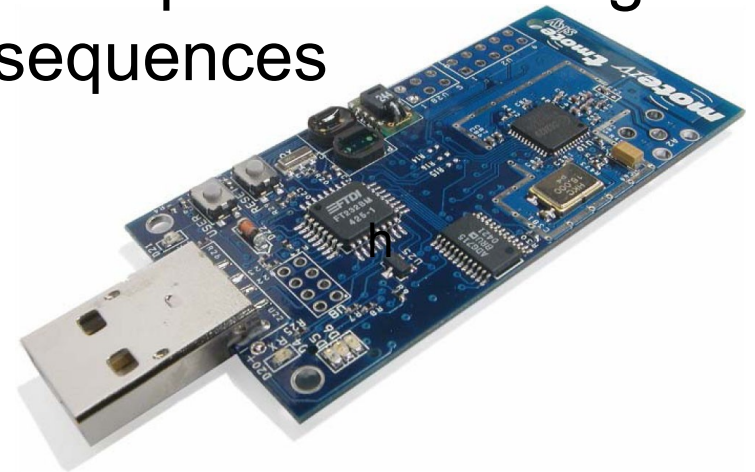


Development of a Sequence Detection System in Wireless Sensor Networks

Moritz Schäfer | Maximilian Gotthardt
Telecommunication

Introduction

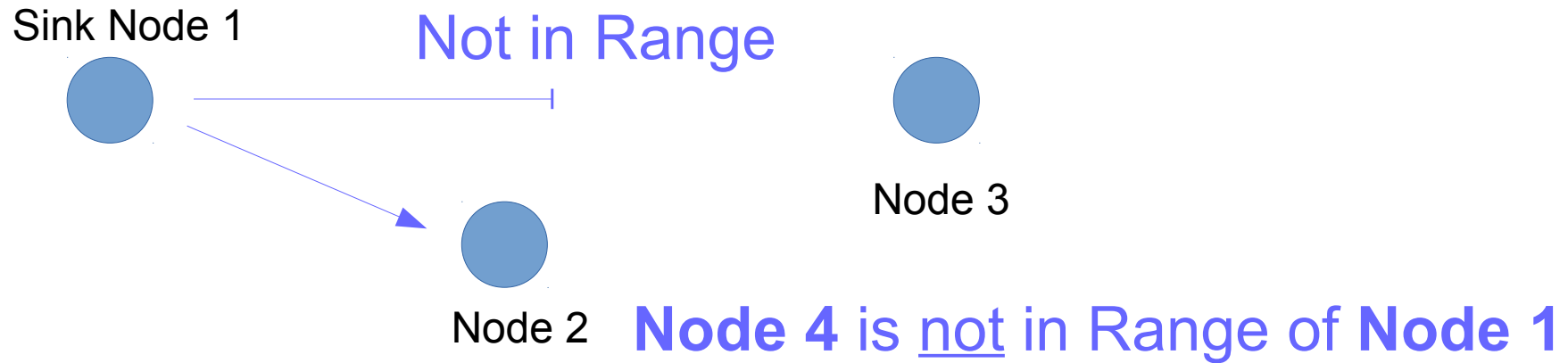
- Wireless sensor networks
- Collecting and relay any environmental data
- Location information is important
- In some cases relative physical sequence is enough
- We assume one dimensional sequences



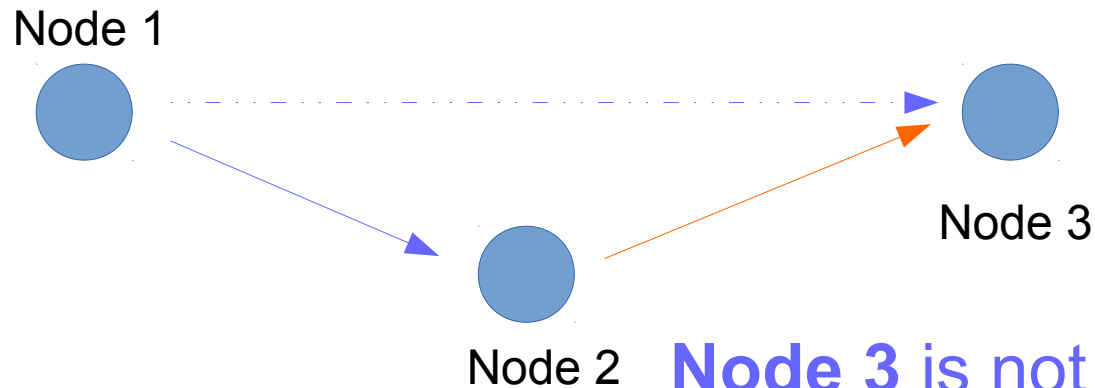
Motivation

Create measurement data for sequence detection in multihop sensor networks

- Multihop support
- Measurement management
- Measurement collection and transmission
- Automated node discovery



What's Multihop?



