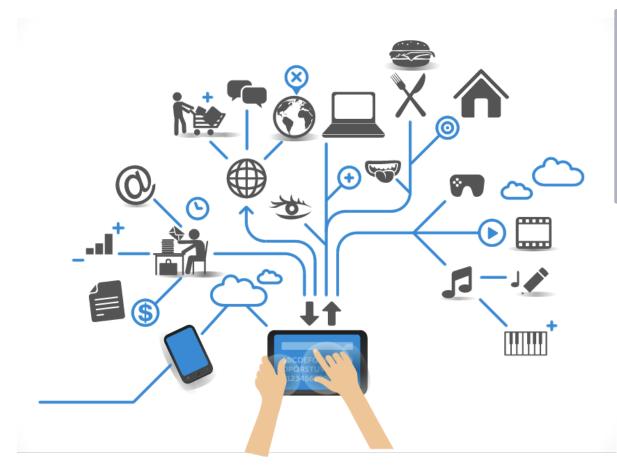
Internet of Things!

Fall 2022

IoT: The Vision



Connecting users to the information around them ...



IoT: The Vision



Connecting users to the information around them ...

to enable
better
recommendati
ons, services
and overall
user
experiences ...

IoT: The Vision



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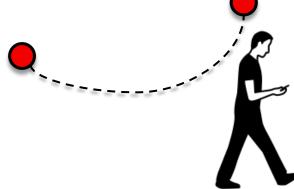
As we move through the world and interact with our environments ...







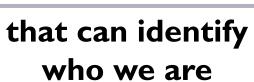
we leave behind breadcrumbs











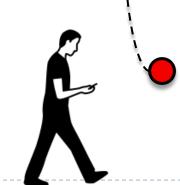
















IoT: The Problem

BuzzFeedNews



TECH

Exclusive: Hundreds Of Devices Hidden Inside New York City Phone Booths

Beacons can push you ads — and help track your every move. Update: Hours after BuzzFeed News exposed the devices, the city ordered the removal of the devices.

Anyone can now track the user!



IoT: The Problem

BuzzFeedNews

TECH

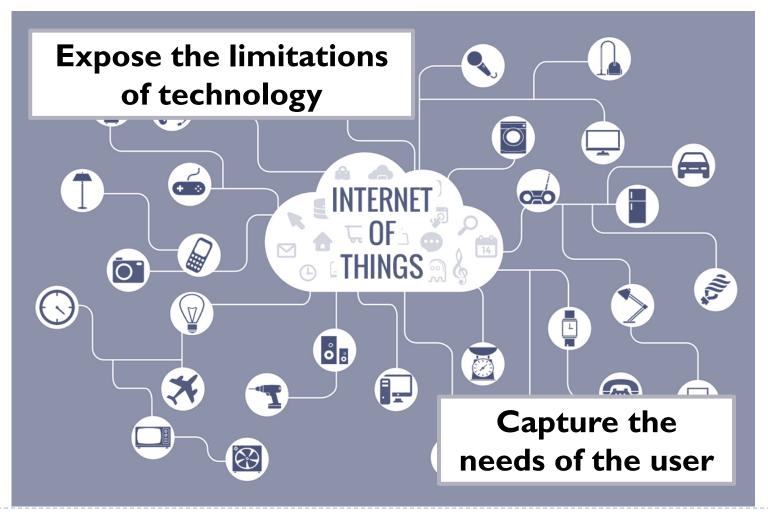
Exclusive: Hundreds Of Devices Hidden Inside New York City Phone Booths

Beacons can push you ads — and help track your every move. Update: Hours after BuzzFeed News exposed the devices, the city ordered the removal of the devices.

No one should ever use IoT if we can't provide privacy



How to do this right ...



Where are we today?















