

Ch. 01: IoT Introduction

Section 1 - IoT Components & Definition

Section 2 - IoT Revolution

CS 244p: Internet-of-Things. Software and Systems

IOT COMPONENTS?

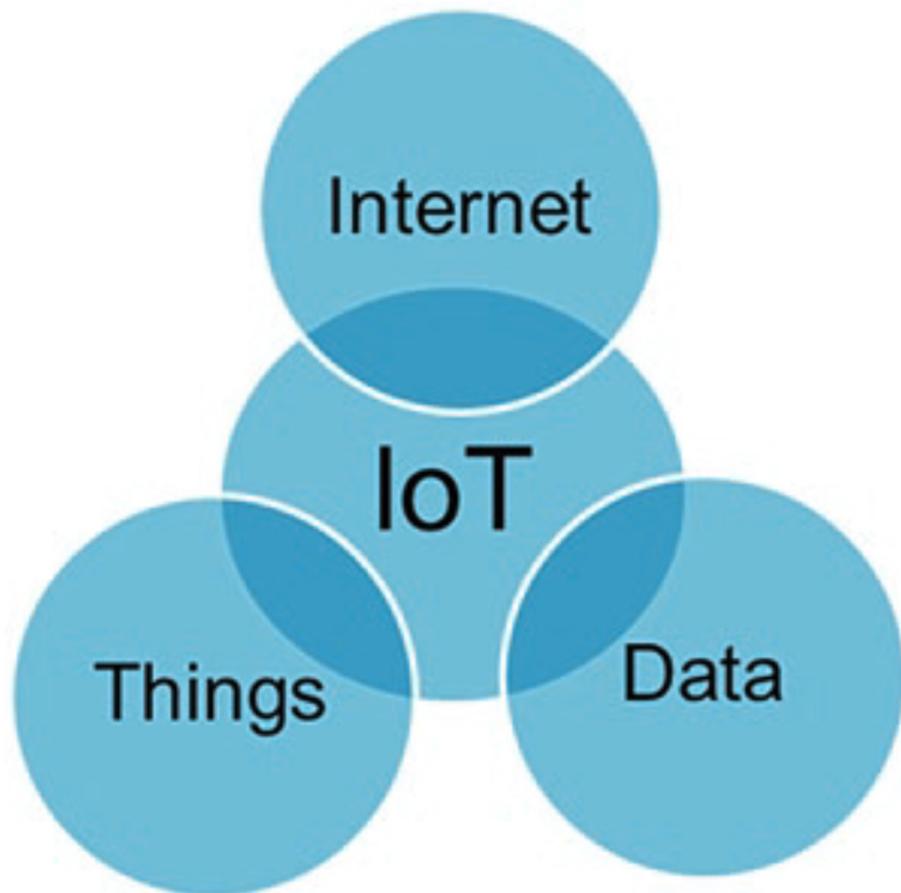
- A **network of physical elements** empowered by:
 - **Sensors:** to collect information
 - **Identifiers:** to identify the source of data (e.g., sensors and devices)
 - **Software:** to analyze data
 - **Internet connectivity:** to communicate and notify

WHAT IS IOT?

Definition 1:

- IoT is the **network of things**, with clear element **identification**, embedded with **software intelligence, sensors**, and **ubiquitous connectivity** to the **Internet**.

WHAT IS IOT?



Definition 2:

IoT is the **network** of **physical objects** (devices, vehicles, buildings and other items) embedded with **electronics, software, sensors, and network connectivity** — that enables these objects to **collect** and **exchange** data.

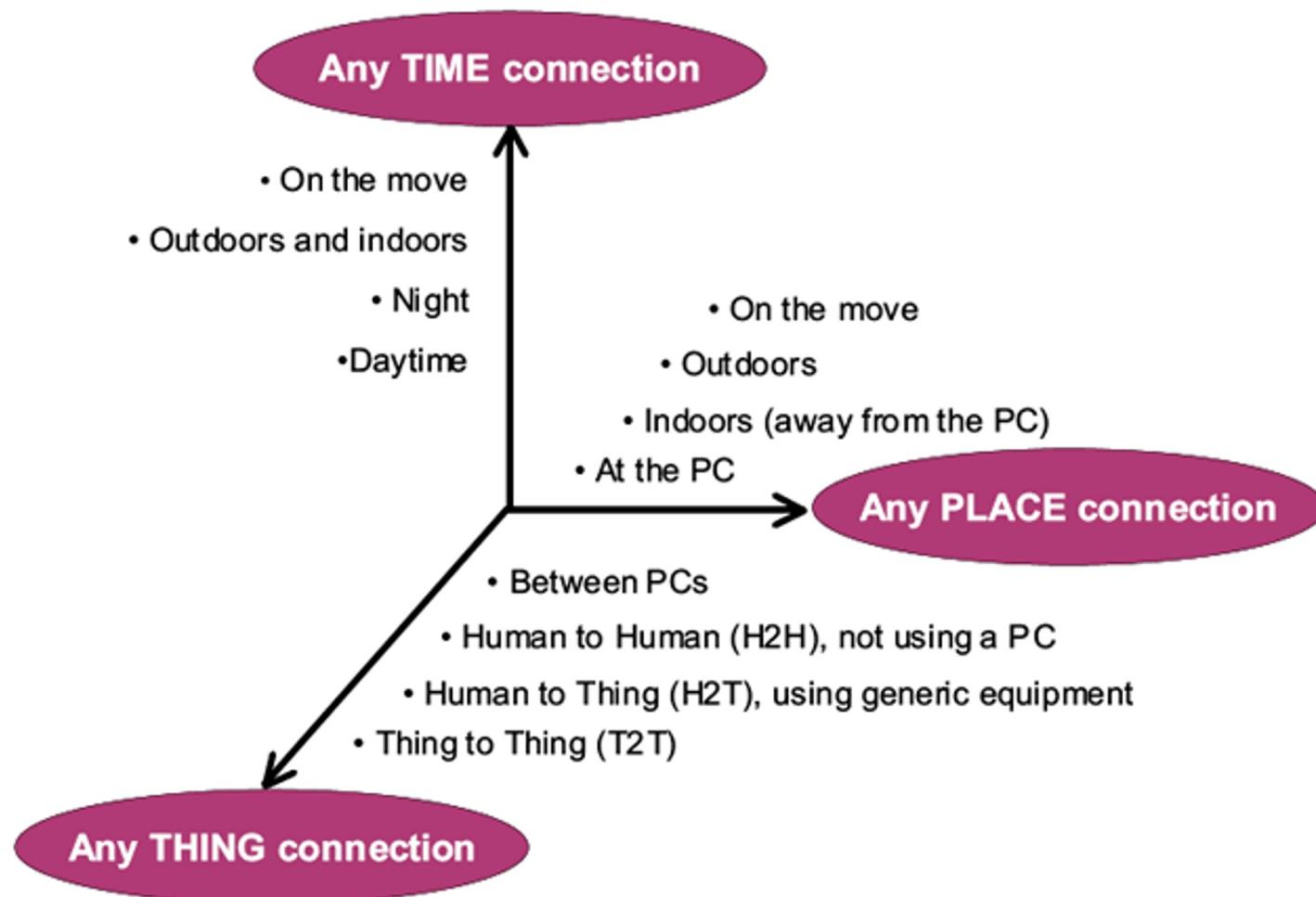
TERMINOLOGIES LIKE IOT

1. USN (Ubiquitous Sensor Networks)
2. M2M (Machine-to-Machine)
3. IoE (Internet of Everything) – Cisco's favorite term
4. Cloud of Things
5. Web of Things
6. World Size Web (Bruce Schneier)
7. Skynet (Terminator movie)

WHERE IS IOT?

It's everywhere!

