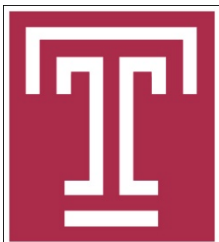


Collaborative Mobile Charging and Coverage

Jie Wu

Computer and Information Sciences
Temple University



Road Map

1. Need for Basic Research
2. Mobile Charging: State of the Art
3. Collaborative Charging & Coverage
4. Conclusions



1. Need for Basic Research

John F. Kennedy

- ... progress in technology depends on progress in theory...
The vitality of a scientific community springs from its passion to answer science's most fundamental questions.

Ronald Reagan

- ... although basic research does not begin with a particular practical goal ..., it ends up being one of most practical things government does.

Mao vs. Hardy



- Z. Mao (Serve the People)

- Knowledge begins with **practice**.
- Theoretical knowledge acquired through **practice** must then return to **practice**.



- G. H. Hardy (A Mathematician's Apology)

- The real mathematics of the real mathematicians is almost wholly **useless**.
- It is not possible to justify the life of any genuine professional mathematician on the ground of the **utility** of his work.

Implications



- **Politicians** (when they become politically weak)
 - Start new revolutions
(and young people become followers)
- **Mathematicians** (when they become old)
 - Start writing books
(and young people prove theorems)
- **Professors** (when they become seniors)
 - Give presentations
(and students write papers)

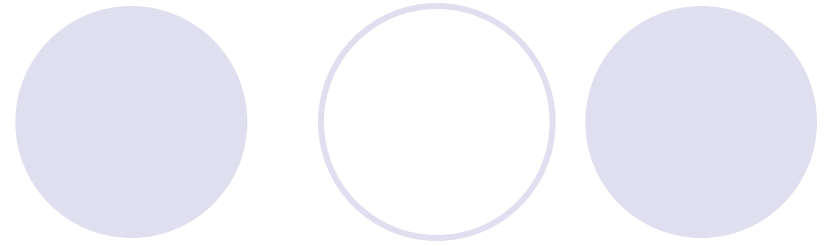
Picasso & Matisse

- Know how to make appropriate **abstractions** - ask the right questions
- Many CS students use excessive amounts of math to explain simple things
- The Art of Living, Time, Sept. 23, 2013
Senior people can be creative without worry the "utility" of their work

Le Rêve (the Dream)



My Two Cents



- How to select a research problem

- Simple definition
- Elegant solution
- Room for *imagination*



Energy: A Special Utility



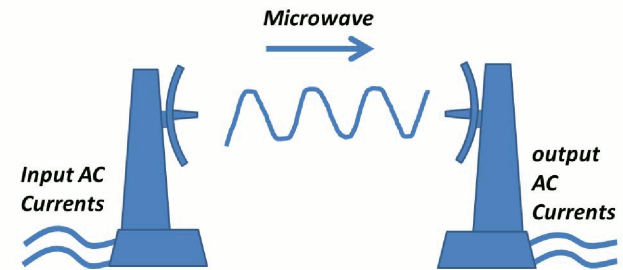
- Limited lifetime of battery-powered WSNs
- Possible solutions
 - Energy conservation
 - Cannot compensate for energy depletion
 - Energy harvesting (or scavenging)
 - Unstable, unpredictable, uncontrollable ...
 - Sensor reclamation
 - Costly, impractical (deep ocean, bridge surface ...)

(WSNs: Wireless Sensor Networks)

2. Mobile Charging: State of the Art

- The enabling technology

- Wireless energy transfer (Kurs '07)
- Wireless Power Consortium



- Mobile chargers (MC)

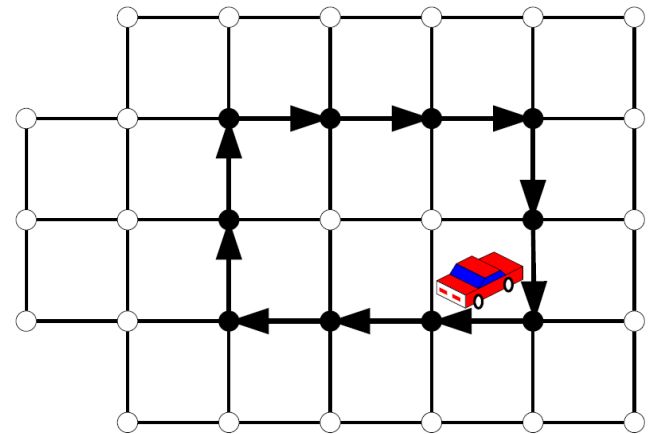
- MC moves from one location to another for wireless charging
- Extended from **mobile sink** in WSNs and **ferry** in DTNs
- Energy consumption

- The movement of MC
- The energy charging process

(DTNs: Delay Tolerant Networks)

Combinatorics and Graph Models

- Traveling-Salesmen Problem (TSP)
 - A minimum cost tour of n cities: the salesman travels from an origin city, visits each city exactly one time, then returns to the origin
- Covering Salesman Problem (CSP, Ohio State '89)
 - The least cost tour of a subset of cities such that every city not on the tour is within some predetermined covering distance
- Extended CSP
 - Connected dominating set (FAU '99)
 - Qi-ferry (UDelaware '13)



Mobile Sinks and Chargers

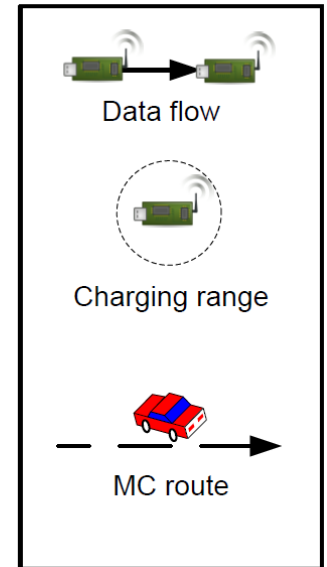
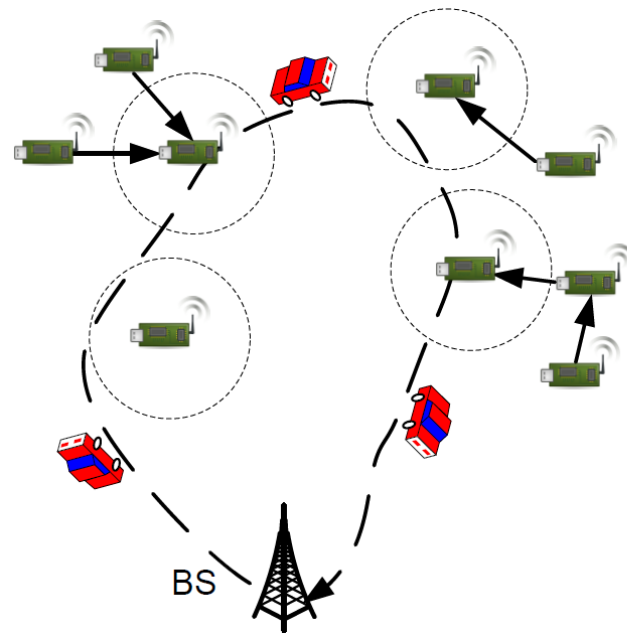
- Local trees

