

Dynamic Scheduling of Cover-Sets in Randomly Deployed Wireless Video Sensor Networks for Surveillance Applications



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IFIP Wireless days 2009

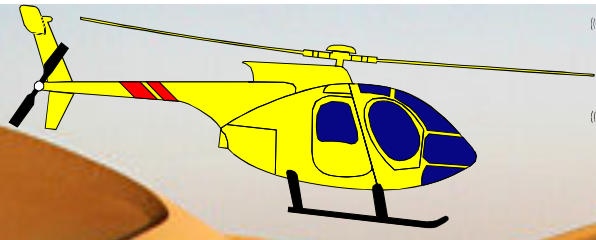
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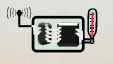

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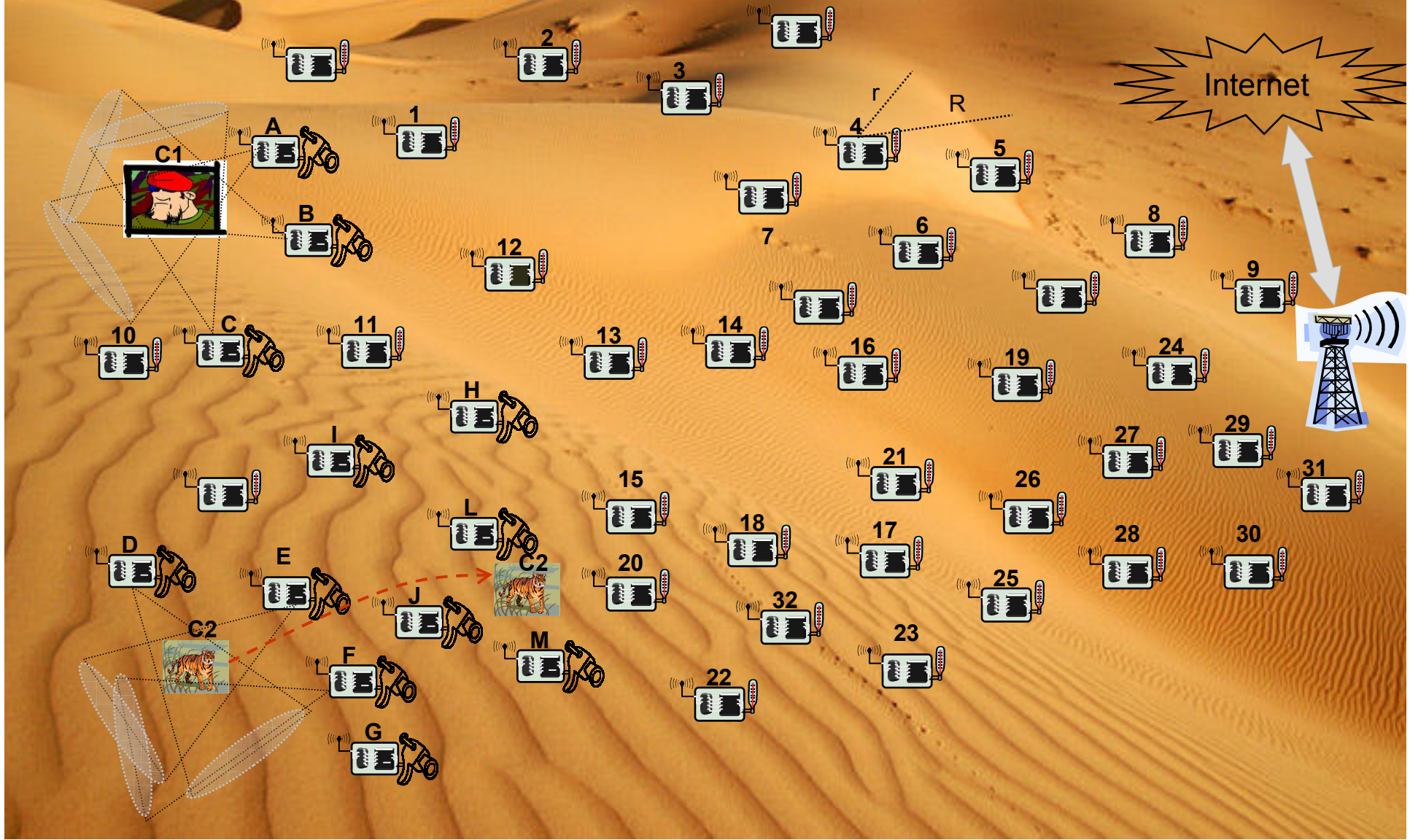
A background diagram showing a network of wireless sensor nodes. Each node is represented by a blue square icon with a white antenna and a small square on its face. The nodes are connected by a network of light blue dashed lines. Some nodes have concentric circles around them, representing their coverage area. The nodes are arranged in a roughly circular pattern, with some nodes having overlapping coverage areas.

