

Scalable Point-to-Point LoRa P2P Sensor Network Via Flood-Messaging

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Proof of Concept

This document and its associated source code describe a proof of concept only. It has not been verified in an industrial environment. While the author has applied good faith efforts to ensure that the information and instructions contained in this work are accurate, the author disclaims all responsibility for errors or omissions, including without limitation responsibility for damages from the use of or reliance on this work. Use of the information and instructions contained in this work is at your own risk. If any code or other technology this work contains or describes is subject to open source licenses or intellectual property rights of others, it is your responsibility to ensure that your use thereof complies with such licenses and/or rights.

Abstract

This project is a proof-of-concept that builds a peer-to-peer network of LoRa transceivers to support remote sensing and data transport. It uses flood-messaging to eliminate the need for more-costly LoRaWAN and third-party services. We begin with basics and gradually build the network. After having a working network, we add options to demonstrate the network's capabilities. Each section of this document takes a specific step forward and specifies the required hardware, associated documentation, and reliable sources of purchase. Project material is posted at the [GitHub Repository](#). This present document is meant to be active in the sense that links are provided where necessary for additional details. While this pdf form of the document can be read without an internet connection, getting full value requires one. Let's dig in and peel back the onion.

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Project Contributors

A paper by these three professors inspired the approach used by this project:

- [Professor Philip Branch](#), School of Science, Computing and Engineering Technologies, Swinburne University of Technology, Melbourne, Australia
- [Professor Binghao Li](#), Faculty of Engineering, University of New South Wales, Sydney, Australia
- [Professor Kai Zhao](#), Faculty of Engineering, University of New South Wales, Sydney, Australia

Their well-written paper discussed the design, implementation, and testing of their LoRa flood-messaging network. The citation and link to their paper is: Branch, P., Li, B., Zhao, K. (2020) A LoRa-Based Linear Sensor Network for Location Data in Underground Mining. MDPI, Telecom, 1(2), 68-79, <https://www.mdpi.com/2673-4001/1/2/6>.

Introduction

Flood-Messaging, in its simplest form, is like Ethernet's UDP networking in that delivery of messages is highly likely but not absolutely guaranteed. Also, there is no effort to maintain message order. A source broadcasts messages. Those messages are received and rebroadcast by relay nodes. Destination (Basestation) nodes make use of message contents. Over time, messages age out of the system. Figure 1 Illustrates the basic idea and the three types of network nodes involved.

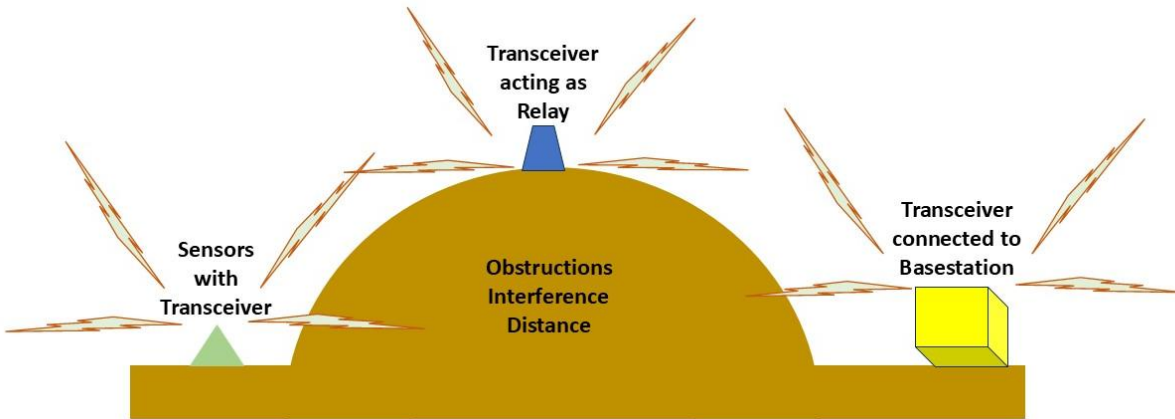


Figure 1. Fundamental idea behind LoRaP2P flood-messaging.

To dig deeper into the concepts and practical implementation of LoRaP2P flood-messaging, start by reading the [paper by Branch, Li, and Zhao](#). Then read about its evolution in the [paper by Raeth and Branch](#). In this present document, we get down into the weeds of realization via software and hardware. To begin, we put together modules that provide basic functionality. Then we build an inexpensive grassroots network. We continue by adding options that illustrate what can be done with the network. The Appendix contains a spreadsheet that cites each piece of hardware needed and reliable sources. Part-specific documentation is on each product page or linked from there.

Lets begin by laying the groundwork.

Laying the Groundwork

We start by examining the learning background one needs to proceed beyond plug-and-play. Then we put components together to build a simple functional transceiver that broadcasts sensor data. Be sure to read the entire section of interest before proceeding with a given step. Nothing beats understanding before doing. You will gain insights that help you as you proceed.

What You Need to Know

New projects require us to learn more than we may already know. They also lead to hardware purchases as well as writing and installing software. We talk now about those topics.

Education

Although we start with simple steps and little hardware, and hope for plug-and-play, understanding the guts of the software and modifying it is not for beginners. Where appropriate, reference is made to courses at [Saylor Academy](#). Course completion earns an online certificate.

Saylor Academy is a nonprofit initiative working since 2008 to offer free and open online courses to all who want to learn. We offer nearly 100 full-length courses at the college and professional levels, each built by subject matter experts. All courses are available to complete — at your pace, on your schedule, and free of cost.

One needs background in the following:

- Python programming language ([CS105: Introduction to Python](#))
- C++ programming language ([CS107: C++ Programming](#))
- C++ as implemented via Arduino IDE ([Arduino Language Reference](#))
- LoRa itself ([Introduction to LoRa Technology](#), [LoRa and LoRaWAN Introduction](#))
- Arduino hardware ([general link](#), see the appendix for specific devices)

Integrated Development Environments

There are many IDEs one may use. These two are the ones I have found to be most useful. Both tools are well-documented for installation and employment.

- [PyCharm Community](#) is an excellent open-access tool for working with Python. (See the bottom of the linked page.) Versions exist for Windows and Linux.
- [Arduino IDE](#) is an excellent open-access tool for working with Arduino C++ and associated microcontroller boards. Versions exist for Windows and Linux. (We use the latest 1.x.)

Hardware

Suitable hardware for this project has not been obvious. It is important to look beyond advertising and hype to find reliable hardware and suppliers.

