

A Reference Architecture for IoT

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Director, Architecture



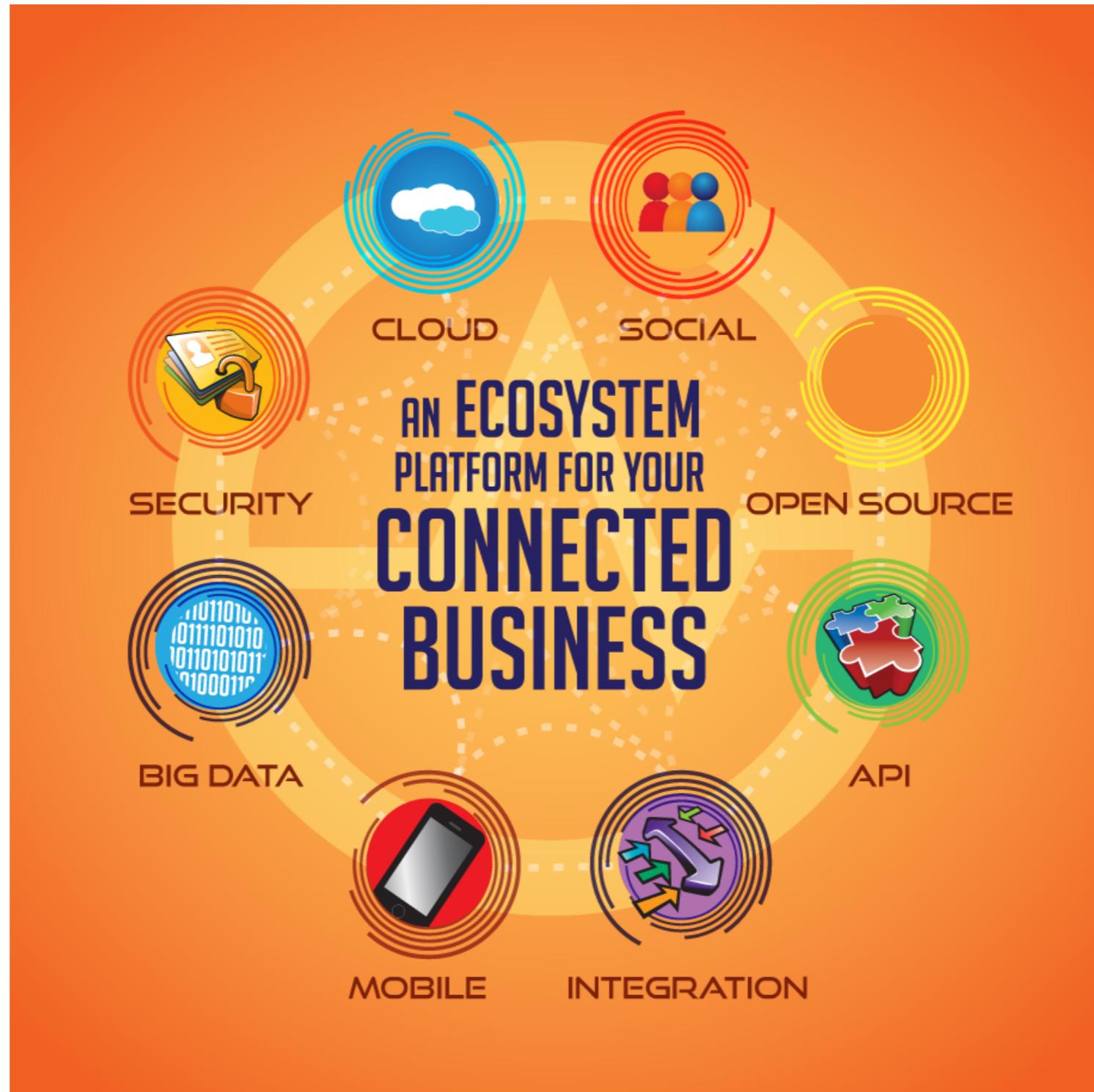
About the Presenter

- PMC member Apache Axis, Committer Apache Synapse, Web Services & Apache Stratos
- Member, Apache Software Foundation
- Co-author, Axis2 Web Services
- Director of Architecture, WSO2 Inc.
- Hobbyist (Arduino/RPi/Electronics/4x4)
- Blog: <http://blog.afkham.org>



About WSO2

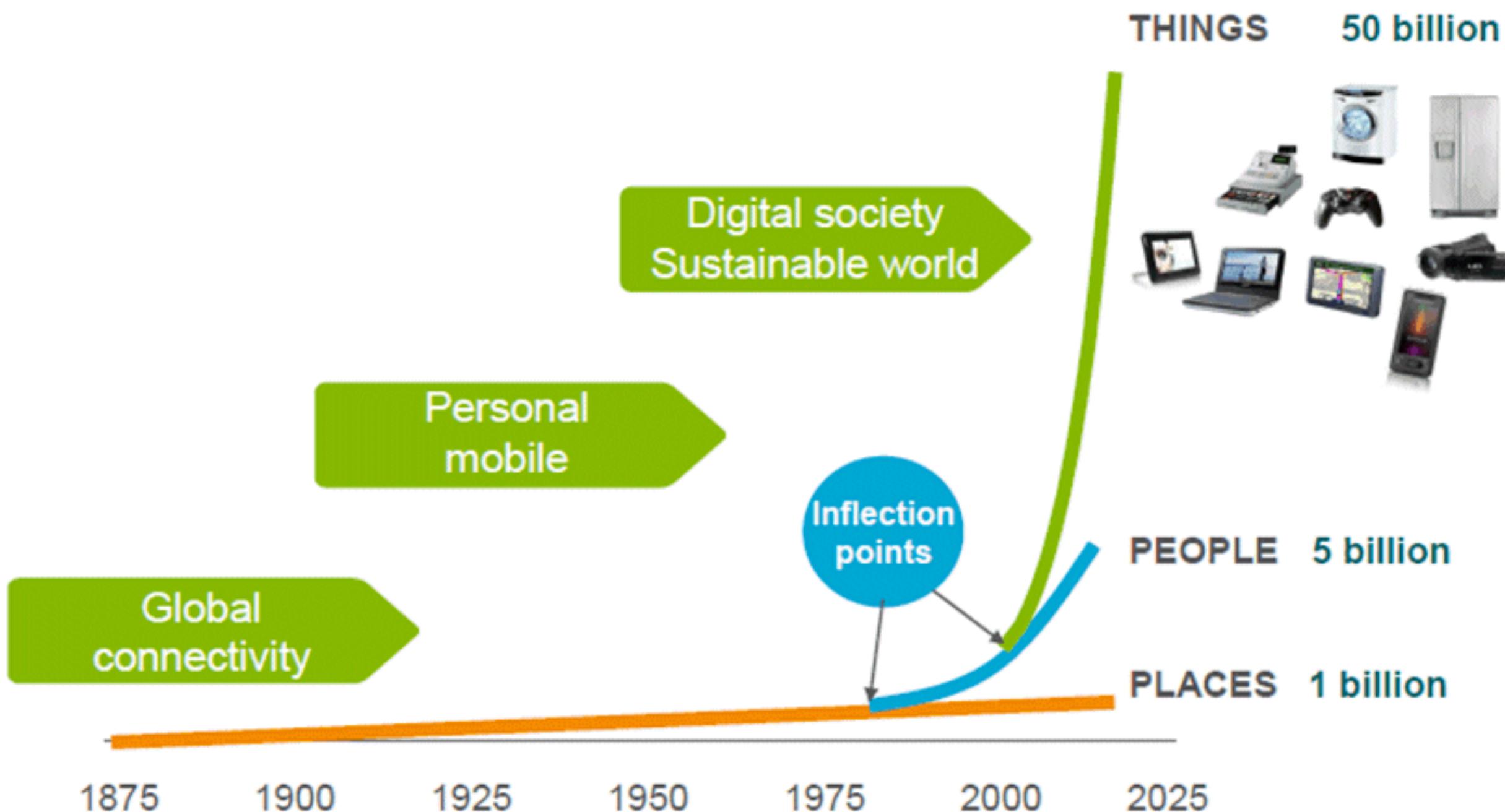
- Global enterprise, **founded in 2005** by **acknowledged leaders** in XML, web services technologies, standards and open source
 - Provides only open source platform-as-a-service for private, public and hybrid cloud deployments
 - All WSO2 products are 100% open source and released under the Apache License Version 2.0.
 - Is an Active Member of OASIS, Cloud Security Alliance, OSGi Alliance, AMQP Working Group, OpenID Foundation and W3C.
-
- **Driven by Innovation**
 - Launched first open source API Management solution in 2012
 - Launched App Factory in 2Q 2013
 - Launched Enterprise Store and first open source Mobile solution in 4Q 2013



