

## MODULE - 1

### 1.1 What Is IoT?

A world where everything is online and communicating to other things and people to enhance people's lives like self-driving drones and sensors for monitoring your health, is collectively known as the *Internet of Things* (IoT).

Basic goal of IoT : “connect the unconnected.”

This means that objects not currently joined to the Internet will be connected so that they can communicate and interact with people and other objects.

- IoT allow to sense and control the physical world by making objects smarter and connecting them through an intelligent network.
- Integration between the physical world and computers allows for improvements in efficiency, accuracy, automation, and the enablement of advanced applications.

IoT should be viewed as an umbrella of various concepts, protocols, and technologies, which are designed to create new products as well as new challenges, such as scaling vast amounts of data that need to be processed.

### 1.2 GENESIS OF IOT

The IoT started between the years 2008 and 2009. “Internet of Things” is invented by Kevin Ashton. Kevin quoted as saying: “In the 20th century, computers were brains without senses—they only knew what we told them.” Computers depended on humans to input data and knowledge. But in the 21st century, computers are sensing things too.

The evolution of the Internet can be categorized into four phases:

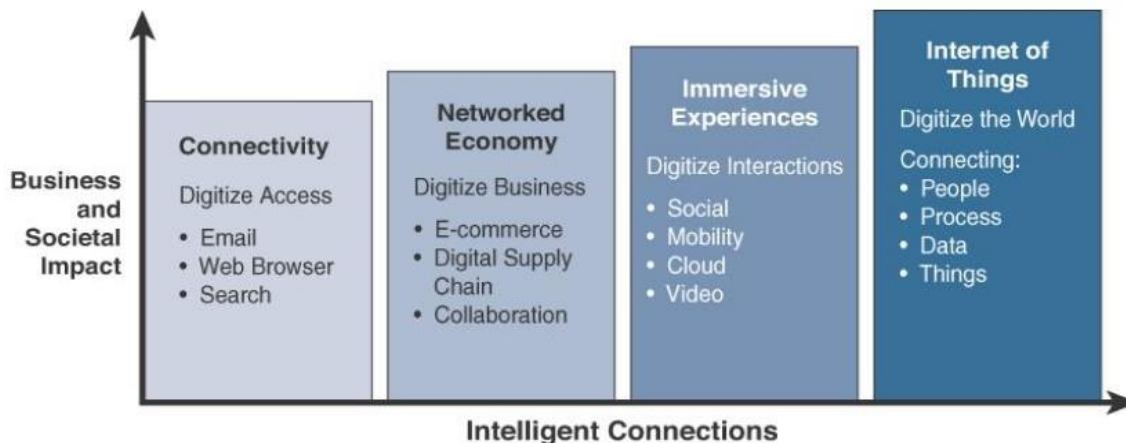


Figure 1-1 Evolutionary Phases of the Internet

	<b>Internet Phases</b>	<b>Definition</b>
1.	Connectivity ( Digitize access )	<ul style="list-style-type: none"> <li>• Connect people using email, web services...</li> <li>• Search and access the information</li> </ul>
2.	Networked Economy ( Digitize business )	<ul style="list-style-type: none"> <li>• Enable e-commerce and supply-chain enhancements</li> <li>• Collaborative engagement to increase efficiency</li> </ul>
3.	Immersive Experiences ( Digitize interactions )	<ul style="list-style-type: none"> <li>• Extend Internet using social media while always being connected through mobility.</li> <li>• Most applications are cloud-based.</li> </ul>
4.	Internet of Things ( Digitize the world )	<ul style="list-style-type: none"> <li>• Connect objects and machines in real world.</li> <li>• Enable connecting the unconnected.</li> </ul>

### 1.3 IOT AND DIGITIZATION

*IoT* is focused on connecting “things” to Internet.

**Example:** Wi-Fi location tracking in shopping mall

“things”	Wi-Fi devices
Operation	Tracking consumer location to understand how much time they spend in different parts of a mall or store through their smart phone.
Advantages	Changing locations of product displays and advertising, shops, rent to charge and security positions.

**Digitization** is the conversion of information into a digital format. It is focused on connecting “things” with its data and business result.

**Example:** Digitization of Photography

“things”	Digital camera
Advantages	No need retailer to develop film and better capturing of images.

**Example:** Digitization of Taxi services

“things”	Taxi Driver device, Rider mobile
Advantages	Mobile app identifies cab, driver and fare. The rider pays fare through app.

In the context of IoT, digitization brings together things, data, and business process to make networked connections more relevant and valuable.

**Example:** “Nest” home automation

The sensors determine desired climate settings and other smart objects, such as smoke alarms, video cameras, and other third-party devices. The devices and their functions are managed and controlled together and could provide the holistic experience.

Smart objects and increased connectivity drive digitization, and thus many companies, countries, and governments are embracing this growing trend.

## 1.4 IOT IMPACT

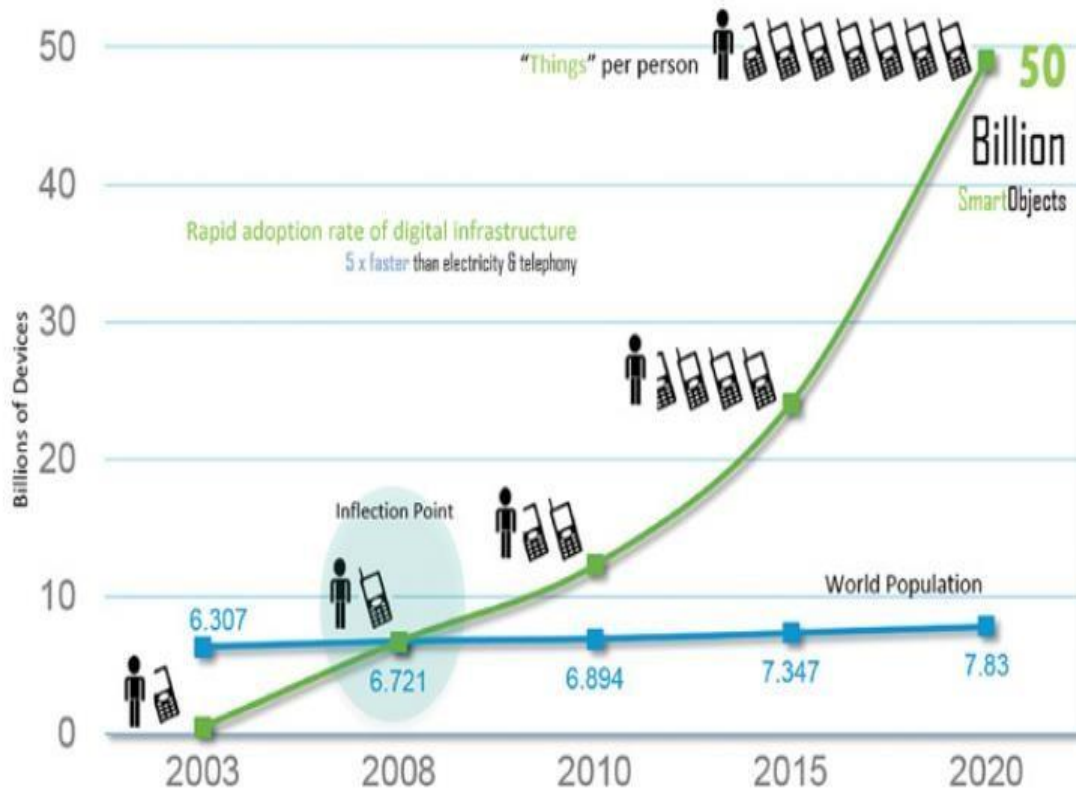


Figure 1-2 The Rapid Growth in the Number of Devices Connected to the Internet

While self-driving car is now becoming a reality with well-known projects like Google's self-driving car, IoT is a necessary component for implementing a fully connected transportation infrastructure.

IoT →

- provide better interaction with the transportation system through bidirectional data exchanges
- provide important data to the riders.
- provide reliable communications and data from transportation-related sensors.

A self-driving car designed by Google operations:

- Basic sensors in cars monitor oil pressure, tire pressure, temperature, and other core car functions.
- The driver can access these data while controlling the car using equipment such as a steering wheel, pedals, and so on.
- The driver will understand, handle, and make critical decisions while concentrating on driving safely.

- IP-enabled sensors allow easy communication with other systems both inside and outside the car.
- Sensors and communication technologies vehicles to “talk” to other vehicles, traffic signals, school zones, and other elements of the transportation infrastructure.

Transportation challenges can be classified into the three categories:

Challenges	Description
Safety	IoT enabled technologies enable drivers to avoid crashes. Reduce number of lives lost each year
Mobility	Enable operators and drivers to make informed decisions Reduce travel delays Communication between vehicles and traffic management optimize routing of vehicles
Environment	Reduces CO2 emissions by reducing travel times Provides real-time information

Benefits of connected roadways :

- reduced traffic jams and urban congestion
- decreased casualties and fatalities
- increased response time for emergency vehicles
- reduced vehicle emissions

IoT applications in connected roadways-

- Intersection Movement Assist (IMA) - warns a driver (or a self-driving car) when it is not safe to enter an intersection due to a high probability of a collision.
- Automated vehicle tracking - a vehicle’s location is used for notification of arrival times, theft prevention, or highway assistance.
- Cargo management- provides precise positioning of cargo as it is enroute so that notification alerts can be sent to a dispatcher and routes can be optimized for congestion and weather.
- Road weather communications- use sensors and data from satellites, roads, and bridges to warn vehicles of dangerous conditions or inclement weather on the current route.

A connected car is capable of generating continuous data related to location, performance, driver behavior, and much more, which will generate more than 25 GB of data per hour, which will be sent to the cloud.

Considering number of hours a car is driven per ,the number of cars on the road, and amount of data generated by connected car, transmitted, and stored in the cloud will be in the zettabytes per year.

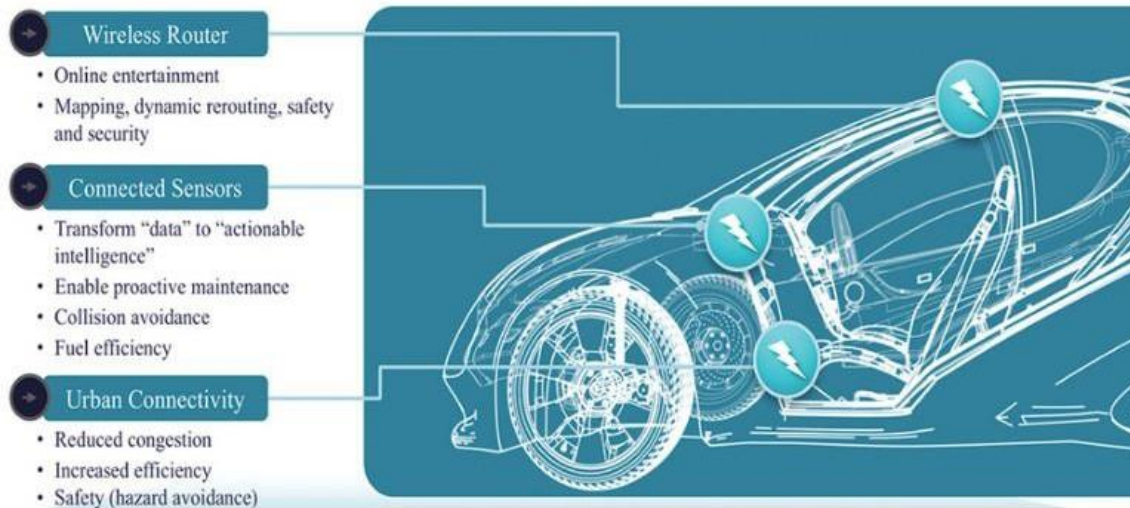


Figure 1-5 The Connected Car

- How the data generated by a car will be used by third parties?
  - ❖ Tire companies can collect data related to use and durability of their products in real time.
  - ❖ Automobile manufacturers collect to better understand how the cars are driven, when parts are starting to fail, or whether the car has broken down to build better cars in the future.

In the future, car sensors will be able to interact with third-party applications, such as GPS/maps, to enable dynamic rerouting to avoid traffic, accidents, and other hazards. Similarly, Internet-based entertainment, including music, movies, and other streamings or downloads, can be personalized and customized to optimize a road trip.

This data will also be used for targeted advertising. As GPS navigation systems become more integrated with sensors and wayfinding applications, it will become possible for personalized routing suggestions to be made. For example, if it is known that you prefer a certain coffee shop, through the use of a cloud-based data connector, the navigation system will be able to provide routing suggestions that have you drive your car past the right coffee shop.

