

Design Space and Applications of Sensor Networks

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What is a Sensor Network?

- De-facto definition by early US-based research projects (Smart Dust, NEST, ...)
 - **Deployment:** random
 - **Mobility:** static nodes
 - **Size/resources/cost:** tiny/constrained/cheap
 - **Heterogeneity:** identical nodes
 - **Infrastructure:** none, ad hoc
 - **Connectivity:** connected network
 - **Coverage:** dense
 - **Size:** thousands of nodes
 - **Lifetime:** years

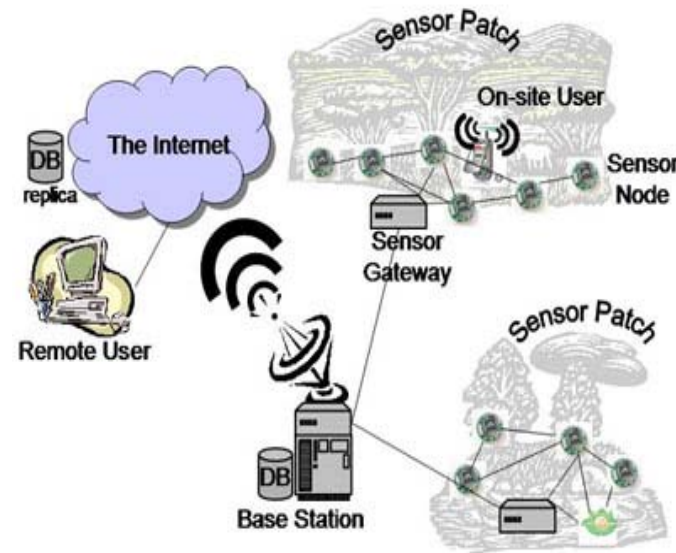
... and Reality?

- Is this definition matched by concrete existing applications?
- Why is this important?
 - Identify opportunities for future research
 - Generic hardware and software for a wide range of applications
 - Collaborative research
 - Background: ESF workshop in April 2004
- This talk
 - Examines concrete applications
 - Explores the design space of sensor networks
 - Discuss implications

Applications

Bird Observation

- Nesting behavior of birds
 - Occupancy of nesting burrows
 - Nodes in nesting burrows and on the ground
- Features
 - Deployment: manual
 - Heterogeneity: wheather, burrow, gateways
 - Topology: star of clusters



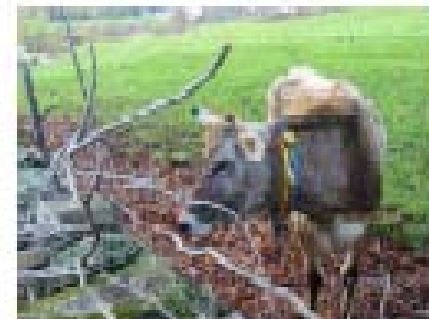
ZebraNet

- Behaviour of wild animals
 - Activity patterns, grouping behavior
 - Nodes worn by animals
 - Mobile base station
- Features
 - Mobility: mobile
 - Connectivity: sporadic
 - Infrastructure: GPS, mobile base station



Cattle Herding

- Virtual fence lines
 - Improved usage of feedlots
 - Reduced overhead (physical fences)
 - Sensor nodes attached to cows, can provide acoustic stimulus
- Features
 - *Mobility*: mobile
 - *Connectivity*: intermittent



Glacier Monitoring

- Monitor sub-glacier environments
 - Displacements, intra-glacier dynamics
 - Nodes deployed in drill holes
 - Base station on top of glacier



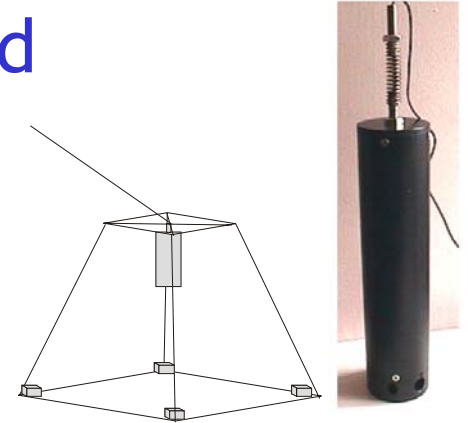
- Features

- Node size: brick
- Infrastructure: diff GPS, GSM
- Topology: star
- Network size: tens



