



# Institute for the Wireless Internet of Things

at Northeastern University

Assignment Project Exam Help  
EECE 5155

Wireless Sensor Networks  
(and the Internet of Things)  
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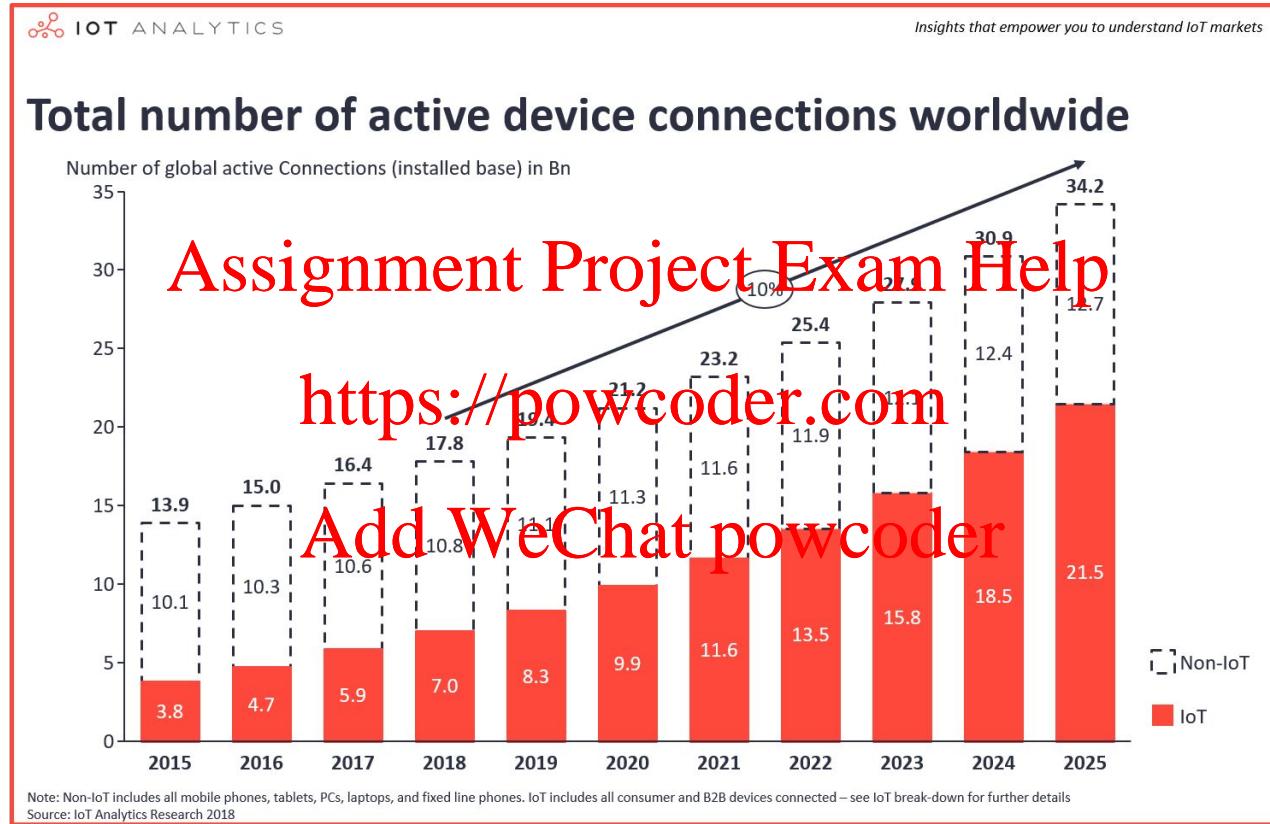
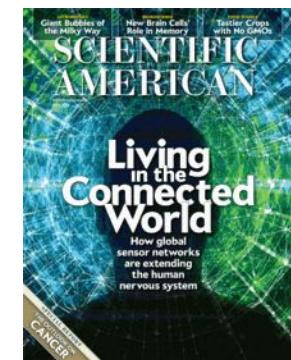
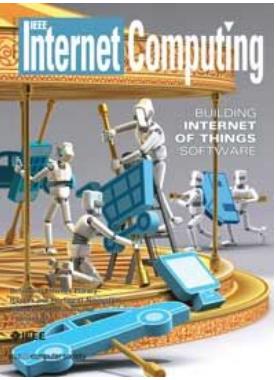
Jan 24, 2021



Why is the  
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IoT becoming so important?  
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# The IoT is Growing at an Exciting Pace



# What is driving Assignment Project Exam Help the growth of the IoT? Add WeChat powcoder



# Moore's Law: IC transistor count doubles every 18-24 mo

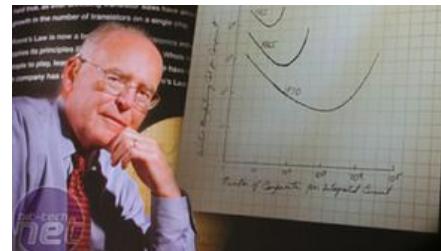
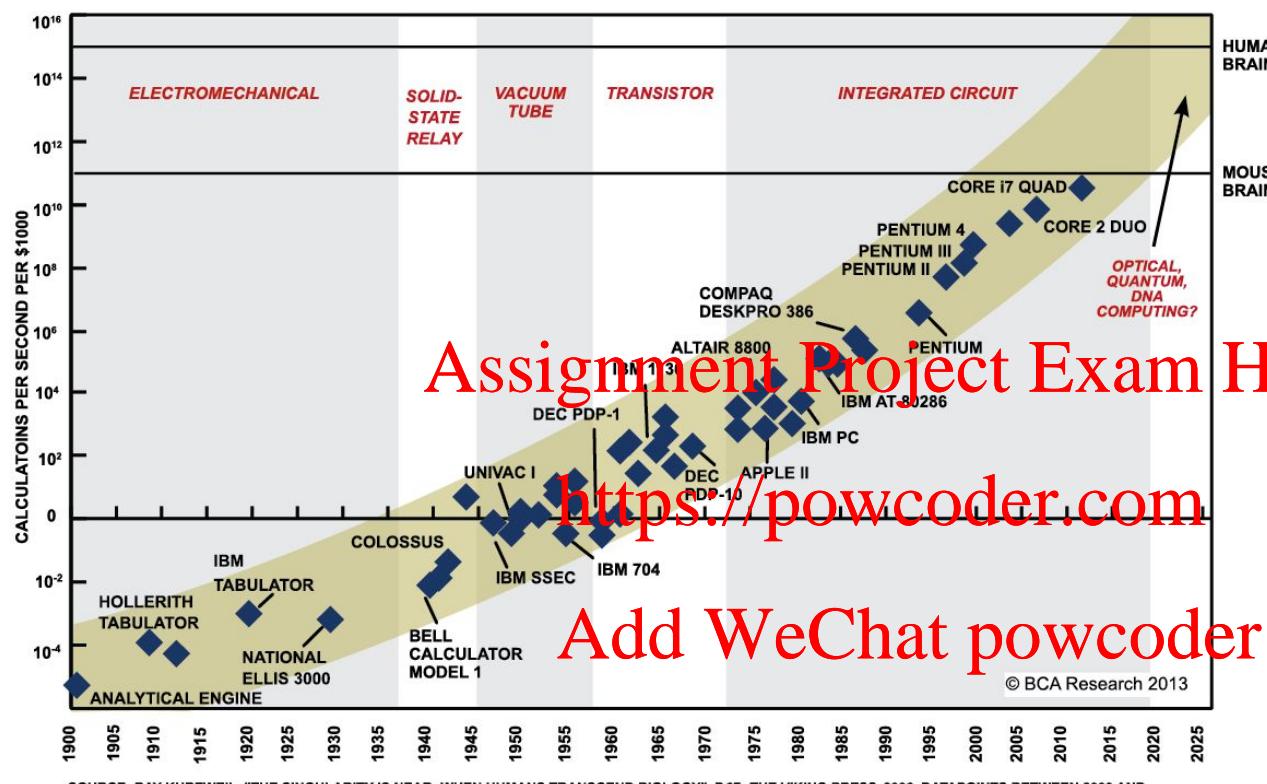


