

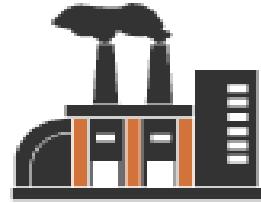
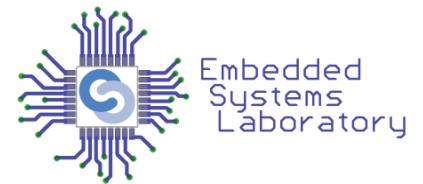
# Sisteme Încorporate

## Cursul 12

### Internet of Things

Facultatea de Automatică și Calculatoare  
Universitatea Politehnica București

# Industrial Revolutions



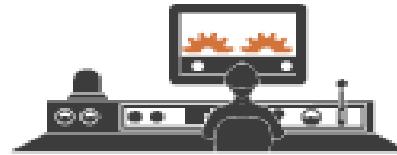
1<sup>st</sup>  
1760s

Steam engine  
Mechanization



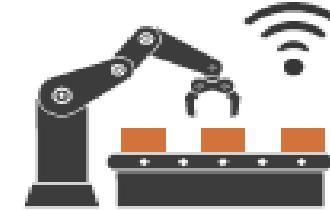
2<sup>nd</sup>  
1870s

Electricity  
Mass production



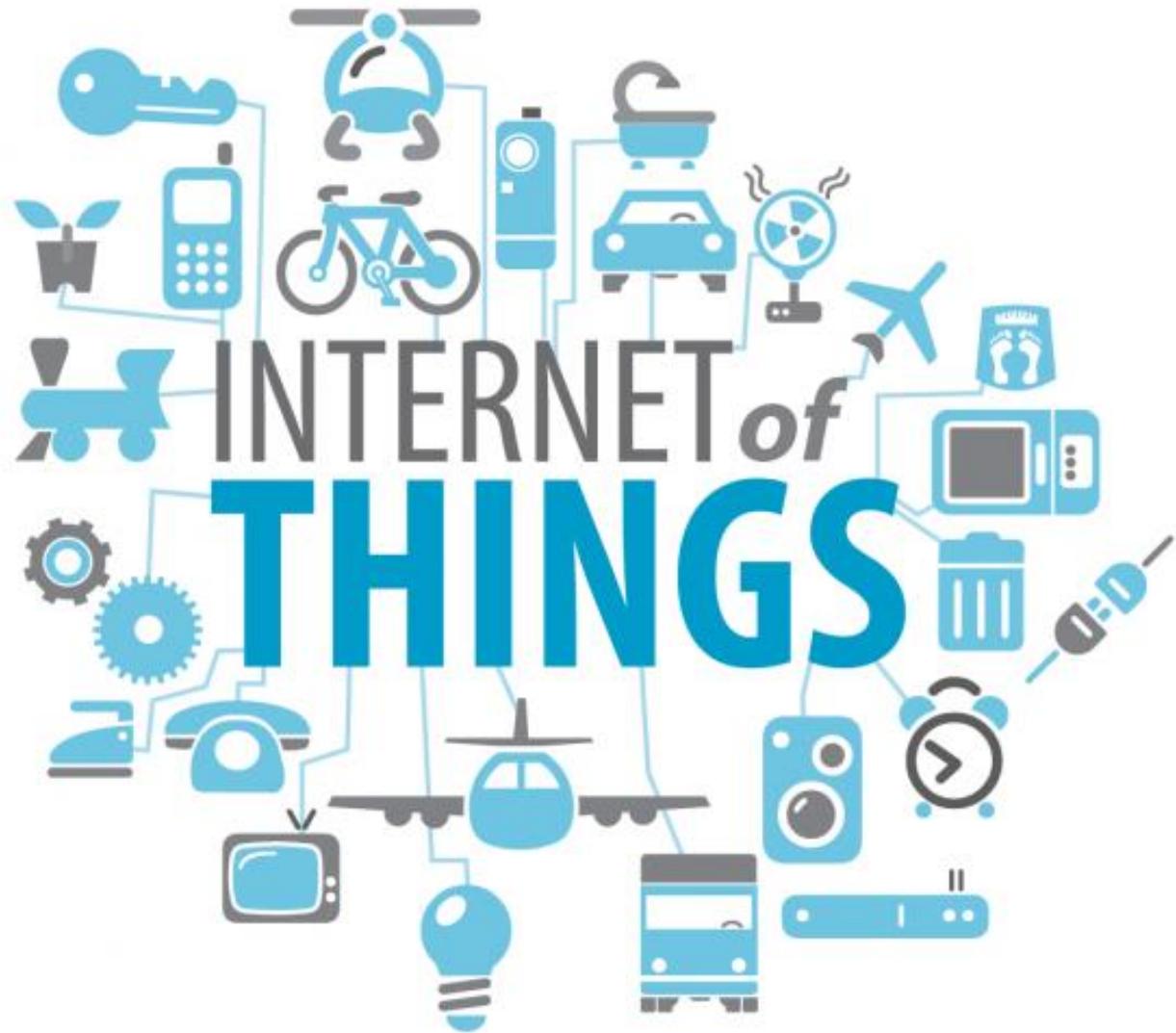
3<sup>rd</sup>  
1960s

Computers  
Automation  
Internet



4<sup>th</sup>  
NOW

Hyper-  
connectivity



A dynamic global network infrastructure with self-configuring capabilities based on standard and interoperable communication protocols where physical and virtual "things" have identities, physical attributes, and virtual personalities and use intelligent interfaces, and are seamlessly integrated into the information network, often communicate data associated with users and their environments.

# Internet of Things

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Kevin Ashton – co-inventatorul RFID și inventatorul termenului „IoT”

„The fact that I was probably the first person to say “Internet of Things,” does not give me any right to control how others use the phrase. But what I meant, and still mean, is this: Today computers—and, therefore, the Internet—are almost wholly dependent on human beings for information.” – [**How to Fly a Horse: The Secret History of Creation, Invention, and Discovery**]

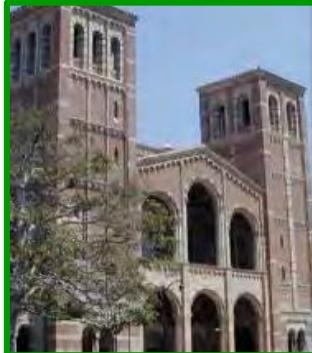


IOT

A scene from Toy Story featuring Woody and Buzz Lightyear. Woody, on the left, is a cowboy doll with a brown and tan plaid shirt, blue jeans, and a gold belt buckle. He has a serious, slightly annoyed expression. Buzz, on the right, is a space ranger doll with a green and purple suit, a red and blue chest plate that says "SPACE RANGER" and "LIGHTYEAR", and a black arm band. He is pointing his right arm upwards with three purple matchsticks attached to his fingers. The background shows a wooden floor and a doorway.

IOT DEVICES EVERYWHERE

# Scurtă istorie a IoT



## 1969 The Internet Emerges

The first nodes of what would eventually become known as ARPANET, the precursor to today's Internet, are established at UCLA and Stanford universities.



## 1982 TCP/IP Takes Shape

Internet Protocol (TCP/IP) becomes a standard, ushering in a worldwide network of fully interconnected networks called the Internet.



## 1990 A Thing Is Born

John Romkey and Simon Hackett create the world's first connected device (other than a computer): a toaster powered through the Internet.



## 1999 The IoT Gets a Name

Kevin Ashton coins the term "Internet of things" and establishes MIT's Auto-ID Center, a global research network of academic laboratories focused on RFID and the IoT.



## 2005 Getting Global Attention

The United Nations first mentions IoT in an International Telecommunications Union report. Three years later, the first international IoT conference takes place in Zurich.



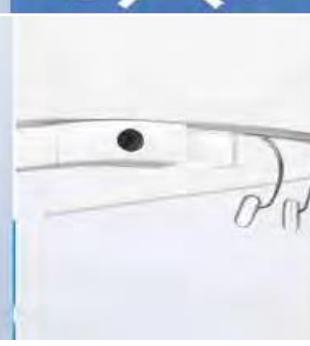
## 2008 Connections Count

The IPSO Alliance is formed to promote IP connections across networks of "smart objects." The alliance now boasts more than 50 member firms.



## 2011 IPv6 Launches

The protocol expands the number of objects that can connect to the Internet by introducing 340 undecillion IP addresses (2128).



## 2013 Google Raises the Glass

Google Glass, controlled through voice recognition software and a touchpad built into the device, is released to developers.



## 2014 Apple Takes a Bite

Apple announces HealthKit and HomeKit, two health and home automation developments. The firm's iBeacon advances context and geolocation services.

# Caratteristici



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

# Use Case: Home Networks



# IoT Features

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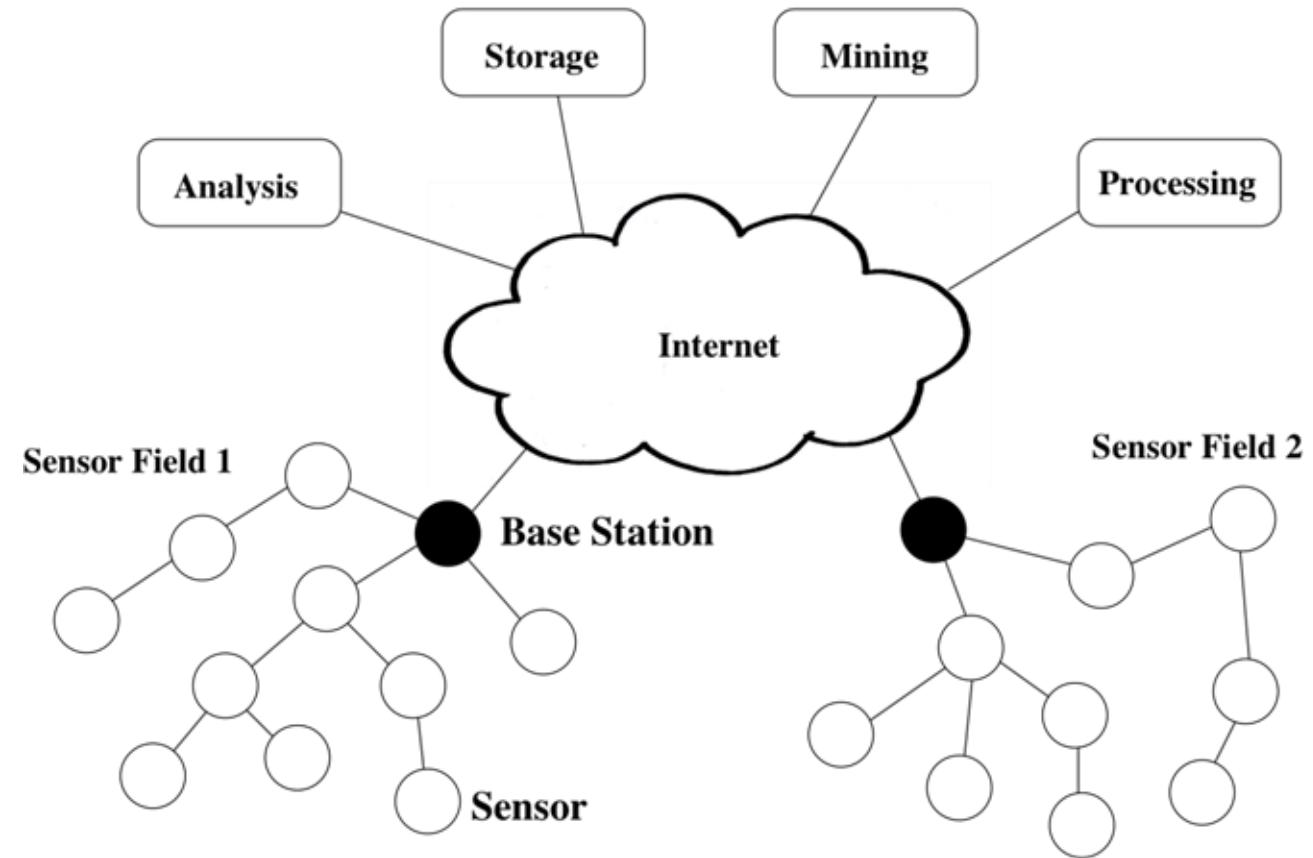


- Dynamic, self-adaptation
- Auto-configuration
- Interoperable communication protocols
- Unique identifier
- Integrated into a larger network

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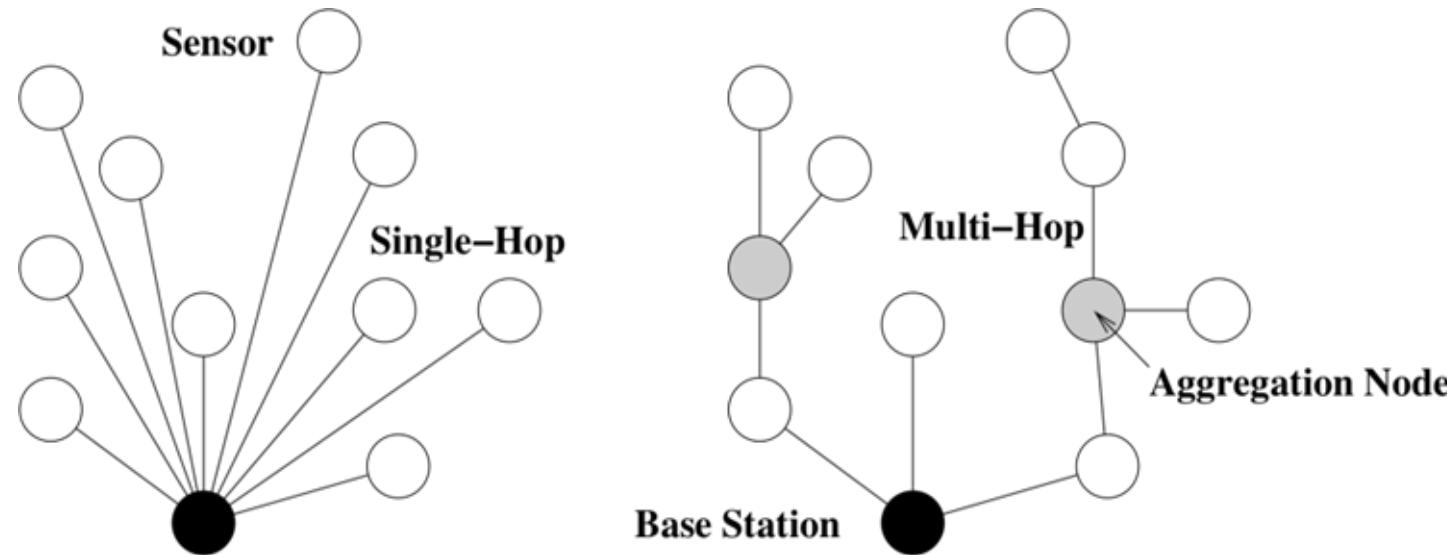
# Architecture

- Multiple sensors (sometimes hundreds or thousands) form a network in order to monitor complex or large physical environments
- The collected information is transmitted wirelessly to a base station (BS), which then propagates it to other devices for storage, analysis and processing.



