



OpenJS World 2021

Virtual Experience | June 2, 2021



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Internet of Things (IoT) with Node.js: Both Practical and Fun!

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Agenda



- Intro to IoT and MQTT
- Using MQTT with Node.js
- Let's Look at some devices
- Anatomy of a simple MQTT Light and Temperature Sensor
- MQTT and Devices in Action!
- Leveraging the Cloud
- Reactive Applications/Kafka



- Internet of Things (IoT)
 - network of physically connected devices (things)
 - devices provide data
 - devices can be controlled
 - https://en.wikipedia.org/wiki/Internet_of_Things

MQTT Introduction



- MQTT (MQ Telemetry Transport)
 - lightweight publish/subscribe
 - small footprint
 - low bandwidth (minimum size is 2 bytes)
 - From <http://mqtt.org/>

“MQTT is a machine-to-machine (M2M)/"Internet of Things" connectivity protocol”



Async

A blue, multi-pointed starburst graphic with a jagged, sunburst-like edge. The word "Async" is written in black, sans-serif font in the center of the starburst.

MQTT - Terminology

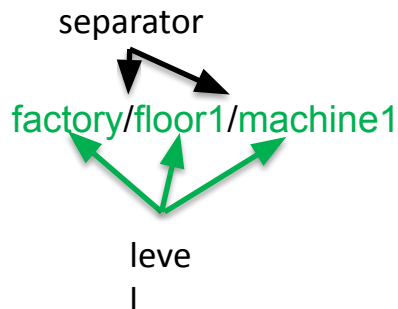


- Client
 - Publishers and subscribers
 - Paho
 - mqtt.js (MQTT 5 support is experimental)
- Broker
 - Mosquitto
 - ActiveMQ
- Topic
 - Shared id to subscribe or publish on
- Message
 - Free form text
- QoS
 - Quality of Service (0-2)

MQTT Topics



- **Topics** are one or more **levels** separated by the topic level **separator**



- **Restrictions**

- Must be at least one character
- Case sensitive

- **Wildcards**

+ Matches one level

factory/+/machine1 factory/floor1/machine1 (yes) factory/floor1/room1/machine1 (no)

matches multiple levels

only allowed at end

factory/# factory/floor1/machine1 (yes) factory/floor1/room1/machine1 (yes)

MQTT Quality of Service (QoS)



- 3 Levels
 - 0 – At most once
 - 1 – At least once
 - 2 – Exactly once
- Downgrade of QoS
 - Uses QoS of receiver, so downgrade may occur if sending used higher level
- More overhead for each level
- 0 is generally the default

Why IoT ?



Simple Publisher



```
const fs = require('fs');
const path = require('path');
const mqtt = require('mqtt');

// setup mqtt
let mqttOptions;
mqttOptions = {
  key: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.key')),
  cert: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.cert')),
  ca: fs.readFileSync(path.join(__dirname, 'mqttclient', '/ca.cert')),
  clientId: 'simple publish',
  checkServerIdentity: function() { return undefined },
  rejectUnauthorized: false,
  username: '',
  password: ''
}

const mqttClient = mqtt.connect('mqtts:common1.iinthecloud.com:8883', mqttOptions);
mqttClient.on('connect', () => {
  console.log('connected');
  setInterval(() => {
    console.log('publishing');
    mqttClient.publish('onibmi/topic', 'hello world');
  }, 10000 );
});
```

