NOSE: A NOmadic Scalable Ecosystem for pervasive sensing, computing and communication

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The Smart City paradigm is the dominant model for urban development

Integration of ICT and IoT in resource management and service provisioning

- Mobility, Energy (Smart Grid, …)
- Building, Public services,
- Main features:
- Systemic vision:

City as a system of interconnected components



What are the main prerequisites of the smart city paradigm?

- A pervasive sensing and communication infrastructure
 - High costs of installation and maintenance
- A critical mass of users
 - Justify investments

Administrative unity





A clean slate approach: Design for smart





How to bring smart city services to sparse communities?

- A large portion of humanity lives in small cities, towns and sparse urban agglomerations
- Such urban districts lack the main prerequisites for adoption of Smart City paradigm
 - No critical mass
 - Administratively fragmented
 - Fixed costs less sustainable
- The Smart City paradigm might create a new urbanization
 Urban districts are at a competitive disadvantage
- Need for cheap, alternative sensing and communication infrastructure



NOSE: Turning mobile infrastructure into a platform for sensing, computing and communication

- Public Buses have Wi-Fi/3G/4G connectivity
- currently underutilized
- Others: postman, employees, etc.





We exploit such infrastructure to create

- A mobile sensing and monitoring platform
 - Multi-service
 - Replacing and/or integrating fixed, expensive infrastructure
- A delay tolerant communication network
 - Emergency, real time communications, disaster recovery
 - Connectivity of molok/smart bus stops everywhere, etc



Is NOSE a viable approach for a "smart district" paradigm?

Transport network is pervasive: Less administrative barriers

What about the economic barriers?

- Nomadic vs fixed infrastructure also means trading CAPEX vs OPEX
- Can we make a fair comparison (same performance)?

WE need to explore the CAPEX/OPEX tradeoff

Is it the time for a smart district?

- Plenty of existing work on mobile sensing
 - MIT CarTel, Pothole Patrol, among others
 - Environmental monitoring, mainly
- Focused on:
 - Technical feasibility
 - Measurement issues (calibration,...)
 - Lack of clear, well justified performance requirements
- Is the technology ready for production?

Design principles: scalability, modularity, ease of integration and management



Candidate Services

Environmental Monitoring («District Pulse»)

Road surface monitoring

City scanning







A system for real time road surface monitoring



Objectives:

- Offer a real time view and a forecast of road surface conditions
 - Tracking of ice, snow, water, soil, crackings, shape changes, amount of salt
 - Integration with data from other sources (weather forecasts, fixed sensors, etc.)

Applications:

- Inform on time drivers about hazards due to road surface state;
- Increase efficiency of interventions:
 - Intervene only when and where it is actually needed;
 - Improve traffic conditions;
 - Improve road safety (better prevention of hazards);
 - Optimize use of salt.

Components

- On Bus communication system
- On board road surface sensors
- Servers for data collection, data mining, forecast, visualization



Mounted on rear/front bumpers Or on top





Environmental Monitoring

- Complement to weather forecast: air pressure, temperature, humidity
- Pollution: CO, CO2, NO, NO2, SO2, O3, particles (PM1, PM2.5 and PM10 measurements)
- Pollen map
- Output on a map
- Candidate device: Raspberry Pi + on board sensors
 / Airquality Egg





City Scan

- Obtain measurements of various parameters of the city
- Exploiting API of Kinekt 2, and/or other sensors
- Many possible applications:
 - Pedestrian density estimator
 - Parking occupation estimator
 - Traffic density estimator
 - People mood monitoring



• Make available data for mining and analysis

The onboard infrastructure



Data path for the Road Surface Monitoring Service



http://vmhiotmiddleware.hevs.ch/nose/dashboard/ice/default



Lessons learned

- The opportunistic nature of nomadic infrastructure requires systems to be:
 - Adaptive
 - With built in redundancy
- They tend to be
 - Less accurate
 - Less available
- We established a technical baseline for economic analysis of capex/opex tradeoffs
 - Still open issue
- Cultural barrier
 - Not yet considered

Thank you!