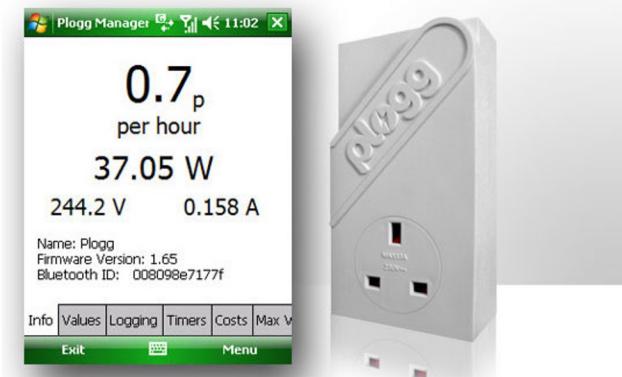
INTERNET-OF-THINGS



Source: ITU adapted from Nomura Research Institute

SENSOR DEVICES ARE BECOMING WIDELY AVAILABLE

- Programmable devices
- Off-the-shelf gadgets/tools



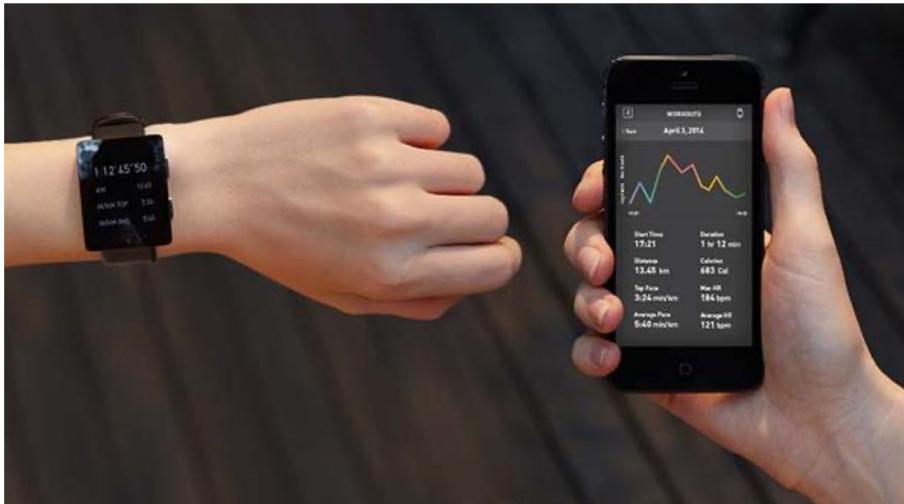
Linker Intel Group



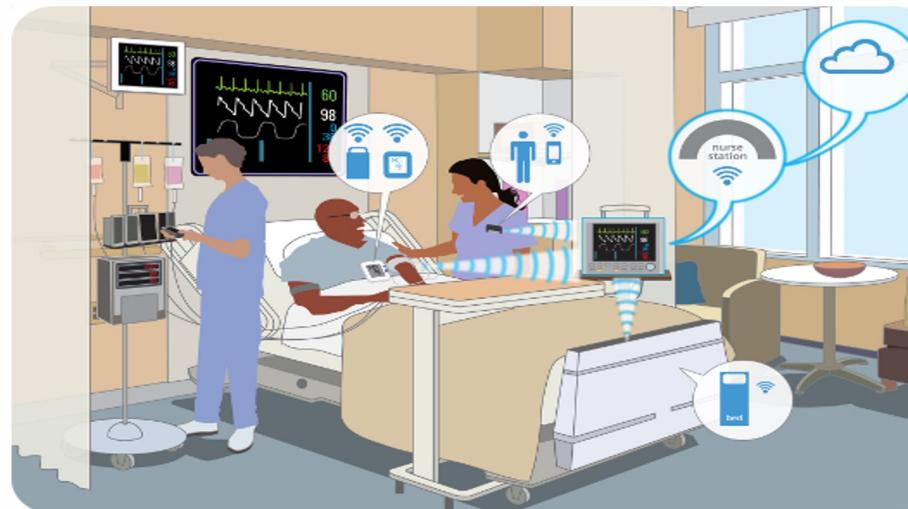
Image Sensor Device



SEVERAL DEMANDING MARKETS



Wearabl
e Tech



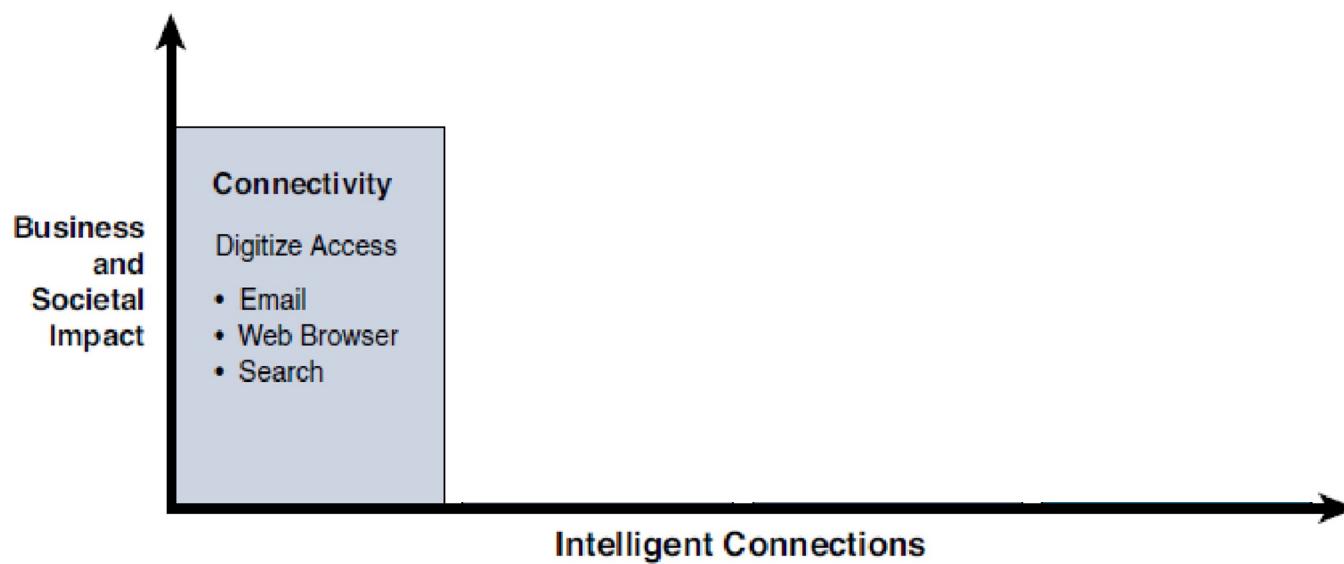
Healthcar
e



Smart

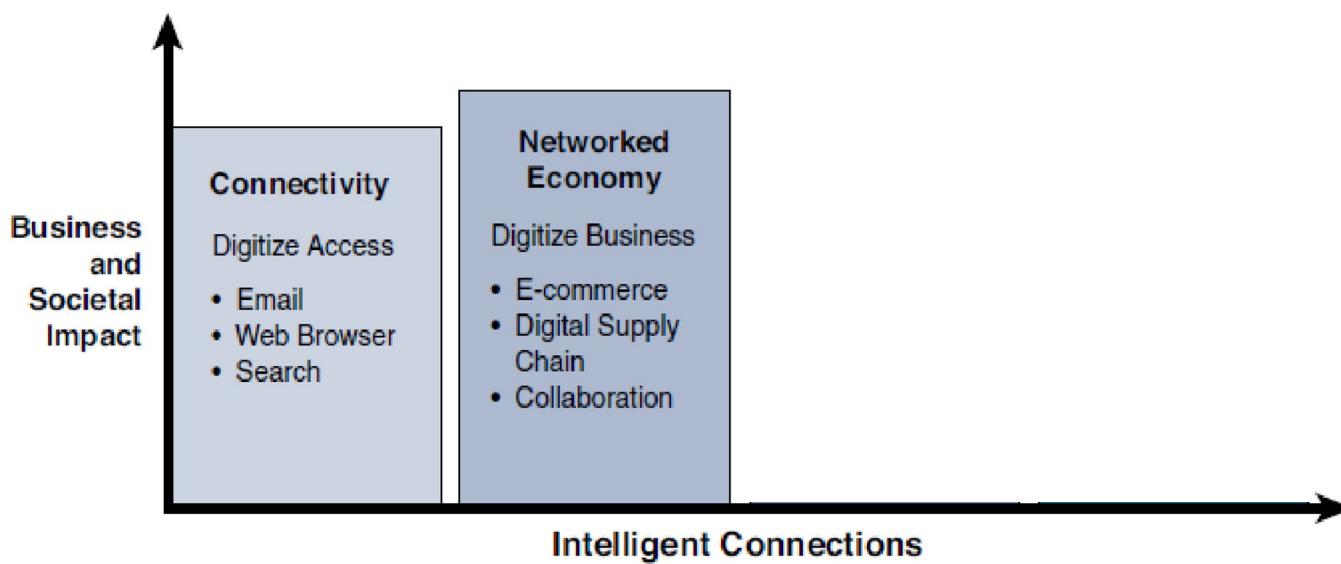
EVOLUTIONARY PHASES OF THE INTERNET

- Connectivity => Digitize access to resources



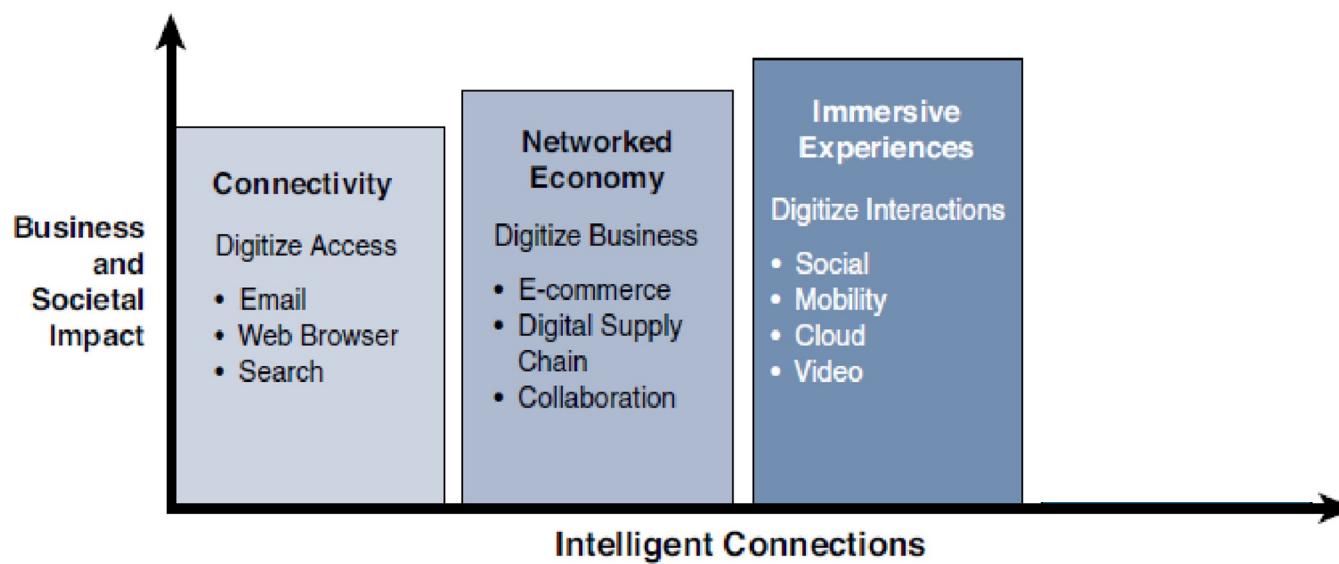
EVOLUTIONARY PHASES OF THE INTERNET

- Connectivity => Digitize access to resources
- Networked Economy => Digitize business



