

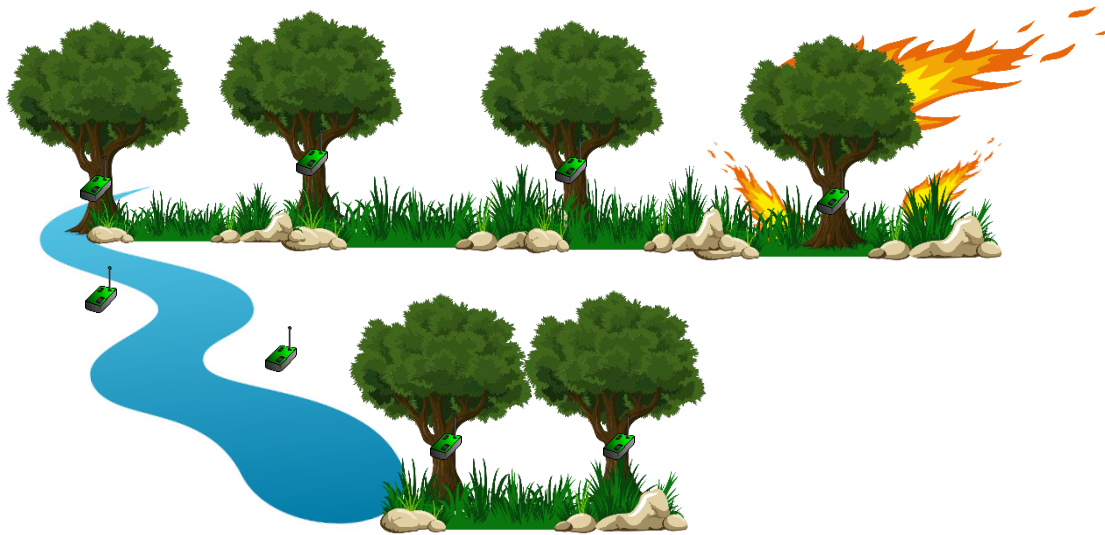


CISTER - Research Center in
Real-Time & Embedded Computing Systems

Programming for Wireless Sensor Networks

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Wireless Sensor Networks



Application

Personal Health Care
Smart City/Home
Structural Health
Forrest Fire Detection

Sense,
Collect & Act

Periodically
Event triggered

Capabilities

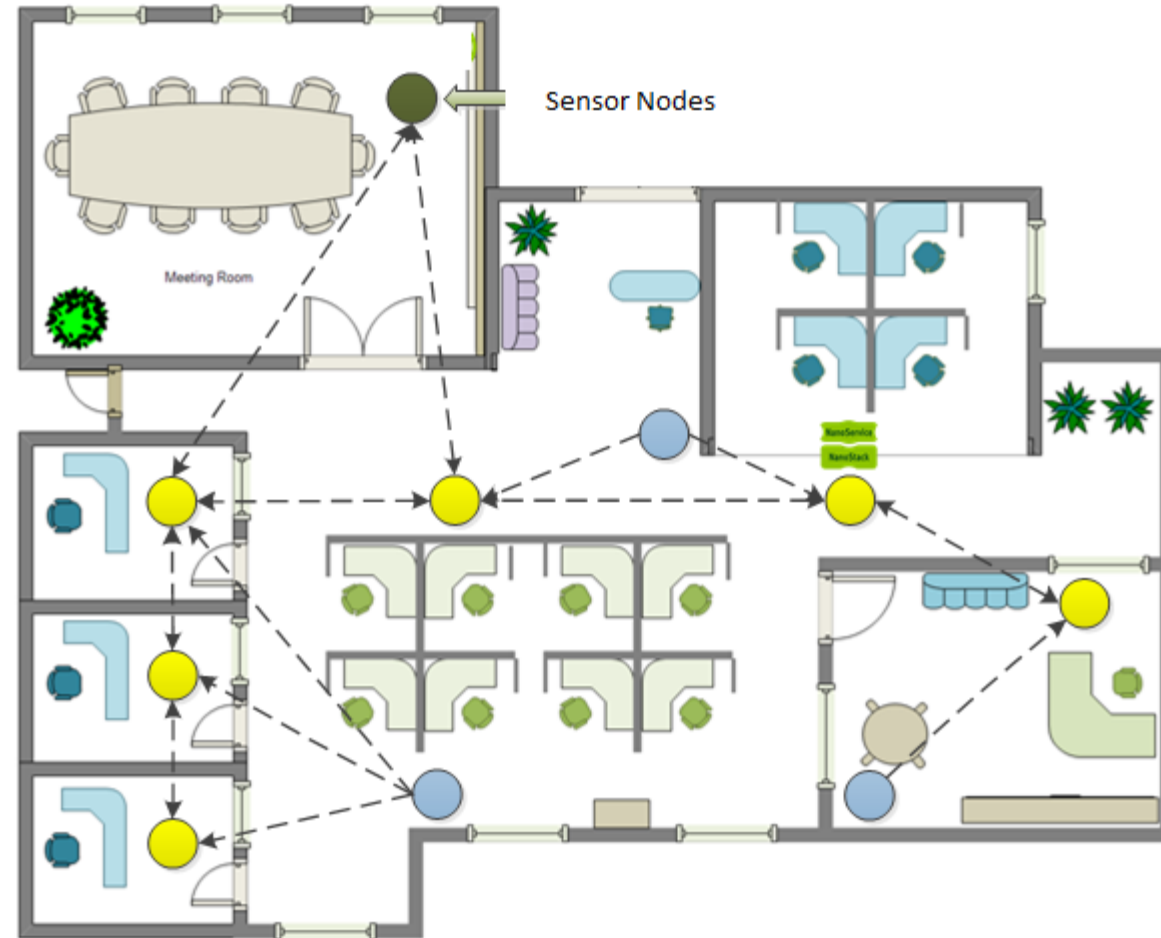
Many Physical Quantities
Better Processing
Single Physical Quantities
Limited Processing



