# Internet of Things Programming Week 5 – Data Management

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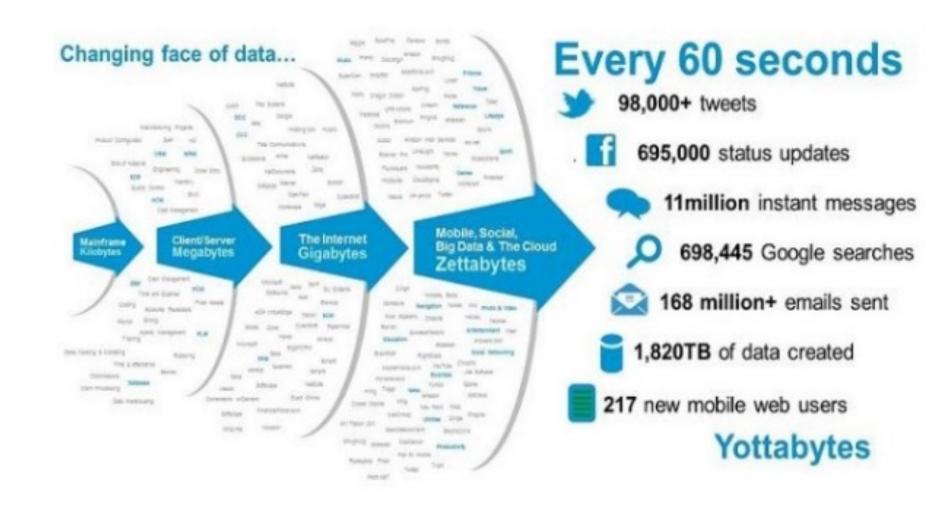
#### Announcements

- Survey Paper Assignment Due date 31/03 @5:00pm.
- Individual Practical Assignment will be available next week.

Questions...?

"From the dawn of civilization to 2003, five exabytes of data were created. The same amount was created in the last two days."

Eric Schmidt (Former Google CEO)



Big Data is made of structured and unstructured information

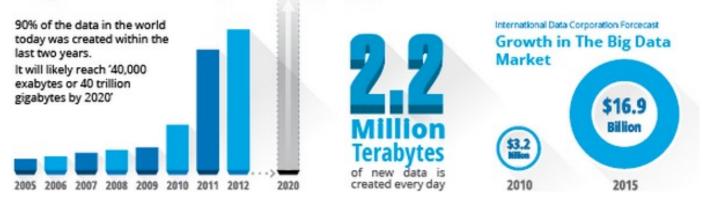
# 10% STRUCTURED

Structured information is the data in data-bases and is about 10% of the story.

#### 90% UNSTRUCTURED

Unstructured information is 90% of Big Data and is 'human information' like emails, videos, tweets, Facebook posts, call-center conversations, closed circuit TV footage, mobile phone calls, website clicks.

