





# Pemrograman Robot Cerdas Berbasis Internet of Things (IoT)





# Agenda

- Apakah IoT Arsitektur dan Sistemnya
- Riset Berbasis Cloud IoT
- > thingspeak.com
- > cloudmqtt.com
- > i-ot.net
- Pengendalian Robot Cerdas Berbasis Cloud i-ot.net
- Demo

# Apakah loT?

Internet of Things (IoT) adalah area yang muncul di mana milyaran objek pintar saling berhubungan satu sama lain menggunakan internet untuk berbagi data dan sumber daya

(Chahal, Kumar and Batra, 2020)



# Dimanapun, ada IoT!



# **Arsitektur IoT**

#### Application Layer

- ✓ Layanan ke user
- ✓ Komunikasi dengan middleware
- ✓ Antarmuka user akses layanan

#### Middleware Layer

√ konektivitas dan interoperabilitas dalam ekosistem IoT.

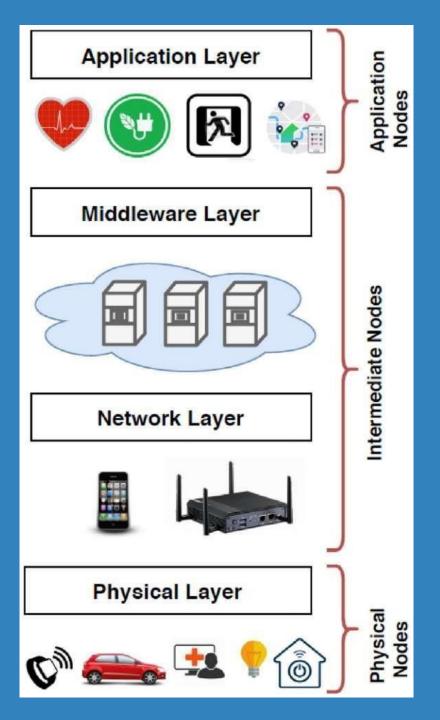
#### Network Layer

- ✓ Mendukung jaringan dan transfer data antar simpul.
- ✓ Protokol komunikasi yang diperlukan untuk pertukaran data dalam ekosistem IoT

#### Physical Layer

- ✓ Mengkarakterisasi kemampuan penginderaan dan kontrol dari sistem IoT
- ✓ Berupa simpul fisik seperti sensor dan aktuator yang merasakan lingkungan dan berinteraksi dengannya dalam menanggapi perubahan atau permintaan user

(Ravidas *et al.*, 2019)

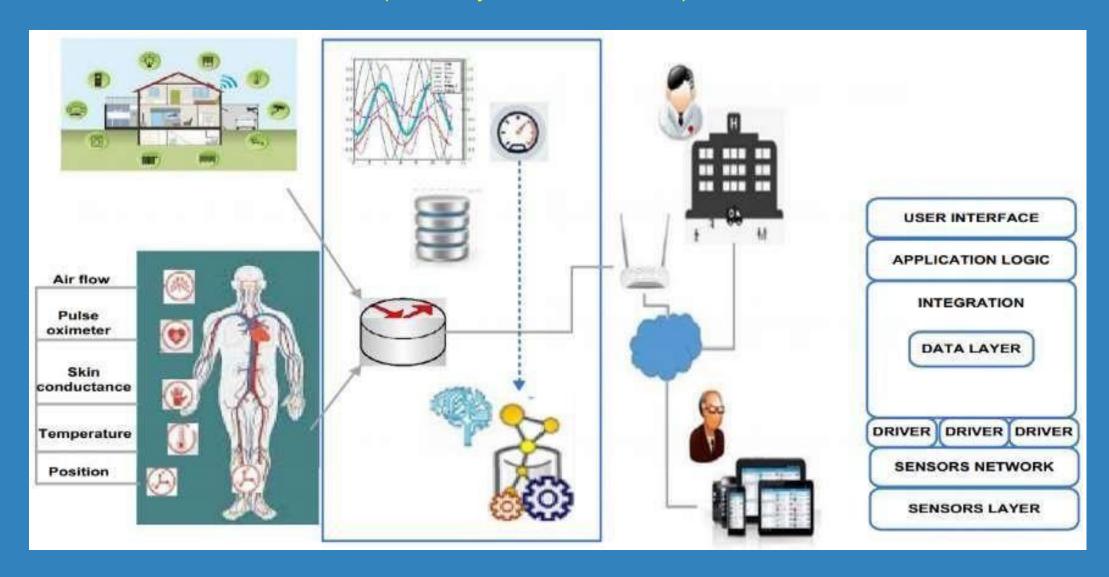


# Beberapa Contoh Aplikasi loT

- Smart Home (sistem keamanan rumah berbasis internet, dapat mengetahui keadaan rumah serta mengontrol peralatan rumah tangga melalui jaringan internet).
- Smart Farming (sistem pertanian cerdas berbasis internet, untuk pemantauan dan pengendalian kualitas air dan tanah pertanian serta pertumbuhan tanaman melalui jaringan internet).
- Internet industry (pemantauan dan pengendalian peralatan serta proses di industri)
- Kesehatan (pemantauan kondisi kesehatan seseorang).
- Transportasi (majemen dan informasi lalulintas).

