

Wireless Sensor Networks

Chiara Buratti

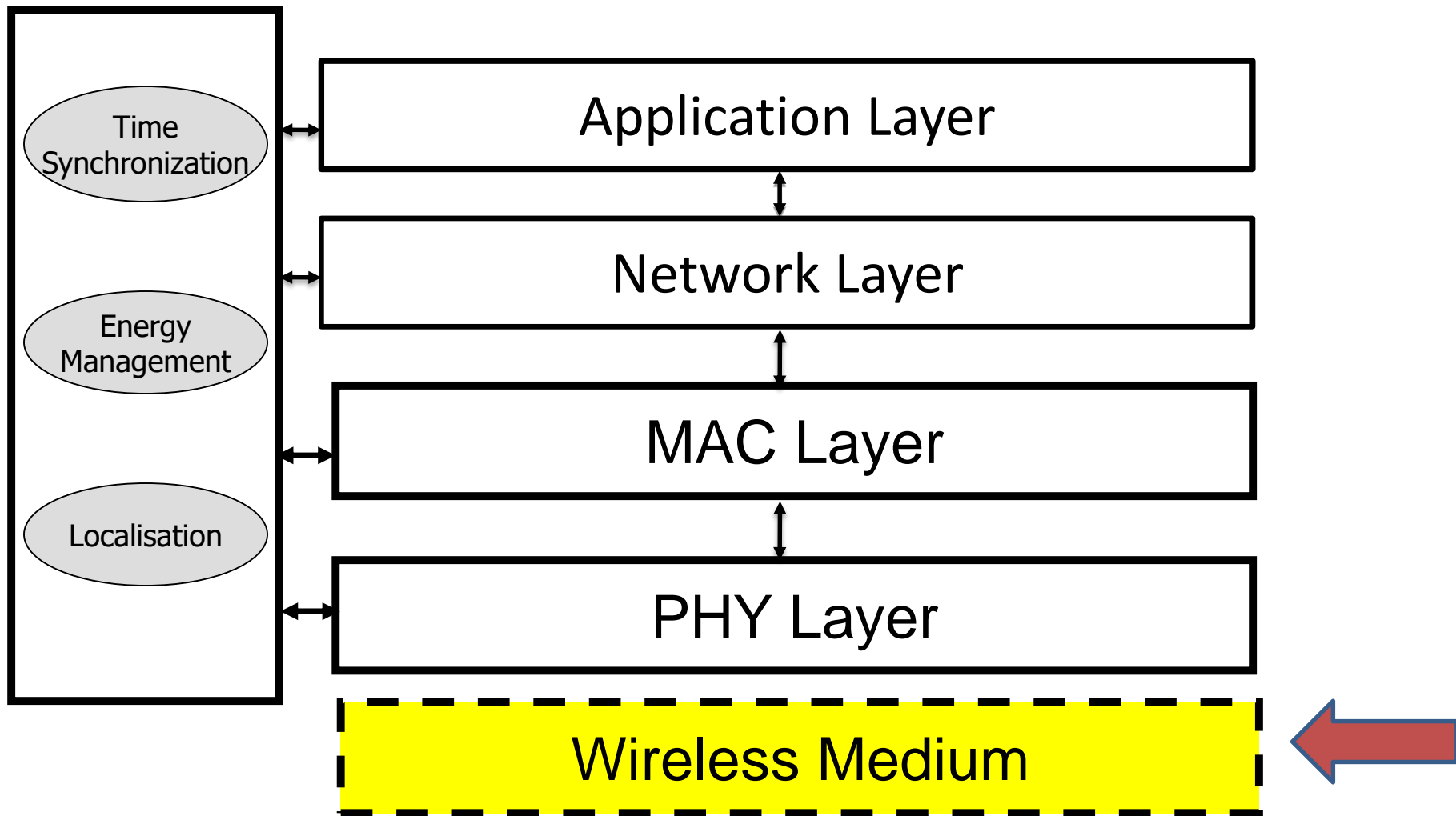
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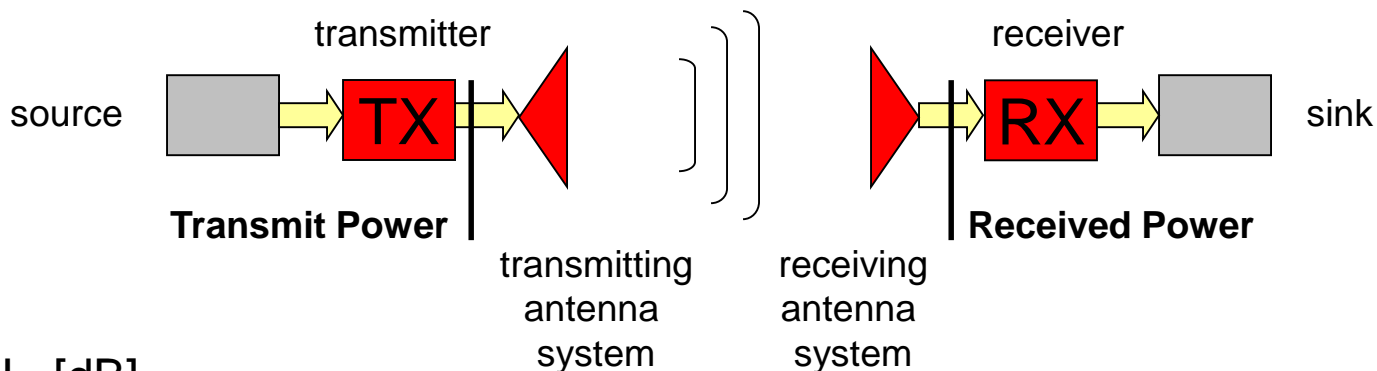
Credits: 6



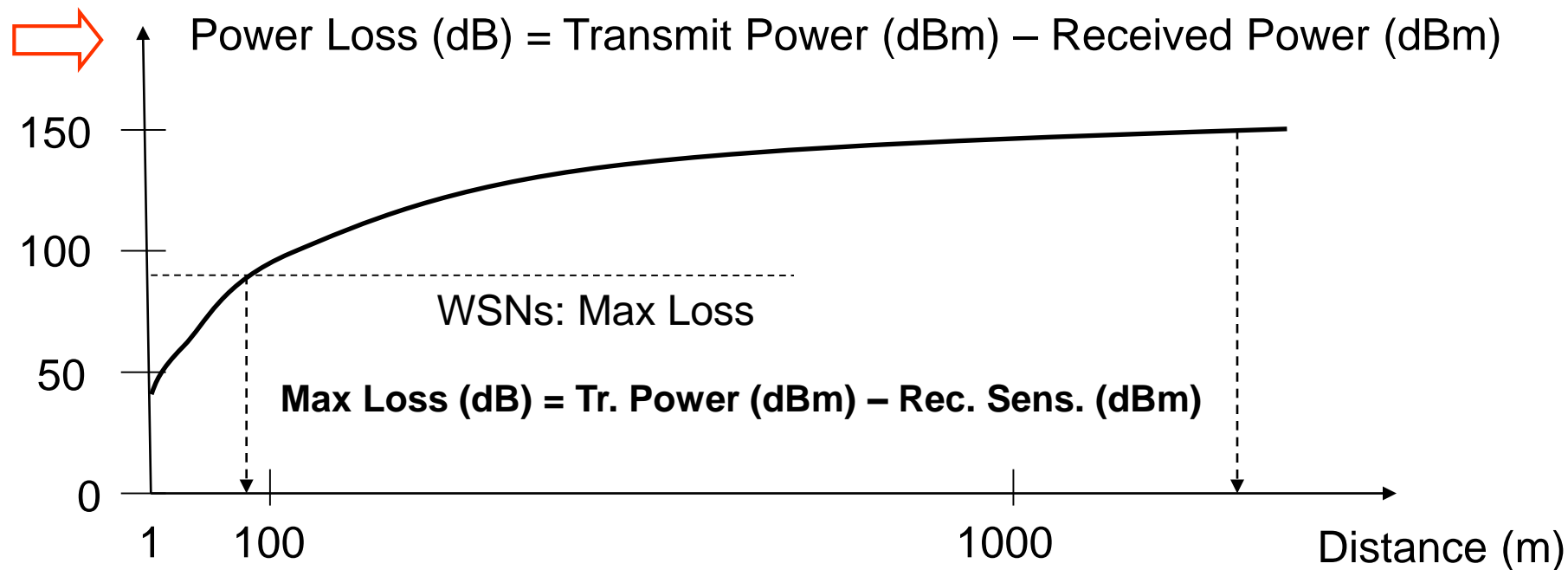
Protocol Stack



A Model for Channel Fluctuations



$$P_r \text{ [dBm]} = P_t \text{ [dBm]} - L \text{ [dB]}$$



A Model for Channel Fluctuations

$P_r = P_t - L$ logarithmic units

$$L = k_0 + k_1 \ln(d) + s$$

$k_0 = 10 \log_{10}(4\pi/\lambda)^2 \rightarrow$ Path loss at a distance of 1 meter

$k_1 = 10 \beta / \ln(10) \rightarrow \beta$ propagation coefficient

s is Gaussian (zero mean) with variance σ^2

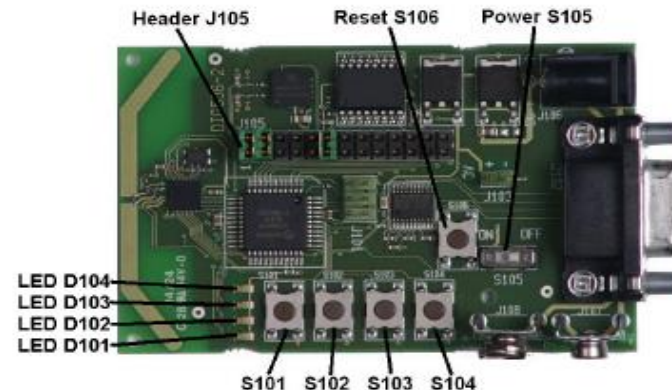
s has time coherence T_{WCOH}

- Fading and shadowing not distinguished
- Variance depends on environment

Experimental Platform



www.freescale.com

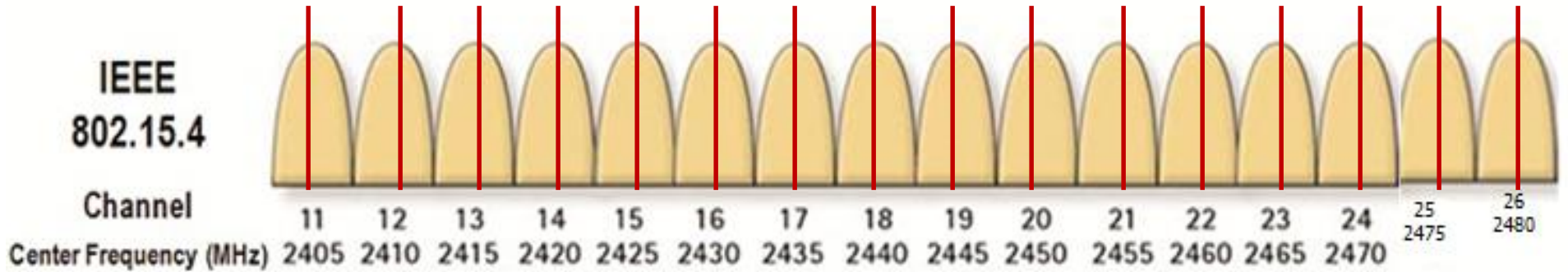


Compliant 802.15.4	Clock	Flash	RAM	Receive Sensitivity	RF Power Min	RF Power Max	Cost	Country
YES	40 MHz	60K	4K	-92 dBm	-16.6 dBm	+3.6 dBm	\$ 199	USA