Photo Credit: Intel

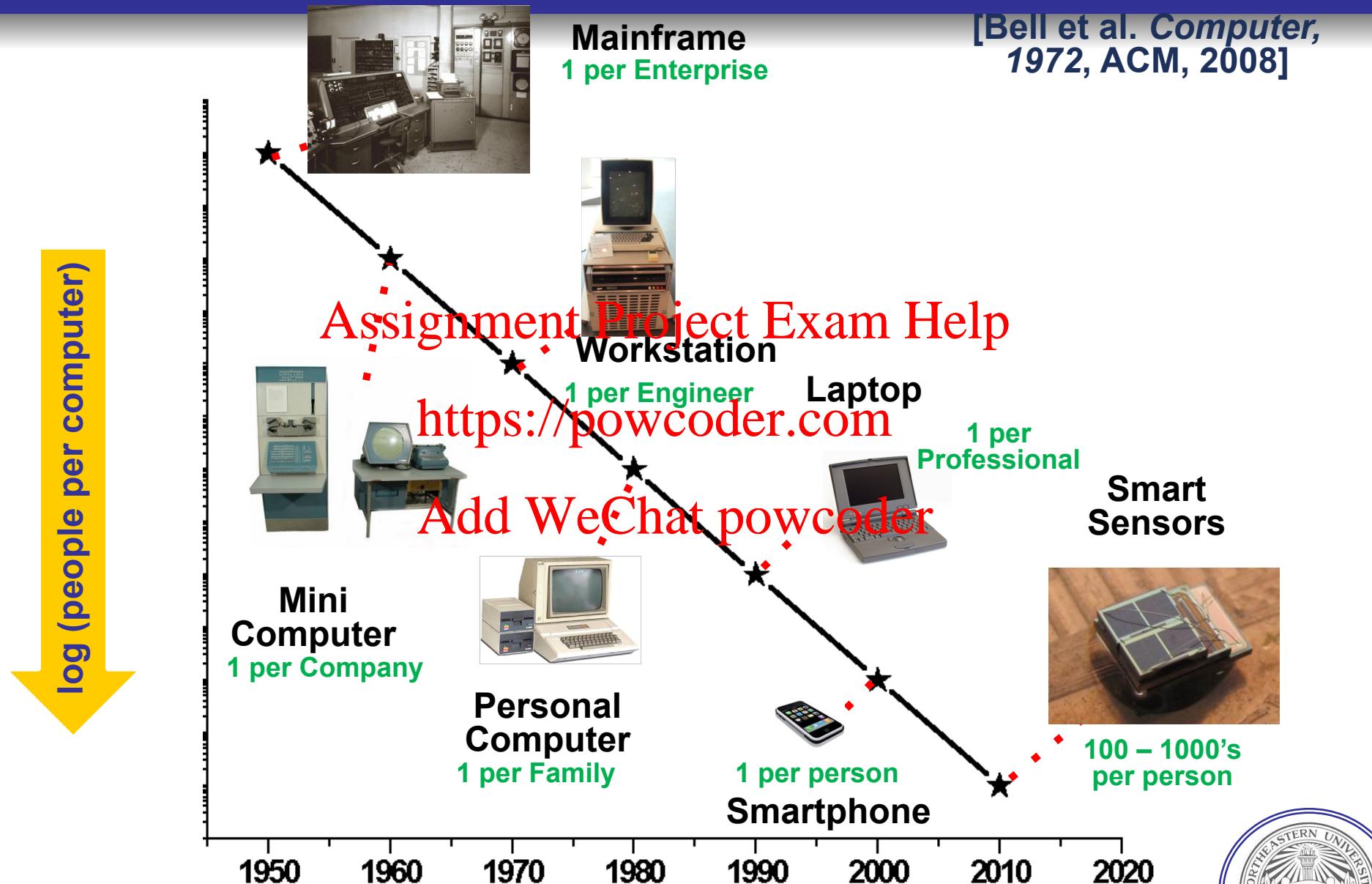


# What does Assignment Project Exam Help Moore's Law Imply? Add WeChat powcoder

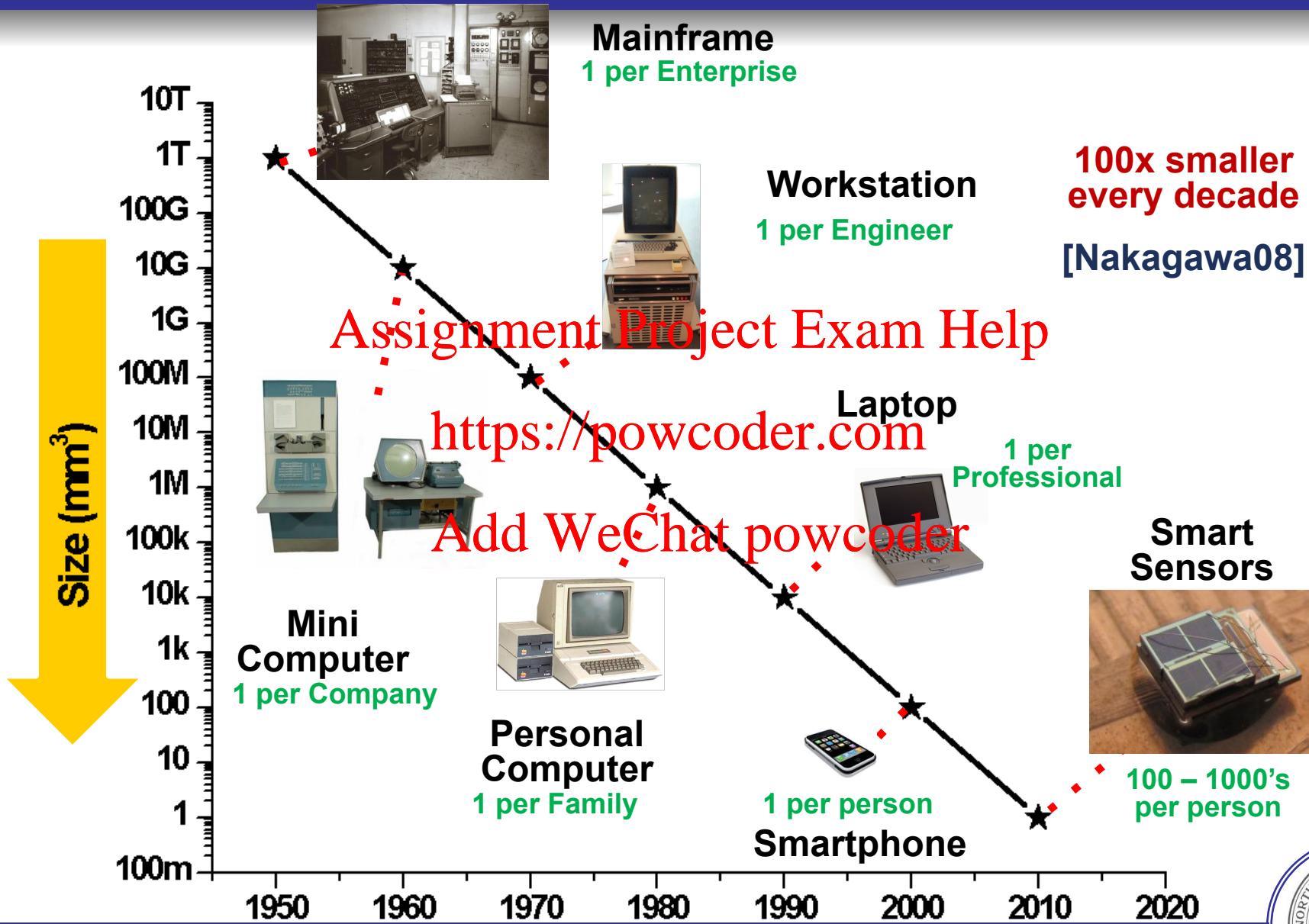


# 1 - Number of computers per person grows

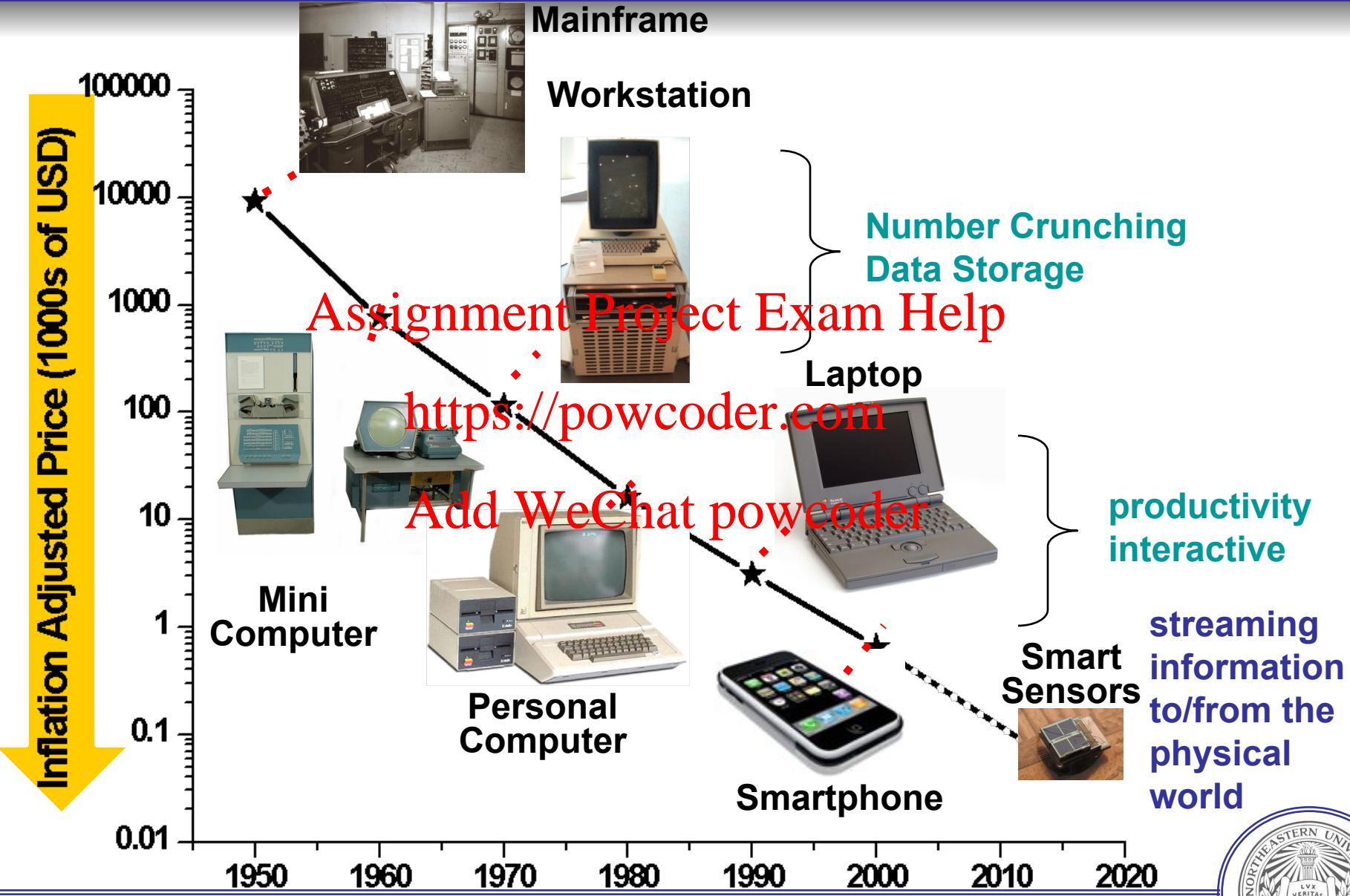
[Bell et al. Computer, 1972, ACM, 2008]



## 2 - Computer volume shrinks by 100x every decade



# 3 - Prices fall dramatically



# Bell's Law: A new computer class every decade

*"Roughly every decade  
a new, lower priced  
computer class forms  
based on a new  
programming platform,  
network, and interface  
resulting in new usage  
and the establishment  
of a new industry."*

Gordon Bell [1972,2008]

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BY GORDON BELL

## BELL'S LAW FOR THE BIRTH AND DEATH OF COMPUTER CLASSES

*A lesson of the computer's evolution.*

In the early 1950s, a person could walk inside a computer and by 2010 a single computer (or "cluster") with millions of processors will have expanded to the size of a building. More importantly, computers are beginning to "walk" inside of us. These ends of the computing spectrum illustrate the vast dynamic range in computing power, size, cost, and other factors for early 21st century computer classes.

