

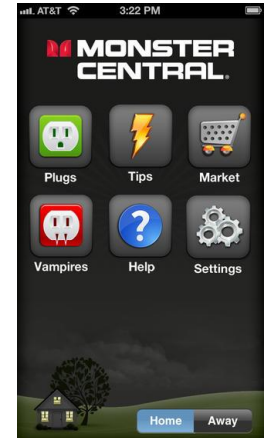
Networking the World

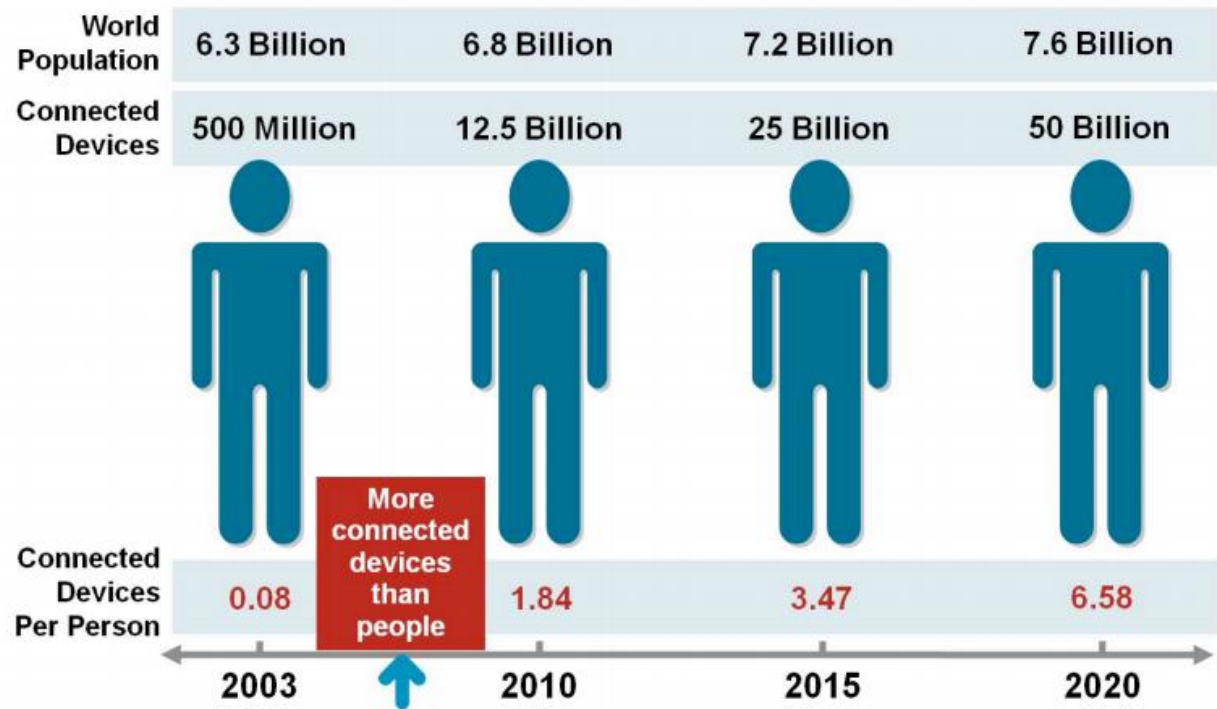
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September 5, 2014

Networks have traditionally been used to connect people

We are starting to network people to physical world





Source: Cisco IBSG, April 2011

Wireless network of devices

Scale

Energy

Scale

How to achieve these
properties despite the scale?

