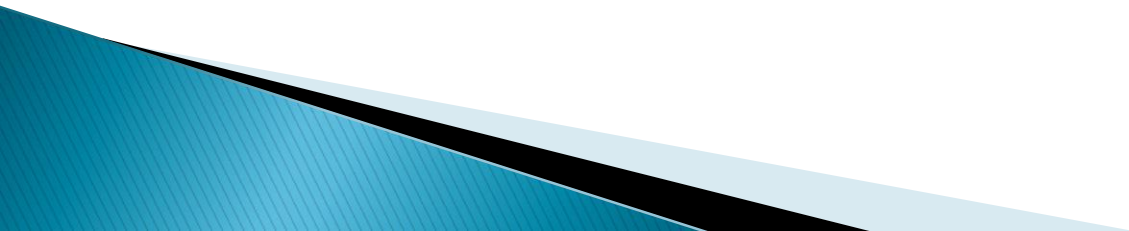


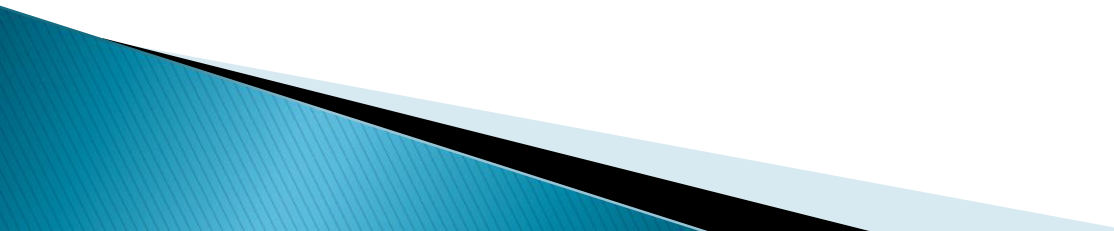
مهندس گلزار

# Challenge in IT World

Solving Complex and Timeconsuming Problems



# Solutions:

1. Super Computer/Main frame
  2. Cloud Computing
  3. Cluster Computing
  4. Grid Computing
- 

# Super Computer/Main frame

Issues:

1. Computational Power Limitation
2. Cost Limitation
3. Resource Wasting

# Cloud Computing

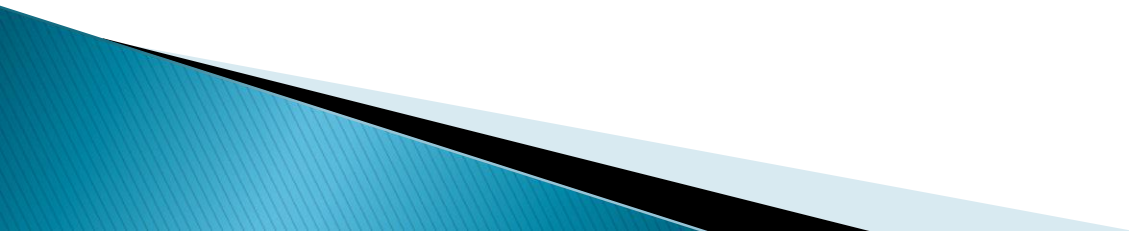
Solving before issues

Remaining one of them:

Computational Power Limitation

=

UnScalability



# Cluster Computing

- ▶ Solving unscalability
- ▶ High cost for setup

# Difference between Cloud and Grid

- ▶ Resource Distribution
  - cloud: centralized
  - grid: decentralized
- ▶ Ownership
  - cloud is owned by single party
  - cloud is owned by multiple party

# Difference between Cluster and Grid

Grid Computing	Cluster Computing
Loosely coupled	Tightly coupled
Dynamics and diversity	Static
Heterogeneous	Homogeneous
Dynamic job management and scheduling	Static job management and scheduling



# Cloud definition(NIST):

1. Cloud is a model for enabling **ubiquitous** and **on demand** network access
2. Shared pool of configurable resources of
3. That can be provisioned and released with minimum interaction with service provider

# Cloud Protocol

- ▶ SOAP
- ▶ RSS REST, AJAX, ...

# Cloud services:

- ▶ IaaS(Infrastructure as a Service)
- ▶ PaaS(Platform as a Service)
- ▶ SaaS(Software as a Service)

# IaaS Providers:

- ▶ Amazon
- ▶ Go Grid

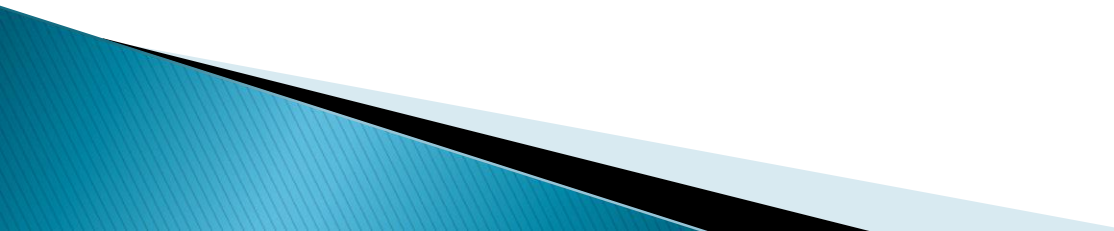
# Paas Providers:

- ▶ Google
  - ▶ Microsoft
  - ▶ Amazon
- 
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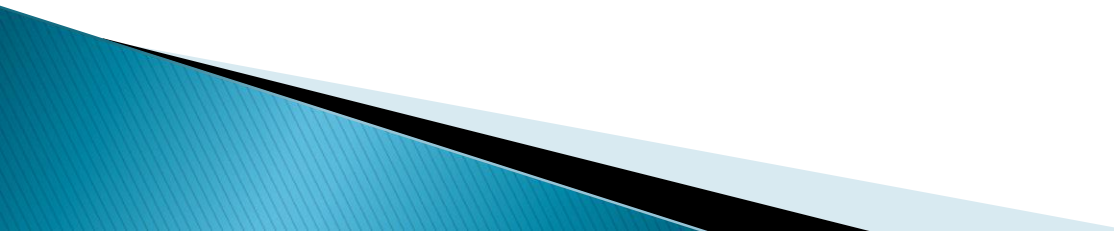
# SaaS Providers:

