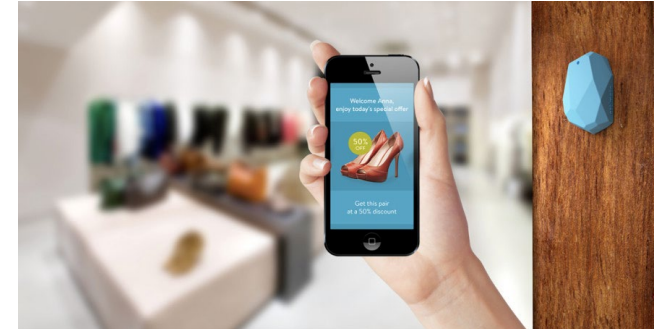
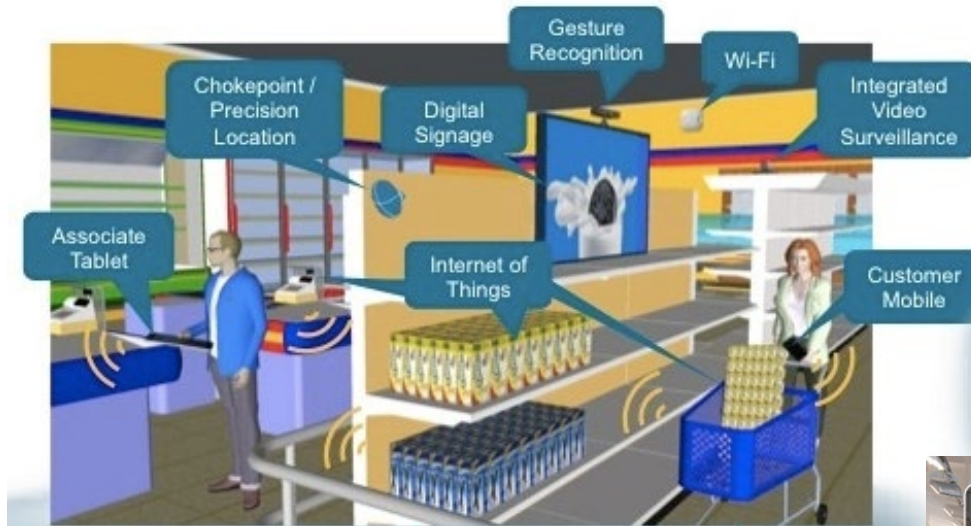


CS 439: Wireless Networking

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



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



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



www.walmart.com - CT0C15

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



What product is closest to me?

Relative Proximity

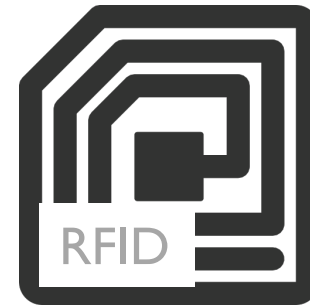


**What is
the best
wireless
technology
to use?**



**What
product is
closest to
me?**

Which Technology best fits IoT?



Which Technology best fits IoT?



BLE-based devices

Radios already in most smartphones

Devices easy to acquire

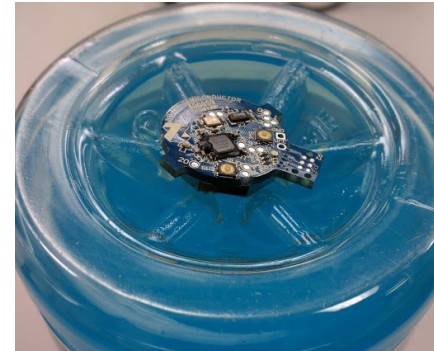
Low energy

Cheap



The Smart LaBLE System

Attach BLE tags to each product

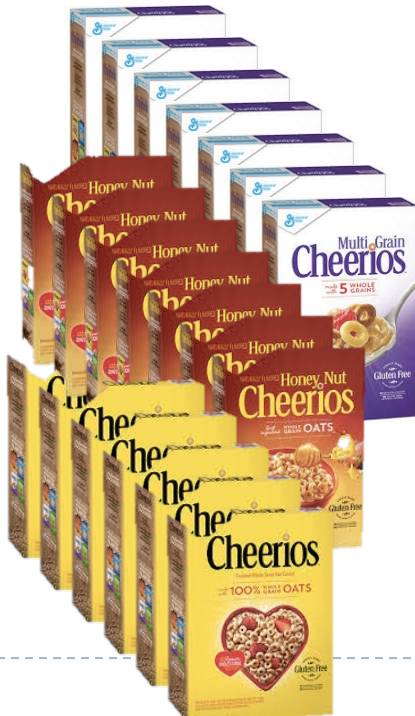


Smart LaBLEs
Build nearness ordering
Display product info related
to nearest product
Update every minute



Product Tagging in Dense Environments

**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



**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

Challenge: Information overload

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



Directed Advertisements

Challenge: Servicing Many Users

Limited bandwidth
Limited communication range
Selecting potential users



Directed Advertisements

Challenge: Servicing Many Users

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



Directed Advertisements

▶ Current directions

▶ Which packets are for me?

