

# IOT & WIRELESS SENSOR NETWORKS(17EC752)

MODULE- 1



# Overview of Internet of Things:

## ▶ Syllabus:

IoT Conceptual Framework, IoT Architectural View, Technology Behind IoT, Sources of IoT, M2M communication, Examples of IoT. Modified OSI Model for the IoT/M2M Systems, data enrichment, data consolidation and device management at IoT/M2M Gateway, web communication protocols used by connected IoT/M2M devices, Message communication protocols (CoAP-SMS, CoAPMQ, MQTT, XMPP) for IoT/M2M devices.

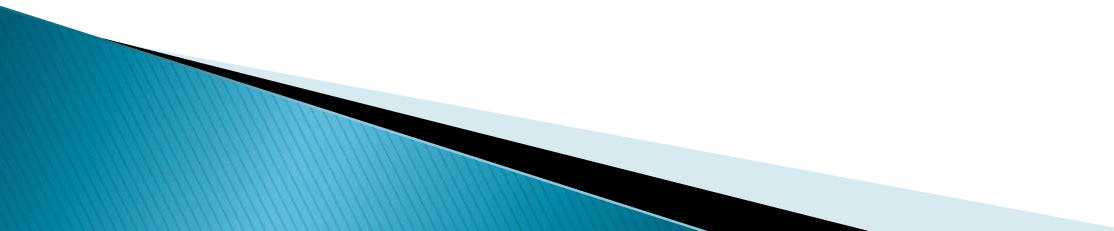
▶ **Definition:**

The **Internet of Things (IoT)** is a system of interrelated computing devices, mechanical and digital machines, objects, animals or people that are provided with unique identifiers and the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction.

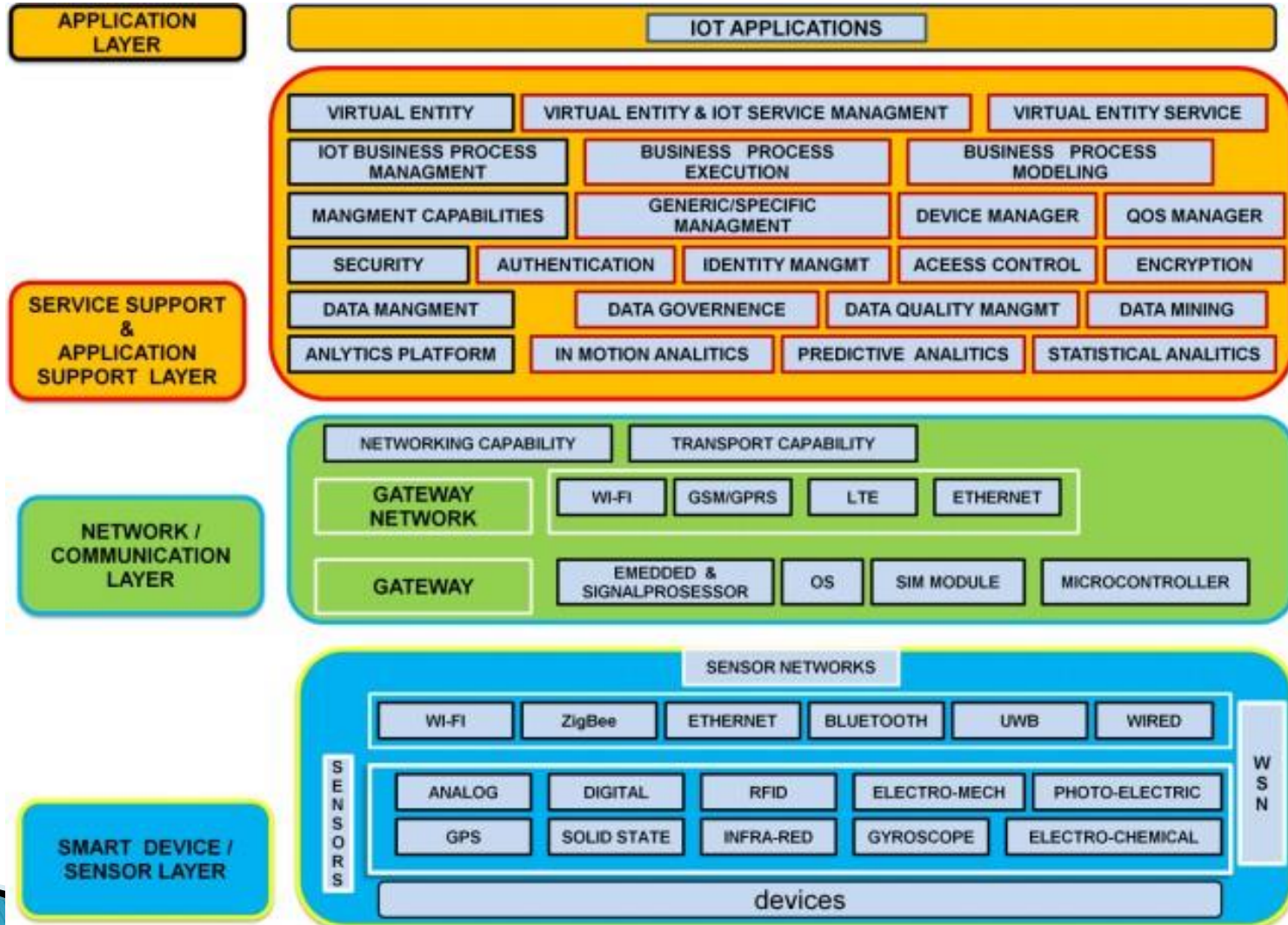
## ▶ **ALTERNATIVE DEFINITION:**

The **Internet of things** refers to a type of network to connect anything with the Internet based on stipulated protocols through information sensing equipments to conduct information exchange and communications in order to achieve smart recognitions, positioning, tracing, monitoring, and administration.

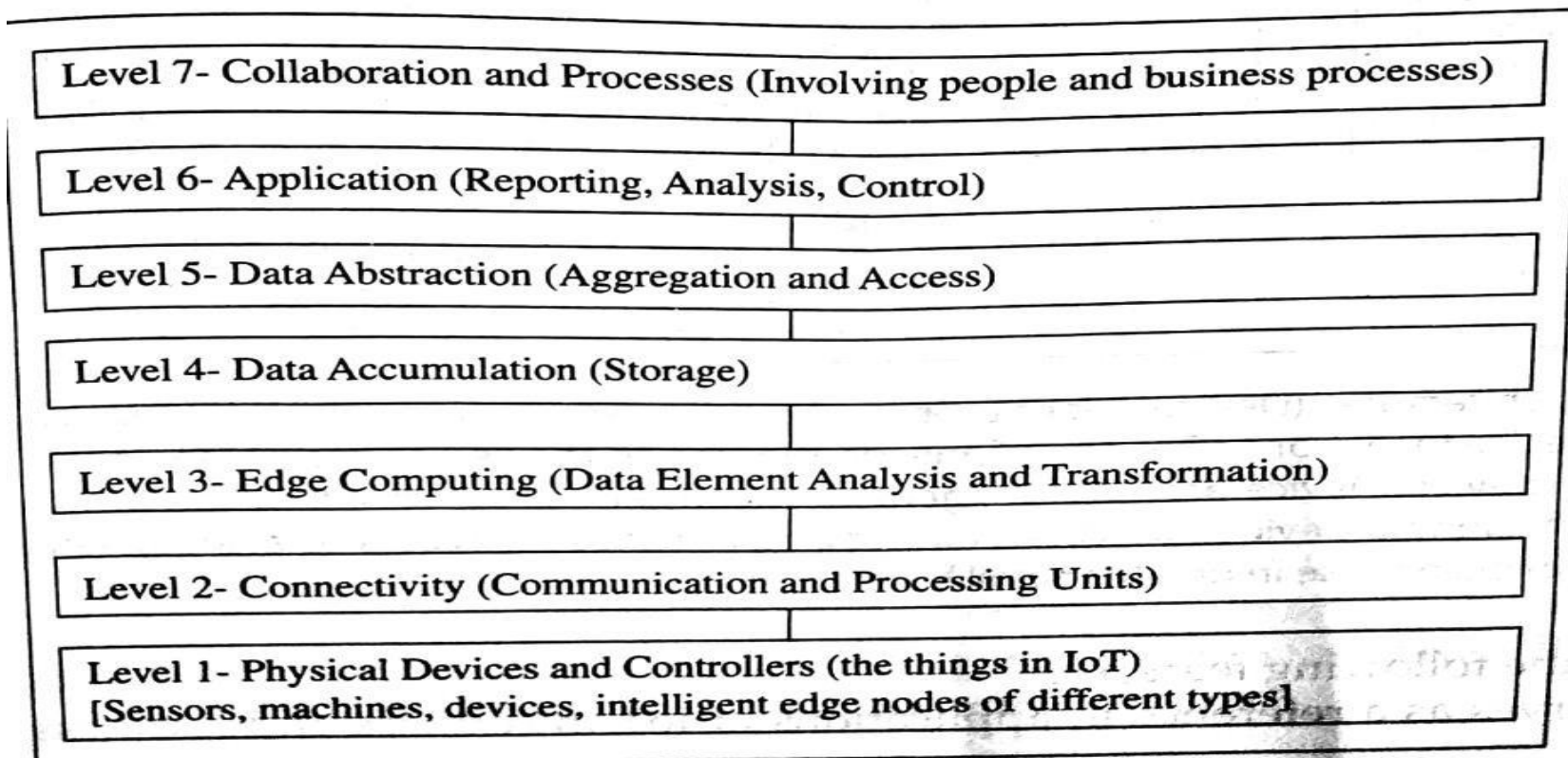
## ▶ **Characteristics of IoT:**

- Interconnectivity
  - Things-related services
  - Heterogeneity
  - Dynamic changes
  - Enormous scale
  - Safety
  - Connectivity
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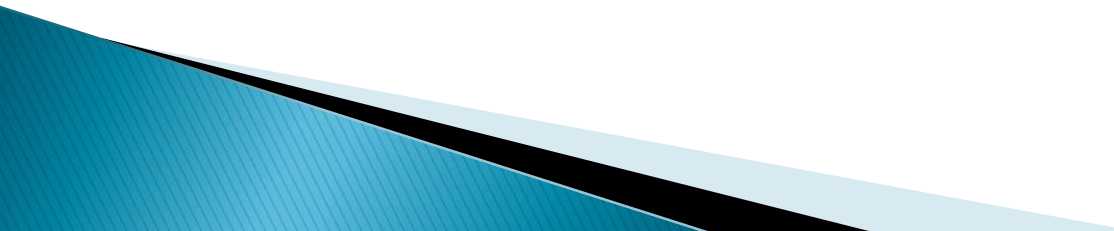
# Basic IoT Architectural View



