Introduction to Wireless Sensor Networks

Marco Zennaro and Antoine Bagula ICTP and UWC Italy and South Africa

Infrastructure-based networks

Typical wireless network: Based on infrastructure (E.g., GSM, UMTS, WiFi, ...)

Base stations connected to a wired backbone network. Mobile entities communicate wirelessly to these base stations

Mobility is supported by switching from one base station to another

Infrastructure-less networks

What happens when:

- . No infrastructure is available? E.g., in remote areas
- . It is too expensive/inconvenient to set up? E.g., in remote sites
- . There is no time to set it up? E.g., in disaster relief operations

Infrastructure-less networks

We try to construct a network without infrastructure, using networking abilities of the participants

This is an **ad hoc network** – a network constructed "for a special purpose"

Without a central entity (like a base station), participants must organize themselves into a network (self-organization)

Challenges for ad hoc networks

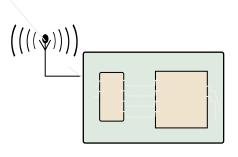
Without a central infrastructure, things become much more difficult!

Problems are due to

- Lack of central entity for organization available
- Limited range of wireless communication
- Mobility of participants
- Battery-operated entities

A Wireless Sensor Network is a self-configuring network of small sensor nodes communicating among themselves using radio signals, and deployed in quantity to sense, monitor and understand the physical world.

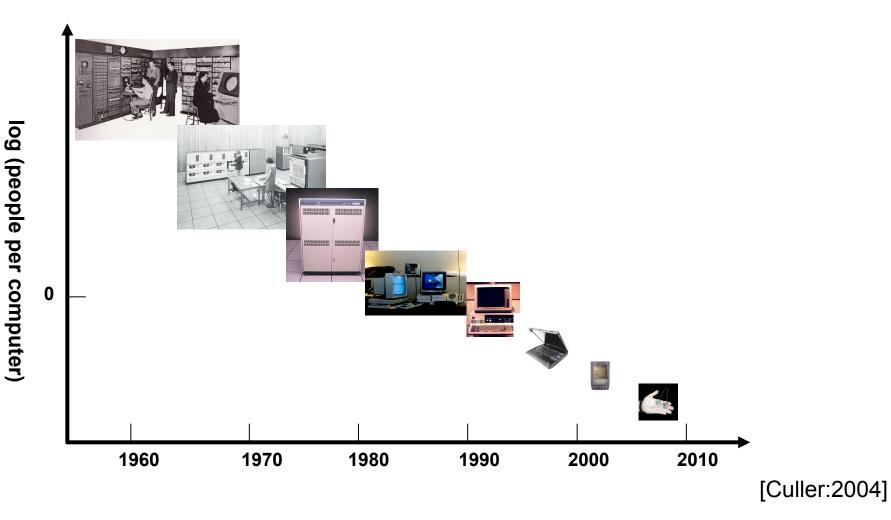
Wireless Sensor nodes are called motes.

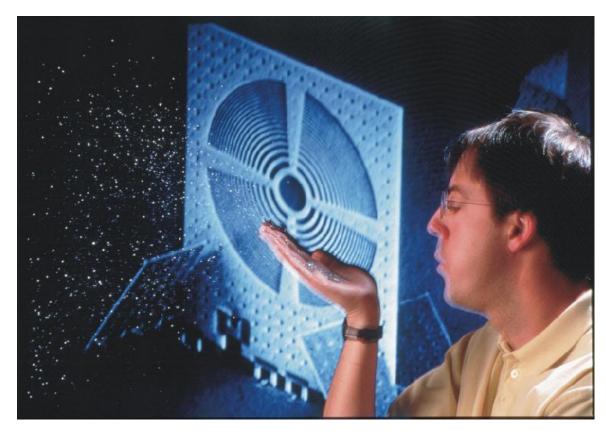


WSN provide a bridge between the real physical and virtual worlds.

Allow the ability to observe the previously unobservable at a fine resolution over large spatio-temporal scales.

Have a wide range of potential applications to industry, science, transportation, civil infrastructure, and security.