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

ā

IoT Networks



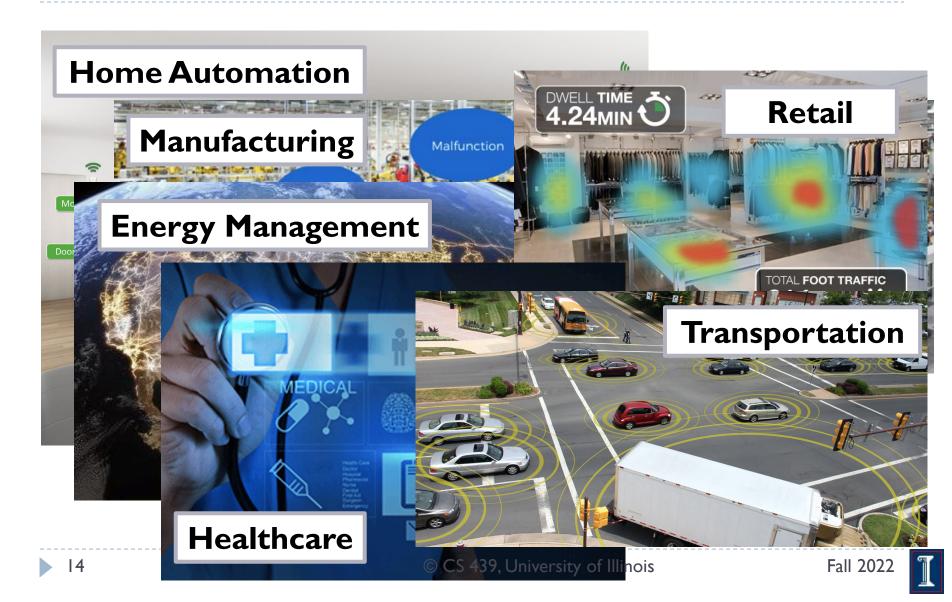
IoT Network

Goal

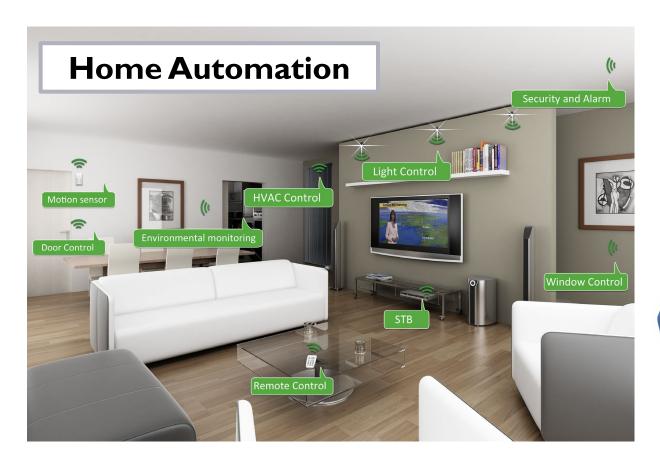
 Connecting users to the information around them



Targeted Solutions

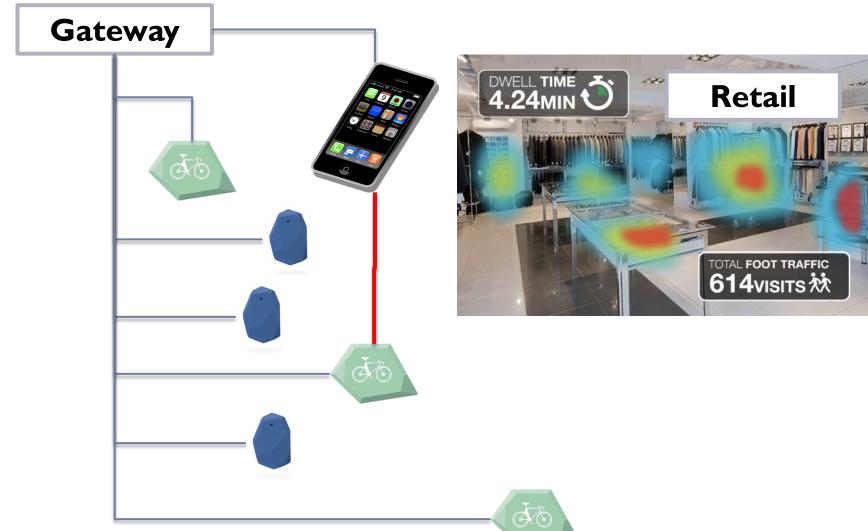


IoT in Home Automation





IoT in Retail



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Connecting Devices

























Connecting Devices

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

The Internet has IP to enable interoperability

Is IP really necessary?

Do we need global addressing for every device?

