

IoT challenges

State of the art

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Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution

Context

What is IoT ?

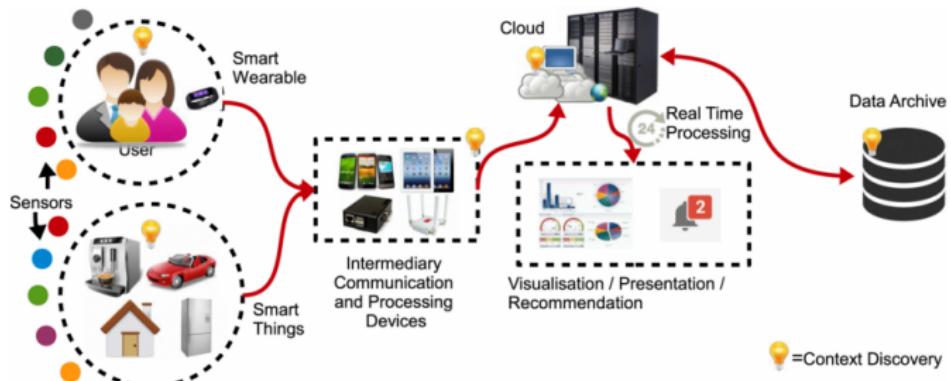


Figure 1: IoT platform.



Figure 2: IoT challenges.

Problematic

Where is the problem ?

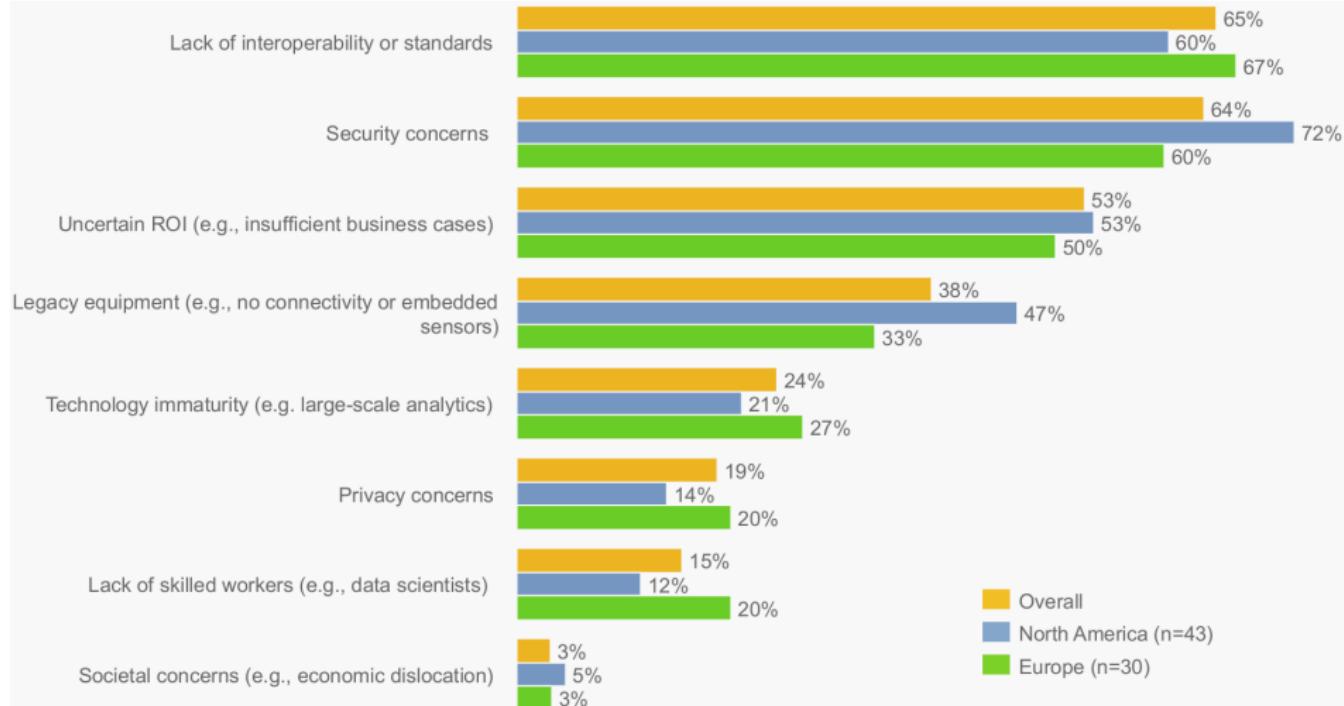


Figure 3: Key barriers in adopting the Industrial Internet [industrialinternetofthings_executive_].

Problematic

Where is the problem ?