- ▶ Google
- ▶ Facebook

# Category of Cloud based on deployment

- ▶ Private cloud
  - ▶ Community cloud
  - ▶ Public cloud
  - ▶ Hybrid cloud
- 

# Amazon Services

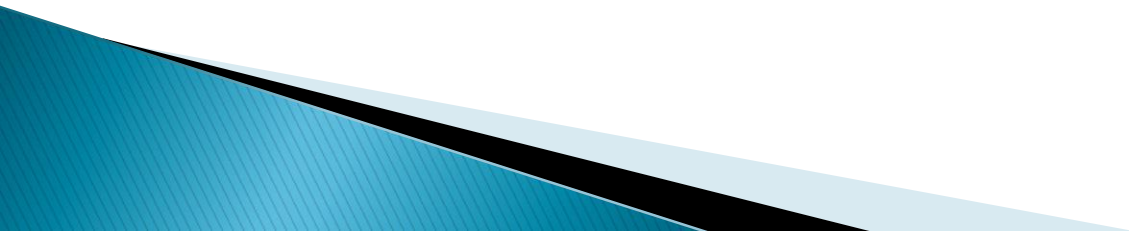
- ▶ S3(Simple Storage System)
  - ▶ EC2(Elastic Cloud Computing)
  - ▶ Amazon Simple DB
  - ▶ Amazon Cloud Front
  - ▶ Amazon Simple Queue
- 



# Challenges in Cloud

- ▶ Internet Interface Requirement
- ▶ Delay

# Fog Computing/Edge Computing



# IEEE 802.11

Components:

Station

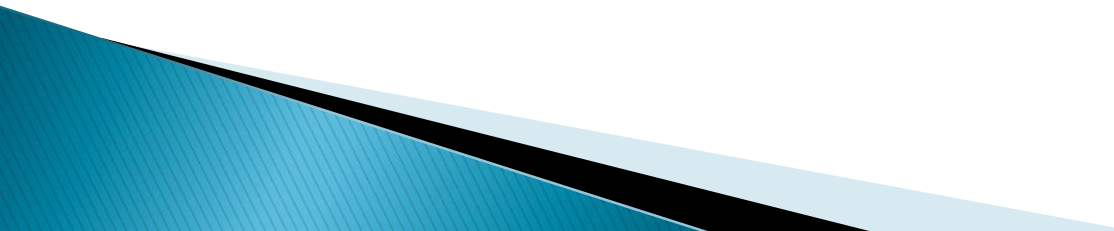
Wireless Medium

Access Point/Base Station

DS

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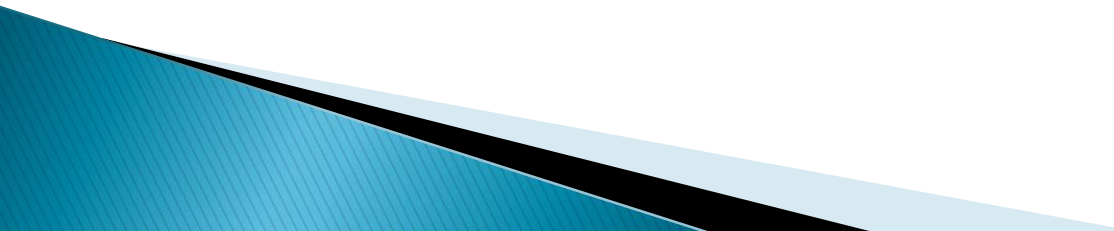
# BSS

- Search/Scan
    - Active-Scanning
    - Passive-Scanning
  - Authentication
  - Association
- 

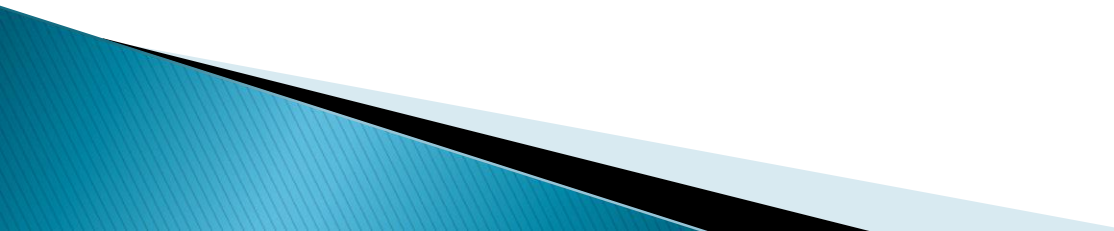
# Mobility in IEEE802.11 Protocol

- ▶ No Transaction
- ▶ BSS Transaction
- ▶ ESS Transaction

# IEEE 802.11 Services

- ▶ Distribution System
    - Distribution
    - Integration
    - Association
    - Reassociation
    - Disassociation
  - ▶ Station
    - Authentication
    - Deauthentication
    - privacy
- 

# Elements of IOT(Communication)

- ▶ IEEE 802.15.4
  - ▶ Bluetooth
  - ▶ WiFi
  - ▶ LTE
  - ▶ Communication tech:
    - NFC
    - RFIS
    - UWB
- 

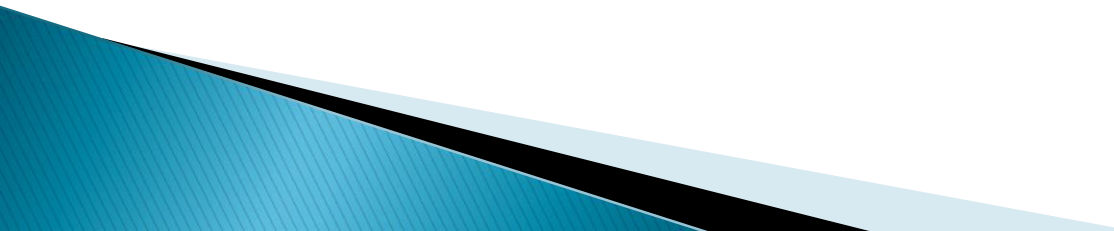
# Elements of IOT(Processing)

- ▶ Microcontroller
- ▶ SOC

Operating System	Language Support	Minimum Memory (KB)	Event-based Programming	Multi-threading	Dynamic Memory
TinyOS	nesC	1	Yes	Partial	Yes
Contiki	C	2	Yes	Yes	Yes
LiteOS	C	4	Yes	Yes	Yes
Riot OS	C/C++	1.5	No	Yes	Yes
Android	Java	-	Yes	Yes	Yes



# Elements of IOT(Services)

- ▶ Identity-Related Services
  - ▶ Information Aggregation Services
  - ▶ Collaborative-Aware Services
  - ▶ Ubiquitous Services
- 

# Elements of IOT(Semantics)

- ▶ RDF:Resource Description Framework
- ▶ WOL:Web Ontology Language

# Elements of IOT

IoT Elements		Samples
Identification	Naming	EPC, uCode
	Addressing	IPv4, IPv6
Sensing		Smart Sensors, Wearable sensing devices, Embedded sensors, Actuators, RFID tag
Communication		RFID, NFC, UWB, Bluetooth, BLE, IEEE 802.15.4, Z-Wave, WiFi, WiFiDirect, , LTE-A
Computation	Hardware	SmartThings, Arduino, Phidgets, Intel Galileo, Raspberry Pi, Gadgeteer, BeagleBone, Cubieboard, Smart Phones
	Software	OS (Contiki, TinyOS, LiteOS, Riot OS, Android); Cloud (Nimbits, Hadoop, etc.)
Service		Identity-related (shipping), Information Aggregation (smart grid), Collaborative-Aware (smart home), Ubiquitous (smart city)
Semantic		RDF, OWL, EXI