What WSO2 delivers

THE INTERNET OF THINGS

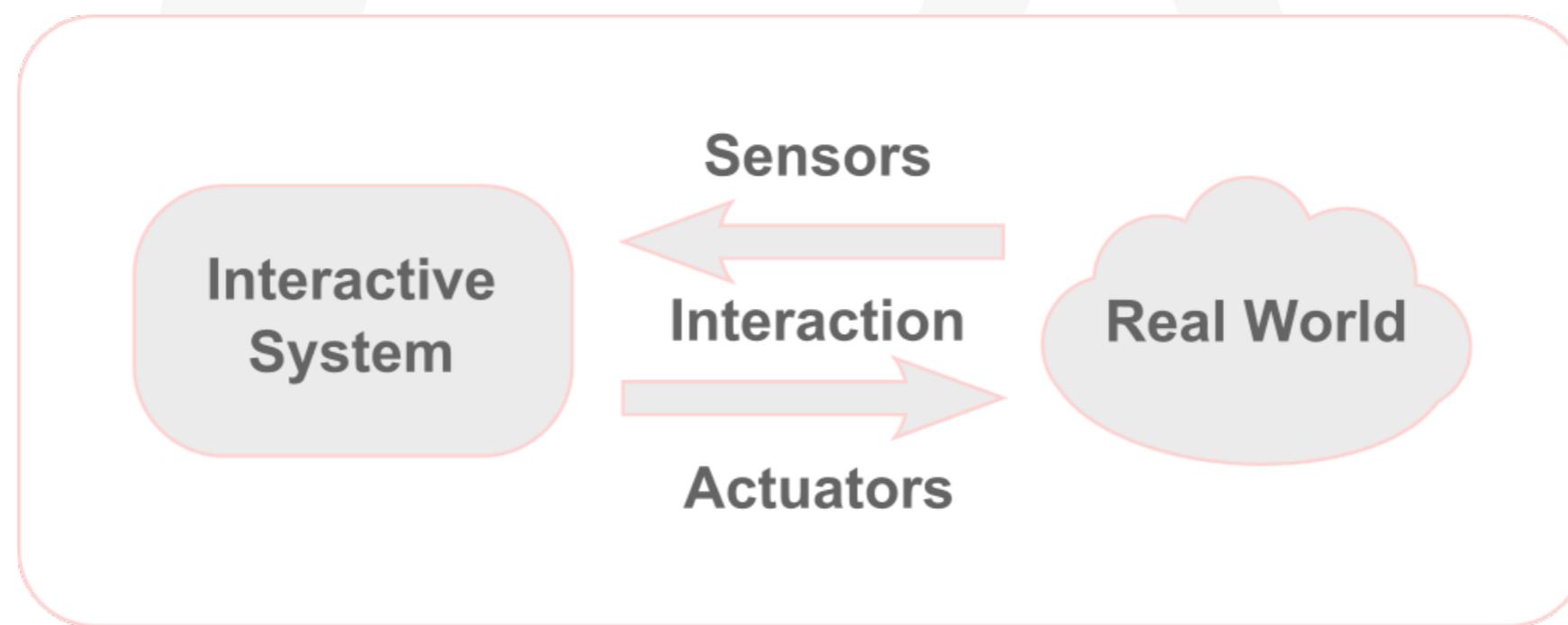
www.comsoc.org/blog



Source: Ericsson AB, "Infrastructure Innovation - Can the Challenge be met?," Sept 2010

Physical Computing

building interactive physical systems by the use of software and hardware that can sense and respond to the analog world



Internet of Things?

- A term coined in 1999 by [Kevin Ashton](#)
- Refers to uniquely identifiable objects & their virtual representations in an Internet-like structure

Internet of Things?

- Wireless Sensor Networks
- Internet-connected wearables
- Low power embedded systems
- RFID enabled tracking
- Use of mobile phones to interact with the real world
- Devices that connect via Bluetooth enabled mobile phones to the Internet
- Smart Homes
- Connected Cars
- etc.

History of IoT

- The term was coined in 1999 by Kevin Ashton from MIT
- Concept has been discussed since 1991
- “What if the Internet was allowed to go beyond connecting desktops and laptops and could somehow be tied to the devices around us?”

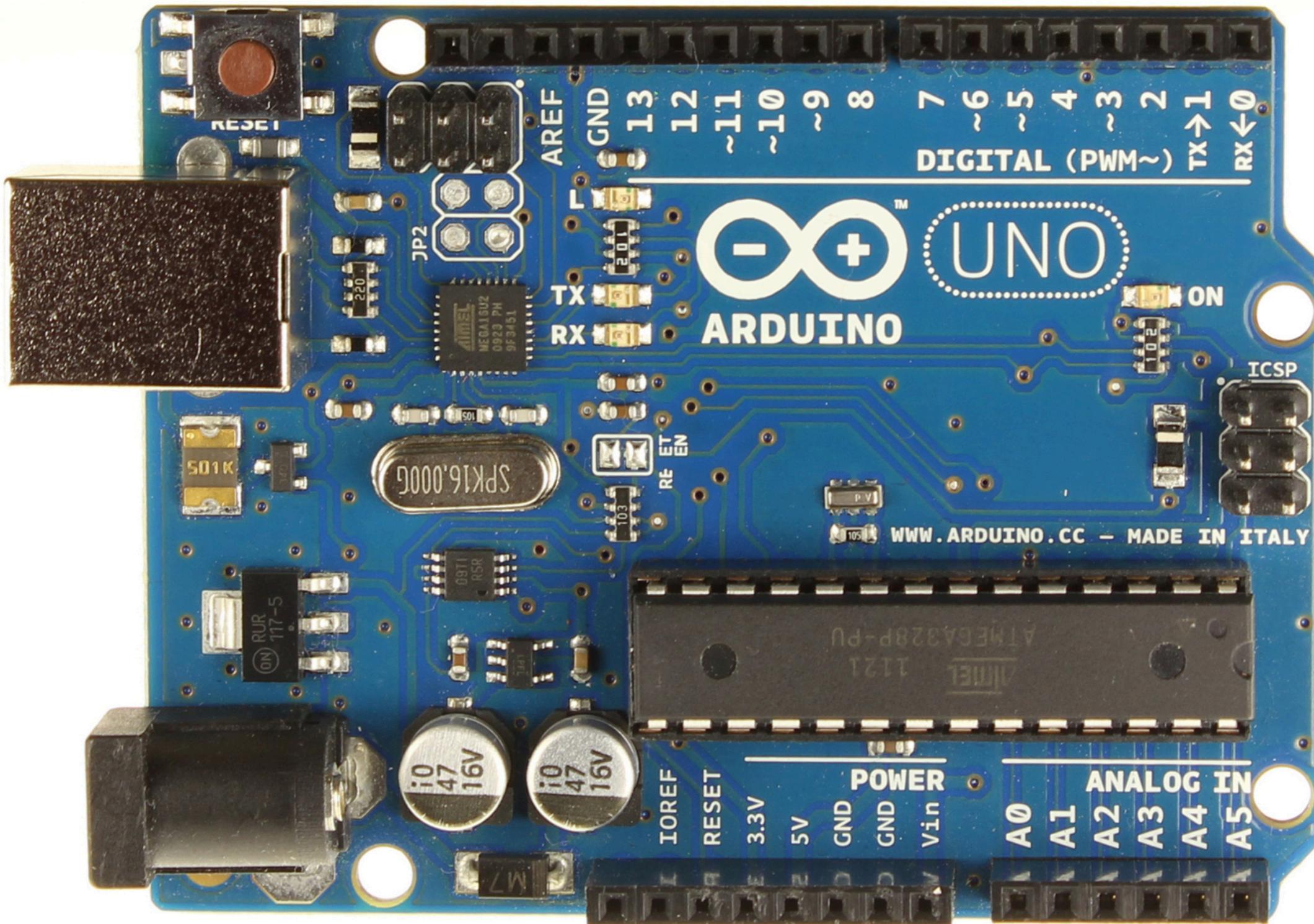
Core Concerns

- Security
- Power consumption/Battery life
- Software updates
- Recovering from network failures & other failures
- Connectivity and communications
- Device Management
- Data collection, analysis, and actuation
- Scalability

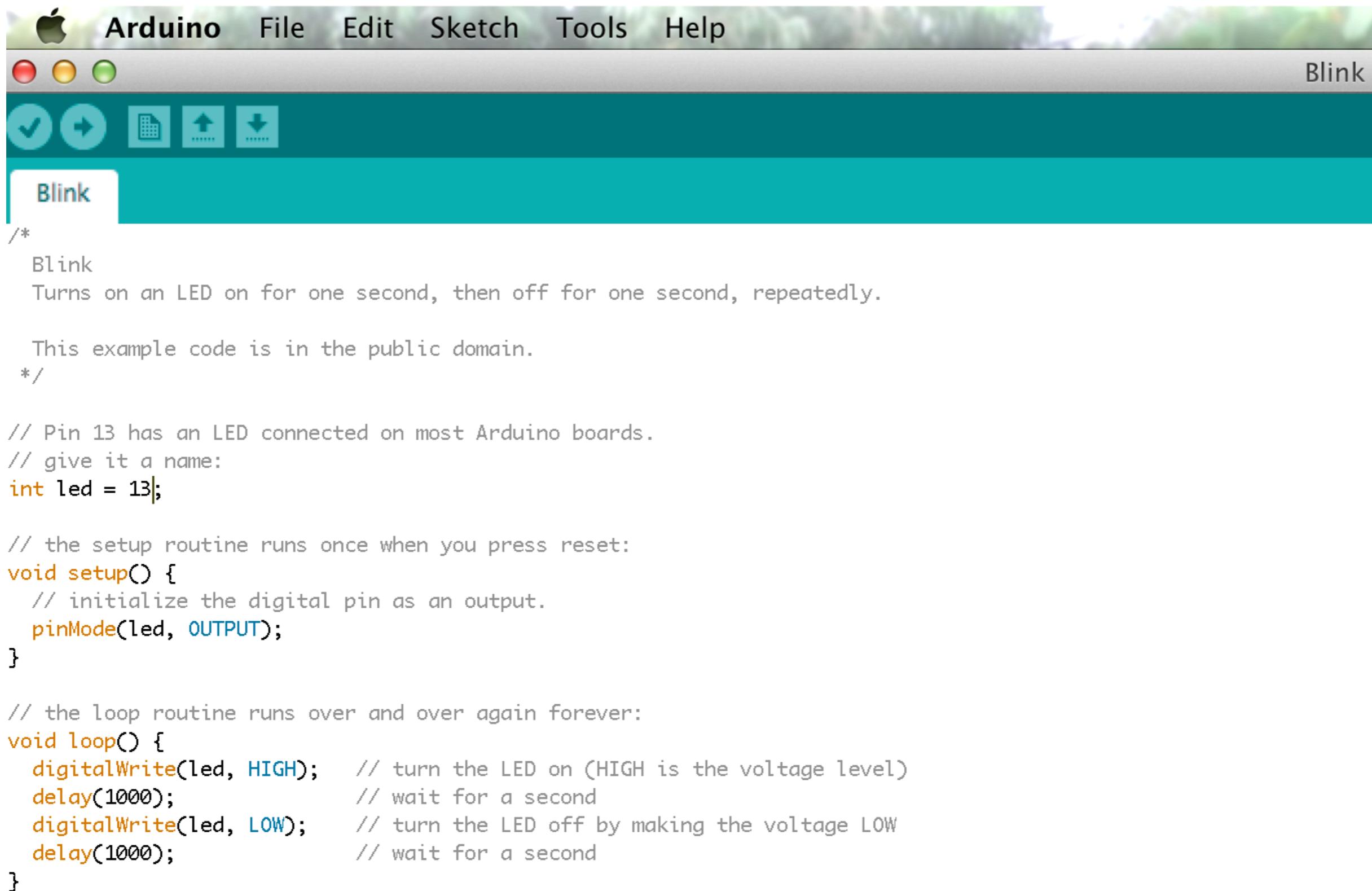
Device Types

- 8-bit SOC controllers
 - Arduino
 - No Operating System
- Systems based on Atheros or ARM processors
 - Arduino Yun
- 32/64 bit computing platforms
 - Raspberry Pi/BeagleBone

