



# **THE READER COLLISION PROBLEM**

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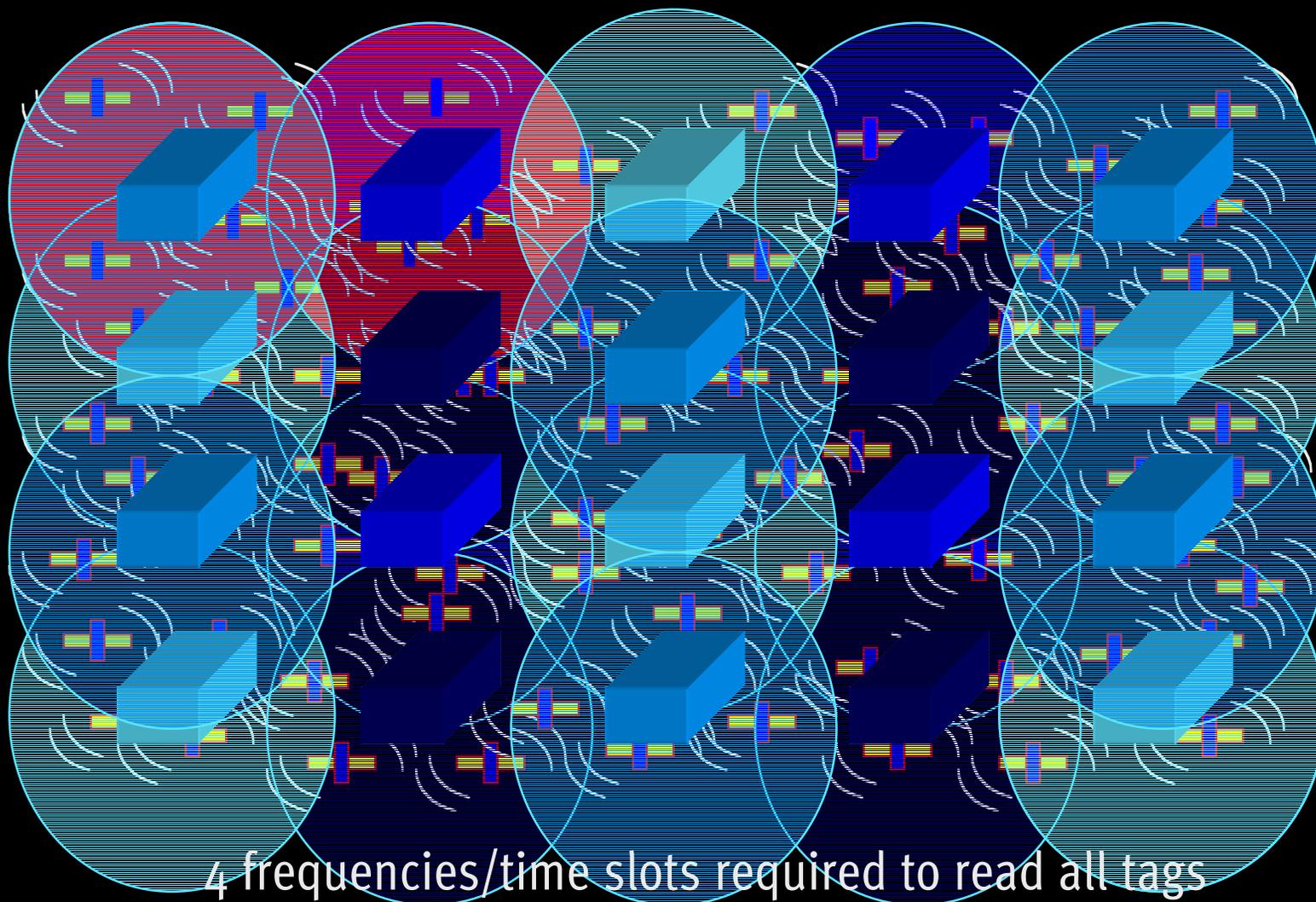


