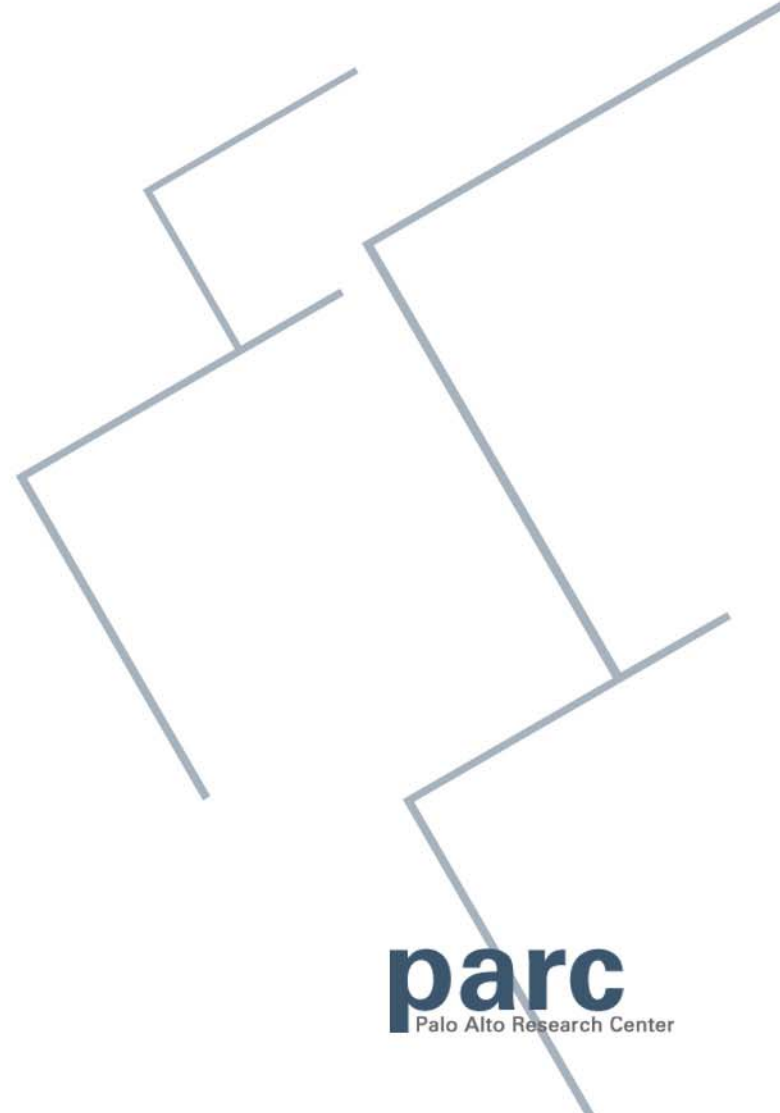


Information Processing in Sensor Networks

Feng Zhao

PARC (formerly Xerox PARC)

www.parc.com/zhao

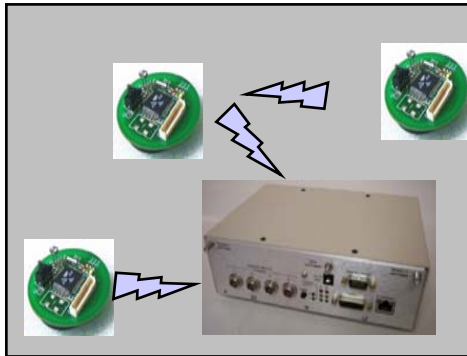


Acknowledgement

- PARC CoSense team:
 - Patrick Cheung, Maurice Chu, Leo Guibas, Qingfeng Huang, Jie Liu, Julia Liu, Jim Reich
 - Student Interns: Jaewon Shin, Qing Fang, Judy Liebman, Elaine Cheong, Soham Mazumdar, Dragan Petrovic
- External collaborations:
 - Diffusion: Deborah Estrin, John Heidemann, Fabio Silva (UCLA/USC/ISI)
 - DOA Estimation: Kung Yao (UCLA)
 - TinyGALS: Berkeley
- Funded in part by the DARPA SensIT Program under contract F30602-00-C-0175

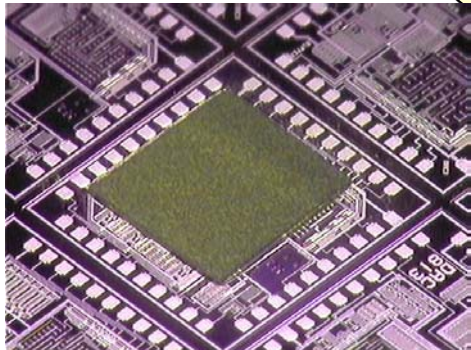
PARC Smart Matter Research

Smart Matter Research since 1994



Sensor networks

- IDSQ/CADR
- Location services
- Group management
- TinyGALS/PIECES
- Distributed attention
- Applications

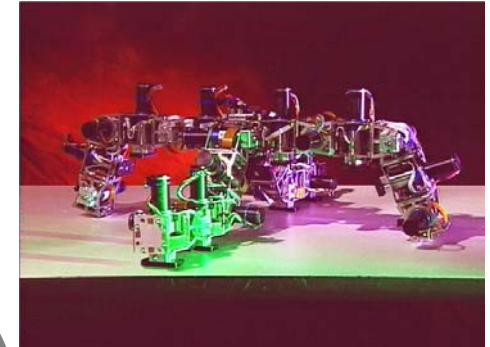


MEMS devices

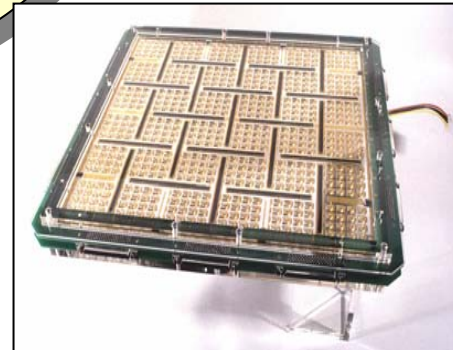
- Collaborative processing
- Embedded software design
- Scalable Information architecture

- Modular reconfiguration
- Constraint based control
- Adaptive optimization

- MEMS signal processing
- Energy harvesting
- Large-area sensor/actuator arrays

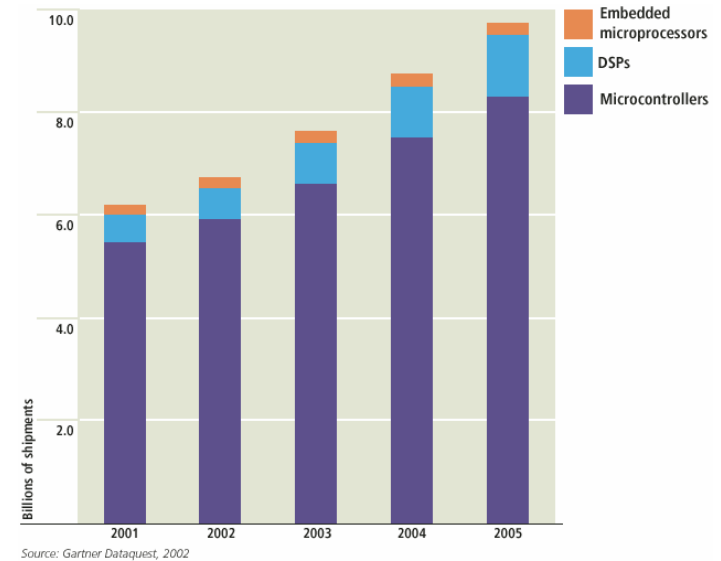


Actuator networks



Smart, Networked Sensors

- Of 9.6 billion uP to be shipped in 2005, 98% will be embedded processors!
- Intel plans to put a radio on every uP



- Riding on Moore's law, smart sensors get

More powerful



Sensoria WINSNG 2.0

CPU: 300 MIPS
1.1 GFLOP FPU
32MB Flash
32MB RAM
Sensors: external

Easy to use



HP iPAQ w/802.11

CPU: 240 MIPS
32MB Flash
64MB RAM
Both integrated and off-board sensors

Inexpensive & simple



Crossbow MICA mote

4 MIPS CPU (integer only)
8KB Flash
512B RAM
Sensors: on board stack

Super-cheap & tiny



Smart Dust (in progress)