Arduino



Arduino IDE



The screenshot shows the Arduino IDE interface on a Mac OS X system. The window title is "Arduino". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". A status bar at the bottom right shows "Blink". The central code editor area displays the "Blink" sketch. The code is as follows:

```
/*
Blink
Turns on an LED on for one second, then off for one second, repeatedly.

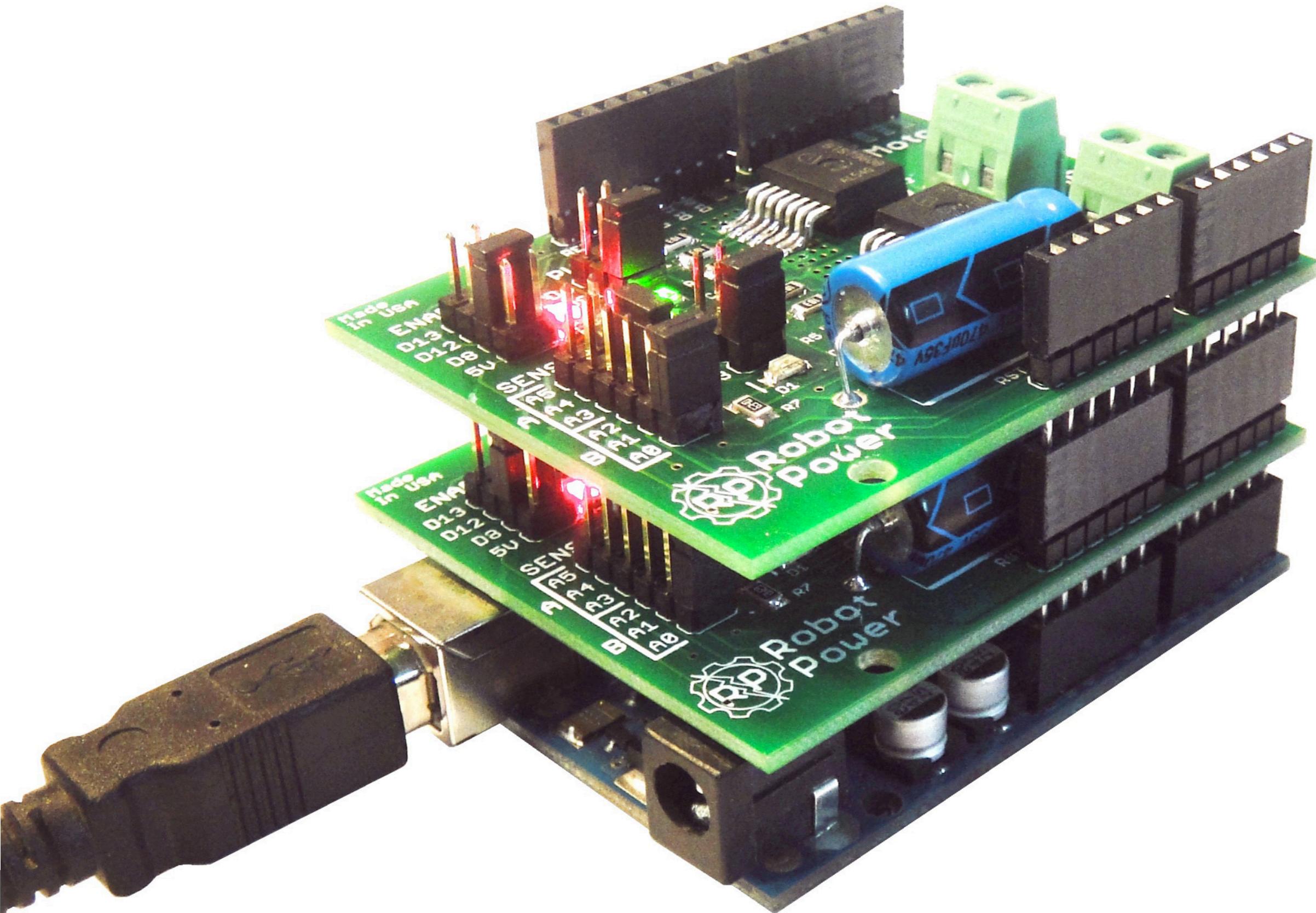
This example code is in the public domain.
*/

// Pin 13 has an LED connected on most Arduino boards.
// give it a name:
int led = 13;

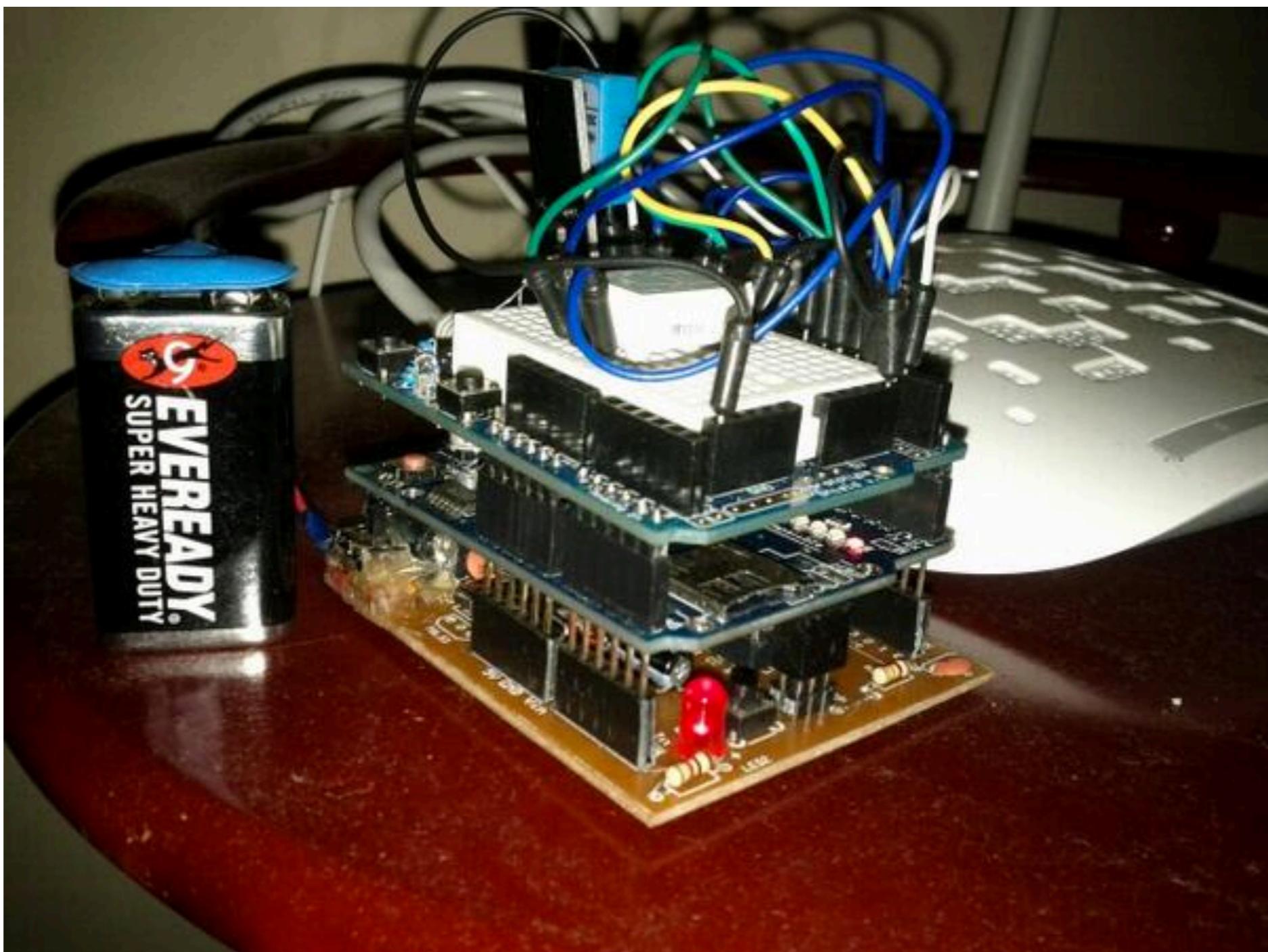
// the setup routine runs once when you press reset:
void setup() {
  // initialize the digital pin as an output.
  pinMode(led, OUTPUT);
}

// the loop routine runs over and over again forever:
void loop() {
  digitalWrite(led, HIGH);      // turn the LED on (HIGH is the voltage level)
  delay(1000);                // wait for a second
  digitalWrite(led, LOW);       // turn the LED off by making the voltage LOW
  delay(1000);                // wait for a second
}
```

