

Distributed & Embedded Real-Time Systems (0640751)

Lecture (13)

Microcontroller-Based Wireless Sensor Networks

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Introduction:

- Wireless Sensor Networks (WSNs) have been identified as one of the most important and promising technologies that will allow people and machines to interact with their environment in a simple way. Recently, WSNs play an important role in monitoring and control applications, and will find more applications as computer and communication technologies advances and hardware prices drop.
- WSNs consist of specially distributed devices using sensors to monitor physical or environmental conditions. Application areas of WSNs include geographical monitoring, habitat monitoring, transportation, military systems, business processes, microclimate research, medical care and others.
- Each sensor is attached to battery powered microprocessors combined with a set of specific instrumentation for environmental measurements such as sound, light and temperature. Its advantages include the mobility, simplicity, and low cost in both installation and maintenance.

Applications of WSNs:

- Environmental applications: forest fire detection, biocomplexity mapping of the environment, greenhouses monitoring and control, flood detection, alarming and control, weather forecasting and others.
- Health applications: monitoring of human physiological data, monitoring and tracking patients and doctors, drug administration in hospitals and medical stores,.....
- Smart home applications: home automation, smart environment by incorporating sensor nodes embedded into furniture and appliances, and they can communicate with each other and the room server, and more.
- **Military applications:** Monitoring friendly forces, "command, control, communications, computing, intelligence, surveillance, reconnaissance and targeting" systems, Battle damage assessment, Nuclear, biological and chemical attack detection and reconnaissance, and more others.
- **Commercial applications:** environmental control in office buildings, Detecting and monitoring car thefts, Managing inventory control in a warehouse, Vehicle tracking and detection, and others





WSN Architecture:

- Nodes in the WSN are classified into two types according to their function:
- Source node: It is any entity in the network that can provide information. It could be a sensor node, or an actuator node that provides feedback information about an operation.
- Sink node: It is the entity where information is required. It could be another sensor/actuator node used to interact with sensor network or as a gateway to interact with another larger network such as the Internet.



Each sensor node comprises five main components:

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- **Controller:** A microcontroller to process data received from sensors or other nodes.
- Memory: storage unit of the controller to store programs and intermediate data.
- Sensors: set of devices required to interface controller with physical parameters of the environment, such as temperature sensors.
- Communication Link: Connecting nodes into a network requires a device for sending and receiving information over a wireless link.
- **Power Supply:** An energy source, such as solar cell or batteries is required.











Wireless system hangs at plant

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Prof. Kasim M. Al-Aubidy □Each individual node in the WSN can monitor its local region and communicate through a wireless channel with other nodes.

□ Wireless communication can be achieved using one of the following technologies:

- > Bluetooth.
- > Zigbee
- > WiFi
- > GPS

□ It is useful to use mobile communication in the remote monitoring and control to avoid all disadvantages of the above technologies.

Comparison between ZigBee and Bluetooth:

System	ZigBee™	Bluetooth [™]		
	802.15.4	802.15.1		
Application	Monitoring and control	Cable replasment		
System resources	4-32 KB	250 KB		
Battery life (days)	100-1000+	1-7		
Nodes in network	255 / 65K+	7		
Baseband(Kb/s)	20-250	720		
Distance (meters)	1-75+	1-10+		
Key characteristics	stabitity,	price,		
	low consumption,	easy to use		
	low cost	comfort		

Comparative table between different wireless standards

Criterion	802.11b	802.11g	802.11a	802.11n draft	802.16 (WIMAX)	GSM (GPRS,UMTS)	Bluetooth
Maximum Operation Area (theoretical	550 m/ 55m	300m/ 30m	500m / 50m	800m / 80m	5Km - 100Km according to standard	20Km-30Km	100m / 10m
Transfer Rate (maximum / real)	11 Mbps /4-6 Mbps	54 Mbps /25-30 Mbps	54 Mbps / 25-30 Mbps	300 Mbps / 30 Mbps	According to implementation 15-150Mbps	According to operator and coverage: 6-144 Kbps	According to manufacturer and standard 115-1000 Kbps
Frequency Band	2.4 GHz	2.4 GHz	5 GHz	2.4 GHz	0.7-66 GHz	0.8, 0.9,1.8, 1.9, 2 GHz	2.4 GHz
Mobility	Low up to 10Km/h					Higher	Low up to 10Km/ h
Advantages	Easy adaptability to hardware, easy programming Large communication distance					Almost global coverage, low energy consumption	Low energy consumption, relatively high communication speed
Disadvantages	Low communi cation speed			High energy consu	High costs /minute, or for sent data when used frequently	Small distance, high interference	

Bluetooth Adapter Interfacing:

- The Bluetooth adapter (HC06) has been used to connect the Arduino UNO board embedded in the designed system such that it can be accessed by any Bluetooth device within the area.
- Two data lines (TxD & RxD) for serial communication.
- Once the connection to the Bluetooth module is established, a terminal program can be used for this purpose.



Single-Board Microcontroller + ZigBee



Arduino + X-bee.



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Arduino WiFi Shield Interfacing:

- Through this module, the remote station can be connected to the local network wirelessly using the 802.11 wireless specification.
- The WiFi Shield is mounted on top of the Arduino UNO board using SPI port.
- **Six lines are required for WiFi interfacing.**
- In this case, the unit equipped with WiFi shield can be accessed directly through the network.





Example: Mobile Robot control using Zigbee Technology



Example: Smart Home

Client Using Web



The system consists of a real-time home monitoring sub-system and a light control subsystem. A home server with a home camera caters for home status through video to client. It also works as a home gateway to provide interoperability between the heterogeneous ZigBee and Internet and local and remote control over the home's light devices through the light control sub-system.



Client Using Web or Smartphone

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