CPU, Memory: TBD (LESS!)
Sensors: integrated

Ubiquitous Sensing will Change the Way People Live, Work, and Play



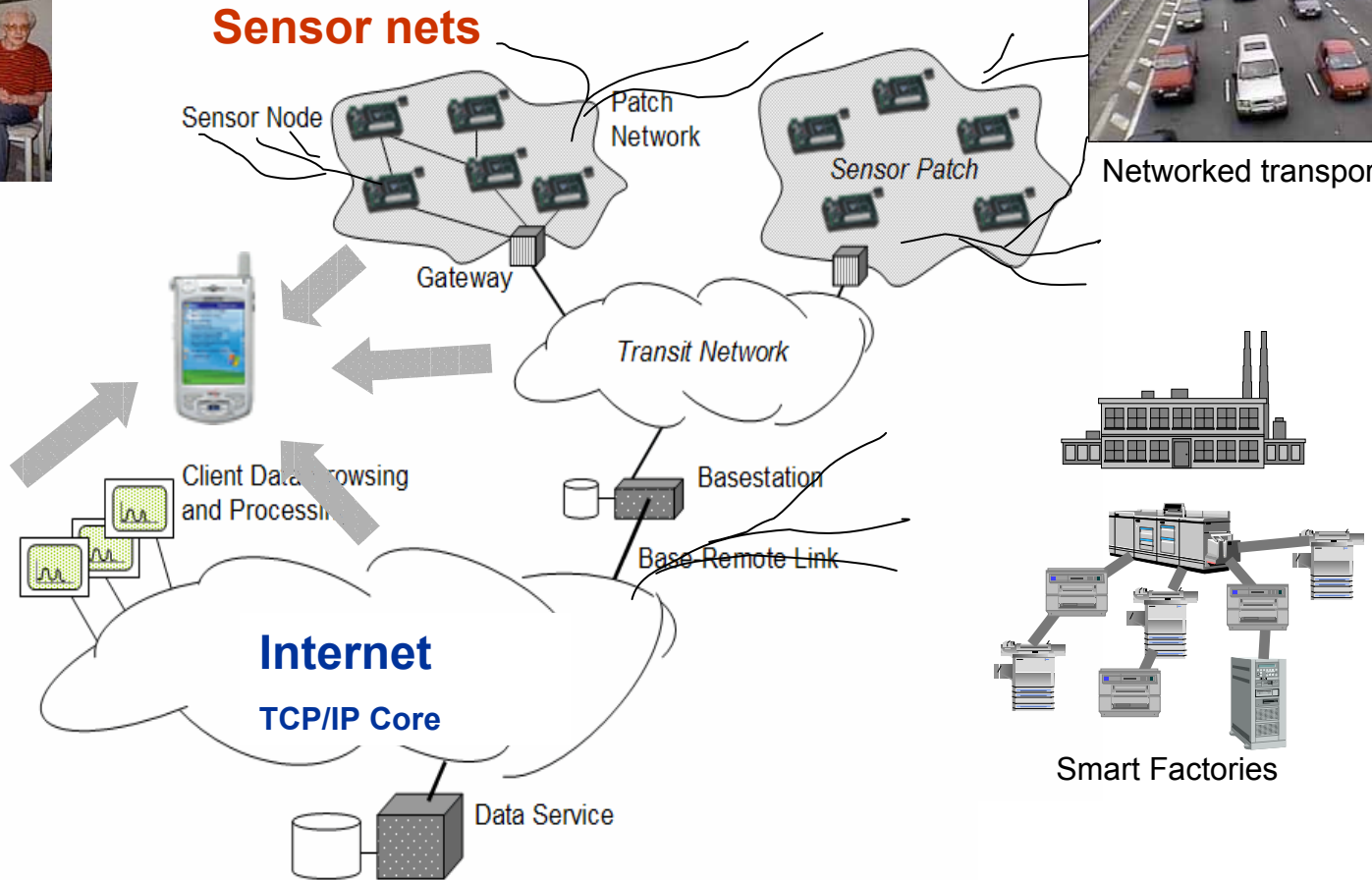
Healthcare



Networked transportation

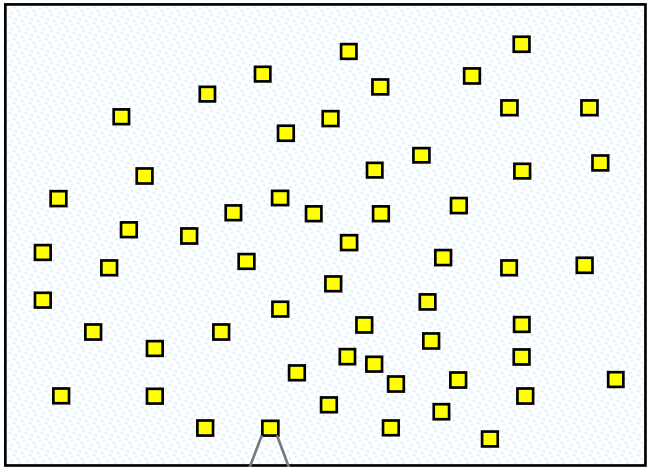


Ubiquitous appliances



"Networks of tiny sensors will track everything from weather to inventory." BusinessWeek, Aug 18, 2003

Challenges



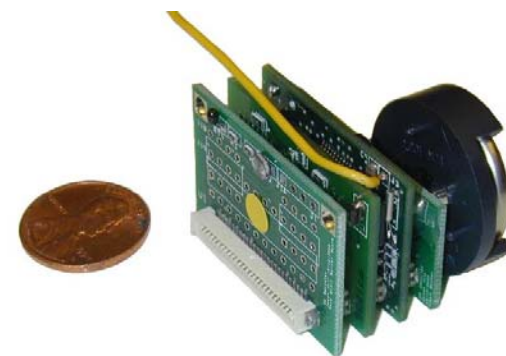
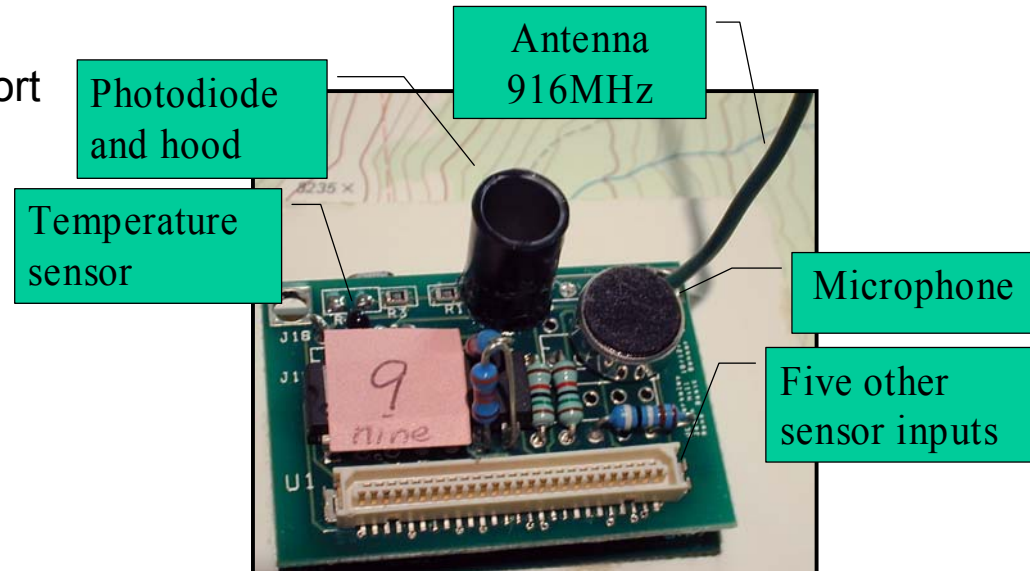
Small programs on tiny devices

Hardware challenges

- Limited capabilities
 - Processing, storage, comm
- Limited resources
 - Power, bandwidth

Sample Sensor Hardware: Berkeley motes

- CPU:
 - 8-bit, 4 MHz Atmel processor
 - No floating-point arithmetic support
- Radio:
 - 916 MHz RFM @10Kbps
 - Distance 30-100ft
 - Adjustable strength for RF transmission & reception
- Storage:
 - 8 KB instruction flash
 - 512 bytes data RAM
 - 512 bytes EEPROM (on processor)
- OS:
 - TinyOS, event driven (3.5KB code space)
- Sensors:
 - 10-bit ADC mux'd over 7 analog input channels
 - Sensing: light, sound, temperature, acceleration, magnetic field, pressure, humidity, RF signal strength



Hardware

Power Breakdown...

	Active	Idle	Sleep
CPU	5 mA	2 mA	5 μ A
Radio	7 mA (TX)	4.5 mA (RX)	5 μ A
EE-Prom	3 mA	0	0
LED's	4 mA	0	0
Photo Diode	200 μ A	0	0
Temperature	200 μ A	0	0

Rene notes data, Jason Hill



Panasonic CR2354
560 mAh

Communication/computation ratio:

- Rene notes:

- Comm: $(7\text{mA} \cdot 3\text{V} / 10\text{e}3) \cdot 8 = 16.8\mu\text{J}$ per 8bit
- Comp: $5\text{mA} \cdot 3\text{V} / 4\text{e}6 = 3.8 \text{ nJ}$ per instruction
- Ratio: 4,400 instruction/hop

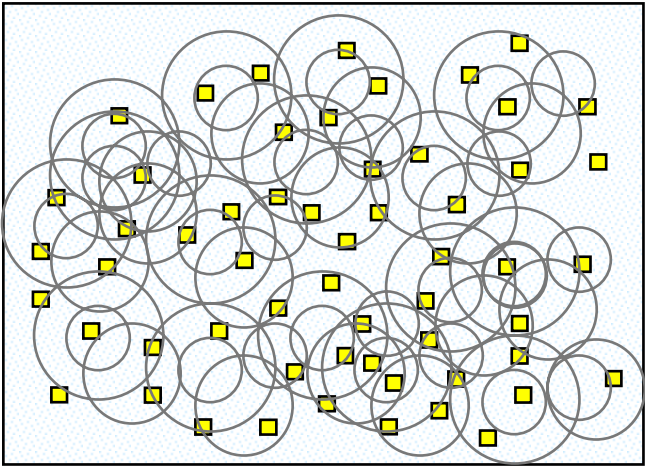
- Sensoria nodes:

- Comm: $(100\text{mW} / 56\text{e}3) \cdot 32 = 58\mu\text{J}$ per 32bit
- Comp: $750\text{mW} / 1.1\text{e}9 = 0.7\text{nJ}$ per instruction
- Ratio: 82,000 instruction/hop

This means

- Lithium Battery runs for 35 hours at peak load and years at minimum load, a three orders of magnitude difference!

