

SNS COLLEGE OF TECHNOLOGY

An Autonomous Institution Coimbatore-35



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DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

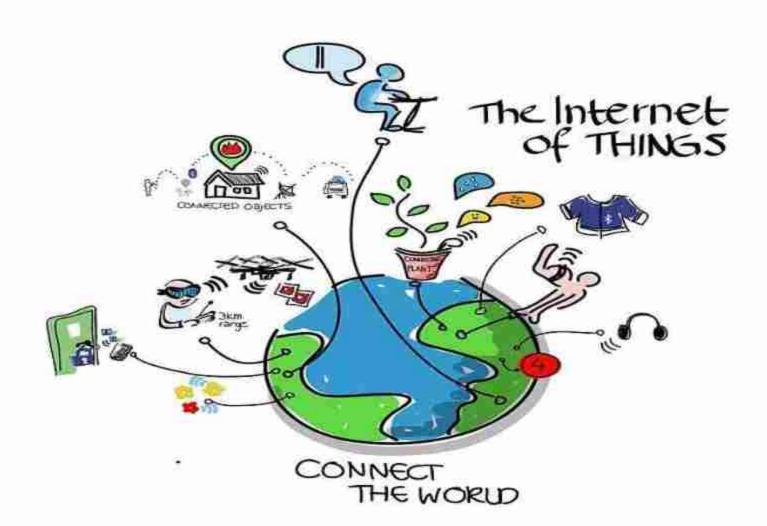
19ECT308-WIRELESS TECHNOLOGIES FOR IoT

III YEAR/ VI SEMESTER

UNIT 4 – PROTOTYPING AND DESIGNING SOFTWARE FOR IOT APPLICATIONS

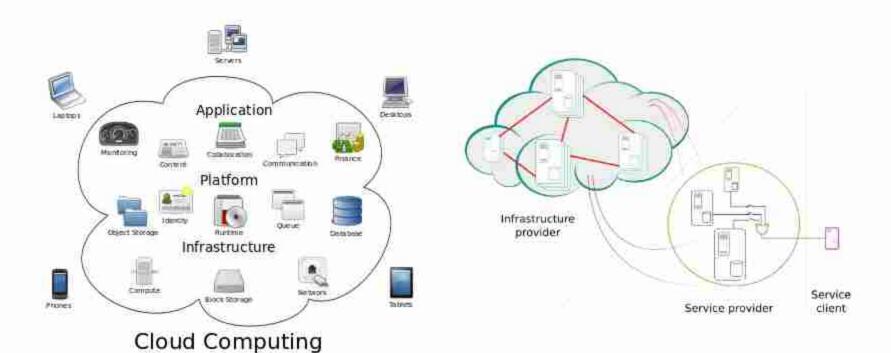
TOPIC Internet and Web/Cloud services software development.

19ECE308 WIRELESS TECHNOLOGIES FOR IOT / Dr.R.Kanmani/ECE/SNSCT



- A huge amount of IoT data should be translated into meaningful information.
- IoT devices are not having enough computing facilities in the field.
- Cloud computing services facilitate instantaneous, on-demand delivery of computing infrastructure, databases, storage and applications needed for the processing and analysis of data points generated through hundreds of IoT devices.
- No wonder 96% of the organizations have adopted cloud in one form or the other. And with the emergence of the likes of Amazon Web Services, Google Cloud Platform, Microsoft Azure and IBM Cloud, the growth prospects of IoT appear even brighter.

