# **Preliminary Concepts**

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### **Internet of Things**



"The next logical step in the technological revolution connecting people anytime, anywhere is to connect inanimate objects. This is the vision underlying the Internet of things: anytime, anywhere, by anyone and anything"

(ITU, Nov. 2005)

#### Any object can be addressed

- computers and communication devices
- cars, robots, machine tools
- persons, animals, and plants
- garments, food, drugs, etc.

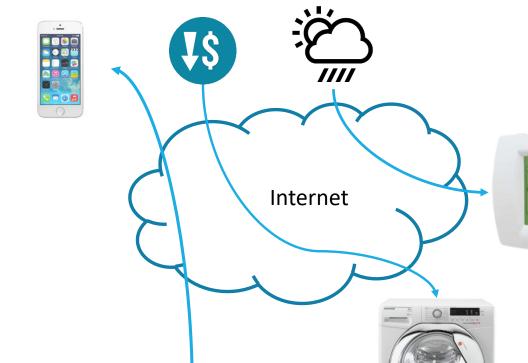
# Objects can be connected and communicate





### **Internet of Things**





IoT envisions a future in which any object is empowered with computing and communication capabilities

#### **Enhanced services**

- remote control of connected cars
- Intelligent thermostat
- Smart wash machine
- ..



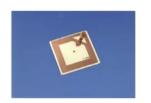


### **Smart Devices**



# Increasing Connectivity Capabilities























### **Smart Object**



#### Any real-world object empowered with

- Communication capabilities
  - Allow the smart object to communicate
- Computing capabilities
  - Give the smart object its behavior
- Sensing/Actuating capabilities
  - Allow the smart object to interact with the physical world
- Power Source
  - Needed to feed electronic circuits

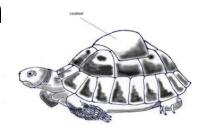
















### **Smart Object**



#### Real-world object + instrumenting device









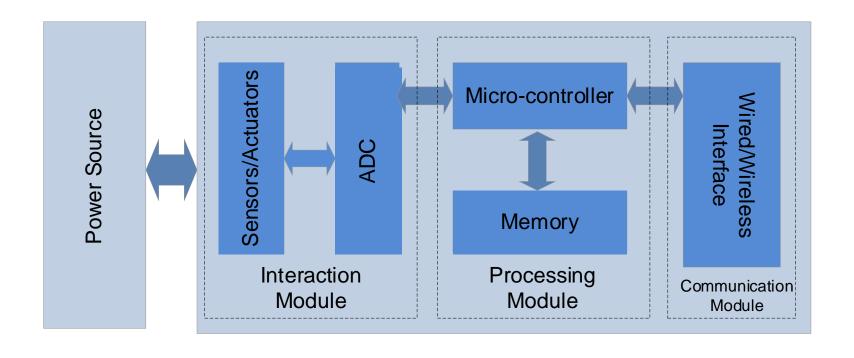
#### Low-cost device, embedded to the object, with

- Communication capabilities
- Computing capabilities
- Sensing/Actuating capabilities
- Power Source









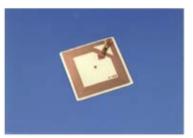






RFID Tags: only connectivity

RFID Reader required for communication









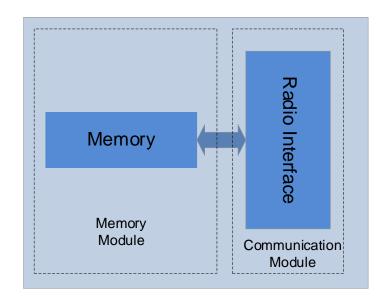






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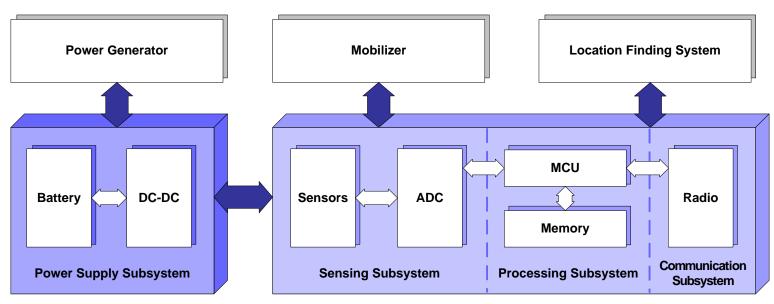






