Sociable Objects Workshop

Instructor: Rob Faludi

Introduction

- Sociable Objects
 - Connections are Collaboration
 - Networks
 - Mesh Networking
- Rob Faludi
 - Background
 - Motivations for this class

Plan for Today

- Introductions
- Syllabus Review
- Sociable Objects
- ZigBee
- XBees, adaptors and terminal programs
- Addressing
- Readings & Assignments

Introductions

- Name, graduation semester
- Projects from the last year
- What you'll do this summer
- What you wish you were doing this summer
- How you ended up in this class, hopes and plans

Syllabus Review

- Syllabus review
 - Class schedule
 - Assignments
 - Documentation
 - Grading
 - Office Hours
 - Projects

Radio Communications

electromagnetic waves

• no medium required

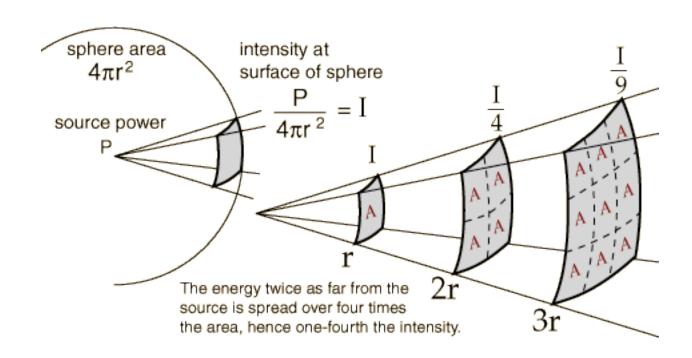
modulation



• Well-described mystery: "air waves" "wireless" "ethereal communication"

Inverse Square Law

power needs increase exponentially with distance



ZigBee & 802.15.4

- ZigBee is built on top of the IEEE 802.15.4 protocol
- XBee radios can be purchased with or without ZigBee
- XBee 802.15.4 vs. ZNet 2.5 vs. ZB Pro vs. DigiMesh
- All ways are useful

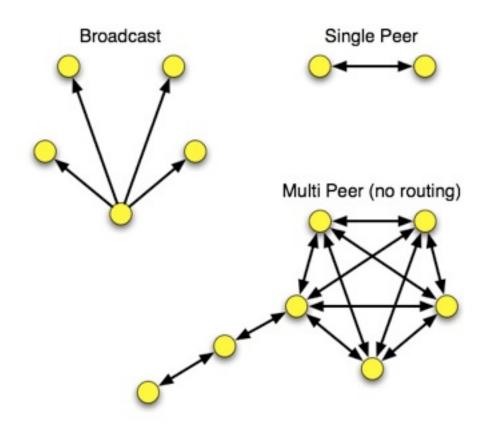
802.15.4

- low power
- low bandwidth
- addressing
- affordable
- small
- standardized
- popular for DIY, easy to learn