# Single-Hop versus Multi-Hop

- Star topology: Each sensor communicates directly (single-hop) with the base station
  - May require high transmission power and may be unfeasible over a wide area Mesh topology
- The sensors act as forwarders for other nodes (multi-hop)
  - It can reduce energy consumption and increase the coverage
  - The routing issue arises



# What is a Mote?

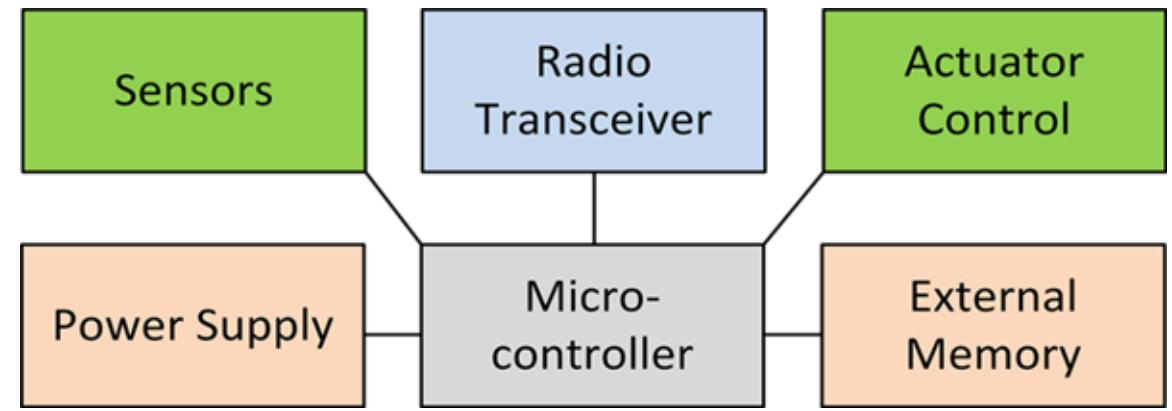
- **mote** *noun [C] LITERARY*  
something, especially a bit of dust, that is so small it is almost impossible to see  
---Cambridge Advanced Learner's Dictionary  
<http://dictionary.cambridge.org/define.asp?key=52014&dict=CALD>

## UC Berkeley hardware platform evolution

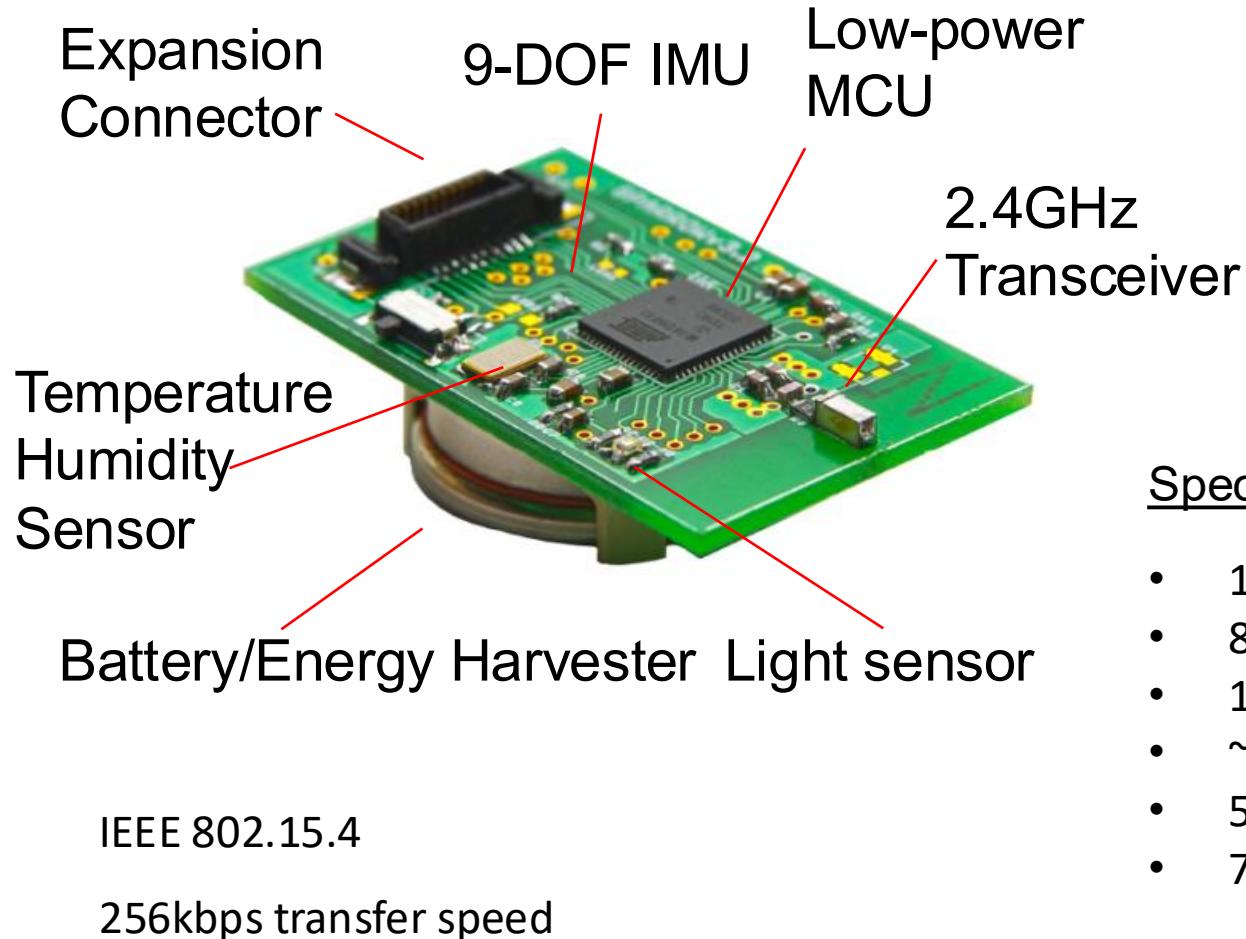


# Node components

- Low-power processor
  - Limited computing power
- Memory
  - Limited capacity
- Radio
  - Low-power
  - Slow data rate
  - Limited range
- Sensors
  - Scalar: temperature, light etc.
  - Image sensors, microphones etc.
- Power supply



# Exemplu: Sparrow

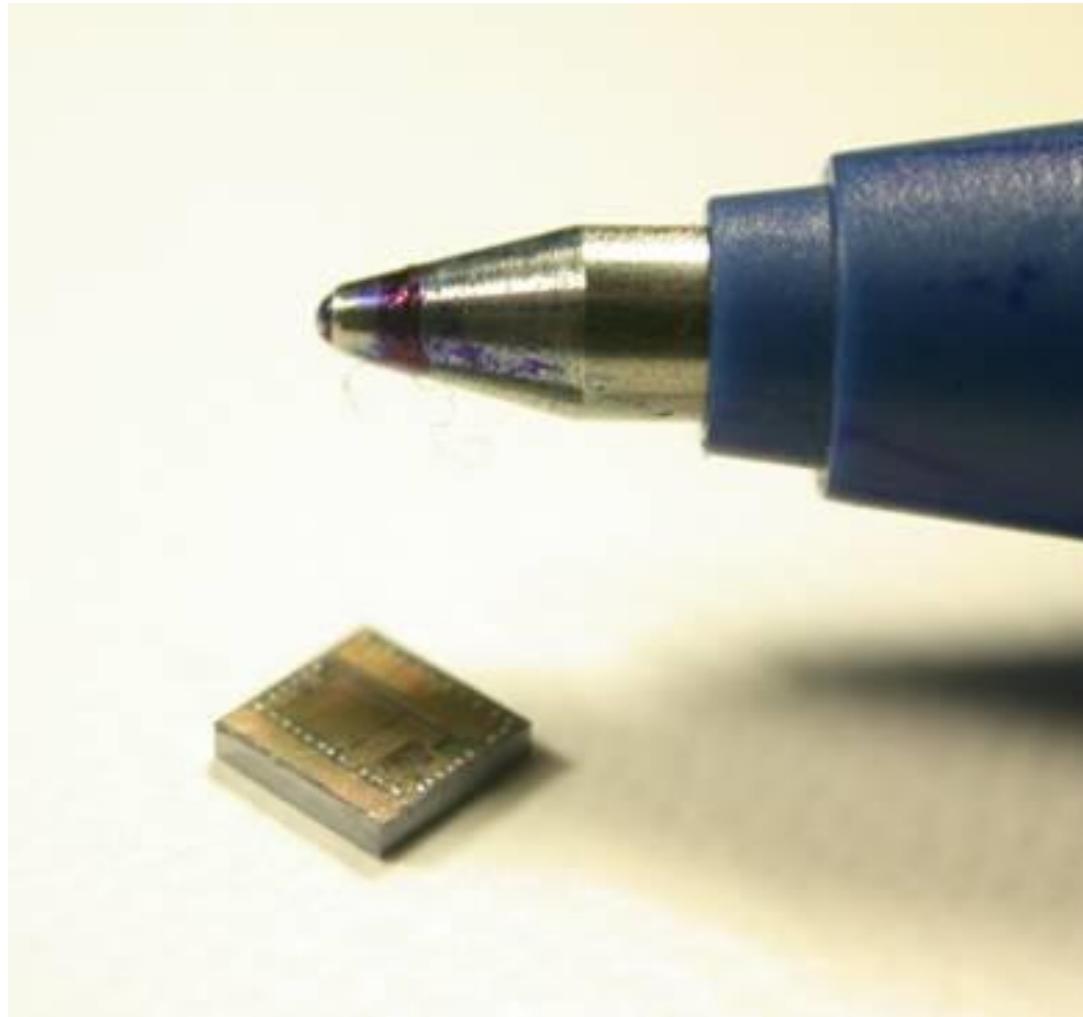


## Specs:

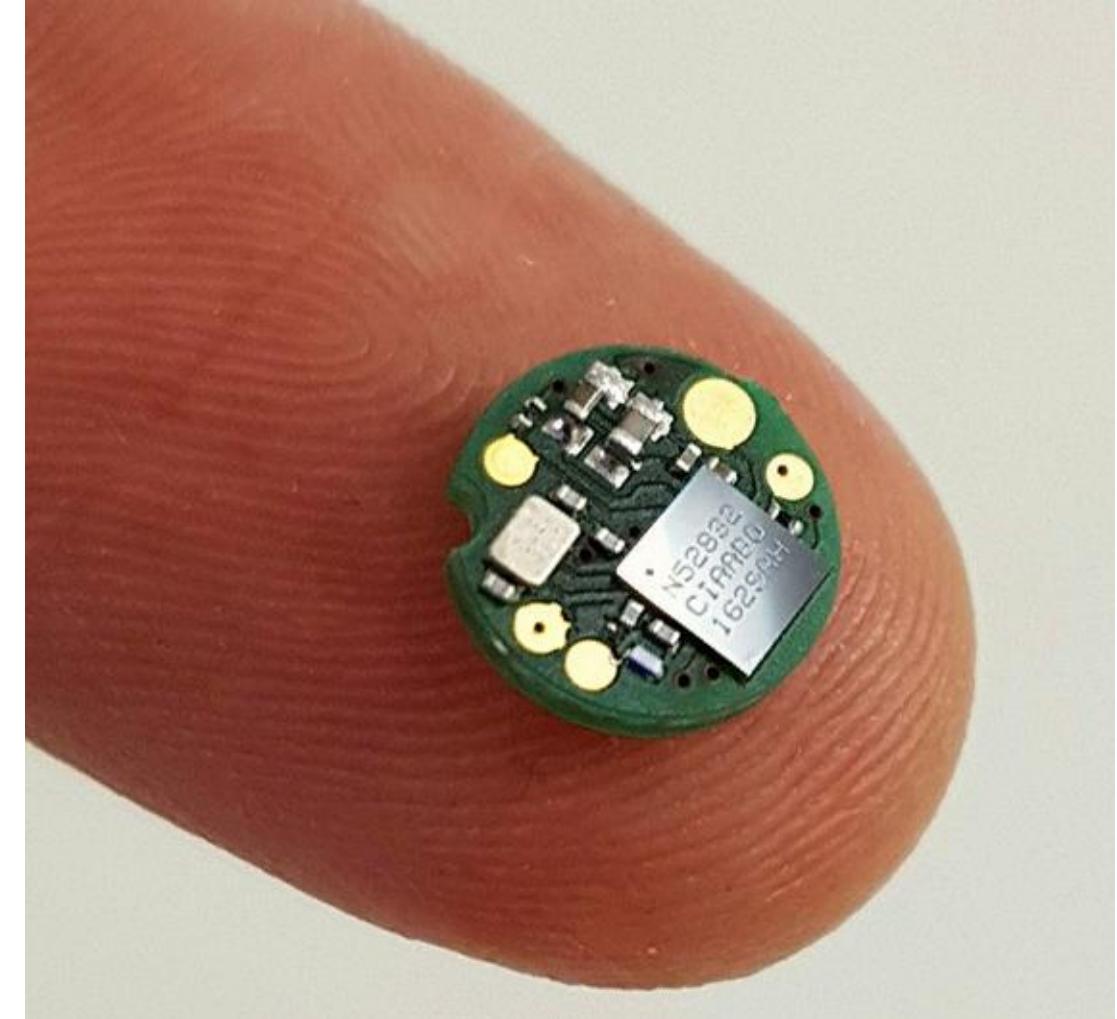
- 16MHz
- 8KB RAM
- 128KB Flash
- ~ \$10
- 50mW, 36uW (sleep)
- 7g, 50x30x5mm



- 4.77MHz
- 16-256KB RAM
- 160KB Floppies
- ~ \$6,000
- ~ 64W
- 12kg, 500x140x400mm