Normal Habitat
Check Presence
And
Maintain Heating

Fire Alarm
Detect Presence
And
Open Doors

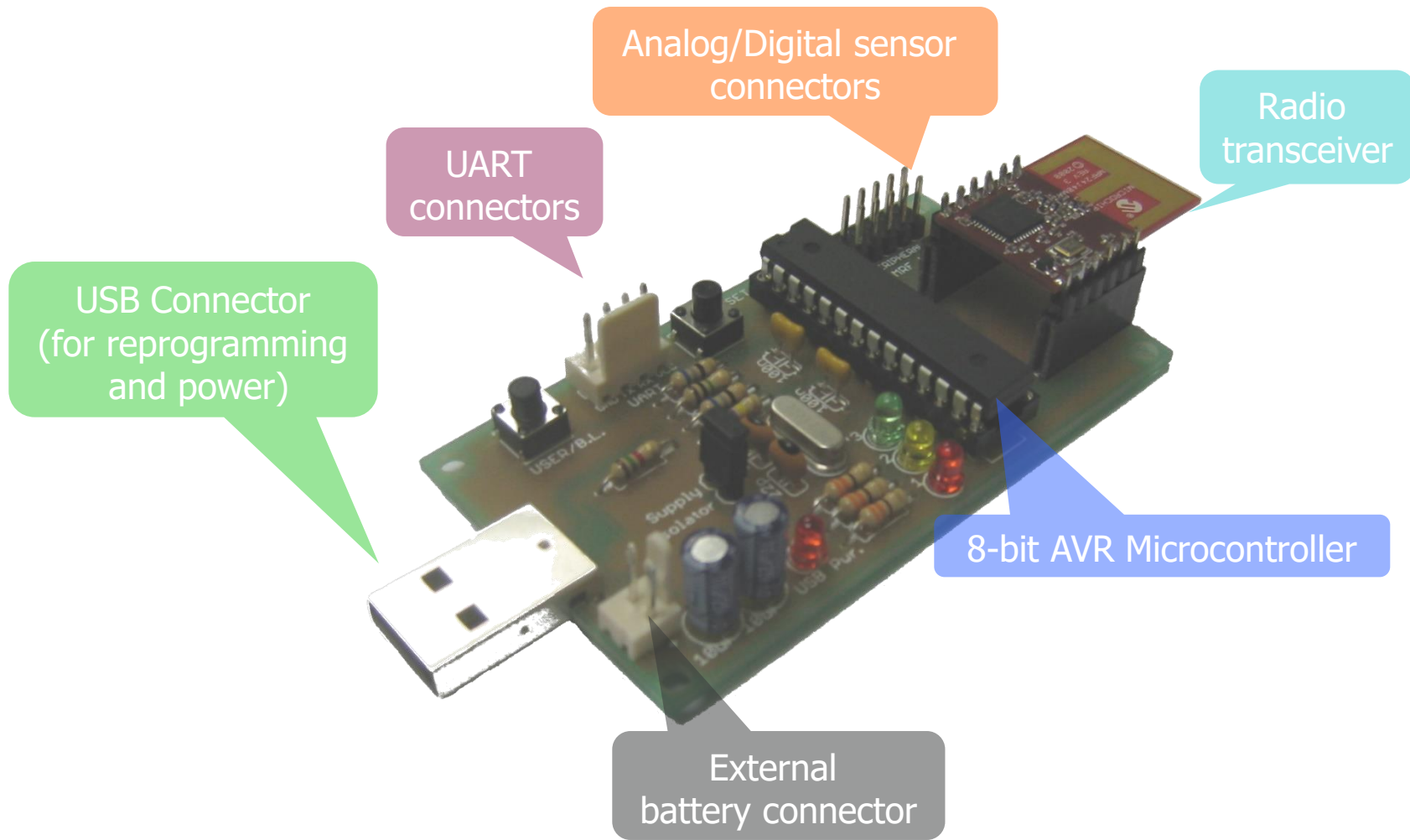
Fire Alarm
Monitor high
temp area &
Notify Firemen



Hardware for Sensor Networks

- Sensors or Actuators
- Processor unit (low power in mW)
 - mostly microcontrollers with ADC/DAC, UART etc
- Wireless Communication (Range in meters)
 - IEEE 802.15.4 compliant
- RAM (2-10 KB)
- Memory/Flash (50-250 KB)





Software for Sensor Networks

- Operating Systems (TinyOS, Contiki)
 - Resource Management (motes/nodes)
 - Protocols such as MAC, Routing
- Programming Languages
 - Low Level for hardware nodes (C, nesC)
- Additional Services
 - Localization
 - Sync the Clocks (RBS)
 - Code deployment (Trickle, CITA)

