

## WSN Operating Systems

	Characteristic	Architecture	Programming Model	Scheduling	Communication Protocol Support
<b>TinyOS</b>	<ol style="list-style-type: none"> <li>1. Concurrent Programming</li> <li>2. <b>Low mem requirements.</b></li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Monolithic Arch</b> 整体架构类</li> <li>2. <b>Component Model</b> — Glue components together as a static image according to different requirements of application</li> </ol>	<ol style="list-style-type: none"> <li>1. Early version did not support multithreading</li> <li>2. Later, <b>TOS event driven</b></li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Non-preemptive FIFO</b> scheduling algorithm</li> <li>2. 缺点: <b>Unfair to latter tasks</b> especially when short tasks are waiting behind longer ones</li> </ol>	Provide <b>2 multi-hop</b> protocols — dissemination(传播) & TYMO
<b>Contiki</b>	<ol style="list-style-type: none"> <li>1. Lightweight <b>C</b> for WSN</li> <li>2. <b>High mem requirement</b></li> <li>3. provide <b>various features</b>: preemptive multithreading, TCP/IP, GUI, etc.</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Modular Arch</b> 模块化架构</li> <li>2. <b>Event driven</b>— lightweight event scheduler dispatch events to running processes</li> </ol>	<b>Preemptive multithreading</b> —use protothreads, good for severely mem constraint devices	<ol style="list-style-type: none"> <li>1. Event driven OS所以没有复杂的调度算法</li> <li>2. Interrupt handler runs with <b>priority</b></li> </ol>	<b>Rich set of protocols</b> reliable (IPv4, IPv6) / lightweight (uIP)
<b>MANTIS</b> —Multimodal 多模式 system for <b>NeT</b> works of In-situ wireless <b>Sensors</b>	<ol style="list-style-type: none"> <li>1. Multithreading OS for WSNs</li> <li>2. <b>Lightweight &amp; energy efficient</b></li> <li>3. <b>MOS is portable across multiple platforms</b></li> </ol>	<b>Layered Arch</b> 分层架构 —Each layer acts as an enhanced VM to above layers	<ol style="list-style-type: none"> <li>1. <b>MOS Preemptive multitasking</b></li> <li>2. Space allocated for RAM: <ol style="list-style-type: none"> <li>a. global var space</li> <li>b. heap</li> </ol> </li> </ol>	<ol style="list-style-type: none"> <li>1. Preemptive <b>priority-based scheduling</b> (use Round Robin in each priority class)</li> <li>2. Ready queue: Kernel, Sleep, High, Normal, Idle</li> </ol>	Implement the network stack in: <ol style="list-style-type: none"> <li>a. user space</li> <li>b. MAC &amp; PHY layers</li> </ol>
<b>Nano-RK</b>	<ol style="list-style-type: none"> <li>1. <b>Fixed</b>, preemptive <b>multitasking real-time</b> (soft and hard real time)</li> <li>2. High mem requirement</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Monolithic Kernel Arch</b></li> <li>2. Programmers can change parameters to meet the overall goal</li> </ol>	<ol style="list-style-type: none"> <li>1. Large memory consumption — saving the sate of each task</li> <li>2. Reduced performance &amp; High energy consumption —frequent context switch</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Priority scheduling</b> at 2 levels: <b>process</b> and <b>network</b></li> <li>2. <b>Fully preemptive priority driven</b> scheduling algorithm</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Lightweight networking protocol stack</b> similar to sockets (communicate via socket)</li> <li>2. application bind and listen to port</li> </ol>

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<b>LiteOS</b>	<ol style="list-style-type: none"> <li>1. <b>Unix-like OS</b></li> <li>2. Low mem requirements</li> </ol>	<b>Modular Arch</b> <ol style="list-style-type: none"> <li>a. LiteShell</li> <li>b. LiteFS</li> <li>c. LiteOS Kernel (use RR and priority scheduling)</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Multitasking OS</b>— support multithreading</li> <li>2. Run application as <b>separate threads</b>, each thread has memory space to avoid errors in shared memory space.</li> </ol>	<ol style="list-style-type: none"> <li>1. <b>Round Robin &amp; Priority-based</b></li> <li>2. <b>sleep</b> if no active task</li> </ol>	<ol style="list-style-type: none"> <li>1. In the form of <b>files</b></li> <li>2. Create file corresponding to the radio interface</li> <li>3. Place data into the radio and transmit later</li> </ol>
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WSN Operating System

WSN Middleware

WSN Middlewares

TinyDB Examples

Sample Period

```

1 SELECT nodeid, light, temp
2 FROM sensors
3 SAMPLE PERIOD 1s FOR 10s

```

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Aggregates

```

1 SELECT AVG(volume), room
2 FROM sensors
3 WHERE floor = 6
4 GROUP BY room
5 HAVING AVG(volume) >
   threshold
6 SAMPLE PERIOD 30s

```

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Temporal Aggregates

```

1 SELECT WINAVG(volume, 30s,
2 5s)
3 FROM sensors
4 SAMPLE PERIOD 1s

```

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Event-Based Queries

```

1 ON EVENT bird-detect(loc):
2 SELECT AVG(light),
3 AVG(temp), event.loc
4 FROM sensors AS s
5 WHERE dist(s.loc,
   event.loc) < 10m
6 SAMPLE PERIOD 2s FOR 30s

```

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Lifetime-Based Queries

```

1 SELECT nodeid, accel
2 FROM sensors
3 LIFETIME 30days

```

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Network Health Queries

```

1 SELECT nodeid, voltage
2 WHERE voltage < k
3 FROM sensors
4 SAMPLE PERIOD 10min

```

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TinyDB Examples

Lifetime-Based Queries

```

1 SELECT nodeid, accel
2 FROM sensors
3 LIFETIME 30days

```

## WSN Middlewares

	Characteristics				
<b>TinyDB</b>	在TinyOS基础上搭建的传感器数据库	<b>SRT</b> —Semantic Routing Tree—根据语义进行 routing	table[sensors]=column[at tribute]+row[time]	当范围查询沿树传播时，节点将仅将查询转发给查询范围内的那些子节点，潜在地使整个分支不必转发或执行查询	
<b>Maté</b>	<b>Event-driven</b> On top of TinyOS	Can <b>Programming at different levels.</b> Adjusting parameters -> changing complete	Code can be broken into <b>capsules</b> of 24 byte-long instructions to fit TinyOS's packet		
<b>Agilla</b>	<b>Agent-based</b> based on Maté	WSN网络 <b>不需要预安装 (no pre-installed applications)</b> 应用，通过代理(agent)在节点间 <b>迁移 (clone)</b> 实现 — agents <b>migrate</b> to nodes as needed	多个代理可以共同存在于一个节点	Nodes are identified by their <b>location</b> rather than address	
<b>Kairos</b>	<b>Macroprogramming</b> middleware implemented in <b>Python</b> 宏编程中间件	Translates centralized program into <b>node-specific distributed version</b>	Execute locally at every node		
<b>Magnet</b>	The whole network appear as a <b>single , unified JVM</b> 让整个网络看起来像一个统一的JVM	VM和宏编程方法的混合	Standard Java program, then Magnet translate program into individual components		
<b>SIXTH</b>	<b>Distributed system</b>	Provides uniform access to sensing resources (sensors and data) via sensor adaptors	can be programmed directly, via <b>SQL-like</b> or <b>intelligent agent</b>	Can <b>add and reprogram at running time</b>	