Simple Client

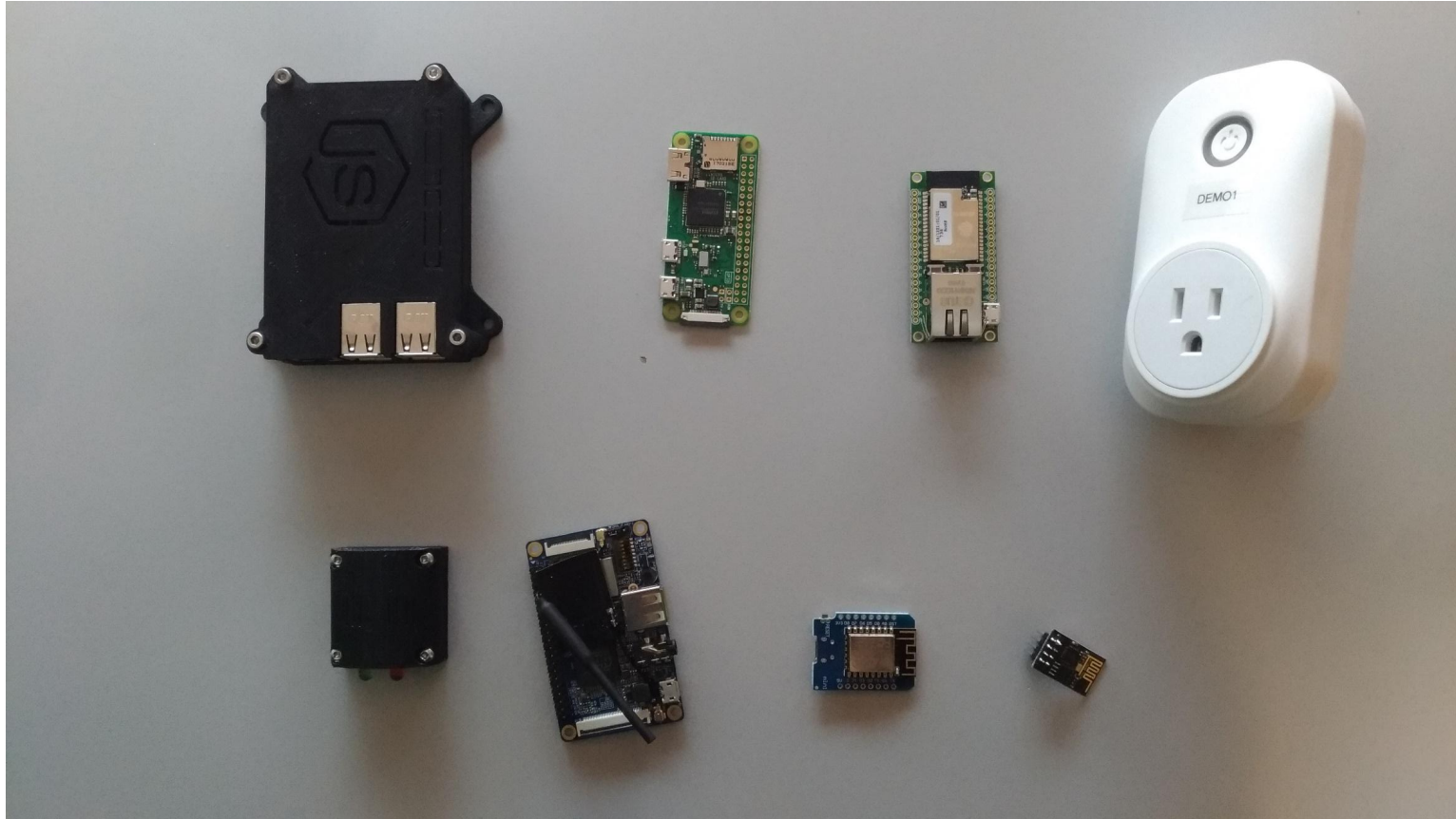


```
const fs = require('fs');
const path = require('path');
const mqtt = require('mqtt');

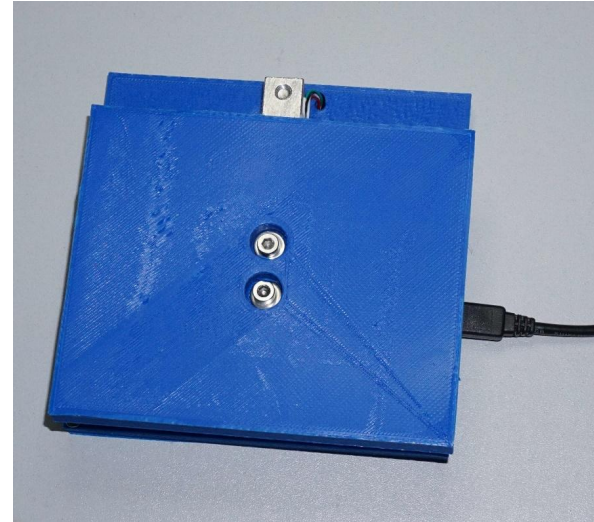
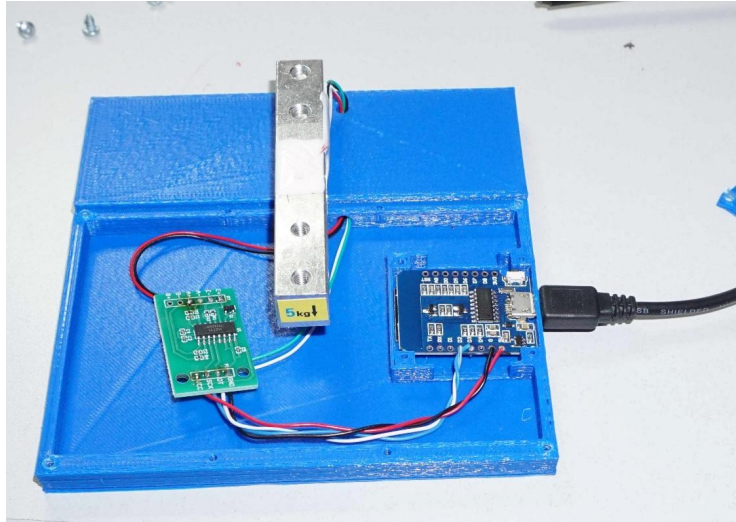
// setup mqtt
let mqttOptions = {
  key: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.key')),
  cert: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.cert')),
  ca: fs.readFileSync(path.join(__dirname, 'mqttclient', '/ca.cert')),
  clientId: 'simple-client',
  checkServerIdentity: function() { return undefined },
  rejectUnauthorized: false,
  username: '',
  password: ''
}

const mqttClient = mqtt.connect('mqtt://common1.iinthecloud.com:8883', mqttOptions);
mqttClient.on('connect', () => {
  console.log('connected');
  mqttClient.subscribe('onibmi/topic');
  mqttClient.on('message', (topic, message) => {
    console.log('message received topic (' + topic + ') message (' + message.toString() + ')');
  });
});
```

