

Internet of Things



Introduction

What is IoT?

The broad idea behind the IoT is “that a whole constellation of inanimate objects is being designed with built-in wireless connectivity, so that they can be monitored, controlled and linked over the Internet via a mobile app.”



Features

- IoT essentially makes devices smart by connecting them together over networks and to the Internet.
- These devices will not only be able to send data to the Internet but they will also be controlled over the Internet.
- Key - sensors, network, embedded systems(hardware), platform and apps(software)
- Advantages - Most optimized use of technology, comfort and ease to customers, better data collection and tracking facilities.
- Disadvantages - issues against security and privacy, initial complexity in setting up the system



BOSCH
Invented for life



IoT Developer Survey 2017 - Overall Enterprise Enrollment



Cumulocity



Microsoft



SIERRA
WIRELESS



Particle



SiteWhere



ptc



BOSCH
Invented for life

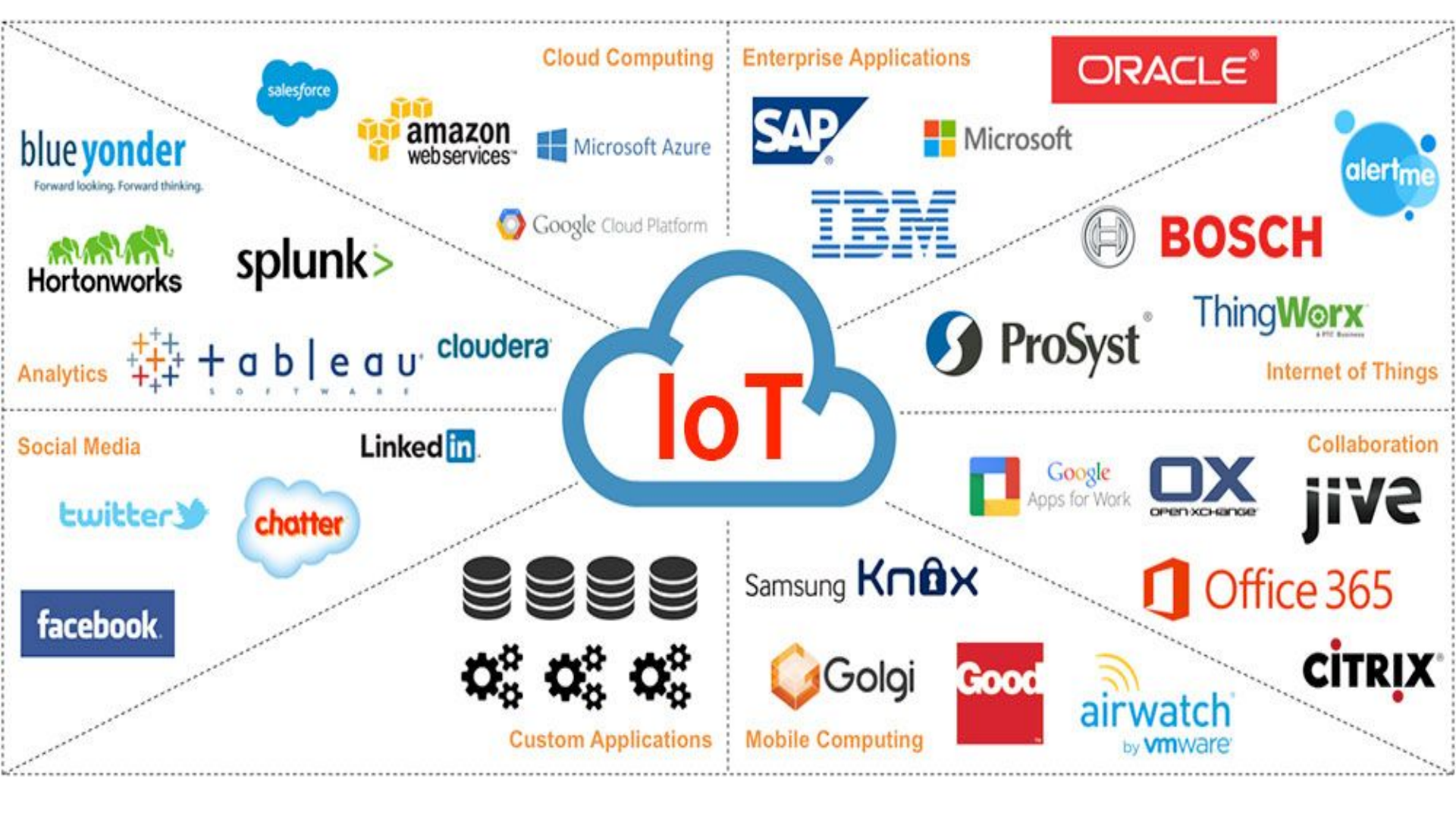
WIND RIVER



relayr.



thingsboard.io



Cloud Computing



Enterprise Applications



ORACLE®



BOSCH

ThingWorx
a PTC Business



Internet of Things

Collaboration



jive

Office 365

CITRIX®

Samsung Knox



airwatch