Arduino Shields



Mini weather station



<https://xively.com/develop/b4ep-s-aKQZpPKjks4k->

Personal WSO2Con-Manager XML Schema Tutorial WebServices StratosManager NoSQL

Product Secret: d455dd55b597e104405d5b748015b555d557db

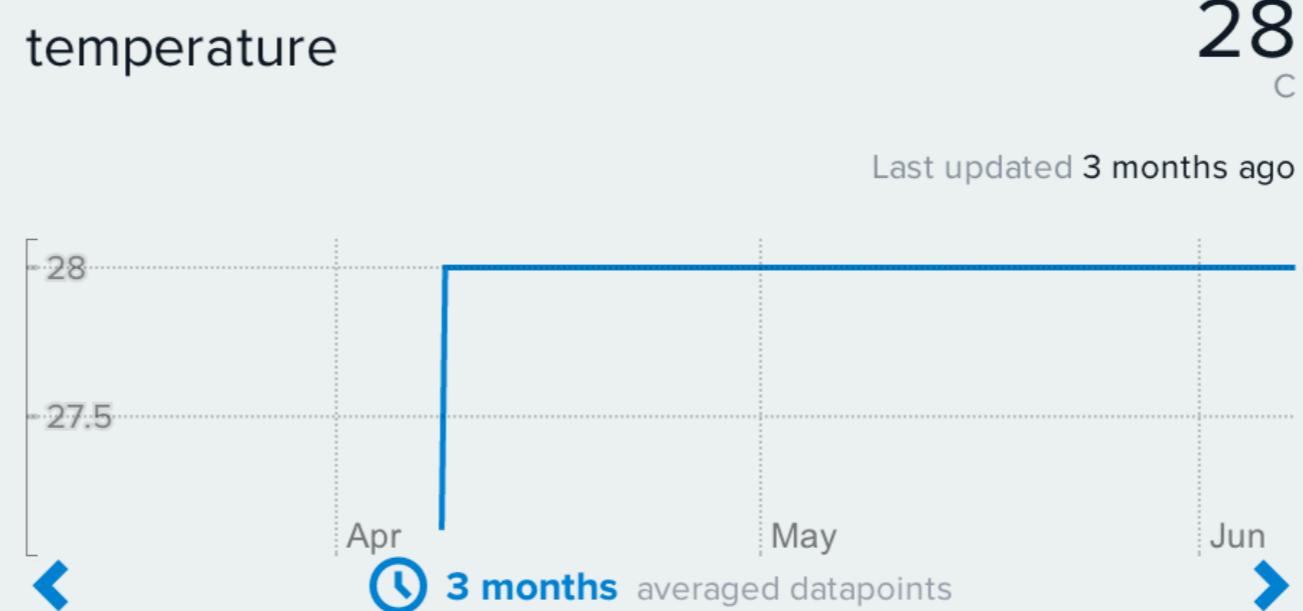
Serial Number: 7JWXWMMQPNNR

Activation Code: 4bb52847300c5c3c407caac0e5c07e7201f953a8

[Learn about the Develop stage](#)