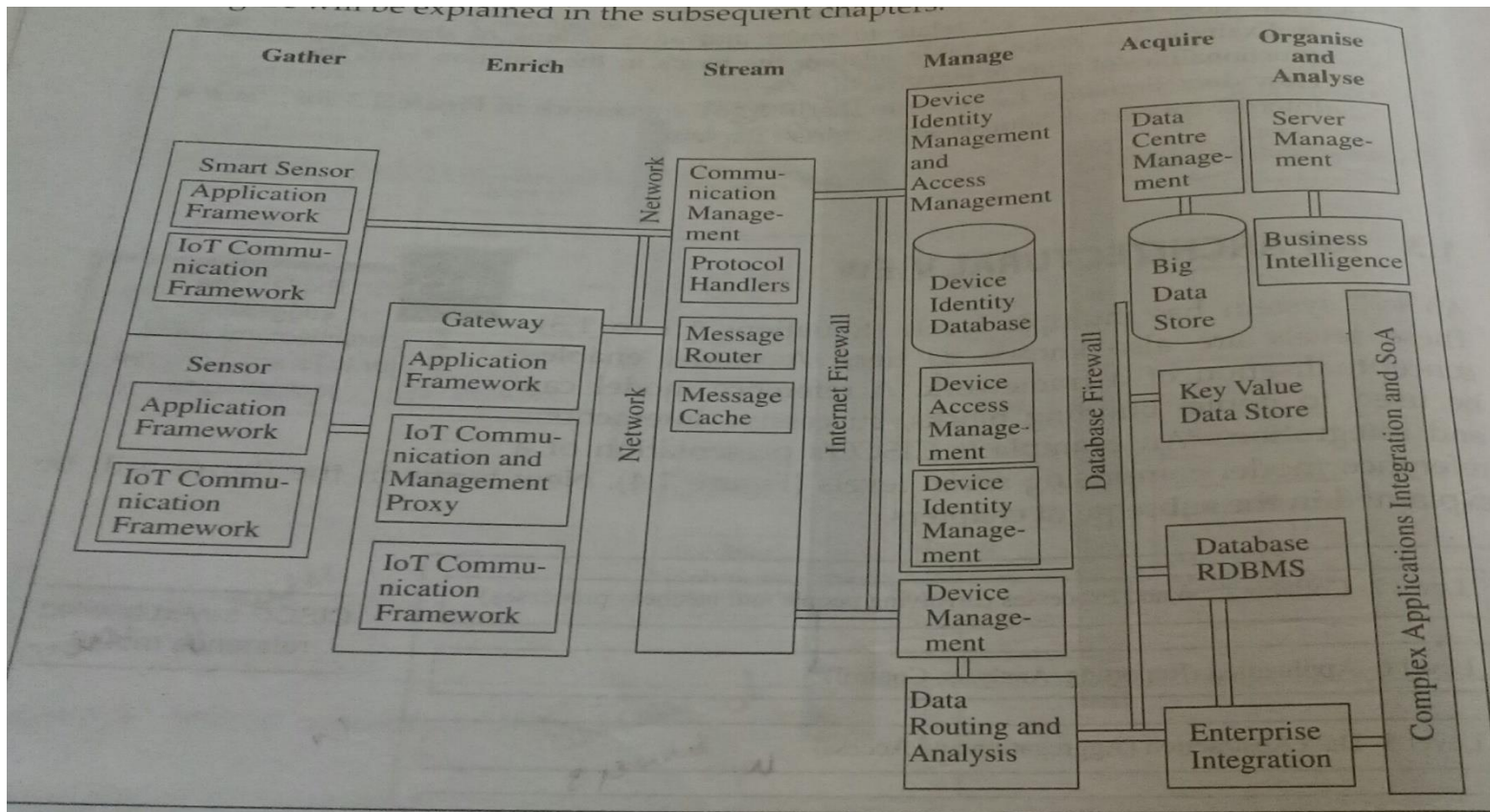
# IoT Architectural View



# IEEE P2413

- ▶ Follows top– down approach.
  - ▶ Does not define a new architecture but reinvent existing architectures congruent with it
  - ▶ Gives a blue print for data abstraction.
  - ▶ Specifies abstract IoT domain for various IoT domains.
  - ▶ Recommends quality ‘**quadruple**’ trust that includes protection, security, privacy and safety.
  - ▶ Addresses the documentation of data.
  - ▶ Strives for mitigating architecture divergence
- 





**Figure 1.5** Oracle's IoT architecture (Device identity management means identifying a device, registering a device for actions after identifying, de-registering the device, assigning unique identity to the device. Device access management means enabling, disabling the device)

# IoT Conceptual Frame Work:

- ▶ *Explain the concept of operation in an IoT System.*
- ▶ *Explain the Oracle Conceptual Frame work of IoT*
- ▶ *Explain the IBM Conceptual Frame work of IoT*

Physical Object+ Controller, Sensor &  
Actuators+ Internet= IoT.....(1)