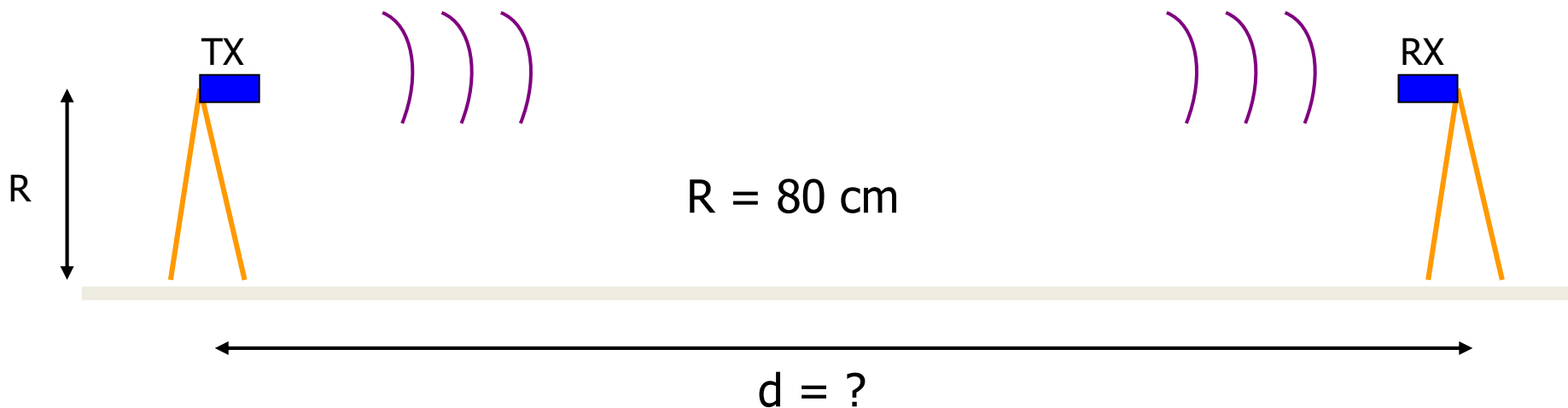
transmit power
(nominal power: 0 dBm)



Frequency Bands Explored



First Ellipsoid free: on asphalt

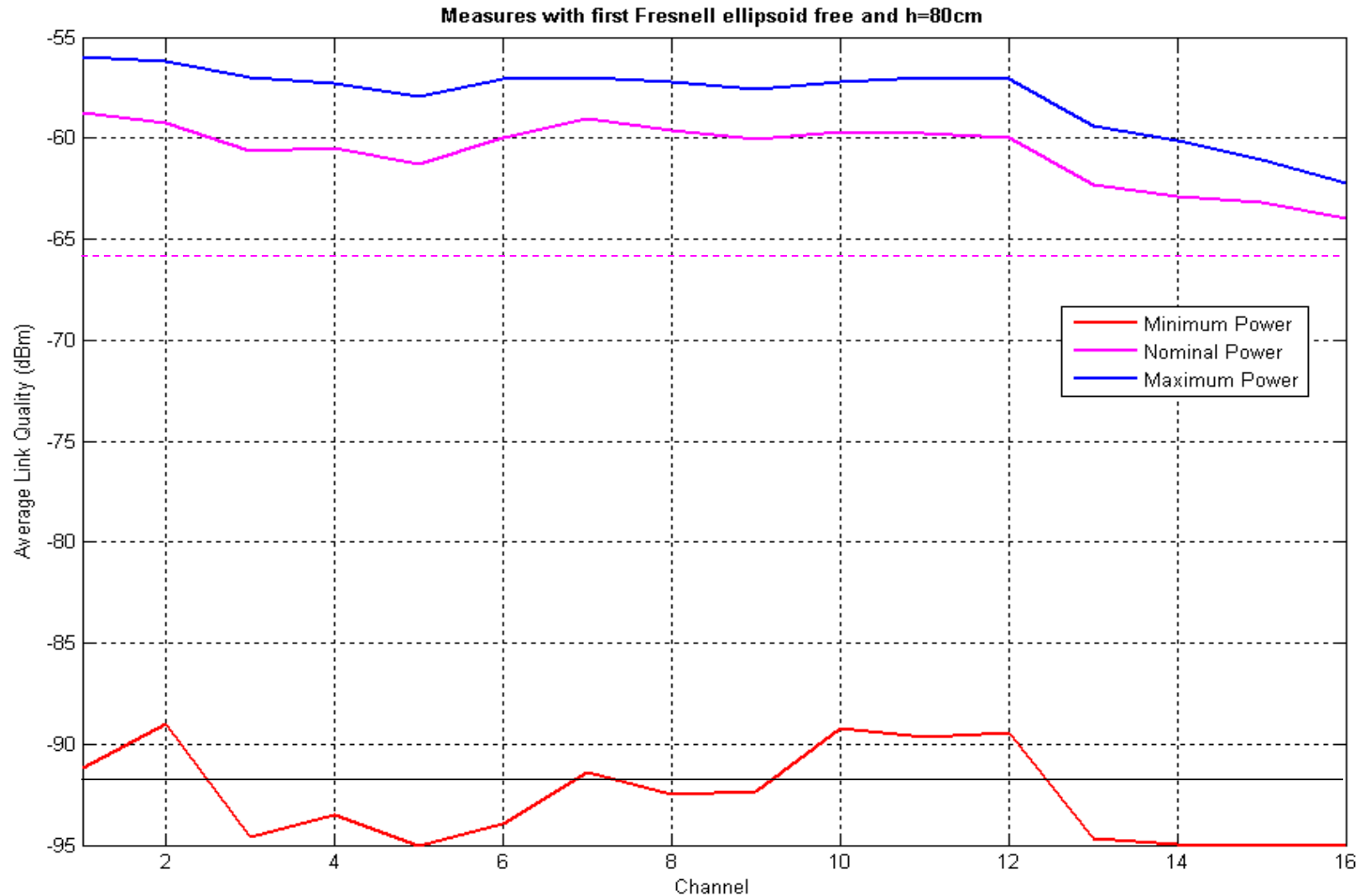


$$R = \frac{1}{2} \sqrt{\lambda d} \quad \Rightarrow \quad d = \frac{4R^2}{\lambda} \quad \text{con } \lambda = 0.12245 \text{ m} \quad f_{mean} = 2.45 \text{ GHz} \quad \Rightarrow \quad d \sim 20.91 \text{ m}$$

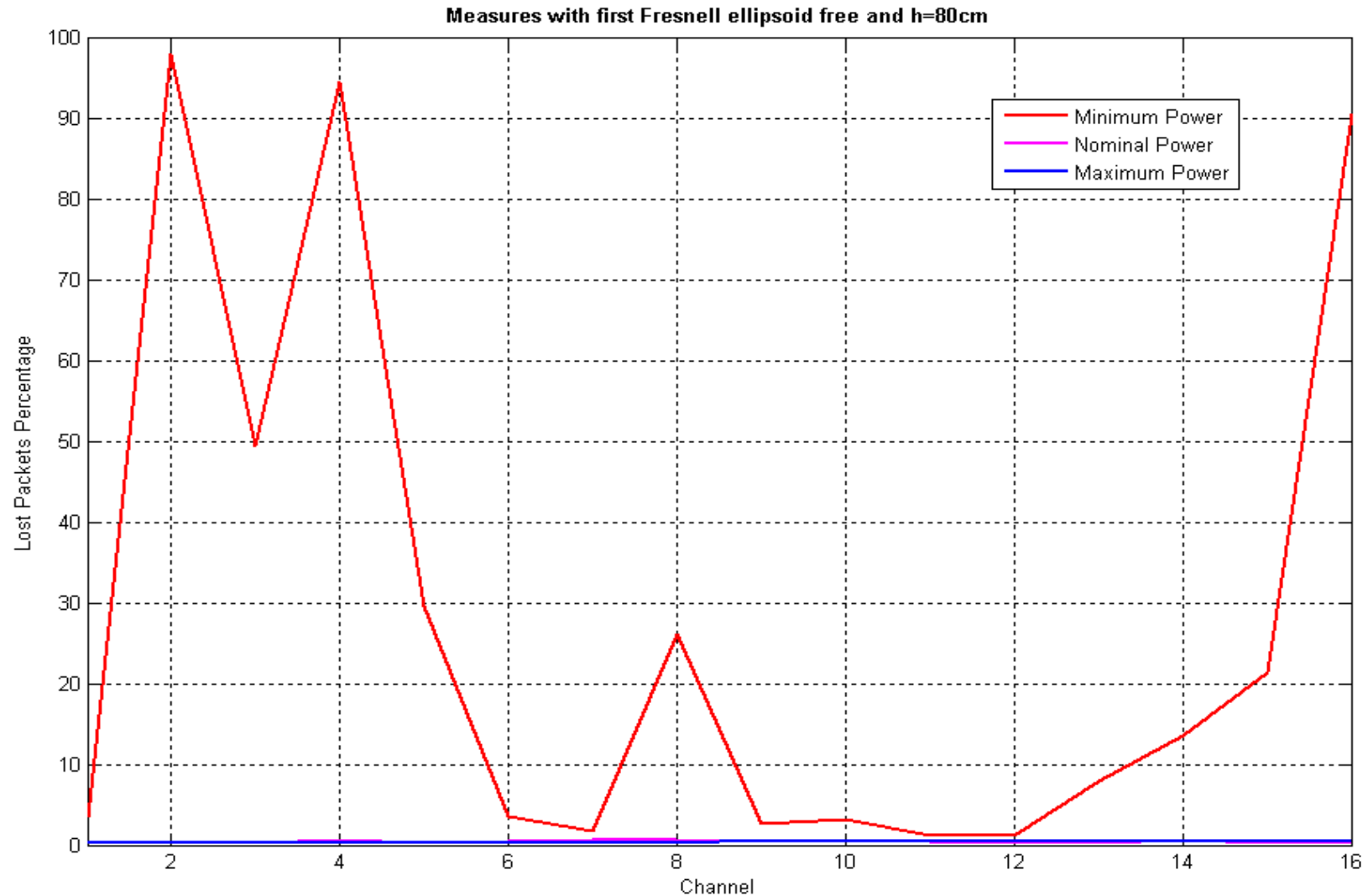
\Rightarrow Power Loss $\sim 66 \text{ dB}$