The present thrust relies on the Arduino product line and their MKR WAN 1310 microcontroller board and its embedded LoRa transceiver. Many other options were rejected for various reasons:

- * requires rats-nest of jumper wires to implement even simple applications
- * poor or disorganized documentation
- * lack of versatility
- * limited to the infrastructure and components of one company
- * unresponsive tech support and inactive user community
- * dysfunctional website or out-of-stock on most products
- * unable to get basic examples to function correctly
- * limited to LoRaWAN, unable to work with LoRaP2P
- * shipping increases overall cost by more than 50%
- * products are fragile or otherwise of low quality

All things considered, I decided to go with [Arduino's](#) product line. Their distribution is global and they have many distributors. They have warehouses in many countries such that devices ordered directly from Arduino ship from the nearest warehouse. Their robust products are relatively expensive, when compared to other options. But they work well, manufacturing is consistent, and they survive many scenarios of physical and electrical application. Documentation is extensive and their user community is active. There are any number of less-expensive clones but my personal

experience with clones has not been good. Using original Arduino devices, it is possible to build a grassroots network for around \$US170.

It is not necessary to purchase all the hardware at once. It can be purchased as this document proceeds since we build a grassroots LoRaP2P network piece-by-piece and then add options. The Appendix contains a table of all hardware components used in this project, prices (at time of publication), and reliable purchase sources. Item-specific documentation is either on the product page or linked from there.

An Elementary Microcontroller

Arduino's product line is highly modular. It begins with a baseboard and then adds plugin modules. Wire-In points are provided if third-party components are desired. There are several options for baseboards. These vary in price and capability. For this project, we work with the MKR WAN 1310 since it has an embedded LoRa transceiver and so offers the best chance to build a useful network and connect to various sensors.

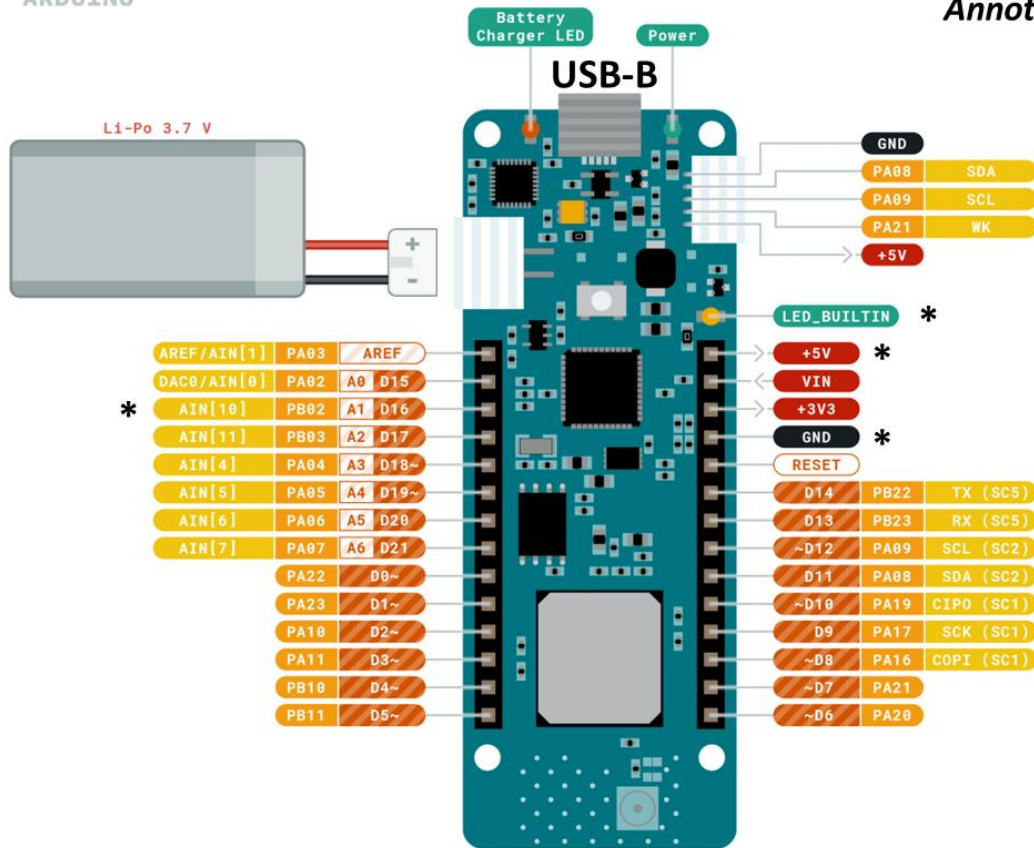
Assembling Hardware

We start with one MKR WAN 1310, it's antenna, and its USB cable. From the devices' documentation, you will see that the MKR WAN 1310 is somewhat small in physical size. Some people will need a magnifying light so they can use both hands while working with small components. It all depends on your eyesight

Read the product documentation carefully. It explains the MKR WAN 1310 in detail. For this first task, we use the Pins 5v, GND, and A1. We also use the LED_BUILTIN. These are illustrated in Figure 2. The asterixed "pins" accommodate male jumper wires.



ARDUINO MKR WAN 1310 Annotated PinOut



<https://store.arduino.cc/products/arduino-mkr-wan-1310>



Figure 2. Annotated MKR WAN 1310 pinout diagram.

Installing Software

Once the antenna has been mounted, connect a USB-A/USB-B cable to the device. This cable has to provide power and serial communication. Then plug the other end of the cable into a USB-A port on your computer. You will notice the activated charging and power LEDs near the USB-B port.

Follow [these directions](#) to install and configure the Arduino IDE. Notice that we are installing v1.x, not the very latest version, 2.x. The reason is that v2.x is still in beta.

Install the latest version of “Arduino SAMD Boards”. Within the IDE, use Tools/Board/Boards Manager. Search on “MKR”. Select the library and press Install. Once the library is installed, ensure

you have the correct port selected, Tools/Port/Arduino (MKR WAN 1310). Once you reach that point, try a blank sketch and press the “Verify” button. Compilation should succeed if everything has been done correctly.

Now load a relatively simple example, one that just blinks the built-in LED, File/Examples/Basics/Blink. After pressing Verify, the build should complete successfully.

Sketch uses 11964 bytes (4%) of program storage space. Maximum is 262144 bytes.

Global variables use 2988 bytes (9%) of dynamic memory, leaving 29780 bytes for local variables. Maximum is 32768 bytes.