Node 3 is not in Range of Node 1

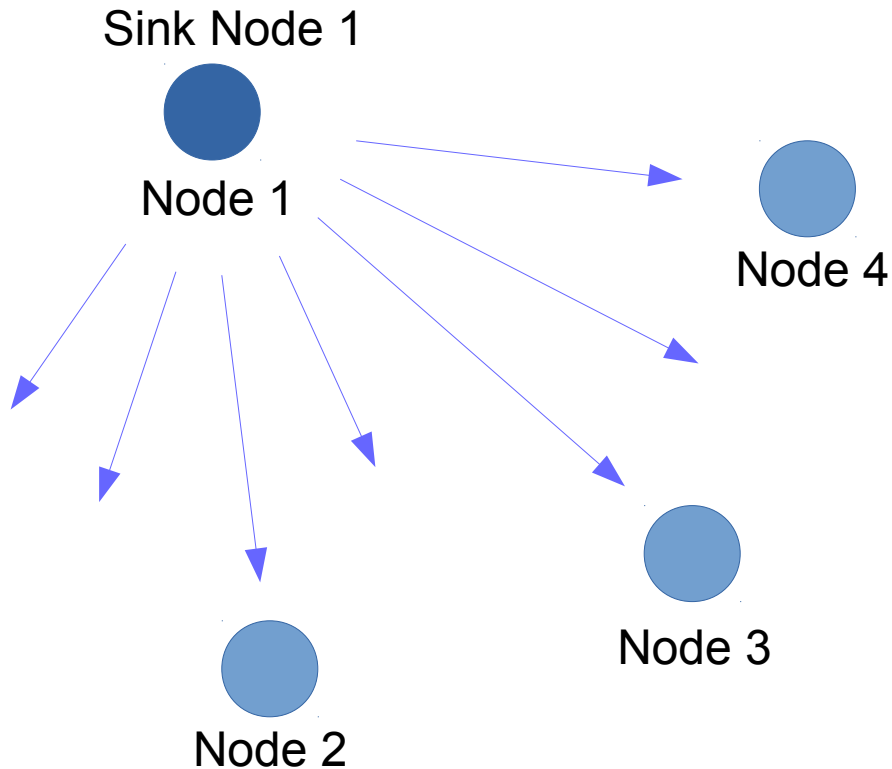
Node 3 is in Range of Node 2

So data can reach Node 3 from Node 1 via Node 2

Design

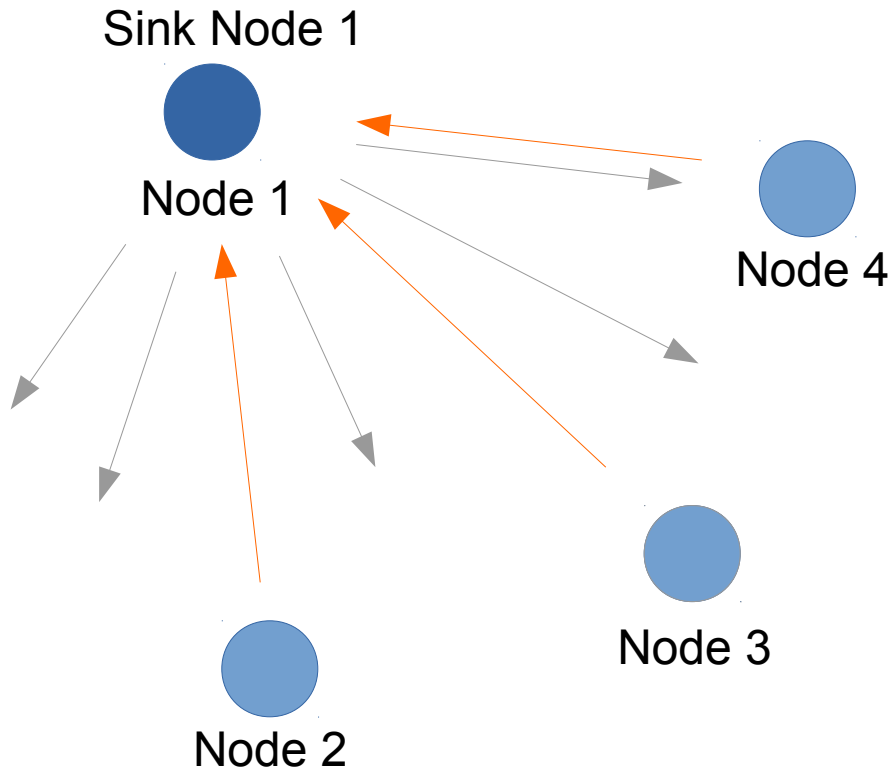
- Sink node(Management)
 - Node Detection
 - Sender Selection
 - RSS measurement
 - Channel Selection
 - Data Collection
- Measurement nodes
 - React on sink node