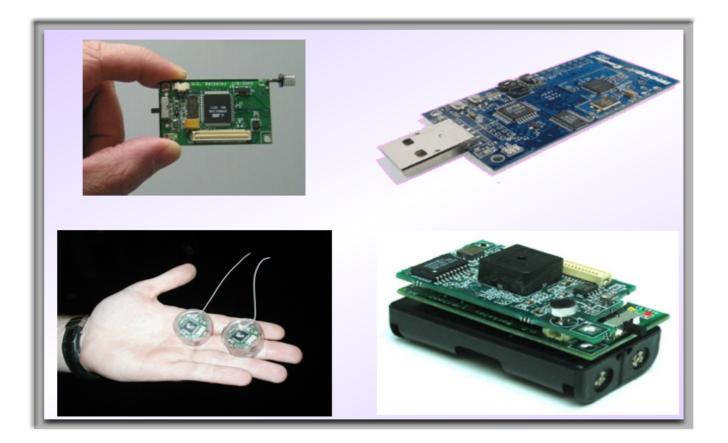




Next Century Challenges: Mobile Networking for "Smart Dust"

J. M. Kahn, R. H. Katz, K. S. J. Pister

(MobiCom 1999)



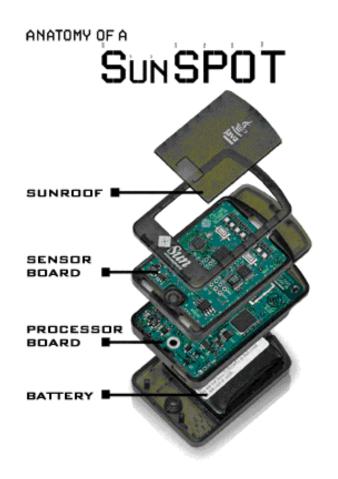
Processor in various modes (sleep, idle, active)

Power source (AA or Coin batteries, Solar Panels)

Memory used for the program code and for inmemory buffering

Radio used for transmitting the acquired data to some storage site

Sensors for temperature, humidity, light, etc





These motes are highly constrained in terms of

- Physical size
- CPU power
- Memory (few tens of kilobytes)
- Bandwidth (Maximum of 250 KB/s)

Power consumption is critical

- If battery powered then energy efficiency is paramount
- May operate in harsh environments
 - Challenging physical environment (heat, dust, moisture, interference)



Potential of WSN

US National Research Council report ("Embedded Everywhere"): the use of wireless sensor networks (WSN) could well dwarf previous milestones in the information revolution.

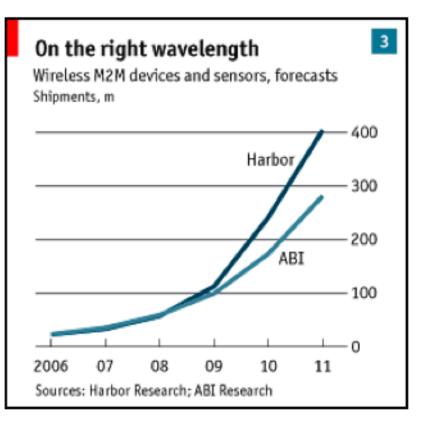
MIT's Technology Review in February 2003 predicted: WSN will be one of the most important technologies in the near future.

Nature, in the "2020 computing: Everything, everywhere" report, said that WSN are going to be one of the most interesting technologies!

Potential of WSN - 2007

The Economist, in April 2007, had an issue called "When everything connects".



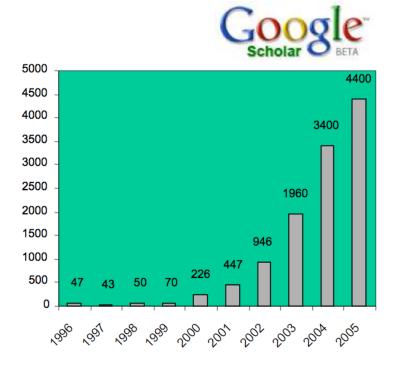


Potential of WSN - 2013

Cisco Says its "Internet of Everything" is worth \$14.4 Trillion.



