Internet of Things!

Fall 2024

Where are we today?















We have the things
... now we need to
make it an Internet
of Things!



IoT Networks



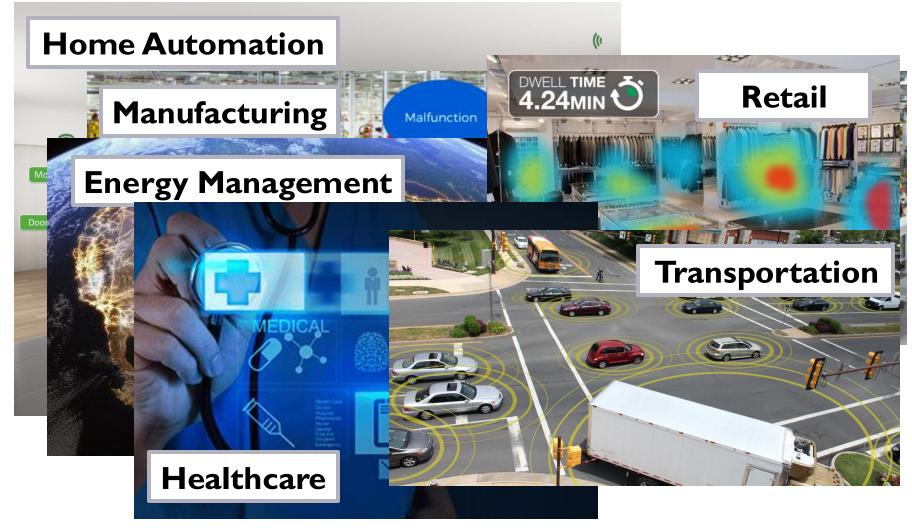
IoT Network

Goal

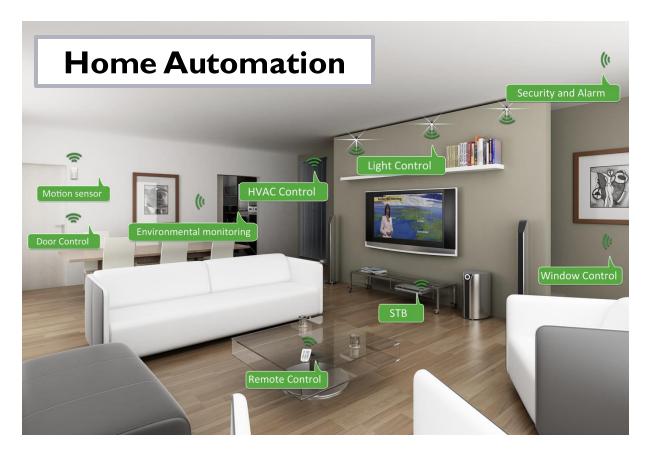
 Connecting users to the information around them