Introduction to the Cloud

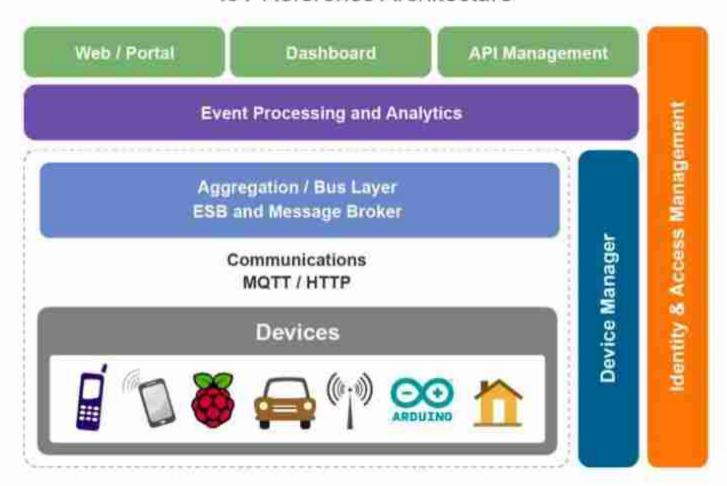


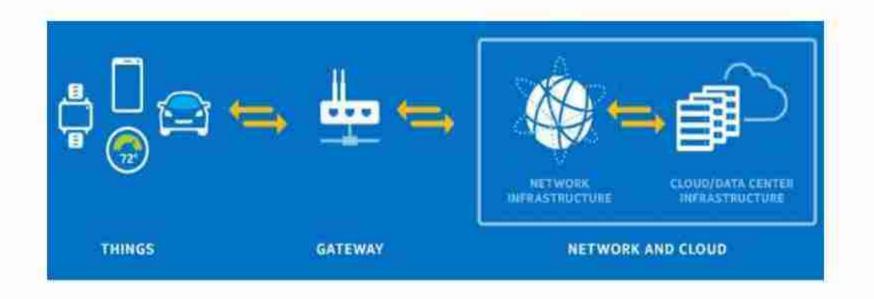
Introduction to the Cloud

Cloud computing is typically defined as a type of computing that relies on sharing computing resources rather than having local servers or personal devices to handle applications.

In cloud computing, the word cloud (also phrased as "the cloud") is used as a metaphor for "the Internet," so the phrase cloud computing means "a type of Internet-based computing," where different services — such as servers, storage and applications —are delivered to an organization's computers and devices through the Internet.

IoT Reference Architecture





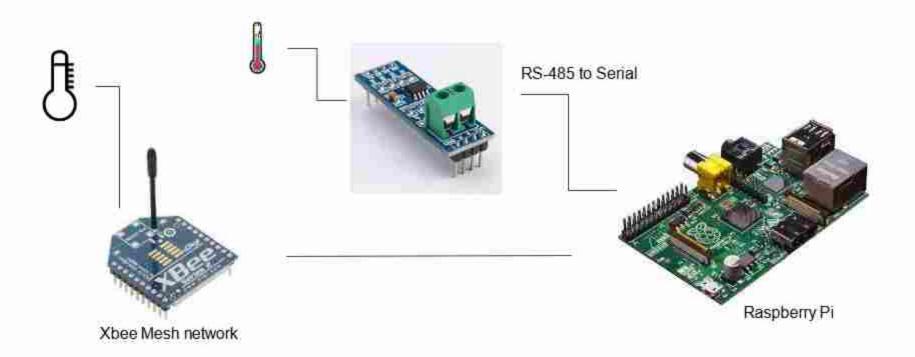
An IOT platform has basically three building blocks

- 1.Things
- 2. Gateway
- 3. Network and Cloud

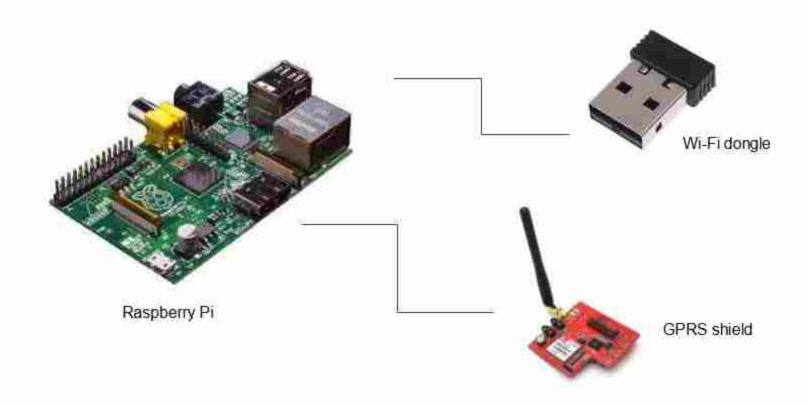


The heart of a cloud platform could use open source boards like the Raspberry Pi, Beaglebone Black, Intel Galileo etc.