Challenges



Hardware challenges

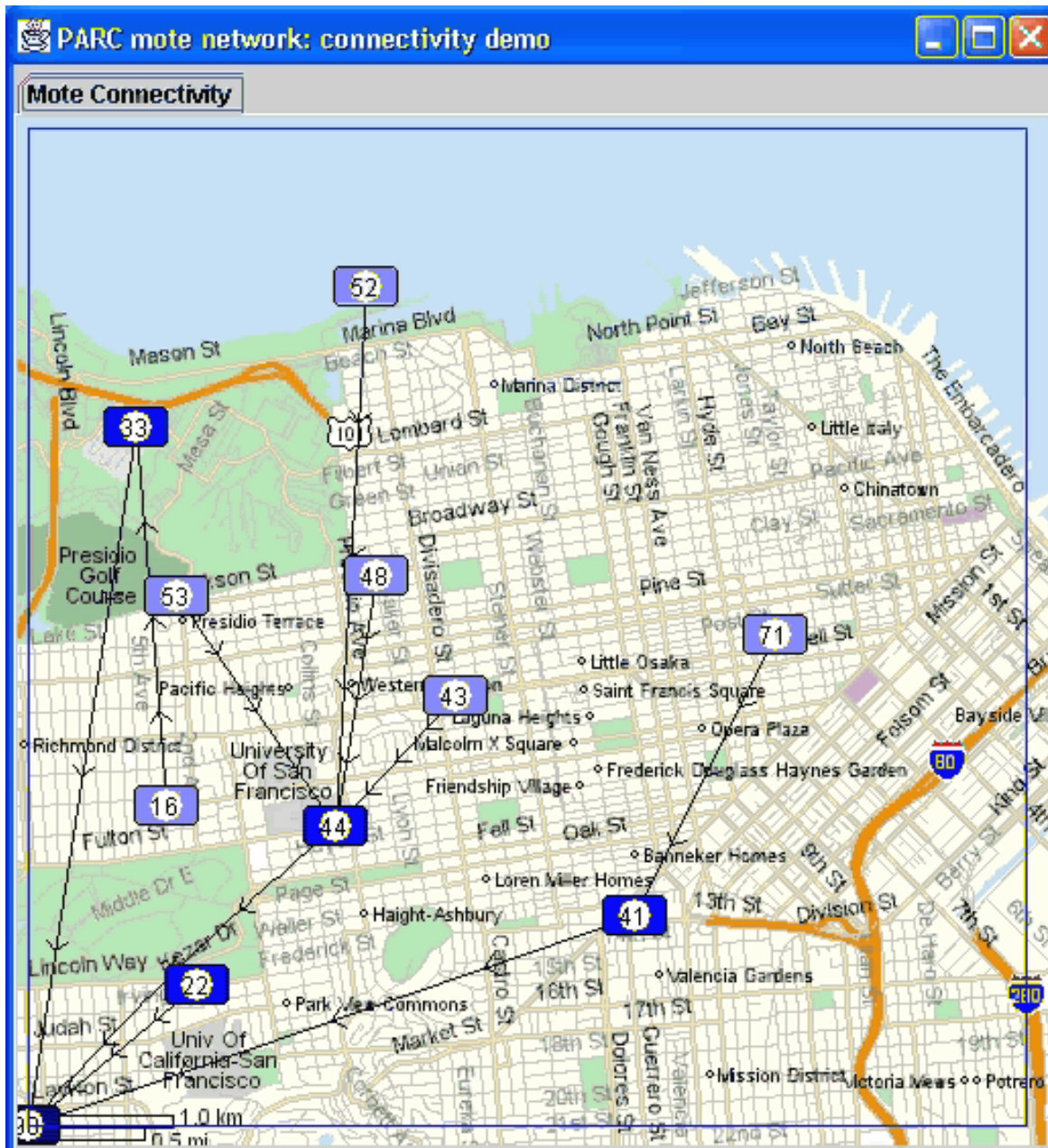
- Limited capabilities
 - Processing, storage, comm
- Limited resources
 - Power, bandwidth

Networking challenges

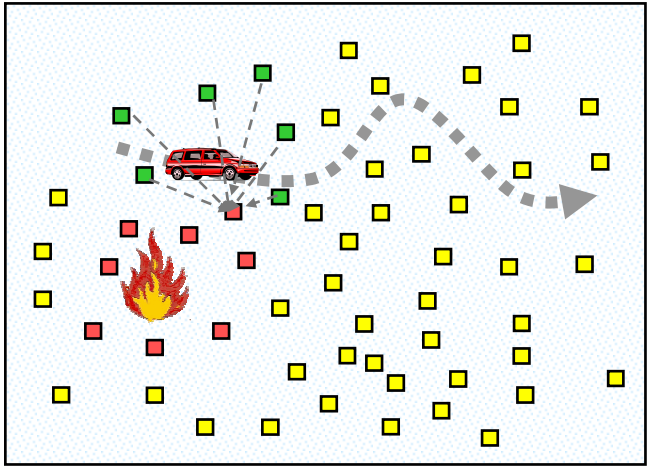
- Limited support
 - Peer-to-peer, mesh topology
 - Dynamic, mobile, unreliable connectivity
 - No universal routing protocols
 - No central name and registry services
- Both router and application host

Limited infrastructure support

An application of wireless sensor network: fire monitoring



Challenges



Hardware challenges

- Limited capabilities
 - Processing, storage, comm
- Limited resources
 - Power, bandwidth

Networking challenges

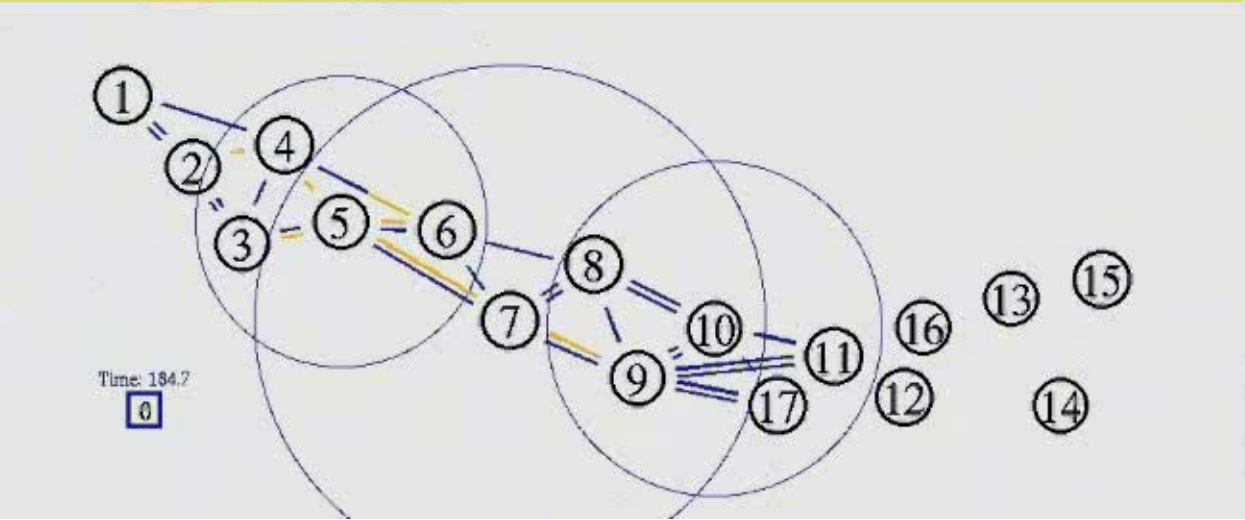
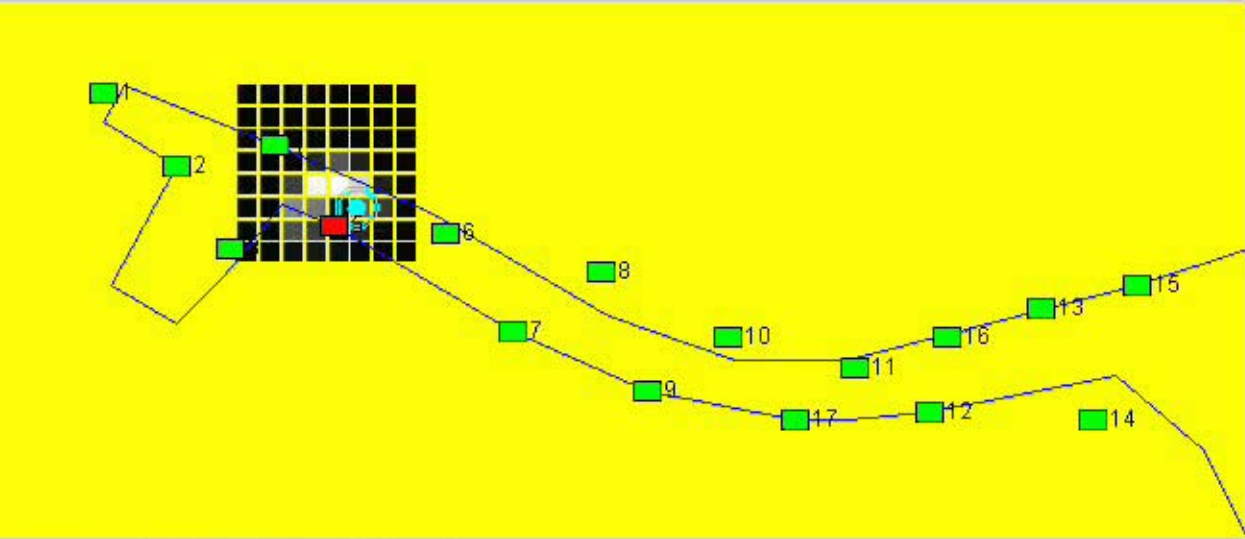
- Limited support
 - Peer-to-peer, mesh topology
 - Dynamic, mobile, unreliable connectivity
 - No universal routing protocols
 - No central name and registry services
- Both router and application host