# IOT Technology

- ▶ Networks:
  - WSN
  - Cloud Computing

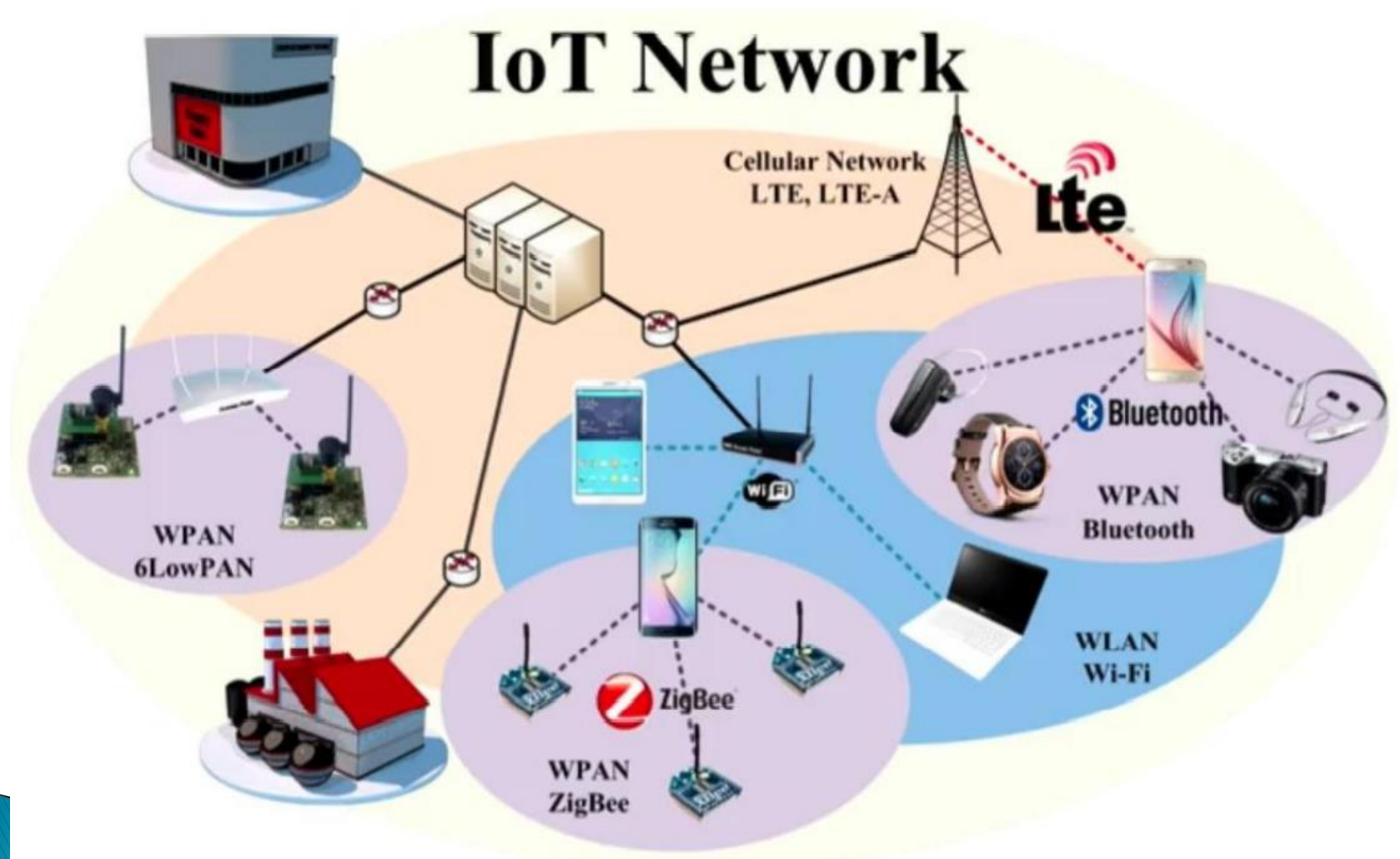
# IOT Technology(WSN)

- ▶ Tele application
- ▶ Need to device with low energy,low cost,high efficiency

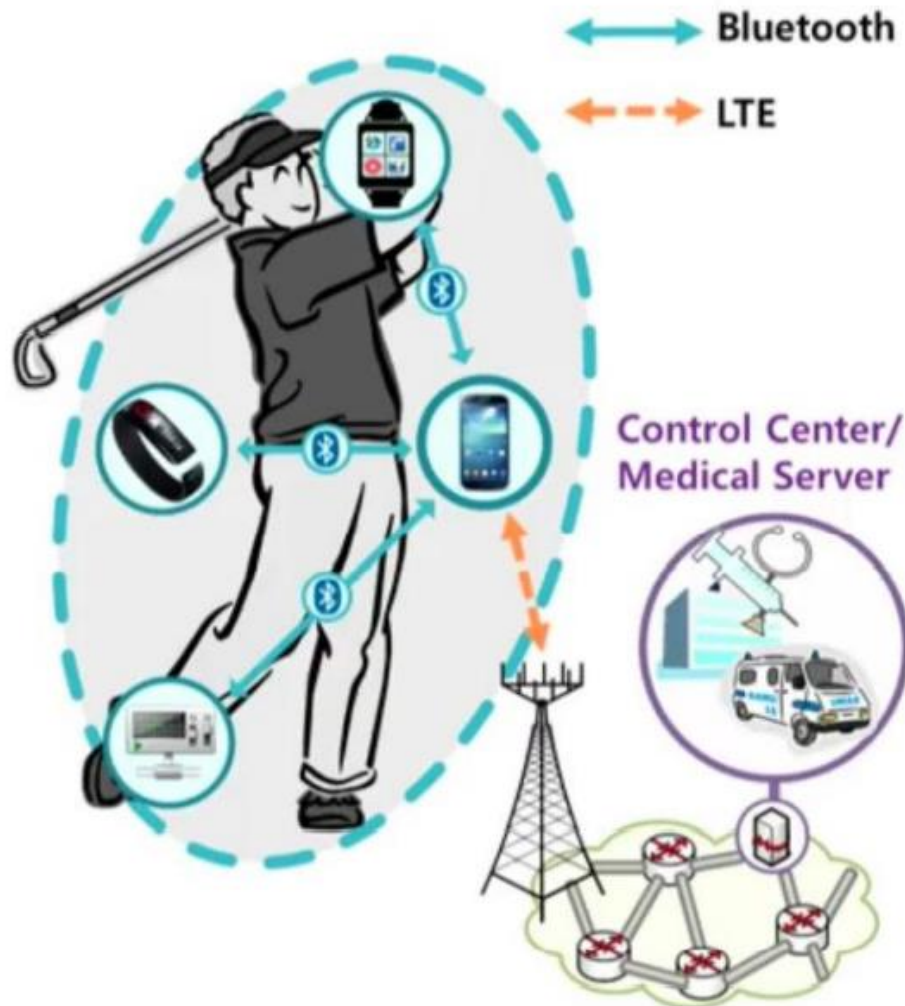
# IOT Technology(Cloud Computing)

