

# Hardware Technology Impacts on IoT Space Selected Topics

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Manager and Senior Principal Software Engineer, Red Hat

# Agenda

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- Introductions
- Enablers and Drivers
- Architecture and Examples
- Component and System Design Considerations
- Breakout Session
- Q&A
- ... Interspersed with open discussion

# Who Am I?

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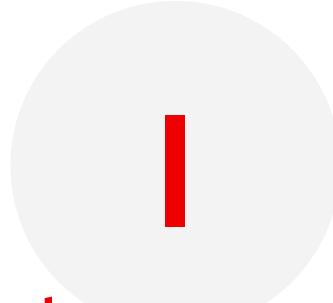
- Long career in storage and related product development
- From spinning disk drive servo to large systems design
- 2nd year at Red Hat
- Always drawn to hardware - So why am I at Red Hat??
- Music student (jazz guitar)

# Enablers and Drivers

How did this  
happen?

# Yet Another IoT Point of View...

You've heard many definitions already



I

**Interconnect  
Internet**

Ubiquitous connectivity.  
Otherwise just isolated things.



O



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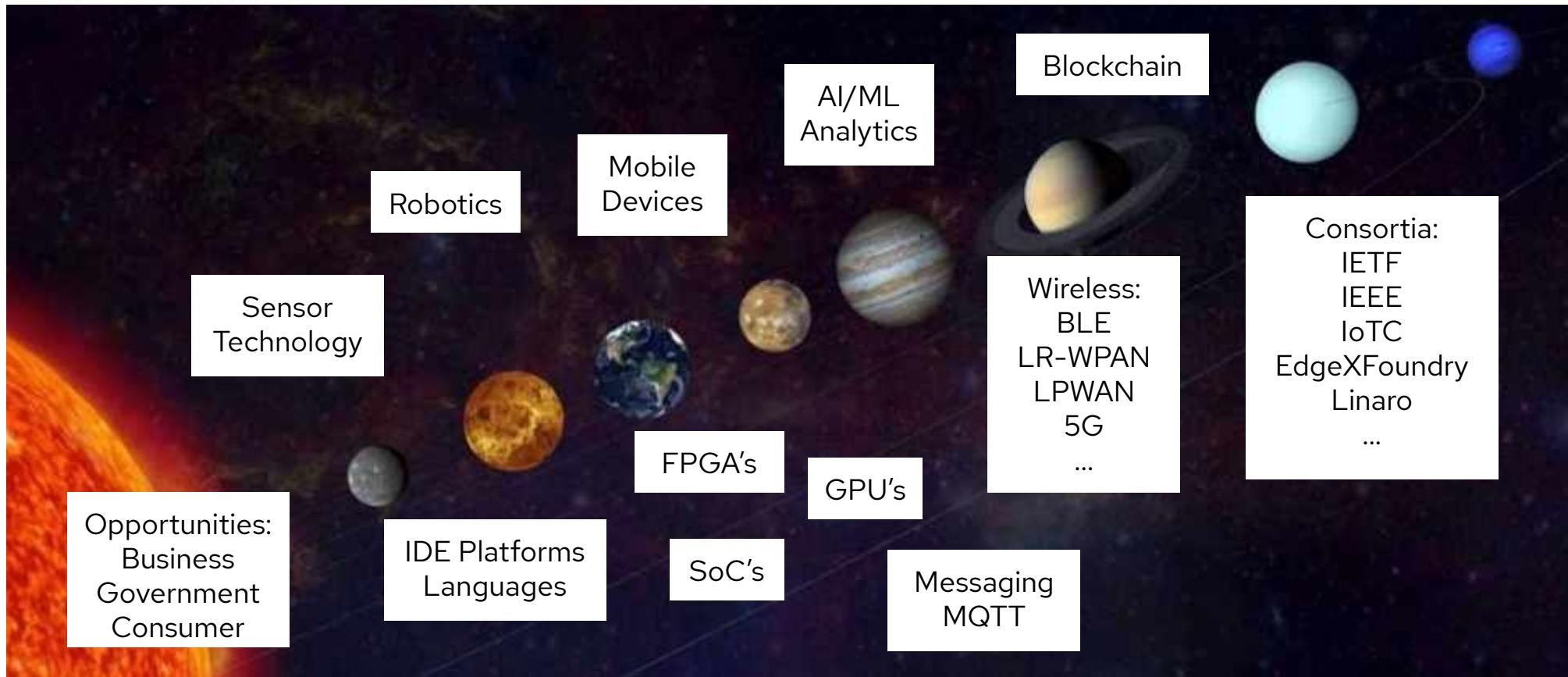
**Things (Usually) =  
Tangible i.e. HW\***

Sometimes associated with the  
so-called "EDGE" or M2M

**Impact:** Interconnectivity aspects enable the collection of huge amounts of data and control of a wide spectrum of devices creating a whole new range of applications and management.

# Ecosystem Alignment

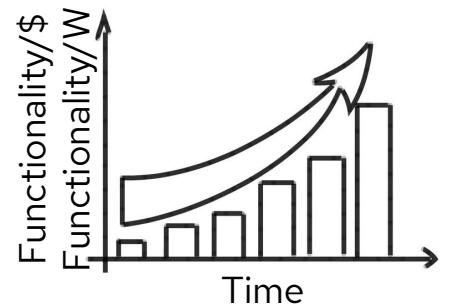
Many coinciding technologies and business trends/needs



# Particular Enablers

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- Economics - Driven to a great degree by the mobile marketplace
  - Increasing functionality
  - Lower cost and power per function
  - SoCs, GPUs, FPGAs, ...
  - Particularly reduced interconnect cost - Economical sensor attach
- Supports moving “up the stack”
  - What were (still are) complex systems (e.g. servers, robots)...
  - ... are now components of larger, interconnected systems



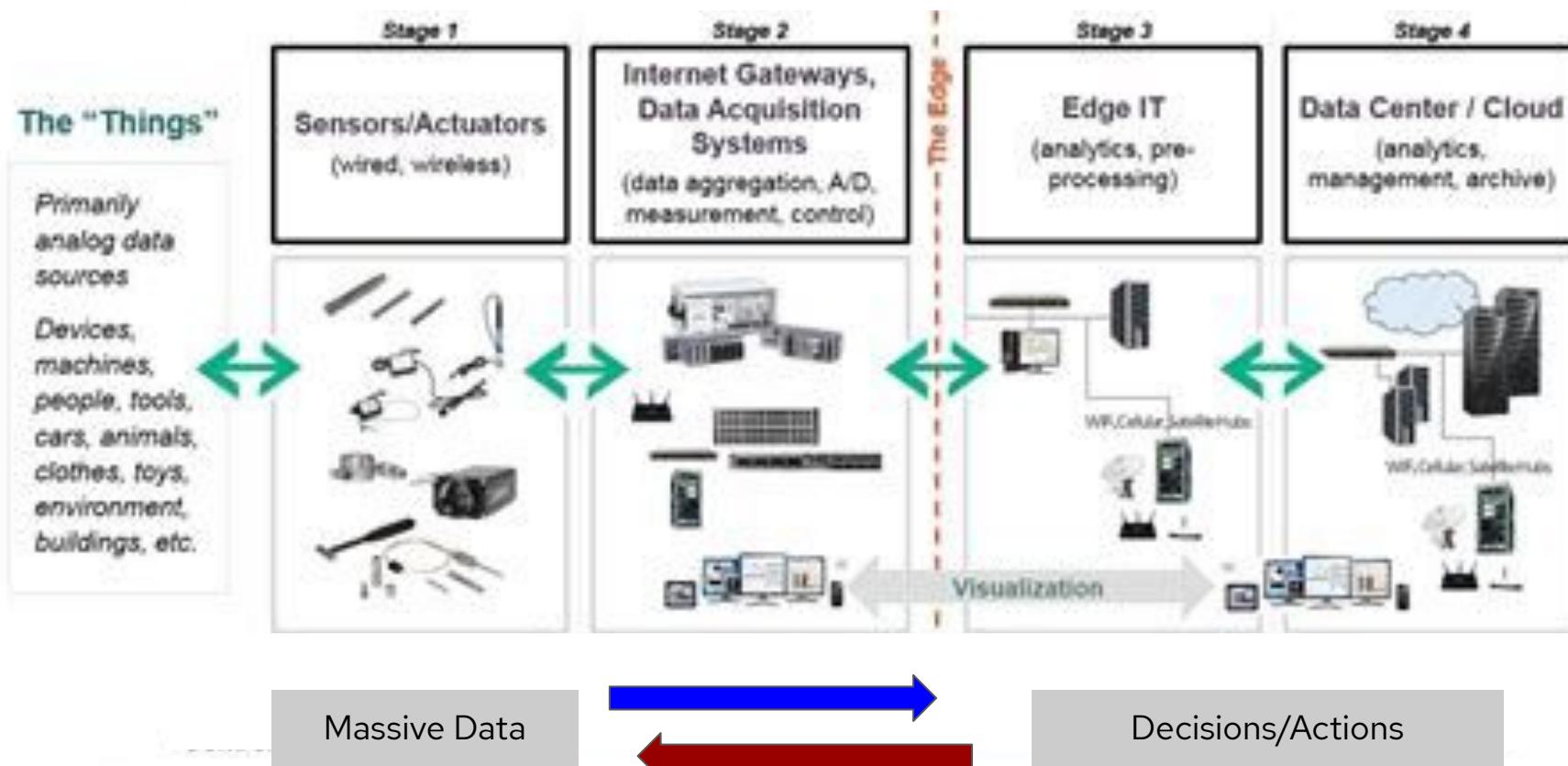
# Yet More Enablers

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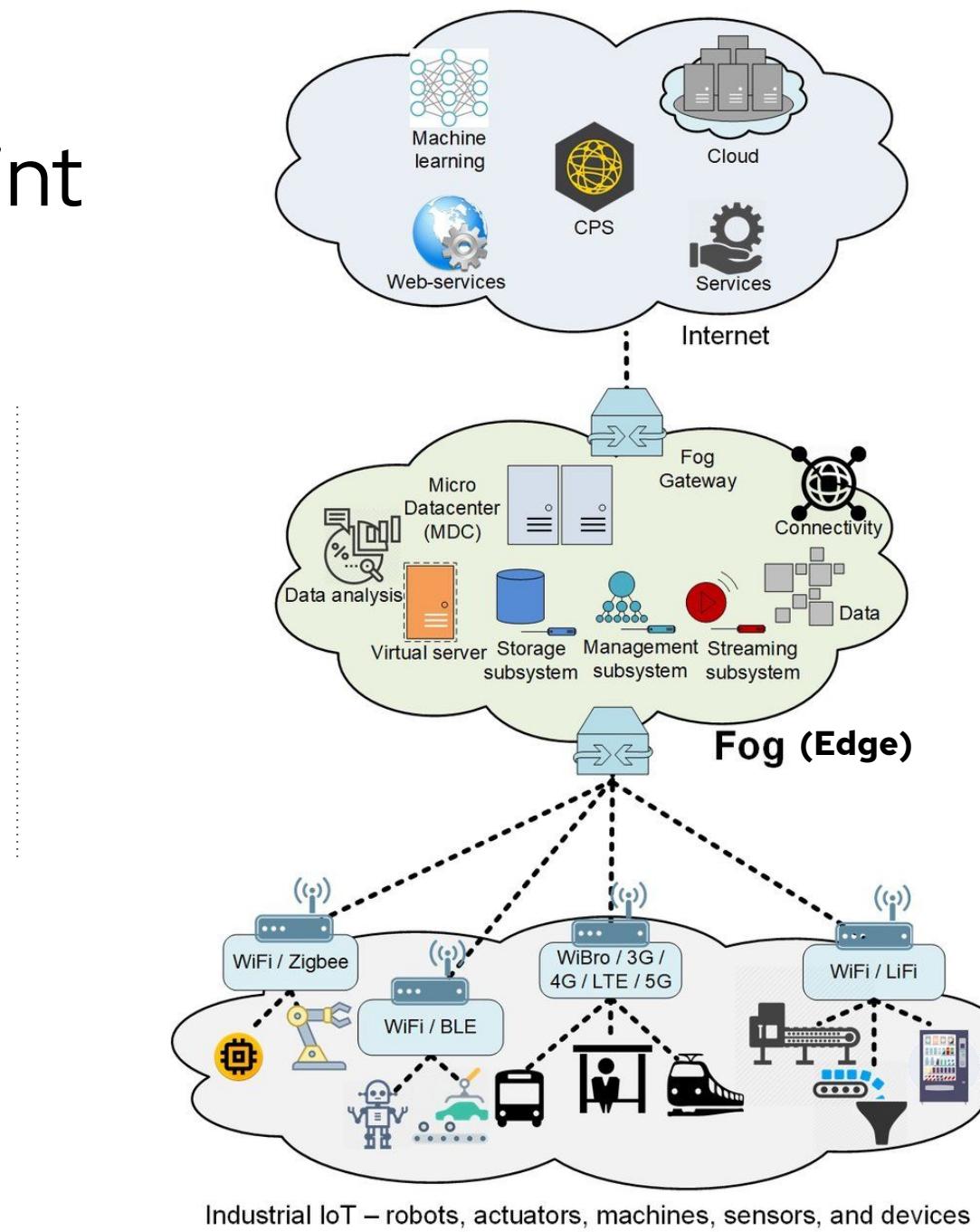
- Development platforms (IDEs) - Just a few...
  - Arduino and Raspbian
  - OpenSCADA - Industrial
  - Eclipse Kura - Java
- Consortia - Specifications, standards (SW and HW) ----> OPEN
  - Linux Foundation: EdgeXFoundry, ACRN, Node-RED
  - IETF, IEEE, and ETSI
  - Linaro (ARM SW), ARM MBED (RTOS) & Pelion (full management)
  - IoTC, Industrial Internet Consortium, OpenFog, ...