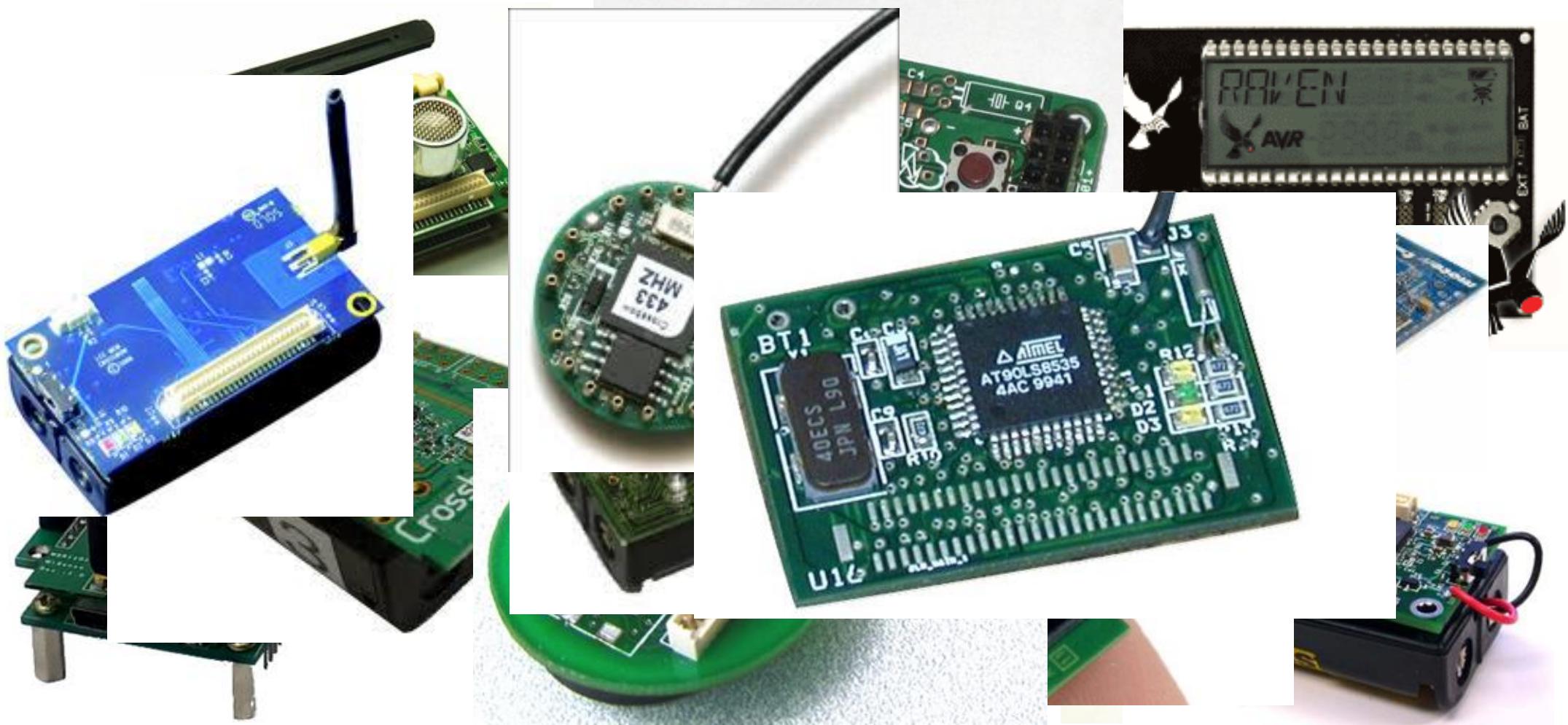


Berkeley Spec (cca. 2000)



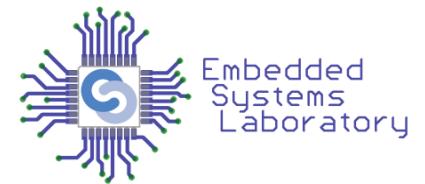
UPB Microsarl (cca. 2010)

# ...and many more



# How did we get here?

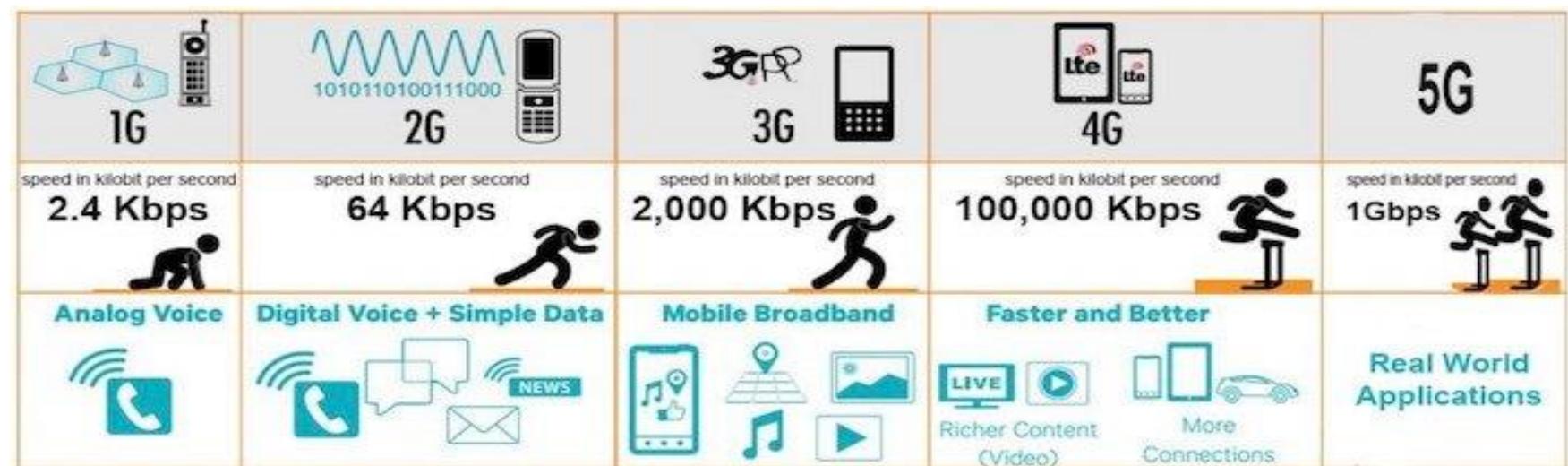
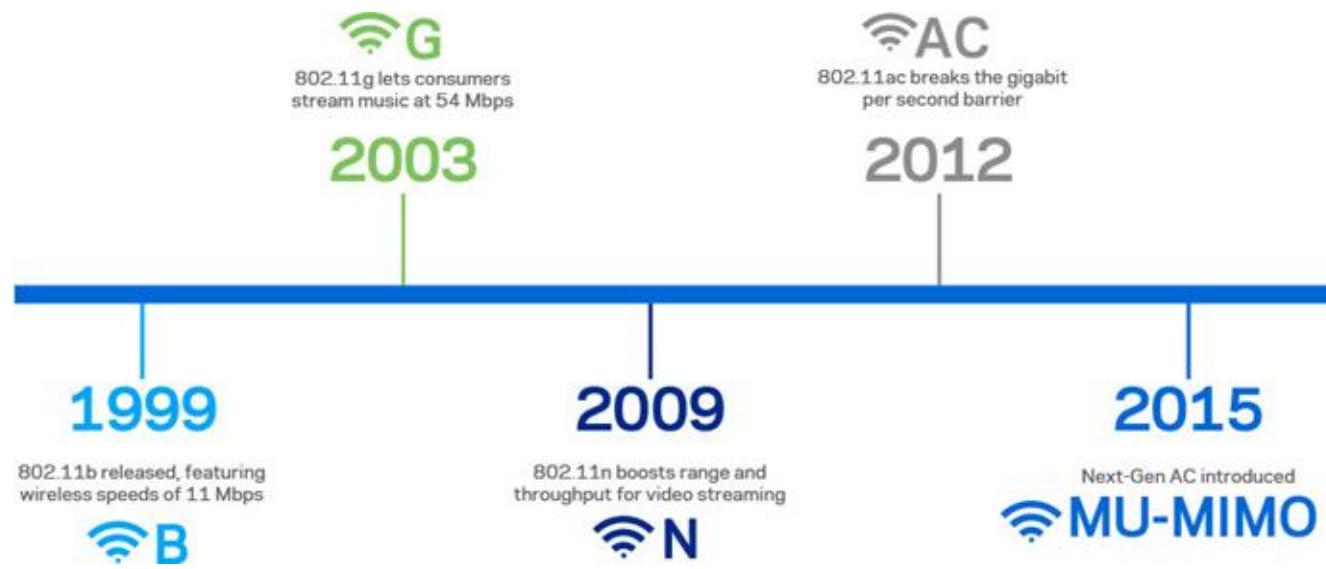
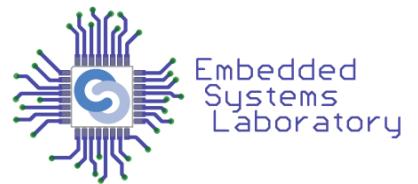
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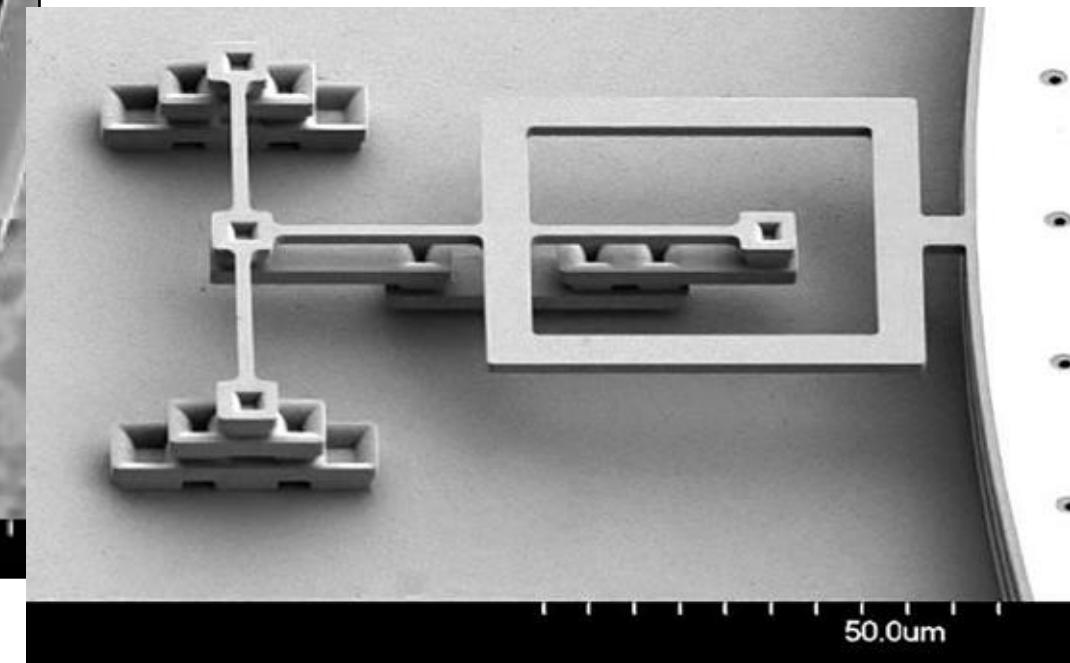
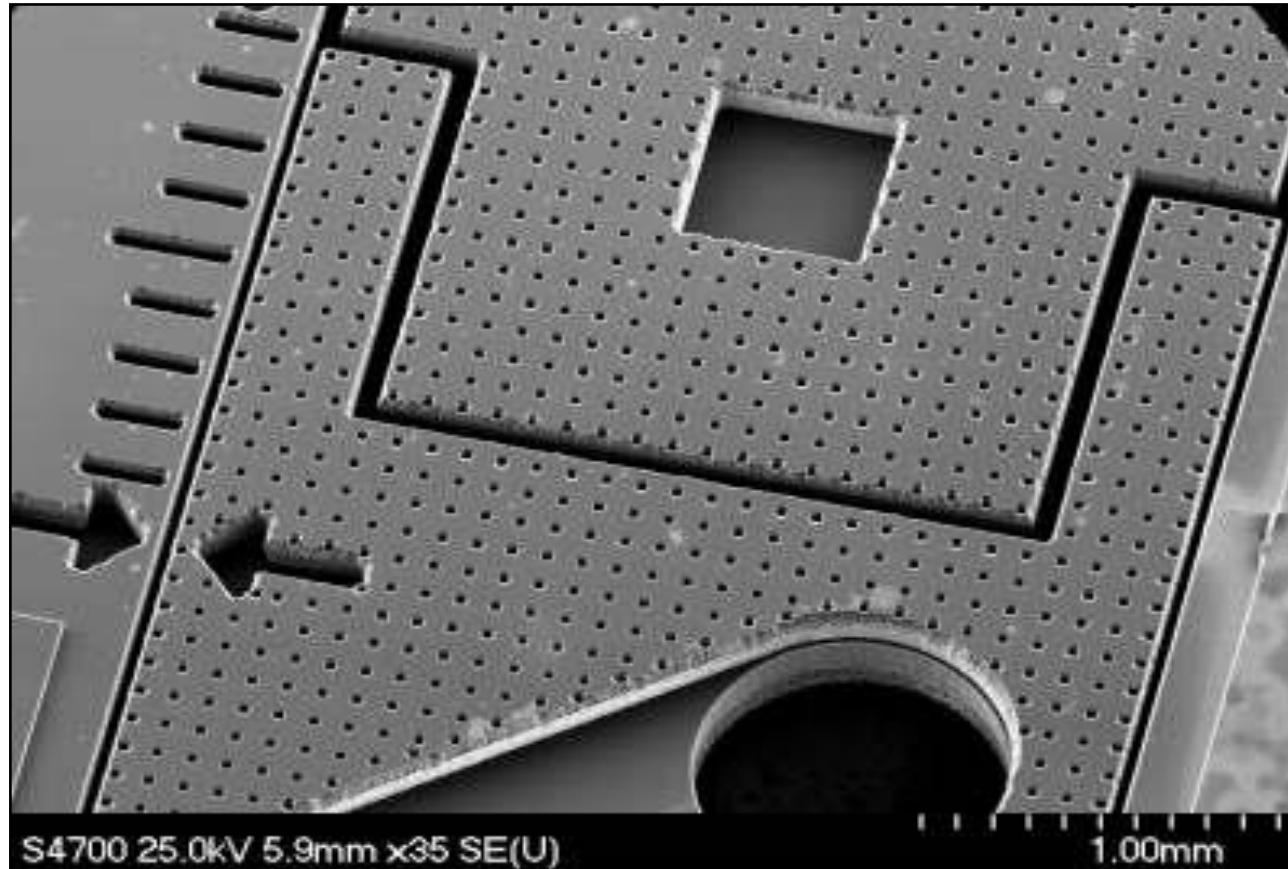
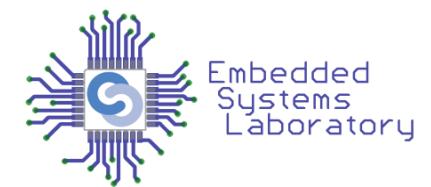
- Development of wireless technology
  - MEMS, VLSI
  - Bandwidth explosion
  - Cultural and legislative changes
- Wireless devices are everywhere and people are increasingly receptive to new applications
  - The concept of network (not only data) is a basic one in our society
  - Open source
- Computer Science
  - Network theory, operating systems
  - Cheap and universally available compilers