by vmware

Mobile Computing



Custom Applications

LinkedIn



facebook

Social Media

Analytics



+ a b | e a u +
SOFTWARE

cloudera

splunk>

Hortonworks

blueyonder

Forward looking. Forward thinking.

The Hardware

- Major components - Platforms and Sensors
- Platforms - Low power, low cost, wireless hardware with network connectivity
- Sensors - components with very small size and high efficiency of reading data from surrounding
- Major platforms used include Arduino, Raspberry Pi, ESP8266, Node MCU kit, Beagle Board.
- Commonly used sensors include infrared, ultrasonic, temperature and humidity, light and pressure sensors and accelerometers.

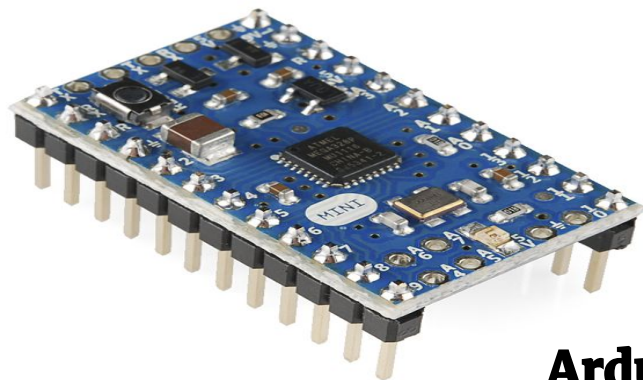
Arduino

- Single board-microcontroller for building digital circuitry and interactive objects that can sense and control objects of real world.
- Programmed using C++
- Based on 8-bit ATmega328P microcontroller.
- Consists other components such as crystal oscillator, serial communication, voltage regulator, a USB connection, a power barrel jack, an ICSP header and a reset button.
- 5V regulated power supply, 3.3V supply generated by on-board voltage regulator, 6 analog, 14 digital pins(6 PWM pins)
- <https://www.arduino.cc>
- <https://components101.com/microcontrollers/arduino-uno>

