

Intelligent Wireless Sensor Network Simulation: Flood Use Case

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PhD Jie SUN

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Outlines

- Context Aware System
- New Formalisation of Context
- Flood Use Case
- Simulation Tool
- Experiments based on data of Orgeval watershed



Definitions of Context

- ❑ Context

“Context is any information that can be used to characterize 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 the application themselves” (Abowd et al., 1999)

- ❑ Low level context

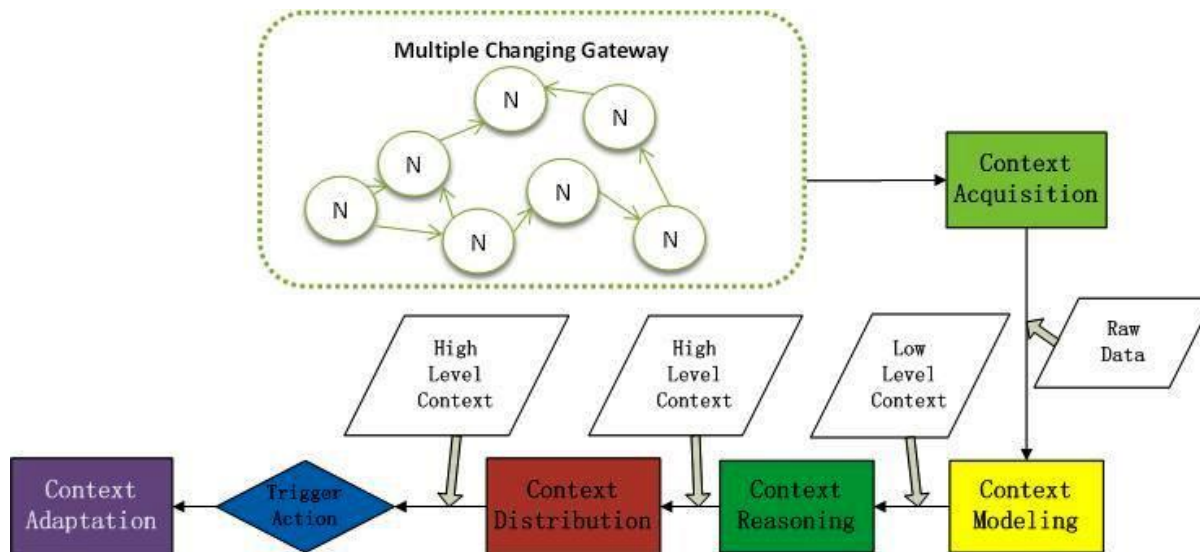
corresponds to the raw data acquired by sensors or static data provided by users.

- ❑ High level context

is computed from the low level one, with more informative data associated to the application and the use

Adaptive Context Aware System

Several processes





Adaptive Context Aware System

Context acquisition: collecting raw data and metadata that are useful to build the context.

Context modelling: organisation of the collected data through a specific context data model. The process gives an interpretation to each raw data. For example, the value 24 becomes the measurement of the outdoor temperature in degree Celsius. This process builds the low level context. This process is also called annotation or tagging.

Context reasoning: the high level context is computed or inferred from the low level one. This process can imply different approaches based on machine learning or rule engine.

Context distribution: diffusion of the high level context to the different consumers, for example, the end user or any system components that are able to adapt their actions according to the current context.

Context adaptation: actions to adapt any system components according to context changes



New Formalisation of Context: our Definitions

- ❑ State

“a qualitative data which changes over times (summarizing a set of information)”

- ❑ Context

“a set of entities characterized by their state, plus all information that can help to derive any state changes of these entities”

- ❑ Observable entity

“entity that is directly observed by sensors”