These are usual Linux boards that run different flavours of Linux like Raspbian on the Raspberry Pi, Angstrom on the Beaglebone etc. These boards interface with devices on the one hand and the cloud platform on the other.

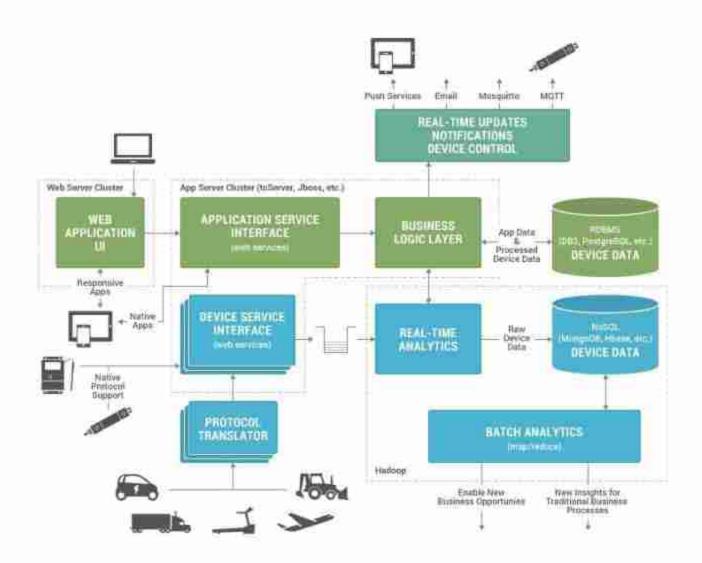


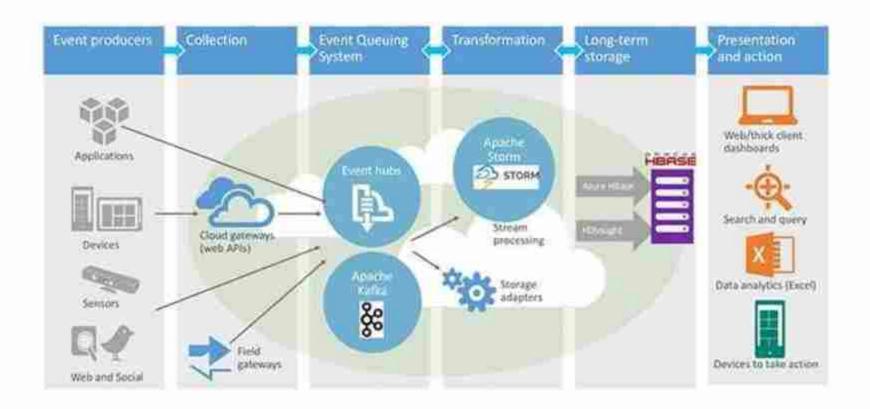
Let's take a look at the device interfaces. So for example, devices could interface with the Raspberry Pi over RS-485, and Xbee. An RS-485 network allows a multi-dropped serial wired network allowing a host of devices to connect. The Xbee creates a wireless mesh network allowing large number of wireless devices to connect. These are open source interfaces and allows creation of a large sensor network. We could also use the GPIO on the Raspberry Pi for physical inputs.