\Rightarrow Received Power with nominal transmit power: $\sim -66 \text{ dBm}$

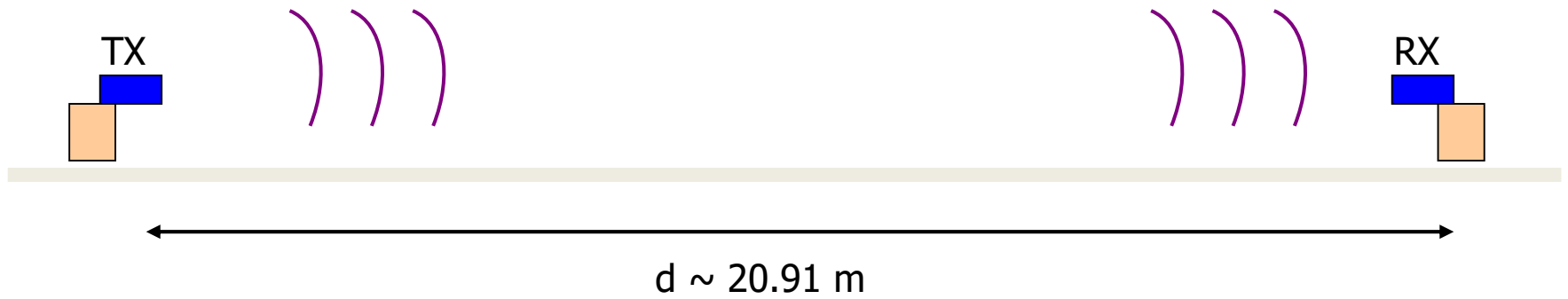
First Ellipsoid free: on asphalt



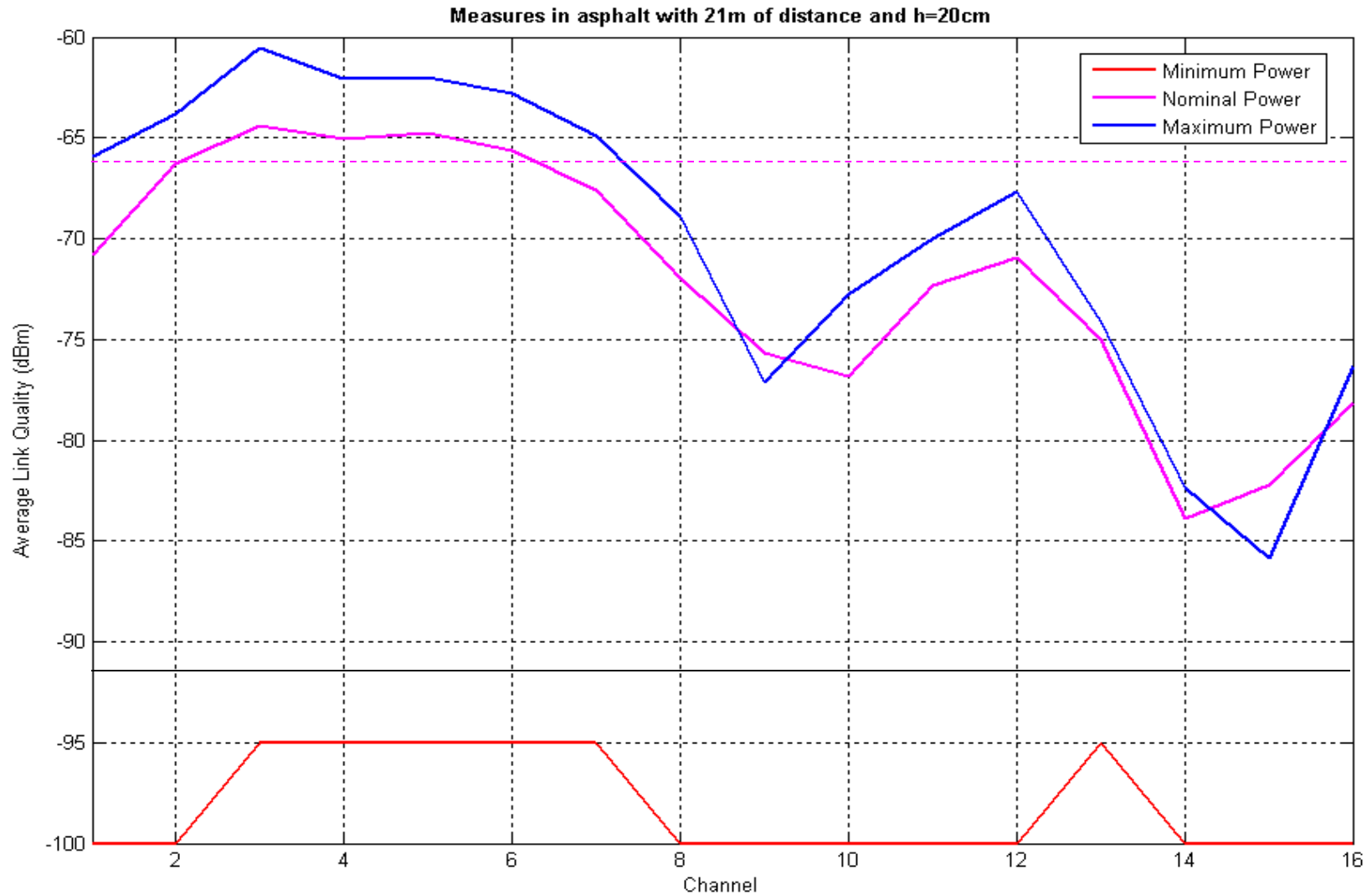
First Ellipsoid free: on asphalt



Asphalt