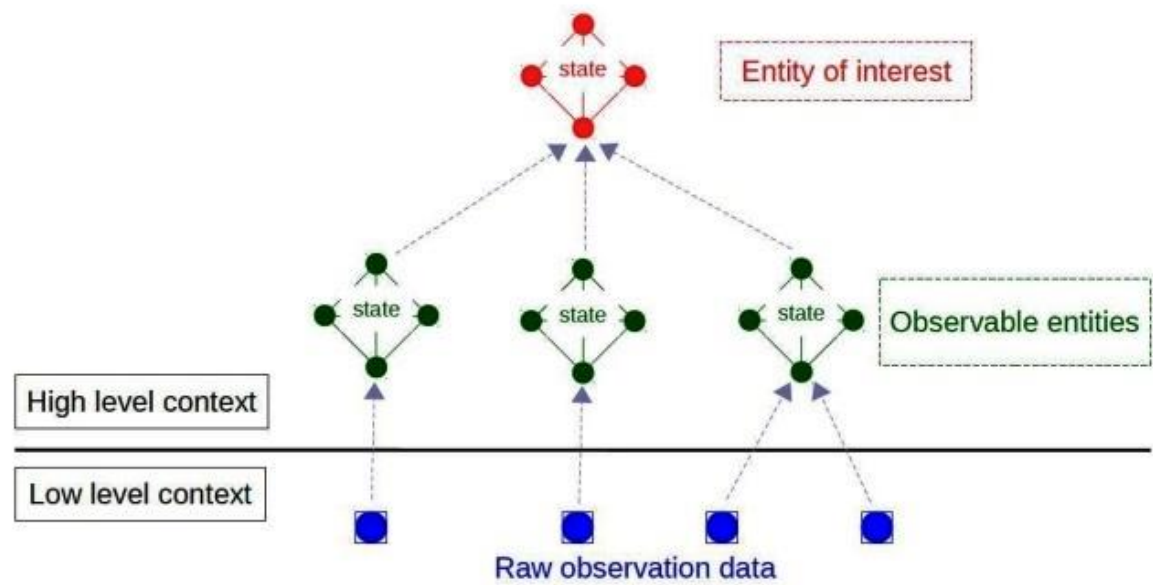
- ❑ Entity of interest

“entity whose characterisation is obtained from one or many other entities and required by the application”



Illustration of our Entity Classes

Two types of entities:
Observable Entity
Entity of Interest

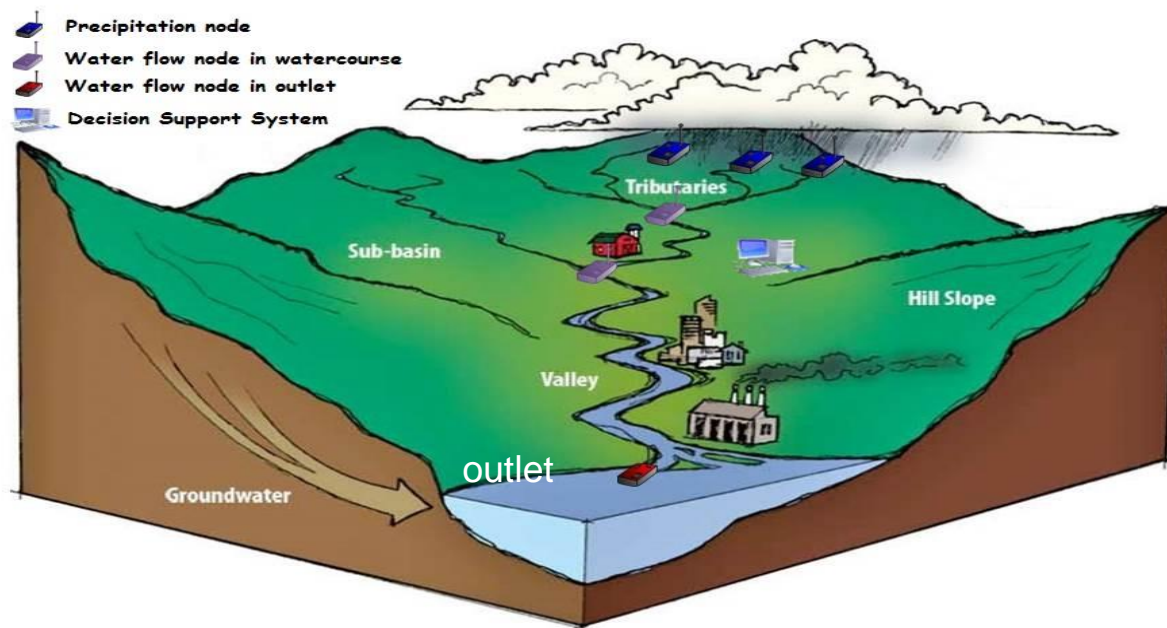




Benefits of Our Formalisation

- ❑ Clarify the reasoning process
- ❑ “Distribute” the reasoning process in several steps :
 - ❑ Infer the state of Observables Entities
 - ❑ Infer the state of Entity of Interest from the state of Observable Entities
- ❑ Make the management of rules easier
- ❑ Distribute the reasoning process in different components of the system