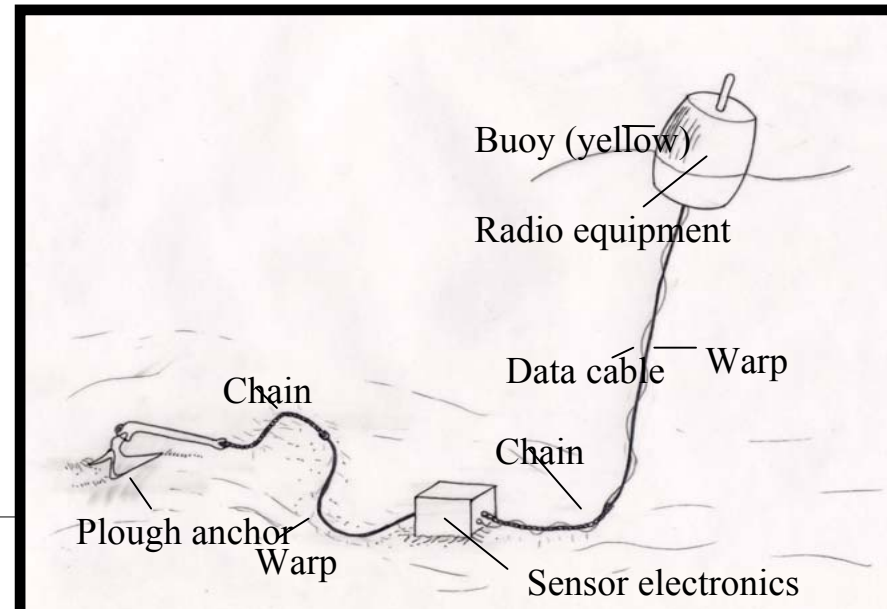
Bathymetry

- Impact of a wind farm on environment
 - Structure of ocean ground (sand banks, tidal activity)
 - Sensor nodes on ocean ground connected to buoy



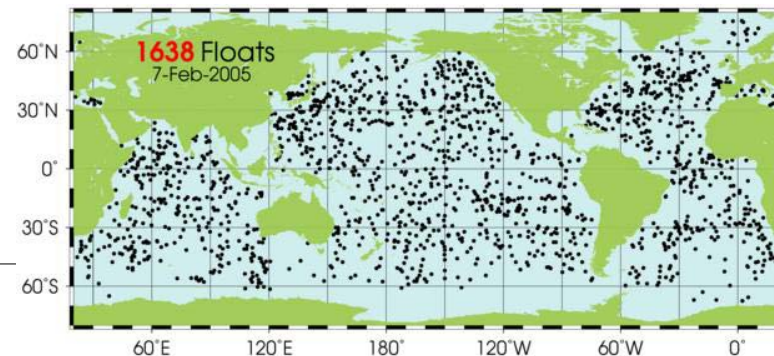
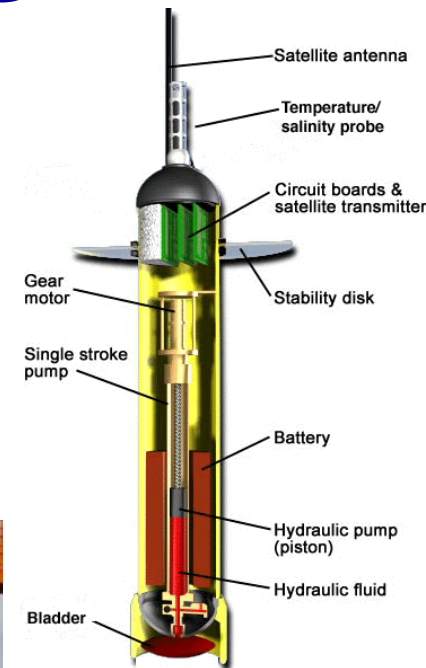
- Features

- Node size: bricks
- Infrastructure: GPS



Ocean Monitoring

- State of the upper ocean
 - Temperature, salinity, current profile
 - 1500 free-drifting sensors
 - Cycle to 2000 m depth every 10 days
 - Satellite communication
- Features
 - Node cost: 15000 USD
 - Node size: brick
 - Mobility: mobile
 - Connectivity: sporadic
 - Infrastructure: satellite
 - Topology: star
 - Depolyment: iterative