Overview

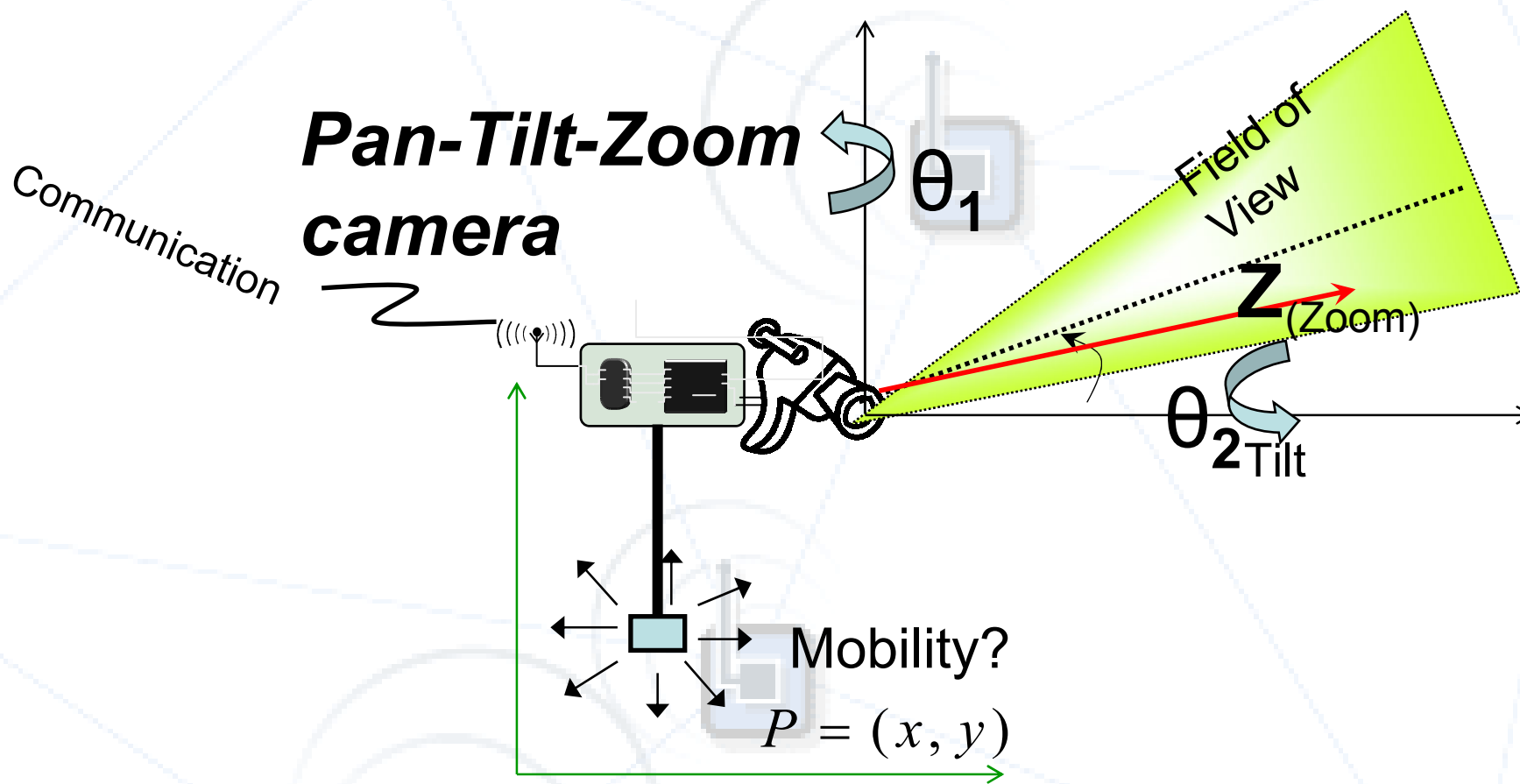
- Introduction of wireless video sensor networks
- Coverage and sensor scheduling problem
- Our scheduling algorithm for creating cover sets
- Reducing Ambiguities
- Experimental Results