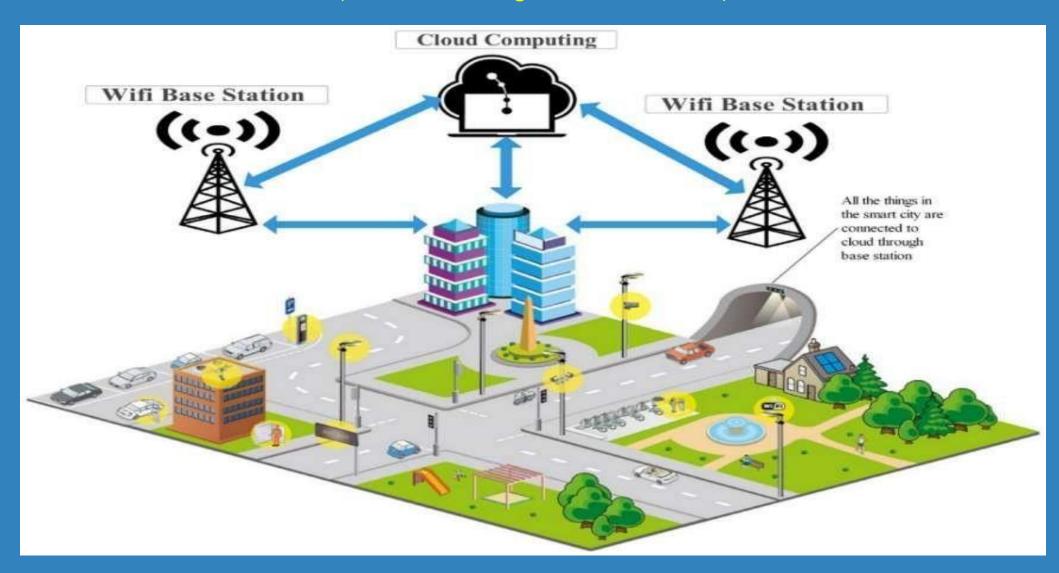
## Arsitektur Berbasis IoT untuk Bidang Kesehatan

(Zeadally and Bello, 2019)



## Penerapan IoT pada Smart City

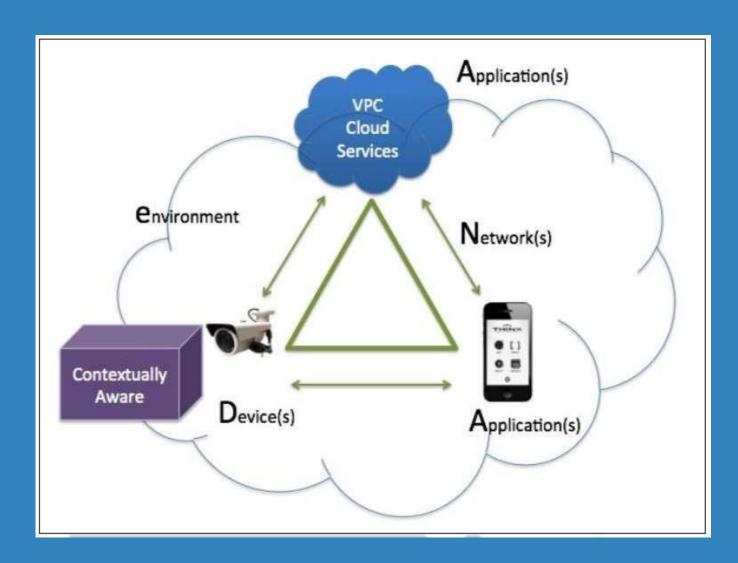
(Gheisari, Wang and Chen, 2020)



# Sistem IoT

# Sistem dasar dari loT, yaitu:

- 1.Hardware/fisik (*Things*).
- 2.Koneksi internet.
- 3.Cloud data center
  sebagai tempat untuk
  menyimpan atau
  menjalankan aplikasinya.



# Yang dibutuhkan

### **Application**

Silahkan diinstall IoT MQTT Panel dari PlayStore di HP Android

#### **Cloud IoT**

Kami perkenalkan Cloud IoT Pendatang Baru di Indonesia (i-ot.net)

-> Cita-citanya menggantikan cloudmqtt.com / thingspeak.com

#### **Device**

Bisa digunakan IoT Starker Kit Produk Tokotronik atau Rakit Sendiri

# loT MQTT Panel



#### IoT MQTT Panel

Rahul Kundu Tools

\*\*\*\* 727 .

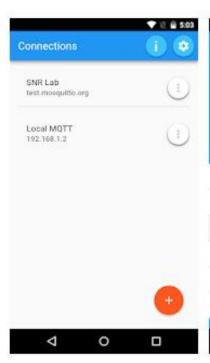
3+

Contains Ads

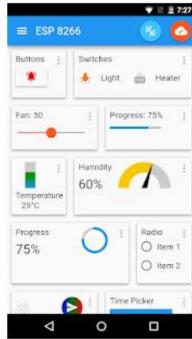
This app is compatible with all of your devices.