## OVERVIEW

- Motivation
- Problem Definition
- Practical Cases
- Conclusions



# MOTIVATION



4 frequencies/time slots required to read all tags

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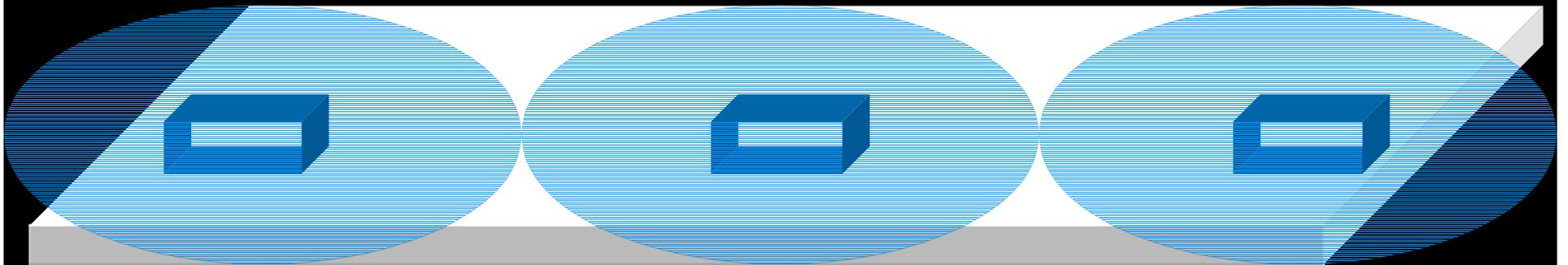


## PROBLEM DEFINITION

- The problem of assigning frequencies over time to a set of readers such that the readers communicate with tags as often as required.
- The problem of making the readers read all of the tags.