Now press the Load button. The program will recompile and install itself in the device. Once that process completes, you will notice LED-BUILTIN is blinking. This step seems trivial but it is important to verify IDE installation and cable connection. Some USB cables provide only power and do not facilitate data communication. Others provide only data communication. The one specified in the appendix’ parts list provides both. We want to be sure everything is working as expected.

As we end this section, we have demonstrated that the device is installed and configured correctly. We have programmed a basic operation and so are ready for something more.

Adding a Simple Sensor

Sensors do nothing more than provide voltage that has to be interpreted according to the sensor type. For our simple sensor, we will just supply a voltage and verify that we are reading it correctly.

The device has an integrated Analog-to-Digital Converter (ADC). ADC’s do not give a direct voltage reading. Rather, they give an integer level value according to the specified resolution. See this [article by Arrow Electronics](#) for more detail.

The 5v pin is a regulated 5vdc voltage supply (see product documentation for specifics). As the voltage supplied to the device declines below the specified input voltage, the 5v pin output declines and becomes erratic. In that way, we can keep an eye on battery-powered devices power supply.

Run a jumper wire between the 5v and A1 pins. Then load the SimpleSensor code. On the serial monitor, you will see:


```

12:21:07.522 -> =====
12:21:07.522 -> Arduino MKR 1310 read-voltage test
12:21:07.522 -> =====
12:21:07.522 -> 5.00
12:21:08.507 -> 5.00
12:21:09.527 -> 5.00
12:21:10.508 -> 5.00
12:21:11.533 -> 5.00
12:21:12.513 -> 5.00
12:21:13.544 -> 5.00
...

```

That is exactly what we would expect to see. If you want to experiment with the idea, turn off the Serial Monitor and turn on the Serial Plotter. Let the program run for a bit. Then unplug the A1 side of the jumper wire. Follow up by plugging one end of the jumper wire into A1 and the other into GND. Finally, restore the jumper wire to A1 and 5v. You will see a plot similar to Figure 3.

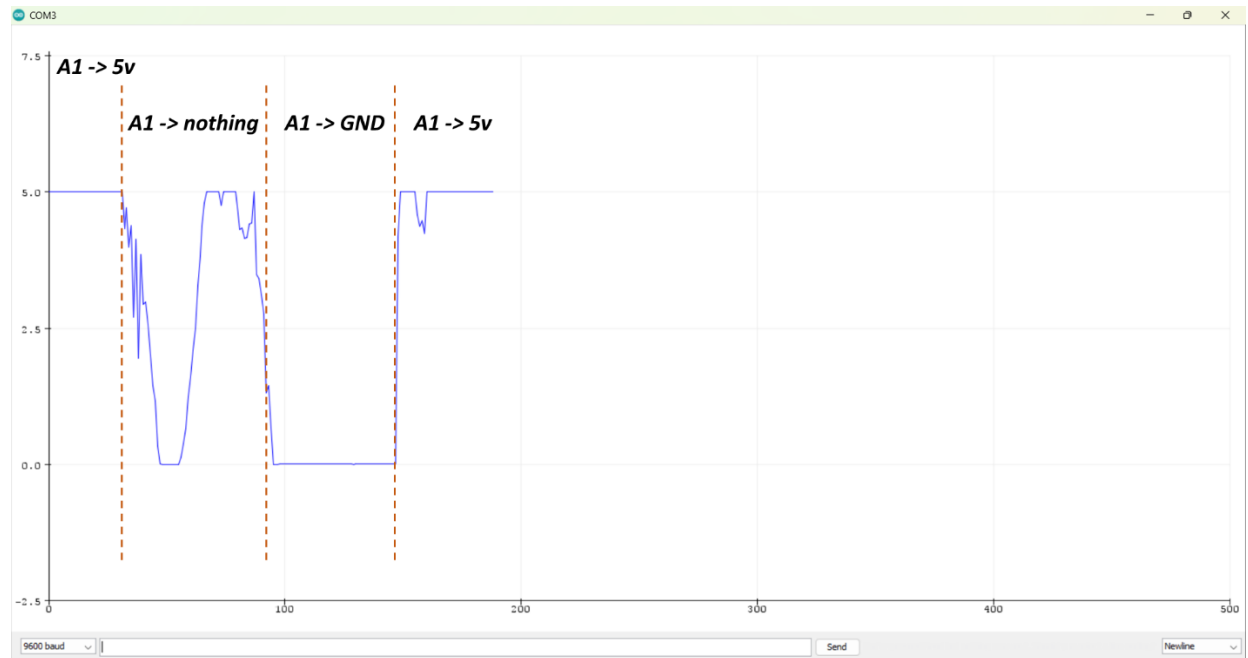


Figure 3. Plot of voltage reading at A1 pin.

A First Cut at LoRaP2P

We are now able to sense voltage inputs. Let's learn how to send and receive that data. We begin by composing and sending simple LoRa messages that contain readings from sensors connected to the device. A second node receives, parses, and displays the contents of those messages. You need two MKR WAN 1310, their antennas, and their associated USB cables.

Which LoRa library to use is an important consideration. This project uses a modified version of the [LoRa library](#) maintained by Logsnath Logu and Sandeep Mistry. That library is still in development but is a good foundation. Fixes recommended within that library's pull requests have been

incorporated. These resolve various issues encountered as project demands advanced. Use the provided version of the library, the one in the LoRa directory. That entire directory goes into your Arduino libraries directory.

Sender

This first cut is based on an [article by Karl Soderby](#). Merged into Soderby's code is our program for reading sensor data. Connect the 5v and A1 pins. Load BasicSenderNode. You will see the following on the Serial Monitor:

```
14:00:14.636 -> =====
14:00:14.636 -> Arduino MKR 1310 basic LoRa sender test
14:00:14.636 -> =====
14:00:14.636 ->
14:00:14.636 -> Sending packet: 1
14:00:14.683 -> Packet 1 : Value 4.998779
14:00:15.710 ->
14:00:15.710 -> Sending packet: 2
14:00:15.756 -> Packet 2 : Value 4.998779
14:00:16.781 ->
14:00:16.781 -> Sending packet: 3
14:00:16.829 -> Packet 3 : Value 4.998779
14:00:17.806 ->
14:00:17.806 -> Sending packet: 4
14:00:17.899 -> Packet 4 : Value 4.998779
...
```