- Data collections at all roots
- Periodic charging to all sensors

- Base station (BS)

- Objectives

- Long vocation at BS (VT '11-13)
- Energy efficiency with deadline (Stony Brook '13)



3. Collaborative Coverage & Charging

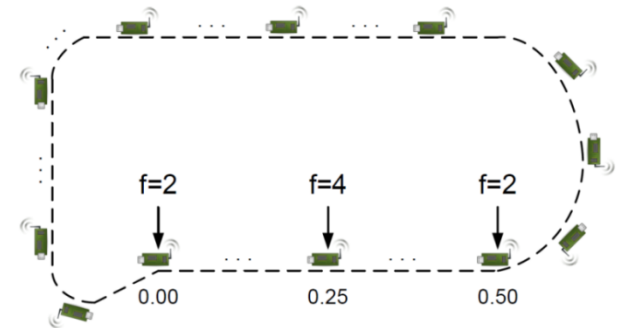
- Most existing methods
 - An MC is fast enough to charge all sensors in a cycle
 - An MC has sufficient energy to replenish an entire WSN (and return to BS)
- Collaborative approach using multiple MCs
 - Problem 1: MCs with unrestricted capacity but limitations on speed
 - Problem 2: MCs with limited capacity and speed, and have to return to BS

Problem Description

- **Problem 1:** Determine the minimum number of MCs (unrestricted capacity but limitations on speed) to cover a line/ring of sensors with uniform/non-uniform recharge frequencies

- **A toy example**

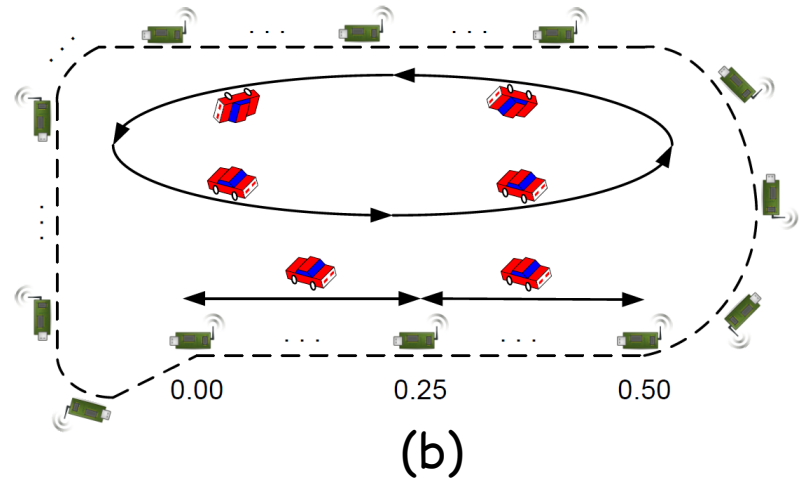
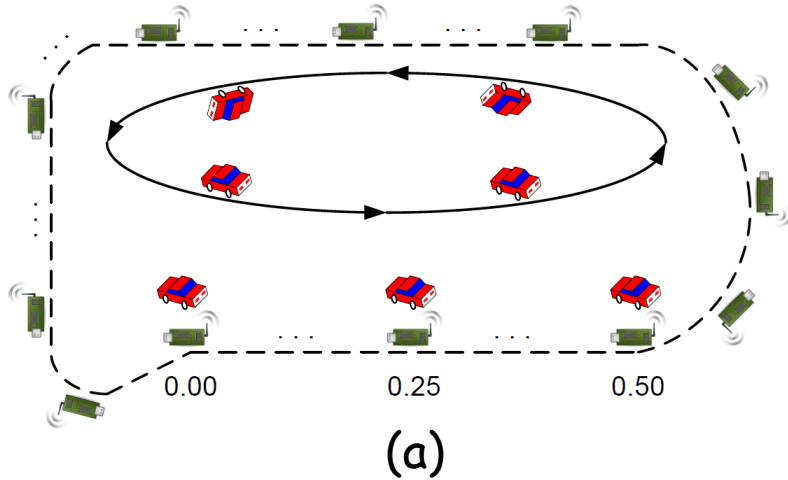
- A circle track with circumference 3.75 densely covered with sensors with recharge frequency $f=1$
- Sensors with $f=2$ at 0 and 0.5
- A sensor with $f=4$ at 0.25



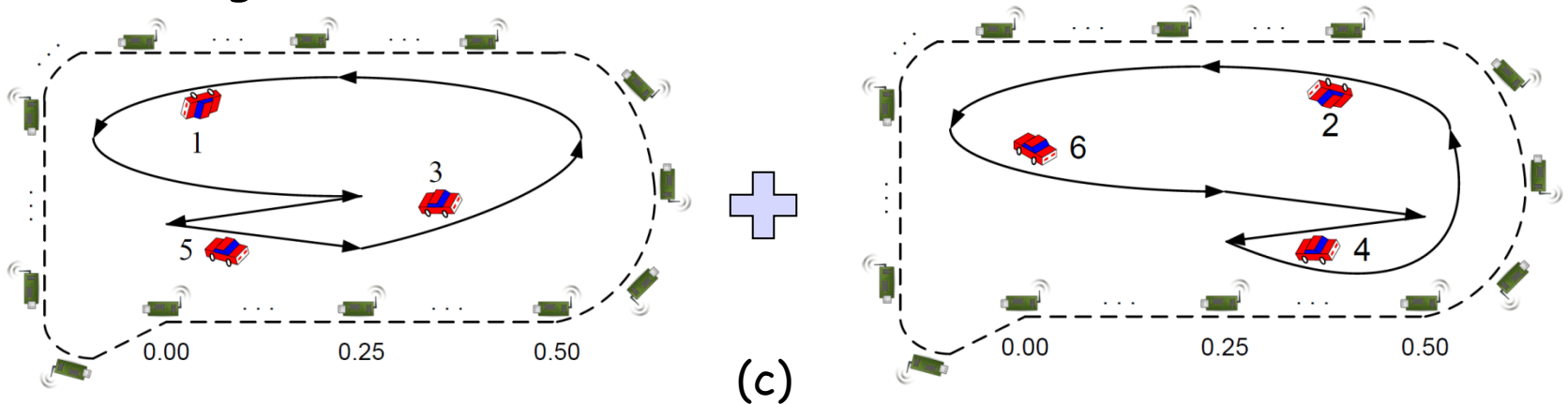
- What are the minimum number of MCs and the optimal trajectory planning of these MCs? (MC's max speed is 1.)