- ➡ Some network configuration are static and not adaptive to the application
 - ▶ Decision and optimisation problem..
 - ▶ Various network access
 - ▶ Various configuration of each network access
 - ▶ Lack of selection tools
- ➡ Users have to select the network and the application
 - ▶ How to select the **best** network.
 - ▶ How to select the network required by the application.

Context

Introduction

- ▶ IoT Applications
 - ▶ Health care
 - ▶ **Transportation**
 - ▶ Industry
 - ▶ Market
 - ▶ School
 - ▶ Vehicles
 - ▶ Smart Home
 - ▶ Agriculture



Figure ??: IoT Applications

Problematic

Where is the problem [2] ?

Bandwidth (*BW*) Spreading Factor (*SF*) Coding Rate (*CR*) Transmission Power (*Tx*) Receiver Sensitivity (*RS*) Signal Noise Rate (*SNR*) Data Rate (*DR*) ,Air Time (*AT*), Payload length (*PktL*)

Setting	Values	Rewards	Costs
<i>BW</i>	$7.8 \rightarrow 500\text{kHz}$	<i>DR</i>	<i>RS, Range</i>
<i>SF</i>	$2^6 \rightarrow 2^{12}$	<i>RS, Range</i>	<i>DR, SNR, PktL, Tx</i>
<i>CR</i>	$4/5 \rightarrow 4/8$	Resilience	<i>PktL, Tx, AT</i>
<i>Tx</i>	$-4 \rightarrow 20\text{dBm}$	<i>SNR</i>	<i>Tx</i>

Table 1: [1]

Technical choice

Implementation

- ▶ ZOLERTIA RE-MOTE
 - ▶ Low consumption component
 - ▶ ADC port for placing sensors on it
- ▶ CONTIKI OS
 - ▶ Operating system for wireless and low power development
 - ▶ Support for newer standards (6LowPAN, RPL, CoAP, MQTT)
- ▶ 6LowPAN
 - ▶ Based on IPv6 and IEEE 802.15.4
 - ▶ IPv6-based network with low power consumption
 - ▶ Ability to create a mesh network
- ▶ Sending packages
 - ▶ UDP in the 6LowPAN network
 - ▶ MQTT between the cloud platform and the router

Motivations

Who & why cares with such problems ?

- ➡ a
- ➡ Lake of selective tools
- ➡ How to select the **best** access point

QoS Analysis

- ➡ a
- ➡ Lake of selective tools
- ➡ How to select the **best** access point

Threats

- ➡ a
- ➡ Lake of selective tools
- ➡ How to select the **best** access point



Figure 4: Communication diversity.

Goal

What is the goal ?

- ▶▶ Allow heterogeneous network to communicate
 - ▶▶ QoS Analysis
 - ▶▶ Threats
-
- ▶ How to select the **best** access point
 - ▶ Allow heterogeneous network to communicate
 - ▶ QoS Analysis
 - ▶ Threats



Figure 5: wsn-IoT.

Goal

What is the goal ?

- ▶ ▶ Allow heterogeneous network to communicate
- ▶ ▶ QoS Analysis
- ▶ ▶ Threats

- ▶ How to select the **best** access point
 - ▶ Allow heterogeneous network to communicate
 - ▶ ▶ QoS Analysis
 - ▶ ▶ Threats



Figure 5: wsn-IoT.

Map the network to service requirement ?

Challenges

Where is the difficulty ?

- Reasonable and acceptable delay before the decision appears.
- Cope with the different view points and goals of the operators and the users.
- React to the changing environment conditions.
- Allow any type of inputs and to be applicable to any type of ANs.
- Handle the increasing number of RATs and the large number of criteria.

Contributions

Contributions

- ▶ Use cases (Requirements)
 - ▶ Smart building: Videos, Voice, Text.
 - ▶ Smart traffic: Videos, Voice, Text
- ▶ Environments
 - ▶ Rural/Urban
 - ▶ Static/Mobile
 - ▶ Temperature
- ▶ Scenarios
 - ▶ For each application protocol (MQTT, COAP, XMPP)
 - ▶ For each network protocol (Star, Mesh)
 - ▶ For each MAC protocol (LoRaWan, Sigfox, ...)
- ▶ Algorithms
 - ▶ Input:
 - * Service QoS metrics requirements
 - * MAC configuration (SF, CR, BW, ...)
 - * Network QoS metrics
 - ▶ Method:
 - * MADM, Game, Neural
 - ▶ Outputs:
 - * Ranked networks

Contributions

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- ▶ Use cases (Requirements)
 - ▶ Smart building: Videos, Voice, Text.
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- ▶ Environments
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Theoretical, Simulation & Real environment

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution

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- 1. Introduction
- 2. First contribution
- 3. Second contribution
- 4. Third contribution
- 5. Conclusion
- 6. First contribution
 - 1. Related work
 - 2. Contagion process
 - 3. Experimentation
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Outline

1. Introduction

2. First contribution

3. Second contribution

4. Third contribution

5. Conclusion

6. First contribution

- 1. Related work
- 2. Contagion process
- 3. Experimentation
- 4. Results exploitation
- 5. Discussion

Related work

Comparison

Paper	A1	A2	A3	A4

Table 2: An example table.