Connected roadways are likely to be one of the biggest growth areas for innovation. Automobiles and the roads they use have seen incredible change over the past century, but the changes ahead of us are going to be just as astonishing. In the past few years alone, we have seen highway systems around the world adopt sophisticated sensors systems that can detect seismic vibrations, car accidents, severe weather conditions, traffic congestion, and more. Recent advancements in roadway fiber-optic sensing technology is now able to record not only how many cars are passing but their speed and type.

## 1.4.2 Connected Factory

The main challenges facing manufacturing in a factory:

- Accelerating new product and service introductions to meet customer and market opportunities
- Increasing plant production, quality, and uptime while decreasing cost
- Mitigating unplanned downtime (which wastes, on average, at least 5% of production)
- Securing factories from cyber threats
- Decreasing high cabling and re-cabling costs (up to 60% of deployment costs)
- Improving worker productivity and safety

A convergence of factory-based operational technologies and architectures with global IT networks is referred to as the **connected factory**.

Sensors communicate using the Internet Protocol (IP) over an Ethernet infrastructure. They transmit and receive large quantities of real-time informational and diagnostic data. More IP-enabled devices such as video cameras, diagnostic smart objects, and even personal mobile devices, are being added to the manufacturing environment.

For example, a smelting facility extracts metals from their ores. The facility uses both heat and chemicals to decompose the ore, leaving behind the base metal. This is a multistage process, and the data and controls are all accessed via various control rooms in a facility.

Example: real-time location system (RTLS).

An RTLS utilizes small and easily deployed Wi-Fi RFID tags that attach to virtually any material and provide real-time location and status. These tags enable a facility to track production as it happens. These IoT sensors allow components and materials on an assembly line to “talk” to the network. If each assembly line’s output is tracked in real time, decisions can be made to speed up or slow production to meet targets, and it is easy to determine how quickly employees are completing the various stages of production. Bottlenecks at any point in production and quality problems are also quickly identified.

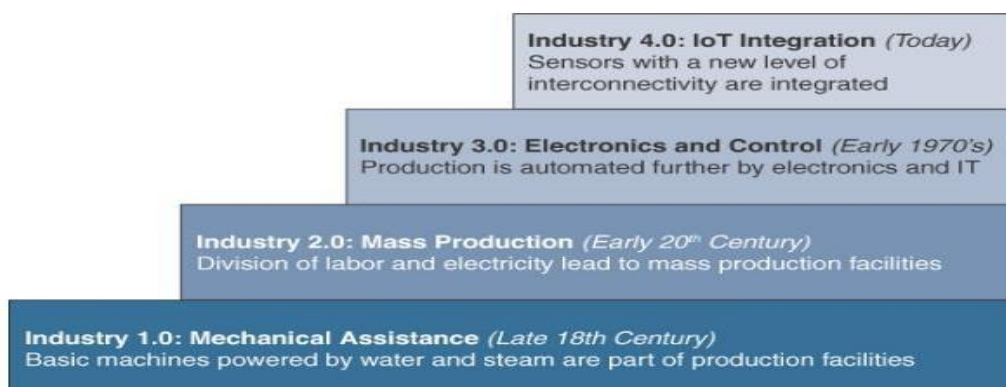


Figure 1-6 The Four Industrial Revolutions

The IoT wave of Industry 4.0 takes manufacturing from a purely automated assembly line model of production to a model where the machines are intelligent and communicate with one another. IoT in manufacturing brings with it the opportunity for inserting intelligence into factories. This starts with creating smart objects, which involves embedding sensors, actuators, and controllers into just about everything related to production.

### **1.4.3 Smart Connected Buildings**

Another place IoT is making a disruptive impact is in the smart connected buildings space. In the past several decades, buildings have become increasingly complex, with systems overlaid one upon another, resulting in complex intersections of structural, mechanical, electrical, and IT components. Over time, these operational networks that support the building environment have matured into sophisticated systems; however, for the most part, they are deployed and managed as separate systems that have little to no interaction with each other.

The function of a building is to provide a work environment that keeps the workers comfortable, efficient, and safe. Work areas need to be well lit and kept at a comfortable temperature. To keep workers safe, the fire alarm and suppression system needs to be carefully managed, as do the door and physical security alarm systems.

Motion detection occupancy sensors work great if everyone is moving around in a crowded room and can automatically shut the lights off when everyone has left, but what if a person in the room is out of sight of the sensor? It is a frustrating matter to be at the mercy of an unintelligent sensor on the wall that wants to turn off the lights on you.

Similarly, sensors are often used to control the heating, ventilation, and air-conditioning (HVAC) system. Temperature sensors are spread throughout the building and are used to influence the building management system's (BMS's) control of air flow into a room.

Before you can bring together heterogeneous systems, they need to converge at the network layer and support a common services layer that allows application integration. For example, the de facto communication protocol responsible for building automation is known as BACnet (Building Automation and Control Network). In a nutshell, the BACnet protocol defines a set of services that allow Ethernet-based communication between building devices such as HVAC, lighting, access control, and fire detection systems. The same building Ethernet switches used for IT may also be used for BACnet. This standardization also makes possible an intersection point to the IP network (which is run by the IT department) through the use of a gateway device. In addition, BACnet/IP has been defined to allow the "things" in the building network to communicate over IP, thus allowing closer consolidation of the building management system on a single network. Figure 1-7 illustrates the conversion of building protocols to IP over time.

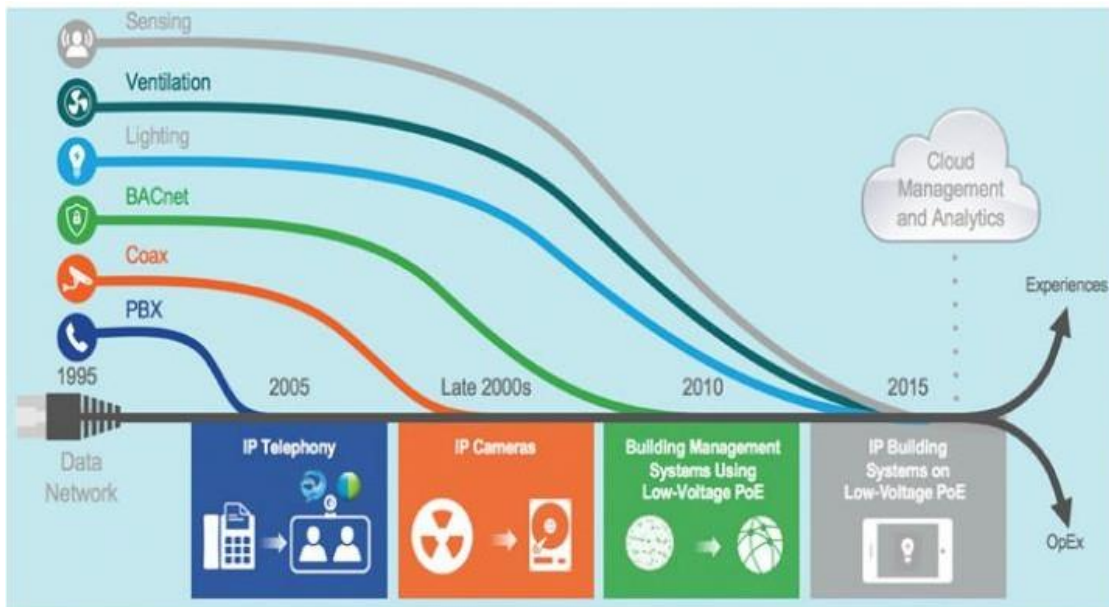


Figure 1-7 Convergence of Building Technologies to IP

Another promising IoT technology in the smart connected building, and one that is seeing widespread adoption, is the “digital ceiling.” The digital ceiling is more than just a lighting control system. This technology encompasses several of the building’s different networks—including lighting, HVAC, blinds, CCTV (closed-circuit television), and security systems—and combines them into a single IP network. Figure 1-8 provides a framework for the digital ceiling.

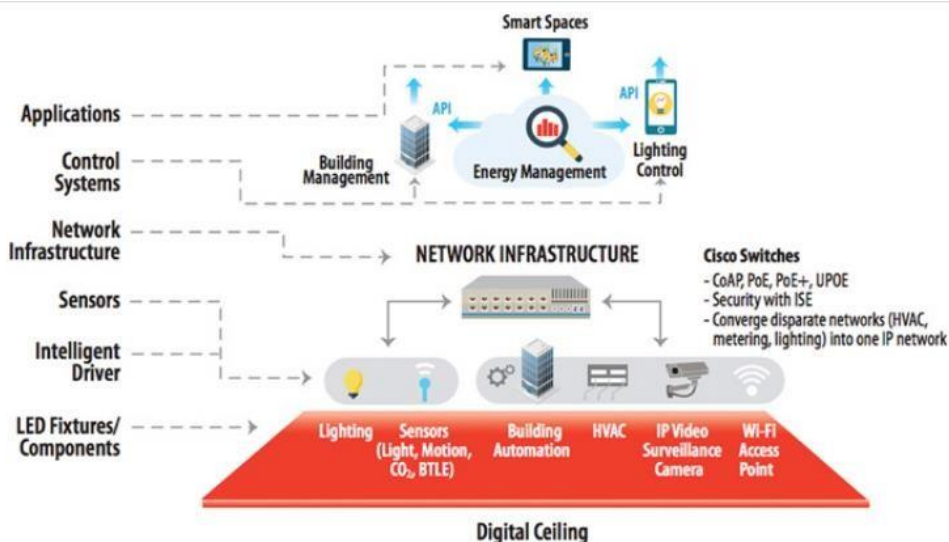


Figure 1-8 A Framework for the Digital Ceiling

Central to digital ceiling technology is the lighting system. As you are probably aware, the lighting market is currently going through a major shift toward light-emitting diodes (LEDs). Compared to traditional lighting, LEDs offer lower energy consumption and far longer life. The lower power requirements of LED fixtures allow them to run on Power over Ethernet (PoE), permitting them to be



connected to standard network switches.

In a digital ceiling environment, every luminaire or lighting fixture is directly network-attached, providing control and power over the same infrastructure. This transition to LED lighting means that a single converged network is now able to encompass luminaires that are part of consolidated building management as well as elements managed by the IT network, supporting voice, video, and other data applications.

The energy savings value of PoE-enabled LED lighting in the ceiling is clear. However, having an IP-enabled sensor device in the ceiling at every point people may be present opens up an entirely new set of possibilities. For example, most modern LED ceiling fixtures support occupancy sensors. These sensors provide high-resolution occupancy data collection, which can be used to turn the lights on and off, and this same data can be combined with advanced analytics to control other systems, such as HVAC and security.

#### **1.4.4 Smart Creatures**

One of the most well-known applications of IoT with respect to animals focuses on what is often referred to as the “connected cow.” Sparked, a Dutch company, developed a sensor that is placed in a cow’s ear. The sensor monitors various health aspects of the cow as well as its location and transmits the data wirelessly for analysis by the farmer.

The data from each of these sensors is approximately 200 MB per year, and you obviously need a network infrastructure to make the connection with the sensors and store the information. Once the data is being collected, however, you get a complete view of the herd, with statistics on every cow. You can learn how environmental factors may be affecting the herd as a whole and about changes in diet. This enables early detection of disease as cows tend to eat less days before they show symptoms. These sensors even allow the detection of pregnancy in cows.

Another application of IoT to organisms involves the placement of sensors on roaches. Researchers at North Carolina State University are working with Madagascar hissing cockroaches in the hopes of helping emergency personnel rescue survivors after a disaster. An electronic backpack attaches to a roach. This backpack communicates with the roach through parts of its body. Low-level electrical pulses to an antenna on one side makes the roach turn to the opposite side because it believes it is encountering an obstacle. The cerci of the roach are sensory organs on the abdomen that detect danger through changing air currents. When the backpack stimulates the cerci, the roach moves forward because it thinks a predator is approaching.

### **1.5 CONVERGENCE OF IT AND OT**

IT supports connections to the Internet along with related data and technology systems and is focused on the secure flow of data across an organization.

OT monitors and controls devices and processes on physical operational systems. These systems include assembly lines, utility distribution networks, production facilities, roadway systems, and many more.

Table 1-3 highlights some of the differences between IT and OT networks and their various challenges.

Criterion	Industrial OT Network	Enterprise IT Network
Operational focus	Keep the business operating 24x7	Manage the computers, data, and employee communication system in a secure way
Priorities	1. Availability 2. Integrity 3. Security	1. Security 2. Integrity 3. Availability
Types of data	Monitoring, control, and supervisory data	Voice, video, transactional, and bulk data
Security	Controlled physical access to devices	Devices and users authenticated to the network
Implication of failure	OT network disruption directly impacts business	Can be business impacting, depending on industry, but workarounds may be possible
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Security	Controlled physical access to devices	Devices and users authenticated to the network
Implication of failure	OT network disruption directly impacts business	Can be business impacting, depending on industry, but workarounds may be possible
Network upgrades (software or hardware)	Only during operational maintenance windows	Often requires an outage window when workers are not onsite; impact can be mitigated
Security vulnerability	Low: OT networks are isolated and often use proprietary protocols	High: continual patching of hosts is required, and the network is connected to Internet and requires vigilant protection

Source: Maciej Kranz, *IT Is from Venus, OT Is from Mars*, [blogs.cisco.com/digital/it-is-from-venus-ot-is-from-mars](https://blogs.cisco.com/digital/it-is-from-venus-ot-is-from-mars), July 14, 2015.