Application challenges

- Dynamic collaboration among nodes
- Global property from local execution
- Competing events/tasks
- Real-time missions

Massively distributed multitasking

Collaborative processing: monitoring multiple events



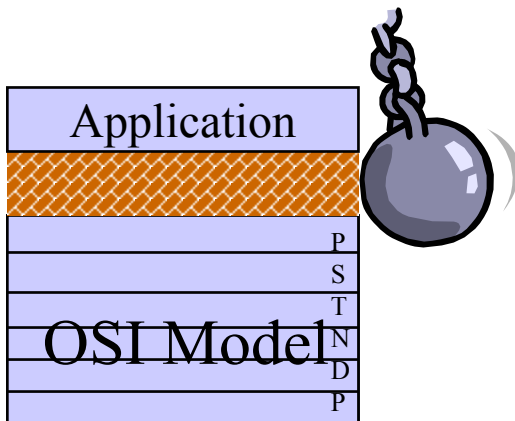
- Leader Node
- Non-leader Node
- GPS ground truth

parc
Palo Alto Research Center

- Data Packet
- Control Packet
- Broadcast control

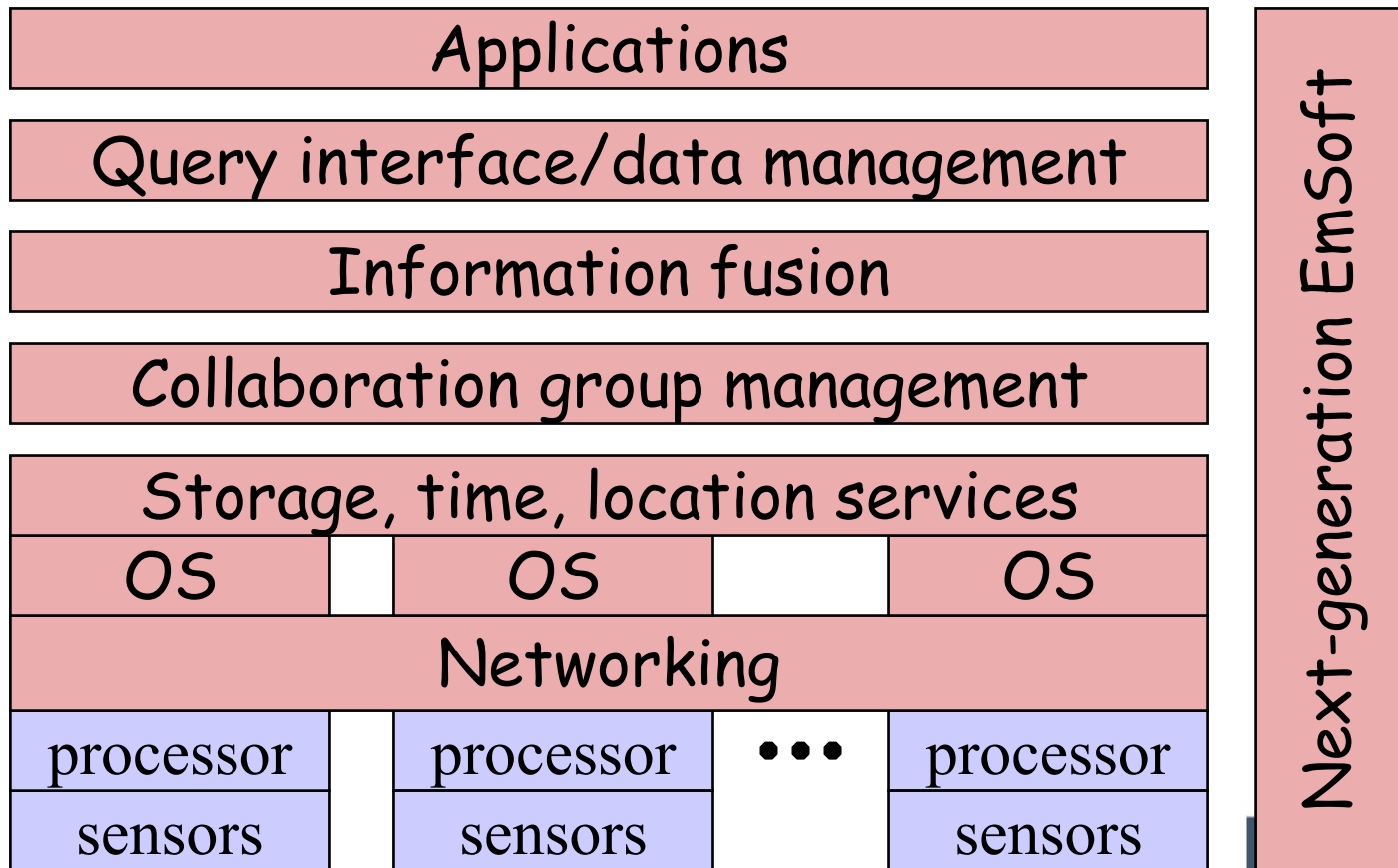
Rethinking the network infrastructure

In wireless ad hoc networks, networking is intimately coupled with sensing, interaction, and control needs and hence application semantics



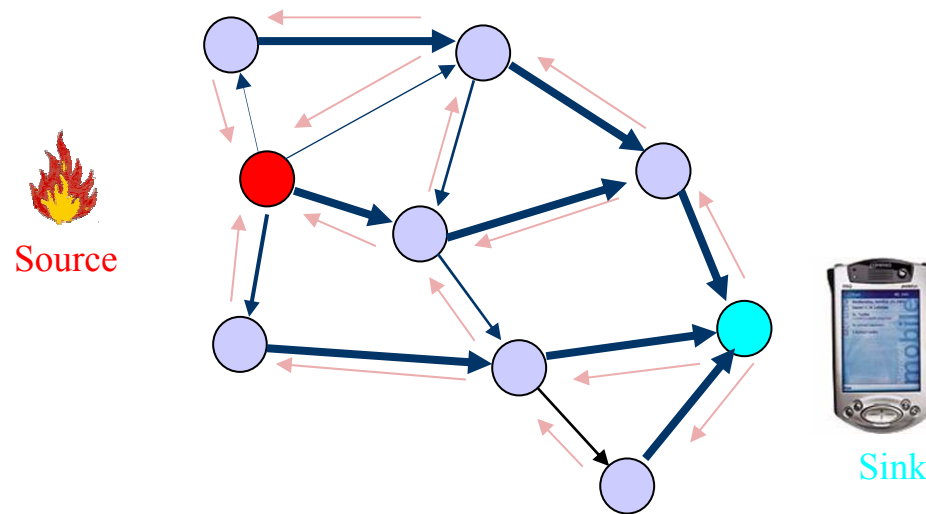
- Break down traditional barriers of OSI model
 - Consider both communication cost *and* application requirements to plan routes and task sensors
- Data-centric and ad-hoc
 - Address nodes based on geography and capability, not by name
- Group management vital to scalability
 - Limit data propagation to sensors relevant to measurement at hand

As untethered sensors, actuators, embedded processors become ubiquitous, we need new ways to program and organize them



A central problem: define and manage collaborative sensor groups dynamically based on their relevance to the current task and available network resources

Where is the data and how to move it to where it will be needed?