#### Sensor node





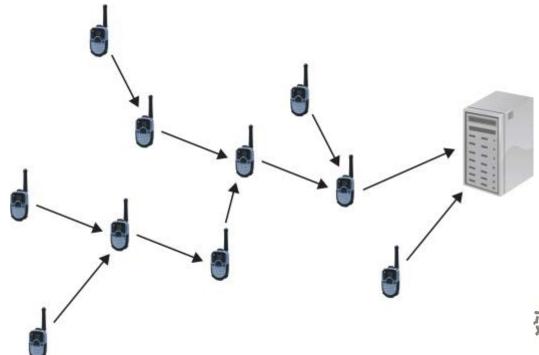




# **Smart Object Networks**



- Smart Objects typically are part of a distributed system
  - Where different smart objects cooperate to perform a specific task
  - Wireless/Wired communication





#### **Smart Environment**



- Smart Objects are the building blocks for smart environments
  - Smart environment
    - ⇒ a place where human activities are assisted and supported by ICT
    - □ Through cooperating smart objects
  - Most of the environments where we live, work, spend our time are smart, or can be made smart





#### **Smart Environments**



- Smart Cities
- Smart Mobility
- Smart Parking
- Smart Lighting
- Smart Waste/Water Management
- Smart Buildings
- Smart Energy (Smart Grid)
- Smart Healthcare
- Smart Factory (Smart Industry)
- Smart Manufacturing
- Smart \*

The keyword «smart» is extremely popular





### **Smart Cities**



A city instrumented with ICT tools to provide improved efficiency, sustainable development, better quality of life, incresaed security, citizens' participation, inclusion of disadvantged people, ...







#### **Smart Mobility**



Sensors deployed at the main entrance of the city for real-time monitoring of urban traffic

Allows to take timely and appropriate

decision



Traffic intensity sensor node. To be deployed buried in the asphalt. Repeater. To be deployed at available street lights or traffic lights. Gateway. Connected to Internet/Intranet. Radio link





### **Smart Parking**



#### **Efficient Management of Parking Areas**







Sensors deployed at each parking lot allows to monitor the status of parking lots and send information to a server

Drivers are guided to the closest parking area

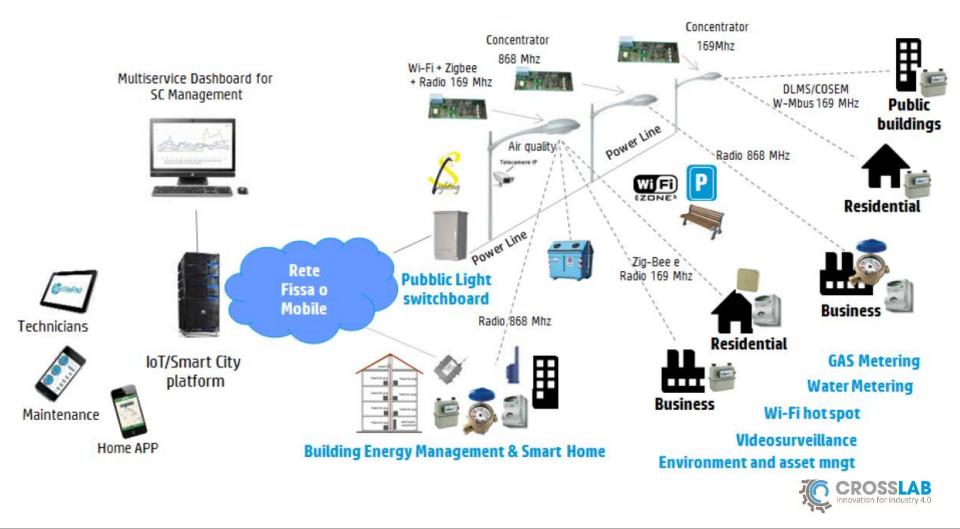
CROSSLAB Innovation for industry 4.0



### **Smart Lighting**



#### **Energy effiency + innovative city services**





# **Smart Buildings/Homes**





Buildings providing their owner, operator, and occupants with an environment that is flexible, effective, comfortable, and secure through the use of ICT solutions



