

Sensor Networks: An Overview

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What is a Sensor Network?

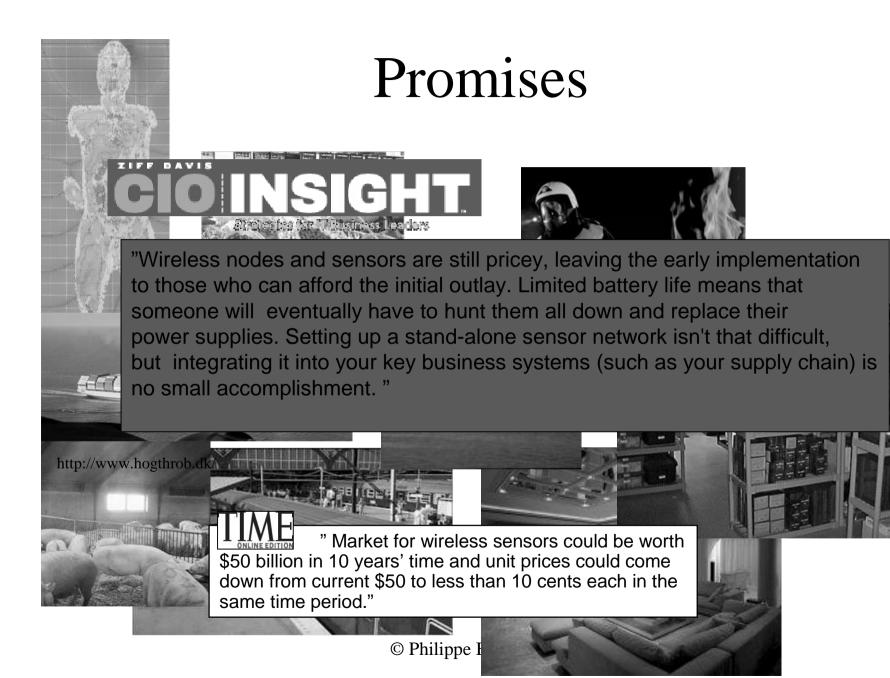
Sensor nodes

- Sensor(s)
- Wireless transceiver
 - Short range
- Processor
- Energy source
 - Active/passive
- Packaging
 - Sm

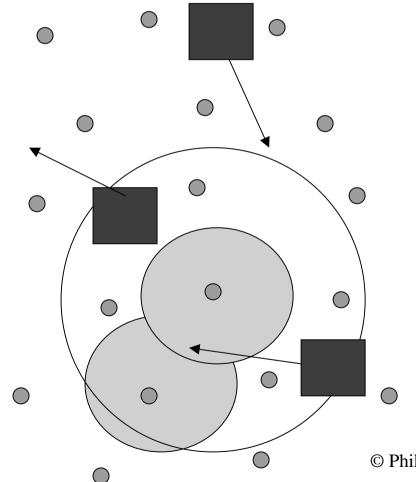
Sensor network

- Many sensor nodes
 - High density deployment
- A few gateways (readers)
- Back-end infrastructure