Design – Node Detection



Request for node ID

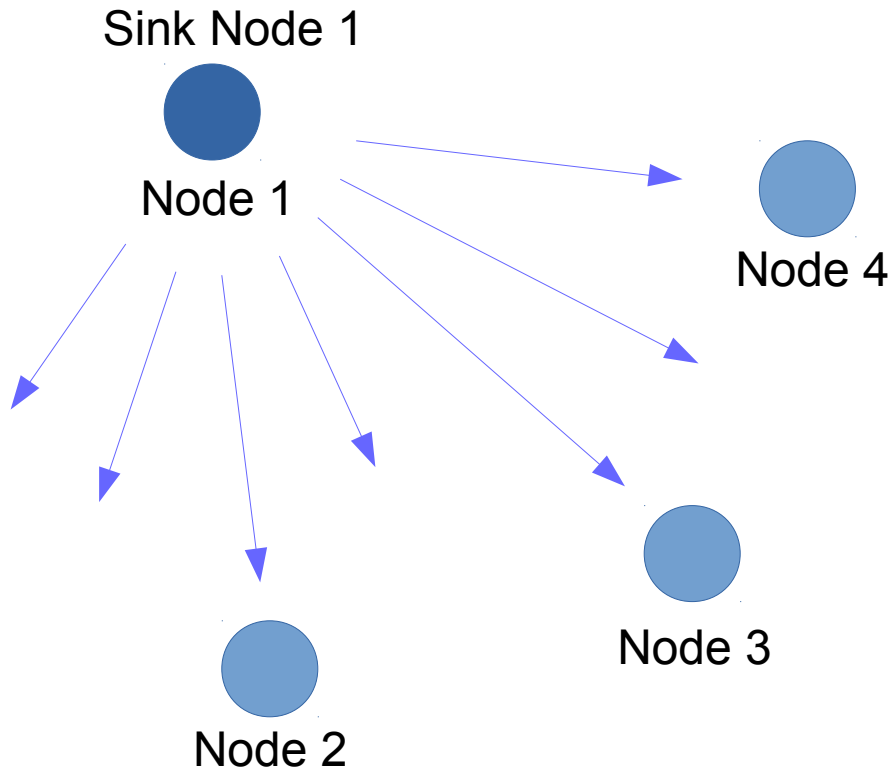
Design – Node Detection



Request for node ID

Node response for
availability