Example: street light controller

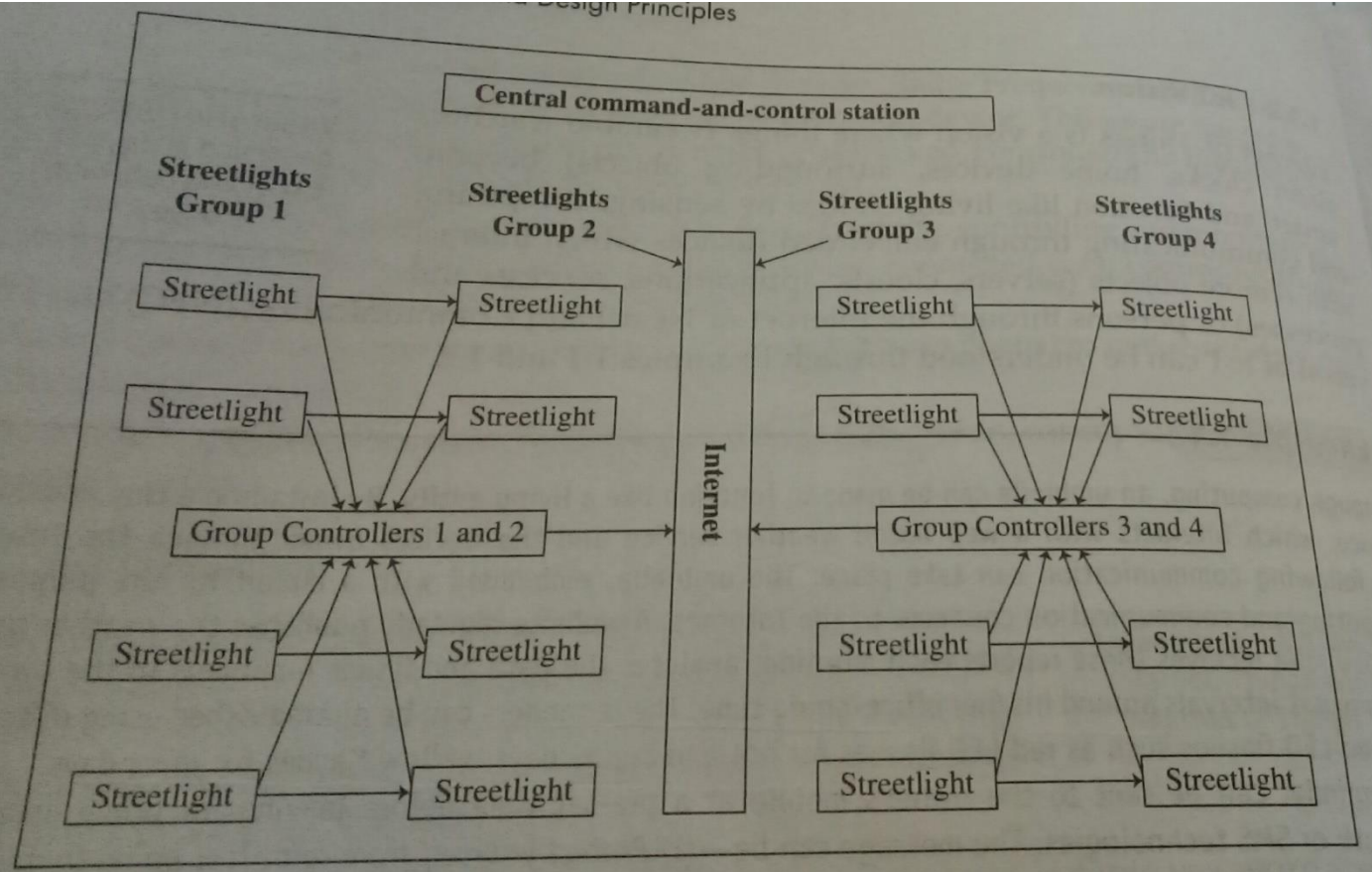
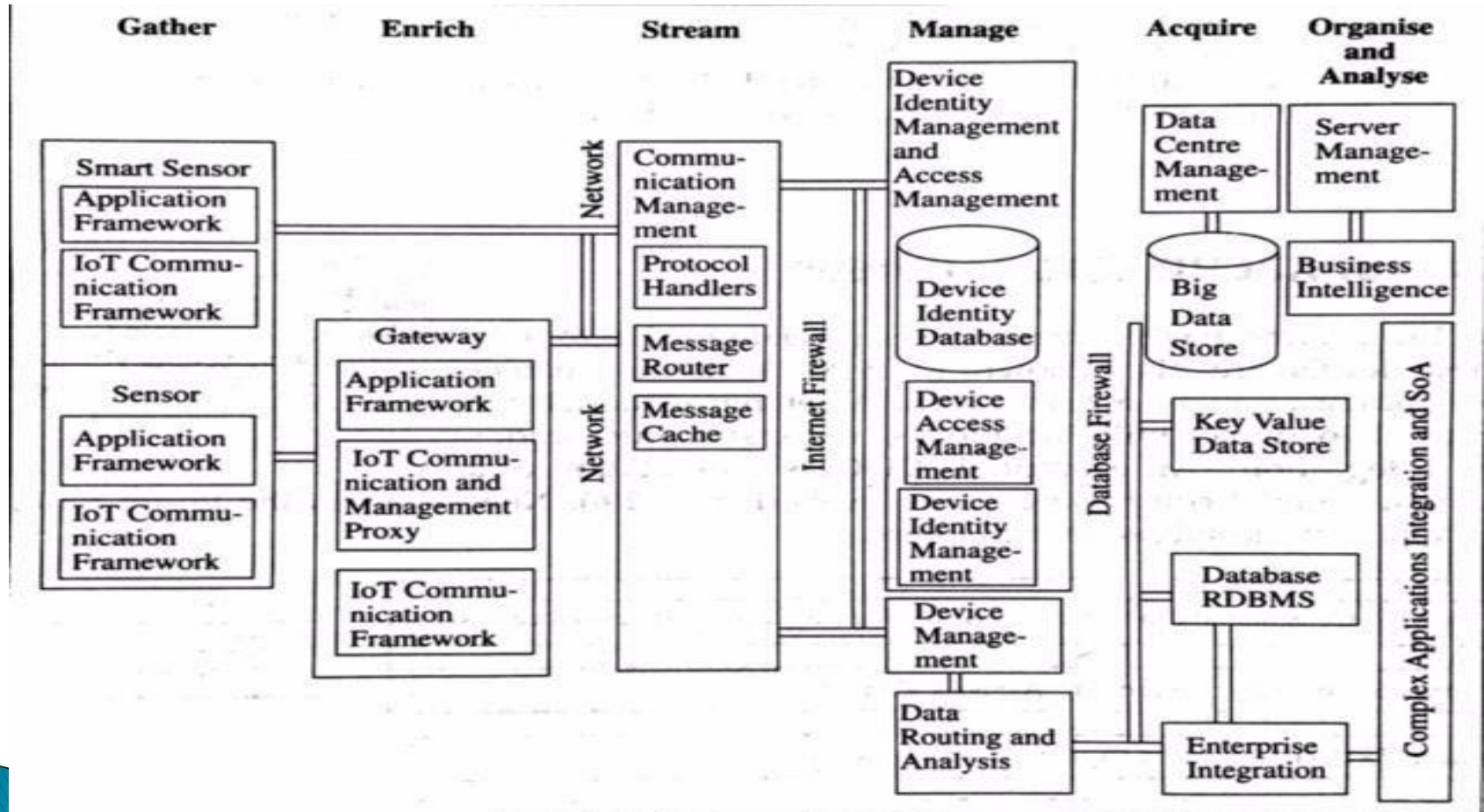
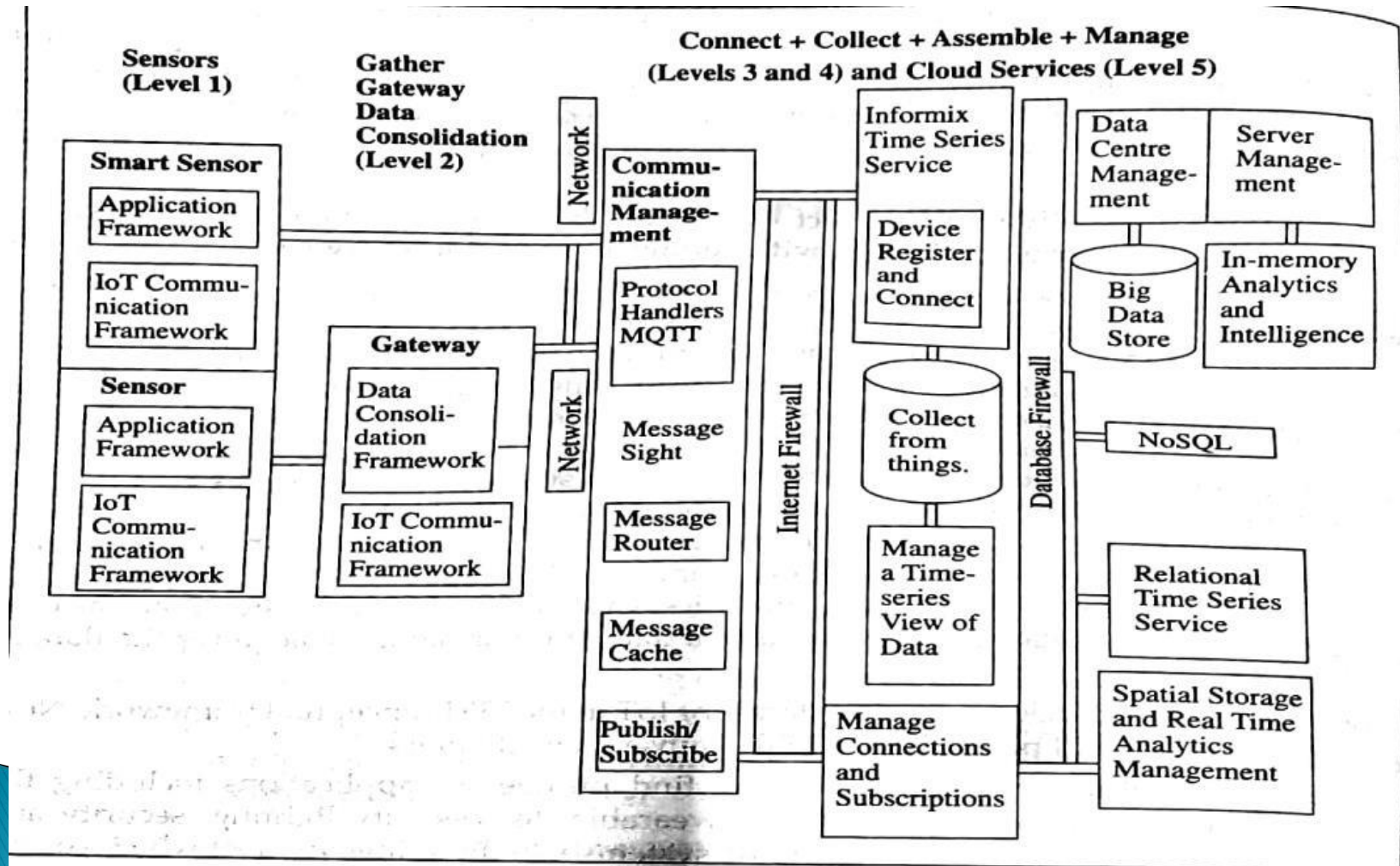


Figure 1.1 Use of Internet of Things concept for streetlights in a city

- ▶ Gather + Enrich + Stream + Manage + Acquire + Organise & Analyse  
= IoT with Connectivity to Data enter, Enterprise or Cloud.....(ORACLE)



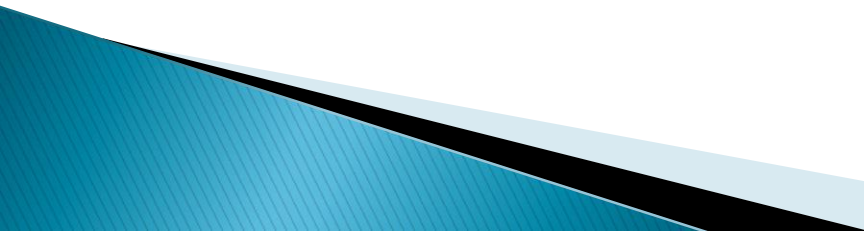
- ▶ Gather + Consolidate + Connect + Assemble + Manage & Analyse = IoT With Connectivity to Cloud Services.....(IBM)



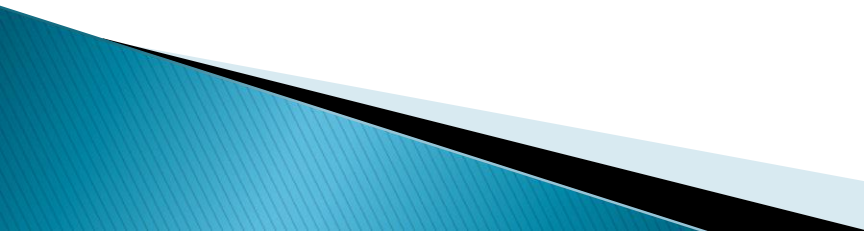
# Technology Behind IOT

- ▶ Hardware
- ▶ Integrated Development Environment (IDE)
- ▶ Protocols- HTTP,CoAP,MQTT,XMPP
- ▶ Communication-ZigBee,Bluetooth,WiFi, Ethernet,  
NFC,6LowPAN
- ▶ Network Backbone
- ▶ Software-RIOT OS, Eclipse IoT, Contiki OS
- ▶ Internetwork Cloud platforms/ Data Centre
- ▶ Machine Learning Algorithm and Software