802.15.4 Topologies

- single peer
- multi-peer
- broadcast



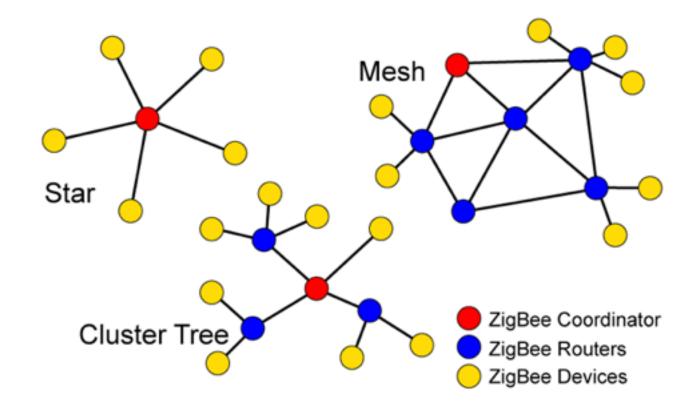
ZigBee

- routing
- self-healing mesh
- ad-hoc network creation

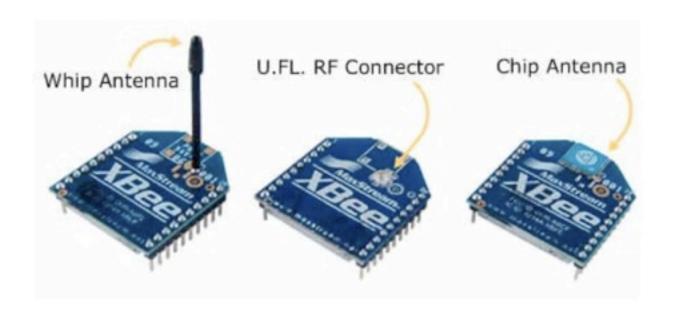


ZigBee Topologies

- peer
- star
- mesh
- routing



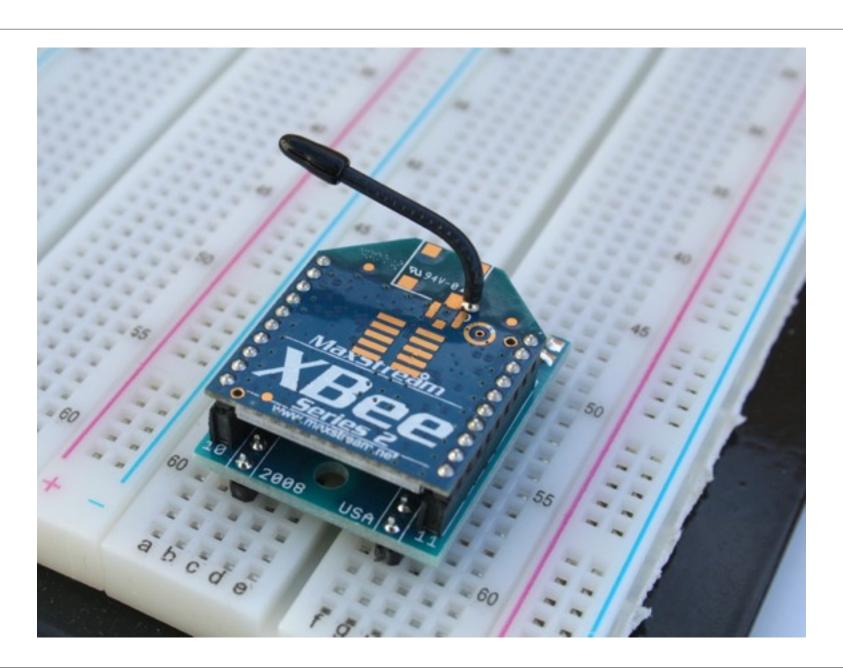
Antennas



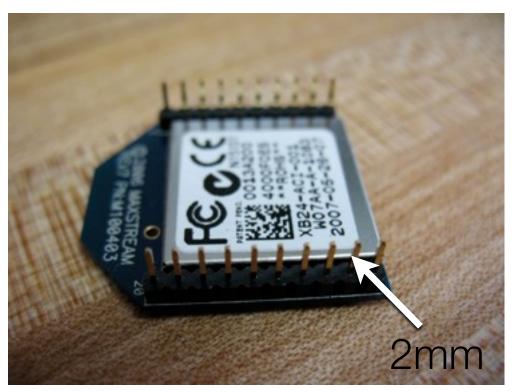
Chip Antenna on Pro

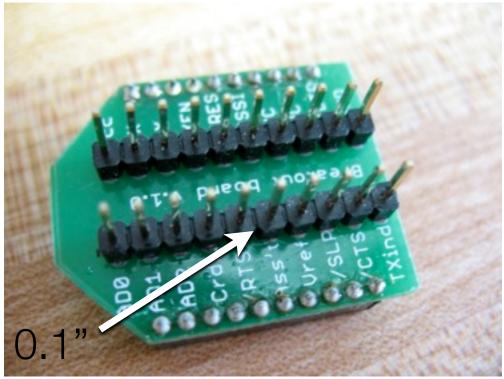


Breakout for Breadboards

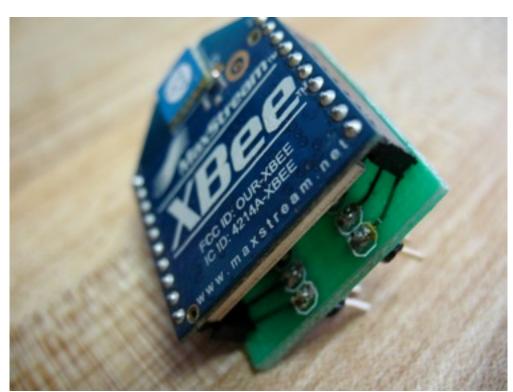


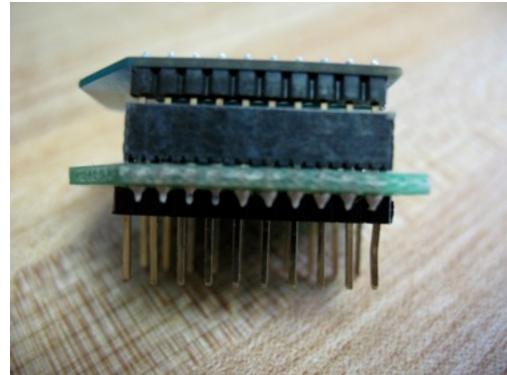
Breakout Boards for breadboarding





Soldering Breakout Boards: finished





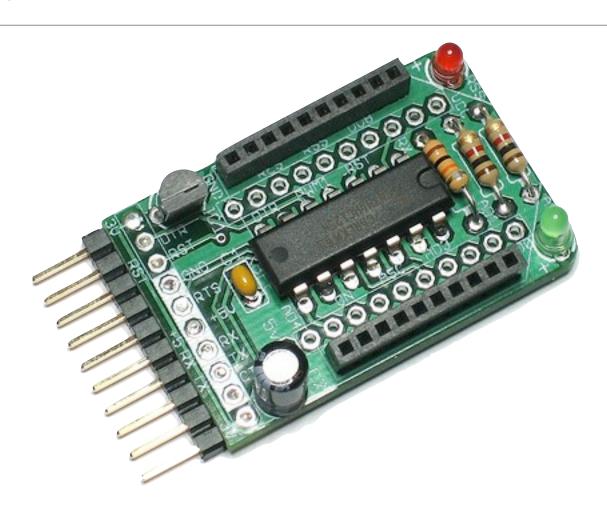
XBee Explorer from Sparkfun



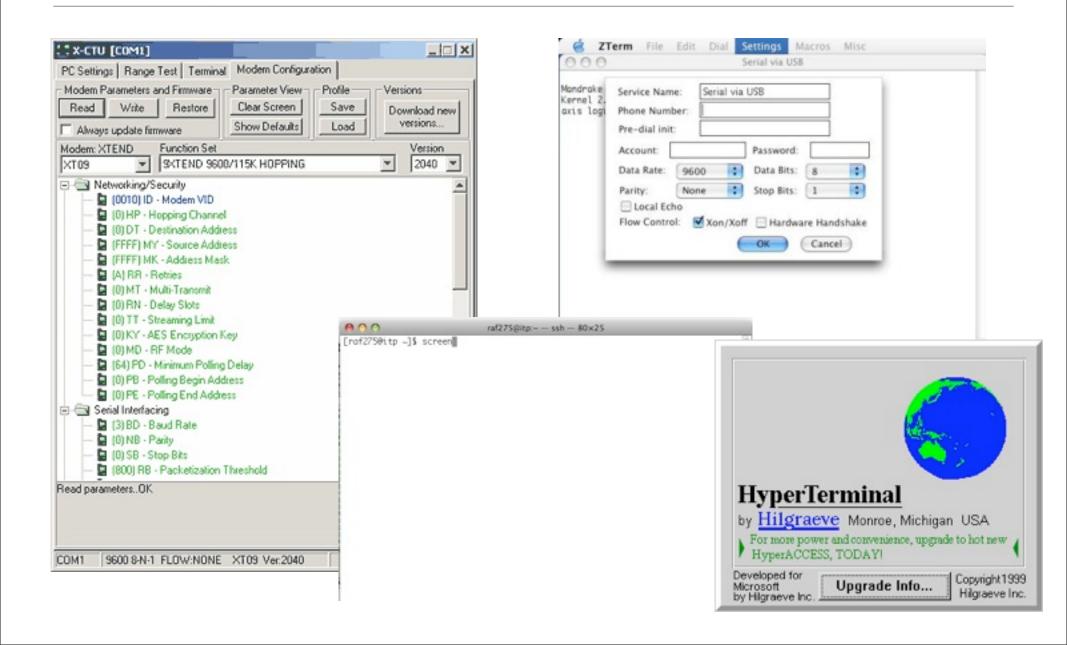
XBee Adapter from xbeeadapters.com



XBee Adapter kit from Adafruit



Serial Terminal Programs



Serial Terminal Programs

- X-CTU: http://www.digi.com/support/productdetl.jsp?
 pid=3352&osvid=57&tp=4&s=316
- Processing: http://www.faludi.com/projects/xbee-terminal-max/
- Z-Term: http://homepage.mac.com/dalverson/zterm/