You can share this with your family. <u>Learn more about Family Library</u>

Installed

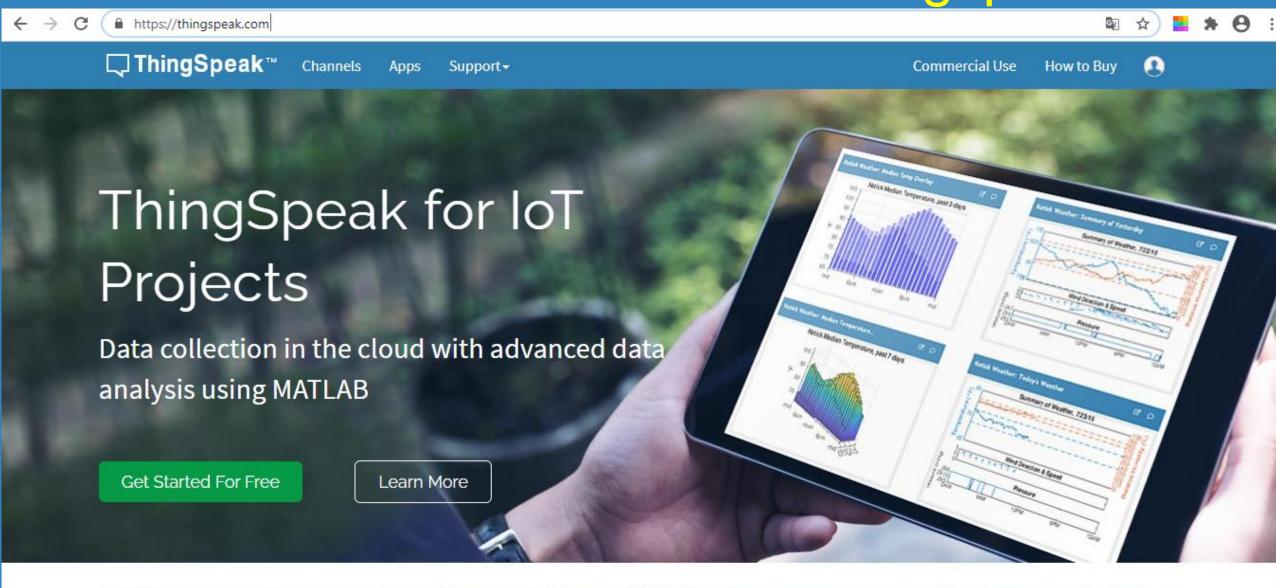




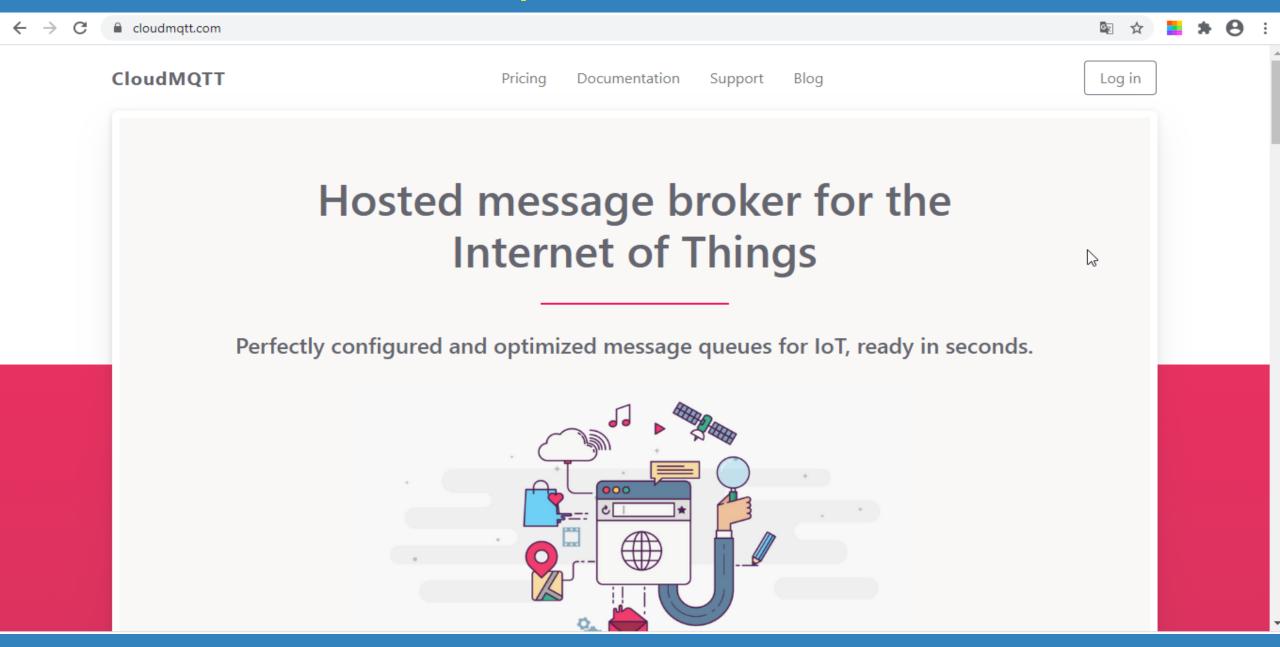




# Cloud IoT thingspeak.com



# Cloud IoT cloudmqtt.com → Sudah tidak Gratis..!



# Cloud IoT cloudmqtt.com

# 2

#### **Administrative Contact**

Name: On behalf of cloudmqtt.com administrative contact

Organization: Whois Privacy Service

Street: P.O. Box 81226

City: Seattle

State: WA

Postal Code: 98108-1226

Country: US

Phone: +1.2065771368

Email: admin-10992937@cloudmqtt.com.whoisprivacyservice.org





## **Plans & Pricing**

#### **Dedicated Instances**

Your own broker on a dedicated server.



#### **Power Pug**

- o Up to 10 000 connections
- o No artificial limitations
- o Support by e-mail
- o Support by phone

**\$ 299** 

PER MONTH

Get Now



#### **Loud Leopard**

- o Up to 1 000 connections
- o No artificial limitations
- Support by e-mail

**\$ 99** 

PER MONTH

Get Now



#### Keen Koala

- o Up to 100 connections
- o No artificial limitations
- o Support by e-mail

\$ 19

PER MONTH

Get Now

#### Shared Instances

For development or small hobby projects. Not recommended for production due to variable performance.



### **Humble Hedgehog**

- o 25 users/acl rules/connections
- o 20 Kbit/s
- o 3 bridges
- Support by e-mail

\$ 5

PER MONTH

Get Now

# Internet-of-Robotic-Things



# Aplikasi Internet-of-Robotic-Things di Industri



# Aplikasi Internet-of-Robotic-Things di Industri



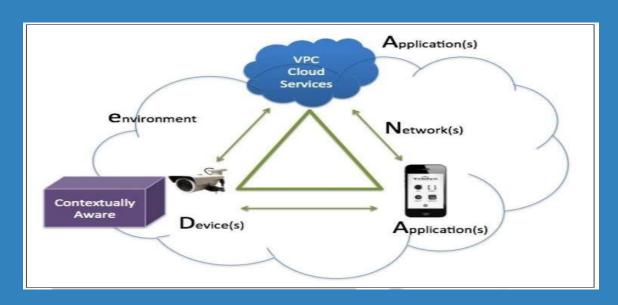
# Aplikasi Internet-of-Robotic-Things di Industri