# Five Entities For Five Levels Behind an IOT System

- ▶ Device platform- hardware+software  
hardware- microcontroller, SOC  
software-API and web applications
  - ▶ Connecting and Networking
  - ▶ Server and web programming
  - ▶ Cloud platform
  - ▶ Online transactions processing, online analytics processing, data analytics, predictive analytics and knowledge discovery for wider applications
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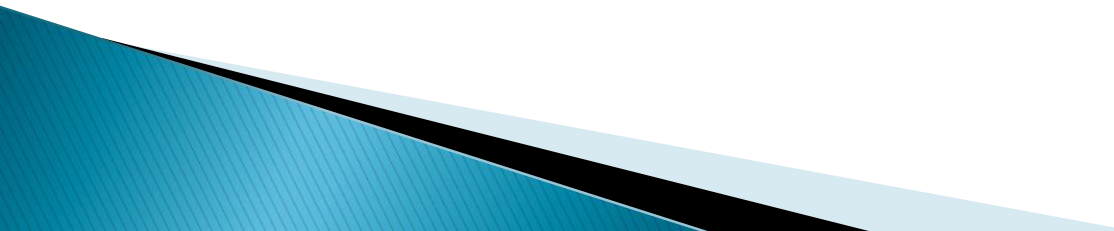
# Major Components of IoT System

- ▶ Physical Object
  - ▶ Hardware
  - ▶ Communication module
  - ▶ Software
- 
- Sensors and actuators
    - Analog input to controller, example-thermistor, photoconductor, pressure guage and Hall sensor
    - Digital input to cntroller,example-touch sensor, proximity sensor, metal sensor, traffic presence sensor
- 



- ▶ Control units
  - Microcontroller unit(MCU) or custom chip
  - ATmega 328, ATmega 32u4, ARM Cortex and ARM LPC

MCU consists of

- Processor
  - Internal RAM
  - Internal Flash and Firmware
  - Timers
  - Programmable IO Ports
  - General Purpose IO Ports
  - Serial IO Ports
  - PWM
  - Analog to digital converter
  - Communication network interface
- 

▶ Communication Module:

– Protocol handlers, message queue and message cache.

➤ Software:

– IoT device

– IoT server

➤ Middleware:

– OpenIoT

– IoT SyS

– oBEX

- ▶ Operating System
    - RIOT
    - Raspbian
    - Alloy
    - Spark
    - Contiki OS
  - ▶ Firmware
    - Thingsquare Mist
- 

- ▶ Development Tools and Open source framework for IoT implementation
  - Eclipse IoT
  - Arduino
  - Kinoma Software platform
- APIs and device interfacing components