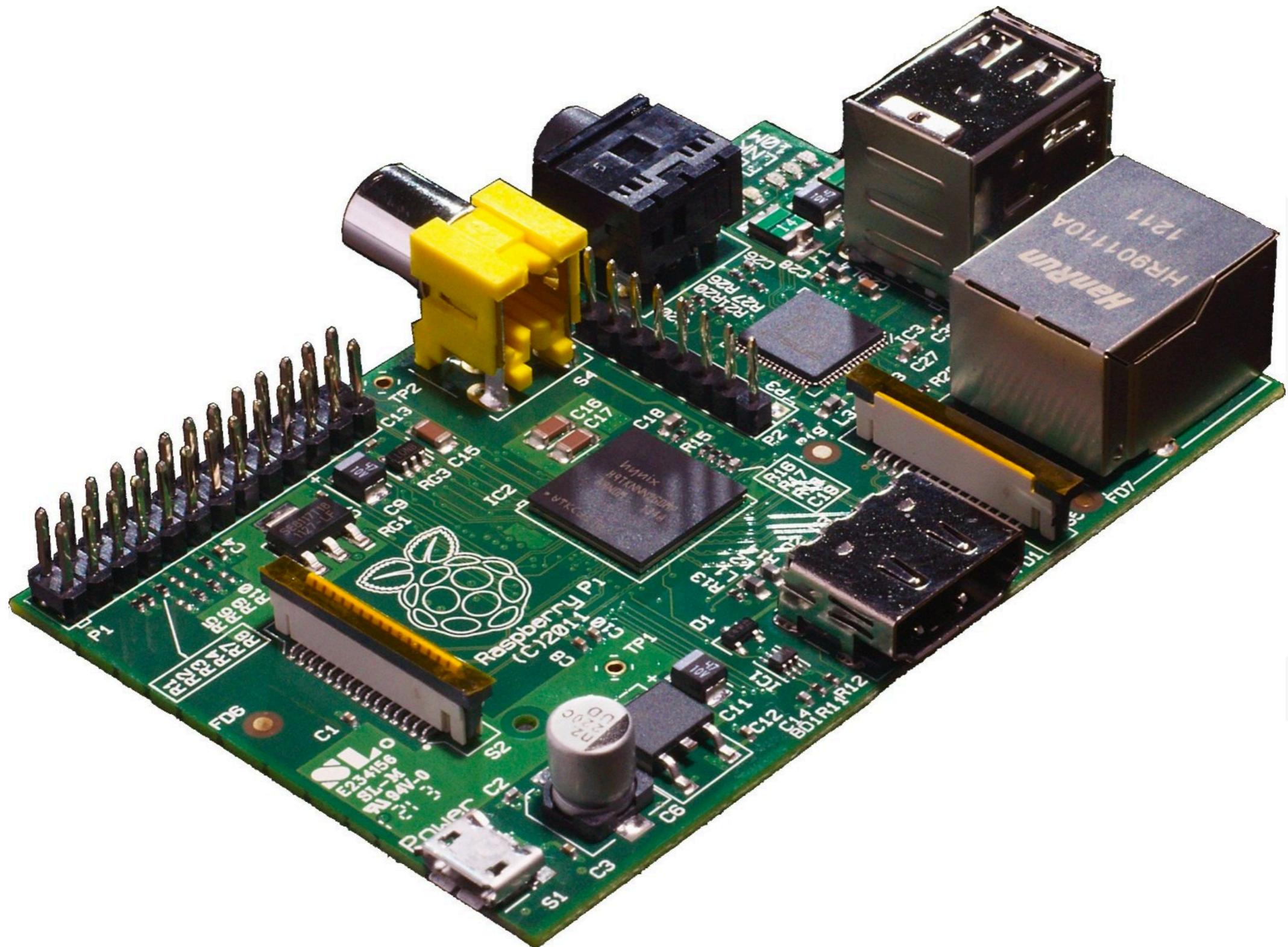
Channels Last updated 3 months ago

Graphs

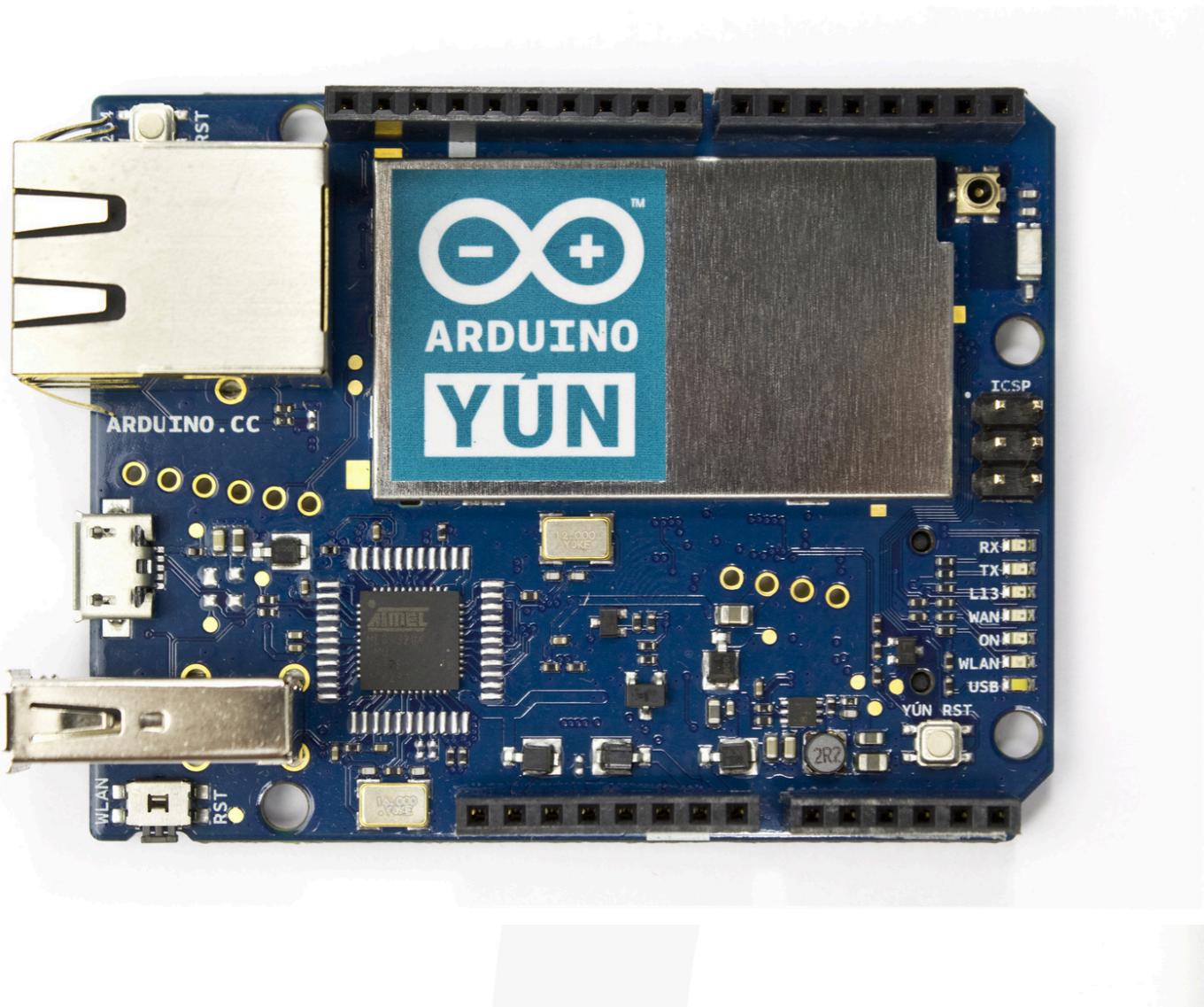


Add Channel

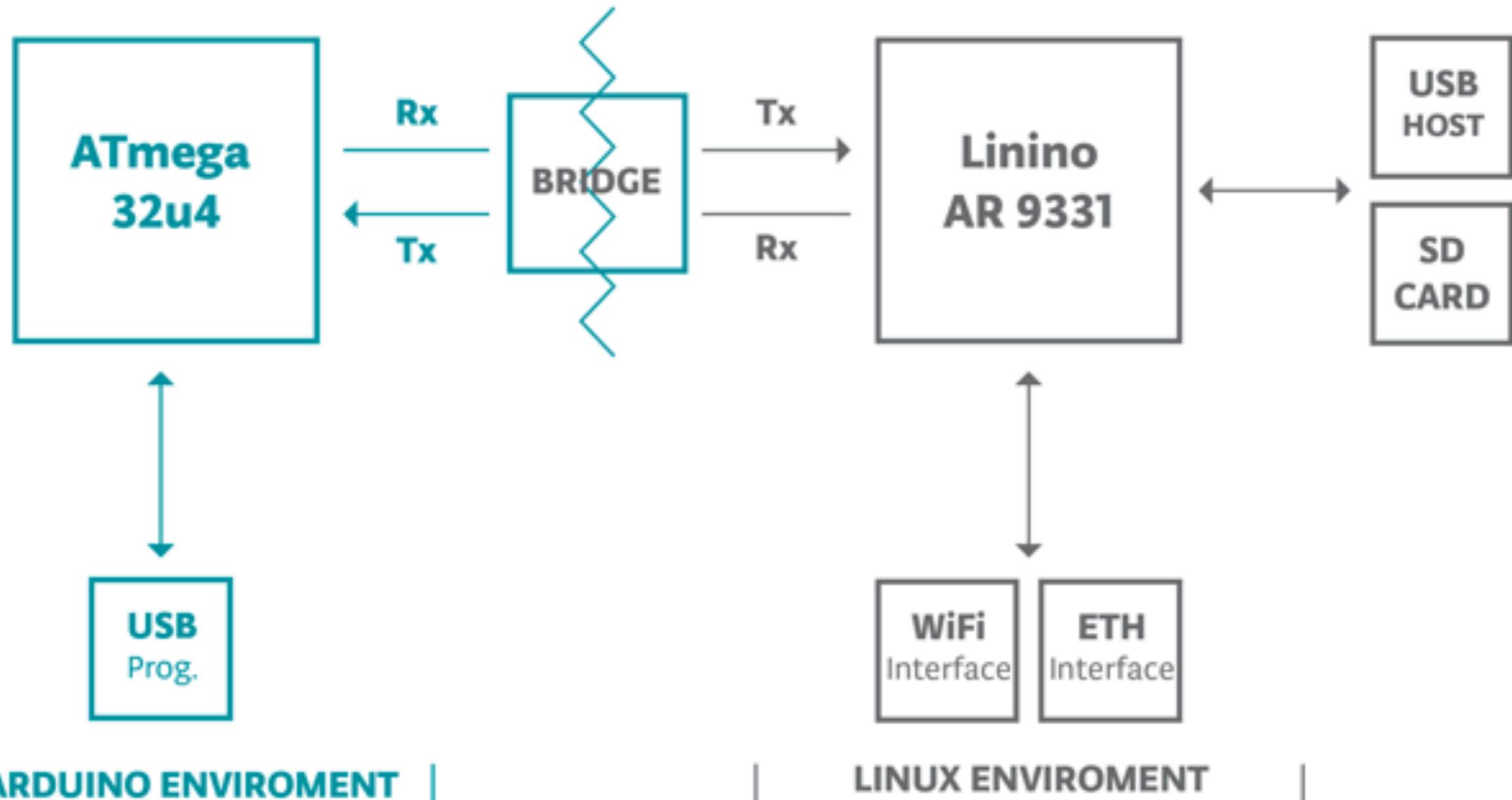
Raspberry Pi



Arduino Yún

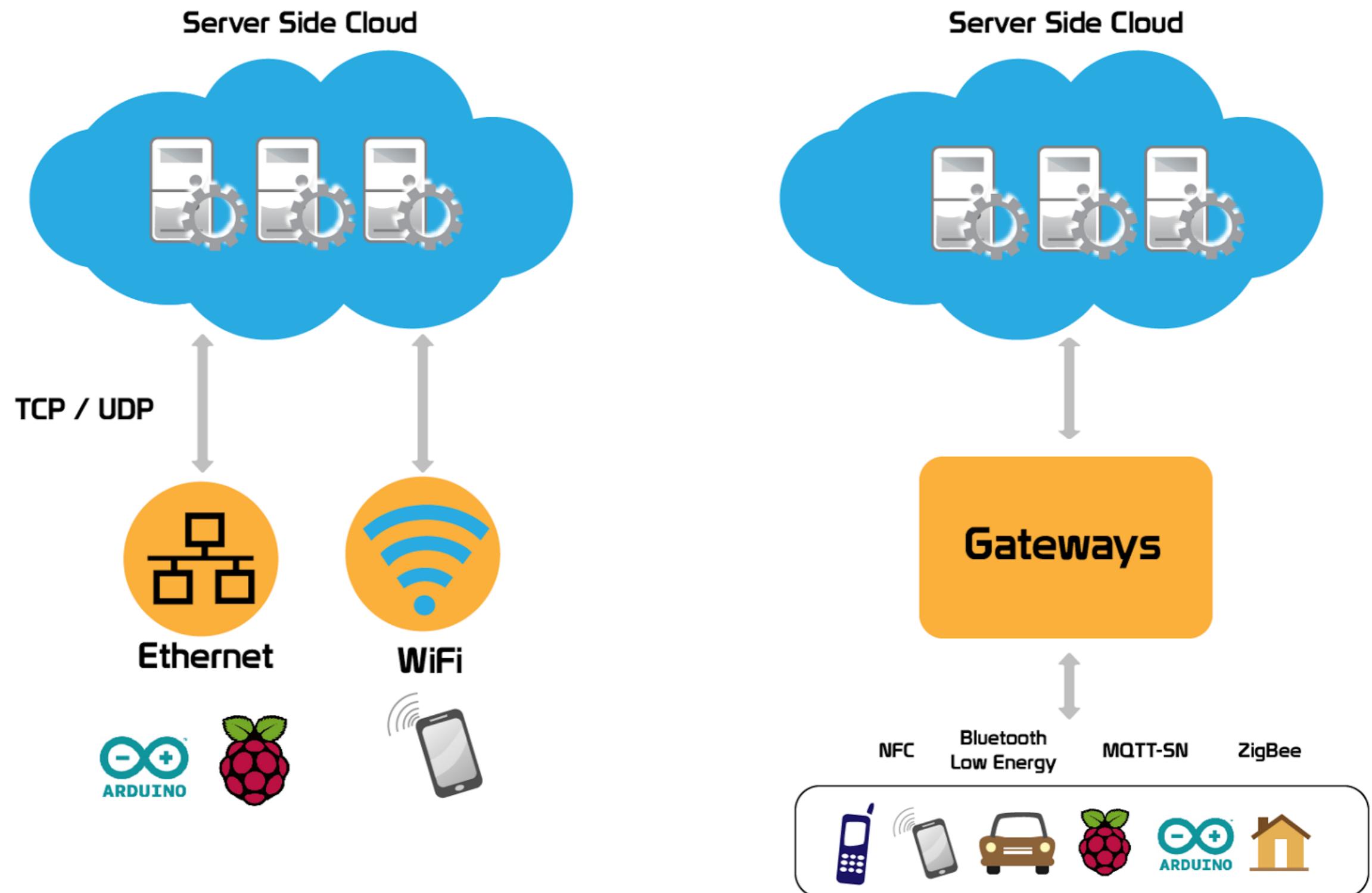


Arduino Yún



Communication

- Direct Ethernet/Wi-Fi/3G – Long range
- Bluetooth Low Energy (BLE) – low range
- RFID/Near Field Communication (NFC) – low range
- Zigbee or other mesh radio networks – medium range