Application

OS

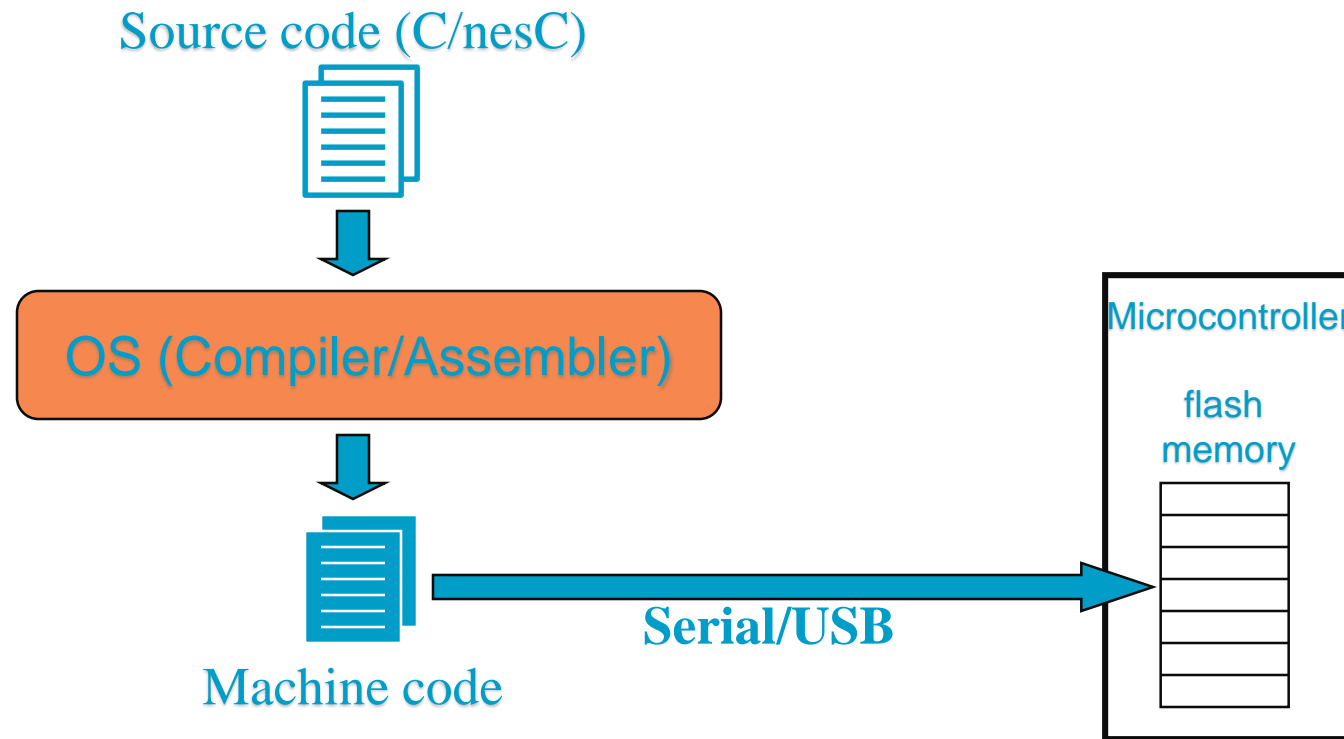
Network

Processor

Sensor

Energy





Traditional Programming

- Programming handles the gap between Application and OS
 - Message Passing
 - Handshaking
 - Radio Cycles
 - Interrupts and Timers
 - Polling Sensors
- Event Driven Execution
 - If this happens do that
- Exposes hardware controls
- Node Centric approach

Boot event handler

Sensor event handler

Timer event handler

Radio event handler

Responsibility of the Programmer



Existing Examples	Sense	Human Concern
Auto Lights On / Off	Room Activity	Convenience
File Systems	Personal Identity & Time	Finding Info
Calendar Reminders	Time	Memory
Smoke Alarm	Room Activity	Safety
Barcode Scanners	Object Identity	Efficiency



Example

```
int sense_prototread(struct pt *pt) {  
    PT_BEGIN(pt);  
    PT_WAIT_UNTIL(pt, condition1);  
    if (something) {  
        Action();  
        PT_WAIT_UNTIL(pt,condition2);  
    }  
    PT_END(pt)  
}
```

Potential Examples	Sense	Human Concern
Auto Cell Phone Off In Meetings	Identity Time Location Proximity Activity History ...	Convenience
Tag Photos		Finding Info
Proximal Reminders		Memory
Health Alert		Safety
Service Fleet Dispatching		Efficiency