Possible Solutions

- Assigning cars for sensors with $f > 1$ (a) fixed and (b) moving

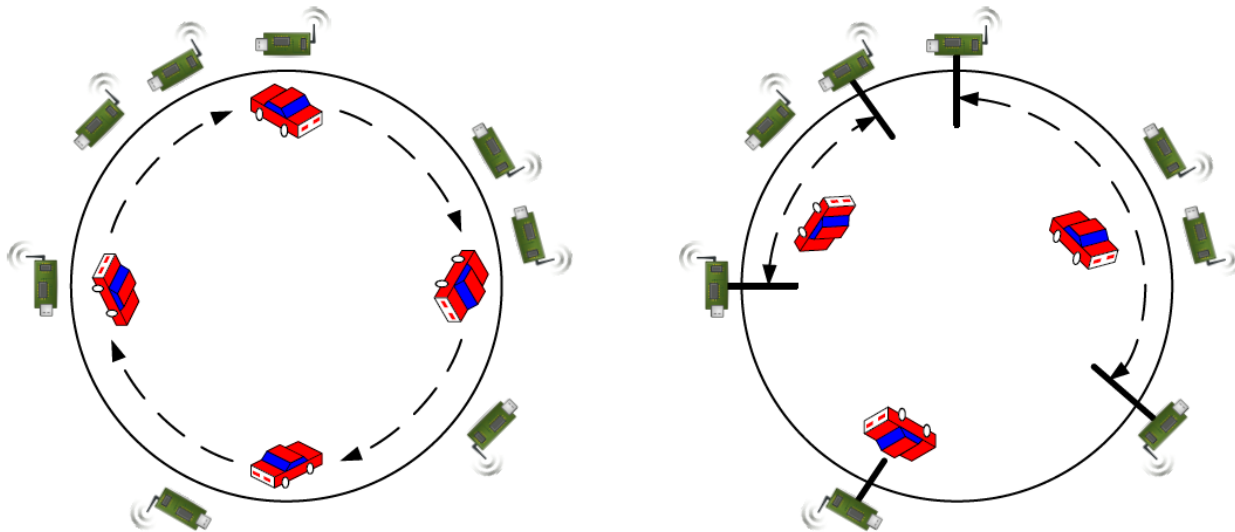


- Combining odd and even car circulations (c)



Optimal Solution (uniform frequency)

- M_1 : There are C_1 MCs moving continuously around the circle
- M_2 : There are C_2 MCs moving inside the fixed interval of length $\frac{1}{2}$ so that all sensors are covered
- **Combined method**: It is either M_1 or M_2 , so $C = \min \{C_1, C_2\}$





Properties

- **Theorem 1:** The combined method is optimal in terms of the minimum number of MCs used
- Scheduling
 - Find an appropriate **breakpoint** to convert a circle to a line; M_2 in the optimal solution is then followed
 - A **linear solution** is used to determine the breakpoint

Linear Solution

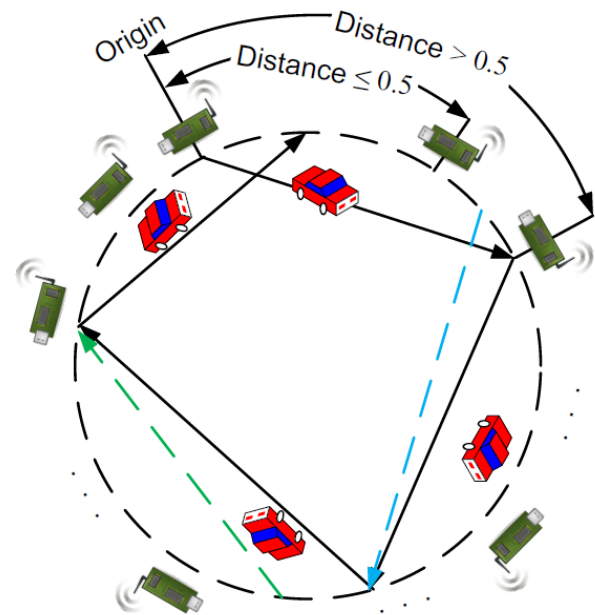
- Directed Interval Graph

- Each directed link points from the start to the end of an interval (i.e., the first sensor beyond distance 0.5)

- The number of intervals in two solutions differ by one

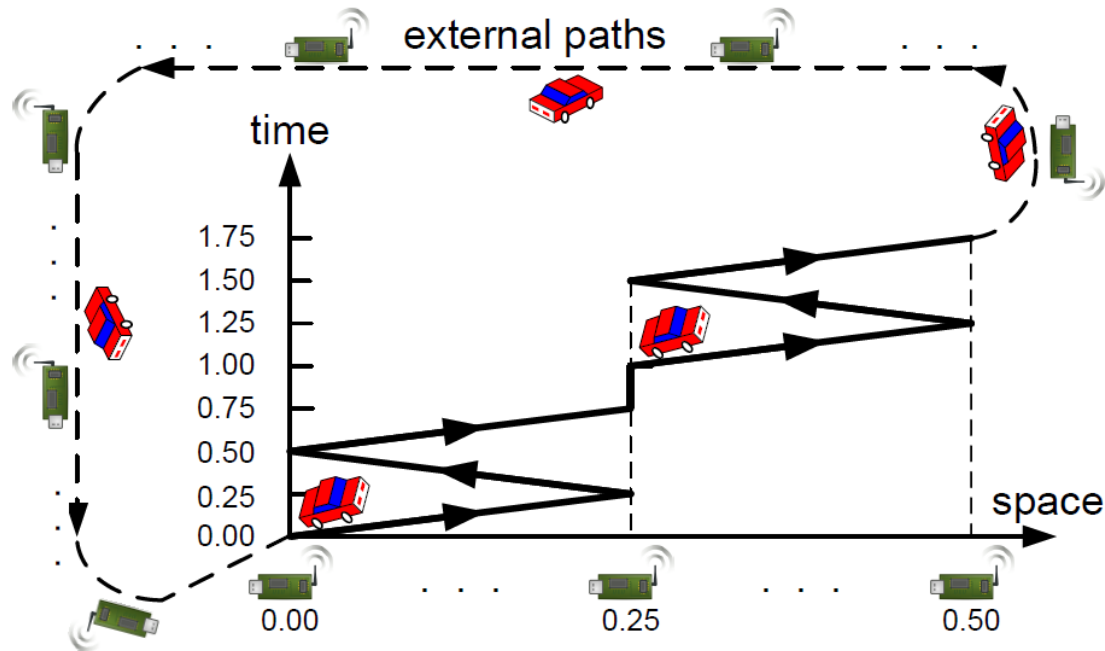
- Each sensor has one outgoing and multiple incoming links