Targeted Solutions



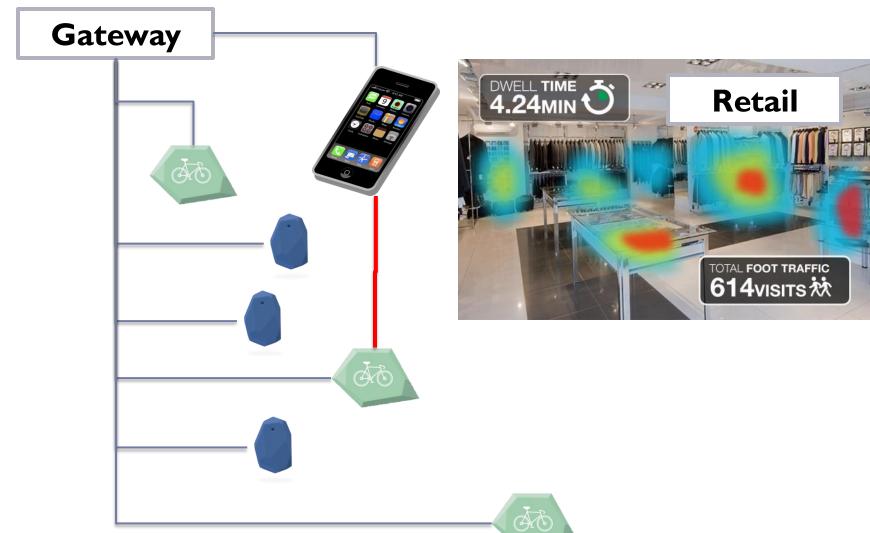
IoT in Home Automation





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IoT in Retail



Connecting Devices





















Connecting Devices

Many of these technologies target low power communication with very small payload

The Internet has IP to enable interoperability

THREAD

Is IP really necessary?



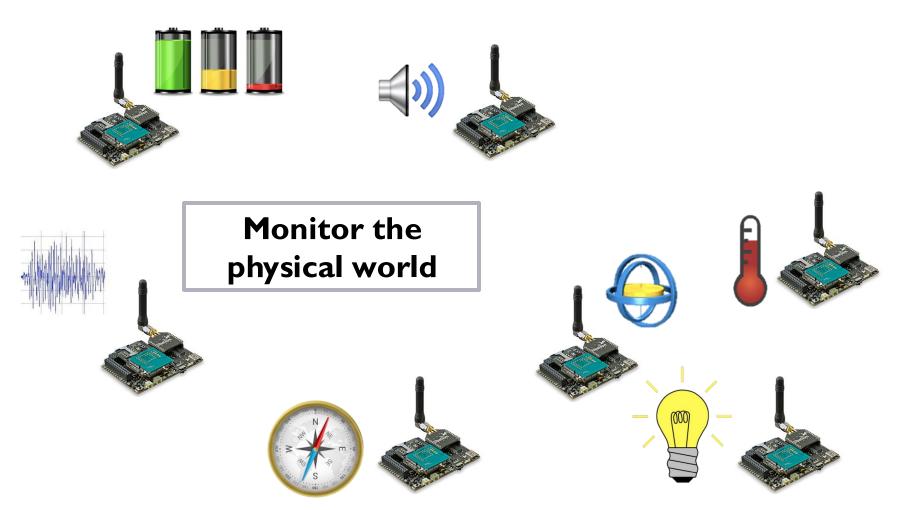
Do we need global addressing for every device?



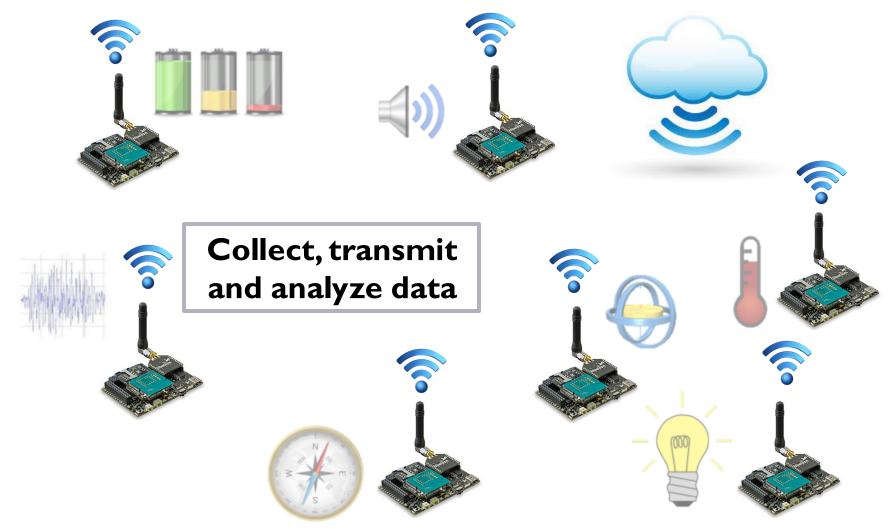
Is IP the right solution for IoT?

