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SensorWare in Use

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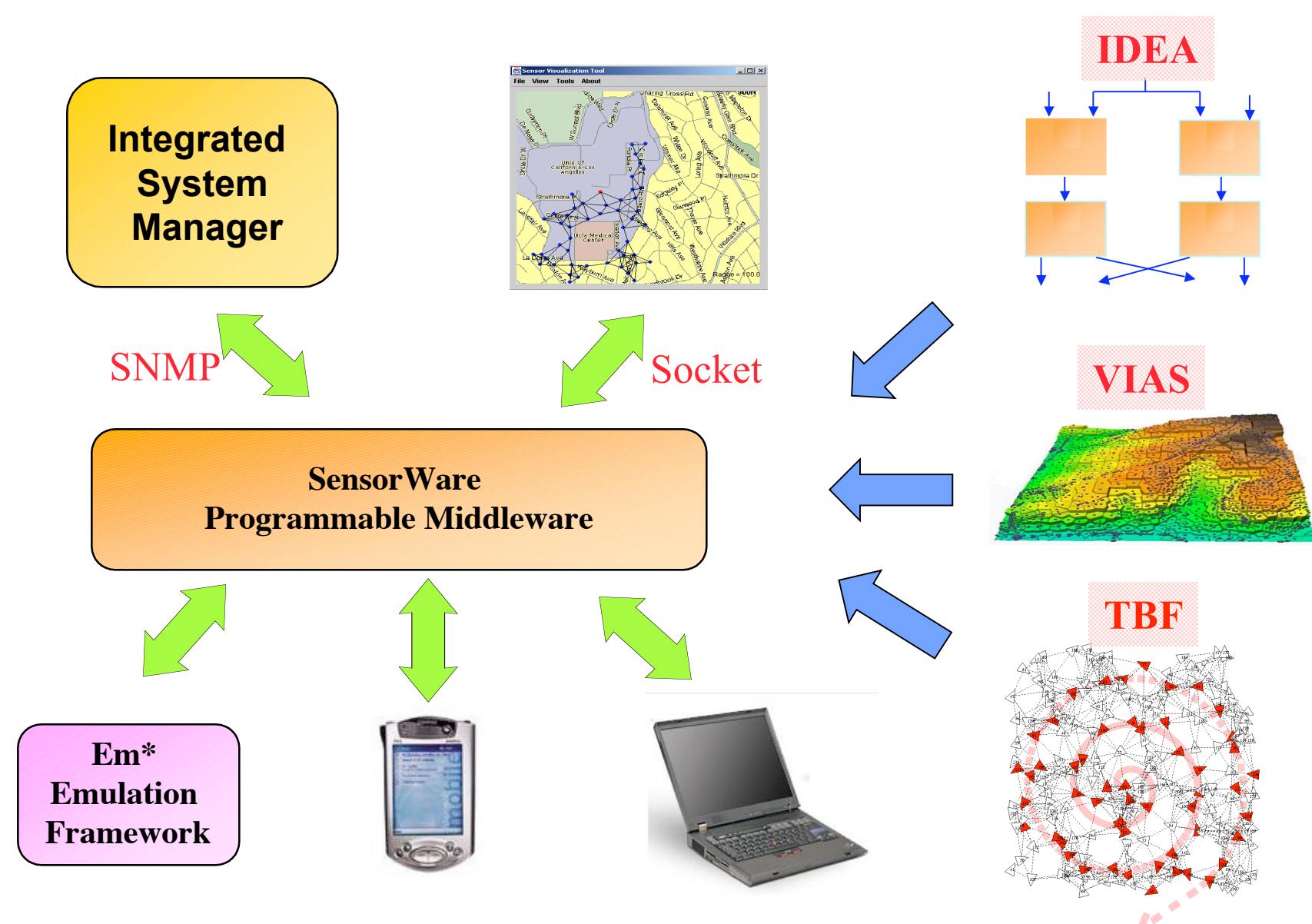