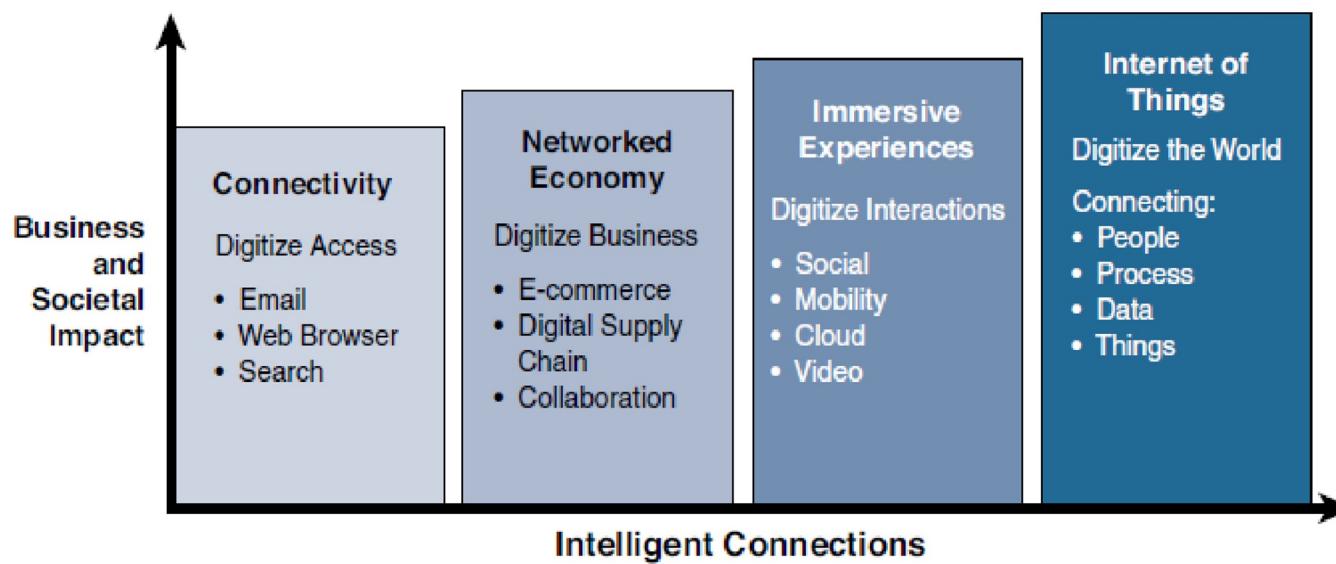
EVOLUTIONARY PHASES OF THE INTERNET

- Connectivity => Digitize access to resources
- Networked Economy => Digitize business
- Immersive Experiences => Digitize interactions



EVOLUTIONARY PHASES OF THE INTERNET

- Connectivity => Digitize access to resources
- Networked Economy => Digitize business
- Immersive Experiences => Digitize interactions
- Internet of Things => Digitize the world



THE FOUR INDUSTRIAL REVOLUTIONS

Industry 4.0: IoT Integration (*Today*)

Sensors with a new level of interconnectivity are integrated

Industry 3.0: Electronics and Control (*Early 1970's*)

Production is automated further by electronics and IT

Industry 2.0: Mass Production (*Early 20th Century*)