Flood Context Example: Watershed



Source (Heathcote, 1998) Primary components of a watershed



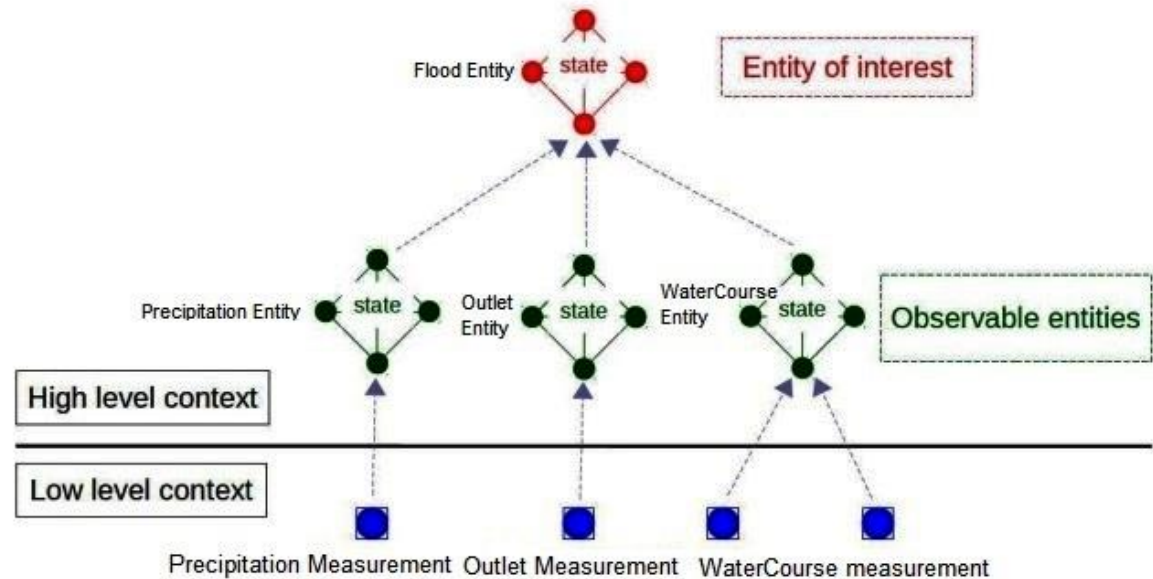
Flood Context Example Entities

Observable Entities:

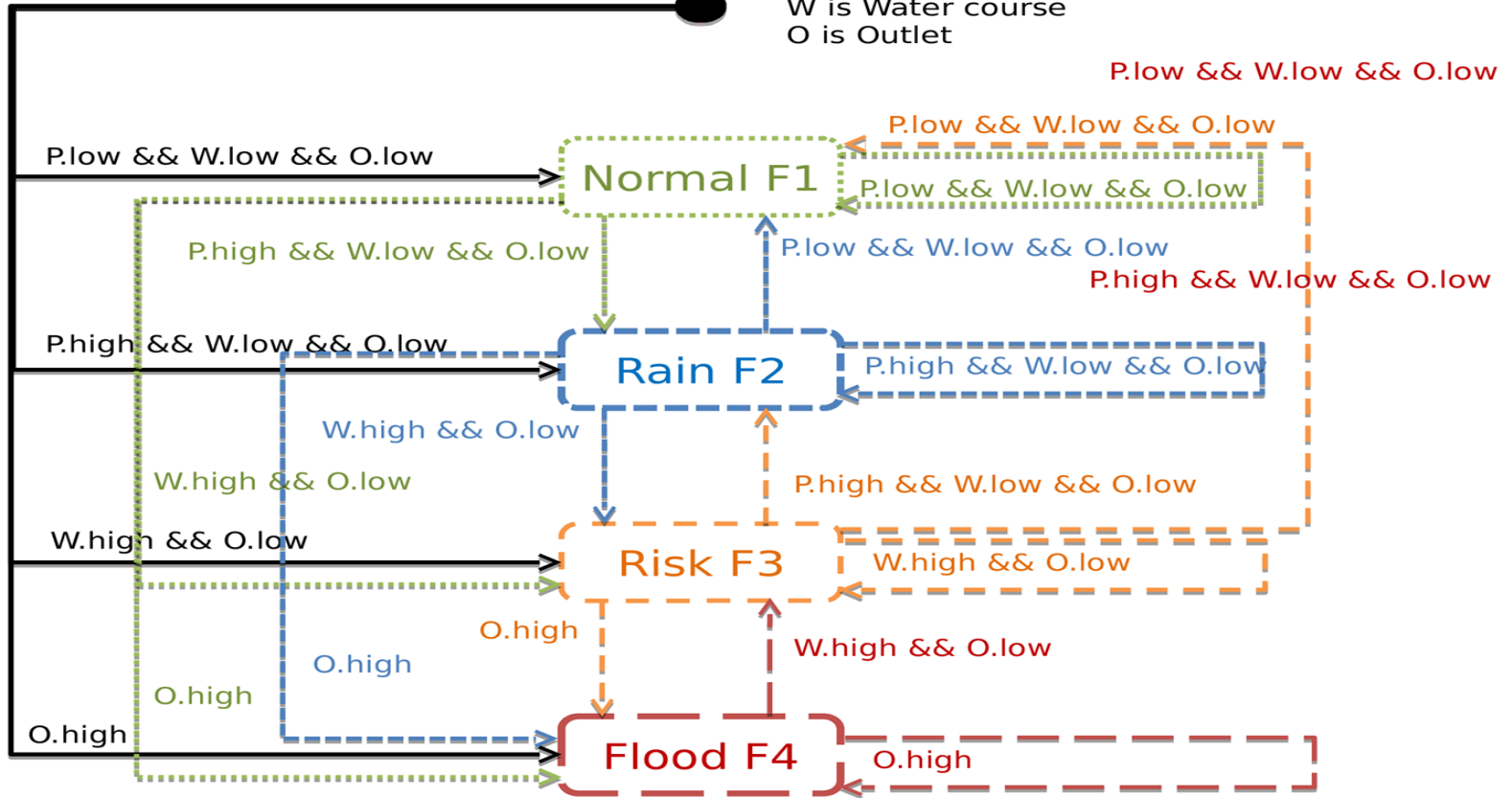
1. Precipitation
2. Watercourse
3. Outlet