Is an IoT Gateway good enough?

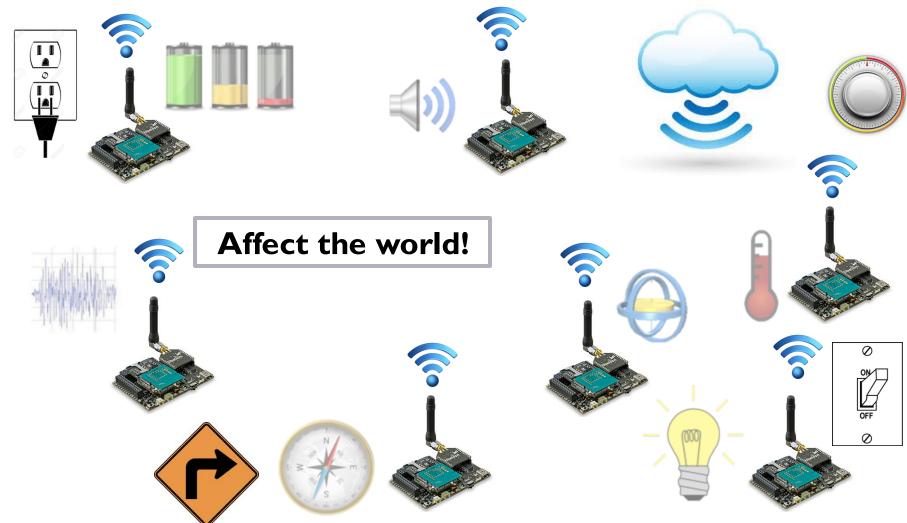
From Small Things ...



From Small Things ...



From Small Things ...



So we have lots of devices ...



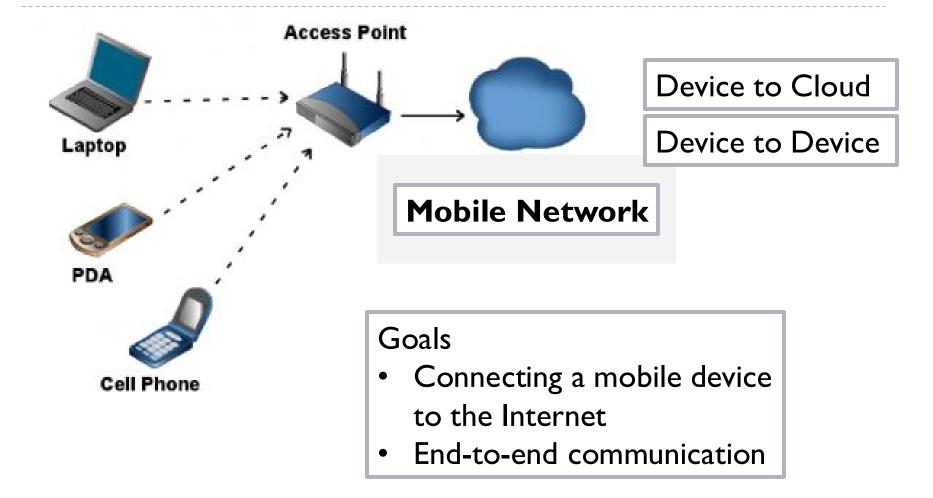
So we have lots of devices ...



So we have lots of devices ...