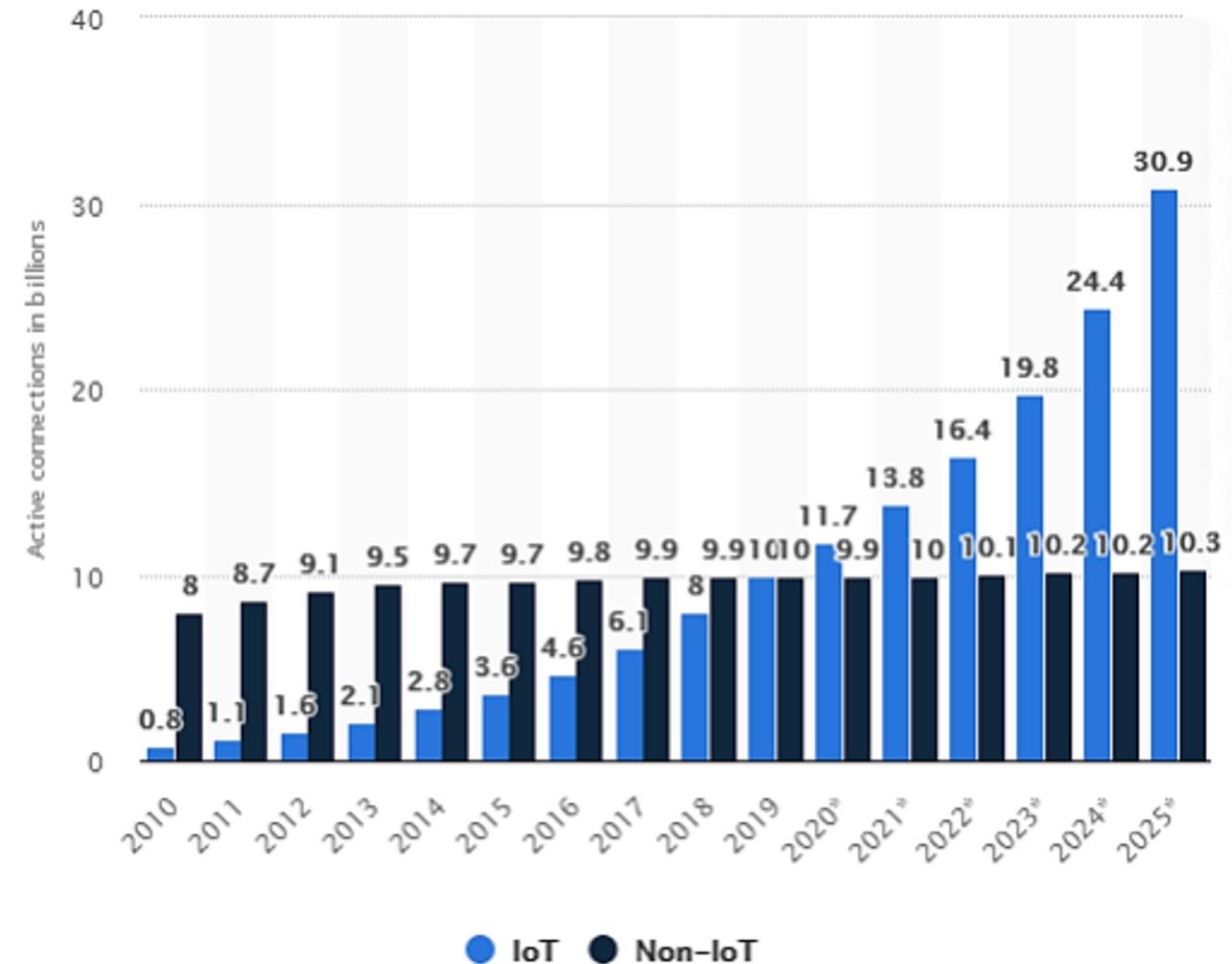
Division of labor and electricity lead to mass production facilities

Industry 1.0: Mechanical Assistance (*Late 18th Century*)

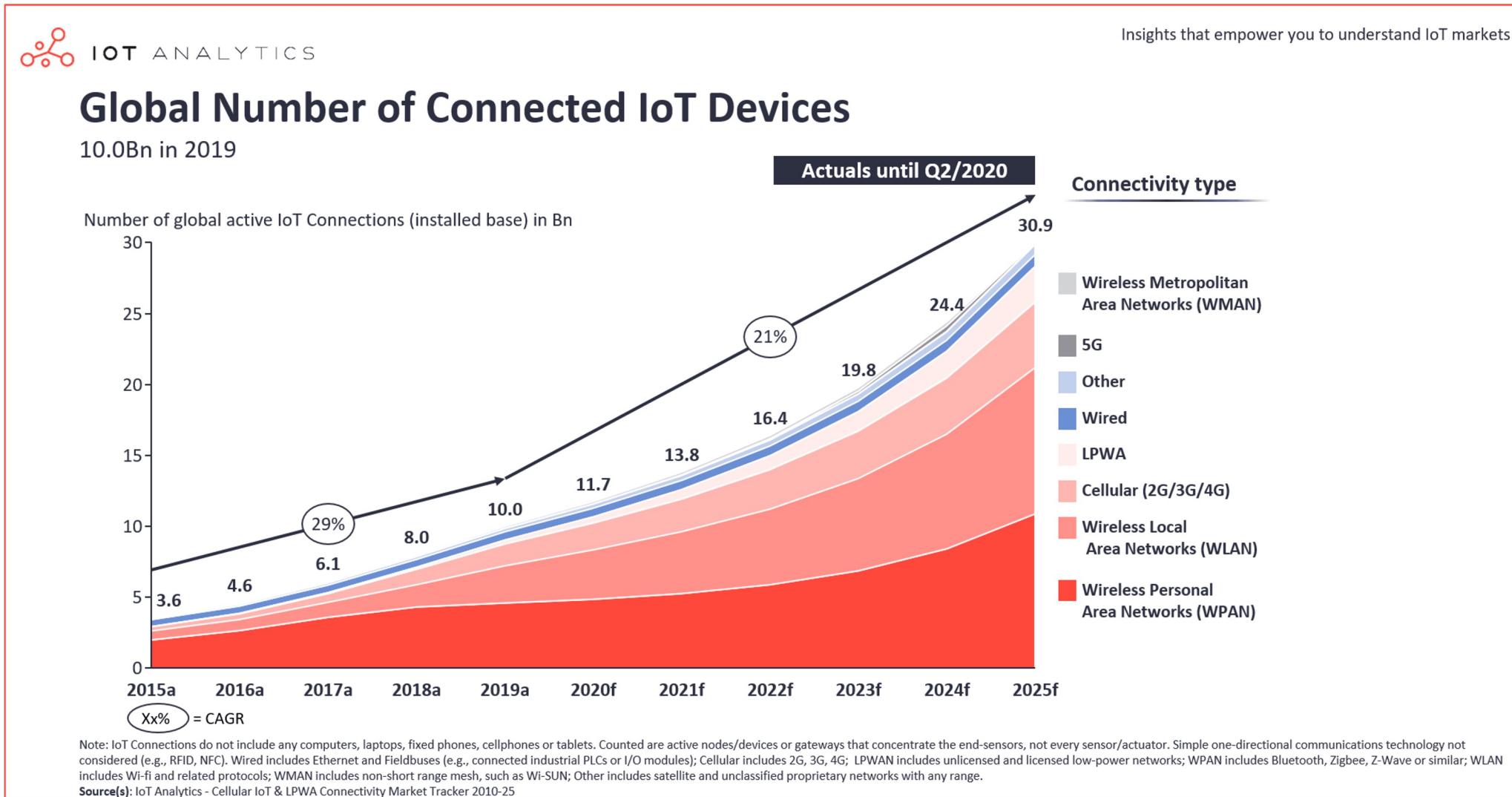
Basic machines powered by water and steam are part of production facilities