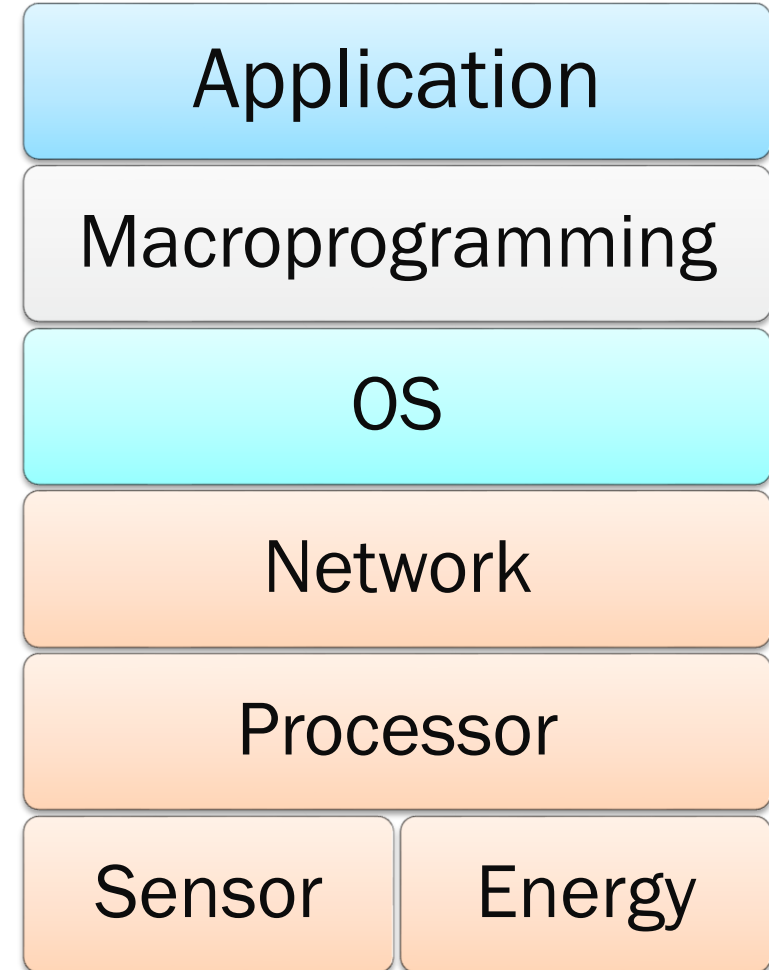
MacroProgramming Approach

- High level abstractions and flexibility
- Reusable Components
- Over the air programming
- Examples
 - TinyDB, Regiment, Flask, T-Res, ConesC, etc.