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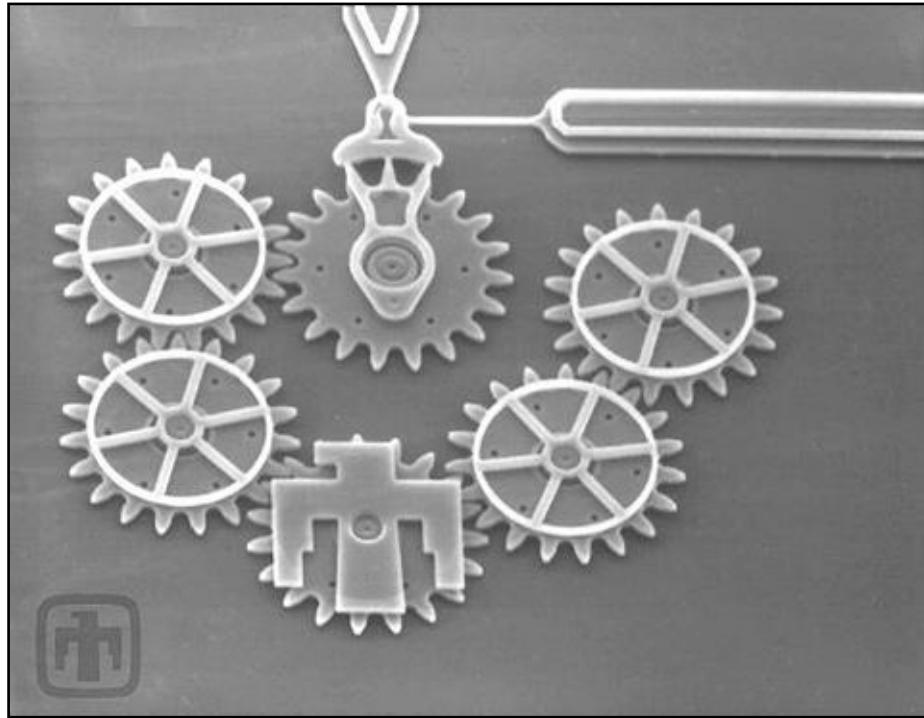
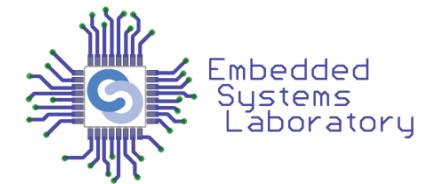
# Wireless Bit Rates



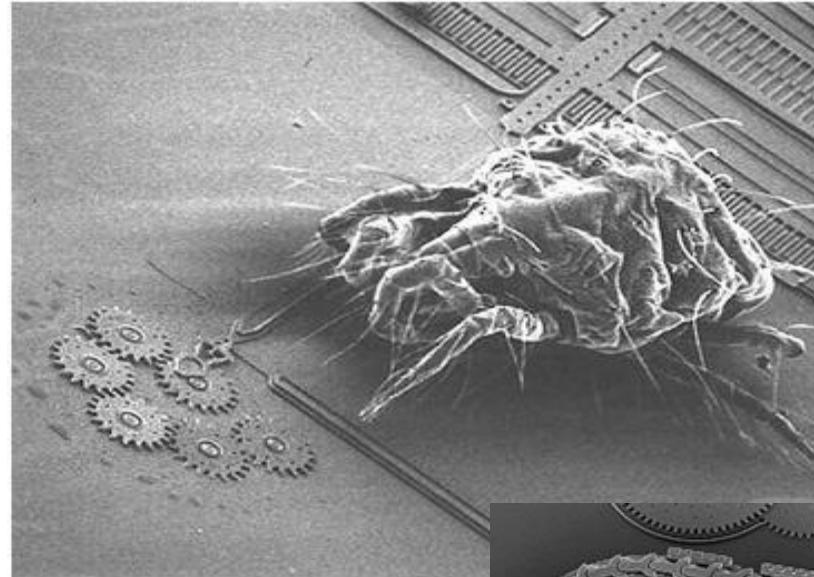
# Micro-Electro-Mechanical-Systems (MEMS)



# Micro-Electro-Mechanical-Systems (MEMS)

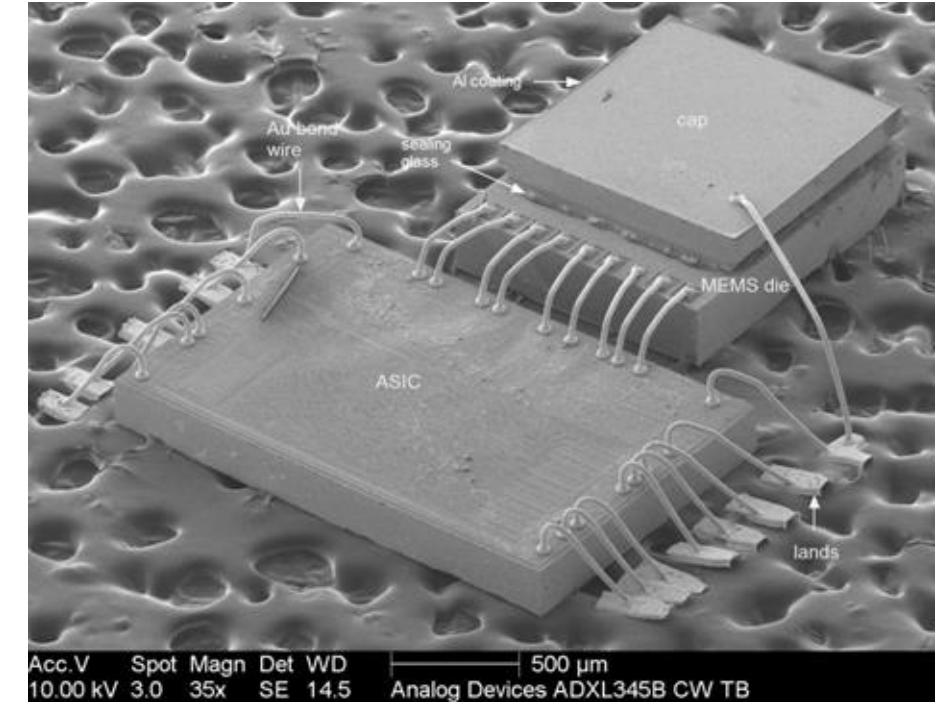
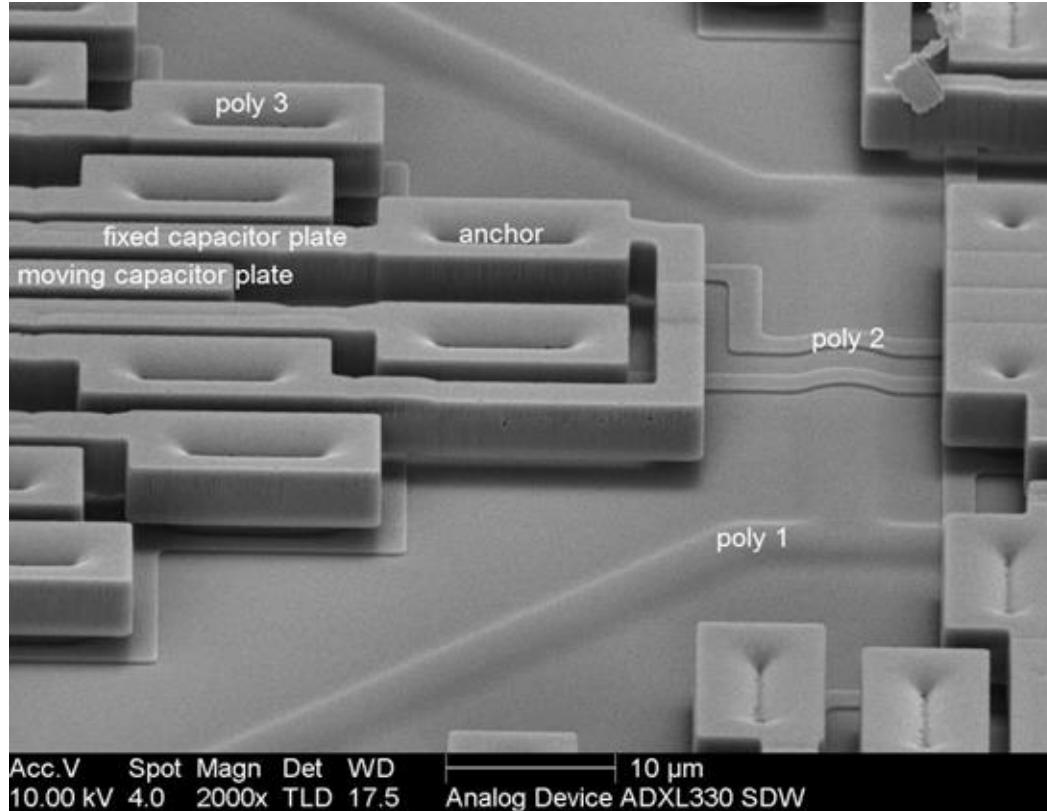


~ 1mm

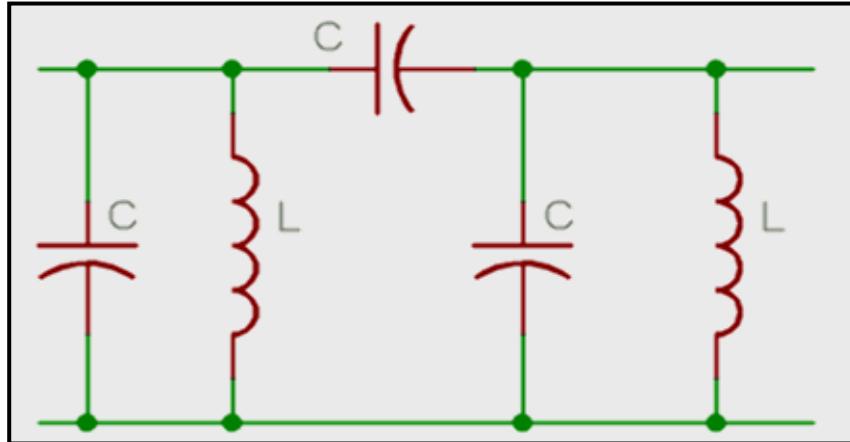


# MEMS sensors

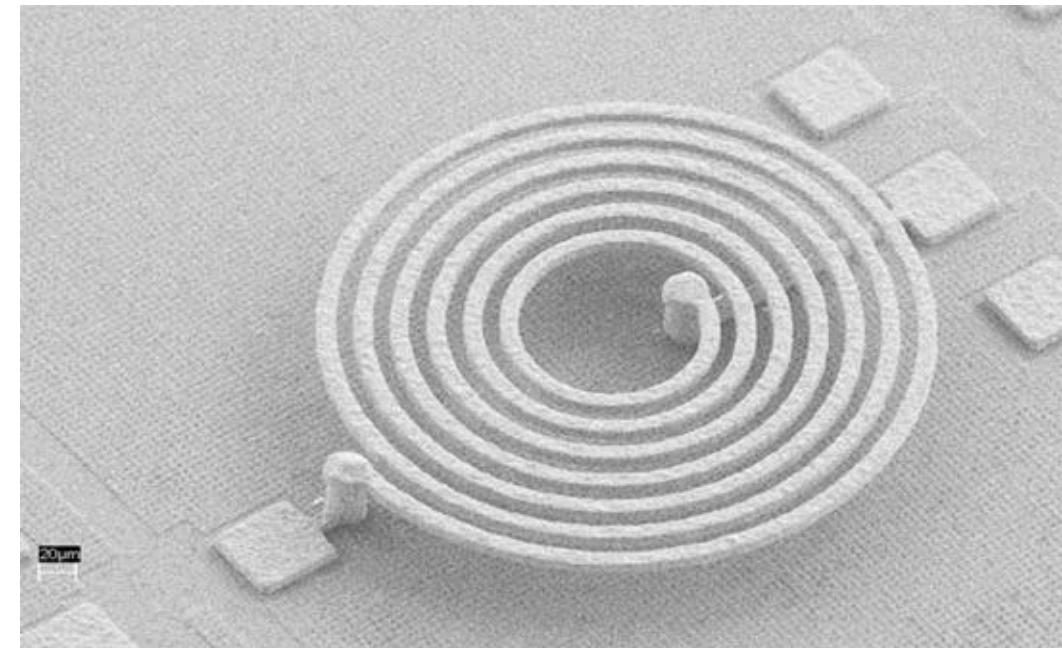
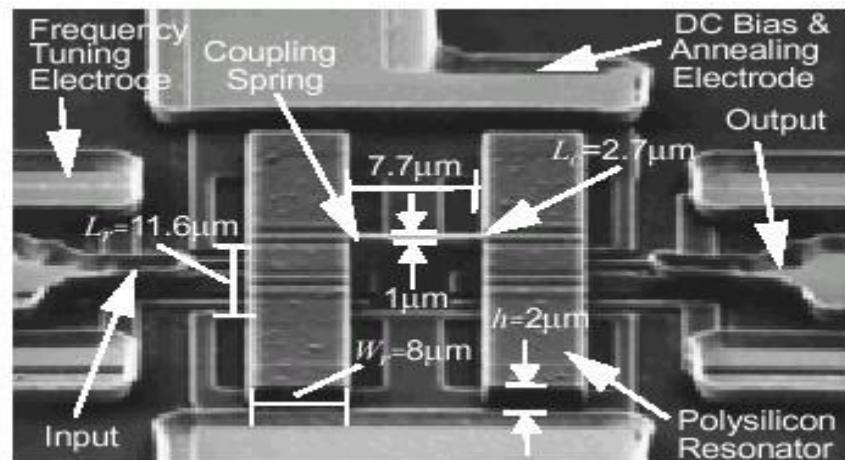
Accelerometers, gyroscopes, magnetometers, microphones, speakers etc.