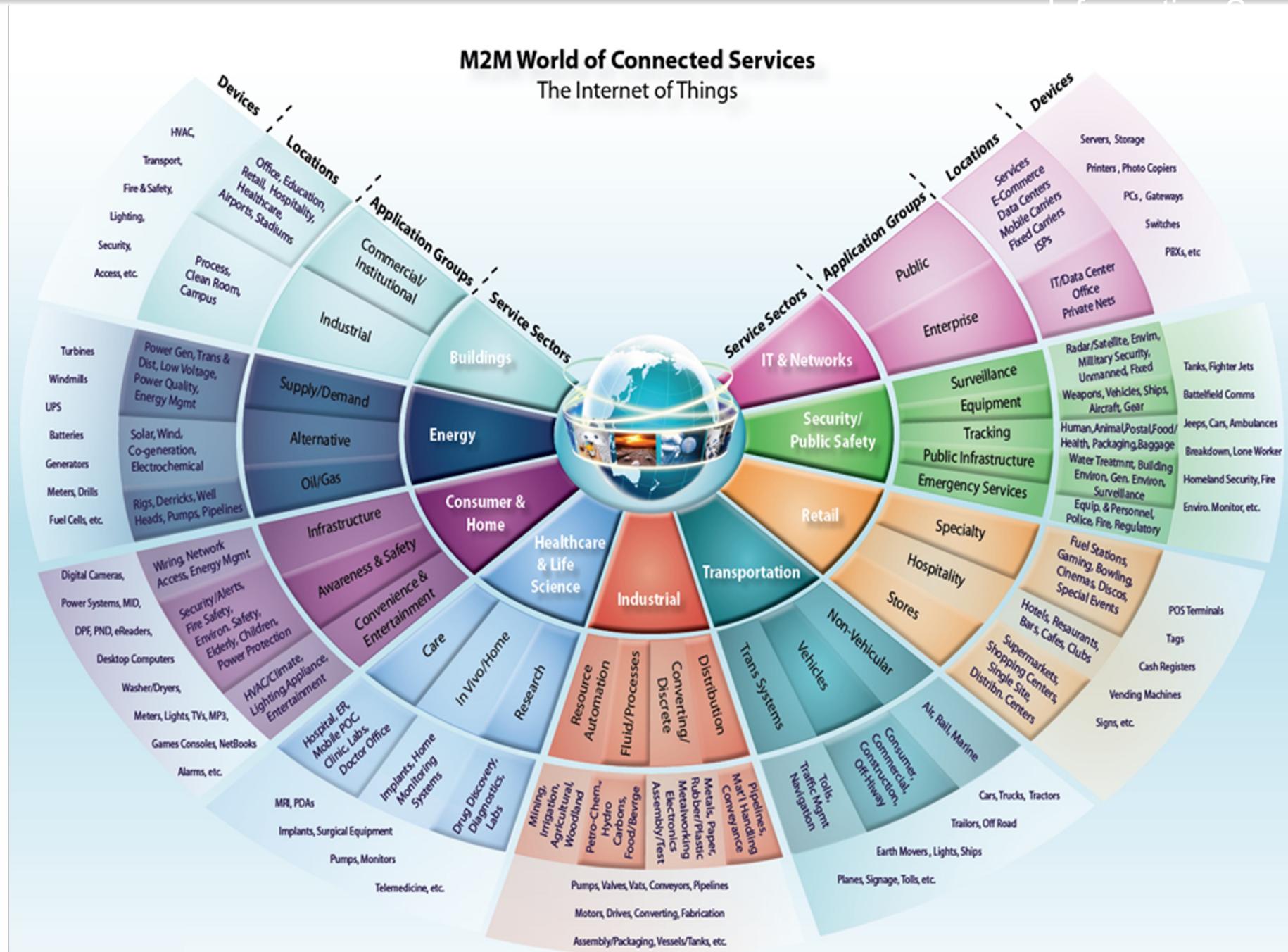
THE IOT MARKET

- As of 2022, 18 billion IoT active connections
- 31 billion expected by 2025
- The global IoT market will be worth \$900 billion in revenue by 2025
- Operation adjusted due to Covid-19
 - Remote access and automation.
 - Software tools and cloud computing.



THE IOT “THING” CONNECTED TO THE INTERNET

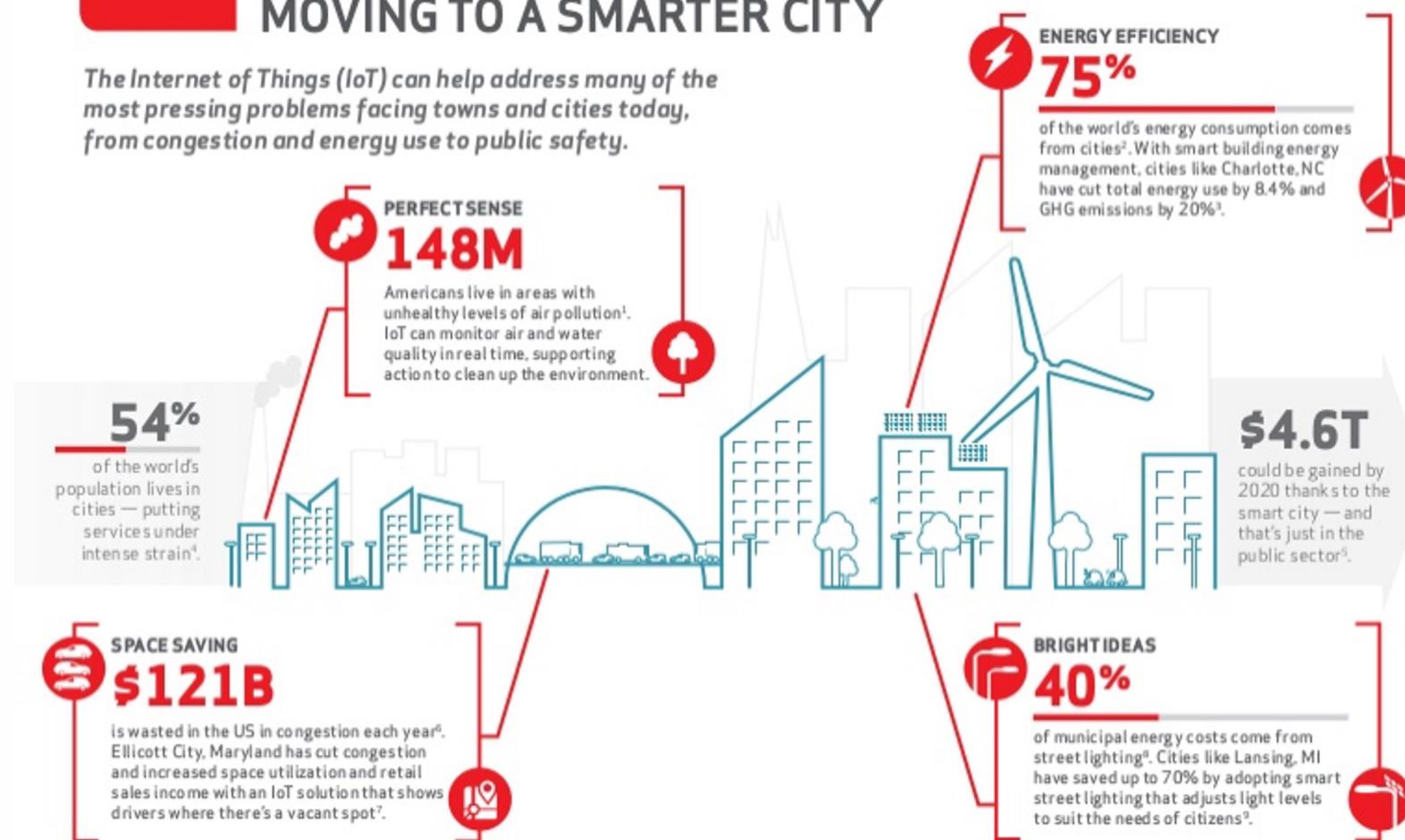




MOST RELEVANT IOT MARKETS - SMART CITIES

MOVING TO A SMARTER CITY

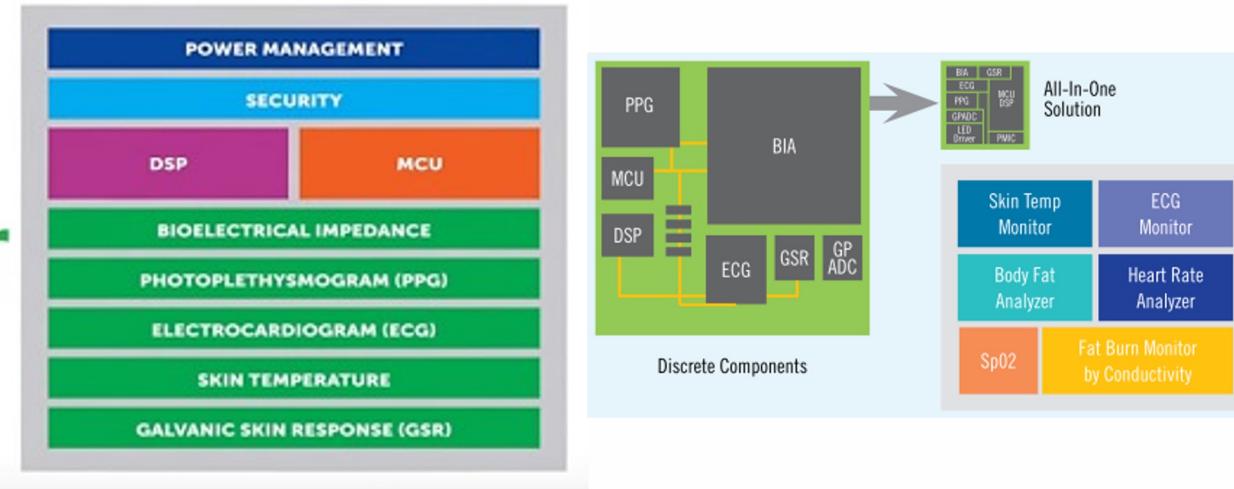
The Internet of Things (IoT) can help address many of the most pressing problems facing towns and cities today, from congestion and energy use to public safety.