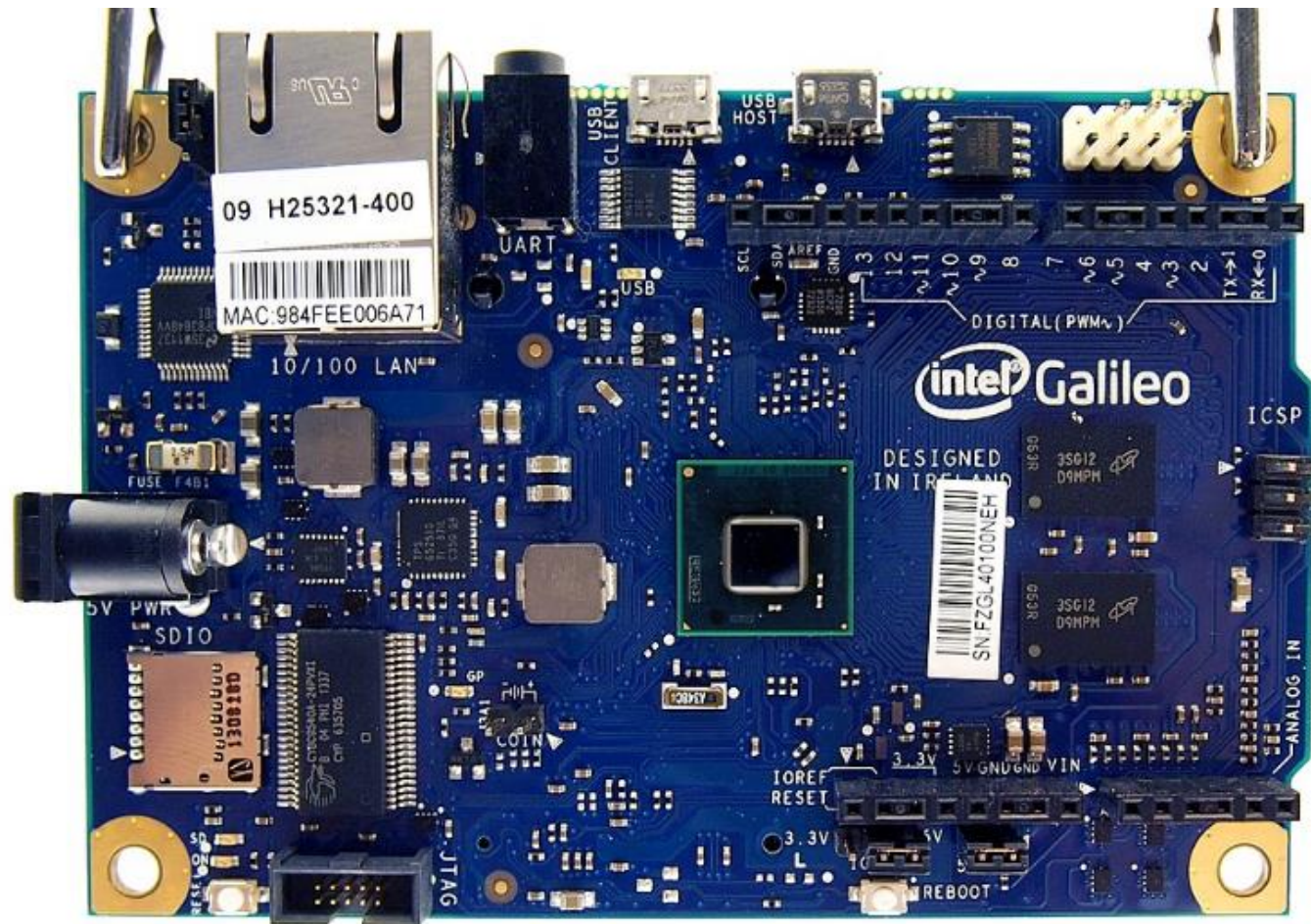
# ARDUINO YUN



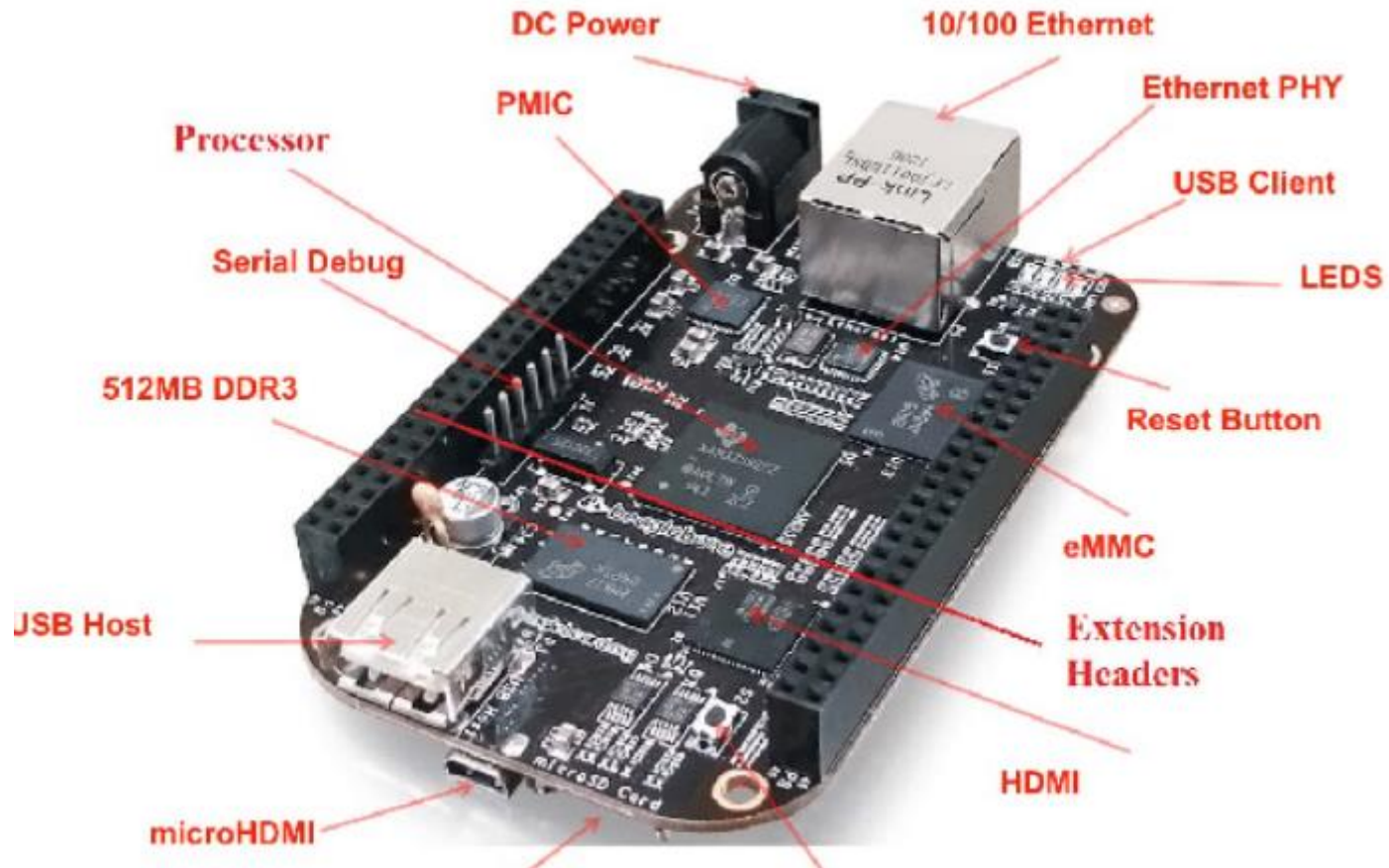
# MICRODUINO



# INTEL GALILEO



# BEAGLE BOARD

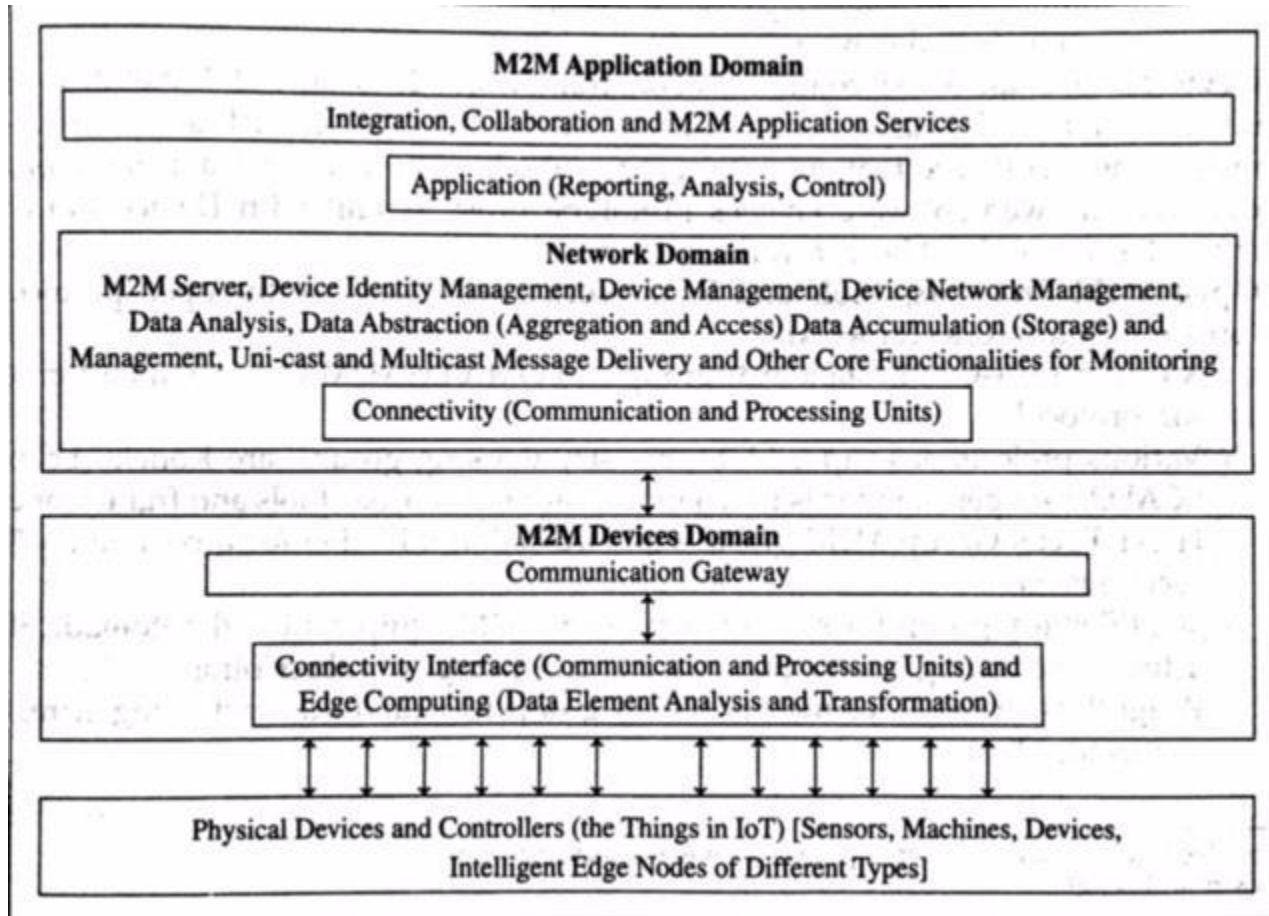




# RASPBERRY PI

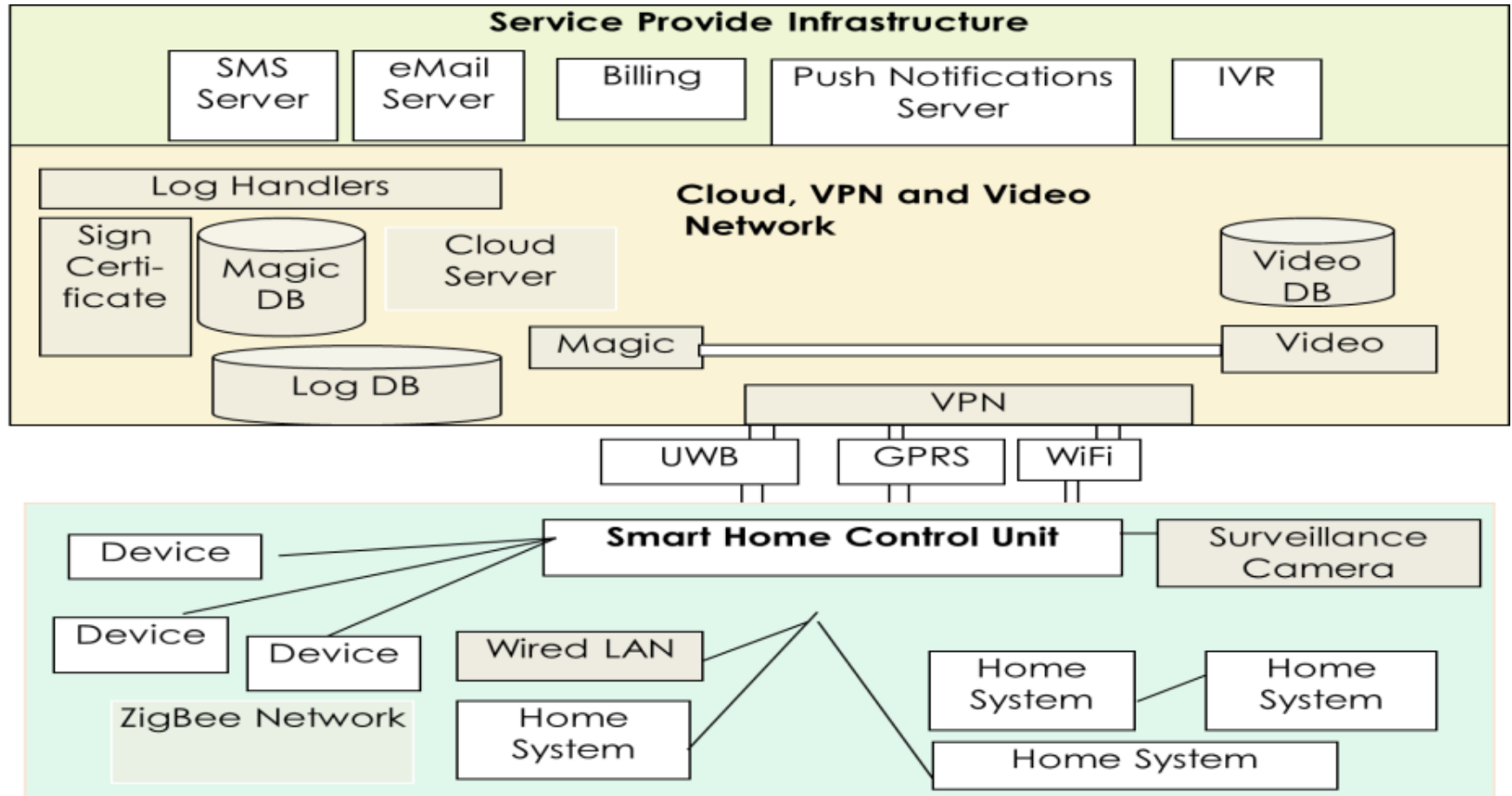


# M2M Communication –Architecture

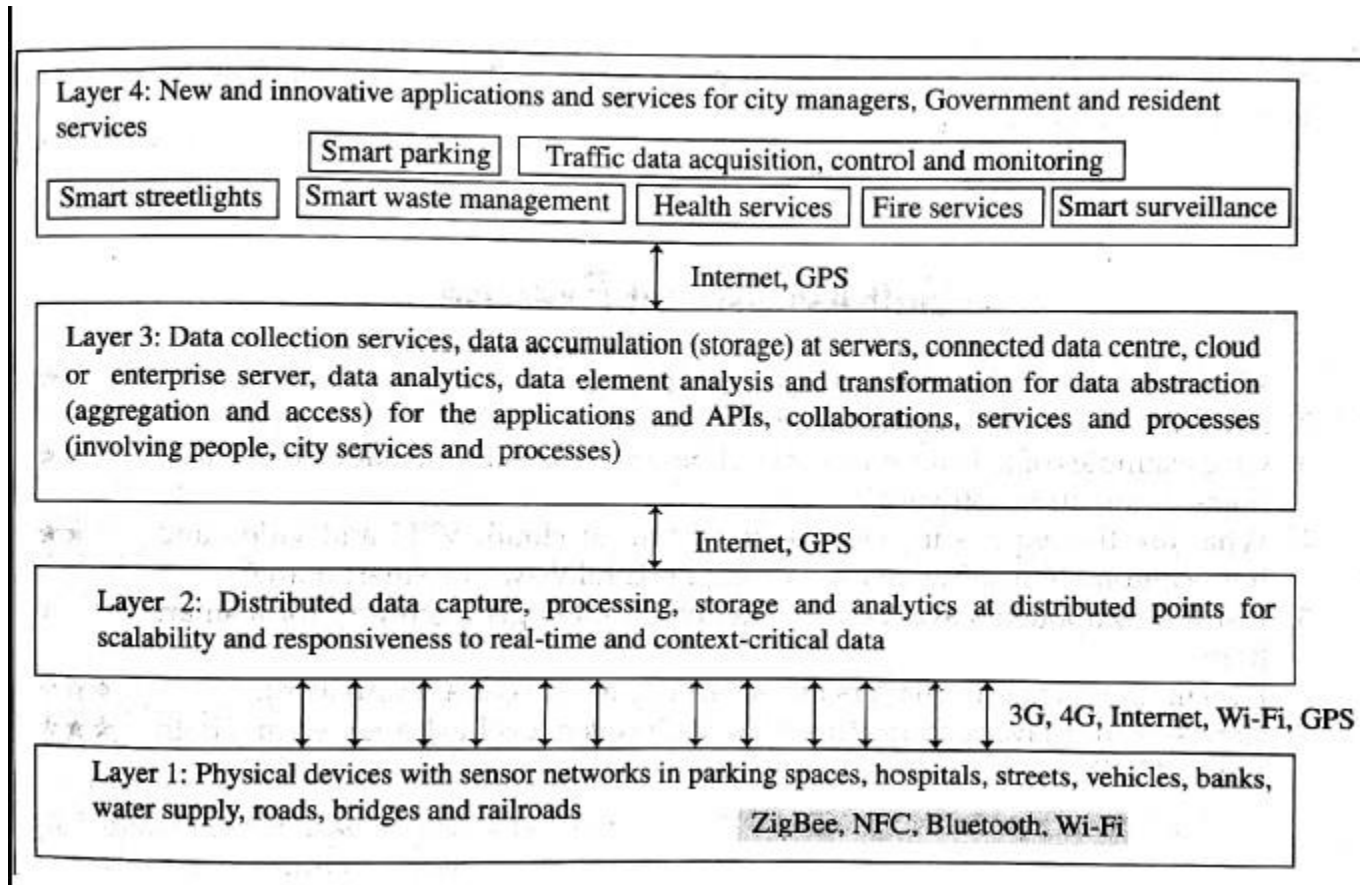


- ▶ M2M Software and development tools
  - Mango
  - Mainspring
  - Device Hive
  - Open M2M protocol tools and framework  
Eclipse SCADA, Koneki, XMPP.

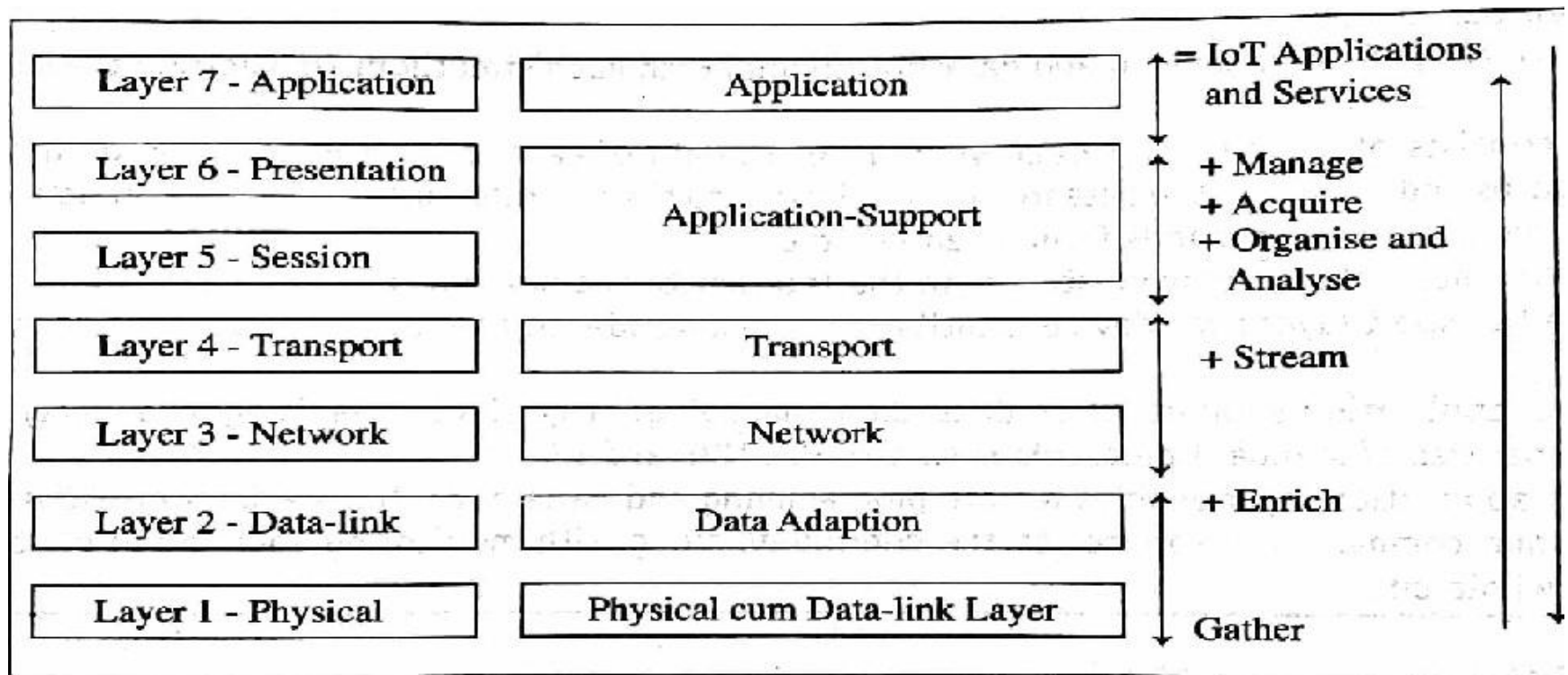
# Smart home/Home Automation



# Smart City



# Modified OSI Model for the IoT/ M2M Systems



# Data Enrichment, Data Consolidation and Device Management at Gateway:

## ▶ Data Management and Consolidation Gateway:

Gateway includes the following functions:

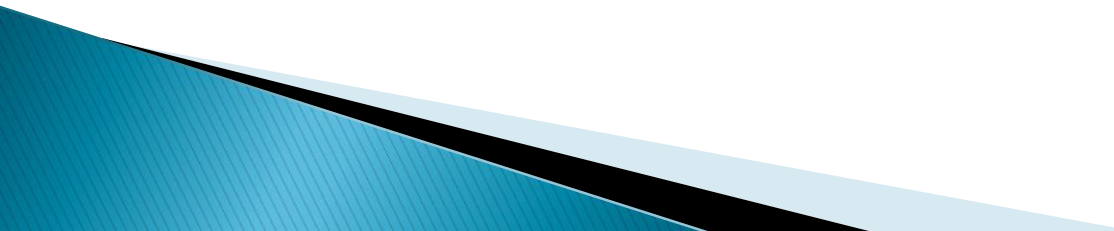
- Transcoding
- Privacy, Security
  - Devices and applications identity management
  - Authentication
  - Authorization
  - Trust
  - Reputation
- Integration
- Compaction and fusion

## ▶ **Data gathering and Enrichment**

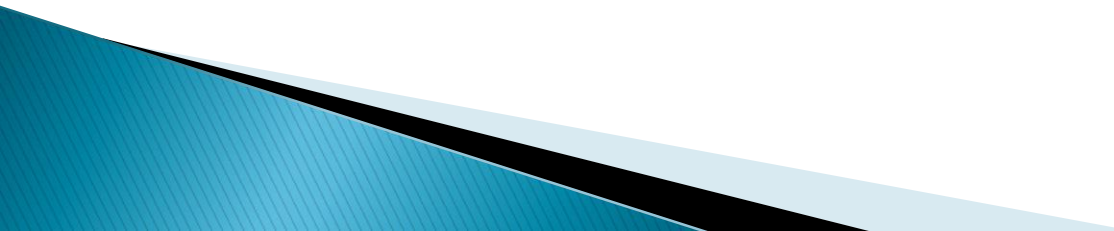
### ▪ **Data gathering**

- Polling
- Event based
- Scheduled interval
- Continuous monitoring

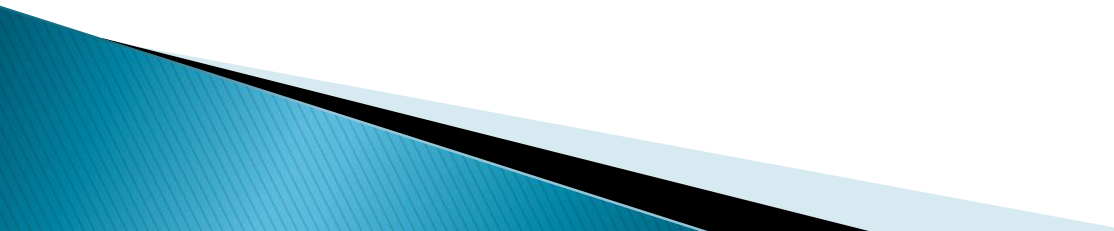
### ➤ **Data Dissemination**

- Aggregation
  - Compaction
  - Fusion
- 



- ▶ Data Source and Data Destination ID
  - ▶ Address
  - ▶ Data characteristics, formats and structures
  - ▶ Device management at gateway
  - ▶ Open mobile alliance(OMA)
- 