Receiver

If we take a second MKR WAN 1310 and load BasicReceiverNode, we see that the LoRa packets are being transmitted accurately.

```
16:53:26.545 -> =====
16:53:26.545 -> Arduino MKR 1310 basic LoRa receiver test
16:53:26.545 -> =====
16:53:41.624 -> Received packet 'Packet 1 : Value 4.998779' with RSSI -44
16:53:42.696 -> Received packet 'Packet 2 : Value 4.998779' with RSSI -44
16:53:43.769 -> Received packet 'Packet 3 : Value 4.998779' with RSSI -44
16:53:44.842 -> Received packet 'Packet 4 : Value 4.998779' with RSSI -44
16:53:45.912 -> Received packet 'Packet 5 : Value 4.998779' with RSSI -44
16:53:45.912 -> Received packet 'Packet 5 : Value 4.998779' with RSSI -44
16:53:46.979 -> Received packet 'Packet 6 : Value 4.998779' with RSSI -43
...
```

Ensuring Proper Use

Now that we have a basic sender/receiver example, we should now consider proper use. While this author is not able to speak to exact legal matters, all nations have their requirements for proper use of LoRa radio frequencies. If you are communicating with some third-party service, they may have

deeper requirements. For example: Which radio frequency to use is set by each nation. [This table](#) shows frequency by nation. Notice that some nations do not allow unlicensed radio broadcasts.

Messaging duty cycle is also set by each nation (limitations on how often messages can be sent). For instance, the USA has no duty-cycle limitations but transmissions cannot last longer than 400 milliseconds. Europe has a duty cycle of 1%. Considerable technical detail is given in [this document](#) by Semtech. A good [parameter calculator](#) is posted by Arjan.

For my own case in the USA, from the calculator and assuming a 13 byte overhead:

Frequency: 915mhz; Spreading Factor: 7; Bandwidth: 125khz

Other factors shown in the linked calculator's table are in regard to The Things Network (a third-party service) and a 1% duty cycle.

We also have to be concerned about Channel Activity Detection (CAD) since we do not want a network node to try broadcasting at the same time as another node. This topic is discussed in Semtech's [Introduction to Channel Activity Detection](#). Their [application note](#) speaks to different CAD uses. This author has been unable to confirm that the LoRa baseline library we are using has a fully-functional CAD capability. However, something we can do is check for an existing signal, per Fujiura Toyonori's [modification](#). His CAD method was integrated into the baseline library.

For this demonstration, the very same code is used for all nodes, except that each node has a unique address. This works because each node can send and receive. Note, however, that the transceiver cannot work in full duplex mode. It cannot send and receive at the same time. Thus, if a message arrives during a transmission, the receiver may not see it.

Load Duplex_Test_NodeA into one device and Duplex_Test_NodeB into another device. Something similar to the following will appear on either serial monitor:

```
13:36:04.065 -> Node is active
13:36:04.529 -> Transceiver is active
13:36:04.529 -> Frequency: 915000000
13:36:04.529 -> Spreading Factor: 7
13:36:04.529 -> Signal Bandwidth: 125000
13:36:04.529 -> =====
13:36:04.529 -> Arduino MKR 1310 LoRa Send/Receive test
13:36:04.529 -> =====
13:36:05.782 -> Received from: 0xff
13:36:05.782 -> Sent to: 0xbb
13:36:05.782 -> Message ID: 13
13:36:05.782 -> Message length: 17
13:36:05.782 -> Message: Hello LoRa World!
13:36:05.782 -> RSSI: -28
13:36:05.782 -> Snr: 9.75
13:36:05.782 ->
13:36:08.477 -> No signal detected. Could send something.
13:36:08.524 -> Sent: Hello LoRa World!
...
```

Building a Grassroots Network

Having established basic send/receive, we now build a grassroots network. The devices we are using can all be powered by batteries and encased for outdoor installation. Additional capability can be added as needed. Different antennas can be purchased if required but we begin with the one provided with the Arduino MKR WAN 1310.

Recall from Figure 1 that there are three types of nodes in a flood-messaging network: sensor, relay, basestation. Although any node could be made to send and receive as the ability of the network and its nodes grows, for now we restrict sensor nodes to broadcast only. Relays only receive and rebroadcast. Basestations only receive. Figure 4 offers a view of our grassroots network and its components.

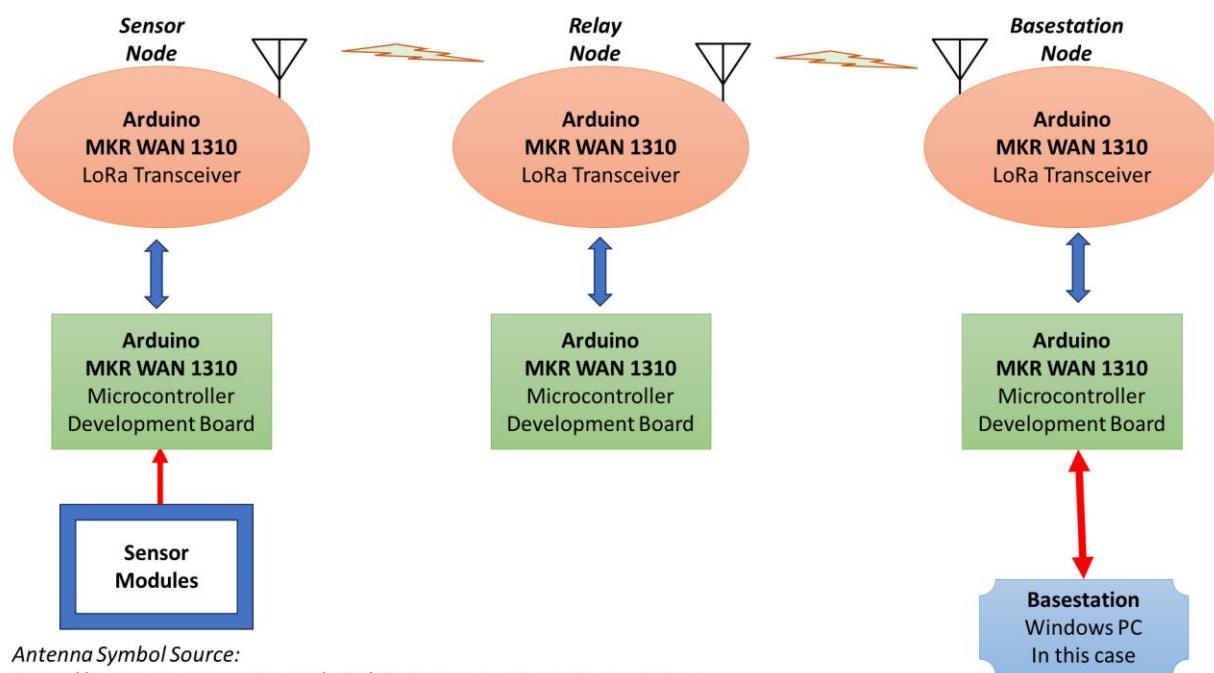


Figure 4. Component relationships in grassroots network.