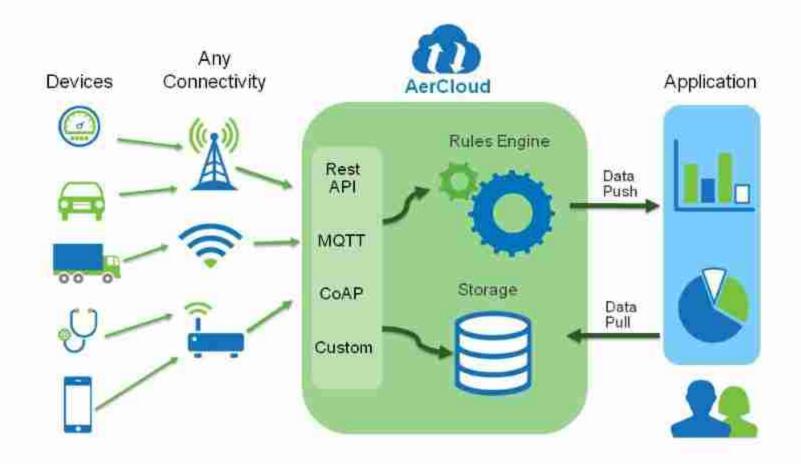


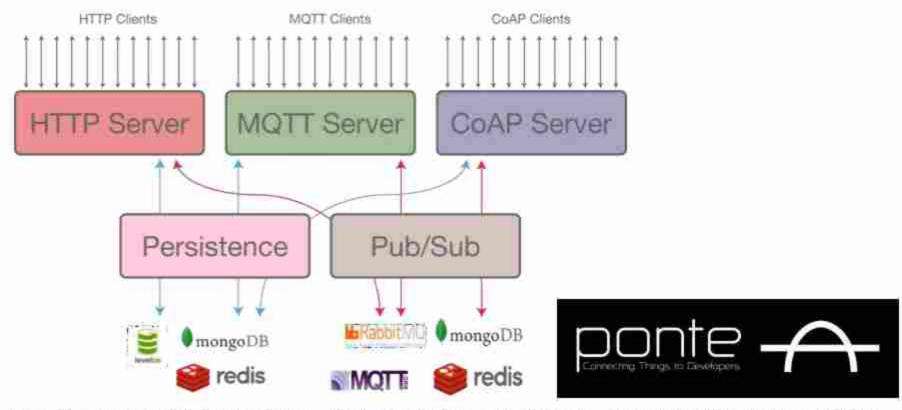
The next interface we look at is the cloud interface. This is achieved using a simple WiFi dongle or a GPRS shield.

The WiFi dongle interfaces over USB and the GPRS shield uses the serial interface. Also available is the Ethernet port which could be used for interface.









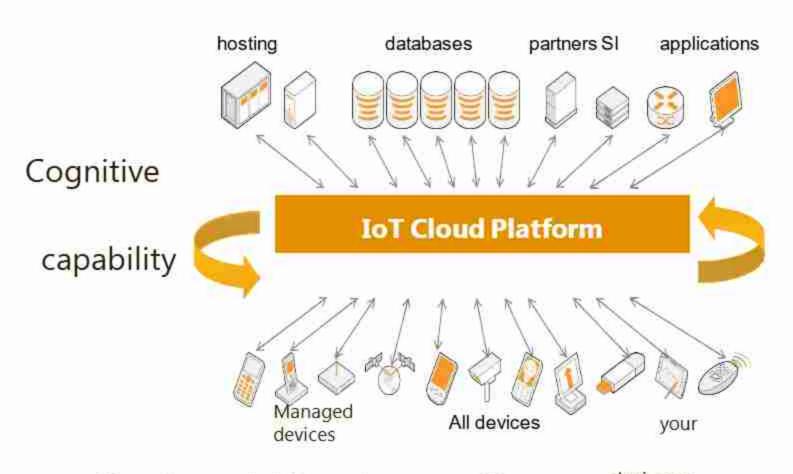
- Use of a very good open-source implementation called Ponte, developed by Matteo Collina (@matteocollina).
- •It supports three of the most widely used protocols for gateway interfaces, namely HTTP, MQTT and COAP.
- It support multiple databases like MongoDB, Redis and LevelDB. Also has an inbuilt pubsub mechanism for publishing and subscribing to other devices over multiple protocols.

CONVERGENCE APPROACH'S

-Cloud-centric IoT (Bring IoT functionalities in Cloud)

–loT-Centric Cloud (Bring Cloud functionalities in IoT)

