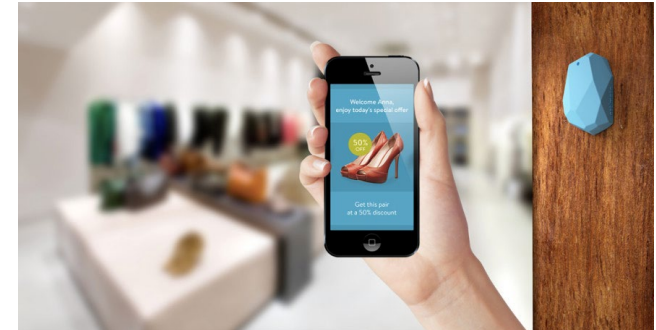
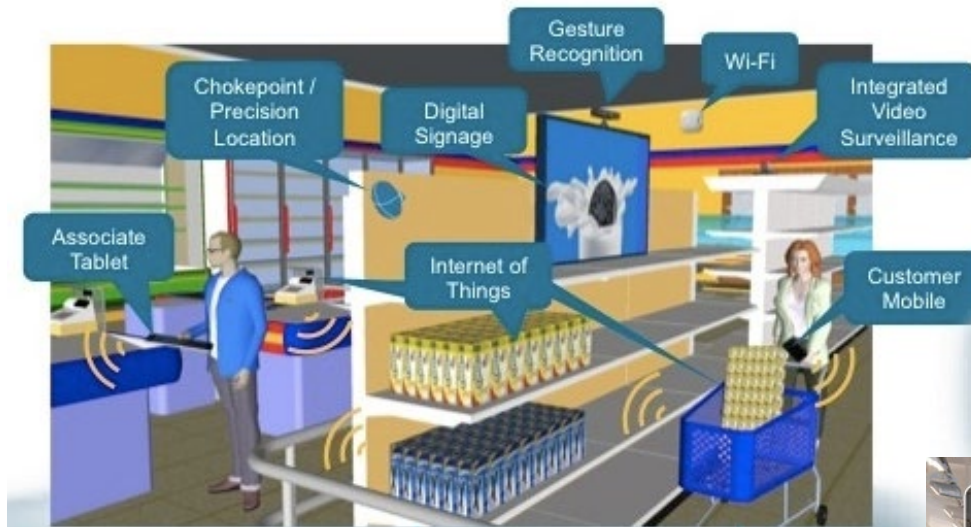


# CS 439: Wireless Networking

IoT Applications

# Scenario: Smart Retail



Use technology to enhance the user's personal and social experience and the company's business potential



# Scenario: Smart Retail



## Goals

**Product identification and information**  
**Directed coupons and discounts**



# Scenario: Smart Retail

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**Challenges**

**Product detection**  
**Channel contention**



# Scenario: Smart Retail



**Localized IoT Hub**

**User-to-Hub**  
**Personalized**  
**Shopping**



# Scenario: Smart Retail



**Localized IoT Hub**

**Hub-to-Product**

**Inventory control**

**and device**

**management**



# IoT-enabled Inventory Management

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**Labeling/inventory systems  
are prone to error**



# IoT-enabled Inventory Management

---



**Labeling/inventory systems  
are prone to error**

**Automate label on shelf  
based on BLE label in  
products**





# Product Tracking

---

**What should the shelf label display?**



# Product Tracking

---

**What should the shelf label display?**

**Find nearest product**



# Product Tracking

---

**What should the shelf label display?**

**Find nearest product**

**Is standard ranging-based localization enough?**



# Product Tracking

---

**What should the shelf label display?**

**Find nearest product**

**Is standard ranging-based localization enough?**

**Not accurate enough for small shelf spacing and small products**



# Product Tracking

---

**But absolute location is  
not necessary**



# Product Tracking

---

**But absolute location is  
not necessary**

**Need a nearness ordering!**

**Relative location instead  
of absolute location**



# Relative Proximity

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What  
product is  
closest to  
me?

# Relative Proximity

---



**What is  
the best  
wireless  
technology  
to use?**

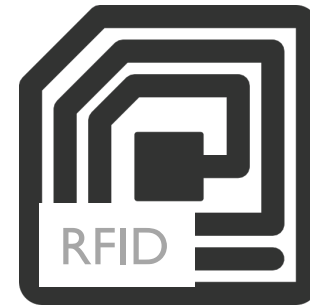


**What  
product is  
closest to  
me?**



# Which Technology best fits IoT?

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# Which Technology best fits IoT?