Asphalt

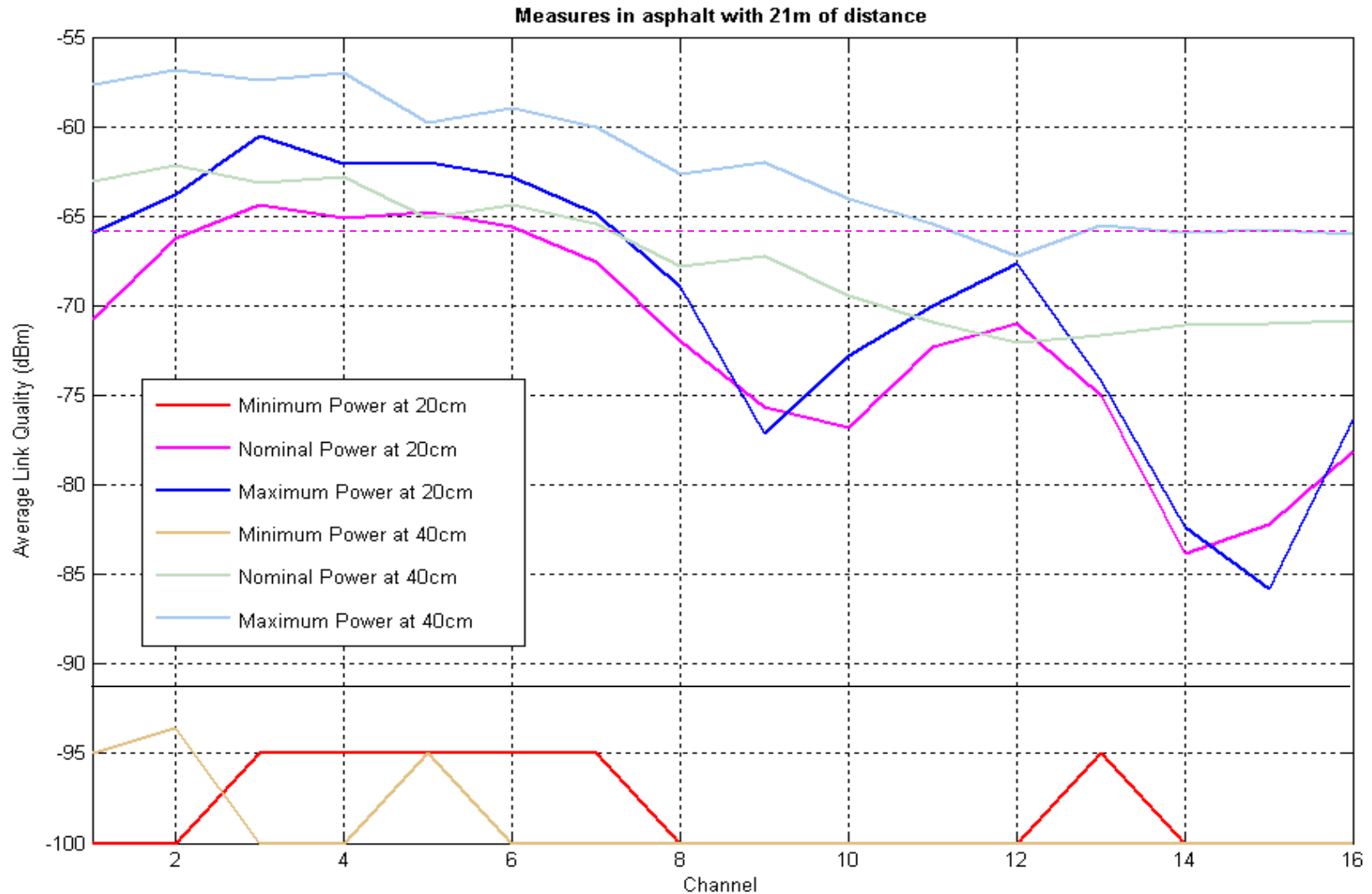




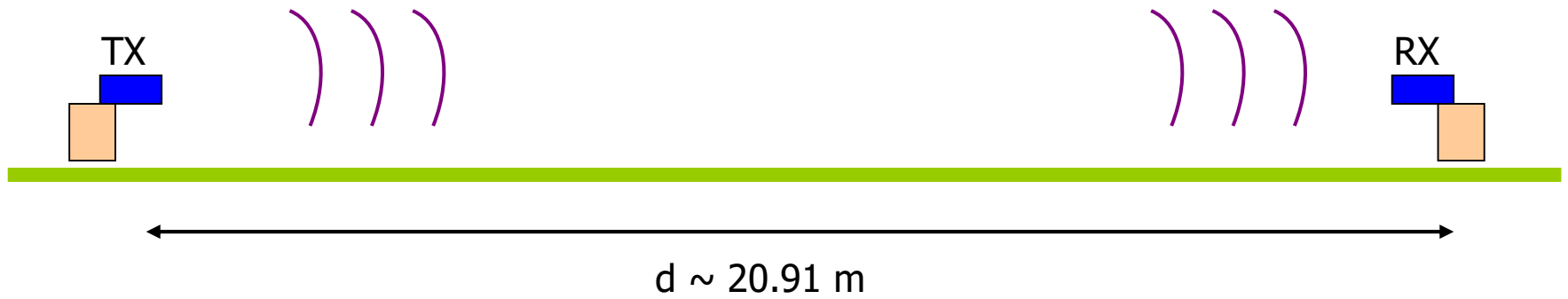
Asphalt



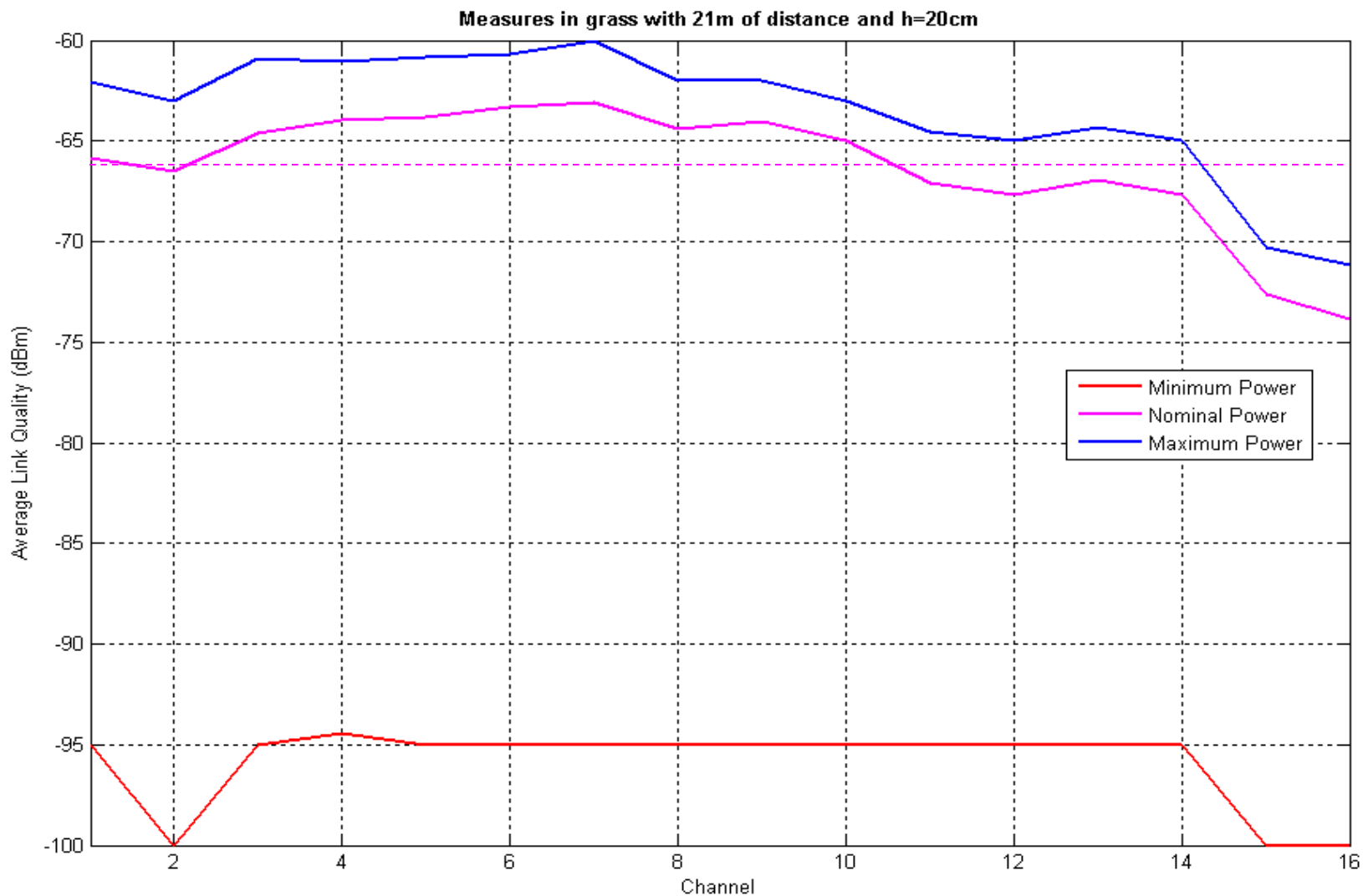
Asphalt



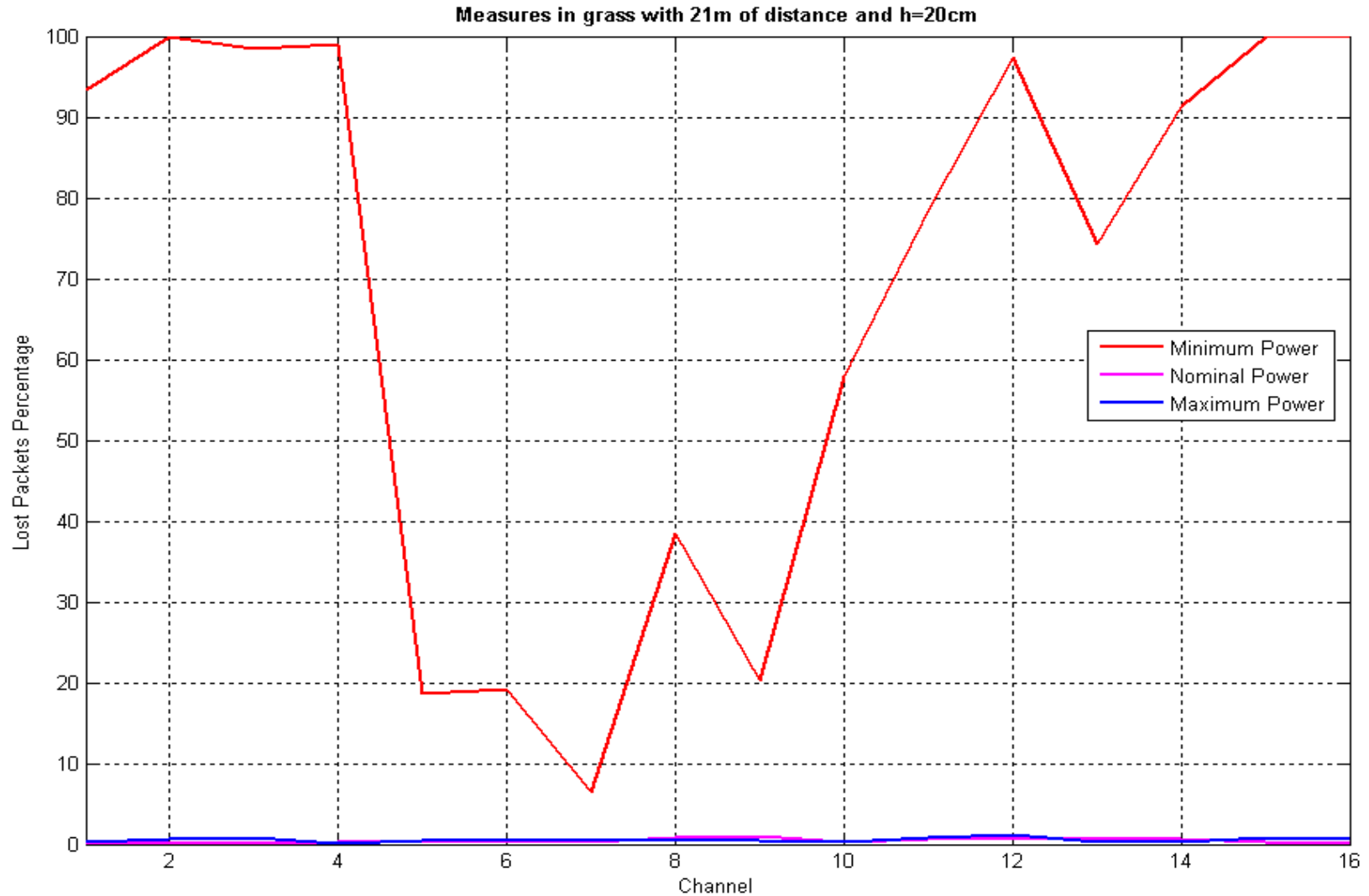
Grass



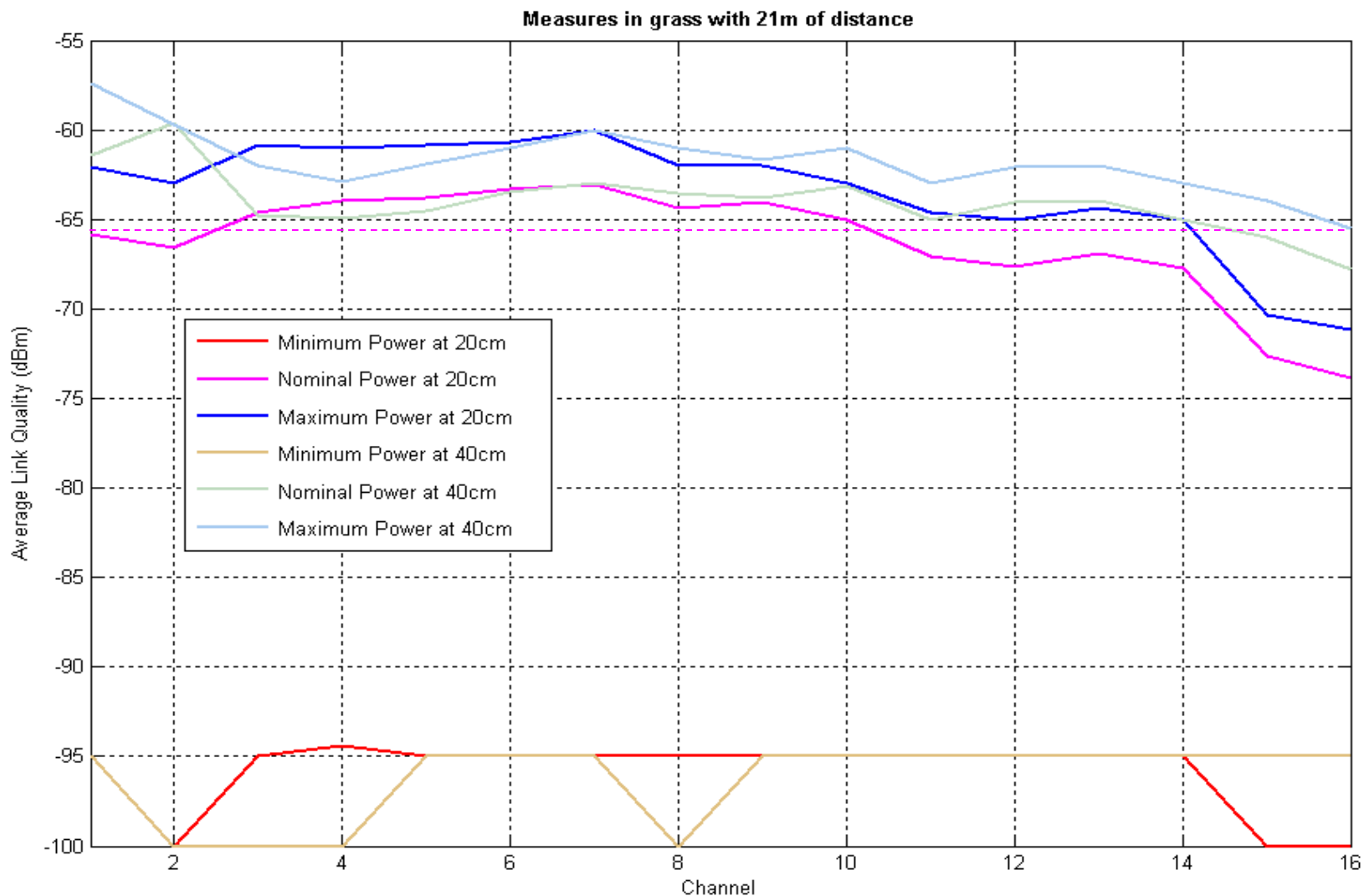