For example, use directed diffusion routing (Estrin et al)

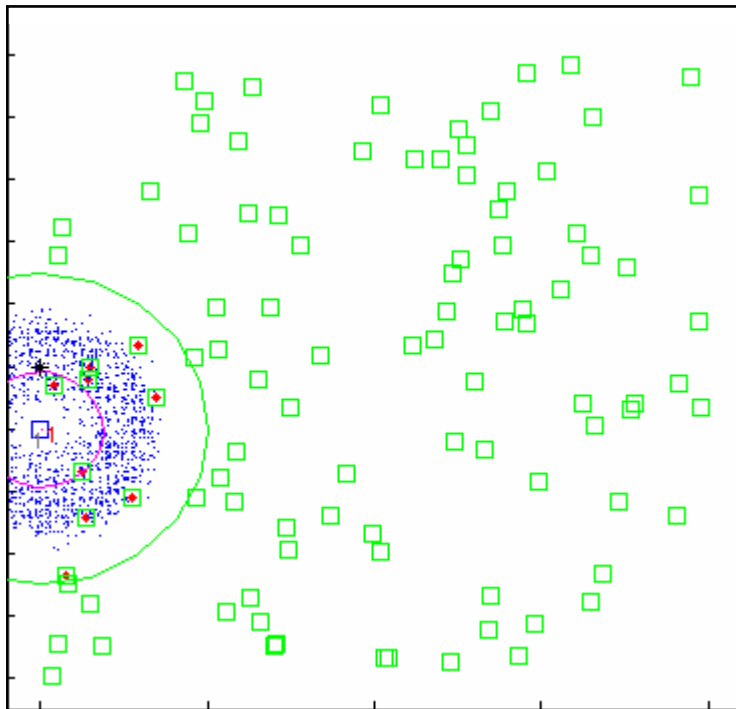
- Publish and subscribe
 - Interest from user/data attribute from source => gradient
 - Finding shortest paths in graph

But we must also consider the content of data

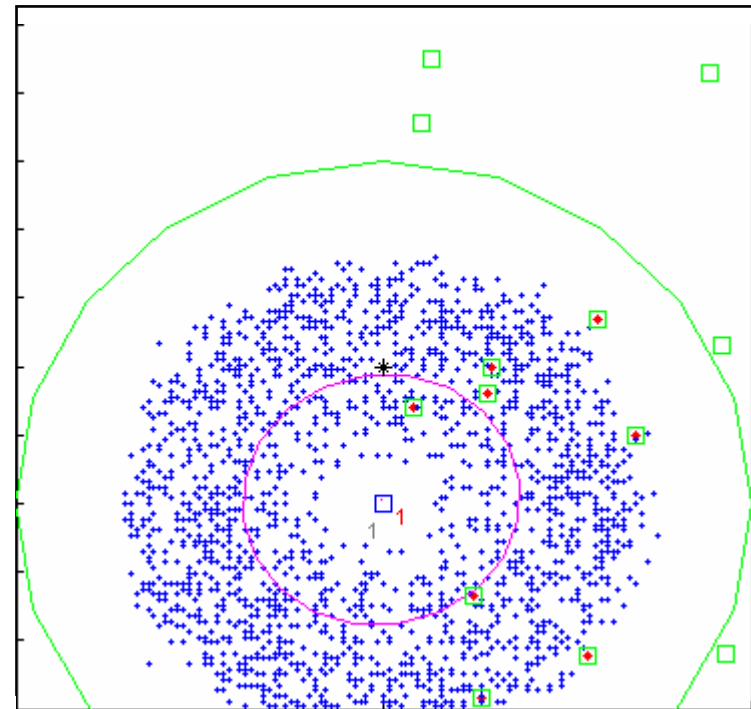
Moving Center of Aggregation Protocol

A leader node (blue square) carries belief state

- Choose sensor in the neighborhood with good information
- Hand off current belief to chosen sensor (new leader) and update



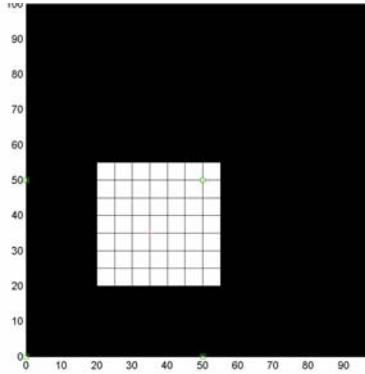
Target moving in straight line; Tracking using particle filter



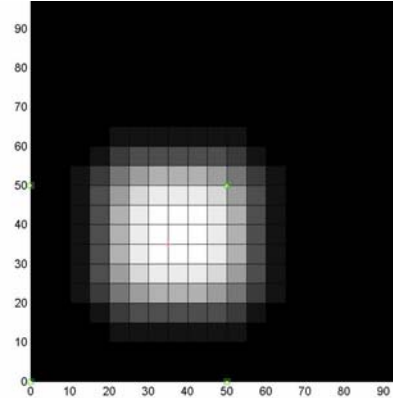
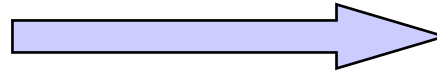
Close-up of target (particles show velocity vectors)

Sequential Bayesian Estimation

Prior info
 $p(x^{(t)}|\bar{z}^{(t)})$

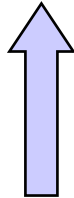


Apply dynamics
 $p(x^{(t+1)}|x^{(t)})$



Prediction
 $p(x^{(t+1)}|\bar{z}^{(t)})$

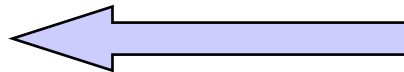
Become prior
for next iteration



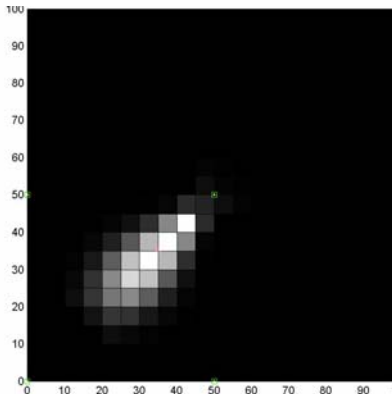
Task sensor and get
measurement



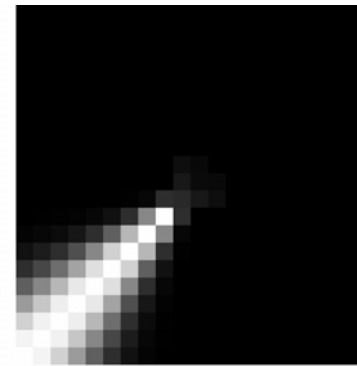
Combine prediction
with likelihood



Posterior
 $p(x^{(t+1)}|\bar{z}^{(t+1)})$



Likelihood
 $p(z^{(t+1)}|x^{(t+1)})$



Information-Directed Sensor Querying (IDSQ)

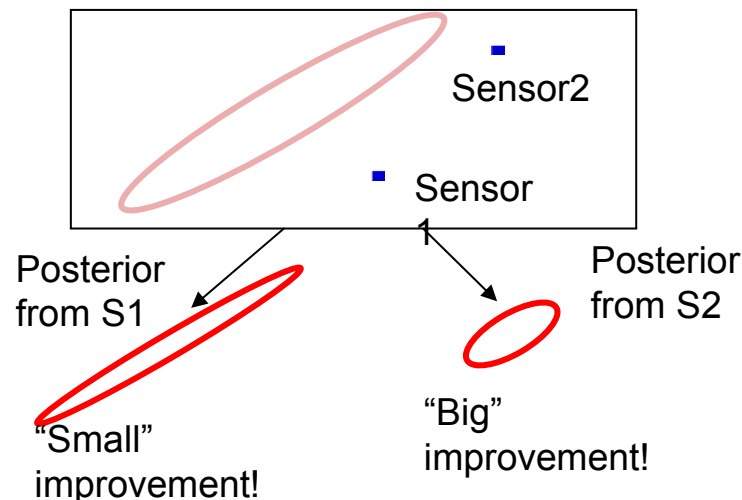
- **Idea:** maximize the *predicted* information that a sensor's measurement will bring, given the current estimated distribution
- Information is measured using mutual information

$$I(U;V) = E_{p(u,v)} \left[\log \frac{p(u,v)}{p(u)p(v)} \right]$$

- IDSQ criteria: $k_{IDSQ} = \arg \max_{k \in N} I(X^{(t+1)}; Z^{(t+1)} | \overline{Z^{(t)}} = \overline{z^{(t)}})$

where N is the set of candidate sensors (i.e. topological neighbors)

- This is equivalent to choosing the sensor which will give the greatest change to the current belief.



Managing Sensor Groups for Collaborative Processing Tasks



PARC CoSense Display

Connection View Query

NetMeeting - Not in a Call

Call View Tools Help

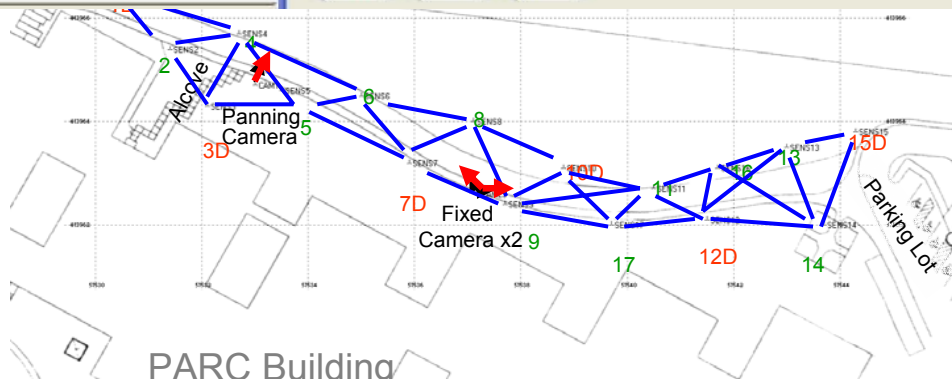
Key advantages:

- **Self-organizing**: Form and update ad hoc groups as physical stimuli move across network
- **Scalable**: Multi-tasking, conflict resolution, leaving resources available for emerging tasks
- **Resource efficient**: Eliminate unnecessary packets. 40% increase in network life-span even on 17 nodes!

message

Number of targets: 1



- 17 nodes (6 DOA, 11 amplitude)
- Scale: 1 square=5 ft.
- 0.5 sec update interval
- Packet loss significant



Attention is a scarce resource. How does a distributed system manage the explosion of information and attend to critical events?

Drinking from the fire hose



- **Internet**
 - Information overload 
- **Sensor net**
 - Information explosion 

How to manage this explosion of information?