-  Video sensor node
-  Scalar sensor node
-  Base station (Sink)



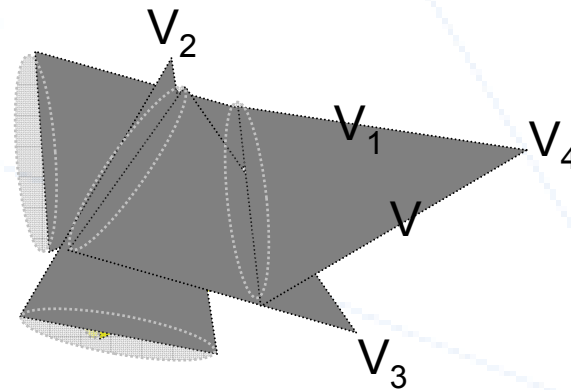
Video Sensor Node



$$N(P, \Theta_1, \Theta_2, Z)$$

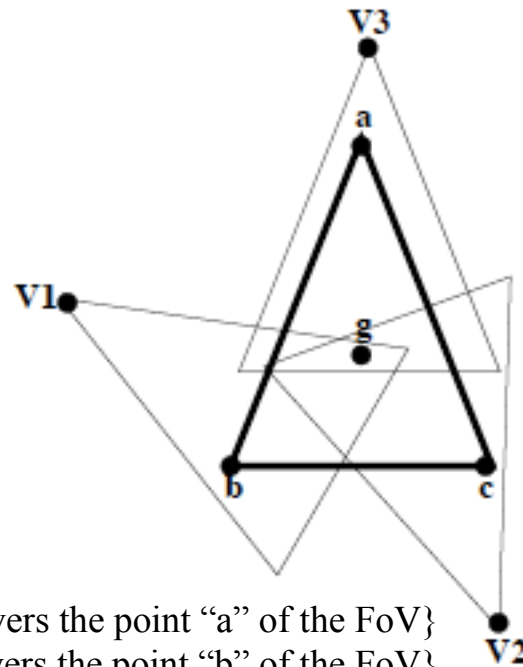
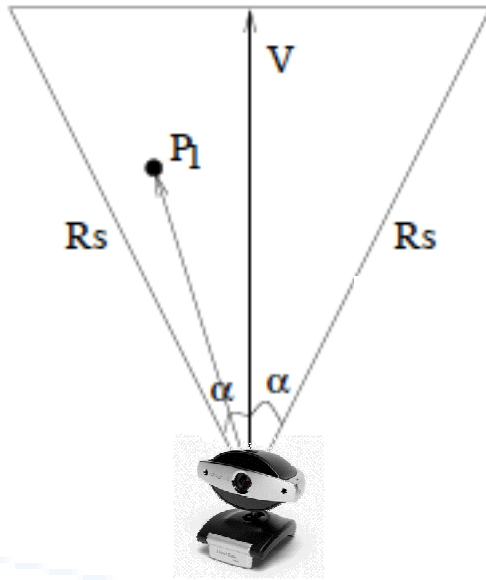
Node's cover set