Source: Verizonenterprise.com/iot

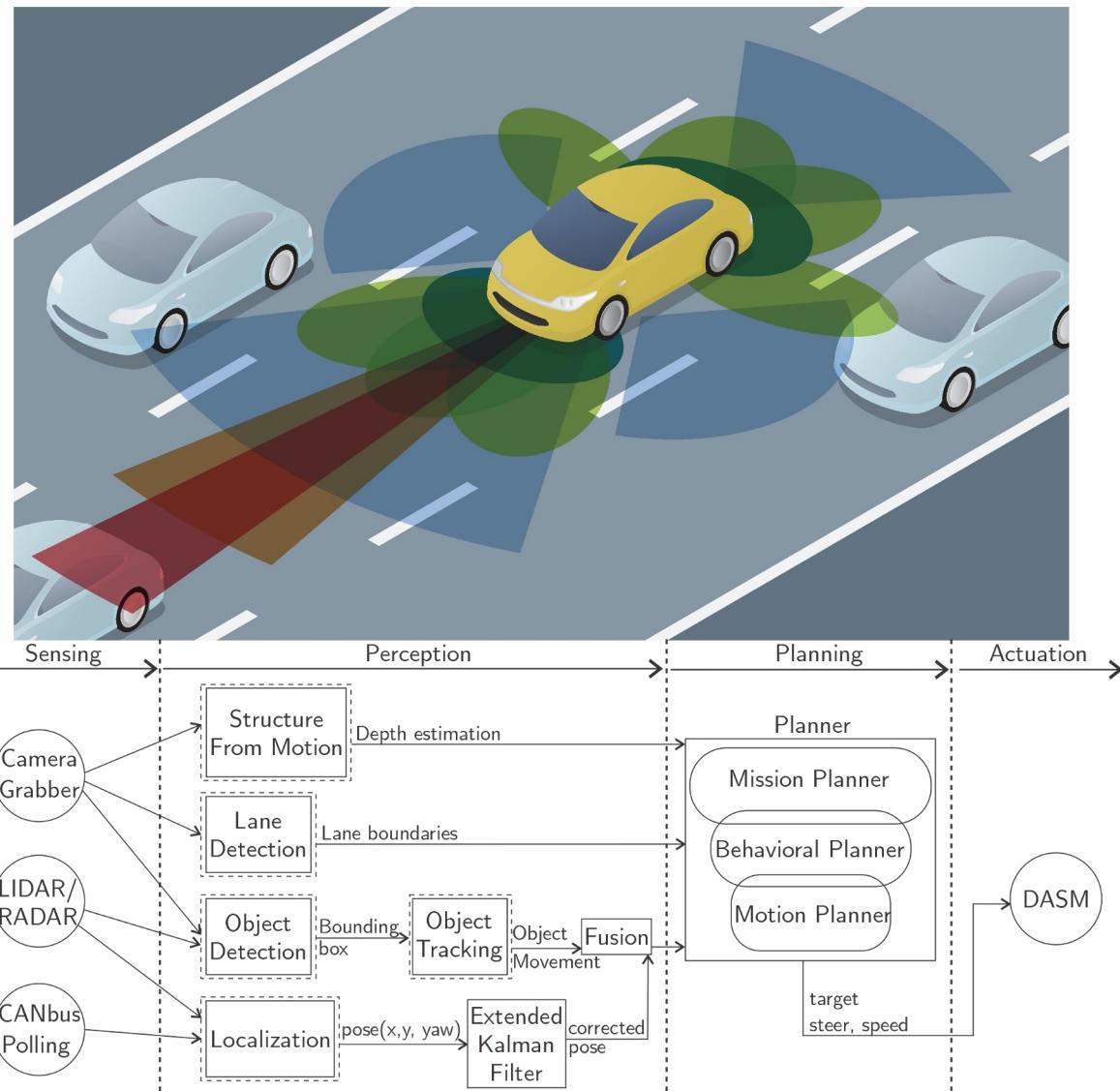
MOST RELEVANT IOT MARKETS – HEALTHCARE/WELLNESS

Samsung Bio-Processor

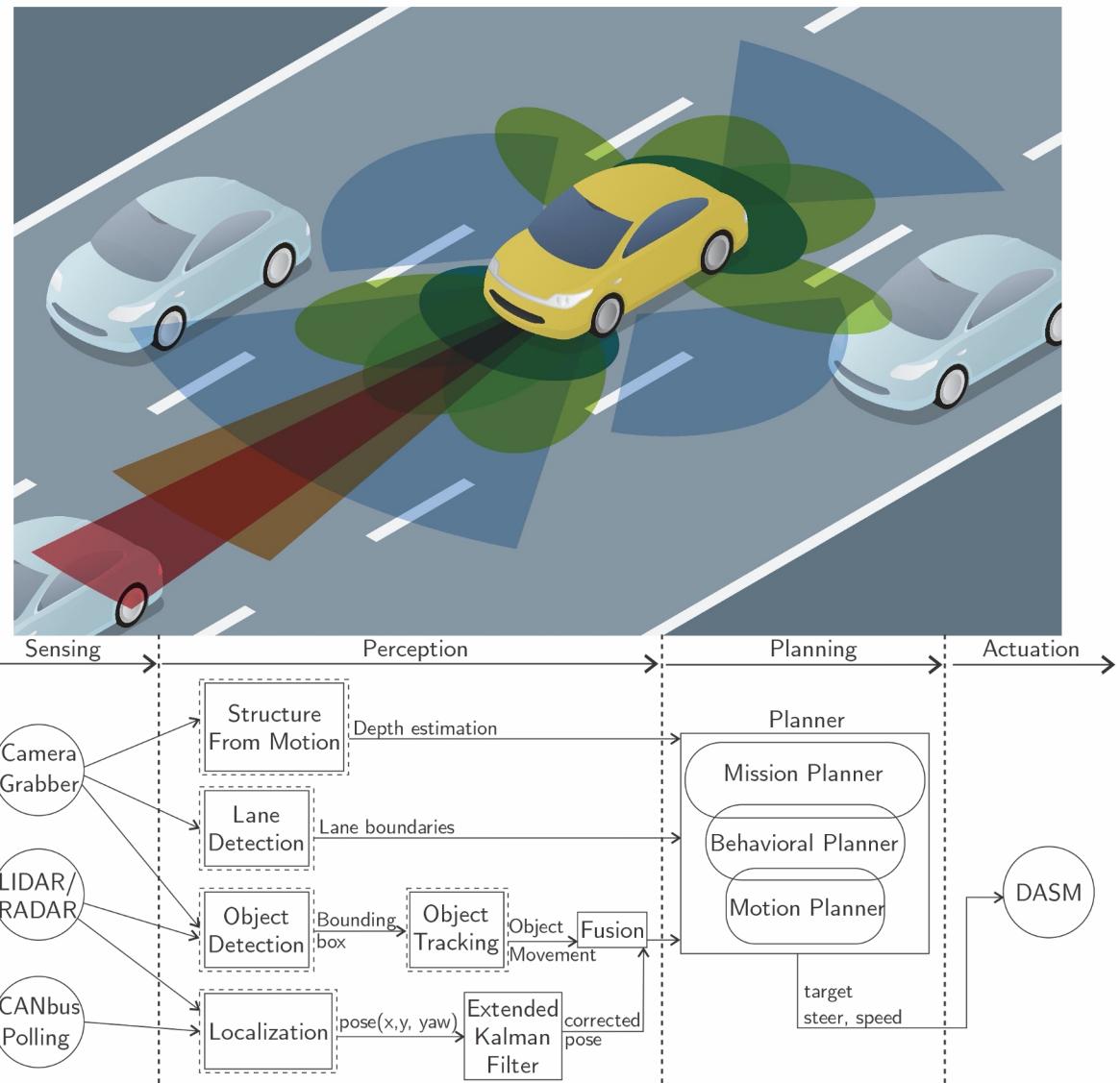


 Body Fat	 PPG	 ECG	 Skin Temp.	 GSR (EDA)
<i>Body Fat Percentage</i> BIA sensors can measure body fat, adjusting for normal or athletic users.	<i>Photoplethysmogram</i> PPG sensors can monitor heart rate and respiration.	<i>Electrocardiogram</i> Electrocardiogram readings measure heart rate and heart rhythm, testing general heart health.	<i>Skin Temperature</i> Temperature sensors measure skin temperature to obtain overall body temperature.	<i>Galvanic Skin Response</i> Galvanic Skin Response (also called EDA) readings measure stress levels and emotional state.

