

Testing the System

1. Connectivity testing:

This testing is done to check network connectivity performance between two endpoints in the network. The round trip time(RTT) is found less than 300ms which is considered as a considerable RTT while connectivity testing. Here, RTT is denoted as time it takes for a packet to travel from a user(customer) to server (ThingsBoard server) and back to user(customer). In addition, RTT encompasses queueing delay, propagation delay and processing delay. Therefore, after proper network connection, the presence of telemetry data is detected. When there is no sudden connection, data gets restored in database and latest telemetry is shown in dashboard. However, it is ensured that all the devices integrated with internet of things testing are able to register to the network. By applying ping command, RTT is evaluated as below:

```
C:\Users\ASUS>ping 45.146.254.245

Pinging 45.146.254.245 with 32 bytes of data:
Reply from 45.146.254.245: bytes=32 time=17ms TTL=55
Reply from 45.146.254.245: bytes=32 time=17ms TTL=55
Reply from 45.146.254.245: bytes=32 time=30ms TTL=55
Reply from 45.146.254.245: bytes=32 time=27ms TTL=55

Ping statistics for 45.146.254.245:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 17ms, Maximum = 30ms, Average = 22ms
```

2. Functionality testing:

For functional testing, some input values have been changed to observe respective expected outputs to verify if the system is working perfectly or not. In rule engine, the values in scripting are modified to get corresponding outputs which gives errors also in case of inappropriate inputs. Here, it is acknowledged that when scripting function as well as heat index is changed with critical value from 40 to 10, a “minor” severity is showing as output alarm as presumed for providing low input value. Consequently, when heat index value is set to 42 as critical value by adding another node in rule engine, another new alarm is generated which named as “critical”. Therefore, the rule engine functions are working properly with any changing values by delivering distinct outputs.

Alarms

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🕒 Realtime - last day

<input type="checkbox"/>	Created time ↓	Originator	Type	Severity	Status			
<input type="checkbox"/>	2021-06-30 15:34:39	ESP8266 - Steffen	General Alarm	Critical	Active Unacknowledged	...	✓	✕

🕒 Realtime - last day

<input type="checkbox"/>	Created time ↓	Originator	Type	Severity	Status			
<input type="checkbox"/>	2021-06-09 19:25:53	ESP8266 - Steffen	General Alarm	Minor	Active Unacknowledged	...	✓	✕

Alarms

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🕒 Realtime - last day

<input type="checkbox"/>	Created time ↓	Originator	Type	Severity	Status			
<input type="checkbox"/>	2021-06-09 19:41:04	ESP8266 - Steffen	General Alarm	Minor	Active Unacknowledged	...	✓	✕
<input type="checkbox"/>	2021-06-09 19:25:53	ESP8266 - Steffen	General Alarm	Minor	Cleared Acknowledged	...	✓	✕

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Figure 7: Dashboard changes with Function changing test

3. Protocol testing:

For devices to be connected with ThingsBoard, transport protocols are used such as MQTT, HTTP which flow back and forth between devices and ThingsBoard Web UI (Rule Engine). This Rule Engine is connected with other core services such as with devices and their credentials, Rule Chains and Rule Nodes, tenants and customers, widgets and dashboard and alarms and events. So if transport protocols MQTT, HTTP do not transfer data, there will be no output data or visualization from ThingsBoard platform. Here, MQTT protocol is transferring data by publish-subscribe method by applying following command as:

```
mosquitto_pub -h 45.146.254.245 -u l5mC2Vds66TcElwyx27v -t v1/devices/me/telemetry -m
"{temperature":45}"

mosquitto_pub -h 45.146.254.245 -u l5mC2Vds66TcElwyx27v -t v1/devices/me/telemetry -m
"{humidity":30}"
```



Figure 8: IoT-Client to MQTT Broker

Fig:8 shows the flow graph where after the TCP connection setup, the MQTT connection command and MQTT messages are transmitted. When commands like above are applied, data gets published in MQTT Broker which is in built in 45.146.254.245 (ThingsBoard server). Then customers get accessed to this new published data from their respective dashboards. Whereas, there is HTTP protocol which is the basic protocol for transportation of data in network between client and server. The flow graph of this protocol in Fig:9 is shown below:



Figure 9: IoT-Client to MQTT Broker

Furthermore, there is another protocol named WebSocket which is responsible for visualization of real-time analytics or time-series table which has collected data from devices using different protocols HTTP, MQTT and has stored those time-series data in Cassandra database as shown below:

