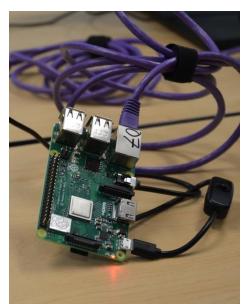


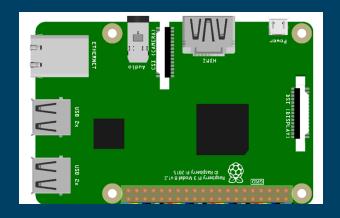
Internet-of-things for ages 4 and up

Kartik Bulusu, Associate Research Professor MAE Department, GWU



I will start with a demo!

This computer will





- 2. Translate it into Spanish and
- 3. Send an email with relevant text and an mp3-file

to



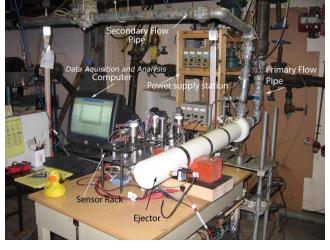


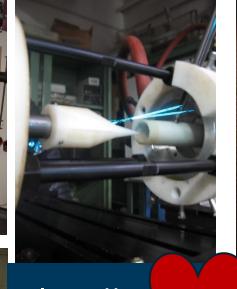
(my) Background & (non-) Introduction

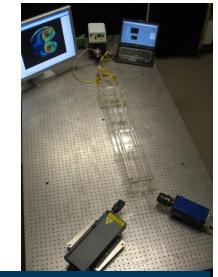




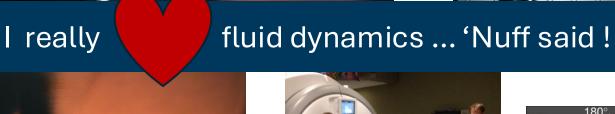


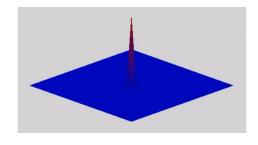


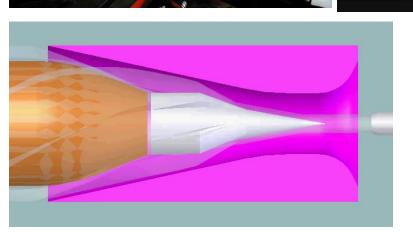


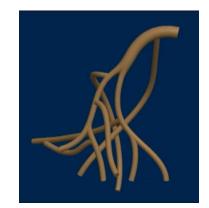




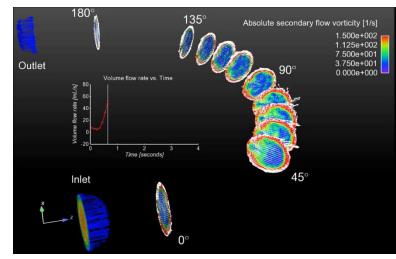










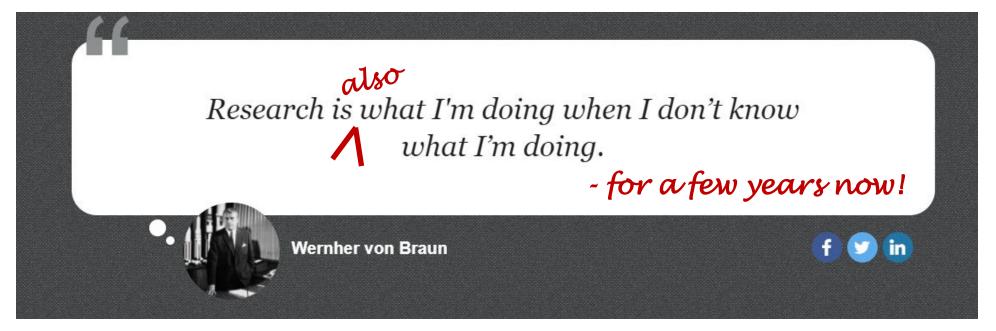


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December 13, 2024

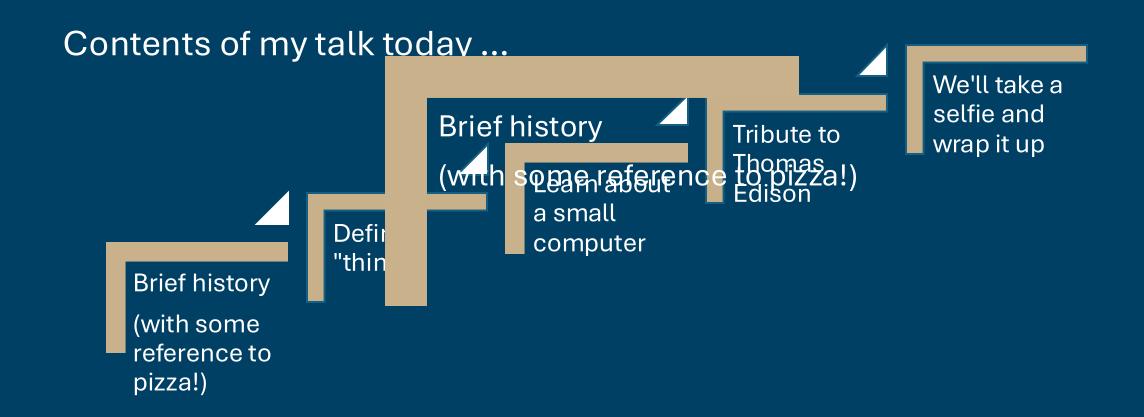
Internet of Things for Ages 4 and Up Friday Engineering and Science Seminar Series (FRIES³)

But ...















L. Bernardi, S. Sarma and K. R. Traub, The Inversion Factor: How to Thrive in the IoT Economy

https://webstorytelling.org/index.php/2017/05/14/dominos-and-iot-reinventing-the-pizza-story/

