



# From RTOS to Serverless: the journey of a telemetry!

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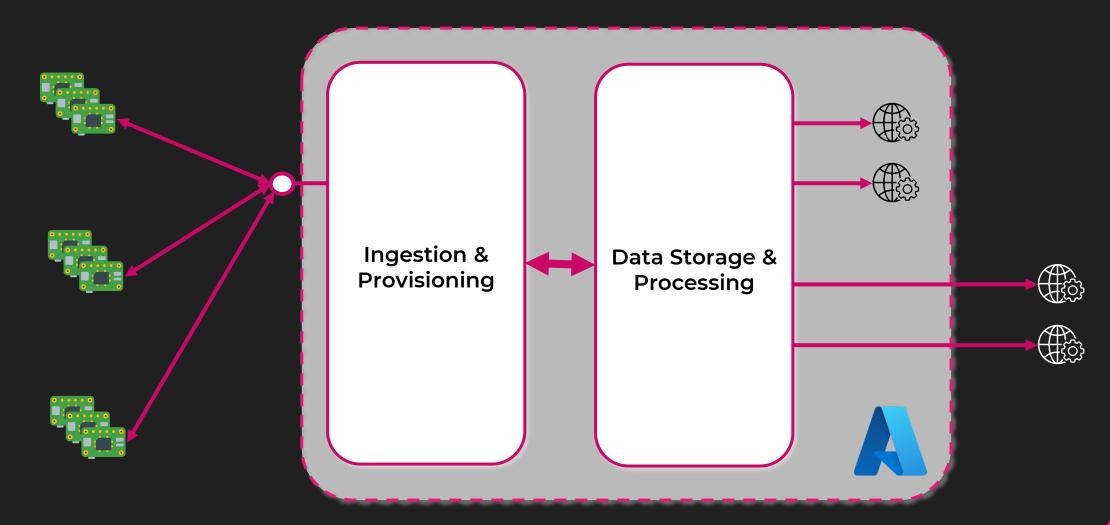


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### **IoT Architecture**







## The Edge side

### What's EDGE?



- Tiny Edge
- Light Edge
- Heavy Edge



Tiny Edge



Light Edge



Heavy Edge



- MCU-class Sensors/Actuators
  - Azure Spere and RTOS

- PC Class
- Windows IoT (also, Pro & Enterprise)
- Hybrid server, Hyper converged infra
  - Azure Stack

#### Market and applications



More suitable

Less suitable

Azure RTOS

















Smart phones

Fitness trackers

Sensors

Consumer Electronics

Thermostats, Smoke Alarms

Medical diagnostics

POS, Kiosks ATMs, Gas Pumps, Vending, Digital signage

PLC/Indus. Automation **Embedded Servers** 

Azure Sphere



















Fitness

Connector Boards Guardian modules

Medical diagnostics

Home appliances

IOT Gateways

Consumer Electronics

Smart phones

trackers

Windows IoT



POS, Kiosks ATMs, Gas Pumps, Vending, Digital signage



HMIs, PLC/Indus. Automation **Embedded Servers** 



MRI, Xray devices



**Industrial Robots** & gateways



Consumer Electronics



Smart phones



Fitness Sensors trackers



## The Serverless side

### Why Durable Functions?





#### Stateful Operations

Durable Functions maintain their state between calls. This is in contrast to typical serverless functions, which are stateless.



#### Long-Running Tasks

With Durable Functions, you can write longrunning workflows without worrying about the duration of a single function call.



#### Built-in Concurrency and Rate Control

Durable Functions allow you to manage and control concurrent function execution.



#### **Cost-Effective**

Like other Azure
Functions, Durable
Functions only charge for
the time your code is
running. This makes them
very cost-effective as you
are not billed for idle time
in between executions.



#### Error Handling Retry Policies

Durable Functions
provide built-in
capabilities for error
handling and automatic
retries. This is very
important for building
robust, reliable
applications.

