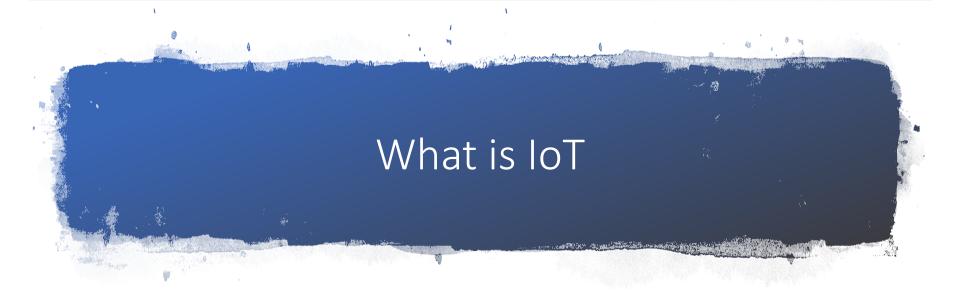
Internet-of-Things (IoT)

Introduction



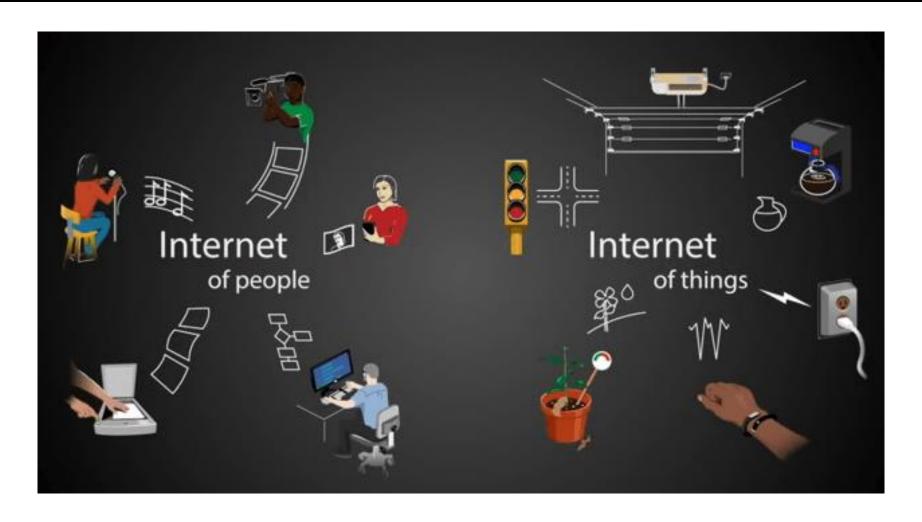
- Internet of things (IoT) is the network of physical devices, vehicles, home appliances, and other items embedded with <u>electronics</u>, <u>software</u>, <u>sensors</u>, <u>actuators</u>, and <u>connectivity</u> which enables these things to connect, <u>collect</u> and exchange <u>data</u>¹.
- IoT refer to the connection of devices to the Internet.

Internet of People (IOP)

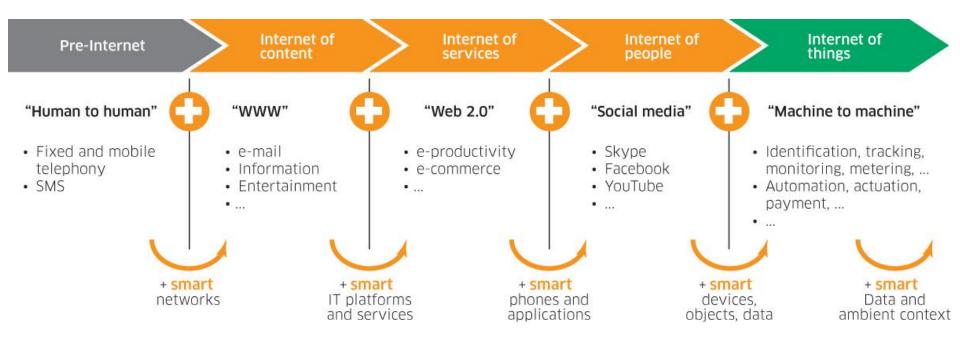
- People are connected with the Internet.
- Internet is everywhere in the World.
- It is the primary connection between people.