Grass



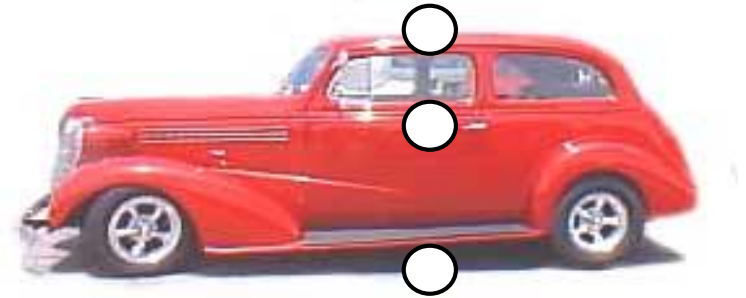
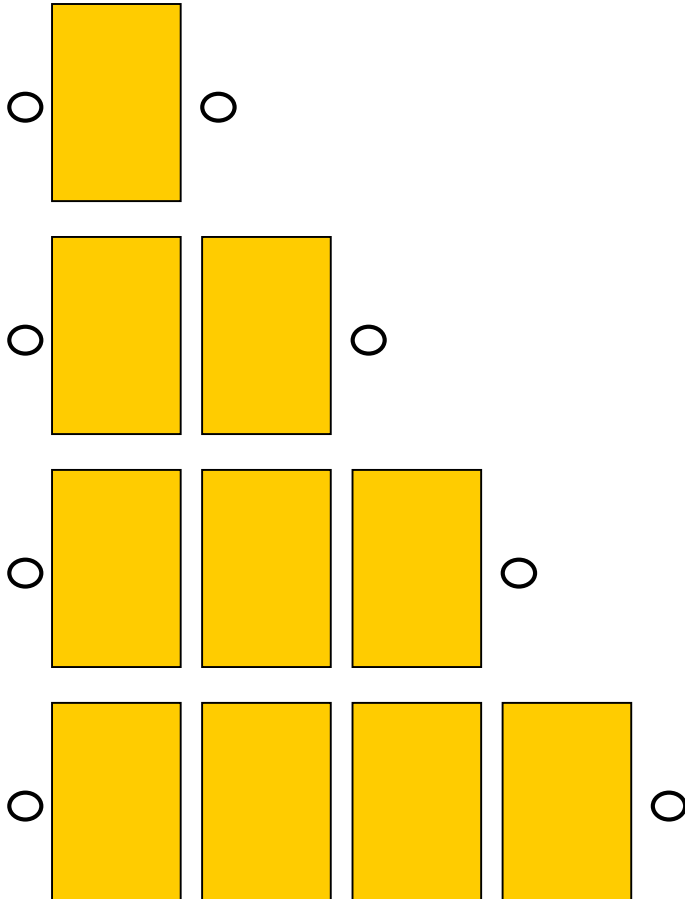
Grass



Grass



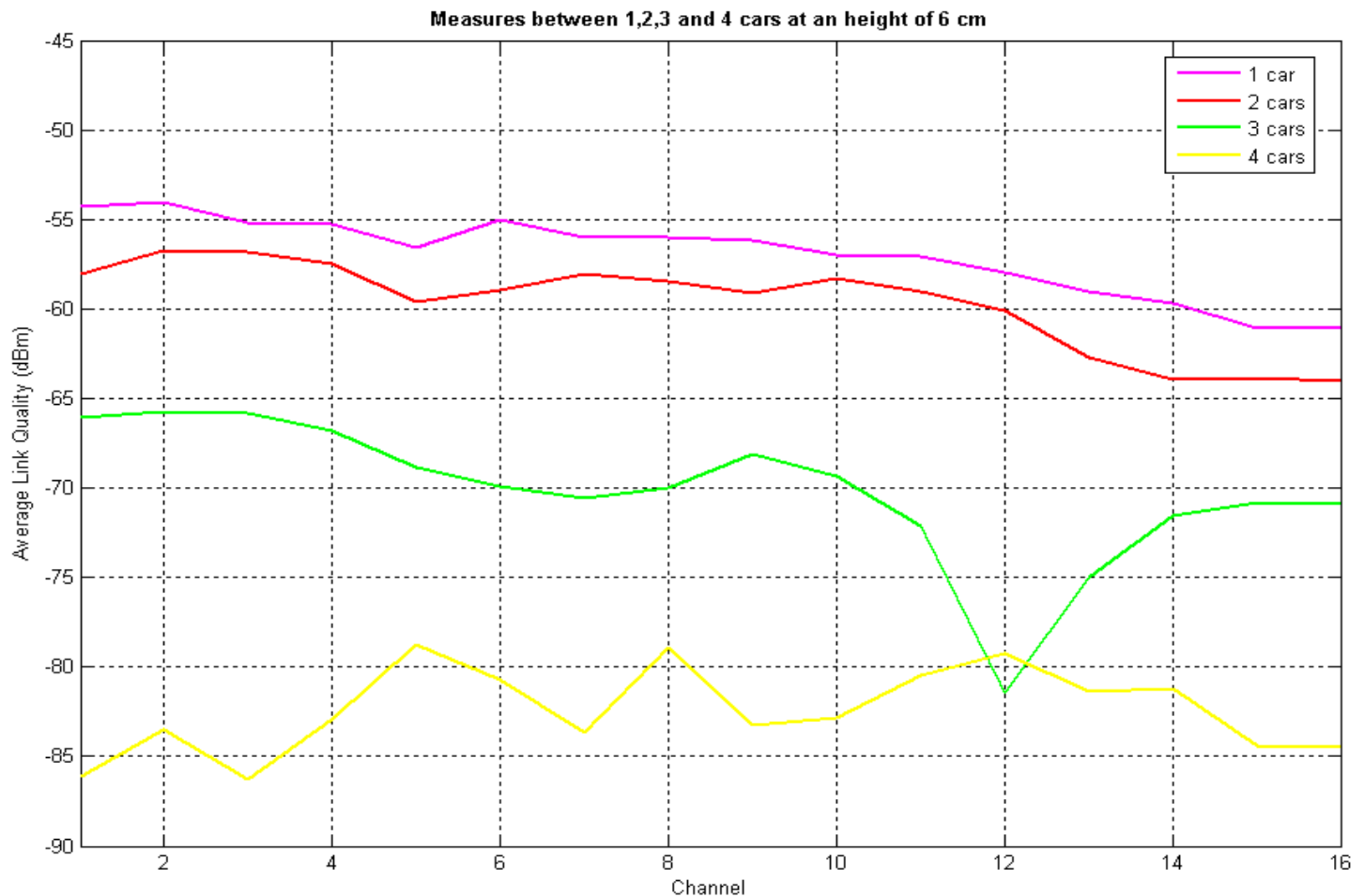
Urban Environment



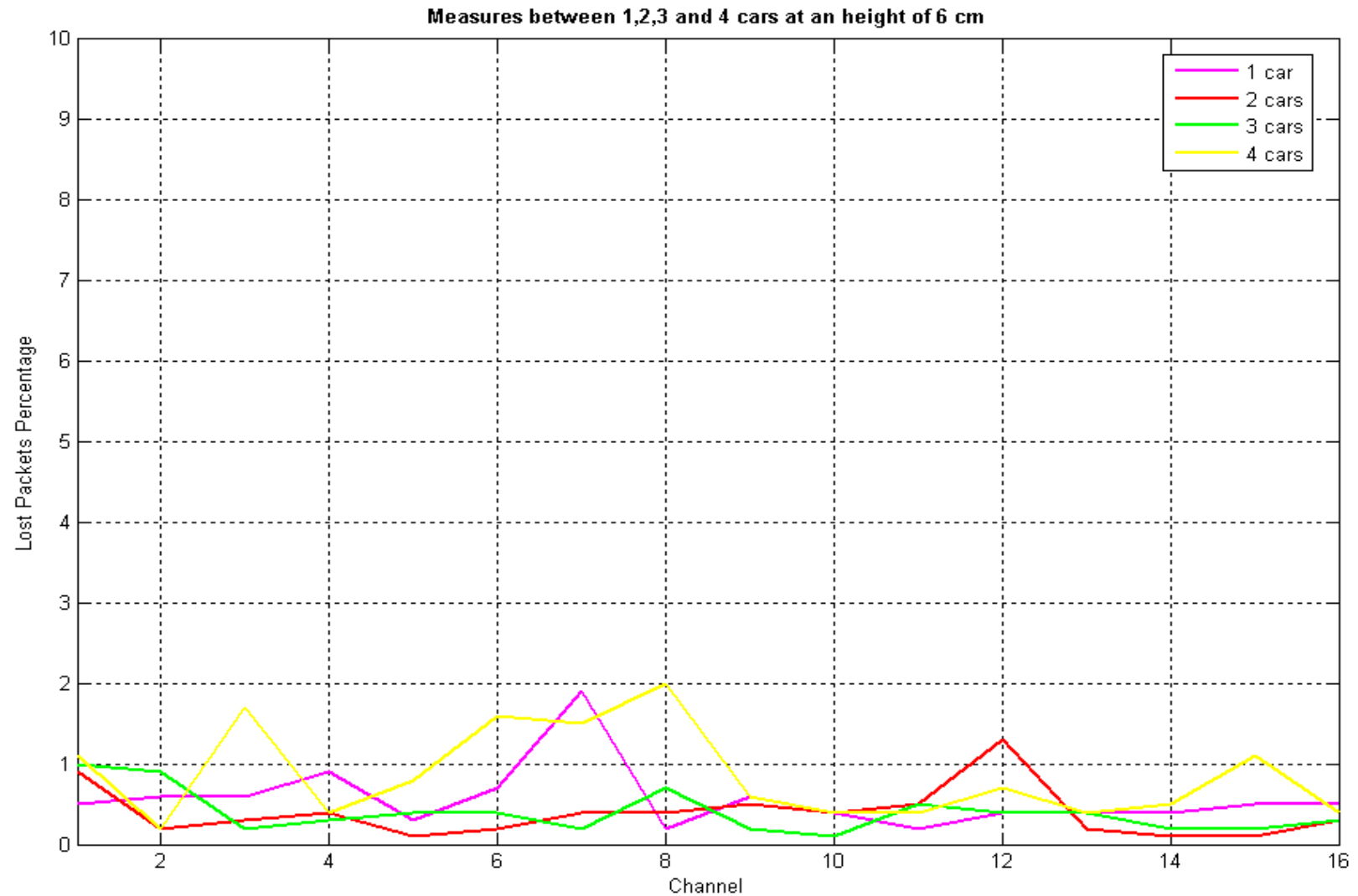
Three heights:

- 6 cm
- 80 cm
- 160 cm

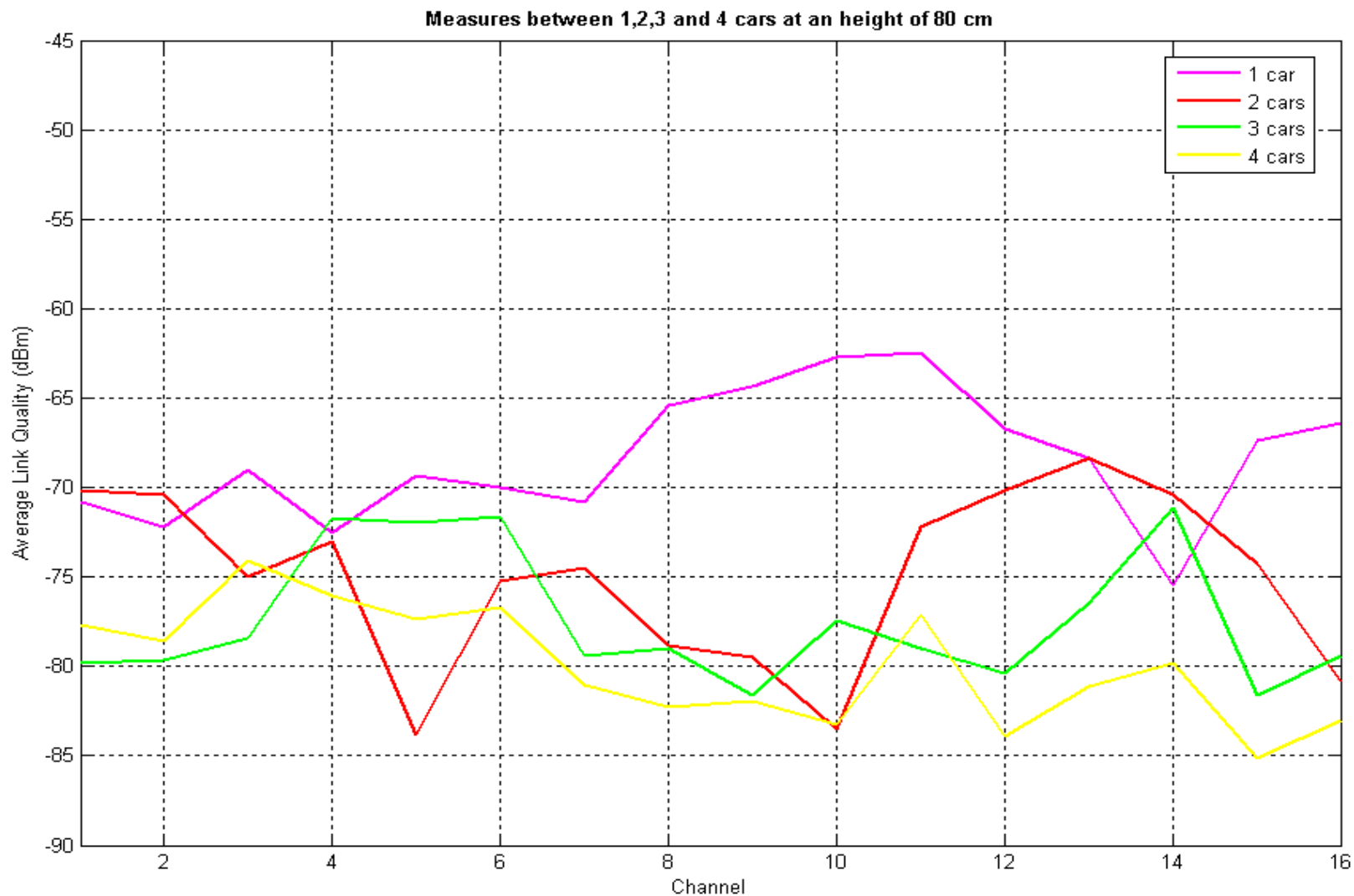
Urban Environment



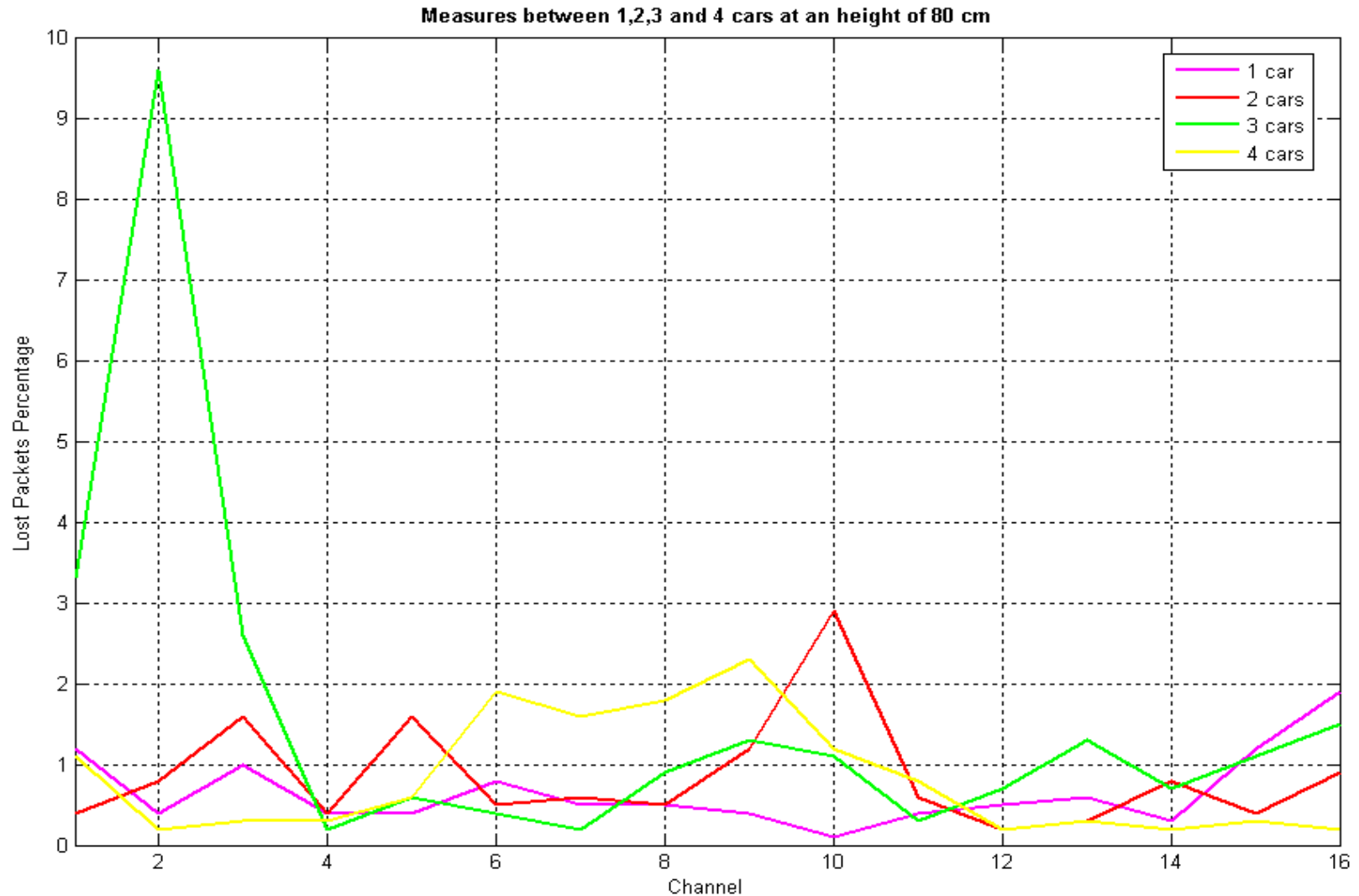
Urban Environment



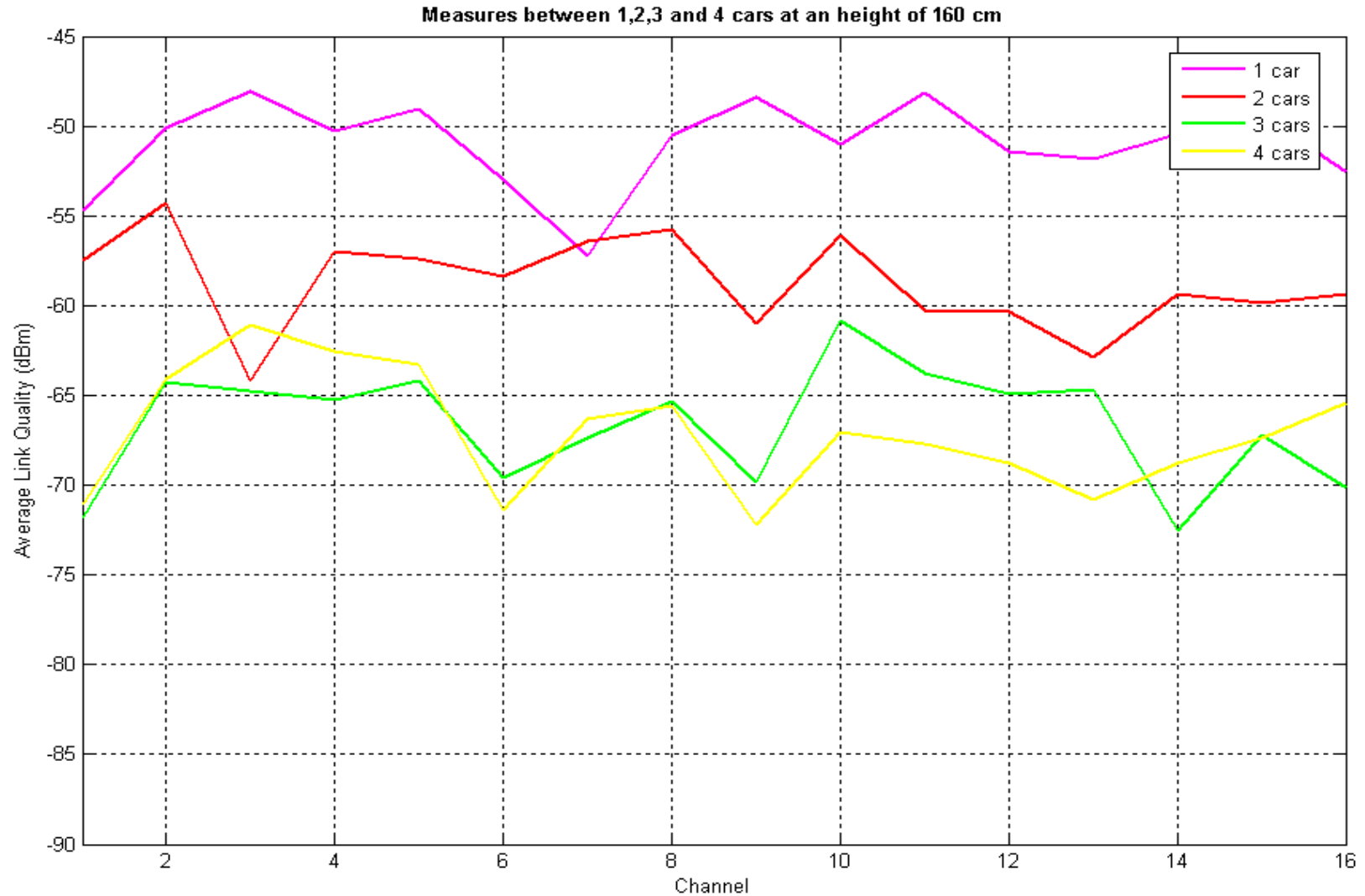
