

---

# Collaborative transmission in wireless sensor networks

Context aware computing

Stephan Sigg

Institute of Distributed and Ubiquitous Systems  
Technische Universität Braunschweig

October 27, 2009

# Motivation

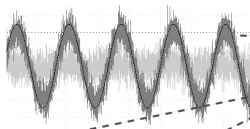
## A scenario of distributed adaptive Beamforming

- Nodes achieve phase coherency
- Synchronous transmission
- Constructive interference
- No inter-node communication



# Motivation

## A scenario of distributed adaptive Beamforming



### Algorithms

- Distributed adaptive beamforming (Chapter 8)
- Cooperative transmission (Chapter 7)

### Concepts

- Evolutionary Algorithms (Chapter 6)
- Introduction to probability theory (Chapter 5)

### Theoretical foundation

- Communication technology (Chapter 4)
- Wireless sensor networks (Chapter 3)
- Context Awareness (Chapter 2)



# Overview and Structure

---

- Introduction to context aware computing
- Wireless sensor networks
- Communication technology
- Basics of probability theory
- Evolutionary algorithms
- Cooperative transmission schemes
- Distributed adaptive beamforming
  - Feedback based approaches
  - Asymptotic bounds on the synchronisation time
  - Algorithmic improvements
  - Alternative Optimisation environments
  - A numeric approach for synchronisation
  - Consideration of node mobility

# Overview and Structure

---

- Introduction to context aware computing
- Wireless sensor networks
- Communication technology
- Basics of probability theory
- Evolutionary algorithms
- Cooperative transmission schemes
- Distributed adaptive beamforming
  - Feedback based approaches
  - Asymptotic bounds on the synchronisation time
  - Algorithmic improvements
  - Alternative Optimisation environments
  - A numeric approach for synchronisation
  - Consideration of node mobility

# Outline

## Introduction to context aware computing

---

- 1 Introduction
- 2 Context aware computing
  - Definitions of Context
  - Context-awareness
  - Context processing
- 3 Concepts and definitions
  - Context and context types
  - Representation and illustration of context
- 4 Examples and case studies

# Introduction

Can devices respond on our situation?

---

Traditional computing devices have a static, often deterministic behaviour

- An electronic dictionary presents the translation of words
- An electronic cook book will present identical receipes in identical order each time started
- A word processor presents will present a user the same user interface with every startup

# Introduction

## Can devices respond on our situation?

---

Recently, we become used to applications that respond to multiple input sources

- Services might find restaurants in the proximity of a person, based on its GPS position or Cell-ID.
- Devices can be controlled by gestures utilising accelerometers
- The operating system changes preferences based on the location of internet access



# Introduction

## Can devices respond on our situation?

---

When we think further along this line, how does the future device then look like?

- Seamless integration of devices and applications into everyday life
- Utilisation of inexplicit inputs
- Reduced amount of attention resources required

Devices and applications will react on inexplicit inputs and derive situational behaviour rules from multiple input sources.

# Outline

## Introduction to context aware computing

---

- 1 Introduction
- 2 Context aware computing
  - Definitions of Context
  - Context-awareness
  - Context processing
- 3 Concepts and definitions
  - Context and context types
  - Representation and illustration of context
- 4 Examples and case studies

# Context aware computing

## Introduction

### The vision of context-awareness

The vision of context-awareness is that applications become sensitive to environmental stimuli and adapt their behaviour to the current situation.

- Vision far ahead of technology of the time first formulated
- First implementations:
  - Xerox PARCTAB<sup>a</sup>
  - Media Cup<sup>b</sup>

---

<sup>a</sup>R. Want et al, The PARCTAB Ubiquitous Computing Experiment, In: The International Series in Engineering and Computer Science, vol. 353, 1996.

