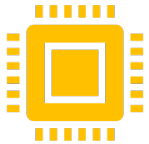
Internet of Things

Internet of Things (IoT)

Internet-connected devices such as sensors, appliances, RFID devices, actuators, instruments etc.

Mainly works with IPv6 instead on IPv4



Powered mainly by sensors nodes (motes) which are low-cost, small-size and power-efficient

Every node has an address that can be accessed from (theoretically) anywhere

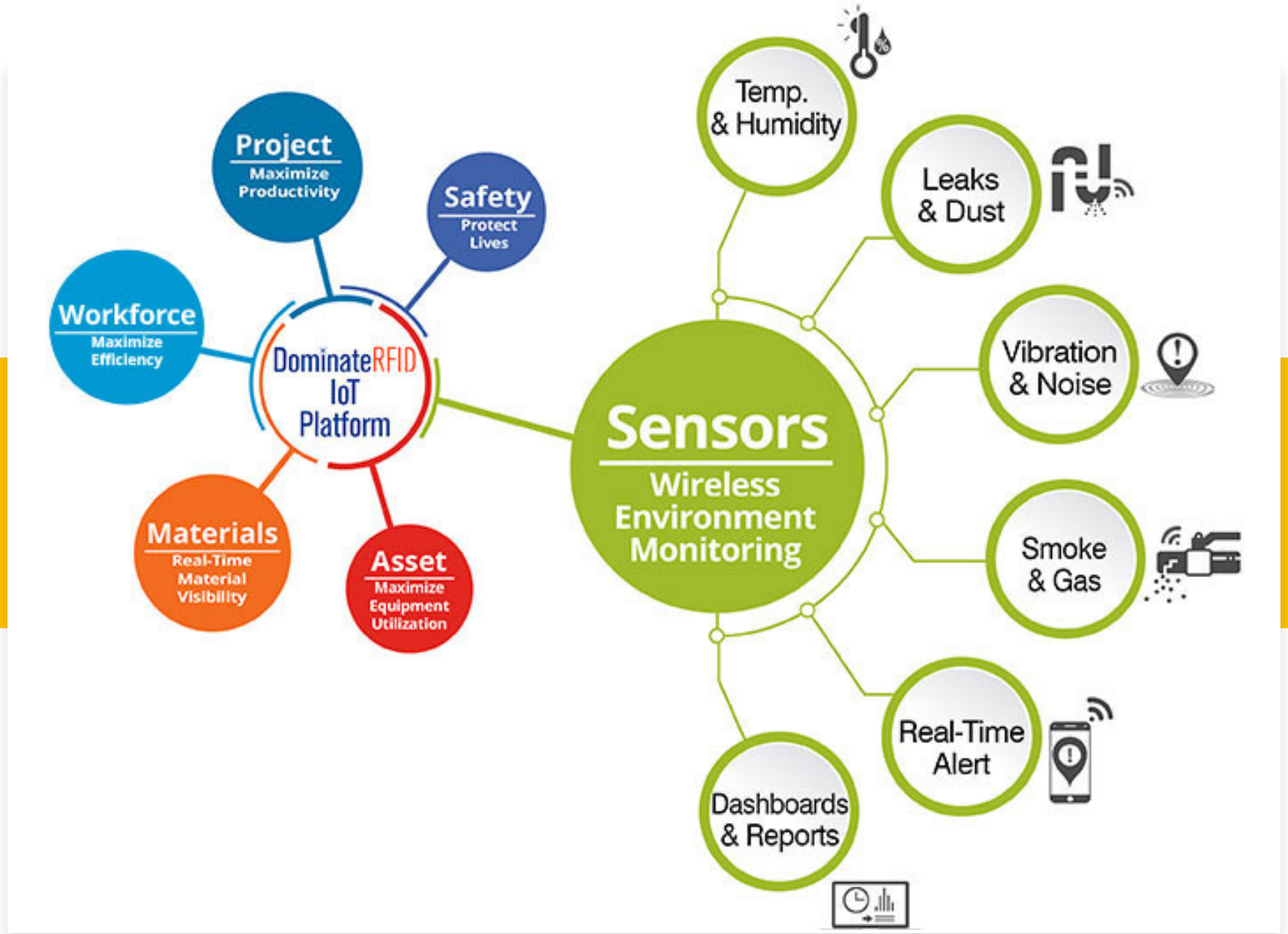
Real-time guarantee

IoT Demands

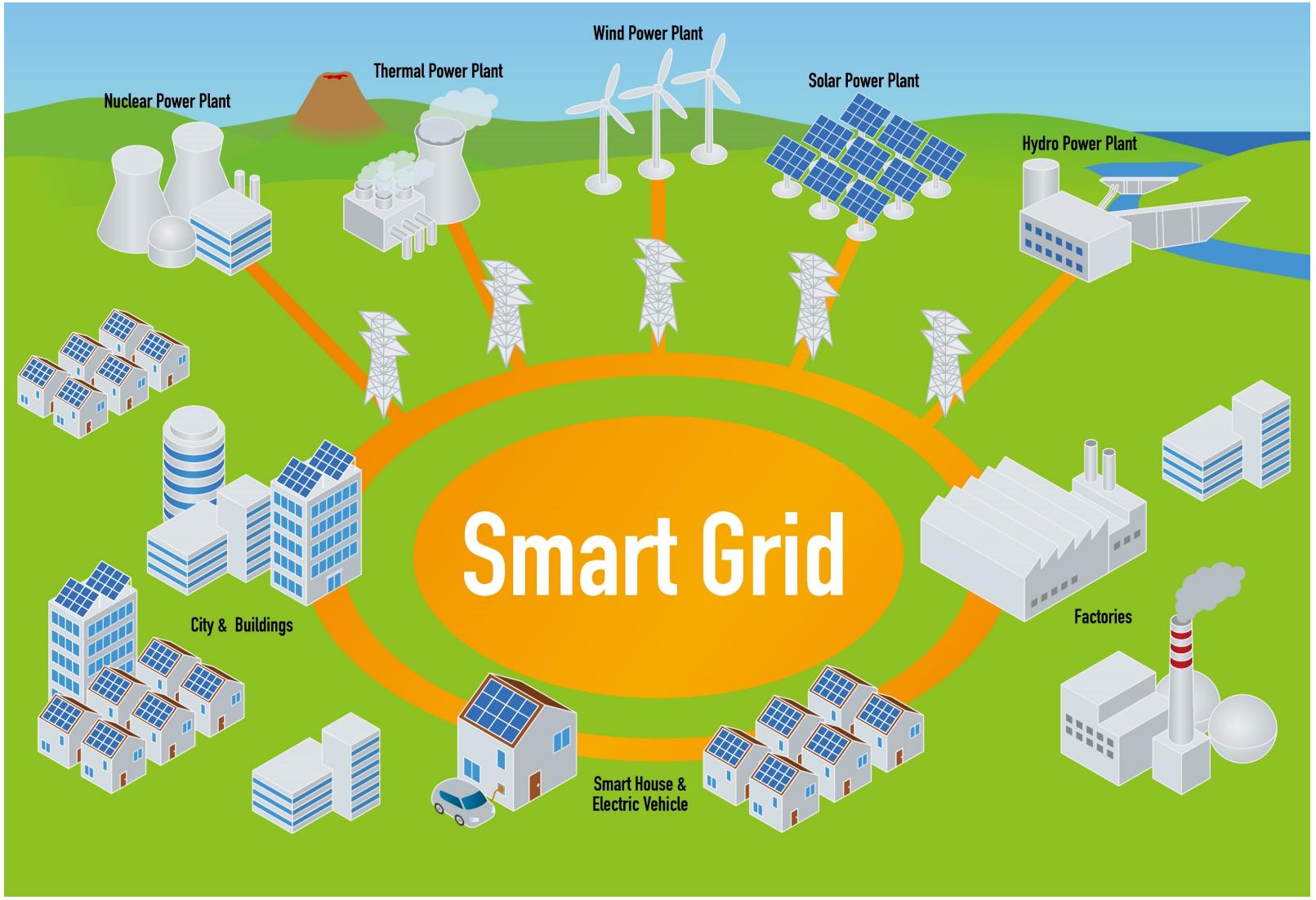
- Low-power, low-cost and low-memory footprint (RAM&ROM)
- Provision for IPv6 with 6LoWPAN adaptation layer
- Separate routing protocol for low power and lossy networks
- New light-weight application protocols, some similar to HTTP
- Header compression for IPv6 against 802.15.4 MAC


Traffic Management
Education
Air Pollution
Open Data
Internet of Things
Smart Street Lights
Smart Parking
Electromagnet
Emissions
Smart Health
Water Quality
Smart Buildings
Public Safety
Smart Hon
Gas & Water
Leak Detection
Smart Environmen
Smart Energy
Electric Vehicle Charging
Waste Management