**Table 1-3** Comparing Operational Technology (OT) and Information Technology (IT)

With the rise of IoT and standards-based protocols, such as IPv6, the IT and OT worlds are converging or, more accurately, OT is beginning to adopt the network protocols, technology, transport, and methods of the IT organization, and the IT organization is beginning to support the operational requirements used by OT. When IT and OT begin using the same networks, protocols, and processes, there are clear economies of scale. Not only does convergence reduce the amount of capital infrastructure needed but networks become easier to operate, and the flexibility of open standards allows faster growth and adaptability to new technologies.

With the merging of OT and IT, improvements are being made to both systems. OT is looking more toward IT technologies with open standards, such as Ethernet and IP. At the same time, IT is becoming more of a business partner with OT by better understanding business outcomes and operational requirements.

The overall benefit of IT and OT working together is a more efficient and profitable business due to reduced downtime, lower costs through economy of scale, reduced inventory, and improved delivery times. When IT/OT convergence is managed correctly, IoT becomes fully supported by both groups.

This provides a “best of both worlds” scenario, where solid industrial control systems reside on an open, integrated, and secure technology foundation.

## 1.6 IOT CHALLENGES

Challenge	Description
Scale	While the scale of IT networks can be large, the scale of OT can be several orders of magnitude larger. For example, one large electrical utility in Asia recently began deploying IPv6-based smart meters on its electrical grid. While this utility company has tens of thousands of employees (which can be considered IP nodes in the network), the number of meters in the service area is tens of millions. This means the scale of the network the utility is managing has increased by more than 1,000-fold! Chapter 5, “IP as the IoT Network Layer,” explores how new design approaches are being developed to scale IPv6 networks into the millions of devices.
Security	With more “things” becoming connected with other “things” and people, security is an increasingly complex issue for IoT. Your threat surface is now greatly expanded, and if a device gets hacked, its connectivity is a major concern. A compromised device can serve as a launching point to attack other devices and systems. IoT security is also pervasive across just about every facet of IoT. For more information on IoT security, see Chapter 8, “Securing IoT.”
Privacy	As sensors become more prolific in our everyday lives, much of the data they gather will be specific to individuals and their activities. This data can range from health information to shopping patterns and transactions at a retail establishment. For businesses, this data has monetary value. Organizations are now discussing who owns this data and how individuals can control whether it is shared and with whom.
Big data and data analytics	IoT and its large number of sensors is going to trigger a deluge of data that must be handled. This data will provide critical information and insights if it can be processed in an efficient manner. The challenge, however, is evaluating massive amounts of data arriving from different sources in various forms and doing so in a timely manner. See Chapter 7 for more information on IoT and the challenges it faces from a big data perspective.
Interoperability	As with any other nascent technology, various protocols and architectures are jockeying for market share and standardization within IoT. Some of these protocols and architectures are based on proprietary elements, and others are open. Recent IoT standards are helping minimize this problem, but there are often various protocols and implementations available for IoT networks. The prominent protocols and architectures—especially open, standards-based implementations—are the subject of this book. For more information on IoT architectures, see Chapter 2, “IoT Network Architecture and Design.” Chapter 4, “Connecting Smart Objects,” Chapter 5, “IP as the IoT Network Layer,” and Chapter 6, “Application Protocols for IoT,” take a more in-depth look at the protocols that make up IoT.

**Table 1-4** *IoT Challenges*

## 1.7 DRIVERS BEHIND NEW NETWORK ARCHITECTURES

While the architect has extensive experience in designing homes, those skills will clearly not be enough to meet the demands of this new project. The scale of the stadium is several magnitudes larger, the use is completely different, and the wear and tear will be at a completely different level. The architect needs a new architectural approach that meets the requirements for building the stadium.

The key difference between IT and IoT is the data. While IT systems are mostly concerned with reliable and continuous support of business applications such as email, web, databases, CRM systems, and so on, IoT is all about the data generated by sensors and how that data is used. The essence of IoT architectures thus involves how the data is transported, collected, analyzed, and ultimately acted upon.

Table 2-1 takes a closer look at some of the differences between IT and IoT networks, with a focus on the IoT requirements that are driving new network architectures, and considers what adjustments are needed.

Challenge	Description	IoT Architectural Change Required
Scale	The massive scale of IoT endpoints (sensors) is far beyond that of typical IT networks.	The IPv4 address space has reached exhaustion and is unable to meet IoT's scalability requirements. Scale can be met only by using IPv6. IT networks continue to use IPv4 through features like Network Address Translation (NAT).
Security	IoT devices, especially those on wireless sensor networks (WSNs), are often physically exposed to the world.	Security is required at every level of the IoT network. Every IoT endpoint node on the network must be part of the overall security strategy and must support device-level authentication and link encryption. It must also be easy to deploy with some type of a zero-touch deployment model.

Devices and networks constrained by power, CPU, memory, and link speed	Due to the massive scale and longer distances, the networks are often constrained, lossy, and capable of supporting only minimal data rates (tens of bps to hundreds of Kbps).	New last-mile wireless technologies are needed to support constrained IoT devices over long distances. The network is also constrained, meaning modifications need to be made to traditional network-layer transport mechanisms.
The massive volume of data generated	The sensors generate a massive amount of data on a daily basis, causing network bottlenecks and slow analytics in the cloud.	Data analytics capabilities need to be distributed throughout the IoT network, from the edge to the cloud. In traditional IT networks, analytics and applications typically run only in the cloud.
Support for legacy devices	An IoT network often comprises a collection of modern, IP-capable endpoints as well as legacy, non-IP devices that rely on serial or proprietary protocols.	Digital transformation is a long process that may take many years, and IoT networks need to support protocol translation and/or tunneling mechanisms to support legacy protocols over standards-based protocols, such as Ethernet and IP.
The need for data to be analyzed in real time	Whereas traditional IT networks perform scheduled batch processing of data, IoT data needs to be analyzed and responded to in real-time.	Analytics software needs to be positioned closer to the edge and should support real-time streaming analytics. Traditional IT analytics software (such as relational databases or even Hadoop), are better suited to batch-level analytics that occur after the fact.

**Table 2-1** *IoT Architectural Drivers*

The following sections expand on the requirements driving specific architectural changes for IoT.

### Scale

- The scale of a typical IT network is on the order of several thousand devices—typically printers, mobile wireless devices, laptops, servers, and so on.
- IoT introduces a model where an average-sized utility, factory, transportation system, or city could easily be asked to support a network of this scale.
- Based on scale requirements of this order, IPv6 is the natural foundation for the IoT network layer.

### Security

- targeted malicious attacks using vulnerabilities in networked machines, such as the outbreak of the Stuxnet worm, which specifically affected Siemens programmable logic controller (PLC) systems.
- Protecting corporate data from intrusion and theft is one of the main functions of the IT department. IT departments go to great lengths to protect servers, applications, and the

network, setting up defense-in-depth models with layers of security designed to protect the cyber crown jewels of the corporation.

- IoT endpoints are often located in wireless sensor networks that use unlicensed spectrum and are not only visible to the world through a spectrum analyzer but often physically accessible and widely distributed in the field.

For optimum security, IoT systems must:

- Be able to identify and authenticate all entities involved in the IoT service
- Ensure that all user data shared between the endpoint device and back-end applications is encrypted
- Comply with local data protection legislation so that all data is protected and stored correctly
- Utilize an IoT connectivity management platform and establish rules-based security policies so immediate action can be taken if anomalous behavior is detected from connected devices
- Take a holistic, network-level approach to security

### **Constrained Devices and Networks**

- Most IoT sensors have limited power, CPU, and memory, and they transmit only when there is something important.
- Because of the massive scale of these devices and the large, uncontrolled environments where they are usually deployed, the networks that provide connectivity also tend to be very lossy and support very low data rates.
- IoT requires a new breed of connectivity technologies that meet both the scale and constraint limitations.

### **Data**

- In IoT the data is like gold, as it is what enables businesses to deliver new IoT services that enhance the customer experience, reduce cost, and deliver new revenue opportunities.
- Although most IoT-generated data is unstructured, the insights it provides through analytics can revolutionize processes and create new business models.
- IoT systems are designed to stagger data consumption throughout the architecture, both to filter and reduce unnecessary data going upstream and to provide the fastest possible response to devices when necessary.

### **Legacy Device Support**

- In OT systems, end devices are likely to be on the network for a very long time—sometimes decades. As IoT networks are deployed, they need to support the older devices already present on the network, as well as devices with new capabilities.
- In many cases, legacy devices are so old that they don't even support IP.
- IoT network must either be capable of some type of protocol translation or use a gateway device to connect these legacy endpoints to the IoT network.

## 1.9 COMPARING IOT ARCHITECTURES

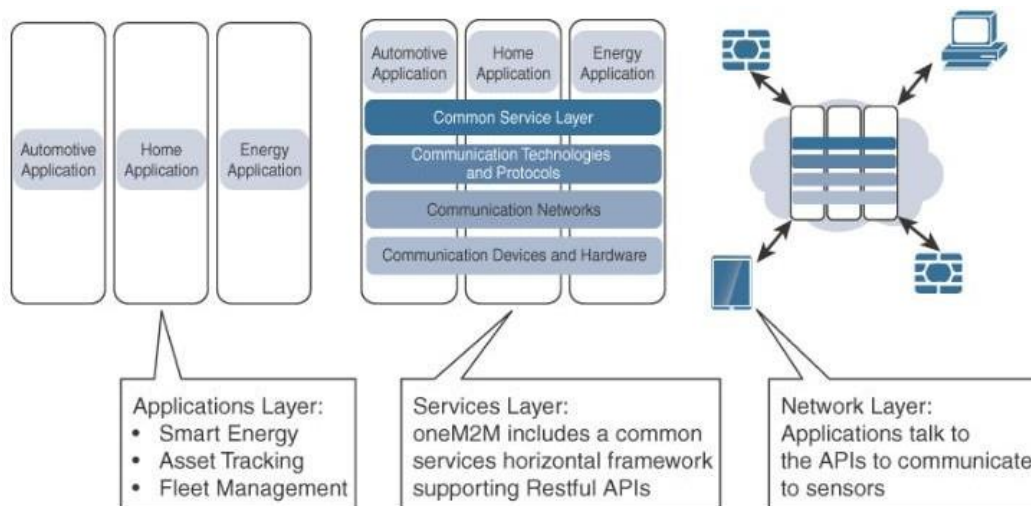
The aforementioned challenges and requirements of IoT systems have driven a whole new discipline of network architecture. In the past several years, architectural standards and frameworks have emerged to address the challenge of designing massive-scale IoT networks.

The foundational concept in all these architectures is supporting data, process, and the functions that endpoint devices perform. Two of the best-known architectures are those supported by oneM2M and the IoT World Forum (IoTWF), discussed in the following sections.

### The one M2M IoT Standardized Architecture

oneM2M's framework focuses on IoT services, applications, and platforms which include smart metering applications, smart grid, smart city automation, e-health, and connected vehicles.

One of the greatest challenges in designing an IoT architecture is dealing with the heterogeneity of devices, software, and access methods. By developing a horizontal platform architecture, oneM2M is developing standards that allow interoperability at all levels of the IoT stack. oneM2M's horizontal framework and RESTful APIs allow the LoRaWAN system to interface with the building management system over an IoT network, thus promoting end-to-end IoT communications in a consistent way, no matter how heterogeneous the networks.



**Figure 2-1** The Main Elements of the oneM2M IoT Architecture

### Applications layer:

- It includes the application-layer protocols and attempts to standardize northbound API definitions for interaction with business intelligence (BI) systems.
- Applications tend to be industry-specific and have their own sets of data models, and thus they are shown as vertical entities.

**Services layer:**

- The horizontal modules include the physical network that the IoT applications run on, the underlying management protocols, and the hardware. Examples include backhaul communications via cellular, MPLS networks, VPNs, and so on.
- This conceptual layer adds APIs and middleware supporting third-party services and applications.
- One of the stated goals of oneM2M is to “develop technical specifications which address the need for a common M2M Service Layer that can be readily embedded within various hardware and software nodes, and rely upon connecting the myriad of devices in the field area network to M2M application servers, which typically reside in a cloud or data center.”