Reliability

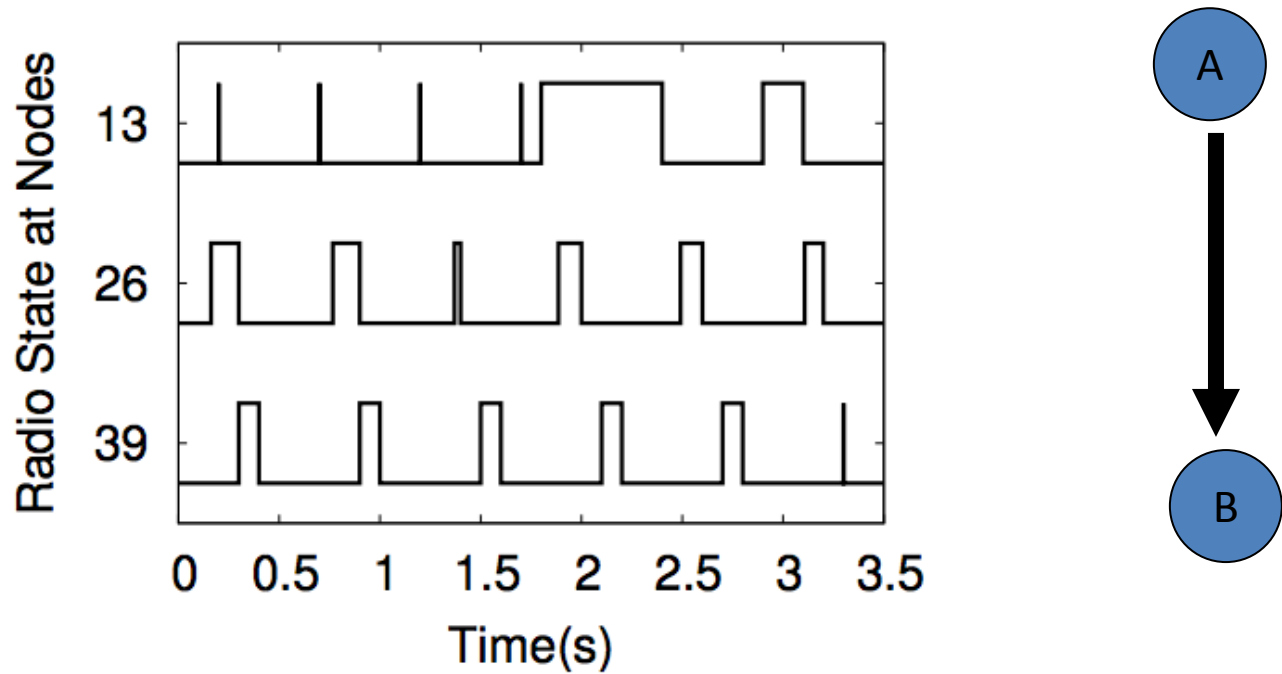
Efficiency

Capacity

Energy

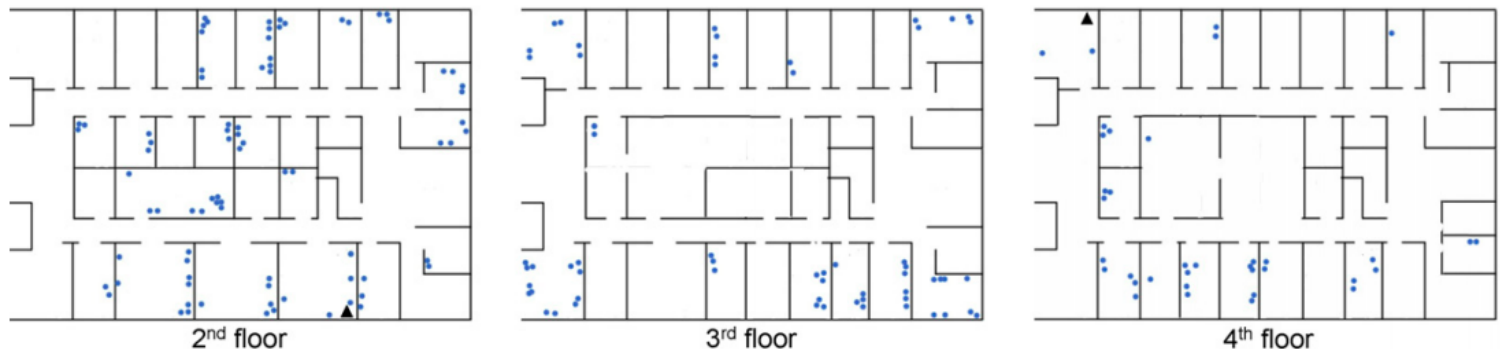
Some devices have limited energy storage or generation capability