Let's Look at some Devices



Let's Look at some Devices

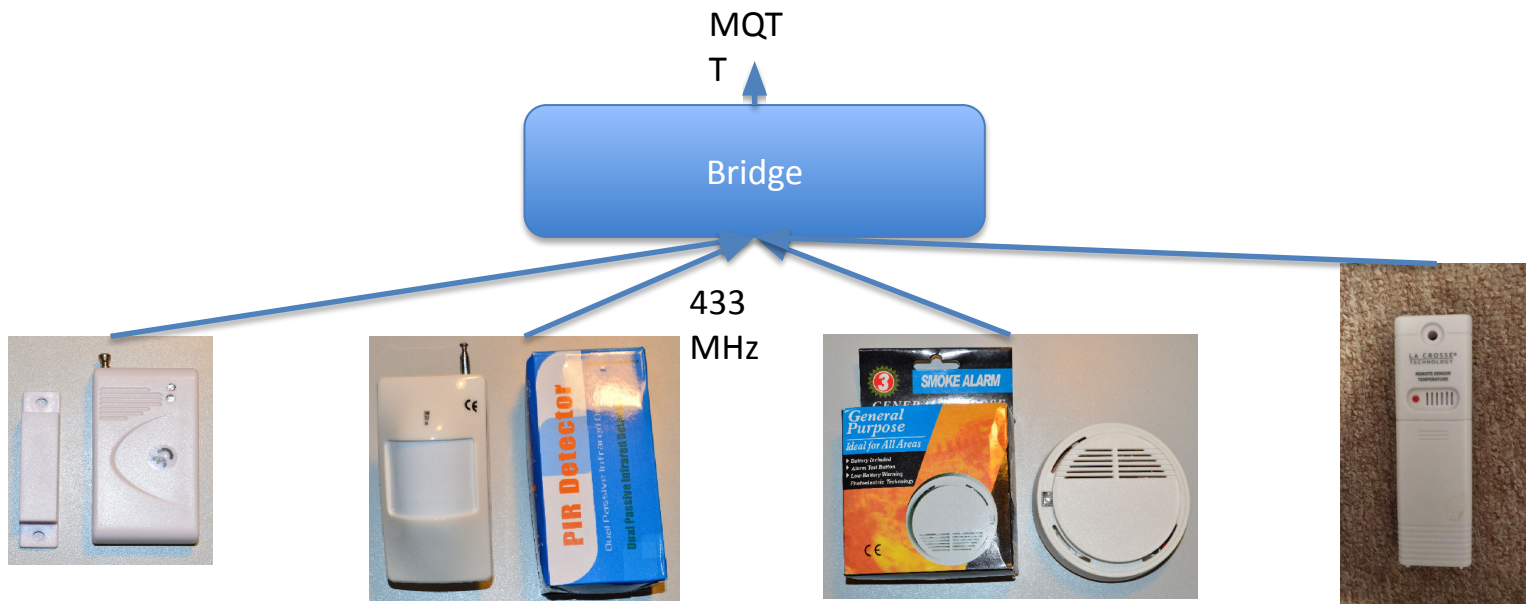


What about Existing Devices?



- Common approach is gateway or bridge
- As an example 433MHz to MQTT bridge

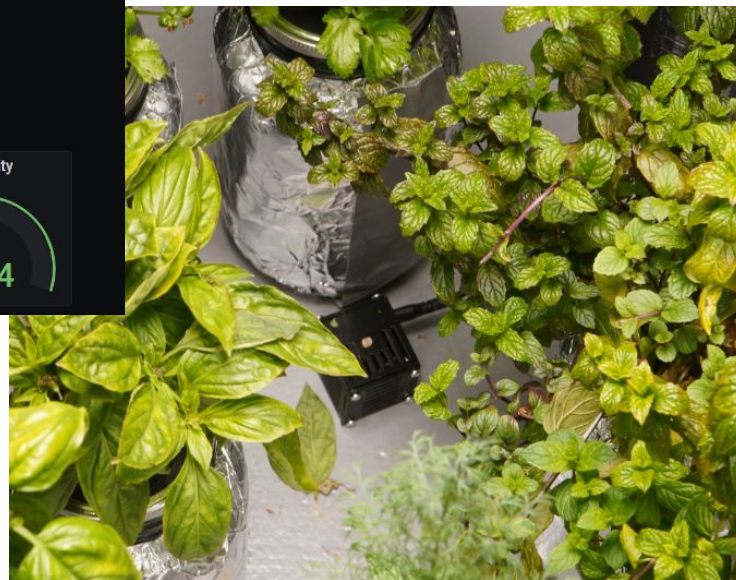
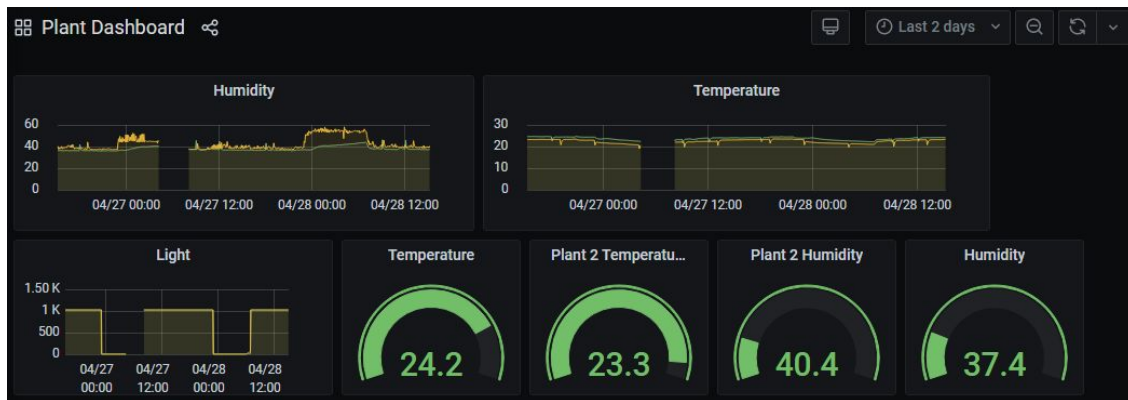
<https://github.com/mhdawson/arduino-esp8266/tree/master/Mqtt433Bridge>



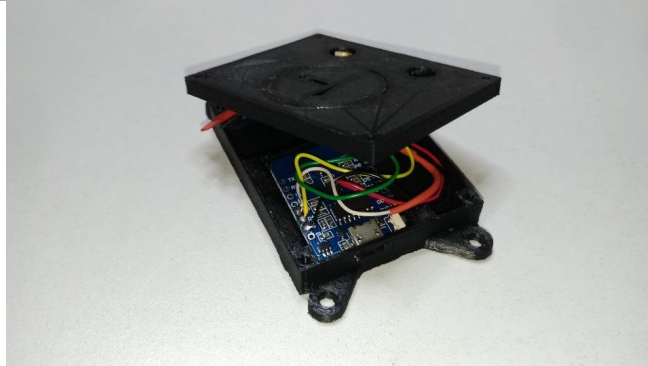
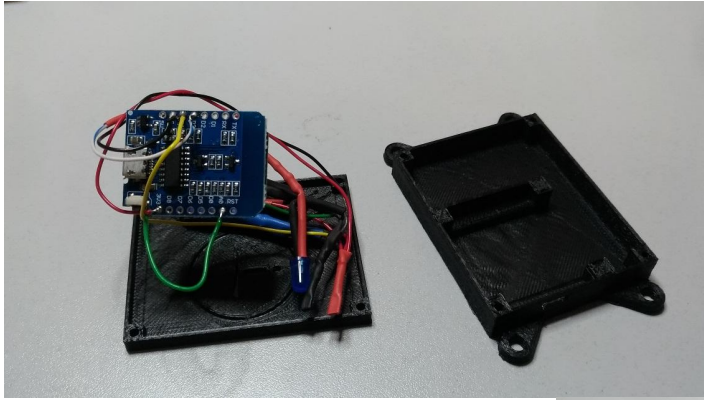
Anatomy of a Simple Device



- Maybe your business grows plants?
- **Temperature, Humidity** and **Light** intensity through the day might be interesting?