https://uspizzamuseum.com/2019/02/05/lost-forefathers-of-pizza-in-america-discovered/

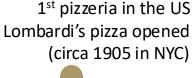
By Elaine Chan and Priscilla Chan - Derived from: File:MarkZuckerberg.jpg, CC BY 2.5, https://commons.wikimedia.org/w/index.php?curid=27431613 By ArnoldReinhold - Own work, CC BY-SA 4.0, https://commons.wikimedia.org/w/index.php?curid=69603043

Communication hasn't been the same!

Antje Danielson and Robin Chase Cambridge

"Things" haven't been the same!

Telephone



(circa 2000) Mark Zuckerberg et al., Facebook January 4,

2004

Pizza

Boston March 10, 1876 Tim Berners-Lee CERN www-browser and HTTP server

Internet was through dial up and ethernet cables AOL Time Warner (2001–2003)

Zipcar

Amazon had yet to turn a profit Microsoft was selling office productivity suites **Apple** First-generation iPhone January 9, 2007



Domino's and IoT:

Reinventing the Pizza Story (circa March 2017)

August 23, 1991

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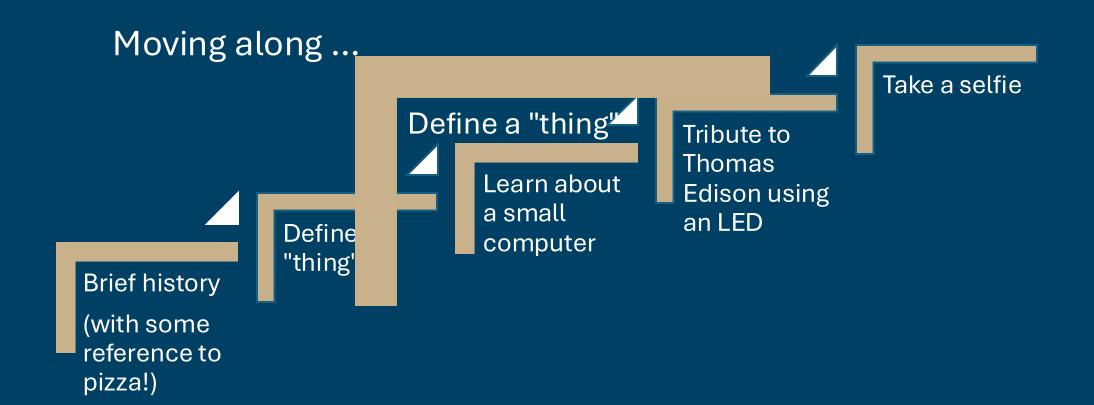
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Internet of Things for Ages 4 and Up