Recall that we are talking about radio broadcast. There is no reason that any node could not receive a message sent any other node. For instance, the basestation could directly receive a message from a sensor node, as well as that same message rebroadcast by a relay node. It is necessary to account for that possibility without limiting the network to only one basestation. (A “basestation” is any node that receives data and does more than rebroadcast that data.)

Forming Messages for Broadcasting

From a network perspective, it is necessary for messages to contain certain basic information. We apply the following envelope:

<u>Byte</u>	<u>Meaning</u>
0	Message Length (255 max, could be less)
1	System ID
2	Source Node ID
3	Destination Node ID
4	Message ID - High Byte
5	Message ID - Low Byte
6	Message Type
7	Sensor ID
8	Number of Rebroadcasts Remaining
9..255	Message Contents

Notice that we are dealing with bytes, although one can still decide to send messages containing only ascii text. Bytes are unsigned eight-bit integer values in the range 0..255. Text allows for values in the range 0..127. As options are added to the network, we will see why we really do need to think in terms of bytes instead of just text.

We employ a standard byte-level messaging library that is evolving with this project, and which accesses the selected LoRa library. This approach maintains commonality between nodes, except for what appears in the ino file specific to each node type. Take the code in the MessageHandler directory and put that into your Arduino libraries directory.

MessageHandler.cpp contains a DEBUG variable at the very top. If you want to view the library's operational updates on the serial monitor, activate that variable. Otherwise, comment that variable. Each node's ino file has a comparable DEBUG variable so that it is not necessary to see MessageHandler's text as the network operates. During standard operation, both variables should be commented. This is especially true for basestation nodes since those communicate via the serial port with a PC.

MessageHandler's constructor sets LoRa parameters. As distributed, those settings are for this project in the USA. Use the links given earlier to determine appropriate values for your application and your nation. Ultimately, the project may evolve this approach into a parameter-entry file.

Sensor Node

Recall what we did when we added a sensor to our MKR and built a simple sender/receiver. We expand now on that idea by using the supplied standard messaging library. After loading Grassroots_SensorNode, on the serial monitor you should see something similar to:

```
13:45:59.891 -> Node is active
13:46:00.355 -> Transceiver is active
13:46:00.355 -> Frequency: 915000000
13:46:00.355 -> Spreading Factor: 7
13:46:00.355 -> Signal Bandwidth: 125000
```

```

13:46:00.355 -> =====
13:46:00.355 -> Arduino MKR 1310 Grassroots LoRa flood-messaging sensor node test
13:46:00.355 -> =====
13:46:00.355 ->
13:46:04.265 -> No signal detected. Could send something.
13:46:04.357 -> Sent message of length 20
13:46:04.357 -> Sent text message: Volts: 5.00 (Text Length: 11)
13:46:04.357 -> Volts: 5.00
13:46:04.357 ->
13:46:07.767 -> No signal detected. Could send something.
13:46:07.813 -> Sent message of length 20
13:46:07.813 -> Sent text message: Volts: 5.00 (Text Length: 11)
13:46:07.813 -> Volts: 5.00
13:46:07.813 ->
13:46:10.270 -> No signal detected. Could send something.
13:46:10.317 -> Sent message of length 20
13:46:10.317 -> Sent text message: Volts: 5.00 (Text Length: 11)
13:46:10.317 -> Volts: 5.00
13:46:10.317 ->
...

```

Notice how our earlier work is carried forward. Messages use the same LoRa access methods applied earlier.

As you form text messages, be sure to follow a format that ensures accurate parsing of Sensor Type, Units, and Value. Multiple sensor values can be put that way into the same message. In this case, we are using text. But that is not essential. One could always just send a number as bytes and then specify the sensor type. Then, a table could be used to decode the value sent. There are a lot of messaging options as the need arises.

Basestation Node

There are two components to the basestation, an MKR WAN 1310 and a personal computer running a python program (Linux or Windows, Mac may work too). The MKR component plugs into a USB serial port on the PC. The PC talks to the transceiver, processes the messages, and displays results.

MKR Component

The MKR associated with the basestation receives messages and passes them to the PC via the USB serial port. It ignores messages not meant for the particular basestation to which it is attached.

Load the code for `Grassroots_BasestationNode_MKR`. When the example sensor node is running and `DEBUG` is set, you should see something like this on the serial monitor:

```

11:40:12.584 -> Node is active
11:40:13.049 -> Transceiver is active
11:40:13.049 -> Frequency: 915000000
11:40:13.049 -> Spreading Factor: 7
11:40:13.049 -> Signal Bandwidth: 125000
11:40:13.049 -> =====
11:40:13.049 -> Arduino MKR 1310 Grassroots LoRa flood-messaging sensor node test
11:40:13.049 -> =====
11:40:13.049 ->
11:40:16.974 -> No signal detected. Could send something.
11:40:17.021 -> Sent message of length 20
11:40:17.021 -> Sent text message: Volts: 5.00 (Text Length: 11)
11:40:17.021 -> Volts: 5.00
11:40:17.021 ->
11:40:20.449 -> No signal detected. Could send something.
11:40:20.541 -> Sent message of length 20
11:40:20.541 -> Sent text message: Volts: 5.00 (Text Length: 11)
11:40:20.541 -> Volts: 5.00
11:40:20.541 ->
11:40:22.938 -> No signal detected. Could send something.
11:40:22.984 -> Sent message of length 20
11:40:22.984 -> Sent text message: Volts: 5.00 (Text Length: 11)
11:40:22.984 -> Volts: 5.00
...

```

If DEBUG is not set, then only the raw passed-forward message will appear. That is what the PC component of the basestation will receive. (DEBUG should not be set if the PC component of the basestation is engaged.)

Personal Computer Component

Your knowledge of Python will come in handy when engaging the PC component of the basestation. That code is under Grassroots_BasestationNode_PC. For this grassroots demonstration, the personal computer simply repeats received messages. Later, we can add graphical displays as desired. We can also interact with external systems as devices are controlled or data is communicated.

DEBUG on the MAK component has to be disabled. (Comment DEBUG in the library and the ino file.) Further, the serial port on the Arduino IDE has to be turned off.