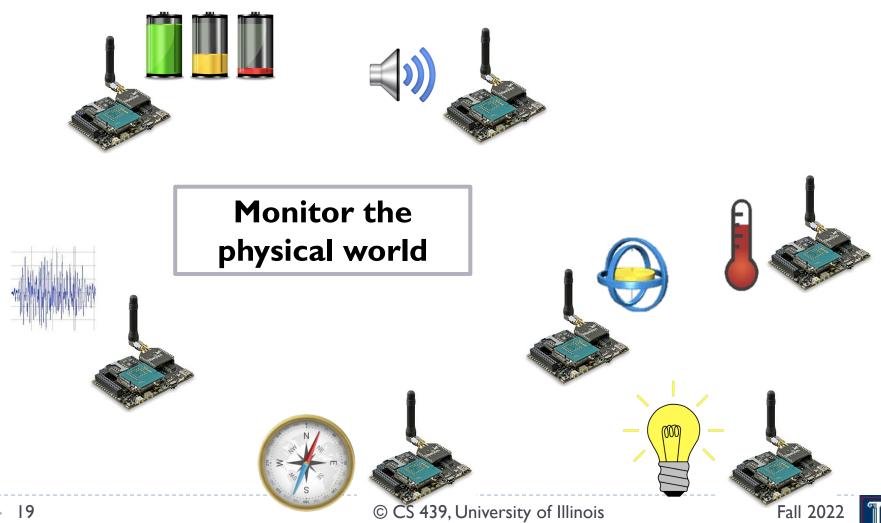
Is IP the right solution for IoT?

Is an IoT Gateway good enough?

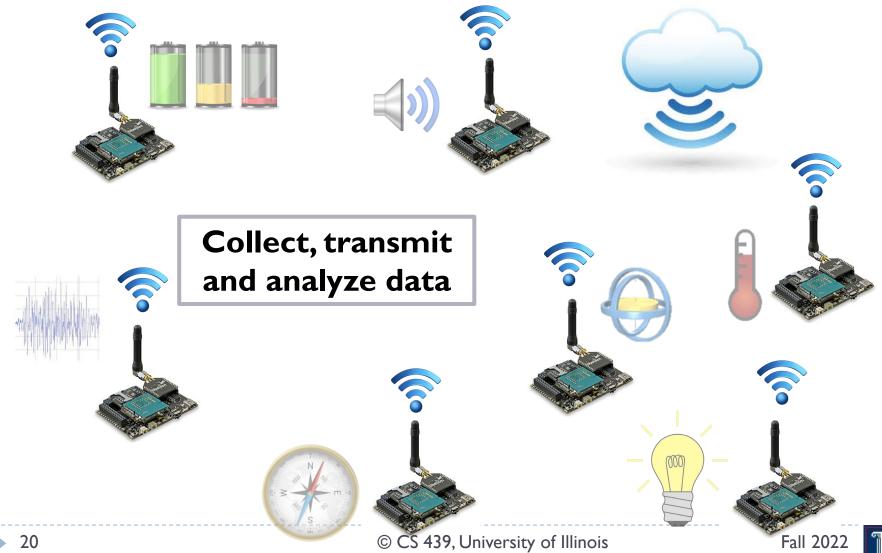
© CS 439, University of Illinois

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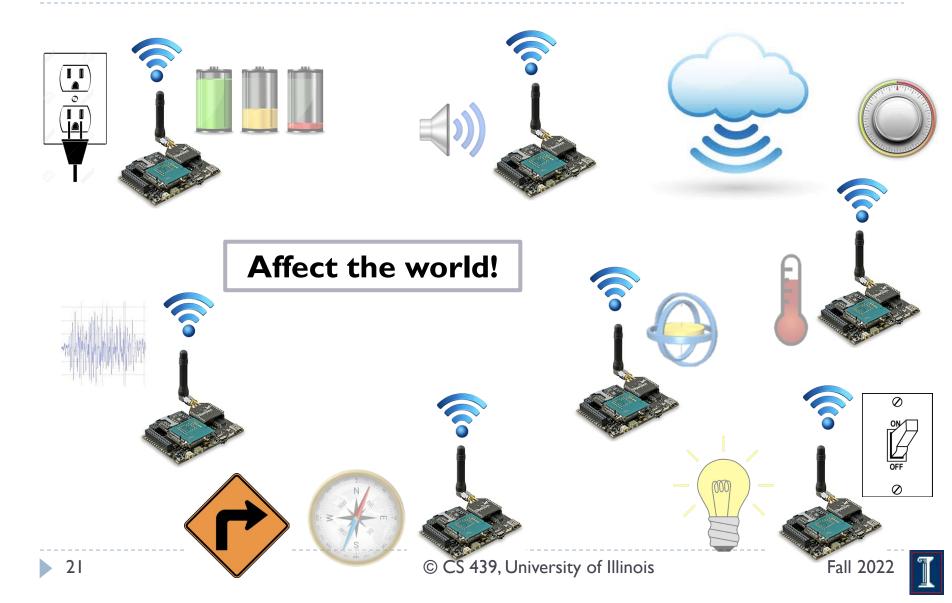
From Small Things ...