#### Big Data Is Only Getting Bigger



#### **Activities**

Conversation

Manufacturing

**Smart Cars** 

Sensors

Social Media

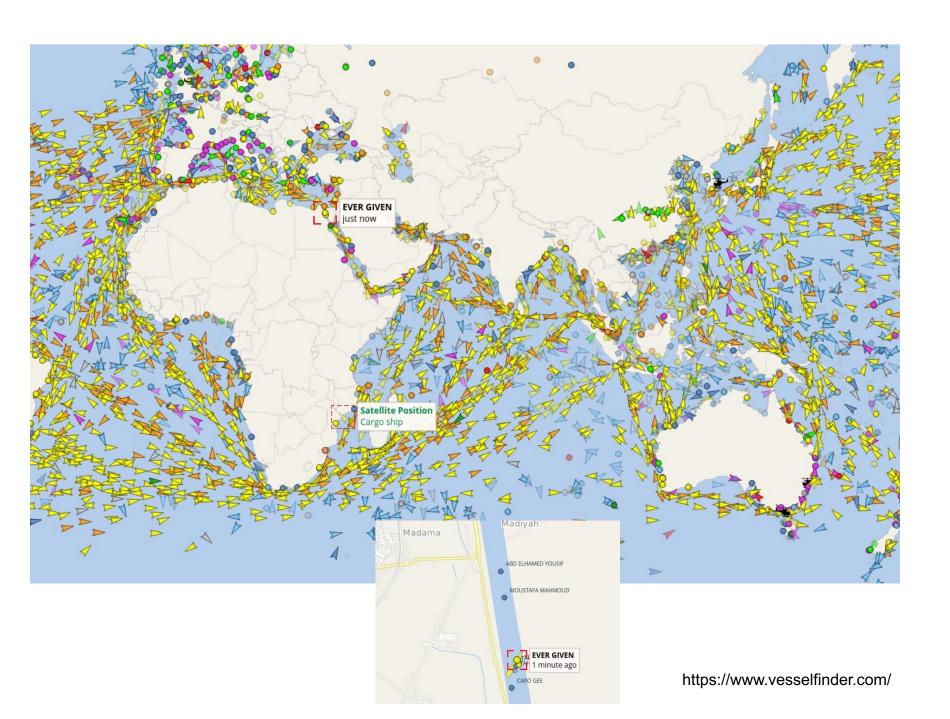
Military

Videos

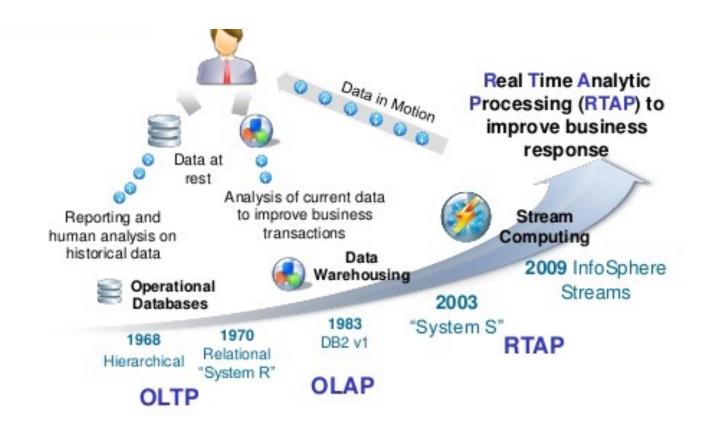
Monitoring

**Internet of Things** 

**Photos** 







OLTP: Online Transaction Processing (DBMSs)

**OLAP: Online Analytical Processing (Data Warehousing)** 

RTAP: Real-Time Analytics Processing (Big Data Architecture & technology)

## The Model Has Changed...

The Model of Generating/Consuming Data has Changed

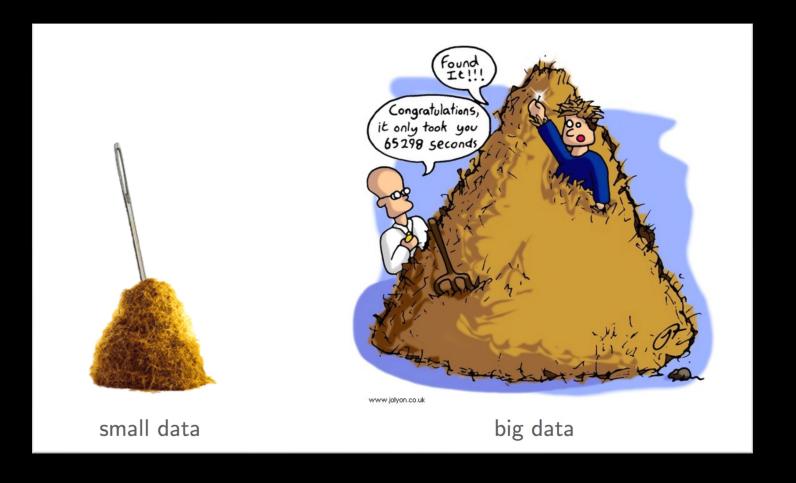
Old Model: Few companies are generating data, all others are consuming data