A computer class is a set of computers in a particular price range with unique or similar programming environments (such as Linux, OS/360, Palm, Symbian, Windows) that support a variety of applications that communicate with people and/or other systems. A new computer class forms and approximately doubles each decade, establishing a new industry. A class may be the consequence and combination of a new platform with a new programming environment, a new network, and new interface with people and/or other information processing systems.



# What is driving Bell's Law?

- Technology Scaling
  - Moore's Law
    - Made transistors cheap
  - Dennard's Scaling
    - Made them fast
    - And low-power
  - Result
    - Holding #T's constant
      - Exponentially lower cost
      - Exponentially lower power
    - Small, cheap & low-power
      - Microcontrollers
      - Memory
      - Radios
- Technology Innovations
  - MEMS technology
    - Micro-fabricated sensors
  - New memories
    - New cell structures (1T)
    - New tech (FeRAM, FinFET)
  - Energy harvesting

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# Takeaways:

IoT devices will be everywhere  
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IoT is a very exciting market  
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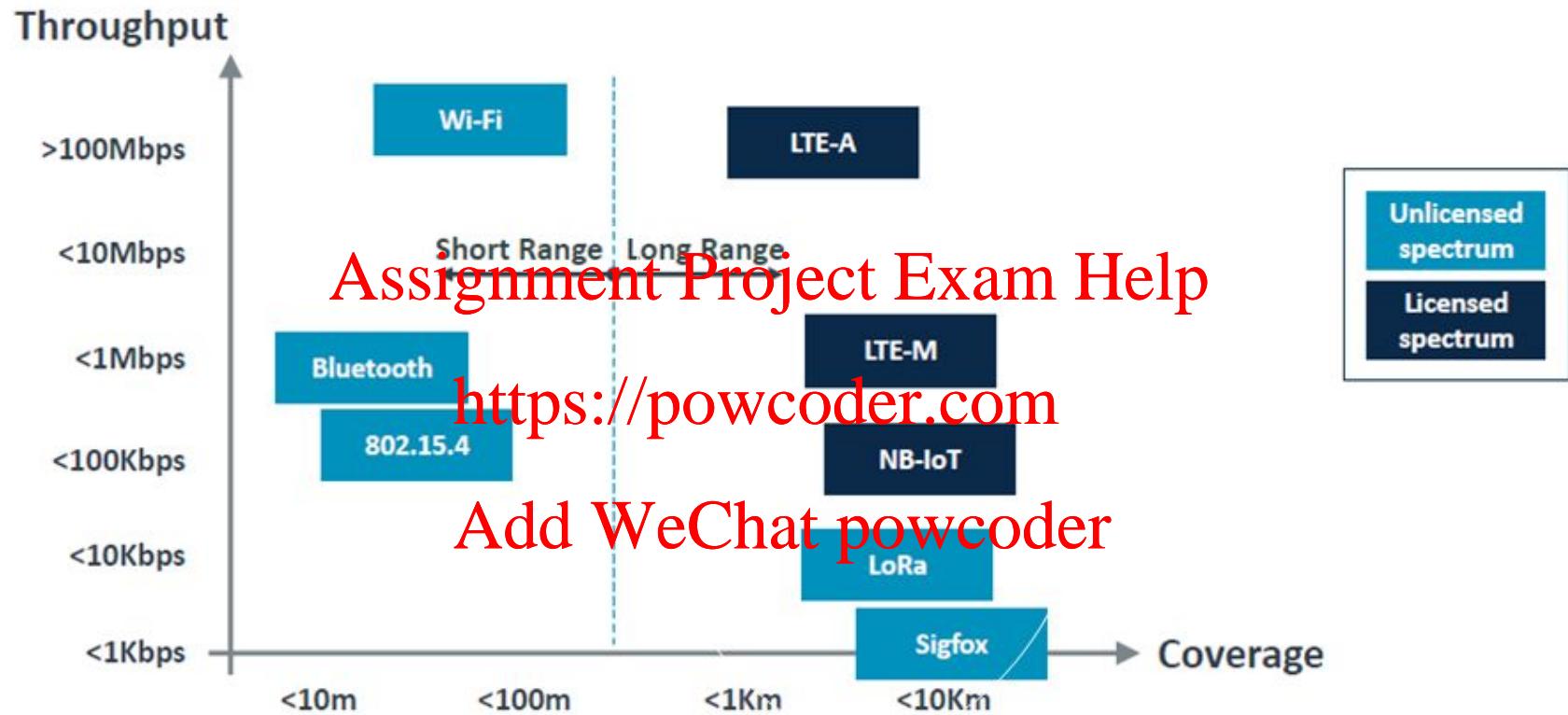
LOTS of opportunities!



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for IoT comms  
Technologies  
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# Different radio technologies



Source <https://www.advantech.eu/resources/featured-article/de95b961-268f-4535-9943-ffa597b80671>



# Established Comms Interfaces

- IEEE 802.15.4 (a.k.a. “ZigBee” stack)
  - “*The*” technology for sensor networks!
  - Widely adopted for low-power mesh protocols
  - Middle (6LoWPAN, RPL) and upper layers
  - Can last for years on a pair of AA batteries



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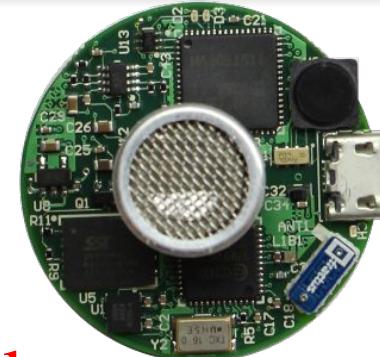
- Bluetooth Low-Energy (BLE)
  - Short-range RF technology
  - On phones and peripherals
  - Can beacon for years
- Near-Field Communications (NFC)
  - Backscatter technology
  - Small (mobile) readers in smartphones
  - Large (stationary) readers in infrastructure



# Emerging Comms Interfaces

## ➤ Ultrasonic

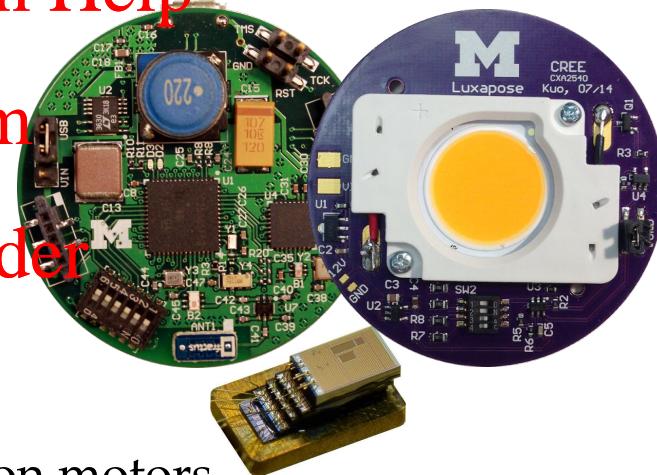
- Small, low-power, short-range devices
- Supports very low-power wakeup
- Can support pairwise ranging (i.e., distance) of nodes



