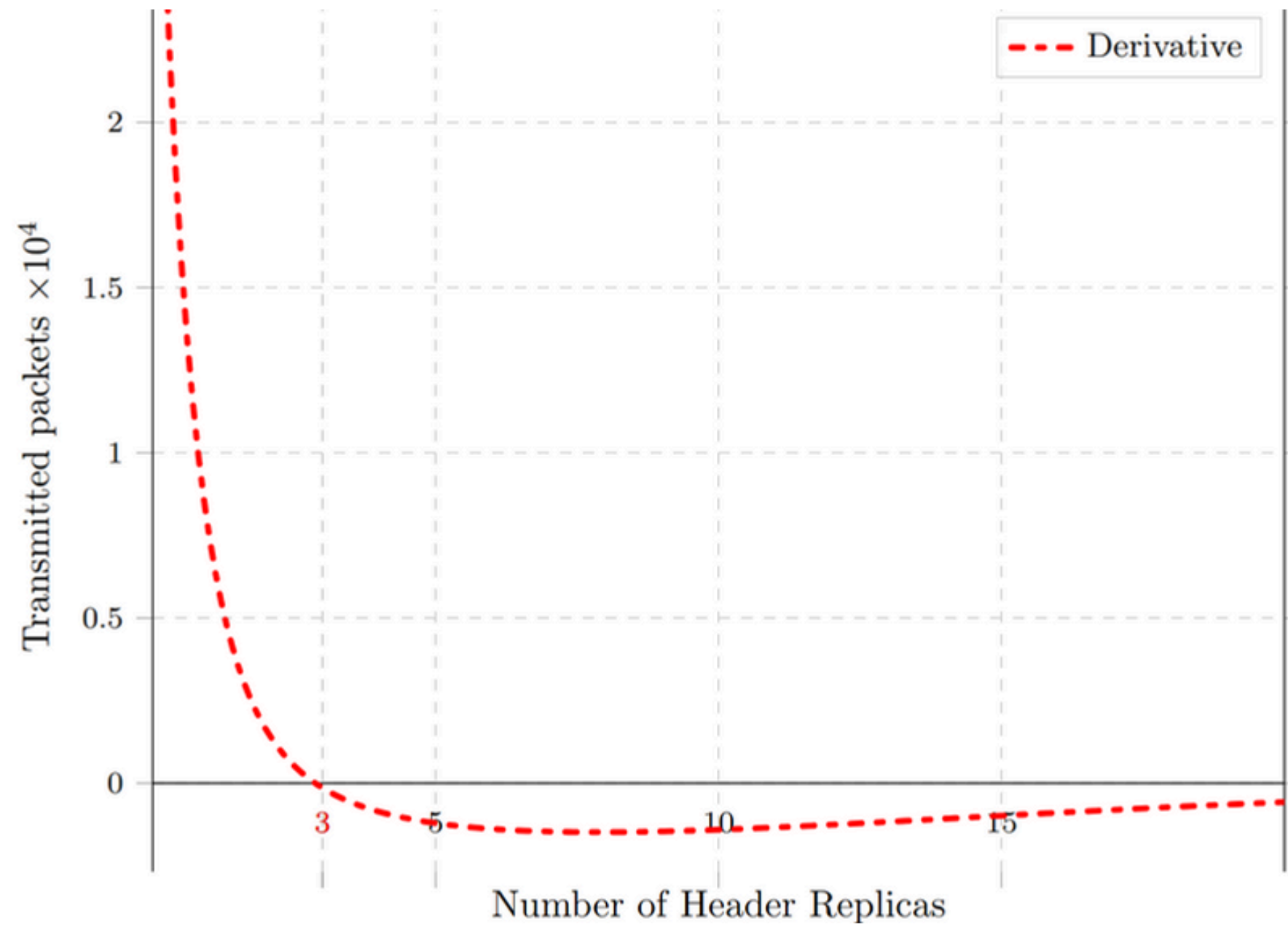


DR8

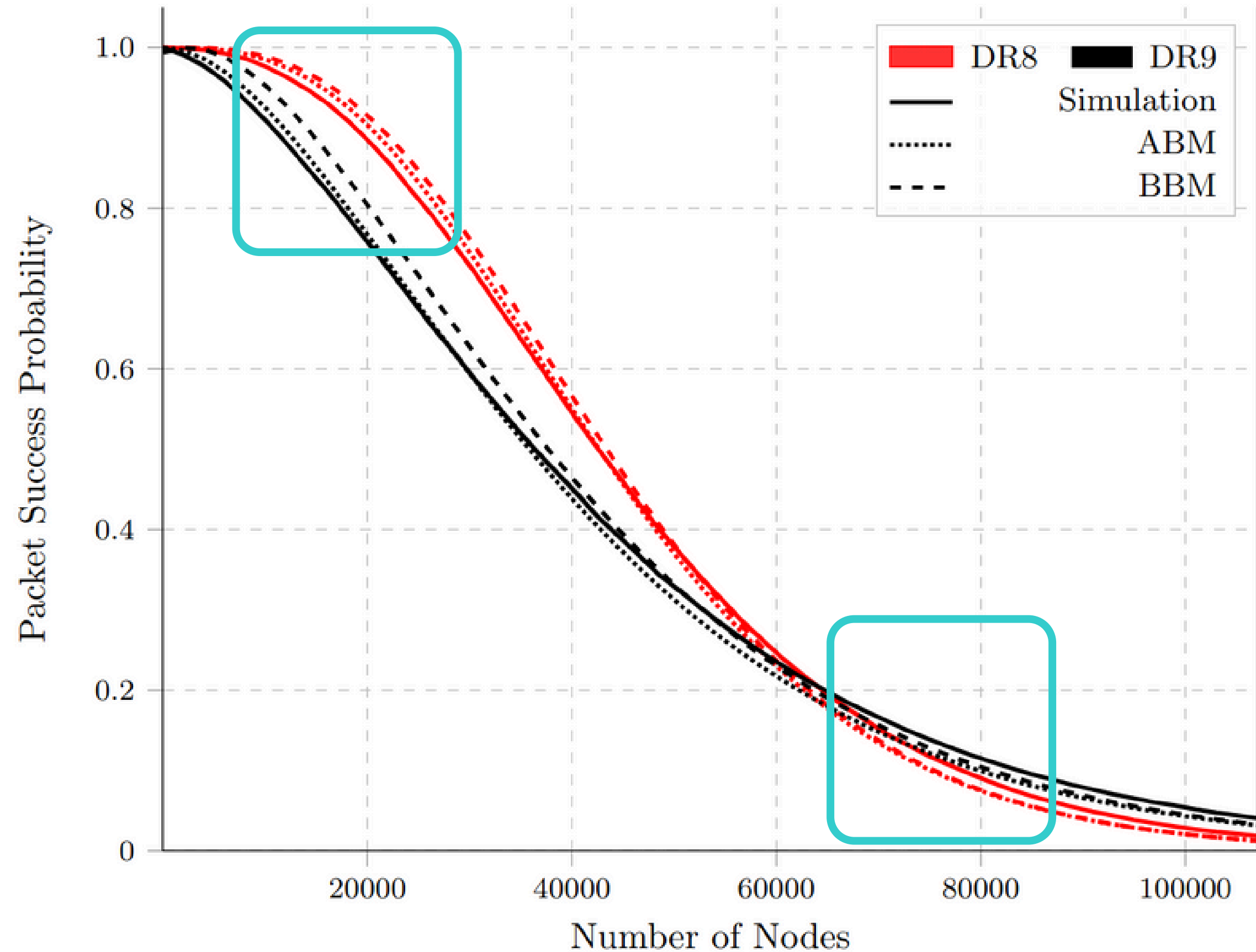


DR9

# LR-FHSS: Exploiting the Model's Derivative

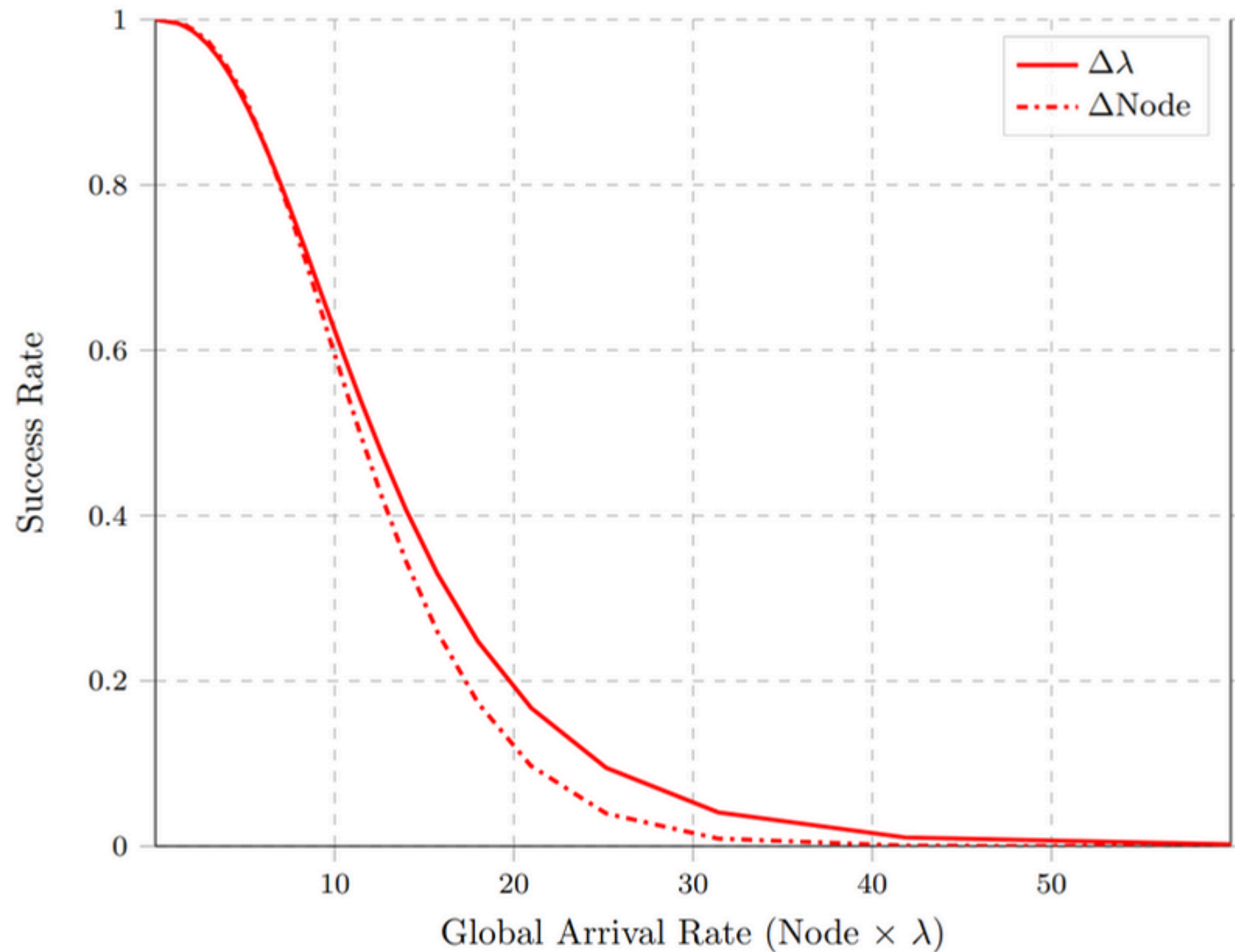


