The Cloud & The Internet of Things

Niels Olof Bouvin

Overview

- Cloud computing
- The Cloud and the Internet of Things
- Fog computing
- Putting it all together in the Internet of Things
- The report template

The Cloud?

Not just marketing-speak for someone else's computer

• (though it is that too)

Cloud computing is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources that can be rapidly provisioned and released with minimal management effort or service provider interaction.

[NIST Definition]

On-demand self-service

- The user of the cloud service can add additional resources (computing, storage, network) as they wish, and when they wish directly through an interface
- It might even be possible for the system to add additional resources automatically, depending on the configuration and service plan
 - e.g., add more servers, if there is a spike in traffic

Broad access

 The cloud service is accessible through standard networking protocols

Resource pooling

- The cloud provider can pool their resources, and provide access to their users dynamically
- Access is independent of location of the provided machine
 - though it can be specified, e.g., "give me a server within EU"

Measured service

- The user is billed according to the use of resources
- This can be continually and dynamically monitored by the cloud provider and user

Overview

- Cloud computing
- The Cloud and the Internet of Things
- Fog computing
- Putting it all together in the Internet of Things
- The report template

The Cloud and the Internet of Things

• A fine match

- The Cloud is highly scalable (for a price...), and the IoT has much need for scalability
 - storage
 - analytics
 - networking
 - access

 Most commercial IoT systems rely on Cloud services for access

• sometimes that is not a good thing, e.g., if the company shuts down or is hacked

The Cloud for everything?

Not necessarily

- while the Cloud is great for scalability, it can also become expensive
- 'Edge computing' (also known as P2P) is *free*

A combination

- Cloud for the backbone, discovery, and the always-on aspects of your system
 - plus elements that people *pay* for
- P2P for everything else
- Heavy lifting at the edges, coordination at the center
- Probably wise, or at least nice, to ensure that your device can function without the Cloud service

Overview

- Cloud computing
- The Cloud and the Internet of Things
- Fog computing
- Putting it all together in the Internet of Things
- The report template

The Cloud descending

Fog computing

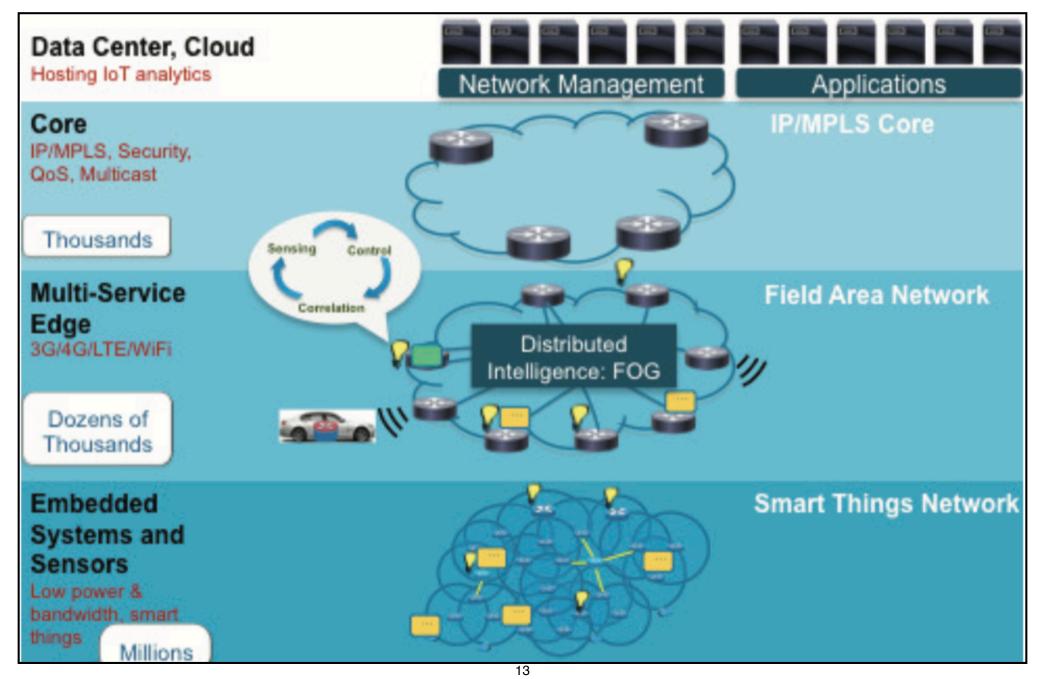
• originally pioneered by Cisco, a *very* large networking company

