Analyzing WSN-based IoT Systems using MDE Techniques and Petri-net Models

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1. Introduction

IoT and WSN relation:

- -Home appliances smart buildings, Industry 4.0 applications, and Digital Twin systems.
- Benefit from (WSN) to make their communication topology more flexible
- increase the coverage of the resulting IoT system
- Without a need for a direct Internet connection.

This causes Complexity, because:

- -Require more components such as source nodes, sink nodes, and gateways
- The resulting system is complex with these additional components
- Complexity makes the design and analyses of these systems time-consuming ,costly, and cumbersome.
- It can be addressed with MDE by automatically synthesize and transform the system artifacts.

1. Introduction - 2

What should we do?

- Design models can be used for the early analyses and validation of the system to reduce the number of errors in the SUD.

-Fast development process, saves development cost and effort.

What should we use ?

-As these multi-component systems work based on message passing to fulfill their tasks,

-Their behavior can be represented by the Petri-net models (M2M Transformation).

Which feature can be applied?

- K-boundedness can be used for power consumption, bottleneck, and first crashing node.

2. Analyzing IoT systems with Petri-net models

How to map the elements ?

- Generation rules both for LoLA and PIPE
- PIPE for GUI
- LoLA for k-boundedness

DSML Element	Petri-Net Element	DSML Element	Petri-Net Element
Tag (Sensor Nodes)	Place	Node messages	Token
ESP8266	Place	ESP Messages	Token
IoT Log Manager	Place	Element Relations	Transition
RaspberryPI	Place	Element Relations	Arcs

Mapping table: DSML4Contiki elements to Petri-net model elements,

2. Analyzing IoT systems with Petri-net models - 2

[for (I:LogMan | IoTSys.logman)]

- [for (e:ESP | IoTSys.esp)]
- [e.Name/]
- [/for]
- [for (t : Tag | tag)]
- [t.Name/]
- [/for]

[/for] ,

Code generation codes are written based on LoLA's and PIPE's syntax.

PLACE s1, s2, s3, s4; MARKING s1: 1; TRANSITION t1 CONSUME s1: 1; PRODUCE s1: 1, s2: 1; TRANSITION t2 CONSUME s1: 1; PRODUCE s3: 1; TRANSITION t3 CONSUME s3: 1; PRODUCE ; TRANSITION t4 CONSUME s3: 1, s2: 1; PRODUCE s3: 1, s4: 1;

3. Topology viewpoint to Petri-net model

sensor3

Selffag

sensor54



- Only one neighbor (Routing Protocol Constraint)

Analysis Report

micro secs

0.043333333 micro secs

Distance to Sink 13 meter sensor1 connected to sensor12 propogation latency is

Distance to Sink 12 meter sensor1 connected to Sensor11 propogation latency is 0.04

Distance to Sink 24 meter sensor2 connected to sensor22 propogation latency is 0.08

4. Additional Reports: Bills of Materials & Propagation Delays

- The generated BOM represents components that are used in the design and their total cost.
- It is easily made using the Acceleo.

...

- It is important when you try to ease the bottleneck.
- It is important when you try to increase battery cap.



[for(t:String|calcDist)] TmoteSky x [aloTSystem.logman.tag->size()/]= [100*aloTSystem.logman.tag->size()/]\$

4. Additional Reports: Bills of Materials & Propagation Delays – 2

□ For the time and power constraint systems:

- Message transmission delays.
- What happens if the distance to the sink node is too far in a multi-hop network,
- -Propagation delay for may cause time-violation.
- -If the distance increases, the propagation delay increases.
- Processing delay trivial amount of time comparing to the message transmission time so can be ignored

□ Propagation delay and power and time constraints

- Worst case needs to be calculated with respect to the node which has the furthest distance
- Trade-off analyses can be done by the user using
- Automatically calculated propagation delays help the user to handle trade-offs

4. Additional Reports:Bills of Materials & Propagation Delays - 3

- Java Service used to calculate total distances
- Travels all Tag elements and sums the distances (calculates using speed of light formula).

4. Additional Reports:Bills of Materials & Propagation Delays - 4



5. How to use k-boundedness ?

•What is k-boundedness?

- •K-boundedness feature checks a place in a Petri-net compares tokens that are passed in that place and given k value.
- k increases bottleneck gets intense and power consumption increases at a node.
- •If the power is depleted in a node, a part of the network may be disconnected.
- •What should be done ?

lola --formula=AG sensor1 < 5 IoTSystem.lola : lola:result:no

- •Optimal k value must be found by the designer.
- •The topology design must be made considering this value.
- •The number of the tokens pass through a place must be below this k value.
- •One way to reduce the k value is by adding extra nodes to decrease message traffic (extra cost)
- •Another way is increasing battery capacity (also extra cost)

6. Analyzing the Fire Detection System with Petri-net

-To keep the planned life-time of the network, the bottleneck problem must be analyzed before development

-The k value must be found to provide the desired life-time with planned battery capacity.

-Messages which are received and transmitted in a node should be considered.

-Send and receive two operations.

-Adds 1 more operation (node's own sampling data).

NumberOfOperations = (2 * k) + 1

7. Power Consumption

- Power consumption depends on the number of operations for each node.
- The network must be bounded by k value.
- The user decides node lifetime, the battery cap. and message sending period .
- The power consumption of a send and receive operation is averaged (RxT xAvgmA).
- T represents the number of using antenna in an hour (unit of battery capacity is mAh).
- -. if the system's lifetime is determined then k value can be found to analyze the Petri-net.

$$NumberOfOperations = (2 * k) + 1$$

$$LifeTime_{hour} = \frac{BatteryCapacity_{mAh}}{(NumberOfOperations) * (RxTxAvg_{mA}) * T}$$

$$3600$$

 $\overline{SamplingPeriod_{seconds}}$

8. Conclusion & Future Works

- The current study extends DSML4Contiki by automatic generation of the Petri-net using k-boundedness.

- -Network lifetime (first crashing nodes), bottleneck, and power consumption analyses in the early design phase. In the future;
- -Raise the level of abstraction to PIM. (including RiotOS and TinyOS)
- -This will be achieved using the M2M.
- Moreover, we aim to use Multi-agent Systems in the modeling, analysis, and implementation of IoT systems.

- <u>PIM</u> -> <u>MDE4IoT special issue in SoSyM journal</u>

Thanks for your attention.



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