Some specific examples from
my research

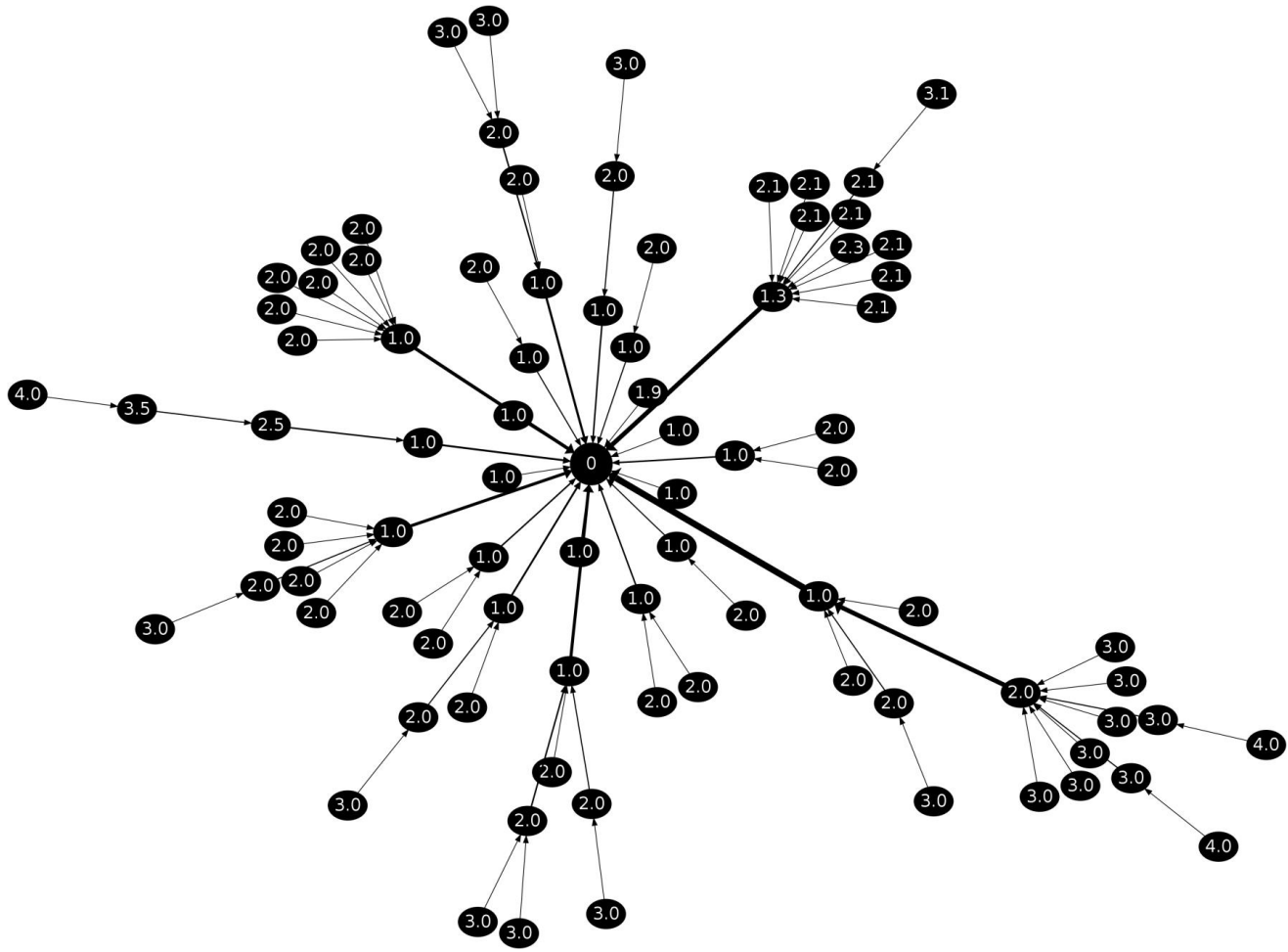


How does the transmitter know the receiver radio is on?