- ▶ Need to IOT infrastructure that collect,process and analyze big data

# IOT Network



# IOT Network(wearable network)





# IOT Network

- ▶ Wi-Fi
- ▶ Bluetooth
- ▶ ZigBee

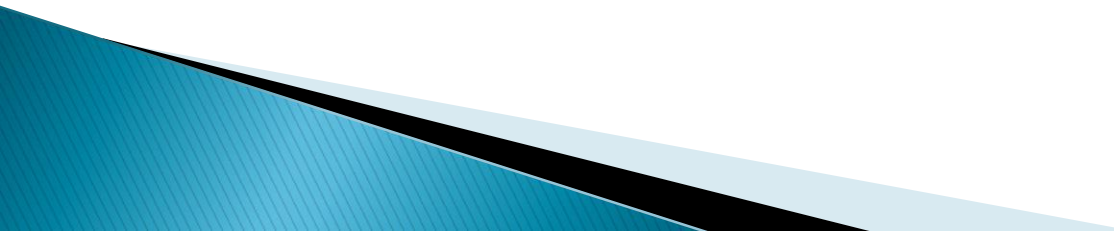
FFD(Full Function Devices)

RFD(Reduced Function Devices)

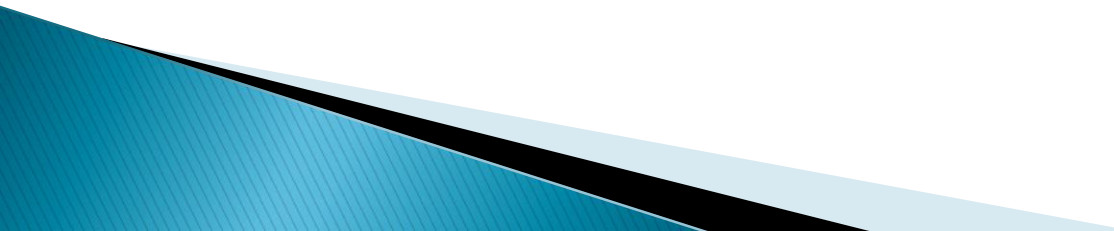
# IOT Protocols:

Application Protocol		DDS	CoAP	AMQP	MQTT	MQTT-NS	XMPP	HTTP REST
Service Discovery		mDNS			DNS-SD			
Infrastructure Protocols	Routing Protocol	RPL						
	Network Layer	6LoWPAN				IPv4/IPv6		
	Link Layer	IEEE 802.15.4						
	Physical/ Device Layer	LTE-A	EPCglobal		IEEE 802.15.4		Z-Wave	
Influential Protocols		IEEE 1888.3, IPSec				IEEE 1905.1		

# IOT Protocols:

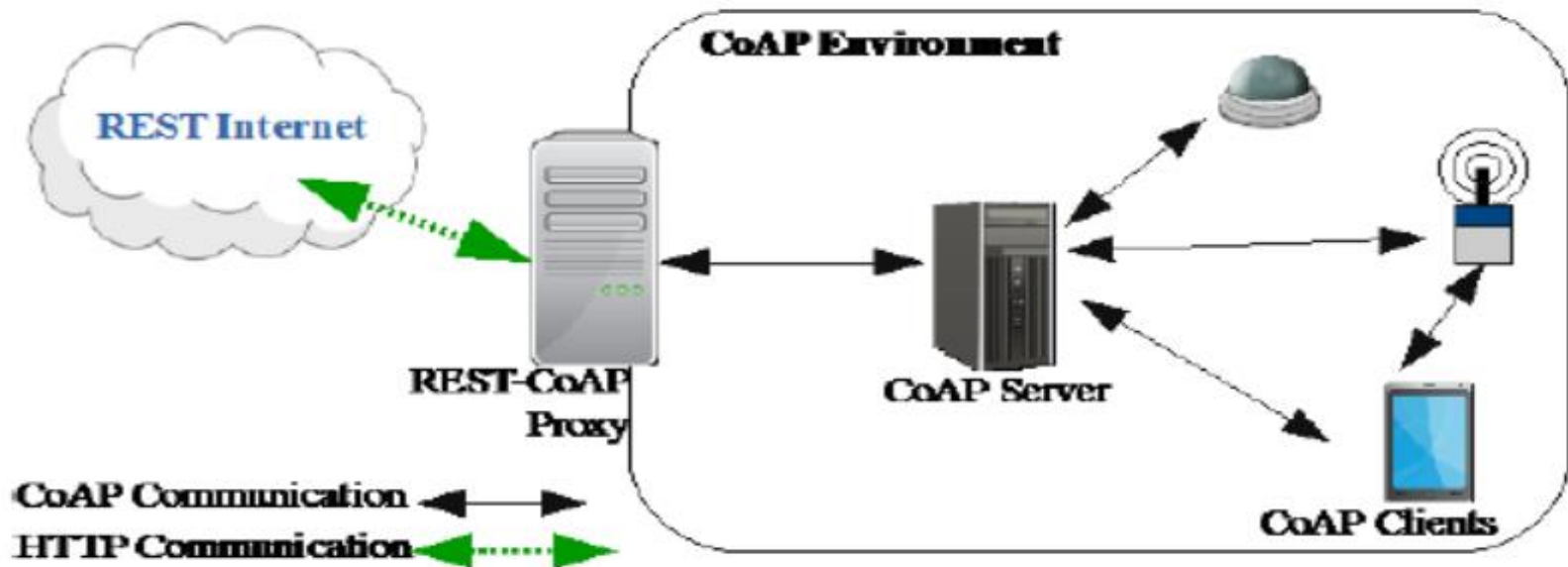
- ▶ Application Protocols
  - ▶ Service Discovery Protocols
  - ▶ Infrastructure Protocols
  - ▶ Other Influential Protocols
- 

# Application Protocols

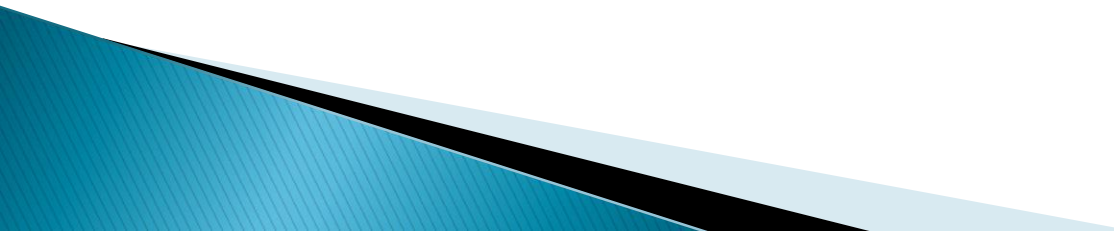
- ▶ COAP
  - ▶ Message Queue Telemetry Transport
  - ▶ Extensible Messaging and Presence Protocol
  - ▶ Advanced Messaging Queuing Protocol
  - ▶ Data Distribution Service
- 