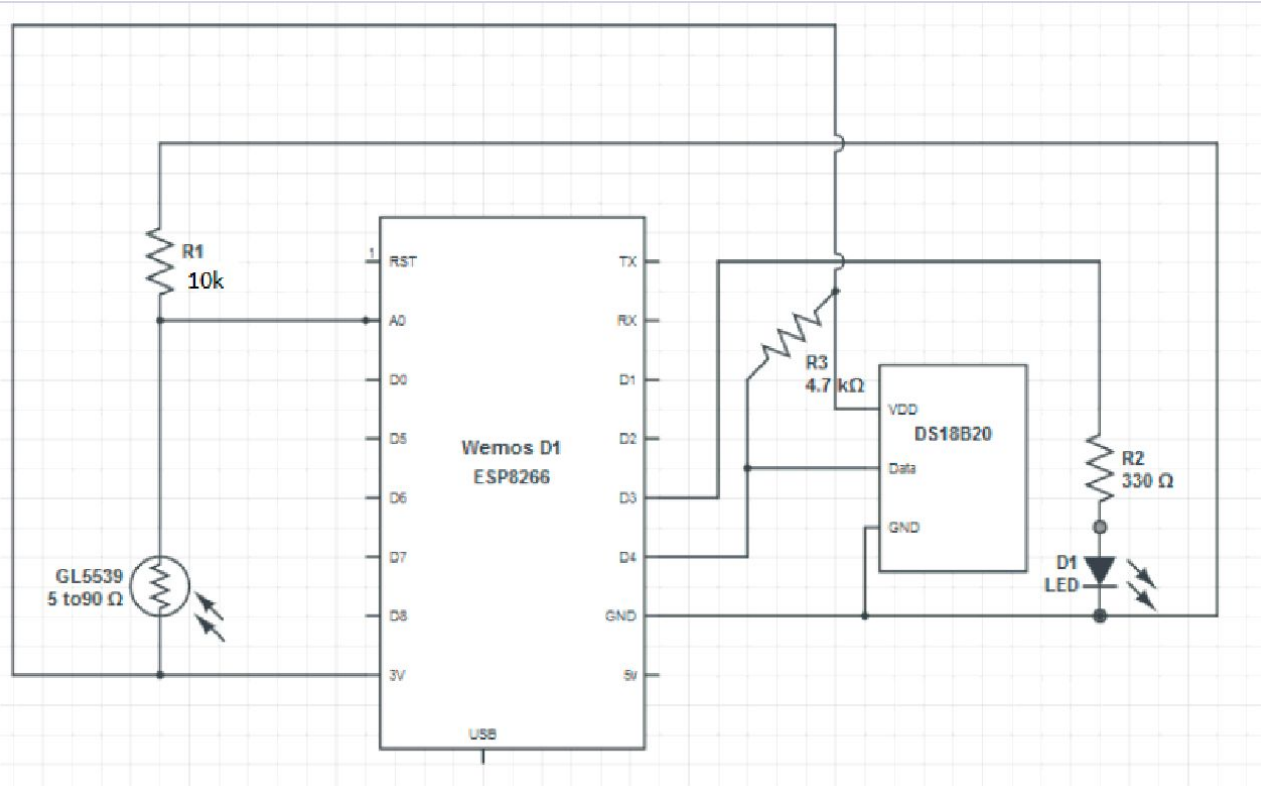


Anatomy of a Simple Device - Temp and Light Sensor



<https://github.com/mhdawson/arduino-esp8266/tree/master/TempAndLightSensor>

Anatomy of a Simple Device



Anatomy of a Simple Device



```
5  #ifndef __SENSOR_CONFIG_H__
6  #define __SENSOR_CONFIG_H__
7  #define LIGHT_TOPIC "factory/1/light"
8  #define TEMP_TOPIC  "factory/1/temp"
9  #define LED_TOPIC   "factory/1/led"
10 #endif
```

```
1  // wireless setup
2  #ifndef __WIRELESS_H__
3  #define __WIRELESS_H__
4  const char *ssid = "XXXXXXXXXX"; // cannot be longer than 32 characters!
5  const char *pass = "XXXXXXXXXX"; //
6  const char* mqttServerString = "XX.XX.XX.XX";
7  const uint16_t mqttServerPort = 8883;
8
9  #define USE_CERTS
10 unsigned char client_cert[] PROGMEM = {
11     0x30, 0x82, 0x03, 0x92, 0x30, 0x82, 0x02, 0x7a, 0x02, 0x09, 0x00, 0xcb,
12     .....
13 };
14 unsigned int client_cert_len = YYYY;
15
16
17 unsigned char client_key[] PROGMEM = {
18     0x30, 0x82, 0x04, 0xa5, 0x02, 0x01, 0x00, 0x02, 0x82, 0x01, 0x01, 0x00,
19     .....
20 };
21 unsigned int client_key_len = ZZZZ;
22 #endif
```

Anatomy of a Simple Device



```
5  #include <Arduino.h>
6  #include <ESP8266WiFi.h>
7  #include <WiFiClientSecure.h>
8  #include <PubSubClient.h>
9  #include <OneWire.h>
10 #include <DallasTemperature.h>
11
12 // device specifics
13 #include "WirelessConfig.h"
14 #include "SensorConfig.h"
15
16 #define TRANSMIT_INTERVAL_SECONDS 60
17 #define MILLIS_IN_SECOND 1000
18 #define LOOP_DELAY 100
19
20 #define LED_PIN D3
21 #define LED_BLINK_TIME_SECONDS 2
22
23 #define MAX_MESSAGE_SIZE 100
24
25 #define LIGHT_PIN A0
26
27 #define DS18B20_PIN D4 // don't use D0 or D2 as can interfere with boot
28 OneWire ds(DS18B20_PIN);
29 DallasTemperature tempSensors(&ds);
30
```

