

Ad Hoc Network Integration For Immersive Performances (ANIFIP)

1ª Avaliação do Projeto



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01

Objectives

Ad Hoc Network

- establish an ad hoc network
- communication between multiple nodes
- mesh backbone for transmitting commands
- nodes synchronization (via NTP)

Command Propagation

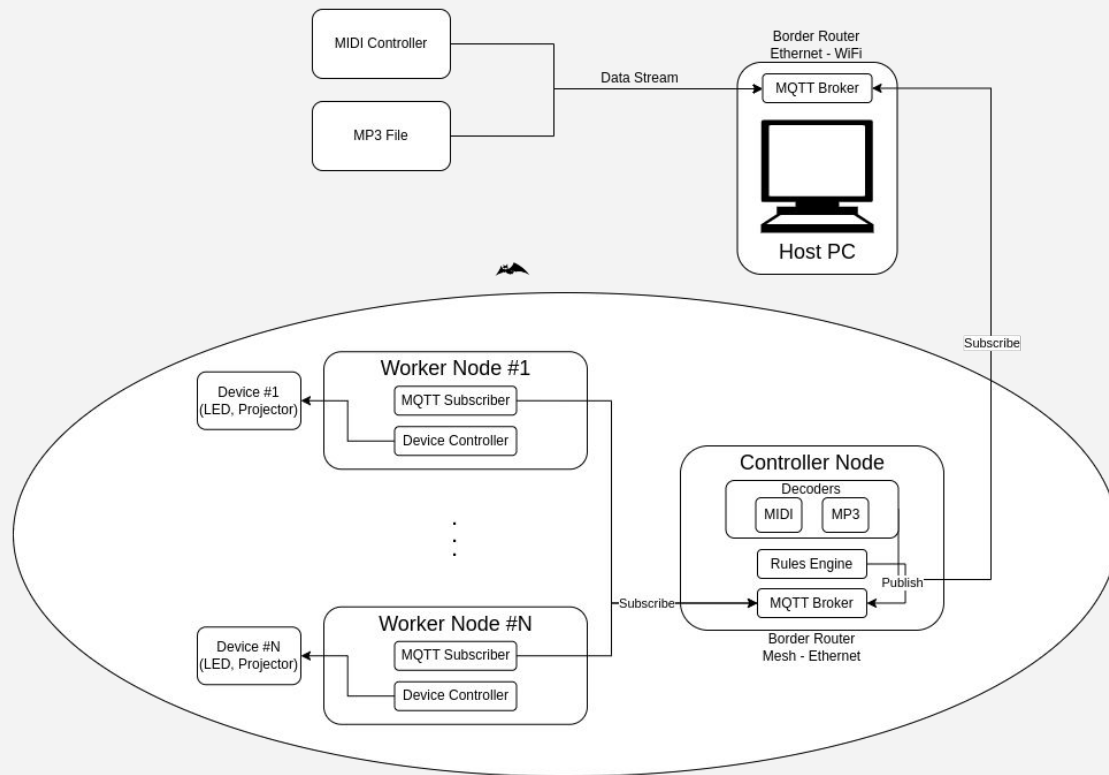
- receive a commands from the central controller
- propagate commands through the network
- respond to the instructions

Node Actions

- perform specific tasks based on node's capabilities
- (e.g turn on LEDs, change LEDs color, change the displayed image)

02

Architecture



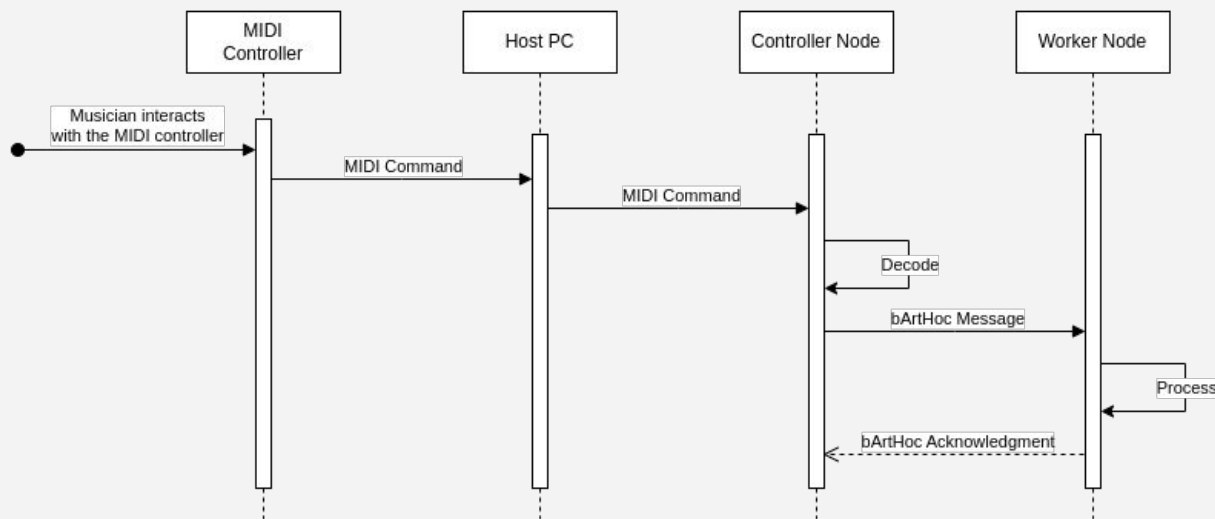
03

Protocol – Messages

```
1 {  
2   "audio": "<base64 encoded audio stream>",  
3   "metadata": {  
4     "timestamp": <timestamp>,  
5     "duration": <int - duration of the audio chunk in seconds>,  
6     ...  
7   }  
8   "rules": {  
9     "node_1": [  
10      <list of actions node must perform>  
11    ],  
12    ...  
13  }  
14 }
```

03

Protocol – Sequence Diagram



04

Project Status

- Ad Hoc Network Established - B.A.T.M.A.N

```
nap@raspberrypi-708:~/Desktop $ ping 10.1.1.15
PING 10.1.1.15 (10.1.1.15) 56(84) bytes of data.
64 bytes from 10.1.1.15: icmp_seq=1 ttl=64 time=1.22 ms
64 bytes from 10.1.1.15: icmp_seq=2 ttl=64 time=1.50 ms
64 bytes from 10.1.1.15: icmp_seq=3 ttl=64 time=0.970 ms
64 bytes from 10.1.1.15: icmp_seq=4 ttl=64 time=0.966 ms
64 bytes from 10.1.1.15: icmp_seq=5 ttl=64 time=9.38 ms
```

```
nap@raspberrypi-708:~/Desktop $ sudo batctl ping 10.1.1.15
PING 10.1.1.15 (d8:3a:dd:ed:ee:94) 20(48) bytes of data
20 bytes from 10.1.1.15 icmp_seq=1 ttl=50 time=2.58 ms
20 bytes from 10.1.1.15 icmp_seq=2 ttl=50 time=0.88 ms
20 bytes from 10.1.1.15 icmp_seq=3 ttl=50 time=0.89 ms
20 bytes from 10.1.1.15 icmp_seq=4 ttl=50 time=0.86 ms
20 bytes from 10.1.1.15 icmp_seq=5 ttl=50 time=0.83 ms
```

- Nodes Synchronization - NTP

```
nap@raspberrypi-708:~/Desktop $ ntpq -p
```

remote	refid	st	t	when	poll	reach	delay	offset	jitter
=====									
*10.1.1.15	LOCAL(0)	11	u	11	64	1	0.953	-0.002	0.207