Distributed Attention

- Be able to search for and focus on interesting activities, while maintaining a peripheral awareness of emerging phenomena
- Optimally allocate scarce resources to possibly competing sensing tasks



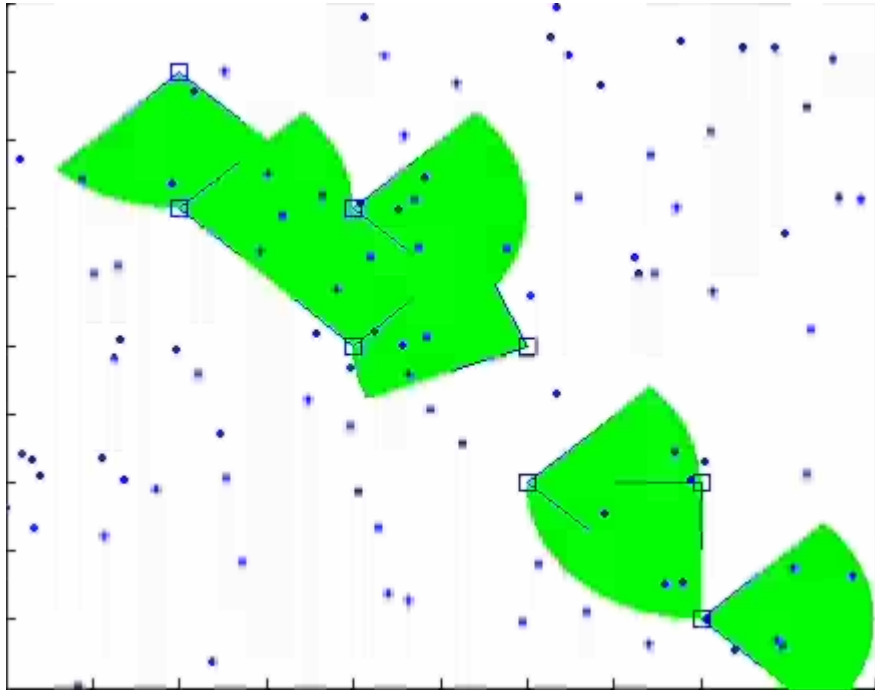
Traffic cams find trouble spots

Think of a sensor network as a distributed market



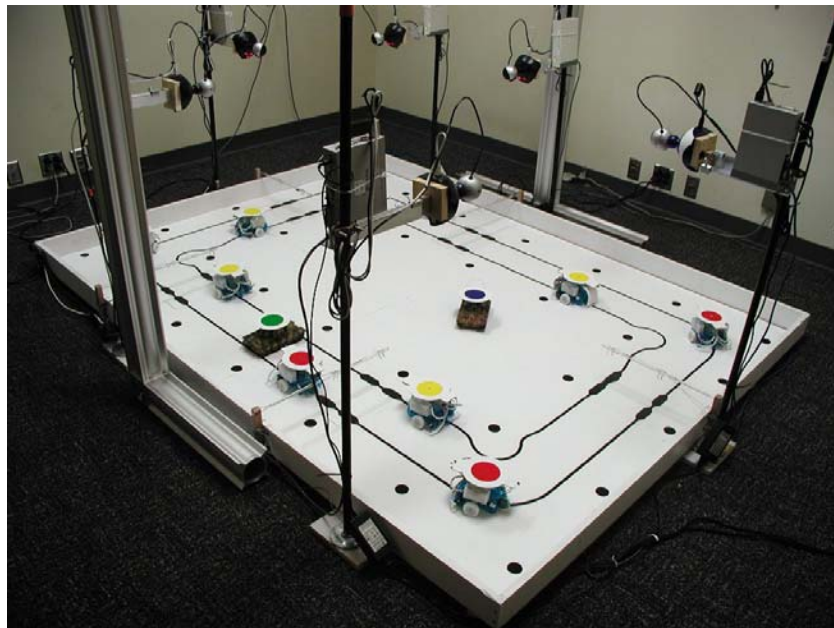
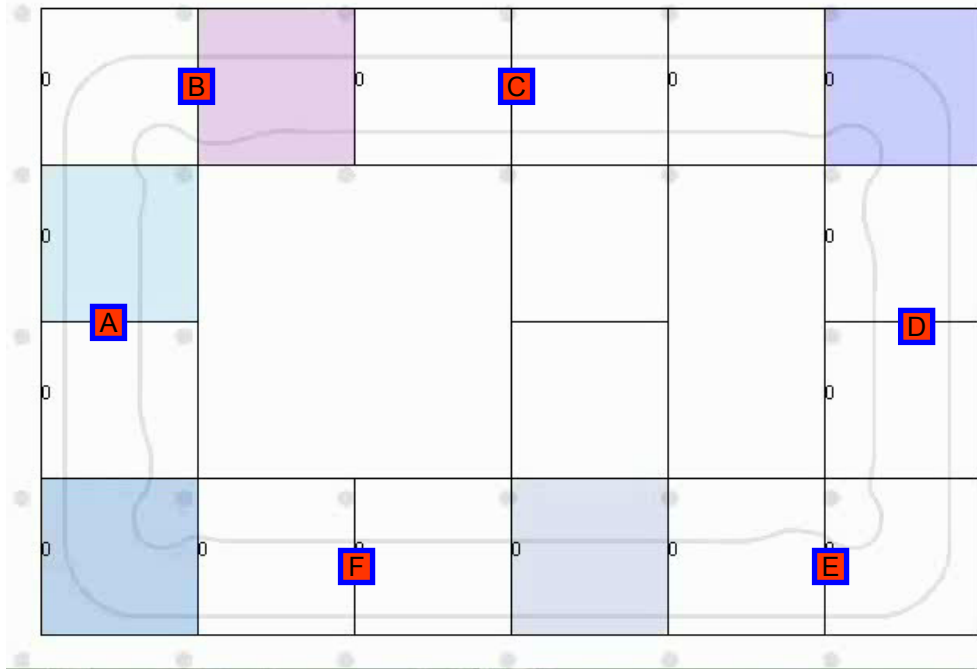
- Sensors bid for sensing tasks
- Each sensing task has a utility
- The goal is to optimally allocate scarce resources to tasks
 - In a centralized setting, this is a classical assignment problem studied in OR and economics
- Here, it must be done in a local, peer-to-peer manner!

Decentralized negotiation allocates resources among competing tasks

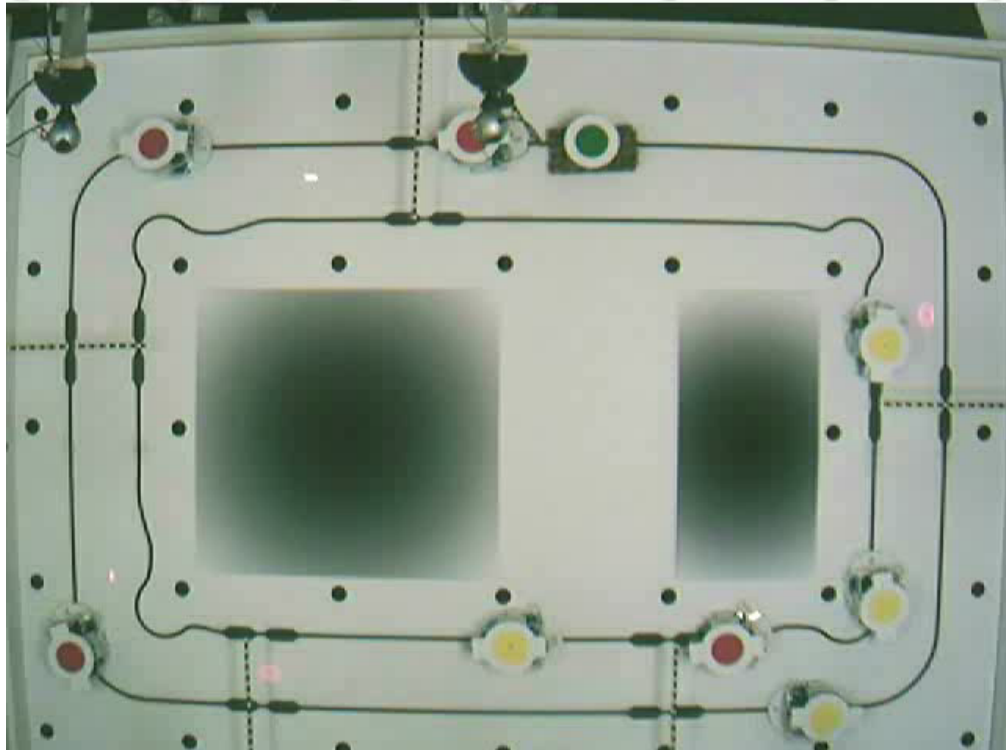


Recognizing and tracking “Interesting” Behaviors

- 6 networked pan-and-tilt cameras
- FOV of cameras; each camera can see two FOV's on either side; overlapping FOVs
- Calibration points (1.5" diameter)
- Robot tracks (thickness 3/8")