#### **Smart Homes**



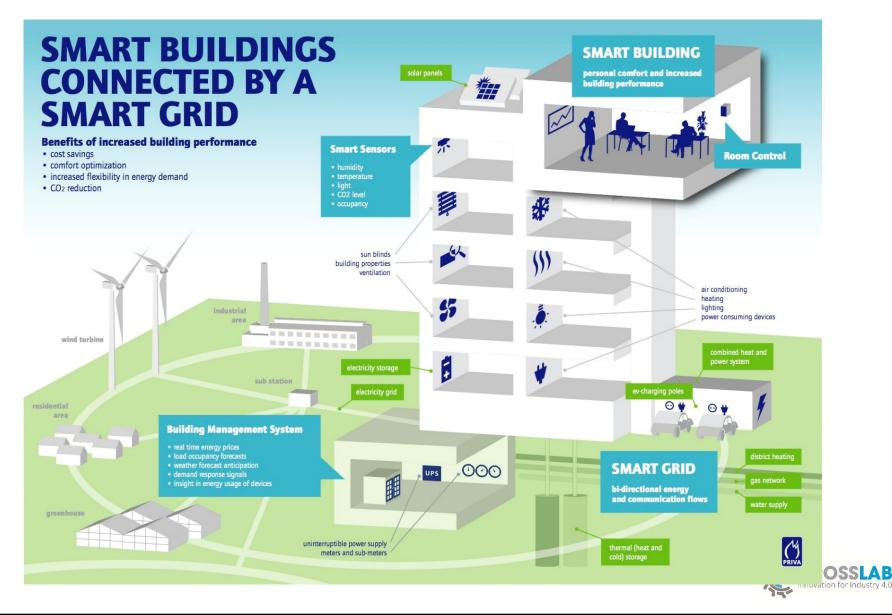


A lot of networked embedded sensors and actuators that monitors and automatically control all the home activities cross



### **Smart Energy**





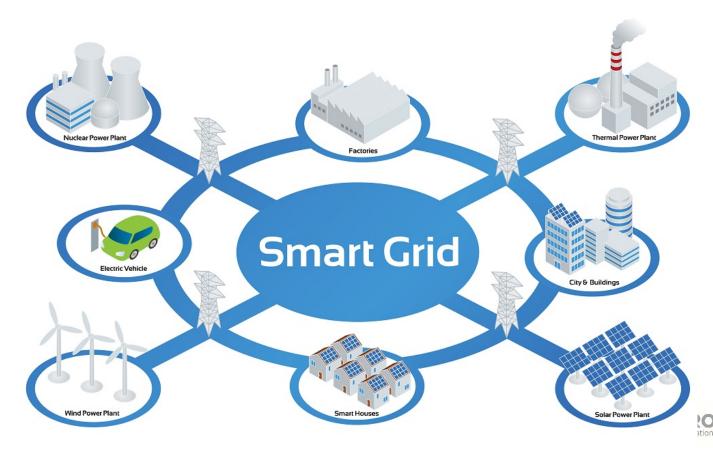


#### **Smart Grid**



#### Electrical Grid augmented with ICT

- Information management is essential in smart grids
- for improved efficiency, security, safety, ...





### **Smart Factory**



Real-time networking of human beings, machines, and smart objects for intelligent factory management