# MEMS for RF



Conventional LC filter –  $Q_s$  aprox. 100-200, takes a lot of space on PCB



MEMS filter:  $Q_s$  98,000, REALLY small

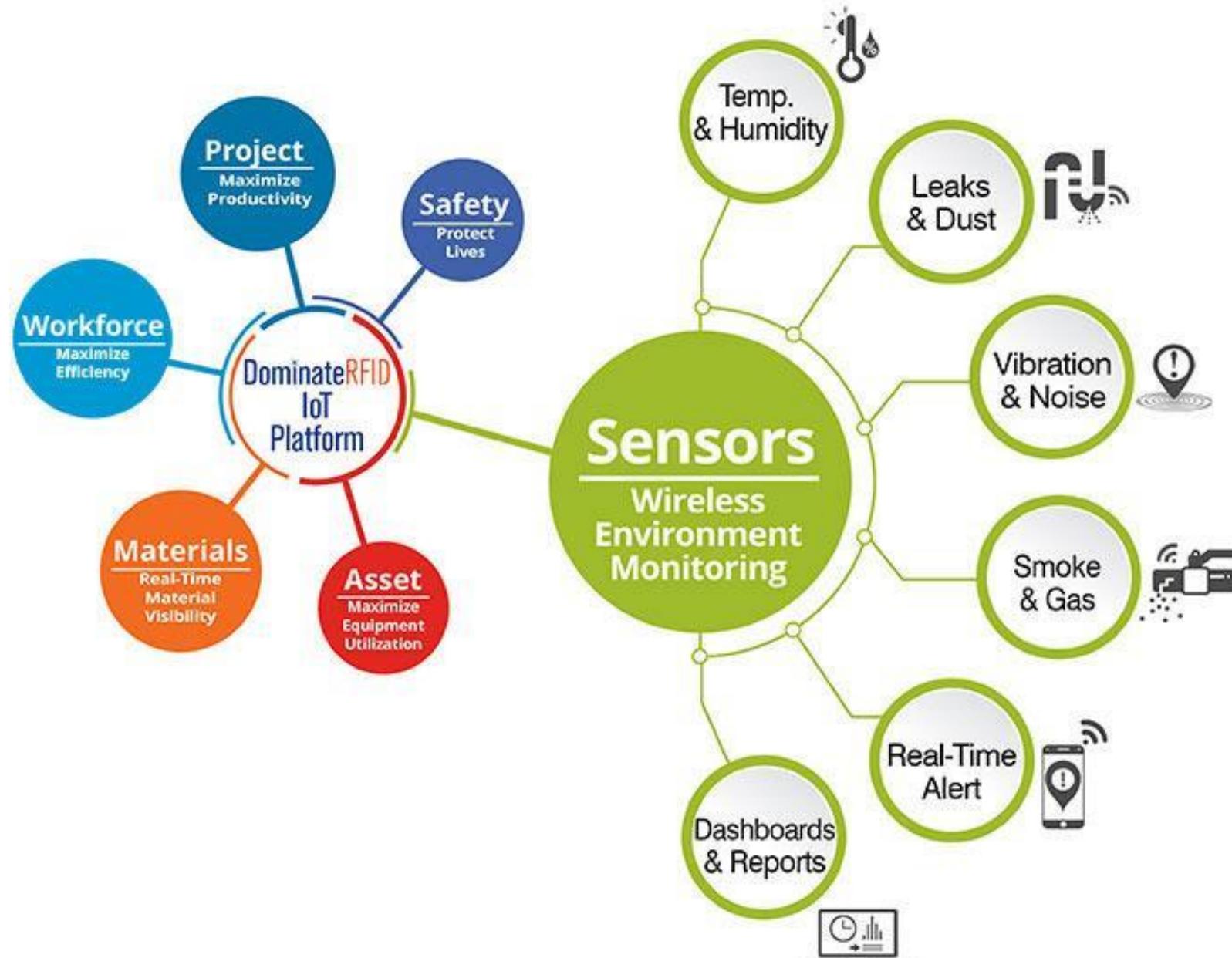
# Sensing Capabilities \*Regular Smartphone



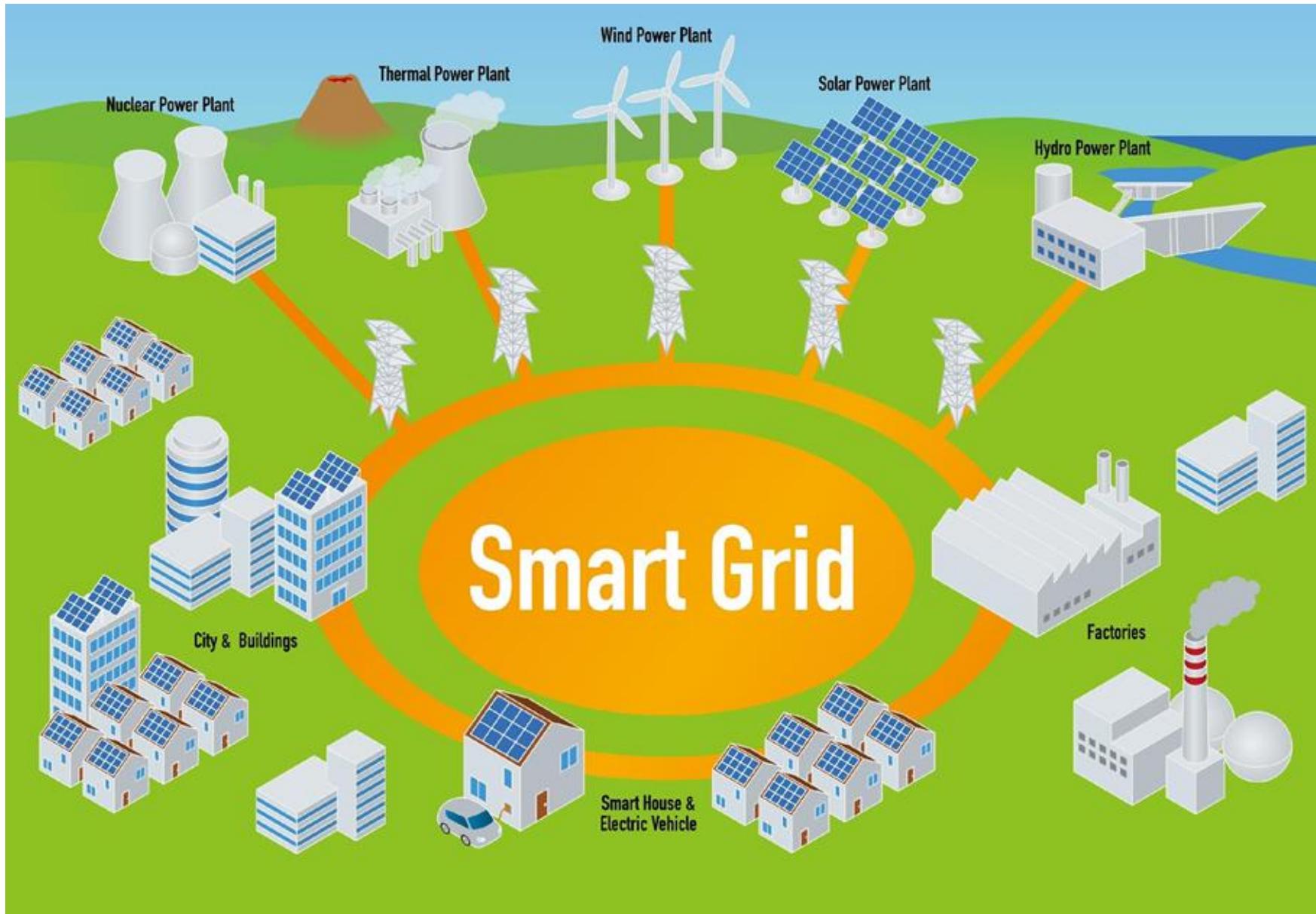
# Smart City



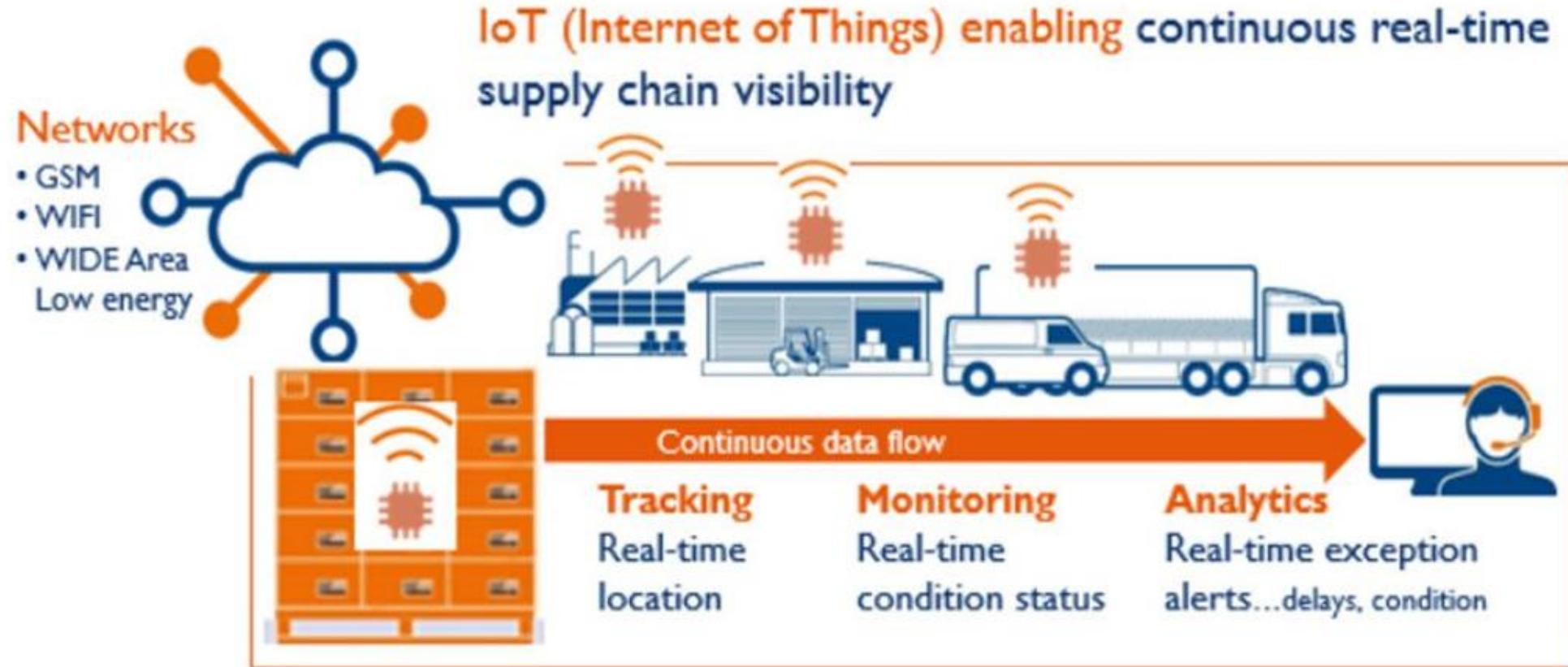
# Environment Monitoring



# Energy Distribution



# Supply Chain Management



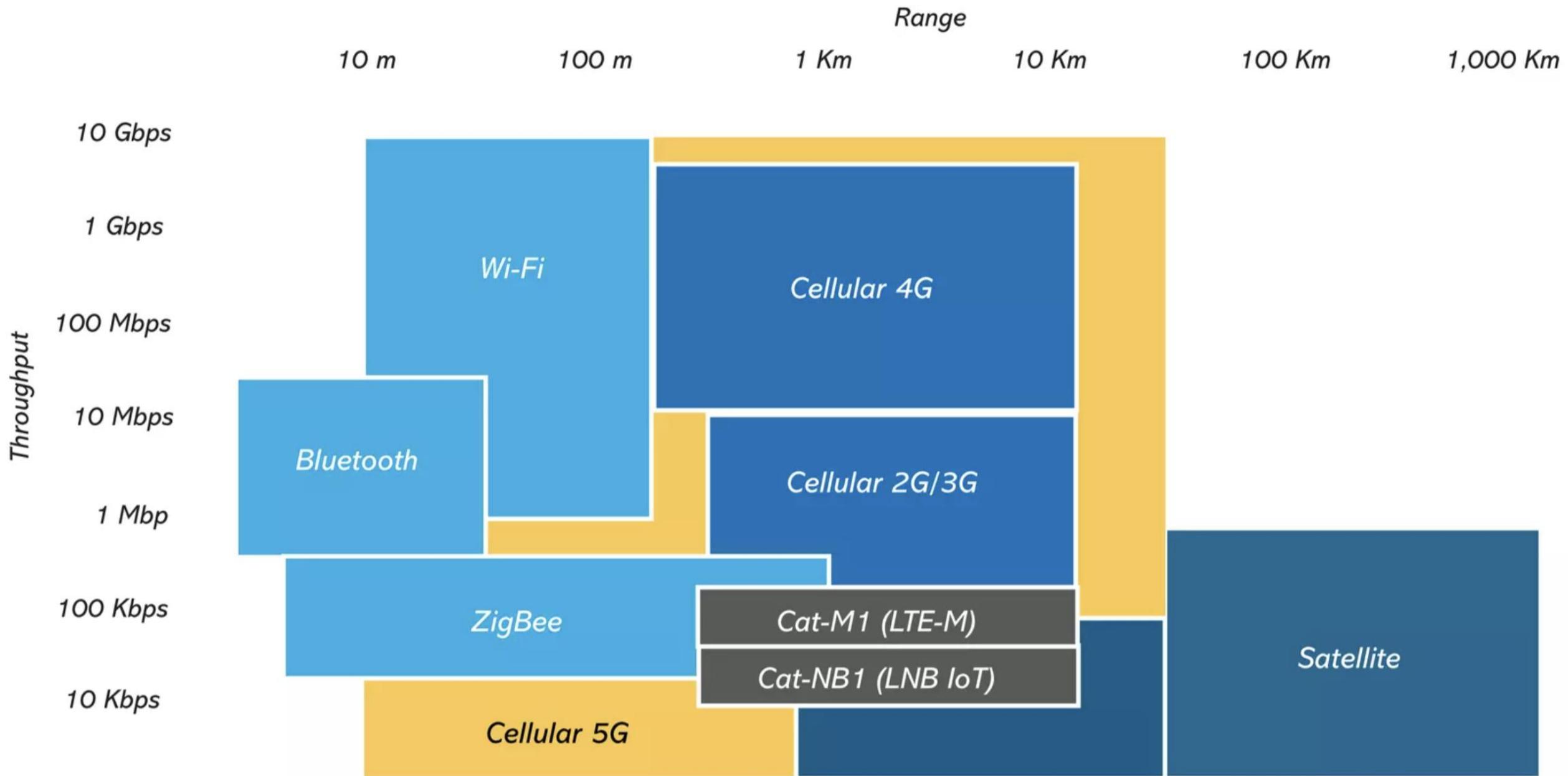
# Industrial Internet of Things



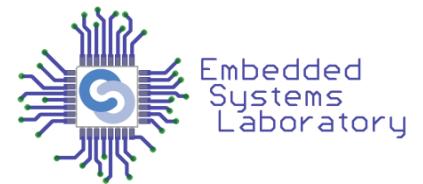
# IoT Communication

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- Characteristics
  - Low data rate (comparable to a dial-up modem)
  - Strong energy constraints
- **IEEE 802.11** standard
  - The most common for wireless communication
  - For nodes without big energy constraints
- **IEEE 802.15.4** is a standard for short-range communication, specially designed for WSN networks
  - Low data rate & power consumption
  - Widespread use in commercial solutions
- **LoRa** long range communication based on spread-spectrum modulation
  - Communication range up to several kilometers
  - Low power, low data rate (0.3kbps to 50kbps per channel)