- The process stops when a path with fewer or more intervals is found or all sensors (with their outgoing links) are examined



Solution to the Toy Example

- 5 cars only, including a stop at 0.25 for $\frac{1}{4}$ time unit



- Challenges:** time-space scheduling, plus speed selection

Greedy Solution (non-uniform frequency)

- Coverage of sensors with non-uniform frequencies

serve($x_1, \dots, x_n; f_1, \dots, f_n$):

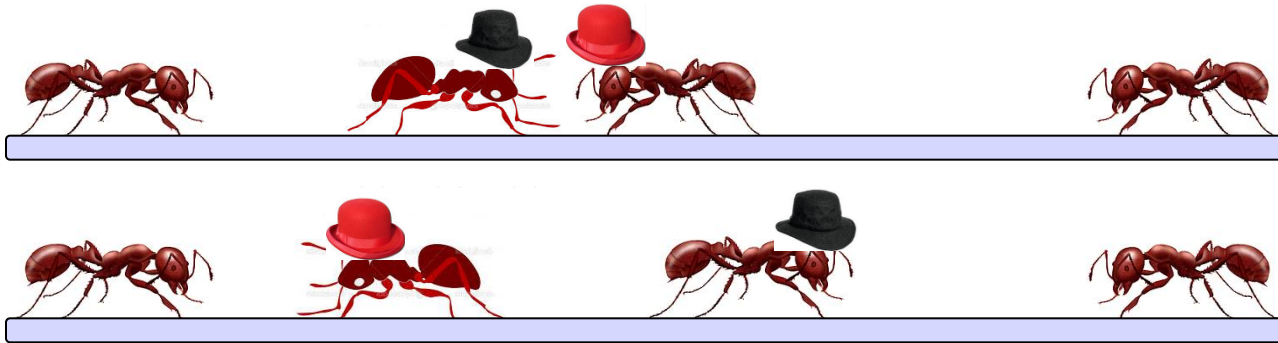
When $n \neq 0$, generate an MC that goes back and forth as far as possible at full speed (covering x_1, \dots, x_{i-1});

serve($x_i, \dots, x_n; f_i, \dots, f_n$)

- **Theorem 2:** The greedy solution is within a factor of 2 of the optimal solution

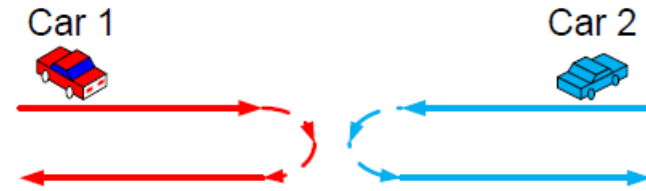
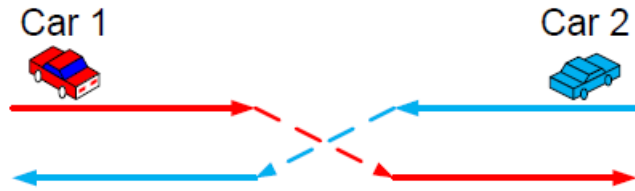
The Ant Problem: An Inspiration

- Ant Problem, Comm. of ACM, March 2013
 - Ant Alice and her friends always march at 1 cm/sec in whichever direction they are facing, and reverse directions when they collide
 - Alice stays in the middle of 25 ants on a 1 meter-long stick
 - How long must we wait before we are sure Alice has fallen off the stick?

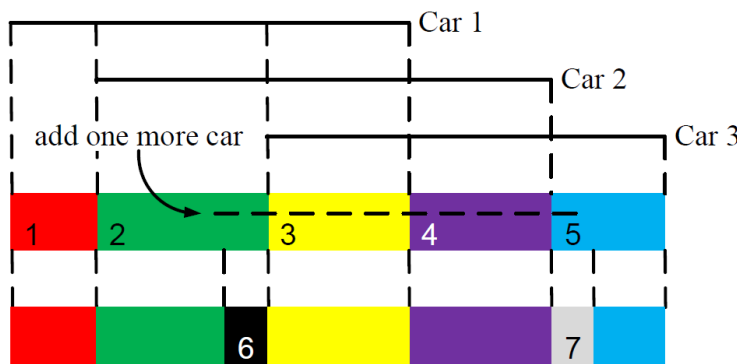


- Exchange "hats" when two ants collide

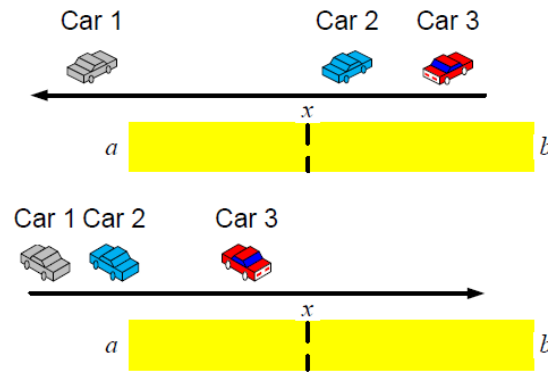
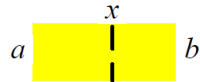
Proof of Theorem 2



- Two cars never meet or pass each other
- Partition the line into $2k-1$ sub-regions based on different car coverage (k is the optimal number of cars)
- Each sub-region can be served by one car at full speed
- One extra car is used when a circle is broken to a line