PARC CIPT testbed



**Collaborative groups raise abstraction level,
to enable programming over collectives**

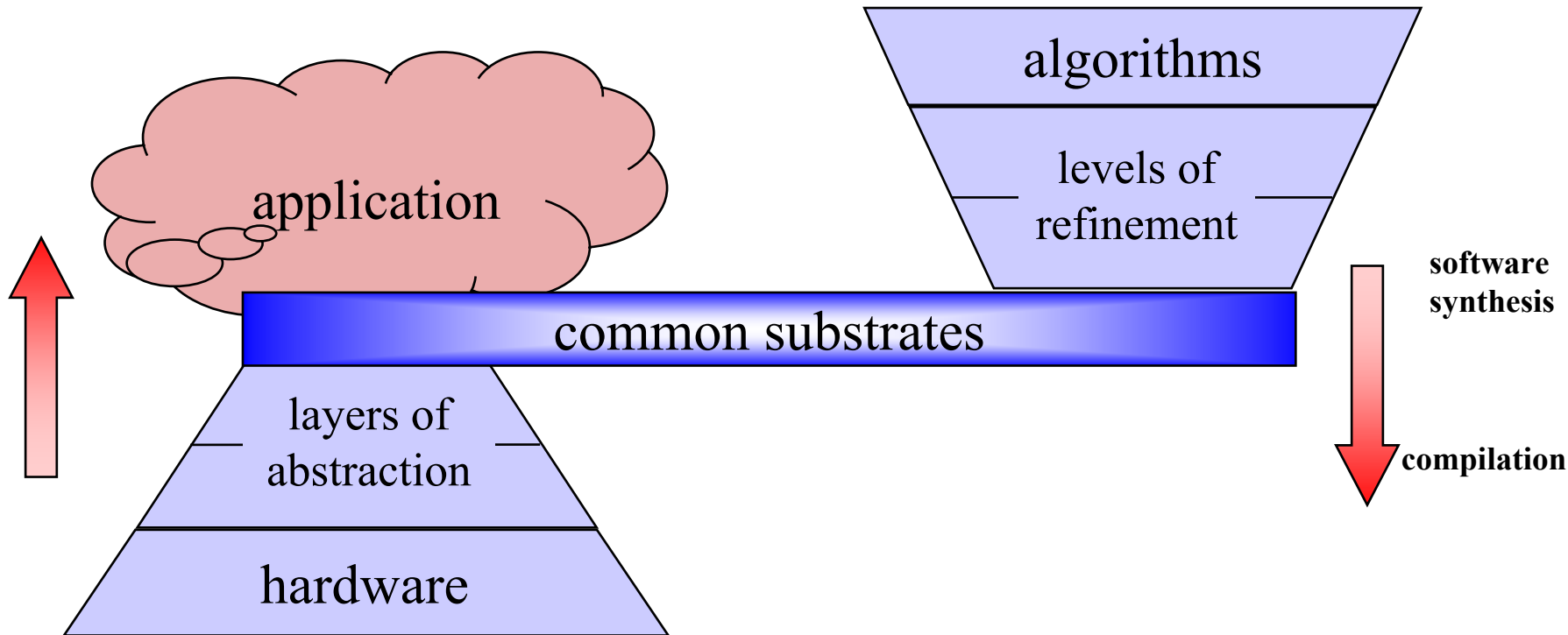
Programming embedded sensor networks: a comparison

OS/Network-centric view

Spend more time designing
component-level abstractions

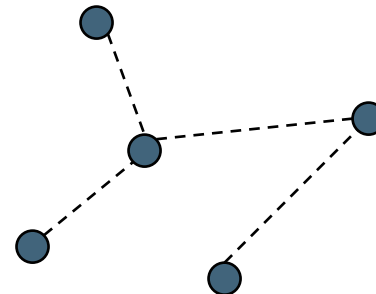
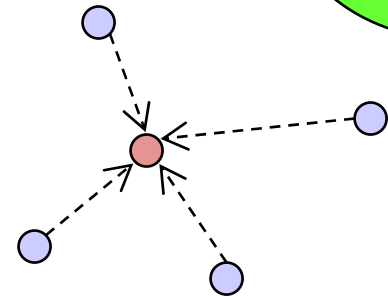
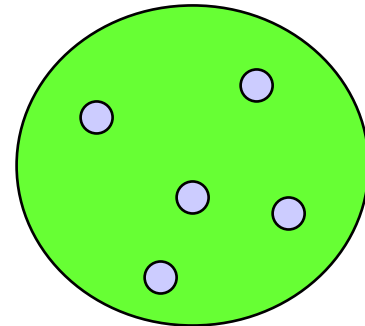
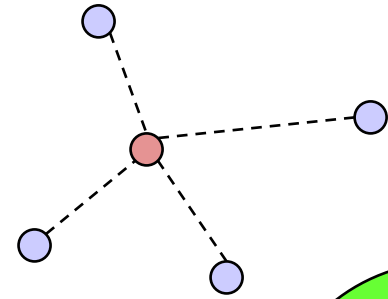
Information-centric view

Spend more time designing
application-level abstractions

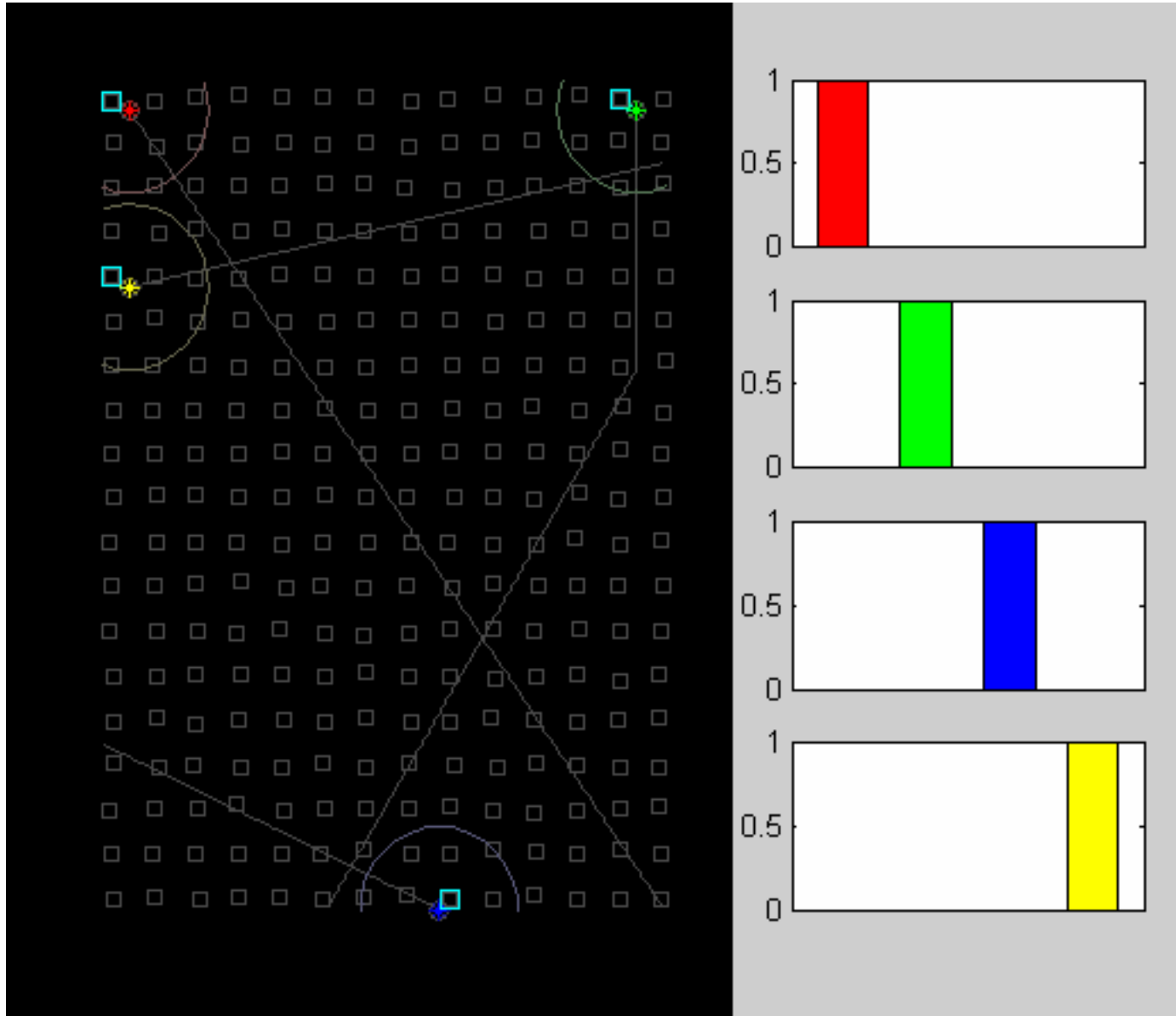


Examples of Collaboration Groups

- N-hop neighbor group
- Geographically constrained group
 - Defined by geographic extent
- Publish-subscribe group
 - Defined by producers and consumers of shared interests
- Acquaintance group
 - Roaming members keep persistent connectivity