- process monitoring & control
- predictive maintenance

smart manifacturing

intra-logistics

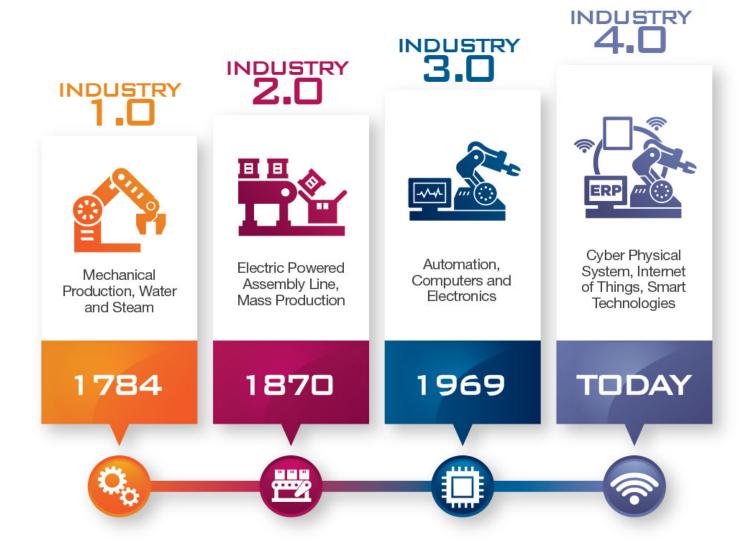
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## **Industry 4.0**



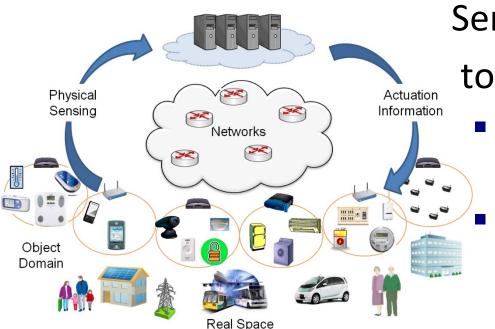






#### In the considered systems we observe

Lots of *smart objects* (with embedded sensors and/or actuators) ... *pervasively* deployed ... and *wirelessly* connected



Sensors collect data ...

to be *processed* for

services

- ⇒ users, operators, ...
- intelligent decision making
  - ⇒ actuators, people





### **Cyber-Physical System**



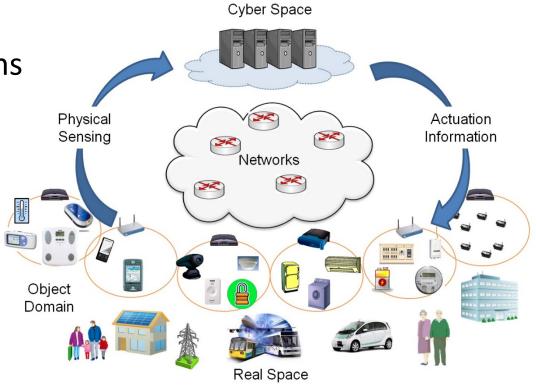
#### In the considered systems we observe

- a real space
  - people, appliances, cars, machines, ...