CLOUD-CENTRIC IOT PLATFORM



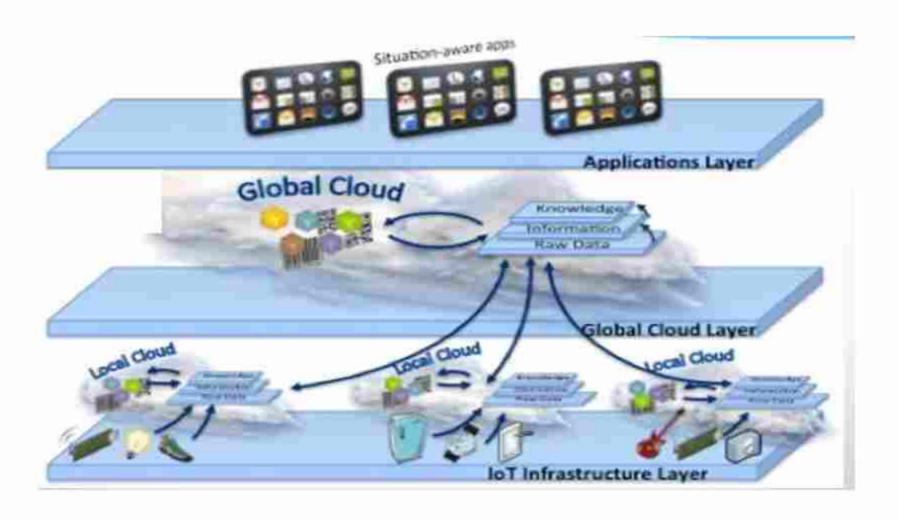
Simple, scalable, robust, resilient, trus the secure

CLOUD-CENTRIC IOT

- Bring IoT data in the cloud
- Processing and computing the data and deploy management tools in cloud
- This approach is good if services are provided among objects

located in multiple location

IOT-CENTRIC CLOUD COMPUTING



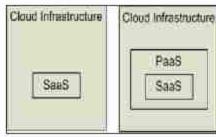
IOT- CENTRIC CLOUD COMPUTING

- IoT infrastructure will provide the opportunities to take services, workloads, applications and large amounts of data and deliver it all to the network.
- Processing and storage of data close to users/near to sources
- support mobile computing and data streaming
- Creating dense geographical distribution
- This approach are useful when data coming from same location
- Supporting end-users security
- Data process and service execute locally

Software as a Service (SaaS) Platform as a Service (PaaS) nfrastructure as a Service (laaS)

SalesForce CRM

LotusLive



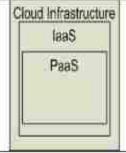


Software as a Service (SaaS) Providers Applications



Google App Engine





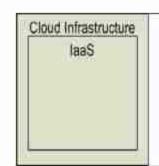
Platform as a Service (PaaS)

Deploy customer

created Applications





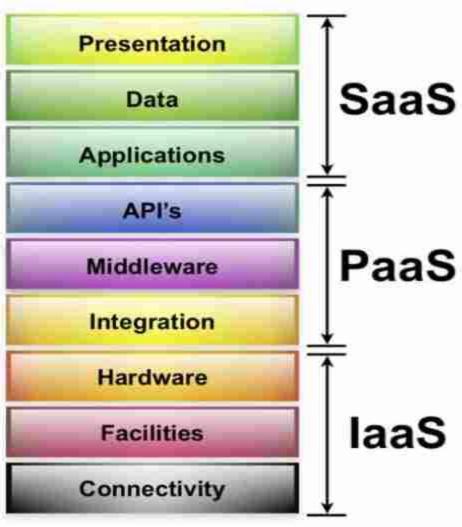


Infrastructure as a Service (laaS)

Rent Processing, storage, N/W capacity & computing resources

CLOUD SERVICE MODELS

CLOUD ARCHITECTURE



ADVANTAGES OF CLOUD COMPUTING

- Lower computer and software costs:
 - You do not need a high-powered and high-priced computer to run cloud

computing's web-based applications.

- Improved performance:
 - Computers in a cloud computing system boot and run faster because they have fewer programs.
- Instant software updates
- Unlimited storage capacity
- Increased data reliability
- Universal document access
- Latest version availability

DISADVANTAGES OF CLOUD COMPUTING

- Requires a constant Internet connection.
- Stored data might not be secure.
- Stored data can be lost.
- Does not work well with low-speed connections
- Can be slow:
- Everything about the program, from the interface to the current document, has to be sent back and forth from your computer to the computers in the cloud.