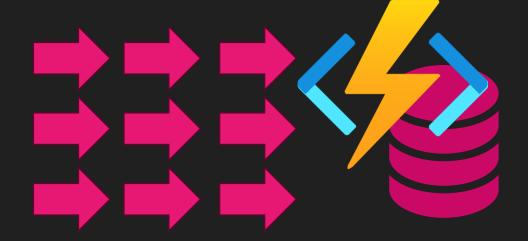




 Durable Entities allow you to implement Aggregator Pattern

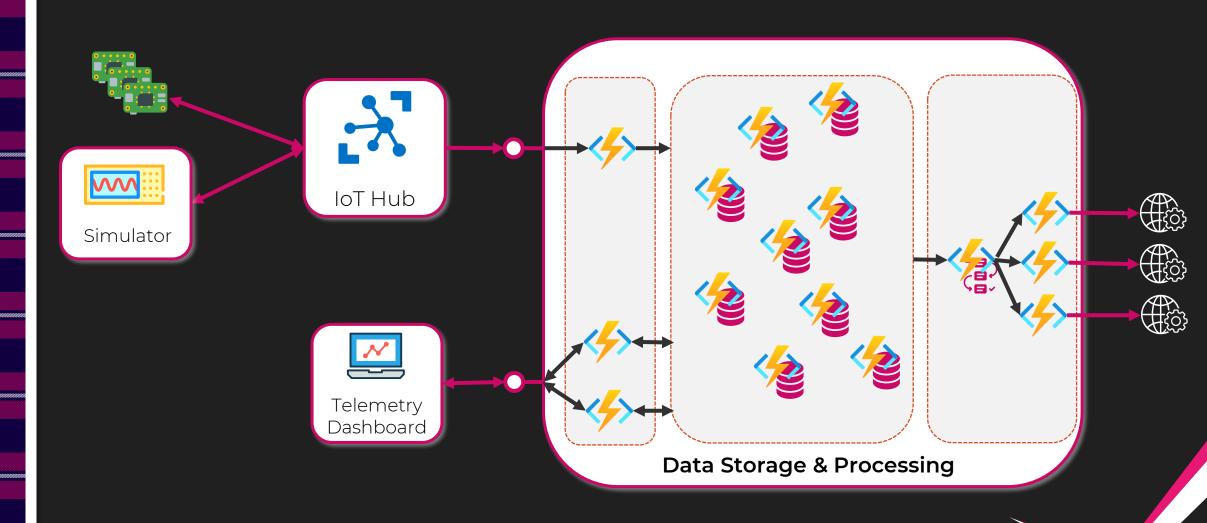
 The Aggregator pattern provides a way to aggregate event data over time in a single entity.

• Durable Entities manage the concurrency: for each entity, its state is modified by only one data at a time (similar to Actor Model).



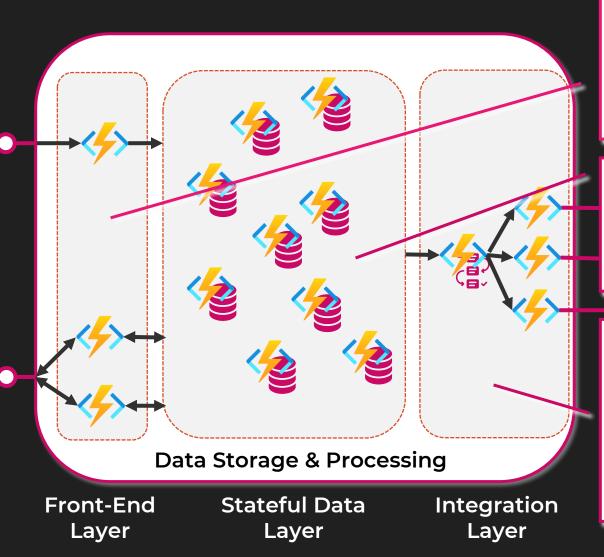












etry

#### Front-End Layer:

Azure Functions listen the IoTHub events and expose REST APIs to search devices and retrieve status for each device

#### Stateful Data Layer:

**Durable Entities** provide stateful layer to manage status of each device

#### **Integration Layer:**

**Durable Functions** provide integration with external services and allow you to create complex workflow to integrate more than one external service

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## Thank you for your attention!!



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- <u>Durable Functions overview</u>
- <u>Developer's guide to durable entities in .NET</u>
- Entity Functions
- Durable Functions Extension (GitHub repo)
- <u>GitHub ServerlessIoT Demo</u>
- Azure Durable Functions Succinctly (ebook)
- Azure MXChip IoT DevKit Get Started
- MXChip Azure IoT DevKit Repository