

Anti-Collision Mode for Multi-Tag

*For RED4S_v2.2.0 or later
For RED Utility_v4.0.0 or later*



Revision History

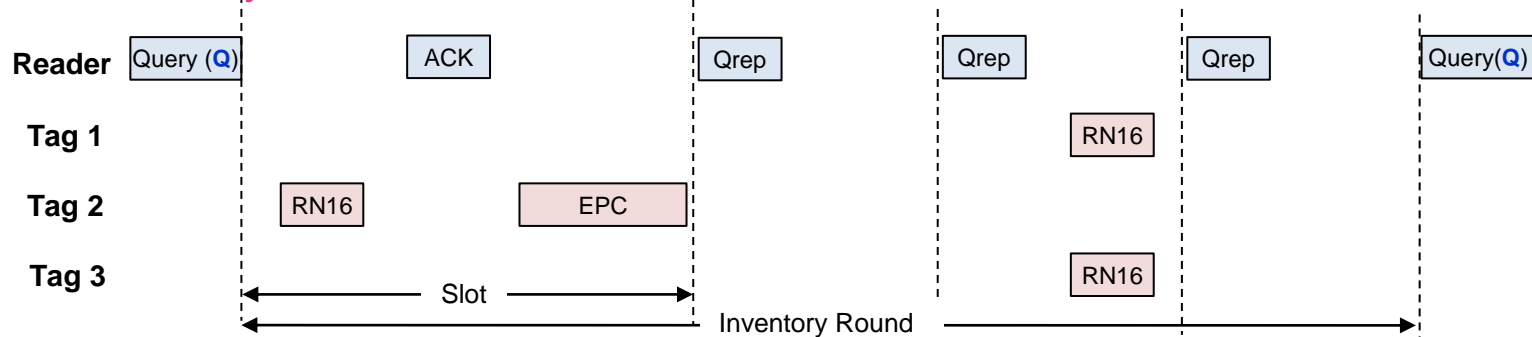
Version	Date	Description
01	2015-02-05	Initial release
02	2015-05-28	Update anti-collision
03	2015-06-11	Add anti-collision : mode2
04	2016-07-26	Update anti-collision mode
05	2016-07-28	Fix a typo
06	2018-01-08	RED4S : update anti-collision mode
07	2018-03-29	RED4S : update anti-collision mode 3
08	2019-03-27	Update anti-collision mode
09	2021-11-03	Update contents
10	2022-03-10	Fix a typo

Document Summary

- This document contains anti-collision mode for multi-tag
 - Basic theory to understand anti-collision
 - Some anti-collision modes provided by Phychips
 - The way to configure the anti-collision mode

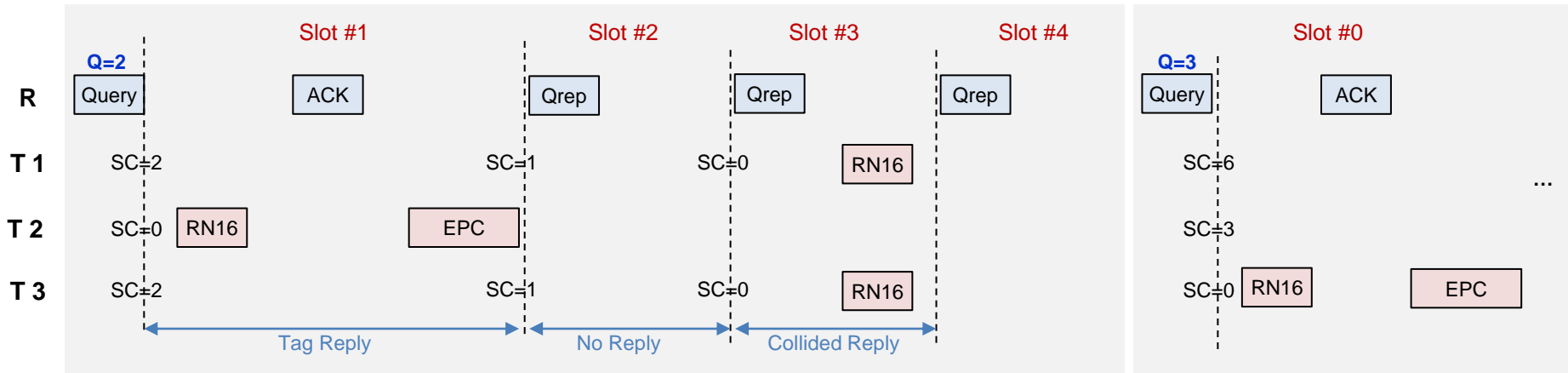
Basic – Q (1/2)