Anatomy of a Simple Device



```
31  bool ledOn = true;
32  void toggleLED() {
33      if (ledOn) {
34          ledOn = false;
35          digitalWrite(LED_PIN, LOW);
36      } else {
37          ledOn = true;
38          digitalWrite(LED_PIN, HIGH);
39      }
40  }
41
42  void callback(char* topic, uint8_t* message, unsigned int length) {
43      if (strcmp((const char*)message, "on", strlen("on")) == 0) {
44          digitalWrite(LED_PIN, HIGH);
45          ledOn = true;
46      } else {
47          digitalWrite(LED_PIN, LOW);
48          ledOn = false;
49      }
50  };
```

Anatomy of a Simple Device



```
52 ESP8266WiFiGenericClass wifi;
53
54 #ifdef USE_CERTS
55 // if certs are used the following must be defined in WirelessConfig.h
56 //   unsigned char client_cert[] PROGMEM = {bytes in DER format};
57 //   unsigned int client_cert_len = 918;
58 //   unsigned char client_key[] PROGMEM = {bytes in DER format};
59 //   unsigned int client_key_len = 1193;
60 //
61 //   conversion can be done using
62 //   openssl x509 -in cert -out client.cert -outform DER
63 //   openssl rsa -in key -out client.key -outform DER
64 //   and then using xxd to generate the required array and lengths
65 //   see https://nofurtherquestions.wordpress.com/2016/03/14/making-an-esp8266-web-accessible/
66 //   for more detailed info
67 WiFiClientSecure wclient;
68 #else
69 WiFiClient wclient;
70 #endif
71
72 PubSubClient client(mqttServerString, mqttServerPort, callback, wclient);
73
74 int counter = 0;
75 char macAddress[] = "00:00:00:00:00:00";
```

Runs when MQTT message received



Anatomy of a Simple Device



```
77 void setup() {
78     delay(1000);
79
80     // Setup console
81     Serial.begin(115200);
82     delay(10);
83     Serial.println();
84     Serial.println("Started");
85
86     pinMode(LED_PIN, OUTPUT);
87     digitalWrite(LED_PIN, HIGH);
88
89     #ifndef USE_CERTS
90         wclient.setCertificate_P(client_cert, client_cert_len);
91         wclient.setPrivateKey_P(client_key, client_key_len);
92     #endif
93
94     // turn of the Access Point as we are not using it
95     wifi.mode(WIFI_STA);
96     WiFi.begin(ssid, pass);
97
98     // first reading always seems to be wrong, read it early and
99     // throw it away
100     tempSensors.requestTemperatures();
101
102     // get the mac address to be used as a unique id for connecting to the mqtt server
103     byte macRaw[6];
104     WiFi.macAddress(macRaw);
105     sprintf(macAddress,
106         "%02.2X:%02.2X:%02.2X:%02.2X:%02.2X:%02.2X",
107         macRaw[0],
108         macRaw[1],
109         macRaw[2],
110         macRaw[3],
111         macRaw[4],
112         macRaw[5]);
113 }
```


Anatomy of a Simple Device



```
115 void loop() {
116     client.loop();
117     delay(LOOP_DELAY);
118
119     // make sure we are good for wifi
120     if (WiFi.status() != WL_CONNECTED) {
121         Serial.print("Connecting to ");
122         Serial.println(ssid);
123         WiFi.reconnect();
124
125         if (WiFi.waitForConnectResult() != WL_CONNECTED) {
126             Serial.println("Failed to reconnect WIFI");
127             Serial.println(WiFi.waitForConnectResult());
128             delay(1000);
129             return;
130         }
131     }
132
133
134     if (!client.connected()) {
135         if (client.connect(macAddress)) {
136             Serial.println("mqtt connected:");
137             Serial.println(macAddress);
138             Serial.println("\n");
139             client.subscribe(LED_TOPIC);
140         }
141     }
```

Make sure ID is Unique !

Subscribe to topics of interest

Anatomy of a Simple Device



```
143     counter++;
144     if (counter == (TRANSMIT_INTERVAL_SECONDS * (MILLIS_IN_SECOND/LOOP_DELAY))) {
145         Serial.println("Sending");
146
147         // don't send out temperature too often as we'll get
148         // incorrect values if we sample too often
149         char tempMessage[MAX_MESSAGE_SIZE];
150         char floatBuffer[10];
151         tempSensors.requestTemperatures();
152         float currentTemp = tempSensors.getTempCByIndex(0);
153         snprintf(tempMessage, MAX_MESSAGE_SIZE, "0, 0 - temp: %s",
154                 dtostrf(currentTemp, 4, 2, floatBuffer));
155         client.publish(TEMP_TOPIC, tempMessage);
156
157         char lightMessage[MAX_MESSAGE_SIZE];
158         int lightValue = analogRead(LIGHT_PIN);
159         snprintf(lightMessage, MAX_MESSAGE_SIZE, "0, 0 - light: %d", lightValue);
160         client.publish(LIGHT_TOPIC, lightMessage);
161
162         toggleLED();
163         counter = 0;
164     } else if (counter == (LED_BLINK_TIME_SECONDS * (MILLIS_IN_SECOND/LOOP_DELAY))) {
165         toggleLED();
166     }
167 }
```