Online digital representation of actual physical phenomena



DARPA Vision

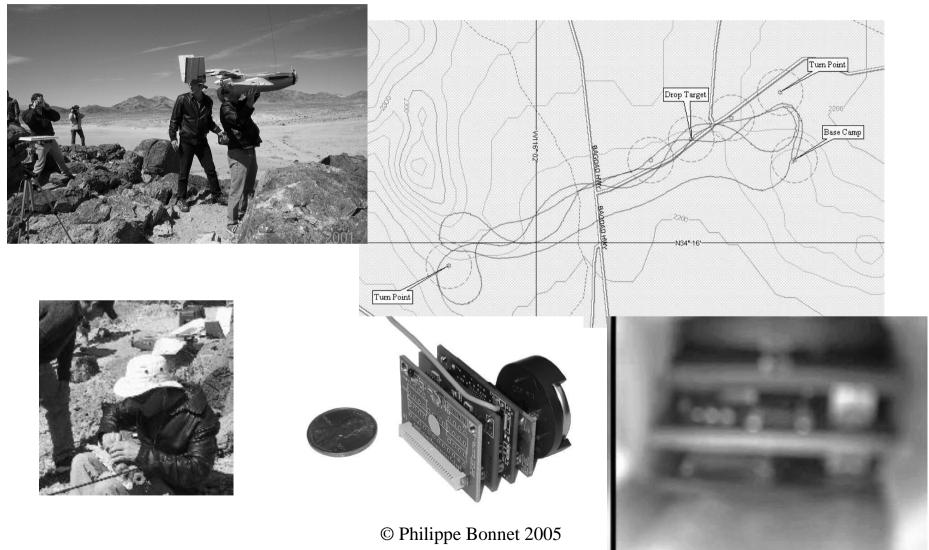


- Multiple target tracking
- Dense deployment of sensor nodes on the ground
- Flexible sensor tasking
- Multi-modal sensor nodes
 - Seismic sensor, motion detector, microphone

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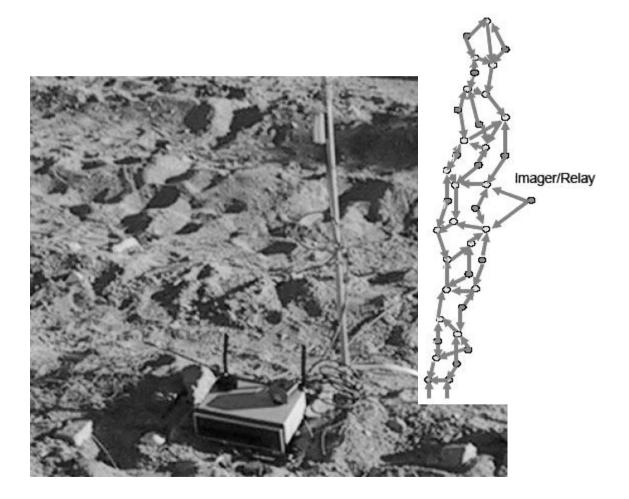
www.eecs.berkeley.edu/~pister/29Palms0103/

A First DARPA Demo



www.sensoria.com/pdf/OpenPlatform.pdf

A Second DARPA Demo





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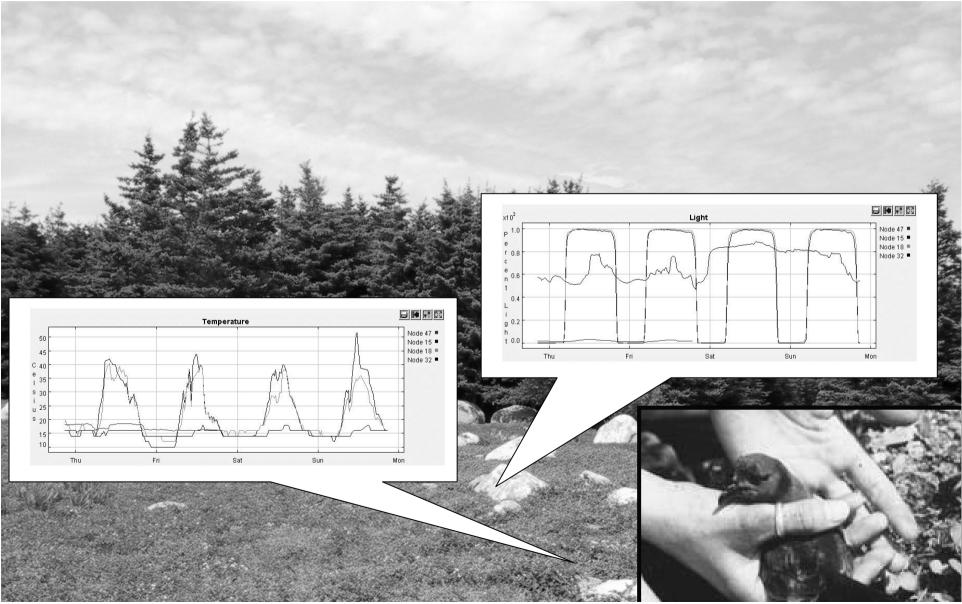
www.cast.cse.ohio-state.edu/exscal/