**Network layer:**

- It includes the devices and the communications infrastructure which include wireless mesh technologies, such as IEEE 802.15.4, and wireless point-to-multipoint systems, such as IEEE 801.11ah.
- Also included are wired device connections, such as IEEE 1901 power line communications.
- The device domain includes the gateway device, which provides communications up into the core network and acts as a demarcation point between the device and network domains.

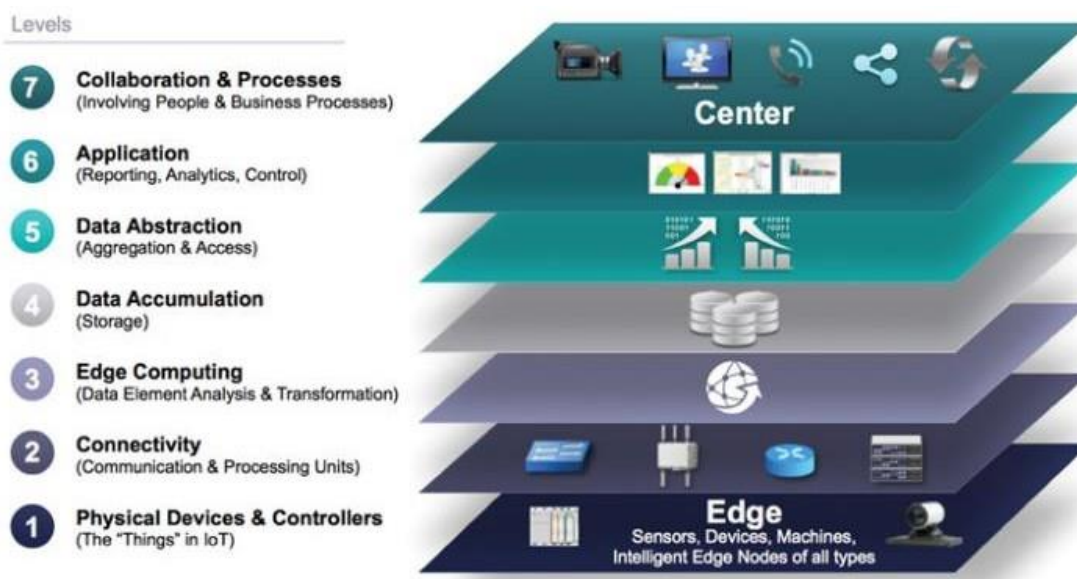
**IoT World Forum (IoTWF) Standardized Architecture**

Figure 2-2 IoT Reference Model Published by the IoT World Forum

The seven layers of the IoT Reference Model:

**Layer 1: Physical Devices and Controllers Layer**

- This layer is home to the “things” in the Internet of Things, including the various endpoint devices and sensors that send and receive information.
- The primary function is generating data and being capable of being queried and/or controlled over a network.



Layer 2: Connectivity Layer

The primary function of this IoT layer is the reliable and timely transmission of data.

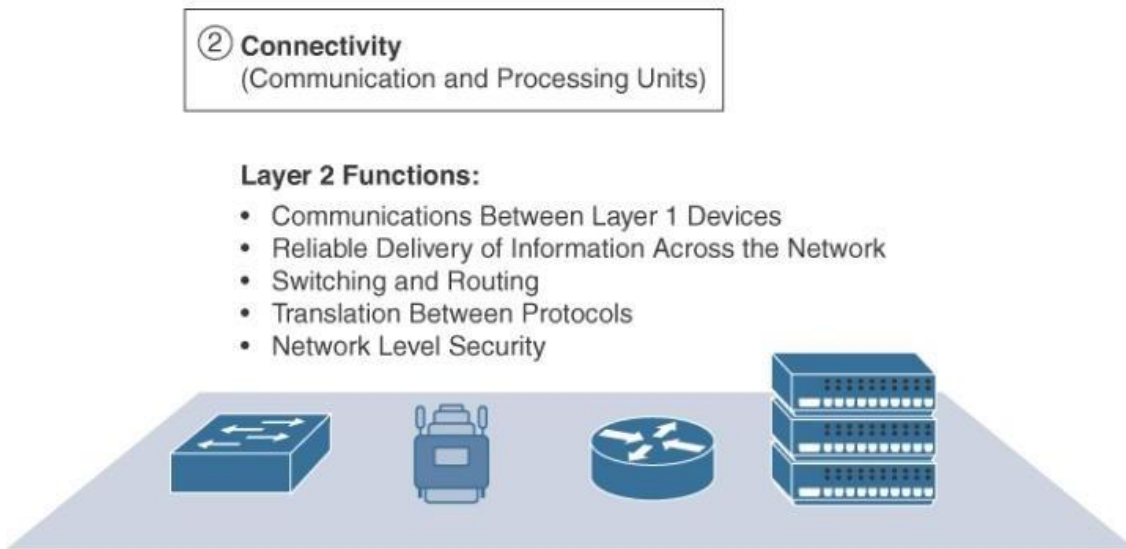


Figure 2-3 IoT Reference Model Connectivity Layer Functions

Layer 3: Edge Computing Layer

At this layer, the emphasis is on data reduction and converting network data flows into information that is ready for storage and processing by higher layers.

One of the basic principles of this reference model is that information processing is initiated as early

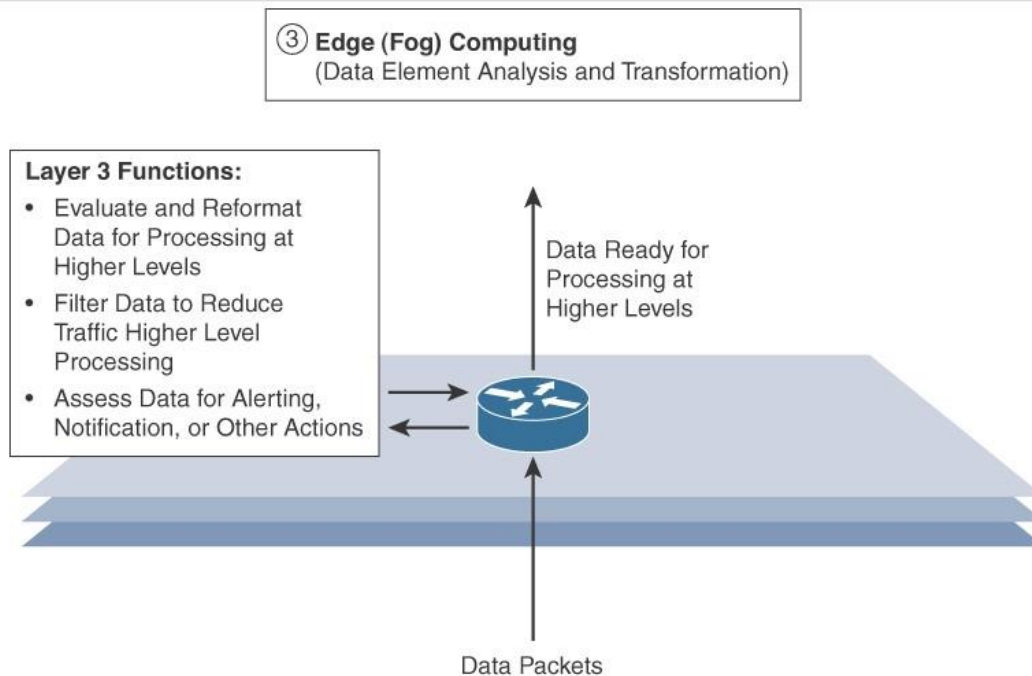


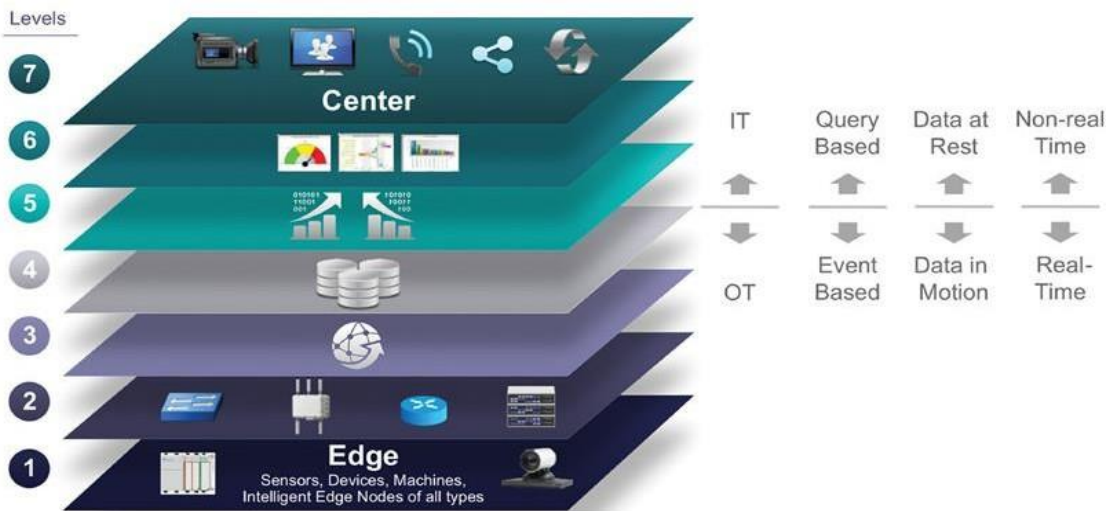
Figure 2-4 IoT Reference Model Layer 3 Functions

Upper Layers: Layers 4–7

IoT Reference Model Layer	Functions
Layer 4: Data accumulation layer	Captures data and stores it so it is usable by applications when necessary. Converts event-based data to query-based processing.
Layer 5: Data abstraction layer	Reconciles multiple data formats and ensures consistent semantics from various sources. Confirms that the data set is complete and consolidates data into one place or multiple data stores using virtualization.
Layer 6: Applications layer	Interprets data using software applications. Applications may monitor, control, and provide reports based on the analysis of the data.
Layer 7: Collaboration and processes layer	Consumes and shares the application information. Collaborating on and communicating IoT information often requires multiple steps, and it is what makes IoT useful. This layer can change business processes and delivers the benefits of IoT.

**Table 2-2** Summary of Layers 4–7 of the IoTWF Reference Model

IT and OT Responsibilities in the IoT Reference Model



**Figure 2-5** IoT Reference Model Separation of IT and OT

- The bottom of the stack is generally in the domain of OT. For an industry like oil and gas, this includes sensors and devices connected to pipelines, oil rigs, refinery machinery, and so on.
- The top of the stack is in the IT area and includes things like the servers, databases, and applications, all of which run on a part of the network controlled by IT.
- At the bottom, in the OT layers, the devices generate real-time data at their own rate—sometimes vast amounts on a daily basis.

Additional IoT Reference Models

IoT Reference Model	Description
Purdue Model for Control Hierarchy	The Purdue Model for Control Hierarchy (see <a href="http://www.cisco.com/c/en/us/td/docs/solutions/Verticals/EttF/EttFDIG/ch2_EttF.pdf">www.cisco.com/c/en/us/td/docs/solutions/Verticals/EttF/EttFDIG/ch2_EttF.pdf</a> ) is a common and well-understood model that segments devices and equipment into hierarchical levels and functions. It is used as the basis for ISA-95 for control hierarchy, and in turn for the IEC-62443 (formerly ISA-99) cyber security standard. It has been used as a base for many IoT-related models and standards across industry. The Purdue Model's application to IoT is discussed in detail in Chapter 9, "Manufacturing," and in Chapter 10, "Oil & Gas."
Industrial Internet Reference Architecture (IIRA) by Industrial Internet Consortium (IIC)	The IIRA is a standards-based open architecture for Industrial Internet Systems (IISs). To maximize its value, the IIRA has broad industry applicability to drive interoperability, to map applicable technologies, and to guide technology and standard development. The description and representation of the architecture are generic and at a high level of abstraction to support the requisite broad industry applicability. The IIRA distills and abstracts common characteristics, features and patterns from use cases well understood at this time, predominantly those that have been defined in the IIC.  For more information, see <a href="http://www.iiconsortium.org/IIRA.htm">www.iiconsortium.org/IIRA.htm</a> .
Internet of Things–Architecture (IoT-A)	IoT-A created an IoT architectural reference model and defined an initial set of key building blocks that are foundational in fostering the emerging Internet of Things. Using an experimental paradigm, IoT-A combined top-down reasoning about architectural principles and design guidelines with simulation and prototyping in exploring the technical consequences of architectural design choices.  For more information, see <a href="https://vdivde-it.de/en">https://vdivde-it.de/en</a> .

