



Adaptive Sampling for Sensor Networks

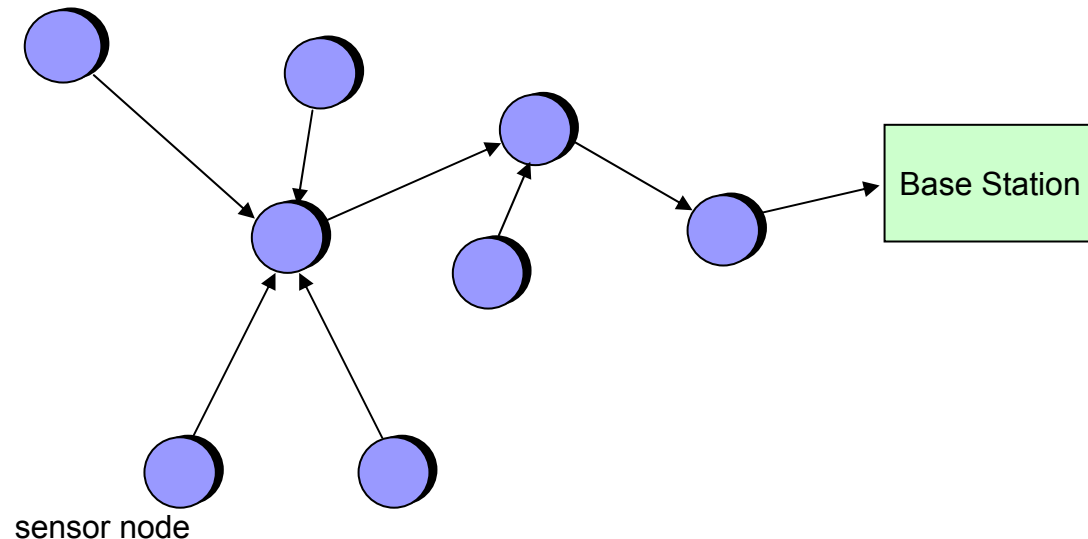
Seminarvortrag von Philippe Bourquin
Betreuung: Silvia Santini

Overview

1. Sensor Networks: an Introduction ←
2. Problems / Requirements in SNs
3. Adaptive Sampling
 - a) Example 1: Feedback Control Mechanism
 - b) Example 2: Kalman Filter
4. Other Issues: Spatial Domain
5. Conclusion and Future Work

Sensor Networks: an Introduction (I)

■ Base Layout

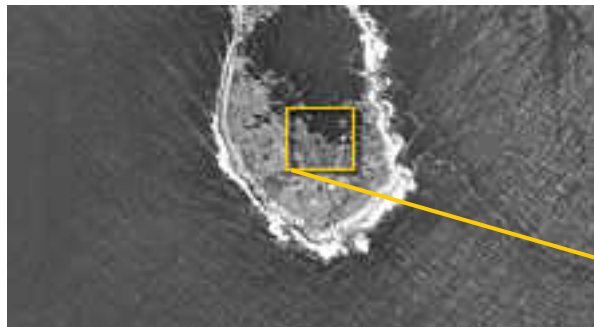


- many, cheap(?) sensor nodes
- sensor nodes may be heterogeneous
- sensor nodes provide data to user (can be real-time)
- network should handle abstract queries

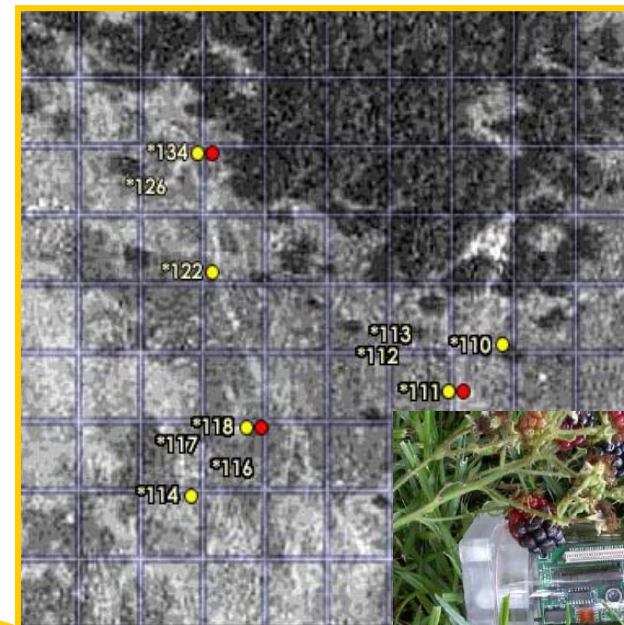
Sensor Networks: an Introduction (II)

Example: Great Duck Island (Maine, USA 2002)

- Goal: observation of Storm Petrel (Sturmschwalbe)
- Sensor nodes deployed on the island
- Wireless communication (multi hop)
- Computer base station to collect results
- Real-time access from internet



Great Duck Island, Maine



● = microphone
● = camera

[www.greatduckisland.net]



- Sensors for: humidity, barometric pressure, infrared, sound, motion (camera)

Sensor Networks: an Introduction (III)

Example: BTNode Platform



BTNode Rev3 [<http://www.btnode.ethz.ch>]

- Developed at ETH Zürich (D-INFK and D-ITET)
- Microcontroller: Atmel ATmega 128L (8 MHz @ 8 MIPS)
- Memories: 224 Kbyte RAM, 128 Kbyte FLASH ROM, 4 Kbyte EEPROM
- Bluetooth subsystem: Zeevo ZV4002
- Low Power Radio (868 MHz)
- Standard C Programming, TinyOS compatible

- Laptop + PC-card = 32x25x4 cm = 3200 cm³
- Ipaq + CF-card = 15x10x2 cm = 300 cm³
- **BTNode = 6x4x0.5 cm = 12 cm³**
that is a factor of **266** compared to a laptop!

[www.btnode.ethz.ch]

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Problems / Requirements in SNs (I)

■ Network

- many nodes
- high node density
- ad hoc, wireless communication

■ Nodes

- controller (CPU, memory, ...)
- sensors (temperature, pressure, sound, light, ...)
- (wireless) communication ability
- limited resources** (energy, memory, ...)
- once deployed, often **no physical access**

■ Goals

- environmental monitoring
- building monitoring
- target tracking
- entertainment, education



Problems / Requirements in SNs (II)