<sup>b</sup>M. Beigl et al, MediaCups: Experience with Design and Use of Computer-Augmented Everyday Objects, Computer Networks, Special Issue on Pervasive Computing, Elsevier, 2001



# Context aware computing

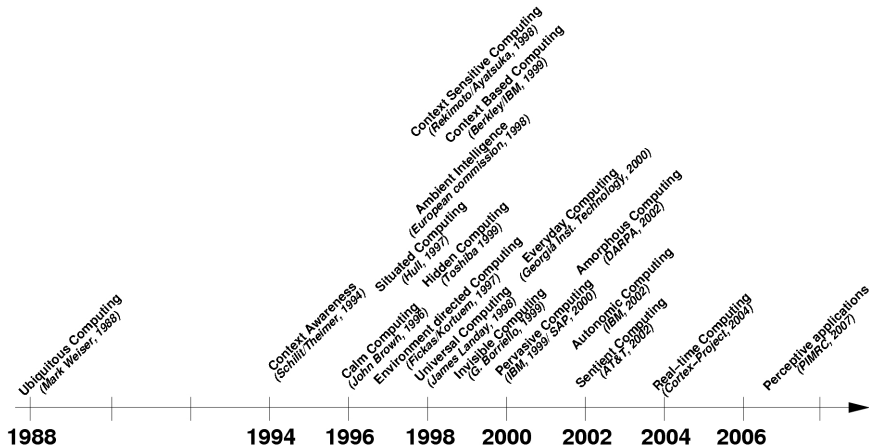
## Introduction

---

- Design paradigm for applications shifted from application-centric to environment-centric approach.
- Applications become integrated into environment and react to environmental stimuli.
- Input no longer restricted to explicit instructions
- Interface extended and coupled by an interface to the environment.
- Behaviour of applications evolves from passive to active, environment guided operation.
- Environmental stimuli trigger situation dependent actions (richer experience, adaptation to personal needs)
- Required explicit interaction minimised or reduced.

# Context aware computing

## Introduction



# Context aware computing

## Definitions of Context

---

Numerous and diverse definitions of context exist<sup>1</sup>

- What is context?
  - "the set of facts or circumstances that surround a situation or event"
  - The parts of a discourse that surround a word or passage and can throw light on its meaning
  - The interrelated conditions in which something exists or occurs (Webster)
  - ...

---

<sup>1</sup>Paul Dourish, What we talk about when we talk about Context, Personal and Ubiquitous Computing, 2008.

# Context aware computing

## Definitions of Context

- A most commonly utilised definition of context has been stated by Anind K Dey<sup>2</sup>:

### Definition: Context

Context is any information that can be used to characterise the situation of an entity. An entity is a person, place, or object that is considered relevant to the interaction between a user and an application, including the user and application themselves.

---

<sup>2</sup> A.K. Dey.: Providing architectural support for building context-aware applications. PhD thesis, Georgia Institute of Technology, 2000.

# Context aware computing

## Context-awareness

---

- Intuitively, applications that utilise context are context-aware
- A.K. Dey formulates this intuition as<sup>3</sup>:

### Definition: Context awareness

A system is context-aware if it uses context to provide relevant information and/or services to the user, where relevancy depends on the user's task.

---

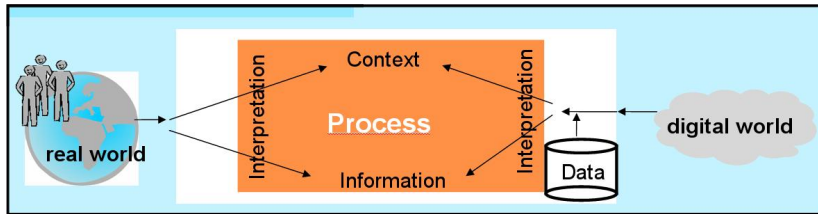
<sup>3</sup> A.K. Dey.: Providing architectural support for building context-aware applications. PhD thesis, Georgia Institute of Technology, 2000.