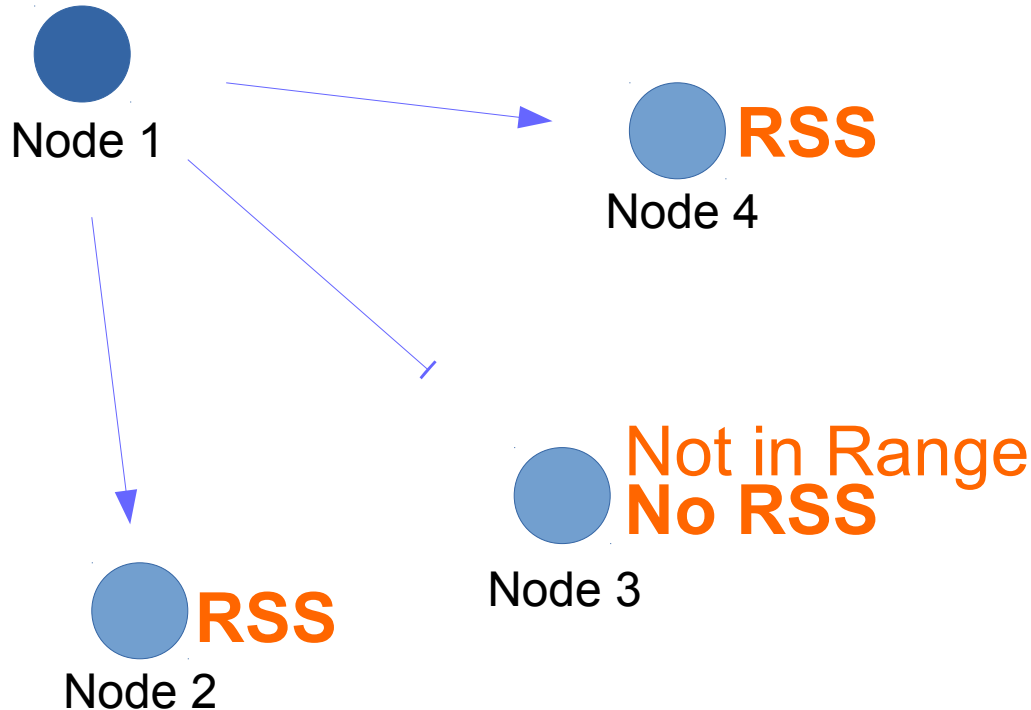
Design – Sender Selection



Assign next sender

Design – RSS measurement

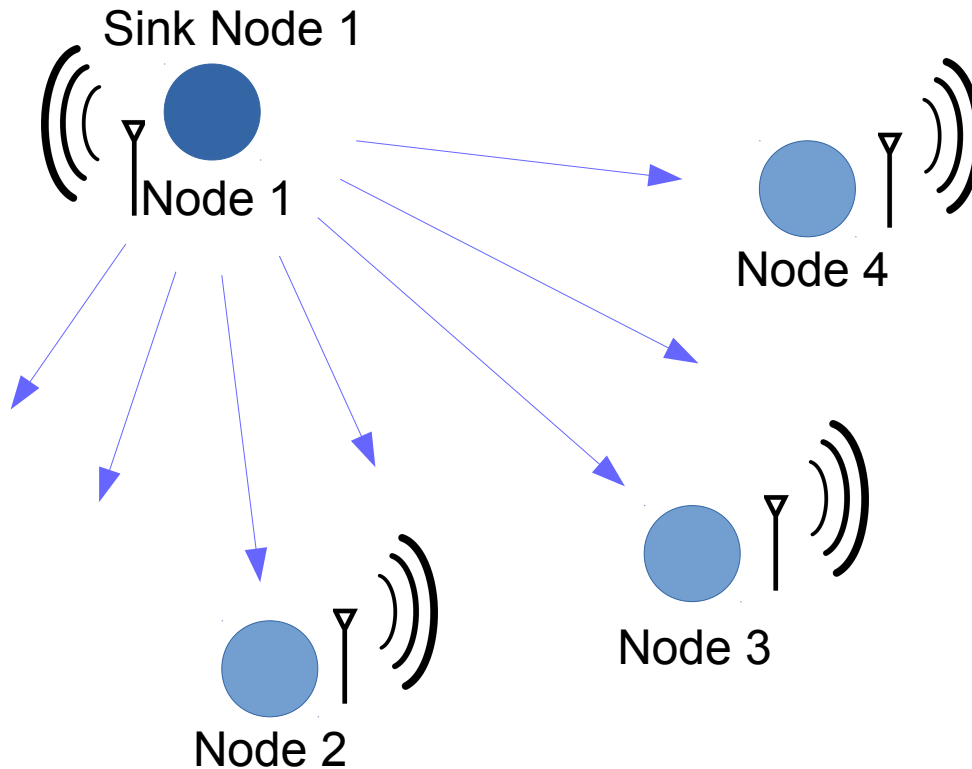
Sink Node 1



After assigning next sender ...