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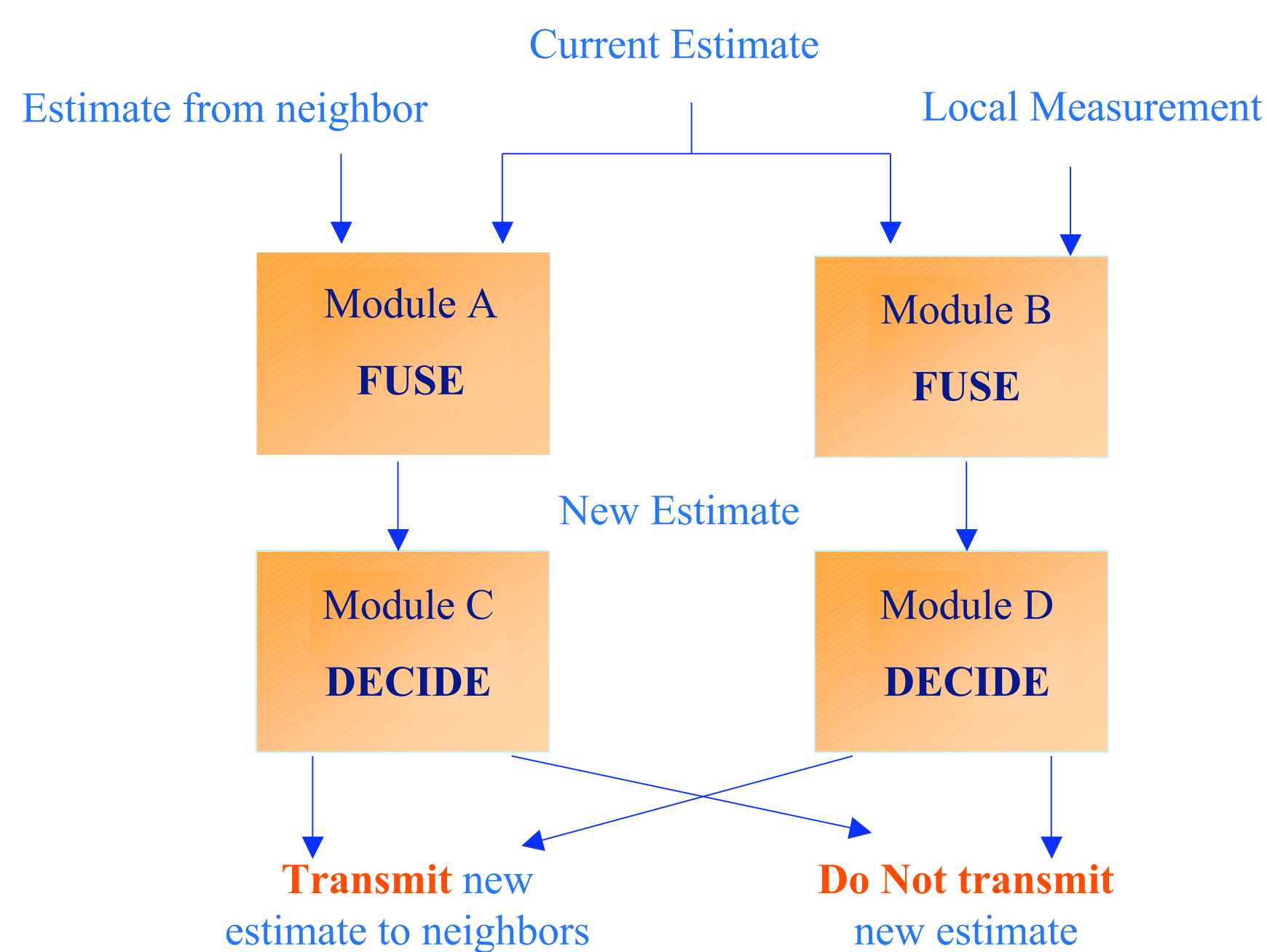
SensorWare: Flexible Extensible System Architecture