Potential of WSN - research





2013

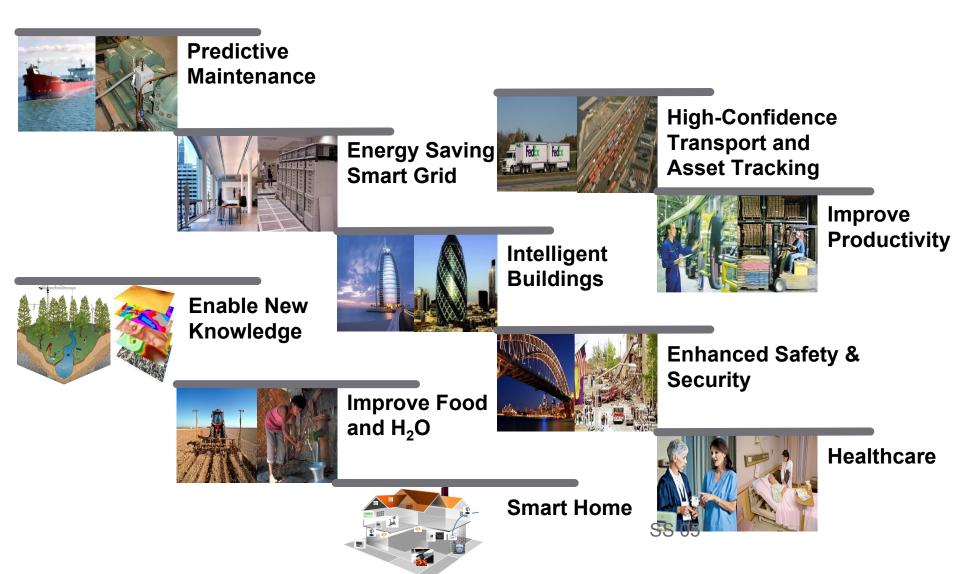
Scholar

Google

About 507,000 results (0.03 sec)

wireless sensor networks

A World of Sensors



Intelligent buildings

Reduce energy wastage by proper humidity, ventilation, air conditioning (HVAC) control

Needs measurements about room occupancy, temperature, air flow, ...

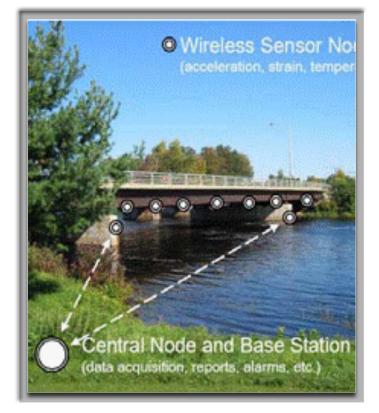
Monitor mechanical stress after earthquakes



Bridge Monitoring

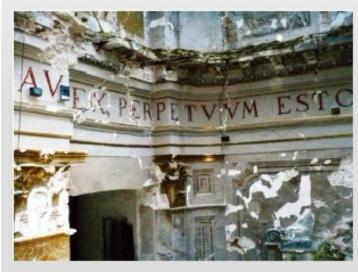
In California, 13% of the 23,000 bridges have been deemed structurally deficient, while 12% of the nation's 600,000 bridges share the same rating.

New York may be the first state with a 24/7 wireless bridge monitoring system.



Keeping an eye on Cathedral of L'Aquila

Structural monitoring of a noted Italian cathedral seriously damaged in a devastating earthquake in April 2009 is carried out wirelessly.



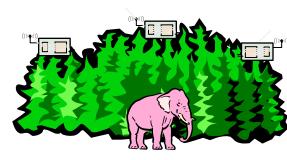
Inside the severely damaged Cathedral of L'Aqila, which needs constant monitoring.

