Production Supporting Systems in Factories

ระบบสนับสนุนการผลิตในโรงงานอุตสาหกรรม

MQTT

MQTT

- MQTT is a Client Server publish/subscribe messaging transport protocol.
- It is light weight, open, simple, and designed so as to be easy to implement.
- Ideal for use in many situations
 - Machine to Machine (M2M)
 - Internet of Things (IoT)

Publish/subscribe pattern

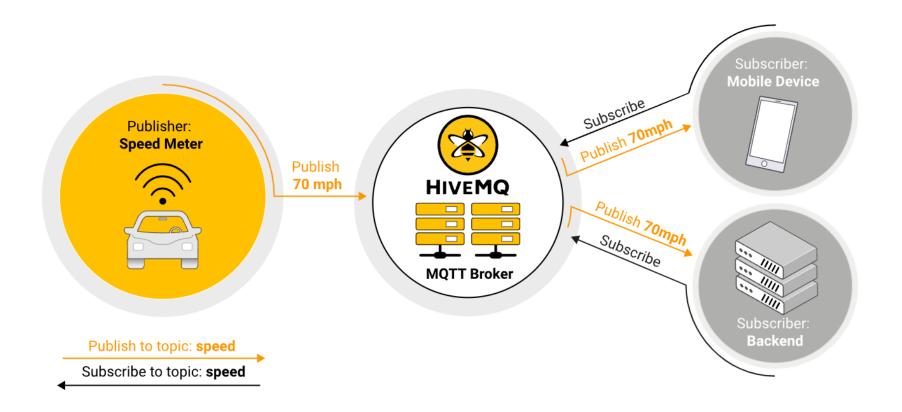
- The publish/subscribe pattern (also known as pub/sub) provides an **alternative** to traditional client-server architecture.
 - In client-server architecture, a client communicates directly with an endpoint.

Publishers and subscribers

- The pub/sub model decouples
 - o a client that sends a message (the publisher) from
 - o a client or clients that receive the messages (the subscribers).
- The publishers and subscribers never contact each other directly.
 - In fact, they are not even aware that the other exists.

Broker

- The connection between publishers and subscibers is handled by a third component (the broker).
- The job of the broker is to filter all incoming messages and distribute them correctly to subscribers.



Aspects of pub/sub architecture

- **Space decoupling**: Publisher and subscriber do not need to know each other (for example, no exchange of IP address and port)
- **Time decoupling**: Publisher and subscriber do not need to run at the same time.
- **Synchronization decoupling**: Operations on both components do not need to be interrupted during publishing or receiving.

Topic

- Topic refers to an UTF-8 string that the broker uses to filter messages for each connected client.
- The topic consists of one or more topic levels. Each topic level is separated by a forward slash (topic level separator).



Topic examples

- Each topic must contain at least 1 character.
 - Actually, / is a topic.
- Topic string permits empty spaces.
 - USA/California/San Francisco/Silicon Valley is a valid topic.
- Topics are case-sensitive.
 - myhome/temperature and MyHome/Temperature are two different topics.

Wildcards

- myhome / groundfloor / livingroom / temperature
- myhome / groundfloor / kitchen / temperature
- myhome / groundfloor / kitchen / brightness
- myhome / firstfloor / kitchen / temperature
- myhome / groundfloor / kitchen / fridge / temperature

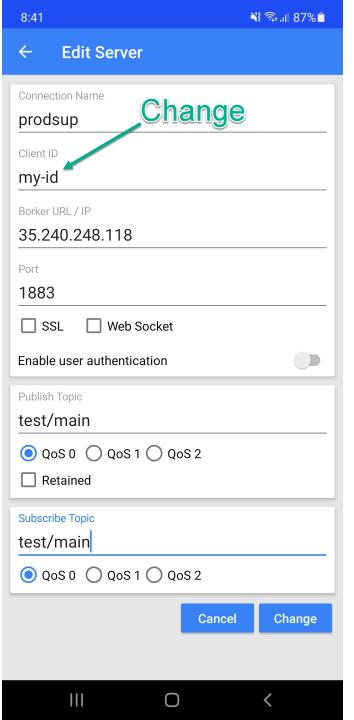
multi-level wildcard wildcard only at the end multiple topic levels

- myhome / groundfloor / livingroom / temperature
- myhome / groundfloor / kitchen / temperature
- myhome / groundfloor / kitchen / brightness
- myhome / firstfloor / kitchen / temperature

Enough talk. Let's try it.

