An Underwater Communication and Sensing Testbed in Marina del Rev

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Extended Abstract

growing awareness of environmental concerns such as runoff users as shown in Figure 2. pollution and global climate change, and significant communicate underwater.

Despite these needs, research progress in underwater communication and sensing is more difficult than on land for several reasons. Pragmatic considerations such as limited access to the underwater environment come together with limited by the purpose-built design of the modem. The technical considerations such as difficulty in modeling the behavior of underwater acoustic signals. These difficulties make simulations problematic, thus research in this area requires realistic (i.e. in the water) experiments in order to perform credible research.

some progress on building a flexible, configurable underwater sensing and communications testbed within the waters of Marina del Rey, California. Our insight is that remote access can allow 24x7 use of an underwater testbed and so accelerate transmit power amplifier, receive preamplifier, research progress.

TESTBED DESIGN

To deploy our testbed in the underwater environment, we have rented five dock boxes at Pier 44 located next to the USC Information Sciences Institute (ISI) building in Marina del access to the marine environment surrounding this pier. Our intention is to utilize these dock boxes through several generations of testbed development and deployment.

two prototype testbed nodes based on an existing underwater connected to the embedded PC at each node to support and offload all of the low level data processing to software.

Sensing, monitoring, and communication underwater is wireless connection to a central point. This hardware increasingly important to scientists who study the oceans, configuration is shown in Figure 1. The prototype wireless rivers, and lakes, as government and industry seek to observe, underwater communication nodes were deployed in two of the protect, exploit, and control resources underwater. With dock boxes, with the radio links providing direct access to

This deployment of the initial underwater communication underwater events such as oil spills, volcanic activity, and the nodes was successful in validating our ability to deploy like, more people are seeking innovative ways to observe and underwater equipment, the physical robustness of the equipment in our environment, and our ability to maintain communications between the testbed nodes and our central control point.

> However our initial design's value as a research tool is modem's fixed-purpose design imposes strong restrictions on the communication waveforms it can generate, as well as creating significant limitation in terms of modem control.

To address these limitations and create a flexible testbed node capable of supporting a very broad range of research To assist in overcoming these challenges, we have made objectives, we are developing a second-generation node architecture that implements a fully software-based acoustic signal path. By analogy with "software radio", all of the signal processing functions in this design, with the exception of the transducers, are implemented in software. This allows the node to support a wide and flexible range of signal processing algorithms and communication protocols, allowing new algorithms and functions to be developed and tested at all layers of the protocol stack.

This task is greatly simplified because, unlike radio Rey, California. These boxes provide power, shelter, and frequencies used in air communications, the frequency of acoustic signals commonly used in underwater sensing and communication does not exceed 40KHz. This lower frequency requirement greatly relaxes software acoustic modem (SAM) As an initial step, we designed, constructed and deployed implementation constraints when compared to software radio, allowing the use of standard CPUs and hardware, and modem developed by WHOI [WHOI], integrated with a expanding the role of software. At the cost of higher energy general purpose PC to provide modem control and data consumption (when compared to a hardware based modem), it communication functions. A high gain 802.11 antenna is is possible to minimize the hardware components of a node



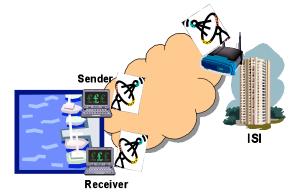


Figure 2: Remote communications infrastructure.

processing requirements of a SAM, our node is designed security research. We find that the requirements for sharing entirely with off the shelf hardware, using an embedded and controlling our underwater testbed is similar enough to computer with sound card, a car audio amplifier, a guitar pre- DETER that integration with DETER is possible. Upon amplifier, and a hydrophone, as shown in Figure 3. In order to successfully integrating with DETER, the testbed can be facilitate collaborative sensing functionalities, we integrate conveniently configured, shared, and accessed through web GPS units to obtain accurate time information.

The software subsystem in this second-generation node is chirp and timing mechanisms have been tested in the underwater communication at all levels. laboratory and will be deployed to the dock boxes in the near future.

Although our work on these second-generation nodes is preliminary, we believe that complete access and software programmability of the low level communication tasks in our testbed will become the key factor in enabling innovative underwater research.

FUTURE PLANS

More novel than the details of the testbed hardware, the next phase of our work will focus on infrastructure to support shared use and remote access to the testbed. One option that processing techniques (applicable to data communication we are considering is leveraging existing software resources and prior expertise in ISI's computer network emulation testbed DETER, to build the underwater testbed management system. The DETER infrastructure is an Emulab clone that allows its users to share computation and networking



Benefitting from the relatively low signal frequencies and resources on a computer network testbed to conduct network interfaces and ssh clients.

In parallel to the above mentioned effort, we will develop a modified version of GNURadio [GNUR], with modules prebuilt software modules and templates that expose different enabling modulation and demodulation of acoustic signals. In levels of underwater communication; starting from raw signal addition to data communication, we have built software transmission up to application-level communication. Our goal modules to send and receive acoustic chirps for measuring of this effort is to provide reference design(s) for basic time of flight of acoustic signals sent from one node to another. underwater communication as well as simplified development Data communications have been tested at 60 meters, while the mechanisms for the researchers to design and modify

> Once sufficient infrastructure and development tools are in place, we will increase the number of accessible nodes to five to enable small scale underwater networking research. This task will simply require duplication of two node testbed and their integration into the management system.

> Ultimately, we strive to build a testbed that will easily allow researchers across the community access to in-water equipment 24/7. We hope that this kind of access will support underwater research in several areas. Since our testbed will give the researchers access to the raw signals and tools to process them, it will enable research in novel signal research at the PHY level), new underwater communication protocols including low power MAC, acoustic sensing technologies such as ocean acoustic tomography and 3-D beam-forming using distributed sensors.

> Our poster will discuss the initial deployment and the challenges we faced, the current work with our software-based node and a detailed look at some of the new and novel underwater sensing and communications work we hope to do.

REFERENCES

[WHOI] http://acomms.whoi.edu/umodem/

[GNUR] http://gnuradio.org/

Figure 3: Aquarian Audio H1 (left) AOpen DE2700 (right)



Figure 4: Current and proposed testbed node locations