- 1-red 2-green 3-yellow 4-purple 5-blue 6-black 7-gray

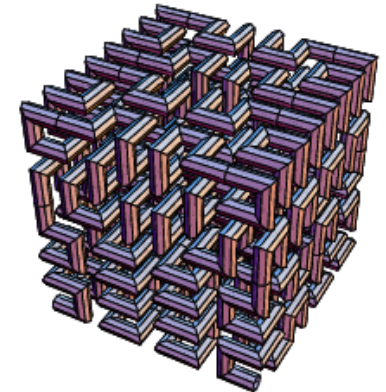
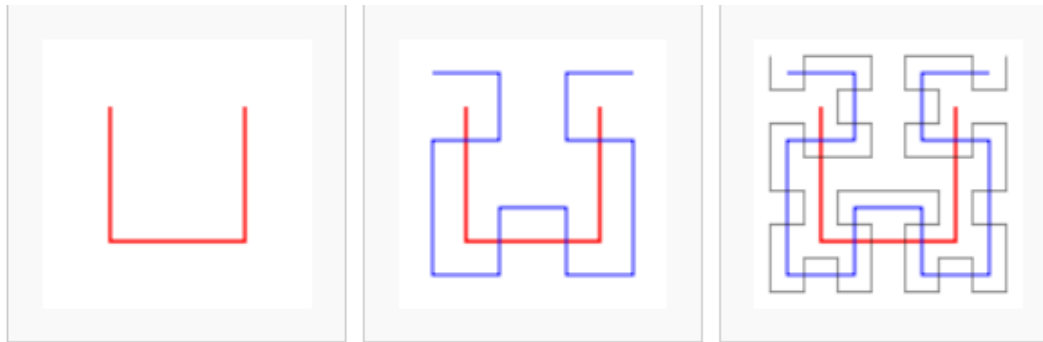


$$2(x-a) \leq f_x \text{ and } 2(b-x) \leq f_x$$

Imagination

- Hilbert curve for k-D

- Mapping from 2-D to 1-D for preserving distance locality



- Charging time: converting to distance

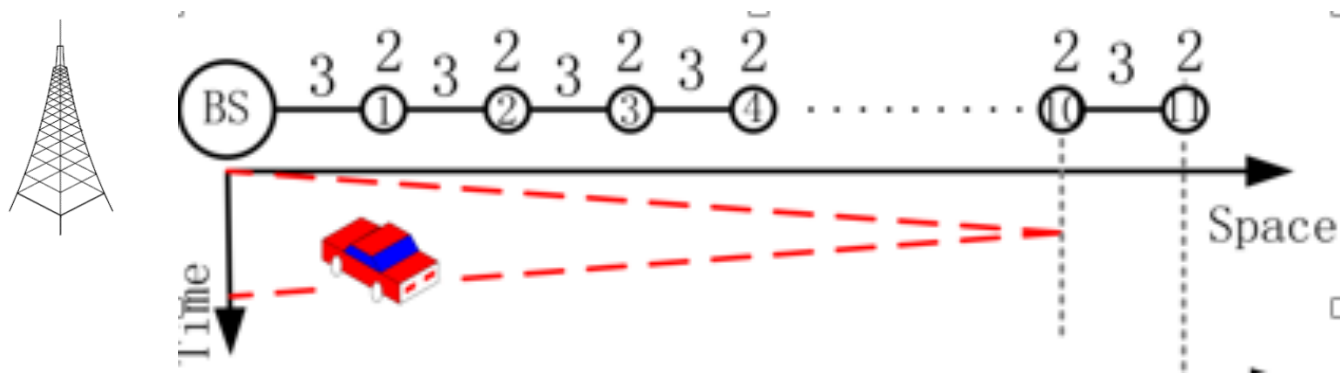
- Limited capacity: using cooperative charging

- BS to MC

- MC to MC

Charging a Line (with limited capacity)

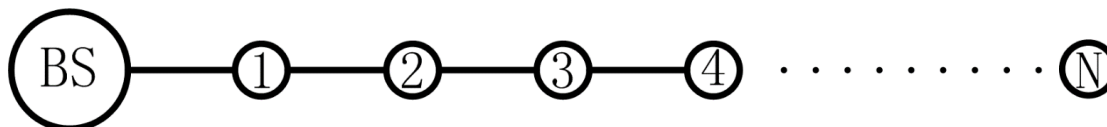
- Charge battery capacity: 80J
- Charger cost: 3J per unit traveling distance
- Sensor battery capacity: 2J



- One MC cannot charge more than 10 consecutive sensors

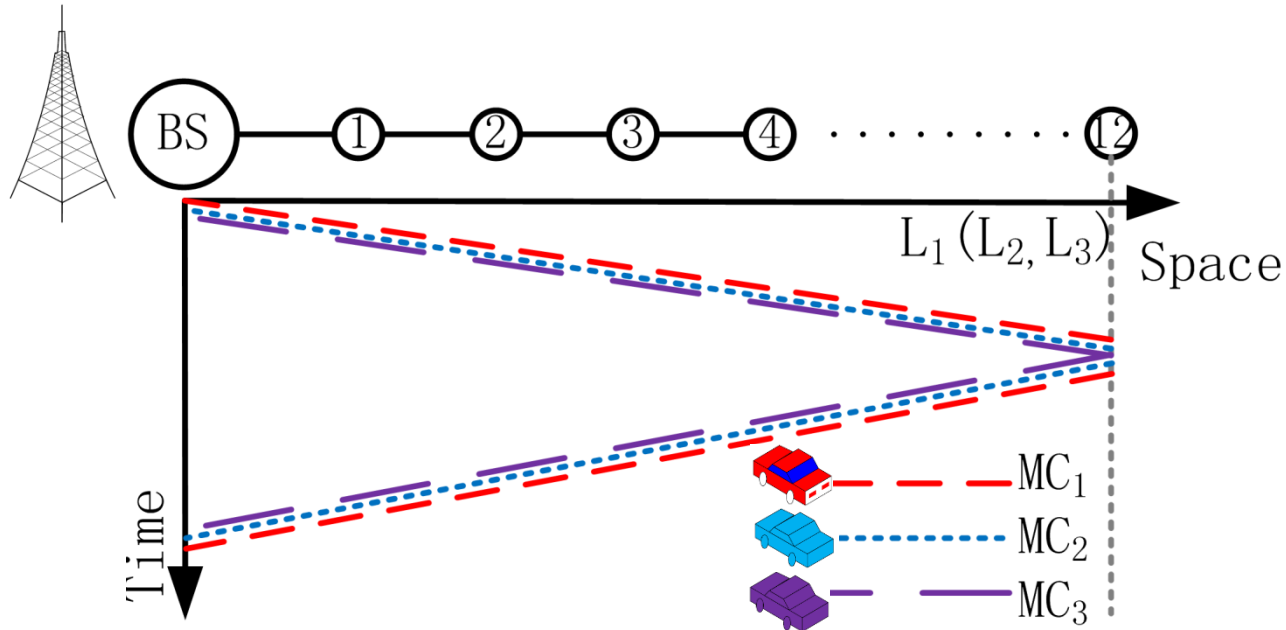
Problem Description

- **Problem 2** (IEEE MASS'12): Given k MCs with limited capacity, determine the furthest sensor they can recharge while still being able to go back to the BS
- WSN
 - N sensors, unit distance apart, along a line
 - Battery capacity for each sensor : b
 - Energy consumption rate for each sensor: r
- MC
 - Battery capacity: B
 - Energy consumption rate due to travelling: c