# Context aware computing

## Context processing

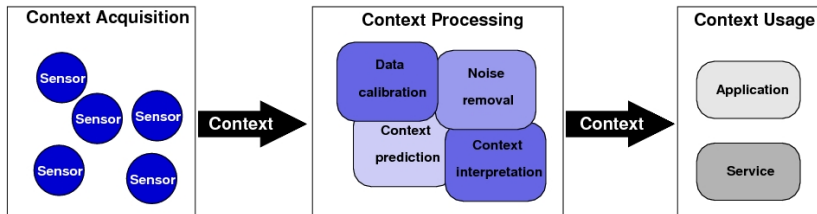
- Actual view of a process defines what is taken for context and what for information.
- Also "context-only" or "information-only" models possible
- Context from the 'digital world' from other computers or from internal data
- Context is obtained by sensory inputs



# Context aware computing

## Context processing

- Context processing and utilisation



# Context aware computing

## Context processing

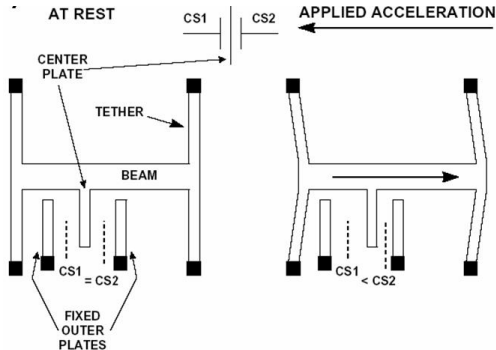
- Various sensors for data acquisition



# Context aware computing

## Context processing

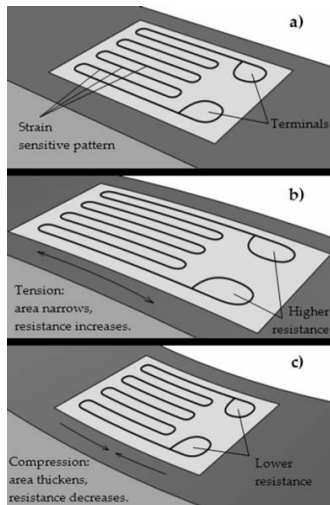
- MEMS acceleration sensors
  - E.g. Analog Devices ADXL
  - Low energy consumption, small, cheap, medium precision
  - MEMS = Micromechanical System:Mechanik in Silizium
  - Here: Comparison of capacity CS1 and CS2 leads to acceleration



# Context aware computing

## Context processing

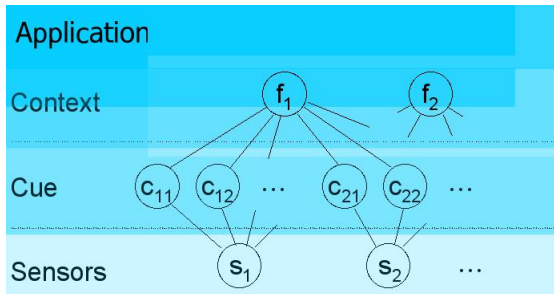
- Pressure sensors
  - Z.B. IEE ca 3-10 Euro
  - Very imprecise



# Context aware computing

## Context processing

- Context processing stages
  - Raw electrical signals
  - Interpretation of signals as electric values
  - Aggregation, first abstraction of signals
  - Further abstraction based on semantics
  - Interpretation of abstracted data to contexts

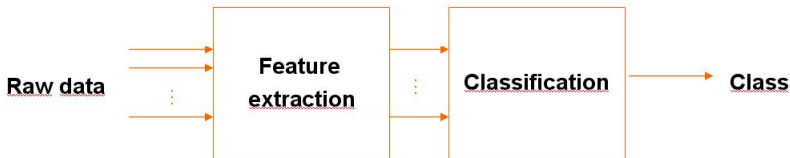


# Context aware computing

## Context processing

---

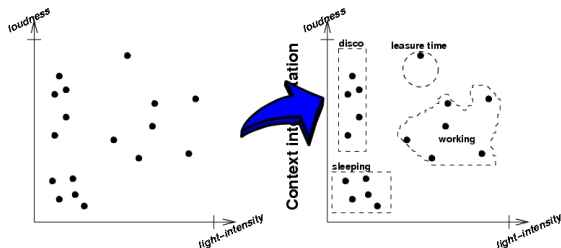
- Classical pattern recognition
  - Obtain features from raw data by utilisation of prior knowledge
  - Mapping of features onto classes by utilisation of prior knowledge
  - What are characteristic features?
  - Which approaches are suitable to obtain these features?