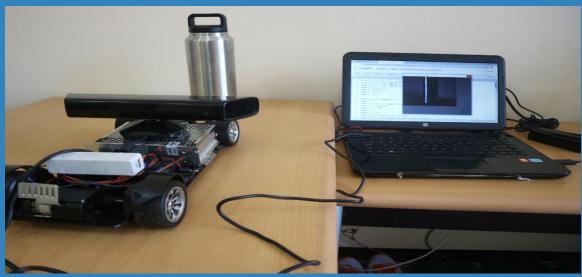


# Cloud IoT i-ot.net



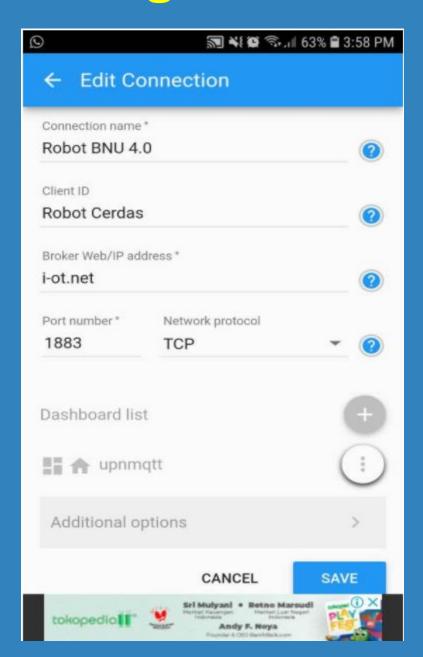


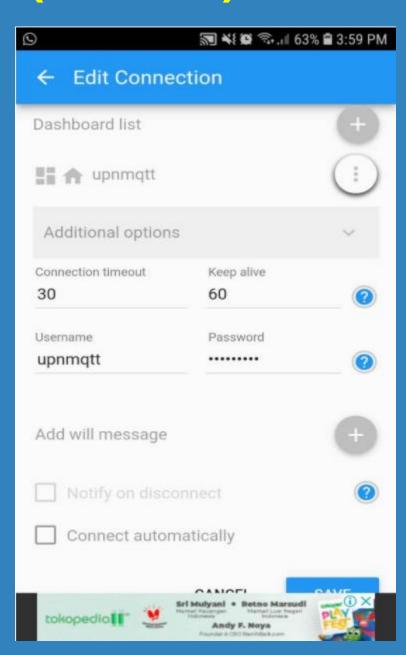






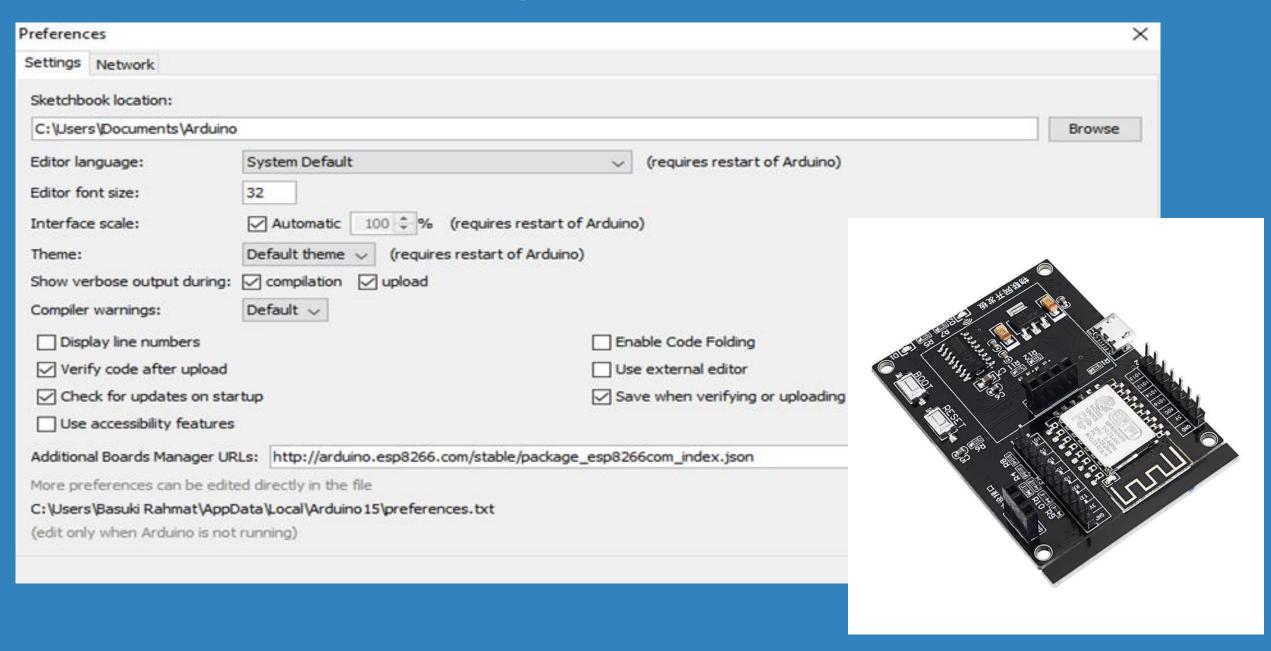
# Seting Cloud IoT (i-ot.net) di IoT MQTT Panel