MacroProgramming Approach

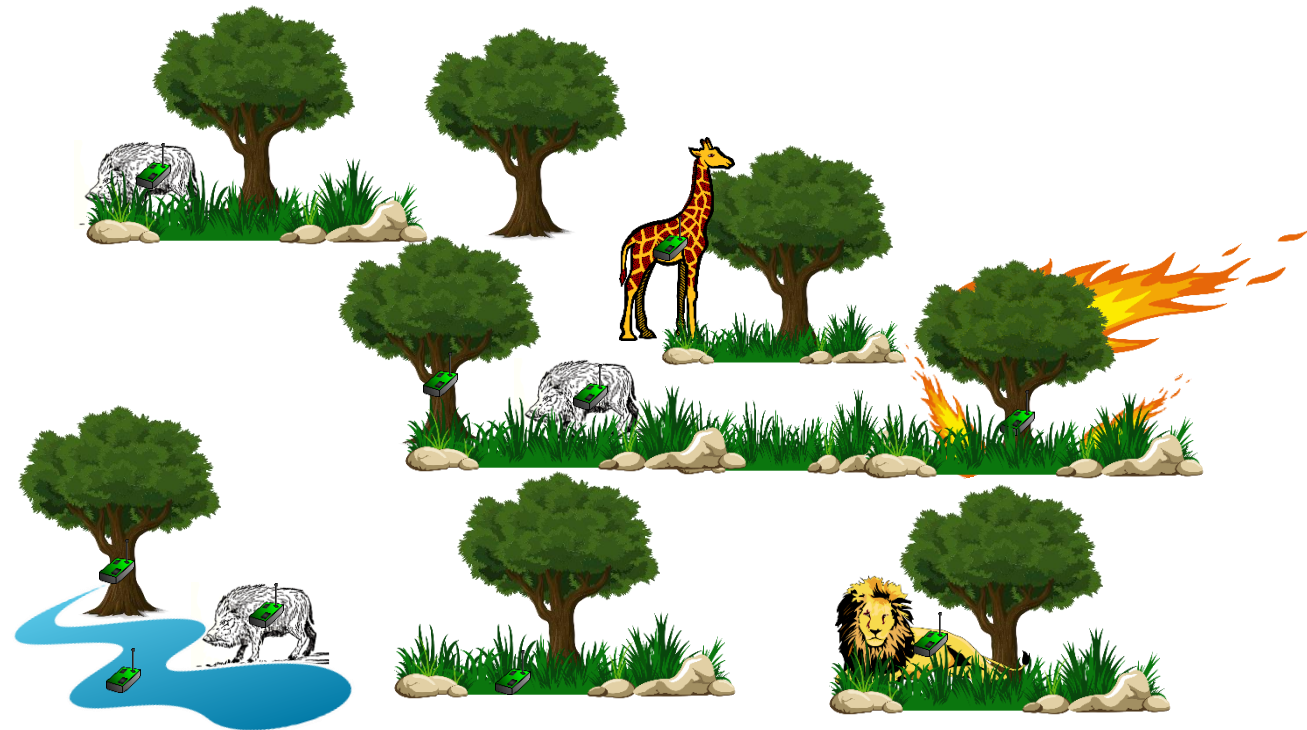
- Program System Behavior
 - Not node centric
- Provides support for
 - Scaling
 - Separation
 - Adaptability
 - Validation of behavior



