Network Reprogramming at Scale

NEST Retreat January, 2004

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Programming wireless sensor nodes

- **In-System-Programming (ISP)**
  - Code is loaded to a sensor node through parallel or serial cable directly connected to the host.
  - Can be a problem with a large number of sensor nodes.

- **Network Reprogramming**
  - Code is sent to multiple nodes through radio.
  - Add/change functionality for large number of nodes over a wide area.
  - Increased productivity for debugging/testing
Organization

- Network reprogramming implementation in TinyOS 1.1 is limited.

- Node-level Representation and System Support
  - Supporting incremental updates
  - Jaein Jeong

- Deluge: Data Dissemination Protocol
  - Multihop code delivery
  - Jonathan Hui, Gilman Tolle
Node-level Representation and System Support

Jaein Jeong
Network Programming Concept

Unlike ISP, in network programming, a sensor node cannot write program code directly to the program memory.

Network programming is done in two steps:

- **Code Delivery**
  - Program code is saved in external storage (external flash in XNP).
  - Possible retransmission of lost packets.

- **Program Loading**
  - The boot loader loads program code to program memory.
  - Program starts after reboot.

![Network Programming Diagram]

- ProgramImage BaseAddress
- ExternalFlash
  - Lbytes
  - Used for Other Purposes
- ProgramMemory
  - Lbytes
  - Bootloader section
- SRECline
Design considerations for incremental update

- Simple node operations
  - The program history is maintained in the host.
  - The host compares two program images in fixed sized blocks and sends a block or sends a “copy” msg as update script.
  - Sensor nodes builds program image based on update script.

- Reuse the existing infrastructure
  - A contiguous memory space is allocated for the new and the previous program images
  - Supports non-incremental network programming with minimum efforts.
The program storage (external flash) is organized in two sections: current and previous sections.

In each section, a line of the program binary code (SREC file) is stored as a 32-byte record.

Boot loader is modified so that it can copy code from any section on external flash.
The host generates update script by comparing program images in fixed size blocks.

- Current and previous image blocks are compared.
- If the two blocks match, the host sends "copy" command to sensor nodes.
- Otherwise, the host sends the data bytes for the current program block.

\[ B = 256 \text{ bytes} \]
Experiments – sample applications

We used the two sample applications:

- XnpBlink and XnpCount.
- simple applications to demonstrate the use of network programming.
- Application specific code takes less than 10% of the total source code.
  - XnpBlink: 157 lines out of 2049
  - XnpCount: 198 lines out of 2049
Experiments – test scenarios

- For evaluation, we considered the following cases:
  - **Case 1 (Minimum program change)**
    - Two copies of XnpBlink only different in the timestamp embedded during compilation time.
  - **Case 2 (Small change)**
    - Modified a line in XnpBlink source code to change its LED blinking interval.
  - **Case 3 (Major change)**
    - We sent the difference in the code for XnpCount from XnpBlink application.
Experiments

The transmission time depends on number of blocks common between two program images.

The following table shows how many lines (1 block = 16 lines) are different between the previous and the current program image for three test scenarios.

<table>
<thead>
<tr>
<th></th>
<th>Case 1</th>
<th>Case 2</th>
<th>Case 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lines in SREC file (previous image)</td>
<td>1139</td>
<td>1139</td>
<td>1139</td>
</tr>
<tr>
<td>Lines in SREC file (new image)</td>
<td>1139</td>
<td>1139</td>
<td>1166</td>
</tr>
<tr>
<td>Different Lines</td>
<td>1</td>
<td>2</td>
<td>1066</td>
</tr>
<tr>
<td>Common Lines</td>
<td>1138</td>
<td>1137</td>
<td>100</td>
</tr>
<tr>
<td>Blocks to transmit</td>
<td>1</td>
<td>2</td>
<td>71</td>
</tr>
<tr>
<td>Blocks to copy on the sensor node</td>
<td>71</td>
<td>70</td>
<td>2</td>
</tr>
</tbody>
</table>
Experiments – Results