Communication Protocols

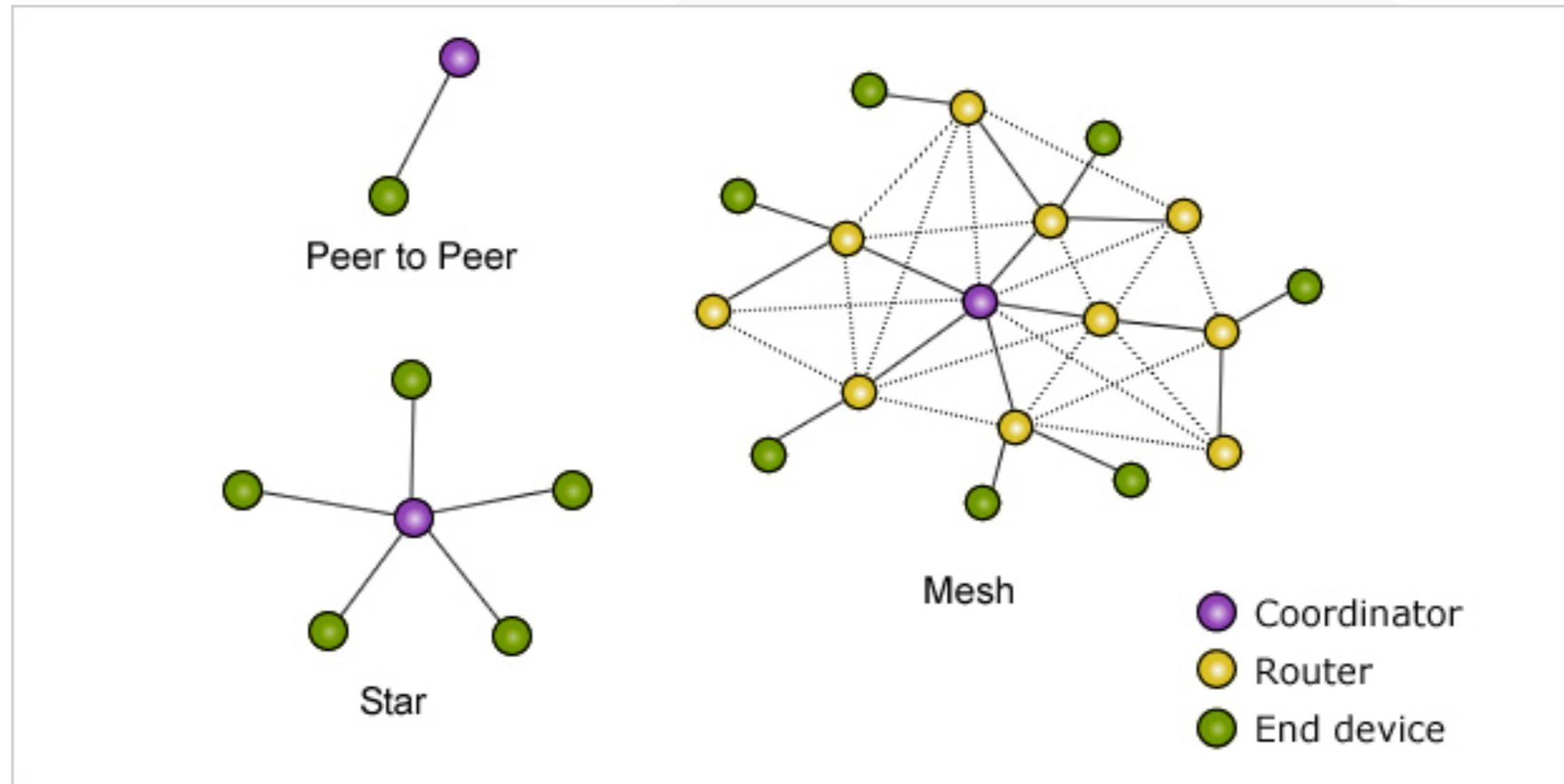
- HTTP
- MQTT (MQ Telemetry Transport)
- CoAP (Constrained Application Protocol)

- M2M/IoT connectivity protocol
- Extremely lightweight pub/sub messaging transport
- Useful for connections with remote locations where a small code footprint is required and/or network bandwidth is at a premium
- Low latency, assured messaging over fragile networks and efficient distribution to one or many receivers.
- Focuses on
 - minimising the amount of bytes flowing over the wire
 - low power usage
- Better at a high volume of low size messages
- Provides a two-way communication channel

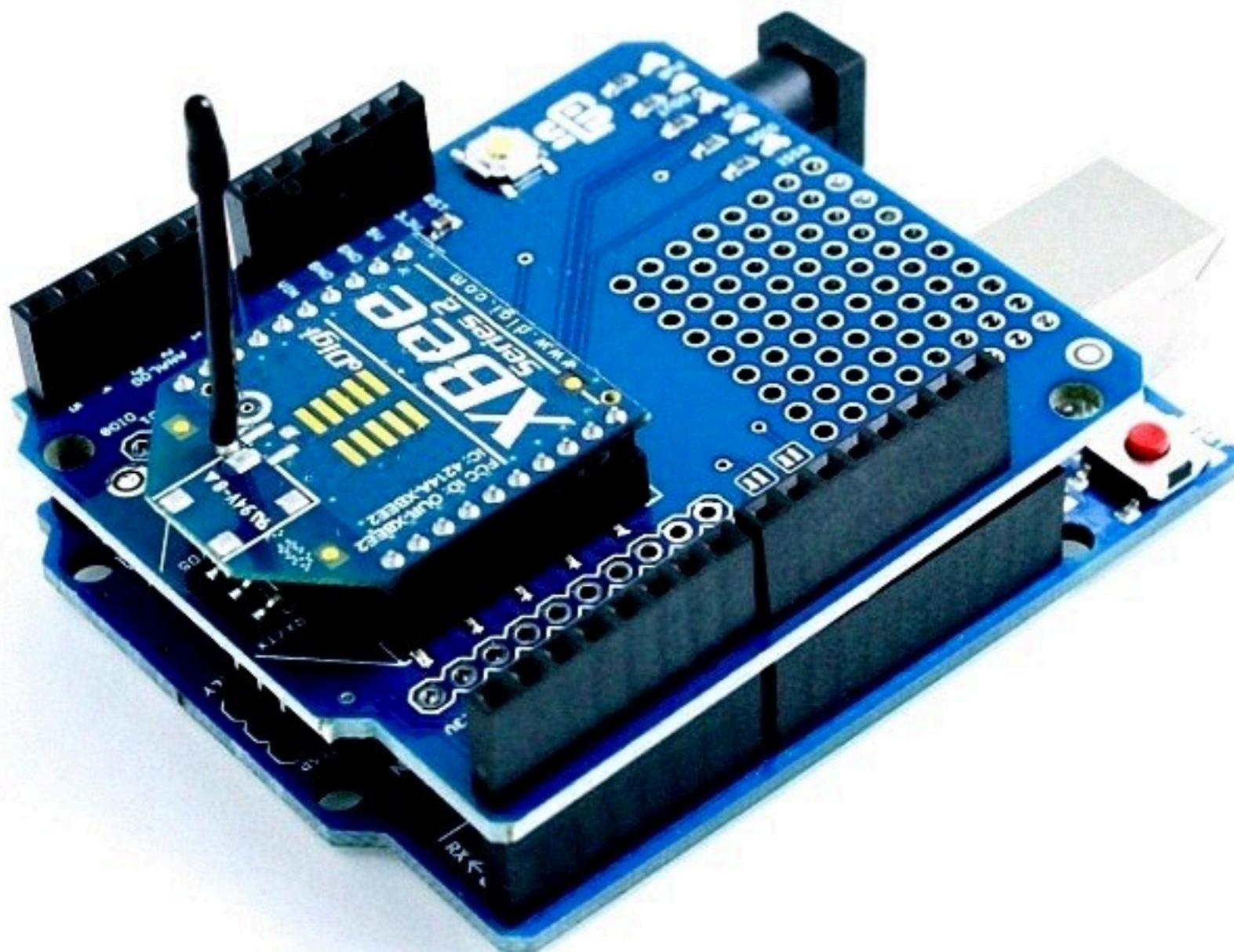
MQTT vs HTTP

		3G		Wifi	
		HTTPS	MQTT	HTTPS	MQTT
receive	msgs / hour	1,708	160,278	3,628	263,314
	% battery / msg	0.01709	0.00010	0.00095	0.00002
	msgs (note losses)	240 / 1024	1024 / 1024	524 / 1024	1024 / 1024
send	msgs / hour	1,926	21,685	5,229	23,184
	% battery / msg	0.00975	0.00082	0.00104	0.00016

Zigbee



XBee Shield



Motes



See: Waspmote

Core Concerns

- Connectivity and communications
- Device Management
- Data collection, analysis, and actuation
- Scalability
- Security

Why do we need a Ref. Architecture?

- IoT devices are inherently connected. We need a way to interact with them.
- There are billions of these devices. We need a scalable architecture that is highly available and allows Disaster recovery
- Management of devices - automatic updates, remote management
- Security is a concern since these devices collect sensitive data
- Provides a starting point for architects looking to create IoT solutions as well as a strong basis for further development

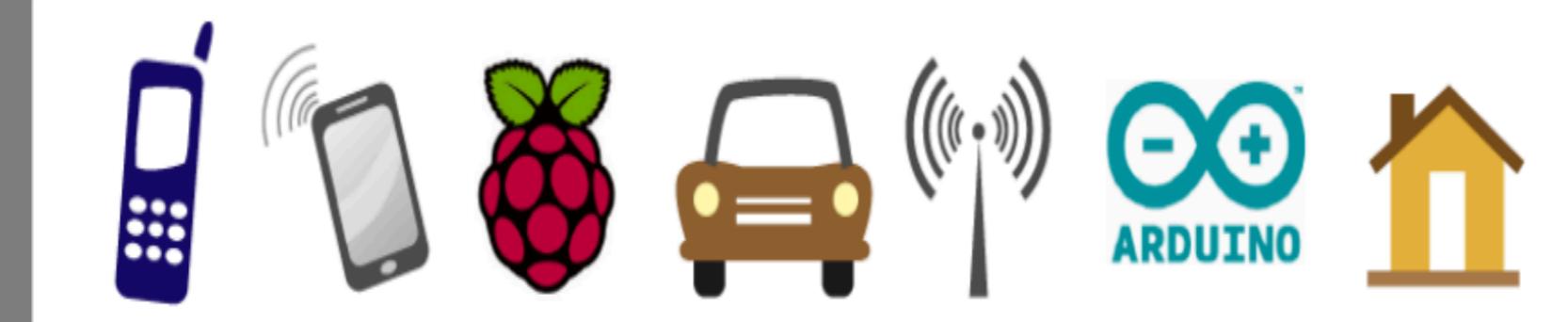
[Web / Portal](#)[Dashboard](#)[API Management](#)