THE GEORGE WASHINGTON UNIVERSITY

Friday Engineering and Science Seminar Series (FRIES3)







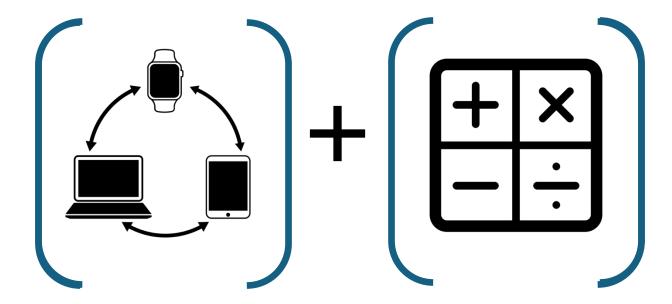


What's the "thing"?

Paradigm #1

- A **thing** is self-contained and only operates within the confines of its physical shell.
 - Thing carries out only those functions that its designer envisioned when it was fabricated.
- The thing contains a powerful computer inside but is completely hidden from the user.
- The thing has firmware (not called software).

Paradigm #2



Paradigm #3



Picking up a little pace ...

Take a selfie

Brief history (with some reference to pizza!) Define "thing'

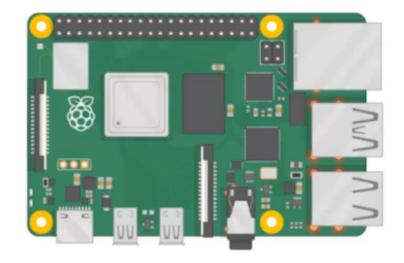
Let's learn about a small to computer that I have homas really grown fond of Edison using a small an LED computer

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Introducing the single-board computer



Source: https://www.raspberrypi.org/help/

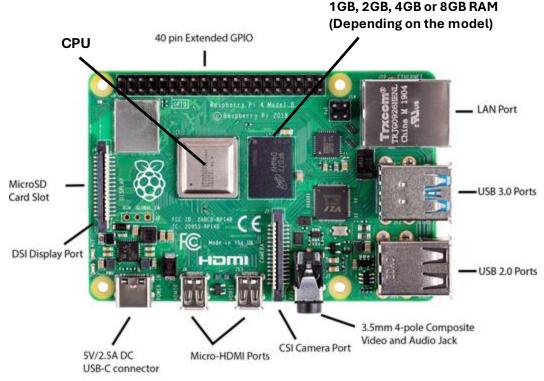
GET STARTED WITH RASPBERRY PI

? python == "batteries included" programming language

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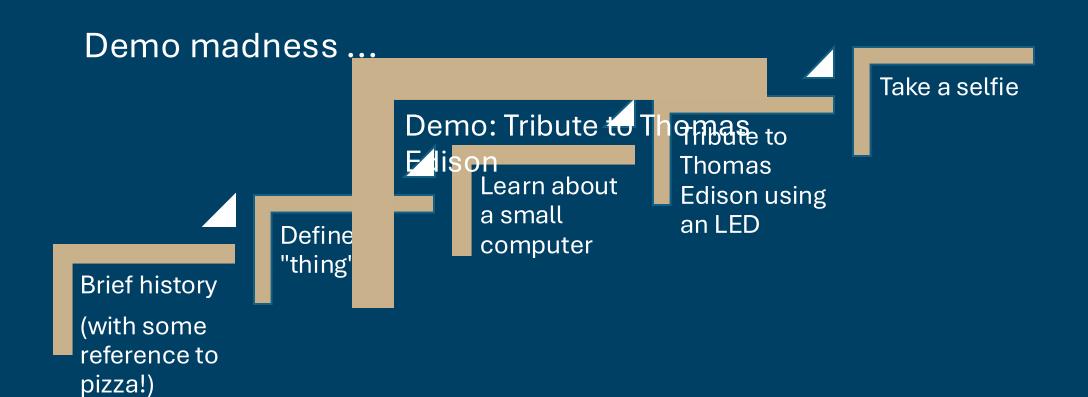