256	0.001817	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	87	WebSocket	Text	[FIN]
260	0.366163	asus-pc.Dlink	vps-zap729906-1.zap-srv.c...	WebSocket	149	WebSocket	Text	[FIN] [MASKED]
262	0.305951	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	124	WebSocket	Text	[FIN]
264	0.248861	asus-pc.Dlink	vps-zap729906-1.zap-srv.c...	WebSocket	81	WebSocket	Text	[FIN] [MASKED]
265	0.240699	asus-pc.Dlink	vps-zap729906-1.zap-srv.c...	WebSocket	77	WebSocket	Text	[FIN] [MASKED]
267	0.050019	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	97	WebSocket	Text	[FIN]
276	0.230957	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	70	WebSocket	Text	[FIN]
285	0.127947	asus-pc.Dlink	vps-zap729906-1.zap-srv.c...	WebSocket	141	WebSocket	Text	[FIN] [MASKED]
305	0.285221	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	68	WebSocket	Text	[FIN]
306	0.045310	asus-pc.Dlink	vps-zap729906-1.zap-srv.c...	WebSocket	70	WebSocket	Text	[FIN] [MASKED]
315	0.280500	vps-zap729906-1.zap-srv.com	asus-pc.Dlink	WebSocket	66	WebSocket	Text	[FIN]

Figure 10: Dashboard Visualization for WebSocket protocol

4. Regression testing:

This test assured that any changes to the rule engine (new function implementation, code changes, debug mode) has not distorted the prevailed functions or has not created any kind of instabilities in ThingsBoard platform. After changing input functions in rule engine, the ThingsBoard platform always shows stable output constantly regardless of transformations. For instance, in sunset/sunrise rule engine, if boolean value is changed from true to false, the light from pin 40 will be switched on as per false command which was previously set to true as shown in Fig 11 and 12:

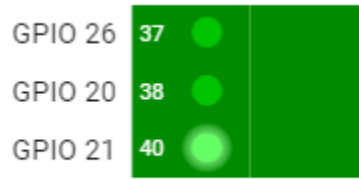


Figure 11: Dashboard Visualization (switch on) for false condition under daylight time

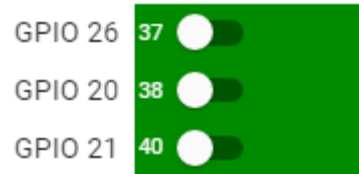


Figure 12: Dashboard Visualization (switch off) for true condition under daylight time

As seen above, the visualization output is working according to admin inputs which is working reversely. Previously, it was set to switch OFF the lights while it's the daylight time from 5:21 A.M. to 21.48 P.M and was defined to set the lights ON when it crosses 21.49 P.M. as per the data get from rest api calls as shown below:

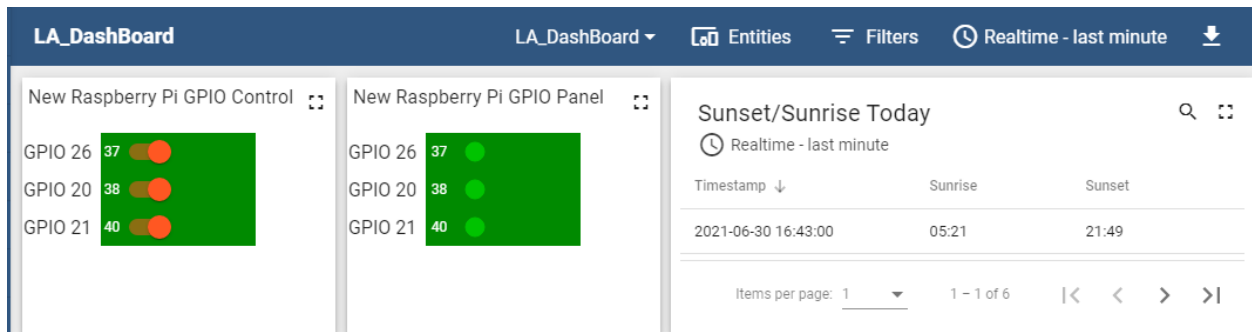


Figure 13: Real dashboard visualization under daylight time

5. Usability testing:

Usability testing is done to gauge user satisfaction with the product interface by the customers. After creation of final product, customers are assigned with defined credentials with which they can access ThingsBoard platform according to their need to visualize and observe so that they can take actions accordingly. Also after having users' feedback, required improvements can be implemented through scripting and coding.