ExScal

Put tripwires anywhere—in deserts, other areas where physical terrain does not constrain troop or vehicle movement—to detect, classify & track intruders [Computer Networks 2004] Slide courtesy of Anish Anora (Ohio State University

www.greatduckisland.net

Great Duck Island



www.ee.princeton.edu/~mrm/zebranet.html

Zebranet

- Modelling long-range animal migrations
 - Sparse connections
- Observing inter-species predator-prey interactions
- Analyzing the impact of human development on animal behavior





cens.ucla.edu

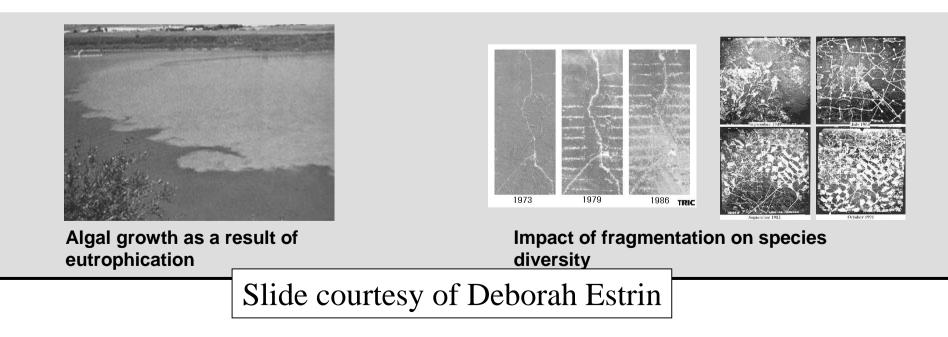
Environmental monitoring applications exhibit high spatial variations and heterogeneity



Overflow of embankment



Precision Agriculture, Water quality management



Impacts Key Segments of Society & Economy



Health / Life

Sciences

Manufacturing



Agriculture

Distribution



Environment



Retail

Images Courtesy of Ralph Kling (Intel Research)

Commercial developments driven by

- Automotive, logistics and business intelligence, production automation, health and well being, entertainment, environment industries
- Regulatory constraints: food safety, homeland security

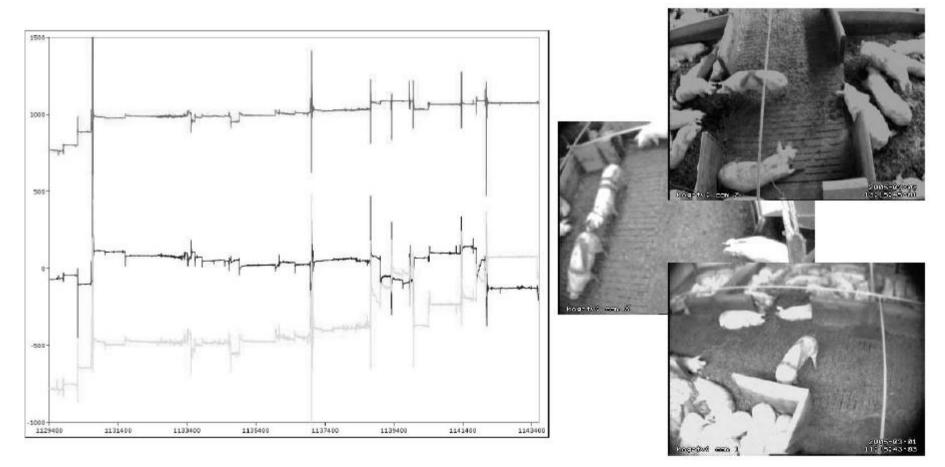
www.hogthrob.dk

Hogthrob

Goals:

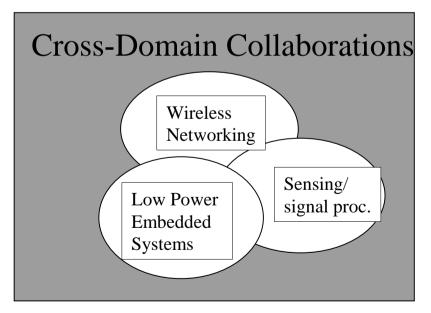
- **Functionalities**
 - Tracking
 - Detecting Heat Period
 - .
- Low Cost (~1 €)
- Low Energy (2 years)