# Business - Technology Model

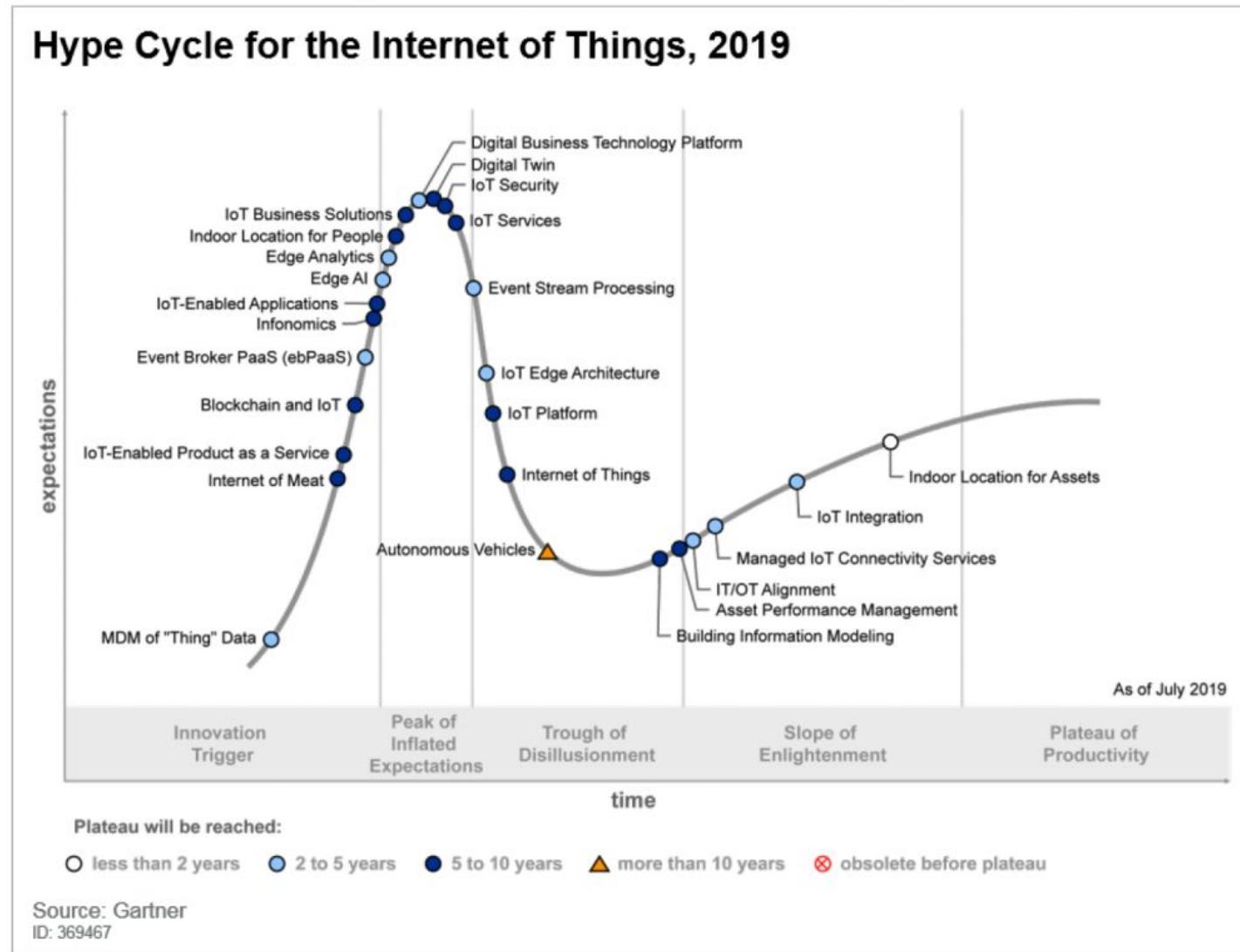
## The 4 Stage IoT Solutions Architecture



# Another Viewpoint



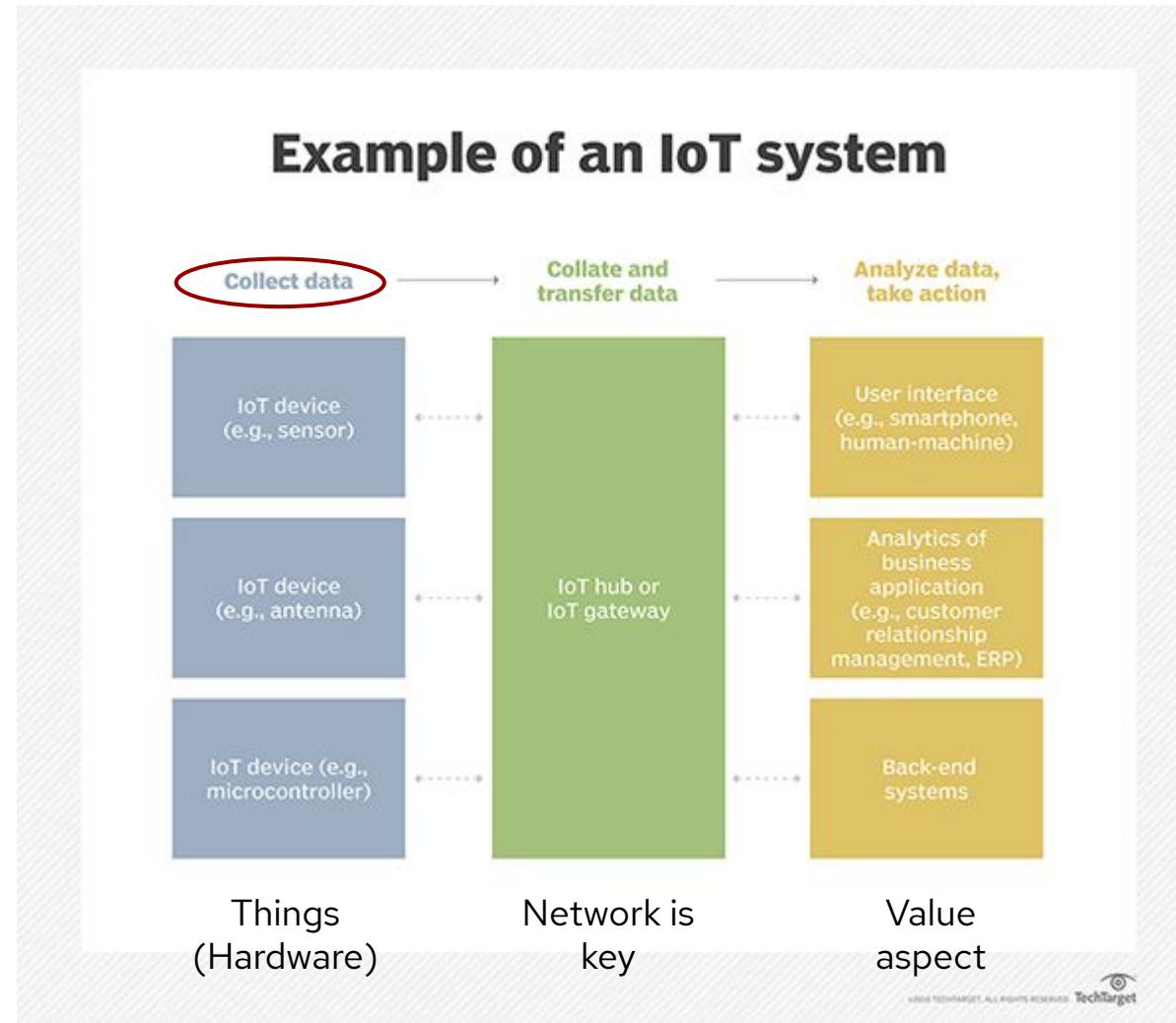
# Sobering Aspect - Gartner Hype Cycle



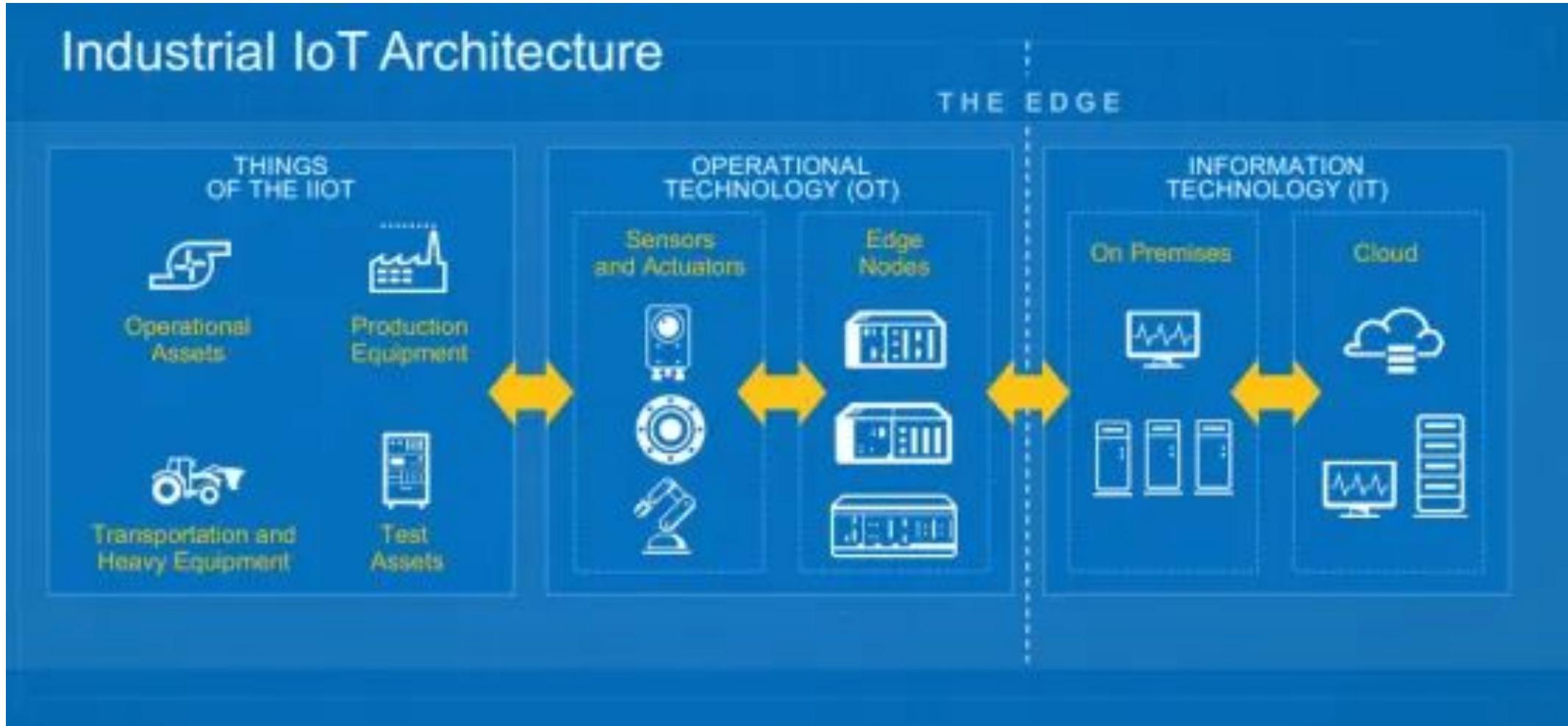
# Architecture and Examples

Let's set some discussion baselines...