Smart City

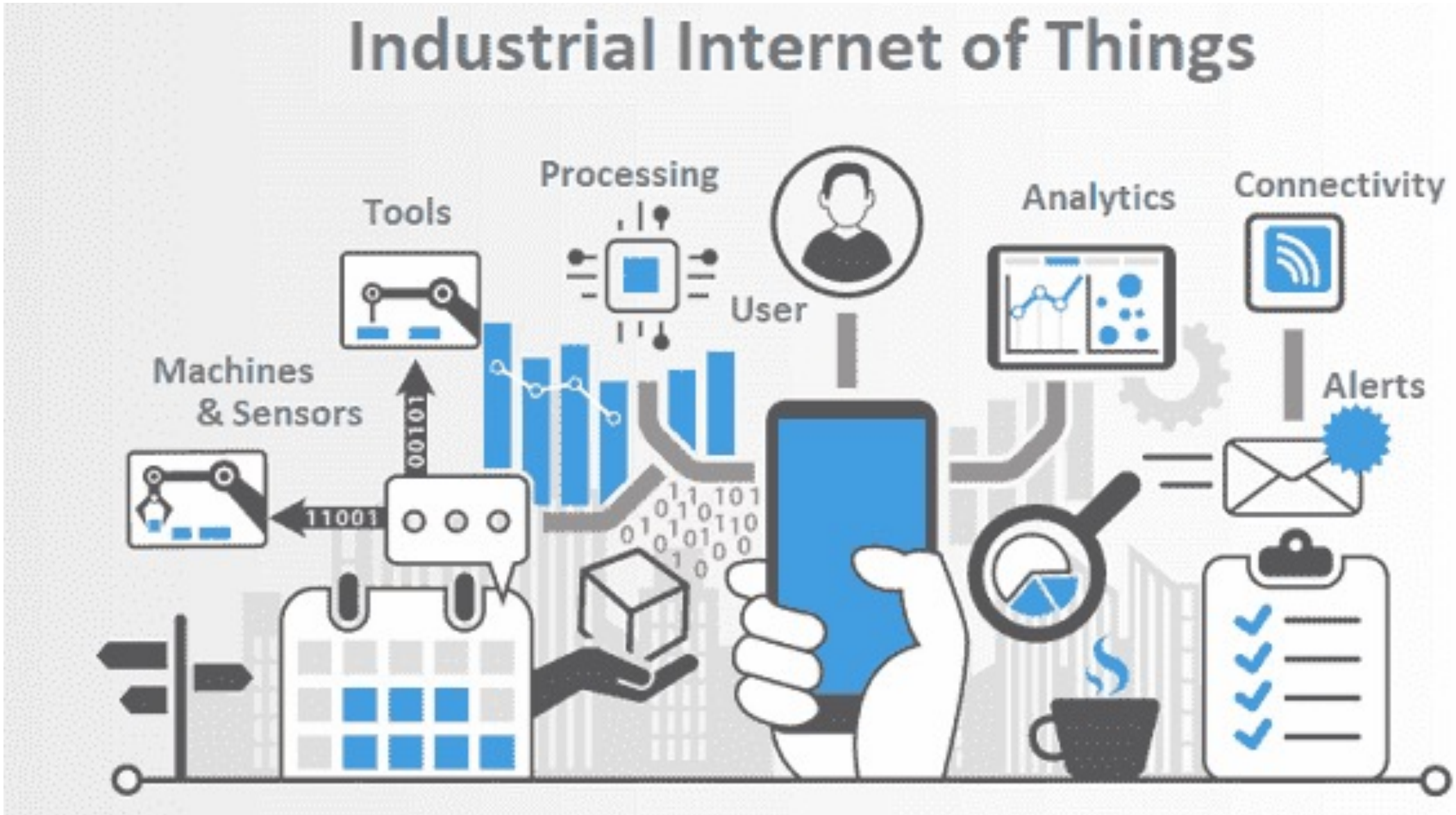


Environment Monitoring



Energy Distribution

IoT (Internet of Things) enabling continuous real-time supply chain visibility


Industrial Internet of Things
Tools
Processing
User
Analytics
Connectivity
Machines
& Sensors
Alerts
10100
11001

Some Tech Stuff

- Networking is key component (Different layers)
- Addressing schemes (IPv4 vs. IPv6)
- Data transmission (ZigBee, WiFi, 5G, LTE etc.)
- Transfer speed (kbps, Mbps, Gbps)
- Medium control (MAC layer and Data Link Layer)
- Cross-geography (CoAP, MQTT etc.)

OSI Layers vs. IoT Layers

HTTP, FTP etc.	CoAP, MQTT etc.
TCP, UDP, ICMP	UDP, ICMPv6
BGP, SPF, OLSR	IPv6, RPL
IPv4, IPv6	6LoWPAN
802.3, 802.11 MAC, Data Link	802.15.4 MAC
802.3, 802.11 PHY	802.15.4 PHY

Characteristics

- Small packet size
- Low bandwidth (10s-100s kbps)
- Star and mesh topology
- Low power, battery operated
- Low cost
- Ad-hoc network, device has limited accessibility
- Unreliable wireless medium

When is a device suitable for IoT?

- Adaptation layer (6LoWPAN)
- No method exists to run IP over 802.15.4 networks
  - IPv6 MTU is 1280bytes
- Not all ad-hoc protocols may be immediately suitable for 6LoWPAN
- Security for multi-hop networks needs to be considered

802.15.4

- Small packet size – 128 bytes including MAC, 103 bytes payload
- Uses 64-bit MAC addresses, has provision for 16-bit short addresses
- Support for multiple topologies
- Data rates between 20kbps and 250kbps
- Range between 10m and 30m

Why IPv6?

- Pros
  - More suitable for high density
  - Stateless mandated
  - No NAT necessary
  - Possibility of adding innovative techniques such as location aware addressing
- Cons
  - Larger address width
  - Complying with IPv6 node requirements (IPSec is mandated)

Considerations

- Cost of deployment
- Time to market
- Complexity in deploying
- Hazards due to human error
- Scalability

IoT Communication Protocols

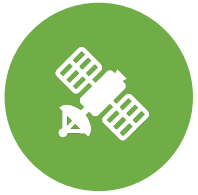
Link-layer Protocols

802.3 – Ethernet

802.11 – WiFi

802.16 – WiMax

802.15.4 – Low Data Rate WPAN



2G/3G/4G/5G – Mobile Communication

Network Layer Protocols

IPv4	IPv6	6LoWPAN
Exhausted in 2011 32-bit address	128-bit addresses	Limited processing capability Shows compression mechanism with IPv6 over 802.15.4