You can run the Python program from the console or the Python IDE. Something similar to the following appears on the PC during this example:

Serial ports:

Detected 3 total ports

<i>Name</i>	<i>Device</i>	<i>Manufacturer</i>	<i>Description</i>
COM1	COM1	(Standard port types)	Communications Port (COM1)
COM6	COM6	Arduino AG (www.arduino.cc)	Arduino MKR WAN 1310 (COM6)
COM3	COM3	Arduino AG (www.arduino.cc)	Arduino MKR WAN 1310 (COM3)

Connecting to LoRaP2P microcontroller/transceiver (COM6)

Connected. Awaiting Messages...

1740501250.9958715: Volts: 5.00

1740501251.0602365: Volts: 5.00

1740501254.7671747: Volts: 5.00

1740501258.823454: Volts: 5.00

1740501263.235231: Volts: 5.00

...

As described earlier, messages can be formed, interpreted, and acted upon according to the needs of the application.

Relay Node

Relays use a third MKR WAN 1310. They rebroadcast messages as they are received. After a given number of rebroadcasts, a message ages out and is no longer rebroadcast.

Load the code for `Grassroots_RelayNode`. On the receiver's Serial Monitor you should see something similar to:

11:13:05.882 -> Node is active

11:13:06.361 -> Transceiver is active

11:13:06.361 -> Frequency: 915000000

11:13:06.361 -> Spreading Factor: 7

11:13:06.361 -> Signal Bandwidth: 125000

11:13:06.361 -> Node Address: 0

11:13:06.361 -> =====

11:13:06.361 -> Arduino MKR 1310 Grassroots LoRa flood-messaging relay node test

11:13:06.361 -> =====

11:13:06.361 ->

11:13:08.646 -> Received from: 0x1

11:13:08.646 -> Sent to: 0x3

11:13:08.646 -> Message length: 20

11:13:08.646 -> RSSI: -35 Snr: 9.75

11:13:08.646 ->

11:13:08.646 -> Rebroadcasting

11:13:08.646 -> No signal detected. Could send something.

11:13:08.743 -> Sent message of length 20

11:13:08.743 ->

...

Some Thoughts

We see clearly now the basics of Arduino's MKR WAN 1310, how to query sensors, and how to send and receive messages that contain sensor data. Messages should be composed so that they are easily parsed, so that their essential contents can be extracted.

We may be curious about options that make a network more useful. Let's look into some possibilities in the next sections.

Programmable USB HUB

There are cases when a sensor needs to be connected to our network but the sensor is not readily compatible with the MKR WAN 1310. If the sensor is compatible with a device that communicates via an accessible USB data stream, one solution is to use a programmable USB HUB to link the MKR WAN 1310 with the device to which the sensor is connected. In this section we build and demonstrate a basic USB HUB. The following hardware is required:

- Arduino Uno R3 and its associated but separate USB cable.
(It is possible that Arduino Uno R4 and Arduino Mega will also work. Have not tried that.)
- RaspberryPI v4 and its associated but separate Ethernet cable. Creating a programmable USB HUB does not necessarily require such a meaty SBC. It all depends on what you want the hub to do with incoming data before the data is passed on. It also depends on how many ports you need, of which version. (This particular board has two v2 and two v3 USB ports.) For a specific implementation, choose the hardware, OS, and software most suited to that purpose. The device purchased can be used as part of numerous evolving proofs-of-concept. Note too that Raspberry PI has plugin modules for various applications.
- Arduino MKR WAN 1310 and its associated but separate USB cable.

Setting up the Hardware

Here is what the project did to get the hardware ready to go. The RaspberryPi-v4 is programmed in Python-v3.10. That software runs just as well on a PC so testing is easy.

RaspberryPi-v4

Here are the steps followed to get this device ready to use. This device operates just like any headless Linux device. There are also similarities with remotely-accessed Linux computers.

1. **Configured for headless operation (no desktop or keyboard).**

Follow [this documentation](#). To burn the OS, I employed a Windows PC and a USB SD Card adaptor. A 16gb micro-SD card proved sufficient. Used the imager's advanced-settings options to avoid having to modify the OS' files. Notice that there are many OS one can install. These depend on the purpose at hand. Selected OS/Other/Lite-64 since this device will take 64 bits and a desktop or keyboard was not needed. Using the imager's advanced-settings options greatly simplifies the configuration process.

- Left hostname at raspberrypi.local to maintain synergy with the Pi device's documentation.
- Enabled SSH and set password authentication plus username/password.
- Did not set wireless LAN since that was not needed.
- Set locale options per my geographical location.
- Turned off all persistent settings.

Burn took a few minutes. Process went smoothly. Dismounted the SD card from the PC and mounted it on the device. (Card faces outward from its socket, downward relative to the board, you see the face of the card as it is being inserted.)

2. Connected device to ethernet network and plugged in the power source.

Which socket to use on the board is clearly marked. It does not appear possible to plug the power supply into the wrong socket. Plug the power supply's adaptor firmly into the socket. If you do it too lightly, it will not connect. However, as in all such things, if you have to force it, you are doing something wrong. The power supply's switch is not marked for on/off. For those with good eyes in good lighting, there appears to be a nub on the switch that marks the ON position. If you press the switch down on that nub, in the direction of the device, the power is on. Once the device is booted, a red LED will show. The green blinking LED will have stopped.

3. Checked for presence on ethernet network.

Router's device-list showed two devices without names. That was the correct number. Brought up the PC's command console. Entered the command "ping raspberrypi". Ping confirmed the device's presence. Used [Putty](#) and Port 22 to connect to raspberrypi. Login console appeared. Entered username/password. Linux prompt appeared. "python --version" showed that v3.9.2 is installed. That is sufficient for our purposes.

4. Once the device's operation was verified, the next step installs the device into its case.

Turned off the device and then disconnected the power supply and ethernet cable. Removed the SD Card from the device. Otherwise, it is likely the card will break. Followed the instructions that come with the case. All parts and the screwdriver are provided in the kit. Note: Pins on the device are not numbered but Pin-10 is marked. Look carefully at the diagram in the instructions. Count pins carefully when connecting the fan. After Step 2 in the instructions, notice the two heat sinks provided in the kit. There is no instruction regarding the heat sinks but have a look at [this video](#). This video shows how to install the provided heat sinks. These appear meant for the processor and memory chips. Heat sinks for the USB and ethernet controllers are not included in the kit. Before Step 3 in the instructions, installed the two provided heat sinks. After Step 5 in the instructions, the two halves of the case were not tight together. There was still looseness. Tried using a better screwdriver but found that more tightness risked stripping the screws' bodies and heads. Once Step 5 is completed, notice the back of the case, the opposite side from the fan. There are two wall mounts. Be careful of how long the mounting screws are, and the size of the heads. It is possible to damage the board or short it out. The case is not designed to accommodate pin-mounted plugins. Notice too the four round indentations on the back of the case. These are for the feet provided in the same bag with the screws. A scissor serves to cut these to size for mounting. The material surrounding the round feet is designed to peel away. Installing the feet and laying the case down on the feet improves air circulation and thus

cooling for both wall and table mounting. Finally, notice the carry-case that comes with the kit. This is a nice travel and storage case.

