## Internet of Things (IoT)

Data Science Dojo



## What is the Internet of Things?

- Connecting any device with an on and off switch to the Internet (and/or to each other)
  - Examples: cell phones, coffee makers, washing machines, headphones, lamps, wearable devices, and almost anything else you can think of
  - This also applies to components of machines, for example a jet engine of an airplane or the drill of an oil rig





Gartner predicts that by 2020 there will be over 26 billion connected devices

# The IoT is a giant network of connected "things" (which also includes people).





### Scenario

- You are on your way to a meeting
  - Your car accesses your calendar and already knows the best route to take
  - If traffic is heavy, your car might send a text to the other party notifying them that you will be late



## Potential Impact of IoT

- Your alarm clock wakes up you at 6 am and then notifies your coffee maker to start brewing coffee for you
- Your office equipment knew when it was running low on supplies and automatically re-ordered more
- The wearable device you use in the workplace tells you when and where you were most active and productive and shares that information with other devices that you used while working













data science for everyone —

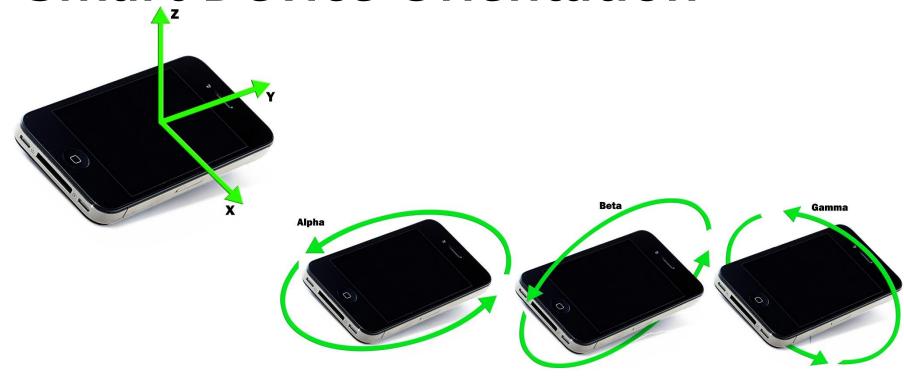


data science for everyone —

## **IoT Hack Day Project**

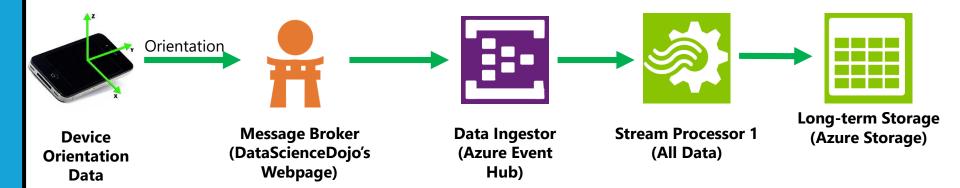


## **Smart Device Orientation**





## Pipeline





### Inside the Event Hub



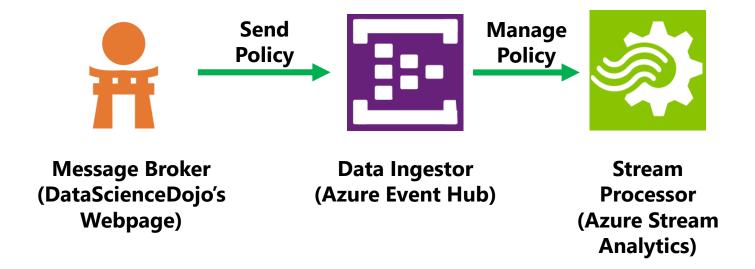
Device Orientation Data Message Broker (DataScienceDojo's Webpage) Service Bus Namespace: YourNameSpace

Event Hub 1:

Orientation Data



## **Setting Policies**





### The Streamer

http://demos.datasciencedojo.com/app/iot/

#### IoT Phone App

est Connection

Hooks up your phone's telemetry to the cloud. Takes orientation data (x, y, z) from your phone and sends it into an Azure Event Hub as a stream. Phones use gyroscope, accelerometer, and magnetometer, to detect its orientation for games, apps, and window orientation. This web app will collect the same kind of information a phone app game would, and sends it to an Azure Event Hub.