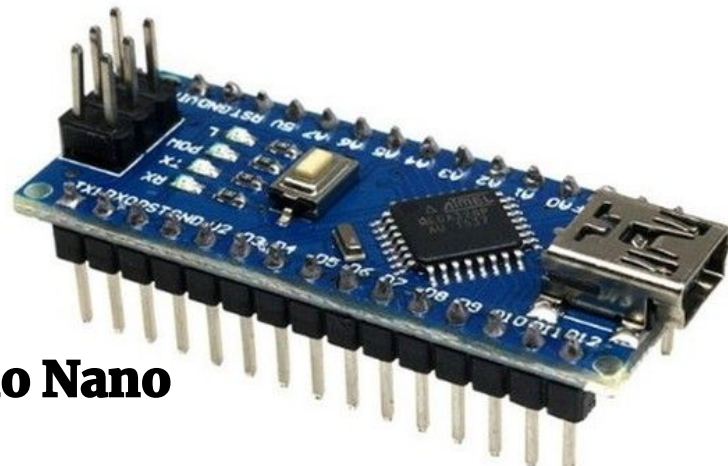
- ICSP means 'in circuit serial programmer'. It is a way of programming a PIC while it is still attached to the application circuit. It is one of the methods of programming an Arduino board. Ordinarily, an Arduino bootloader program is used to program an Arduino board, but if the bootloader is missing or damaged, ICSP can be used instead. ICSP can be used to restore a missing or damaged bootloader.
- The ATmega328 microcontroller is the main component that does all of the work. When an Arduino sketch is loaded to the Arduino it is actually loaded to memory inside the microcontroller chip. The microcontroller then runs or executes the sketch when the Arduino is powered up or reset after programming.



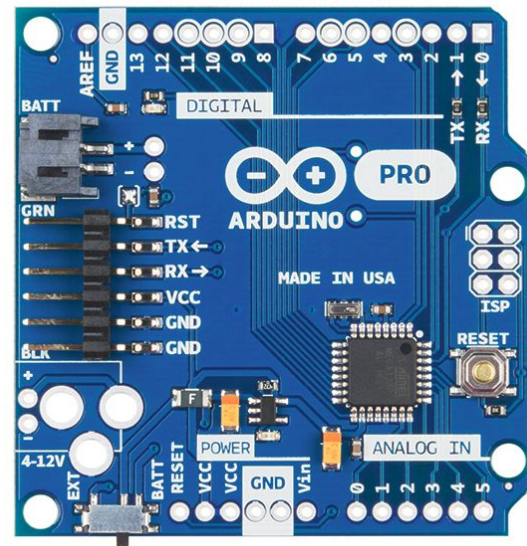
Arduino Uno



Arduino mini



Arduino Nano



Arduino pro

ESP8266

- Low-power, highly-integrated, complete and self-contained Wi-Fi solution.
- Most often used with Arduino like microcontrollers which do not already have built-in WiFi modules.
- Provides capabilities for 2.4 GHz Wi-Fi (802.11 b/g/n, supporting WPA/WPA2), general-purpose input/output (16 GPIO), analog-to-digital conversion (10-bit ADC), Serial Peripheral Interface (SPI)
- Used specifically for mobile devices, wearable electronics and networking applications design and make the machine to achieve the lowest energy consumption.
- <https://www.hackster.io/PatelDarshil/things-you-should-know-before-using-esp8266-wifi-module-784001>