More than a Mobile Network



More than an Ad Hoc Network



Ad Hoc Network

Device to Device



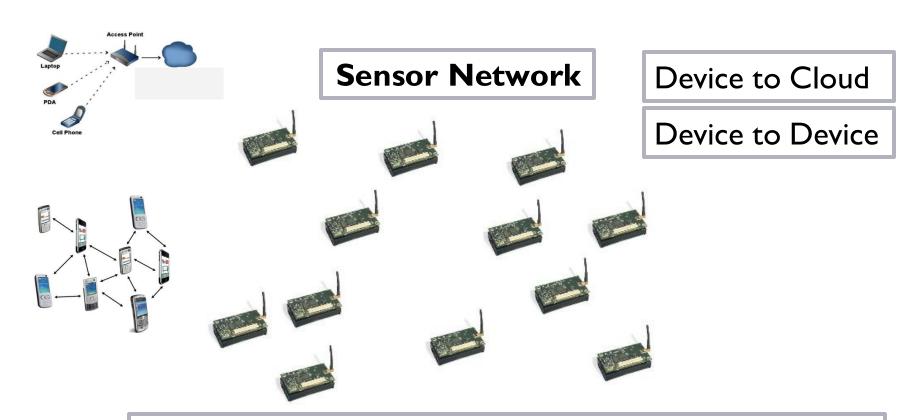
Goals

- Connecting a mobile device to another mobile device
- End-to-end communication

Does IoT require multihop wireless communication?



More than a Sensor Network

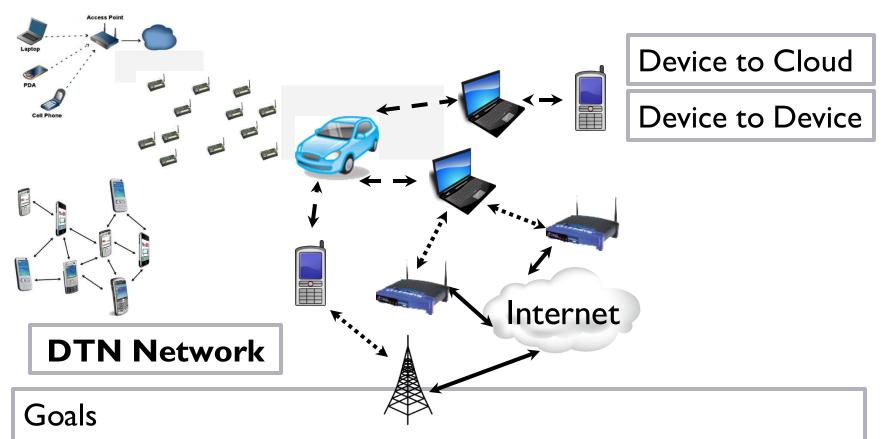


Goals

- Collecting data and connecting sensors to the cloud
- End-to-end communication



More than a DTN Network



- Collecting and moving data through a disconnected network
- End-to-end communication



Can we hide it all under IP?



Can we hide it all under IP?



Can we hide it all under IP?





IoT Network

Goal

- Connecting users to the information around them
- Local point-topoint communication
- Cloud based endto-end communication



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IoT Network

Proximity networking

- Discovery
- Localization

and

Cloud-based networking

 Service and data management





IoT Network

Driven by advances

Driven by technology

Serveted by Serveted on Supported on the supported on the support of the support Cloud-based networking



IoT Network

Proximity networking

- Discovery
- Localization



IoT Network

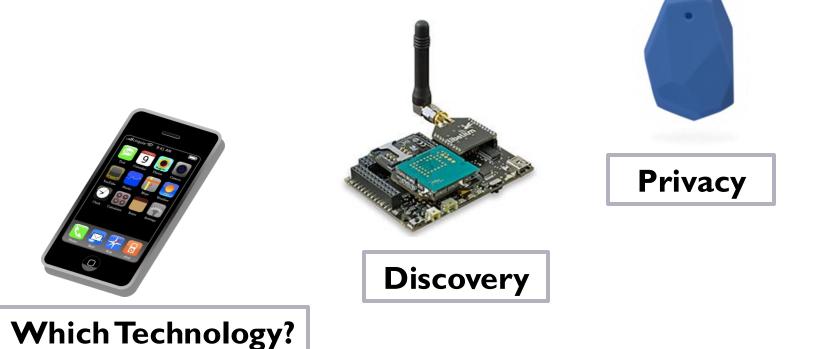
Solutions must be:

Localized Low bandwidth Energy efficient Privacy preserving

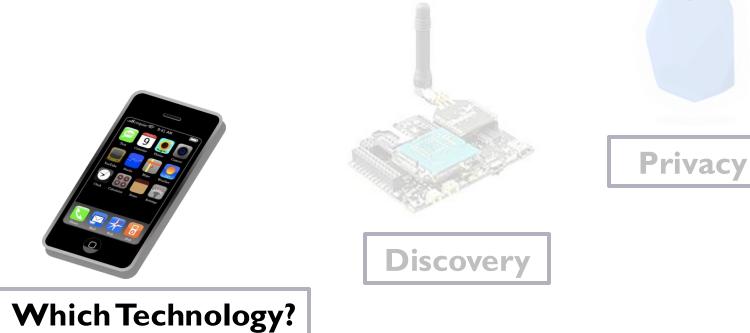
→ Need to design from the bottom up

Wireless Networking Low Power Computing Sensors **Limited Power Source Actuators**

Wireless Networking



Wireless Networking







































Need to understand the requirements and tradeoffs













Large data transfers











High range High BW High energy









Expensive for readers

Manufacturing

ባ HREAD





Good signal characteristics for localization Not available on all phones







Slow discovery Long-lived connections

Proprietary solutions Not available on phones















Short range Low BW **Low Power**























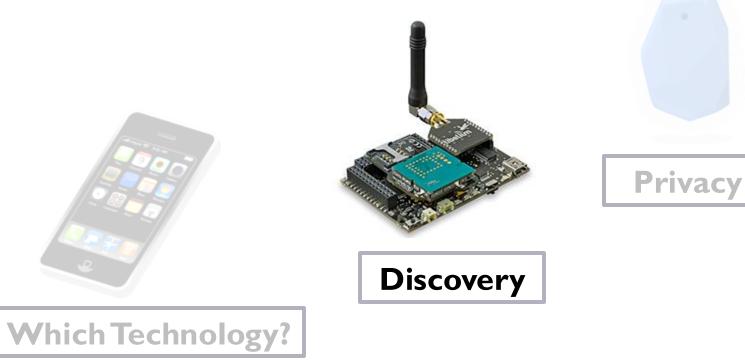








Wireless Networking



Device proximity is unplanned and unpredictable

Limited Resources

- Imbalance of power
 - Gateways have wall power
 - User devices are energyconstrained
 - Everything in-between
- Shared wireless bandwidth

Continuous beaconing/searching is not feasible

- User devices need to duty cycle wireless
- Global Synchronization is difficult

Solutions are technology-specific







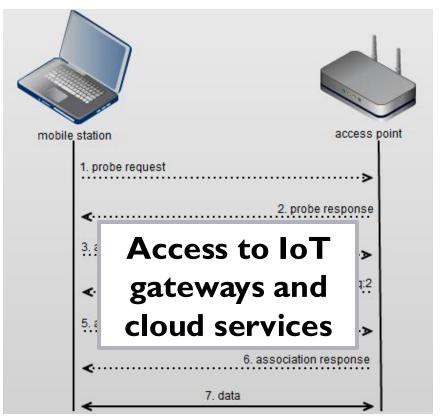
AP Discovery

Base station:

- No energy constraints
- Always on

Mobile

 Balance discovery delay with energy consumption



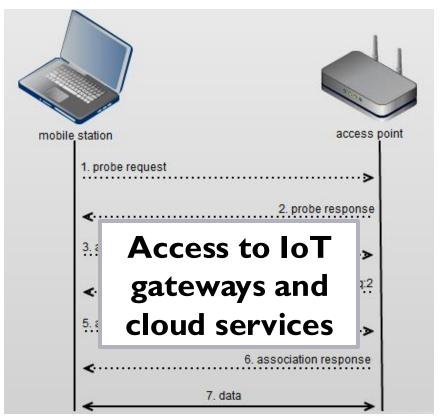
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AP Discovery