1.10 A SIMPLIFIED IOT ARCHITECTURE

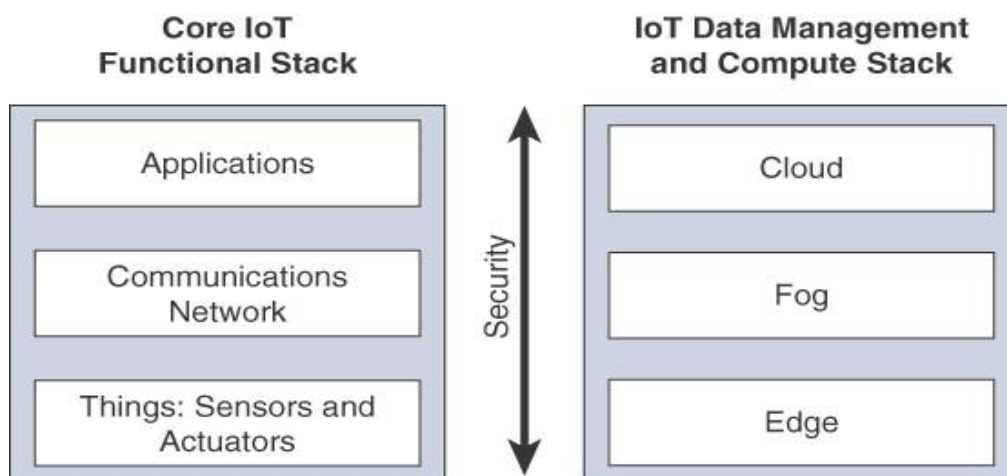


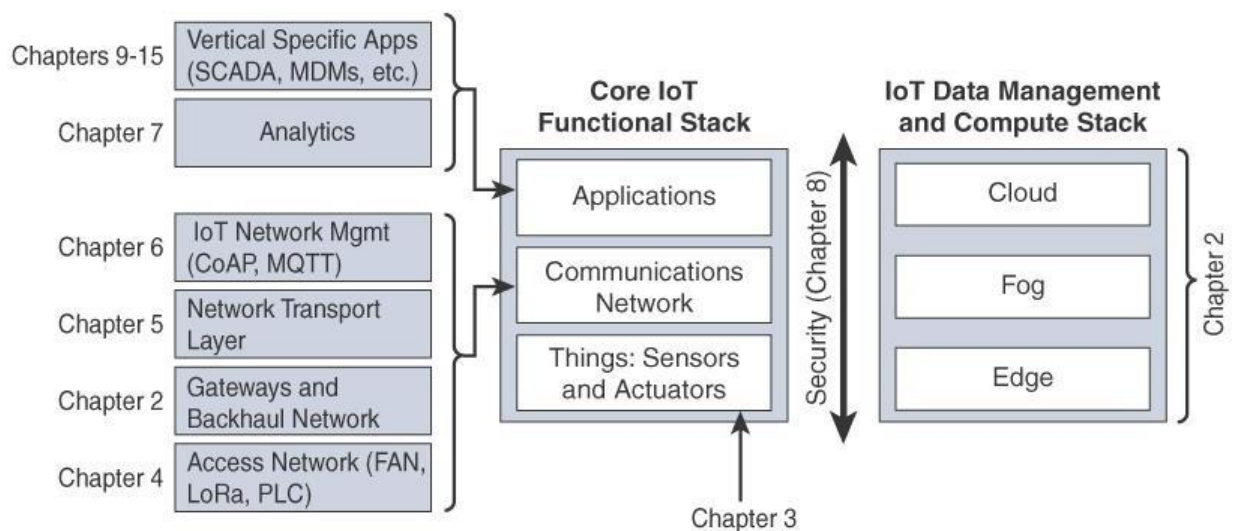
Figure 2-6 Simplified IoT Architecture

Nearly every published IoT model includes core layers including “things,” a communications network, and applications. However, unlike other models, the framework presented here separates the core IoT and data management into parallel and aligned stacks, allowing you to carefully examine the functions of both the network and the applications at each stage of a complex IoT system. This separation gives you better visibility into the functions of each layer.

The presentation of the Core IoT Functional Stack in three layers is meant to simplify your understanding of the IoT architecture into its most foundational building blocks. Of course, such a simple architecture needs to be expanded on. The network communications layer of the IoT stack itself involves a significant amount of detail and incorporates a vast array of technologies. Consider for a moment the heterogeneity of IoT sensors and the many different ways that exist to connect them to a network. The network communications layer needs to consolidate these together, offer gateway and backhaul technologies, and ultimately bring the data back to a central location for analysis and processing.

Unlike with most IT networks, the applications and analytics layer of IoT doesn't necessarily exist only in the data center or in the cloud. Due to the unique challenges and requirements of IoT, it is often necessary to deploy applications and data management throughout the architecture in a tiered approach, allowing data collection, analytics, and intelligent controls at multiple points in the IoT system. In the model presented in this book, data management is aligned with each of the three layers of the Core IoT Functional Stack.

The three data management layers are the edge layer (data management within the sensors themselves), the fog layer (data management in the gateways and transit network), and the cloud layer (data management in the cloud or central data center).



**Figure 2-7** Expanded View of the Simplified IoT Architecture

The communications layer is broken down into four separate sub-layers: the access network, gateways and backhaul, IP transport, and operations and management sub-layers.

The applications layer of IoT networks is quite different from the application layer of a typical enterprise network. Instead of simply using business applications, IoT often involves a strong big data analytics component. One message that is stressed throughout this book is that IoT is not just about the control of IoT devices but, rather, the useful insights gained from the data generated by those devices. Thus, the applications layer typically has both analytics and industry-specific IoT control system components.

## 1.11 THE CORE IOT FUNCTIONAL STACK

IoT networks are built around the concept of “things,” or smart objects performing functions and delivering new connected services. These objects are “smart” because they use a combination of contextual information and configured goals to perform actions.

From an architectural standpoint, several components have to work together for an IoT network to be operational:

- A. **“Things” layer:** At this layer, the physical devices need to fit the constraints of the environment in which they are deployed while still being able to provide the information needed.
- B. **Communications network layer:** When smart objects are not self-contained, they need to communicate with an external system. In many cases, this communication uses a wireless technology. This layer has four sublayers:
- C. **Access network sublayer:** The last mile of the IoT network is the access network. This is typically made up of wireless technologies such as 802.11ah, 802.15.4g, and LoRa. The sensors connected to the access network may also be wired.
- D. **Gateways and backhaul network sublayer:** A common communication system organizes multiple smart objects in a given area around a common gateway. The gateway communicates directly with the smart objects. The role of the gateway is to forward the collected information through a longer-range medium (called the backhaul) to a headend central station where the information is processed. This information exchange is a Layer 7 (application) function, which is the reason this object is called a gateway. On IP networks, this gateway also forwards packets from one IP network to another, and it therefore acts as a router.
- E. **Network transport sublayer:** For communication to be successful, network and transport layer protocols such as IP and UDP must be implemented to support the variety of devices to connect and media to use.
- F. **IoT network management sublayer:** Additional protocols must be in place to allow the headend applications to exchange data with the sensors. Examples include CoAP and MQTT.
- G. **Application and analytics layer:** At the upper layer, an application needs to process the collected data, not only to control the smart objects when necessary, but to make intelligent decision based on the information collected and, in turn, instruct the “things” or other systems
- H. to adapt to the analyzed conditions and change their behaviors or parameters.

The following sections examine these elements and help you architect your IoT communication network.

### Layer 1: Things: Sensors and Actuators Layer

- a) **Battery-powered or power-connected:** This classification is based on whether the object carries its own energy supply or receives continuous power from an external power source. Battery-powered things can be moved more easily than line-powered objects. However, batteries limit the lifetime and amount of energy that the object is allowed to consume, thus driving transmission range and frequency.
- b) **Mobile or static:** This classification is based on whether the “thing” should move or always stay at the same location. A sensor may be mobile because it is moved from one object to another (for example, a viscosity sensor moved from batch to batch in a chemical plant) or because it is attached to a moving object (for example, a location sensor on moving goods in a warehouse or factory floor). The frequency of the movement may also vary, from occasional to permanent. The range of mobility (from a few inches to miles away) often drives the possible power source.
- c) **Low or high reporting frequency:** This classification is based on how often the object should report monitored parameters. A rust sensor may report values once a month. A motion sensor may report acceleration several hundred times per second. Higher frequencies drive higher energy consumption, which may create constraints on the possible power source (and therefore the object mobility) and the transmission range.
- d) **Simple or rich data:** This classification is based on the quantity of data exchanged at each report cycle. A humidity sensor in a field may report a simple daily index value (on a binary scale from 0 to 255), while an engine sensor may report hundreds of parameters, from temperature to pressure, gas velocity, compression speed, carbon index, and many others. Richer data typically drives higher power consumption. This classification is often combined with the previous to determine the object data throughput (low throughput to high throughput). You may want to keep in mind that throughput is a combined metric. A medium-throughput object may send simple data at rather high frequency (in which case the flow structure looks continuous), or may send rich data at rather low frequency (in which case the flow structure looks bursty).
- e) **Report range:** This classification is based on the distance at which the gateway is located. For example, for your fitness band to communicate with your phone, it needs to be located a few meters away at most. The assumption is that your phone needs to be at visual distance for you to consult the reported data on the phone screen. If the phone is far away, you typically do not use it, and reporting data from the band to the phone is not necessary. By contrast, a moisture sensor in the asphalt of a road may need to communicate with its reader several hundred meters or even kilometers away.

- f) **Object density per cell:** This classification is based on the number of smart objects (with a similar need to communicate) over a given area, connected to the same gateway. An oil pipeline may utilize a single sensor at key locations every few miles. By contrast, telescopes like the SETI Colossus telescope at the Whipple Observatory deploy hundreds, and sometimes thousands, of mirrors over a small area, each with multiple gyroscopes, gravity, and vibration sensors.

From a network architectural standpoint, your initial task is to determine which technology should be used to allow smart objects to communicate.

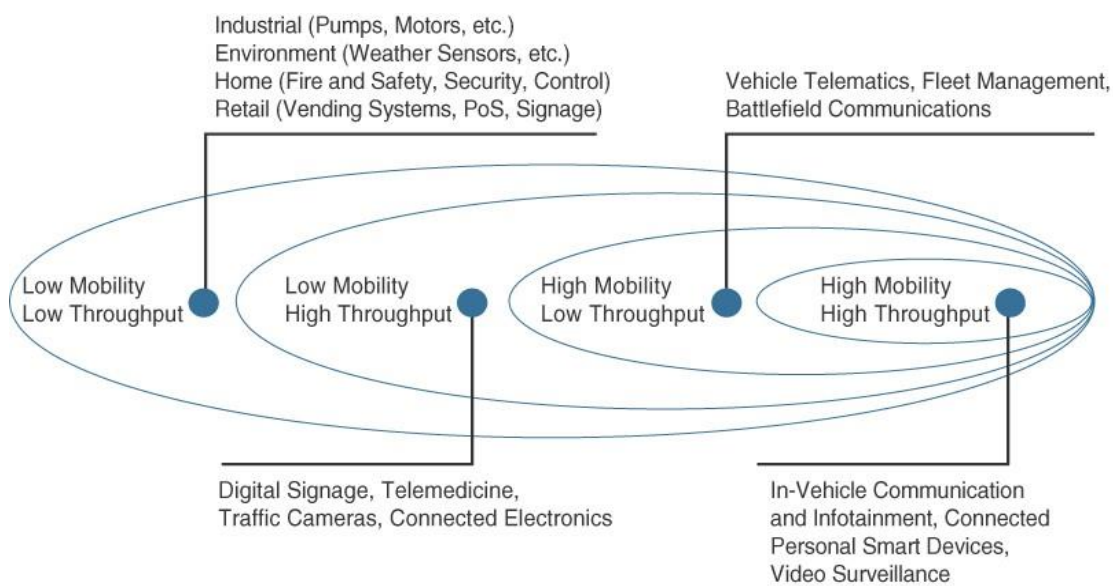


Figure 2-8 Example of Sensor Applications Based on Mobility and Throughput

## Layer 2: Communications Network Layer

Once you have determined the influence of the smart object form factor over its transmission capabilities (transmission range, data volume and frequency, sensor density and mobility), you are ready to connect the object and communicate.

Compute and network assets used in IoT can be very different from those in IT environments. The difference in the physical form factors between devices used by IT and OT is obvious even to the most casual of observers. What typically drives this is the physical environment in which the devices are deployed. What may not be as inherently obvious, however, is their operational differences. The operational differences must be understood in order to apply the correct handling to secure the target assets.

Temperature variances are an easily understood metric. The cause for the variance is easily attributed to external weather forces and internal operating conditions. Remote external locations, such as those associated with mineral extraction or pipeline equipment can span from the heat to the cold .

- Humidity fluctuations can impact the long-term success of a system as well.
- Shock and vibration needs vary based on the deployment scenario.
- Solid particulates can also impact the gear. Most IT environments must contend with dust build-up that can become highly concentrated due to the effect of cooling fans.
- Hazardous location design may also cause corrosive impact to the equipment. Caustic materials can impact connections over which power or communications travel.
- Furthermore, they can result in reduced thermal efficiency by potentially coating the heat transfer surfaces.
- In some scenarios, the concern is not how the environment can impact the equipment but how the equipment can impact the environment.
- Power supplies in OT systems are also frequently different from those commonly seen on standard IT equipment. A wider range of power variations are common attributes of industrial compute components.