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**BLE-based devices**

**Radios already in most smartphones**

**Devices easy to acquire**

**Low energy**

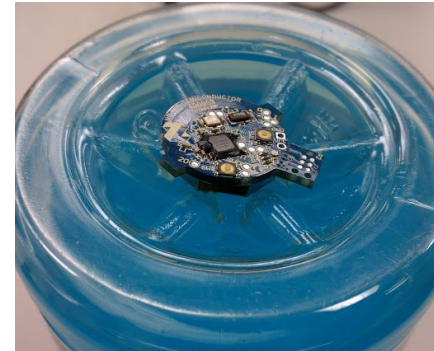
**Cheap**



# The Smart LaBLE System

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**Attach BLE tags to each product**



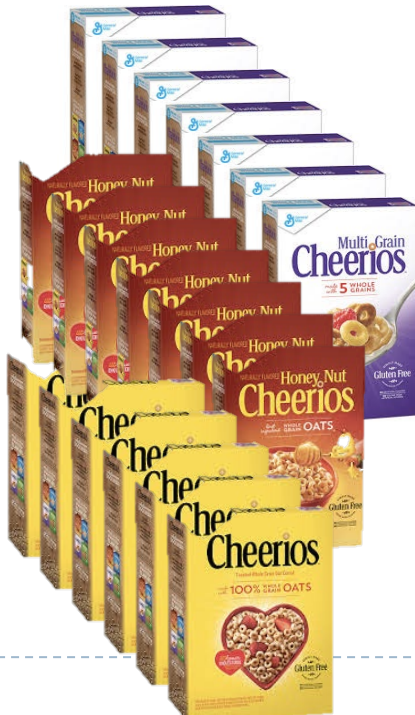
**Smart LaBLEs**  
**Build nearness ordering**  
**Display product info related**  
**to nearest product**  
**Update every minute**



# Product Tagging in Dense Environments

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**Low-frequency beaconing  
Conserves energy  
Reduces contention**



**Not all products need to  
beacon frequently!**

# Smart LaBLEs in Dense Environments



Tell duplicates  
to reduce  
beacon intervals

# Smart LaBLEs in Dense Environments



## Challenges

Dynamic configuration  
BLE devices save energy in  
transmit only mode

# Directed Advertisements



**Use Lamina to target specific users/groups with customized information**



# Directed Advertisements

---

## **Challenge: Information overload**

**Encryption/Decryption can be expensive**  
**Checking every packet cryptographically**  
**wastes time and energy**  
**Store environments can serve many users**





# Directed Advertisements

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## **Challenge: Information overload**

**How do we balance allowing users to know which advertisements are for them without breaking our security model?**

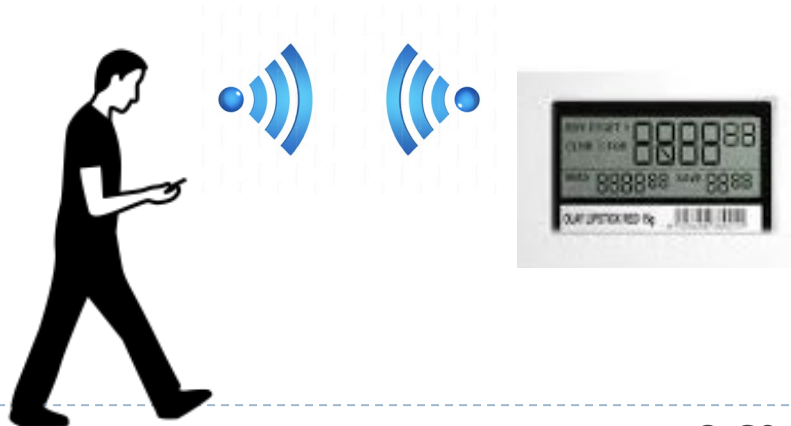


# Directed Advertisements

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## **Challenge: Servicing Many Users**

**Limited bandwidth**  
**Limited communication range**  
**Selecting potential users**



# Directed Advertisements

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## Challenge: Servicing Many Users

**How does the store broadcast enough information to support all potential users?**



# Directed Advertisements

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## ▶ Current directions

### ▶ Which packets are for me?

- ▶ User-specific or group-based pairings, need to listen to all
- ▶ Each is assigned a unique id, encoded into a bitmap
- ▶ Given limited BLE payload, bitmap must be hashed to fit

