Challenges & Design Space in Wireless Video Sensor Networks

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The work & ideas developped in these slides have been done with B. Kechar from the University of Oran, Algeria, during his visit in the LIUPPA laboratory, Oct-Nov 2007.

Towards all IP





ON THE INTERNET NOBODY KNOWS YOU'RE A LIGHT BULB!

Internet Hosts



1974

2004

Borrowed from N. Gershenfeld

What's missing?



Between the PDA and the RFID tag of Internet-0, is the wireless autonomous sensor



What Is A Sensor Node?

- Sensor nodes could monitor a wide variety of ambient conditions that include the following:
 - temperature,
 - humidity,
 - vehicular movement,
 - □ lightning condition,
 - pressure,
 - soil makeup,
 - noise levels,



- the presence or absence of certain kinds of objects,
- mechanical stress levels on attached objects, and
- the current characteristics such as speed, direction, and size of an object.
- Sensor nodes can be used for continuous sensing, event detection, event ID, location sensing, etc.

Traditional sensing applications



Traditional sensing applications (contd.)



Borrowed from www.iseo.fr

Wireless autonomous sensor

- In general: low cost, low power (the battery may not be replaceable), small size, prone to failure, possibly disposable
- Role: sensing, data processing, communication



Berkeley Motes

- Size: 4cm×4cm
- CPU: 4 MHz, 8bit
- 512 Bytes RAM, 8KB ROM
- Radio: 900 MHz, 19.2 Kbps, $\frac{1}{2}$ duplex
- Serial communication
- Range: 10-100 ft.
- Sensors: Acceleration, temperature, magnetic field, pressure, humidity, light, and RF signal strength



CR2354 560 mAh

Berkeley Motes (contd.)





SUN SPOT

microsyster

- Processor : ARM920T 180MHz 32-bit
- □ 512K RAM & 4M Flash.
- Communication :
 2.4GHz, radio chipset: TI CC2420 (ChipCon) -IEEE 802.15.4 compatible
- Java Virtual Machine (Squawk)
- LIUPPA is official partner





Wireless Sensors Networks

□ 1 wireless sensor is better than none! 2 wire □ 3 wire □ 4 wire ter!!!! • better!!!!! **10001** incredibly bette ...

WSN at LIUPPA









New sensor applications environmental







On-the-fly deployment of environmental monitoring's network

New sensor applications disaster relief - security



Real-time organization and optimization of rescue in large scale disasters Rapid deployment of fire detection systems in highrisk places

« The weakest link »



Research in WSN

Communications

Routing, naming, localization, reliability, communication models, congestion control, organization, radio, MAC,...

System

Operating systems, middleware, languages (Java), software architecture,...

Hardware

Electronics, integration, ad-hoc design

Research in WSN

EVALUATION AND SIMULATION





SiCoP project

Sensors in the City of Pau





Hum: 56%



TCAP project

« Transport de flux vidéo sur réseaux de CAPteurs pour la surveillance à la demande » LIUPPA

Software architecture for multimedia integration, supervision plateform, transport protocols & congestion control

CRAN (Nancy)

Video coding techniques, multi-path routing, interference-free routing

Traditionnal surveillance infrastructure







Wireless Video Sensors



Cyclops video board on Mica motes



128x128



140x140



240x240

Challenges?

Wireless Scalar Sensor Networks □ Small size of events (°C, pressure,...) Usually no mobility Data fusion, localization, routing, congestion control Wireless Video Sensor Networks □ What's new? □ Video needs much higher data rate WVSN for Surveillance What's new? □ Where are the challenges?

Research in WVSN

Much works derive from scalar sensors works with video coding specificities
 High data rate needs high compression ratio
 Specific image/data fusion algorithms
 Real-time flows are loss-tolerant -> spacial redondancy codes (FEC) rather than temporal redondancy (ARQ)
 Very little contribution on what is specific to sensors with embedded cameras

No real settlement of the design space

How to get started?