♠ Event Hub Credentials	
Event Hub Name	
field required	
Endpoint Connection String	
field required	

Stream Data

#### **Device Orientation**

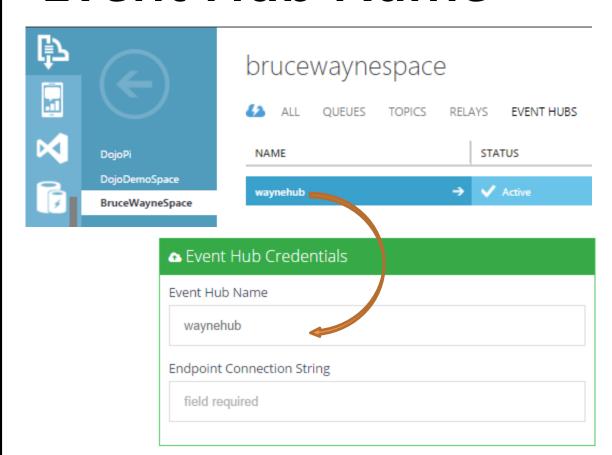
### Event Supported Tilt Left/Right [gamma] Tilt Front/Back [beta] Direction [alpha]





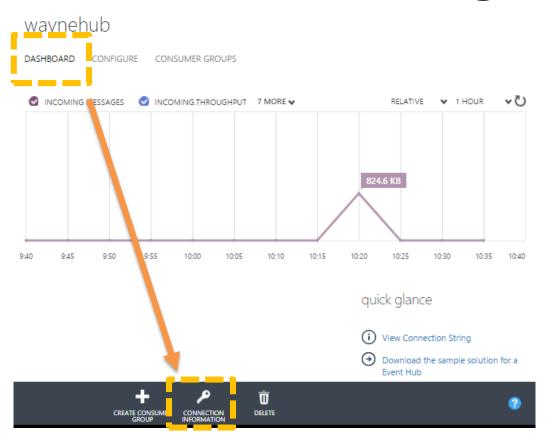


### **Event Hub Name**





## **Connection String**

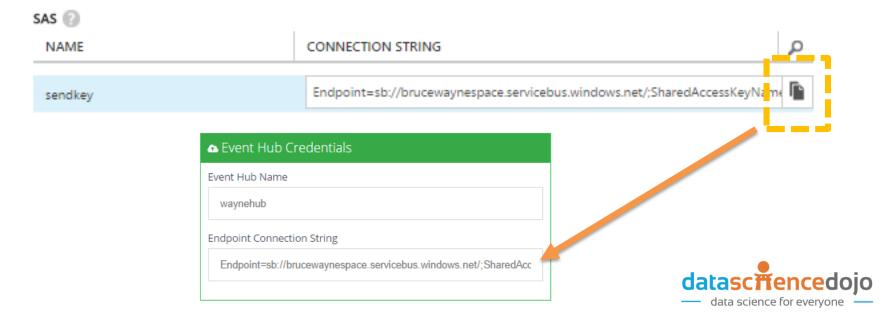




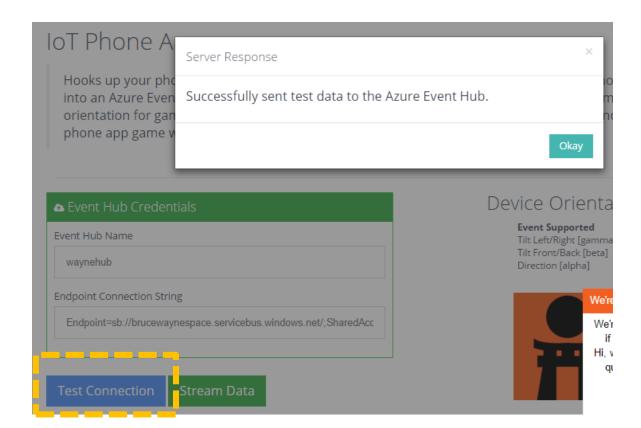
## **Connection String**

#### Access connection information

Use this connection information to connect to event hub 'waynehub'.



## **Testing Connection**





## **QUESTIONS**

