

# Image Transmission over ZigBee Networks

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## Abstract:

An image sensor network platform is developed for testing transmission of images over ZigBee networks that support multi-hopping. The ZigBee is a low rate and low power networking technology for short range communications, and it currently uses IEEE802.15.4 MAC and physical layers. Both ZigBee networking (NWK) and IEEE 802.15.4 MAC layer protocols are implemented on a single M16C microprocessor. Transport layer functionalities such as fragmentation and reassembly are performed at the application layer, since the ZigBee NWK does not have a fragmentation support. The multiple access scheme is CSMA/CA, therefore only the best effort multi-hop transmission of JPEG and JPEG-2000 images are tested; Observations and resulting statistics are presented, and open issues are discussed.

**Keywords:** ZigBee, IEEE 802.15.4, JPEG, JPEG-2000, multi-hop, sensor network.

## 1. Introduction

Until recently most wireless communication standards focused on high speed and long range and have been applied successfully for cellular and local area network. The ZigBee is a consortium of over 90 companies that is developing a wireless network standard for commercial and residential control and automation applications. The Alliance has recently released its specifications for a low data rate wireless network. The design goals for the network have been driven by the need for machine-to-machine communication of small simple control packet and sensor data and a desire to keep the cost of wireless transceivers to a minimum. Additionally, the network possesses self-organizing capability so that little or no network setup is required. Ideally, individual nodes should be battery powered with a long lifetime and should cost very little. The applications for such networks are numerous and include: Inventory management, product quality monitoring, factory process monitoring, disaster area monitoring, biometrics monitoring, and surveillance.

Zig Bee networks are similar to Ad-hoc networks in the sense that the networks borrow heavily on the

self-organizing and routing technologies developed by the ad-hoc research community. However, a major design objective for Zig Bee networks is reducing the cost of each node. For many of the above applications the desired cost or awirelesslyenable device is less than by actual cost.

## 2. Overview of Zig-Bee

ZigBee is best described by referring to the 7-layer OSI model for layered communication systems. The Alliance specifies the bottom three layers (Physical, Data Link, and Network), as well an Application Programming Interface (API) that allows end developers the ability to design custom applications that use the services provided by the lower layers. Figure-1 shows the layered protocol architecture adopted by the alliance. It should be noted that the Zig Bee Alliance chose to use an already existing data link

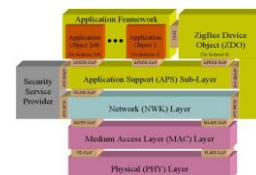


Figure 1 ZigBee Stack

physical layers specification. These are the recently published IEEE802.15.4 standards for low-rate personal area network. We describe the key features of each layer in the following. Complete descriptions of the protocols used in Zig Bee can be found in.

### 2.1. PHYSICAL Layer Features

The IEEE802.15.4 standard [3] defines three frequency bands of operation :868MHz, 916MHz and the2.4GHzbands. We will focus on the2.4GHz bands as these are the most Commonly available products at the moment and in addition. This band offers the highest achievable data rate of 250Kbps at the physical layer. During each data symbol period, four information bits are used to select one of 16 nearly orthogonal pseudo –random noise (PN) sequences to be transmitted.

Typical transmission distances have been reported and are within the range from 30 meters in an indoor

## 2.2. Data Link Layer Feature

The IEEE 802.15.4 is a light weight simple protocol that is based on CSMA (Channel Sense Multiple Access). Its responsibilities may also include transmitting beacon frames, Synchronization and providing a reliable transmission mechanism. A key aspect of the data link layer is that individual packets are each acknowledged thus providing link level delivery guarantees. However, there are no quality of service guarantees or support for priority levels of network traffic. Essentially, ZigBee offers only best effort end-to-end delivery of individual packets.