- HyperTerm: Windows Start Menu, Accessories, Communication
- screen: Terminal program on the Mac (or Linux)
- plenty of others!
- settings: 9600 baud, 8 bits, no parity, one stop bit, no flow control

ZigBee Addressing

ZigBee Coordinator

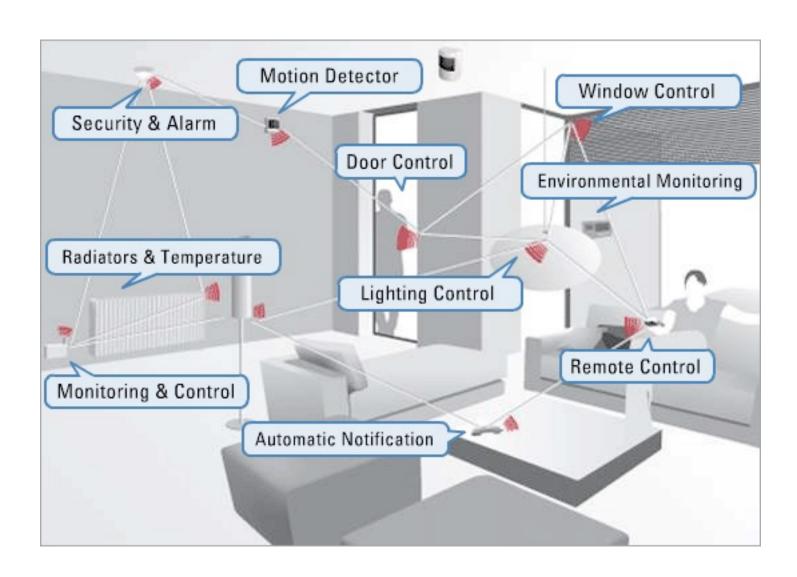
- Every ZigBee network <u>must</u> have a coordinator
- There can only be <u>one</u> coordinator
- Coordinator selects channel and PAN ID
- End devices and routers can then join the PAN
- Typically mains-powered
- Coordinator's 16-bit address is always 0

ZigBee Router

- Non-coordinator routers are optional to ZigBee networks
- Typically mains-powered
- Many can be on each PAN
- Issues a beacon request on startup to locate channel and PAN
- Routers can communicate with any device on the network
- Stores packets for sleeping end devices
- 16-bit address assigned by coordinator

ZigBee End Device

- Optional to ZigBee networks
- Typically battery-powered
- Many can be on each PAN
- Issues a beacon request on startup to locate channel and PAN
