

Contents

About the Series Editor	xvii
Preface	xix
1 Introduction	1
1.1 Sensor Mote Platforms	2
1.1.1 Low-End Platforms	2
1.1.2 High-End Platforms	4
1.1.3 Standardization Efforts	5
1.1.4 Software	9
1.2 WSN Architecture and Protocol Stack	10
1.2.1 Physical Layer	12
1.2.2 Data Link Layer	12
1.2.3 Network Layer	13
1.2.4 Transport Layer	13
1.2.5 Application Layer	14
References	15
2 WSN Applications	17
2.1 Military Applications	17
2.1.1 Smart Dust	17
2.1.2 Sniper Detection System	18
2.1.3 VigilNet	19
2.2 Environmental Applications	21
2.2.1 Great Duck Island	21
2.2.2 CORIE	23
2.2.3 ZebraNet	23
2.2.4 Volcano Monitoring	24
2.2.5 Early Flood Detection	25
2.3 Health Applications	26
2.3.1 Artificial Retina	26
2.3.2 Patient Monitoring	28
2.3.3 Emergency Response	29
2.4 Home Applications	29
2.4.1 Water Monitoring	30
2.5 Industrial Applications	31
2.5.1 Preventive Maintenance	31
2.5.2 Structural Health Monitoring	32
2.5.3 Other Commercial Applications	33
References	33

3 Factors Influencing WSN Design	37
3.1 Hardware Constraints	37
3.2 Fault Tolerance	39
3.3 Scalability	40
3.4 Production Costs	40
3.5 WSN Topology	40
3.5.1 Pre-deployment and Deployment Phase	41
3.5.2 Post-deployment Phase	41
3.5.3 Re-deployment Phase of Additional Nodes	41
3.6 Transmission Media	41
3.7 Power Consumption	43
3.7.1 Sensing	43
3.7.2 Data Processing	44
3.7.3 Communication	46
References	49
4 Physical Layer	53
4.1 Physical Layer Technologies	53
4.1.1 RF	54
4.1.2 Other Techniques	55
4.2 Overview of RF Wireless Communication	57
4.3 Channel Coding (Error Control Coding)	59
4.3.1 Block Codes	59
4.3.2 Joint Source-Channel Coding	60
4.4 Modulation	62
4.4.1 FSK	64
4.4.2 QPSK	64
4.4.3 Binary vs. M -ary Modulation	64
4.5 Wireless Channel Effects	66
4.5.1 Attenuation	67
4.5.2 Multi-path Effects	68
4.5.3 Channel Error Rate	68
4.5.4 Unit Disc Graph vs. Statistical Channel Models	70
4.6 PHY Layer Standards	72
4.6.1 IEEE 802.15.4	72
4.6.2 Existing Transceivers	74
References	75
5 Medium Access Control	77
5.1 Challenges for MAC	77
5.1.1 Energy Consumption	78
5.1.2 Architecture	79
5.1.3 Event-Based Networking	79
5.1.4 Correlation	79
5.2 CSMA Mechanism	80
5.3 Contention-Based Medium Access	83
5.3.1 S-MAC	84
5.3.2 B-MAC	89
5.3.3 CC-MAC	92

5.3.4 Other Contention-Based MAC Protocols	98
5.3.5 Summary	103
5.4 Reservation-Based Medium Access	103
5.4.1 TRAMA	103
5.4.2 Other Reservation-Based MAC Protocols	106
5.4.3 Summary	110
5.5 Hybrid Medium Access	110
5.5.1 Zebra-MAC	111
References	115
6 Error Control	117
6.1 Classification of Error Control Schemes	117
6.1.1 Power Control	117
6.1.2 Automatic Repeat Request (ARQ)	118
6.1.3 Forward Error Correction (FEC)	119
6.1.4 Hybrid ARQ	119
6.2 Error Control in WSNs	120
6.3 Cross-layer Analysis Model	123
6.3.1 Network Model	124
6.3.2 Expected Hop Distance	125
6.3.3 Energy Consumption Analysis	127
6.3.4 Latency Analysis	129
6.3.5 Decoding Latency and Energy	130
6.3.6 BER and PER	130
6.4 Comparison of Error Control Schemes	131
6.4.1 Hop Length Extension	131
6.4.2 Transmit Power Control	134
6.4.3 Hybrid Error Control	134
6.4.4 Overview of Results	136
References	137
7 Network Layer	139
7.1 Challenges for Routing	139
7.1.1 Energy Consumption	139
7.1.2 Scalability	140
7.1.3 Addressing	140
7.1.4 Robustness	140
7.1.5 Topology	141
7.1.6 Application	141
7.2 Data-centric and Flat-Architecture Protocols	141
7.2.1 Flooding	143
7.2.2 Gossiping	143
7.2.3 Sensor Protocols for Information via Negotiation (SPIN)	144
7.2.4 Directed Diffusion	146
7.2.5 Qualitative Evaluation	148
7.3 Hierarchical Protocols	148
7.3.1 LEACH	148
7.3.2 PEGASIS	150
7.3.3 TEEN and APTEEN	151
7.3.4 Qualitative Evaluation	152