# Application Protocols

- ▶ COAP



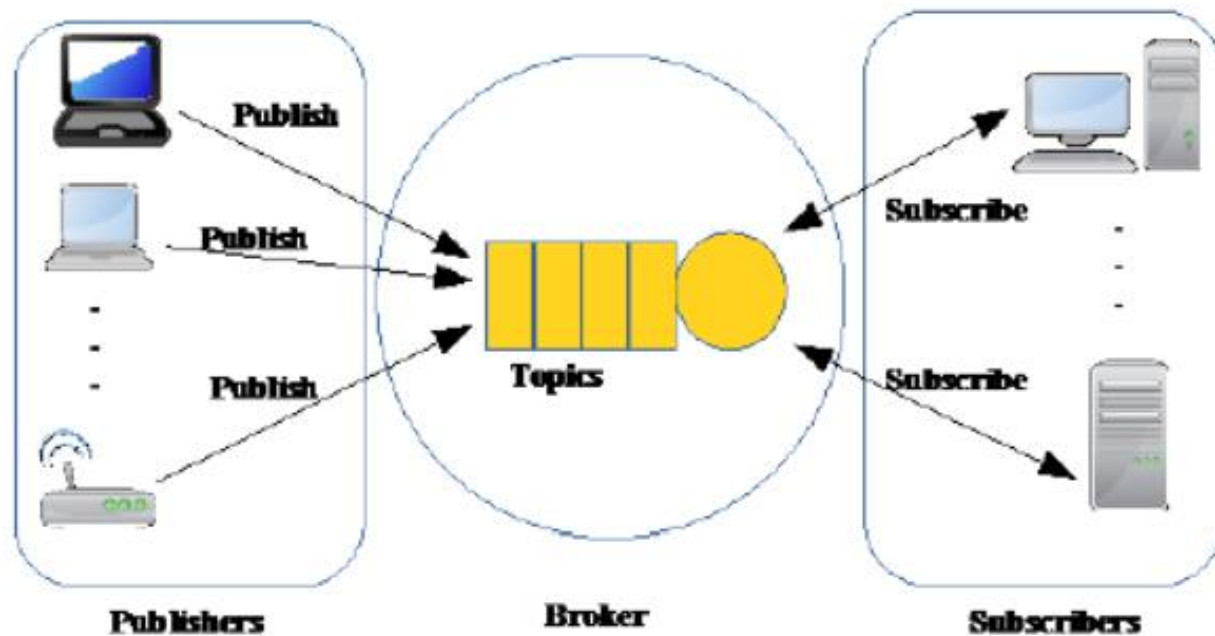
# Constrained Application Protocol(COAP)

- ▶ CON : Confirmable
  - ▶ NON : Non – Confirmable
  - ▶ ACK : Acknowledge
  - ▶ Reset
- 

# COAP message format

0	1	2	3	4	5	6	7	8	16	31
Ver		T		OC		Code			Message ID	
Token (if any)										
Options (if any)										
Payload (if any)										

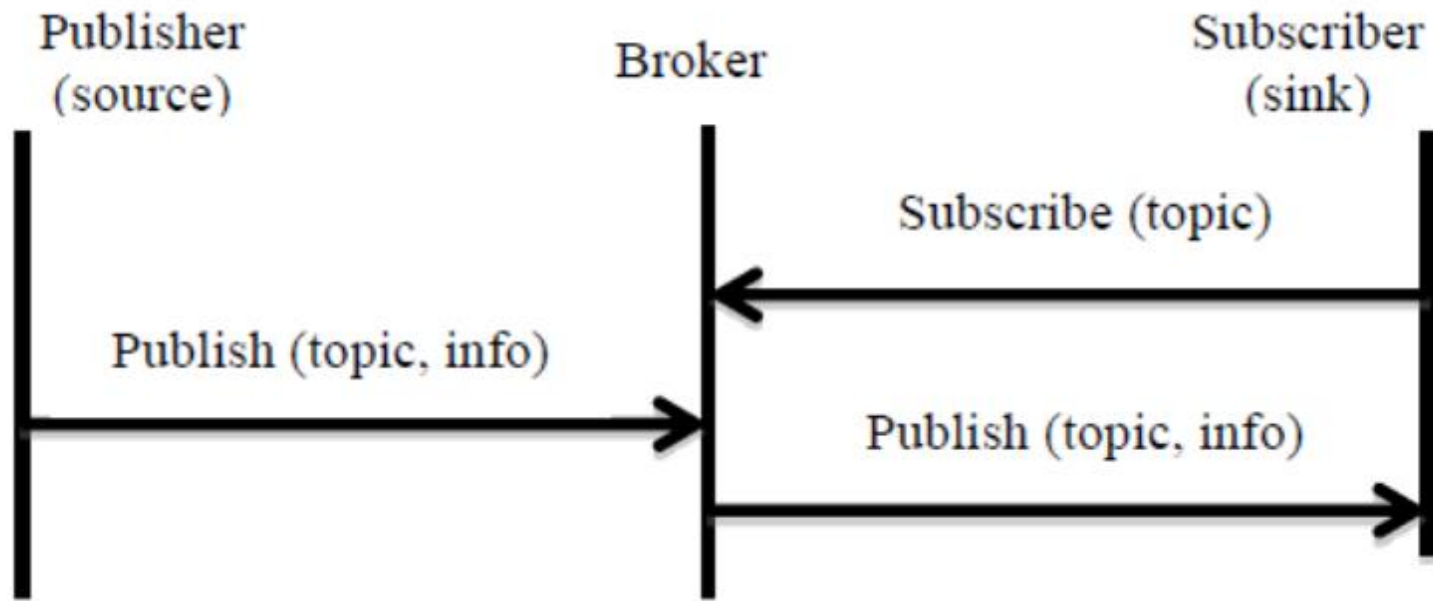
# Message Queue Telemetry Transport(MQTT)