# Key Terms used in Communication

- ▶ **Application or APP**
  - ▶ **Application Programming Interface(API):**
  - ▶ **Web service**
  - ▶ **Object**
  - ▶ **Object Model**
  - ▶ **Communication Gateway**
  - ▶ **Class**
  - ▶ **Client**
  - ▶ **Server**
  - ▶ **Representational State Transfer (REST):**
  - ▶ **Broker**
  - ▶ **Proxy**
  - ▶ **Communication protocol:**
  - ▶ **Web protocol**
  - ▶ **Firewall:**
  - ▶ **Universal Resource Locator**
  - ▶ **Web Object**
- 

# Representational State Transfer (REST)

**GET**

- Retrieves a resource
- Guaranteed not to cause side-effect (SAFE)
- Cacheable

**POST**

- Creates a new resource
- Unsafe, effect of this verb isn't defined by HTTP

**PUT**

- Updates an existing resource
- Used for resource creation when client knows URI
- Can call N times, same thing will always happen (idempotent)

**DELETE**

- Removes a resource
- Can call N times, same thing will always happen (idempotent)

## **REST Design Principles**

Everything is a Resource

Each Resource is identifiable by Unique URI

Use the standard HTTP methods

Allow multiple representations for same Resource

Communication should be always stateless

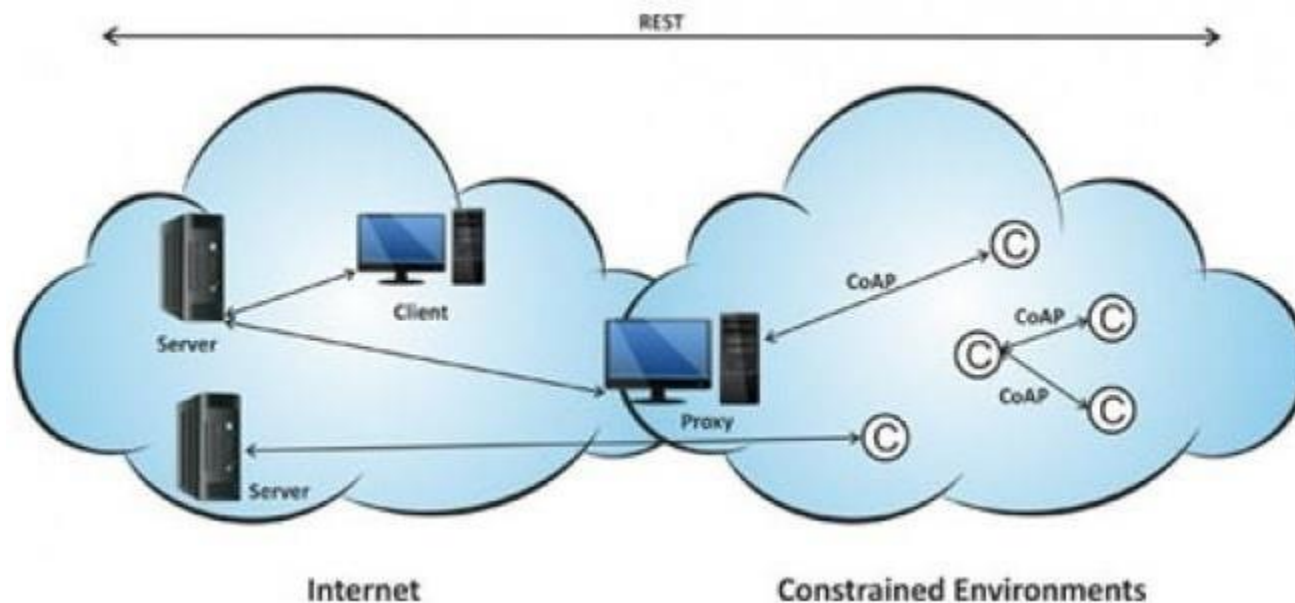
▶ **CoRE: Constrained RESTful Environment:**

- Data is limited in size
- Data routing-ROLL

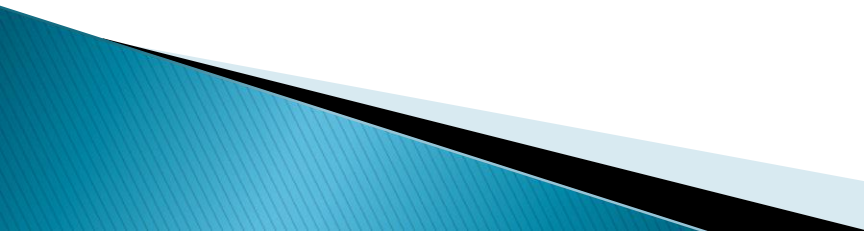
▶ **Unconstrained Environment:**

- Web applications—HTTP & RESTful HTTP
- Routing over IP networks for internet

# Constrained Application Protocol

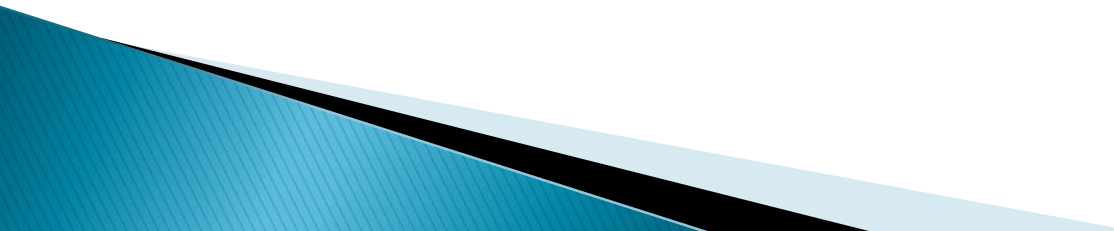


# CoAP protocol features

- ▶ It provides M2M communication in constrained environment.
  - ▶ It provides security of data by datagram transportation layer security (DTLS).
  - ▶ Asynchronous message exchange.
  - ▶ Low header overhead and parsing complexity
  - ▶ URI and content type support
  - ▶ UDP binding with optional reliability supporting unicast and multicast requests.
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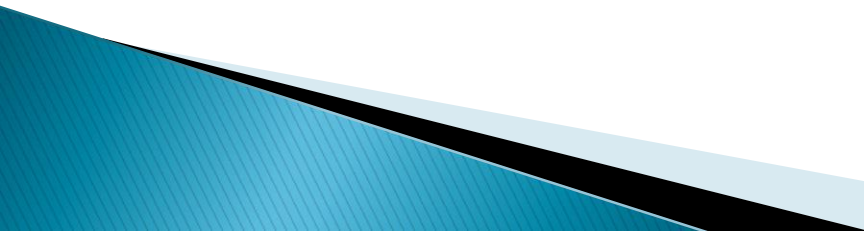
# CoAP Priority

- ▶ Quality of service with confirmable message
- ▶ When multicast support is needed
- ▶ Very low overhead and simplicity.
- ▶ CoAP follows a client-server communication model
- ▶ Client can GET, PUT, POST or DELETE the resources on network
- ▶ The CoAP defines a standard mechanism for resource discovery
- ▶ Servers provide a list of their resources, along with metadata about them, at /.well-known/core. For Quality of Service (QoS), Requests and response messages may be marked as confirmable or non-confirmable

- ▶ The CoAP defines a standard mechanism for resource discovery.
  - ▶ Servers provide a list of their resources, along with metadata about them, at `/.well-known/core`. For Quality of Service (QoS), Requests and response messages may be marked as confirmable or non-confirmable.
  - ▶ Confirmable messages must be acknowledged by the receiver. Non- confirmable messages are “fire and forget” type
- 



# CoAP Protocol Security

- ▶ Data Integrity
  - ▶ Data Authentication
  - ▶ Data Confidentiality
  - ▶ It provides security over Datagram Transportation Layer Security in Application layer
  - ▶ As CoAP runs over UDP protocol stack, there are chances of data loss or data disordering. But with DTLS security, these two problems can be solved
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- ▶ **DTLS security adds three implementations to CoAP**