Disaster relief operations

- Drop sensor nodes from an aircraft over a wildfire
- Each node measures temperature
- Derive a "temperature map"



Biodiversity mapping Use sensor nodes to observe wildlife



ZebraNet: an application to track zebras on the field

The objective of the application is to gather dynamic data about zebra positions in order to understand their mobility patterns. What are the motivations for the zebras to move? water? food? weather?

How do they interact?

The sensors are deployed in collars that are carried by the animals.

The users are the biologists.





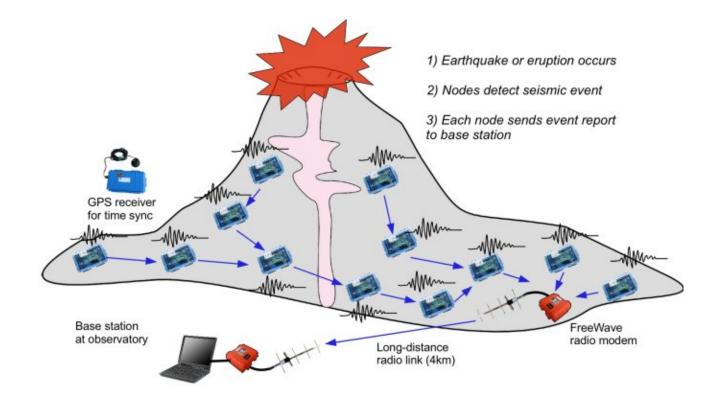
[Princeton, 2004]

Zebras don't like collars! Well... who likes collars?

The zebras rip off the solar cells from the collar in less than one week!

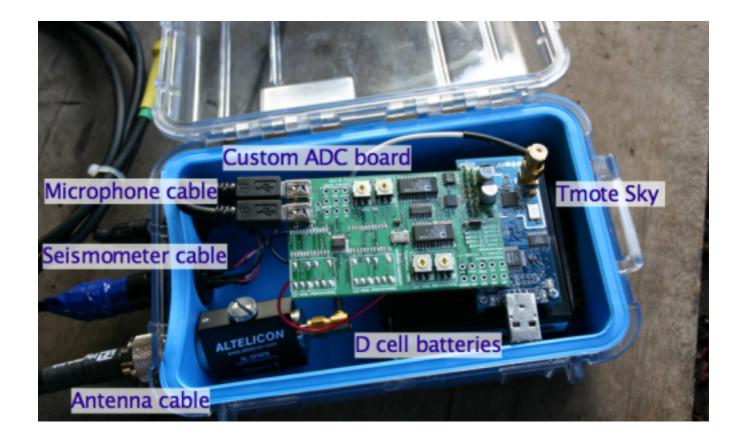
After that, the batteries died...





Reference: "Deploying a Wireless Sensor Network on an Active Volcano", Geoffrey Werner-Allen, Konrad Lorincz, Matt Welsh, Omar Marcillo, Jeff Johnson, Mario Ruiz, Jonathan Lees, IEEE Internet Computing, Mar/Apr 2006

Tungurahua, Ecuador



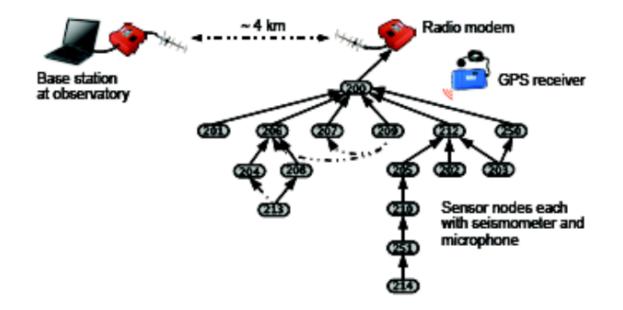


Figure 2: Sensor network architecture. Nodes form a multihop routing topology, relaying data via a long-distance radio modem to the observatory. A GPS receiver is used to establish a global timebase. The network topology shown here was used during our deployment at Reventador.