Publish
data

Anatomy of a Simple Device



- Don't like C++? Can use JavaScript as well with espruino
 - <https://github.com/mhdawson/espruino-stuff/blob/master/SmartPlug.js>

```
54 client.on('publish', function(message) {
55   console.log(message);
56   if (message.topic === (devicePrefix + '/power')) {
57     if (message.message === 'on') {
58       powerState = 1;
59     } else if (message.message === 'off') {
60       powerState = 0;
61     }
62     digitalWrite(powerPin, powerState);
63     console.log('Power state: ' + powerState);
64   } else if (message.topic === (devicePrefix + '/led')) {
65     clearLedFlashTimer();
66     if (message.message === 'on') {
67       ledState = 1;
68     } else if (message.message === 'off') {
69       ledState = 0;
70     } else if (message.message.substr(0, 'flash'.length) === 'flash') {
71       try {
72         timeout = message.message.split(':')[1];
73         startFlashTimer(timeout);
74       } catch (err) {
75         console.log(err);
76       }
77     }
78     digitalWrite(ledPin, (ledState + 1) % 2);
79     console.log('Led state: ' + ledState);
80   } else if (message.topic === (devicePrefix + '/query_state')) {
81     client.publish(devicePrefix + '/state/power', powerState);
82     client.publish(devicePrefix + '/state/led', ledState);
83   }
84 });
```





Demo Time!

Demo Consuming Data



```
const fs = require('fs');
const path = require('path');
const mqtt = require('mqtt');

// setup mqtt
let mqttOptions;
mqttOptions = {
  key: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.key')),
  cert: fs.readFileSync(path.join(__dirname, 'mqttclient', '/client.cert')),
  ca: fs.readFileSync(path.join(__dirname, 'mqttclient', '/ca.cert')),
  clientId: 'simple-client',
  checkServerIdentity: function() { return undefined },
  rejectUnauthorized: false,
  username: '',
  password: ''
}

const mqttClient = mqtt.connect('mqtt://common1.iinthecloud.com:8883', mqttOptions);
mqttClient.on('connect', () => {
  console.log('connected');
  mqttClient.subscribe('factory/1/light');
  mqttClient.subscribe('factory/1/temp');
  mqttClient.on('message', (topic, message) => {
    console.log('message received topic (' + topic + ') message (' + message.toString() + ')');
  });
});
```

Demo Consuming Data - Store to Database



```
const { DBPool } = require('idb-pconnector');
const pool = new DBPool();

async function setupDb() {
  try {
    await pool.prepareExecute('CREATE SCHEMA JESSEGIOT');
  } catch(err) {
    if(err.stack.includes('SQLSTATE=42710')) {
      console.log('schema already exists');
    } else {
      console.log('error: '+err.stack);
    }
  }
  try {
    await pool.prepareExecute(`CREATE OR REPLACE TABLE JESSEGIOT.IOT_RECORDS (
      DEVICE VARCHAR(80) ALLOCATE (10) CCSID 1208 NOT NORMALIZED NOT NULL NOT HIDDEN,
      SENSORVALUE DECIMAL(7, 2) NOT NULL NOT HIDDEN,
      SENSORTIME TIMESTAMP(6) GENERATED ALWAYS FOR EACH ROW ON UPDATE AS ROW CHANGE TIMESTAMP
      NOT NULL NOT HIDDEN
    )
    NOT VOLATILE UNIT ANY KEEP IN MEMORY NO`);
  } catch(err) {
    console.log('error: '+err.stack);
  }
  console.log('Database setup complete!');
}
```

Demo Consuming Data - Store to Database

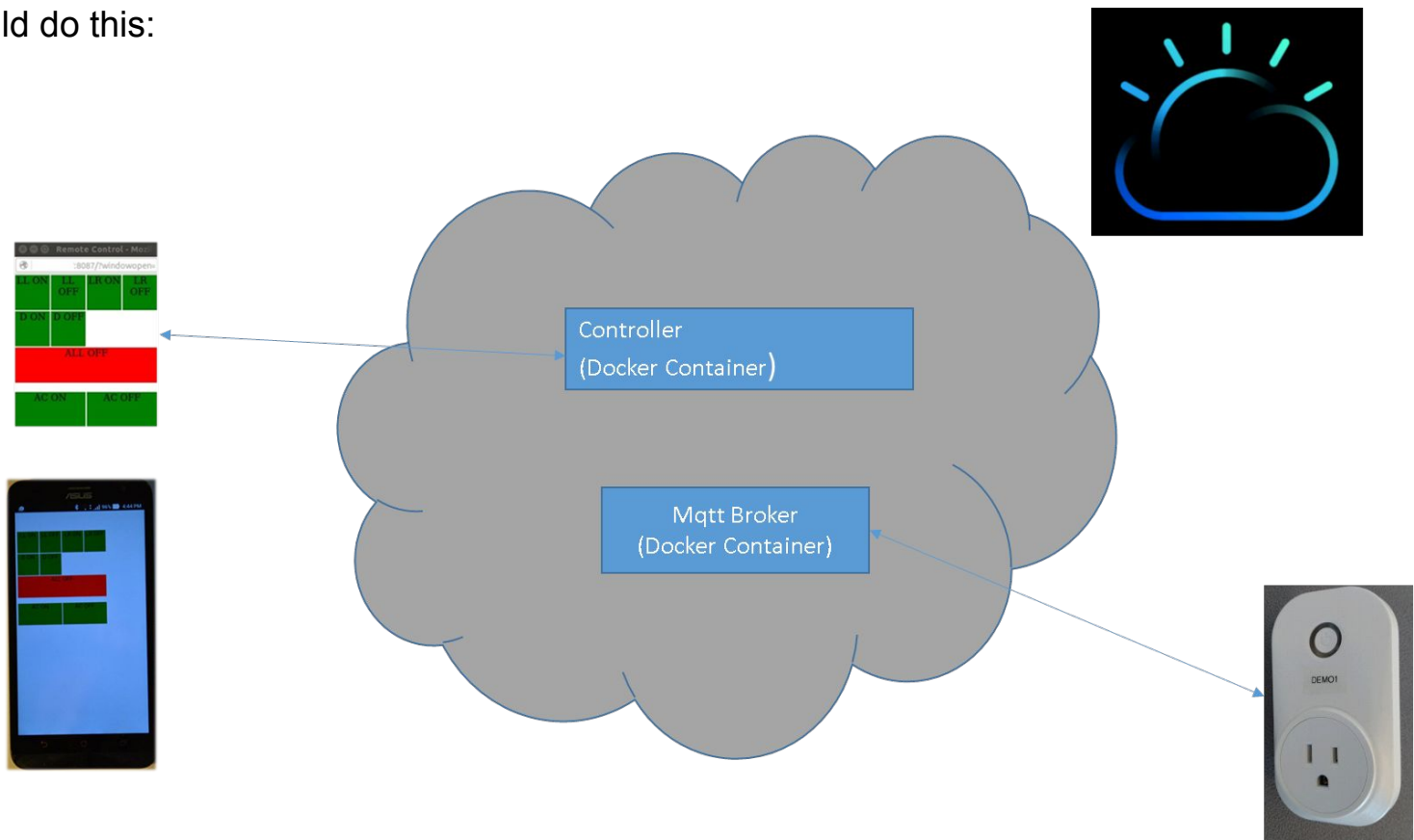


```
const mqttClient = mqtt.connect('mqtts:common1.iinthecloud.com:8883', mqttOptions); mqttClient.on('connect', () => {
  console.log('connected');
  mqttClient.subscribe('factory/1/light');
  mqttClient.subscribe('factory/1/temp');
  mqttClient.on('message', (topic, message) => {
    let value = message.toString().replace(/.*/g, '').replace(/^[^0-9.]+/g, '');
    pool.prepareExecute('insert into JESSEGIOT.IOT_RECORDS(device, sensorvalue) values(?, ?)', [topic, value]);
    console.log('message received topic (' + topic + ') message (' + message.toString() + ')');
  });
});
```