New Model: all of us are generating data, and all of us are consuming data



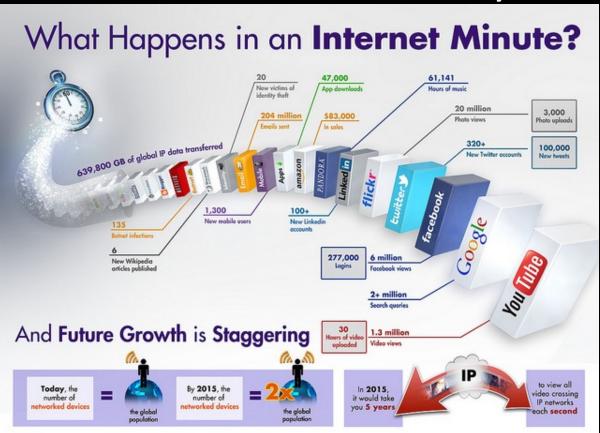
# Turning Big Data into Value



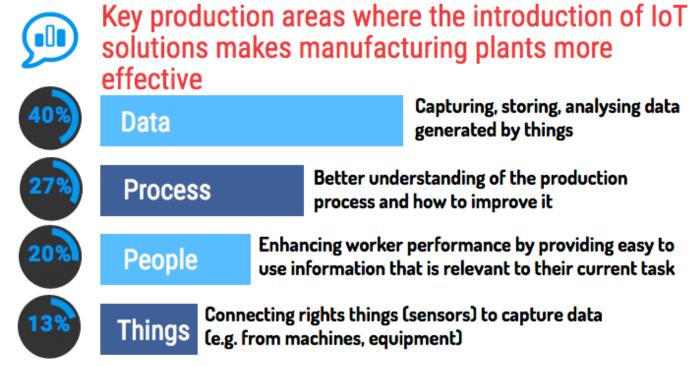
# "Not everything that can be counted counts, and not everything that counts can be counted."

— William Bruce Cameron (1963), Informal Sociology: a casual introduction to sociological thinking

# 0.5% of All Data is Analysed





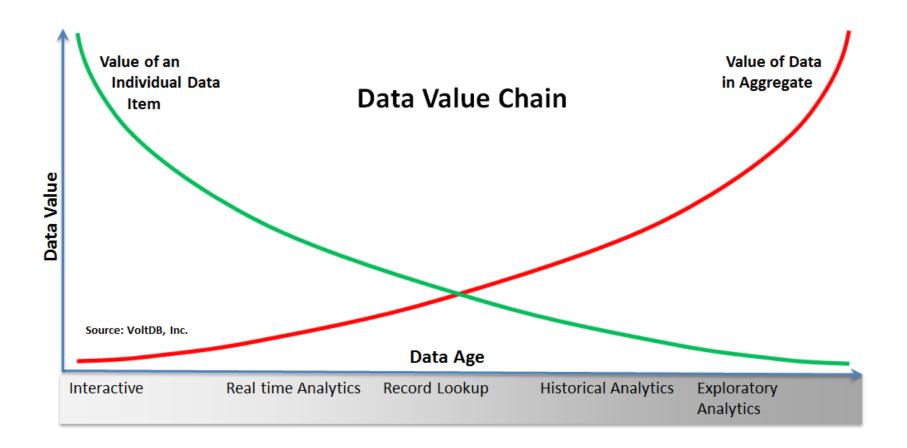


CISCO, 2016,

http://www.cisco.com/c/dam/en\_us/solutions/trends/iot/docs/iot-data-analytics-white-paper.PDF (2016)

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#### IoT Data



#### Data Management in IoT... Why do we need it?

# IoT data can be in structured, semi-structured or unstructured formats.

#### Structured data:

• is represented using some model or schema, can associated with a database, is represented as tabular representation (like a spreadsheet), can be easily formatted, queried, and processed to use in decision-making.

#### Unstructured data:

Does not follow a model or schema, mostly exists in raw form.

#### Semi-structured data:

Hybrid of structured and unstructured data and share the characters of both.

# Data Management in IoT... Why do we need it?

For IoT to handle a high volume of data, the following operations need to be performed:

- Handle heterogeneous data,
- Prepare data for the analysis,
- Aggregate, integrate, and keep track of data origin,
- Preserve integrity and privacy of the data,
- Choose a storage that can balance between performance, reliability, flexibility, and cost.

Also considering that the high volume of IoT data is processed at a high rate. The processing of the data should occur closer to the event environment to avoid delay and loss of data.