Hogthrob (Field Experiment)

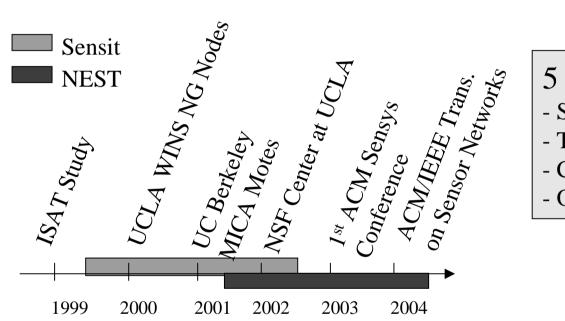


Lessons Learned

- Tens, hundreds of nodes
 - Not millions
 - Closer to ubicomp scenario (see MIT Media Lab)
- Oversampling phase is important
 - To develop model
 - To debug hardware, software and packaging
- Human in the loop
 - Deployment
 - Calibration
- The infrastructure is KEY
 - Reliability, availability
 - Throughput, storage
 - Stream processing



Research Driven Developments



5 year status:

- Startups (ember, dust inc, moteiv)
- Transfer (Intel, AFRL)
- Centers (CENS, Intel lablets)
- Open Source (TinyOS)

Military, scientific and commercial applications Similar to Internet development model

Industry Initiatives

- ZigBee (www.zigbee.org)
 - The Zigbee Alliance is an association of companies working together to enable reliable, cost-effective, low-power, wirelessly networked, monitoring and control products based on an open global standard
 - Freescale, Motorola, Honeywell, Philips, Chipcon, Ember, Mitsubishi Electric, Samsung, …
 - Zigbee (interoperability, application) + 802.15.4 (MAC/PHY)
- MIMOSA (www.mimosa-fp6.com)
 - Nokia, ST Microelectronics, Sonion, Suunto, ...
 - Microsystems platform for MObile Services and Applications centered around mobile phone as gateway to environment (sensors, RFID tags)

Technology

| Sensor | | |
|----------------|-------------------|-------|
| sensors | OS | |
| microprocessor | Signal Processing | Appli |
| RF module | Networking | lic |
| Energy source | Data Management | catic |
| | | n |

Back-end Infrastructure

Design Space

- Detection Model
 - Adaptation to individual sows
 - Dictates sensor modality
 - Accelerometer 2D, 3D
 - Dictates duty cycling

Sensor Network Infrastructure

- Alert at home + info inside the penn (mobile Phone)
- Star topology
- Wake-up: in-channel, add-on low power radio
- Sensor Node Design
 - Packaging
 - Energy source
 - Battery, harvesting
 - Dictates energy budget
 - Generic node vs. Custom Design
 - SW design on given HW platform vs. Co-design
 - COTS vs. custom components

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Goals:

- Functionalities
 - Tracking
 - Detecting Heat Period
- Low Cost (~1 €)
- Low Energy (2 years)



Hardware impact on applications

- Lifetime
 - Depends on energy budget (batteries, energy harvesting, passive vs. active)
 - Energy consumption depends on hardware components and on interaction with software
 - Turning off components to save energy <u>DUTY CYCLING</u>
 - Moving boundary between hardware and software components <u>CO_DESIGN</u>
 - Hardware characteristics impact software design
 <u>CROSS LAYER OPTIMIZATIONS</u>

Hardware impact on applications

- Cost
 - Dictates choice of hardware components, of fabrication method
- Sensed Data
 - Dictates choice of radio, of sensors, of microprocessor
- Environment
 - form factor impacts choice of hardware components, layout