Transport Layer Protocols

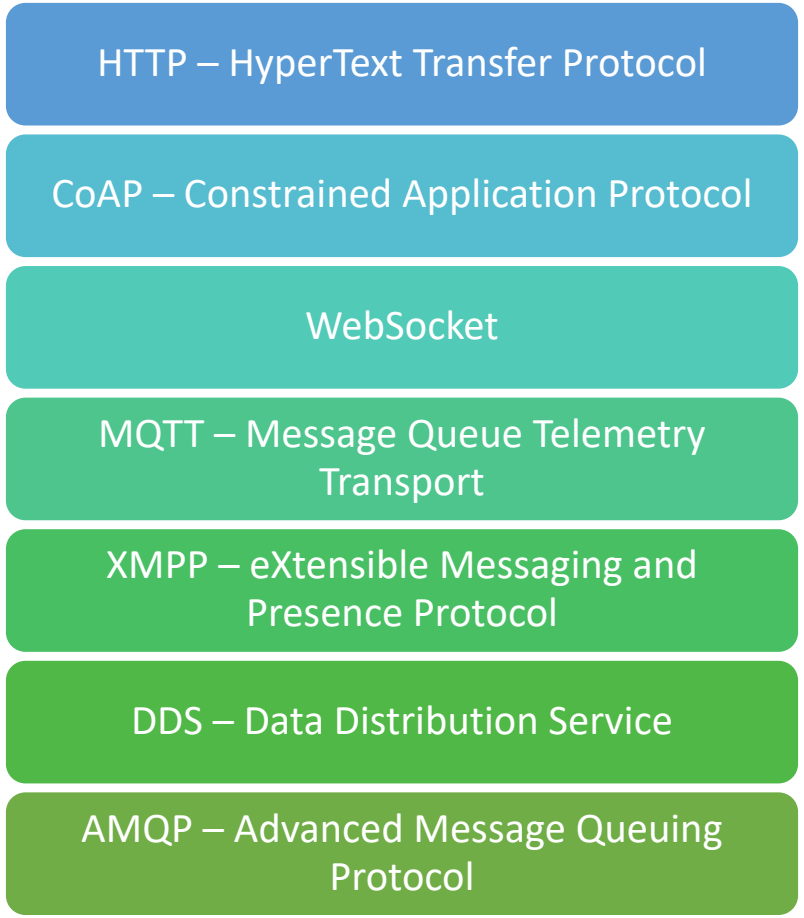
TCP

- Error Control, Flow Control and Congestion Control
- Every packet needs an acknowledgement
- Reliable Protocol

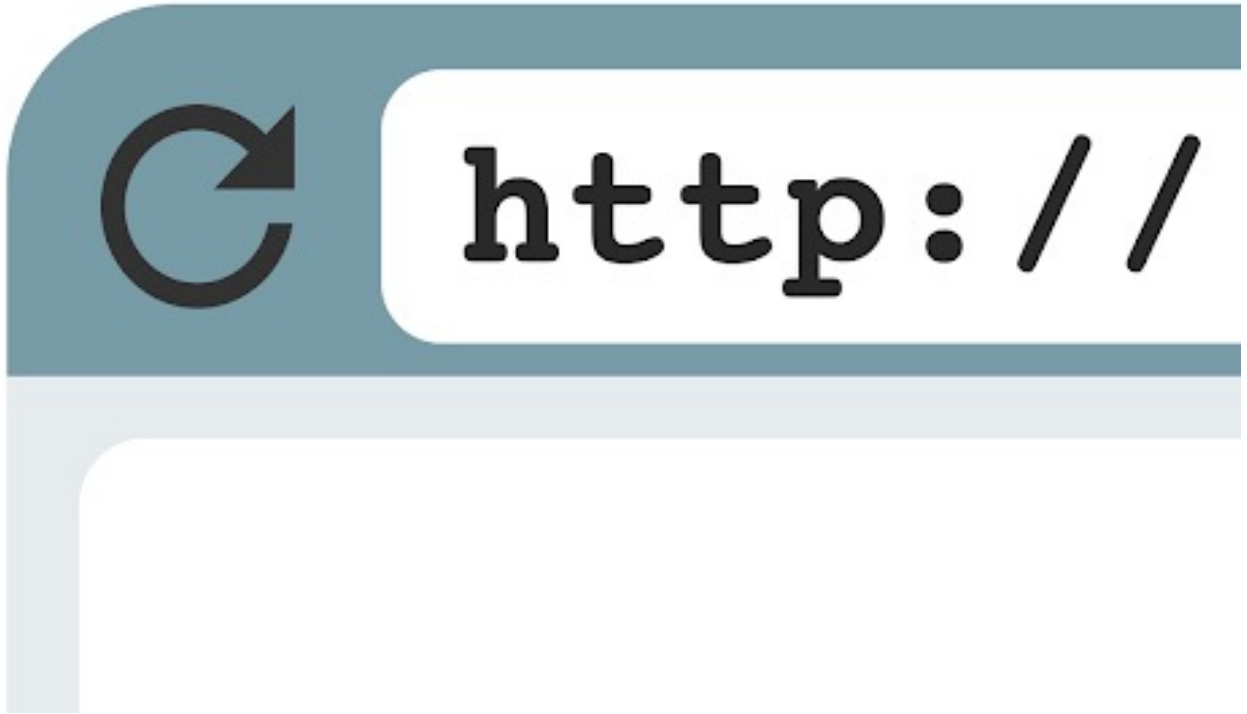
UDP

- No Acknowledgement is needed
- Stateless Protocol
- Simple to implement
- Usually Multimedia Data is sent over UDP
- IoT-friendly