Mahanthappa, S., Chandavarkar, B.R. (2021). Data Formats and Its Research Challenges in IoT: A Survey. In: Suma, V., Bouhmala, N., Wang, H. (eds) Evolutionary Computing and Mobile Sustainable Networks. Lecture Notes on Data Engineering and Communications Technologies, vol 53. Springer, Singapore. https://doi.org/10.1007/978-981-15-5258-8 47

#### Data Management in IoT... Why do we need it?

#### Most IoT data exists in semi-structured or unstructured formats.

Therefore, we need a data management system to connect to all of the interconnected sensors/devices and adhere to the various protocols so the data from those systems can be efficiently recorded, stored, transmitted, and analysed.

#### IoT Data Formats

Major data formats generated by IoT sensors and applications

- Raw Data (Text, Binary) simple and less detailed
- XML Specialised encoding more details (device
- JSON status, meta data, captured data)
- Others...

#### **XML**

- XML stands for eXtensible Markup Language
- XML is a markup language much like HTML
- XML was designed to store and transport data
- XML was designed to be self-descriptive
- XML is a W3C\* Recommendation

#### **JSON**

- JavaScript Object Notation (JSON)
- Open-standard file format that uses human-readable text to transmit data
- JSON is a language-independent data format

```
"firstName": "John",
"lastName": "Smith",
"isAlive": true,
"age": 27,
"address": {
 "streetAddress": "21 2nd Street",
 "city": "New York",
 "state": "NY",
  "postalCode": "10021-3100"
"phoneNumbers": [
    "type": "home",
    "number": "212 555-1234"
 },
   "type": "office",
    "number": "646 555-4567"
    "type": "mobile",
    "number": "123 456-7890"
"children": [],
"spouse": null
```

### JSON vs. XML

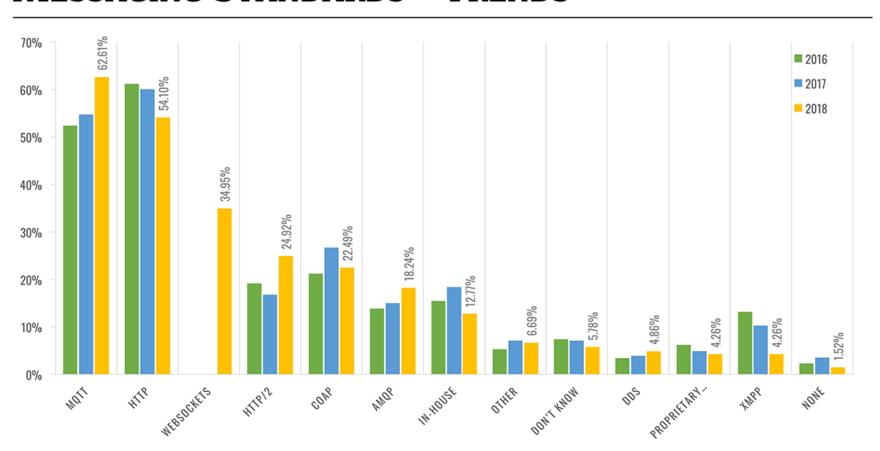
- Both JSON and XML are "self describing" (human readable)
- Both JSON and XML are hierarchical (values within values)
- Both JSON and XML can be parsed and used by lots of programming languages
- XML is much more difficult to parse than JSON.

```
"widget": {
  "debug": "on",
  "window": {
      "title": "Sample Konfabulator Widget",
      "name": "main window",
      "width": 500,
      "height": 500
  "image": {
      "src": "Images/Sun.png",
      "name": "sun1",
      "hOffset": 250,
      "vOffset": 250,
      "alignment": "center"
  "text": {
      "data": "Click Here",
      "size": 36,
      "style": "bold",
      "name": "text1",
      "hOffset": 250.
      "vOffset": 100,
      "alignment": "center",
      "onMouseUp": "sun1.opacity = (sun1.opacity / 100) * 90;"
```

```
<widget>
    <debug>on</debug>
   <window title="Sample Konfabulator Widget">
        <name>main window</name>
        <width>500</width>
        <height>500</height>
   </window>
   <image src="Images/Sun.png" name="sun1">
        <hOffset>250</hOffset>
        <vOffset>250</vOffset>
        <alignment>center</alignment>
   <text data="Click Here" size="36" style="bold">
        <name>text1</name>
        <hOffset>250</hOffset>
        <vOffset>100</vOffset>
        <alignment>center</alignment>
        <onMouseUp>
            sun1.opacity = (sun1.opacity / 100) * 90;
        </onMouseUp>
   </text>
</widget>
```