a cyber-space

hw, sw, algorithms

Cyber-Physical Systems



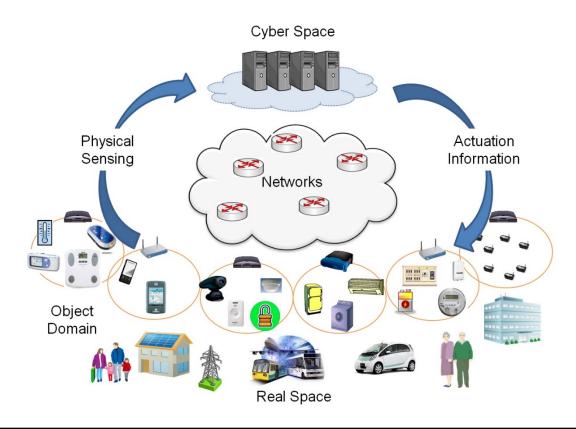




#### In the considered systems we observe

#### People in the loop as

- users
- sensors
- actuators

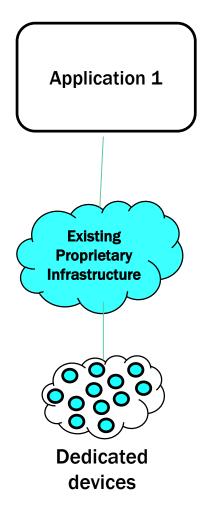


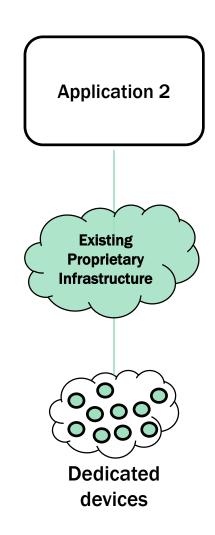


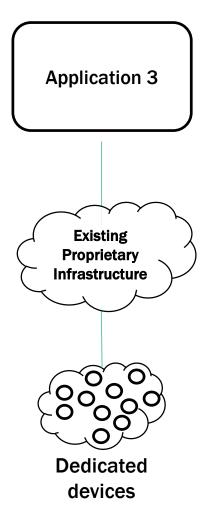
#### **Current solutions: verticals**









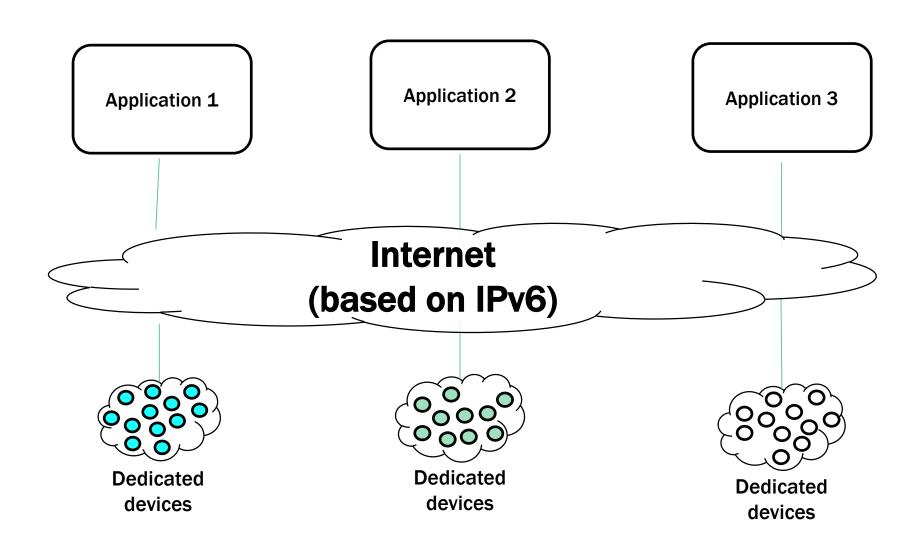




### **Current solutions: verticals**



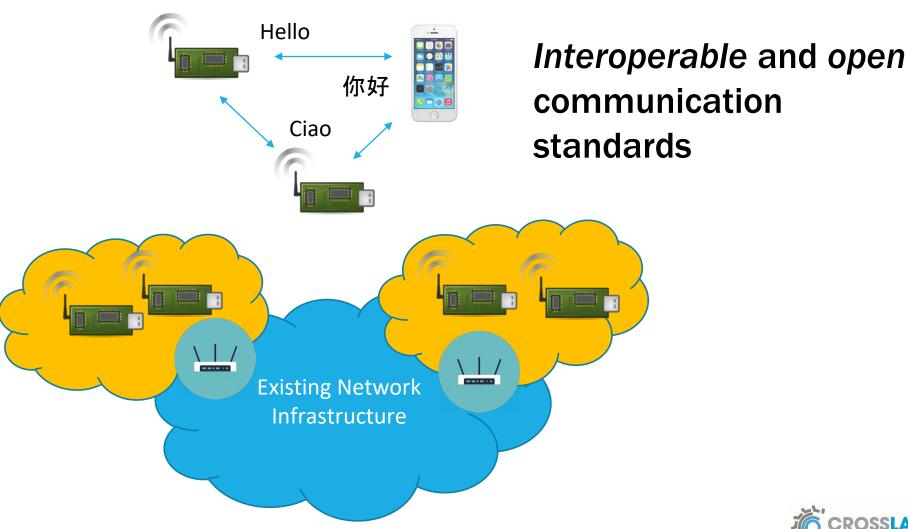






#### **Communication Standards**





communication standards





#### **Standardization Bodies**







#### **IP for Smart Objects**

- Set of IPv6-based solutions defined (or under definition) by IETF
- Supported by the IPSO alliance