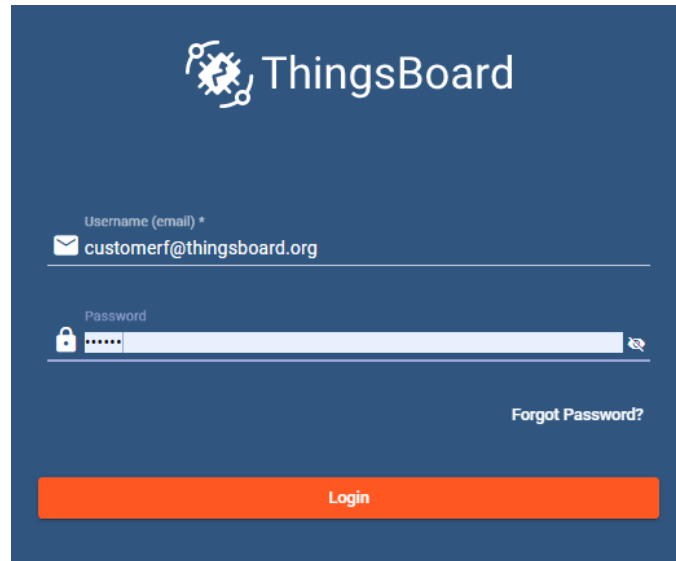


Figure 14: Customer login interface with activation link

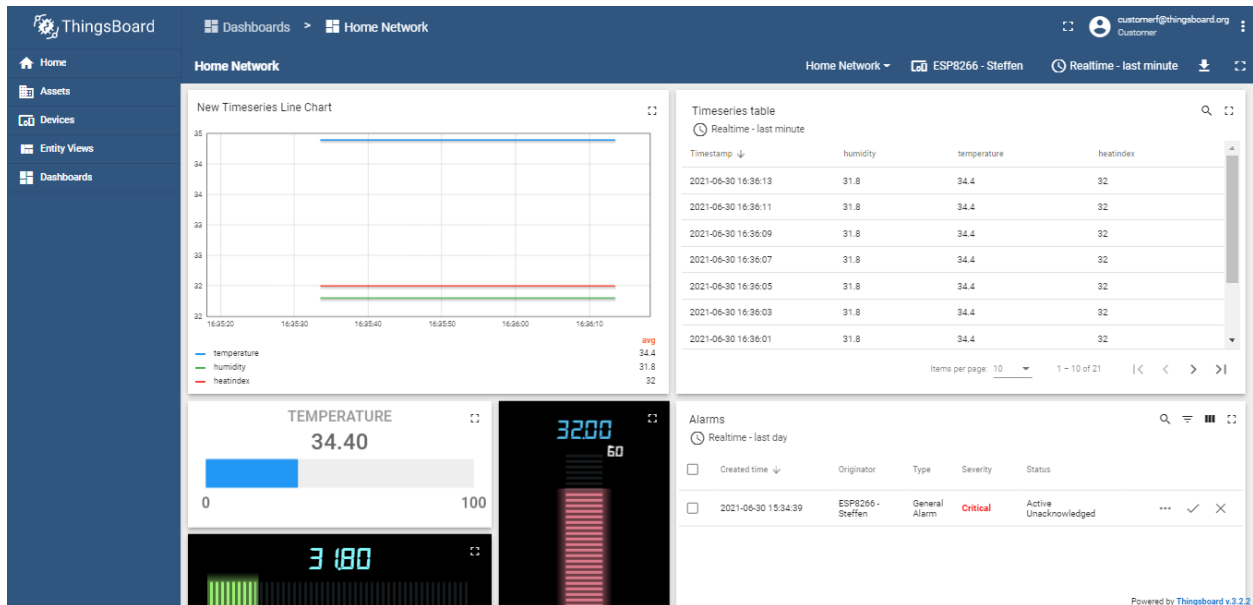


Figure 15: Customer dashboard interface same as admin

Observations:

In this project, we have learnt and studied about construction of a smart home IoT network by the help of ThingsBoard (open source IoT Platform) using MQTT, HTTP protocols. The system design has been implemented on Raspberry Pi 4, ESP8266 and DTH21 sensors accordingly by obtaining real-time data visualization, accuracy and responsiveness. The goal of the project was acknowledged having some definite outputs except some issues which are presented as

challenges in community edition in this platform. Furthermore, the home network system was implemented with two individual scenarios by applying and scripting proper rule engines in ThingsBoard platform. In addition, by the usage of MQTT, HTTP, WebSocket protocols, the data fetching and visualization were successful. Therefore, the smart home environment shows expected outputs maintaining user accessibility and proper functioning with data storage facility through Cassandra database.

For the future of this project, several integrations from professional edition should be examined and upgraded.