Application Layer Protocol



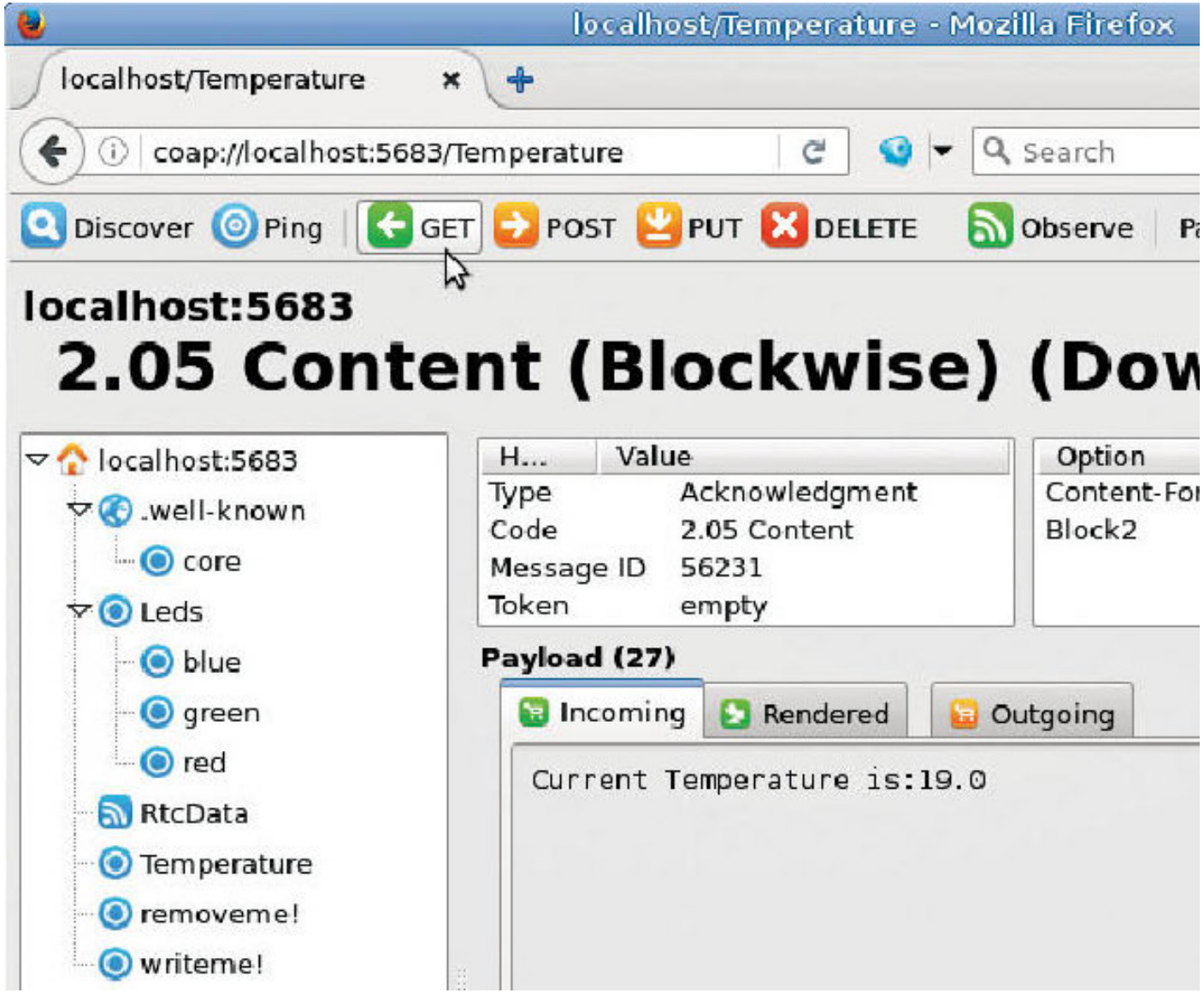
HTTP



- GET, PUT, POST, DELETE, HEAD, TRACE, OPTIONS, etc. commands
- Steteless – each request is different than others
- HTTP client can be a browser or application
- Multiple headers (Multi-purpose Internet Mail Extensions - MIME)