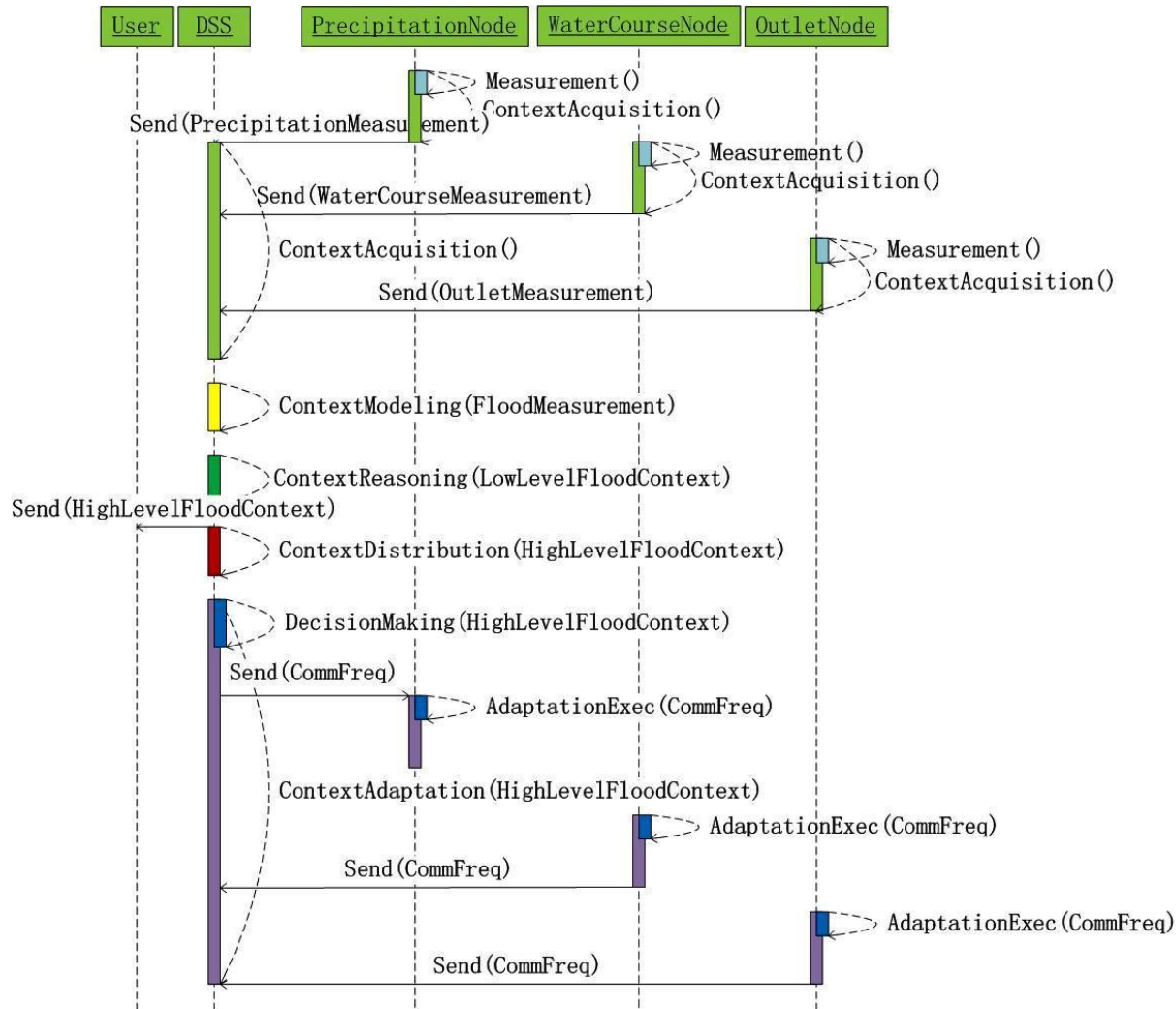
Entity of Interest:

1. Flood



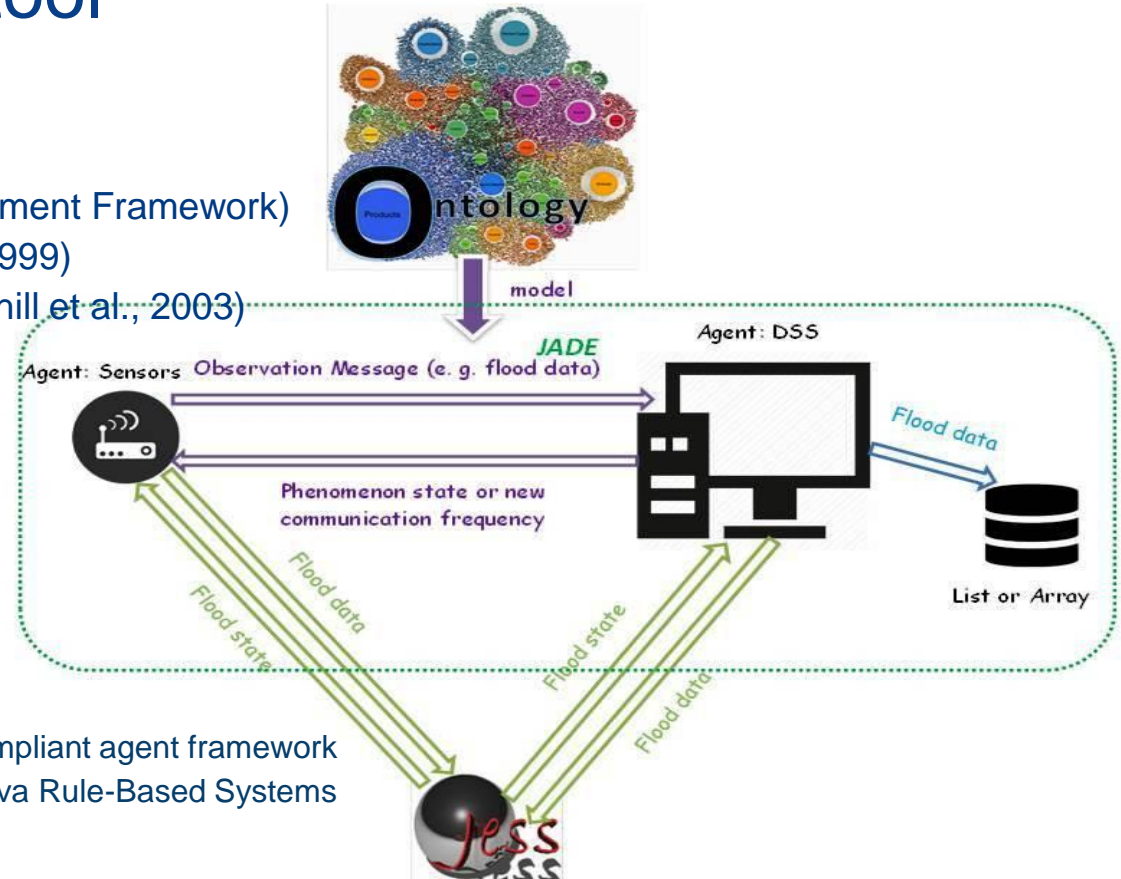
P is Precipitation
 W is Water course
 O is Outlet