# A Coarse Architectural Model



# IIoT Scale Case

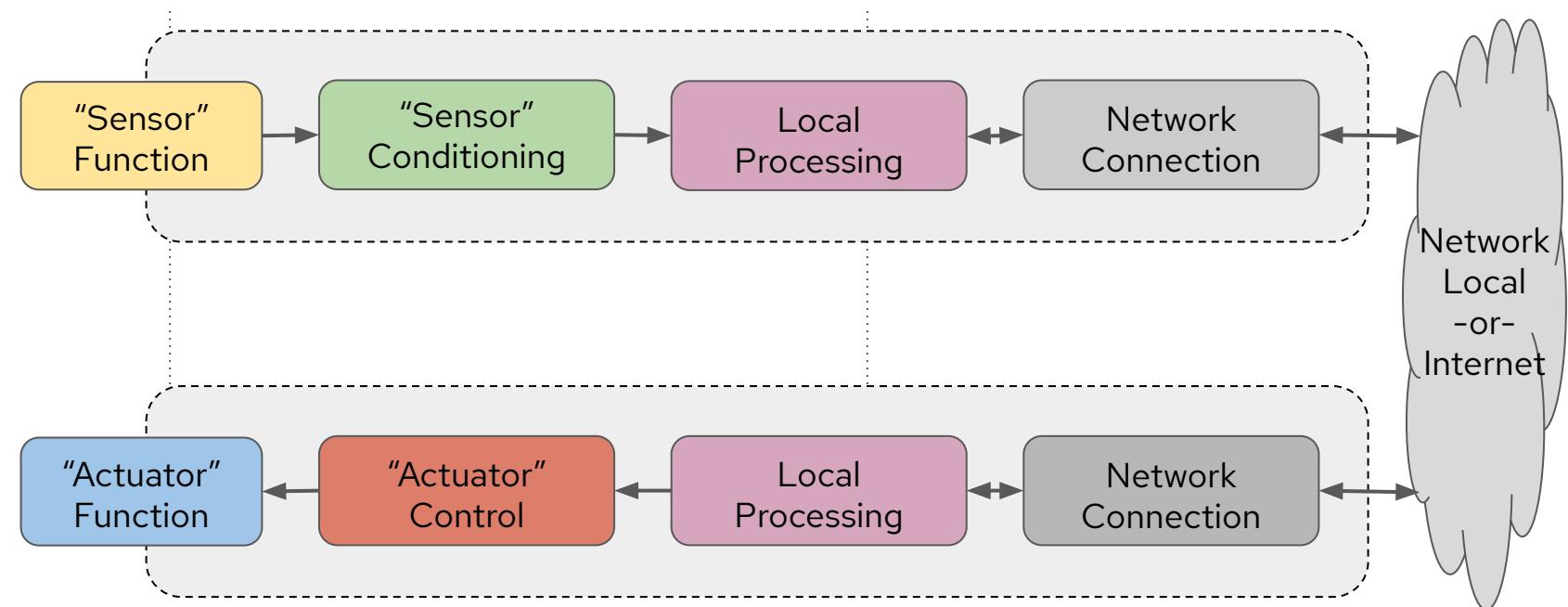


# What Do These So-Called Things Actually Do?

Effectively perform one (or both) of two basic functions (always exceptions)

**Sensing**  
Data gathering

**Actuation**  
Actuation and control  
Other "actions"  
Not always physical



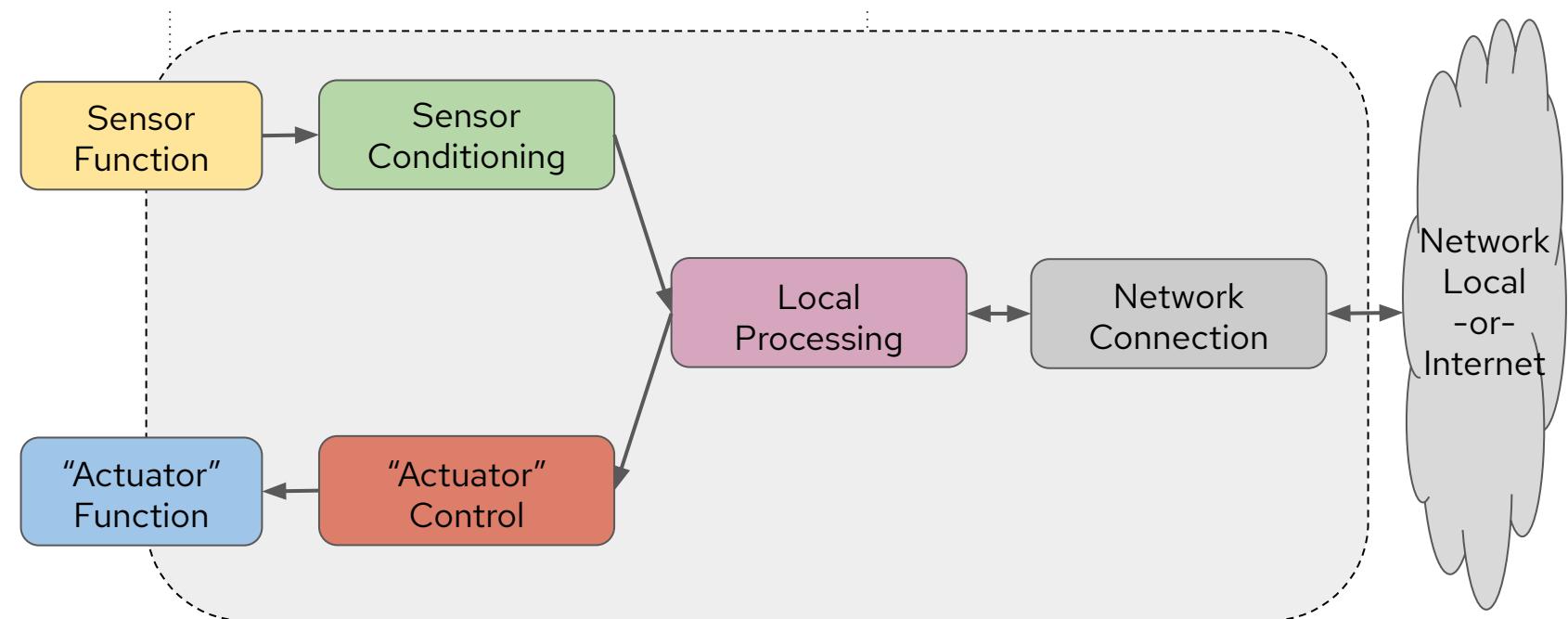
Discrete/Separate (Raw) IoT Functions

# What Do These So-Called Things Actually Do?

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**Sensing**  
Data gathering

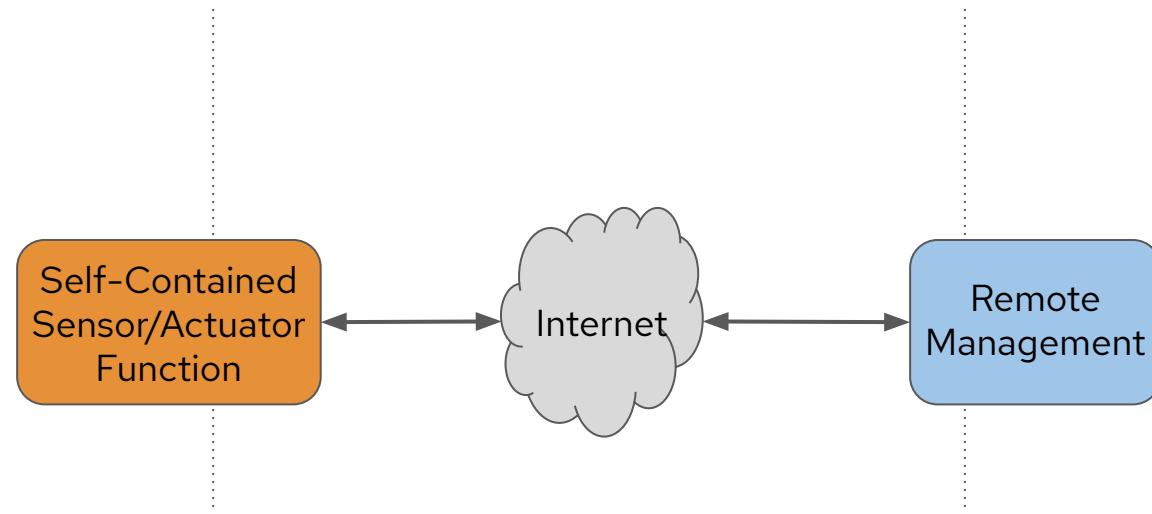
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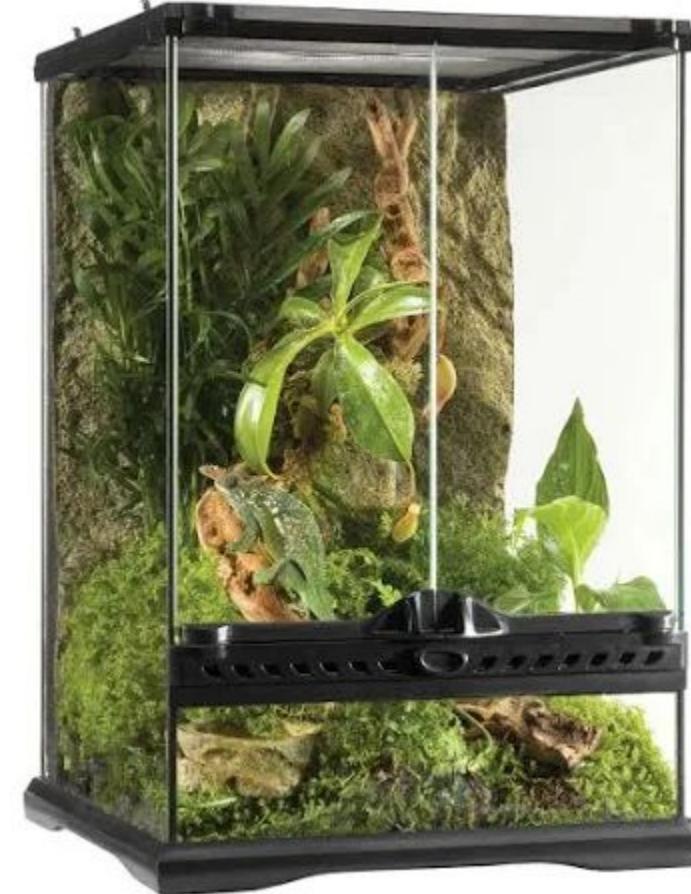
Combined/Self-Contained (Embedded) IoT Function