Related work

Comparison

Paper	A1	A2	A3	A4

Table 3: An example table.

Outline

1. Introduction

2. First contribution

3. Second contribution

4. Third contribution

5. Conclusion

6. First contribution

1. Related work
2. **Contagion process**
3. Experimentation
4. Results exploitation
5. Discussion

... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 4

Outline

1. Introduction

2. First contribution

3. Second contribution

4. Third contribution

5. Conclusion

6. First contribution

1. Related work
2. Contagion process
- 3. Experimentation**
4. Results exploitation
5. Discussion

Experimentation

Experimentation

- a
- b

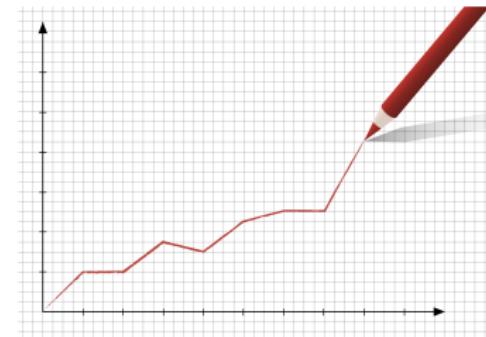


Figure 6: .

Outline

1. Introduction

2. First contribution

3. Second contribution

4. Third contribution

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2. Contagion process
3. Experimentation
- 4. Results exploitation**
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Results

Comparison

- a
- b

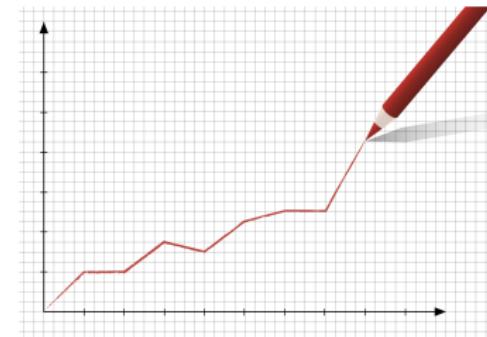


Figure 7: .

Outline

1. Introduction

2. First contribution

3. Second contribution

4. Third contribution

5. Conclusion

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- 2. Contagion process
- 3. Experimentation
- 4. Results exploitation
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Discussion

→ a

→ b

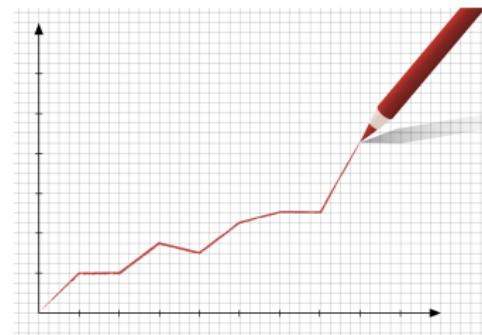


Figure 8: .

Outline

- 1. Introduction
- 2. First contribution
- 3. Second contribution
 - 1. Related work
 - 2. Contagion process
 - 3. Experimentation
 - 4. Results exploitation
 - 5. Discussion
- 4. Third contribution
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- 6. First contribution

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1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
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 - 2. Contagion process
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1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 1. Related work
 2. **Contagion process**
 3. Experimentation
 4. Results exploitation
 5. Discussion

... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 7

Outline

1. Introduction
2. First contribution
3. **Second contribution**
 1. Related work
 2. Contagion process
 3. **Experimentation**
 4. Results exploitation
 5. Discussion
4. Third contribution
5. Conclusion
6. First contribution

Experimentation

Experimentation

- a
- b

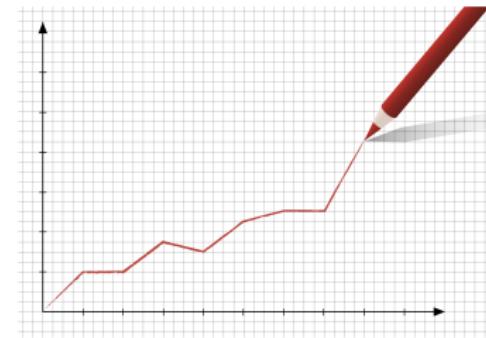


Figure 9: .