http://www.tinyos.net/media.html Berkeley Mote Evolution

| Mote Type Year | WeC 1998 | <i>René</i> 1999 | <i>René 2</i> 2000 | <i>Dot</i> 2000 | <i>Mica</i> 2001 | Mica2Dot 2002 | <i>Mica</i> 2 2002 | <i>Telos</i> 2004 |
|----------------------------------|--|---------------------|-----------------------|-----------------|------------------|------------------|-----------------------|----------------------|
| rear | | | | | | | | |
| Microcontroller | | | | | | | | |
| Туре | AT90LS | 8535 | ATme | ega163 | ATmega128 | | | TI MSP430 |
| Program memory (KB) | 8 | | 1 | .6 | 128 | | | 60 |
| RAM (KB) | 0.5 | | 1 | | 4 | | | 2 |
| Active Power (mW) | 15 | | 15 | | 8 | 8 3 | | 3 |
| Sleep Power (µW) | 45 | | 45 | | 75 | | 75 | 6 |
| Wakeup Time (µs) | 1000 |) | 36 | | 180 | | 180 | 6 |
| Nonvolatile storage | | | | | | | | |
| Chip | 24LC256 | | | AT45DB041B | | | ST M24M01S | |
| Connection type | I ² C | | | SPI | | | I ² C | |
| Size (KB) | 32 | | | 512 | | | 128 | |
| Communication | | | | | | | | |
| Radio | TR1000 | | | TR1000 | CC1000 | | CC2420 | |
| Data rate (kbps) | 10 | | | 40 | 38.4 | | 250 | |
| Modulation type | OOK | | | ASK | FSK | | O-QPSK | |
| Receive Power (mW) | 9 | | | 12 | 29 | | 38 | |
| Transmit Power at 0dBm (mW) | 36 | | | 36 | 42 | | 35 | |
| Power Consumption | | | | | | | | |
| Minimum Operation (V) | 2.7 2.7 | | 2.7 | | | 1.8 | | |
| Total Active Power (mW) | | 24 | | | 27 | 44 | 89 | 41 |
| Programming and Sensor Interface | 1 | 1000000 | | | nti | | | |
| Expansion | none | 51-pin | 51-pin | none | 51-pin | 19-pin | 51-pin | 10-pin |
| Communication | IEEE 1284 (programming) and RS232 (requires additional hardware) | | | | | | | USB |
| Integrated Sensors | no | no | no | yes | no | no | no | yes |

(courtesy of Joe Polastre et al.)

Programming a Sensor Network

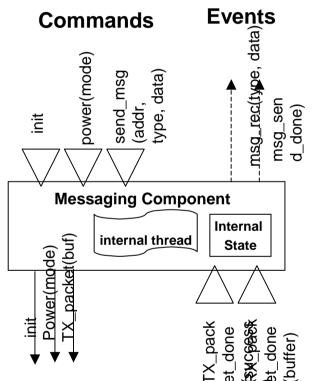
- Interacting with predefined generic programs
 - SmartMesh from Smart Dust.inc (http://www.dust-inc.com)
 - Sensorscope platform (http://sensorscope.epfl.ch/)
 - Sensor databases (Cougar, TinyDB)
- Uploading application specific programs
 - Motelab platform (http://motelab.eecs.harvard.edu/)
- Composing services
 - Mate virtual machine
 - Active messages