# 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

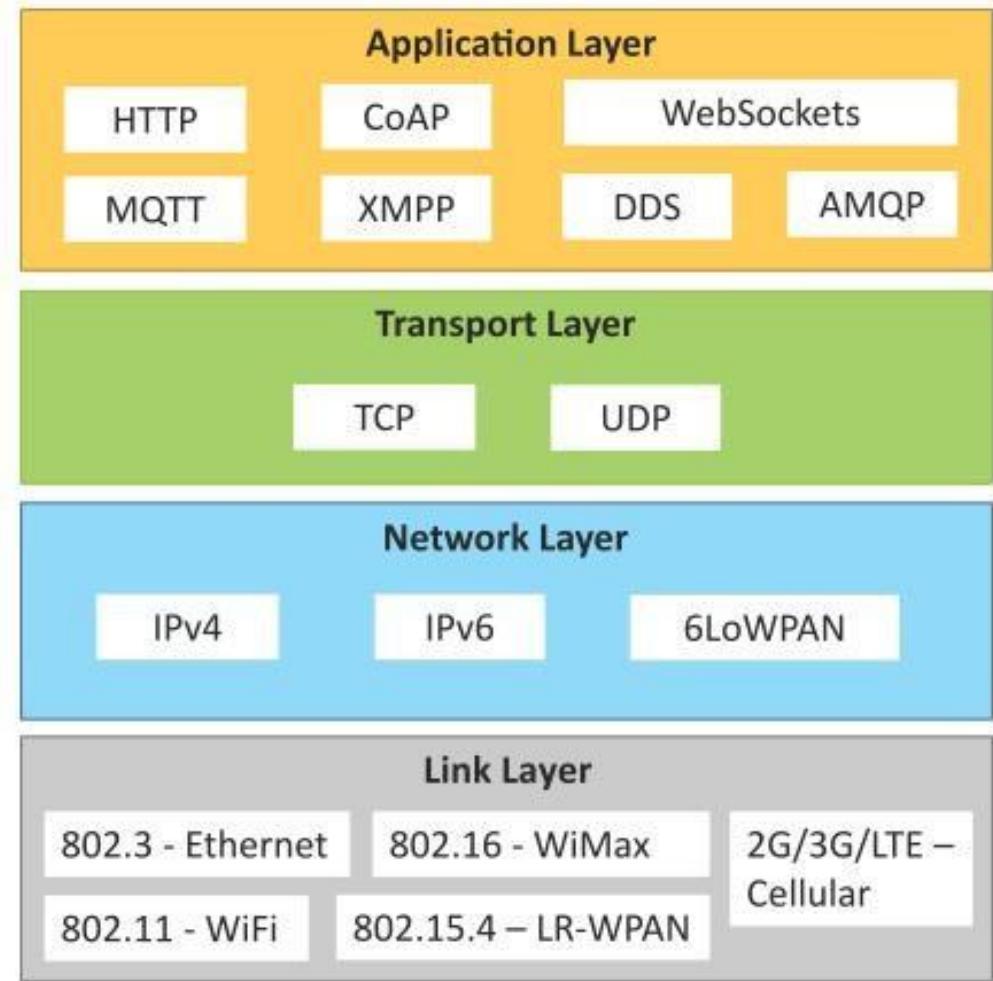
802.15.4 MAC

802.3, 802.11 PHY

802.15.4 PHY

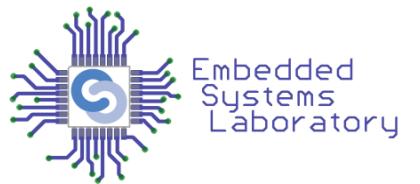
# IoT Protocols

- Link Layer
  - 802.3 – Ethernet
  - 802.11 – WiFi
  - 802.16 – WiMax
  - 802.15.4 – LR-WPAN
  - 2G/3G/4G
- Network/Internet Layer
  - IPv4
  - IPv6
  - 6LoWPAN
- Transport Layer
  - TCP
  - UDP
- Application Layer
  - HTTP
  - CoAP
  - WebSocket
  - MQTT
  - XMPP
  - DDS
  - AMQP

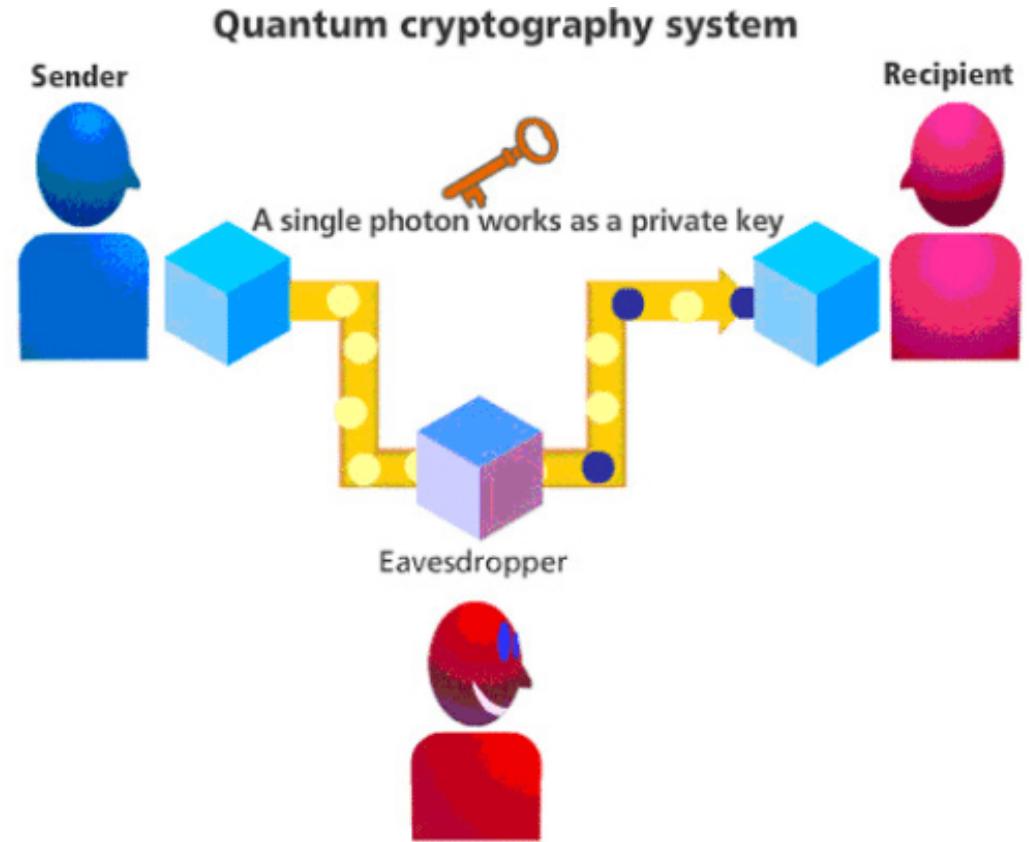


# Case Study: IoT & Quantum Computing

# IoT & Quantum Computing Convergence

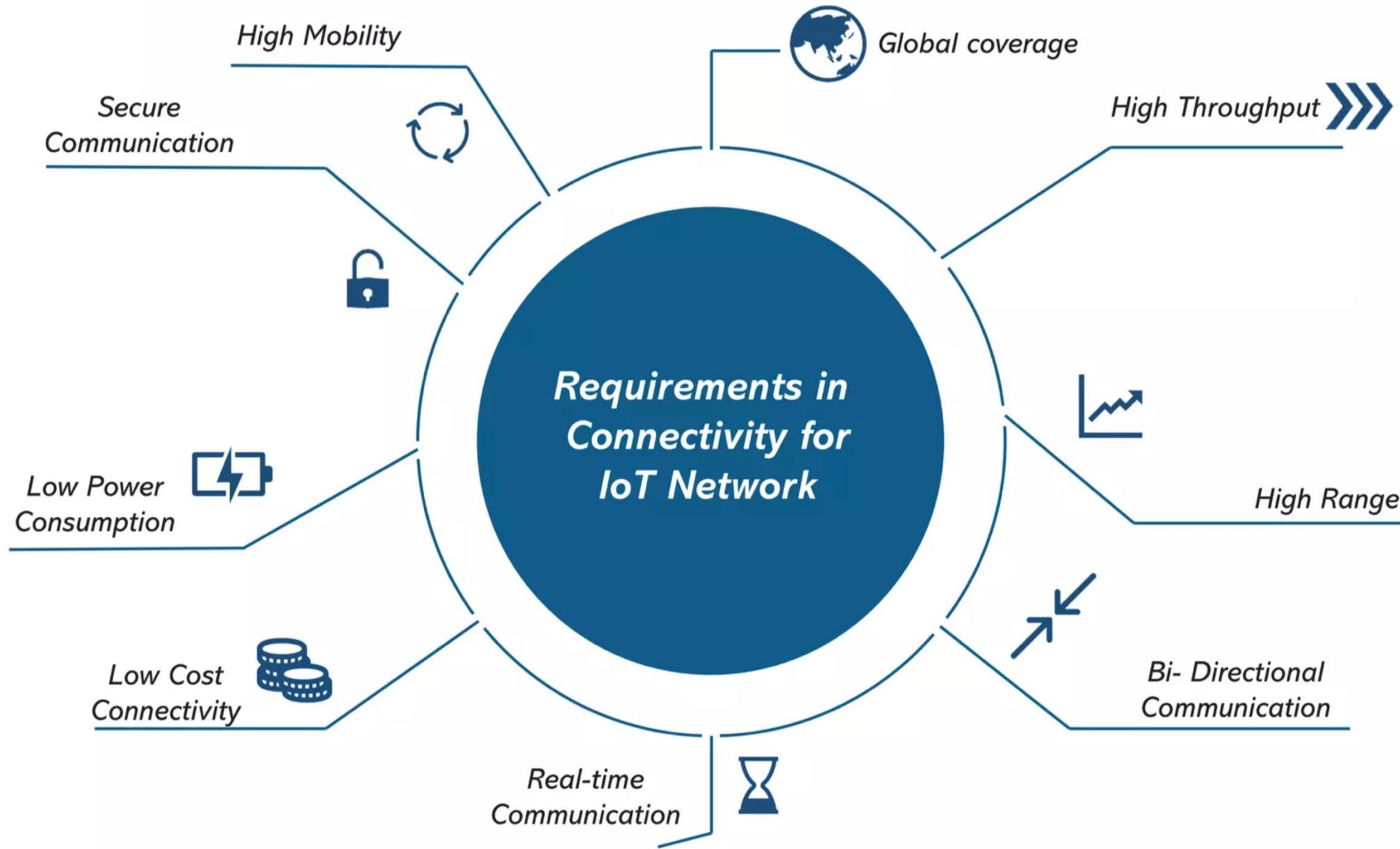


- IoT networks have inherent security issues
  - Subject to multiple types of attacks (data breaches, side channel attacks, man in the middle, data authentication etc.)
  - Encryption schemes and hardware acceleration is limited
- Quantum cryptography could be the point of convergence
  - Using entangled photons to transmit keys
  - In conjunction with regular secret-key methods



Recipients can discern the presence of eavesdroppers because the quantum state has changed due to observation.

# Case Study: Satellite Communication for IoT Networks



# Satellite IoT Benefits

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- Global connectivity
- Bridging connectivity gaps
- Reliable and continuous coverage
- Some applications:
  - Precision farming
  - Environmental monitoring
  - Maritime tracking

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## LEO

160 - 2000 Km

*Lower Launch Cost*



## MEO

200 - 34000 Km

*Path Loss > LEO*



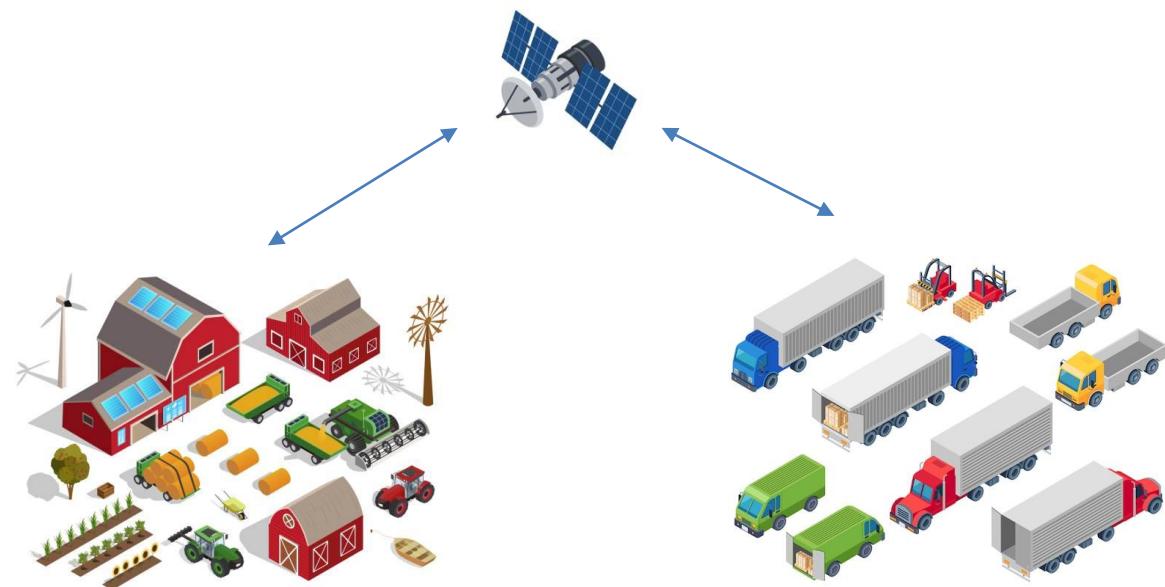
## GEO

~36000 Km

*Constant View*

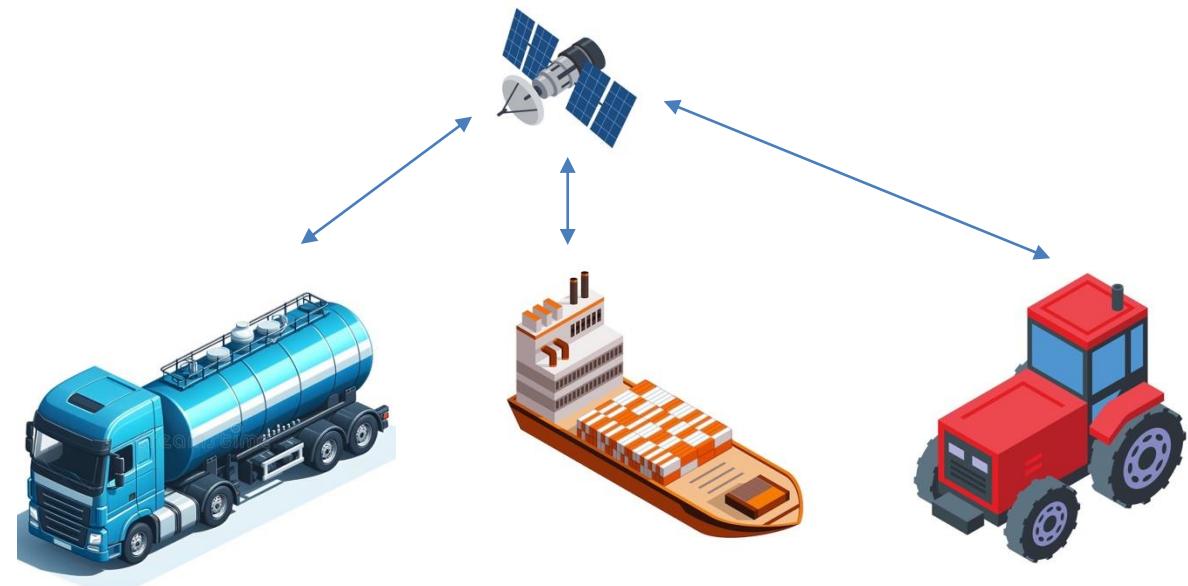
Parameters	LEO Satellites	GEO Satellites
Weight	<10 kg	< 10,000 kg
Size	Nanosatellites	Traditional satellites
Distance from Earth	500-1500 km	~36,000 km
Orbital Period	10-40 minutes (orbit the earth multiple times in a day)	24 hours
Satellite Life	Short	Long
Number of handoffs	High	Low
Path Loss	Low	High
Cost	Low	High
Coverage	Low	High
Latency	Low Latency	High