- Packet retransmission

- Assigning sequence number within handshake

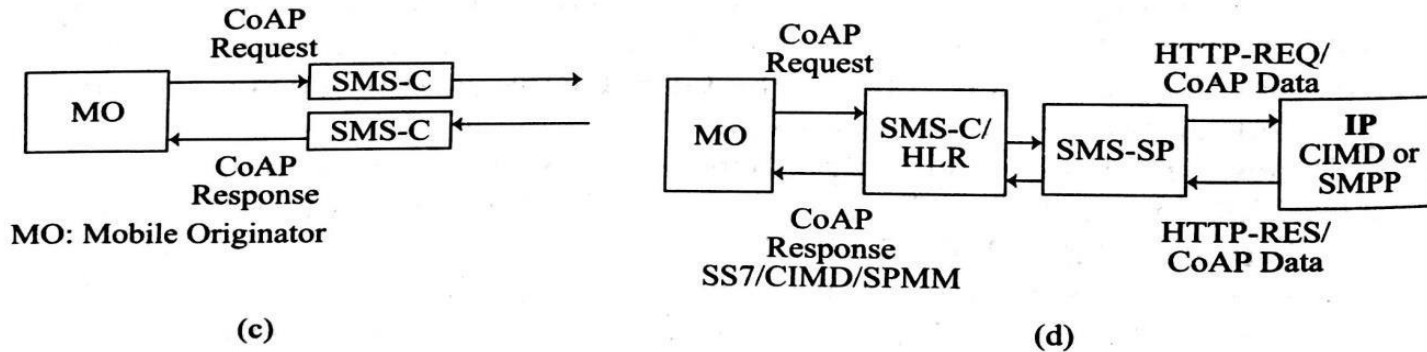
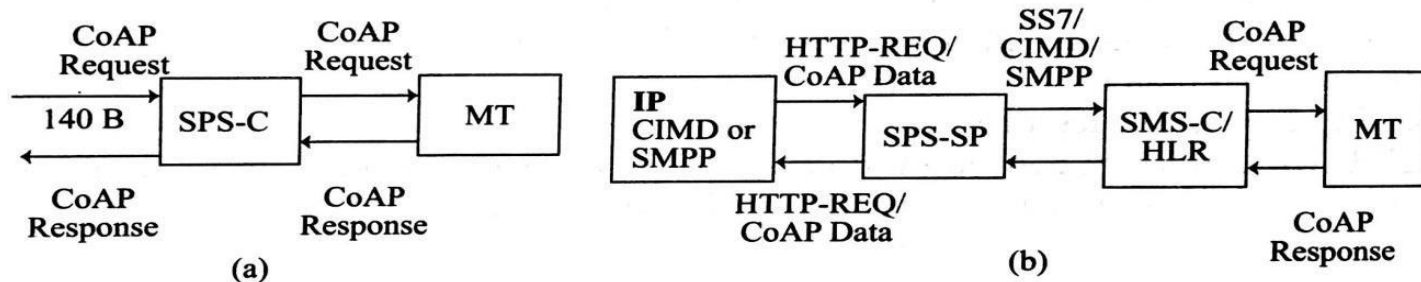
- Replay detection

- ▶ RESTful API design- model the system as a set of resources whose state can be retrieved and/or modified and where resources can be potentially also created and/or deleted.

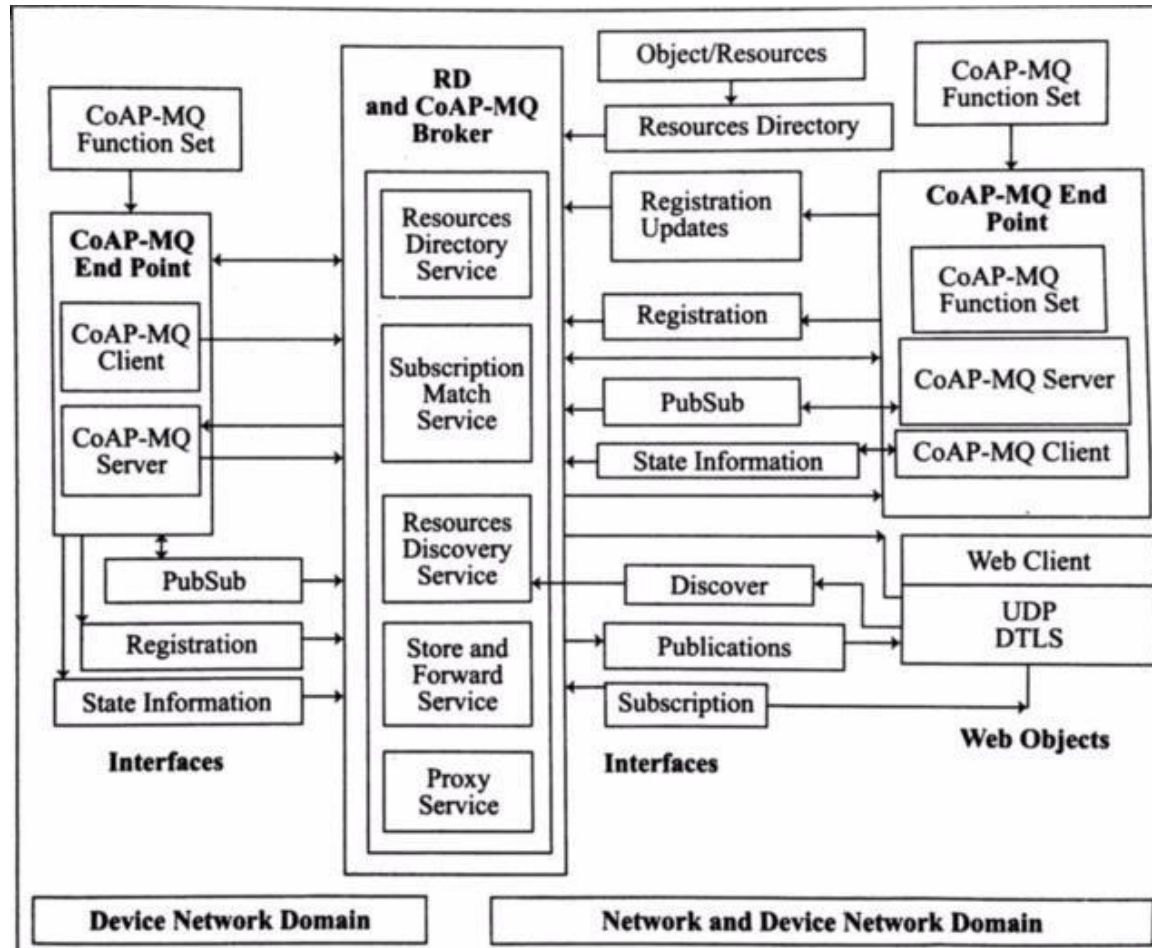
- ▶ URI



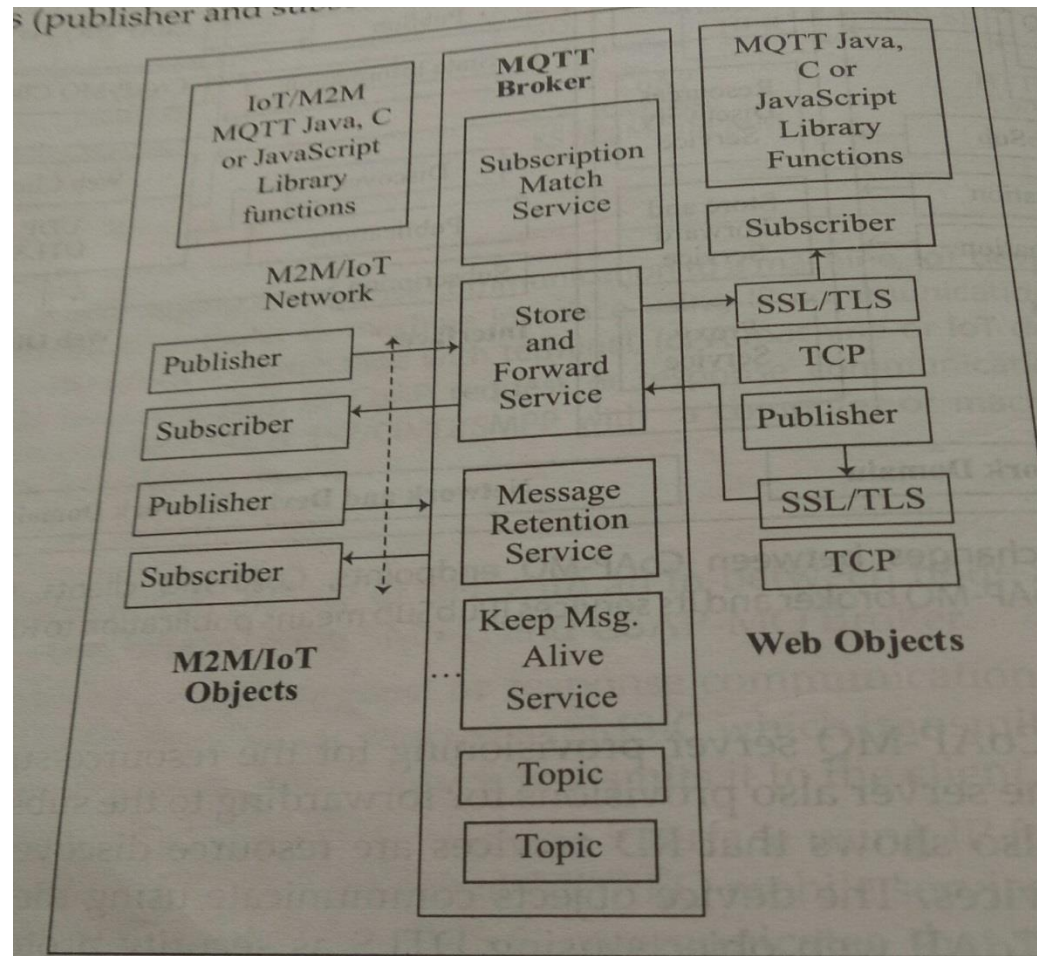
# CoAP-SMS



# CoAP MQ



# MQTT



# XMPP (Extensible Messaging and Presence Protocol)

- ▶ Jabber open source community
  - ▶ **Advantages**
    - Open
    - Standard
    - Decentralised
    - Secure
    - Extensible
    - Flexible
    - Diverse
- 

# Lightweight Machine to machine Communication Protocol:

- ▶ Specified by OMA–Open Mobile Alliance for transfer of data/ message
  - ▶ Light Weight Management
  - ▶ An object or resource use CoAP, DTLS and UDP or SMS protocols for sending a request or response.
  - ▶ Use of plain text for a resource or use of JSON during a single data transfer or binary TLV format data transfer.
  - ▶ An object or its resource access using an URI
- 