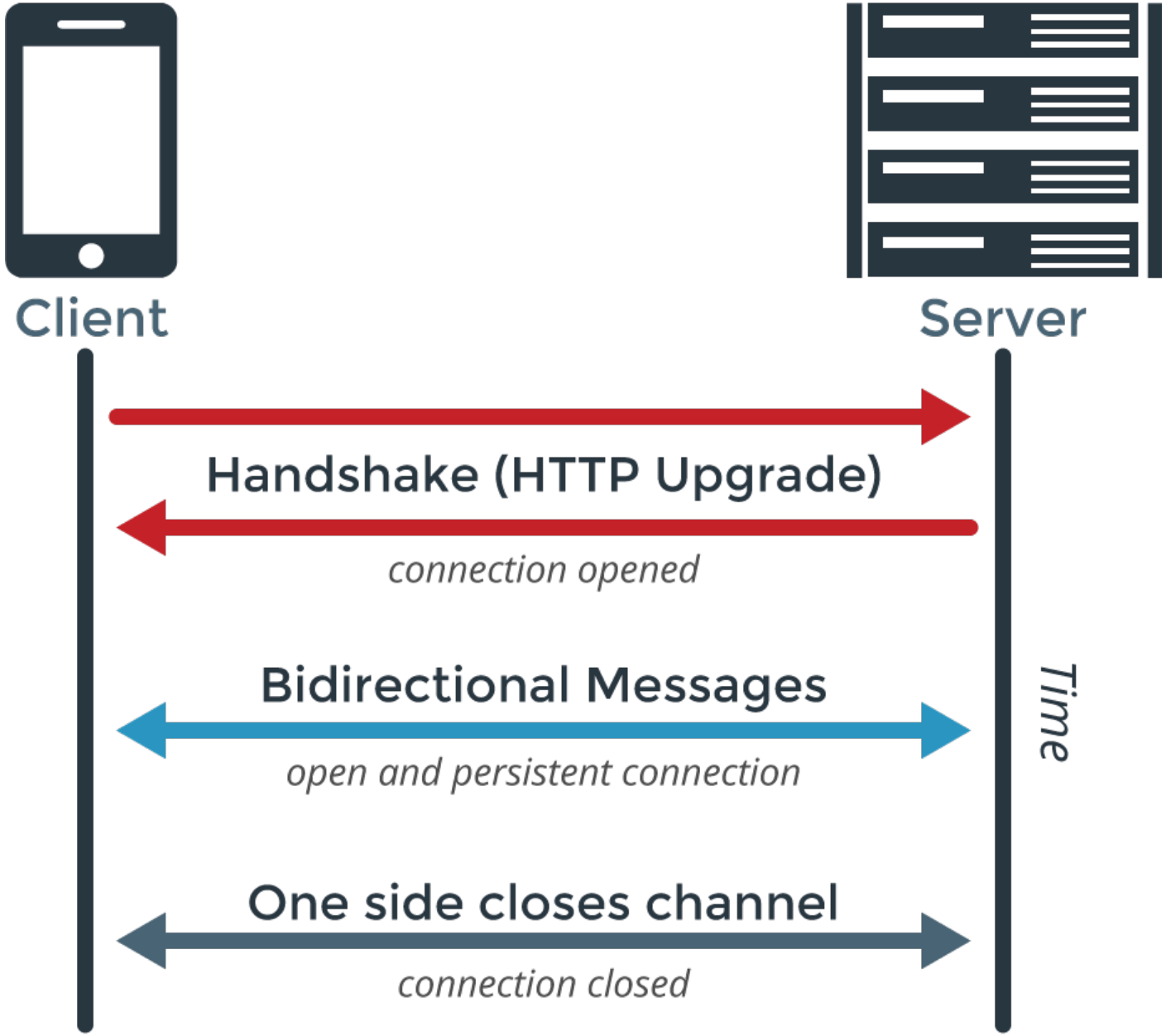
CoAP - Constrained Application Protocol

- Machine-to-Machine (M2M)
- Request-response model
- Runs on UDP instead of TCP
- GET, PUT, POST, DELETE, etc.



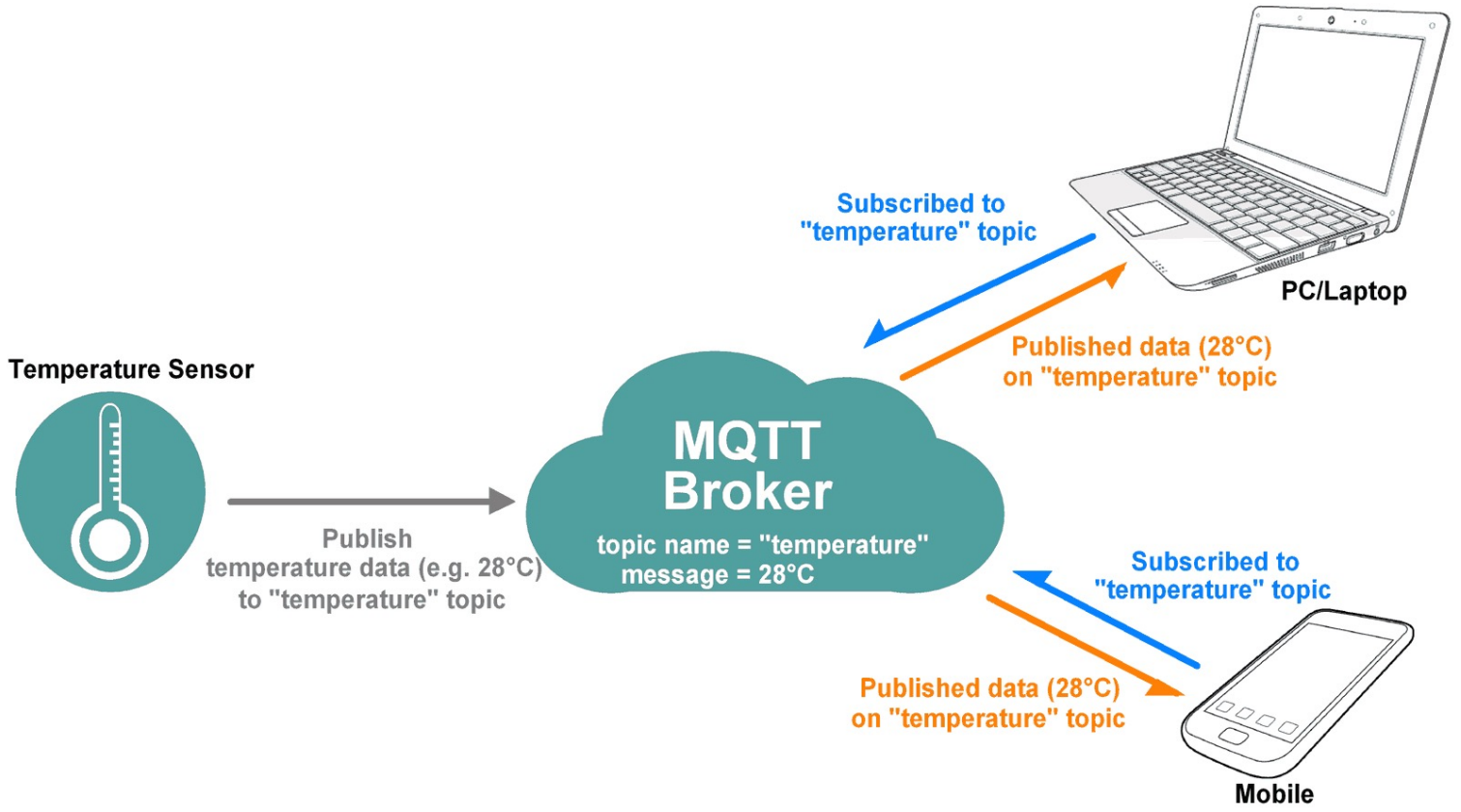
Web Sockets

- Full duplex communication over single socket for sending messages between client and server
- TCP-based
- Client can be a browser, IoT device, mobile application etc.