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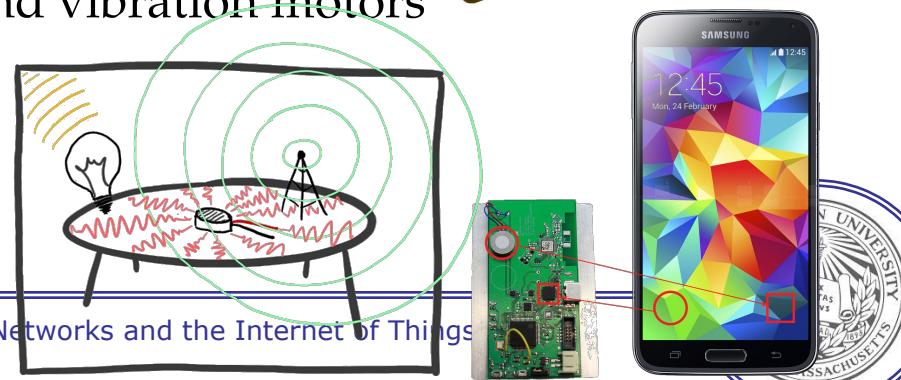
## ➤ Visible Light

- Enabled by pervasive LEDs and cameras
- Supports indoor localization and comms
- Leverages existing LED lighting



## ➤ Vibration

- Leverages pervasive accelerometers and vibration motors



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What About CPUs?  
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# Types of Processing Unit

## ➤ Microcontroller

- General purpose processor
- Optimized for embedded applications
- Flexible, can be programmed
- Low power consumption - reduce further by going into sleep states where only parts of the controller are active

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## ➤ Digital Signal Processors (DSP)

- Instruction set and architecture optimized for signal processing tasks

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## ➤ Application Specific IC (ASIC)

- Not re-programmable, hence not flexible
- Only when peak performance is needed, no flexibility



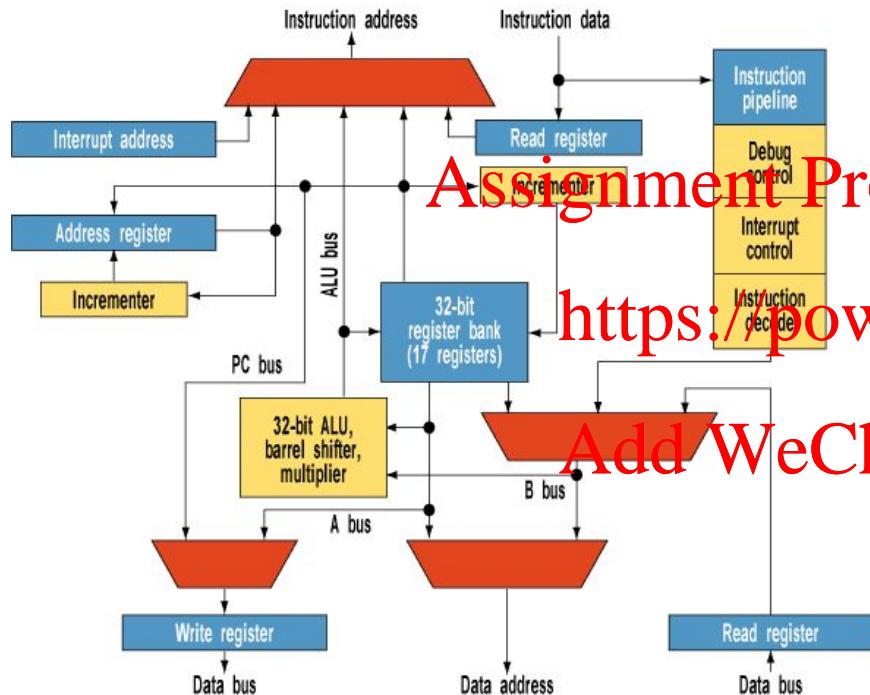
# Types of Processing Unit (2)

- Field-Programmable Gate Arrays (FPGA)
    - Integrated circuit designed to be configured by a customer or designer after manufacturing (**field programmable**)
    - FPGA configuration specified by **hardware description language (HDL)**
    - Array of programmable logic blocks and reconfigurable interconnects
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# Microprocessor vs FPGA

## MPU

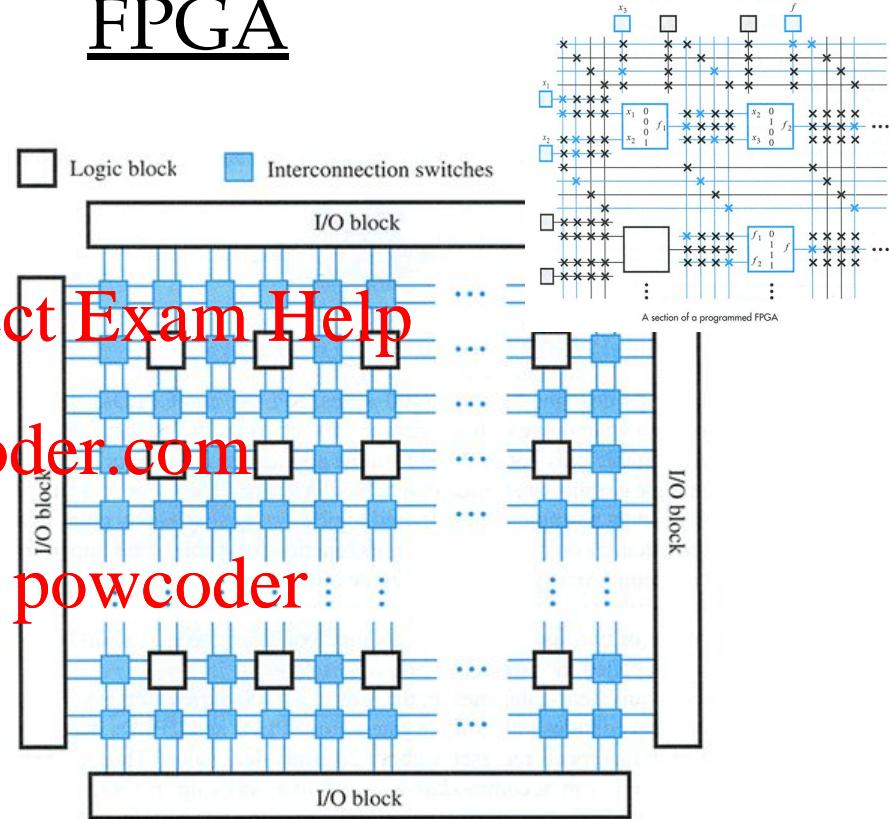


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The Cortex M3's Thumbnail architecture looks like a conventional Arm processor. The differences are found in the Harvard architecture and the instruction decode that handles only Thumb and Thumb 2 instructions.