- For case 1 and 2, where most blocks between the two programs are the same, the incremental network programming ran much faster than XNP (3.6 times for case 1 and 3.5 for case 2).
- For case 3, where most blocks are not common, the programming time was close to that of XNP.
Discussion and Future Works

- Not much of code is shared in binary files.
  - Our approach reduced code propagation traffic for small change of code, but was not effective for more general cases.
  - Needs better compiler support for maximizing binary code reuse.
- Separate code blocks for the current and the previous versions.
  - Programming time increases due to overhead of copying blocks.
  - Needs a level of indirection for the program storage.
Deluge:
Dissemination Protocol

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Deluge: Goals

- Create a multi-hop dissemination protocol for program data
  - Program size (128k) >> RAM (4k)
  - 100% Reliability required
- Minimize energy
- Minimize time-to-completion
  - Time for all nodes in a connected network to receive all required data
  - Useful for debugging/testing applications
- Minimize RAM requirements
Deluge: Assumptions

- Connected network
- All nodes execute same code
- Received packets from network stack are not corrupted
- Most nodes have already received version $n$ before $n + 1$
  - For efficient incremental upgrades
Deluge: Data Representation

- Program image divided into contiguous *pages*, each consisting of $N$ *packets*.
  - Page-size buffers reasonable to allocate in RAM
- *Packets* are of fixed size $k$
  - $k$ chosen to fit in packet supported by network.
Deluge: Basic Protocol (1)

- Periodically Advertises
  - Version Number, bit-vector describing set of pages available to send
  - Delay between advertisements varied to conserve energy and lower channel utilization
Deluge: Basic Protocol (2)

- **Request**
  - When a node needs to upgrade the image to match a newer version
  - Requests lowest numbered page required
  - Version number, page number, bit-vector of required packets
Deluge: Basic Protocol (3)

- Broadcast Data
  - All requested packets
    lowest numbered
    requested page sent
  - Version number, page
    number, packet
    number, data.
  - Allows for snooping
Deluge: Basic Protocol (4)

- **NACK**
  - Notify sender of dropped packets
  - Essentially the same as any other request
  - Gives up after a few requests in case of asymmetric links
Deluge: Basic Protocol (5)

- Advertise New Data
  - Basic approach: advertise after receiving entire image
  - Optimization: advertise after receiving each page
Deluge: Enhancements

- Basic protocol is similar to SPIN-RL
  - SPIN-RL does not consider large multi-page data objects
- Transferring entire image only between two nodes at a time can be improved upon
- We will consider many new optimizations to the basic protocol described earlier
- Maintain philosophy of strictly local decisions and avoid the need for neighbor tables
Deluge: Evaluation Strategy

- Test basic protocol in simulation
- Examine effects of individual optimizations to protocol
- Choose the most effective optimizations
- Examine protocol performance as network scale increases
Deluge: Simulation Setup

- Network represented as a grid
- New pages originate at corner node
- Parameters:
  - Number of nodes (25)
  - Distance between each node pair (ranges from 0 to 20)
  - Pages in image (3)
  - Size of pages (512B)
- TOSSIM Empirical radio model
Deluge: Time vs. Energy

- Measured total energy used by the nodes (based on WSNA ’02)
- No explicit power management enabled
- Idle listening dominates
- Reducing runtime will provide the most drastic reduction in energy costs
Deluge: Optimization Tests

- More effectively utilize the full bandwidth of the network
- Manage contention
- Lessen the effect of lossy communications
- Optimizations:
  - Transmit Data Rate
  - Spatial Multiplexing
  - Sender Selection
  - Sender Suppression
  - Forward Error Correction
Deluge: Transmit Data Rate

- Varying Transmit Data Rate
  - Slower rates lessen contention caused by neighboring senders, but increase total runtime
  - Faster rates decrease the time to completion, but may increase contention
  - Will increased rate result in faster time to completion, or will effects of contention negate benefits?
  - Tested 4, 8, and 16 pkt/sec, and full speed
Deluge: Results

- Higher-speed send saves time (and thus energy)
- Sending at channel capacity required more data messages because of retransmissions
- High-speed sending is the best choice for our purposes
Deluge: Spatial Multiplexing