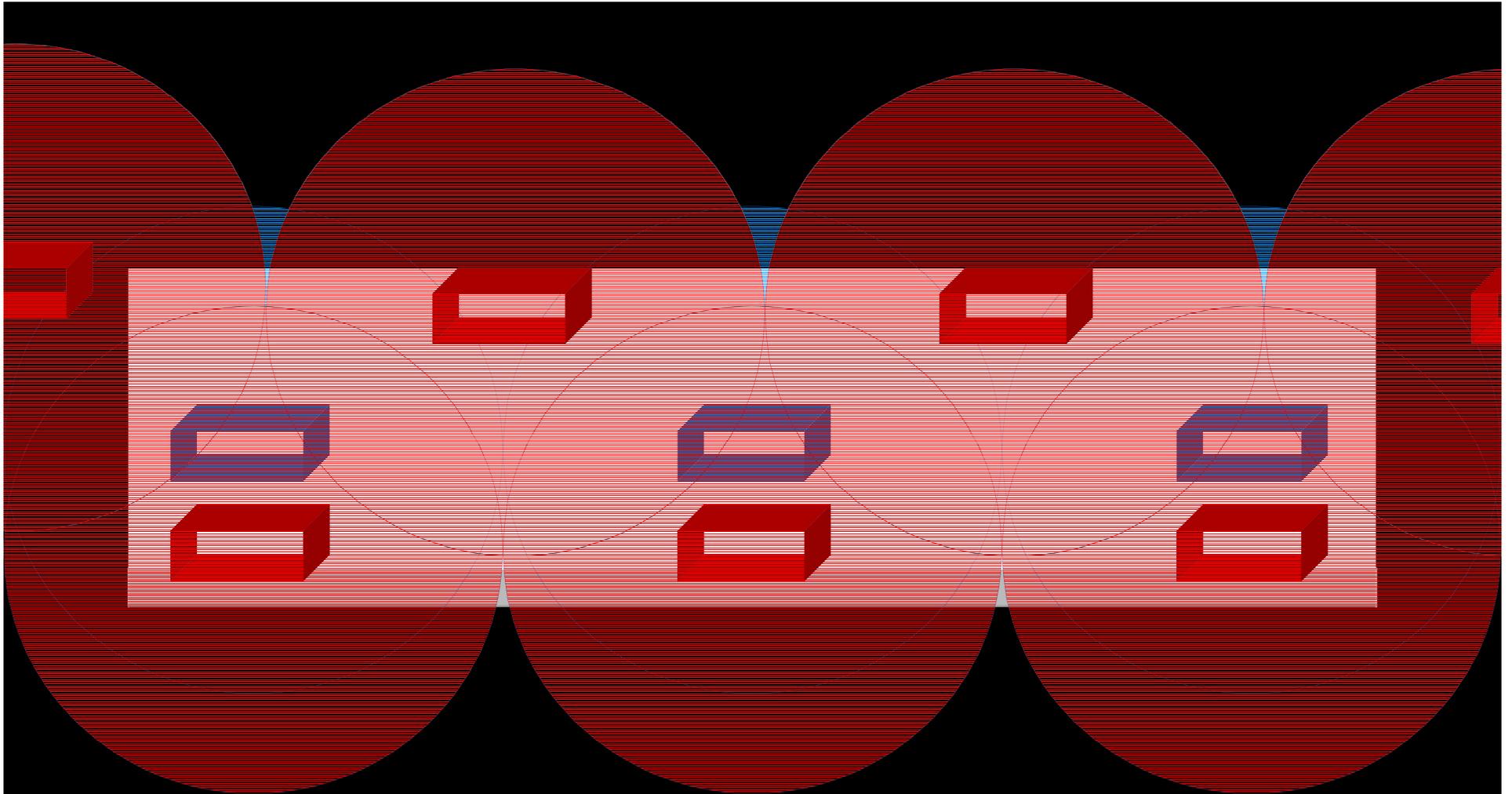
# SHELVING – GLOBAL CONTROL



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