# Scale Impact

## Single Function

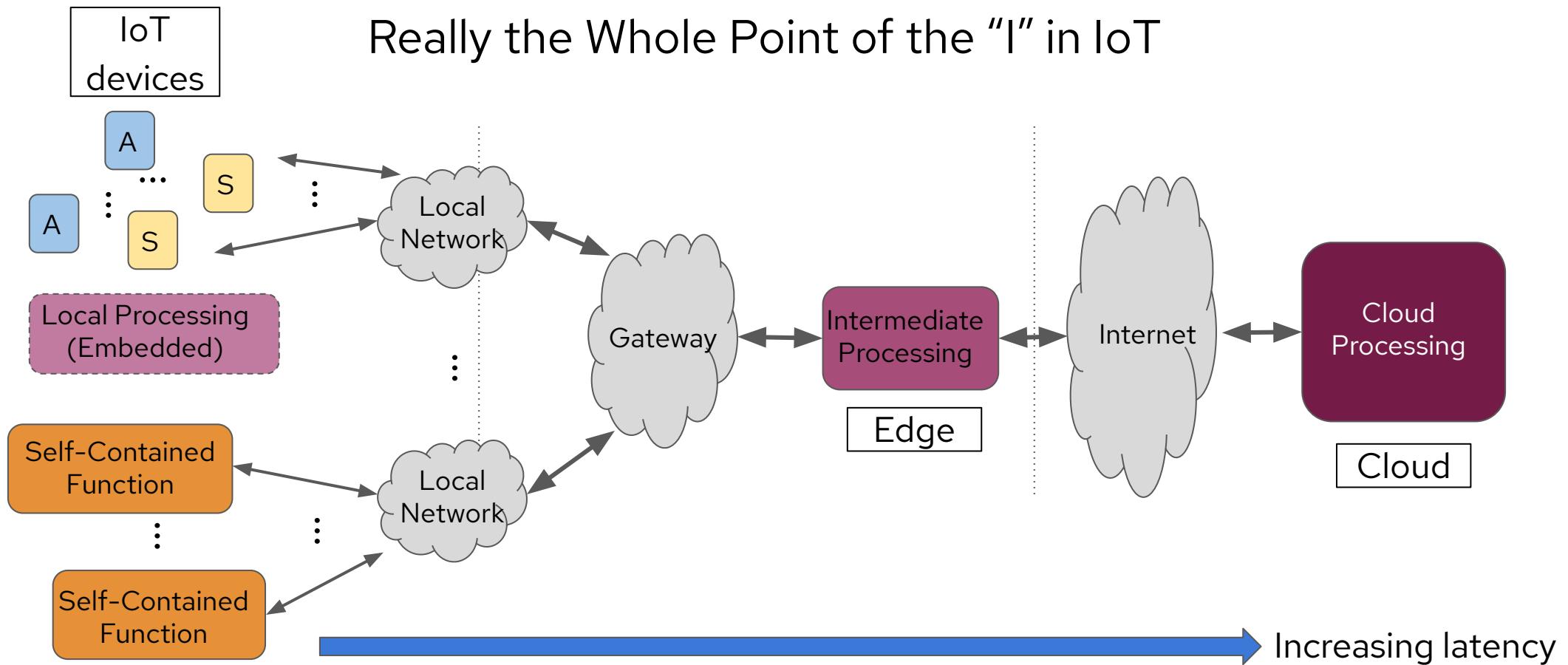


# Terrarium Example



# Scale Impact

Really the Whole Point of the “I” in IoT



# City Scale Case



# Component and System Design Considerations

Things are part of systems...

Each w/ unique requirements...

Which call for interesting and sometimes unique implementations.

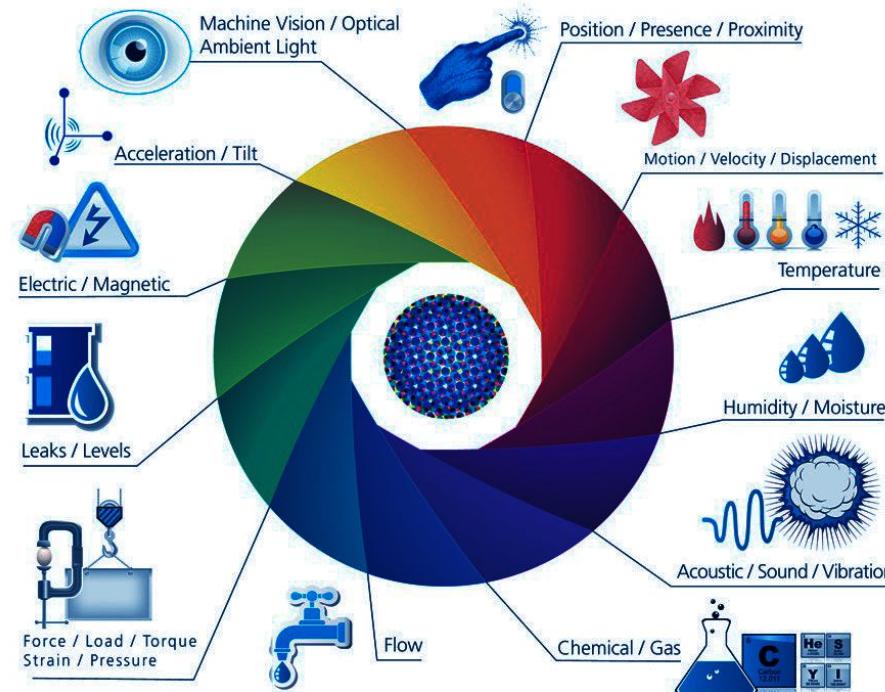
IoT components represent part of larger scaled solutions to new systems problems and challenges.

# Sensors

Dictionary definition:

*noun*

A device that detects or measures a physical property...



Expanded definition (mine):

A device or process that detects/collects/digitizes activity...

... almost infinitely expands the concept of a "sensor"



Rich sensor set with very powerful local processing

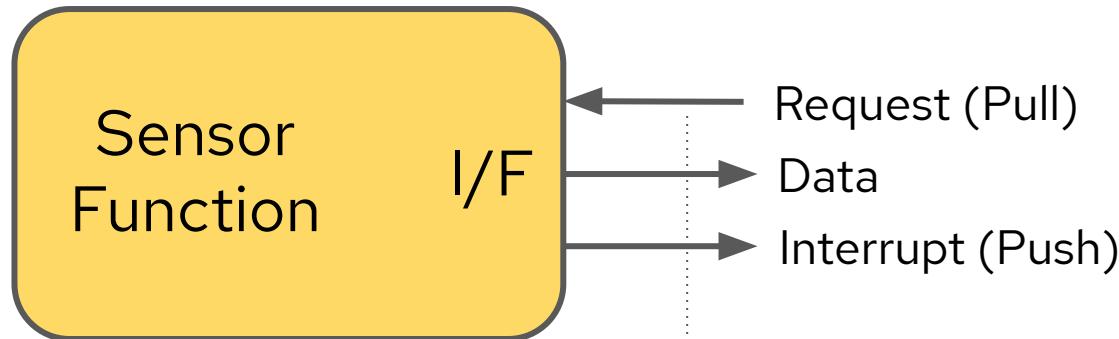


NAV/AV greater need for local processing and storage

# Sensor Functional Taxonomy (Limited)

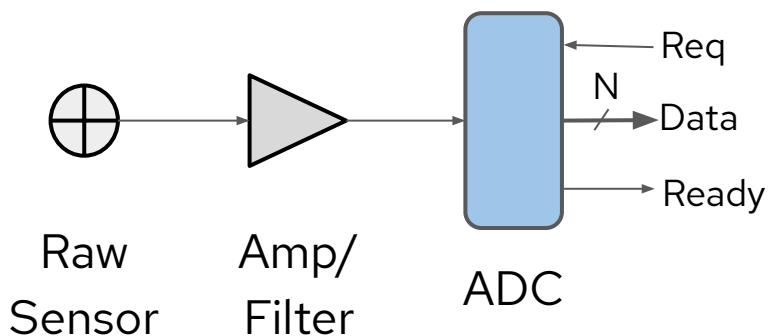
Function	Output	Example
<b>Threshold</b>	Binary (Y/N)	Threshold crossed, switch activated, ...
<b>Single Value</b>	Sampled Digitized Analogy	Temperature, position, ...
<b>Stream</b>	Time-Based Sampled Values	Continuous position, temperature, ...
<b>Complex</b>	Digitized Capture	Photo storage-analysis (A/I) Collect actions such as search activity
...	...	...

# Physical Sensor Aspects



What besides a raw sensor could be in this box?

Conceptual basic example:



Access Behavioral Model:

- Pull (polling)
- Push (event interrupt)

Interface:

- Parallel and serial
- Access timing

Quality Issues/Concerns:

- Noise
- Accuracy and drift
- Sampling rate
- Resolution

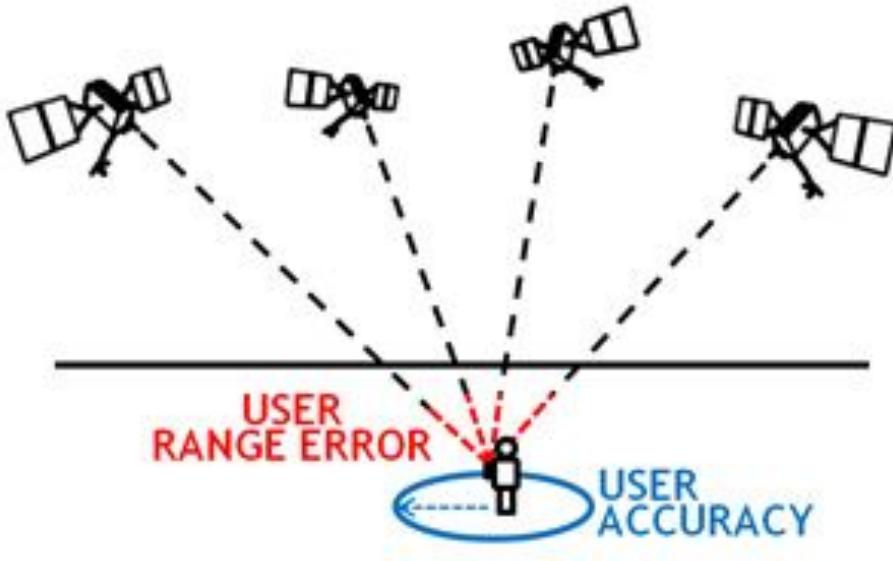
# Physical Sensor Conditioning

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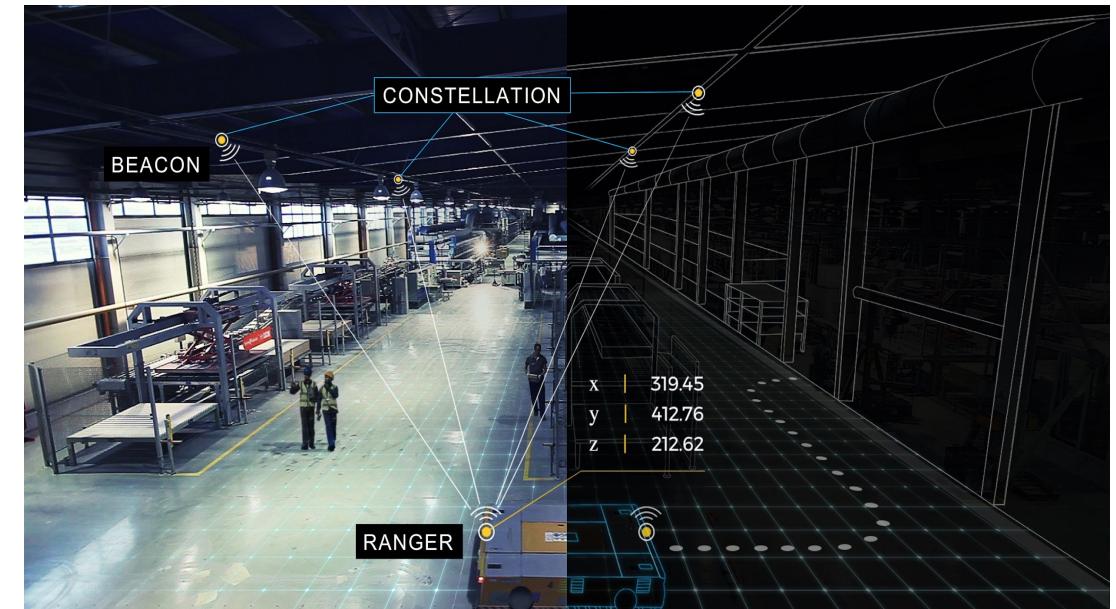
- Why spend a lot of time on sensors?
  - Data quality - Garbage in/Garbage out
  - How and where to avoid/mitigate garbage?
- Sensor itself may be a very raw signal, e.g. ....
  - Voltage or current analog representing a sensed value
  - Requires filtering (noise) and compensation (drift)
  - Requires digitization (ADC)
- Particular considerations
  - Accuracy/Resolution/Sampling rate/Other signal processing

# Accuracy

## Depends on What's Required



GPS lower accuracy triangulation  
Accuracy in meters  
iPhone uses GPS (and other sources)  
...  
Good enough for car mapping apps