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 1. Related work
 2. Contagion process
 3. Experimentation
 - 4. Results exploitation**
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Results

Comparison

- a
- b

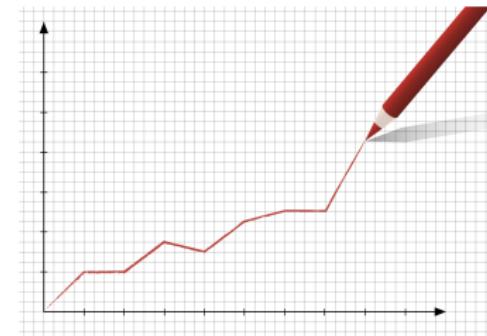


Figure 10: .

Outline

1. Introduction
2. First contribution
3. Second contribution
 1. Related work
 2. Contagion process
 3. Experimentation
 4. Results exploitation
4. Third contribution
5. Conclusion
6. First contribution

Discussion

→ a

→ b

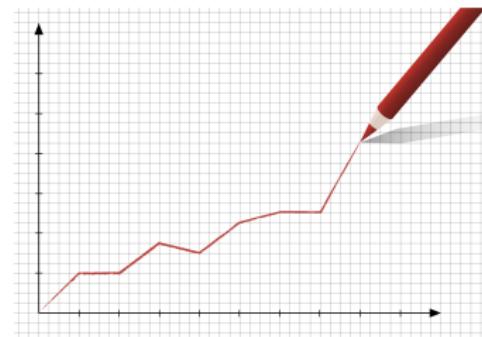


Figure 11: .

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 - 1. Related work
 - 2. Contagion process
 - 3. Experimentation
 - 4. Results exploitation
 - 5. Discussion

Outline

1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 2. Contagion process
 3. Experimentation
 4. Results exploitation
 5. Discussion
5. Conclusion
6. First contribution

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Table 8: An example table.

Related work

Comparison

Paper	A1	A2	A3	A4

Table 9: An example table.

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
 1. Related work
 2. **Contagion process**
 3. Experimentation
 4. Results exploitation
 5. Discussion
5. Conclusion
6. First contribution
 1. Bandit Algorithm
 2. Genetic Algorithm
 3. Marcov chain
 4. Game theory

Outline

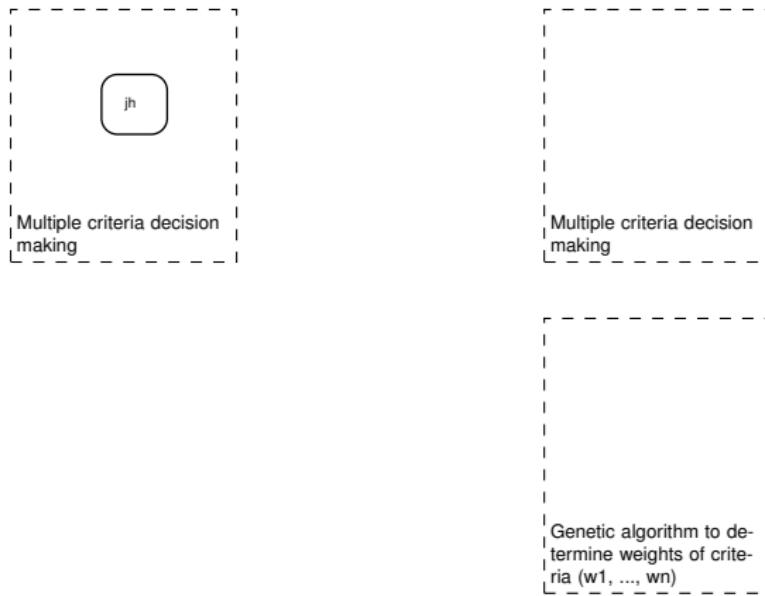
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2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 - 2. Contagion process**
 3. Experimentation
 4. Results exploitation
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Multi-Armed-Bandit Algorithm

Methods

- Arms: $K = 1, \dots, K$
- Decision: $T = 1, \dots, T$
- Reward: X_t^k with $\mu_t^k = E [X_t^k]$
 - Best reward: X_t^* with $\mu_t^* = \max \mu_t^k, k \in K$

Binary code analysis: Why?