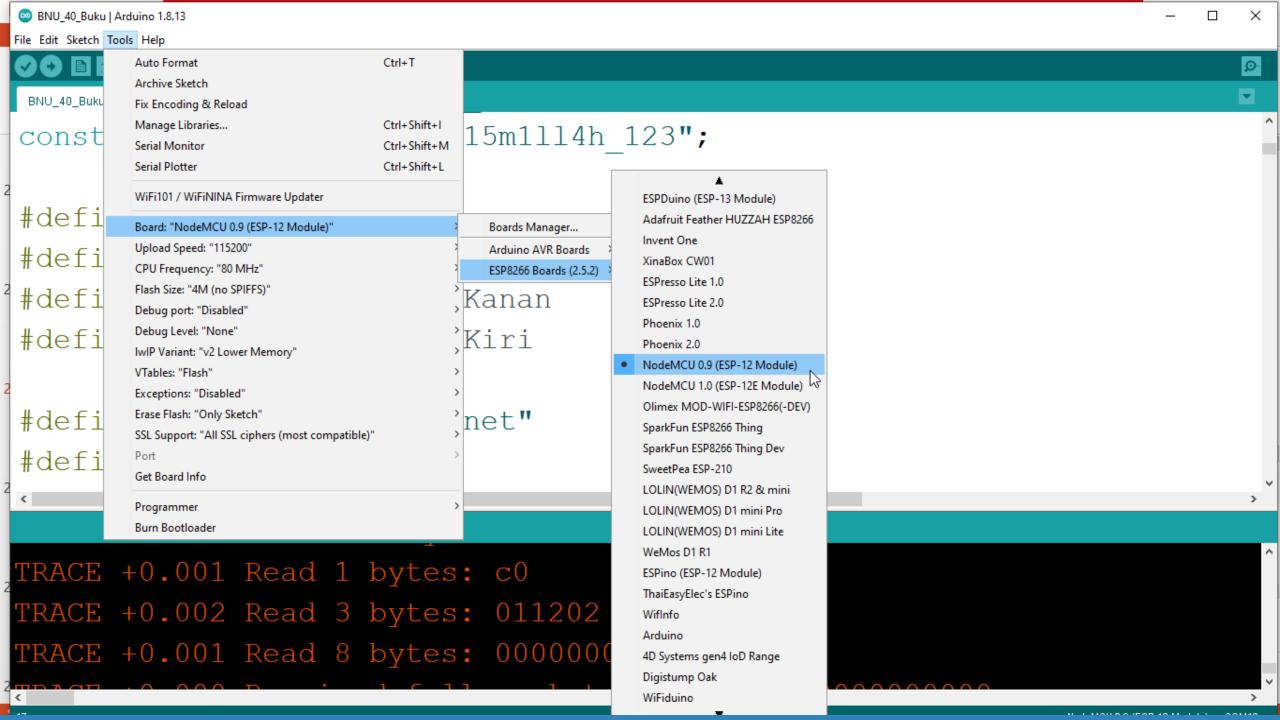


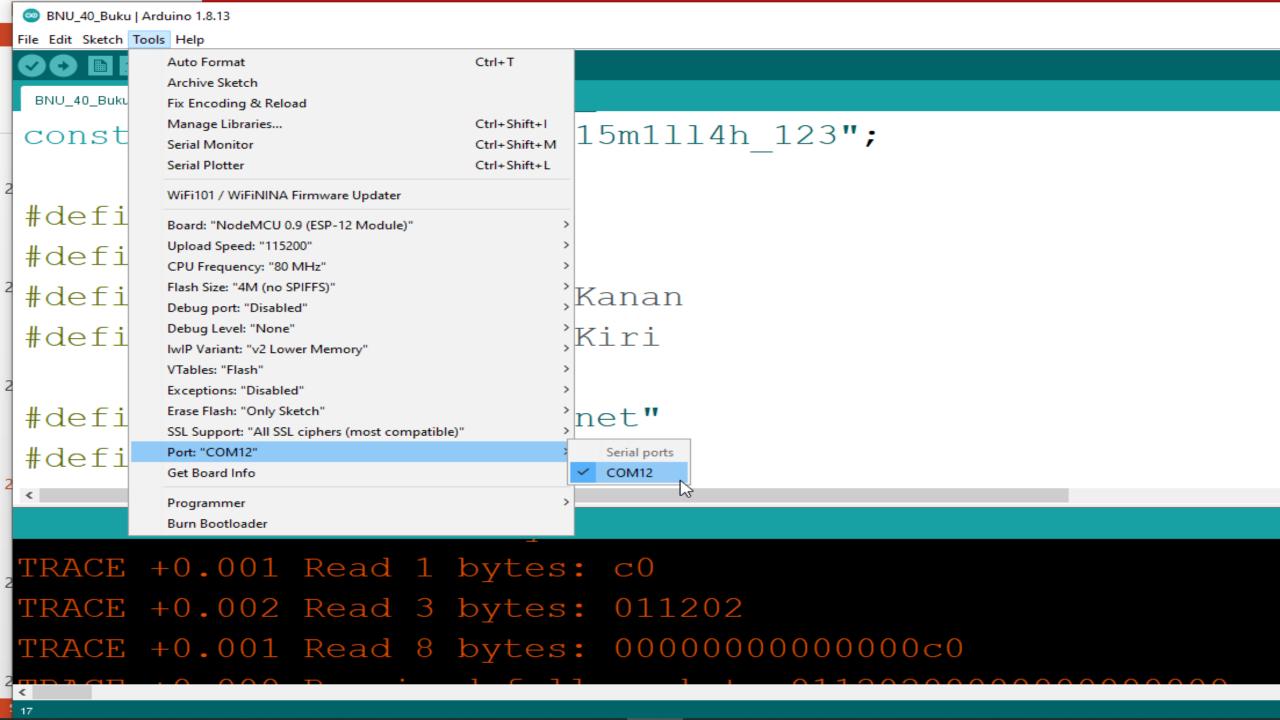


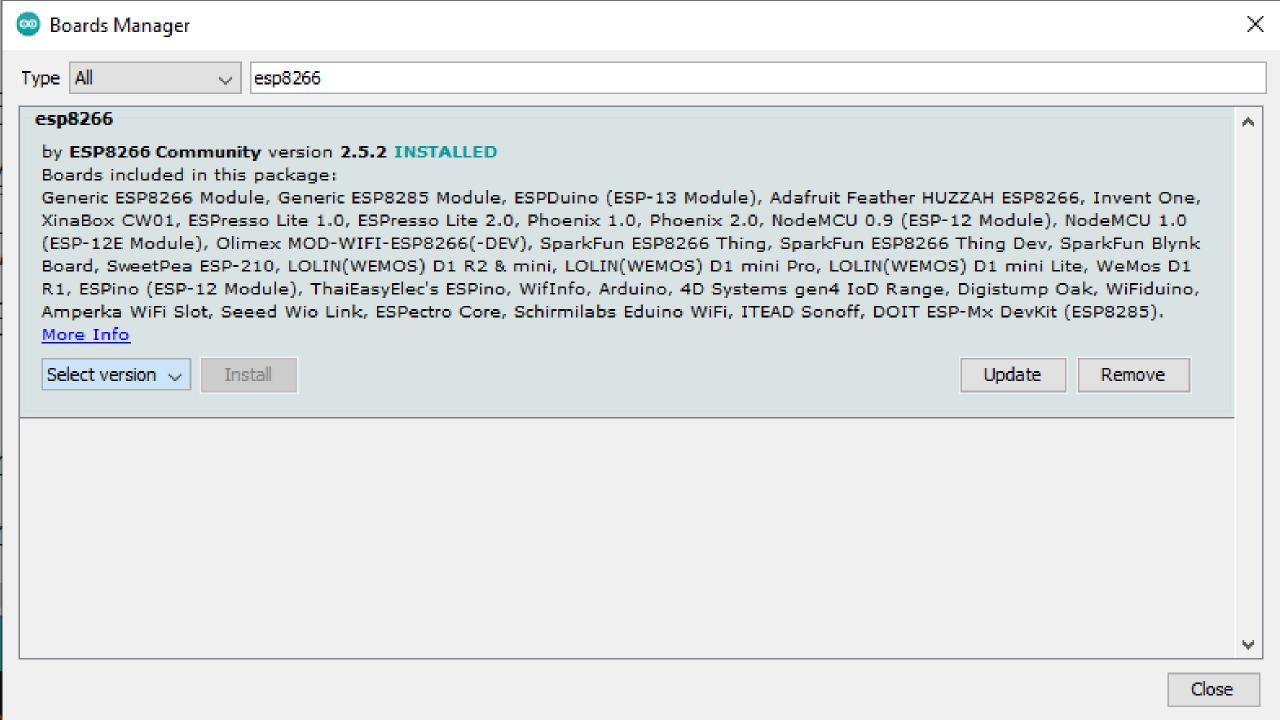
Isikan:
Port 1883
TCP

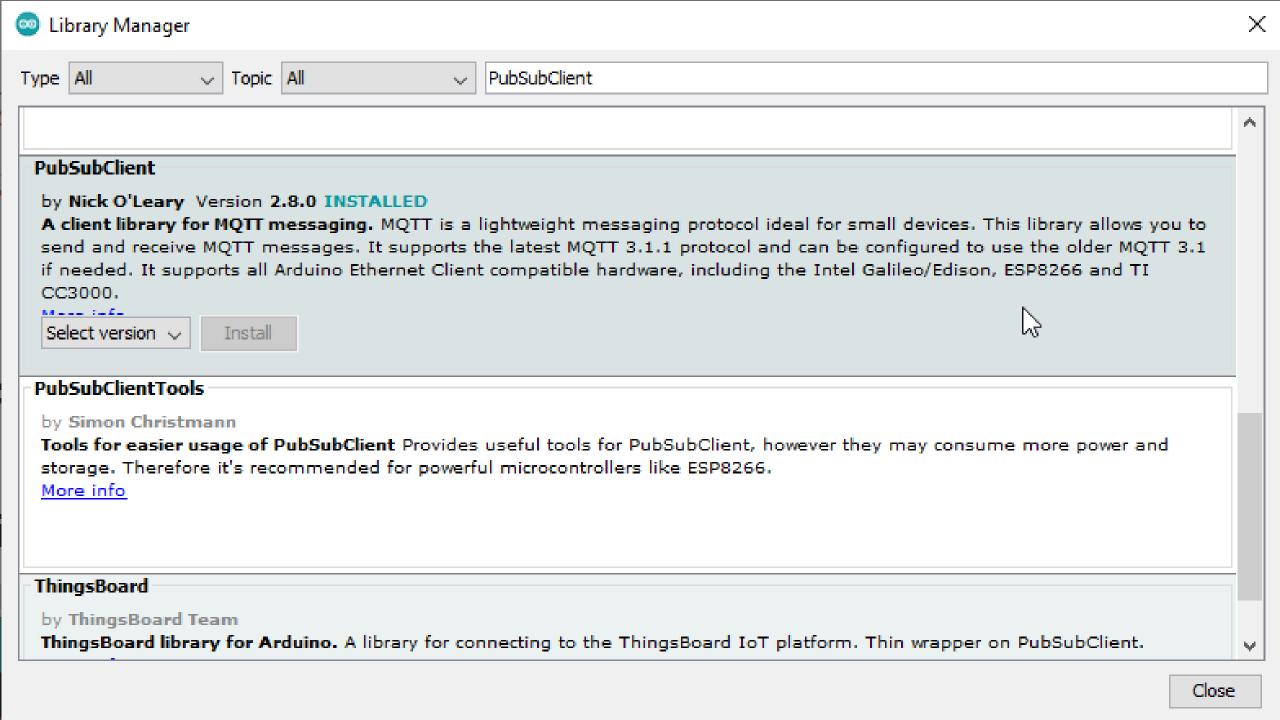
User:
upnmqtt
Password:
20upnmqtt











```
* Program: ROBOT BNU 4.0
Sesuai Buku – Pemrograman Robot Cerdas dengan Arduino
* *******************
#include <ESP8266WiFi.h>
#include < PubSubClient.h >
String Topic;
String Payload;
const char* ssid = "Wifi"; // Koneksi ke Wifi apa
const char* password = "Password_Wifi"; // Password Wifi yg digunakan
#define IN 1 D3 // Maju
#define IN 2 D4 // Mundur
#define IN_3 D7 // Belok Kanan
#define IN 4 D8 // Belok Kiri
```

```
#define mqttServer "i-ot.net"
#define mqttPort 1883
#define mqttUser "devmqtt"
#define mqttPassword "20devmqtt"
WiFiServer server(80);
WiFiClient espClient;
PubSubClient client(espClient);
void receivedCallback(char* topic, byte* payload, unsigned int length) {
 Serial.print("Message received: ");
 Serial.println(topic);
 Serial.print("payload: ");
 for (int i = 0; i < length; i++) {
  Serial.print((char)payload[i]);
 Serial.println();
```

```
/* we got '1' -> Maju */
if ((char)payload[0] == '1') {
  digitalWrite(IN_1, HIGH);
  delay(100);
  digitalWrite(IN_1, LOW);
/* we got '2' -> Kiri */
if ((char)payload[0] == '2') {
  digitalWrite(IN_4, HIGH);
  delay(300);
  digitalWrite(IN_1, HIGH);
  delay(100);
  digitalWrite(IN 4, LOW);
  digitalWrite(IN_1, LOW);
```

```
/* we got '3' -> Kanan */
if ((char)payload[0] == '3') {
 digitalWrite(IN_3, HIGH);
 delay(300);
 digitalWrite(IN_1, HIGH);
 delay(100);
 digitalWrite(IN_3, LOW);
