

A building block approach to sensornet systems

Pratal Dutta, Jay Taneja, Jaein Jeong,
Xiaofan Jiang, and David Culler

November 2008

Problems

1. How to produce reusable hardware when the requirements vary so widely among applications
2. How to support all three phases of development
 - a) prototyping
 - b) pilot studies
 - c) production

Approach	Pros	Cons
modular, bus-based		
highly integrated		
modular, assembly-optimized		
building block		

Approach	Pros	Cons
modular, bus-based	<ul style="list-style-type: none">• prototyping is mechanically simple	<ul style="list-style-type: none">• complex interface for peripherals• requires multiplexing• too bulky/fragile/expensive for pilot and production use
highly integrated		
modular, assembly-optimized		
building block		

Approach	Pros	Cons
modular, bus-based	<ul style="list-style-type: none"> • prototyping is mechanically simple 	<ul style="list-style-type: none"> • complex interface for peripherals • requires multiplexing • too bulky/fragile/expensive for pilot and production use
highly integrated	<ul style="list-style-type: none"> • software development and desktop experimentation are easy 	<ul style="list-style-type: none"> • too few I/O lines exported for prototyping and pilots • not all features may be needed • onboard sensors inadequate for many purposes
modular, assembly-optimized		
building block		

Approach	Pros	Cons
modular, bus-based	<ul style="list-style-type: none"> • prototyping is mechanically simple 	<ul style="list-style-type: none"> • complex interface for peripherals • requires multiplexing • too bulky/fragile/expensive for pilot and production use
highly integrated	<ul style="list-style-type: none"> • software development and desktop experimentation are easy 	<ul style="list-style-type: none"> • too few I/O lines exported for prototyping and pilots • not all features may be needed • onboard sensors inadequate for many purposes
modular, assembly-optimized	<ul style="list-style-type: none"> • optimized for machine assembly during production 	<ul style="list-style-type: none"> • hand assembly difficult during prototyping and pilot studies • too few internal signals exposed for prototyping
building block		

Approach	Pros	Cons
modular, bus-based	<ul style="list-style-type: none"> prototyping is mechanically simple 	<ul style="list-style-type: none"> complex interface for peripherals requires multiplexing too bulky/fragile/expensive for pilot and production use
highly integrated	<ul style="list-style-type: none"> software development and desktop experimentation are easy 	<ul style="list-style-type: none"> too few I/O lines exported for prototyping and pilots not all features may be needed onboard sensors inadequate for many purposes
modular, assembly-optimized	<ul style="list-style-type: none"> optimized for machine assembly during production 	<ul style="list-style-type: none"> hand assembly difficult during prototyping and pilot studies too few internal signals exposed for prototyping
building block

Building block approach

1. module
2. carrier
3. interface

Building block approach

1. module

- a) deep expertise
- b) specialized equipment
- c) frequent use
- d) convenience

2. carrier

3. interface

Building block approach

1. module
2. carrier
 - a) prototyping
 - b) pilot studies
 - c) production
3. interface

Building block approach

1. module
2. carrier
3. interface
 - a) eliminate system bus
 - b) export a wide electrical interface
 - c) support many physical interconnection options

Example: Epic

1. what to put into modules
2. specific hardware
3. carriers for multi-phase support

Example: Epic

1. what to put into modules
 - a) core (expertise, equipment, use)
 - b) USB (use, convenience)
 - c) storage (equipment, convenience)
2. specific hardware
3. carriers for multi-phase support

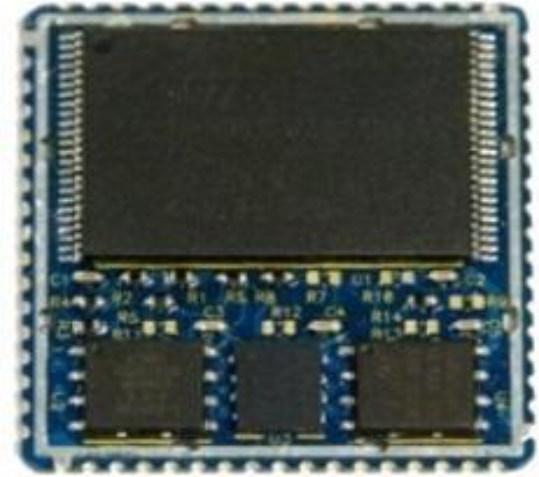
Example: Epic



core



USB



storage

Example: Epic

1. what to put into modules
2. specific hardware
 - a) core
 - i. microcontroller
 - ii. radio
 - iii. flash
 - iv. form factor, interconnections, power, exports
 - b) USB
 - c) storage
3. carriers for multi-phase support