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1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 - 2. Contagion process**
 3. Experimentation
 4. Results exploitation
 5. Discussion
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6. First contribution

Genetic Algorithm

Methods [alkhawiani_access_2008a]

- Heterogeneous wireless network: (RAT 1 ,RAT 2 ,...,RAT n)
- Criteria up to i (c_1, c_2, \dots, c_i) the operators, the applications, and the network conditions.
-
- The different sets of scores (d_1, d_2, \dots, d_i) are sent to the MCDM in the second component.
- GA component assigns a suitable weight (w_1, w_2, \dots, w_i)

Genetic Algorithm

Methods



→ S = SF12, BW125, 4/8, 17 dBm

→ Input:

→ Problem: $f(x) = \max(x^2)$, $x \in [0, 32]$

* $x_1 : 01101_b$

* $x_2 : 11000_b$

* $x_3 : 01000_b$

* $x_4 : 10011_b$

→ Method: Genetic algorithm

→ Generate a set of random possible solution

→ Test each solution and see how good it is (ranking)

* Remove some bad solutions

* Duplicate some good solutions

* Make small changes to some of them (Crossover, Mutation)

→ Output:

→ $x_1 : 01101$ (169) (14.4)

Outline

1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 - 2. Contagion process**
 3. Experimentation
 4. Results exploitation
 5. Discussion
5. Conclusion
6. First contribution

Marcov chain

Methods

$$V(s, \pi) = \mathbb{E}_s^\pi \left(\sum_{k=0}^{\inf} \gamma^k \cdot r(s_k, a_k) \right), s \in \mathbb{S} \quad (1)$$

$$r(s_k, a_k) = G_k \cdot PRR(a_k) \quad (2)$$

$$\pi^* = \arg \max_{\pi} V(s, \pi) \quad (3)$$

$$PRR = (1 - BER)^L \quad (4)$$

$$BER = 10^{\alpha e^{\beta SNR}} \quad (5)$$

Marcov chain

Methods

HGHGJ

$$V(s, \pi) = \mathbb{E}_s^\pi \left(\sum_{k=0}^{\inf} \gamma^k \cdot r(s_k, a_k) \right), s \in \mathbb{S} \quad (1)$$

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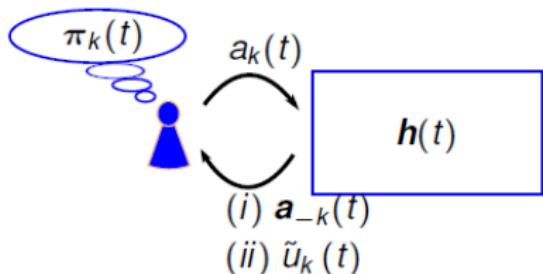
$$BER = 10^{\alpha e^{\beta SNR}} \quad (5)$$

Marcov chain

Methods

Learning Iterative Steps:

- **Choose** action $a_k(t) \sim \pi_k(t)$.
- **Observe** game outcome, e.g.,
 $a_{-k}(t)$
 $u_k(a_k(t), a_{-k}(t))$.
- **Improve** $\pi_k(t+1)$.



Thus, we can expect that: $\forall k \in \mathcal{K}$,

$$\pi_k(t) \xrightarrow{t \rightarrow \infty} \pi_k^* \quad (1)$$

$$\bar{u}_k(\pi_k(t), \pi_{-k}(t)) \xrightarrow{t \rightarrow \infty} \bar{u}_k(\pi_k^*, \pi_{-k}^*) \quad (2)$$

where, $\pi^* = (\pi_1^*, \dots, \pi_K^*)$ is a NE strategy profile.

Figure 12: .

Outline

1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 - 2. Contagion process**
 3. Experimentation
 4. Results exploitation
 5. Discussion
5. Conclusion
6. First contribution

Game theory

Methods

- ▶ Players: $K = \{1, \dots, K\}$
- ▶ Strategies: $S = S_1 \times \dots \times S_K$
 - ▶ S_k is the strategy set of the k^{th} player.
- ▶ Rewards: $u_k : S \rightarrow R_+$ and is denoted by $r_k(s_k, s_{-k})$
 - ▶ $s_{-k} = (s_1, \dots, s_{k-1}, s_{k+1}, \dots, s_K) \in S_1 \times \dots \times S_{k-1} \times S_{k+1} \times \dots \times S_K$

... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 10

Outline

1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 2. Contagion process
 - 3. Experimentation**
 4. Results exploitation
 5. Discussion
5. Conclusion
6. First contribution

Experimentation

Experimentation

- a
- b

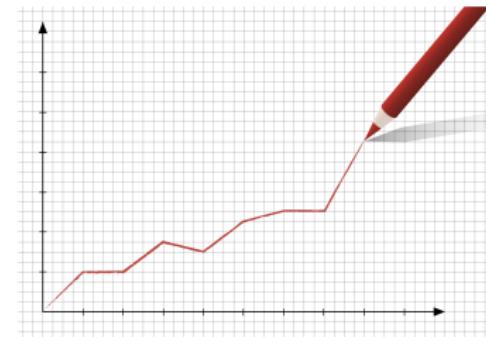


Figure 13: .