Software Features

- Dynamic device registration through scripts
- Script code compression
- Script caching and selective script population
- Node Addressing tied with Routing
- State carrying implemented as parameter passing
- Higher-level services available (GPSR, neighbor discovery)
- Multi-routing multi-radio protocol stack

IDEA: Intrinsically Distributed Estimation Algorithm



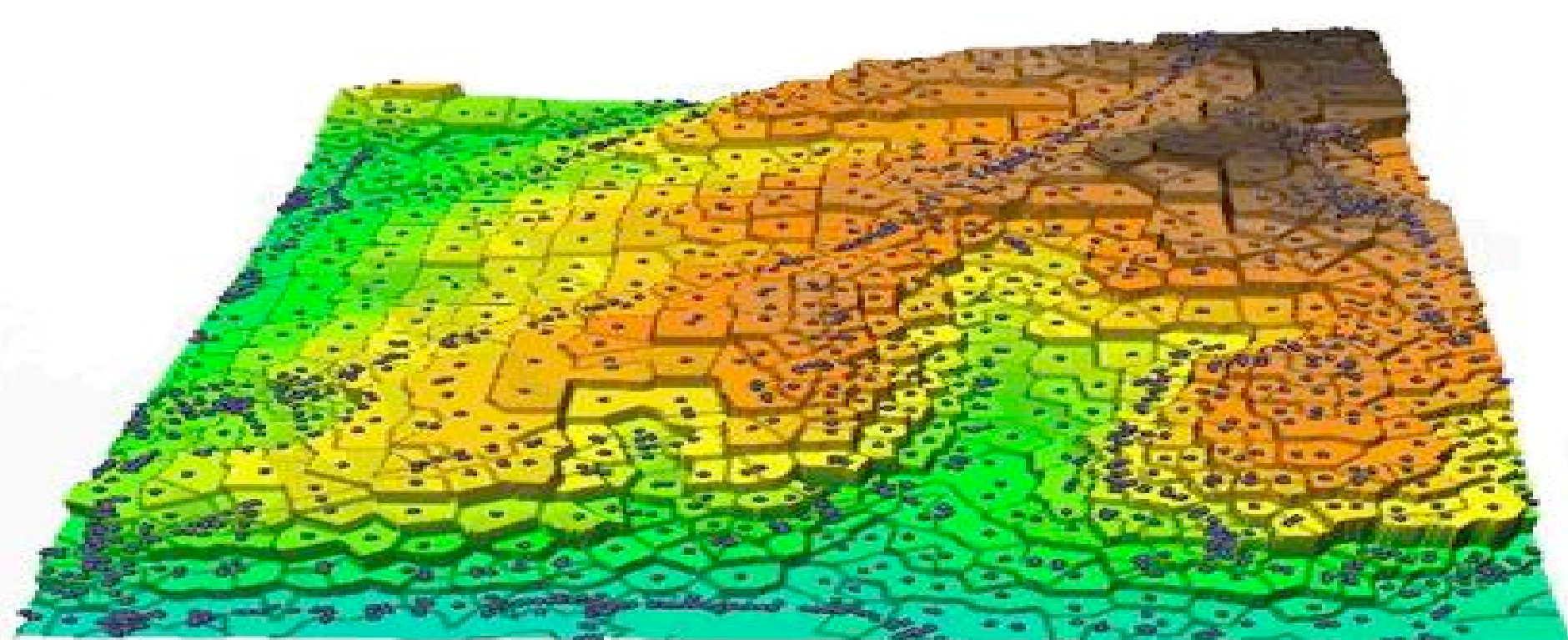
```

parameter span sample_period threshold
replicate neighbor 0
set estim "0 1000"
interest light l_estimate $sample_period
interest timer lifetime $span;
while (1){
    wait packet l_estimate lifetime
    if {$event_name==lifetime} {break}
    if {$event_name== packet} {
        update $estim_table $event_body
        fuse_global $estim $event_body
    }
    else { fuse_local $estim $event_body }
    if {[check $threshold $estim $estim_table]==1} {
        send neighbor 0 $estim
    }
}
    
```

Annotations for IDEA code:

- initializations:** Populate the whole network through controlled flooding (points to `replicate neighbor 0`); Descriptions of 2 events (points to `interest light` and `interest timer`).
- main loop:** Wait on 3 possible events (points to `wait packet l_estimate lifetime`).