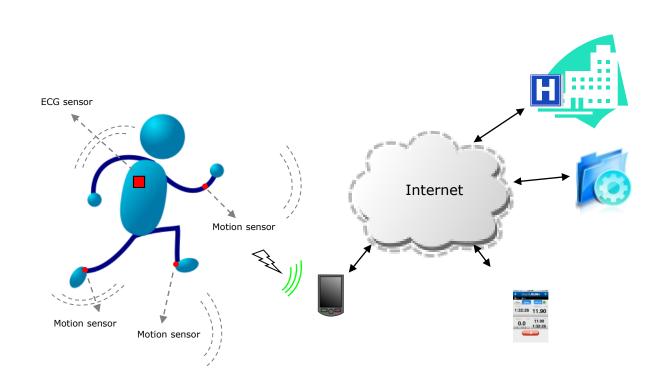
IOP IOT



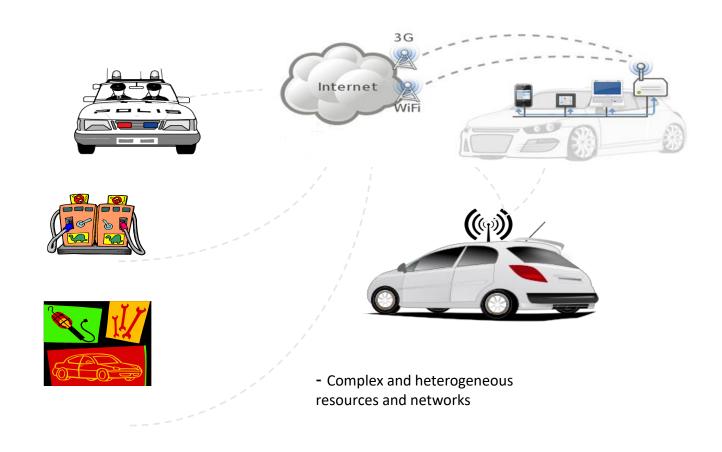
Internet-of-Things Evolution



People Connecting with Things

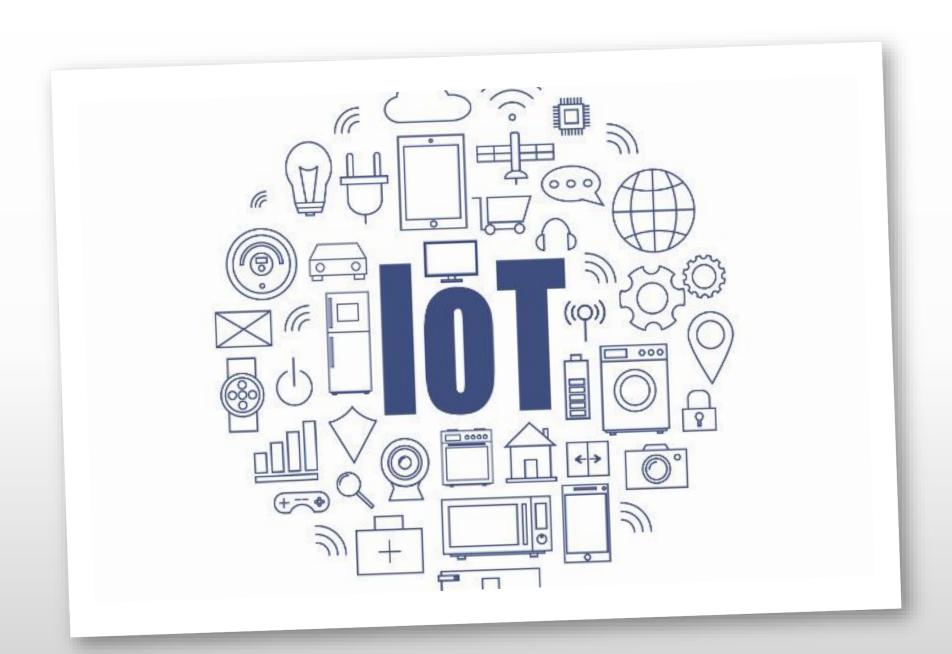


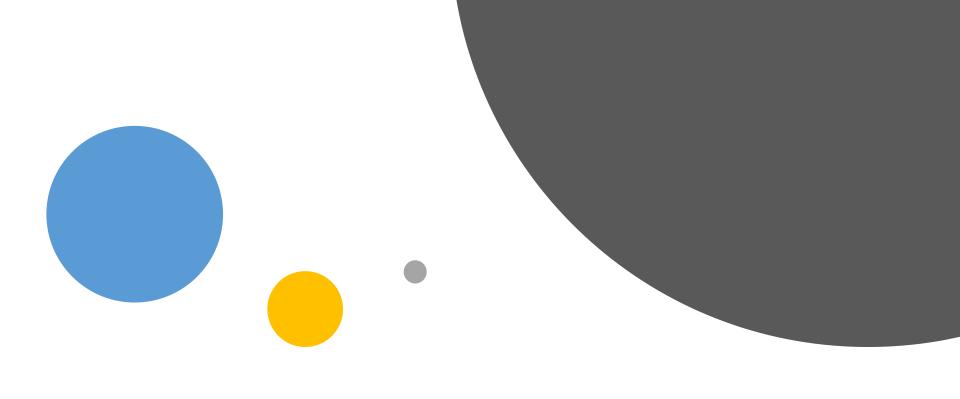
Things Connecting with Things



Where is IOT?

IOT is everywhere!