SMART TRANSPORTATION



SMART TRANSPORTATION

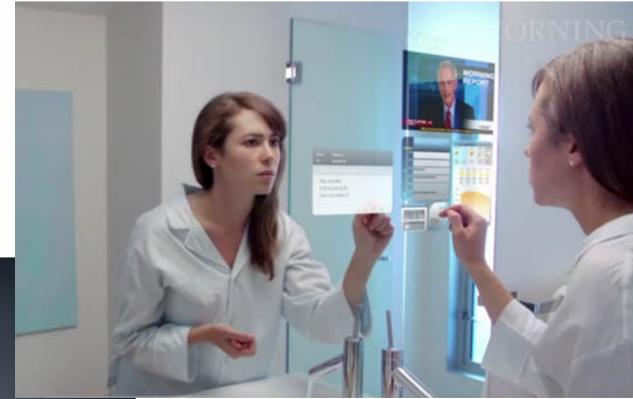


MORE “THINGS” ARE BEING CONNECTED

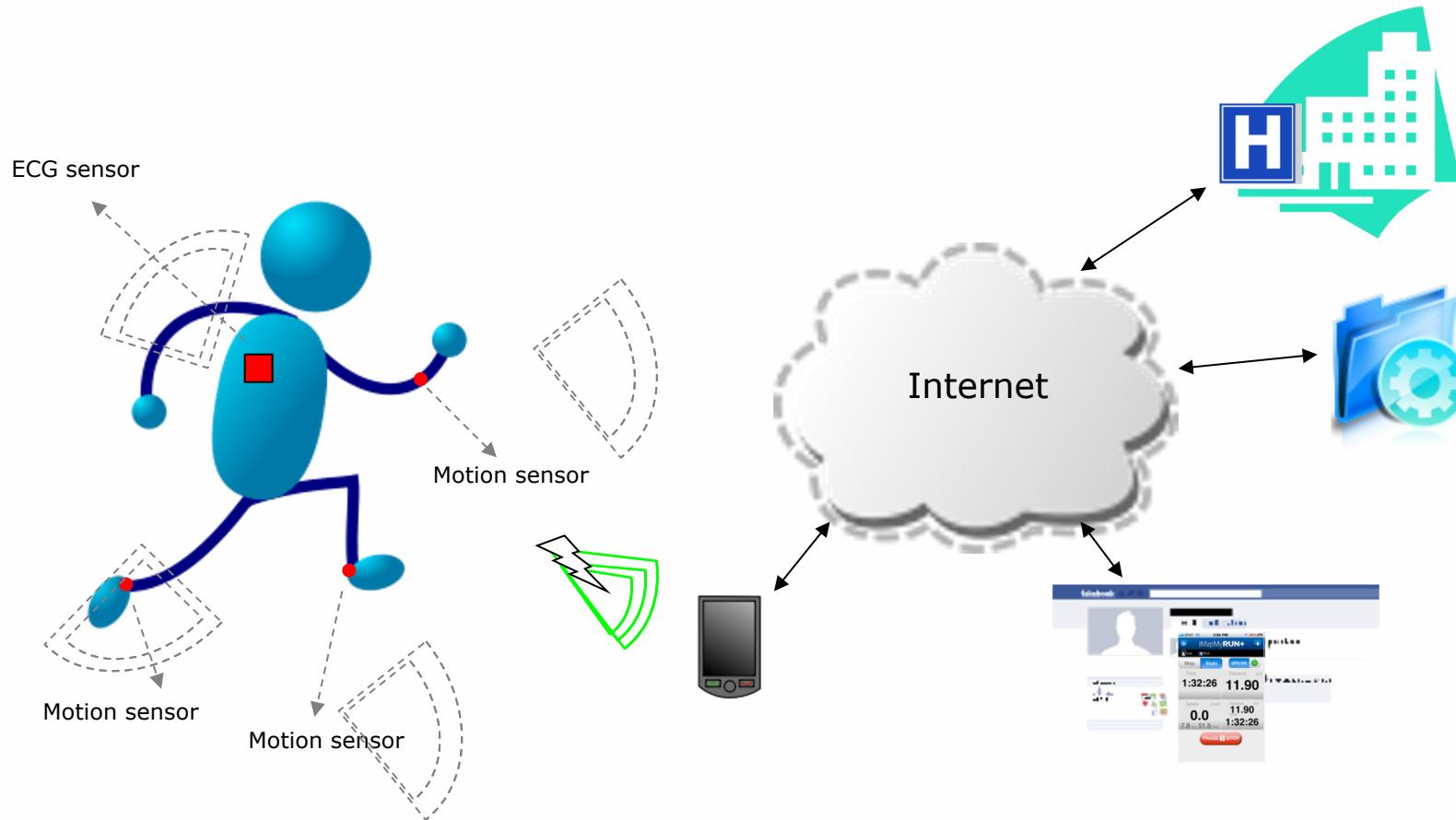
Home/daily-life devices

Business and
Public infrastructure
Health-care

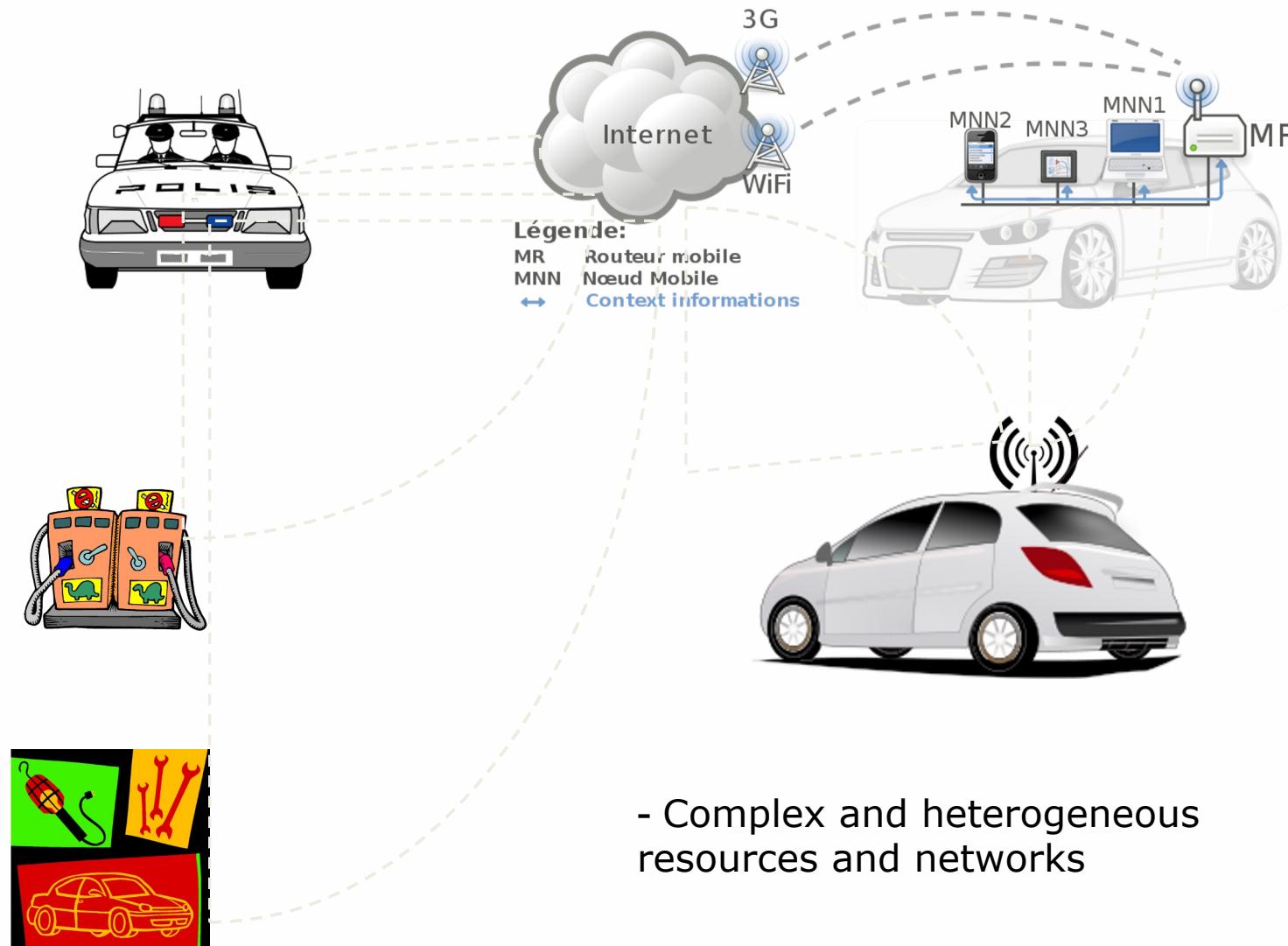
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PEOPLE CONNECTING TO THINGS