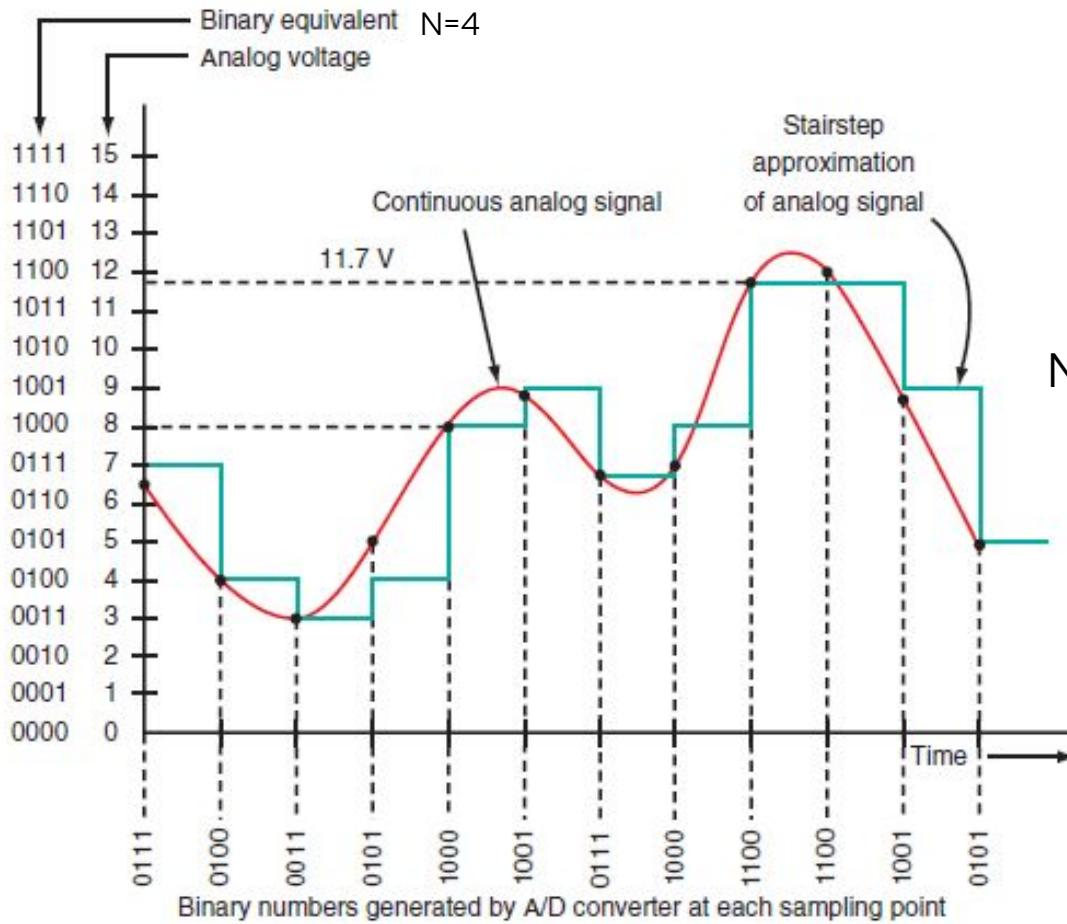
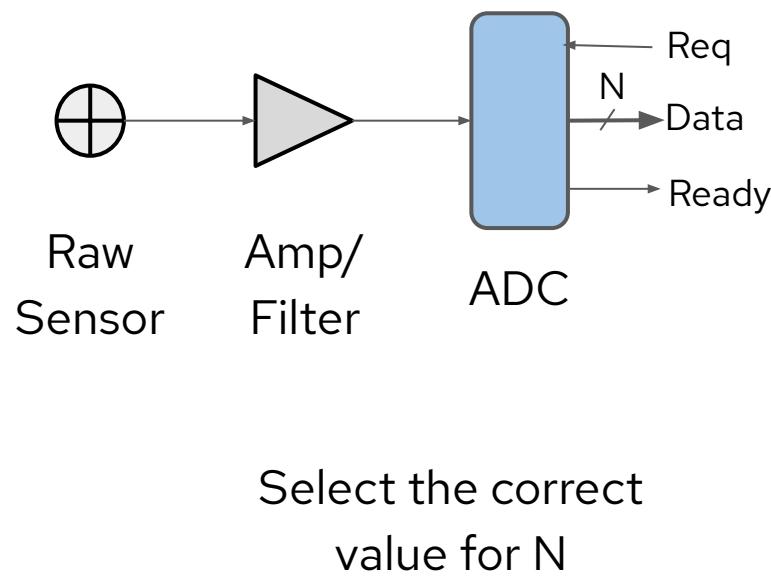


Humatics™ higher accuracy triangulation  
Accuracy in cm to mm  
<https://humatics.com/>

...  
Pick-place robots need finer grain accuracy

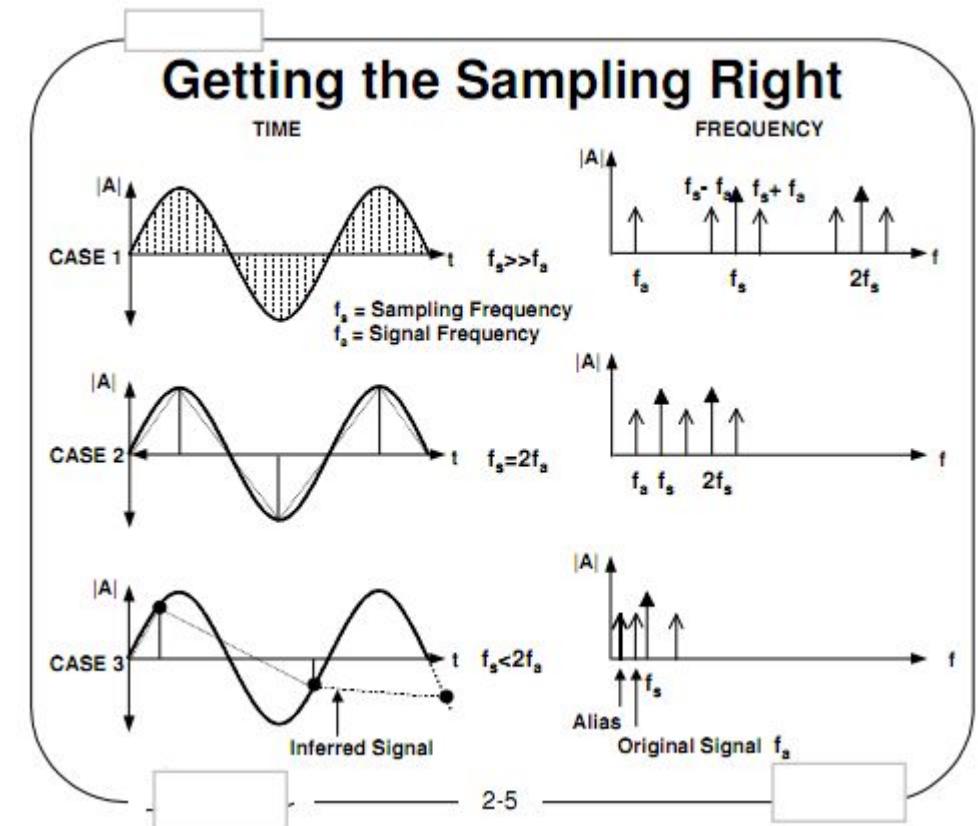
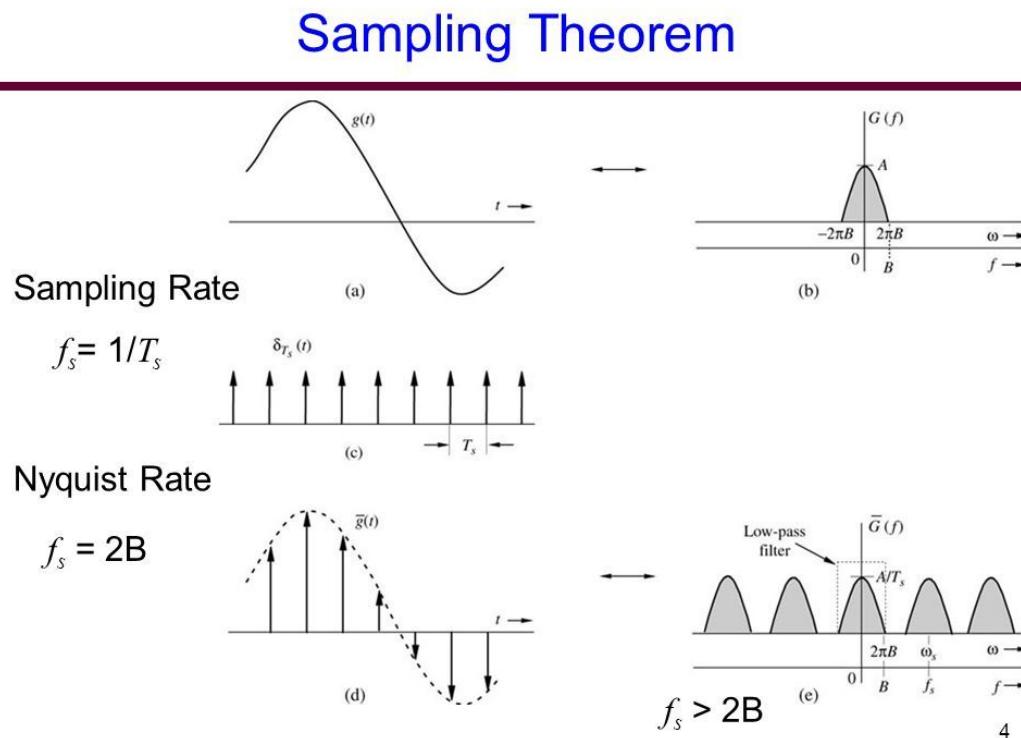
# Resolution

Is the Sensed Signal Properly Digitized?



# Sampling/Nyquist Rate

Avoiding aliasing: Sample rate > 2x of the sensed signal bandwidth



# Simple Signal Processing Example

Ex: Need to Calculate Energy from a Power Sensor

Raw sensor data is power but need is to provide total energy over an extended time period T

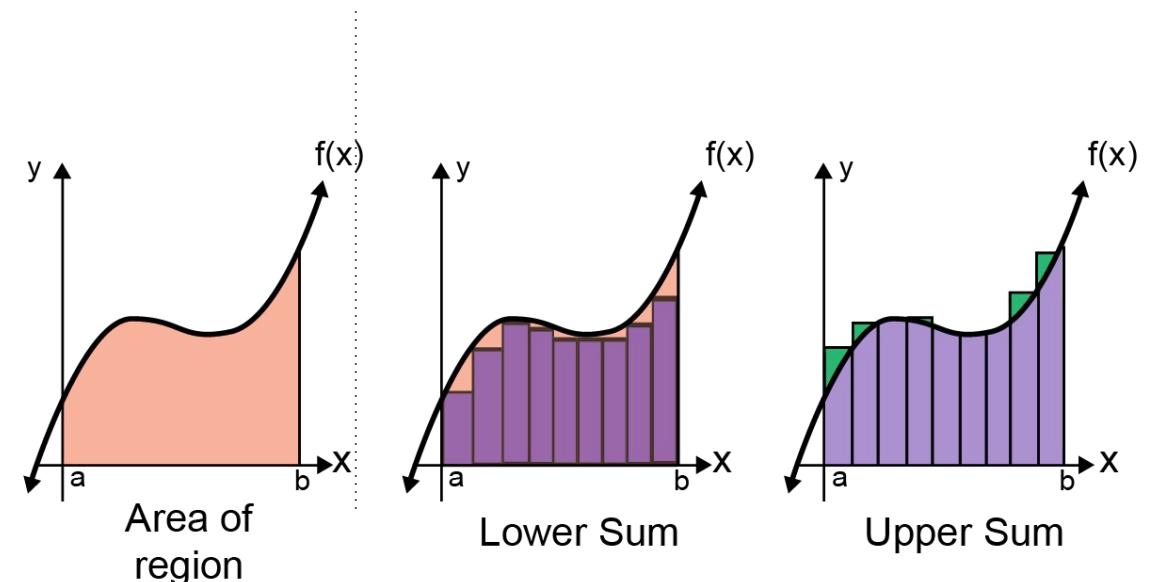
Facilitated by sensor and local processing

Processor utilizes appropriate constant sample period  $T_s$  and quantization resolution

Simple Riemann integral

$$T_s * \sum_{k=1}^N P(k)$$

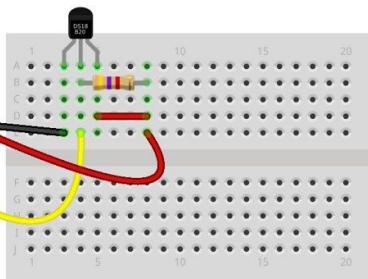
Where total time of interest =  $N*T_s$



Let  $x$  represent time  $t$   
Let  $f(x)$  represent  $P(t)$

# Sensor Examples

Demonstrating a Range of Possibilities and Functional Integration



Simple:

Capture thermal  
sensor readings with  
just a few commands



Complex:

Capture a 4M pixel  
image also with just  
a few commands

# Actuators

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Dictionary definition:

*Noun*

A device that causes a machine or device to operate.