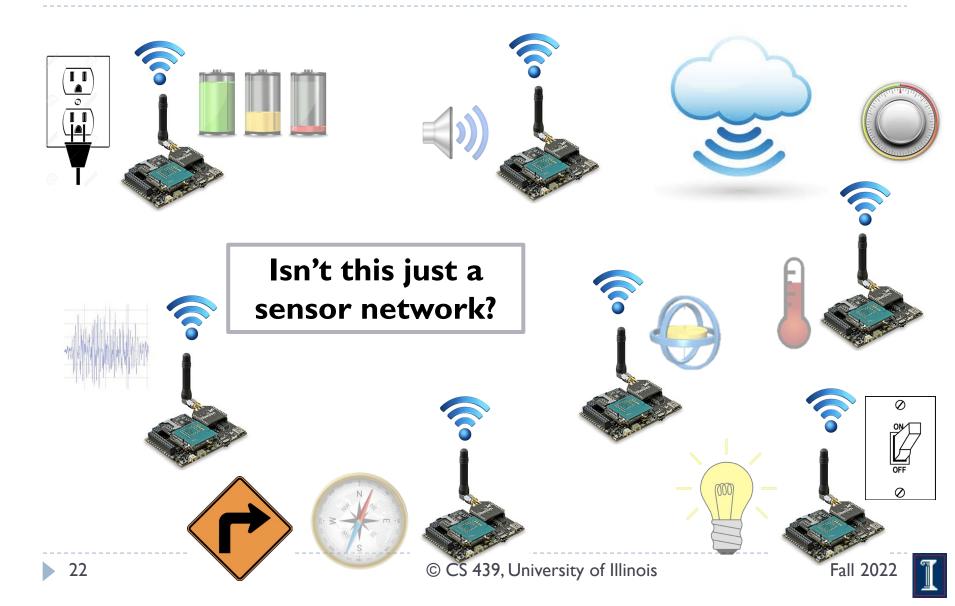
From Small Things ...



From Small Things ...



So we have lots of devices ...



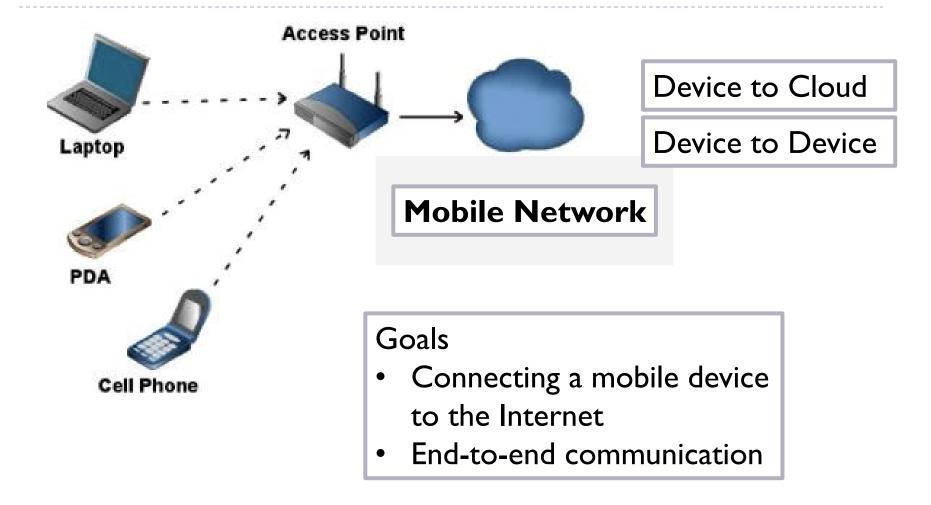
So we have lots of devices ...



So we have lots of devices ...



More than a Mobile Network



More than an Ad Hoc Network



Ad Hoc Network

Device to Device



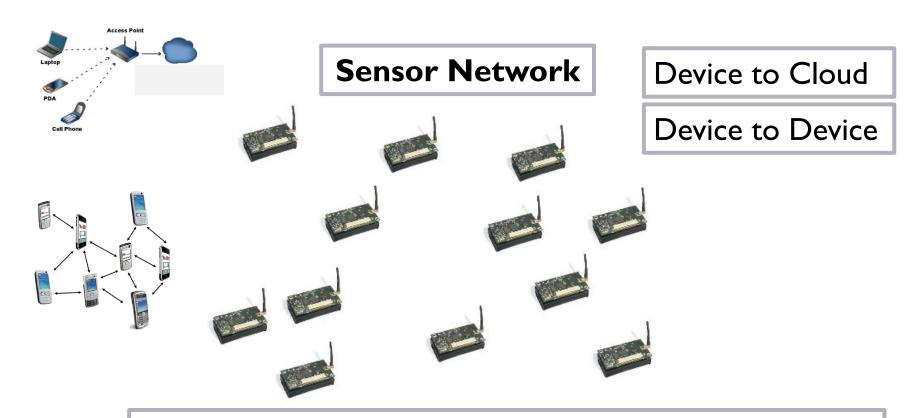
Goals

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

Does IoT require multihop wireless communication?