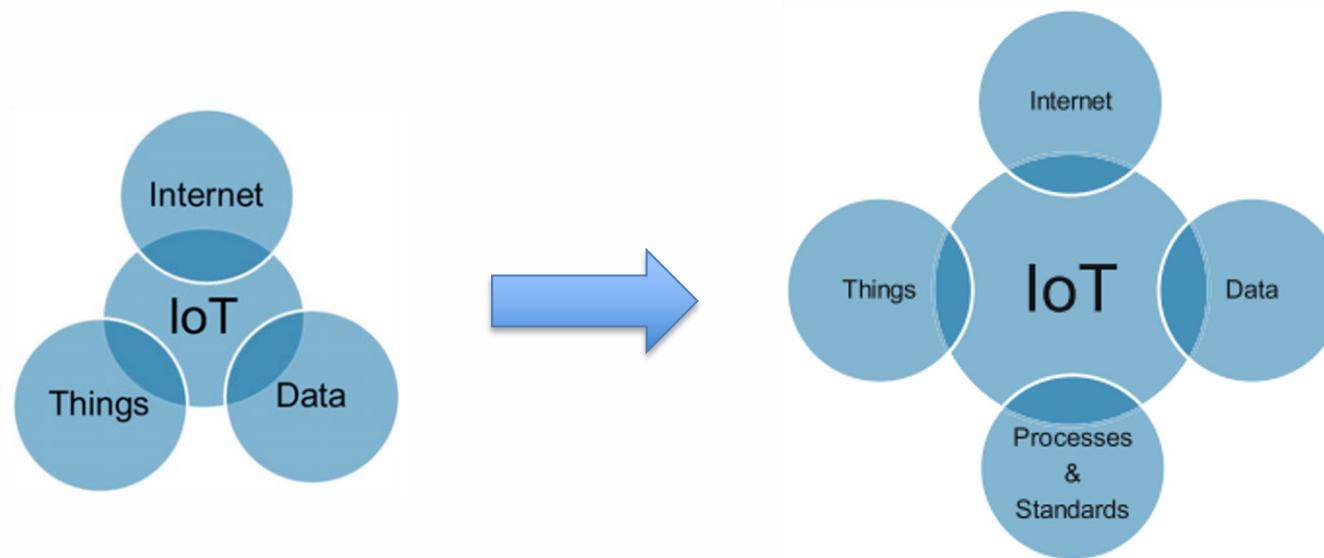


THINGS CONNECTING TO THINGS



IOT – MORE COMPLETE DEFINITION

Connecting objects together is not an objective by itself but gathering intelligence from such objects to enrich products and services is.



Data: Converting data into intelligence to make better decisions;

Process: Delivering the right information to the right person or machine at the right time;

IOT – MORE COMPLETE DEFINITION II

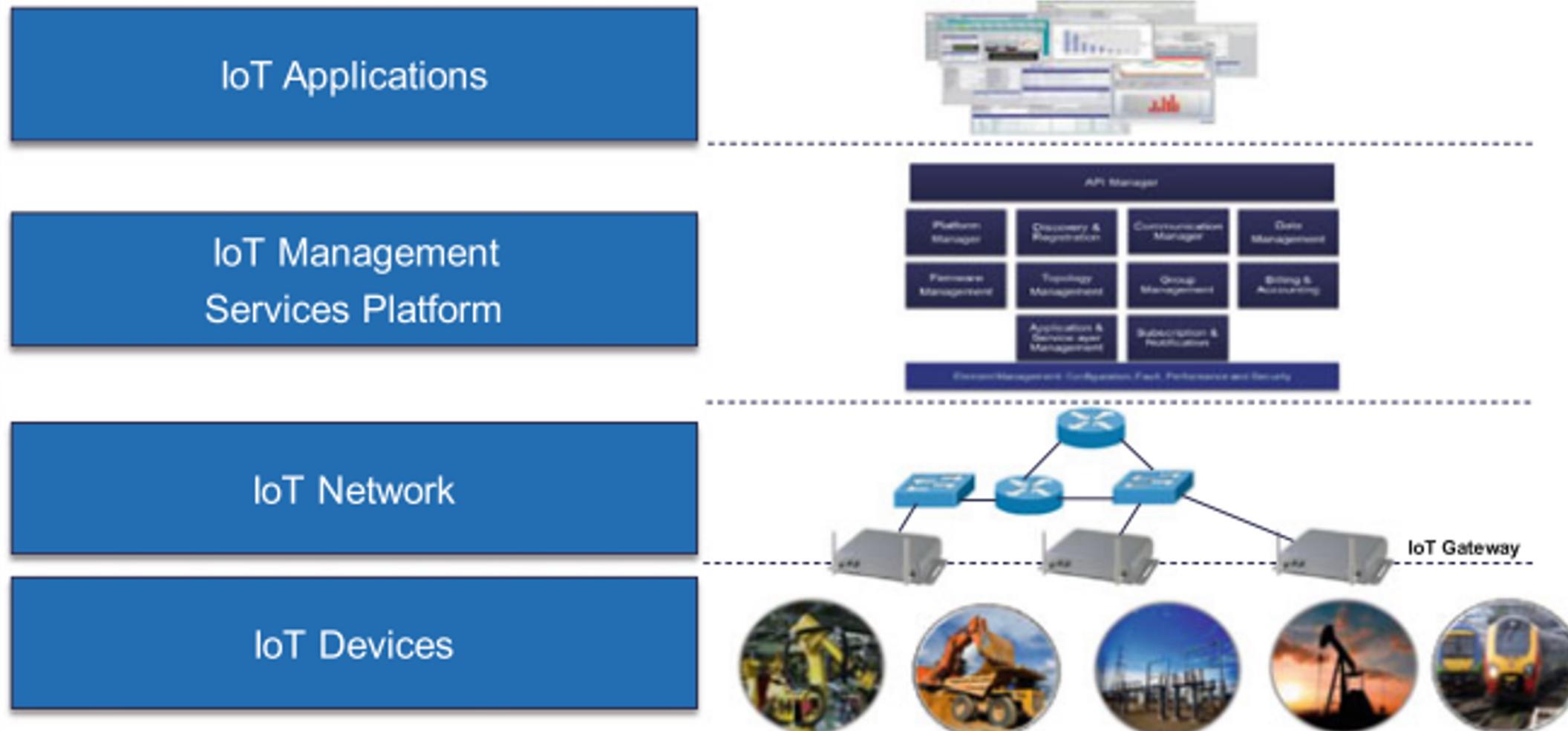
- That today's Internet is the “**Internet of People**”.
 - It is mainly connecting applications that are used by people.

IoT is the network of things, with device identification, **embedded intelligence**, and sensing and **acting** capabilities, **connecting people and things** over the Internet.

IOT REFERENCE FRAMEWORK I

- **IoT Device Level** includes all IoT **sensors** and **actuators**
i.e., the things in IoT
- **IoT Network Level** includes all IoT **network components**
IoT gateways, routers, and switches.
- **IoT Management Services Platform Level** includes the key **management software** functions to enable the overall management of IoT devices and network.
It also includes main functions **connecting** the device and network levels with the application layer.
- **IoT Application Level** includes all applications operating in the IoT network.

IOT REFERENCE FRAMEWORK II



MONITOR AND CONTROL

The basic promise of IoT is to **monitor** and **control** “things” from anywhere in the world.

- How to monitor and control things from anywhere in the world?
- Why do we want to do so?
- Who will perform the monitoring and control?
- How is security guaranteed?
- How is interoperability provided?
- How is reliability ensured?
- How can we enhance the efficiency?