Leveraging the Cloud



- Could do this:



Leveraging the Cloud - IoT Platforms



```
diff --git a/TempAndLightSensor/SensorConfig.h b/TempAndLightSensor/SensorConfig.h
index 4439876..b33e08d 100644
--- a/TempAndLightSensor/SensorConfig.h
+++ b/TempAndLightSensor/SensorConfig.h
@@ -4,7 +4,7 @@
 
 #ifndef __SENSOR_CONFIG_H__
 #define __SENSOR_CONFIG_H__
-#define LIGHT_TOPIC "factory/1/light"
-#define TEMP_TOPIC "factory/1/temp"
-#define LED_TOPIC "factory/1/led"
-#define LIGHT_TOPIC "iot-2/evt/light/fmt/json"
-#define TEMP_TOPIC "iot-2/evt/temp/fmt/json"
-#define LED_TOPIC "iot-2/cmd/led/fmt/txt"
+#define LIGHT_TOPIC "factory/1/light"
+#define TEMP_TOPIC "factory/1/temp"
+#define LED_TOPIC "factory/1/led"
+#define LIGHT_TOPIC "iot-2/evt/light/fmt/json"
+#define TEMP_TOPIC "iot-2/evt/temp/fmt/json"
+#define LED_TOPIC "iot-2/cmd/led/fmt/txt"
#endif

diff --git a/TempAndLightSensor/TempAndLightSensor.ino b/TempAndLightSensor/TempAndLightSensor.ino
index 8acbbab..3185175 100644
--- a/TempAndLightSensor/TempAndLightSensor.ino
+++ b/TempAndLightSensor/TempAndLightSensor.ino
@@ -13,7 +13,7 @@
 #include "WirelessConfig.h"
 #include "SensorConfig.h"

-#define TRANSMIT_INTERVAL_SECONDS 60
-#define TRANSMIT_INTERVAL_SECONDS 30
-#define MILLIS_IN_SECOND 1000
-#define LOOP_DELAY 100
+#define TRANSMIT_INTERVAL_SECONDS 60
+#define TRANSMIT_INTERVAL_SECONDS 30
+#define MILLIS_IN_SECOND 1000
+#define LOOP_DELAY 100

@@ -132,11 +132,12 @@ void loop() {

  if (!client.connected()) {
    if (!client.connect(macAddress)) {
      if (client.connect("192.168.0.9:TempAndLightSensor:device2", MQTT_USERNAME, MQTT_PASSWORD)) {
        Serial.println("mqtt connected.");
        Serial.println(macAddress);
        Serial.println("\n");
        client.subscribe(LED_TOPIC);
      } else {
        Serial.println("Failed to connect to mqtt server\n");
      }
    }
  }

@@ -150,13 +151,13 @@ void loop() {
  char floatBuffer[10];
  tempSensors.requestTemperatures();
  float currentTemp = tempSensors.getTempCByIndex(0);
  sprintf(tempMessage, MAX_MESSAGE_SIZE, "0.0 - temp: %s",
    sprintf(tempMessage, MAX_MESSAGE_SIZE, "{ \"temp\": %s",
      dtostrf(currentTemp, 4, 2, floatBuffer));
  client.publish(TEMP_TOPIC, tempMessage);

  char lightMessage[MAX_MESSAGE_SIZE];
  int lightValue = analogRead(LIGHT_PIN);
  sprintf(lightMessage, MAX_MESSAGE_SIZE, "0.0 - light: %d", lightValue);
  sprintf(lightMessage, MAX_MESSAGE_SIZE, "{ \"light\": %d }", lightValue);
  client.publish(LIGHT_TOPIC, lightMessage);

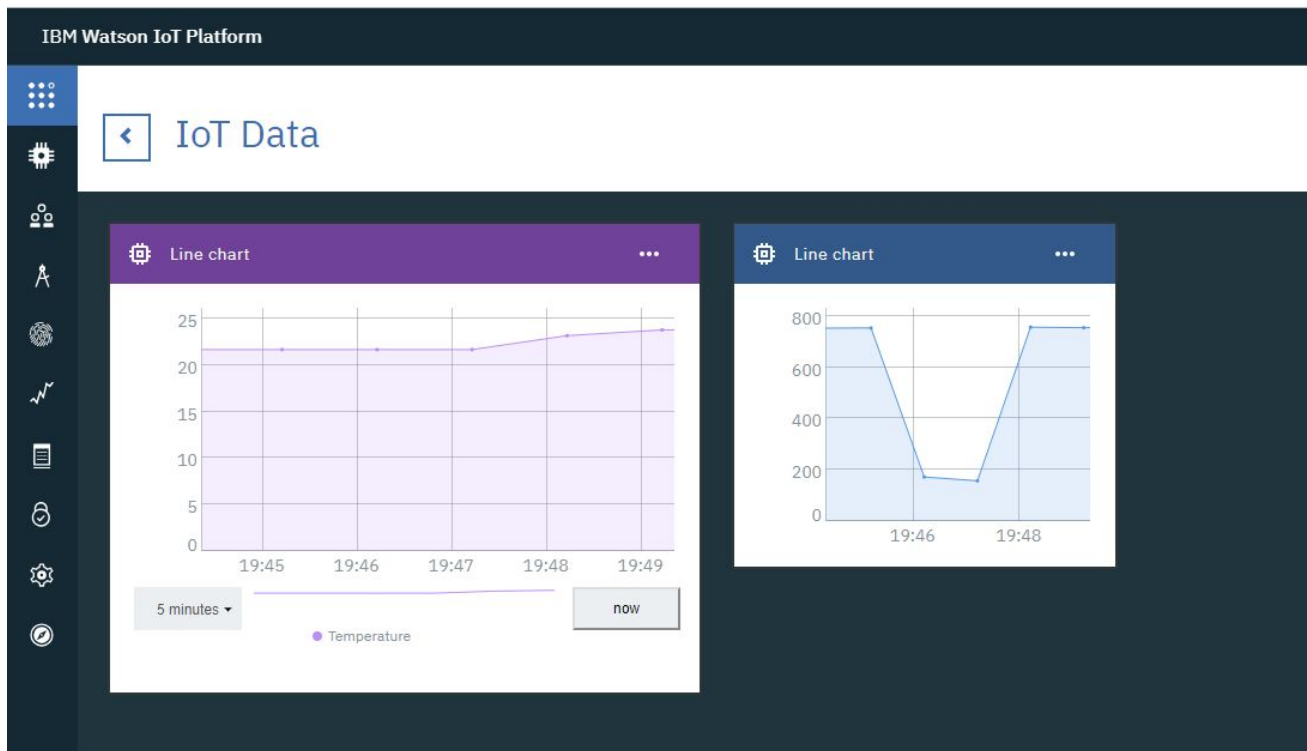
  toggleLED();
```