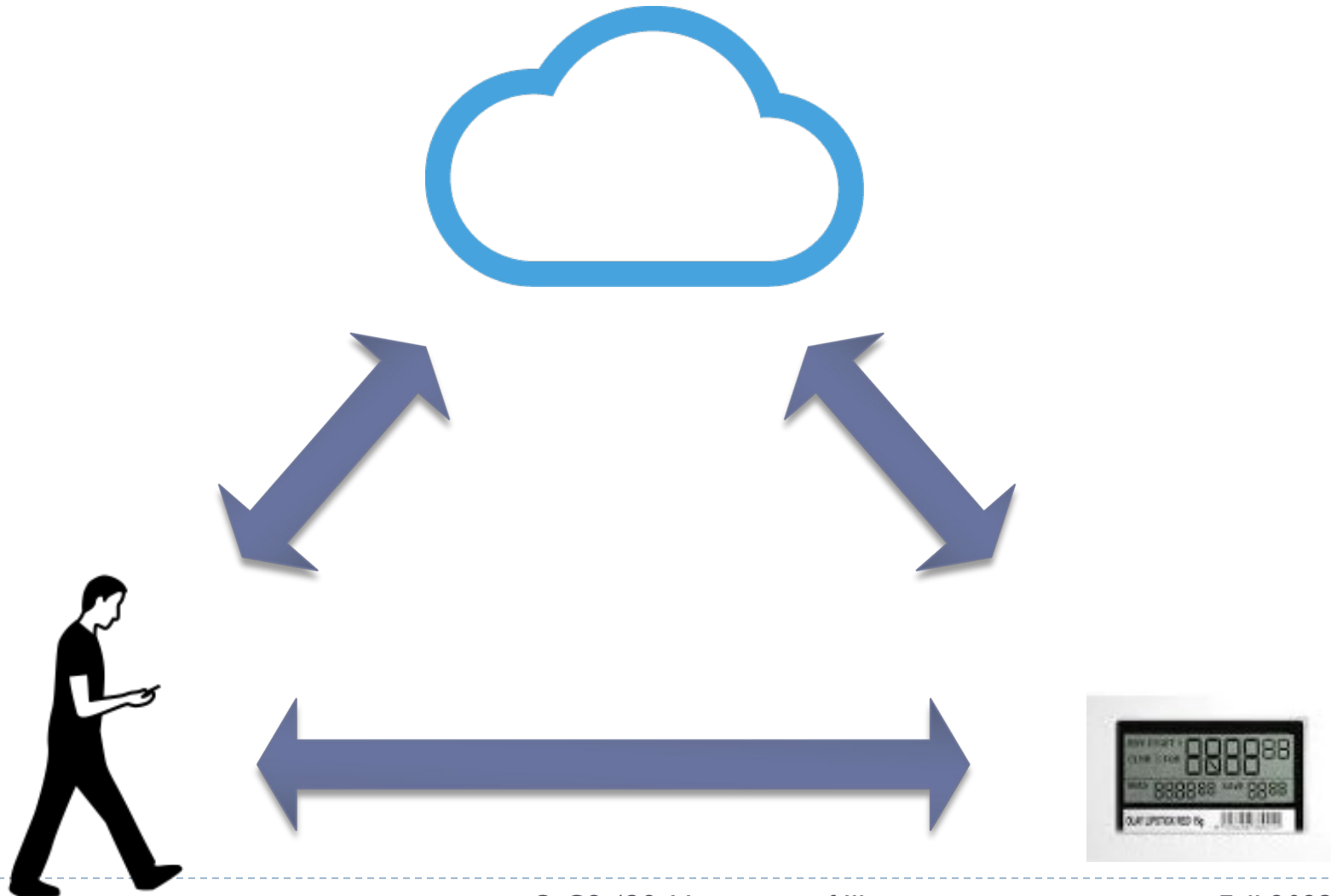
- ▶ User-specific or group-based pairings, need to listen to all
- ▶ Each is assigned a unique id, encoded into a bitmap
- ▶ Given limited BLE payload, bitmap must be hashed to fit

▶ 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



Prototype Retail System



Cloud application

Manage user's key material
Maintain store inventory
Determine advertising



Prototype Retail System



In-store hubs

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



Prototype Retail System



Smartphone app

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