- Q, Inventory Round, Slot, Slot Counter



- **Q** (in *Query* command)
 - To regulate the probability of Tag response
 - Range(0, 15)
- **Inventory Round**
 - The period between successive *Query* commands
- **Slot**
 - The point in an inventory round at which a Tag may respond
 - The number of slot depends on Q value
- **Slot Counter**
 - Upon receiving a *Query* command a Tag preloads a value between 0 and 2^Q-1 , drawn from the Tag's random number generator, into its slot counter
 - Upon receiving a *QueryRep* command a Tag shall decrement its slot counter.

Basic – Q (2/2)



1. Reader sends *Query* command to Tag

- ex) $Q = 2$

2. Tags generate random number between 0 and $(2^Q - 1)$ and preload into its slot counter

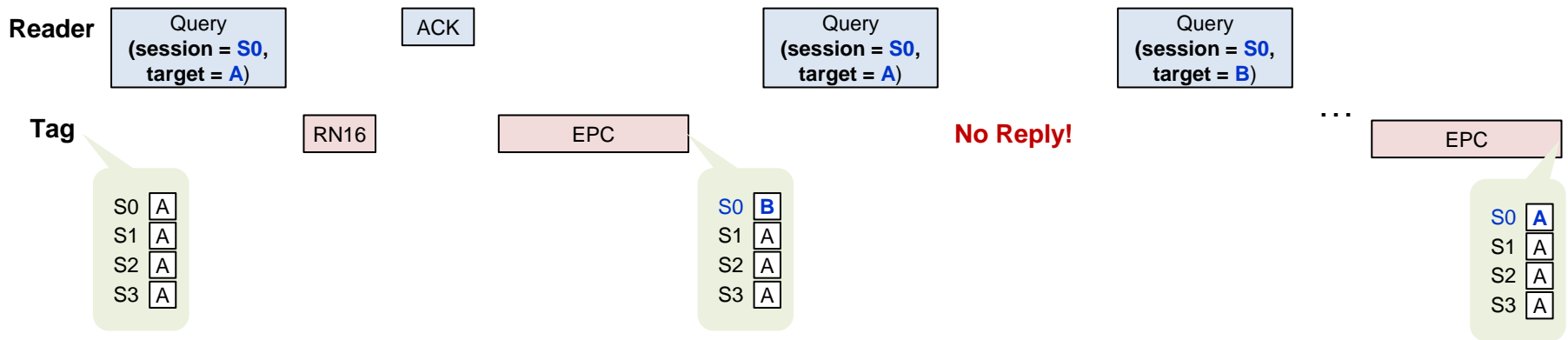
- ex) Random number is generated between 0 and 3 (Tag1=2, Tag2=0, Tag3=2)

3. Tags decrements its slot counter whenever it receives *QueryRep* command from Reader. Tags reply *RN16* when slot counter is zero

- ex) Tag 2 response immediately to Reader due to zero slot counter.
- ex) The collision is occurred between Tag 1 and Tag 3 response because two Tags have same slot counter number