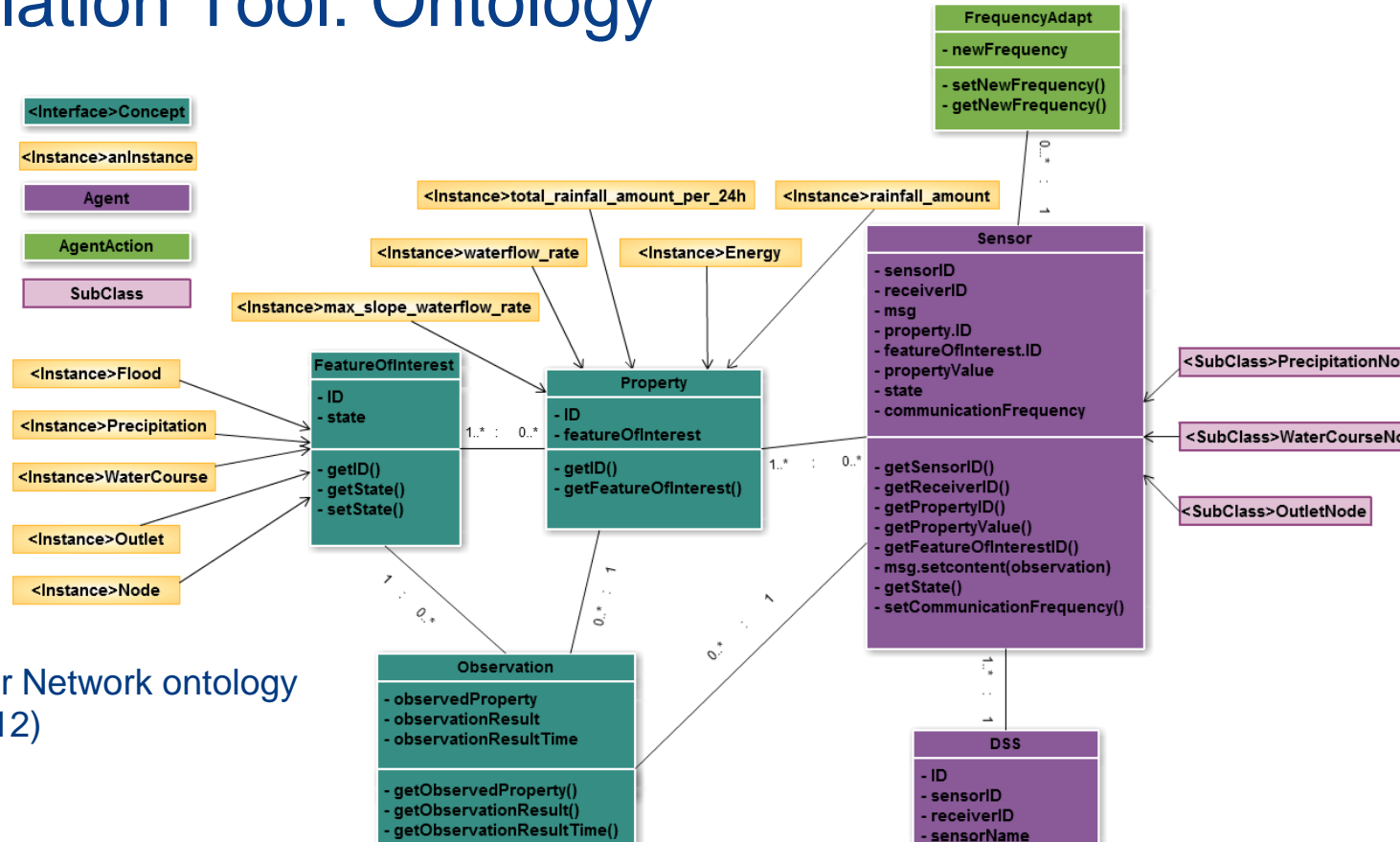
Simulation tool

- ❑ JADE (Java Agent DEvelopment Framework) (bellifemine et al., 1999)
- ❑ Jess rule engine (friedman-hill et al., 2003)



(Bellifemine et al., 1999) JADE--A FIPA-compliant agent framework
 (friedman-hill et al., 2003) Jess in Action: Java Rule-Based Systems

Simulation Tool: Ontology



Based on Semantic Sensor Network ontology (SSN) (Compton et al., 2012)



Simulation Tool: Jess Rules Engine

Rule deducing the NORMAL state of Flood entity

```
(defrule floodState_NormalFl
(declare (salience 10))
?p <- (pluvio {state == low})
?w <- (WaterCourse {state == low})
?o <- (outlet {state == low})
?f <- (flood)
=> ( modify ?f (state fl) )
)
```



Simulation: Data source

- ❑ French Orgeval watershed managed by Irstea (Agir pour Orgeval., 2012)
 - ❑ 3 weather stations
 - ❑ 3 stream gauges
 - ❑ Année 2007 (threshold calculation) et 2008 (tests)
- ❑ Configuration
 - ❑ Aggregation functions of measurements for wireless sensor node : total amount precipitation for 24 hours, max slope of waterflow rate from 6 hours
 - ❑ Aggregation functions for the DSS: sum, max
 - ❑ Thresholds for each type of entities

Simulation: Defined systems

❖ System 1

◆ Classic Context-aware system

- ❑ Acquisition frequency = Raw data acquiring per minute
- ❑ Acquisition frequency = Transmission frequency