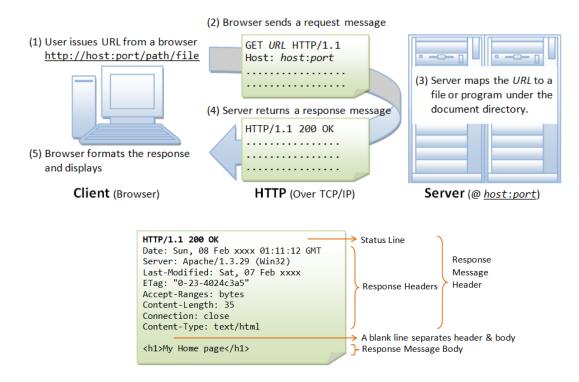
#### IoT Transferring Data

#### **Messaging Standards - Trends**



#### HTTP

- Hypertext Transfer Protocol (HTTP)
- HTTP works as a request-response protocol between a client and server.
- HTTP messages are composed of textual information encoded in ASCII, and span over multiple lines



#### Websockets

- A computer communications protocol, providing full-duplex communication channels over a single TCP connection.
- The WebSocket protocol was standardized by the IETF as RFC 6455 in 2011
- WebSockets provide a persistent connection between a client and server that both parties can use to start sending data at any time.

#### CoAP

- Sensors Network Nodes are usually constrained platforms (low energy, minimise network traffic use, etc.)
- Constrained Application Protocol (CoAP) is a specialised Internet Application Protocol for constrained devices
- CoAP is designed to easily translate to HTTP for simplified integration with the web
- Low overhead protocol designed for environments like low-end microcontroller boards
- Client/Server connection

### MQTT

- Message queuing telemetry protocol
- Initially developed by IBM and Eurotech
- A lightweight message queuing and transport protocol
- Low overhead (2 bytes)
- Run on TCP
- Publish Subscribe Model
- Machine to Machine communication
- Ideal for Internet of Things

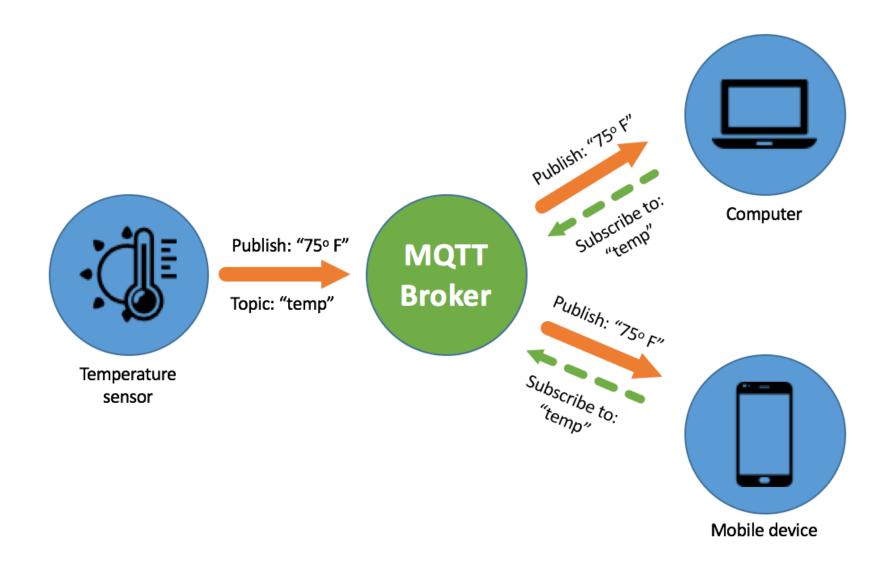
# Publish Subscribe pattern

The sender of the messages (publisher) does not program the message to be sent directly to specific receiver (subscriber)

The sender publish the message in a topic without knowing which subscribers, if any, there may be.