• Like the Cloud, but closer to the user:

Fog Computing is a highly virtualized platform that provides compute, storage, and networking services between end devices and traditional Cloud Computing Data Centers, typically, but not exclusively located at the edge of network

It complements, rather than replaces, the Cloud

The Fog Computing architecture



Characteristics of Fog computing

All communication is wireless

• through WiFi, mobile data, etc

Lower latency

• the devices are much closer to the user

Geographically dispersed

• aimed at, e.g., video streaming in cars, or collecting wireless sensor network data

• What can be processed locally, stays there

- this might protect privacy, or could optimise communication to the central cloud
- (Cisco gets to sell a lot of equipment)

Overview

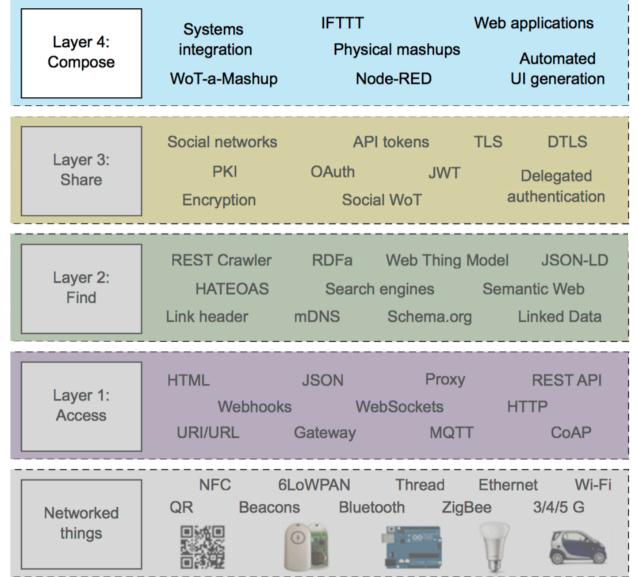
- Cloud computing
- The Cloud and the Internet of Things
- Fog computing
- Putting it all together in the Internet of Things
- The report template

The Compose layer: mash-ups

- Combining services to form new ones
 - e.g., combining a temperature sensor with a tweeting service

Requirements

- standard interfaces
- network accessible
- (so well suited for Cloud computing as well as a Web based architecture)



Standard interfaces

- If services or devices are to talk together, they must use a shared standard
 - one example could be the Web Thing Model described by Guinard & Trifa
- This enables, e.g., automatic generation of UI

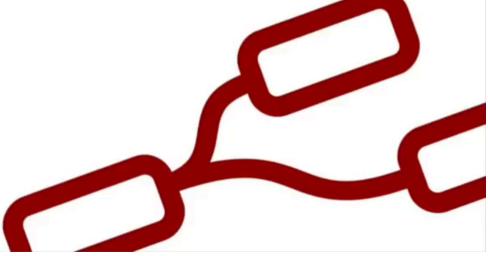
Node-RED

IBM Emerging Technology

Node-RED

A visual tool for wiring the Internet of Things

Nick O'Leary Dave Conway-Jones



IBM

A Node.js based tool for flow programming on the Web

Node-RED flows and nodes

- Node-RED is open source, and there are many, many more flows and components than this
- Runs on everything from RPi to various Cloud services
- Can talk to Arduino