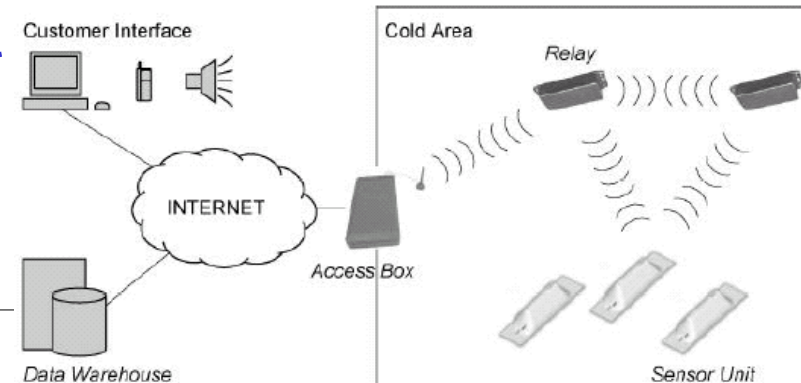
Cold Chain Mgmt.

- Temperature compliance of cold chains
 - Temperature of goods from production, via distribution centers, stores, to consumer
 - Sensors transported with goods
 - Relay units (interconnect sensors)
 - Access box (gateway to Internet)
 - Central ware house



- Features

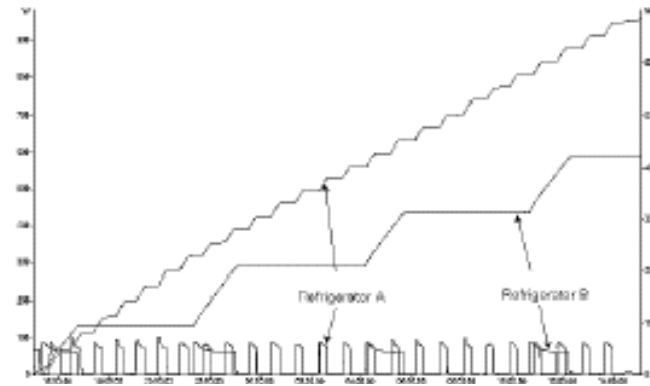
- Mobility: mobile
- Connectivity: intermittent
- Heterogeneity: sensors, relays, access boxes



Power Monitoring

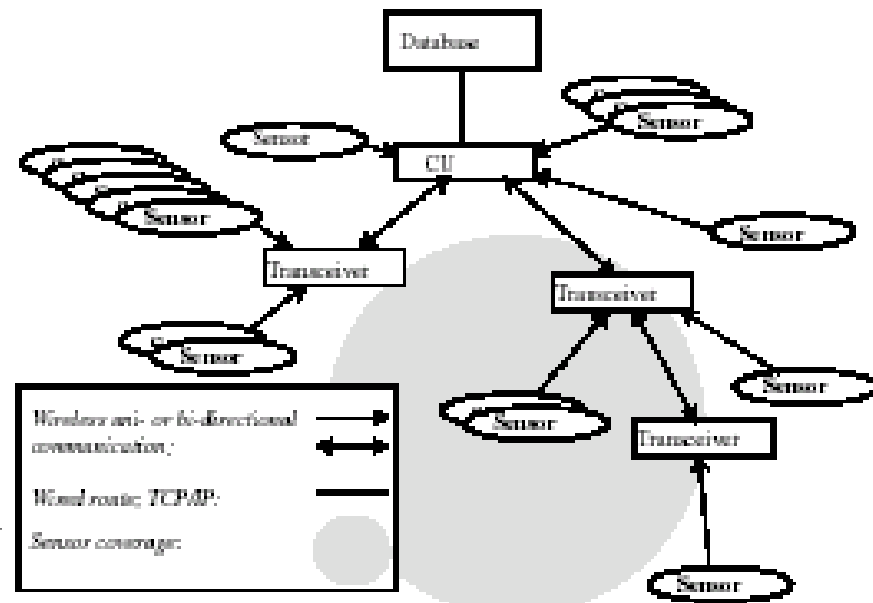
- Monitor power consumption in office buildings