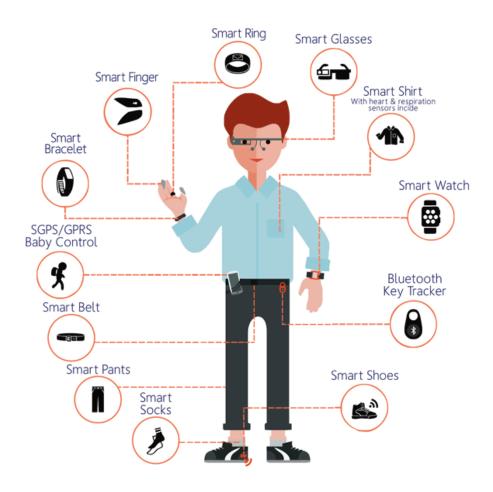


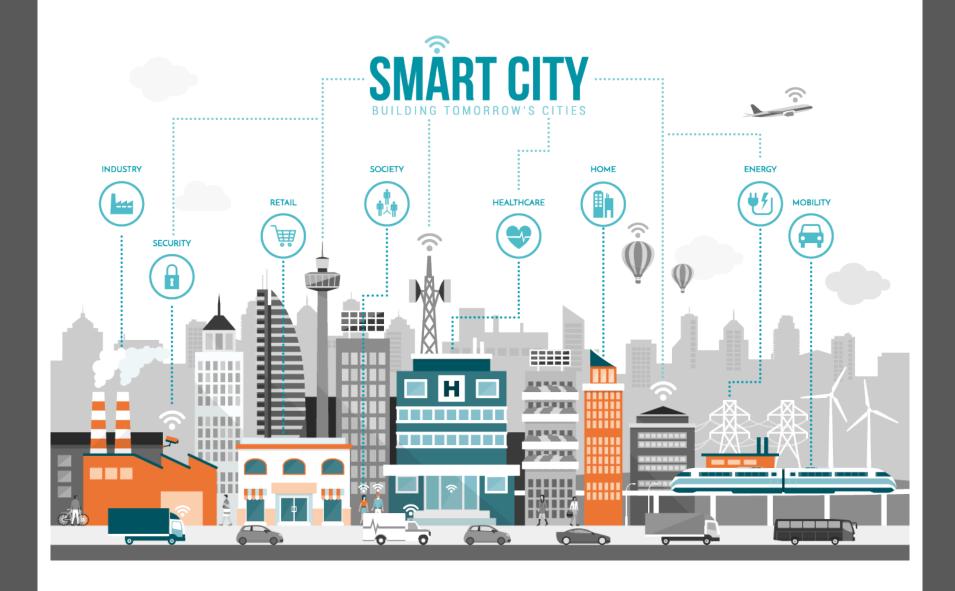
Applications

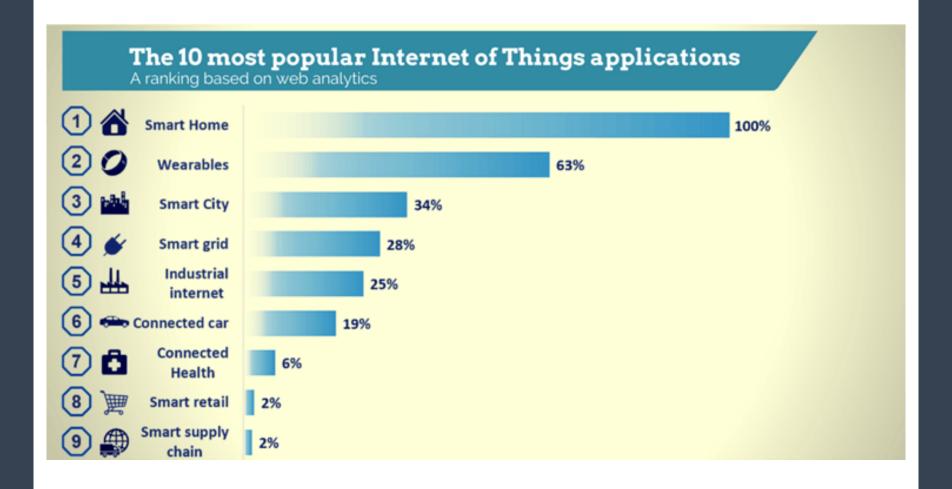
Smart Homes



Wearable







Augment Existing Things

















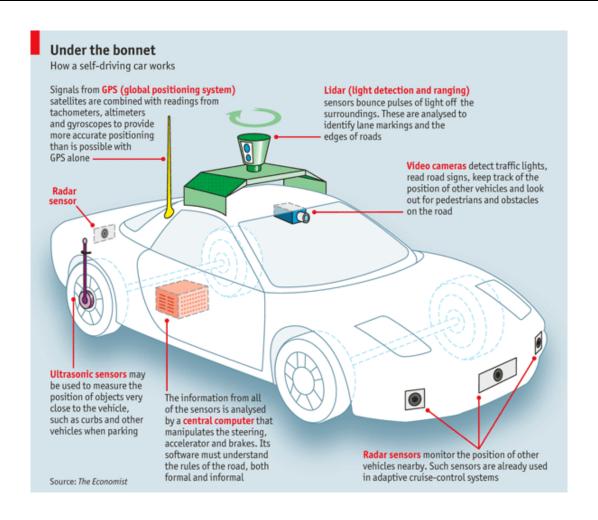




Augmenting Life With New Things

- Smart City
- Smart Car
- Smart Me (healthcare, fitness, wellness)