Bandwidth constrains:

 Balance discovery delay with bandwidth overhead











Device Discovery

Mobile

- Broadcast "beacon"
- Duty cycle listening

Local discovery

Specialized for environment







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Attaining synchronization is complex and resource intensive ... and hard to maintain on small, inexpensive devices and phones

Asynchronous Discovery

Awake slots



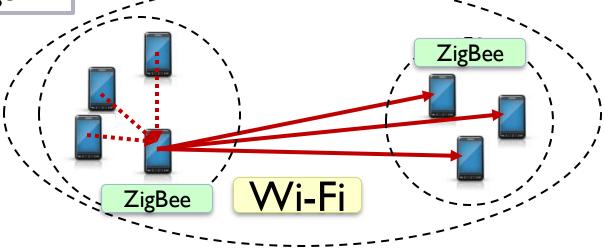








Wi-Fi is expensive ZigBee is low range

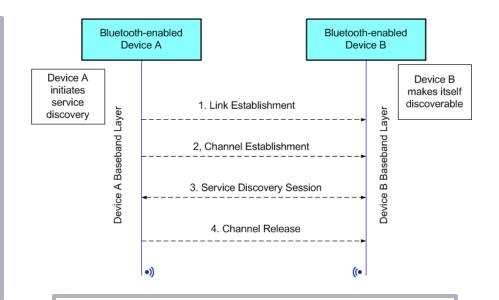




Asymmetric Discovery

Master-Slave:

- Complex
- Slow
- Requires user input



OK for long-lived, low BW connections



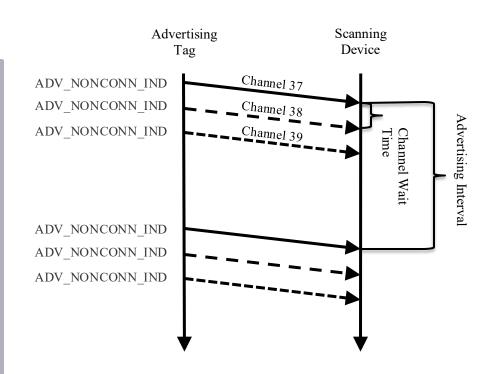


Simplified Discovery

Beacon:

- Passive
- Active
- Client duty cycles listening

Small payload (31B)



Ultra-low power discovery



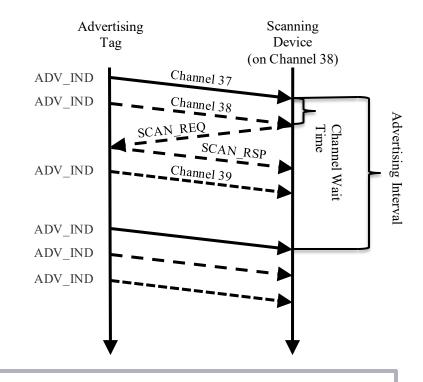


Simplified Discovery

Beacon:

- **Passive**
- **Active**
- Client duty cycles listening

Small payload (31B)