5. **Verified installation and operation.**

Reinserted the SD Card containing the 64-bit Lite operating system. This is a Debian Linux OS extended for Raspberry Pi. Reattached the power supply and ethernet cable. Turned the power switch to ON. The fan came on. The red and ethernet LEDs came on. Used Putty to connect to the device. Logged in. "python --version" showed that v3.9.2 is already installed. This completed implementation and verification of the device. A concern is the loose case but perhaps a plastic tie strap would fix that.

6. **Moved files from PC to RaspberryPi**

It is necessary to move Python software files from the PC to the RaspberryPi. An excellent open-access tool for that is [FileZilla](#). After installation, go to File/SiteManager. Use SFTP as the protocol and raspberrypi as the host. Port remains blank. Connect and login. File transfers are drag-and-drop.

Arduino Uno R3

To learn how to set up this particular microcontroller development board, see [this getting-started guidance](#). You will also want [these details](#) as you dig deeper. The board comes with various examples.

Top-Level Architecture

Figure 5 gives a block diagram of how the various hardware components operate together. Either Arduino component or the RPi can do whatever is necessary with the data it contains.

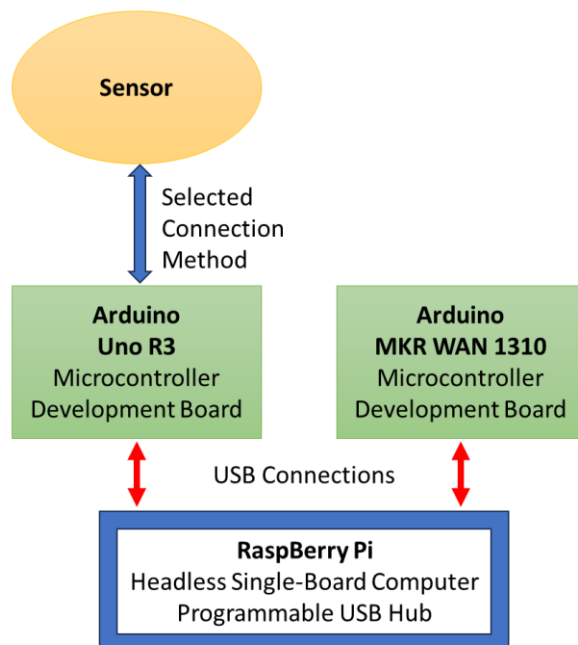


Figure 5. Illustration of programmable USB HUB.

In general, we can connect disparate devices via their USB serial ports, facilitated by a programmable USB HUB.

PingPong

The USB HUB can be programmed to fulfill whatever data processing/transfer needs are required. Each connected device begins by exchanging a single-byte handshake with each device with which it wishes to communicate. For the application at hand, MKR WAN 1310 sends an instigator message to the other device to get the process going.

Within the directory for this subsection you will see three code blocks: ArduinoUno, ArduinoMKR, and RPiHUB. Each should be loaded into its appropriate device. HUB can be run on a PC or RPi.

Within RPiHUB, notice there are two variables: PORT_A_NAME and PORT_B_NAME near the top of the program. These have to be set to the ports being used by the two devices. When the HUB starts to run, it will list all connected devices. You can see from there which port names are appropriate. If the HUB does not connect to both devices, it will abend. Set the port names as appropriate and try again. (We are working with just two ports but the idea is not limited to just two.)

Once the codes are all loaded and all the connections to the HUB are made, start the HUB running. On the HUB's display will be something like:

Serial ports:

Detected 3 total ports

COM1 : COM1 : (Standard port types)

COM7 : COM7 : Arduino LLC (www.arduino.cc)

COM3 : COM3 : Arduino AG (www.arduino.cc)

Configuring serial ports...

Connected to PORT_A.

Port Name: COM3

Port Baudrate: 9600

Connected to PORT_B.

Port Name: COM7

Port Baudrate: 9600

Looking for PORT_A handshake: Success. Sending handshake to PORT_B.

Looking for PORT_B handshake: Success. Sending handshake to PORT_A.

Handshakes exchanged

1739552932.6751611 > PORT_B message length: 2. Value of Interest: 0

1739552932.756578 > PORT_A message length: 2. Value of Interest: 1

1739552932.7726183 > PORT_B message length: 2. Value of Interest: 2

1739552932.8561385 > PORT_A message length: 2. Value of Interest: 3

1739552932.8749392 > PORT_B message length: 2. Value of Interest: 4

1739552932.9566402 > PORT_A message length: 2. Value of Interest: 5

1739552932.9738948 > PORT_B message length: 2. Value of Interest: 6

1739552933.056281 > PORT_A message length: 2. Value of Interest: 7

...

The displayed text starts with a time marker. That is followed by the length of the received message and the data value sent, Notice how the data value increments. The two microcontrollers increment the number they receive and then send that value back. The HUB simply passes messages from one serial port to the other. Although we are using two microcontrollers from the same company but with different processors, any programmable device with a serial port could be used this way.

Data Security

Here we briefly address the issue of data security. We take the opportunity to implement the AES encryption/decryption standard.

Many people want to have secure communication. Although that can never be perfect, we have the Advanced Encryption Standard (AES) published by the US National Institute of Standards and Technology (NIST). AES is the same symmetric block cipher the US government uses to protect classified information. You can read more about AES in this posting by TechTarget: <https://www.techtarget.com/searchsecurity/definition/Advanced-Encryption-Standard>.

There are many implementations of AES posted on the internet. While I do not argue about their correctness, there was only one posting I could find that demonstrated how to use the underlying AES implementation to encrypt and decrypt variable-length messages. This library was written by [Sergey Bel](#). You can download the library from [his repository](#). Put that library into your Arduino libraries directory. We use this library to provide an example of how to implement AES encryption/decryption for LoRaP2P message broadcasts. There are many options for use that are discussed in the repository.