- Each node v has a Field of View, FoV_v
- $Co_i(v)$ = set of nodes v' such as $\bigcup_{v' \in Co_i(v)} FoV_{v'}$ covers FoV_v
- $Co(v)$ = set of $Co_i(v)$



$$Co(v) = \{V_1, V_2, V_3, V_4\}$$

Finding v's cover set



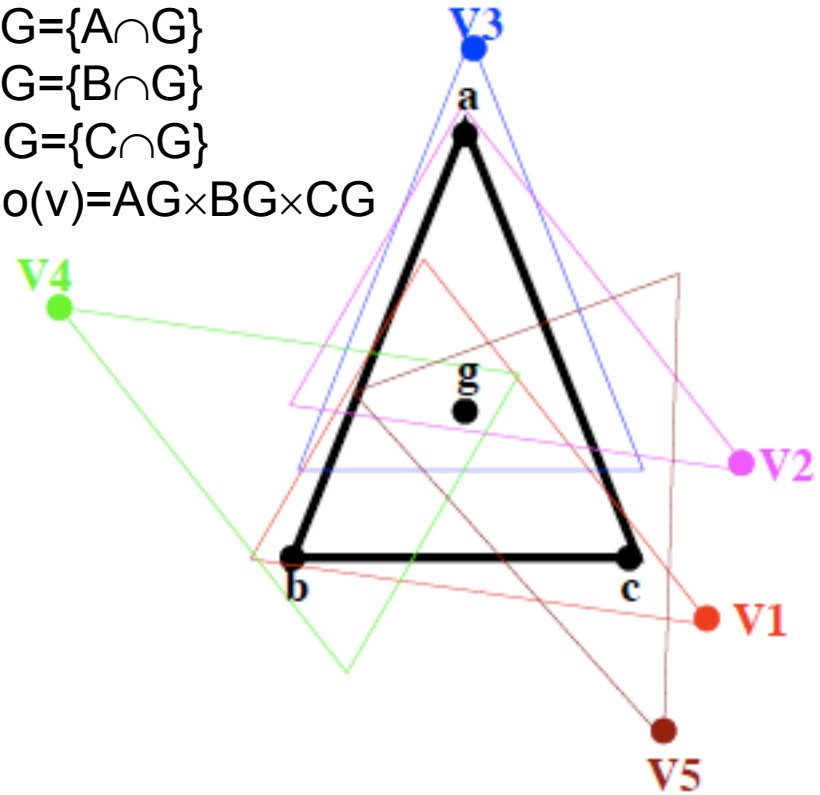
- $A = \{v \in N(V) : v \text{ covers the point "a" of the FoV}\}$
- $B = \{v \in N(V) : v \text{ covers the point "b" of the FoV}\}$
- $C = \{v \in N(V) : v \text{ covers the point "c" of the FoV}\}$
- $G = \{v \in N(V) : v \text{ covers the point "g" of the FoV}\}$