node-red-contrib-osisoft-web-api A node module for connecting to OSIsoft Web API Server	node-red-contrib-loxone Connecting the Loxone Miniserver to node-red via Websocket API	node-red-contrib-openhab2 openhab home automation for node-red
v0.0.3 node	v0.6.2 node	v1.0.8 node
Controlling IKEA Tradfri bulb by nygma2004	Temperature by hiapeza	node-red-contrib-better-sonos Newer & improved nodes for Sonos devices
flow	flow	v0.1.9 node
asdsa by kandrianov	node-red-contrib-diode A simple node to isolate the output of a node or function to that further processing cannot affect the original.	node-red-contrib-grove A simple interface to Grovestreams graphing site
flow	v1.0.1 node	v1.0.9 node
node-red-contrib-esplogin This node is specifically designed to work with tech.scargill.net home control software.	node-red-contrib-timeout A simple timeout node which can also be used as a toggle for testing.	node-red-contrib-bigtimer The ultimate Node-Red Timer with dusk, dawn (and variations), months, days, manual override, schedule pause, random or fixed
v1.3.6 node	v1.0.7 node	v1.7.8 node
node-red-contrib-watson-ucg- custom A collection of Node-RED nodes for IBM Watson services	Live tweet and sentiment analysis with mongodb by 0x69676f72	Pointing on the map the collected tweets and specifying its sentiment using IBM Watson. by 0x69676f72
v0.5.5 💩 34 node	flow	flow
Deplays each message and tweeting collected search. by 0x69676f72	node-red-contrib-opentherm OpenTherm interface for Node-RED	node-red-contrib-dynamorse-core Setup and support for Streampunk Media's Node-RED nodes
flow	v0.1.1 🚯 55 node	v0.1.14 💩 288 node
node-red-dashboard A set of dashboard nodes for Node-RED	node-red-contrib-discovery-insert A node for inserting documents into the watson discovery service.	node-red-contrib-huemagic Philips Hue node to control lights, groups, scenes, motion sensors, temperature sensors and Lux sensors using Node-RED.
v2.6.1 💩 6045 node	v0.1.7 💩 325 node	v1.1.9 💩 155 node

Summary

- The Cloud offers a rich set of not only technologies, but also services that can be combined with Things to provide a richer and more seamless experience
- The more standardised the interfaces between the components are, the easier and stronger the interaction can be
- With the right kind of interfaces, building a mash-up can be (nearly) as easy as drawing lines between blocks

Overview

- Cloud computing
- The Cloud and the Internet of Things
- Fog computing
- Putting it all together in the Internet of Things

• The report template

The report template

- It's my job to read your reports, so I get to decide how they are structured and what they look like
- A IAT_EX template based on the work by André Miede, who in turn was inspired by the excellent *"The Elements of Typographic Style"* by Robert Bringhurst
- I have used it for a couple of years with my master thesis students, but it works just as well for reports

Getting the template

git clone <u>https://users-cs.au.dk/bouvin/git/thesis.git</u>

- As well as a link to a PDF and zip-file on the frontpage
- Link to ShareLaTeX version forthcoming today or tomorrow, baring surprises

The overall structure

Part I

• the proper structure of a thesis (written by yours truly)

Part II & Part III

• formatting instructions and suggestions (by André Miede)

The proper structure of a report

- Introduction
- Related work
- Analysis
- Design
- Implementation
- Evaluation
- Conclusion

Introduction

- What is it? Why is it interesting?
- What is the use case for it?
- What are the central questions/hypotheses about it?
- How can those questions be tested?

Related work

- Scientific and technical works that are *relevant* and *contribute* to the analysis of the problem domain
- Identify central aspects in the literature
- Use those aspects to systematise your write-up of each article or system
- Discuss only the work of others—your own work comes later!

Analysis

- How can you use the Related Work in the context of your project?
- Which aspects are desirable, and which challenges are yet to be met?
- What is it you wish to do better or differently?

Design

- The crystallisation of the analysis
- The abstract design of your system
- Can involve more than what you will end up building

Implementation

- The parts of the design necessary to answer the questions in the introduction implemented
- The purpose of your implementation is strictly to evaluate your hypotheses
 - no more, no less

Evaluation

- Testing your implementation to investigate your questions or hypotheses
- Make your experiments as clear and focused as possible
- Compare expectations and results, and discuss

Conclusion

- Wrapping up your work
- Ideally, you should be able to read the introduction and the conclusion, and make sense of what you have done
- Revisit the questions and hypotheses from the introduction? Have they been answered adequately?
- What are still open questions?
- What are the consequences of your results?