- Raspberry Pi OS (previously called Raspbian) is the recommended operating system for normal use.
- Raspberry Pi OS is a free operating system based on Debian, optimised for the Raspberry Pi hardware.
- The OS comes with over 35,000 packages: precompiled software bundled in a format for easy installation.

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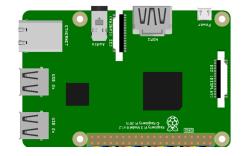




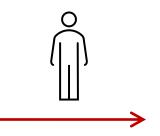


Scenario

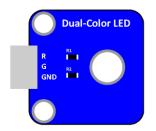




I write some code on a computer and run it



Communicate with a physical entity to do something

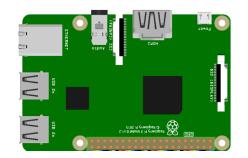




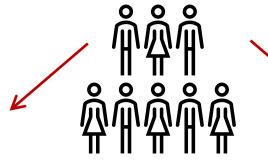
Observe response from that entity

What-if-scenario



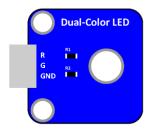


I write some code on a computer



I realize people may not really care about it.

But want to use it anyway.



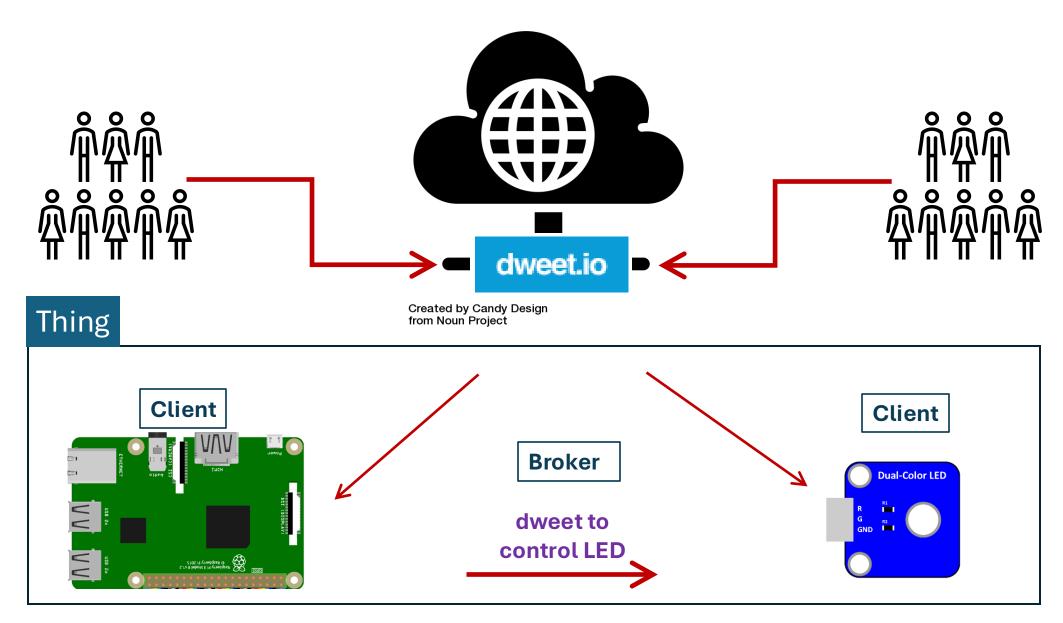


And curiously observe the response from that entity

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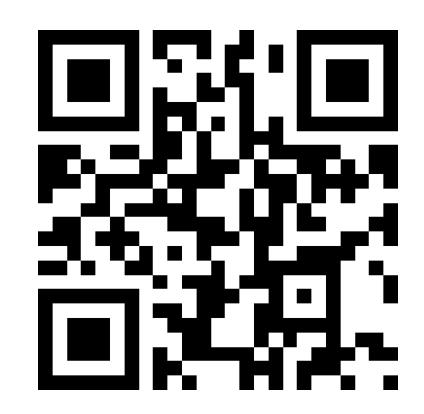
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LED ON