## FPGA



General structure of an FPGA

# Flexibility vs. Performance!



# Example of Microcontrollers

- Many architectures based on microcontrollers
- Example microcontrollers (first generation sensors)
  - Texas Instruments MSP430
    - 16-bit RISC core, up to 4 MHz, versions with 2-10 kbytes RAM, several DACs, RTI clock  
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  - Atmel ATmega
    - 8-bit controller, larger memory than MSP430, slower
  - Intel PXA255 Processor
    - 32 bit, 400MHz, Low Power Consumption <500 mA



What About RF  
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Transceivers?  
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# RF Transceiver Characteristics

## VERY IMPORTANT FOR NETWORK PERFORMANCE EVALUATION!!!

### ➤ Front-end

- Interface: bit, byte, packet level?
- Supported frequency range?
  - Typically, somewhere in 433 MHz – 2.4 GHz, Industrial Scientific Medical (ISM) band
- Multiple channels?
- Data rates?
- Range?

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### ➤ Energy characteristics - How long is the sensor going to last?

- Power consumption to send/receive data?
- Time and energy consumption to change between different states?
- Transmission power control?
- Power efficiency (which percentage of consumed power is radiated?)



# Transceiver Characteristics

## ➤ Performance parameters

- Modulation? (ASK, FSK, ...?)
- Noise figure?  $NF = \text{SNR}_I / \text{SNR}_O$
- Gain? (signal amplification)
- Receiver sensitivity? (minimum S to achieve a given  $E_b / N_0$ )
- Blocking performance (achieved BER in presence of frequency-offset interferer)
- Out of band emissions
- Carrier sensing & RSSI characteristics
- Voltage range



# Transceiver States

- Transceivers can be put into different operational *states*, typically:
  - *Transmit*
  - *Receive*
  - *Idle* – ready to receive, but not doing so
    - Some functions in hardware can be switched off, reducing energy consumption
  - *Sleep* – significant parts of the transceiver are switched off
    - Not able to immediately receive something
    - *Recovery time* and *startup energy* to leave sleep state can be significant
- **Research issue:** Wake-up receivers – can be woken up via radio when in sleep state



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Consumption

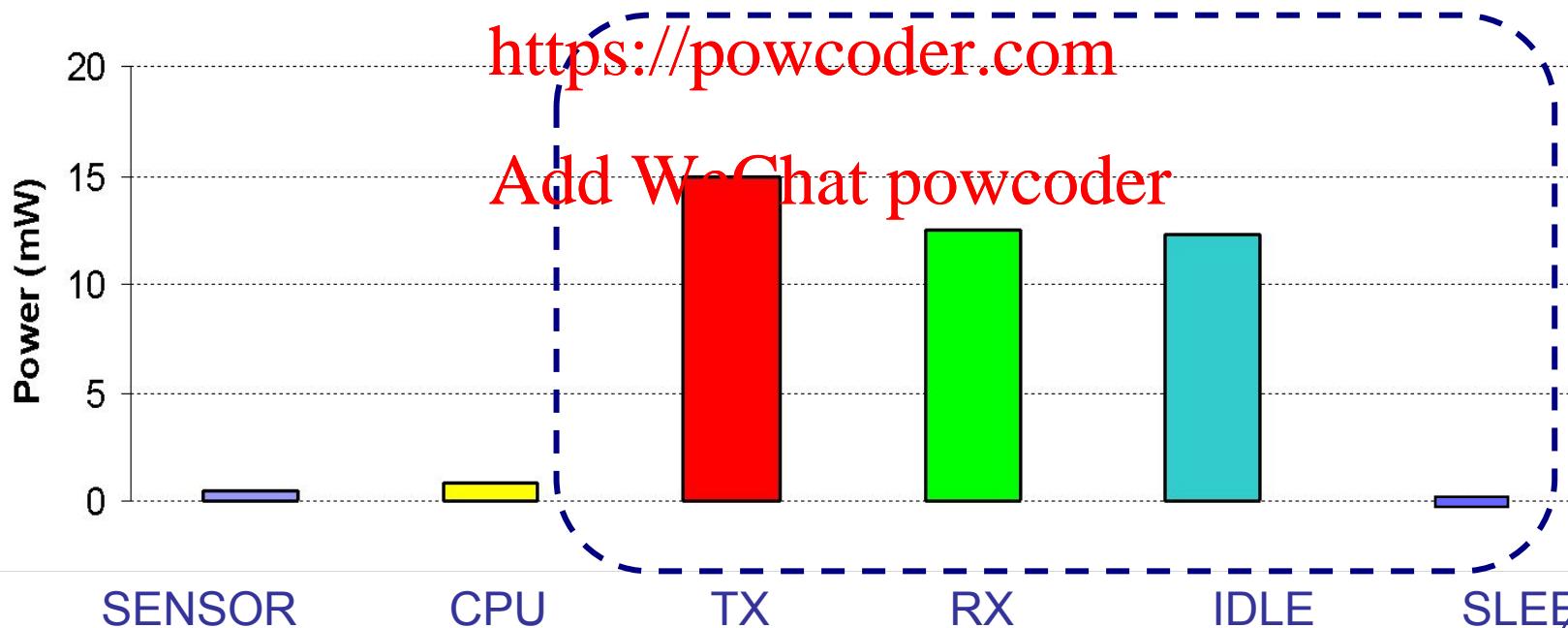
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# Power Consumption

- Power consumption in a sensor network can be divided into three domains
  - Communication
  - Data Processing (Computation)
  - Sensing

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# Power Consumption for Communication

- A sensor spends maximum energy in data communication (**transmission and reception**)
- For short range communication with low radiated power (~0 dbm), transmission and reception power costs **are approximately the same** <https://powcoder.com>
- Modern low power short range transceivers consume between **15 and 300 mW** of power when sending and receiving
- Transceiver circuitry has both **active** and **start-up** power consumption



# Power Consumption

Power consumption for data communication ( $P_c$ )

$$P_c = P_{tx\_chain} + P_{rx\_chain} + P_{out\_tx}$$

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Jan 27, 2021



# More Accurate Formula

$$P_c = N_T [P_{te}(T_{on} + T_{st}) + P_O(T_{on})] + N_R [P_{re}(R_{on} + R_{st})]$$

where

$P_{te}$  is power consumed by transmitter       $N_T$  is the number of times

$P_{re}$  is power consumed by receiver      transmitter is switched

$P_O$  is output power of transmitter      on per unit of time

$T_{on}$  is transmitter “on” time       $N_R$  is the number of times

$R_{on}$  is receiver “on” time      receiver is switched “on”

$T_{st}$  is start-up time for transmitter      per unit of time

$R_{st}$  is start-up time for receiver

(E. Shih et al., "Physical Layer Driven Protocols and Algorithm Design for Energy-Efficient Wireless Sensor Networks", ACM MobiCom, Rome, July 2001)



# Power Consumption for Communications

- $T_{on} = L / R$   
where  $L$  is the packet size in bits and  $R$  is the data rate.
- $N_T$  and  $N_R$  depend on MAC and applications  
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- REMARK:  $P_{re}$  is often 2-3 times higher than  $P_{te}$  -> WHY?  
Typical  $P_{re}$  value  $\sim 180$  mW;  $P_{te} \sim 81$  mW.  
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- Low power radio transceiver has typical  $P_{te}$  and  $P_{re}$  values around 20 dBm and  $P_O$  close to 0 dBm.