- All the big giant tech firms such as Google, Microsoft, Facebook and twitter all have their own APIs for developers to integrate their projects into one another with ease.
- Developers can create new applications that can integrate with web services such as Facebook, Twitter or DropBox
- APIs make it possible for developers to create a mashup of different web services to enhance the overall end user experience
- APIs based around the IoT are mostly web service APIs and they can come
 in different forms such as SOAP, REST or XML/JSON.
- Examples of popular web service APIs are Flickr API, Google maps API and Google maps web services API.
- When an application or client wants to communicate with a web service,
 the application sends back an HTTP request to the client in response.

Physical and MAC layers, Topology

SOAP - Simple Object Access Protocol

- SOAP is a protocol that defines the method of communication between the client and the server.
- The transfer of data is done in a XML format.
- A SOAP web service publishes a definition of its interface in a machinereadable document using web services definition language.

XML and JSON

- XML and JSON are much older methods than SOAP.
- Instead of using a specific format for data transfer, both methods use a simpler approach to calls and tend to use much less bandwidth, which sometimes can be preferred.

REST - Representation State Transfer

- REST APIs are a set of architectural principles rather than a protocol.
- Some of the features required for a REST service include the simplicity of interfaces, identification of resources within the request made and also the ability to manipulate the resources via that particular interface.

Code:

https://github.com/openhomeautomation/CC3000 REST/blob/master/cc3
000 rest/cc3000 rest.ino



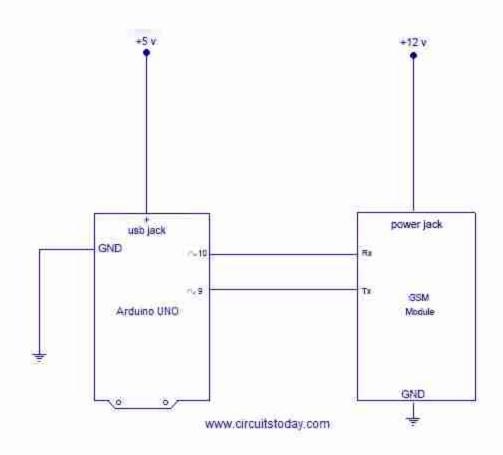
Web socket

WebSocket is a technology that keeps the TCP connection open, so you
can constantly send data back and forth between the ESP and the client,
with low latency. And since it's TCP, you're sure that the packets will arrive
intact.

Code: https://tttapa.github.io/ESP8266/Chap14%20-%20WebSocket.html



How to Interface GSM Module to Arduino-Send and Receive SMS





Example

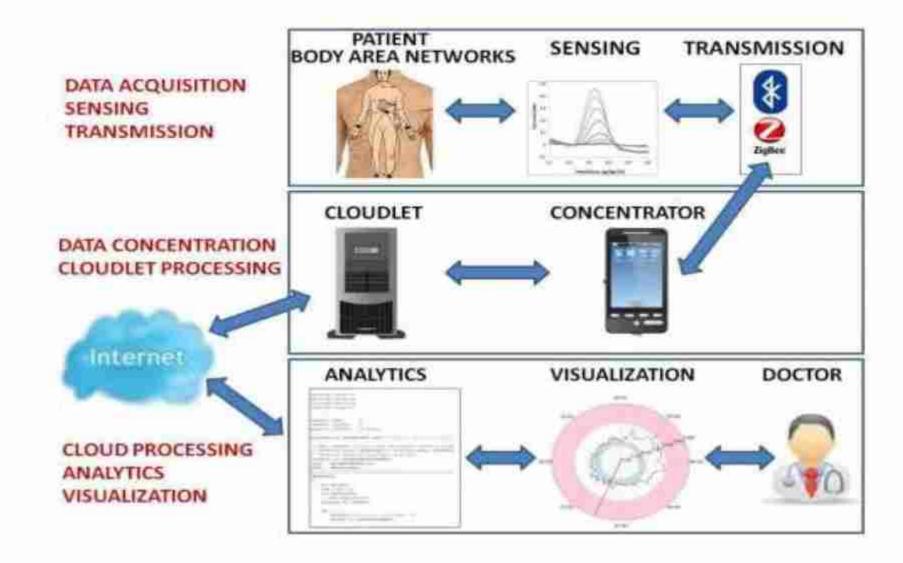
```
#include <SoftwareSerial.h>
SoftwareSerial mySerial(9, 10);
void setup()
mySerial.begin(9600); // Setting the baud rate of GSM
             Serial.begin(9600); // Setting the baud rate of Serial Monitor
   Module
   (Arduino) delay(100);
```

```
Void loop()
 if (Serial.available()>0)
switch(Serial.read())
case 's':
 SendMessage();
break;
 case 'r':
RecieveMessage();
  break;
if (mySerial.available()>0)
Serial.write(mySerial.read());
```