# Context aware computing

## Context processing

- From features to context
  - Measure available data on features
  - Probably with regard to probability distribution
  - Measured value always approximation of actual value
  - Context reasoning by appropriate method
  - Syntactical (rule based – e.g. RuleML)
  - Stochastic: HMM, NN, SOM, SVM, Bayes Nets ...

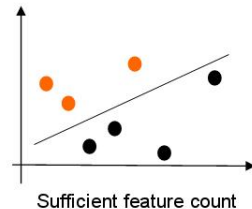




# Context aware computing

## Context processing

- Allocation of sensor value by defined function
  - Correlation of various data sources
  - Several methods possible – simple approaches
  - Template matching
  - Minimum distance methods
  - 'Integrated' feature extraction
    - Nearest Neighbour
    - Neural Networks
- Problem
  - Measured raw data might not allow to derive all features required
  - Therefore often combination of sensors



# Context aware computing

## Context processing – Context recognition

---

- Methods – Syntactical (Rule based)
  - Idea: Description of Situation by formal grammar (Symbols and Rules)
  - Description of a (agreed on?) world view
  - Example: RuleML
- Comment
  - Pro:
    - Combination of rules and identification of loops and impossible conditions feasible
  - Contra:
    - Very complex with more elaborate situations
    - Extension or merge of rule sets typically not possible without contradictions

# Context aware computing

## Context processing – Context recognition

---

- Methods – Statistical
  - Idea: Modelling of situation by probability theoretic measures
  - Examples
    - HMM, NN, SOM, SVM, Bayes Nets ...
  - Probabilistic world model
    - Adaptation to changing environment possible

# Outline

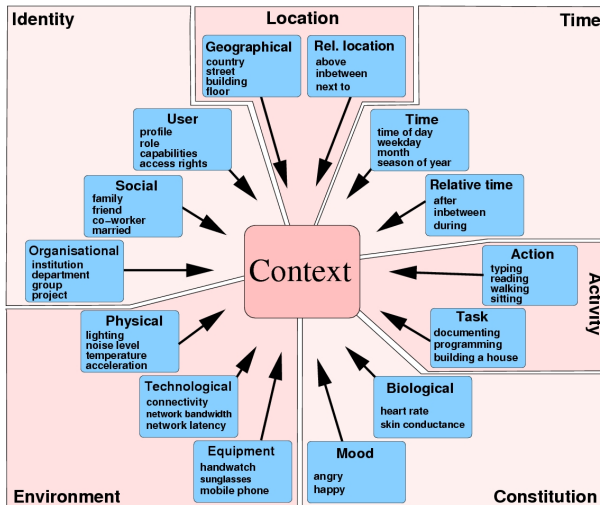
## Introduction to context aware computing

---

- 1 Introduction
- 2 Context aware computing
  - Definitions of Context
  - Context-awareness
  - Context processing
- 3 Concepts and definitions
  - Context and context types
  - Representation and illustration of context
- 4 Examples and case studies

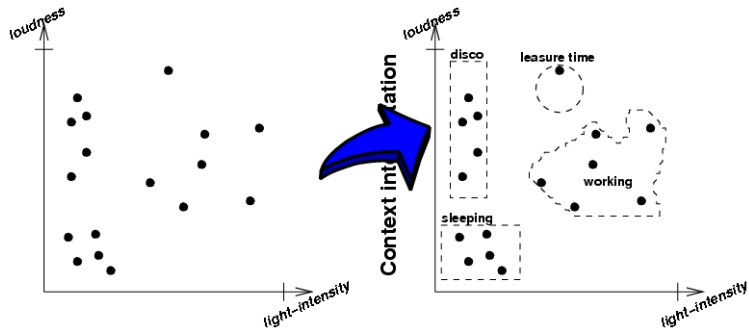
# Concepts and definitions

## Context and context types



# Concepts and definitions

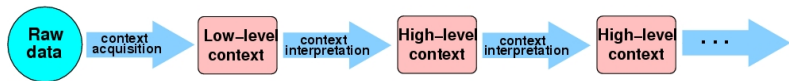
## Representation and illustration of context