Event Processing and Analytics

Aggregation / Bus Layer
ESB and Message Broker

Communications
MQTT / HTTP

Devices



Device Manager

Identity & Access Management



User Engagement Server

Web / Portal

Dashboard



API Manager



Business Activity Monitor



Complex Event Processing Server

Event Processing and Analytics



Enterprise Service Bus

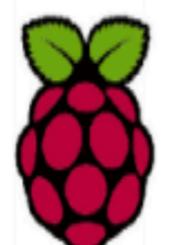


Message Broker

Aggregation / Bus Layer
ESB and Message Broker

Communications
MQTT / HTTP

Devices



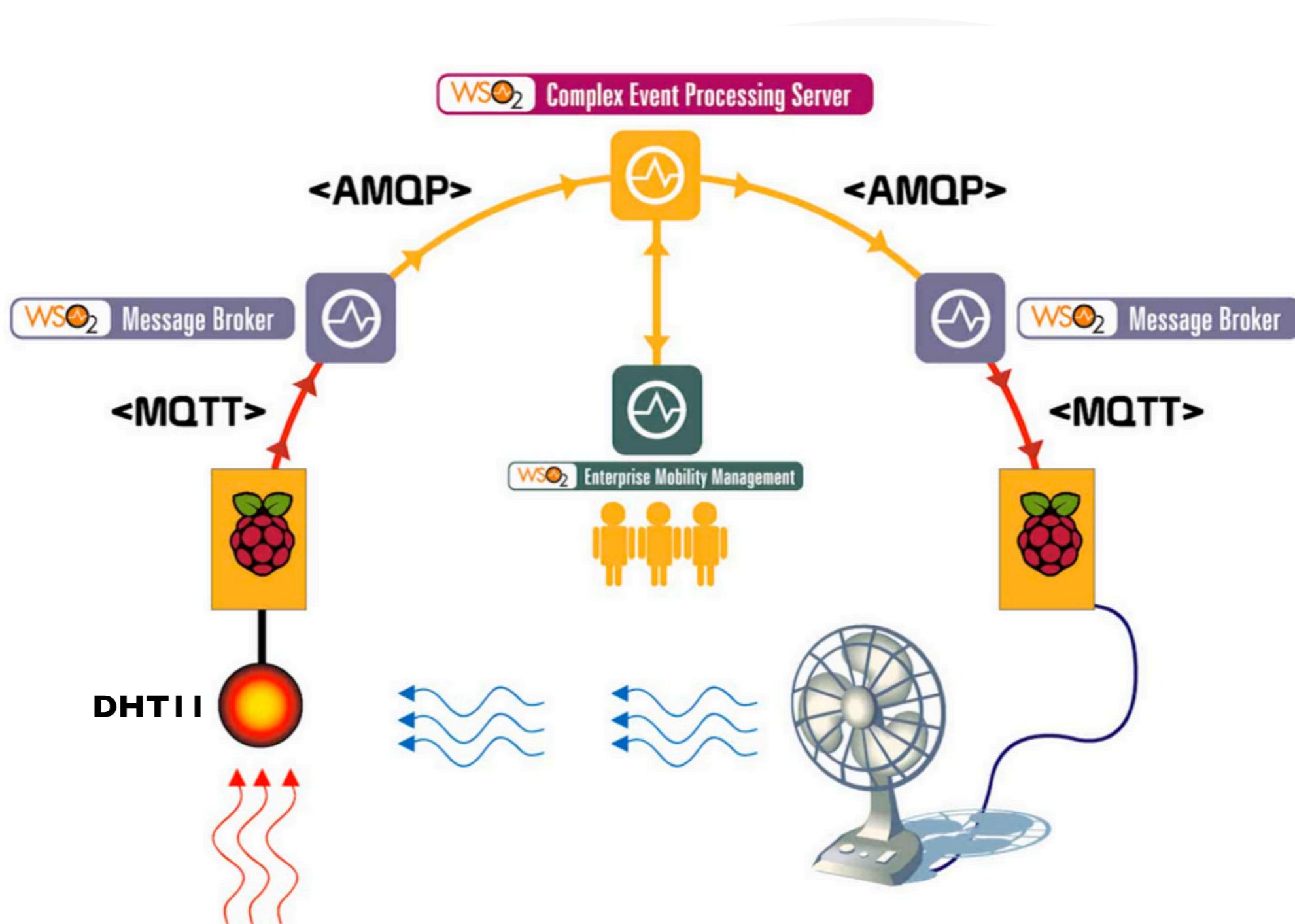
Device Manager

WSO2 Enterprise Mobility Management

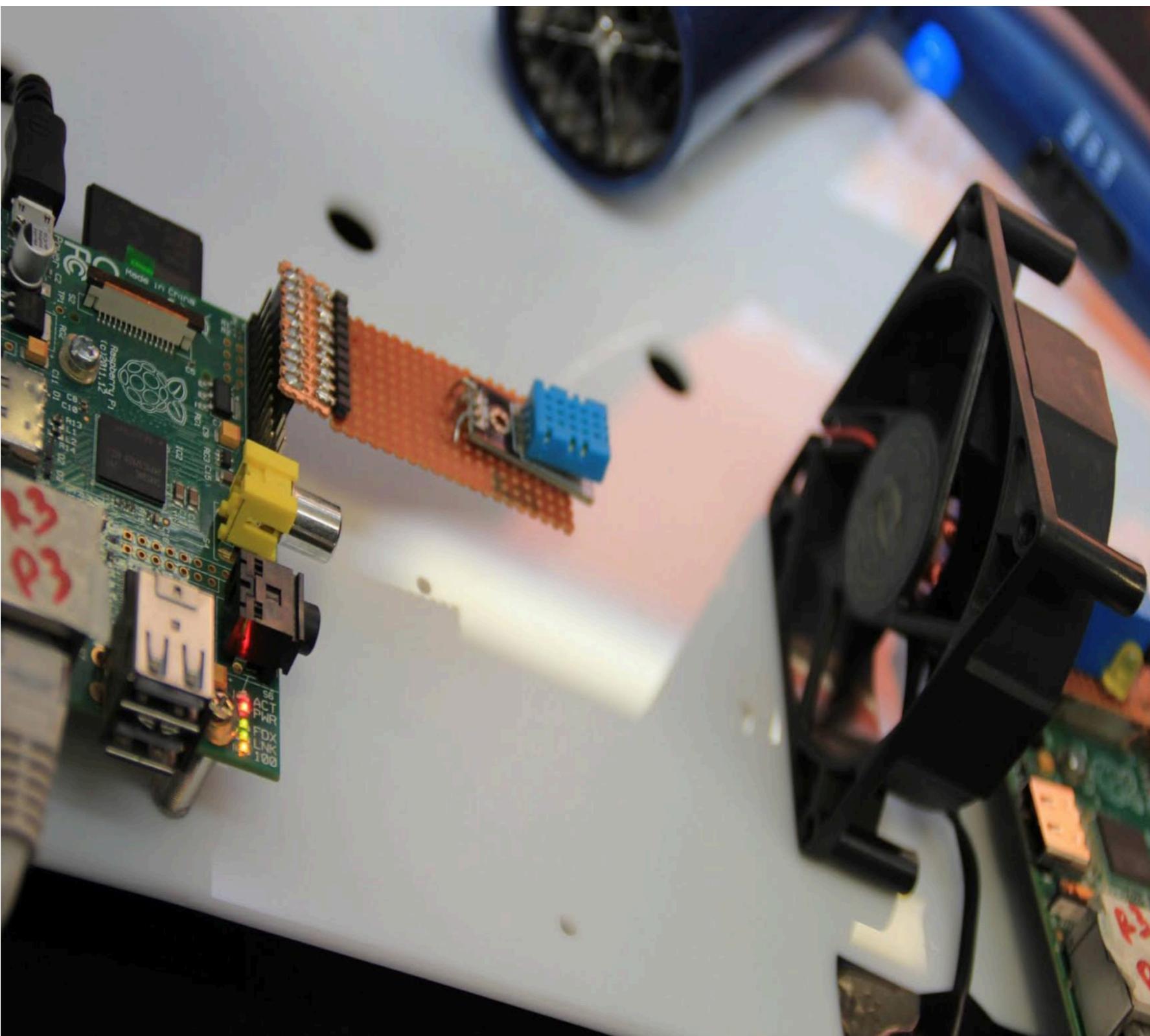
Identity & Access Management

WSO2 Identity Server

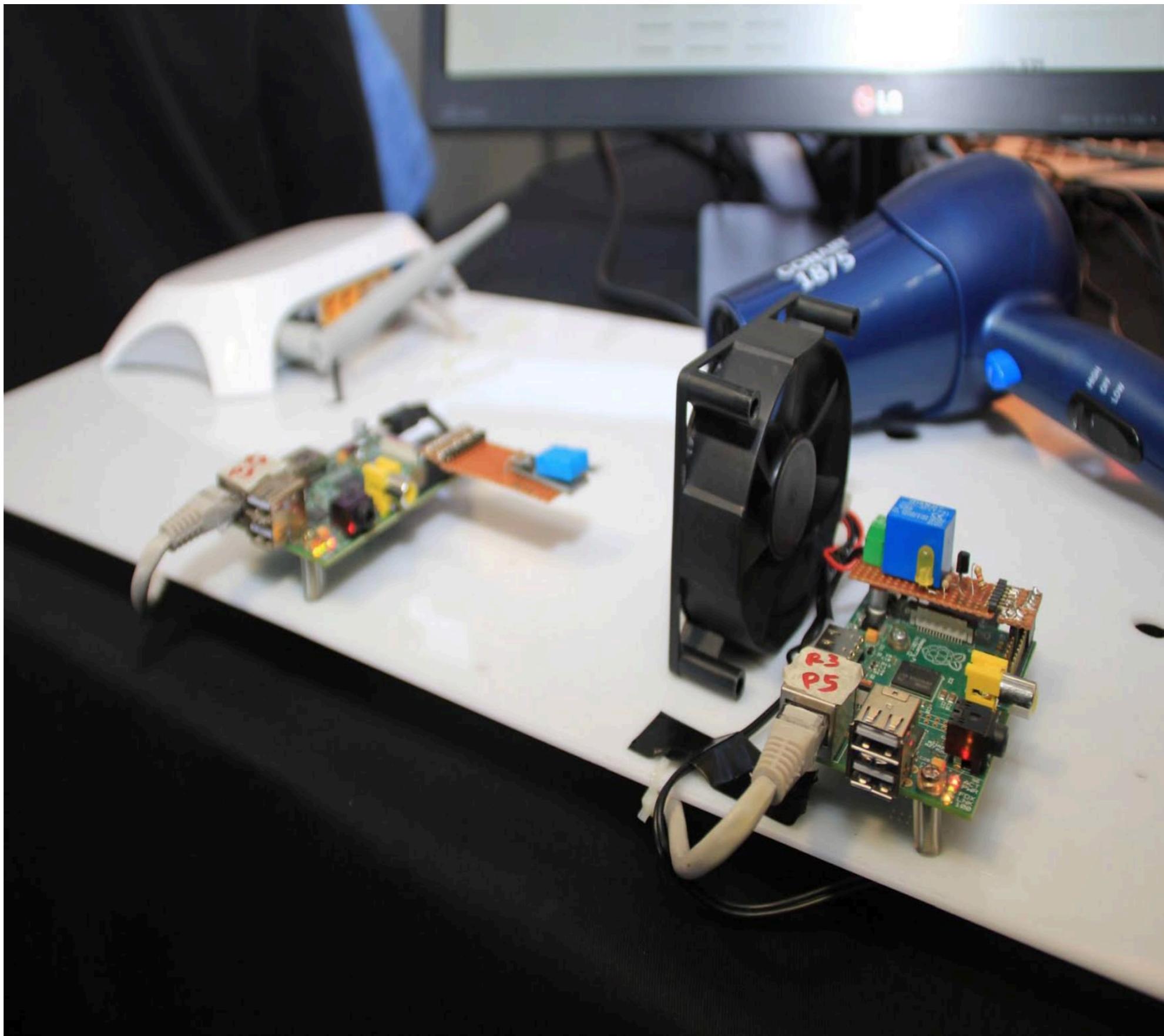
Example Implementation



Example Implementation



