

UAV based SDN system for wireless sensor networks

ABSTRACT

Abstract goes here.

1 INTRODUCTION

Introduction goes here.

2 RELATED WORK

Introduction goes here.

3 ARCHITECTURE

The architecture of the UAV based SDN system for wireless sensor networks.

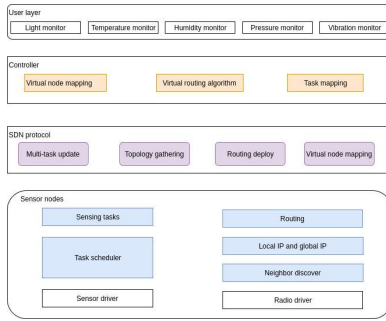


Figure 1: Architecture of the system.

4 NETWORK CONSTRUCTION

4.1 Sensor selection

Physical topology : uniform distribution (Density ffi).

Sensor selection algorithm:

- 1) A simple Algorithm: threshold -The distance between sensors && the overlapping of sensing area && the similar neighbor list.
- 2) SRSSS Algorithm (AAAI-16) - trained by an AI model based on the collected data.

Output : Redundant nodes

4.2 Topology Mapping

Redundant nodes are mapped to a virtual node. They can awaken each other according to their residual energy. When:

$$ResidualEnergy(i) \leq \xi \cdot ResidualEnergy(j) \quad \text{turn node } i \text{ to node } j$$

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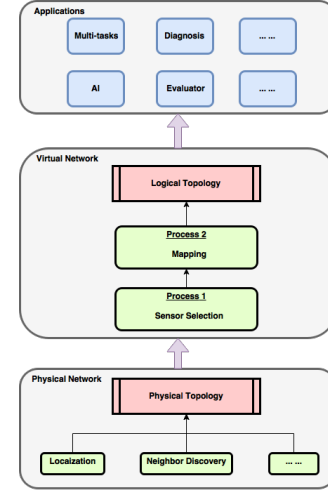


Figure 2: Implement modules.

These virtual nodes are called critical nodes in the logical topology while other nodes are called ordinary nodes.

4.3 Logical routing

Critical nodes first (CNF) algorithm

5 APPLICATIONS

Design the following applications and provide APIs to users.

5.1 Multi-tasks

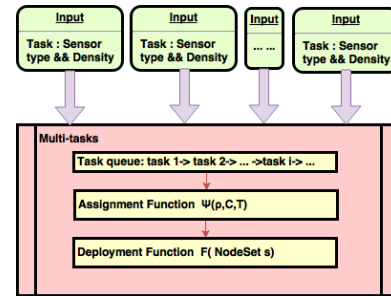


Figure 3: Multi-tasks.

Each task has a deployment density ρ .
Assign tasks to the sensors with less tasks first.
Assign tasks to critical nodes first

5.2 Evaluator

Provide APIs for users to update network algorithms through OTA.

Input: the algorithm function and its location/standard name(tell where to replace it)

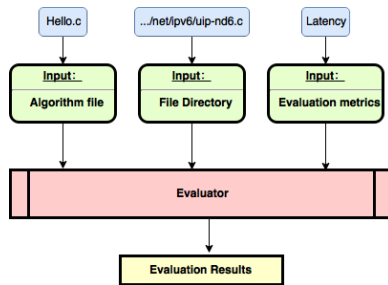


Figure 4: Evaluator.

Evaluate the performance of the new algorithm.

Input: the evaluation metrics

In our implementation, we will take neighbor discovery algorithms for experiments.

5.3 Diagnosis

5.4 AI

6 IMPLEMENTATION

Implementation goes here.

7 EVALUATION

Evaluation goes here.

8 CONCLUSION

Conclusion goes here.