7.4	Geographical Routing Protocols	152
7.4.1	MECN and SMECN	153
7.4.2	Geographical Forwarding Schemes for Lossy Links	155
7.4.3	PRADA	157
7.4.4	Qualitative Evaluation	159
7.5	QoS-Based Protocols	159
7.5.1	SAR	160
7.5.2	Minimum Cost Path Forwarding	160
7.5.3	SPEED	162
7.5.4	Qualitative Evaluation	163
	References	163
8	Transport Layer	167
8.1	Challenges for Transport Layer	167
8.1.1	End-to-End Measures	168
8.1.2	Application-Dependent Operation	168
8.1.3	Energy Consumption	168
8.1.4	Biased Implementation	169
8.1.5	Constrained Routing/Addressing	169
8.2	Reliable Multi-Segment Transport (RMST) Protocol	169
8.2.1	Qualitative Evaluation	170
8.3	Pump Slowly, Fetch Quickly (PSFQ) Protocol	171
8.3.1	Qualitative Evaluation	175
8.4	Congestion Detection and Avoidance (CODA) Protocol	175
8.4.1	Qualitative Evaluation	177
8.5	Event-to-Sink Reliable Transport (ESRT) Protocol	177
8.5.1	Qualitative Evaluation	180
8.6	GARUDA	180
8.6.1	Qualitative Evaluation	185
8.7	Real-Time and Reliable Transport (RT) ² Protocol	185
8.7.1	Qualitative Evaluation	189
	References	189
9	Application Layer	191
9.1	Source Coding (Data Compression)	191
9.1.1	Sensor LZW	192
9.1.2	Distributed Source Coding	194
9.2	Query Processing	195
9.2.1	Query Representation	196
9.2.2	Data Aggregation	200
9.2.3	COUGAR	202
9.2.4	Fjords Architecture	205
9.2.5	Tiny Aggregation (TAG) Service	207
9.2.6	TinyDB	210
9.3	Network Management	212
9.3.1	Management Architecture for Wireless Sensor Networks (MANNA)	215
9.3.2	Sensor Network Management System (SNMS)	216
	References	218
10	Cross-layer Solutions	221
10.1	Interlayer Effects	222

10.2	Cross-layer Interactions	224
10.2.1	MAC and Network Layers	224
10.2.2	MAC and Application Layers	226
10.2.3	Network and PHY Layers	227
10.2.4	Transport and PHY Layers	228
10.3	Cross-layer Module	229
10.3.1	Initiative Determination	230
10.3.2	Transmission Initiation	231
10.3.3	Receiver Contention	232
10.3.4	Angle-Based Routing	234
10.3.5	Local Cross-layer Congestion Control	236
10.3.6	Recap: XLP Cross-layer Interactions and Performance	239
	References	240
11	Time Synchronization	243
11.1	Challenges for Time Synchronization	243
11.1.1	Low-Cost Clocks	244
11.1.2	Wireless Communication	244
11.1.3	Resource Constraints	245
11.1.4	High Density	245
11.1.5	Node Failures	245
11.2	Network Time Protocol	245
11.3	Definitions	246
11.4	Timing-Sync Protocol for Sensor Networks (TPSN)	248
11.4.1	Qualitative Evaluation	250
11.5	Reference-Broadcast Synchronization (RBS)	251
11.5.1	Qualitative Evaluation	251
11.6	Adaptive Clock Synchronization (ACS)	253
11.6.1	Qualitative Evaluation	254
11.7	Time Diffusion Synchronization Protocol (TDP)	254
11.7.1	Qualitative Evaluation	257
11.8	Rate-Based Diffusion Protocol (RDP)	257
11.8.1	Qualitative Evaluation	258
11.9	Tiny- and Mini-Sync Protocols	258
11.9.1	Qualitative Evaluation	260
11.10	Other Protocols	260
11.10.1	Lightweight Tree-Based Synchronization (LTS)	260
11.10.2	TSync	261
11.10.3	Asymptotically Optimal Synchronization	261
11.10.4	Synchronization for Mobile Networks	261
	References	262
12	Localization	265
12.1	Challenges in Localization	265
12.1.1	Physical Layer Measurements	265
12.1.2	Computational Constraints	267
12.1.3	Lack of GPS	267
12.1.4	Low-End Sensor Nodes	267
12.2	Ranging Techniques	268
12.2.1	Received Signal Strength	269

