- **Send-Receive Problem**
    - A receiver node must not proceed past the point at which it should receive a radio p... until the sender is beyond the point
    - Time to send a byte on mica2: *610...*

- **Sampling Problem**
    - A node sampling the RSSI value of... should not proceed past a point in t... possible senders can influence the s...
    - Time to sample RSSI on mica2: *83...*

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- **Cycle-accurate AVR sim...**
    - Efficient execution of prog...
    - Accurate timing of program... with devices

- **Device and Radio simula...**
    - Timers, UART, SPI, CC10...

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