MQTT Terminal (Android)

- Broker URL/IP: iecmu.com
- Client ID: <<Your ID>>
- Port: 1883
- Publish Topic: test/main
- Subscribe Topic: test/main



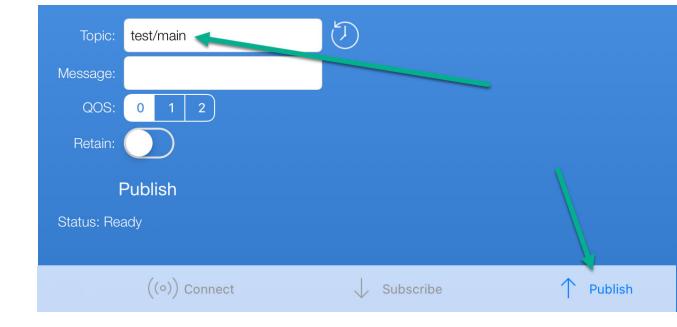
MQTTool (iOS)

- Host: iecmu.com
- Port: 1883
- Client ID: Leave blank

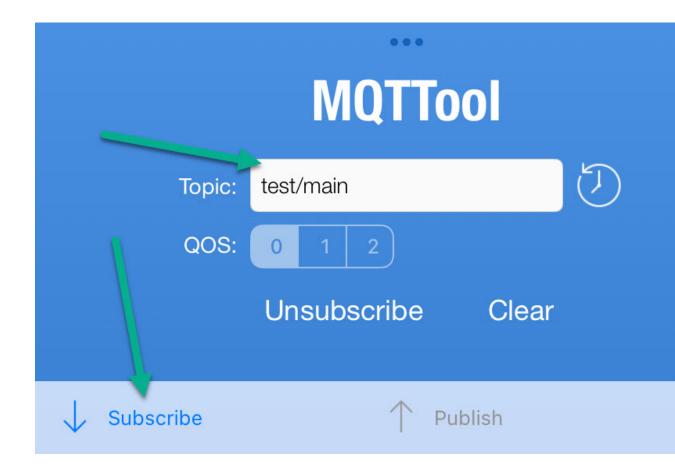
Host:	35.240.248.118	
Port:	1883 Clean Session:	
Client Id:	MQTTool-2059422473	
Leave blank for unauthenticated access		
Username	e:	
Password	d:	
Disconnect Save Password		
Status: Connected to 35.240.248.118:1883		



• topic: test/main



• topic: test/main



Quality of service

• The Quality of Service (QoS) level is the guarantee of delivery for a specific message.

Levels of QoS

- 0 : At most once
 - No guarantee of delivery (fire and forget)
 - Fastest
- 1 : At least once
 - Guarantees that a message is delivered at least one time to the receiver.
 - Multiple delivery can occur.
- 2 : Exactly once
 - Each message is *received only once* by the intended recipients.
 - Slowest

Setting QoS level

There are the two sides of message delivery:

- publishing client → broker
- broker → subscribing client

publishing client → broker

• The publishing client defines the QoS level of the message.

broker → subscribing client

- The broker transmits the message to subscribing clients using the QoS level that each subscribing client defines during the subscription process.
- If the subscribing client defines a lower QoS than the publishing client of the broker transmits the message with the lower quality of service.