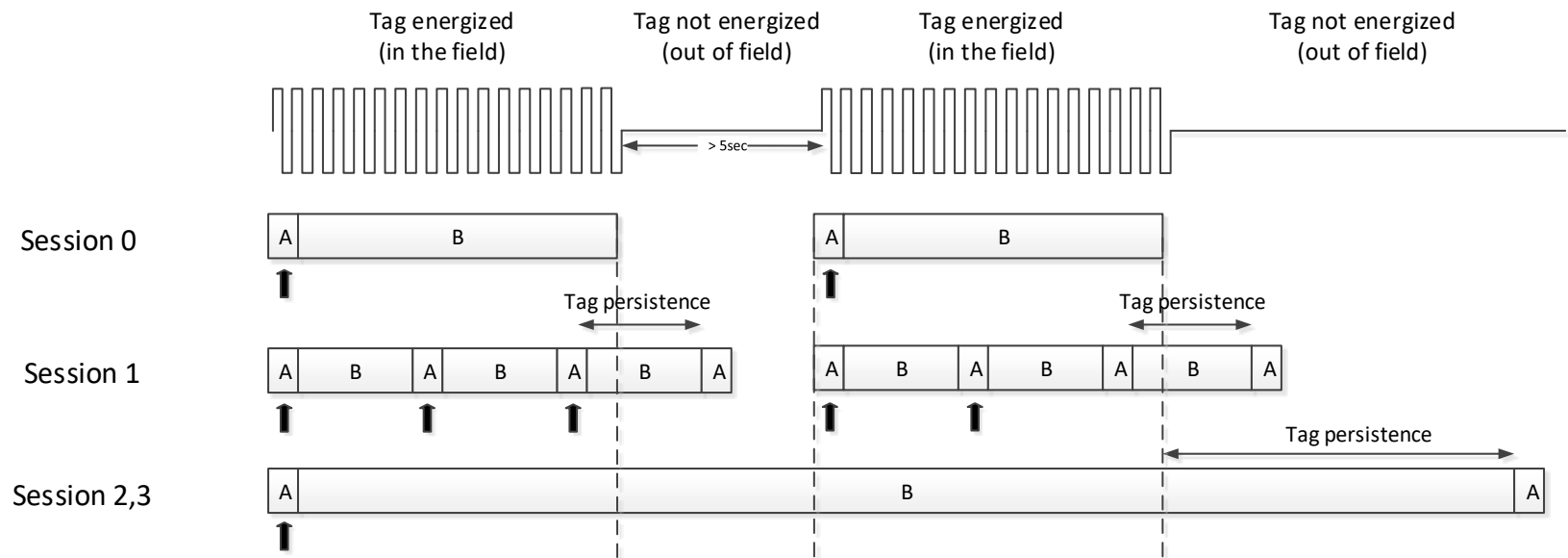
4. Tags generate new random number when it receive next *Query* command

Basic – Session (1/2)



- **Session**
 - Tag has four session S0, S1, S2 and S3
 - Reader chooses one of four session and inventories Tags within session
 - For each session, Tags maintain a corresponding inventoried flag.
- **Inventoried Flag**
 - Indicates whether a Tag may respond to a Reader
 - Maintain A or B values for each of four session
 - Reader typically inventories Tags from A to B followed by a re-inventory of Tags from B back to A (or vice verse)

Basic – Session (2/2)



- **Persistence Time**

- Each session has persistence time to maintain inventoried flag
- Suppose the Reader always inventories the tag by targeting A, Tag participated in inventory round changes inventoried flag to B
- Reader can't re-read Tag before persistence time is expired.