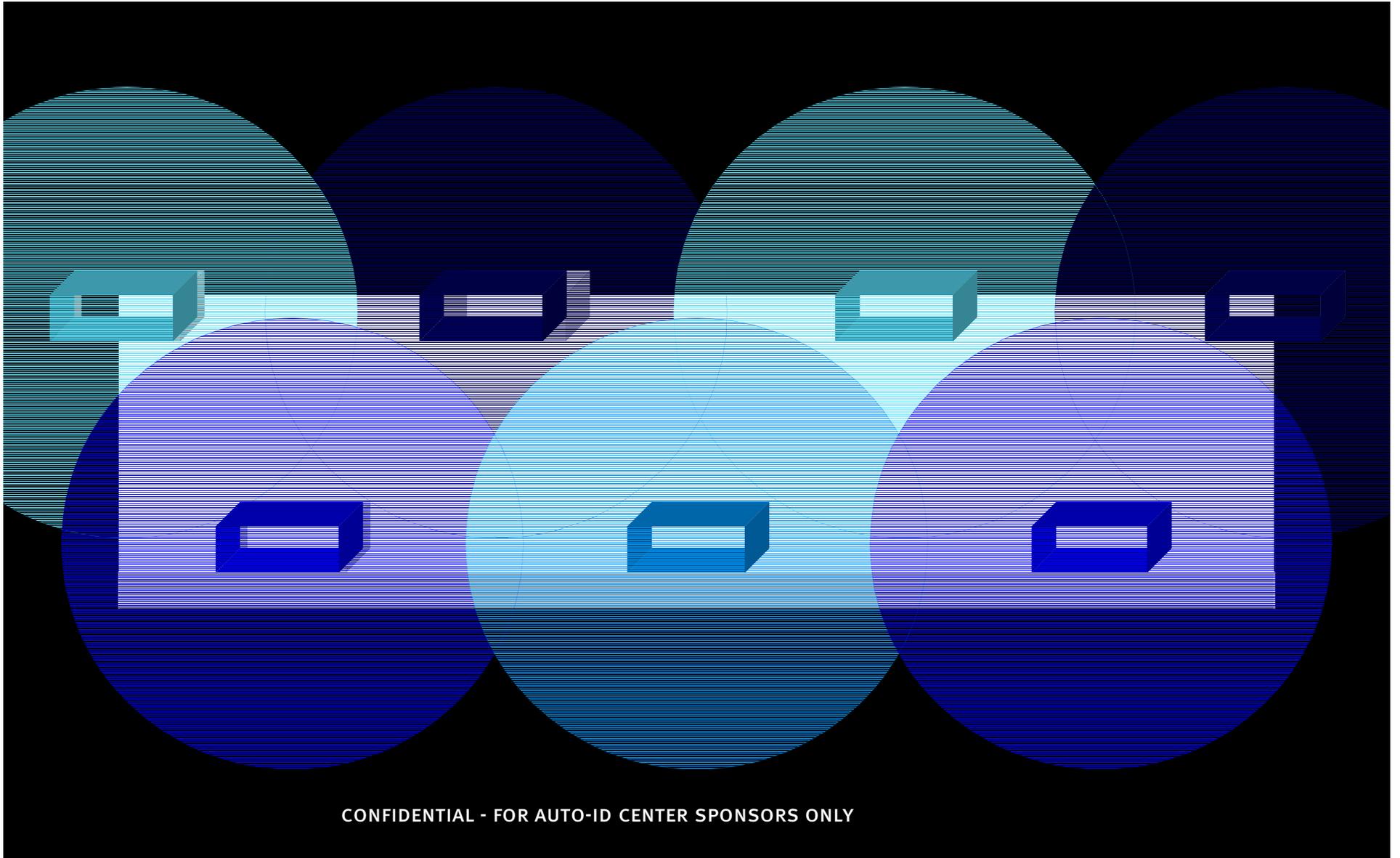
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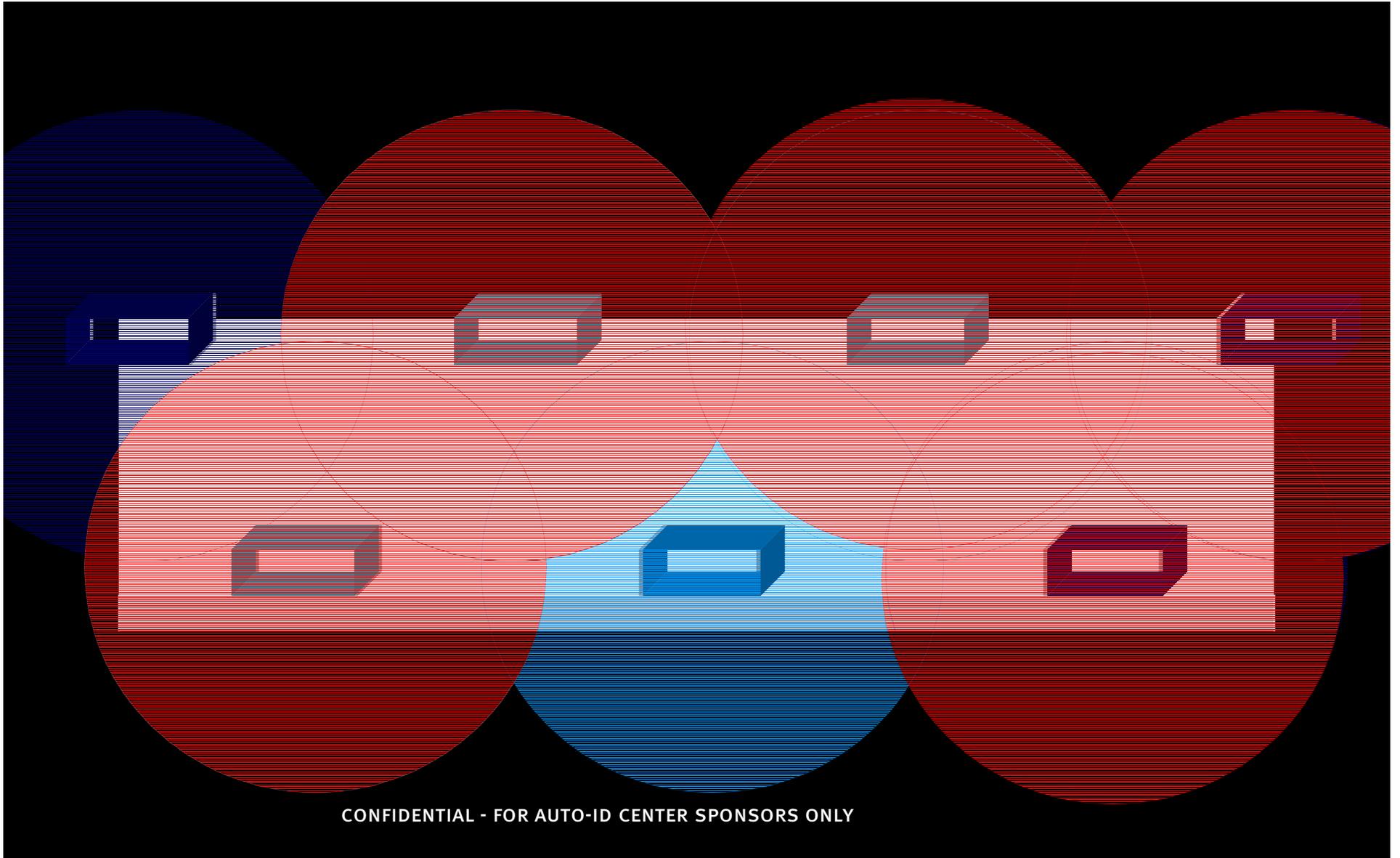