# Concepts and definitions

## Representation and illustration of context

---



# Concepts and definitions

## Representation and illustration of context

High-level context	Low-level context	Raw data	Context source
walking	14°C	001001111	thermometer
walking	57.2°F	001001111	thermometer
watching movie	64dB	109	microphone
listening music	64dB	109	microphone
at the beach	47° 25.5634'N; 007° 39.3538'E	GPRMC <sup>3</sup>	GPS sensor
swimming	47° 25.5634'N; 007° 39.3538'E	GPGGA <sup>4</sup>	GPS sensor
writing	z	0x79	keyboard [en]
writing	u	0x79	keyboard [ru]
writing	z	0x7a	keyboard [de]
office occupied	z	0x7a	keyboard [de]



# Outline

## Introduction to context aware computing

---

- 1 Introduction
- 2 Context aware computing
  - Definitions of Context
  - Context-awareness
  - Context processing
- 3 Concepts and definitions
  - Context and context types
  - Representation and illustration of context
- 4 Examples and case studies

# Context aware computing

## Examples and case studies: Media Cup

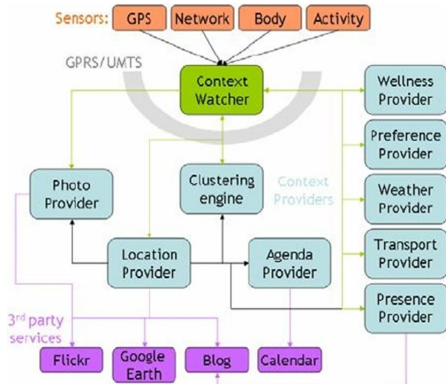
- Media Cup: Context recognition
  - Activity: Trigger sleep mode (save energy)
  - Level of activity
  - Own context: Object movement, person is nervous, specific handling of objects
  - Environmental context: Vibration, earthquake
- Sensor: Ballswitch
  - (nearly) no quiescent current
  - Various types, filled with gas/liquid
  - e.g. Acceleration with fixed value (liquid)
  - Vibration (filled with gas)



# Context aware computing


## Examples and case studies: Context Watcher


- Context Watcher
  - Location
    - GSM cell-ID; GPS
  - Mood
    - user input
  - Activity
    - calender based
  - Bio-data
    - heart and foot sensors
  - Weather
    - location based over internet
  - Photo/picture
    - camera



# Context aware computing

## Examples and case studies: Context Watcher



Picture	Context Data
	cell id: 10571 altitude: 59.4 speed: 115.1 km/h course: 246.6 pos: (52.279, 6.503) range: 1 m street: E30 postal code: 7462 city: Rijssen (NL)



📅 Saturday, March 24, 2007

### A day in Papendrecht

The weather that I enjoyed today: it has been rather cloudy in Alblasserdam, 1/9°C, with a relative humidity of 93%, a gentle breeze was blowing from north to northeast. The cities that I visited today: Papendrecht (7.4h), Dordrecht (1.6h), Alblasserdam (4.5h). The max of speed that I had today: 104.9. The photos that I took today:



# Context aware computing

## Examples and case studies: TEA

---

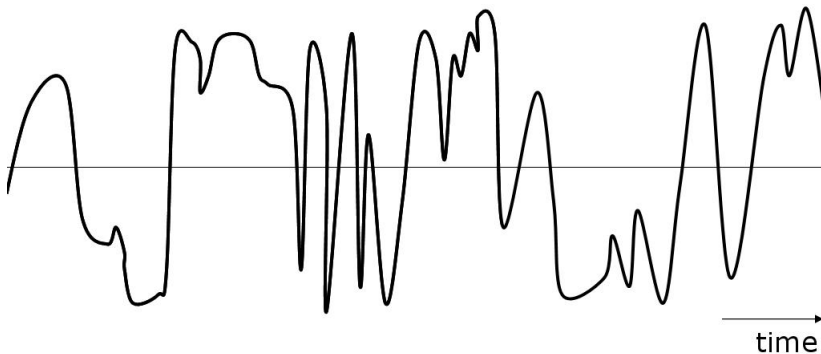
### TEA-Audio

- Requirements
  - Restricted memory space
  - Computing power restricted
- Benefit
  - Many sensors  $\rightarrow$  Many features
- Example approach
  - Utilise time domain (no transformation)
  - Utilise statistic measures
  - Feature extraction based on small amount of data

# Context aware computing

## Examples and case studies: TEA

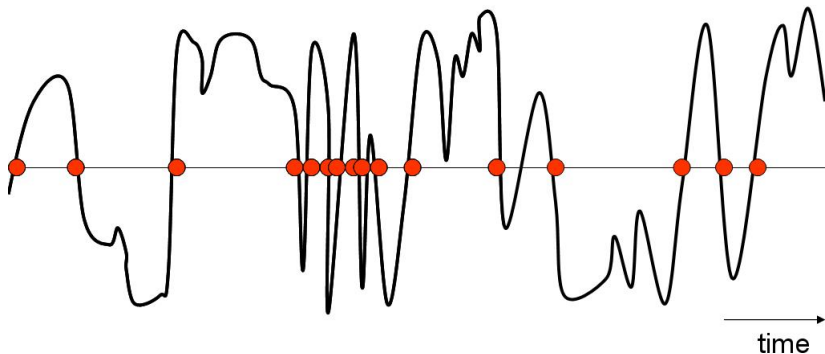
- Audio data in time domain



# Context aware computing

## Examples and case studies: TEA

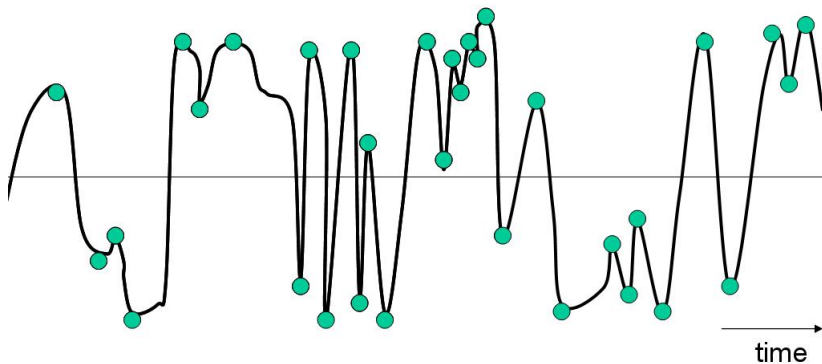
- Count zero crossings
- Distance between zero crossings