# MQTT

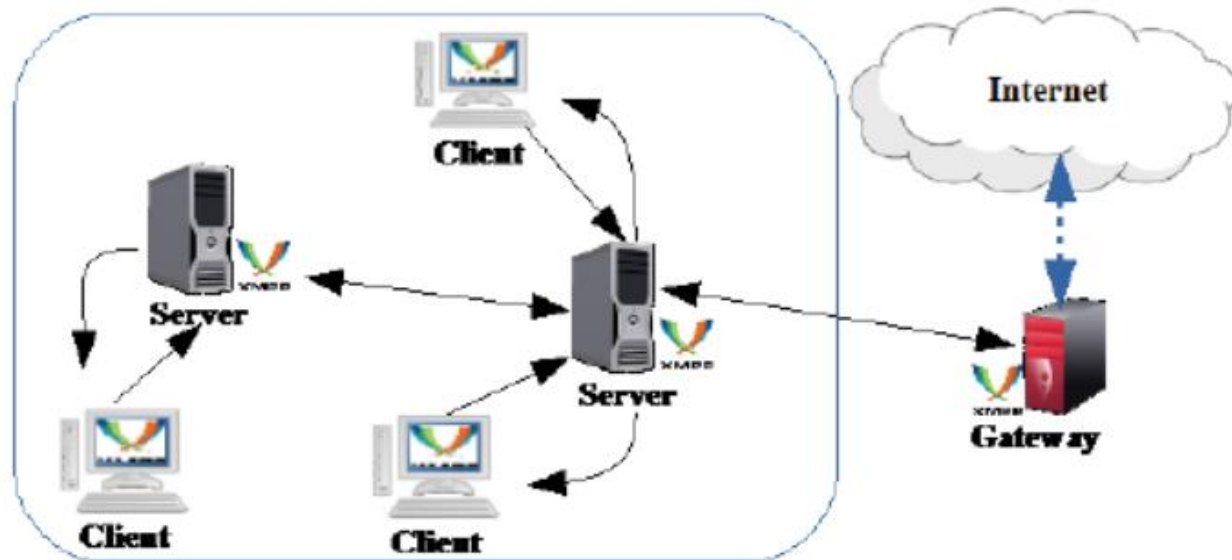
- ▶ Publisher
- ▶ Subscriber
- ▶ Broker



# MQTT message format

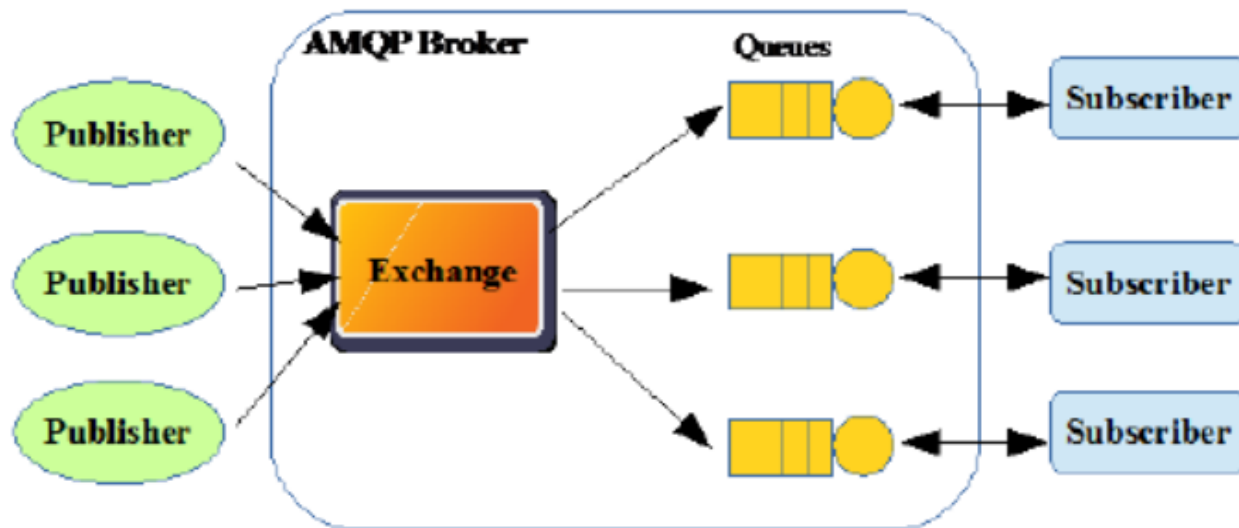
0	1	2	3	4	5	6	7
Message Type				UDP	QoS Level		Retain
Remaining Length (1~4 bytes)							
Variable Length Header (Optional)							
Variable Length Message Payload (Optional)							