sourceforge.net/projects/tinyos/ www.tinyos.net

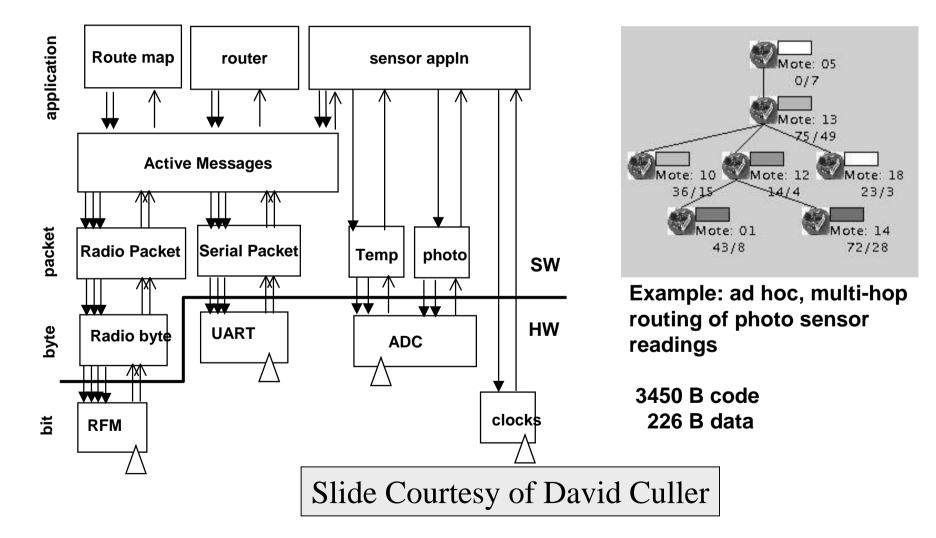
Tiny OS

- Scheduler + Graph of Components
 - constrained two-level scheduling model: threads + events
- Component:
 - Commands,
 - Event Handlers
 - Frame (storage)
 - Tasks (concurrency)
- Constrained Storage Model
 - frame per component, shared stack, no heap
- Very lean multithreading
- Efficient Layering

Slide Courtesy of David Culler



www.tinyos.net NesC Application = Graph of Components



Networking Issues

- Single vs. Multiple channels
- Coding
 - Trade-off between error tolerance and overhead
 - Leverage temporal, spatial correlations
- MAC Layer
 - Not fairness, latency, throughput, bandwidth utilization
 - Energy efficiency
 - Limit idle listening
 - Reduce packet size
 - Reduce retransmissions
 - Leverage overhearing (in a broadcast medium)
 - Scalability
 - Density
 - Topology

- Adressing
 - ID based vs. logical attribute
- Routing
 - Link state, distance vector, source routing considered static and expensive
 - Routing Tree, Geographic, Gradient considered appropriate
 - Single vs. multiple path
- Duty Cycling
 - Requires discovery and connection

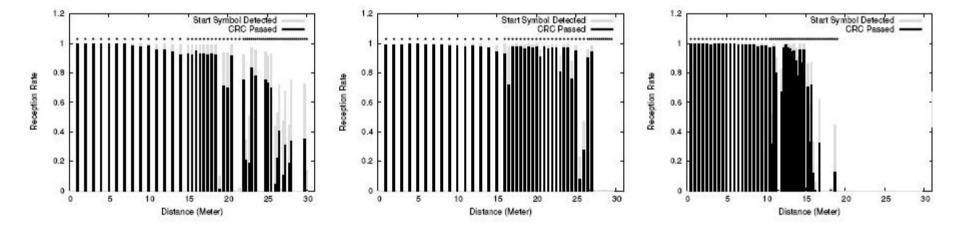


Packet Delivery Performance [Zhao et al Sensys'03]

Indoor

Outdoor

Habitat



World State

- From physical phenomena
 - Mechanics, heat, energy, sound, light, magnetism, electricity, optics, atoms.
 - Fields evolving in time across a region of space
- To a model of the physical world

Signal Processing + Data Management

Model of the Physical World

- Models
 - Finite State Machine
 - Rule-based
 - *Relational* (Sensor Database)
 - Probabilistic
- Data Access
 - Data retrieval vs. data dissemination
 - 1 tier vs. 2 tier data retrieval
 - Snapshot vs. long running
 - Acquisition-based vs. event-based
 - User-based vs. model-based

Data Management Systems

- Implements data access
 - Sensor tasking
 - Data processing
 - Data routing
 - Possibly support for data model and query language (for relational and probabilistic models)

- Goals:
 - Adaptive
 - Network conditions
 - Variing/unplanned stimuli
 - Energy efficient
 - In-network Processing
 - Flexible tasking
 - Duty cycling

Trends

- Applications
 - Towards context aware applications, responsive systems
- Hardware
 - Sensor node on a chip
 - FPGA based prototypin
 - 8/16/32 bits nodes
- Networking
 - Multi-tier architecture
 - Routing based on link quality (based on packet delivery measurements not distance, signal strenght or transmission power)
- Data Management
 - Model-based data acquisition
 - Approximate aggregates along multiple paths using synopsis

Challenges

- Develop Technology based on Application needs
 - Passive sensors
 - Packaging
 - Sensor node on-a-chip
 - Energy efficient co-design
 - Ease of programming
 - Large scale deployment
 - Integration with back-end data processing

- Focus on Barriers to Adoption
 - Privacy
 - Cost