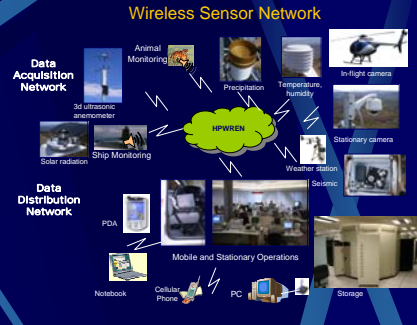
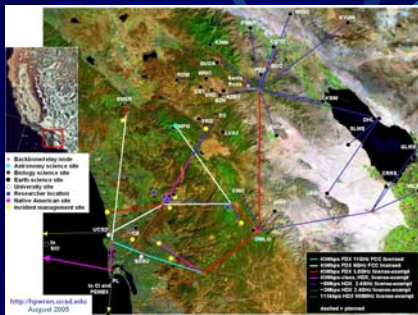


# Managing wireless sensor networks

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 Supported by: HPWREN - NSF award number 0426879



## Data Acquisition Network Issues

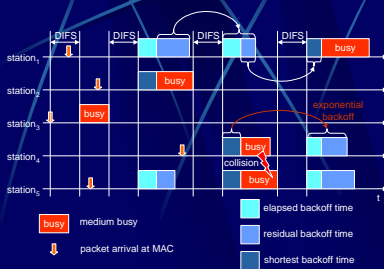
- Data acquisition (sensor nodes)
  - Communication: QoS, bandwidth
  - Battery limitation – maximize lifetime
  - Computing and storage – limited amount of data preprocessing and storage possible
- Data collection (Network & Storage)
  - Load balancing
  - Preprocessing
  - Traffic Priorities
  - Congestion



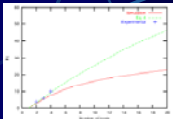
## Data Distribution Network Issues (Backbone wireless network)

- Different types of traffic present
  - Sensor node data
  - WWW, Telnet, etc.
- Various link qualities
  - Ranging from fast speed to slow speed
- PBR and QoS
- Congestion
- Reliability

## 802.11 - contention

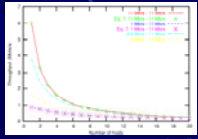


### Proportion of collisions in WLAN



Improve by Scheduling Bursts of IP Packets

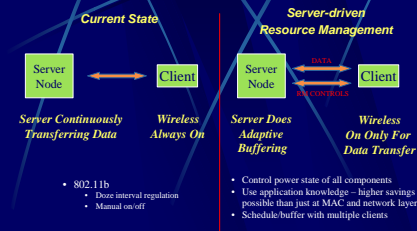
### Throughput



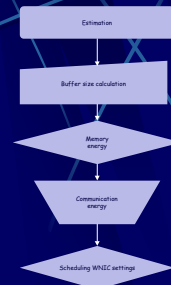
### Contending traffic

- Longer delay
- Lower throughput
- Higher power consumption

## Distributed Resource Management

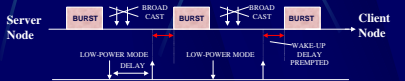


## Server RM algorithm

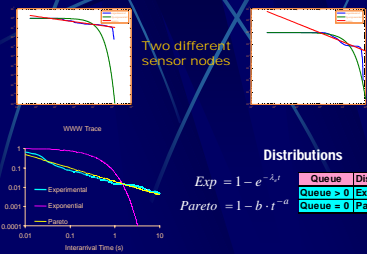


## Resource Management Overview

- Each server node schedules data delivery to clients
  - Enable/disable available resource management settings (e.g. 802.11PM)
  - Adjust resource management parameters (e.g. delay until next burst)
  - Perform traffic reshaping
- Exploits knowledge of workload
  - Efficient transmission scheduling in multiple client environment
  - Better quality of service (e.g. delay, throughput)
  - Longer client battery life



## Traffic Characterization



## Estimation and buffer sizing process

- Maximum likelihood estimator keeps track of changes in WNIC throughput and data usage patterns

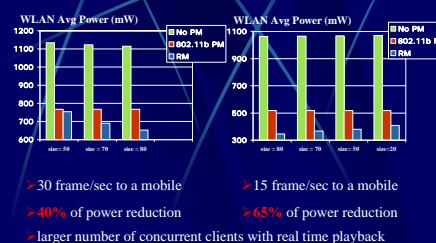
$$\ln(p_{max}) = (n_{top} - n_{avg} + 1) \ln \frac{\lambda_{max}}{\lambda_{del}} - (\lambda_{max} - \lambda_{del}) \sum_{j=1}^{n_{top}} M_j$$

- Size of buffer chosen to maximize sleep times

Region	Region	Region	Region	Region	Region
Region 1	Region 2	Region 3	Region 4	Region 5	Region 6

- Total buffer size:  $B = B_{active} + B_{sleep} + B_{del}$
- Buffer region actively involved in data transfer in steady state:  $B_{active} = B_{del} + B_{on\_max} + B_{off\_max}$
- Buffer size required during interface switch:  $B_{switch} = T_{switch} \lambda_n$
- Average sleep time:  $T_{sleep} = \frac{B_{sleep}}{\lambda_n}$

## Server RM with Video Streaming



## Multiple client scheduling

- WLAN has 6 video clients, 6 audio clients, 10 WWW clients and 4 email clients
- Improved EDF and RM (IEDF, RM) show savings in performance and power consumption over other classical scheduling algorithms
- All scheduling algorithms save minimum an order of magnitude in power as compared to not using any scheduling algorithms

802.11b		802.11b	
Average power dissipation (mW)		Average time delayed (sec)	
Client	Scheduling algorithm	Client	Scheduling algorithm
Video	EDF	Video	EDF
Audio	EDF	Audio	EDF
WWW	EDF	WWW	EDF
Email	EDF	Email	EDF

## Future work

- Derive theoretical bounds for bandwidth improvement due data burst-scheduling
- Include traffic priorities
- Implement preprocessing on nodes starting with seismic monitors
- Study interaction between scheduling and routing policies for QoS

For more information see:

- <http://hpwren.ucsd.edu>
- <http://www.cse.ucsd.edu/~trosing/>
- <http://fleece.ucsd.edu/~tjavid/>