What are the functionalities of a Wireless Video Sensor?

- Which one are specific to video sensor?
- Which one are specific to surveillance applications?
- What is the design space?

Sensing range & coverage



Video sensors capture scene with a Field of View ~ a cone

Zoom feature = Depth of View

Image resolution



Note: P is on a plane, it could be in 3D space: P=(x,y,z)

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Surveillance applications (1)

Lesson 1:don't miss important events





Whole understanding of the scene is wrong!!!

What is captured

Surveillance applications (2)

Lesson 2: high-quality not necessarily good



333x358 16M colors, no light



167x180 16 colors, light

Keep in mind the goal of the application!

167x180 BW (2 colors), light

Surveillance applications (3)

Lesson 3: don't put all your eggs in one basket

> Several camera provide multi-view for disambiguation

Design space

Deployment scenario? □ Surveillance models? □ Homogeneous or heterogeneous? Stationary or mobility? Coverage? Energy consumption? Quality of Service? Synchronization? □ Intelligent vs non intelligent?

Deployment scenario



On-demand surveillance is possible only with localization information

Otherwise limited to monitoring, intrusion detection, tracking.

Random, thrown in mass

Fixed, semi-fixed, by hand

* No nuclear plant in particular

Surveillance models

Most problems come from the open model

Coverage & energy mngt, automatic redundancy detection & multi-views mngt, organization,...

Open model, no well-defined surveillance area Infrastructure-oriented model, usually, we know what we are monitoring

No nuclear plant in particular

Homogeneity or not?

 Video nodes are more expensive
 Large scale WVSN <u>WILL BE</u> heterogeneous!

Multi-tiers is a common approach
 Hardware characteristics
 Functionalities
 Energy management is the prime goal

Reference architecture



Multi-tiers for multi-purposes



TTS: A Two-Tiered Scheduling Mechanism for Energy Conservation in Wireless Sensor Networks. See Nurcan Tezcan's Research Projects

Advanced heterogeneity

 Reliability in surveillance
 Enhance/validate/disambiguate video information with other sources of information
 24/24 surveillance
 Replace video by infrared when it's dark
 If critical, why not « kamikaze » flash-sensor?

→ SURVEILLANCE SERVICE ← Surveillance at any price!

Surveillance Service

Buzzword!

Similar to Service Level Agreement



service independant of its implementation



Example: intrusion detection



Impacts of QoS

SURVEILLANCE



Mobility

- Mobility for wireless sensor is expensive
 - □ Size constraints, terrain constraints
 - Energy constraints
- Most WSN have no mobility mtextbf> monitoring, intrusion detection applications
- Non-controllable mobility has limited applications: mostly exploration (ZebraNet) & communication is the main scientific problem



ZebraNet project, university of Princeton: exploring wildlife

We see cheap mobility!

Video sensors have a cheap mobility feature

Pan-tilt camera provide multiple views possibility, large variety of app.: monitoring, on-demand exploration, tracking.





SOON



Simpler & less expensive than above 47

Event's position determines sensors



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Mobility (pan-tilt) complexifies coverage problem



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Far sensors can potentially capture the global scene better (weather conditions)!



Impact of pan-tilt-zoom mobility

More parameters, more optimization possibilities
 Coverage determination and sensor selection procedures
 Energy-efficient initial configuration settings
 Quality of service



A pan-tilt cyclops 51

Ex: Energy-efficient initial configuration



Ex: Energy-efficient initial configuration



On the coverage problem



Related domains

Distributed data fusion algorithms, databases management Distributed image processing algorithms Distributed target tracking algorithms Distributed control & supervision Advanced security mechanisms, security in routing, security in information validation Energy-efficient transmission

Conclusions

New domain Mentioned scientific problems may be not new, but new parameters to take into account Larger design space than traditional surveillance infrastructures Larger design space than scalar sensors Lots of related domains where contributions could be done