Prevent overcrowding in exhibitions using FogFlow to distribute people

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Introduction

FogFlow benefits

An high level point of view

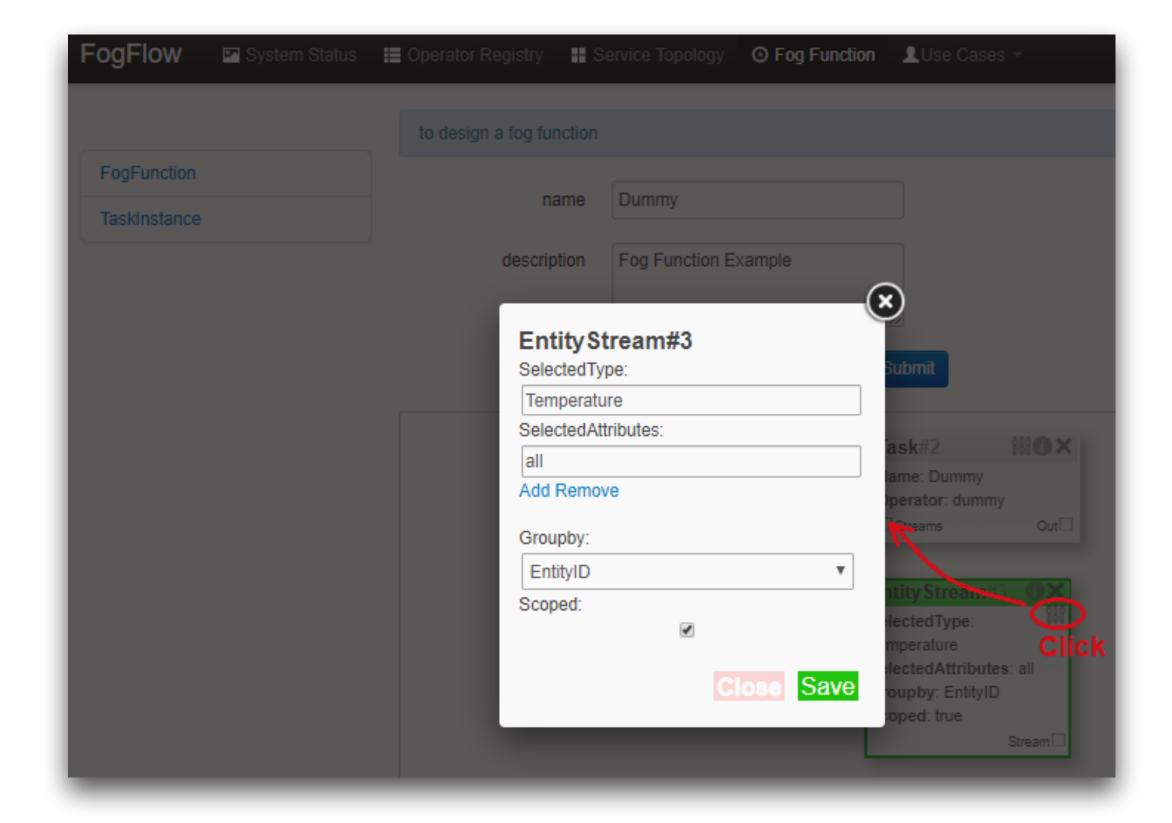
- A context driven IoT framework
- Serverless + edge computing
- Location based discovery
- Context producers vs. Context consumers

A context driven loT framework

"Metadata is the new data"

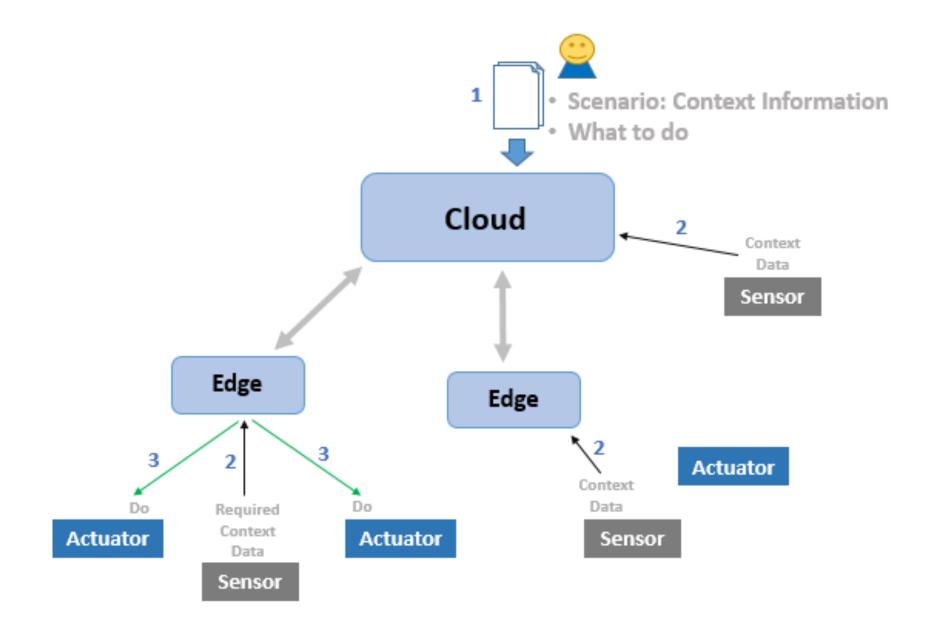
- FogFlow uses contexts and not data
- A context is a set of entities with something in common
- Different levels of abstraction are available
- Reduced load on edge nodes

```
"entityId": {
   "id": "Device.Temp001",
   "type": "Temperature",
   "isPattern": false
   },
"attributes": [
       "name": "temperature",
       "type": "float",
       "value": 73
       "name": "pressure",
       "type": "float",
       "value": 44
   ],
"domainMetadata": [
       "name": "location",
       "type": "point",
       "value": {
       "latitude": -33.1,
       "longitude": -1.1
       }}
```