## 2.3. Network Layer Features

The majority of the new technology development that has Occurred within the ZigBee Alliance has been in the creation of the network layer. The responsibilities of the ZigBee Network layer include mechanism used to join and leave A network, and to route frames to their intended destinations. The routine go course may involve using multiple intermediate Relay devices within the network. In addition, the discovery and maintenance of routes between devices devolve to the network layer. Also, the discovery of one-hop neighbors and the storing of pertinent neighbor information are done at the network layer.

## 3. IMAGE TRANSMISSION OVER ZIGBEE

With the rapidly growing market for short range wireless communication systems, image-based sensor networks is becoming important to support security, surveillance and in section related applications. However, to design an efficient Image communication system in wireless sensor networks. There still exist many challenges. Some are caused by resource limitations, such as power supply and processing capability, and some by adverse wireless channel conditions and the error resilience capability of image compression schemes. Due to the path loss, small and large fading, co channel interference and noise disturbance the capacity of wireless channels is much lower than wired channel and the bit error rate is much higher. Furthermore, the throughput may fluctuate due to time varying characteristic of the wireless channels.

In this section, we address inherent limitations of ZigBee technology for image transmission. We consider two image formats over ZigBee network are discussed.

### 3.1. Limitation of ZigBee

The 2.4GHz band provides the highest bit rate of 250Kbps In IEEE802.15.4 PHY specs. The physical layer supports transfer of only small sized packets limited to 127 bytes. Due to overhead at the network, MAC and physical layers, each packet may contain no more than 89 bytes for application

data. This leads to fragmentation of bit streams larger than 89 bytes. The networking layer does not perform fragmentation. Therefore, the fragmentation and reassembly should be handled at the application layer. A flow control mechanism is also Needed to acknowledge and request re transmission of missing Fragments above the network layers.

### 3.2. JPEG vs JPEG 2000

JPEG and JPEG 2000 differ in various aspects from compression efficiency and complexity to scalability JPEG 2000 is a dyadic multi resolution sub band transform based still image compression standard and uses embedded arithmetic block coding with an optimized truncation algorithm while JPEG is DCT based and use Huffman coding JPEG 2000 has higher source coding complexity but its compression efficacy is better and it provide resolution and quality scalable bitstream.

## 4. RESULTS

We specify two performance metrics: number of bytes Receive din error per image and PSNR (Peak Signal to Noise Ratio) of received images. The first directly corresponds to the link status and link layer adversaries, and the latter is Dependent on image compression efficiency and scalability.

Assume that the pixel value of a transmitted image at location  $(i,j)$  is denoted as  $(i,j)$ , and of the received Image as  $R(i,j)$ . The mean square error of the received image with respect to The transmitted would be where Mand Narre the pixel dimensions of the image. Then, The PSNR of the received image is computes as Between two image sex posed to the same number of byte Errors, the one the scalable coding would be more error to leant. We tested transmissions of JPEG and PEG-2000 images over 1-hop and 2-hop routes. The JPEG-2000 test image seen code din to 4quality layers. In the 2-hop case, the distance per hop is kept the same as int 1 hop case, and the at the intermediate node no image reconstruction or error Correction is performed. Therefore, each image bit stream, which is 4KB, is partition ed into 80-Byte payloads. Each Payload is then inserted in a ZigBee packet. Reassembly of the receive packets are performed at the server, which is connected to the ZigBee coordinator overran RS232 link. Figure 2 gives the histograms of the number of bytes received in error for each of 100 JPEG and JPEG-2000 image transmissions in 1-hop and 2-hop scenarios. A 2-hop scenario for JPEG.



Figure 2: Quality comparison of JPEG-2000 and JPEG images

## 5.CONCLUSION

Wireless transmission of 100 JPEG and JPEG-2000 images over ZigBee network is tested. It is shown that JPEG-2000 images encoded into multiple quality layers are more error-resilient and high PSNR is maintained. Therefore it is more suitable image compression format in low rate image sensor network applications. Multi hop transmission of JPEG-2000 images were unfortunately not completed due to adverse environment with interference from uncontrolled IEEE 802.15.4 and IEEE 802.11 wireless devices.

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