※ Refer to application note "[AN035-XX] Configuration of session for multi-tag" for more detail session

Anti-Collision Algorithm

- Q and session are important parameter for multi-tag!
- In case there are many tags in the field
 - The larger Q value, the collision can be reduced because the Tags less likely to generate random number
 - By using session S1, S2 or S3, the Tags that participated in inventory round is excluded next inventory round
 - Because the number of Tag that will participate next inventory round is reduced, the collision can be reduced
- In case there are small tags in the field
 - The smaller Q value, the read time can be reduced because empty slots are reduced
- Anti-Collision algorithm
 - Typically, anti-collision algorithm can be made with combination of Q and session
 - Must be applied proper algorithm for multi-tag environments

Anti-Collision Mode

RED4S only

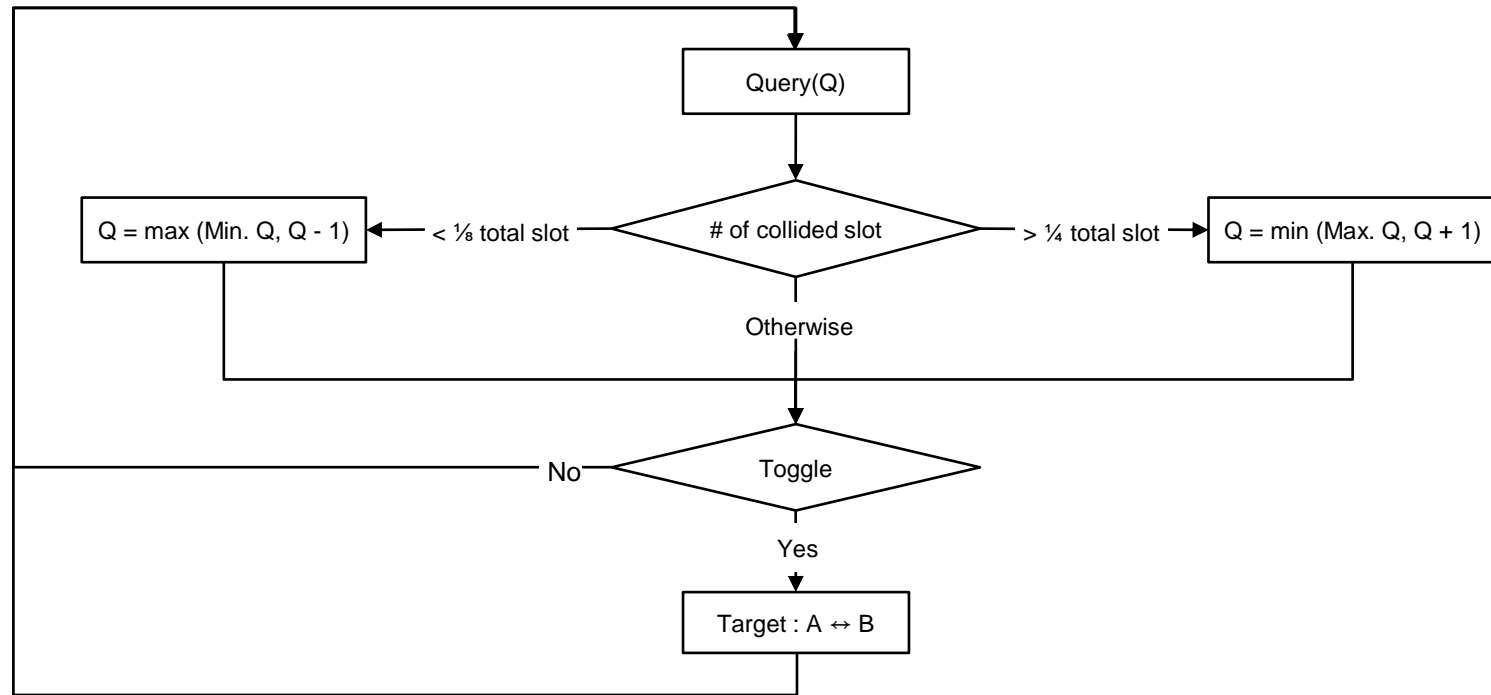
- Phychips provides 2 anti-collision modes
 - Use Q and session parameters
- Manual Mode
 - Fixed or Dynamic Q
 - Select Session (0 ~ 3) or SL flag
 - Select Target flag A, B or Toggle
- Multi-tag Mode
 - Dynamic Q (0 ~ 15, Start Q is 4)
 - Used the Session 1 (fixed)
 - Used target change ($A \rightarrow B$ or $B \rightarrow A$) and QueryAdjust together according to specified algorithm

