

AgiTrack: Agile Cargo Tracking Using Mobile Agents

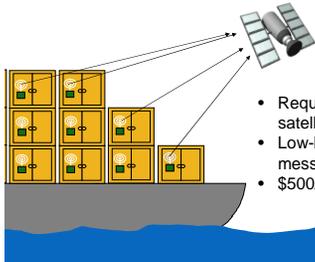
Gregory Hackmann, Chien-Liang Fok, Gruia-Catalin Roman, Chenyang Lu
Washington University in St. Louis

Christopher Zuver, Kent English, John Meier
Boeing Corporation

"Agilla: support for flexible deployment of adaptive software in wireless sensor networks."

Motivation

- 7 million containers arrive annually into the US; it is impossible to check every container
- Existing container security devices are limited:



- Require line-of-sight with satellite
- Low-bandwidth (six 9-Byte messages per day)
- \$500/device, \$34.95/month

- Applications must be flexible: they must adapt to changes in a container's location, local security policies, tracking technologies, and customer needs

Dynamic Context Discovery & Multi-Hop Network Formation

- Use beacons for neighbor and context discovery
- Use geographic routing for multi-hop inter-agent communication

Custom Agents for Varying Needs

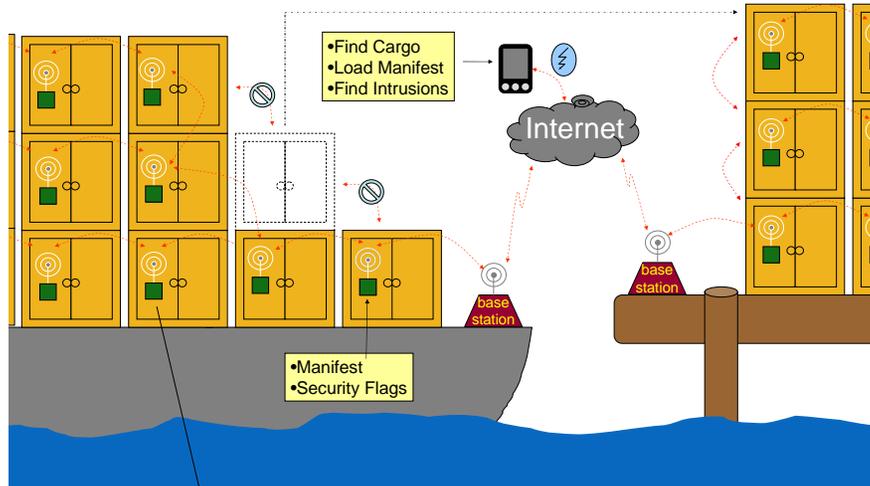
- Many mobile agents can be deployed over time in the same sensor network
- Support custom agents for each kind of user, e.g., customs officers, shippers, customers, etc.
- Allow applications to adapt to changing threat levels

Many Agents Already Supported

- Update electronic manifest list
- Search containers for a specific item
- Count and locate all containers
- Monitor accelerometer for sudden motion
- Monitor light sensor for unauthorized entry into container
- Find all recorded accelerometer and light events

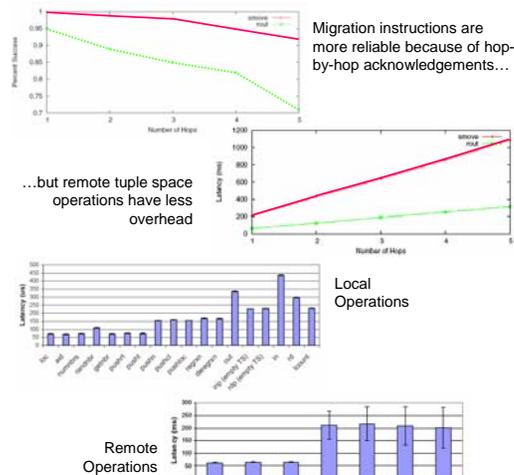
Box Interrogator Application

- Discover available sensor networks
- Load electronic manifest into containers
- Inject agents to track and query cargo
- Display results graphically
- Forward results to an event correlation engine

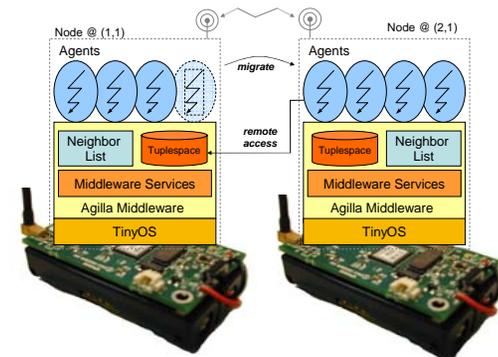


Enhance each container with a mote (i.e., a "hyperactive RFID")

Performance Evaluation

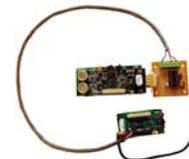


Agilla: Mobile Agent Middleware

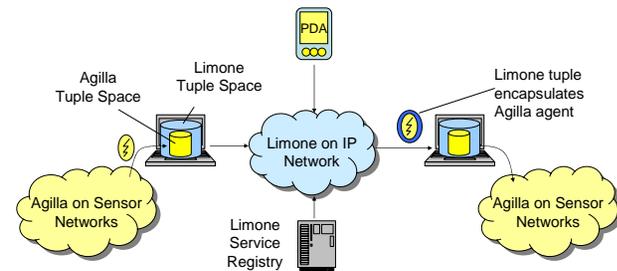


Open-Source Software

- Platform
 - Implemented on Mica2, ported to MicaZ, and NMRC Dsys25 motes
 - TinyOS 1.1.14, NesC 1.2
 - Integrated with the Cricket Indoor Localization System
- Middleware
 - 4 Agents/mote
 - 100 byte tuple space
 - 46K ROM, 3.3K RAM



Integration with IP Networks



- Base stations and clients connected over an IP network
- Each base station connected to a separate Agilla network
- Clients and base stations discover each other using a central Limone service registry
- Clients place requests and Agilla agents into base stations' Limone tuple spaces
- Base stations straddle middleware and network boundaries, converting incoming Limone tuples into Agilla operations