Example: Connected Roadways





The Connected Factory in Action

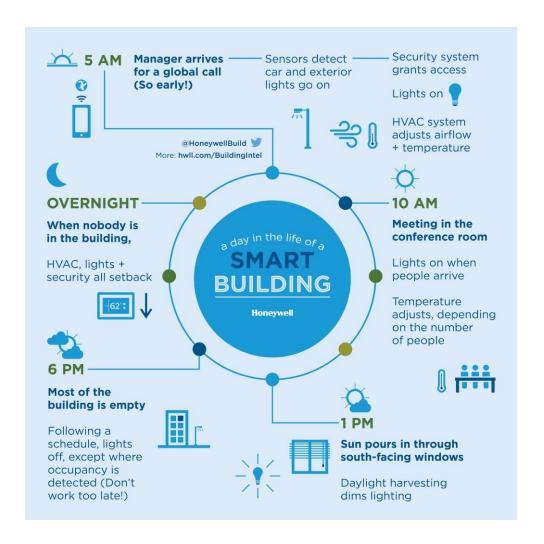


Example: Connected Factory

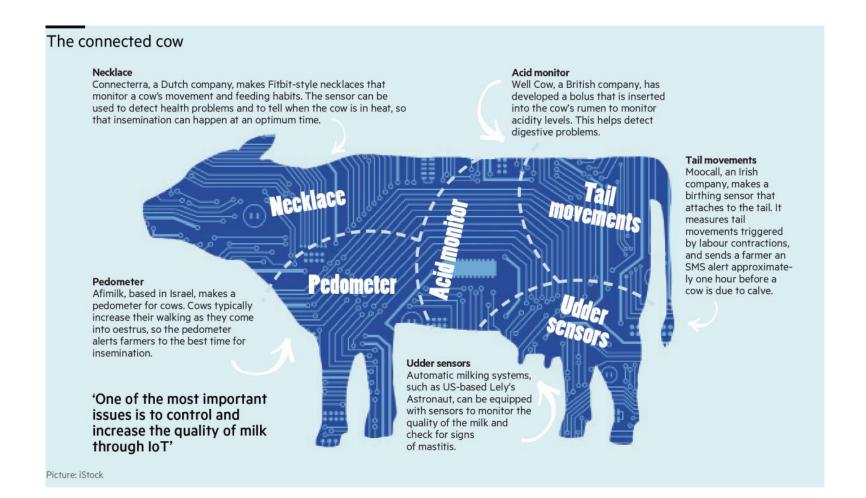
- New product and service introductions faster
- Increasing production, quality, uptime
- Mitigating unplanned downtime
- Protecting from cyber threats
- Worker productivity and safety

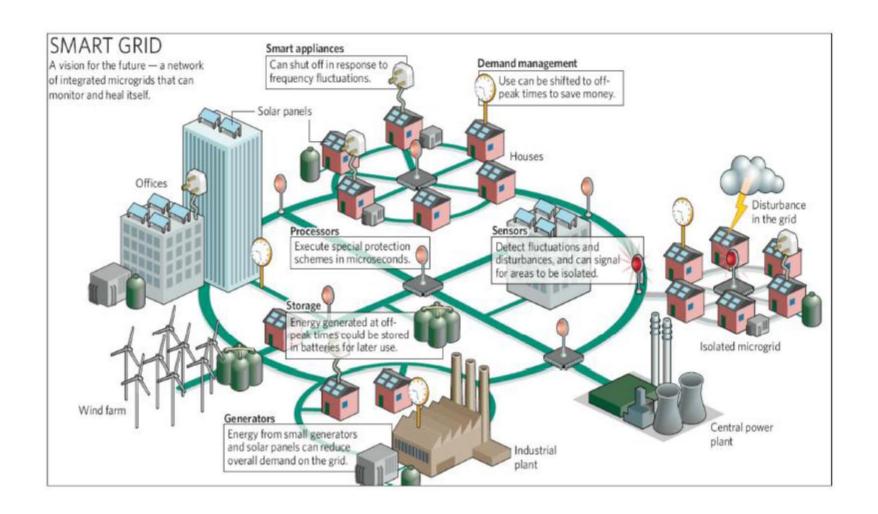
Example: Smart & Connected Buildings

- Energy management
- Lighting
- Safety
- HVAC
- Building automation
- Smart spaces