## ACTUATORS



Discrete Devices



Subsystems

Expanded definition (mine):

... a device or process that commands a physical, virtual, or other intangible output/action



Sense

Process

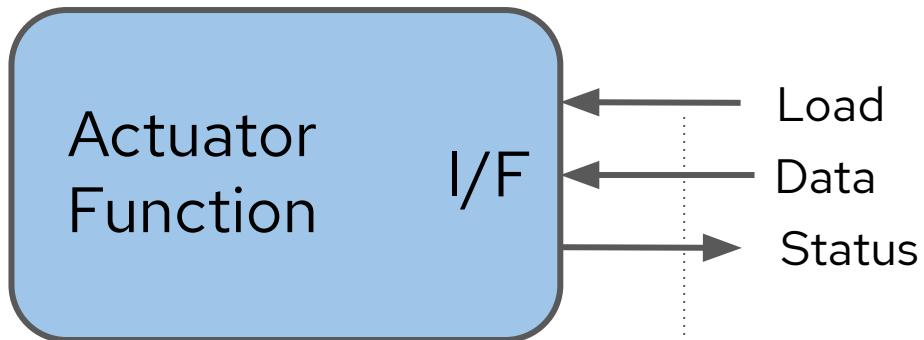
“Actuate”

... including but not limited to photo display, recommendation, ...

# Actuator Functional Taxonomy (Limited)

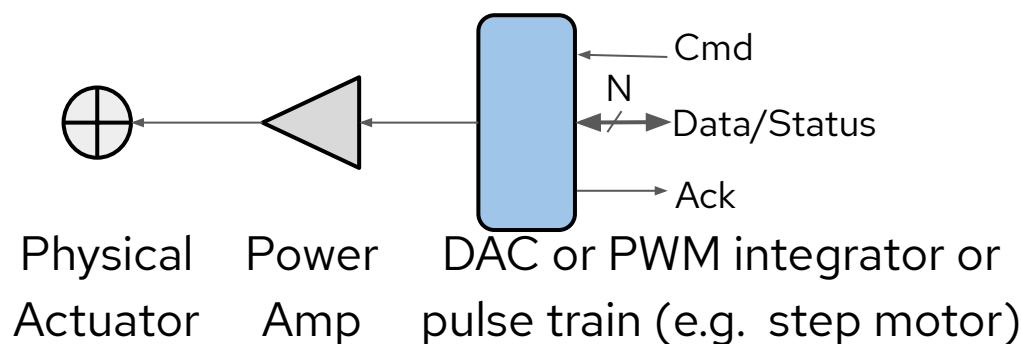
Function	Command	Comment/Example
<b>Switch</b>	Binary (On/Off)	Turn a LED on or off, ...
<b>Simple Movement</b>	Binary Actuation	Activate a solenoid e.g. a lock arm, ...
<b>Complex Movement</b>	Position/Velocity/...	Command a simple servo motor Command an entire robot operation
<b>Recommend</b>	Statement	Provide a course of action, ...
...	...	...

# Physical Actuator Aspects



What besides an actuator could be in this box?

Conceptual basic example:



Access Behavioral Model:

- Command
- Response

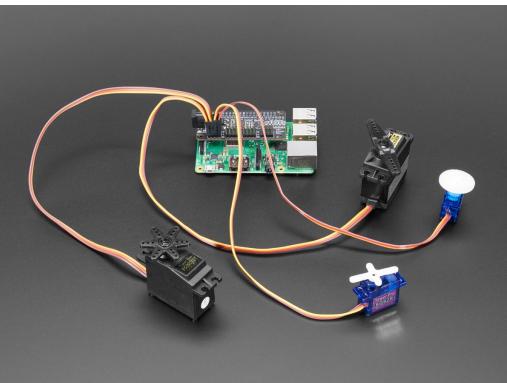
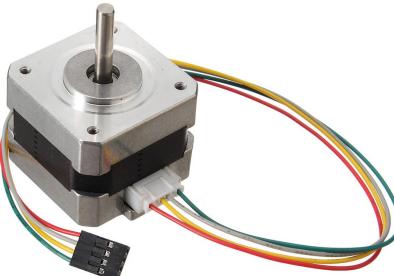
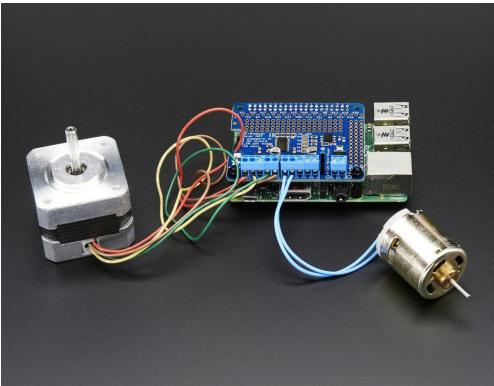
Interface:

- Parallel and serial (e.g. PWM)
- Access timing

Issues/Concerns:

- Drivers - Power requirements
- Load and response
- Completion acknowledgement
- Failure protection/reporting

# Mechanical Examples



Permanent Magnet Stepper Motor:

- Open loop position control
  - Send phased pulses for discrete steps
  - Maintains position after pulses stop
  - Inherently stable (mostly)

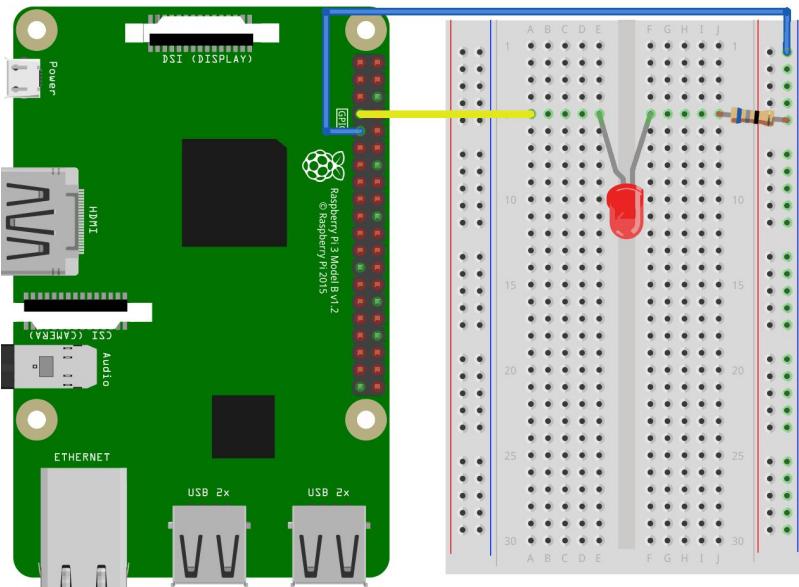
DC Motor:

- Open loop velocity control
  - Provide voltage representing desired speed
  - Inherently stable (back EMF)

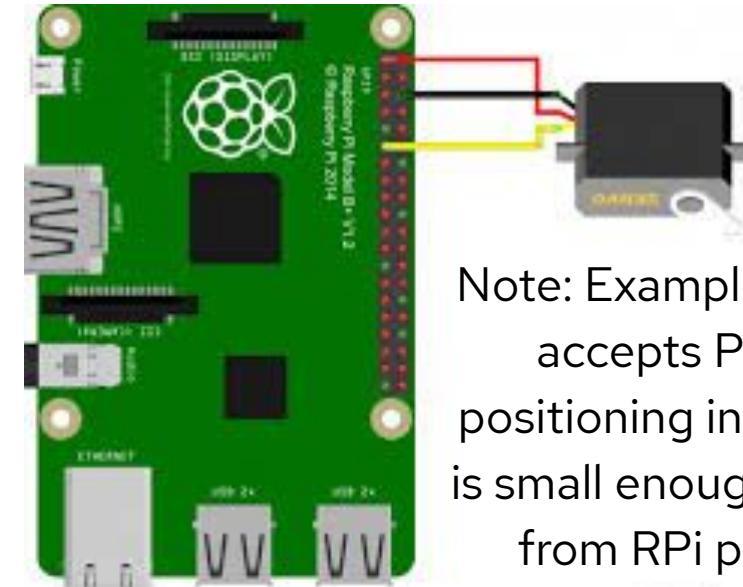
"Servo" Motor:

- Open loop position control (apparently)
  - Provide signal representing desired position
  - Stable (internally controlled so you don't have to)
  - Ex SG90 servo with PWM input - Duty cycle represents desired rotational position

# Simple Actuator Examples

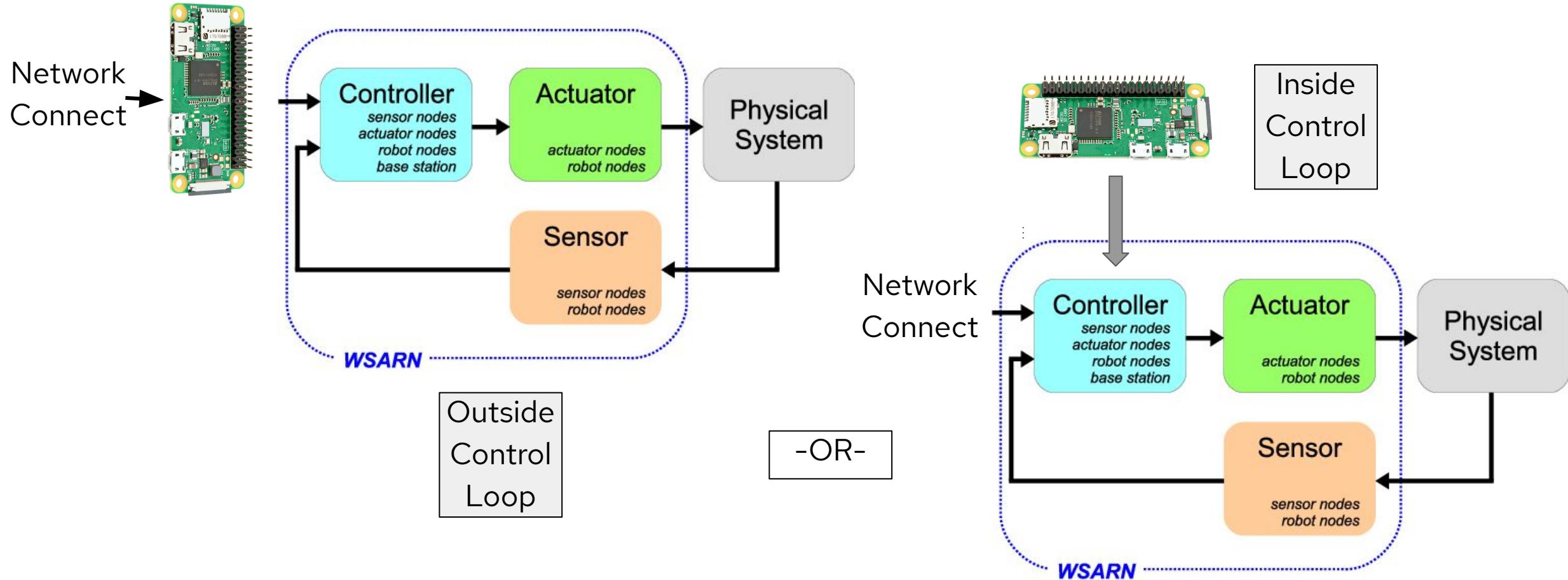


Simple:  
“Actuate” a LED with  
just a few commands



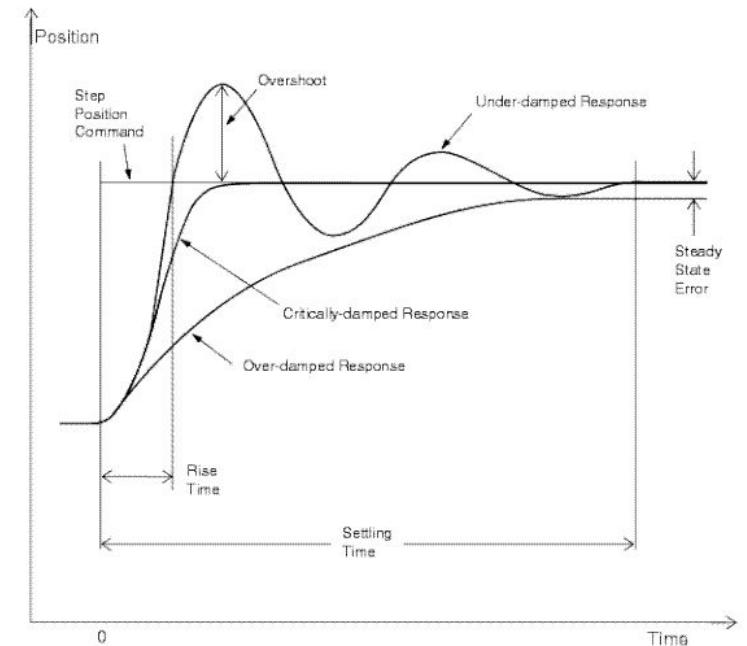
Also simple:  
Position a servo motor  
with just a few commands