General use for QoS level

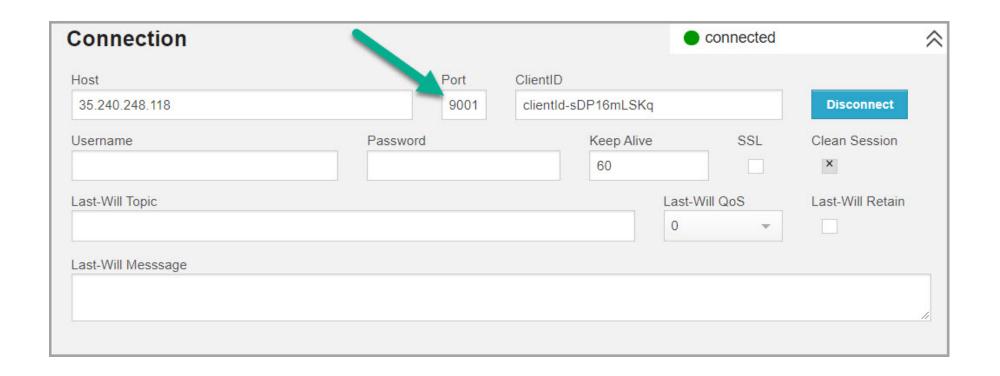
- 0 : You don't mind if a few messages are lost occasionally.
- 1 : You need to get every message and your use case can handle duplicates.
 - Generally recommended.
- 2 : It is critical to your application to receive all messages exactly once.

Retained message

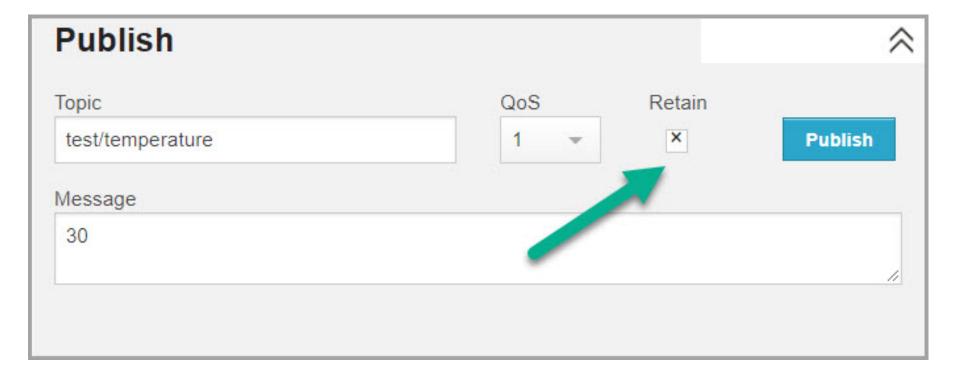
- A retained message is a normal MQTT message with the retained flag set to true.
- The broker stores the last retained message and the corresponding QoS for that topic.
- Each client that subscsribes to a topic pattern that matches the topic of the retained message receives the retained message immediately after they subscribe.
- The broker stores only one retained message per topic.

Retained message demo

- Websocket Client
- host: iecmu.com
- port: 9001 (Diffferent)