# LR-FHSS: Model's limitations

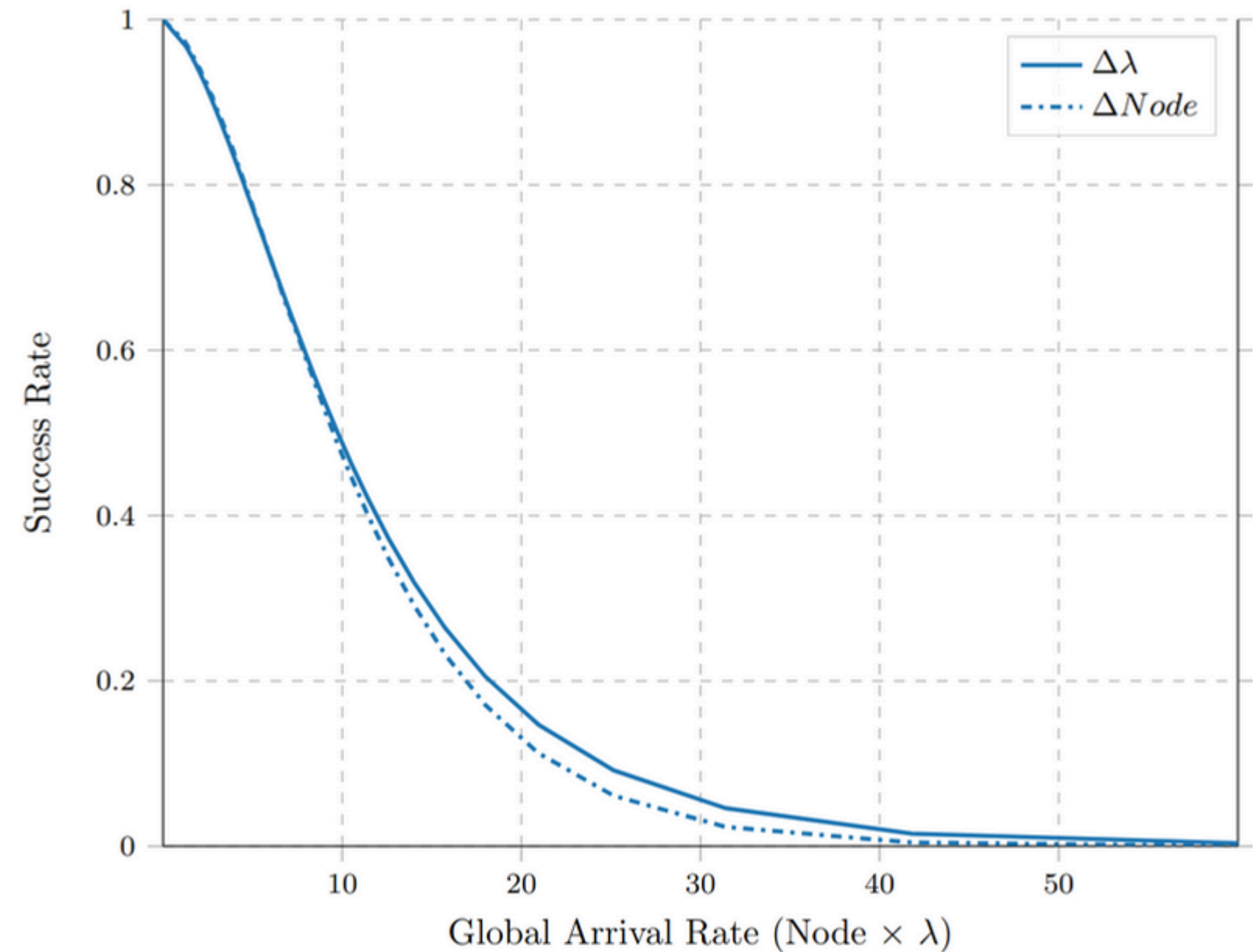


# LR-FHSS: Model's limitations

Fixed  $\lambda = 0.05$  pkt/s  
Fixed Node = 125



DR8



DR9

# Towards an even finer model...

ALOHA-based fragment collision probabilities enhance the robustness and the reliability of the model

Refine modeling assumptions to overcome limitations of the existing hypothesis

Incorporate physical effects (e.g., fading, capture, noise) for more realistic performance predictions

# Thanks !

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## Any questions ?