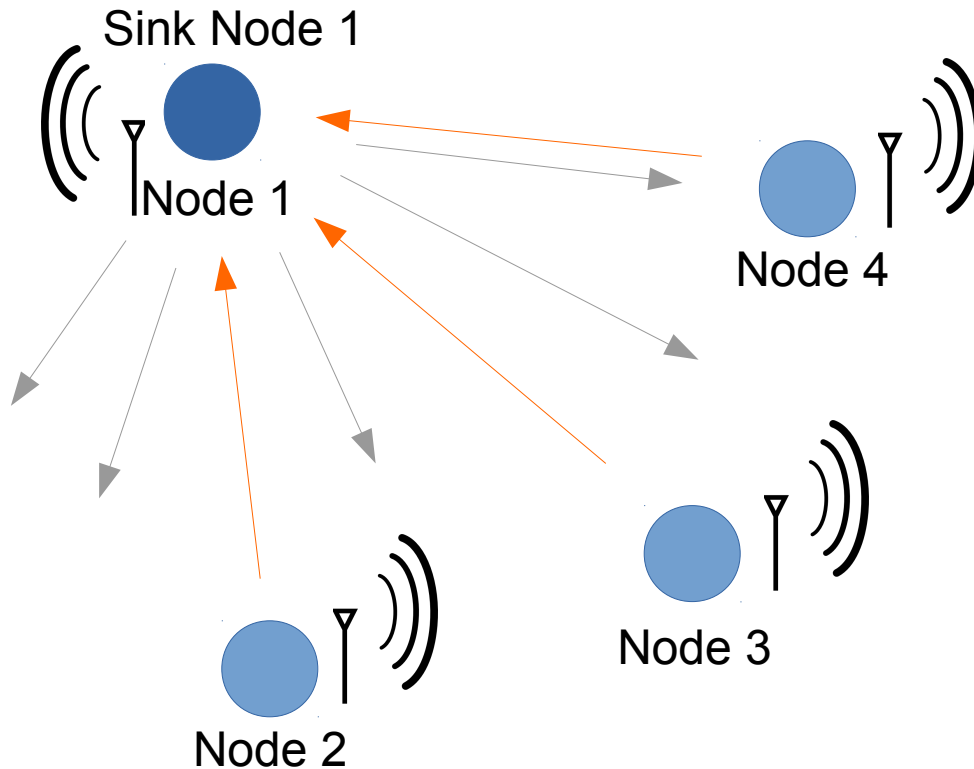
Receivers "in range"
are MEASURING
RSS

Design – Channel Switching



Broadcast to all nodes,
the new Sender
frequency

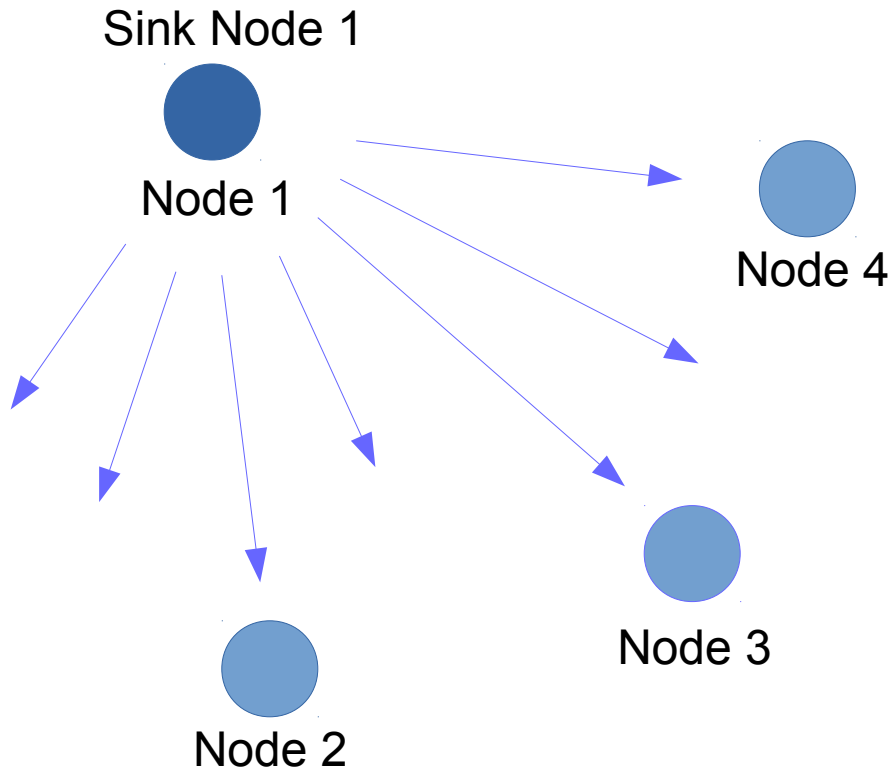
Design – Channel Switching



Broadcast to all nodes,
the new Sender
frequency

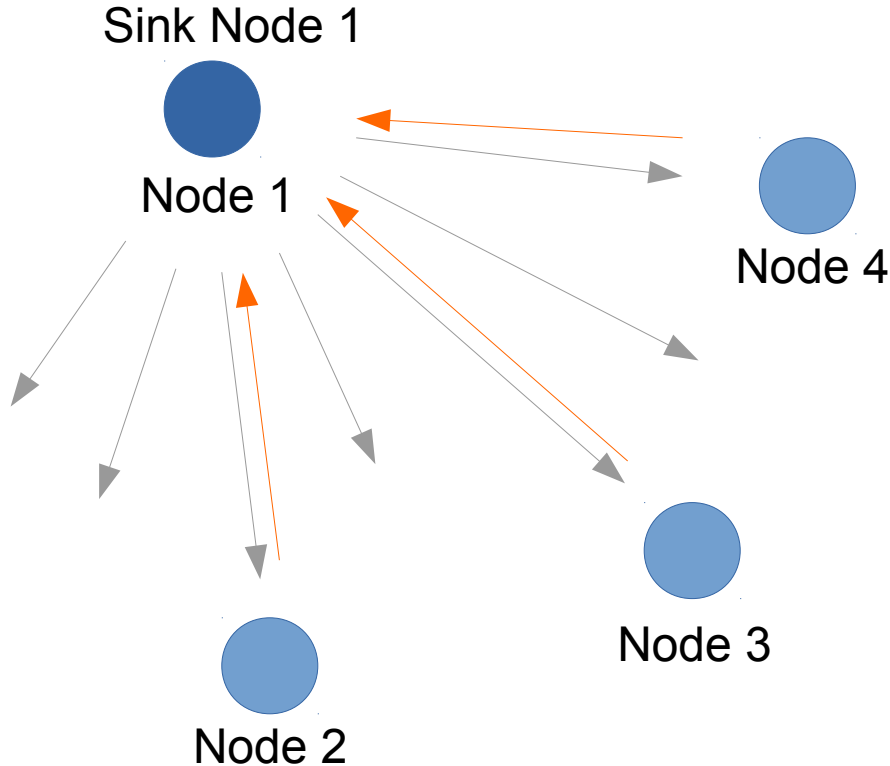
Nodes acknowledge
on the “next”
channel, that they
changed

Design – Data Collection



Sending Data Request
to all Nodes

Design – Data Collection



Sending Data Request