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
 1. Related work
 2. Contagion process
 3. Experimentation
 - 4. Results exploitation**
 5. Discussion
5. Conclusion
6. First contribution

Results

Comparison

- a
- b

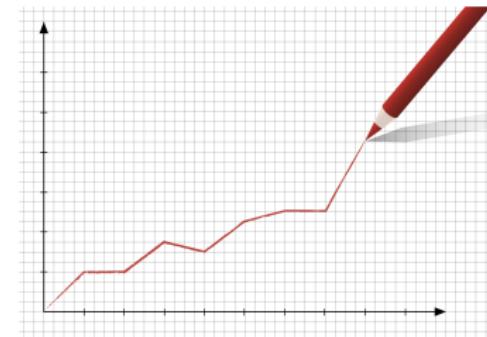


Figure 14: .

Outline

1. Introduction
2. First contribution
3. Second contribution
- 4. Third contribution**
 1. Related work
 2. Contagion process
 3. Experimentation
 4. Results exploitation
 - 5. Discussion**
5. Conclusion
6. First contribution

Discussion

→ a

→ b

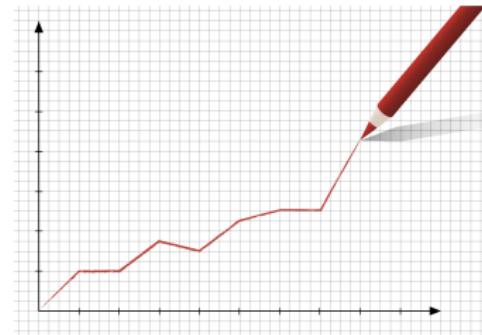


Figure 15: .

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
- 5. Conclusion**
6. First contribution

Conclusion

Our main goal was



Our main contribution was



Our main results was



Future Challenges

Conclusion

Our future goal was



Future Challenges

Conclusion

Our future goal was



Thank you !

Outline

- 1. Introduction
- 2. First contribution
- 3. Second contribution
 - 1. Related work
 - 2. Diffusion process
 - 3. Experimentation
 - 4. Results
 - 5. Discussion
- 4. Third contribution
- 5. Conclusion
- 6. First contribution

Outline

- 1. Introduction
- 2. First contribution
- 3. Second contribution
- 4. Third contribution
- 5. Conclusion
- 6. First contribution
 - 1. Related work
 - 2. Diffusion process
 - 3. Experimentation
 - 4. Results
 - 5. Discussion

Related work

Comparison

Works	Contribution	Goal
[3] Protect U	Classification of interlocutors	Friends lists management
[4] Privacy Wizard	Friends Classification	Permission Configuration
[5] SocialMarket	Common Interests	Assessment of Trust Relationships
[6] PARE	Information Leakage	Evaluation of Information Dissemination
[7] LENS	Spam Protection	Trusted Emitters Evaluation
[8] SocialEmail	Classify msg by paths	Evaluate message reliability
[9] Privacy Index	Visibility, sensitivity	Msg exposure assessment

Table 11: Contributions from existing work.

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 - 1. Related work
 - 2. Diffusion process**
 - 3. Experimentation
 - 4. Results
 - 5. Discussion

Step 1: Individual vulnerability measurement

Method

Parameter	Value
Network connection	Private, Public [1:2]
Technology	Ethernet, 5G, 4G, Wifi [1:4]
Operating system	Windows, Unix, Mac [1:3]
Web browser	Firefox, Chrome, Opera, ... [1:10]
Password strength	low, medium, strength [1:3]
Sessions opened	counter [1:10]
TLS version	v1.0, v1.1, v1.2, v1.3 [1:4]

Table 12: Individual Vulnerability parameter

$$Y = \sum_i^n \frac{w * V}{n} \quad (6)$$

- **Y:** Individual vulnerability
- **w:** Weight of each vulnerability
- **V:** Scores mentioned above

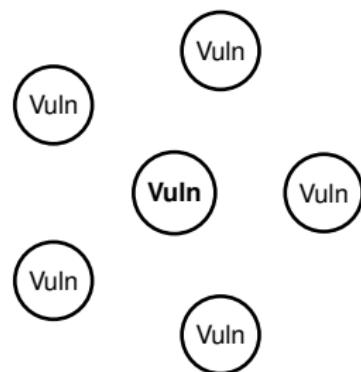


Figure 16: Individual vulnerability level.

