

Revolution

• Electronic Device

• Personal Computer

• ubiquitous computing

• Machine-to-machine Computing

• The Internet of things (IoT)



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Definition of IoT

IoT

A global network infrastructure, linking physical and virtual objects through the exploitation of data capture and communication capabilities
[EU FP7 CASAGRAS]

MTC

A form of data communication which involves one or more entities that do not necessarily need human interaction

M2M

Information exchange between a Subscriber station and a Server in the core network (through a base station) or between Subscriber station, which may be carried out without any human interaction
[IEEE 802.16p]

IoT

A global infrastructure for the information society, enabling advanced services by interconnecting (physical and virtual) things based on, existing and evolving, interoperable information and communication technologies
NOTE 1 – Through the exploitation of identification, data capture, processing and communication capabilities, the IoT makes full use of things to offer services to all kinds of applications, whilst ensuring that security and privacy requirements are fulfilled.
[ITU-T Y.2060]

M2M (service layer)

Considered as a key enabler for IoT

M2M

Communication between two or more entities that do not necessarily need any direct human intervention

IoT

a world-wide network of interconnected objects uniquely addressable, based on standard communication protocols
[draft-lee-iot-problem-statement-05.txt]