LED OFF

LED Blink

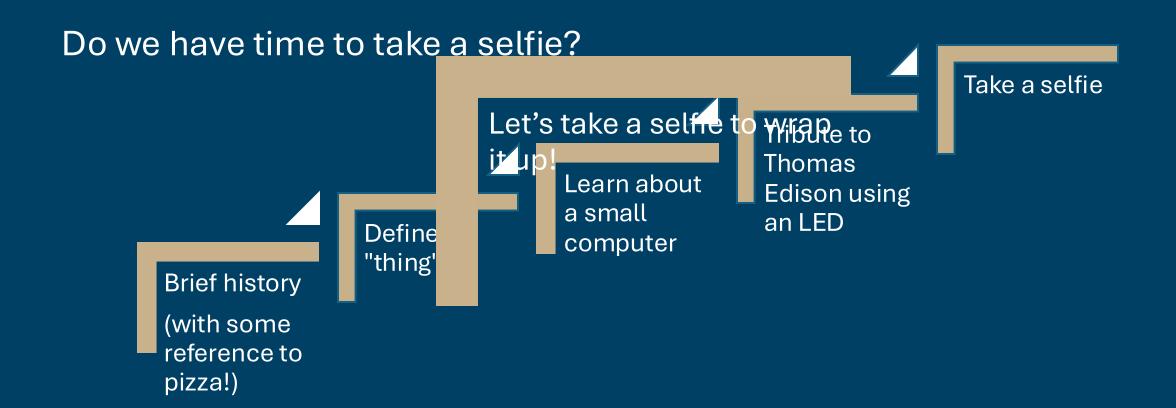
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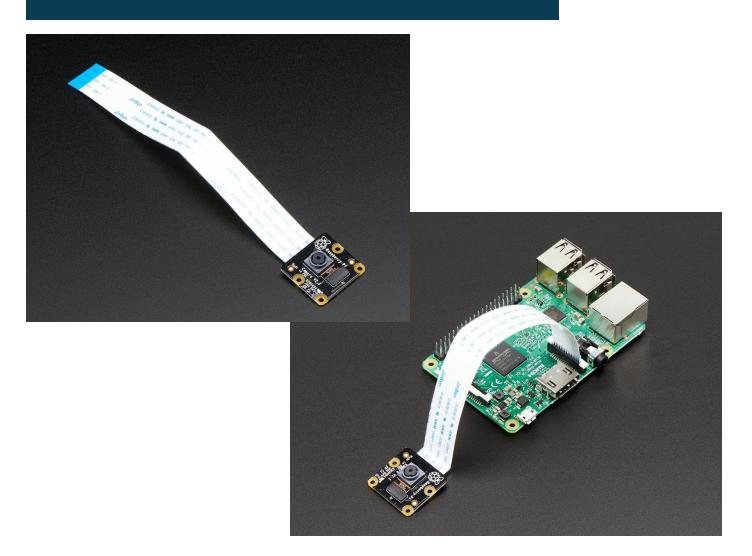








