

IoT: Client Devices

Services

Common Types

Data Aggregation

Data transmitted from remote devices, data collected for later review

Device Control & Management

Controlling local devices, direct from Apps or via remote services, or both

Reporting & Administrative

Not usually standalone; almost always accompanies control or aggregate

Technologies

Web Technologies

Accessing services via browsers, using HTTP/HTTPS for data transfer

Apps

Most all consumer IoT devices have accompanying apps

Device Integration

Devices pass data to services, receive commands from services

Hosting

Cloud

Very common, especially in early startup phase

Private

Pure private is uncommon today, though companies will lease/colocate

Private clouds, colocated server farms, depends on company

Hybrid

Most common for mature companies today; public bursting, private baseline

Architectures

Multiple Endpoints

Possible endpoints: devices, apps, browsers

Multiple access patterns

Unidirectional, bidirectional; depends on the device

High Availability

Services must be available, no downtime acceptable