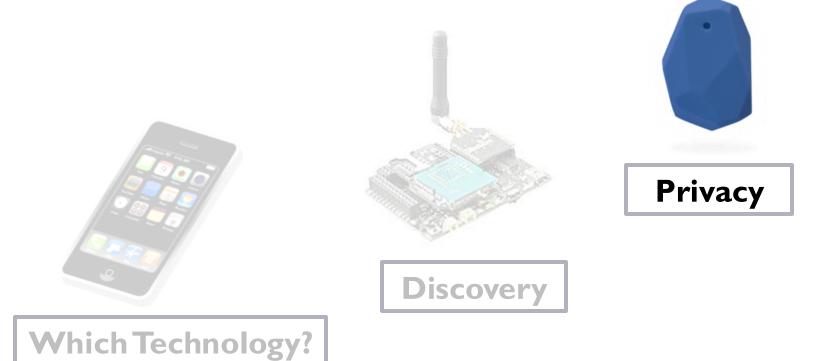
Ultra-low power discovery



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IoT from the Bottom Up

Wireless Networking



















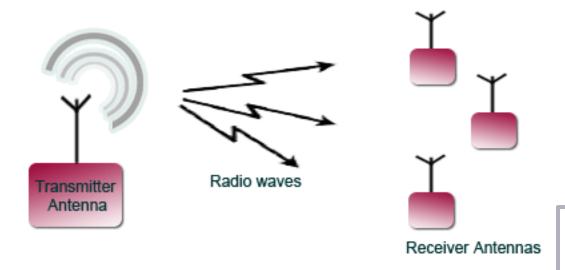




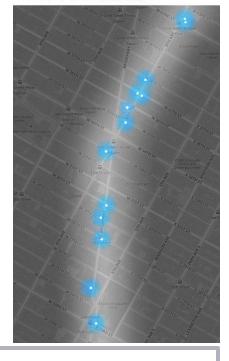
Discovery may reveal the user's identity!



All transmission contain the identity of the sender (MAC address)