Adaptation in Macroprogramming

- Adaptation for Sensor Networks
 - Network & Load dynamics
 - Requirement changes
 - Performance Scaling
- Ability to modify distributed system behavior
- Reprogrammable system-level services instead of node-centric approach





Adaptation Policies

- Simple tasks may require adaptation policies
 - Scale to more nodes
 - Survive minimum thresholds
 - Respond to input changes
- Functions which react to the data behavior [online]
 - Changes to other applications/functions
 - Changes to the same application
- Can User express desired outcome in simple way?
 - Use some templates to get the exact policies



Use Case #1

- Wildlife tracking devices on animal



For Speed(S) and BatteryLevel(B):

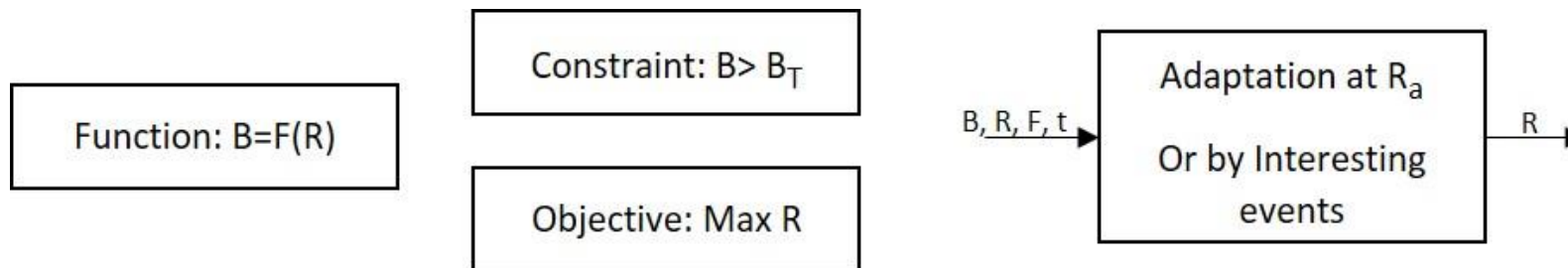
Poll GPS with Rate(R)

so that $BatteryLevel(B) > Threshold(B_T)$ after Time(T) or at pre-defined location/distance

AND so that Maximize R

Use Case #1

- Wildlife tracking devices on animal



Use Case #2

- Refrigeration/Storage

For Volume(V) and Time period(t):