 digitalWrite(IN_1, LOW);
/* we got '4' -> Mundur */
if ((char)payload[0] == '4') {
 digitalWrite(IN_2, HIGH);
 delay(100);
 digitalWrite(IN 2, LOW);
```

```
void setup() {
 Serial.begin(115200);
 delay(10);
 pinMode(IN_1, OUTPUT);
 pinMode(IN_2, OUTPUT);
 pinMode(IN_3, OUTPUT);
 pinMode(IN_4, OUTPUT);
 digitalWrite(IN_1, LOW);
 digitalWrite(IN_2, LOW);
 digitalWrite(IN_3, LOW);
 digitalWrite(IN_4, LOW);
 // Connect to WiFi network
 Serial.println();
 Serial.println();
 Serial.print("Connecting to ");
 Serial.println(ssid);
 WiFi.begin(ssid, password);
```

```
while (WiFi.status() != WL_CONNECTED) {
 delay(500);
 Serial.print(".");
Serial.println("");
Serial.println("WiFi connected");
server.begin();
Serial.println("Server started");
Serial.print("Use this URL to connect: ");
Serial.print("http://");
Serial.print(WiFi.localIP());
Serial.println("/");
```

```
// Connect to Server IoT (CloudMQTT)
client.setServer(mqttServer, mqttPort);
client.setCallback(receivedCallback);
while (!client.connected()) {
 Serial.println("Connecting to CLoudMQTT...");
 if (client.connect("ESP32Client", mqttUser, mqttPassword )) {
  Serial.println("connected");
 } else {
  Serial.print("failed with state ");
  Serial.print(client.state());
  delay(2000);
```

```
client.subscribe("Maju");
 client.subscribe("Kiri");
 client.subscribe("Kanan");
 client.subscribe("Mundur");
void loop() {
 client.loop();
 WiFiClient client = server.available();
 if (!client) {
  return;
 Serial.println("new client");
 while(!client.available()){
  delay(1);
```

```
String request = client.readStringUntil('\r');