# XMPP protocol

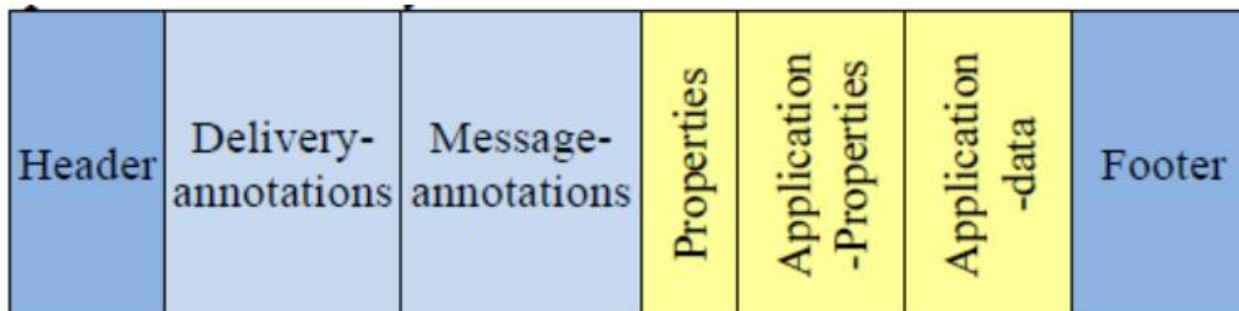


# AMQP(Advanced Messaging Queuing Protocol )

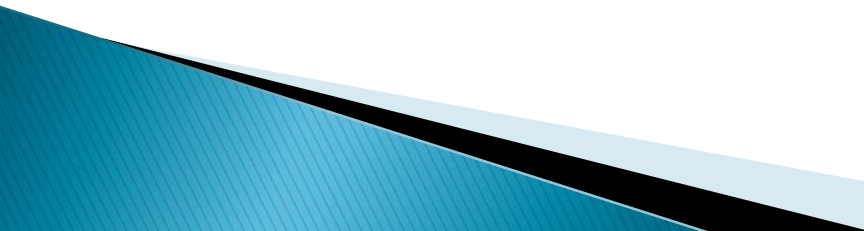
- ▶ Exchange
- ▶ Message Queues



# AMQP message format

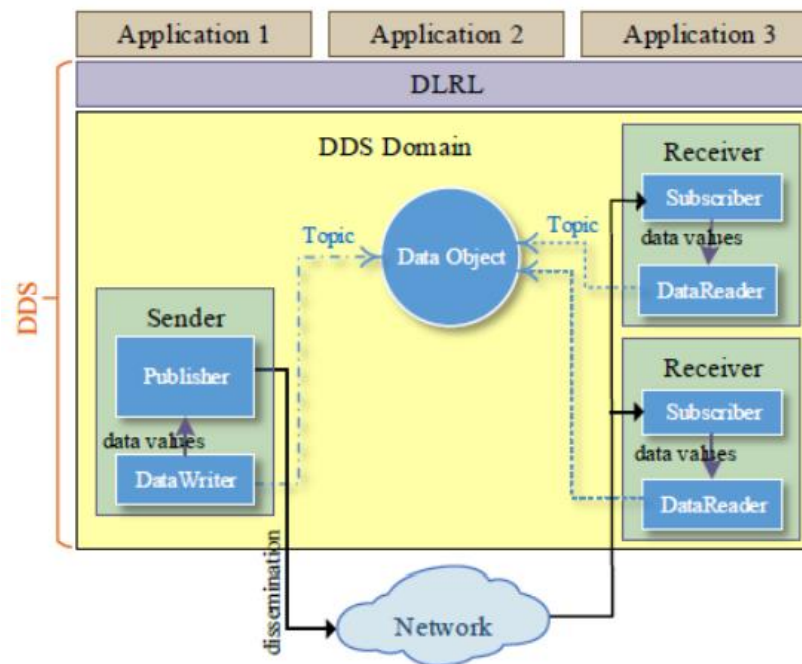


# AMQP message format

- Header
  - Delivery-annotation
  - Properties
    - Message\_id
    - User\_id
    - Subject
    - Replay-to
  - Application-data
  - Footer
- 

# Data Distribution Service(DDS Protocol)

- ▶ DCPS(Data Centric Publish/subscribe )
- ▶ DLRL(Data Local Reconstruction Layer)