Maintain Temperature(T_F)

so that Power Usage(P) < Threshold

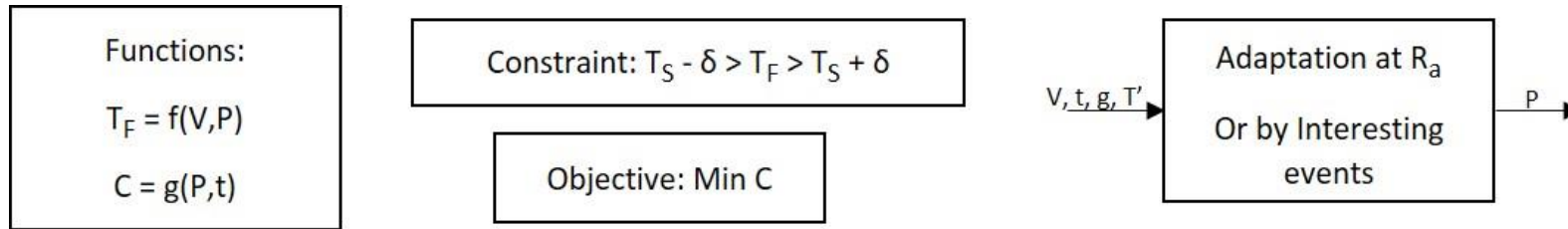
AND so that minimize Cost(C)

t = Time of the day or life time of the item



Use Case #2

- Refrigeration/Storage



T' = current temperature



Components for Adaptation Policies

- Functions
 - Relationship between input variables
- Adaptation
 - At a constant rate
 - By a trigger in the system behavior
- Constraints
 - Operational
 - Behavioral
- Solution
 - To provide the desired output



```

1  int Solve(Speed, BatteryLevelCurrent ){
2      // Calculate R using the solution for optimization
3      Return R;
4  }
5  int Function(Rate){
6      BatteryLevel = alpha*Rate;
7      return BatteryLevel
8  }
9  void sensing_thread () {
10     while()
11     {
12         timer = clock();
13         sleep(Rate);
14         GPS[time] = getGPS();
15     }
16     Return 0;
17 }
18 void timer_thread () {
19     while() {
20         timer_set(timer2, Ra);
21         if ( timer_expired(timer2)) {
22             adaptation_trigger = 1;
23         }
24         Timer_reset(timer2);
25     }
26 void adaptation_thread () {
27     While() {
28         If( adaptation_trigger == 1) {
29             BatteryLevel = Function(Rate);
30             If( BatteryLevel < Batterythreshold) {
31                 Speed = haversine(GPS[time-1:time]);
32                 Rate = Solve(Speed, BatteryLevel);
33             }
34             Timer_reset(timer2) // reset the timer
35             adaptation_trigger = 0
36 }
}
}

```



```

Block Trigger T {
    //has the ability to consolidate different
    //triggers
    // a fixed rate
    Use consecutive_time 10s
    // at fixed system time
    Use time_stamp 00:00
    // use different flags or events
    Use flags
}
Block Solution S {
    Use Function f
    Use Function g
    Use Constraint
    Uses Variables a b c d
    //solve
    return a
}
Block Constraint B {
    //define the constraint
    return true/false
}
Block Function f {
    Use variables b, c, d
    //operation
    return b
}
Block Function g {
    Use variables a, c
    //operation
    return a
}
// Adaptation here
Block Adaptation {
    If Trigger = Active:
        Solve a
        return a
}

```

Listing 1: Pseudo-C code for GPS Use Case.

Abstraction for Adaptation Policies

- Implementation in Python
 - Provide middleware for each block for Contiki OS
 - Support to scale each block to multiple instances
- Evaluation
 - Variable, Function, and other declarations are minimized by at least 50%
 - To add a new to existing adaptation policies in abstraction
 - Necessary to modify 5 lines with a fixed structure instead of several lines in C/nesc
 - Size of the compiled code remains approximately same



Thank you