# Context aware computing

## Examples and case studies: TEA

- Count of direction changes

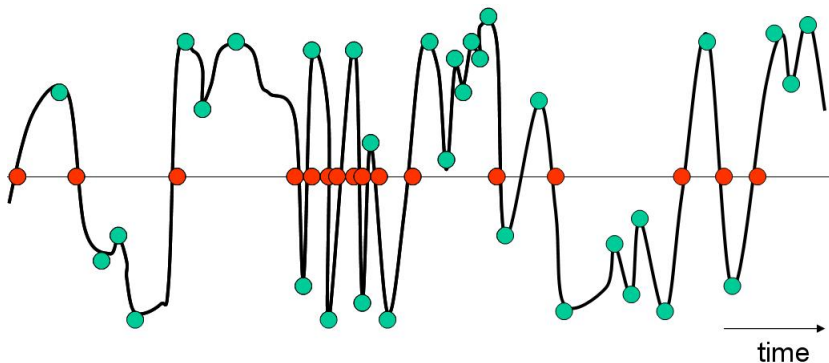




# Context aware computing

## Examples and case studies: TEA

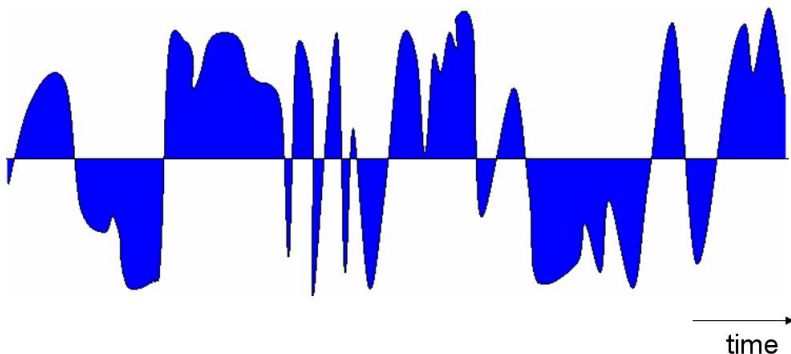
- ratio:  $\frac{\text{direction changes}}{\text{zero crossings}}$



# Context aware computing

Examples and case studies: TEA

- Integral

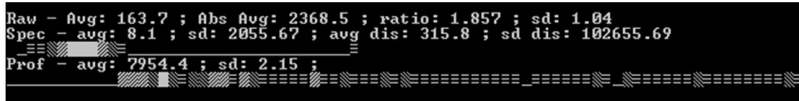


# Context aware computing

## Examples and case studies: TEA

- Several chunks for speech

whistling



Whistling

speech



1

2

3

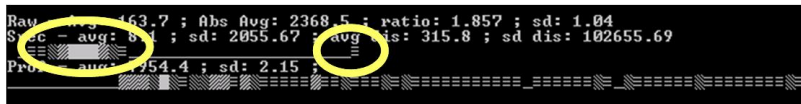
4

# Context aware computing

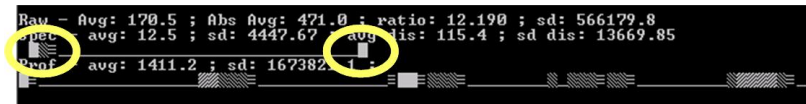
## Examples and case studies: TEA

- Distance between zero crossings: distinct behaviour of oscillation at start and end

whistling



speech



# Context aware computing

## Examples and case studies: TEA

- Distinct ratio:  $\frac{\text{zero crossings}}{\text{direction changes}}$

### whistling

```
Raw - Avg: 163.7 ; Abs Avg: 2368.5 ; ratio: 1.857 ; sd: 1.04
Spec - avg: 8.1 ; sd: 2055.67 ; avg dis: 315.8 ; sd dis: 102655.69
Prof - avg: 7954.4 ; sd: 2.15 ;
```

### speech

```
Raw - Avg: 170.5 ; Abs Avg: 471.0 ; ratio: 12.190 ; sd: 566179.8
Spec - avg: 12.5 ; sd: 4447.67 ; avg dis: 115.4 ; sd dis: 13669.85
Prof - avg: 1411.2 ; sd: 1673821.1 ;
```

# Context aware computing

## Examples and case studies: TEA

- Significant change in standard deviation of chunks

whistling

```
Raw - Avg: 163.7 ; Abs Avg: 2368.5 ; ratio: 1.857 ; sd: 1.04  
Spec - avg: 8.1 ; sd: 2000.0 ; avg dis: 315.8 ; sd dis: 102655.69  
Prof - avg: 7954.4 ; sd: 2.15 ;
```

speech

```
Raw - Avg: 170.5 ; Abs Avg: 471.0 ; ratio: 12.190 ; sd: 566179.8  
Spec - avg: 12.5 ; sd: 4448.57 ; avg dis: 115.4 ; sd dis: 13669.85  
Prof - avg: 1411.2 ; sd: 1673821.1 ;
```