$$AG = \{A \cap G\}$$

$$BG = \{B \cap G\}$$

$$CG = \{C \cap G\}$$

$$Co(v) = AG \times BG \times CG$$

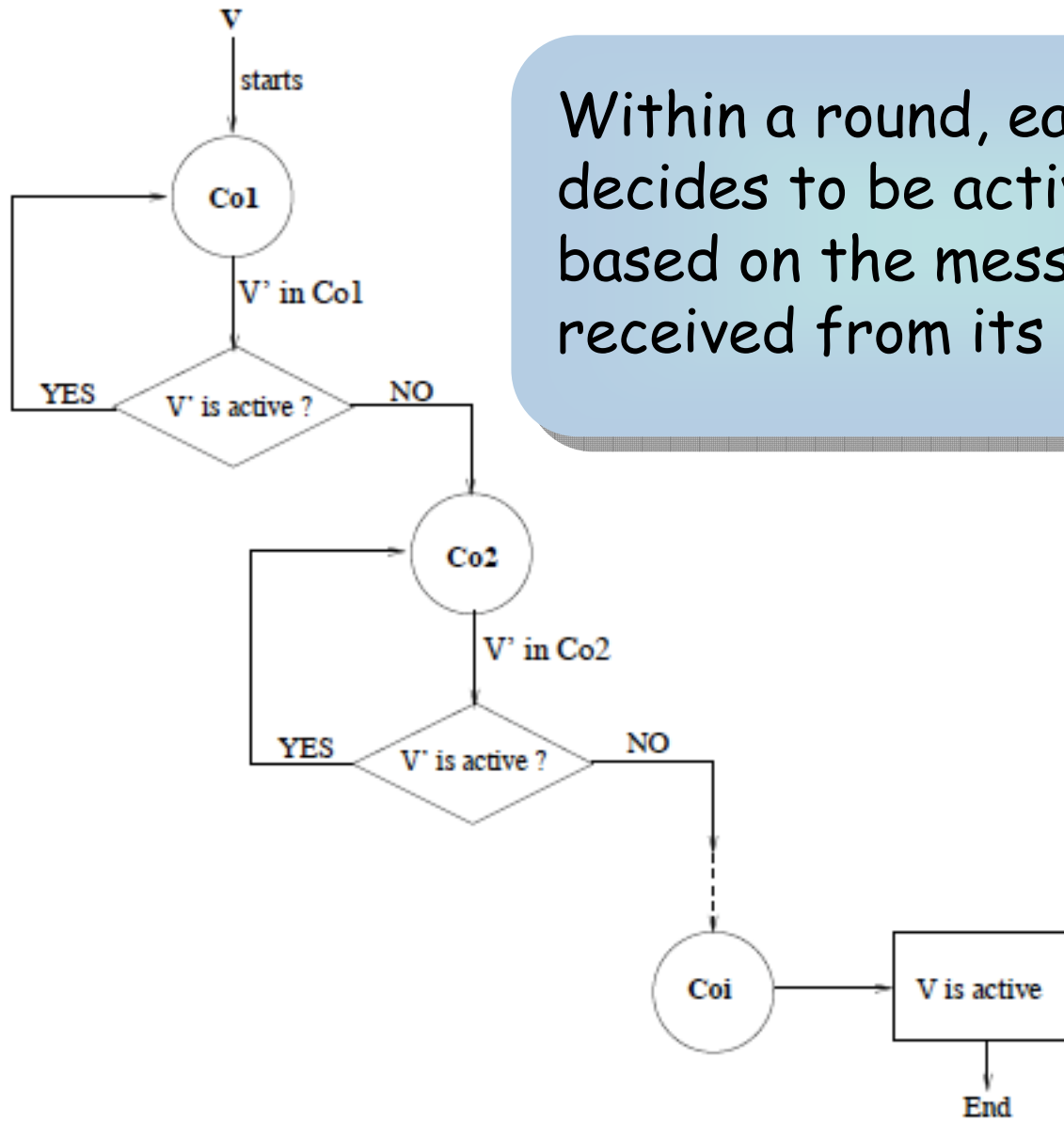


$$Co(V) = \{$$

- $\{V\},$
- $\{V2, V1\},$
- $\{V3, V1\},$
- $\{V2, V4, V5\},$
- $\{V3, V4, V5\}$

$$\}$$

Active node selection



Within a round, each node decides to be active or not based on the messages received from its neighbors