Urban Environment



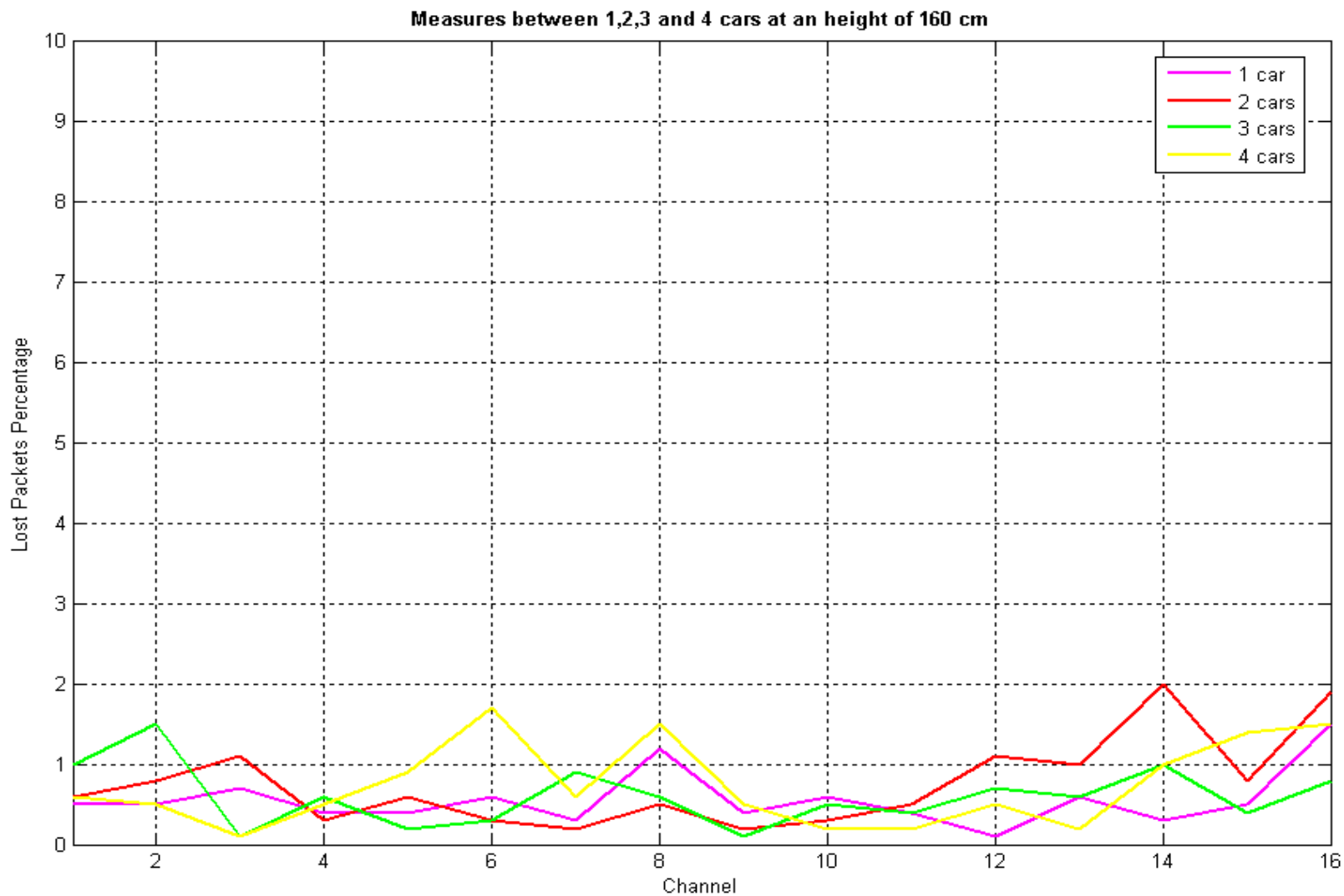
Urban Environment



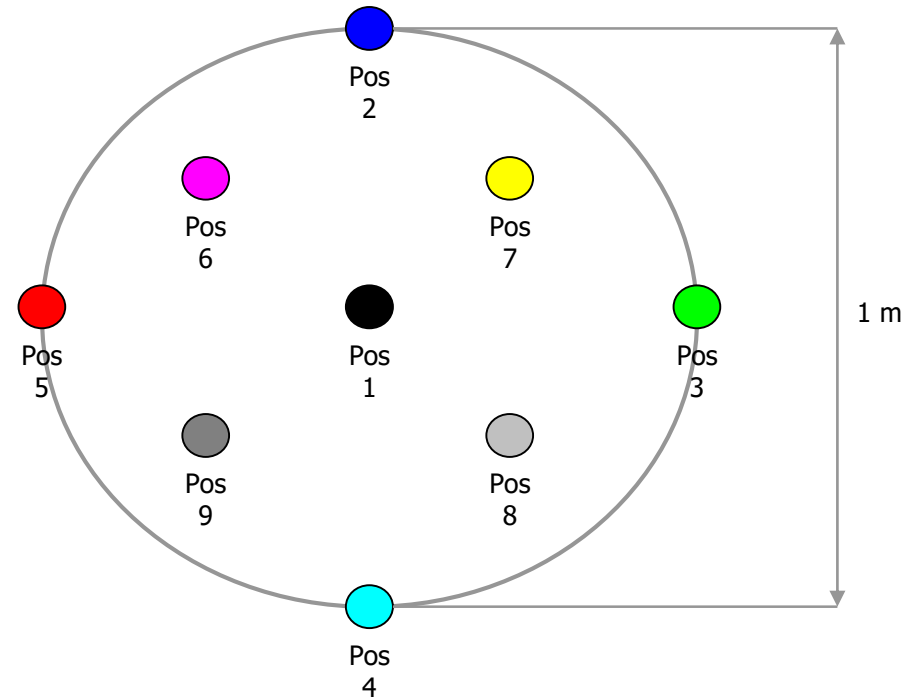
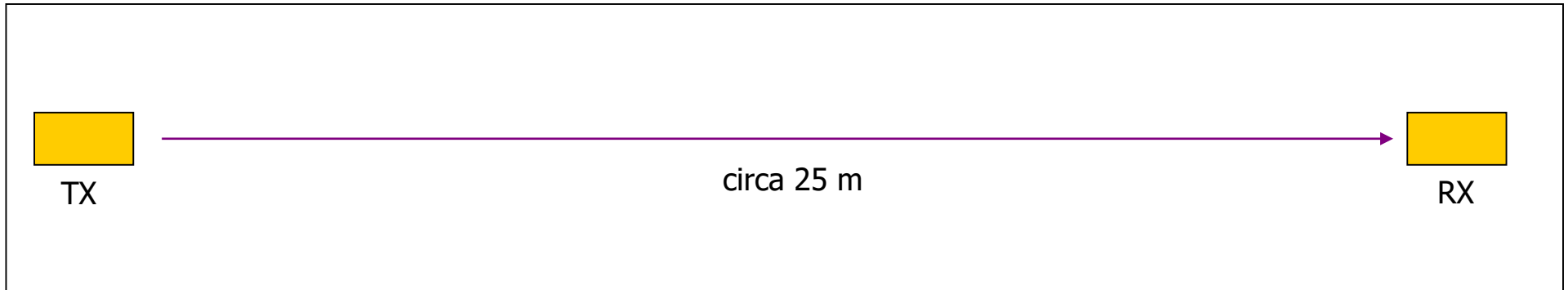
Urban Environment