- **Spatial Multiplexing**
  - Take advantage of limited range radios
  - Advertise available pages immediately after receiving each page
  - Allow completed pages to propagate even if entire program image is incomplete
  - Pipelining pages should decrease time to completion, and effectively use the multi-hop network
Deluge: Results

- Saved time and required sending fewer messages at all densities
- Per-page pipelining is a definite gain
Deluge: Sender Selection

Sender Selection

- Want to minimize number of senders while still providing coverage for the requesters

Four heuristics explored:

- Request from node most recently advertised ("memoryless")
- Request from closest neighbor based on hop count estimate
- Request from node furthest from source
- Request from node closest to source
Deluge: Results

- No effects in moderately dense networks
- "Memoryless" sender selection was best in sparse networks
- Decreased ratio of senders to receivers is more important as the cost of collisions grows
- May minimize total senders by preventing divergence of "best sender" for different nodes
Deluge: Sender Suppression

- Sender Suppression
  - Sending node aborts the transmission of a page if neighbors are also sending
  - Tradeoff between allowing senders to reach more nodes at a time, and preventing contention.
  - Tested suppression after single packet heard, half page, full page of packets
  - Did not explicitly consider methods for dealing with hidden terminal problem

Diagram:
- Overhearing
- Hidden Terminal
Deluge: Results

- No effects at moderate densities
- Single overheard packet impairs performance with sparse networks
- MAC collision avoidance may reduce benefits of proactive sender suppression
Deluge:
Forward Error Correction

- Forward Error Correction
  - Add extra redundant information such that data can be reconstructed from subset of packets
  - Should lessen the need for retransmit requests, at the expense of more data transmission
  - Tested 4, 5, and 6 packets required to reconstruct 3 packets
Deluge: Results

- Much more useful in sparse networks, due to retransmit cost
- Not much difference between stretch factors
- Overall message cost is still higher with FEC
Deluge:
Optimization Conclusions

- High-speed send and spatial multiplexing are advantageous at all densities
  - Power scheduling may reduce the advantage of high-speed sending
- “Memoryless” sender selection is good enough and maintains the least state
- Forward error correction is very important in sparse networks
- Many optimizations had little effect
- Simple approach works
Deluge: Scalability Tests

- Tested scaling performance as
  - Image size increases
  - Network becomes less dense while maintaining fixed number of nodes
  - Network becomes larger with a fixed density
Deluge: Image Scaling

- Should be linear in image size
- Expected a sub-linear increase in multi-hop network due to pipelining
- Results are at least linear
Deluge: Density Scaling

- Examined the effect of decreasing density in earlier tests
- Increasing lossiness should lead to retransmit requests and retransmissions
- Each lost packet requires multiple packets for retransmission
  - Should see time grow exponentially as lossiness increases and density decreases
- Saw the expected exponential scaling as the grid grew more sparse
Deluge: Size Scaling

- Time should increase linearly with network diameter
- Saw super-linear increase in our tests
- Indicates that we need to manage contention more effectively
- This result may be partially due to increasing number of neighbors as network grows
Deluge: Contention Analysis

- At diameters tested, average neighbors per node grows as network grows (edge effect)
- Expected to level off as network grows larger
- May account for increasing contention
- Need to test at increasing diameters with constant neighbor count
Deluge: Hardware Results

- Successful transmission of 3 pages across 3-node multi-hop network (mica1)
- Deluge requires at least 1KB of RAM for 2 page-sized buffers
  - May be able to reduce this by using EEPROM buffer
- Deluge requires 16 KB of ROM
  - Includes all required TinyOS components
  - Much room for program size optimization
Deluge: Future Work

- Control message suppression
  - Reduce contention, robustness to varying node densities
- Concurrently running applications
  - How to transition from action to reprogramming
- Reducing energy consumption
  - Possibly utilize some form of power scheduling
- Multiple programs/versions
  - Allow specific nodes to be upgraded with different programs
  - Efficient incremental upgrades between different versions
Deluge: Demonstration

- TOSSI M Demo!