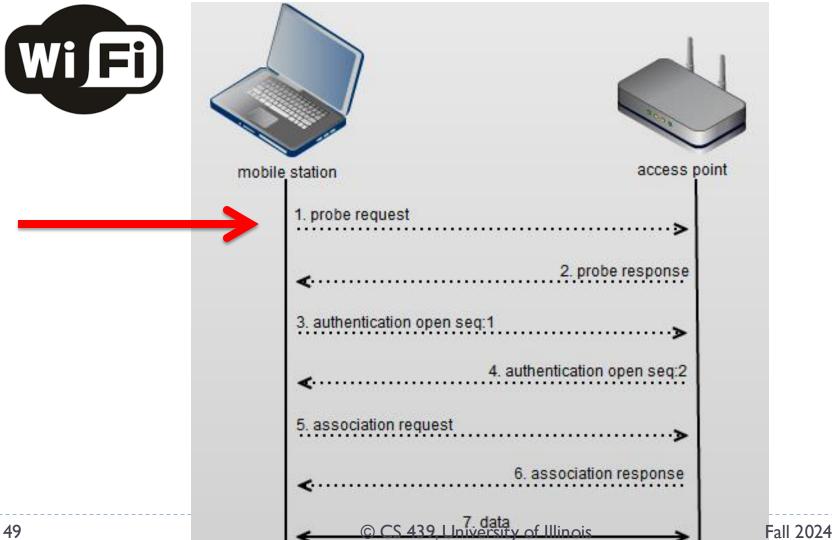


BEACON LOCATIONS IDENTIFIED BY BUZZFEEDNEWS



Anyone can listen and track the user









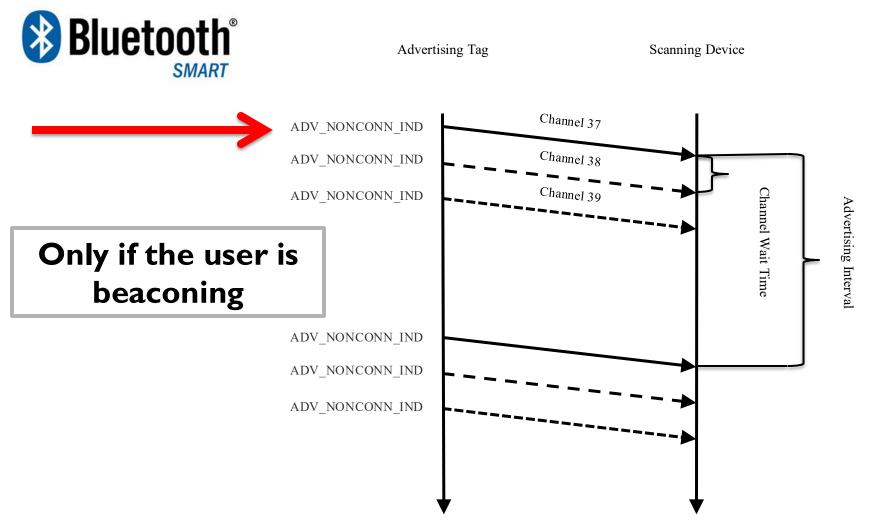


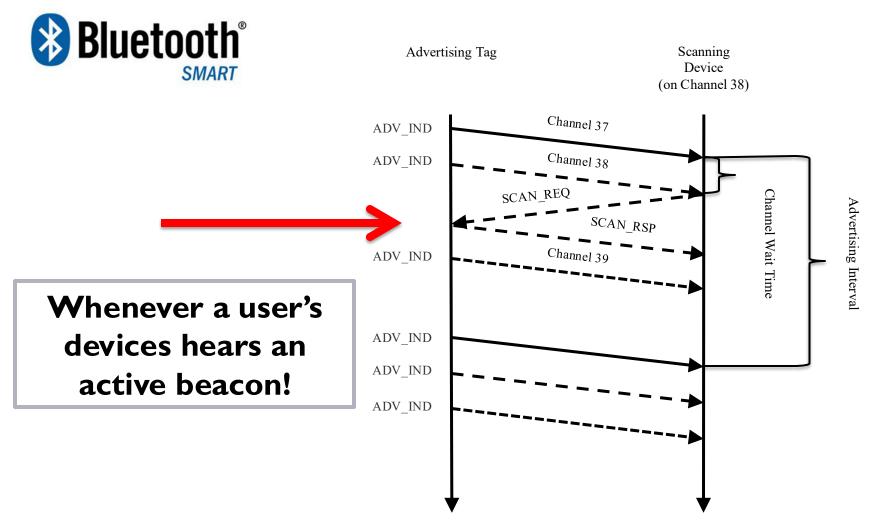


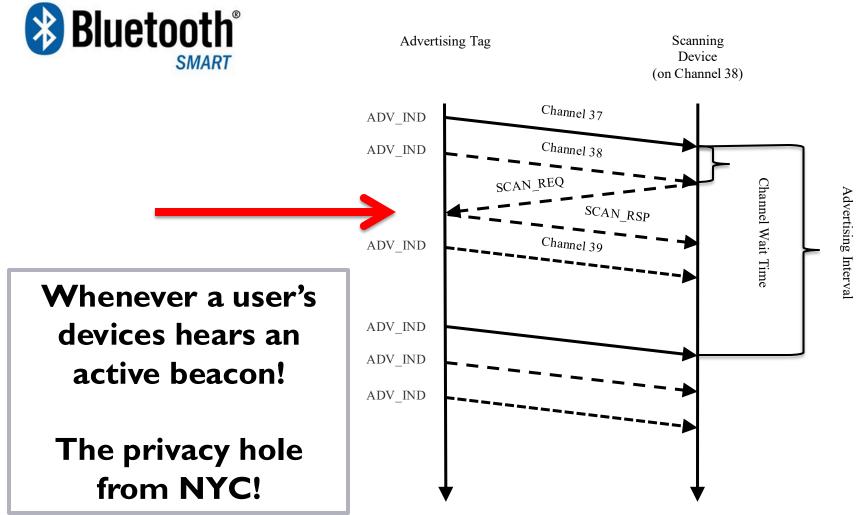
Any communication contains a MAC address!



Awake slots







Where do we go from here?



IoT is not one thing

There is no "on-size-fits-all" solution

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