

through *for whatever reason*. We don't distinguish between connectivity problems, interference, or schedule conflicts.

- Nodes use EWMA estimator to decide when to switch.

## • Channel Switching

- Parents need to switch channels if they are overhearing messages that are not destined for them.
- But there is a cost to switching: children must detect that the node has switched channels and fail over.
- Compute *conflict fraction*  $f$ , which measures how often a node hears messages for another node.
- Compute *expected conflict fraction*  $e$ , which estimates what the conflict fraction should be, on average.
- Compute cost function  $g(c)$ , where  $c = \#$  of children
- Switch channels with probability  $p = (f - e) / g(c)$