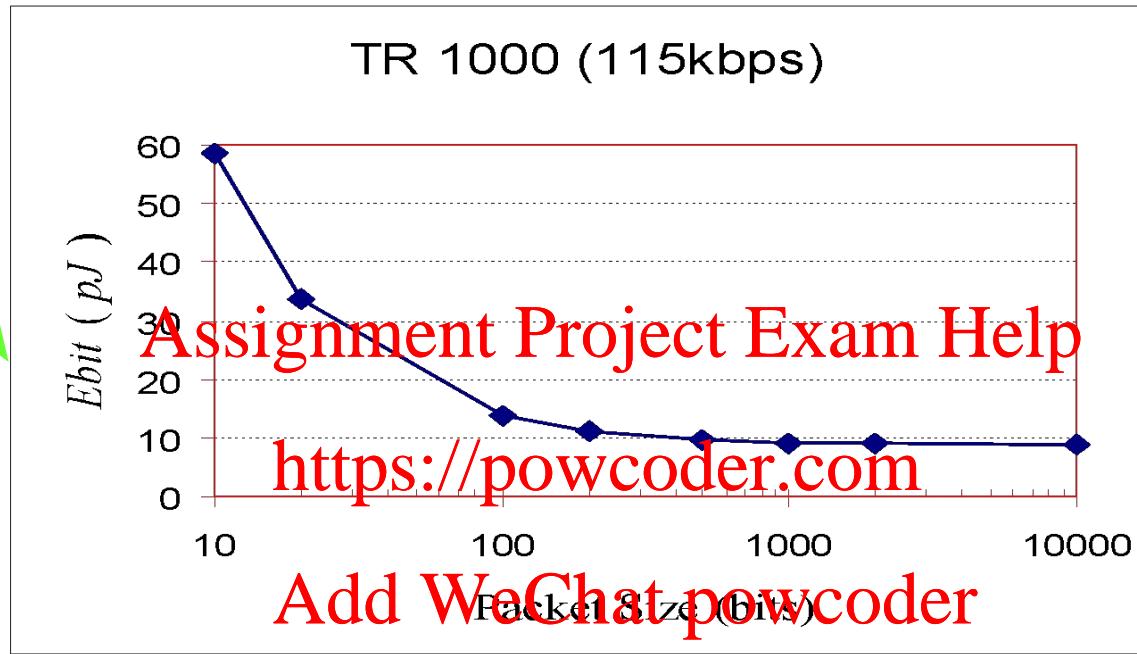
# Start-up Power and Start-up Time

- A transceiver spends time upon waking up from sleep mode, e.g., to ramp up phase locked loops or voltage controlled oscillators
- During start-up and transmission or reception of data is possible
- Sensors often communicate in short data packets
- Start-up power starts dominating as packet size is reduced
- It is inefficient to turn the transceiver ON and OFF because a large amount of power is spent in turning the transceiver back ON each time



# Energy vs Packet Size

Energy  
per  
bit  
(pJ)



As packet size is reduced the energy consumption is dominated by the startup time on the order of hundreds of microseconds during which large amounts of energy are wasted



# Start-up Time and Sleep Mode

- The effect of the transceiver startup time will greatly depend on the type of MAC protocol used
- To minimize Assignment Project Exam Help power consumption, it is desirable to have the transceiver in a sleep mode as often as possible  
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- However, constantly turning on and off the transceiver also consumes energy to bring it to readiness for transmission or reception

## Trade-off!



What about energy spent  
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during computation?  
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# Power Consumption in Computation

Wang/Chandrakarasan: Energy Efficient DSPs for Wireless Sensor Networks. IEEE Signal Proc. Magazine, July 2002.

The power consumption in data processing ( $P_p$ ) is

$$P_p = N * C * V_{dd}^2 + I_{leak} * e^{V_{dd}/n*V_T} * (N/f)$$

- where  $N$  is the number of clock cycles per task  
 $C$  is the aver. capacitance switched per cycle ( $C \sim 0.67\text{nF}$ );  
 $V_{dd}$  is the supply voltage  
 $V_T$  is the thermal voltage ( $n \sim 21.26$ ;  $I_0 \sim 1.196\text{ mA}$ )  
 $f$  is the switching frequency
- Second term represents **leakage current**
- In general, leakage currents account for about **10%** of the total energy dissipation
- Most processor energy models only consider switching energy, but in low duty cycles leakage energy can become large (up to **50%**)



# Power Consumption in Computation (2)

f is the switching frequency, upper-bounded by:

$$f \leq \frac{K(V_{dd} - V_{th})^a}{V_{dd}} \sim K(V_{dd} - c)$$

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where  $a$ ,  $K$ ,  $c$  and  $V_{th}$  are processor dependent variables.  
(e.g.,  $K=239.28$  Mhz/V and  $c=0.5$ )

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**REMARK:** For a given processor the maximum performance  $f$  of the processor is determined by the power supply voltage  $V_{dd}$  and vice versa

**NOTE:** For minimal energy dissipation, a processor should operate at the lowest voltage for a given clock frequency



# Some Energy Consumption Figures

## ➤ Microcontroller

- TI MSP 430 (@ 1 MHz, 3V):
  - Fully operational 1.2 mW
  - Deepest sleep mode 0.3  $\mu$ W – only woken up by external interrupts (not even timer is running any more)
- Atmel ATMega
  - Operational mode: 15 mW active, 6 mW idle
  - Sleep mode: 75  $\mu$ W



# Memory power consumption

- Crucial part: **FLASH memory**
  - Power for RAM almost negligible
- **FLASH writing** is expensive
  - Example: FLASH on Mica motes
  - Reading: 1.1 nAh per byte
  - Writing: 83.3 nAh per byte

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# Computation vs. Communication Energy Cost

## ➤ Tradeoff?

- Directly comparing computation/communication energy cost not easy  
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- But: we need to put them into perspective!
- Energy ratio of “sending one bit” vs. “computing one instruction”: Anything between 220 and 2900 in the literature  
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- To communicate (send & receive) one kilobyte = computing three million instructions!