# Satellite IoT Topology



## IoT Aggregation

- Lower terminal density
- High Power – high data rates
- Suitable for localized deployments
- Usually IP protocol
- Examples: BGAN, VSATs



## Direct to Satellite

- High terminal density
- Low Power – low data rates
- Suitable for wide area deployments
- Proprietary messaging protocols
- Examples: Inmarsat IDP, Iridium SBD, Globalstar, SmallSat IoT

## Example: Starnote

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- Satellite connectivity module for IoT
- \$49, 18kB data included
- US, Canada, Western Europe coverage  
([Skylo](#))



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<https://blues.com/starnote/>

# What's Next?

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- Satellite & Cellular Convergence
- Growth & Global Connectivity
  - Most likely it's not going to be only satellites
- New Chipsets
  - Seamless transition between multiple protocols
- Scaling Costs & Pricing
  - Current costs are \$80 - \$350 per device and \$10 - \$35 for connectivity/month

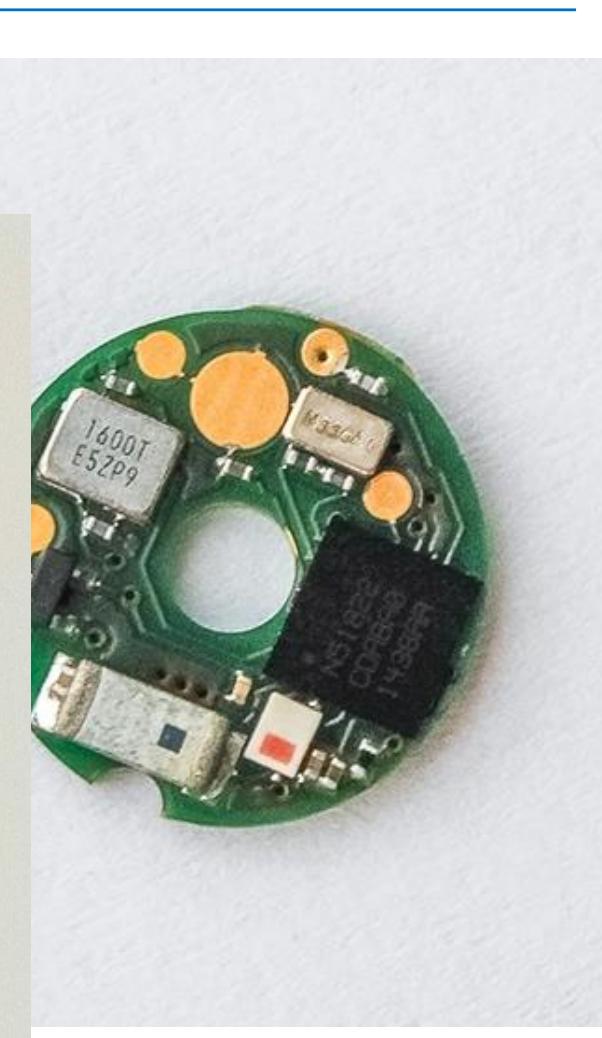
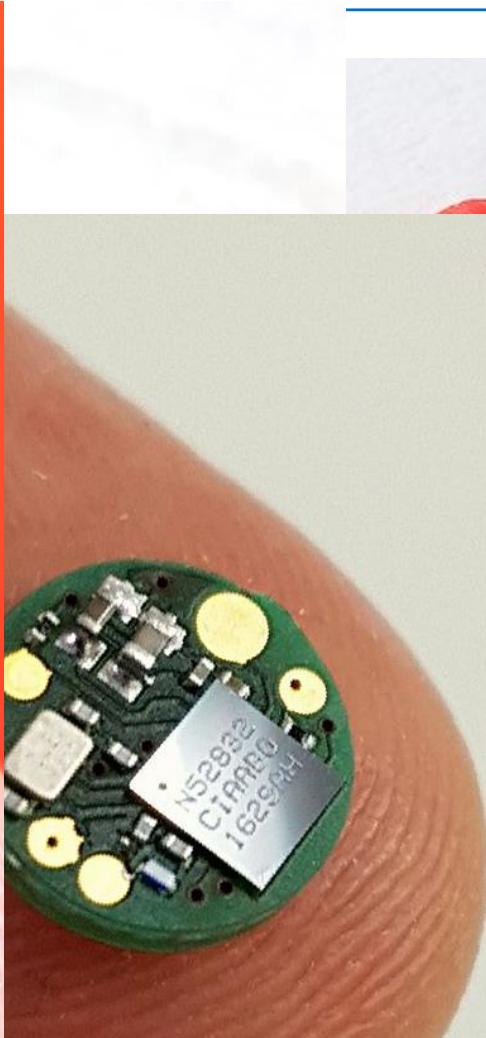
# IoT Research @ Politehnica

- Sparrow - Wireless Sensor Network creată special pentru studiul energy harvesting
- Ultra Low-power
- Poate rula o multitudine de sisteme de operare și stive de protocol
- Arduino compatible!
- Autonomie măsurată în ani de zile sau infinită

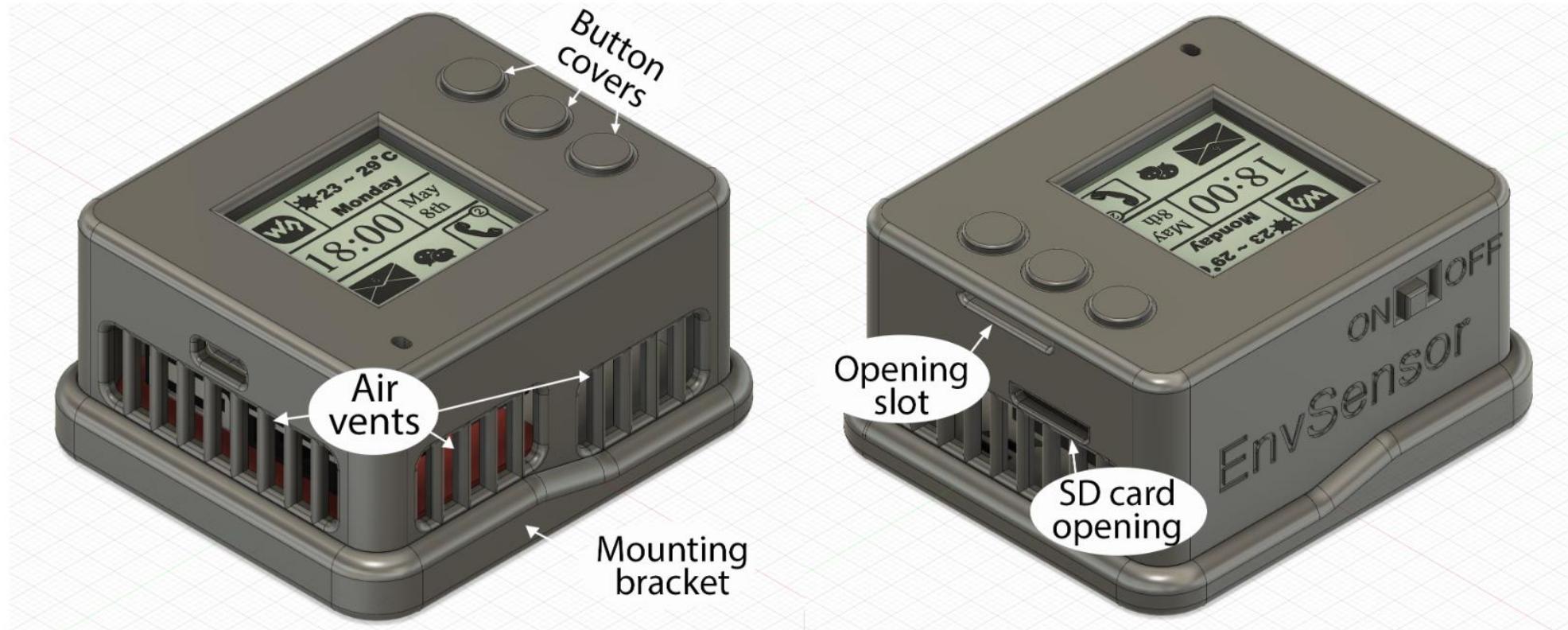
<https://github.com/dantudose/ESP32-Sparrow-rev2>



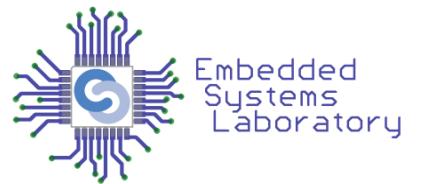
# Microsal – Salivary Pacemaker



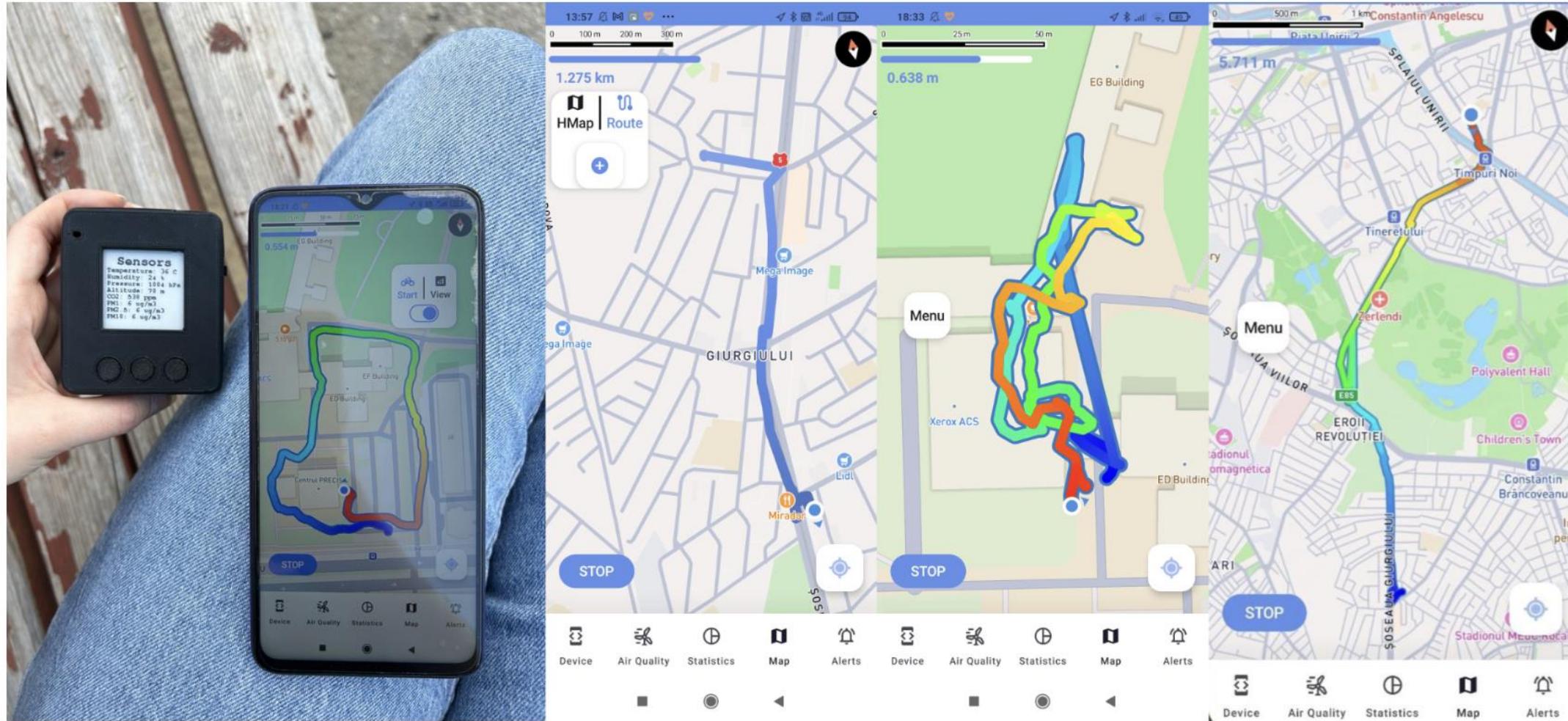
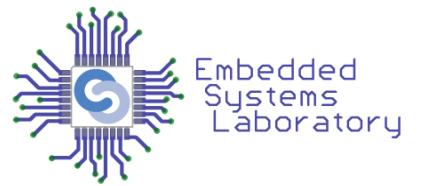
# PollutionTrack



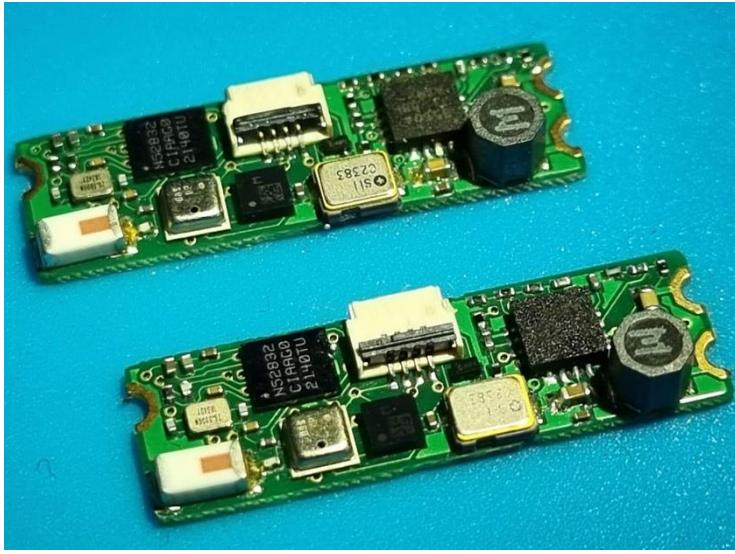
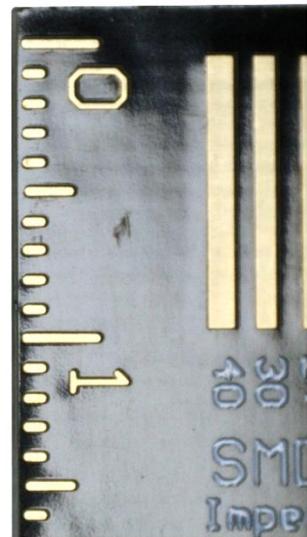
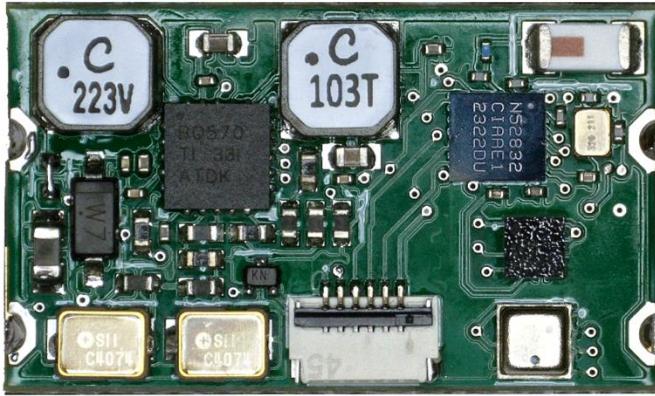
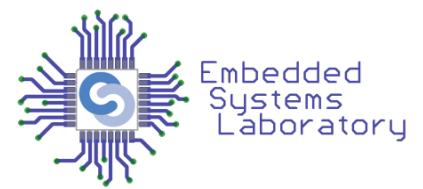
# PollutionTrack