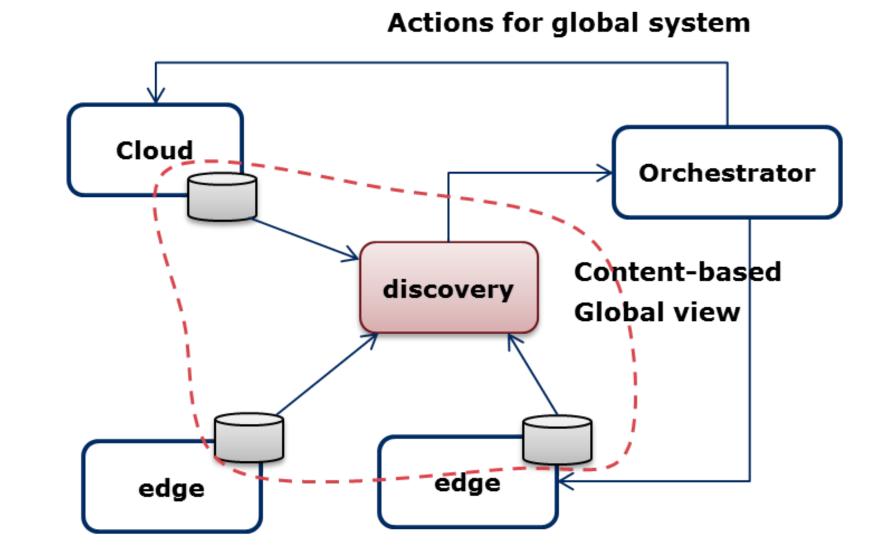
Serverless + edge computing "The perfect form"

- Code is executed when a new context is available
- But near it, so extremely low latency
- Delivered using Docker
- Distributed among workers



Location based discovery "Meet me halfway"

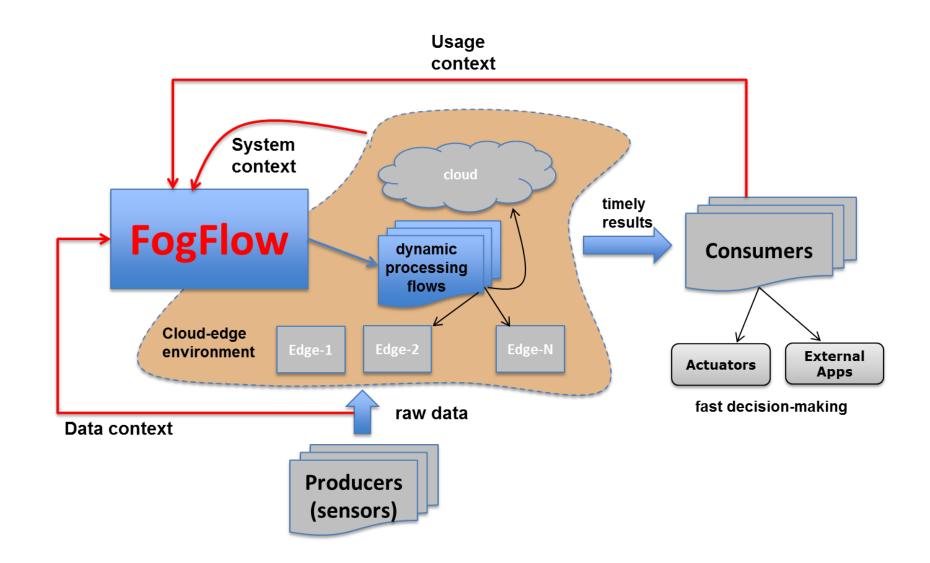
- Resources are geographically distributed
- Central discovery service
- Entry point for new context producers and consumers



Context producers vs. Context consumers

"The foundations"

- Producers -> Sensors
- Consumers -> Actuators, external services, etc.
- Both rely on context
- Different cardinalities



FogFlow's problems

- Lack of documentation
- Far from production readiness (TRL≈4 or 5)
- Counterintuitive programming model
- Difficult integration w/o modifications

The research problem

Brief introduction

- Avoid overcrowding in exhibitions
- Distributing better people at each booth
- Store affluence data
- And perform queries on it

Demo