- Sensor nodes attached to outlets
- Transceivers, central unit



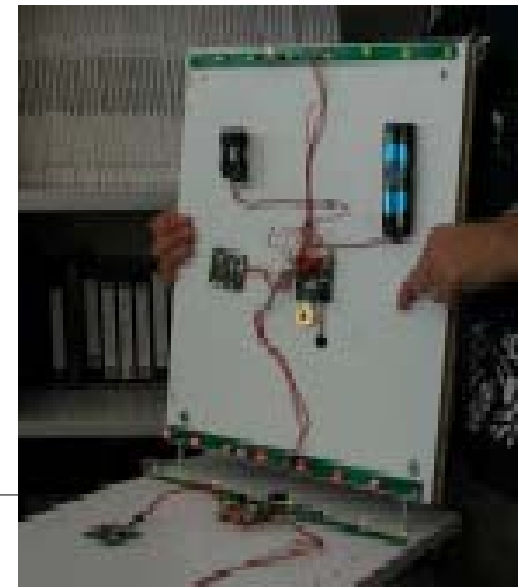
- Features

- Powered from power grid
- Heterogeneity



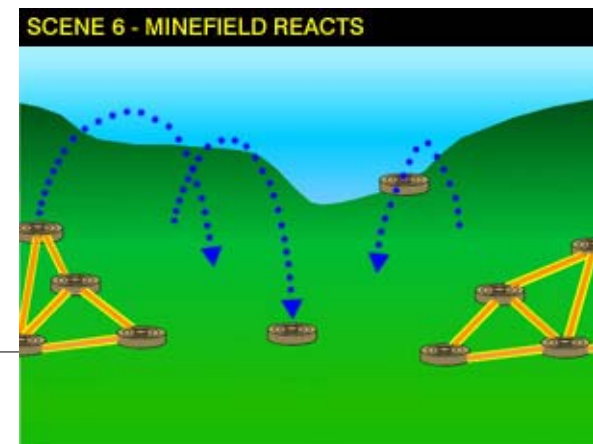
Parts Assembly

- Assist users in assembly of composite objects
 - E.g., do-it-yourself furniture
 - Sensors integrated into parts and tools
 - Optical feedback
- Features
 - Heterogeneity: tools, different sensors
 - Lifetime: hours
 - Network size: tens
 - Topology: single hop



Self-Healing Mine Field

- Anti-tank landmines automatically ensure coverage
 - Hop into breach line using rocket thrusters
 - Avoid use of anti-person landmines
- Features
 - Mobility: active mobility
 - Node size: brick



Design Space

Design Space I

- **Deployment**
 - Manual vs. Random
 - One-time vs. Iterative
- **Mobility**
 - Immobile vs. Partly vs. All
 - Occasional vs. Continuous
 - Active vs. Passive
- **Cost, size, resources, energy**
 - Brick, matchbox, grain, dust
- **Heterogeneity**
 - Homogeneous vs. Heterogeneous

Design Space II

- Infrastructure
 - Infrastructure vs. Ad hoc
- Network topology
 - Single-hop vs. Star vs. Tree vs. Graph
- Connectivity
 - Connected vs. Intermittent vs. Sporadic
- Coverage
 - Sparse vs. Dense vs. Redundant

Design Space III

- Network size
 - Tens to thousands
- Lifetime
 - Hours to years
- Other QoS requirements
 - Real-time constraints
 - Robustness
 - Tamper resistance
 - Unobtrusiveness
 - Stealth

Implications

Implications - Hardware

- Cover design space with hardware platforms
 - Are custom designs avoidable?
 - Modular approaches?
 - What is a sufficient set of platforms?
- Selection/composition of a suitable platform
 - Based on application requirements
 - Can this be automated?

Implications - Software

- Consistent programming across the design space
 - Suitable programming models and middleware abstractions?
 - Overhead of such abstractions?
 - What about cross-layer optimizations?
- A service-centric approach?
 - Service interfaces would include methods to specify appl. requirements
 - Automatic selection of appropriate service implementations

Further Implications

- Certain regions in the design space not covered by existing solutions
 - Opportunities for future research
- WSN is a multi-disciplinary research area
 - Cooperation of users, appl. domain experts, hardware designers, software developers
 - An explicit design space may help to coordinate research cooperation

Summary

- „Traditional definition“ of WSN not matched by many concrete applications
- Motivation for an explicit design space
- Implications on
 - Hardware platforms
 - Software techniques
 - Collaborative research
- Details
 - K. Römer, F. Mattern: „The Design Space of Wireless Sensor Networks“, IEEE Wireless Communications, Vol. 11 No. 6, Dec. 2004
 - ESF Workshop: www.vs.inf.ethz.ch/events/esf-wsn04

Ads

- Fachgespräch Sensornetze
 - ETH Zurich, March 23/24
 - www.fachgespraech-sensornetze.de
- Summer School on Sensor Networks and Smart Objects
 - Schloss Dagstuhl, Aug 28 - Sept 3
 - www.vs.inf.ethz.ch/events/dag2005