- Automatically attempts to join a valid PAN
- End devices can only communicate directly with their parent
- 16-bit address assigned by coordinator

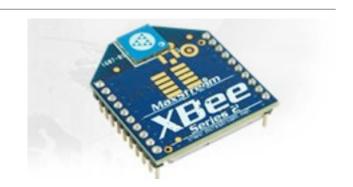


XBee ZB

- Coordinator Firmware
 - for AT commands or API



- for AT commands or API
- ...so 6 different firmware combinations (you'll always use 2 at the same time)
- and two power levels, regular and Pro
- and 4 antennas! whip, chip, U.FL and RPSMA.



Addressing Basics

- channels
- PAN ID
- 64 bit addresses, aka serial numbers
- 16 bit addresses
- Node Identifier and Node Discovery
- endpoints and clusters

Readings and Assignments

- Readings
 - Weiser, M. The Computer for the 21st Century: http://www.ubiq.com/
 hypertext/weiser/SciAmDraft3.html
 - There Will Come Soft Rains Bradbury: http://rob.faludi.com/teaching/cmn/readings/Bradbury Soft Rains 1950.pdf
- Assignments
 - Imagined Sociable Objects
 - Obtain two XBee ZB (series 2) radios and one XBee adapter
 - Pick a PAN ID now and document it