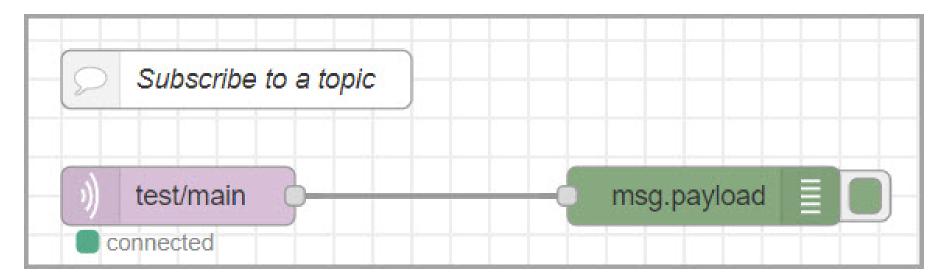
• Topc: test/temperature



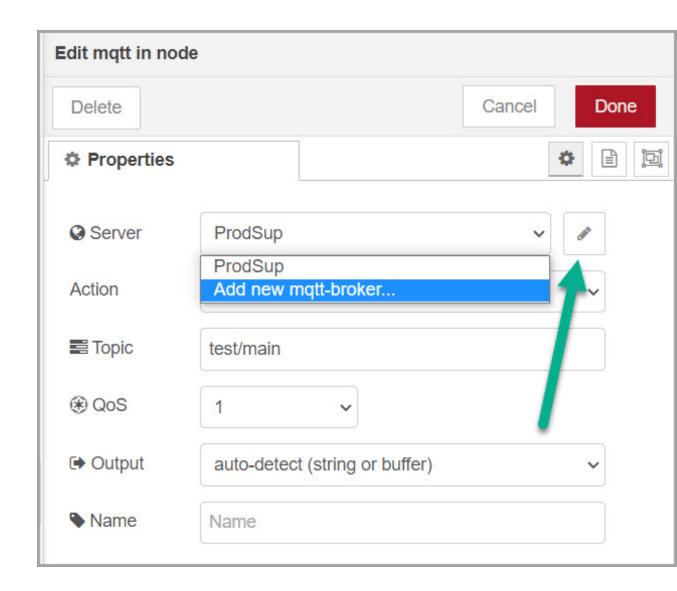
Module 3-1: MQTT in Node-Red

Subscript to a topic

- Flow
 - mqtt in , debug

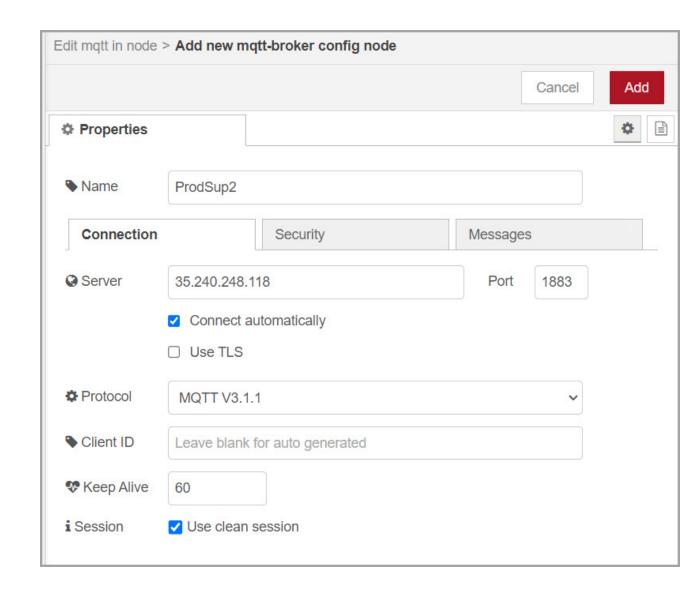


mqtt in node
 Choose Add new mqtt-broker...
 Click edit (Next page)
 Topic: test/main
 QoS: 1



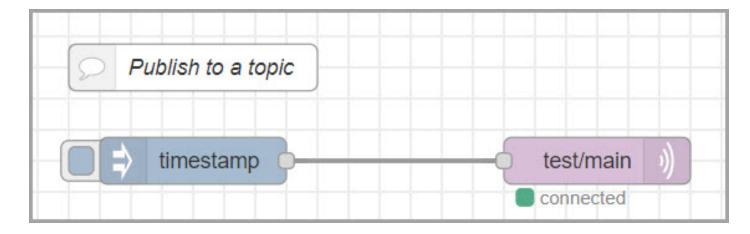
• Server: iecmu.com

• Port: 1883



Publish to a topic

- Flow
 - inject , mqtt out



- mqtt out
 - Topic: test/main
 - O QoS: 1
 - You may choose toRetain message.