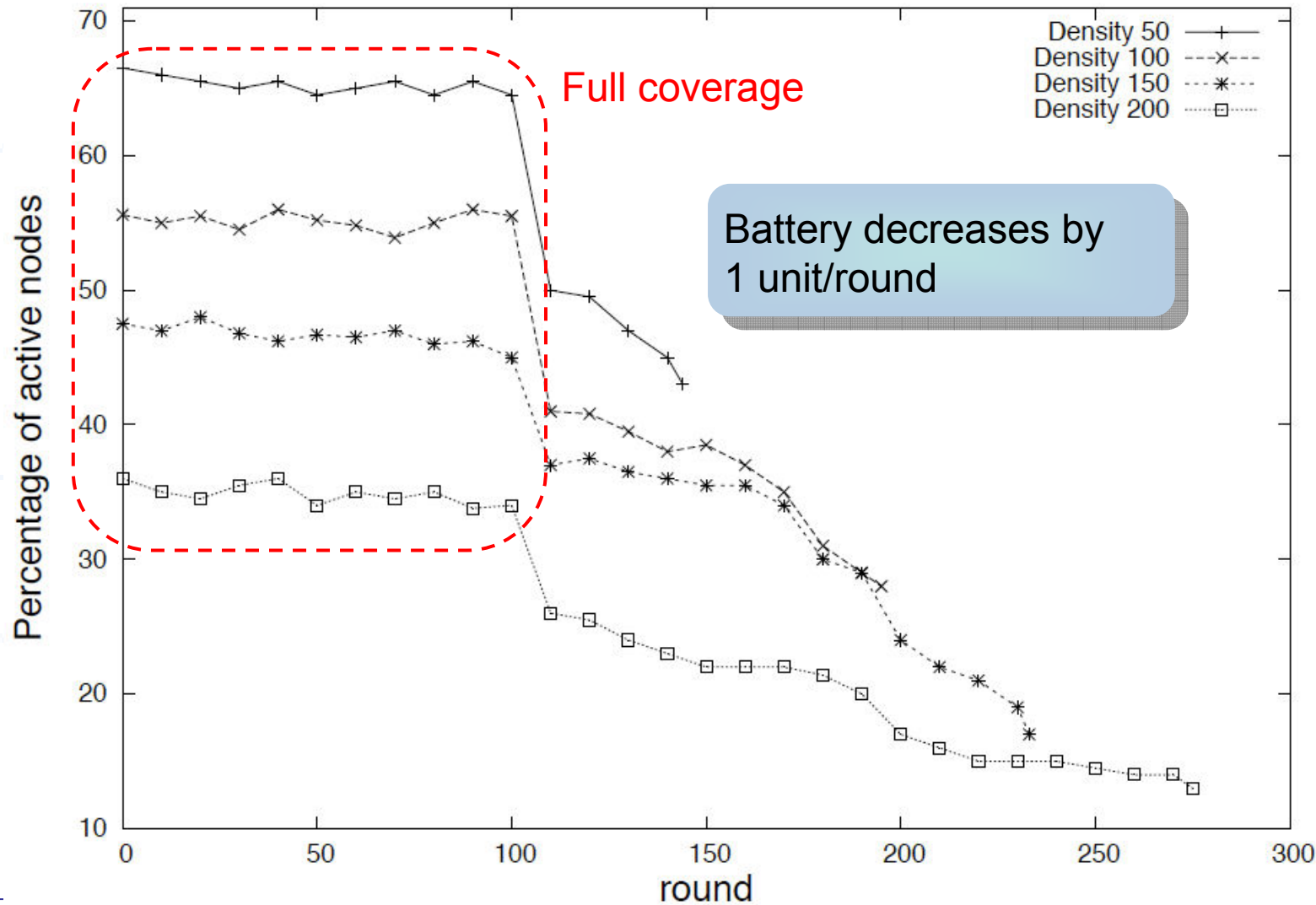
Reducing Ambiguities

- Some applications need more comprehensive interpretation of events or gestures
- Multiview has several advantages
 - Help circumvent occlusions
 - Information from multiple views may convey a higher confidence interpretation
- Collaboration among multiple cameras to reduce ambiguities, by adapting the activity nodes scheduling
- A critical event detected => urgent message to neighbors
 - End the current round and start of a new one
 - The new scheduling must ensure that the target is covered by at least two or more video nodes.