### Access Network Sublayer

Range estimates are grouped by category names that illustrate the environment or the vertical where data collection over that range is expected. Common groups are as follows:

- PAN (personal area network): Scale of a few meters. This is the personal space around a person. A common wireless technology for this scale is Bluetooth.
- HAN (home area network): Scale of a few tens of meters. At this scale, common wireless technologies for IoT include ZigBee and Bluetooth Low Energy (BLE).
- NAN (neighborhood area network): Scale of a few hundreds of meters. The term NAN is often used to refer to a group of house units from which data is collected.

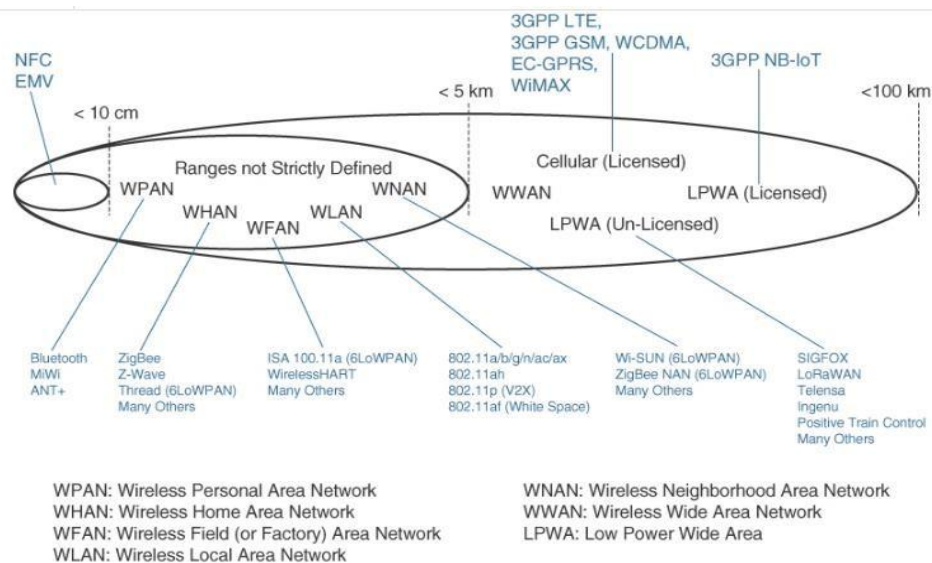
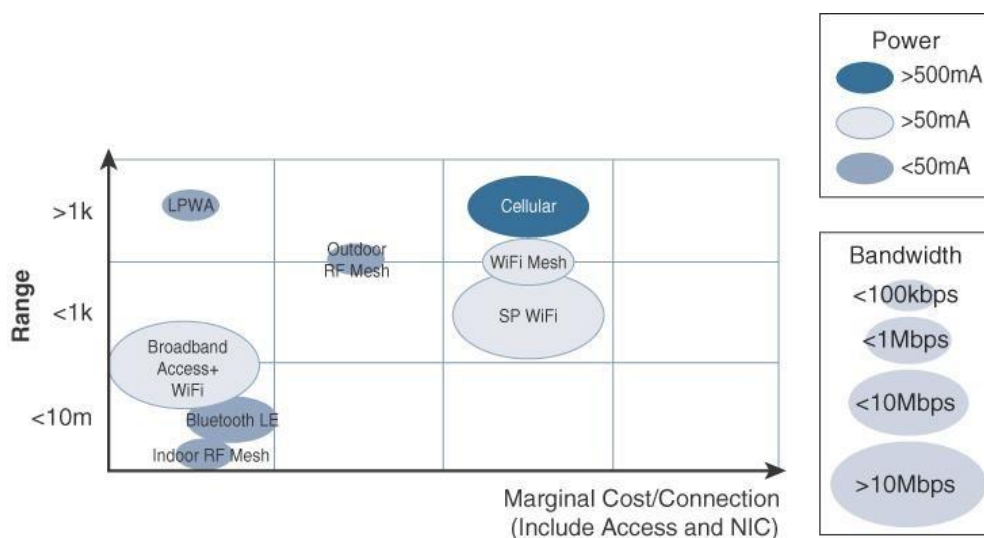


Figure 2-9 Access Technologies and Distances



- FAN (field area network): Scale of several tens of meters to several hundred meters. FAN typically refers to an outdoor area larger than a single group of house units. The FAN is often seen as “open space” (and therefore not secured and not controlled). A FAN is sometimes viewed as a group of NANs, but some verticals see the FAN as a group of HANs or a group of smaller outdoor cells.
- LAN (local area network): Scale of up to 100 m. This term is very common in networking, and it is therefore also commonly used in the IoT space when standard networking technologies (such as Ethernet or IEEE 802.11) are used.

Figure 2-11 combines cost, range, power consumption, and typical available bandwidth for common IoT access technologies.



**Figure 2-11** Comparison Between Common Last-Mile Technologies in Terms of Range Versus Cost, Power, and Bandwidth

The amount of data to carry over a given time period along with correlated power consumption (driving possible limitations in mobility and range) determines the wireless cell size and structure.

Similar ranges also do not mean similar topologies. Some technologies offer flexible connectivity structure to extend communication possibilities:

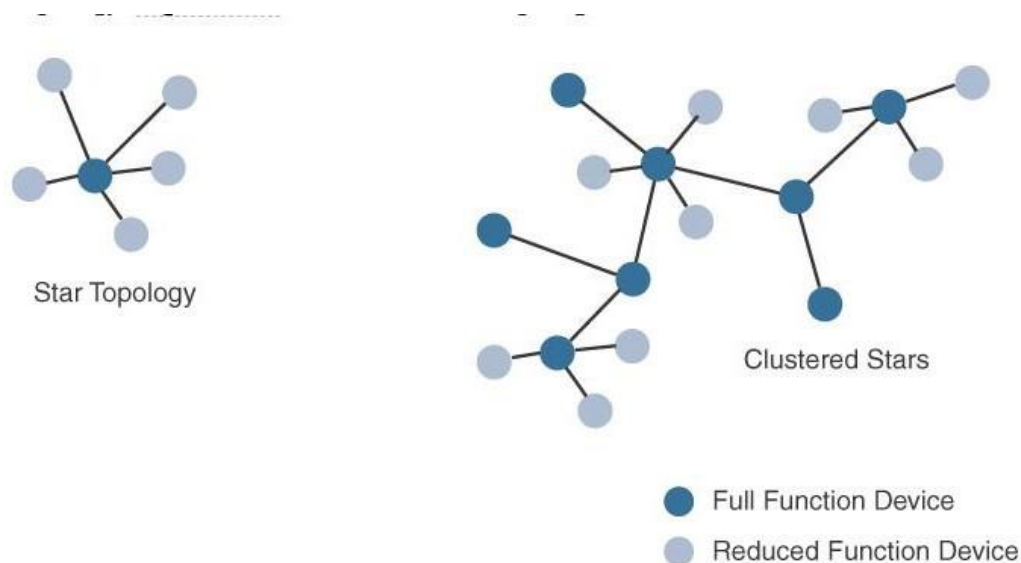
- ❖ **Point-to-point topologies:** These topologies allow one point to communicate with another point. This topology in its strictest sense is uncommon for IoT access, as it would imply that a single object can communicate only with a single gateway. However, several technologies are referred to as “point-to-point” when each object establishes an individual session with the gateway. The “point-to-point” concept, in that case, often refers to the communication structure more than the physical topology.
- ❖ **Point-to-multipoint topologies:** These topologies allow one point to communicate with more than one other point. Most IoT technologies where one or more than one gateways communicate with multiple smart objects are in this category. However, depending on the features available on each communicating mode, several subtypes need to be considered. A particularity of IoT networks is that some nodes (for example, sensors) support both data

collection and forwarding functions, while some other nodes (for example, some gateways) collect the smart object data, sometimes instruct the sensor to perform specific operations, and also interface with other networks or possibly other gateways. For this reason, some technologies categorize the nodes based on the functions (described by a protocol) they implement.

To form a network, a device needs to connect with another device. When both devices fully implement the protocol stack functions, they can form a peer-to-peer network. However, in many cases, one of the devices collects data from the others. For example, in a house, temperature sensors may be deployed in each room or each zone of the house, and they may communicate with a central point where temperature is displayed and controlled.

The sensor can implement a subset of protocol functions to perform just a specialized part (communication with the coordinator). Such a device is called a reduced-function device (RFD). An RFD cannot be a coordinator. An RFD also cannot implement direct communications to another RFD.

The coordinator that implements the full network functions is called, by contrast, a full-function device (FFD). An FFD can communicate directly with another FFD or with more than one FFD, forming multiple peer-to-peer connections. Topologies where each FFD has a unique path to another FFD are called cluster tree topologies. FFDs in the cluster tree may have RFDs, resulting in a cluster star topology.

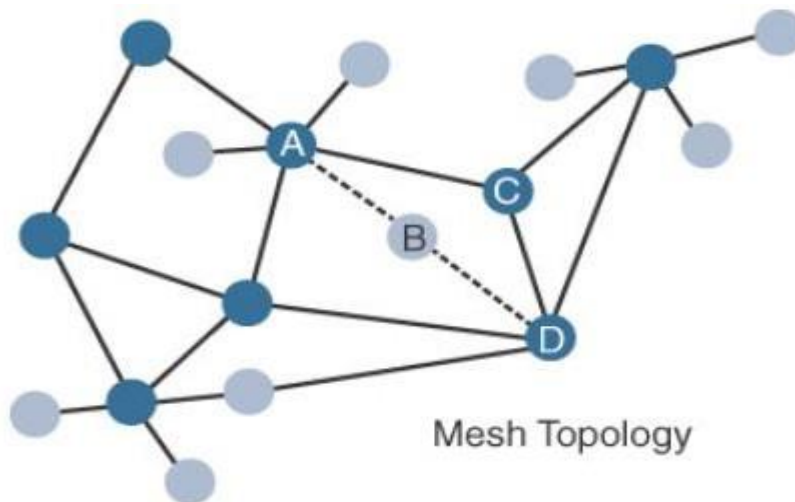


**Figure 2-12** Star and Clustered Star Topologies

Point-to-multipoint technologies allow a node to have more than one path to another node, forming a mesh topology. This redundancy means that each node can communicate with more than just one other node. This communication can be used to directly exchange information between nodes (the receiver directly consumes the information received) or to extend the range of the communication link. In this case, an intermediate node acts as a relay between two other nodes. These two other

nodes would not be able to communicate successfully directly while respecting the constraints of power and modulation dictated by the PHY layer protocol.

Another property of mesh networks is redundancy. The disappearance of one node does not necessarily interrupt network communications. Nodes A and D are too far apart to communicate directly. In this case, communication can be relayed through nodes B or C. Node B may be used as the primary relay. However, the loss of node B does not prevent the communication between nodes A and D. Here, communication is rerouted through another node, node C.



**Figure 2-13** Mesh Topology

### Gateways and Backhaul Sublayer

Data collected from a smart object may need to be forwarded to a central station where data is processed. As this station is often in a different location from the smart object, data directly received from the sensor through an access technology needs to be forwarded to another medium (the backhaul) and transported to the central station. The gateway is in charge of this inter-medium communication.

In the DSRC case, the entire “sensor field” is moving along with the gateway, but the general principles of IoT networking remain the same. The range at which DSRC can communicate is limited. Similarly, for all other IoT architectures, the choice of a backhaul technology depends on the communication distance and also on the amount of data that needs to be forwarded. When the smart object’s operation is controlled from a local site, and when the environment is stable (for example, factory or oil and gas field), Ethernet can be used as a backhaul. Mesh is a common topology to allow communication flexibility in this type of dynamic environment.

Table 2-4 compares the main solutions from an architectural angle.