More than a Sensor Network

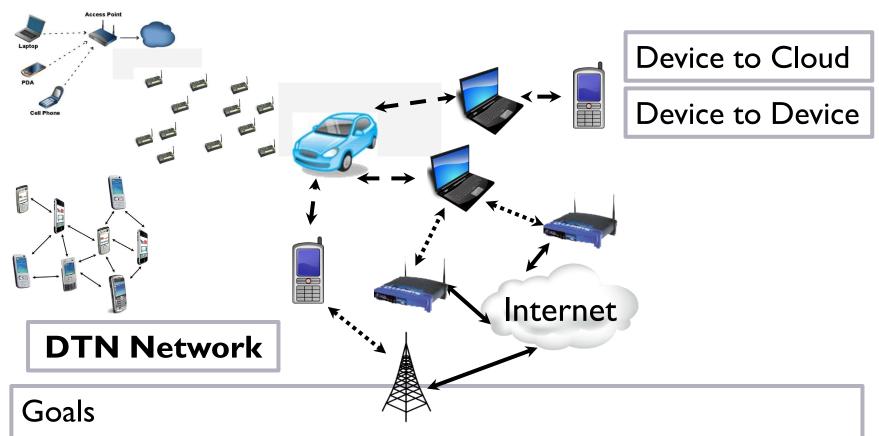


Goals

- 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?

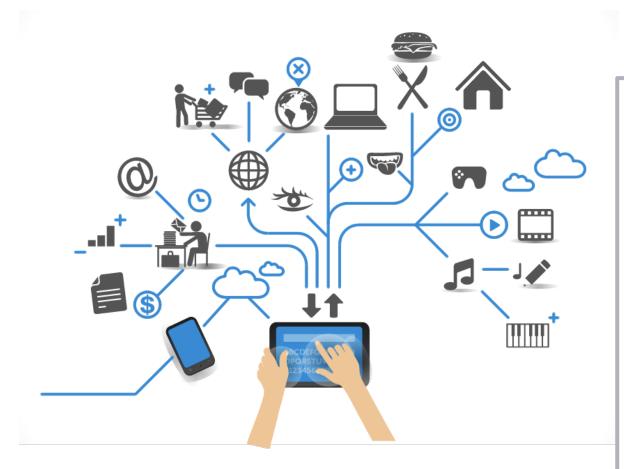


Can we hide it all under IP?



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





IoT Network

Proximity networking

- Discovery
- Localization

and

Cloud-based networking

 Service and data management



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IoT Network

- · Lo by advances

 Driven by technology

 Driven technology

Serveted by Serveted on Supported networks a 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 **Low Power Computing Sensors Limited Power Source Actuators**

Wireless Networking









Privacy

Wireless Networking







Privacy

Discovery







































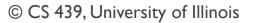






Need to understand the requirements











Large data transfers











High range High BW High energy









Expensive for readers **Manufacturing**

7inRee





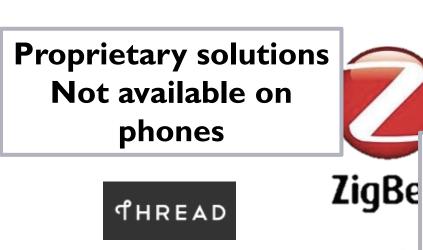
Low range **Medium BW**

Medium range Low BW





Slow discovery







Long range **Very Low BW Low Power**







Simple standardized discovery and limited data transfer Available on all phones





























They all have their place in IoT



Wireless Networking







Discovery

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





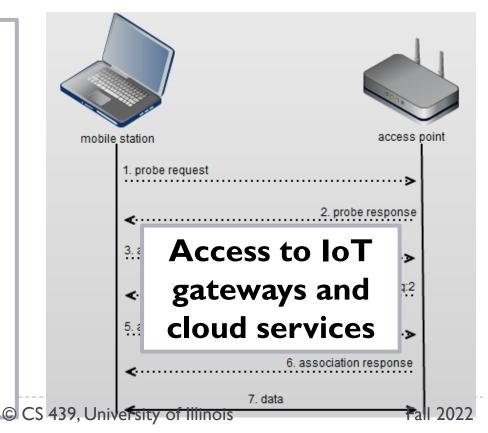
AP Discovery

Base station:

- No energy constraints
- Always on

Mobile

 Balance discovery delay with energy consumption



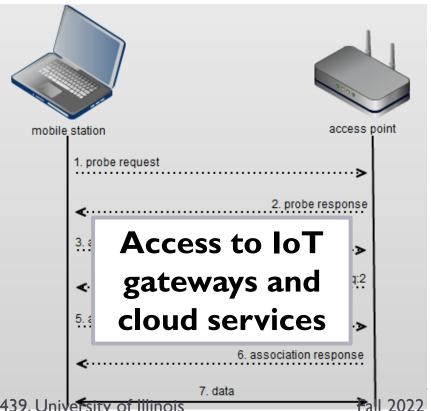




AP Discovery

Bandwidth constrains:

Balance discovery delay with bandwidth overhead











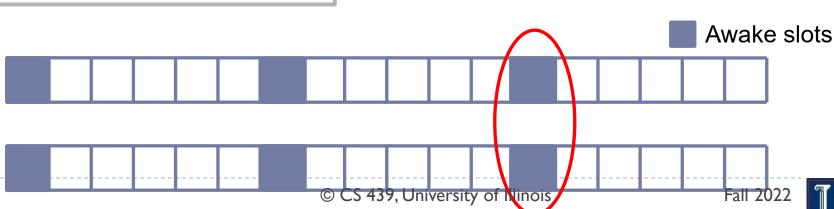


Device Discovery

Mobile

- Broadcast "beacon"
- Duty cycle listening

Local discovery Specialized for environment







THREAD





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

Asynchronous Discovery



Awake slots

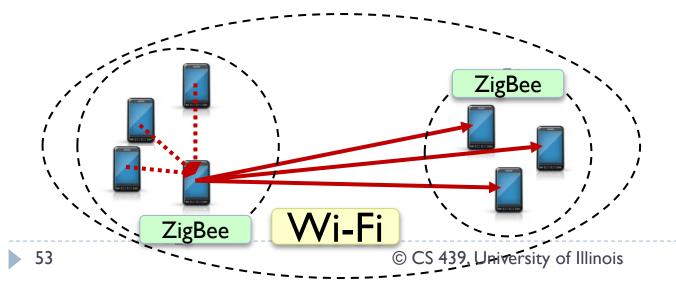








Wi-Fi is expensive ZigBee is low range

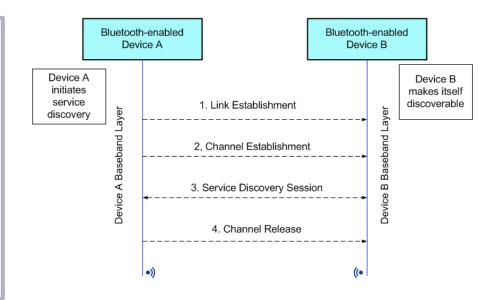




Asymmetric Discovery

Master-Slave:

- Complex
- Slow
- Requires user input



OK for long-lived, low BW connections



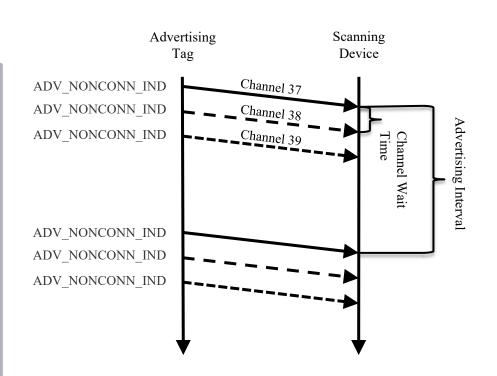


Simplified Discovery

Beacon:

- Passive
- Active
- Client duty cycles listening

Small payload (31B)



Ultra-low power discovery



55

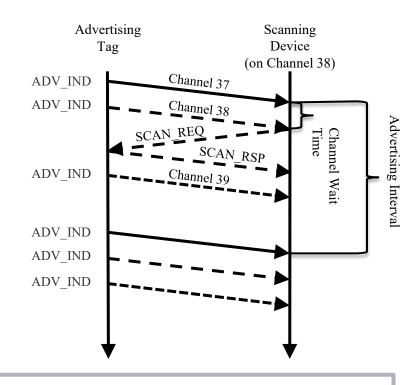


Simplified Discovery

Beacon:

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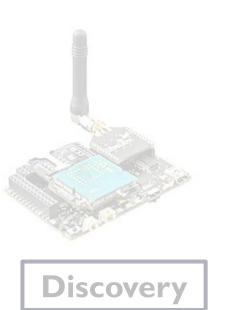


Ultra-low power discovery



Wireless Networking







Privacy



















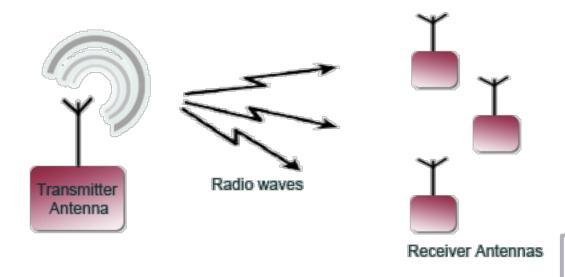




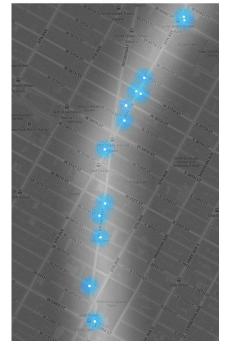




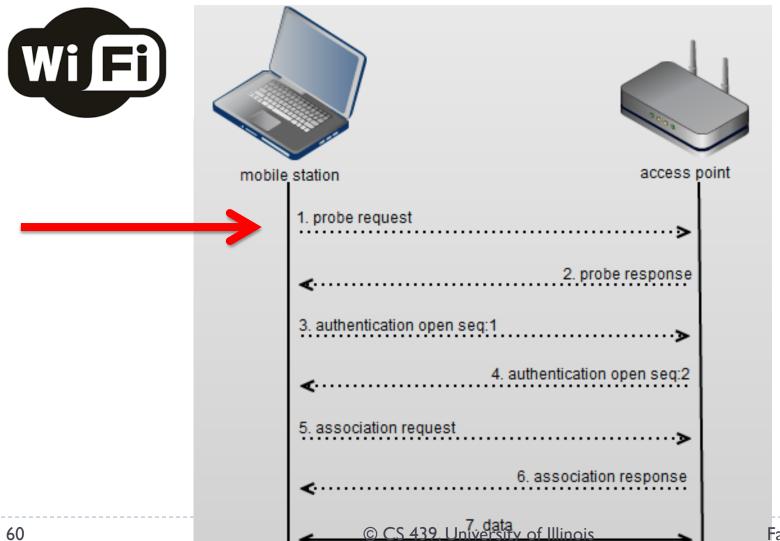
All transmission contain the identity of the sender (MAC address)