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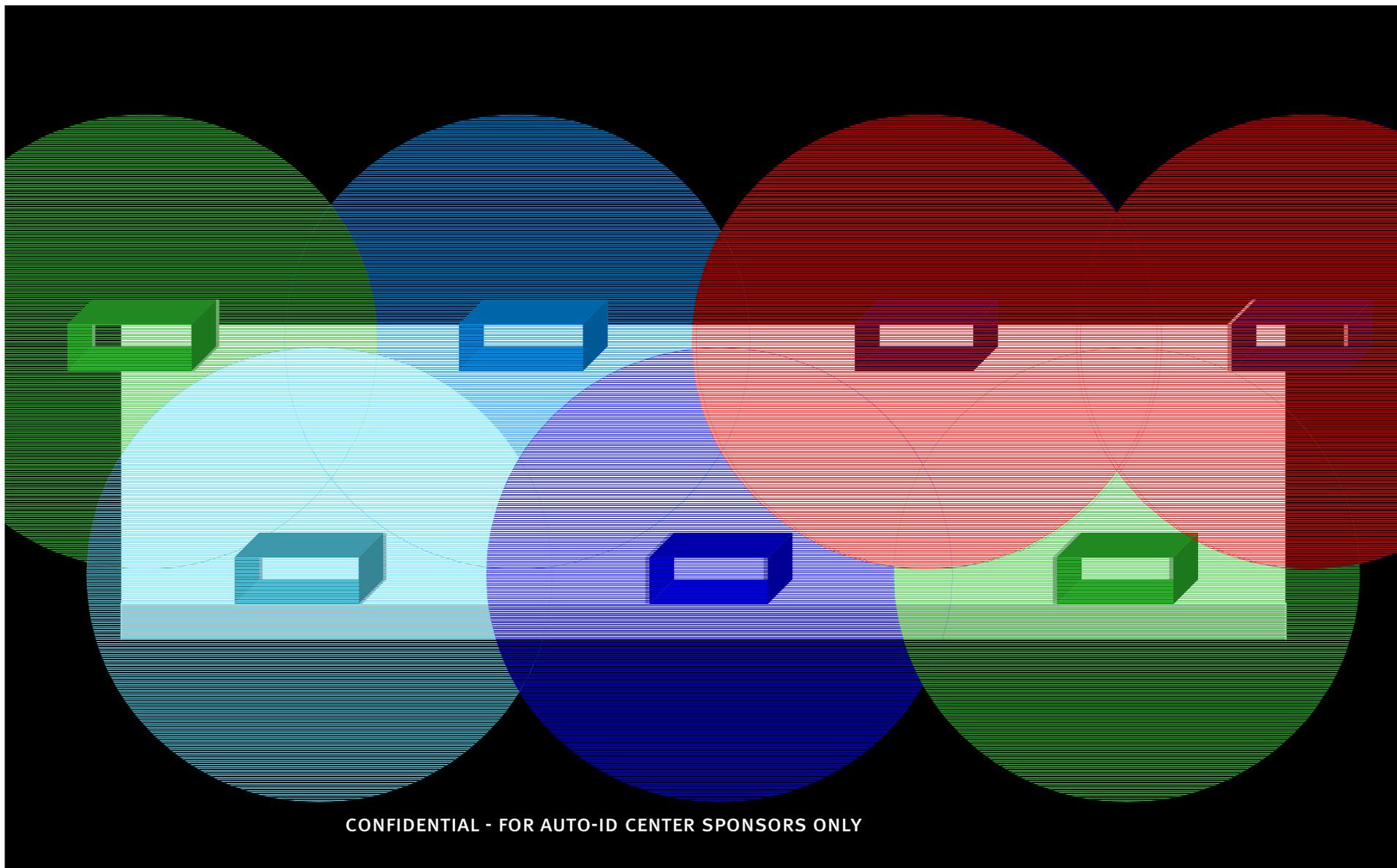
# SHELVING – DISTRIBUTED CONTROL