Technology	Type and Range	Architectural Characteristics
Ethernet	Wired, 100 m max	Requires a cable per sensor/sensor group; adapted to static sensor position in a stable environment; range is limited; link is very reliable
Wi-Fi (2.4 GHz, 5 GHz)	Wireless, 100 m (multipoint) to a few kilometers (P2P)	Can connect multiple clients (typically fewer than 200) to a single AP; range is limited; adapted to cases where client power is not an issue (continuous power or client battery recharged easily); large bandwidth available, but interference from other systems likely; AP needs a cable
802.11ah (HaloW, Wi-Fi in sub-1 GHz)	Wireless, 1.5 km (multipoint), 10 km (P2P)	Can connect a large number of clients (up to 6000 per AP); longer range than traditional Wi-Fi; power efficient; limited bandwidth; low adoption; and cost may be an issue
WiMAX (802.16)	Wireless, several kilometers (last mile), up to 50 km (backhaul)	Can connect a large number of clients; large bandwidth available in licensed spectrum (fee-based); reduced bandwidth in license-free spectrum (interferences from other systems likely); adoption varies on location
Cellular (for example, LTE)	Wireless, several kilometers	Can connect a large number of clients; large bandwidth available; licensed spectrum (interference-free; license-based)

**Table 2-4** Architectural Considerations for WiMAX and Cellular Technologies

### Network Transport Sub-

Distribution automation (DA) allows your meter to communicate with neighboring meters or other devices in the electrical distribution grid. With such communication, consumption load balancing may be optimized. For example, your air conditioning pulses fresh air at regular intervals. With DA, your neighbor's AC starts pulsing when your system pauses; in this way, the air in both houses is kept fresh, but the energy consumed from the network is stable instead of spiking up and down with uncoordinated start and stop points.

Similarly, your smart meter may communicate with your house appliances to evaluate their type and energy demand. With this scheme, your washing machine can be turned on in times of lower consumption from other systems, such as at night, while power to your home theater system will never be deprived, always turning on when you need it. Once the system learns your consumption pattern, charging of your electric car can start and stop at intervals to achieve the same overnight charge without creating spikes in energy demand. Data may flow locally, or it may have to be orchestrated by a central application to coordinate the power budget between houses.

This communication structure thus may involve peer-to-peer, point-to-point, point-to-multipoint, unicast and multicast communications. In a multitenant environment (for example, electricity and gas consumption management), different systems may use the same communication pathways. This communication occurs over multiple media (for example, power lines inside your house or a short-range wireless system like indoor Wi-Fi and/or ZigBee), a longer-range wireless system to the gateway, and yet another wireless or wired medium for backhaul transmission.

To allow for such communication structure, a network protocol with specific characteristics needs to be implemented. The protocol needs to be open and standard-based to accommodate multiple industries and multiple media. Scalability (to accommodate thousands or millions of sensors in a single network) and security are also common requirements. IP is a protocol that matches all these requirements. The advantages of IP are covered in depth in Chapter 5.

The flexibility of IP allows this protocol to be embedded in objects of very different natures, exchanging information over very different media, including low-power, lossy, and low-bandwidth networks. For example, RFC 2464 describes how an IPv6 packet gets encapsulated over an Ethernet frame and is also used for IEEE 802.11 Wi-Fi. Similarly, the IETF 6LoWPAN working group specifies how IPv6 packets are carried efficiently over lossy networks, forming an “adaption layer” for IPv6, primarily for IoT networks.

Finally, the transport layer protocols built above IP (UDP and TCP) can easily be leveraged to decide whether the network should control the data packet delivery (with TCP) or whether the control task should be left to the application (UDP). UDP is a much lighter and faster protocol than TCP. However, it does not guarantee packet delivery. Both TCP and UDP can be secured with TLS/SSL (TCP) or DTLS (UDP). Chapter 6 takes a closer look at TCP and UDP for IoT networks.

### **IoT Network Management Sub-layer**

IP, TCP, and UDP bring connectivity to IoT networks. Upper-layer protocols need to take care of data transmission between the smart objects and other systems. Multiple protocols have been leveraged or created to solve IoT data communication problems. Some networks rely on a push model (that is, a sensor reports at a regular interval or based on a local trigger), whereas others rely on a pull model (that is, an application queries the sensor over the network), and multiple hybrid approaches are also possible.

Following the IP logic, some IoT implementers have suggested HTTP for the data transfer phase. After all, HTTP has a client and server component. The sensor could use the client part to establish a connection to the IoT central application (the server), and then data can be exchanged. You can find HTTP in some IoT applications, but HTTP is something of a fat protocol and was not designed to operate in constrained environments with low memory, low power, low bandwidth, and a high rate of packet failure. Despite these limitations, other web-derived protocols have been suggested for the IoT space. One example is WebSocket. WebSocket is part of the HTML5 specification, and provides a simple bidirectional connection over a single connection. Some IoT solutions use WebSocket to

manage the connection between the smart object and an external application. WebSocket is often combined with other protocols, such as MQTT (described shortly) to handle the IoT-specific part of the communication.

To respond to the limits of web-based protocols, another protocol was created by the IETF Constrained Restful Environments (CoRE) working group: Constrained Application Protocol (CoAP). CoAP uses some methods similar to those of HTTP (such as Get, Post, Put, and Delete) but implements a shorter list, thus limiting the size of the header. CoAP also runs on UDP (whereas HTTP typically uses TCP). CoAP also adds a feature that is lacking in HTTP and very useful for IoT: observation. Observation allows the streaming of state changes as they occur, without requiring the receiver to query for these changes.

### **Layer 3: Applications and Analytics Layer**

#### **Analytics Versus Control Applications**

##### A. Analytics application:

- collects data from multiple smart objects
- processes the collected data
- displays information resulting from the data that was processed
- application processes the data to convey a view of the network that cannot be obtained from solely looking at the information displayed by a single smart object.

##### B. Control application:

- controls the behavior of the smart object or the behavior of an object related to the smart object.
- used for controlling complex aspects of an IoT network with a logic that cannot be programmed inside a single IoT object

An example of control system architecture is SCADA. SCADA was developed as a universal method to access remote systems and send instructions. One example where SCADA is widely used is in the control and monitoring of remote terminal units (RTUs) on the electrical distribution grid.

#### **Data Versus Network Analytics**

##### A. Data analytics:

- processes the data collected by smart objects and combines it to provide an intelligent view related to the IoT system.
- data processing can be very complex and may combine multiple changing values over complex algorithms.
- Data analytics can also monitor the IoT system itself. For example, a machine or robot in a factory can report data about its own movements.

**B. Network analytics:**

- A loss of connectivity may result in an accident or degradation of operations efficiency.
- the control module cannot modify local object behaviors anymore.

**Data Analytics Versus Business Benefits**

A smarter architectural choice may be to allow for an open system where the network is engineered to be flexible enough that other sensors may be added in the future, and where both upstream and downstream operations are allowed. This flexibility allows for additional processing of the existing sensors and also deeper and more efficient interaction with the connected objects. This enhanced data processing can result in new added value for businesses that are not envisioned at the time when the system is initially deployed.

An example of a flexible analytics and control application is Cisco Jasper, which provides a turnkey cloud-based platform for IoT management and monetization. Consider the case of vending machines deployed throughout a city. At a basic level, these machines can be connected, and sensors can be deployed to report when a machine is in an error state. A repair person can be sent to address the issue when such a state is identified. This type of alert is a time saver and avoids the need for the repair team to tour all the machines in turn when only one may be malfunctioning.

This alert system may also avoid delay between the time when a machine goes into the error state and the time when a repair team visits the machine location. With a static platform, this use case is limited to this type of alert. With a flexible platform like Cisco Jasper, new applications may be imagined and developed over time. For example, the machine sensors can be improved to also report when an item is sold. The central application can then be enhanced to process this information and analyze what item is most sold, in what location, at what times. This new view of the machines may allow for an optimization of the items to sell in machines in a given area. Systems may be implemented to adapt the goods to time, season, or location—or many other parameters that may have been analyzed. In short, architecting open systems opens the possibility for new applications.

**Smart Services**

Fundamentally, smart services use IoT and aim for efficiency. For example, sensors can be installed on equipment to ensure ongoing conformance with regulations or safety requirements. This angle of efficiency can take multiple forms, from presence sensors in hazardous areas to weight threshold violation detectors on trucks.

Smart services can also be used to measure the efficiency of machines by detecting machine output, speed, or other forms of usage evaluation. Entire operations can be optimized with IoT. In hospitality, for example, presence and motion sensors can evaluate the number of guests in a lobby and redirect personnel accordingly. The same type of action can be taken in a store where a customer is detected as staying longer than the typical amount of time in front of a shelf. Personnel can be

deployed to provide assistance. Movement of people and objects on factory floors can be analyzed to optimize the production flow.

Smart services can be integrated into an IoT system. For example, sensors can be integrated in a light bulb. A sensor can turn a light on or off based on the presence of a human in the room. An even smarter system can communicate with other systems in the house, learn the human movement pattern, and anticipate the presence of a human, turning on the light just before the person enters the room. An even smarter system can use smarter sensors that analyze multiple parameters to detect human mood and modify accordingly the light color to adapt to the learned preferences, or to convey either a more relaxing or a more dynamic environment.

Light bulbs are a simple example. By connecting to other systems in the house, efficiencies can be coordinated. For example, the house entry alarm system or the heating system can coordinate with the presence detector in a light bulb to adapt to detected changes. The alarm system can disable volumetric movement alarms in zones where a known person is detected. The heating system can adapt the temperature to human presence or detected personal preferences.

Similar efficiency can be extended to larger systems than a house. For example, smart grid applications can coordinate the energy consumption between houses to regulate the energy demand from the grid. We already mentioned that your washing machine may be turned on at night when the energy demand for heating and cooling is lower. Just as your air conditioning pulses can be coordinated with your neighbor's, your washing machine cycles can be coordinated with the appliances in your house and in the neighborhood to smooth the energy demand spikes on the grid.

Efficiency also applies to M2M communications. In mining environments, vehicles can communicate to regulate the flows between drills, draglines, bulldozers, and dump trucks, for example, making sure that a dump truck is always available when a bulldozer needs it. In smart cities, vehicles communicate. A traffic jam is detected and anticipated automatically by public transportation, and the system can temporarily reroute buses or regulate the number of buses servicing a specific line based on traffic and customer quantity, instantaneous or learned over trending.

## **1.12 IOT DATA MANAGEMENT AND COMPUTE STACK**

One of the key messages in the first two chapters of this book is that the massive scale of IoT networks is fundamentally driving new architectures. For instance, Figure 1-2 in Chapter 1 illustrates how the “things” connected to the Internet are continuing to grow exponentially, with a prediction by Cisco that by 2020 there will be more than 50 billion devices connected to some form of an IP network. Clearly, traditional IT networks are not prepared for this magnitude of network devices. However, beyond the network architecture itself, consider the data that is generated by these devices. If the number of devices is beyond conventional numbers, surely the data generated by these devices must also be of serious concern.



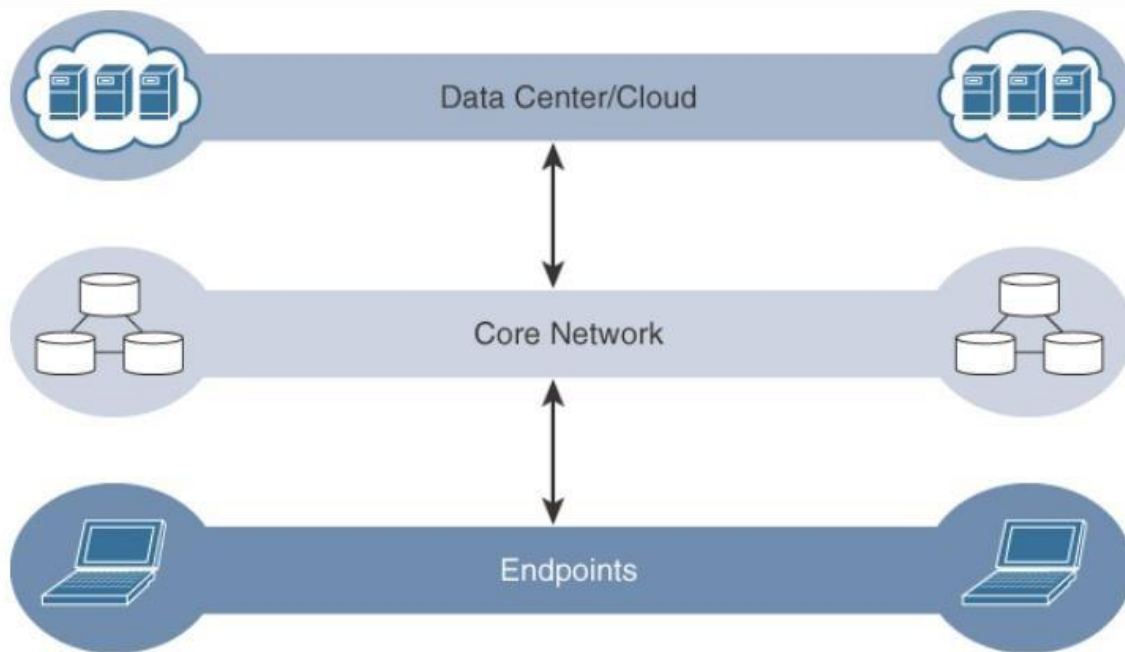
In fact, the data generated by IoT sensors is one of the single biggest challenges in building an IoT system. In the case of modern IT networks, the data sourced by a computer or server is typically generated by the client/server communications model, and it serves the needs of the application. In sensor networks, the vast majority of data generated is unstructured and of very little use on its own. For example, the majority of data generated by a smart meter is nothing more than polling data; the communications system simply determines whether a network connection to the meter is still active. This data on its own is of very little value. The real value of a smart meter is the metering data read by the meter management system (MMS). However, if you look at the raw polling data from a different perspective, the information can be very useful. For example, a utility may have millions of meters covering its entire service area. If whole sections of the smart grid start to show an interruption of connectivity to the meters, this data can be analyzed and combined with other sources of data, such as weather reports and electrical demand in the grid, to provide a complete picture of what is happening. This information can help determine whether the loss of connection to the meters is truly a loss of power or whether some other problem has developed in the grid. Moreover, analytics of this data can help the utility quickly determine the extent of the service outage and repair the disruption in a timely fashion.