Example Implementation



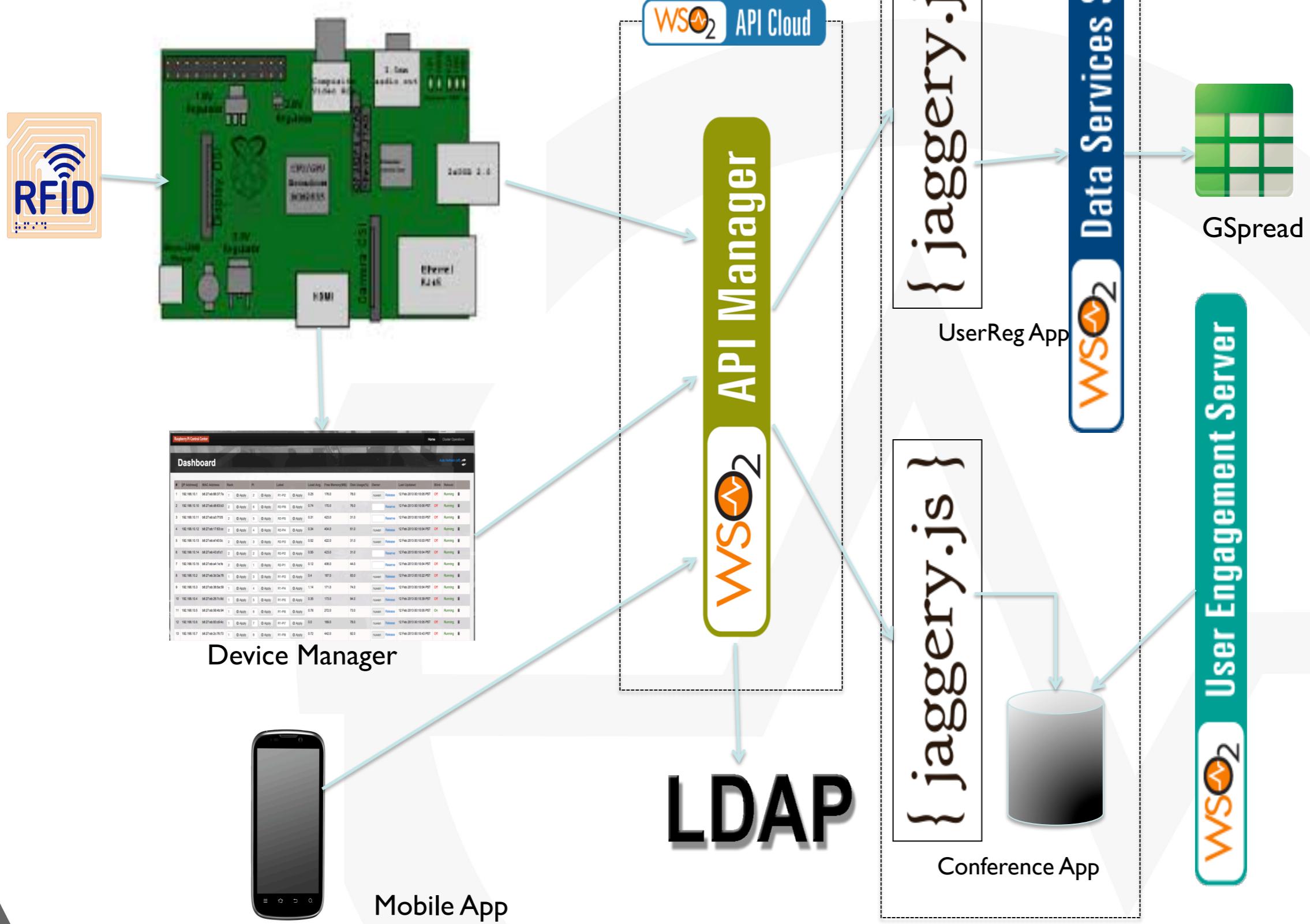


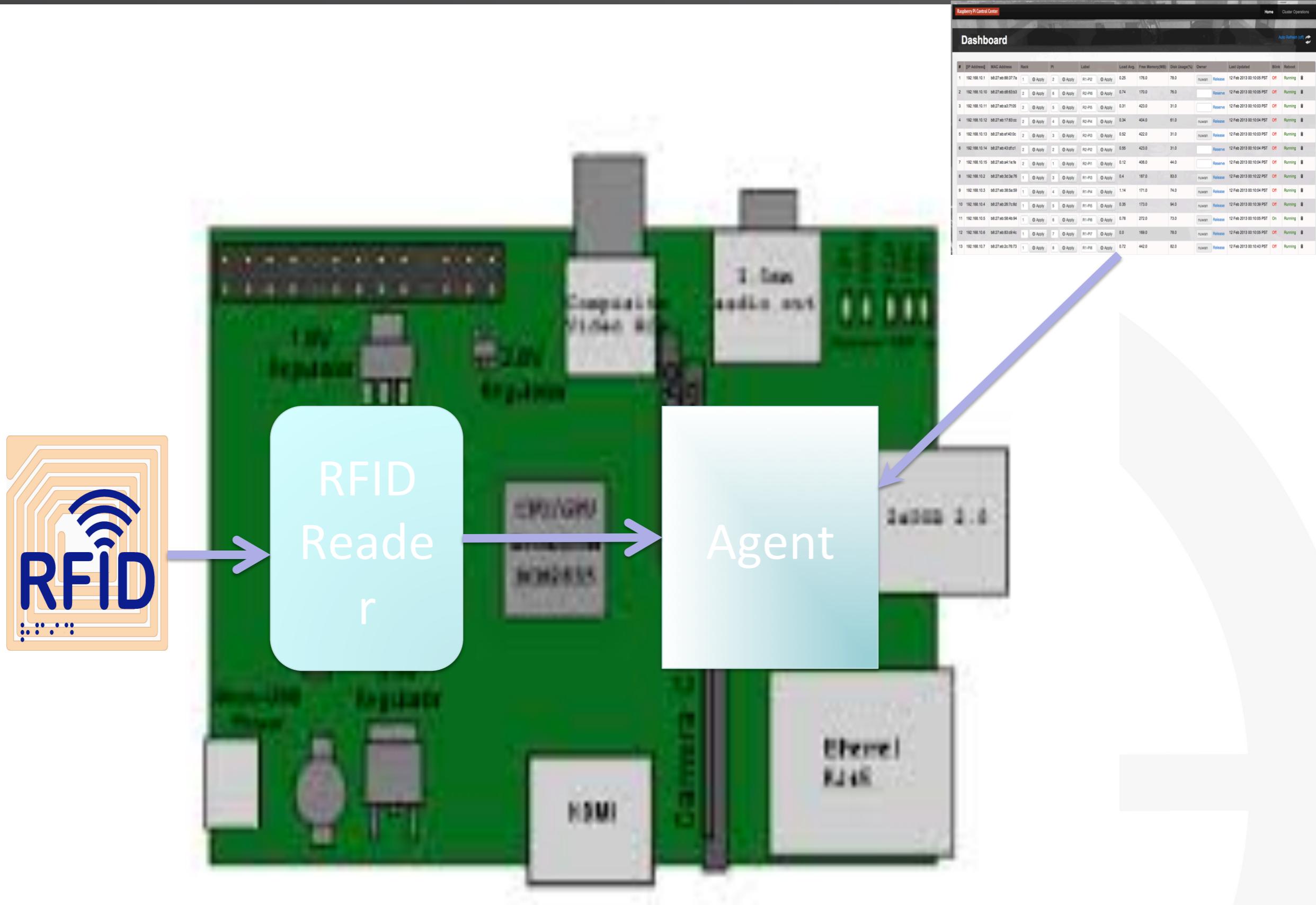


RFID Attendance Tracker

WSO2 App Cloud

WSO2





Summary

- Fundamentals of IoT
- Why a reference architecture is valuable
- The requirements on the RA
- The instantiation of the RA and how it meets those requirements
- A mapping of that RA into the WSO2 platform

References

- A reference architecture for the Internet of Things
<http://wso2.com/whitepapers/a-reference-architecture-for-the-internet-of-things/>
- MQTT
https://www.ibm.com/developerworks/community/blogs/c565c720-fe84-4f63-873f-607d87787327/entry/tc_overview?lang=en

Business Model



North America



Europe



Middle East and Asia-Pacific



South America



Contact us !