Serial.println(request);
client.flush();
if (request.indexOf("/IN_1on") > 0) {
 digitalWrite(IN_1, HIGH);
 delay(100);
 digitalWrite(IN_1, LOW);
if (request.indexOf("/IN_1off") >0) {
 digitalWrite(IN_1, LOW);
 if (request.indexOf("/IN_2on") > 0) {
 digitalWrite(IN_2, HIGH);
 delay(100);
 digitalWrite(IN_2, LOW);
```

```
if (request.indexOf("/IN_2off") >0) {
 digitalWrite(IN_2, LOW);
 if (request.indexOf("/IN_3on") > 0) {
 digitalWrite(IN_3, HIGH);
 delay(300);
 digitalWrite(IN_1, HIGH);
 delay(100);
 digitalWrite(IN_3, LOW);
 digitalWrite(IN_1, LOW);
if (request.indexOf("/IN_3off") >0) {
 digitalWrite(IN 3, LOW);
```

```
if (request.indexOf("/IN_4on") > 0) {
    digitalWrite(IN_4, HIGH);
    delay(300);
    digitalWrite(IN_1, HIGH);
    delay(100);
    digitalWrite(IN_4, LOW);
    digitalWrite(IN_1, LOW);
}

if (request.indexOf("/IN_4off") > 0) {
    digitalWrite(IN_4, LOW);
}
```

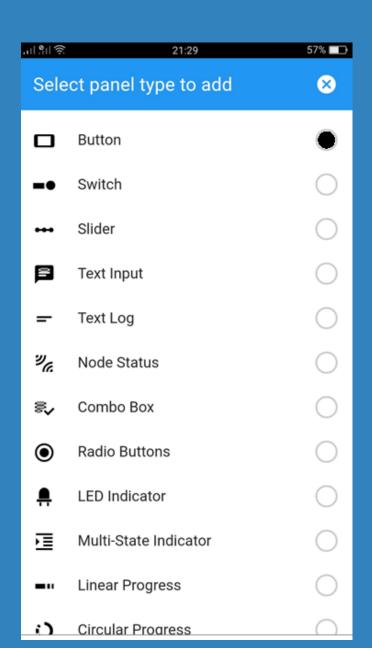
```
// Return the response
client.println("HTTP/1.1 200 OK");
client.println("Content-Type: text/html");
client.println("");
client.println("<!DOCTYPE HTML>");
client.println("<html>");
client.println("<head>");
client.println("<meta name='apple-mobile-web-app-capable' content='yes' />");
client.println("<meta name='apple-mobile-web-app-status-bar-style' content='black-
translucent' />");
client.println("</head>");
client.println("<body bgcolor = \"#f7e6ec\">");
client.println("<hr/><hr>");
client.println("<h4><center> Robot BNU 4.0 </center></h4>");
client.println("<hr/><hr>");
client.println("<br>><br>");
client.println("<br>><br>");
client.println("<center>");
```