The receiver subscribes to a specific topic

- Publisher defines the topic
- Loose coupling
- Scalable



# MQTT Topic

Topics are represented with strings separated by slashes

Home/Bedroom\_1/Light\_1

Home/Bedroom\_1/Light\_2

Home/Bedroom\_2/Light\_1

Home/Bedroom\_3/Light\_1

#### **MQTT** brokers

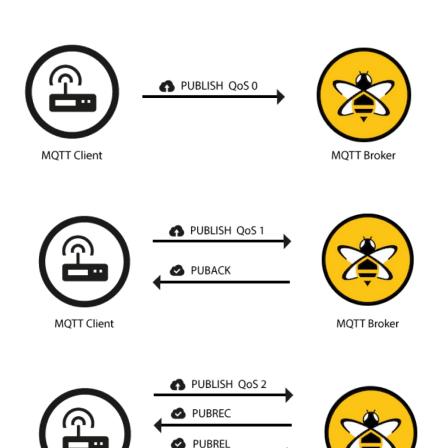


# **L**RabbitMQ



#### Quality of Service

- A sender and receiver agrees on QoS level
- There are 3 QoS Levels
  - QoS0 : At most once
    - Sender sends the message and doesn't wait for acknowledge
  - QoS1: At least once
    - Sender sends the message and waits for the acknowledge
  - Qos2: Exactly once
    - Sender sends the message and waits for the double acknowledge