Step 2: Users reputation estimation

Method

Parameter	Value
Frequency of msg exchanged	continuous
Discussion time	continuous
% of messages exchanged	cipher, signed or clear [1:3]
Message type exchanged	Text, images, videos, script [1:4]

Table 13: Trust grant features

$$\alpha = P(\text{reputation}) = P(X \geq 1) = 1 - (1 - P(\text{trust}))^n \quad (7)$$

- Where,
 - X: trust grant, random variable, $X \sim B(n,p)$
 - n: deg(node)
 - P(X=1): The probability of being assigned one trust grant by an interlocutor

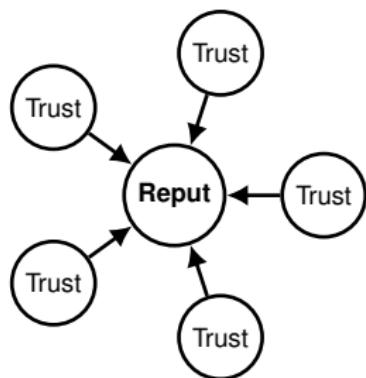


Figure 17: Reputation level.

Step 3: Social vulnerability measurement

Freidkin's theory of social influence

- Input (Features):

- $Y^{(1)}$ = Vector of the individual vulnerabilities of N users (eq 6)
- α = The level of reputation (influence) of each user (eq 7)
- M = Adjacency matrix $N \times N$

- Model:

$$Y^{(t)} = \alpha M Y^{(t-1)} + (1 - \alpha) Y^{(t-1)} \quad (8)$$

- Output:

- $Y^{(t)}$ = Vector of the social vulnerabilities of the N users

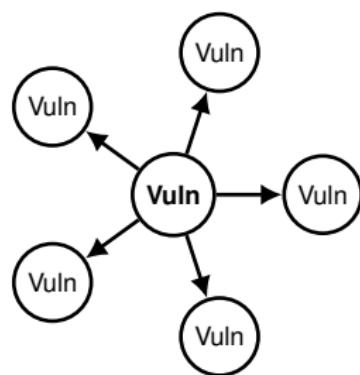


Figure 18: Social vulnerability.

Step 3: Social vulnerability measurement

Freidkin's theory of social influence

Formal properties of the model:

- When a user's influence is high, the model is reduced to:
 - average vulnerabilities of his friends weighted by their trust levels.

$$Y^{(t)} = \mathbf{1} * \mathbf{M} Y^{(t-1)} + (1 - \mathbf{1}) Y^{(t-1)} \quad (8)$$

$$Y^{(t)} = \mathbf{M} Y^{(t-1)}$$

- In the absence of influence, the model is reduced to:
 - his own vulnerability weighted by the level of mistrust of his friends

$$Y^{(t)} = 0 * \mathbf{M} Y^{(t-1)} + (1 - 0) Y^{(t-1)} \quad (8)$$

$$Y^{(t)} = Y^{(t-1)}$$

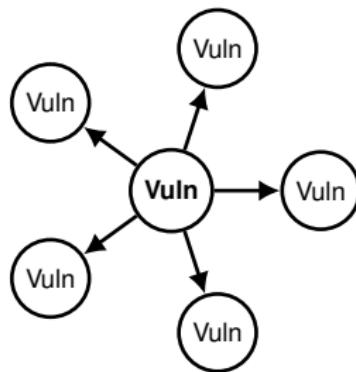


Figure 19: Social vulnerability.

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 - 1. Related work
 - 2. Diffusion process
 - 3. Experimentation**
 - 4. Results
 - 5. Discussion

Email datasets

Experimentation

Parameter	Value
Users	958
Messages	6966
Diameter	958
# of msg on average	2.413361
Msg density	0.00252
Modularity	0.654600
Average distance	3.042114

Table 14: Enron dataset properties.



Figure 20: Enron logo.

Parameter	Value
Users	5885
Messages	26547
Diameter	2096
# of msg on average	9.02192
Msg density	0.001533
Modularity	0.86526
Average distance	3.914097

Table 15: Caliopen dataset properties.



Figure 21: Caliopen logo.