Example: Smart Creatures





Example: Smart Grid



Enablers: Portability

Reducing the size of hardware to enable the creation of computers that could be physically moved around relatively easily



Enablers: Miniaturization

Creating new and significantly smaller mobile form factors that allowed the use of personal mobile devices while on the move



50mm x 50mm

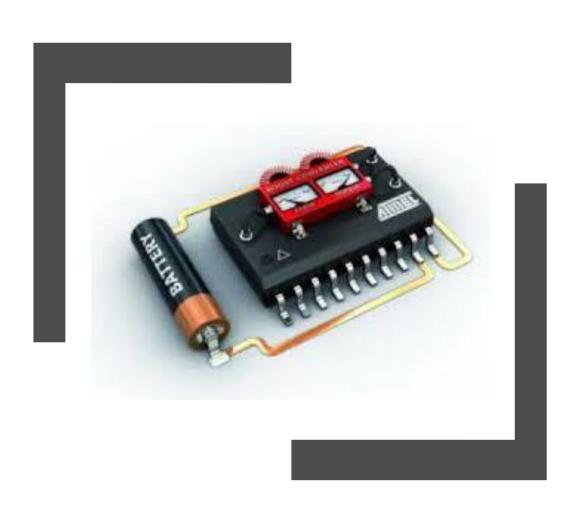


35mm x 35mm



15mm x 15mm

Enablers: Low Power and Low Heat



- Low power architectures
- Low power radios
- Sleep modes
- Energy harvesting

Enablers: Connectivity

 Developing devices and applications that allowed users to be online and communicate via wireless data networks while on the move





Enablers: Convergence

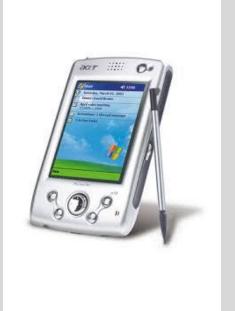
Integrating emerging types of digital mobile devices, such as Personal Digital Assistants (PDAs), mobile phones, music players, cameras, games, etc., into hybrid devices.



Enablers: Divergence

Opposite approach to interaction design by promoting information appliances with specialized functionality rather than generalized ones









Enablers: Ecosystems



The emerging wave of digital ecosystems is about the larger wholes of pervasive and interrelated technologies that interactive mobile systems are increasingly becoming a part of.

Example: Smartphone

- Portability: carry it anywhere you want
- Miniaturization: make it possible to build device to fit in your pocket
- Connectivity: Wi-Fi, LTE/4G, cellular, Bluetooth
- Convergence: phone, camera, gaming device, movie streaming, music player, ...
- Digital Ecosystem: cloud, social networks, software development kits, app stores, big data, standardization ...

IoT Issues & Challenges

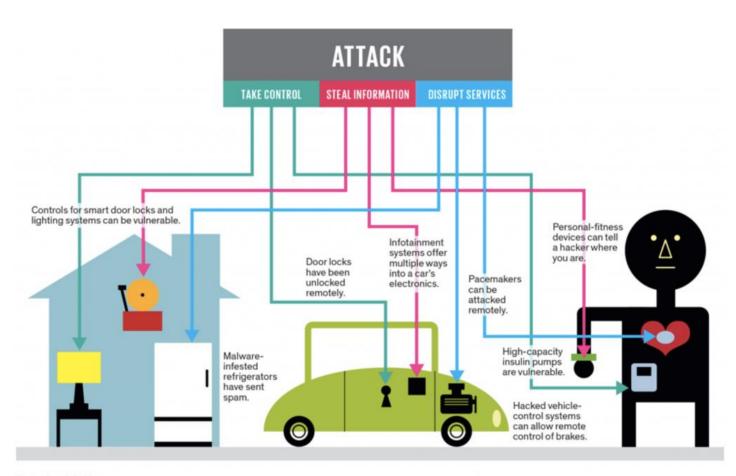


Illustration: J. D. King

BREAK