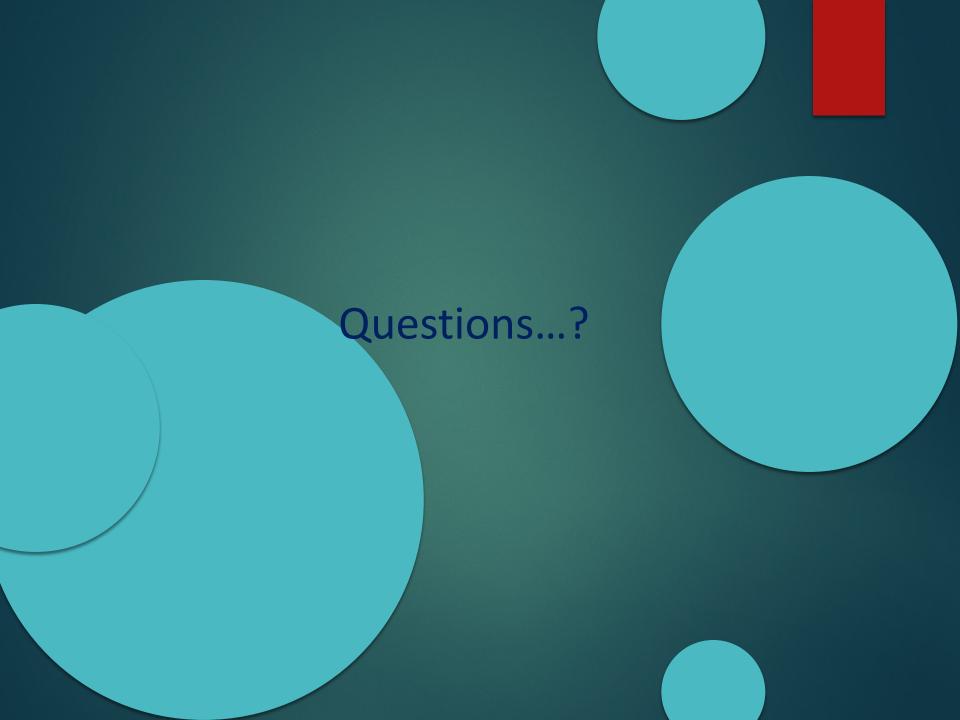
PUBCOMP

MOTT Broker

MQTT Client

### CoAP vs MQTT

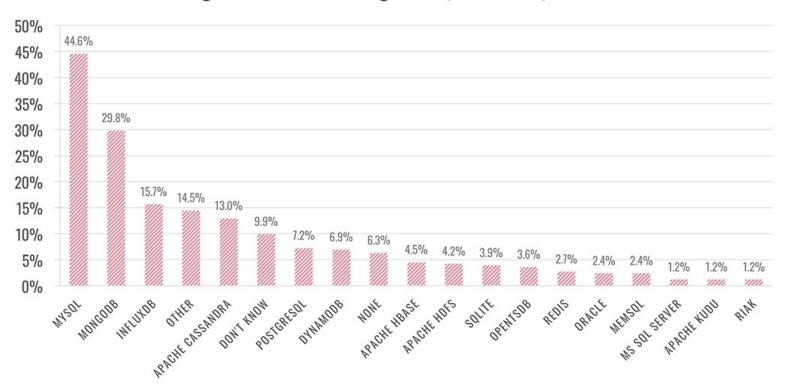
- MQTT and CoAP are both useful as IoT protocols
- MQTT is a many-to-many communication protocol for passing messages between multiple clients through a central broker.
- CoAP is, primarily, a one-to-one protocol for transferring state information between client and server.
- MQTT provides no support for labelling messages with types or other metadata to help clients understand it. Clients must know the message formats up-front.



#### **IoT Storing Data**

#### **IOT DATABASES**

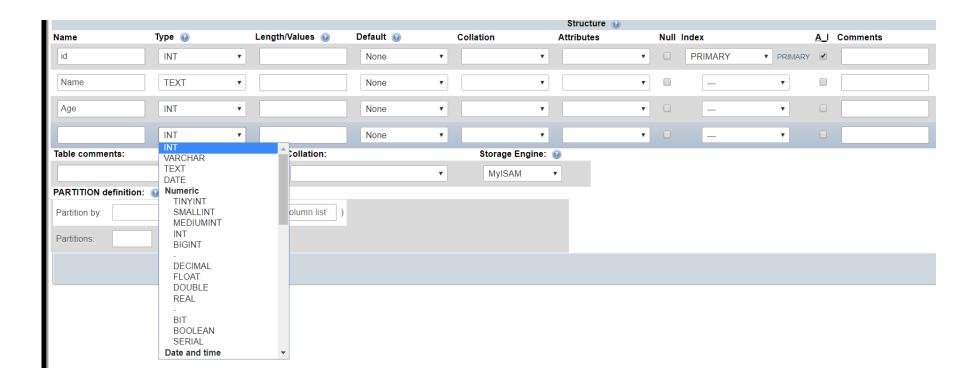
#### Which of the following database technologies do you use in your loT solution?



# SQL

- Structured Query Language
- We have Schema
- Data distributed across multiple tables
- Horizontal scaling is difficult
- Vertical scaling is possible
- SQL databases are good fit for the complex query
- SQL databases are primarily called as Relational Databases (RDBMS)
- SQL database examples: MySql, Oracle, Sqlite, Postgres and MariaDB
- Allows you to write queries

### **Table Structure**



#### Table Structure

#### test.sql

```
## Creating DB

CREATE DATABASE IF NOT EXISTS IOT_Programming;
USE IOT_Programming;

## Creating Tables

CREATE TABLE IF NOT EXISTS IOT_Programming.NameList (
   id int NOT NULL AUTO_INCREMENT,
   name varchar(%) NOT NULL,
   age int NOT NULL,
   PRIMARY KEY (id)
);
```

```
mysql> source test.sql
Query OK, 1 row affected (0.01 sec)
Database changed
Query OK, 0 rows affected (0.03 sec)
```

## SQL Syntax

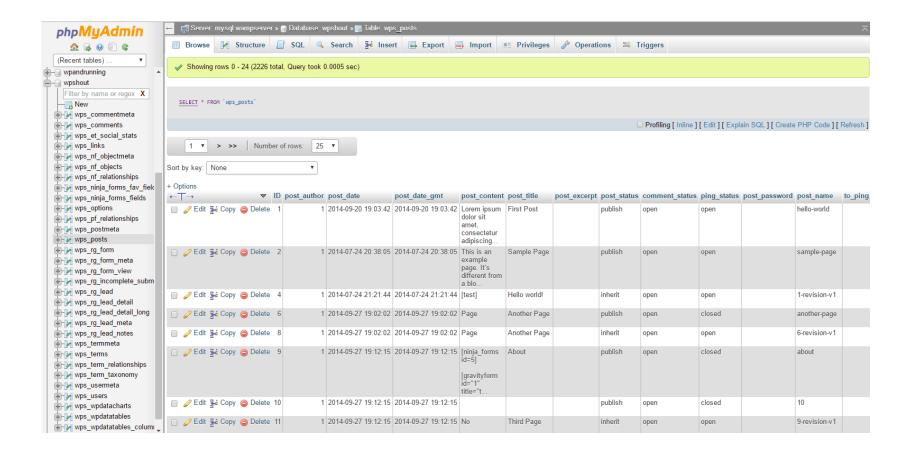
# MariaDB (MySQL fork)