#### Machine-to-Machine (M2M)

 Service architecture defined by the ETSI M2M Technical Committee



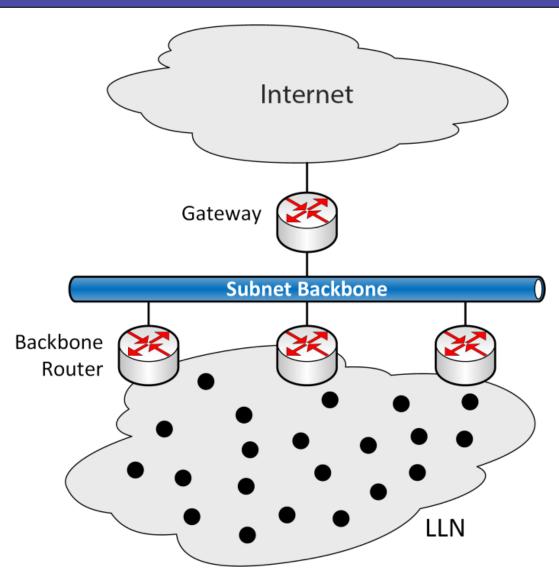






### **IETF Reference Architecture for IoT**





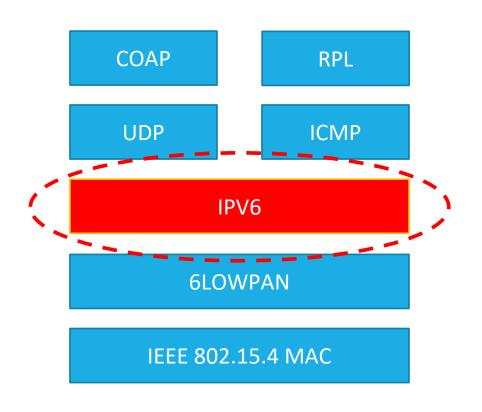
LLN: Low-power and Lossy Network





#### **IETF Protocol Stack for IoT**





Protocol stack built around the IPv6 protocol

Common "language" used by communication networks nowadays





# Why IPv6 for Smart Objects?



Interoperability

 Layered approach for independence of underlying technologies

Scalability

- Survived the current Internet evolution
- Unique (IPv6) addressing
- Direct support for self-configuration and management

End-to-end

- No multi-protocol intermediate gateways that:
  - Are expensive and difficult to manage
  - Lack of QoS end-to-end
  - Have security holes

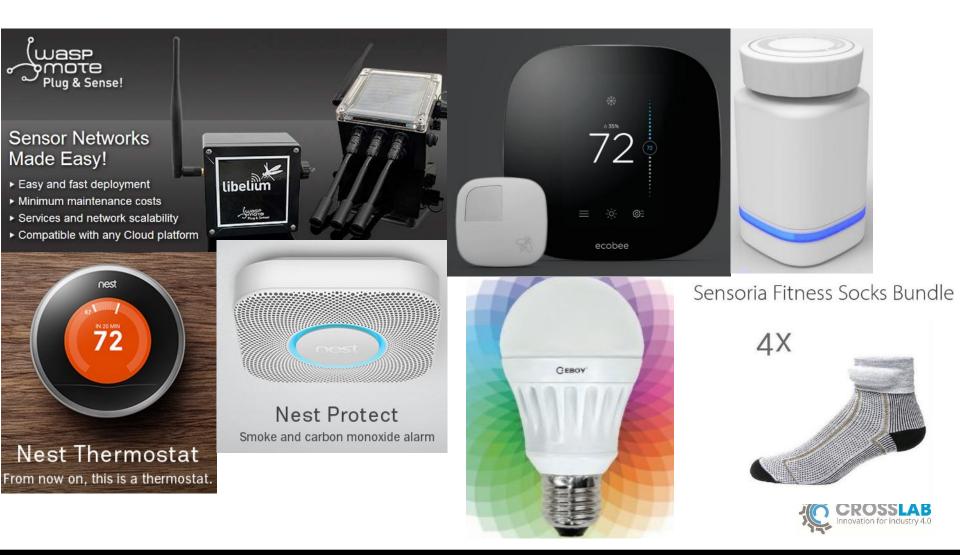
# of protocols HTTP, XML, etc. TCP, UDP IΡ IEEE802.3 IEEE802.11 IEEE802.15.4

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### Is IoT Still a Vision?







