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Visualizing behavior of ambient sensor networks

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Ambient sensor networks represent distributed systems that challenge the illusion that Moore's law will always facilitate more complex software in the near future. The need for extreme low power consumption in myriads of miniscule sensors is a driving force to reduce software again to its basics. It appears that good old concepts enable new animals like hopping and gossiping nano-agents. But a lot of validating experiments are yet to be done to understand and control behavior of sensor clouds in realistic ambient environments.

This talk is about a framework to simulate and monitor dynamic sensor-networks in 3D, combining the capabilities of Blender, numpy and Python. Blender is used for modeling and animating 3D worlds. Cluster behavior is represented in numpy as scalable matrix algebra similar to Matlab. Python is the universal and transparent glue for any component.

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