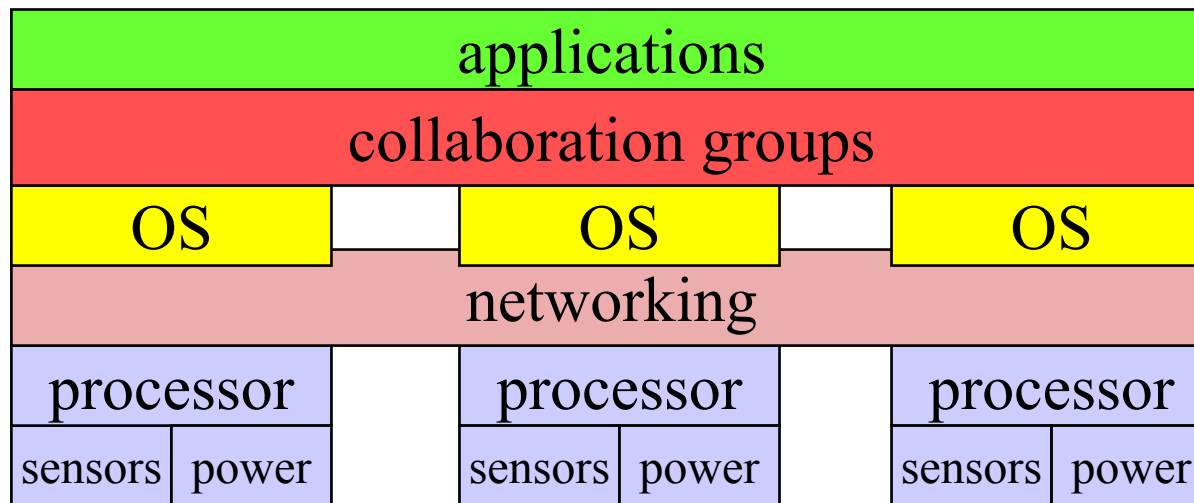


Tracking multiple, interacting events



State-Centric Programming

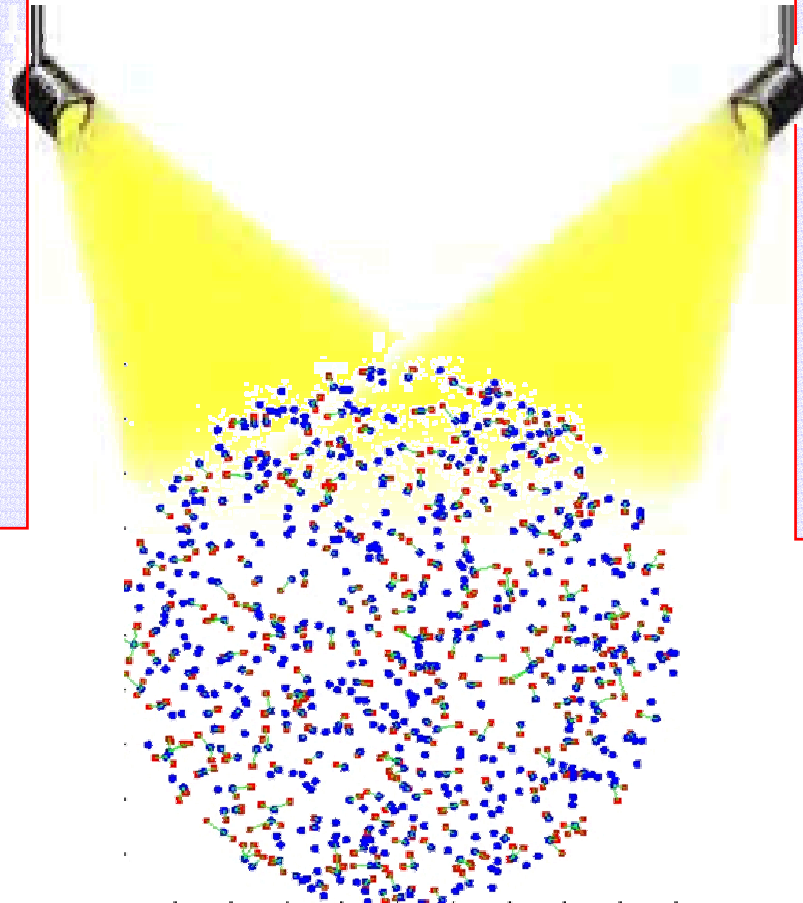
- Raise the abstraction level beyond individual nodes
 - Provide high-level primitives that act on application “states”
 - Shield programmers from handling low-level events
- Models of collaboration
 - Abstract out common patterns of collaborative processing
 - Mix and match communication protocols from library
 - Modularize software through well-structured interfaces



Co-design information and software architectures

Software Technologies

- scalable software architectures
- formal methods
- software reuse
- software synthesis
- networking
- compilers
- operating systems
- ...



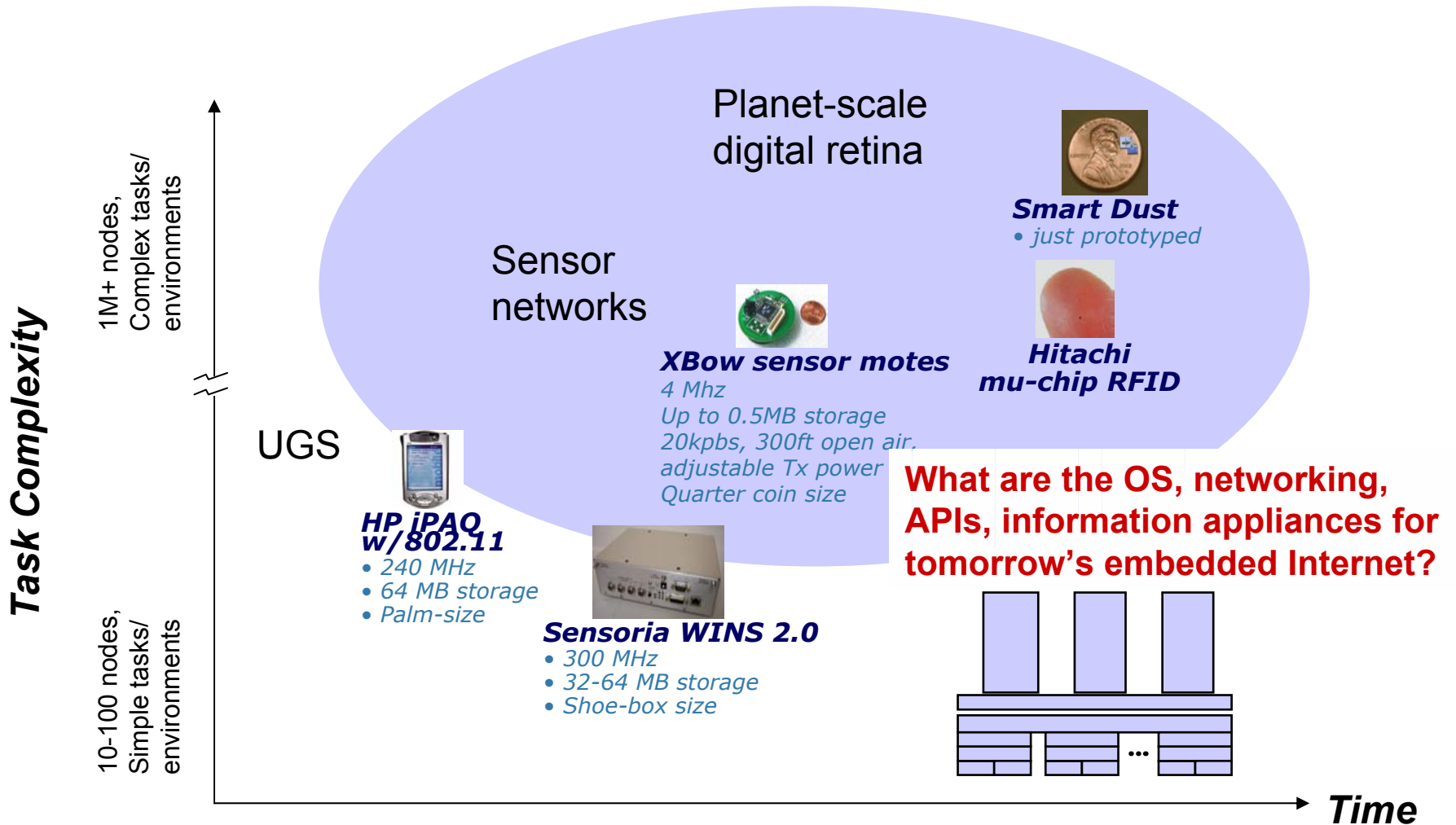
Information Technologies

- scalable information architecture
- semantics/ontology
- abstraction
- uncertainty management
- attention
- adaptation
- learning
- ...

To Summarize ...

- Couple information processing with networking
 - Sensor net requires cross-layer optimization
 - Key to resource management and scalability
- Collaborative groups as abstraction
 - Common building blocks for many applications
 - Can support programming beyond nodes

Scaling up sensor networks



Today's systems:

Small scale, expensive, difficult to use, fixed, engineered, brittle

Tomorrow's demands:

Planet scale, cheap, simple to use, mobile, self-organized, flexible

To Probe Further

- PARC Project: www.parc.com/ecca
- Conferences:
 - IEEE/ACM IPSN04, Berkeley, April 2004
 - ACM Sensys03, Nov. 2003
 - ACM WSNA03, Sept. 2003
 - EWSN04, Berlin, Jan. 2004
 - INSS04, Tokyo, June 2004
- Journals:
 - New ACM Trans. Sensor Networks,
www.acm.org/tosn
 - A dozen special issues

IPSN'04: 3rd IEEE/ACM Symposium on Information Processing in Sensor Networks

- Conference
 - April 26-27, 2004
 - Berkeley, California
- Sponsors
 - IEEE Signal Processing Soc./Communication Soc.
 - ACM SIGBED/SIGMOBILE
 - NSF, DARPA
- Web page
 - Ipsn04.cs.uiuc.edu