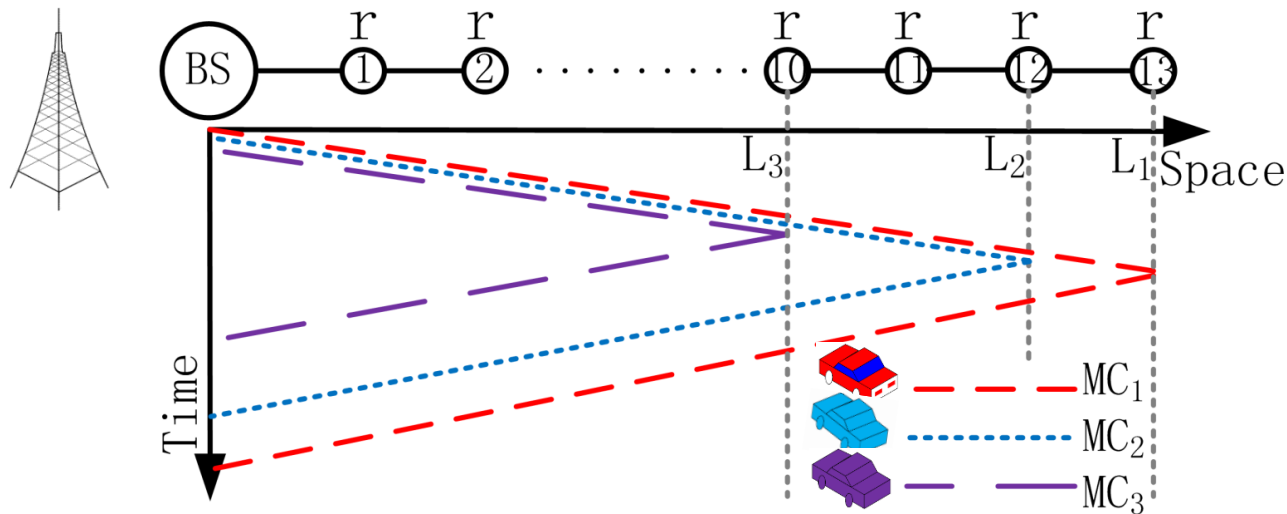
Motivation Example (1)

$B=80\text{J}$, $b=2\text{J}$, $c=3\text{J/m}$, $K=3$ MCs



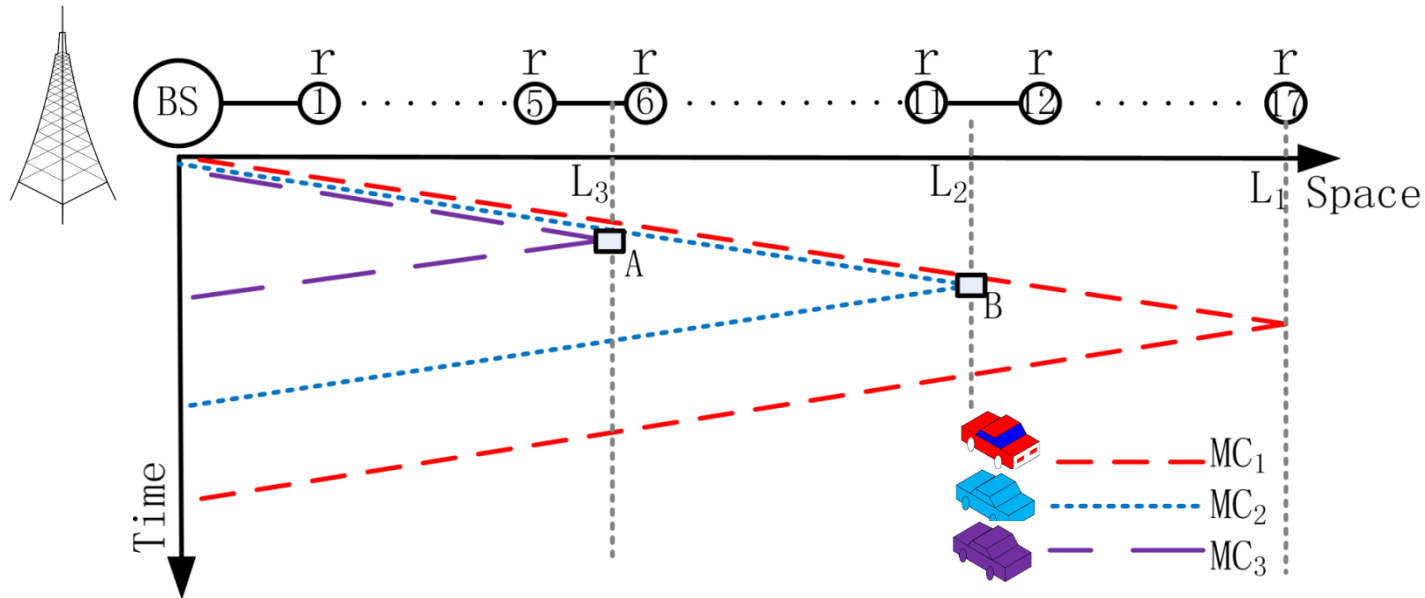
- **Scheme I:** (equal-charge) each MC charges all sensors b/K J (Joule)
- **Conclusion:** covers **12** sensors, and max distance is $< B/2c$
(as each MC needs a round-trip traveling cost)

Motivational Example (2)



- **Scheme II:** (one-to-one) each sensor is charged by one MC
- **Conclusion:** covers **13** sensors, and max distance is still $< B/2c$
(as the last MC still needs a round-trip traveling cost)
- Scheme II reaches further than Scheme I

Motivational Example (3)



- **Scheme III:** (collaborative-one-to-one-charge) each MC transfers some energy to other MCs at rendezvous points
- **Conclusion:** covers 17 sensors, and max distance is $< B/c$ (Last MC still needs a return trip without any charge)