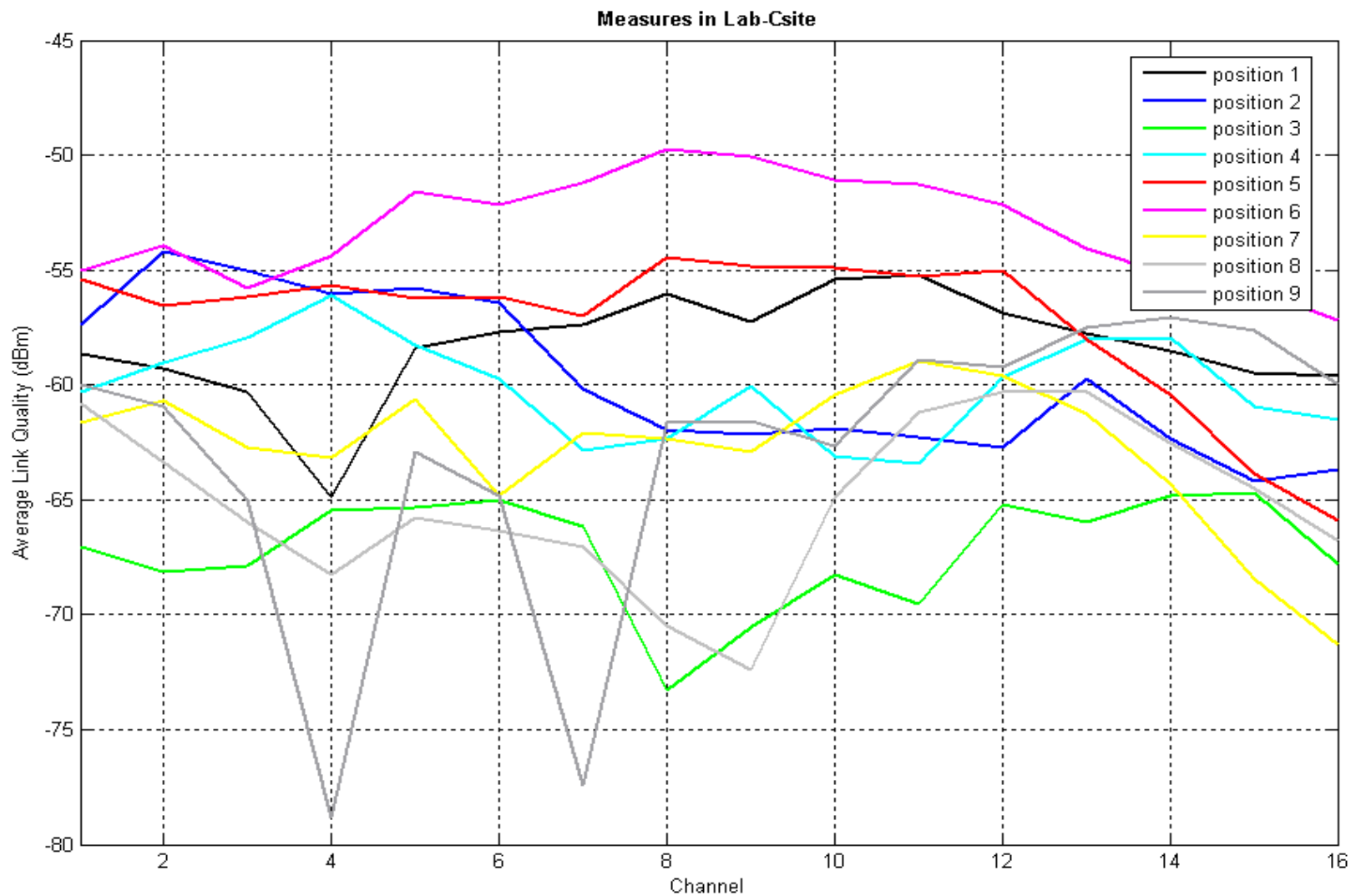
Urban Environment



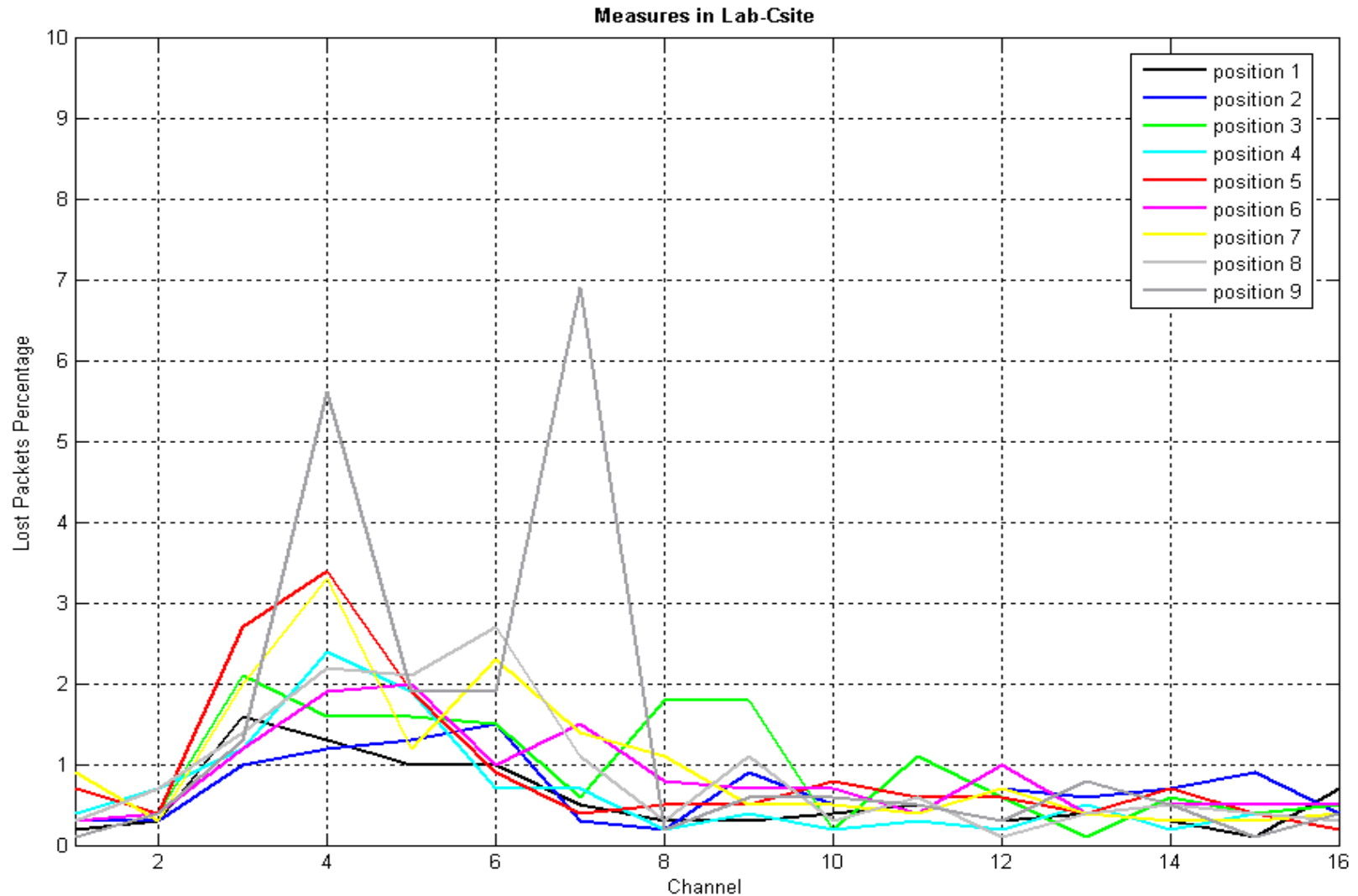
Indoor Environment



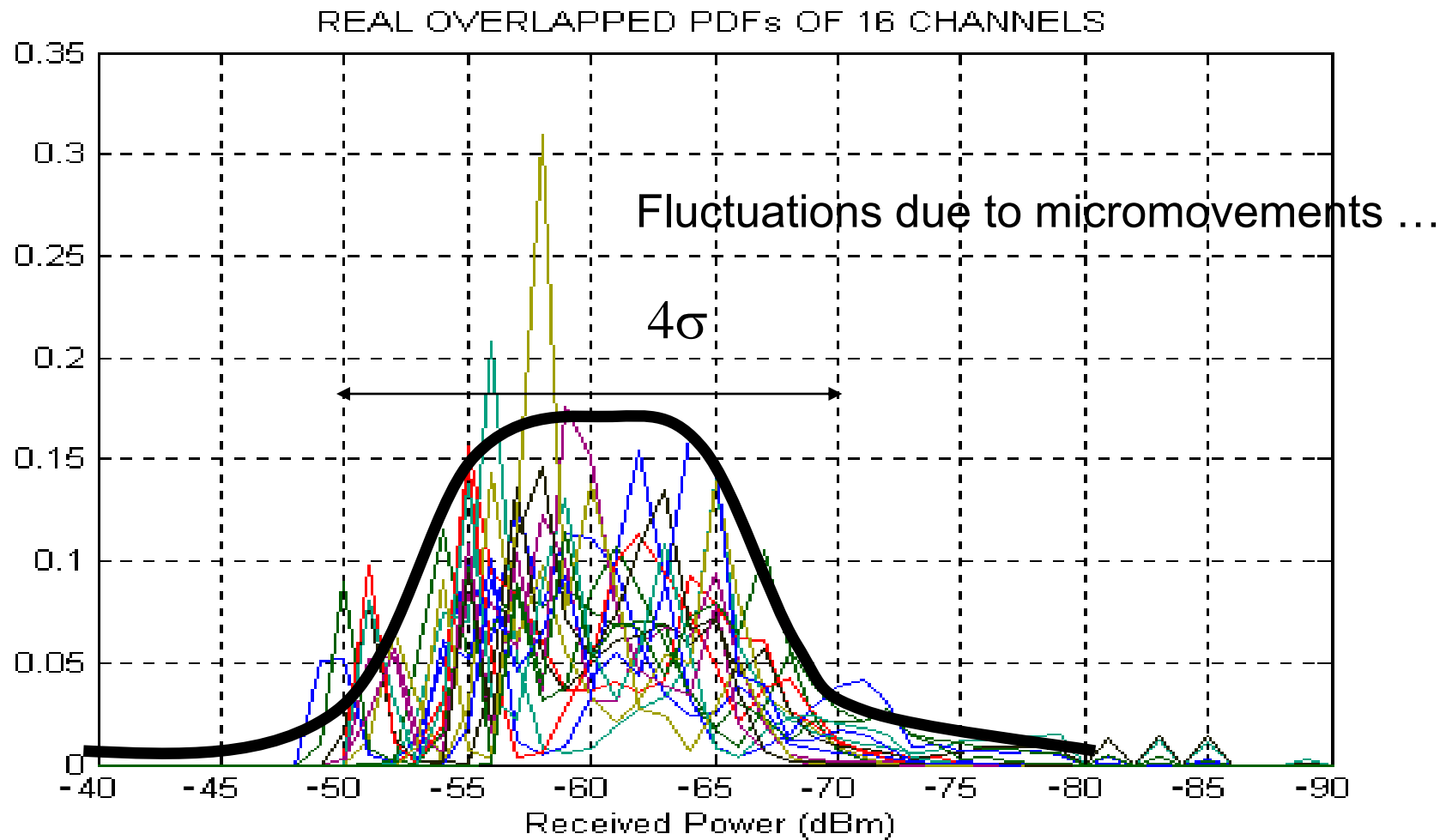
Indoor Environment



Indoor Environment



Indoor Environment





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s is **Gaussian** (zero mean) with variance σ^2

s has time coherence T_{WCOH}

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A Model for Channel Fluctuations

**A Gaussian approximation for loss in dB
seems to be a good approximation,
with values of sigma which depend on the environment
(indoor, rural, etc)**

**Indoor: $\sigma = 5$
Rural: $\sigma = 2 - 4$**

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