Challenges Encountered

Event detection: when to start collecting data? High data rate sampling Spatial separation between nodes Data transfer performance: reliable transfer required Time synchronization: data has to be time-

aligned for analysis by seismologists

WSN application - Agriculture



Agriculture e.g., TU Delft Deployment

WSN application - Medicine

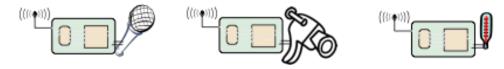




[CodeBlue: Harvard]

WSN application - roles

Sources of data: measure data, report them "somewhere"



Sinks of data: interested in receiving data from WSN

Actuators: control some device based on data, usually also a sink

WSN application - patterns

Interaction patterns between sources and sinks classify application types:

Event detection: Nodes locally detect events (maybe jointly with nearby neighbors), report these events to interested sinks

Periodic measurement

Function approximation: Use sensor network to approximate a function of space and/or time (e.g., temperature map)

WSN application - patterns

Interaction patterns between sources and sinks classify application types:

Edge detection: Find edges (or other structures) in such a function (e.g., where is the zero degree border line?)

Tracking: Report (or at least, know) position of an observed intruder ("pink elephant")

WSN application - deployment

How are sensor nodes deployed in their environment?

Dropped from aircraft: **Random** deployment Usually uniform random distribution for nodes over finite area is assumed Is that a likely proposition?

Well planned, fixed: **Regular** deployment E.g., in preventive maintenance or similar Not necessarily geometric structure, but that is often a convenient assumption

WSN application - deployment

How are sensor nodes deployed in their environment?

Mobile sensor nodes

Can move to compensate for deployment shortcomings Can be passively moved around by some external force (wind, water) Can actively seek out "interesting" areas

WSN application - requirements

Scalability Support large number of nodes

Wide range of densities Vast or small number of nodes per unit area

Programmability

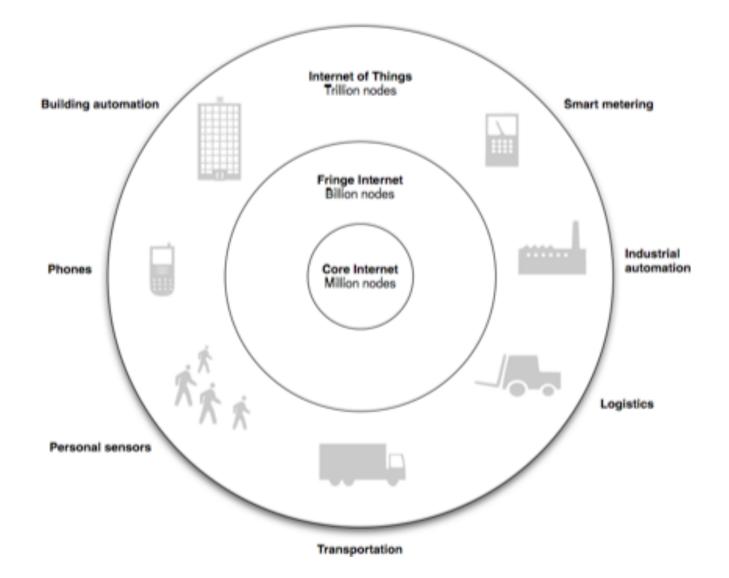
Re-programming of nodes in the field might be necessary, improve flexibility

Maintainability

WSN has to adapt to changes, self-monitoring, adapt operation

1980s: the PC revolution

- 1990s: the Internet revolution
- 2000s: the mobile revolution
- 2010s: the Internet of Things



What is a Smart Object?

A tiny and low cost computer that may contain:

- A **sensor** that can measure physical data (e.g., temperature, vibration, pollution)
- An **actuator** capable of performing a task (e.g., change traffic lights, rotate a mirror)
- A communication device to receive instructions, send data or possibly route information

This device is embedded into objects

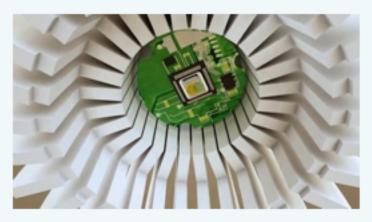
For example, thermometers, car engines, light switches, gas meters

We now talk about Internet of Things

All Our Lightbulbs Will Have IP Addresses

f Like

By Adrian Covert on May 20, 2011 at 12:00 PM



When we remarked that home automation technology was a reason we needed iPv6 technology, we weren't kidding. If Netherlandsbased NXP has it their way, we'll all be using networked LED lightbulbs, each with their own IPv6 address.