VIAS: Voronoi Interpolated Aggregation Service



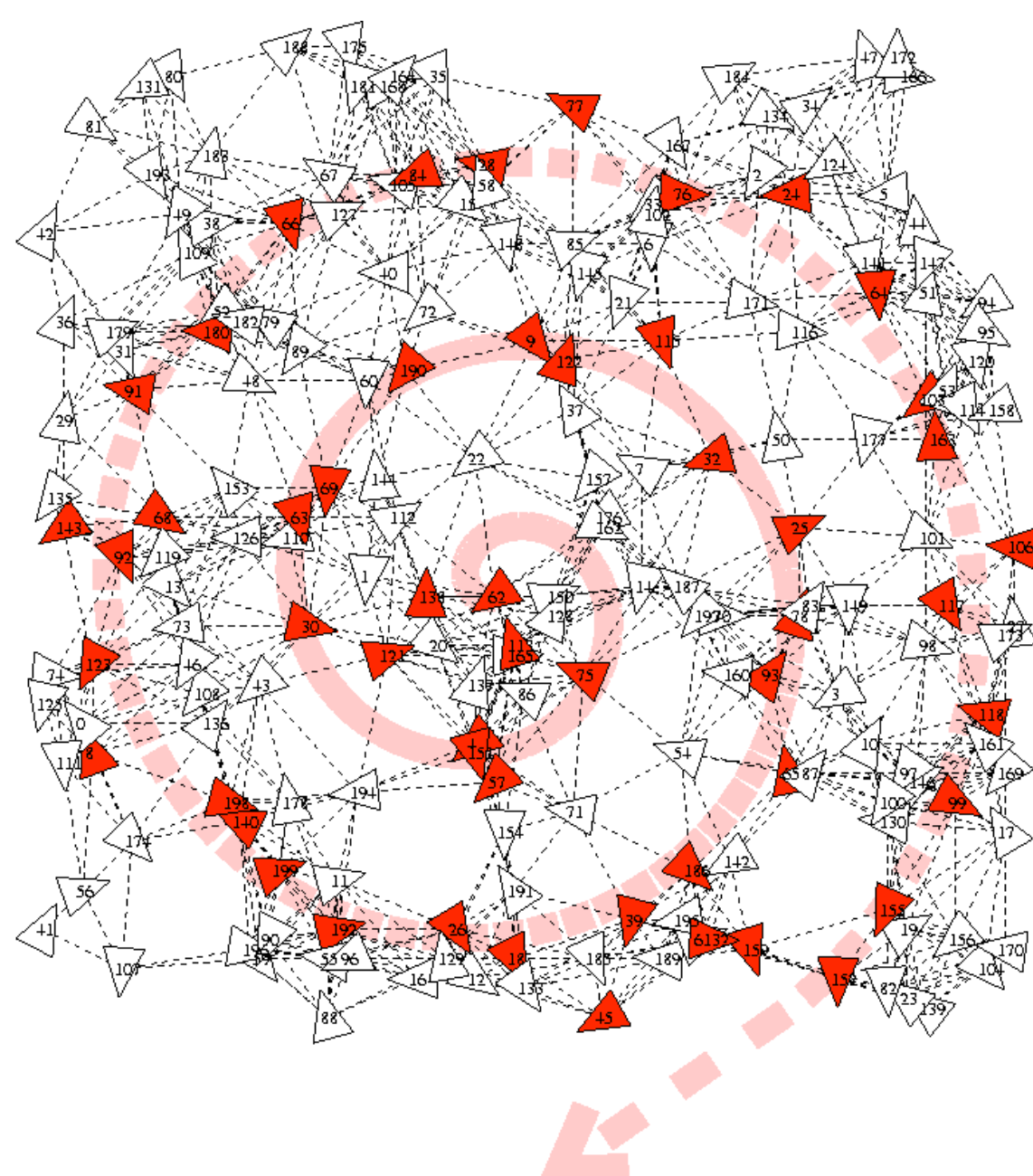
```

parameter level
incr level
replicate neighbor 0
set weight_sum [expr "[query light] * $weight"]
set weight [query voronoi]
interest timer t [expr "3000 - $level * 200"]
while (1){
    wait packet t
    if {$event_name == packet} {
        aggregate weight_sum weight $event_body
    }
    if {$event_name == t} {
        send neighbor $parent_node $parent_mbox "$weight
        $weight_sum"
        break
    }
}
    
```

Annotations for VIAS code:

- initializations:** Recording the level of aggregation tree (points to `parameter level`); Set timer according to the level of aggregation tree (points to `interest timer t`).
- main loop:** Send aggregated result to parent node (points to `send neighbor`).

TBF: Trajectory Based Forwarding



```

parameter x_func y_func t final_cond inc
set nei [query neighbor]
set loc [query location]
set t [expr "$t + $inc"]
if {[expr $final_cond]} { exit }
set t_best $t
set target "[expr $x_func] [expr $y_func]"
set min_dist [dist $loc $target]
set min_node [id -n]
while (1){
    foreach i $nei {
        set d [dist [query location $i] $target]
        if {$d < $min_dist} {
            set min_dist $d
            set min_node $i
            set t_best $t
        }
    }
    set t [expr "$t + $inc"]
    if {[expr $final_cond]} { break }
    set target "[expr $x_func] [expr $y_func]"
    if {$min_node == [id -n]} { exit }
    set t $t_best
    migrate neighbor $min_node
}
    
```

Annotations for TBF code:

- initializations:** Complete state transfer to next hop (points to `migrate neighbor $min_node`).
- route finding:** (points to the `while` loop).