In most cases, the processing location is outside the smart object. A natural location for this processing activity is the cloud. Smart objects need to connect to the cloud, and data processing is centralized. However, this model also has limitations. As data volume, the variety of objects connecting to the network, and the need for more efficiency increase. These new requirements include the following:

- *Minimizing latency:* Analyzing data close to the device that collected the data can make a difference between averting disaster and a cascading system failure.
- *Conserving network bandwidth:* It is not practical to transport vast amounts of data from thousands or hundreds of thousands of edge devices to the cloud. Nor is it necessary because many critical analyses do not require cloud-scale processing and storage.
- *Increasing local efficiency:* Collecting and securing data across a wide geographic area with different environmental conditions may not be useful.

The volume of data also introduces questions about bandwidth management. As the massive amount of IoT data begins to funnel into the data center, does the network have the capacity to sustain this volume of traffic? Does the application server have the ability to ingest, store, and analyze the vast quantity of data that is coming in? This is sometimes referred to as the “impedance mismatch” of the data generated by the IoT system and the management application’s ability to deal with that data.

As illustrated in Figure 2-14, data management in traditional IT systems is very simple. The endpoints (laptops, printers, IP phones, and so on) communicate over an IP core network to servers in the data center or cloud. Data is generally stored in the data center, and the physical links from access to core are typically high bandwidth, meaning access to IT data is quick.



**Figure 2-14** *The Traditional IT Cloud Computing Model*

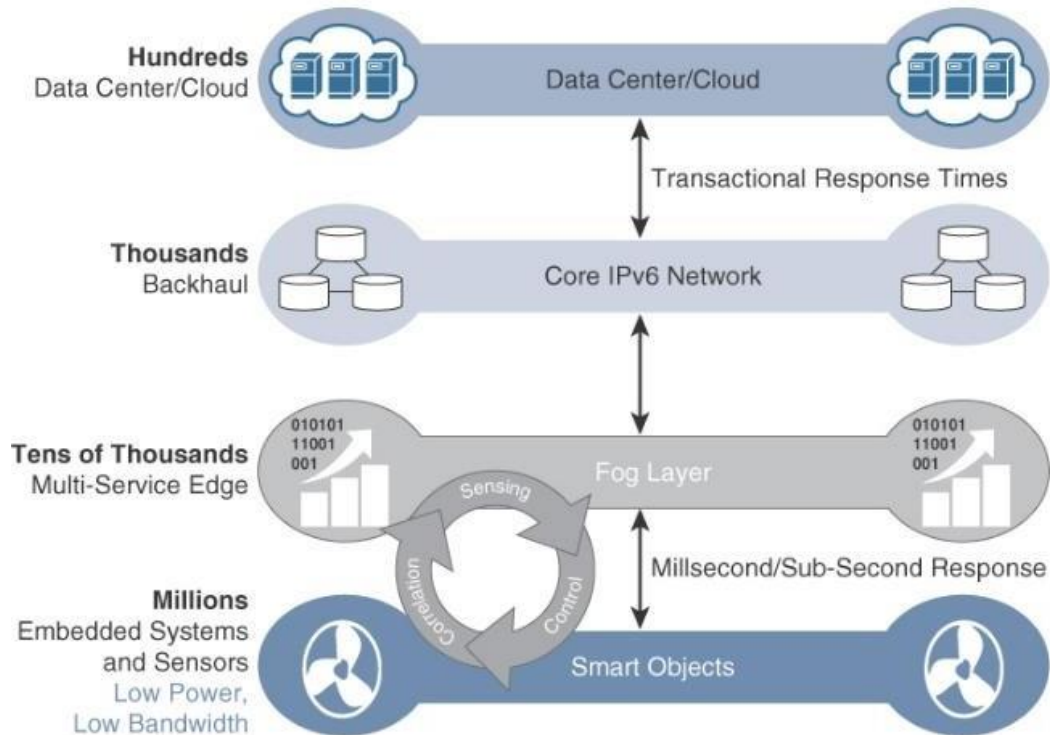
IoT systems function differently. Several data-related problems need to be addressed:

- a) Bandwidth in last-mile IoT networks is very limited. When dealing with thousands/millions of devices, available bandwidth may be on order of tens of Kbps per device or even less.
- b) Latency can be very high. Instead of dealing with latency in the milliseconds range, large IoT networks often introduce latency of hundreds to thousands of milliseconds.
- c) Network backhaul from the gateway can be unreliable and often depends on 3G/LTE or even satellite links. Backhaul links can also be expensive if a per-byte data usage model is necessary.
- d) The volume of data transmitted over the backhaul can be high, and much of the data may not really be that interesting (such as simple polling messages).
- e) Big data is getting bigger. The concept of storing and analyzing all sensor data in the cloud is impractical. The sheer volume of data generated makes real-time analysis and response to the data almost impossible.

### **Fog Computing**

The solution to the challenges mentioned in the previous section is to distribute data management throughout the IoT system, as close to the edge of the IP network as possible. The best-known embodiment of edge services in IoT is fog computing.

Any device with computing, storage, and network connectivity can be a fog node. Examples include industrial controllers, switches, routers, embedded servers, and IoT gateways. Analyzing IoT data close to where it is collected minimizes latency, offloads gigabytes of network traffic from the core network, and keeps sensitive data inside the local network.



**Figure 2-15** The IoT Data Management and Compute Stack with Fog Computing

- Fog services are typically accomplished very close to the edge device, sitting as close to the IoT endpoints as possible.
- The fog node has contextual awareness of the sensors it is managing because of its geographic proximity to those sensors.
- The fog node is able to analyze information from all the sensors and can provide contextual analysis of the messages it is receiving and may decide to send back only the relevant information over the backhaul network to the cloud.

IoT fog computing enables data to be preprocessed and correlated with other inputs to produce relevant information. This data can then be used as real-time, actionable knowledge by IoT-enabled applications. Longer term, this data can be used to gain a deeper understanding of network behavior and systems for the purpose of developing proactive policies, processes, and responses.

Fog applications are as diverse as the Internet of Things itself. What they have in common is data reduction—monitoring or analyzing real-time data from network-connected things and then initiating an action, such as locking a door, changing equipment settings, applying the brakes on a train, zooming a video camera, opening a valve in response to a pressure reading, creating a bar chart, or sending an alert to a technician to make a preventive repair.

Characteristic of fog computing are as follows:

- a) Contextual location awareness and low latency: The fog node sits as close to the IoT endpoint as possible to deliver distributed computing.
- b) Geographic distribution: In sharp contrast to the more centralized cloud, the services and applications targeted by the fog nodes demand widely distributed deployments.
- c) Deployment near IoT endpoints: Fog nodes are typically deployed in the presence of a large number of IoT endpoints. For example, typical metering deployments often see 3000 to 4000 nodes per gateway router, which also functions as the fog computing node.
- d) Wireless communication between the fog and the IoT endpoint: Although it is possible to connect wired nodes, the advantages of fog are greatest when dealing with a large number of endpoints, and wireless access is the easiest way to achieve such scale.
- e) Use for real-time interactions: Important fog applications involve real-time interactions rather than batch processing. Preprocessing of data in the fog nodes allows upper-layer applications to perform batch processing on a subset of the data.

### **Edge Computing**

Fog computing solutions are being adopted by many industries, and efforts to develop distributed applications and analytics tools are being introduced at an accelerating pace. The natural place for a fog node is in the network device that sits closest to the IoT endpoints, and these nodes are typically spread throughout an IoT network.

IoT devices and sensors often have constrained resources, however, as compute capabilities increase. Some new classes of IoT endpoints have enough compute capabilities to perform at least low-level analytics and filtering to make basic decisions. For example, consider a water sensor on a fire hydrant. While a fog node sitting on an electrical pole in the distribution network may have an excellent view of all the fire hydrants in a local neighborhood, a node on each hydrant would have clear view of a water pressure drop on its own line and would be able to quickly generate an alert of a localized problem.

The fog node would have a wider view and would be able to ascertain whether the problem was more than just localized but was affecting the entire area. Another example is in the use of smart meters. Edge compute-capable meters are able to communicate with each other to share information on small subsets of the electrical distribution grid to monitor localized power quality and consumption, and they can inform a fog node of events that may pertain to only tiny sections of the grid. Models such as these help ensure the highest quality of power delivery to customers.

### **The Hierarchy of Edge, Fog, and Cloud**

This model suggests a hierarchical organization of network, compute, and data storage resources. At each stage, data is collected, analyzed, and responded to when necessary, according to the capabilities of the resources at each layer. As data needs to be sent to the cloud, the latency becomes higher.

Edge and fog thus require an abstraction layer that allows applications to communicate with one another.

The abstraction layer :

- exposes a common set of APIs for monitoring, provisioning, and controlling the physical resources in a standardized way.
- requires a mechanism to support virtualization, with the ability to run multiple operating systems or service containers on physical devices to support multitenancy and application consistency across the IoT system.

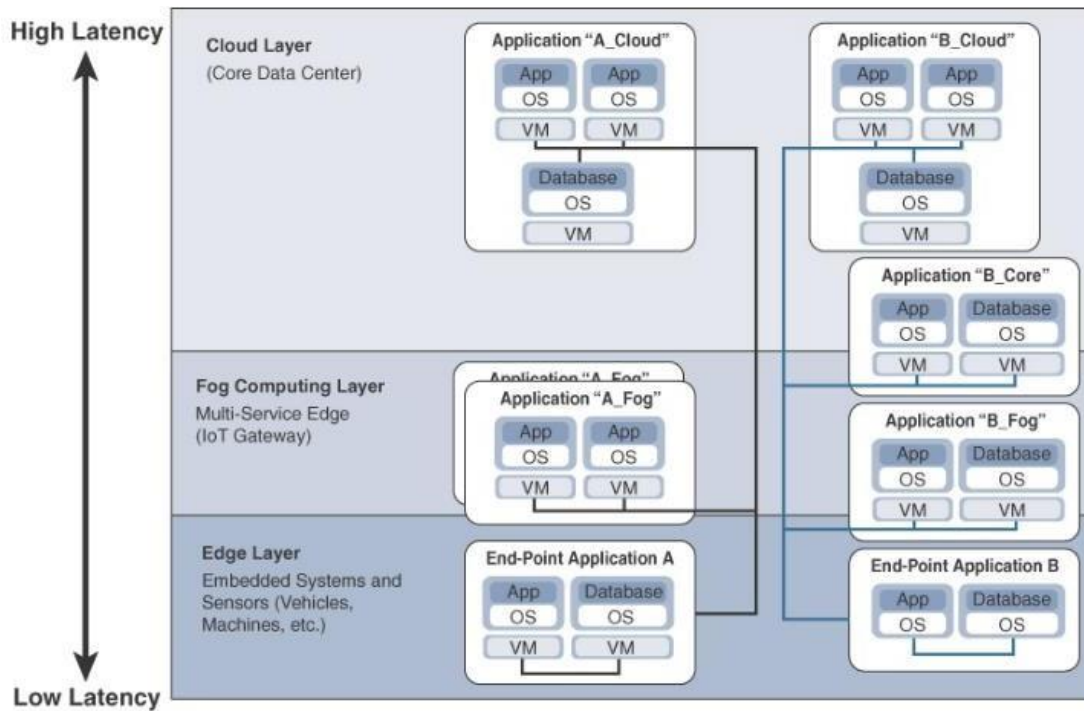


Figure 2-16 Distributed Compute and Data Management Across an IoT System

From an architectural standpoint, fog nodes closest to the network edge receive the data from IoT devices.

The fog IoT application then directs different types of data to the optimal place for analysis:

- The most time-sensitive data is analyzed on the edge or fog node closest to the things generating the data.
- Data that can wait seconds or minutes for action is passed along to an aggregation node for analysis and action.
- Data that is less time sensitive is sent to the cloud for historical analysis, big data analytics, and long-term storage. For example, each of thousands or hundreds of thousands of fog nodes might send periodic summaries of data to the cloud for historical analysis and storage.