Tweet

0

According to Fast Company, this GreenChip technology operates on the 802.15.4 wireless

protocol, which means it doesn't use the same bandwidth as 802.11 wi-fi gadgets. Cool.

But what do you do with networked bulbs? Automate your home, of course.

You'll also be able to control mood lighting "states" with a remote control, or via your iPad, as if you were a theatre lighting designer; you'll be able to quickly and easily incorporate movement sensing automated lighting, that could even turn on dimly if it detects you're stumbling to the bathroom at midnight; and you'll be able to download apps to hone and polish your home's lighting energy needs so that you end up with a smaller power bill.

ambient™

Ambient Umbrella

Glowing intelligence lets you know that there's rain in today's forecast.



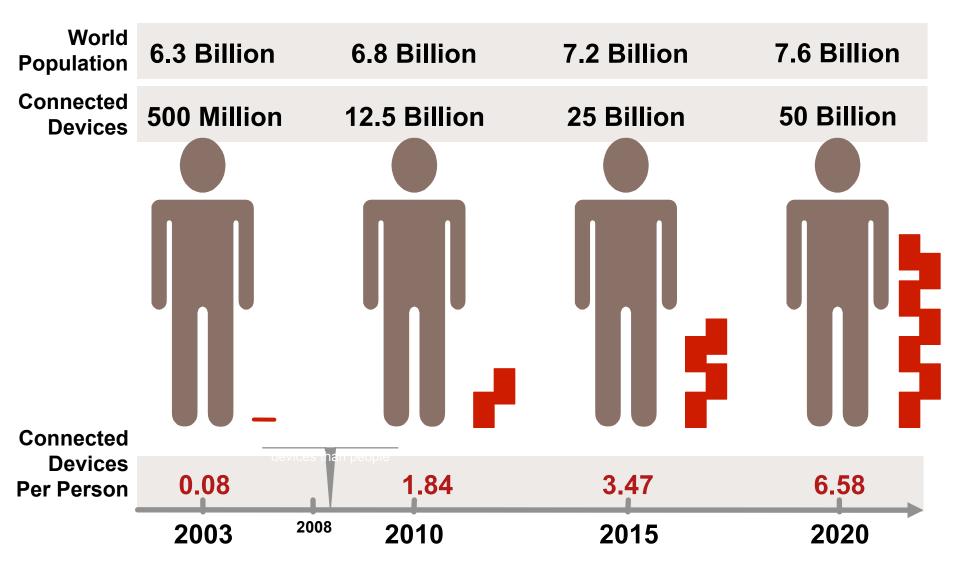
IPv4 or IPv6

Smart Objects will add tens of billions of additional devices

There is no scope for IPv4 to support Smart Object Networks

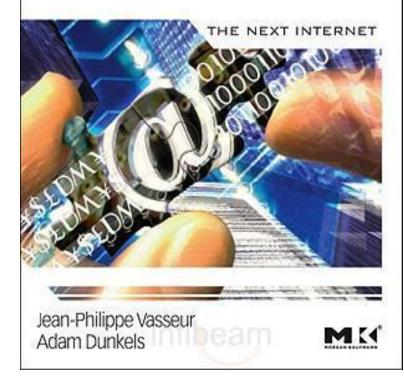
IPv6 is the only viable way forward Solution to address exhaustion Stateless Auto-configuration thanks to Neighbour Discovery Protocol Each embedded node can be individually addressed/accessed

Smart Objects



Recommended reading

INTERCONNECTING SMART OBJECTS WITH IP



Covers the trends in Smart **Objects Detailed** application scenarios Written by JP Vasseur (Cisco DE) Adam Dunkels (Inventor of Contiki O/S, uIPv6)