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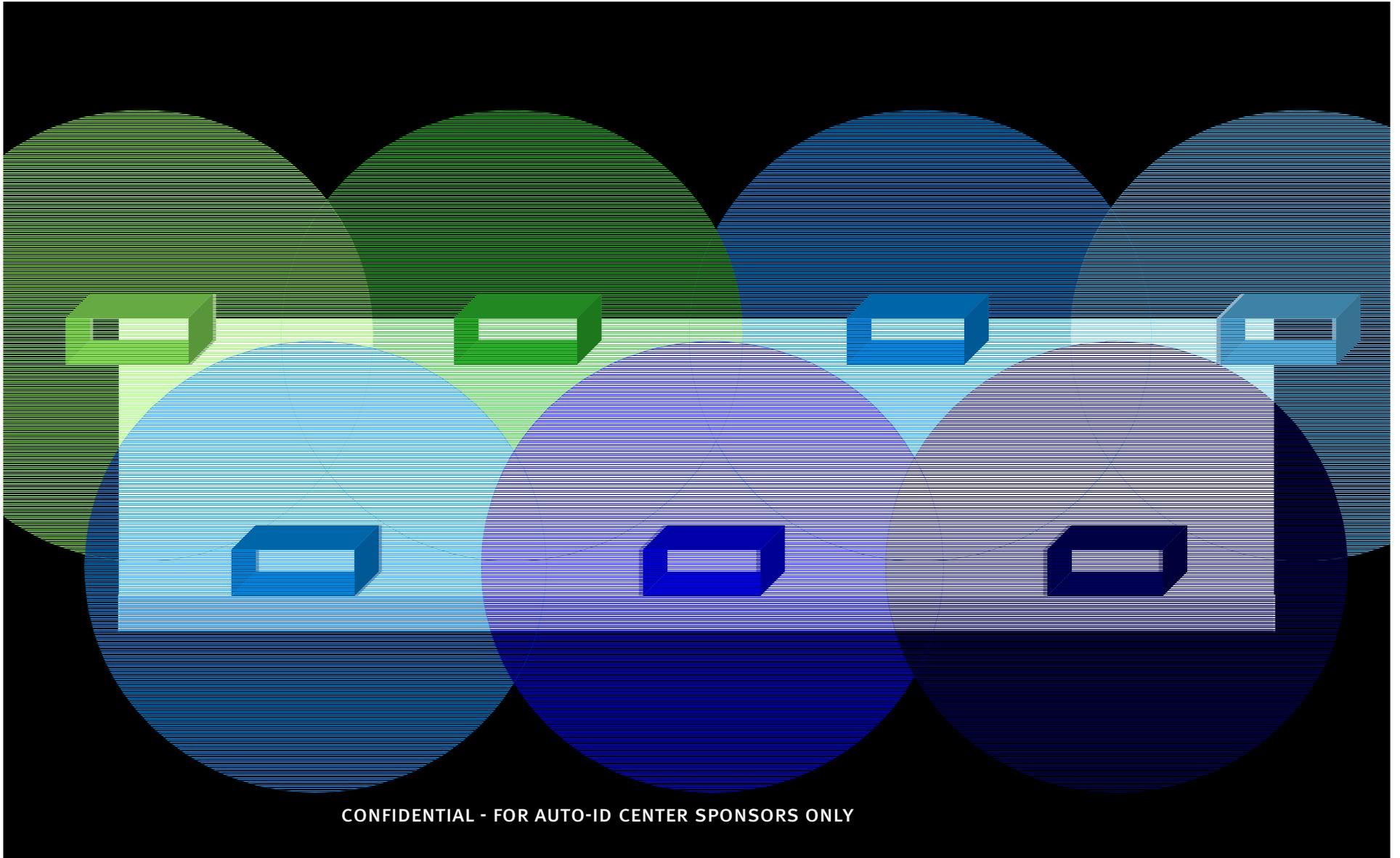
# SHELVING – DISTRIBUTED CONTROL



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## CONCLUSIONS

- Fewer collisions if readers do not have to read 24/7
- Many practical cases are solvable
- Simple algorithms will work for many practical cases