### **IoT vs. Cyber-Physical Sistems**



- Cyber component + physical component
  - The cyber component receives data from the physical world
  - Processes the received data and takes intelligent decisions that are communicated to actuators
  - Smart object interact with the physical world
    - ⇒ Border between the cyber and physical world
- In IoT smart objects are connected to the Internet and communicate through IoT protocols



### **IoT Protocol Stack**

**COAP** 

RPL

UDP

**ICMP** 

IPV6

**6LowPAN** 

IEEE 802.15.4



#### **MAC Protocol**



The IETF architecture assumes the IEEE 802.15.4 MAC protocol

The IEEE802.15.4 standard has been designed for low-power communications

It is the de-facto standard for the communication of lowpower wireless devices and sensor networks

Small frames, up to 127 bytes!

**COAP RPL UDP ICMP** IPV6 **6LOWPAN IEEE 802.15.4 MAC IEEE 802.15.4 PHY** 





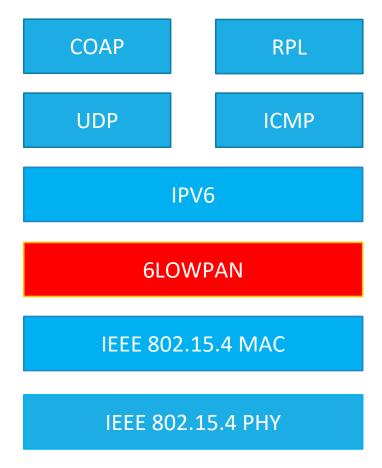
### **6LowPAN Adaptation Layer**



Adaptation Layer to allow the transmission of IPv6 datagram on a IEEE 802.15.4 frame

6LowPAN defines the operations to be performed to transmit IPv6 packets in such networks

- How compress/translate the header
- How fragmentation can be performed
- How discovery is performed







### **Application Layer**



In principle smart objects could use HTTP as application-layer protocol

In practice, they do NOT have enough memory to implement a complex application protocol

The Constrained Application
Protocol (CoAP) to fulfill their
needs

Simplified version of HTTP with specific features for the IoT

**COAP RPL** UDP **ICMP** IPV6 **6LOWPAN** IEEE 802.15.4 MAC **IEEE 802.15.4 PHY** 





### Multi-hop communication

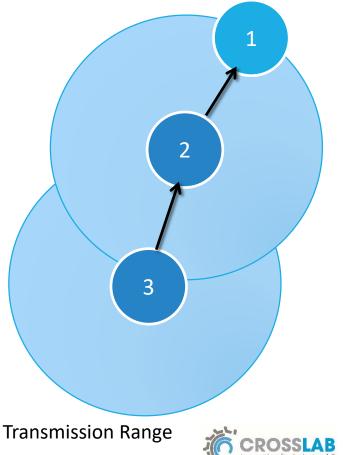


Wireless technologies for IoT devices are typically low-power

The transmission range of devices is limited

Multi-hop communication used to reach the destination when it is outside of the transmission range of the sending device

#### **Border Router**







### **RPL Routing Protocol**

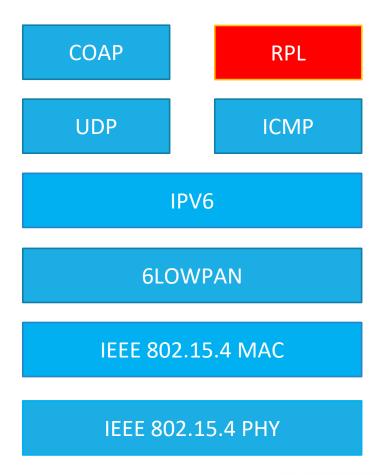


#### **IPv6 Routing Protocol for Low-Power and Lossy Networks**

RPL routing protocol for multi-hop communication

#### **RPL**

- collects information on the network topology
- computes the multi-hop routes
- populates the routing tables of each node





# Questions