to all Nodes

All measured Data
from all nodes will be
collected

Architecture

- Protocols
 - Dissemination
 - Collection Tree Protocol
- Message Acknowledgement
- PC-Node communication

Architecture - Dissemination

- Provides reliable broadcasting to every node in network
- Detects when a node is missing a packet
- For small data sizes

tos/lib/net/DisseminationUpdate.nc

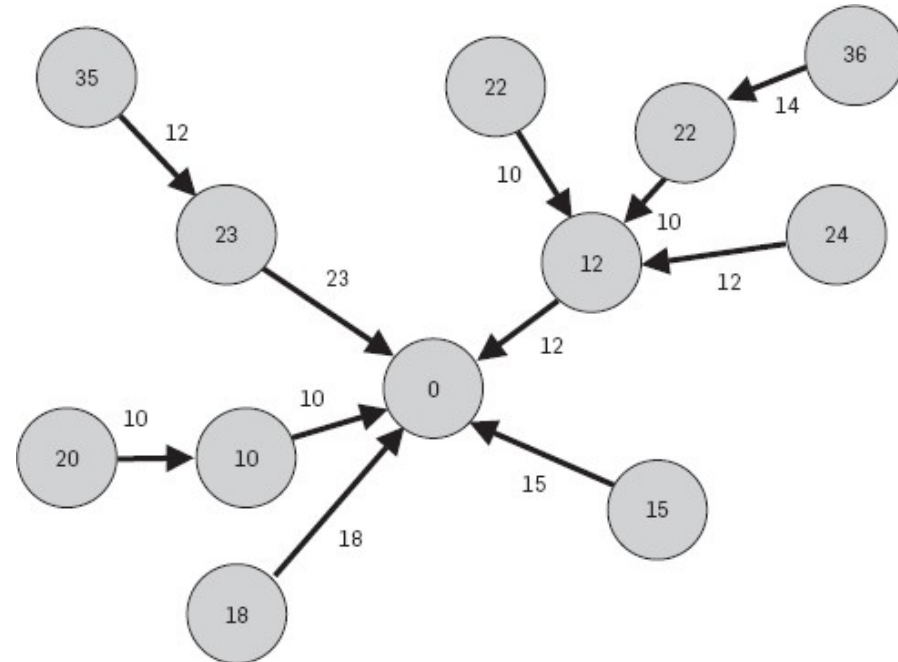
```
interface DisseminationUpdate<t> {  
    command void change(t* newVal);  
}
```