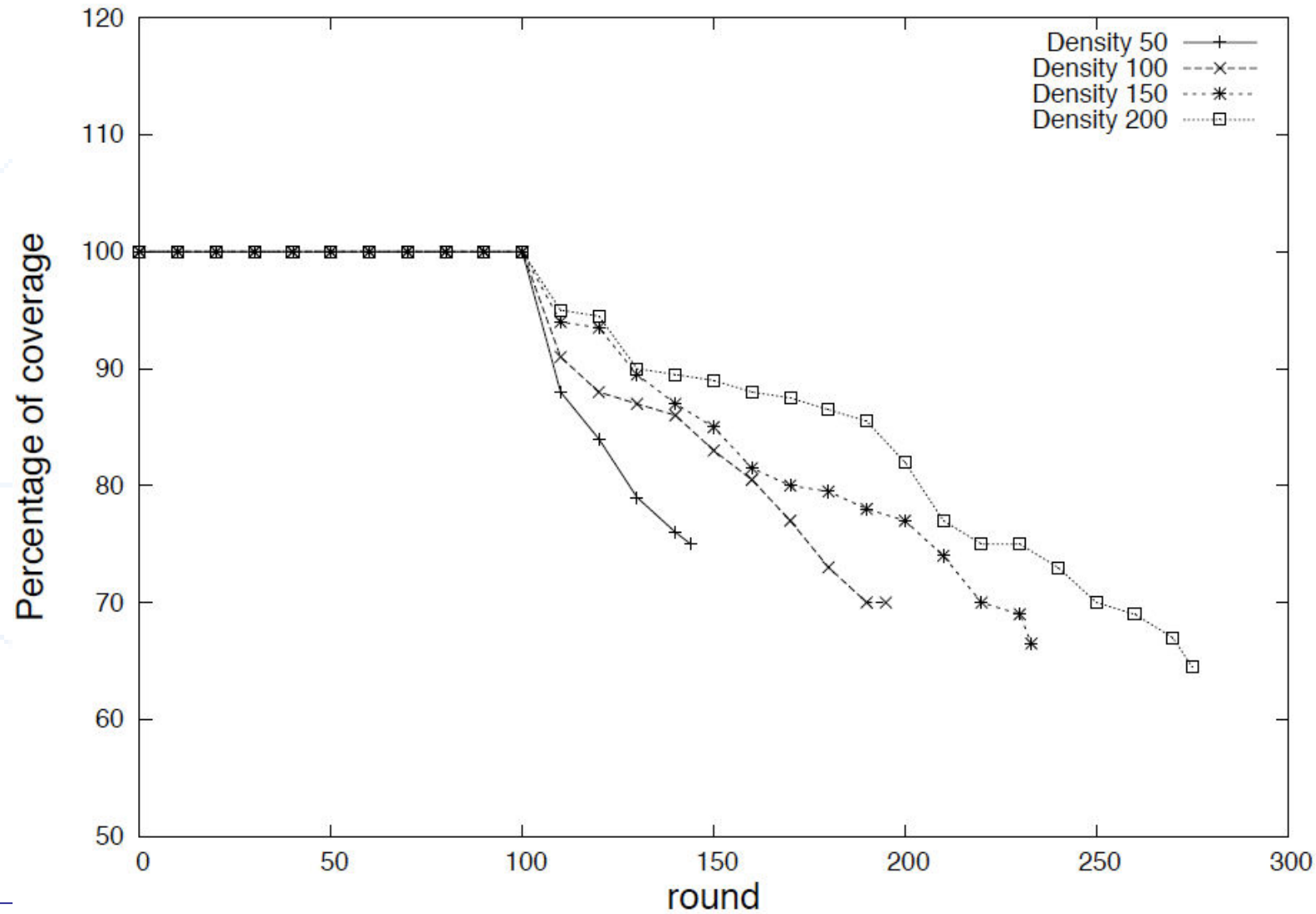
Simulation settings

- OMNET++ simulation model
- Video nodes have communication range of 30m and video sensing range of 25m, FoV is a sector of 60°
- Battery has 100 units
- Full coverage is defined as the region initially covered when all nodes are active