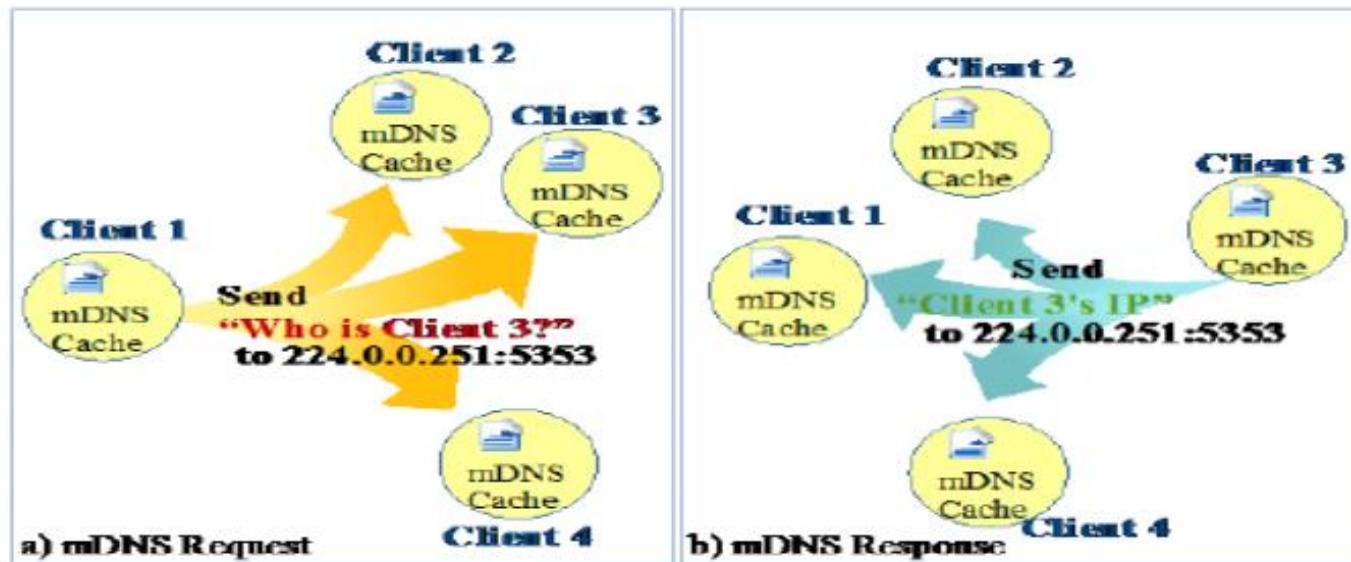


# Service Discovery protocol

- ▶ Multicast Domain Name Service (MDNS)
- ▶ DNS-SD

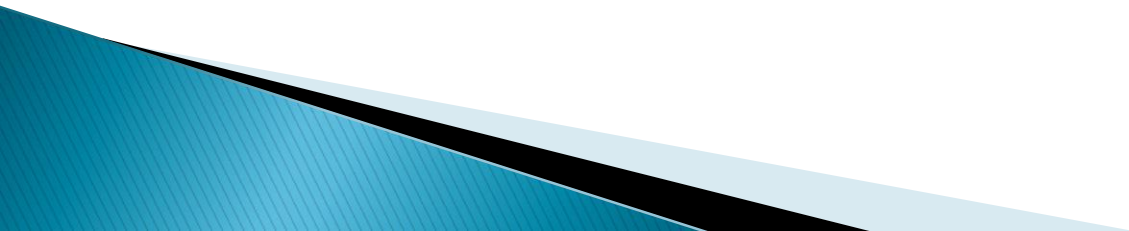


# Multicast Domain Name Service (MDNS)

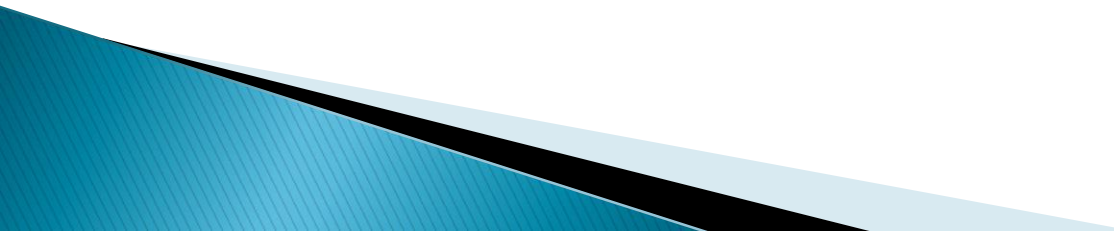


# DNS-SD

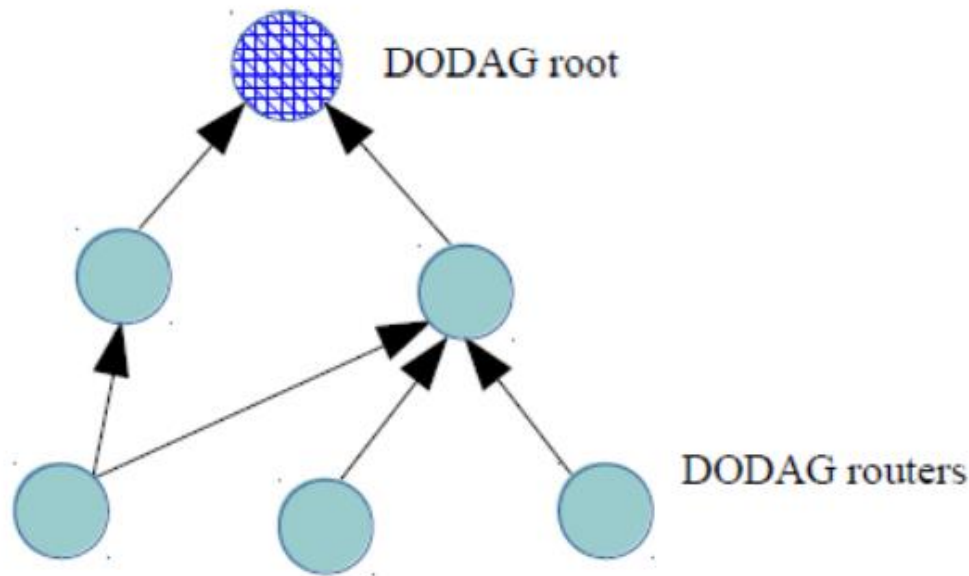
Homework????



# Infrastructure Protocols

- ▶ Routing Protocol for low power and lossy network
  - ▶ IPV6 over low power wireless personal Area Network(6lowPAN)
  - ▶ IEEE 802.15.4
  - ▶ Bluetooth Low Energy
  - ▶ LTE A
  - ▶ ZigBee
  - ▶ Z-Wave
- 

# Routing Protocol for low power and lossy network



# Routing Protocol for low power and lossy network

- ▶ Messages:

Destination Advertisement Object(DAO)

DODAG Information Solicitation

DIO

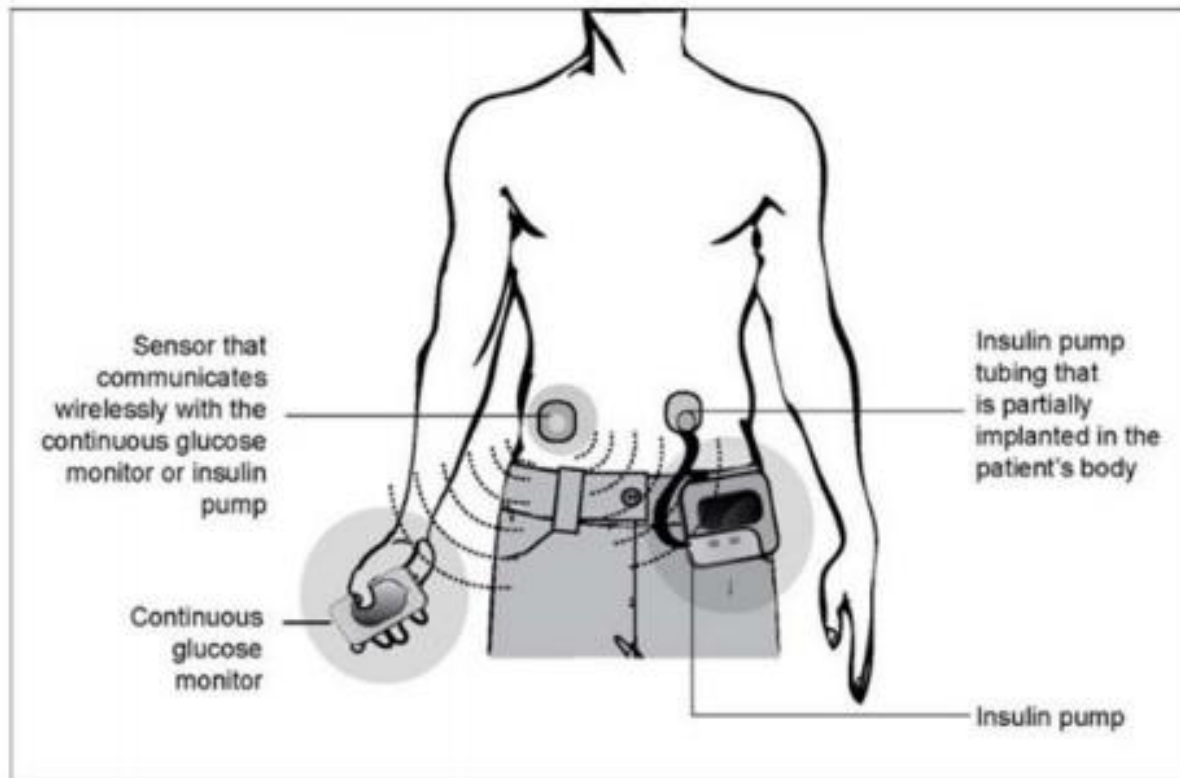
DAO-Ack

# IOT challenges

- ▶ Availability
  - ▶ Reliability
  - ▶ Mobility
  - ▶ Performance
  - ▶ Management
  - ▶ Scalability
  - ▶ Interoperability
  - ▶ Security and privacy
- 

# IOT security

- ▶ BashBug/Shellshock



# IOT security(example)

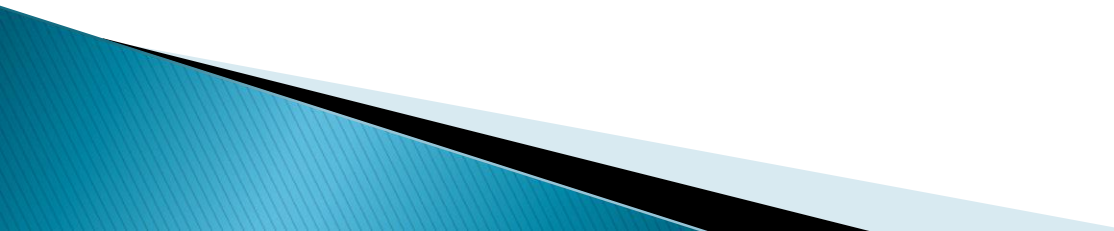
Number	Attack
1	Autonomus Cars hack
2	LIFX
3	Spam
4	Heartrate device
5	Google glasses



# IoT security requirements

- ▶ security requirements
- ▶ Privacy requirements
- ▶ Trus requirements

# security requirements

- ▶ Safety of human lives
  - ▶ System availability
  - ▶ Confidentiality & integrity
  - ▶ Log & Report
  - ▶ Protection from Dos,Ddos,...
- 

# Challenges and Open Problem in IOT

- ▶ Reason:
  - Big data for each thing
  - Communication between hardwares

# Data collection

- ▶ Collected big data
- ▶ Security and privacy

# Communication subjects

- ▶ Many Things in IOT
- ▶ IOT and TCP challeng
- ▶ Data realtime detection

- ▶ Security for IOT
- ▶ Privacy for IOT

# Architecture

- ▶ ARM
- ▶ MGC
- ▶ SOA and Compose
- ▶ WOA