# PollutionTrack



# TinySense

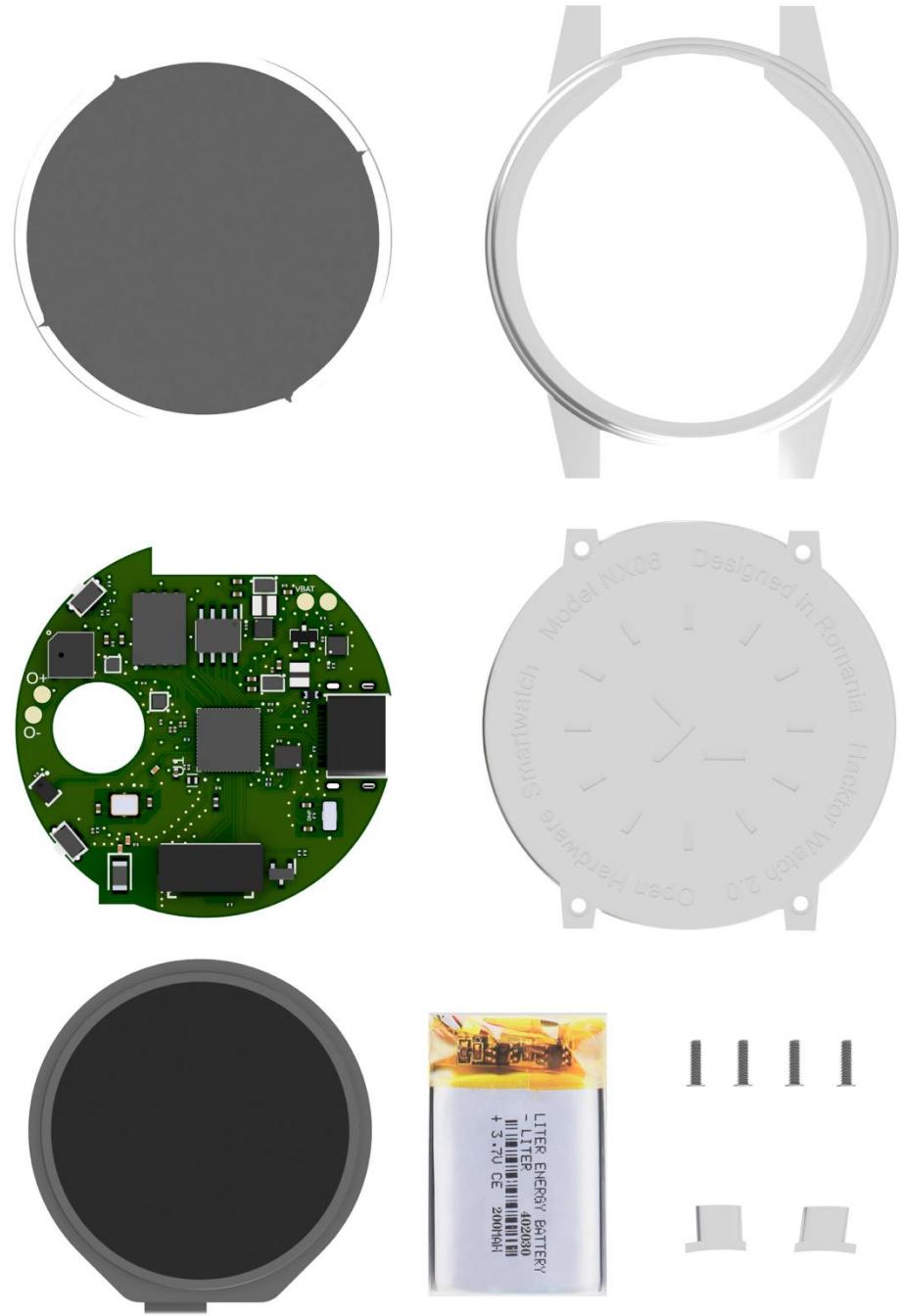


<https://github.com/MathewColin/TinySense>

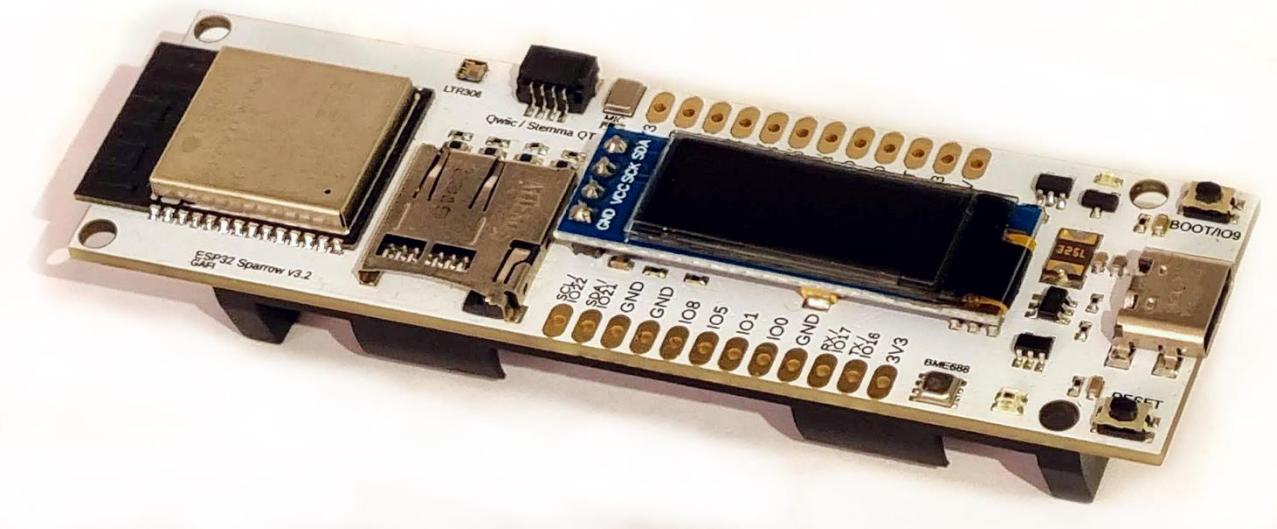
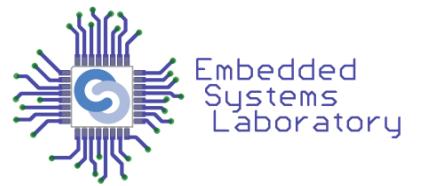
# Hacktor Watch

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- Open-source, open-hardware
- Based on ESP32-S3
- Low-power, dual-core
- AI/ML capabilities



# Demo: Sparrow ESP32-C6 + Zephyr RTOS



<https://github.com/FarhadGUL06/esp32-c6-sparrow>

<https://www.zephyrproject.org/>

## Modern Developer Experience

A Linux-inspired toolchain designed for managing complex, professional embedded projects.



**'west' Meta-Tool:** Manages repositories, builds, and flashing from a single command-line interface.



**Kconfig System:** Manages compile-time options for the kernel, drivers, and subsystems.

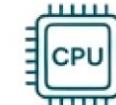


**IDE & Debugging Support:** Documented setup for VS Code & CLion, plus features like shell over Bluetooth for remote interaction.

## Zephyr Kernel

## Scalable & Secure Kernel

The foundation for resource-constrained devices, built with security and safety in mind.



**Multi-Architecture Support:** From Cortex-M and RISC-V to x86, with Symmetric Multiprocessing (SMP).



**Security-First Design:** Dedicated Product Security Incident Response Team (PSIRT) and modern PSA Crypto API standard.



**Highly Configurable:** Compile-time definition of all resources for optimized footprint.

## Unmatched Hardware Abstraction

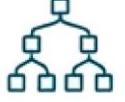
A powerful driver model ensures application portability across a vast and growing hardware ecosystem.



**Over 800 Supported Boards:** Extensive support from vendors like Nordic, NXP, Intel, and STMicroelectronics.



**Portable Driver Model:** Abstracted APIs (e.g., Sensor, ADC, I2C) separate application logic from hardware specifics.



**Devicetree Hardware Description:** Declaratively describe hardware, making configuration portable and scalable.

## Rich Subsystems & Connectivity

Integrated protocol stacks and services for IoT and connected applications, ready out-of-the-box.



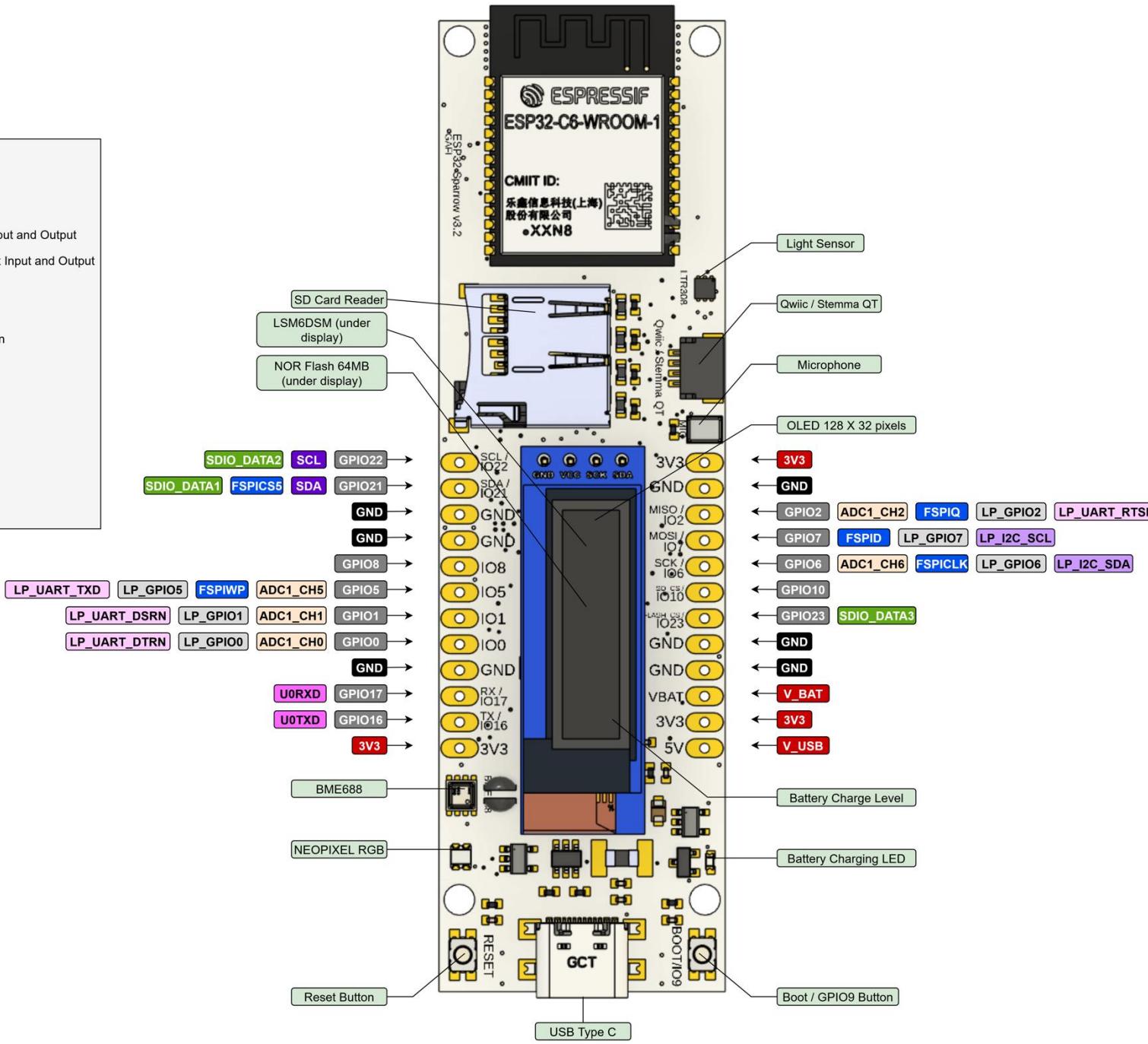
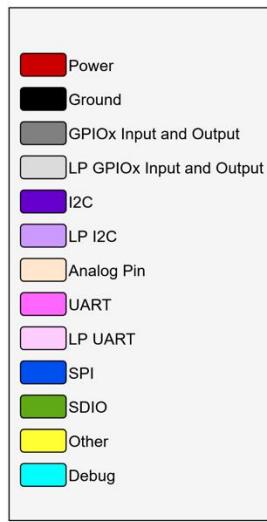
**Advanced Bluetooth LE:** Includes Nordic UART Service (NUS), A2DP, and hands-free audio profiles.

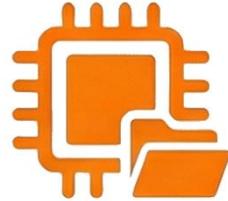


**Comprehensive Networking:** IPv4/IPv6, HTTP/2 server, WebSockets, MQTT, and PTP for time synchronization.



**Embedded File Systems:** Supports LittleFS and FatFs for non-volatile storage.





## On-Chip File System

Serves all file assets directly from the LittleFS partition on the ESP32-C6's internal flash memory.



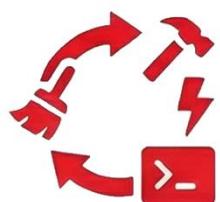
## Automated Boot Scripts

Automatically executes shell commands from a startup.txt file at boot for easy, repeatable configuration.



## Built-in Event Logging

Boot and startup script events are logged to a file, simplifying debugging and monitoring.



## Simplified Dev Workflow

A single helper script handles the entire process: clean, build, flash, and open a serial terminal.