Let's put everything  
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together:  
<https://powcoder.com>  
A simple energy model  
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# A Simple Energy Model

- Assuming a sensor node is only operating in transmit and receive modes with the following assumptions:
- Energy to run circuitry: [Assignment Project Exam Help](#)  
 $E_{elec} = 50 \text{ nJ/bit}$
- Energy for radio transmission: <https://powcoder.com>  
 $e_{amp} = 100 \text{ pJ/bit/m}^2$  Add WeChat powcoder
- Energy for sending k bits over distance D  
$$E_{Tx}(k,D) = E_{elec} * k + e_{amp} * k * D^2$$
- Energy for receiving k bits:  
$$E_{Rx}(k,D) = E_{elec} * k$$

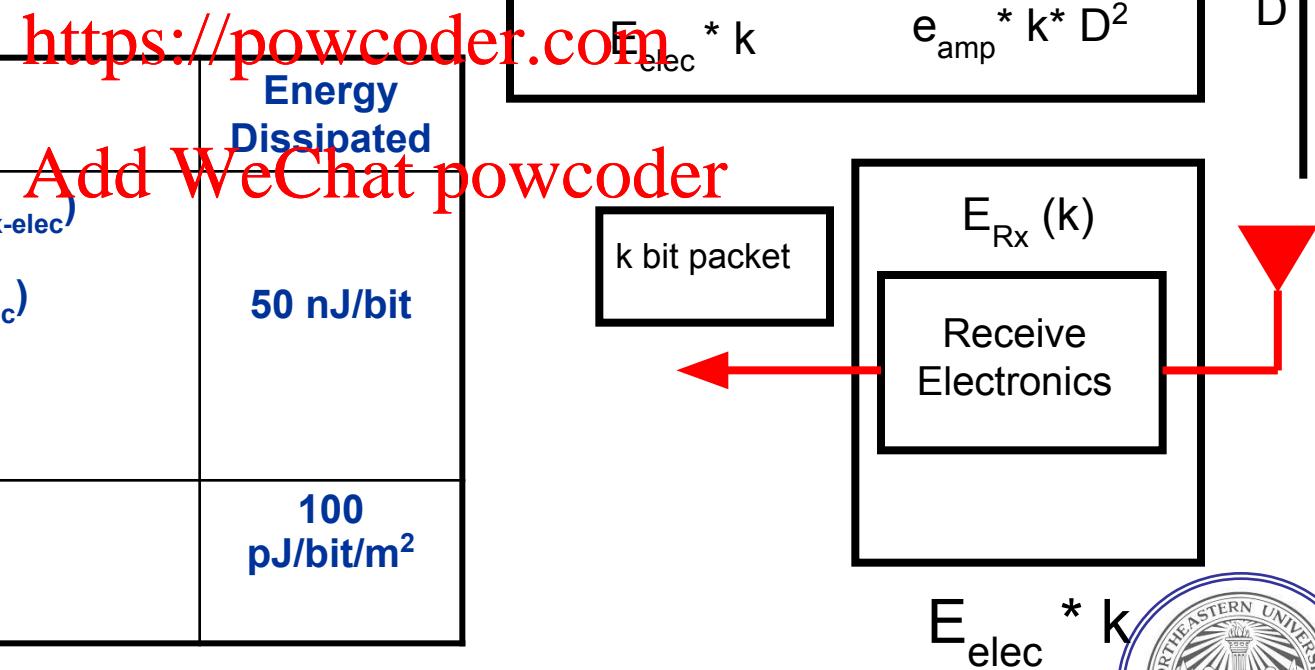


# A Simple Energy Model

$$E_{Tx}(k,D) = E_{Tx-elec}(k) + E_{Tx-amp}(k,D)$$
$$E_{Tx}(k,D) = E_{elec} * k + e_{amp} * k * D^2$$

$$E_{Rx}(k) = E_{Rx-elec}(k)$$
$$E_{Rx}(k) = E_{elec} * k$$

Operation	
Transmitter Electronics ( $E_{Tx-elec}$ )	Energy Dissipated 50 nJ/bit
Receiver Electronics ( $E_{Rx-elec}$ )	
( $E_{Tx-elec} = E_{Rx-elec} = E_{elec}$ )	



# Example Using the Simple Energy Model

What is the energy consumption if 1 Mbit of information is transferred from the source to the sink where the source and sink are separated by 100 meters and the broadcast radius of each node is 5 meters? Assume the neighbor nodes are overhearing each other's broadcast

100 meters / 5 meters = 20 pairs of transmitting and receiving nodes (one node transmits and one node receives)

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$$E_{Tx}(k,D) = E_{elec} * k + e_{amp} * \frac{P}{D^2}$$

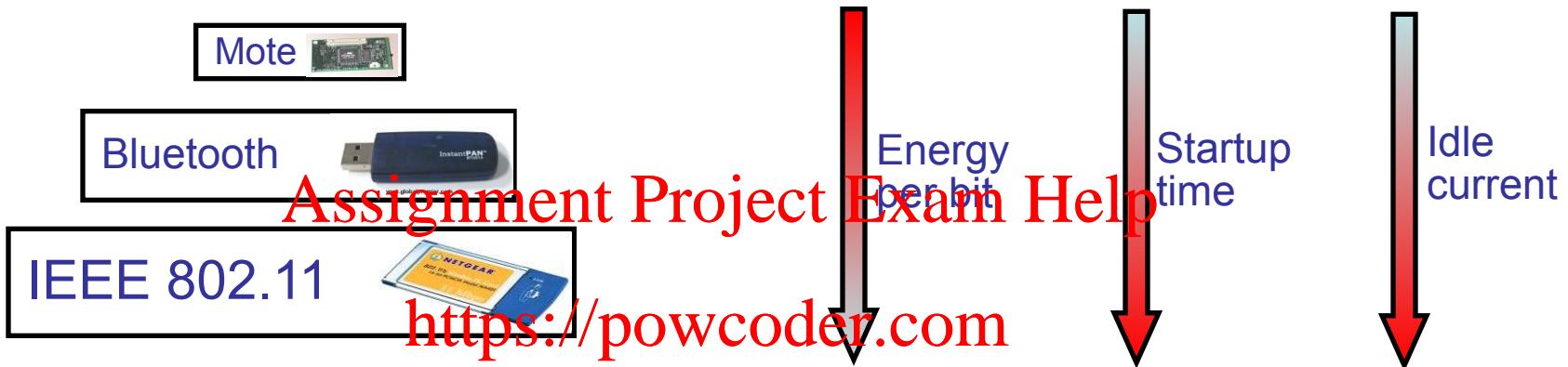
$$\begin{aligned} E_{Tx} &= 50 \text{ nJ/bit} \cdot 10^6 + 100 \text{ pJ/bit/m}^2 \cdot 10^6 \cdot \frac{5^2}{100^2} \\ &= 0.5 \text{ J} + 0.0025 \text{ J} = 0.0525 \text{ J} \end{aligned}$$

$$\begin{aligned} E_{Rx}(k,D) &= E_{elec} * k \\ E_{Rx} &= 0.05 \text{ J} \end{aligned}$$

$$\begin{aligned} E_{pair} &= E_{Tx} + E_{Rx} = 0.1025 \text{ J} \\ E_T &= 20 \cdot E_{pair} = 20 \cdot 0.1025 \text{ J} = 2.050 \text{ J} \end{aligned}$$



# Comparison



Technology	Data Rate	Add TX Current	WeChat power	Idle Current	Startup time
Mote	76.8 Kbps	10 mA	430 nJ/bit	7 mA	Low
Bluetooth	1 Mbps	45 mA	149 nJ/bit	22 mA	Medium
802.11b	11 Mbps	300 mA	90 nJ/bit	160 mA	High



How can the model be  
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improved?  
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Think-Pair-Share!



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<https://powcoder.com>?  
Questions?

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