ESP-01



ESP-02



ESP-03



ESP-04



ESP-05



ESP-06



ESP-07



ESP-08



ESP-09



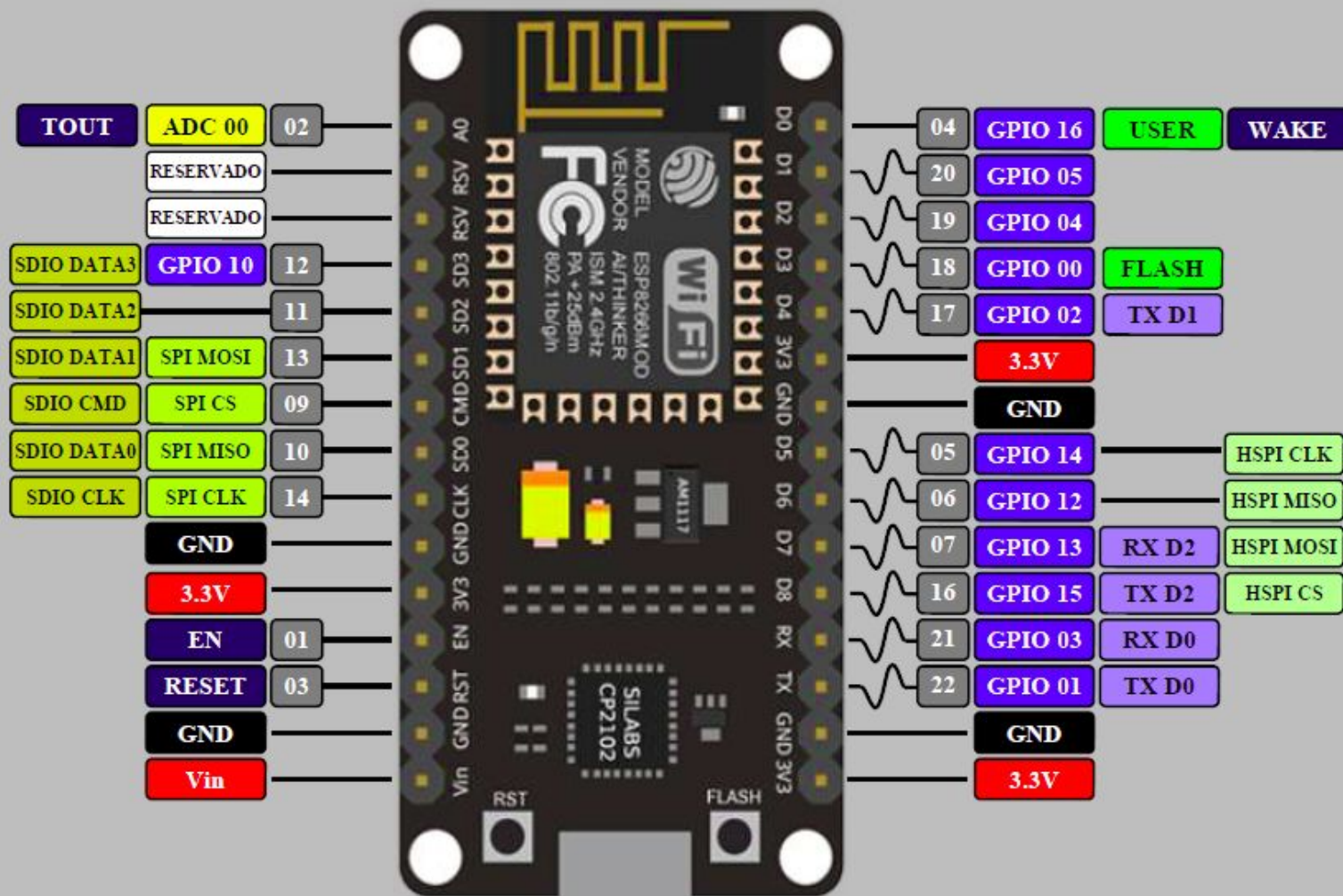
ESP-10



ESP-11

Node MCU

- The NodeMCU (Node MicroController Unit) is an open source software and hardware development environment that is built around a very inexpensive System-on-a-Chip (SoC) called the ESP8266.
- Aims to simplify ESP8266 development through a DEVKIT board that incorporates the ESP8266 chip on a standard circuit board. The board has a built-in USB port that is already wired up with the chip, a hardware reset button, wifi antenna, LED lights, and standard-sized GPIO (General Purpose Input Output) pins that can plug into a breadboard.
- <https://www.hackster.io/Aritro/getting-started-with-esp-nodemcu-using-arduino-ide-aa7267>
- <https://www.ibm.com/developerworks/library/iot-nodemcu-open-why-use/index.html>



Raspberry Pi

- A single-board, low-cost, high-performance computer loaded with chips and I/O facility.
- Features a Broadcom system on a chip (System on a Chip) with an integrated ARM compatible central processing unit (CPU) and on-chip graphics processing unit (GPU), processor speed ranges from 700 MHz to 1.4 GHz for the Pi 3 Model B+; on-board memory ranges from 256 MB to 1 GB RAM.
- Features SD card and USB facilities.
- Slower than a modern laptop or desktop but is still a complete Linux computer and can provide all the expected abilities that implies, at a low-power consumption level.

Raspberry Pi Zero