https://cloud.ibm.com/docs/services/iot/reference/security?topic=iot-platform-connect_devices_apps_gw#connect_devices_apps_gw

```
-#define LIGHT_TOPIC "factory/1/light"
-#define TEMP_TOPIC "factory/1/temp"
-#define LED_TOPIC "factory/1/led"
-#define LIGHT_TOPIC "iot-2/evt/light/fmt/json"
-#define TEMP_TOPIC "iot-2/evt/temp/fmt/json"
-#define LED_TOPIC "iot-2/cmd/led/fmt/txt"
```

```
-    snprintf(lightMessage, MAX_MESSAGE_SIZE,
"0.0 - light: %d", lightValue);
+    snprintf(lightMessage, MAX_MESSAGE_SIZE,
"{ \"light\": %d }", lightValue);
```

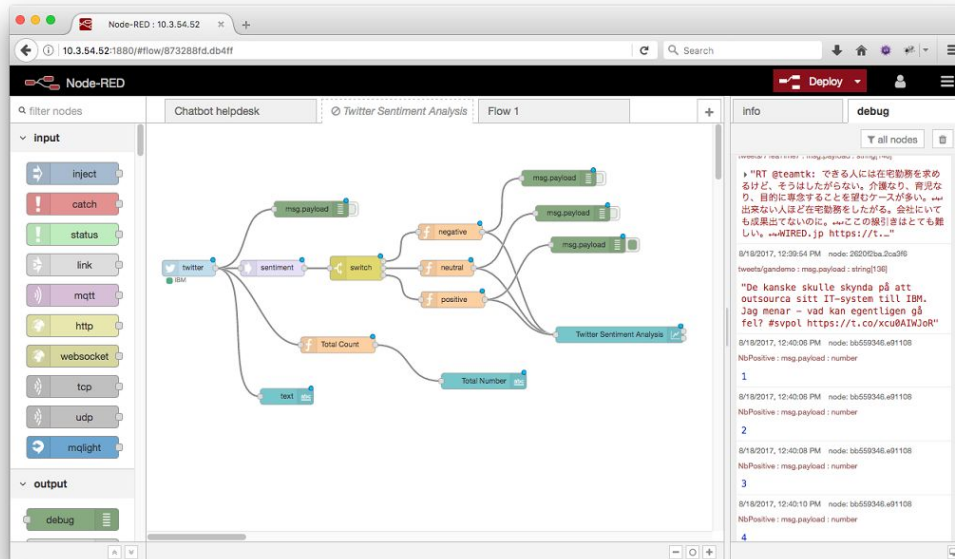
Leveraging the Cloud - IoT Platforms



Node-Red



- Created by IBM
- Low-code graphical way to write flow-based programs
- <https://developer.ibm.com/tutorials/i-running-node-red/>
- Nodes can be any building block that can receive and send messages. Examples include:
 - Db2 for i queries
 - IoT devices
 - Web pages
 - Web APIs
 - Cloud services
 - Dashboards



Reactive Applications/Kafka - Up and coming



- Reactive Systems gaining popularity in the Enterprise - <https://www.reactivemanifesto.org/>
- Kafka becoming the messaging component of choice
- Good fit with IoT System so plan on how to bridge MQTT data in your systems
- Apache Camel is one good option.

Summary



- Intro to IoT and MQTT
- Using MQTT with Node.js
- Let's Look at some devices
- Anatomy of a simple MQTT Light and Temperature Sensor
- MQTT and Devices in Action!
- Leveraging the Cloud
- Reactive Applications/Kafka

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