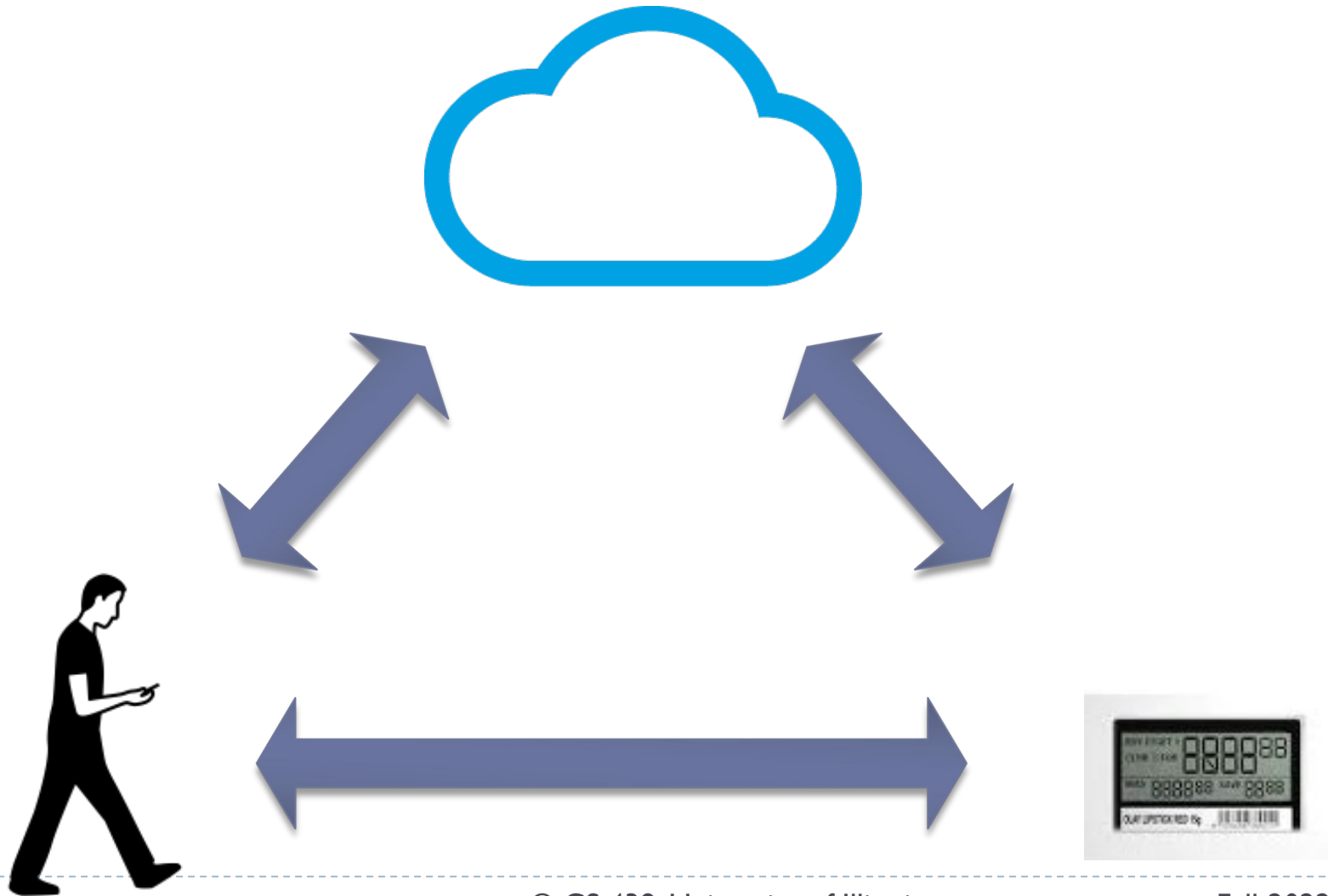
### ▶ Too many users

- ▶ Use embedded, hardware-based implementations of our cryptographic algorithms
  - Cheap parts, easily added to devices
  - Expose simple primitives for easy application design



# Prototype Retail System

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# Prototype Retail System

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## **Cloud application**

Manage user's key material  
Maintain store inventory  
Determine advertising



# Prototype Retail System

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## **In-store hubs**

Custom BLE devices  
Aggregate product information  
Distribute localized  
information Provide  
localization and user tracking



# Prototype Retail System

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## Smartphone app

User registration  
Receive and display information  
from in-store hubs  
Allow users to interact with  
checkout registers, etc.