12.2.2	Time of Arrival	269
12.2.3	Time Difference of Arrival	270
12.2.4	Angle of Arrival	271
12.3	Range-Based Localization Protocols	272
12.3.1	Ad Hoc Localization System	272
12.3.2	Localization with Noisy Range Measurements	275
12.3.3	Time-Based Positioning Scheme	276
12.3.4	Mobile-Assisted Localization	279
12.4	Range-Free Localization Protocols	280
12.4.1	Convex Position Estimation	280
12.4.2	Approximate Point-in-Triangulation (APIT) Protocol	283
	References	284
13	Topology Management	287
13.1	Deployment	288
13.2	Power Control	289
13.2.1	LMST	290
13.2.2	LMA and LMN	291
13.2.3	Interference-Aware Power Control	292
13.2.4	CONREAP	294
13.3	Activity Scheduling	296
13.3.1	GAF	297
13.3.2	ASCENT	299
13.3.3	SPAN	300
13.3.4	PEAS	303
13.3.5	STEM	305
13.4	Clustering	308
13.4.1	Hierarchical Clustering	309
13.4.2	HEED	311
13.4.3	Coverage-Preserving Clustering	313
	References	317
14	Wireless Sensor and Actor Networks	319
14.1	Characteristics of WSANs	321
14.1.1	Network Architecture	321
14.1.2	Physical Architecture	323
14.2	Sensor-Actor Coordination	325
14.2.1	Requirements of Sensor-Actor Communication	325
14.2.2	Actor Selection	326
14.2.3	Optimal Solution	328
14.2.4	Distributed Event-Driven Clustering and Routing (DECR) Protocol	330
14.2.5	Performance	333
14.2.6	Challenges for Sensor-Actor Coordination	337
14.3	Actor-Actor Coordination	337
14.3.1	Task Assignment	339
14.3.2	Optimal Solution	340
14.3.3	Localized Auction Protocol	343
14.3.4	Performance Evaluation	343
14.3.5	Challenges for Actor-Actor Coordination	345

14.4	WSAN Protocol Stack	345
14.4.1	Management Plane	346
14.4.2	Coordination Plane	346
14.4.3	Communication Plane	347
	References	348
15	Wireless Multimedia Sensor Networks	349
15.1	Design Challenges	350
15.1.1	Multimedia Source Coding	350
15.1.2	High Bandwidth Demand	351
15.1.3	Application-Specific QoS Requirements	351
15.1.4	Multimedia In-network Processing	352
15.1.5	Energy Consumption	352
15.1.6	Coverage	352
15.1.7	Resource Constraints	352
15.1.8	Variable Channel Capacity	352
15.1.9	Cross-layer Coupling of Functionalities	353
15.2	Network Architecture	353
15.2.1	Single Tier Architectures	353
15.2.2	Multi-tier Architecture	354
15.2.3	Coverage	355
15.3	Multimedia Sensor Hardware	357
15.3.1	Audio Sensors	357
15.3.2	Low-Resolution Video Sensors	358
15.3.3	Medium-Resolution Video Sensors	361
15.3.4	Examples of Deployed Multimedia Sensor Networks	362
15.4	Physical Layer	365
15.4.1	Time-Hopping Impulse Radio UWB (TH-IR-UWB)	366
15.4.2	Multicarrier UWB (MC-UWB)	367
15.4.3	Distance Measurements through UWB	367
15.5	MAC Layer	367
15.5.1	Frame Sharing (FRASH) MAC Protocol	369
15.5.2	Real-Time Independent Channels (RICH) MAC Protocol	370
15.5.3	MIMO Technology	370
15.5.4	Open Research Issues	371
15.6	Error Control	371
15.6.1	Joint Source Channel Coding and Power Control	372
15.6.2	Open Research Issues	373
15.7	Network Layer	374
15.7.1	Multi-path and Multi-speed Routing (MMSPEED) Protocol	375
15.7.2	Open Research Issues	378
15.8	Transport Layer	379
15.8.1	Multi-hop Buffering and Adaptation	380
15.8.2	Error Robust Image Transport	380
15.8.3	Open Research Issues	382
15.9	Application Layer	383
15.9.1	Traffic Management and Admission Control	383
15.9.2	Multimedia Encoding Techniques	384
15.9.3	Still Image Encoding	384