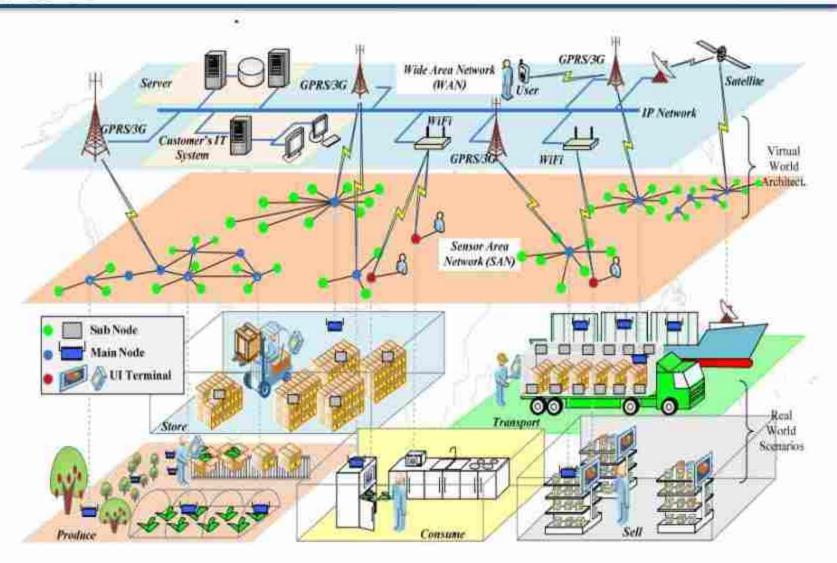
```
void SendMessage()
mySerial.println("AT+CMGF=1"); //Sets the GSM Module in Text Mode
delay(1000); // Delay of 1000 milli seconds or 1 second
 mySerial.println("AT+CMGS=\"+91xxxxxxxxxxx\"\r"); // Replace x with
   mobile number
delay(1000);
mySerial.println("I am SMS from GSM Module");// The SMS text you want
   to send
delay(100);
mySerial.println((char)26); // ASCII code of CTRL+Z
delay(1000);
```

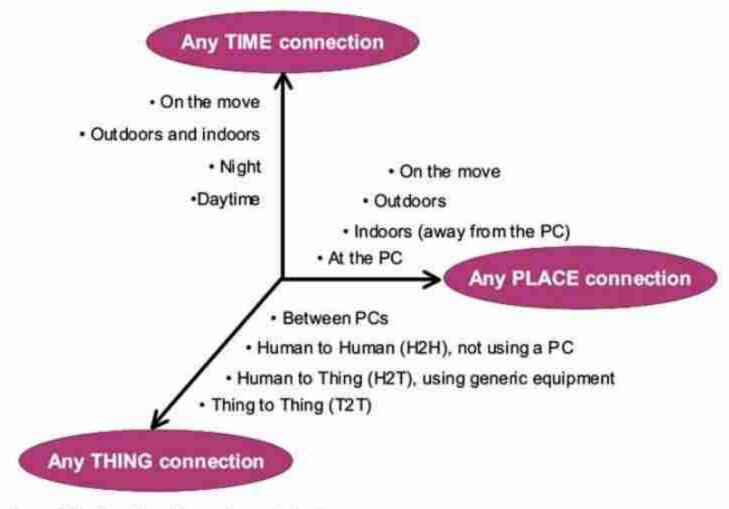
```
void RecieveMessage()
{
mySerial.println("AT+CNMI=2,2,0,0,0"); // AT Command to receive a live SMS delay(1000);
}
```

APPLICATIONS



FOOD





Source: ITU adapted from Nomura Research Institute

Test Your Skill

How to setup own cloud server solution



How to send data to think speak cloud