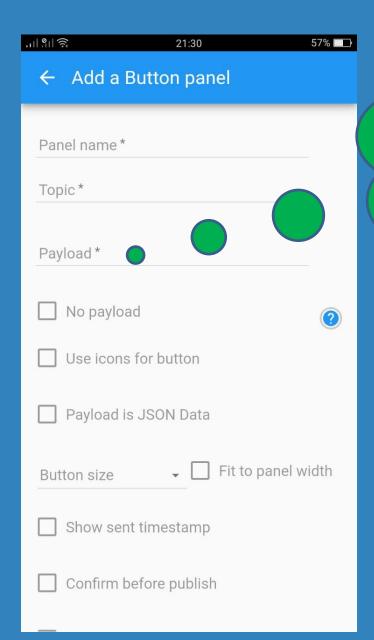
```
client.println("ROBOT");
client.println("<a href=\"/IN_1on\"\"><button>Maju </button></a>");
client.println("<a href=\"/IN_2on\"\"><button>Mundur </button></a>><br />");
client.println("</center>");
client.println("<br>><br>");
client.println("<center>");
client.println("ROBOT");
client.println("<a href=\"/IN_3on\"\"><button>Belok Kanan </button></a>");
client.println("<a href=\"/IN_4on\"\"><button>Belok Kiri </button></a><br/>);
client.println("</center>");
client.println("<br>><br>");
client.println("<center>");
client.println("");
client.println("");
//=========
```

```
if (digitalRead(IN_1))
    client.print("Maju = ON");
else
     client.print("Maju = OFF");
client.println("<br />");
if (digitalRead(IN_2))
    client.print("Mundur = ON");
else
     client.print("Mundur = OFF");
client.println("");
```

```
if (digitalRead(IN_3))
    client.print("Belok Kanan = ON");
else
     client.print("Belok Kanan = OFF");
client.println("<br />");
//============
if (digitalRead(IN_4))
    client.print("Belok Kiri = ON");
else
     client.print("Belok Kiri = OFF");
client.println("");
```

```
client.println("");
  client.println("");
  client.println("</center>");
  client.println("</html>");
  delay(1);
  Serial.println("Client disonnected");
  Serial.println("");
}
```





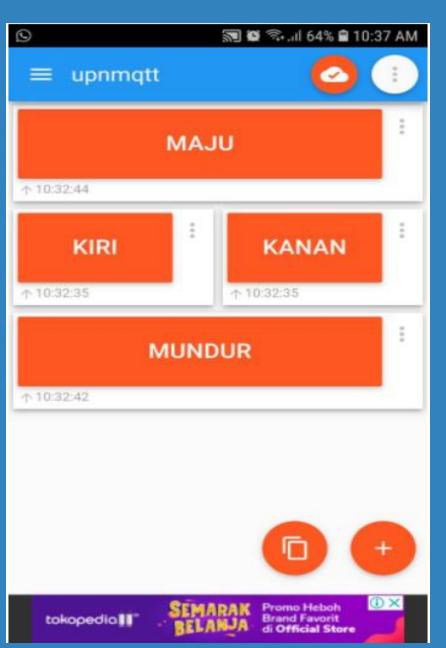
Maju = Payload 1

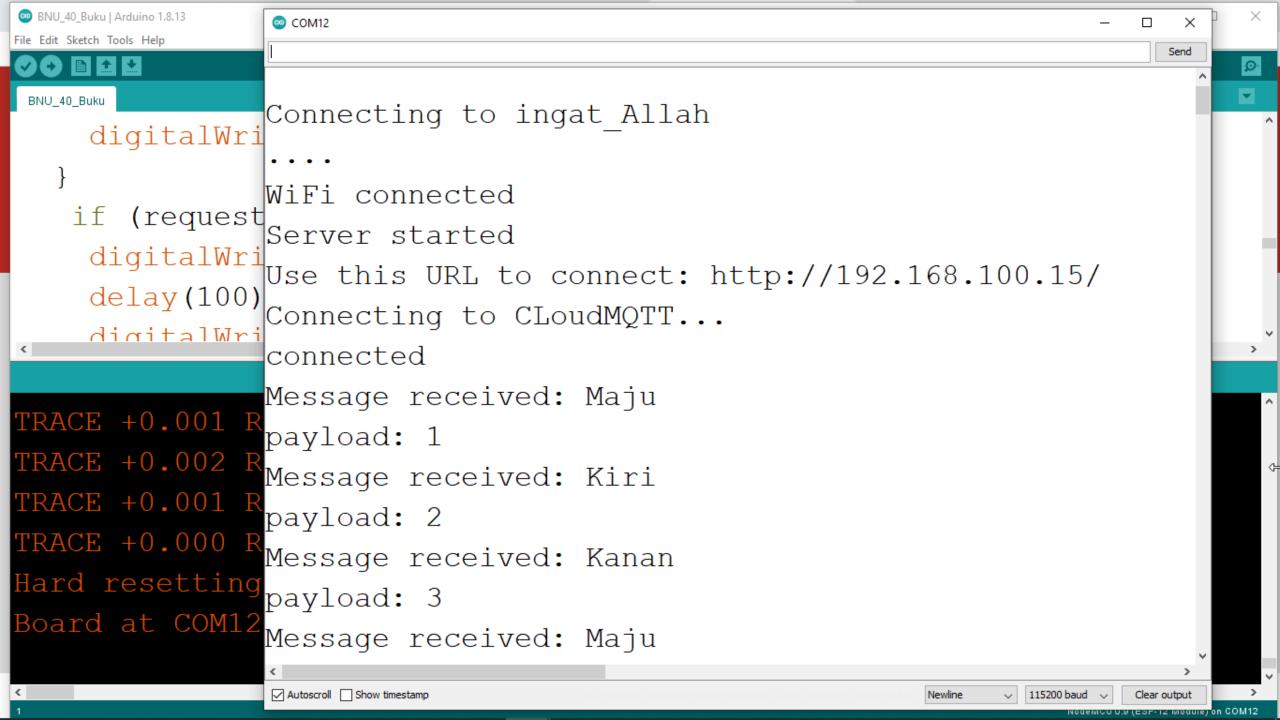
Kiri = Payload 2

Kanan = Payload 3

Mundur = Payload 4







# DEMO