Powernet Deployment

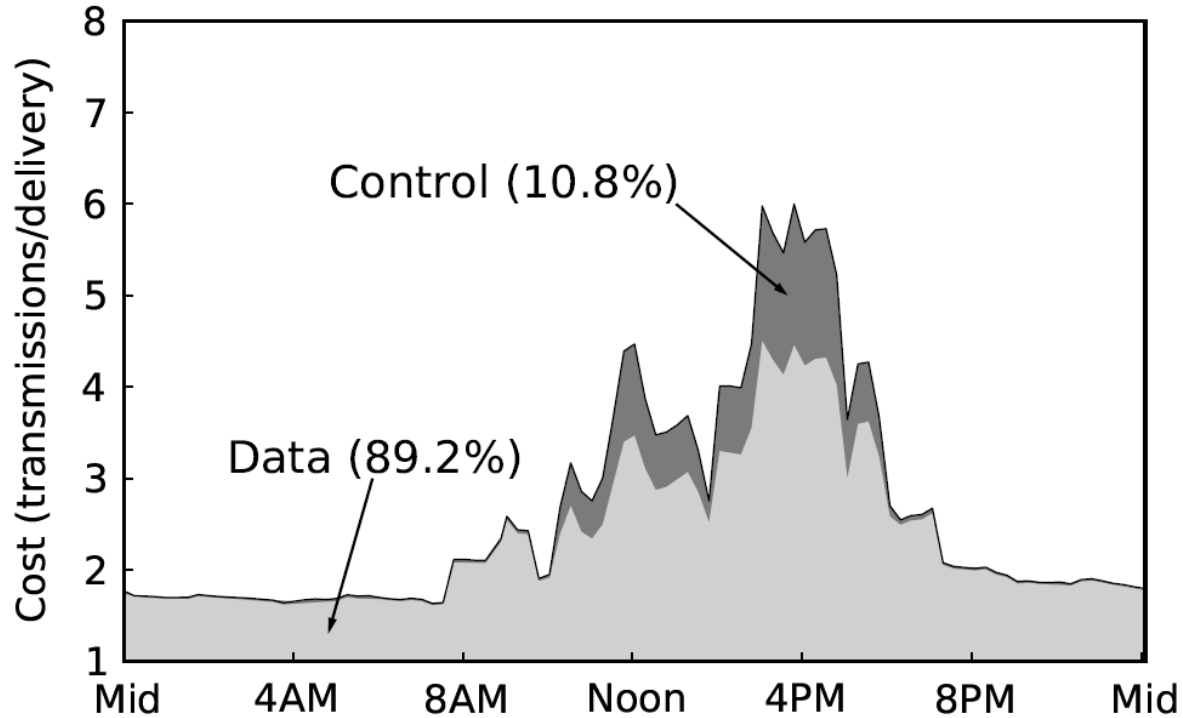


How do we collect data from all these sensors?



Multi-hop the data if the radio has limited range

Performance over time



Need high performance despite changes in the environment

How do we do systems research?

Come up with new ways to build these networks

Study existing networks and make them better

Write lots of low-level and high-level code.

Across the *network stack*

Run the code on a variety of devices
(depending on your research)

Use simulators as appropriate
(but don't stop there)

Embedded platforms and sometimes
phones, servers, ...

Sometimes deploy them

Testbeds (twonet)

Offices (powernet)

Cities (bridges)

Collect and analyze data

Re-design

Re-deploy

Learn and Advance

Platforms

Stacks

Protocols

Applications

Visit

<http://www.researchdiaries.org>

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