- Data uses schema
- Open source
- Free
- Used by Google, Facebook, Twitter, YouTube (MySQL)
- MariaDB 10.1 is now the default mysal server in Debian 9 "Stretch"
- Raspberry Pi OS is based on Debian
- Installation on Raspberry Pi
  - sudo apt-get install mariadb-server

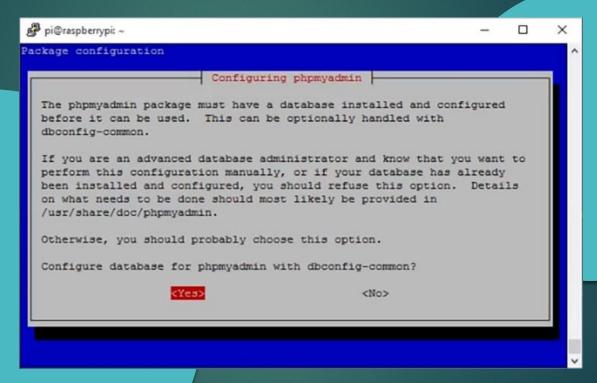
# Week 6 Tutorial

- Installing MariaDB
- Granting privileges
- Create database with a table
- Write python script to read data from serial bus
- And store it in the database

## phpMyAdmin



- ▶ sudo mysql -u root -p
- GRANT ALL PRIVILEGES ON mydb.\* TO pi@localhost IDENTIFIED BY raspberry;
- sudo apt-get install phpmyadmin



- sudo nano /etc/apache2/apache2.conf
- Add "Include /etc/phpmyadmin/apache.conf"

# MongoDB

- Most popular NoSQL database
- Humongous (built to store lots of data)
- No schema
- No / few relations

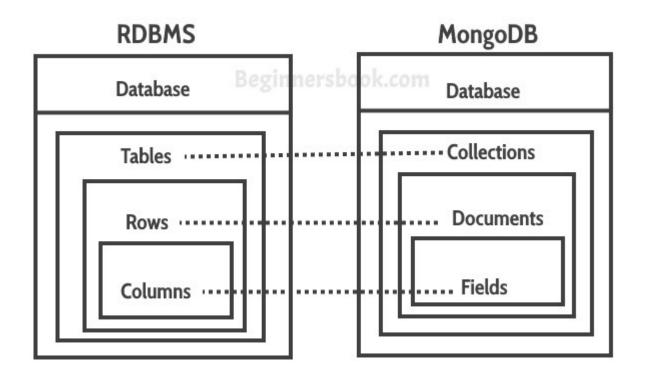
```
db.createUser({
  user : '<userName>',
  pwd : '<password>',
      roles : [ { role : '<roleName>', db : '<dbName>' } |
  '<roleName>', ...]
})
```

# NoSQL

- Schema-less
- SQL databases are table based databases whereas NoSQL databases are document based, key-value pairs, graph databases or wide-column stores.
- No / few relations
- Data is typically merged
- Both horizontal and vertical scaling is possible
- Great performance for read/write requests
- MongoDB, BigTable, Redis, RavenDb, Cassandra, Hbase, Neo4j and CouchDb

### SQL vs NoSQL

- Depends on kind of application and data
- Flexibility and predictable layout
- Relations are changing



#### Relational Database

Student_Id	Student_Name	Age	College
1001	Chaitanya	30	Beginnersbook
1002	Steve	29	Beginnersbook
1003	Negan	28	Beginnersbook

```
MongoDB
"_id": ObjectId("....."),
"Student_Id": 1001,
"Student_Name": "Chaitanya",
"Age": 30,
"College": "Beginnersbook"
"_id": ObjectId("....."),
"Student_Id": 1002,
"Student_Name": "Steve",
"Age": 29,
"College": "Beginnersbook"
"_id": ObjectId("....."),
"Student_Id": 1003,
"Student_Name": "Negan",
"Age": 28,
"College": "Beginnersbook"
```

Questions...?