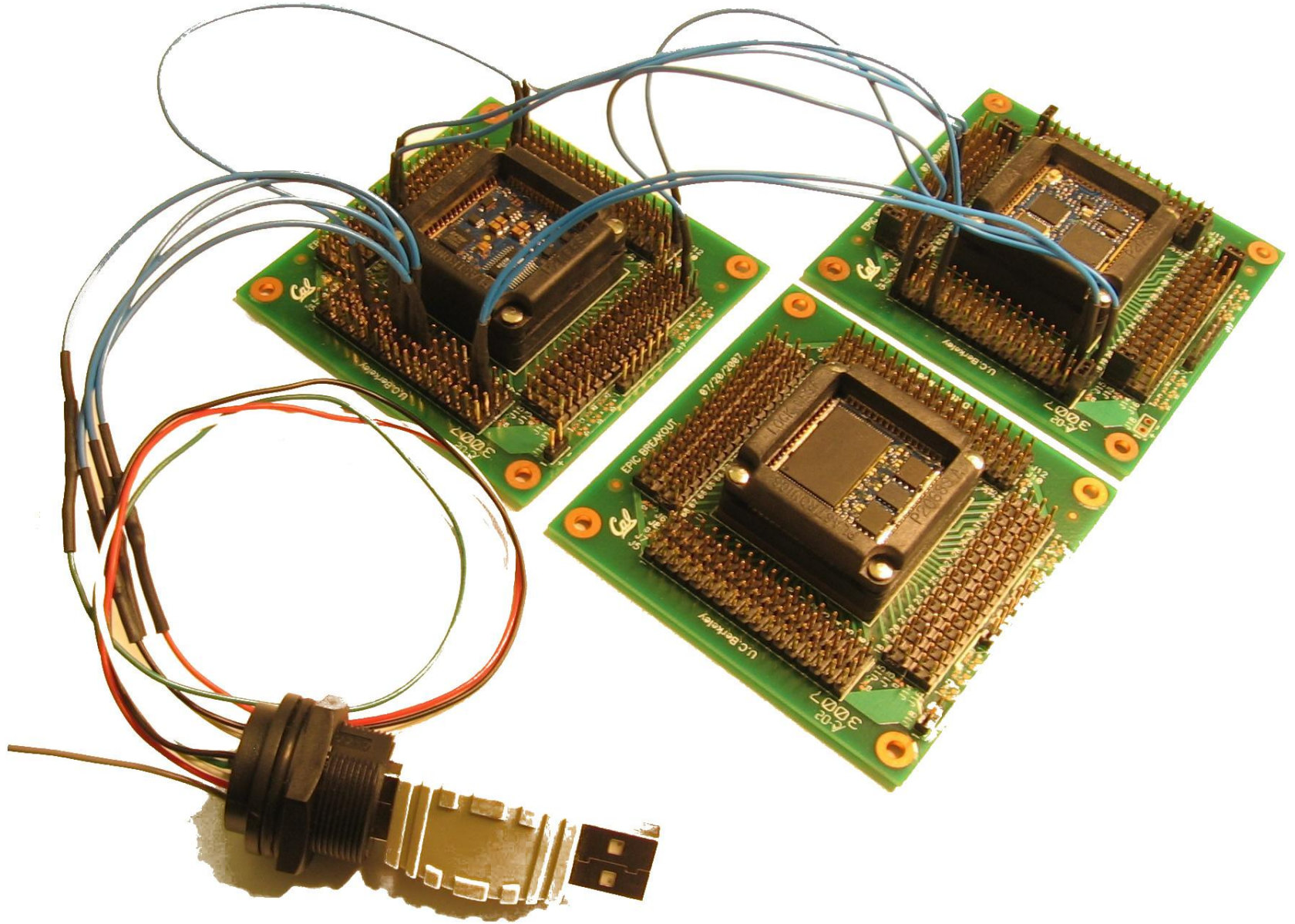
Aside: Radio energy use

$$C = C_s \cdot t_s + C_p \cdot t_p + C_t \cdot t_t + C_r \cdot t_r$$

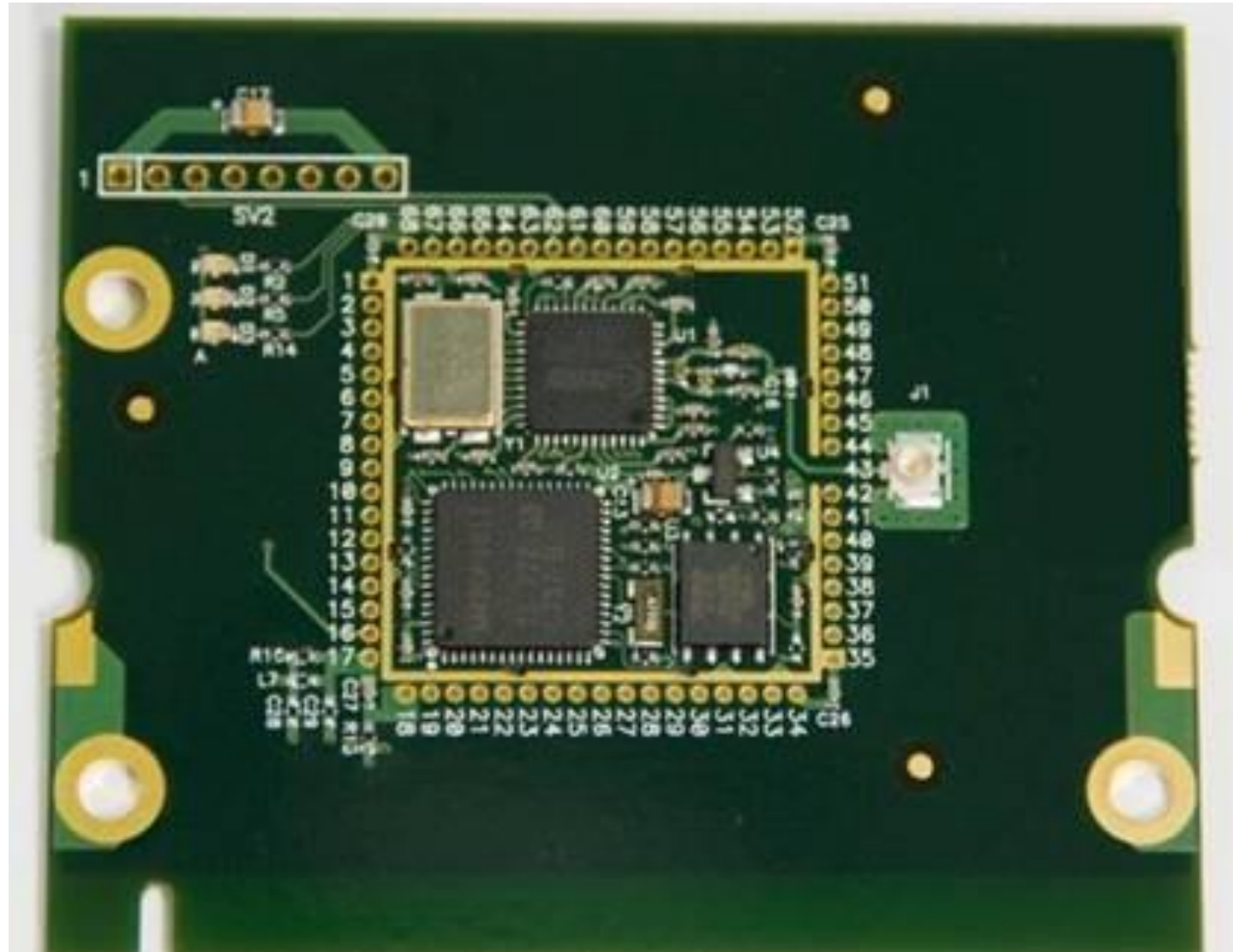
Example: Epic

1. what to put into modules
2. specific hardware
3. carriers for multi-phase support
 - a) prototyping
 - b) pilot studies
 - c) production

Breakout board



Hardware inlining



Epic in action

1. hydrological cycle monitoring
2. AC power monitoring
3. test beds

Epic in action

1. hydrological cycle monitoring
 - design time: 7 days → 2 days
 - unit cost: \$11.59 → \$10.83
2. AC power monitoring
3. test beds

Epic in action

1. hydrological cycle monitoring
2. AC power monitoring
 - design time: 1 week
 - unit cost: \$26.40
 - “well within the constraints of most research budgets”
3. test beds

Epic in action

1. hydrological cycle monitoring
2. AC power monitoring
3. test beds
 - design time: “months” → 3 days
 - unit cost: \$141.30

Issues

- non-experimental case studies
- “Our experience shows that the building block approach leads to greater reuse, more compact designs, increased simplicity, and lower overall part counts.”
- pros and cons of building block approach
- “preserve the artifacts and learnings along the way”