# More Complex Example



# Other Actuator Considerations

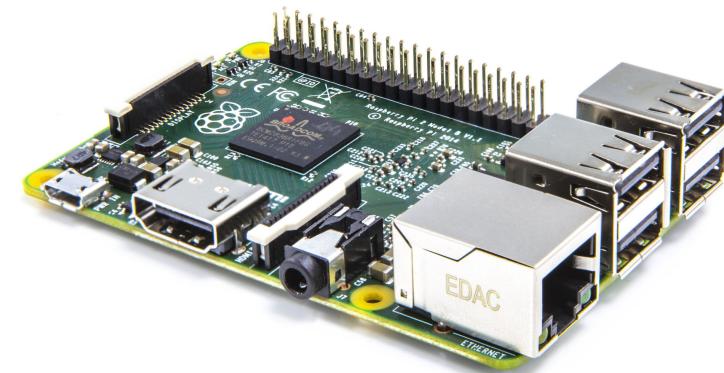
- Concept is simple enough...
  - Command an action
  - Expect particular response
- Reality
  - Command completed successfully?
  - Failure detection?
- Functional requirements/specifications
  - Load, power, environment, maintenance/upgrade
  - Ex: Response time (stability), accuracy/stiffness, ...



# Processing

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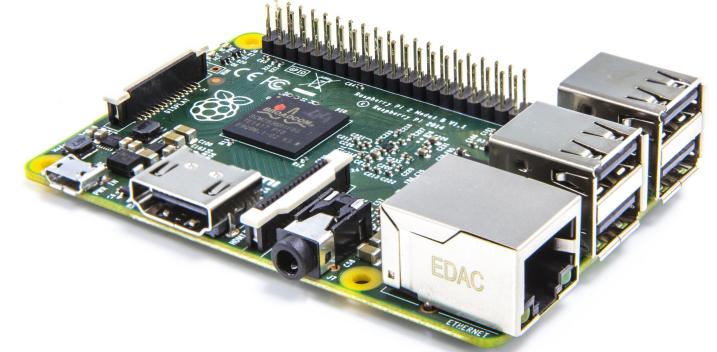
- Wide spectrum of use cases - Innovation opening
  - From simple sensing/actuation to AI/ML
- Focus on local/embedded for this discussion
  - Could be any processor type
  - ARM, X86, AMD, RISC-V, GPU, ...
- RPi, Arduino popular because
  - Simple, very low cost, and decent I/O - Essentially a server
  - Wide ecosystem - HATs, pHATs, sensors, motors, cameras, ...
  - But is it really field/enterprise ready?



# Processing

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- Network connectivity and messaging
  - IP based - MQTT support
- Time-sensitive functional issues --> Real Time OS requirement
  - OS context switching can result in RT process interference
  - Real time value is in outcome predictability vs throughput
  - Otherwise time-sensitive functionality may require offloading
  - Event and time-sharing RTOS's - E.g. ARM MBED (embedded OS)

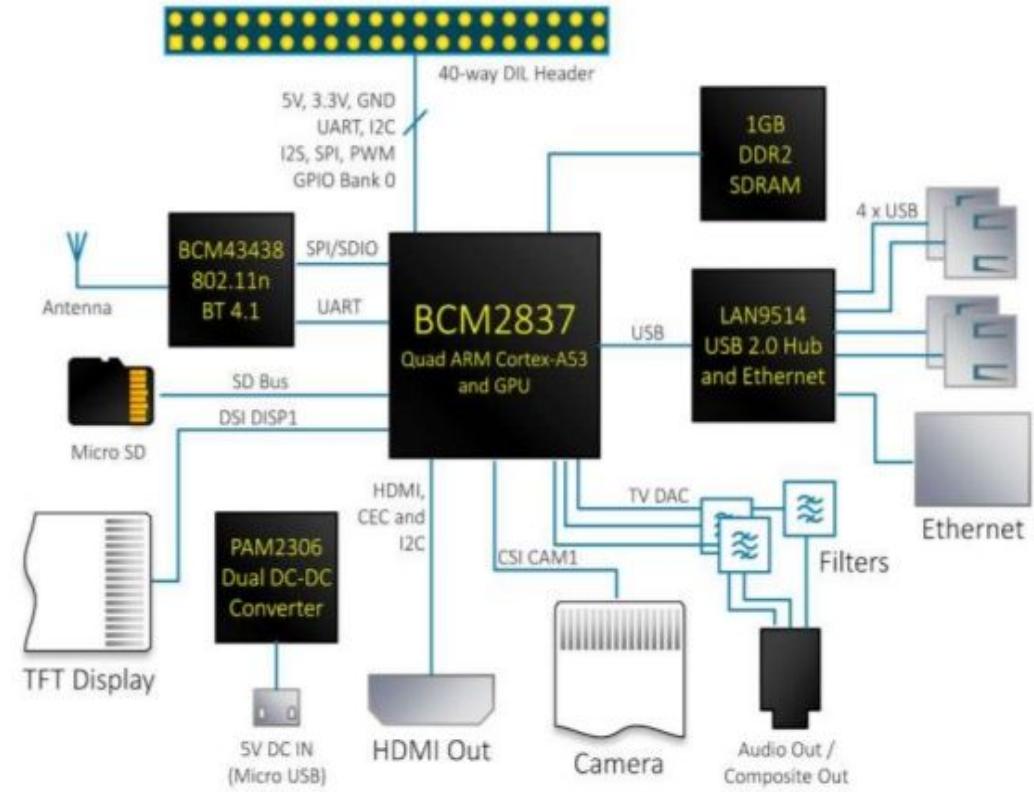


# Raspberry Pi Local Processing Example

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- Effectively a server
  - Highly functional
  - Flash storage
  - Relatively rich I/O
- Add GPIO HATs, pHATs
  - Power considerations
- Nice programming models

Raspberry Pi 3 Block Diagram



# Raspberry Pi Example

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- GPIO Header
- Wealth of possibilities
  - Logical control
  - PWM
  - Serial interfaces
  - ...
- HAT connection point

Raspberry Pi 3 Model B (J8 Header)		
GPIO#	NAME	NAME
		GPIO#
	3.3 VDC Power	2 5.0 VDC Power
8	GPIO 8 SDA1 (I2C)	4 5.0 VDC Power
9	GPIO 9 SCL1 (I2C)	6 Ground
7	GPIO 7 GPCLK0	8 15 GPIO 15 TxD (UART)
	Ground	10 16 GPIO 16 RxD (UART)
0	GPIO 0	12 1 1 GPIO 1 PCM_CLK/PWM0
2	GPIO 2	14 Ground
3	GPIO 3	15 4 GPIO 4
	3.3 VDC Power	16 5 GPIO 5
12	GPIO 12 MOSI (SPI)	20 Ground
13	GPIO 13 MISO (SPI)	22 6 GPIO 6
14	GPIO 14 SCLK (SPI)	24 10 GPIO 10 CE0 (SPI)
	Ground	26 11 GPIO 11 CE1 (SPI)
30	SDA0 (I2C ID EEPROM)	28 31 SCL0 (I2C ID EEPROM)
21	GPIO 21 GPCLK1	30 Ground
22	GPIO 22 GPCLK2	32 26 GPIO 26 PWM0
23	GPIO 23 PWM1	34 Ground
24	GPIO 24 PCM_FS/PWM1	36 27 GPIO 27
25	GPIO 25	38 28 GPIO 28 PCM_DIN
	Ground	40 29 GPIO 29 PCM_DOUT

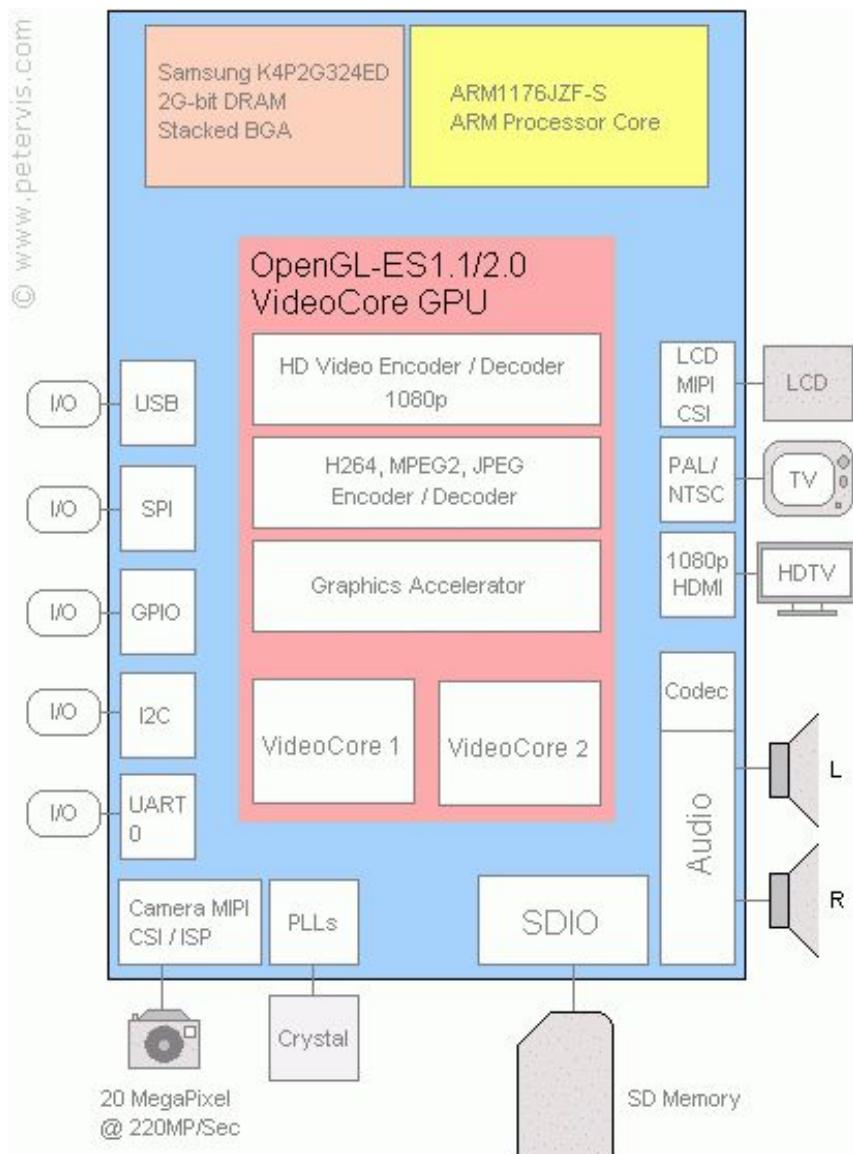
**Attention!** The GPIO pin numbering used in this diagram is intended for use with WiringPi / Pi4J. This pin numbering is not the raw Broadcom GPIO pin numbers.