Details on Scheme III

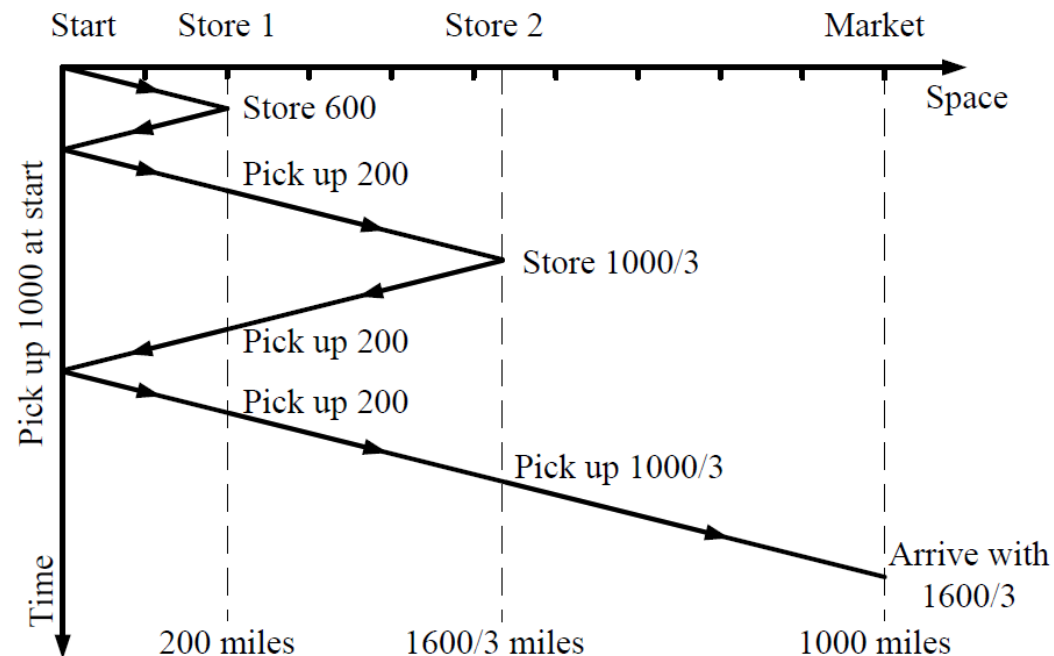
- MC_i charges battery to all sensors between L_{i+1} and L_i
- MC_i ($1 \leq i \leq K$) transfers energy to $MC_{i-1}, MC_{i-2}, \dots, MC_1$ to their full capacity at L_i
- Each MC_i has just enough energy to return to the BS



Bananas and a Hungry Camel

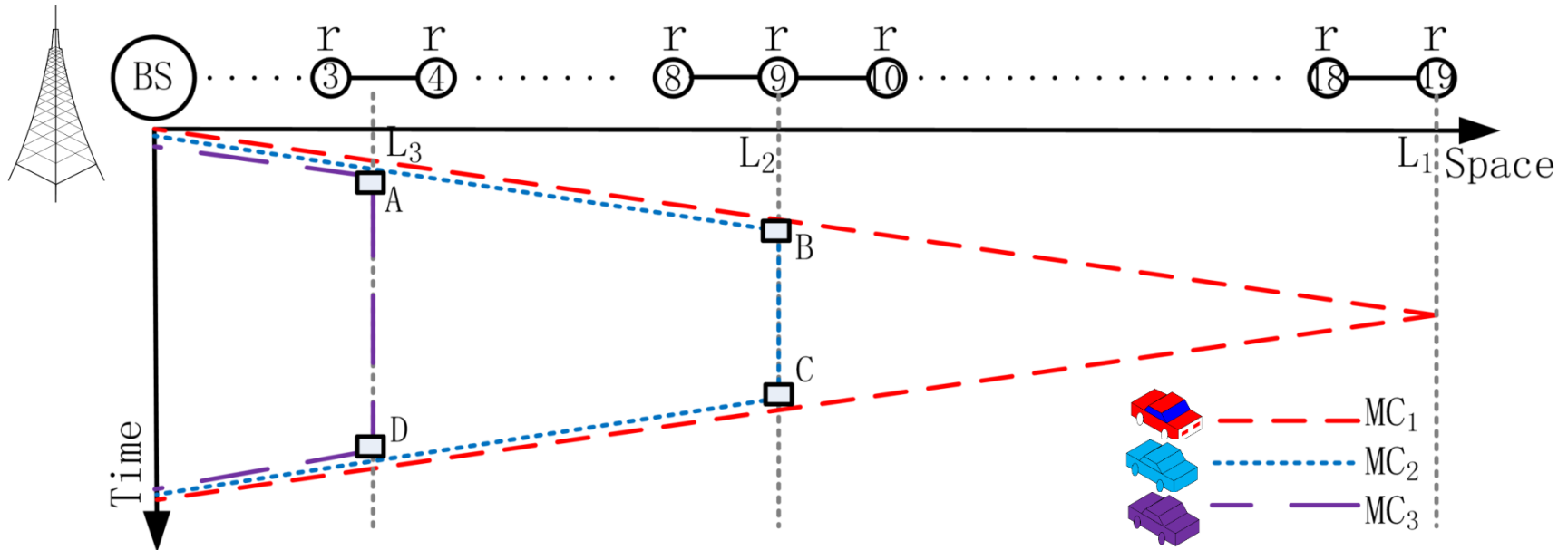
- A farmer grows 3,000 bananas to sell at market 1,000 miles away. He can get there only by means of a camel. This camel can carry a maximum of 1,000 bananas at a time, but needs to eat a banana to refuel for every mile that he walks

What is the maximum number of bananas that the farmer can get to market?