Outline

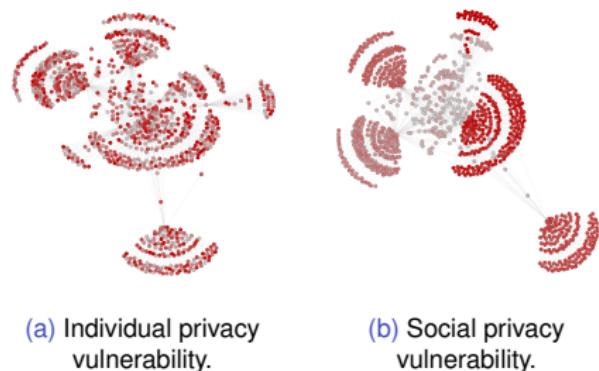
1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 - 1. Related work
 - 2. Diffusion process
 - 3. Experimentation
 - 4. Results**
 - 5. Discussion

Results

Comparison

Initial values:

- generated randomly (normal distribution)
- represent individual vulnerabilities.
- dark color = highly infected



Final values:

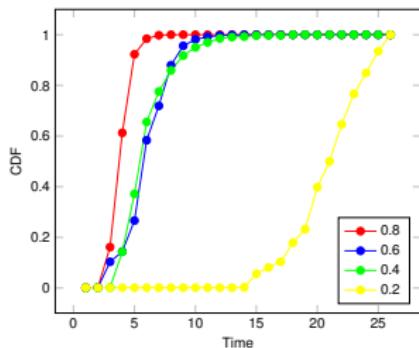
- obtained after convergence.
- represent social vulnerabilities.

Figure 22: Individual & Social privacy vulnerabilities.

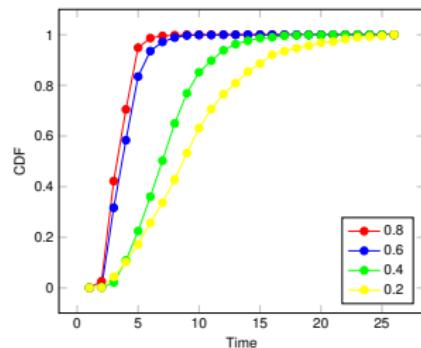
User ID	Individual Vul	Social Vul
34	0.84	0.67
67	0.12	0.87
206	0.76	0.33
588	0.23	0.78

Table 16: Individual and social privacy vulnerabilities.

Results exploitation



(a) Enron dataset.



(b) Caliopen dataset.

Figure 23: Cumulative distribution function of infected users.

- Figures shows the CDF of the vulnerability diffusion process.
- The vulnerability diffusion process increases as the reputation level of vulnerable users increases.
- Users with high reputation values contribute significantly to the diffusion
 - They spread their vulnerabilities quickly and widely through the network.

Results exploitation

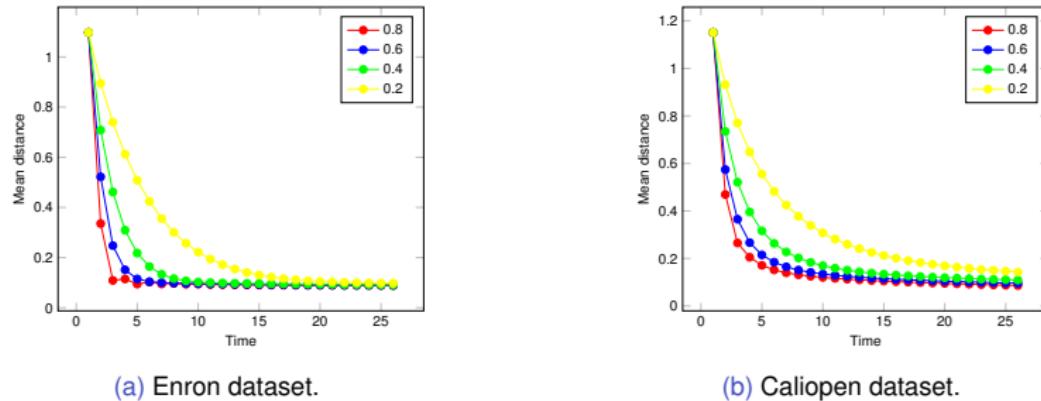


Figure 24: Convergence of the diffusion process.

- ▶ The process converge when the mean distance between social vulnerability scores is the minimum.
- ▶ Assigning trust to vulnerable users allows them to achieve a high level of reputation.
- ▶ Consequently, they infect all other vulnerability values.

Outline

1. Introduction
2. First contribution
3. Second contribution
4. Third contribution
5. Conclusion
6. First contribution
 - 1. Related work
 - 2. Diffusion process
 - 3. Experimentation
 - 4. Results
 - 5. Discussion**

Discussion

- ➡ The purpose of this work is to simulate a diffusion process of individual vulnerabilities.
 - ➡ The vulnerability of one user is the vulnerability of all users.
 - ➡ At the end of the diffusion (convergence), all users gets their social vulnerability scores.
- ➡ Future work
 - ➡ To propose mechanisms to improve the reputation of non-vulnerable users.
 - * Suggest well known interlocutors with acceptable vulnerability scores.
 - ➡ To propose mechanisms to improve the vulnerability of reputed users.
 - * recommend configurations and softwares.

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Thank you

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