tos/lib/net/DisseminationValue.nc

```
interface DisseminationValue<t> {  
    command const t* get();  
    event void changed();  
}
```


Architecture – Collection Tree Protocol

- Improves delivery reliability
 - Acknowledgements for unicast packages
- Sending data over closest nodes (parents) to the root (sync)
- Using ETX for routing
 - expected transmissions as its routing gradient



Architecture - Acknowledgments

Still in discussion Strategies

- Sending Acknowledgments for all control packets
 - Using Collection Tree Protocol
 - Using direct transmission
 - Using Disseminate
- Waiting after each control packets
 - May be reliable, dependent on nodes
 - May be slow

Testing

Can we collect all measurements?
Tests with

- Distance between node
- Obstacles
- Lower Transmission power

What we've done

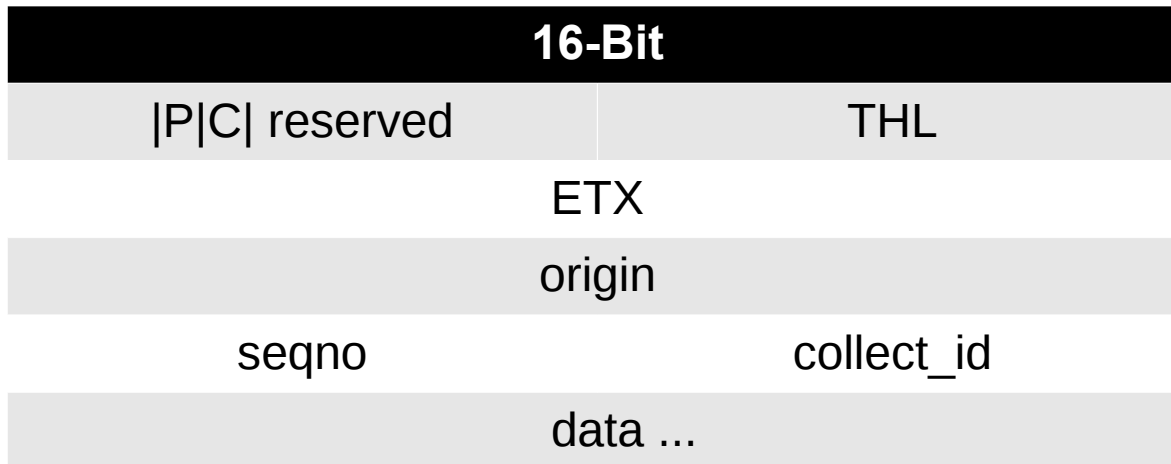
Will be filled in with code and examples here...

Timetable

| Milestone | Week | Goals | Success |
|-------------|-------|--|---------|
| Initial | 43-45 | Getting comfortable with environment: TinyOS, tmote, Communication Protocol, PC-Connectivity | Done |
| Milestone 1 | 46-49 | Node detection PC communication/GUI Sender Selection Data Collection | |
| Milestone 2 | 50-2 | Channel Switching Implement Sequence Algorithm | |
| Final | 3-6 | Testing Improvements Evaluation | |

Thank You

Extra Stuff CTP – Details



P: Routing pull.

C: Congestion notification.

THL: Time Has Lived.

ETX: The ETX routing metric of the single-hop sender.

origin: The originating address of the packet.

seqno: Origin sequence number.

collect_id: Higher-level protocol identifier.

data: the data payload, of zero or more bytes.