15.9.4	Distributed Source Coding	386
15.9.5	Open Research Issues	388
15.10	Cross-layer Design	388
15.10.1	Cross-layer Control Unit	389
15.11	Further Research Issues	392
15.11.1	Collaborative In-network Processing	392
15.11.2	Synchronization	394
	References	394
16	Wireless Underwater Sensor Networks	399
16.1	Design Challenges	401
16.1.1	Terrestrial Sensor Networks vs. Underwater Sensor Networks	401
16.1.2	Real-Time Networking vs. Delay-Tolerant Networking	402
16.2	Underwater Sensor Network Components	402
16.2.1	Underwater Sensors	402
16.2.2	AUVs	403
16.3	Communication Architecture	405
16.3.1	The 2-D UWSNs	406
16.3.2	The 3-D UWSNs	407
16.3.3	Sensor Networks with AUVs	408
16.4	Basics of Underwater Acoustic Propagation	409
16.4.1	Urick Propagation Model	411
16.4.2	Deep-Water Channel Model	412
16.4.3	Shallow-Water Channel Model	414
16.5	Physical Layer	414
16.6	MAC Layer	416
16.6.1	CSMA-Based MAC Protocols	416
16.6.2	CDMA-Based MAC Protocols	421
16.6.3	Hybrid MAC Protocols	425
16.7	Network Layer	426
16.7.1	Centralized Solutions	427
16.7.2	Distributed Solutions	429
16.7.3	Hybrid Solutions	435
16.8	Transport Layer	435
16.8.1	Open Research Issues	436
16.9	Application Layer	437
16.10	Cross-layer Design	437
	References	440
17	Wireless Underground Sensor Networks	443
17.1	Applications	445
17.1.1	Environmental Monitoring	445
17.1.2	Infrastructure Monitoring	446
17.1.3	Location Determination of Objects	446
17.1.4	Border Patrol and Security Monitoring	447
17.2	Design Challenges	447
17.2.1	Energy Efficiency	447
17.2.2	Topology Design	448
17.2.3	Antenna Design	449
17.2.4	Environmental Extremes	449

17.3	Network Architecture	450
17.3.1	WUSNs in Soil	450
17.3.2	WUSNs in Mines and Tunnels	452
17.4	Underground Wireless Channel for EM Waves	453
17.4.1	Underground Channel Properties	454
17.4.2	Effect of Soil Properties on the Underground Channel	455
17.4.3	Soil Dielectric Constant	455
17.4.4	Underground Signal Propagation	457
17.4.5	Reflection from Ground Surface	458
17.4.6	Multi-path Fading and Bit Error Rate	460
17.5	Underground Wireless Channel for Magnetic Induction	463
17.5.1	MI Channel Model	463
17.5.2	MI Waveguide	464
17.5.3	Characteristics of MI Waves and MI Waveguide in Soil	466
17.6	Wireless Communication in Mines and Road/Subway Tunnels	466
17.6.1	Tunnel Environment	467
17.6.2	Room-and-Pillar Environment	472
17.6.3	Comparison with Experimental Measurements	474
17.7	Communication Architecture	474
17.7.1	Physical Layer	474
17.7.2	Data Link Layer	476
17.7.3	Network Layer	477
17.7.4	Transport Layer	478
17.7.5	Cross-layer Design	479
	References	480
18	Grand Challenges	483
18.1	Integration of Sensor Networks and the Internet	483
18.2	Real-Time and Multimedia Communication	484
18.3	Protocol Stack	485
18.4	Synchronization and Localization	485
18.5	WSNs in Challenging Environments	486
18.6	Practical Considerations	488
18.7	Wireless Nano-sensor Networks	488
	References	489
Index		491