Manual Mode

RED4S only

- Manual Mode

- Fixed or Dynamic Q : Start Q, Min. Q, Max. Q // When AutoRead operation starts, Q = Start Q
- Select Session (0 ~ 3) or SL flag, Target flag A, B or Toggle



Configuration : Anti-Collision Mode

- Set Anti-Collision Mode

- Message Type: Command (0x00)
- Code: Set Anti-Collision Mode (0x35)
- Arguments
 - Mode (8-bit): Manual Mode (0x00), Multi-tag Mode (0x03)

- Example) Multi-tag Mode (0x03)

Preamble	Msg Type	Code	PL (MSB)	PL (LSB)	Mode	End Mark	CRC-16
0xBB	0x00	0x35	0x00	0x01	0x03	0x7E	0xNNNN

* Multi-tag Mode is default (RED4S_v2.2.0 or later)

- RED Utility : on the “Inventory Settings” tab

☒ Multi-tag

This algorithm is applied to achieve optimal performance for a large number of tags in the field.

☐ Single Tag

Algorithm applied for maximum performance. Normal performance can be achieved only when only one tag exists on the field.

☐ Unique Recognition

The same tag is read only once without overlapping.

☐ Manual

Singulation

☒ Static Q☐ Dynamic Q

Start Min Max

Target

☒ Toggle (Inventory Round)

Configuration : Query parameters (1/2)

- Set Query parameter (Session, Sel , Target, Q)
 - Message Type: Command (0x00)
 - Code: Set Type C A/I Query Parameters (0x0E)
 - Arguments
 - DR (1-bit): DR=8 (0), DR=64/3 (1)
 - M (2-bit): M=1 (00), M=2 (01), M=4 (10), M=8 (11)
 - TRext (1-bit): No pilot tone (0), Use pilot tone (1)
 - Sel (2-bit): All (00 or 01), ~SL (10), SL (11)
 - Session (2-bit): S0 (00), S1 (01), S2 (10), S3 (11)
 - Target (1-bit): A (0), B (1)
 - Q (4-bit): 0-15; the number of slots in the round.
 - Toggle (1-bit): Disable (000), Every Inventory Round (001), Every Dwell Time (010)
- Example) DR=8, M=1, TRext=Use pilot tone, Sel=All, Session=S0, Target=A, Q=4, No change to Q

Preamble			Msg Type	Code	PL (MSB)	PL (LSB)	DR	M	TR	Sel	S
0xBB			0x00	0x0E	0x00	0x02	0	00	1	00	00
Target	Q	Toggle	End Mark	CRC-16							
0	0100	000	0x7E	0xNNNN							

Configuration : Query parameters (2/2)

- Set Query parameter (Session, Sel , Target, Q)

- RED Utility : on the “Inventory Settings” tab

- ☐ Multi-tag

- This algorithm is applied to achieve optimal performance for a large number of tags in the field.

- ☐ Single Tag

- Algorithm applied for maximum performance. Normal performance can be achieved only when only one tag exists on the field.

- ☐ Unique Recognition

- The same tag is read only once without overlapping.

- ☒ Manual

Singulation

- ☒ Static Q ☐ Dynamic Q
- Start Min. Max.

Session

- ☒ S0 ☐ S1 ☐ S2 ☐ S3

SL

- ☒ All ☐ Assert ☐ Deassert

Target

- ☒ Toggle (Inventory Round)
- ☐ Toggle (Dwell Time)
- ☐ A
- ☐ B

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