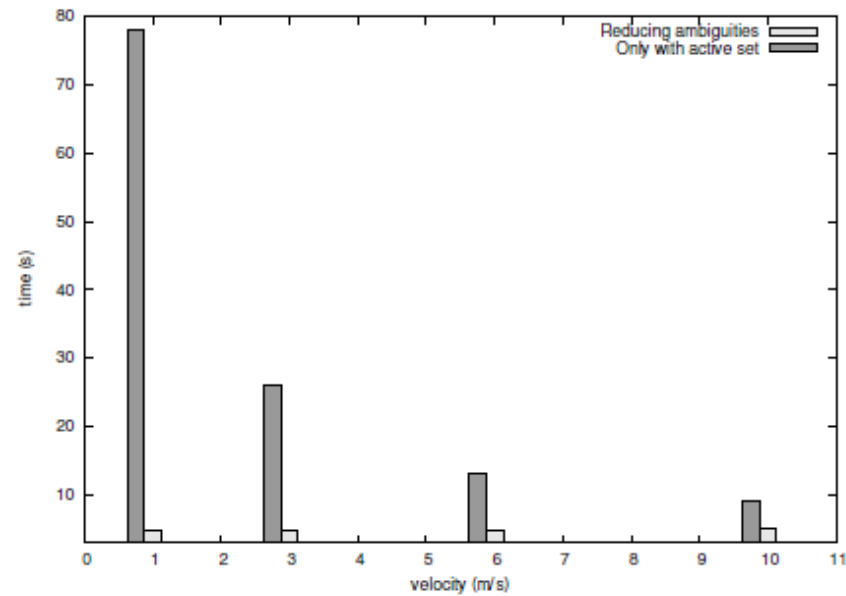
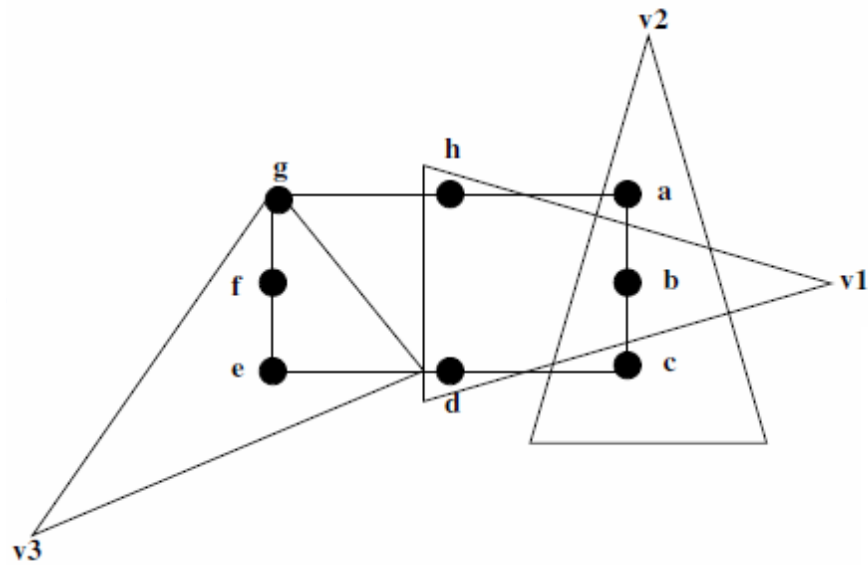
Percentage of active nodes



Percentage of Area Coverage



Disambiguation feature



Time of identification

Conclusions & future works

- Distributed algorithm for sensor nodes scheduling in video sensor networks
- Reducing ambiguities of detected objects
- Extension for risk-based scheduling in intrusion detection systems
- Critical applications
- Congestion control