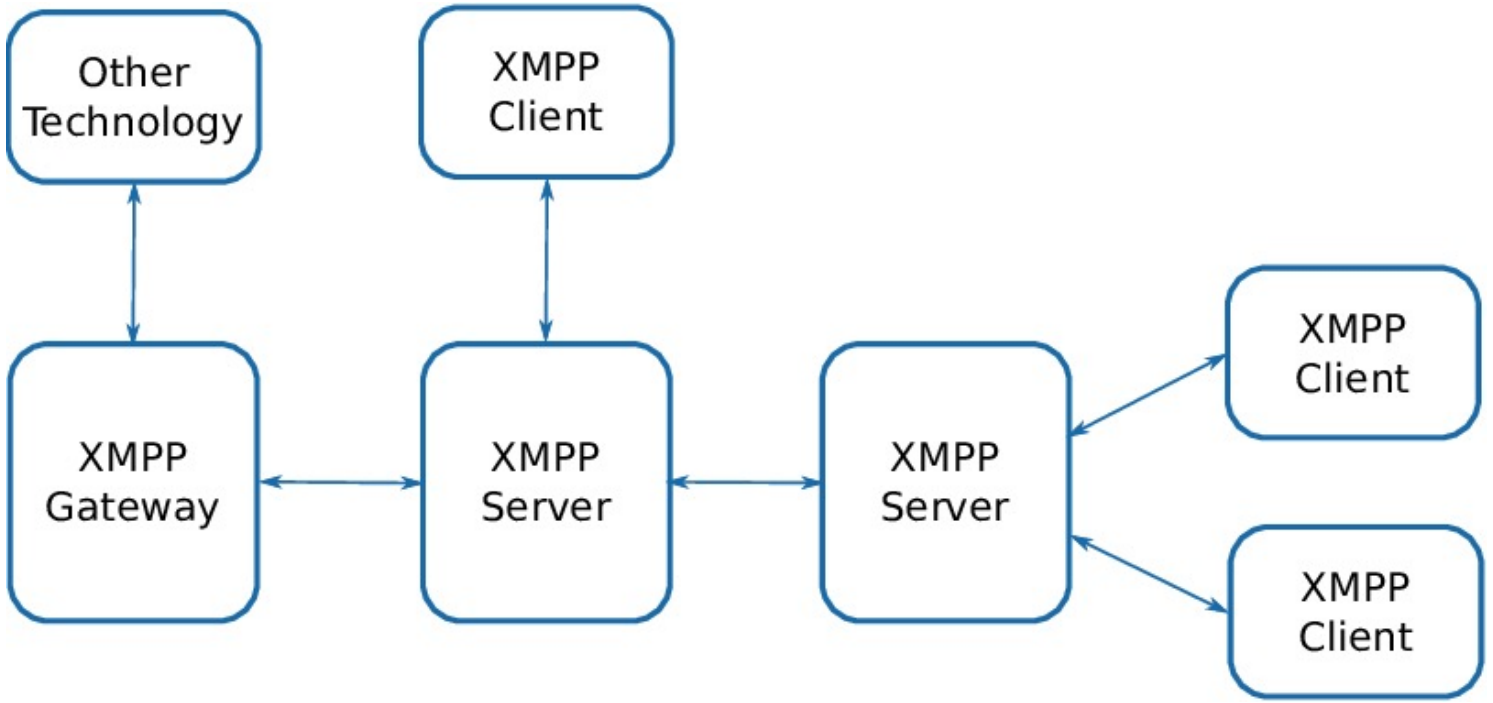
MQTT - Message Queue Telemetry Transport

- Based on a pub-sub model
- Uses MQTT broker as a server
- Useful for applications where memory and resources are heavily constrained
- Used in Automotive (IoV)



