

Structural Aspects of the IoT



- Structural Issue related to
- Environment Characteristics
- PTraffic Characteristics
- Scalability
- PInteroperability
- Security and Privacy
- Open Architecture





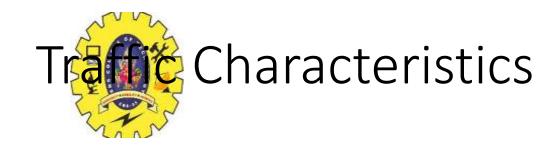
Environment Characteristics:

Most (but certainly not all) IoT/machine-to-machine (M2M) nodes have design constraints:

Low power (with the requirement that they will run potentially for years on batteries)

Low cost (total device cost in single-digit dollars or triple digit rupee)

Severely limited code and RAM space





- The characteristics of IoT/M2M communication is different from other types of networks or applications.
- For example, cellular mobile networks are designed for human communication and communication is connection centric.
- But in IoT, M2M the expectation is that there are many devices, there will be long idle intervals, transmission entails small messages, there may be relaxed delay requirements, and device energy efficiency is paramount.



Scalability



- When contemplating expansion, one wants to be able to build on previously deployed technology (systems, protocols), without having to scrap the system and start from scratch.
- The efficiency of a larger system should be better than the efficiency of a smaller system.
- This is what is meant by scalability.
- The goal is to make sure that capabilities such as addressing, communication, and service discovery, among others, are delivered efficiently in both small and large scale.





 Interoperability in the Internet of Things (IoT) is the ability of different devices, systems, and platforms to work together within the same ecosystem. It's a critical feature that unlocks the potential of the IoT paradigm.





• IoT relates to electric power distribution, goods distribution, transport and traffic management, e- health, and other key applications, as noted earlierIt is critical to maintain system-wide confidentiality, identity integrity, and trustworthiness.





 The goal is to support a wide range of applications using a common infrastructure, preferably based on a service-oriented architecture (SOA) over an open service platform, and utilizing overly networks (these being logical networks defined on top of a physical infrastructure)