Anyone can listen © CS 439, University of Illinois and track the user

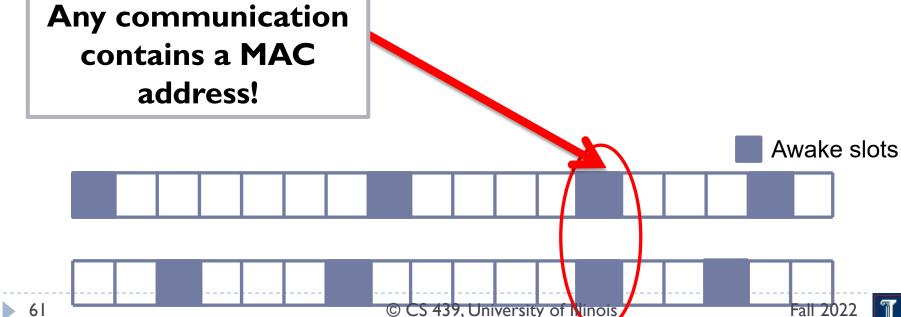


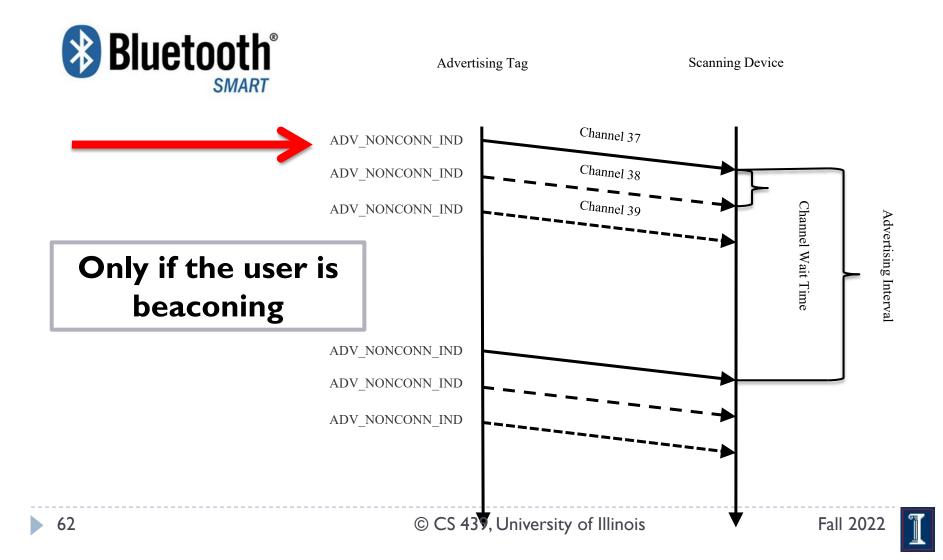


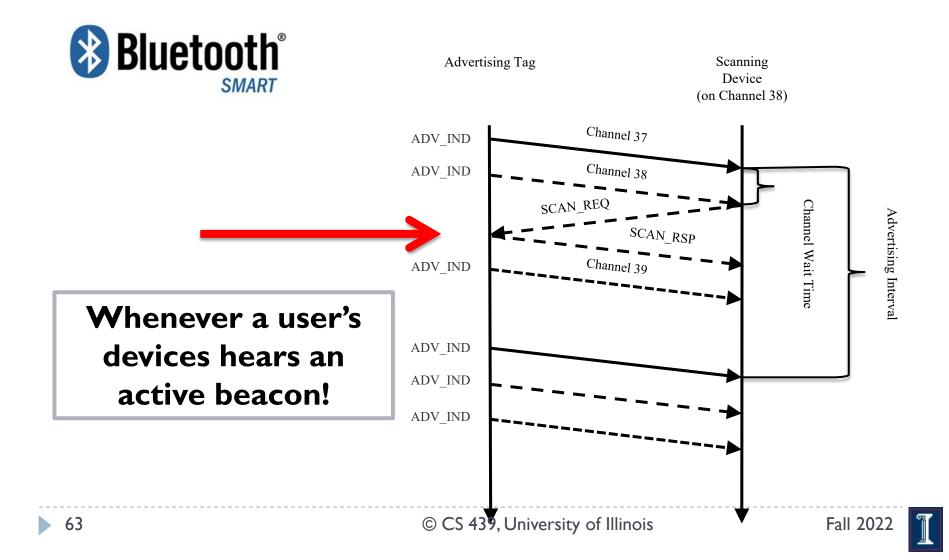


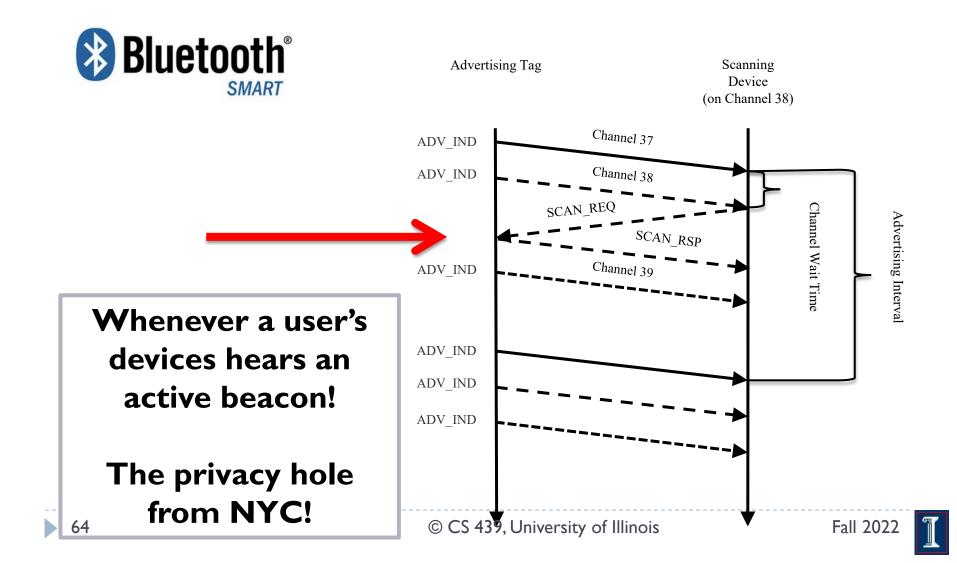












Where do we go from here?



IoT is not one thing

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

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Internet of Things