Cryptology and Cyber-Security are vast fields into which this project does not delve. You may find this open-access cryptology book useful, <https://cryptobook.nakov.com>. You can read a discussion about the issues at hand in the well-written [master's thesis by Priyansha Gupta](#). Finally, AES is key based. There are encryption/decryption techniques that do not require pre-established keys.

Demonstrating Message Encryption/Decryption

Our overall project uses microcontroller/transceiver units. One unit has a sensor module. After reworking the example in the selected AES library, the example's code, AES_Baseline, shows the basic approach. < coming > That code was added to the code for Duplex_Test. Each message to be transmitted is first passed through the encryption algorithm. On the receiver node, each message is decrypted after reception.

Running the Software

< coming > As with Duplex_Test without encrypt/decrypt, the ino files are exactly the same. Only the source and destination addresses change. Loading and running Duplex_Test_NodeA_cypher and Duplex_Test_NodeB_cypher shows that the receiving node replicates the message sent by the sending node.

If you merge encryption/decryption into the grassroots network, notice that applying AES may well extend the length of the message. That is normal to AES but has to be accounted for in the message to be transmitted by sensor nodes and interpreted by relay and basestation nodes. I have not yet decided on an approach but it is not likely to be difficult.

Possible Extension

The employed AES implementation uses a static key but the key need not be static as long as both sender and receiver use the same key. Varying keys over time may enhance security. A message could be used to trigger a change in key without sending the key itself. As this project is not a study in communication security, the author has not attempted to extend what is demonstrated.

Appendix – Hardware Component Sources and Documentation

Here is a table of all hardware components used in this project, prices (at time of publication), and reliable purchase sources. Shipping, import fees, and taxes are not included since those vary according to your source, location, and volume purchased. Some source links are affiliate. Purchases through those links provides a bit of income to this project. Where a component is mentioned in the document, refer to this table for source of purchase. Complete documentation on the component in question is found directly on the product page or is linked from the product page.

Description (See product pages for documentation)	Price (USD)	Total Number Required	Source (2)
<i>A suitable Linux or Windows computer is assumed to exist and to have three available powered USB ports.</i>			
Basic Essentials - Grassroots Network			
Arduino MKR WAN 1310 Baseboard , with antenna	46.00	3	Arduino Official Store
Micro USB Cable (USB A / USB B)	6.90	3	Arduino Official Store
Male-Male jumper wires	4.80	1	Arduino Official Store
(1) Total Cost	163.50		
Optional Accessories			
Stand-alone magnifying light	40.00	1	Amazon
(3) Soil-Moisture Sensor	45.00	1	Vegetronix
Total if all purchased:	85.00		-
For Exploring Image Transmission			
Arduino Uno R3	28.00	1	Amazon
USB 2.0 Cable	7.00	1	Amazon
RaspberryPi single-board computer	129.00	1	Amazon
Ethernet Cable	7.00	1	Amazon
Micro SD Card	8.00	1	Amazon
USB Micro SD Card Adaptor	9.00	1	Amazon
PixyCam + Connector Cable	70.00	1	Amazon
Total if all purchased:	258.00		

(1) Prices are at time of writing. They do not include shipping or taxes.
"Cost" refers to the sum of individual prices times the number required.

(2) "Arduino Official Store" refers to Arduino's global network.
See the bottom-right of the page to select your region.

(3) This is an industrial-grade sensor that happened to be already
on hand. For brief indoor experiments, cheaper sensors will do. For instance:
<https://amzn.to/40DeuvC>.

One has to study and understand the new sensor, and correctly integrate it
relative to the host device and the soil in question.

Appendix – LoRa Network Types

This project employs LoRa communications technology. LoRa (Long Range) employs unlicensed radio frequencies whose use and configuration are determined country-by-country. An important aspect of this means of radio communication is that LoRa broadcasts are very resistant to electromagnetic interference and physical obstacles (within reasonable limits). The result is improved signal penetration and propagation. This capability is due to the digital modulation employed, which is based on spread-spectrum technology. (Links to LoRa details are given earlier in this document.)

There are two major domains within LoRa application, LoRaWAN (LoRa for wide-area networks) and LoRaP2P (LoRa for direct peer-to-peer networks).

LoRaP2P operates without the need for a gateway. LoRaWAN employs a full network protocol and employs gateways as its means of providing network management and security. Since LoRaP2P does not employ a gateway, it is simpler and less expensive to implement for localized applications. LoRaWAN is meant for large-scale networks with a large number of devices. Like Ethernet UDP LoRaP2P messages have a high chance of delivery but delivery is not guaranteed. Nor is message order ensured.

Within LoRaP2P, there are two approaches to building a network when direct sender/receiver connections cannot be ensured, flood and mesh networks. Both create networks where data can hop between multiple devices through various routes. This enhances reliability and range within challenging environments by allowing data to be sent and received in spite of obstacles so that data has a better chance of reaching its destination.

Flood networks use very simple networking and messaging protocols, whereas mesh networks use more complex network management and message routing approaches. The mesh networks observed by this author to date depend on real-time operating systems and specific computational hardware. On the other hand, the flood network employed in this project has much less dependency on specific hardware and does not use a real-time operating system. Both network types have to be configured for the transceiver to be employed. The implementation of flood networking used in this project is easily transportable from one computational device to another.

Flood and mesh networks operate by connecting multiple devices (nodes) together, where each node can act as a message relay. This allows data to be transmitted across the network by "hopping" from one node to another until it reaches its destination, effectively creating a self-healing network that can reroute data if one node fails. Essentially, every device on the network can send and receive data directly with each other, not just through a central point or gateway, creating a robust and flexible communication system.

Both flood and mesh approaches have the following benefits:

- Ability to connect numerous devices, each acting as a network node that can both send and receive data.
- Transmitted data is forwarded so that it reaches the target node.
- Network congestion and node drop-outs are overcome.
- Multiple connection paths increases the chance of message delivery. If a node fails, data can still be transmitted through alternative routes, ensuring network resilience.
- There is nothing that prevents a network node from connecting to external systems.

This project employs flood networking. A good example of mesh networks is [Meshtastic](#). But this author's experience is that it is very hardware dependent. Still, international networks have been built using this approach. As this project is focused on local low-cost networks that are flexible regarding hardware, we continue to develop flood networks. The author has built rudimentary networks (one each: sensor, relay, basestation nodes) for under \$175US. LoRaWAN begins with a gateway at a cost of around \$300US.