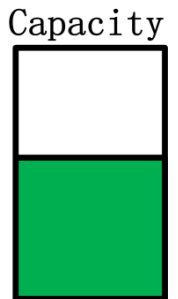


Motivational Example (4): GlobalCoverage

$B = 80\text{J}$, $b=2\text{J}$, $c=3\text{J/m}$, $K=3$ MCs



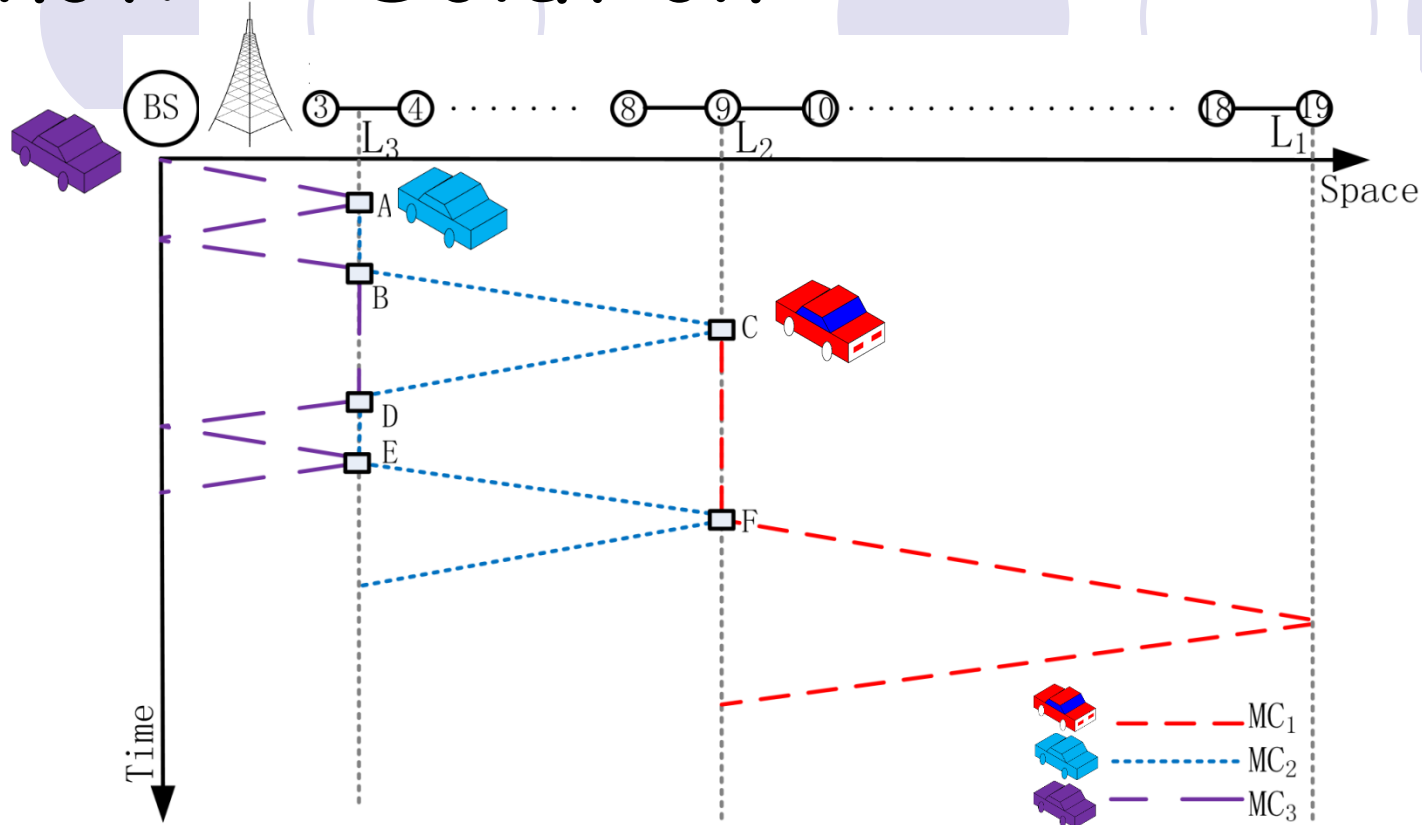
- "Push": limit as few chargers as possible to go forward
- "Wait": efficient use of battery "room" through **two charges**
- Conclusion: covers **19** sensors, and max distance is ∞ with unlimited number of MCs



Details on Push-and-Wait

- MC_i charges battery to all sensors between L_{i+1} and L_i
- MC_i ($1 \leq i \leq K$) transfers energy to MC_{i-1}, \dots, MC_1 to their full capacity at L_i
- MC_i waits at L_i , while all other MCs keep moving forward
- After $MC_i, MC_{i-1}, \dots, MC_1$ return to L_i , MC_i evenly balances energy among them (including itself)
- Each $MC_i, MC_{i-1}, \dots, MC_1$ has just enough energy to return to L_{i+1}

Another Solution



- Each MC moves and charges (is charged) between two adjacent rendezvous points
- Imagination: MC_i of LocalCoverage "simulates" $MC_i, MC_{i-1}, \dots, MC_1$ of GlobalCoverage

Properties

- **Theorem 3 (Optimality):** GlobalCoverage has the maximum ratio of payload energy to overhead energy
- **Theorem 4 (Infinite Coverage):** GlobalCoverage can cover an infinite line
 - Summation of segment length ($L_i - L_{i+1}$)

$$\begin{aligned} \sum_{i=1}^K \frac{B}{2 \cdot c \cdot i + b} &> \sum_{i=i_0}^K \frac{B}{2 \cdot c \cdot i + b} \text{ (let } 2 \cdot c \cdot i_0 \geq b) \\ &> \sum_{i=i_0}^K \frac{B}{4 \cdot c \cdot i} = \frac{B}{4 \cdot c} \sum_{i=i_0}^K \frac{1}{i} \text{ (harmonic series)} \end{aligned}$$

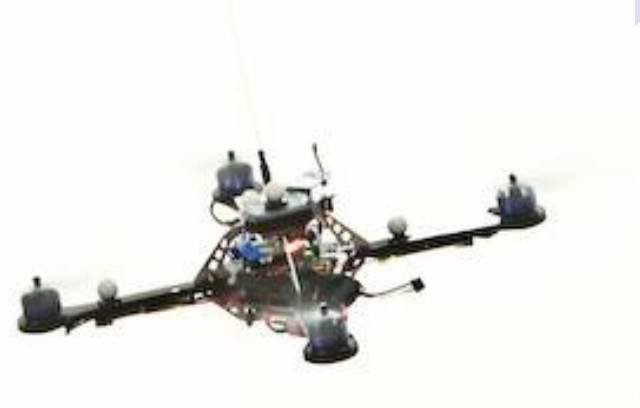
Imagination: Extensions

- Simple extensions (while keeping optimality)
 - Non-uniform distance between adjacent sensors
 - Same algorithm
 - Smaller recharge cycle (than MC round-trip time)
 - Pipeline extension
- Complex extensions
 - Non-uniform frequency for recharging
 - Two- or higher-dimensional space

Imagination: Applications

- Robotics

- Flying robots
- Google WiFi Balloon



- Tesla Motors

- Tesla Roadster: all-electric
- Supercharger networks



4. Conclusions

- Wireless energy transfer
- Collaborative mobile charging & coverage:
 - Unlimited capacity vs. limited capacity (with BS)
 - Charging type: BS-to-MC, MC-to-MC, and MC-to-Sensor
- Other extensions
 - Charging efficiency, MCs as mobile sinks for BS...
- **Simplicity + Elegance + Imagination = Beauty**