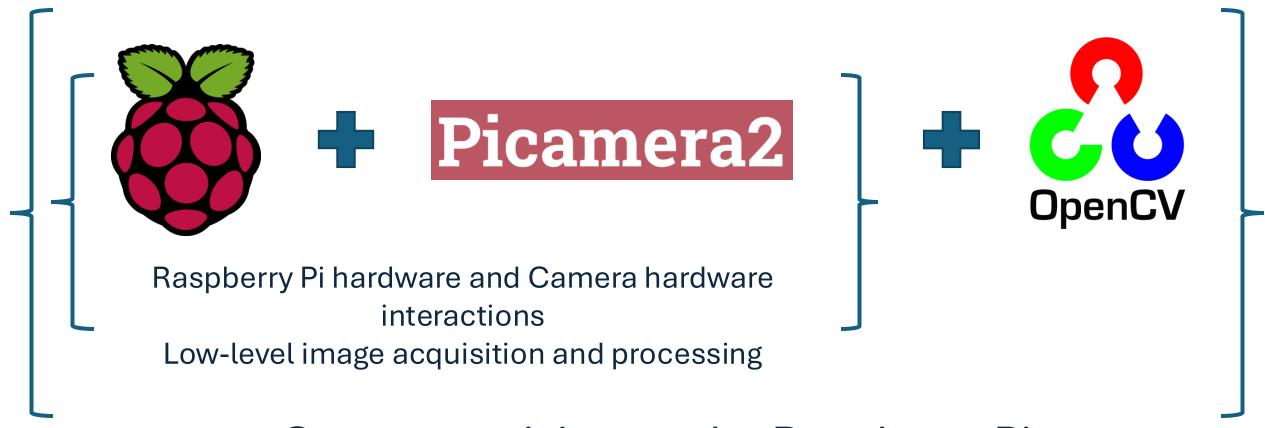
Broad specs of the Pi NoIR Camera



- 8 megapixel native resolution high quality Sony IMX219 image sensor
- 3280 x 2464 pixel static images
- Capture video at
 - 1920 x 1080 p30
 - 1280 x 720 p60
 - 640 x 480 p90 resolutions
- No Infrared (NoIR) filter
 - Infrared photographs or photographing objects in low light (twilight) conditions





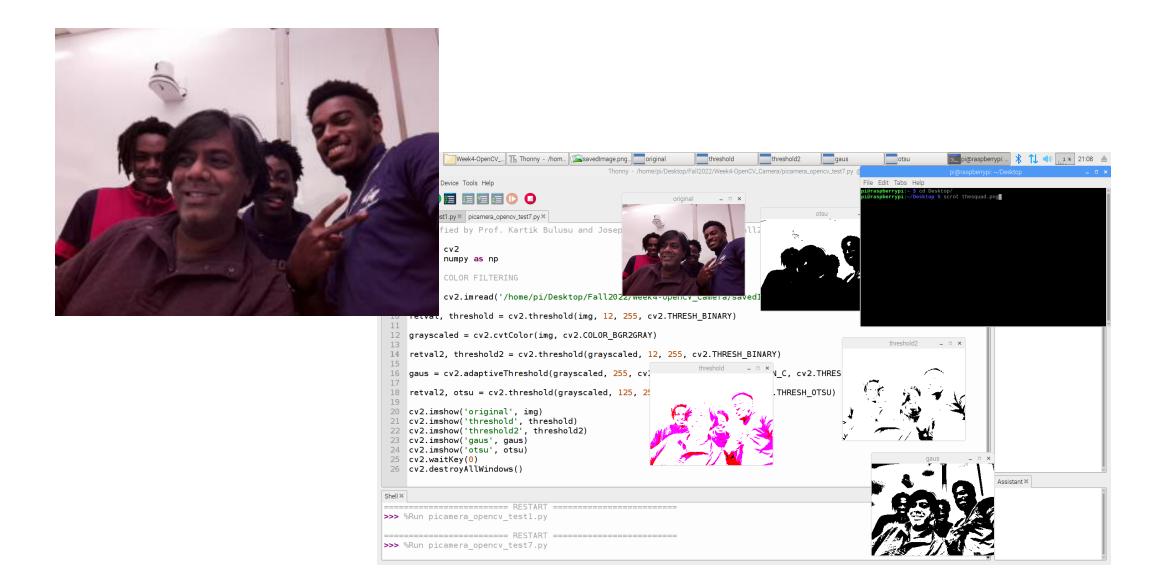


Computer vision on the Raspberry Pi















The Evolution of Things

IoT

Internet of Things

- Devices connected to internet
- Breaking the boundaries of form

IoT

Intelligence of Things

- Devices that host software applications
- Breaking the boundaries of function

IoT

Innovation of Things

• Devices that become experiences

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