❖ System 2

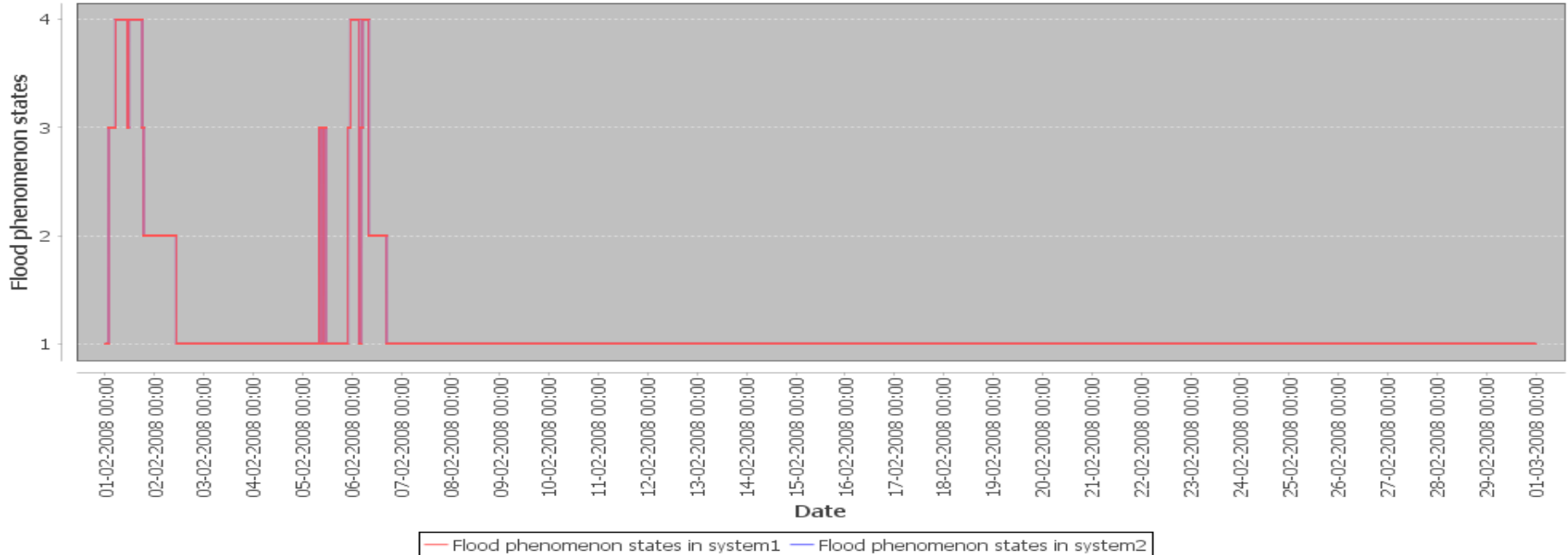
◆ Adaptive Context-aware system

- ❑ Acquisition frequency = Raw data acquiring per minute

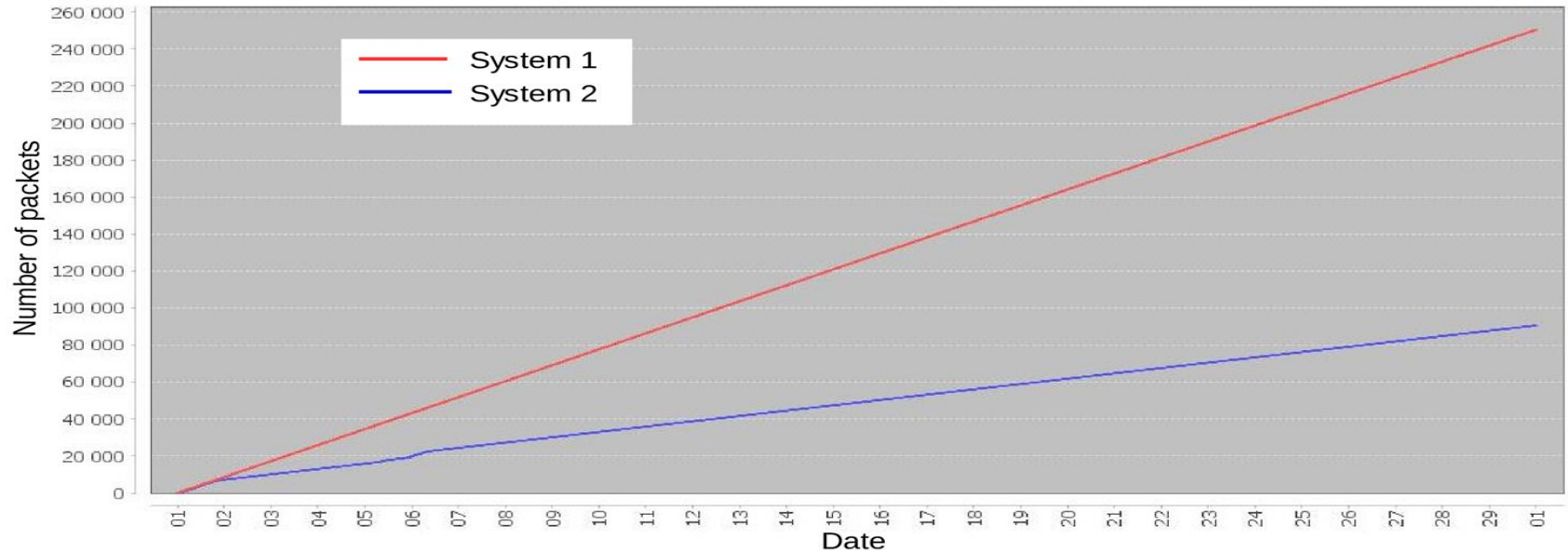
Flood State	NORMAL	RAIN	RISK	FLOOD
Transmission Frequency	1/3*Acquisition Frequency	1/2*Acquisition Frequency	Acquisition Frequency	Acquisition Frequency