<http://www.pi4j.com>

# BCM 2837

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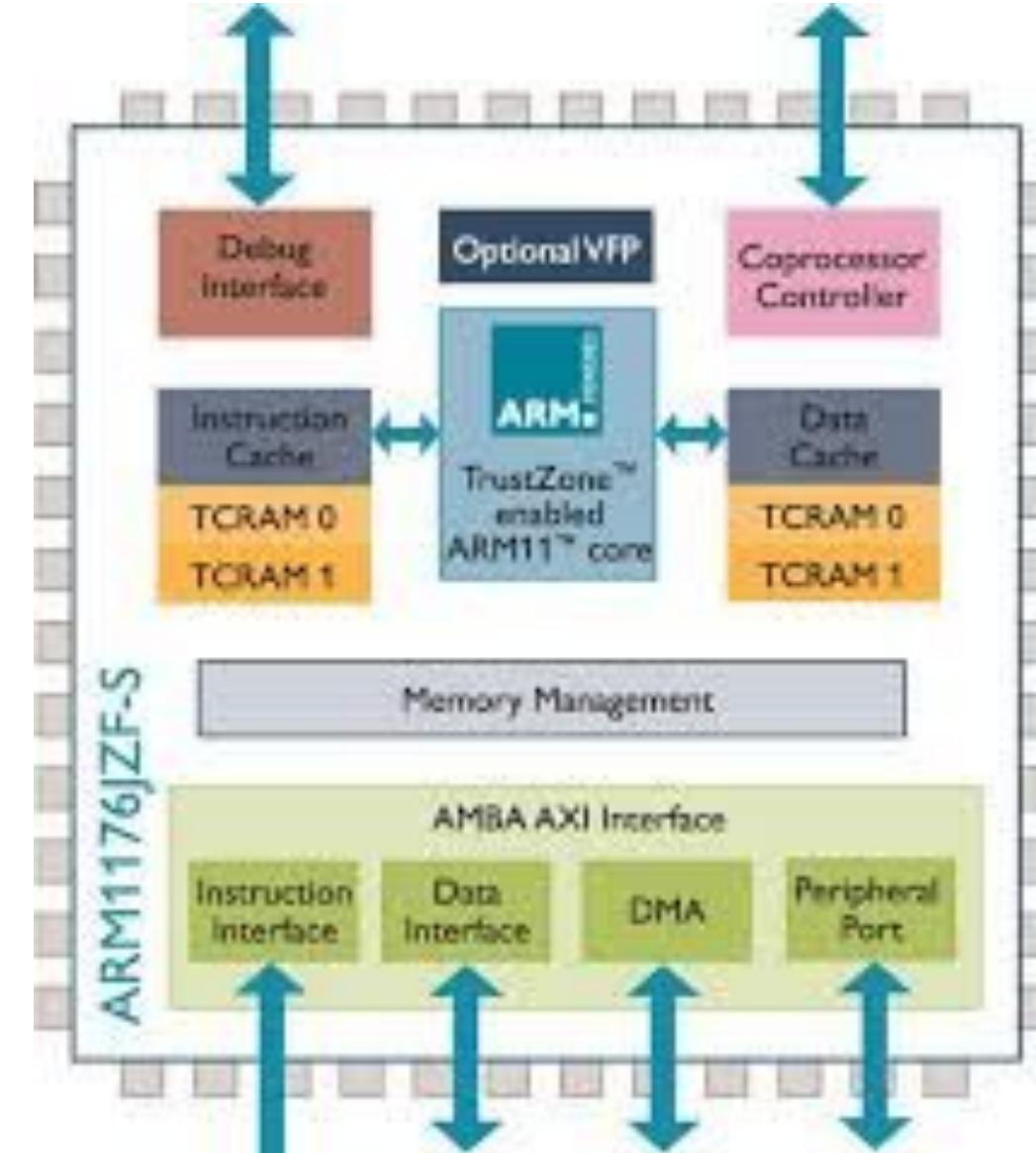
- SoC - High integration
  - Licensed ARM cores
  - GPU
  - I/O
- Increasing functionality
- Plummeting cost



# ARM Core

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- Ubiquitous!
  - Major mobile share
- Multiple IP licensing options
- RISC architecture
  - vs x86 CISC
- Ecosystem



# A Few Network Connection Items

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- Wired - Copper and optical
  - Ethernet, USB - Ubiquitous
  - Power delivery options - PoE, USB
  - Many connector types...
- Wireless in particular - Various rates, ranges, and power
  - LR-WPAN: Class of low rate, low power, short range/mesh connect
    - Zigbee, Zwave, BLE, 6LoWPAN (IPv6 - nearly infinite # IP addrs)
  - LPWAN: Class of low power, low rate, wider range
    - NB-IoT, LoRaWAN, Sigfox

# A Few Network Connection Items

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- Wireless in particular - Various rates, ranges, and power
  - Wifi
  - 3 major 5G use cases...
    - uRLLC: Ultra-reliable and low latency comms (NAV/AVs)
    - mMTC: Massive machine type communications (IoT)
    - eMBB: Enhance mobile broadband (consumer)
- Wireless popular/required for many reasons
- Messaging support - E.g. MQTT

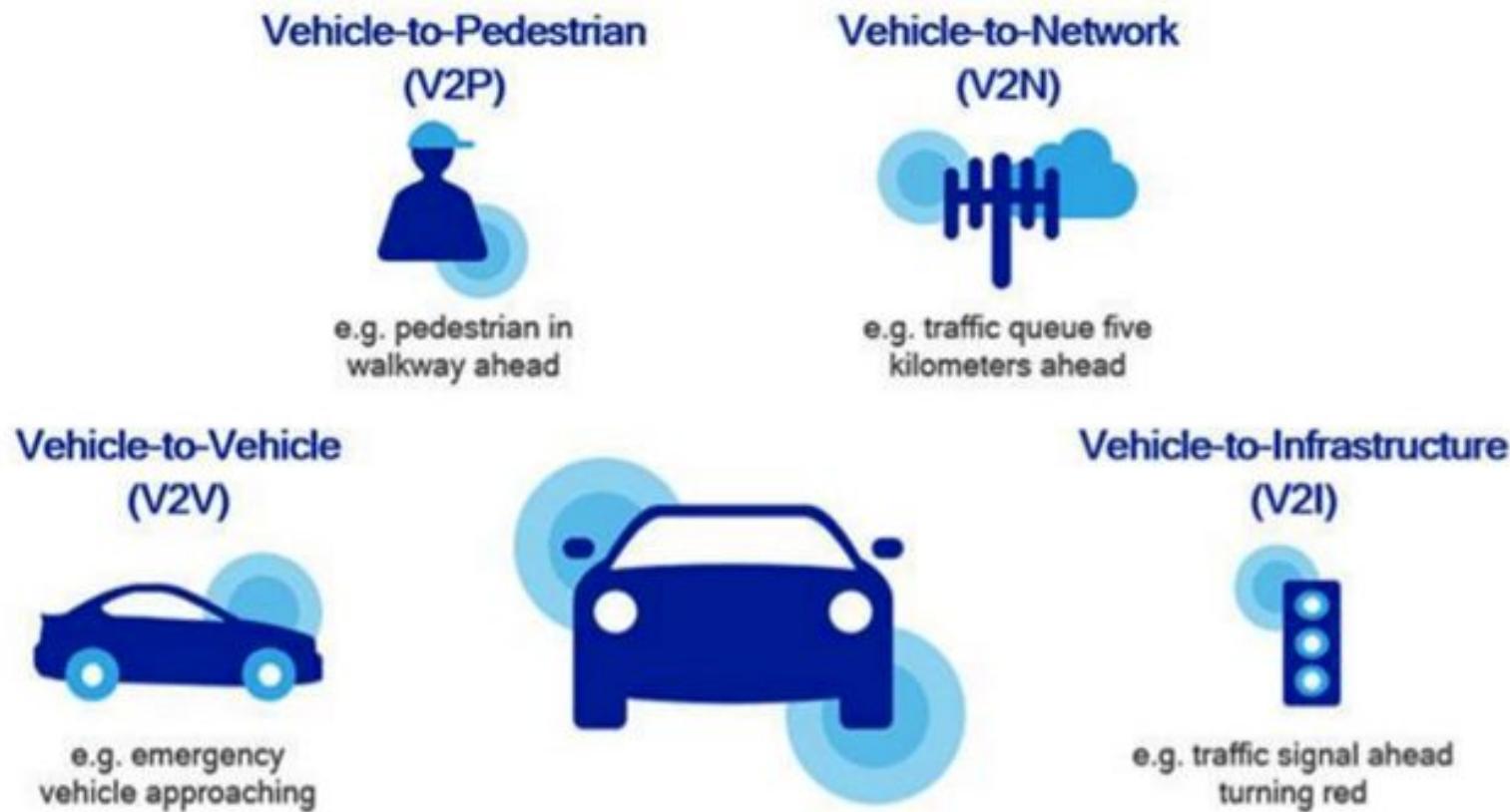
# Network Connection Considerations

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- Rate vs range vs power vs cost (device and network transmission)
  - Not all IoT devices require high/continuous transmission rates
  - Wireless radio can dominate IoT power - Use sleep modes
  - Efficient data transfer - Compression (lossy & lossless)
- Environment - Benign/harsh, stationary/moving, shock/vibration, ...
  - Reliability - Another reason wireless is popular vs conns/cables
- Latency - Keeps coming up - Determines processing/storage locations
  - 4G can have an average 50ms latency
  - 5G average latency is < 10ms and can be as low as 1ms

# V2X - Vehicle to Everything Links

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V2X has a 4ms response time and longer transmission distance requirements → 5G required

# System Definition - IoT Perspective

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- A combination of one or more IoT (embedded) functions providing particular services and/or outcomes
  - Collective (interconnected) operation - Internet of things (plural)
  - Embedded components designed/optimized for particular tasks
  - Potential for massive scale and/or distribution
  - System determines overall outcome/value

# System Considerations - A Sampling

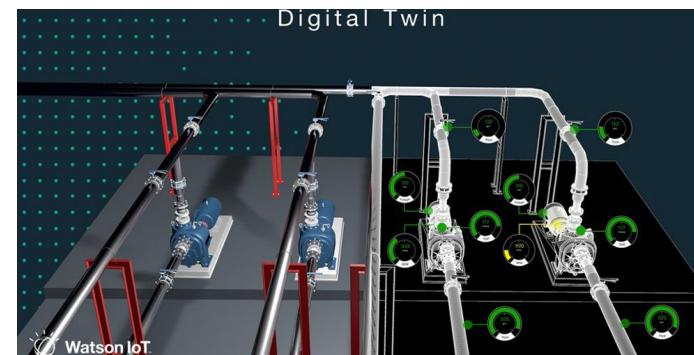
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- What is the desired outcome/service?
  - High level business, government, consumer, etc. need
  - Real time requirements - Response time, accuracy, ...
  - Costs and ROI - CAPEX and particularly OPEX
- What architecture provides the outcome/service? HW aspects...
  - Particular sensor and actuator requirements
  - Processing/storage - Local (IoT/edge) or remote (upstream cloud)
    - What are data persistence requirements, caching, etc.?
  - Network topology - Scale/distribution/range/power/security

# System Considerations - A Sampling

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- Environment/location - Especially impacts HW/network choices
  - Benign or noisy/hazardous - Operational specs, cooling, S/V, ...
  - Physical accessibility - Scattered, remote, power availability
- Management - Operation/health/service (repair, upgrade, scaling)
  - Service cost - Accessibility - Predictive failure/scheduled service
  - Remote FW upgrade on 1000's of devices - Non-disruptively
  - Reliability - Pets and cattle
  - Security - Access, protection
  - Digital Twin concept



# A Note on Efficiency

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- Efficiency and effectiveness
  - A simple collection of individually *efficient* components...
  - Does not necessarily provide a better outcome than...
  - The overall *effective use* of a collection of components
- Focus at the system outcome level
  - Doesn't imply that components don't themselves need efficiency
  - Just states best effectiveness is achieved at the system level

# A Note on AI/ML

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- In the IoT context there are arguably two implementations...
  - a. IoT system as a whole provides data for business-oriented learning/inference engine applications
    - E.g. drives enhanced/new market opportunities
  - b. IoT system uses training/inference engines to enhance/improve infrastructure operational effectiveness
    - E.g. IIoT data used to improve factory operations/service

# Breakout Session

Design  
exercise.

# System Design Problem

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- Split into 4 groups each with their own design problem
  - City traffic management
  - Building environmental operations
  - Manufacturing floor operations
  - Remote weather station

# System Design Problem

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- Collect HW and system design selections per requirements
  - Sensor, actuator, processing, networking function selections
  - Functional, reliability, and/or environmental considerations
  - 15 min allotted
- Regroup and share results - What/why/how?
  - 10-15 min
- It's not about a right or complete answer...
- It concerns how to think about system-level considerations
- Have fun!

# Q&A

# Thank you

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 [twitter.com/RedHat](https://twitter.com/RedHat)