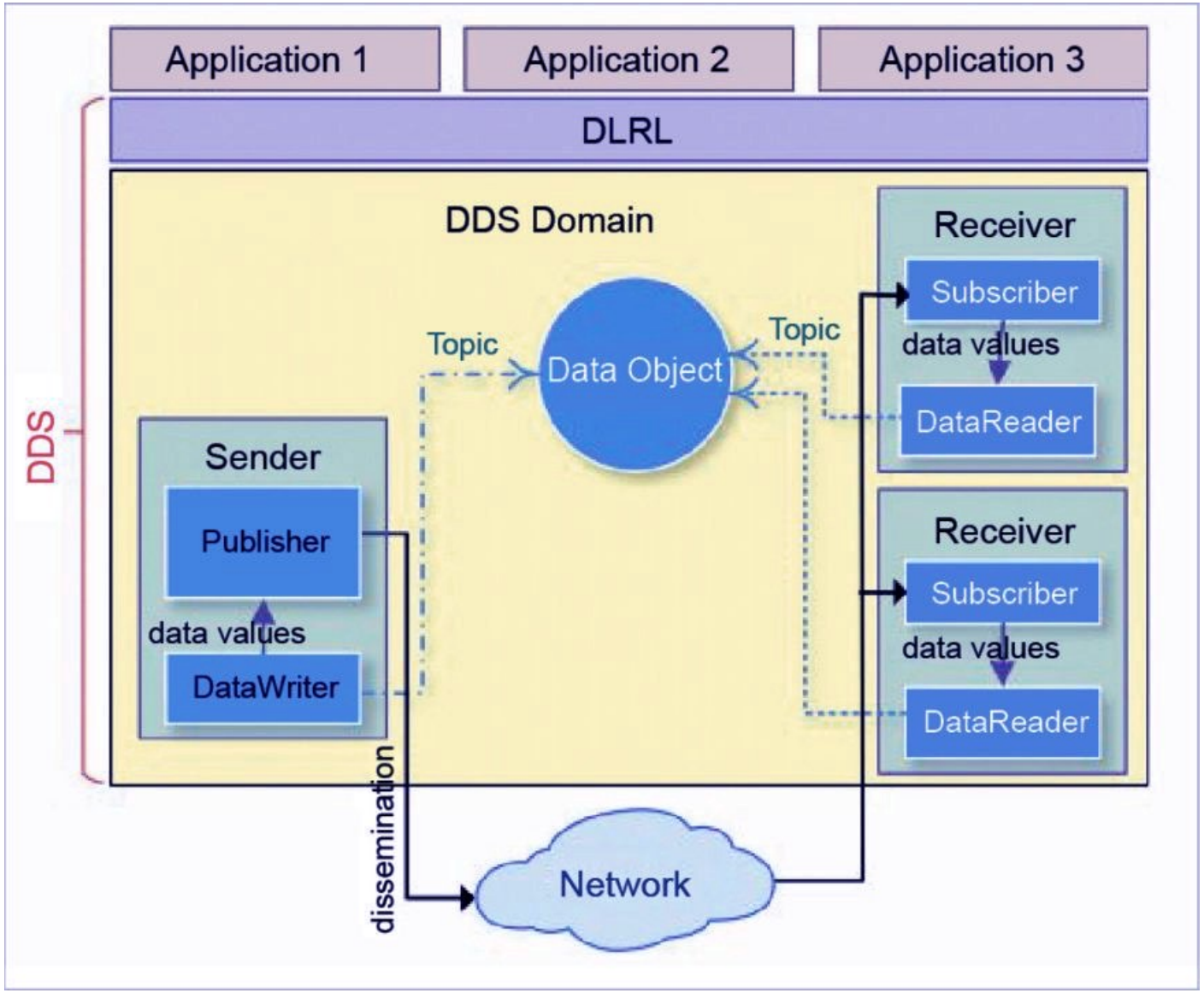
XMPP – eXtensible Messaging and Presence Protocol

- Real-time communication and streaming of XML data between network elements
- Suitable for Voice/Video chats, messaging, data syndication, gaming, multi party chat
- Based on client-server as well as server-server architecture



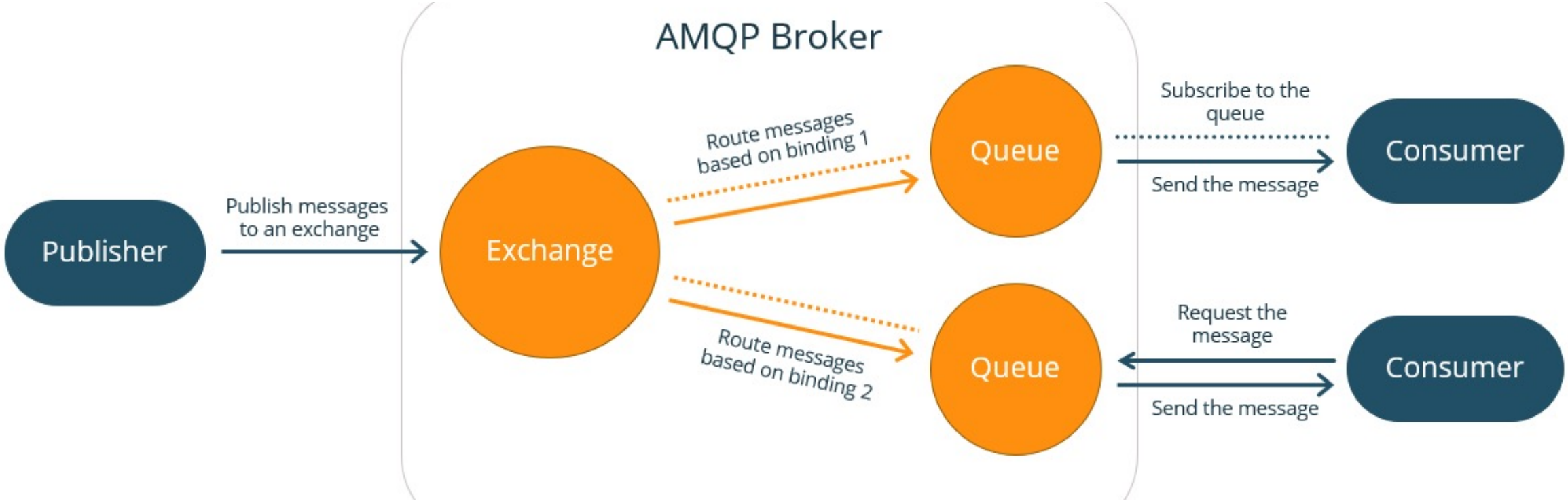
DDS – Data Distribution Service

- Middleware for M2M
- Pub-sub model
- Multiple publishers
- Multiple subscribers
- QoS and configurable reliability



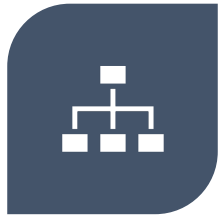
AMQP – Advanced Message Queuing Protocol

- For business messaging
- Point-to-point, pub-sub and routing/queuing
- AMQP brokers
- Messages pushed by brokers or pulled by consumers



IoT Functional Blocks

APPLICATION



MANAGEMENT

SECURITY

DEVICES

SERVICES

COMMUNICATION