Results: Flood phenomenon states

Flood phenomenon states in Orgeval

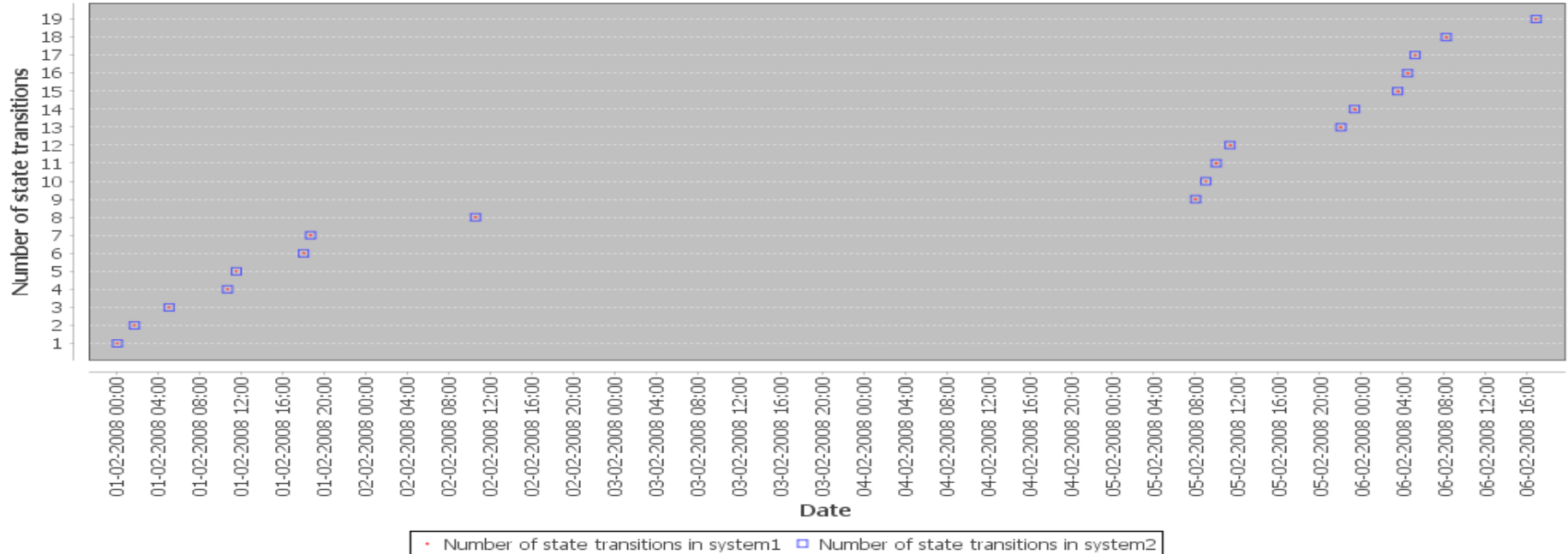


Results: Number of transmitted packets

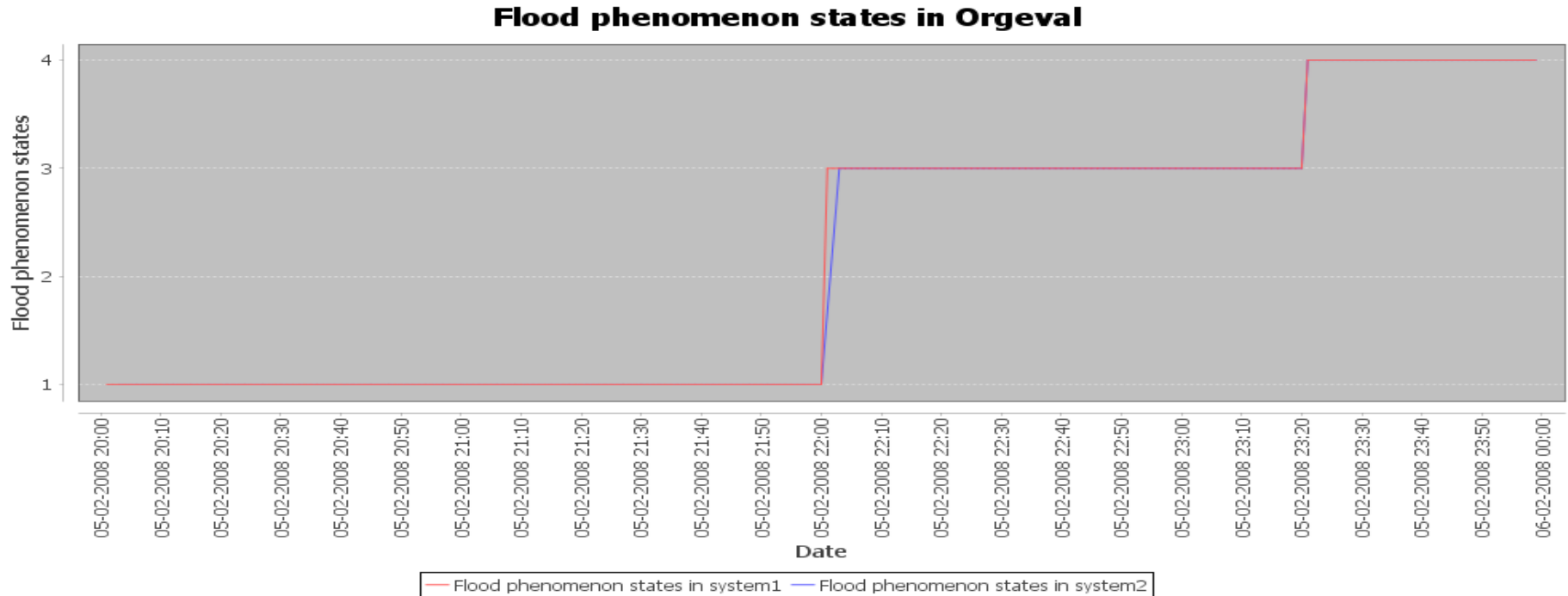


Results: Number of Flood phenomenon state transitions

Number of flood phenomenon states transitions



Results: Examples of flood phenomenon state timestamp difference





Conclusion

❑ Advantages

- ◆ Unified way to deal with all the components/entities of an observation process (WSN and studied phenomenon)
- ◆ Used in different application topics related to agriculture or environment

❑ Future work

- ◆ Different scenarios to solve the delay of flood risk events
- ◆ Different scenarios taking into account limited resources



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