### A Seminar Report on

# **Internet of Things**

**Department of Computer Science and Engineering** 

# **SYNOPSIS**

#### **ABSTRACT:**

Today there are already many things that communicate with other things, but historically they have used protocols other than IP, and communication only takes place over short distances. An example is electronic locks and key cards. What is new about the Internet of things is that communication can take place independent of location. It is increased distance that opens up new solutions such as better electrical distribution planning. By using this tech-nology your electricity supplier will be able to tell your house what part of the day is cheapest for heating water. It's easy to do, but re- quires long-distance communication, and this is the greatest advan- tage of transferring the protocol to IP.

#### **INTRODUCTION:**

The concept of the Internet of Things is now being influenced strongly by developments in computing and network ubiquity and developments in the next generation Internet and considered in all nations.

"We are heading into a new era of ubiquity, where the users of the Internet will be counted in billions, and where humans may become the minority as generators and receivers of traffic. Changes brought about by the Internet will be dwarfed by those prompted by the networking of everyday objects "The main aim of this module is to introduce the fundamental concepts of the Internet of Things and its applications and architecture models;

Introduction to the technologies and mechanisms for sensing, actuation, processing and cyber-physical data communication. Kevin Ashton coined "Internet of Things" phrase to describe a system where the Internet is connected to the physical world via <u>ubiquitous sensors.</u>

## **Conclusion:**

The cluster between Internet of Things (IoT) and social networks (SNs) enables the connection of people to the ubiquitous computing universe. In this framework, the information coming from the environment is provided by the IoT, and the SN brings the glue to allow human-to-device interactions. This seminar explores the novel paradigm for ubiquitous computing beyond IoT, denoted by Social Internet of Things (SIoT).