




INTERNET OF THINGS

EVERYTHING THAT CAN BE AUTOMATED,
WILL BE AUTOMATED





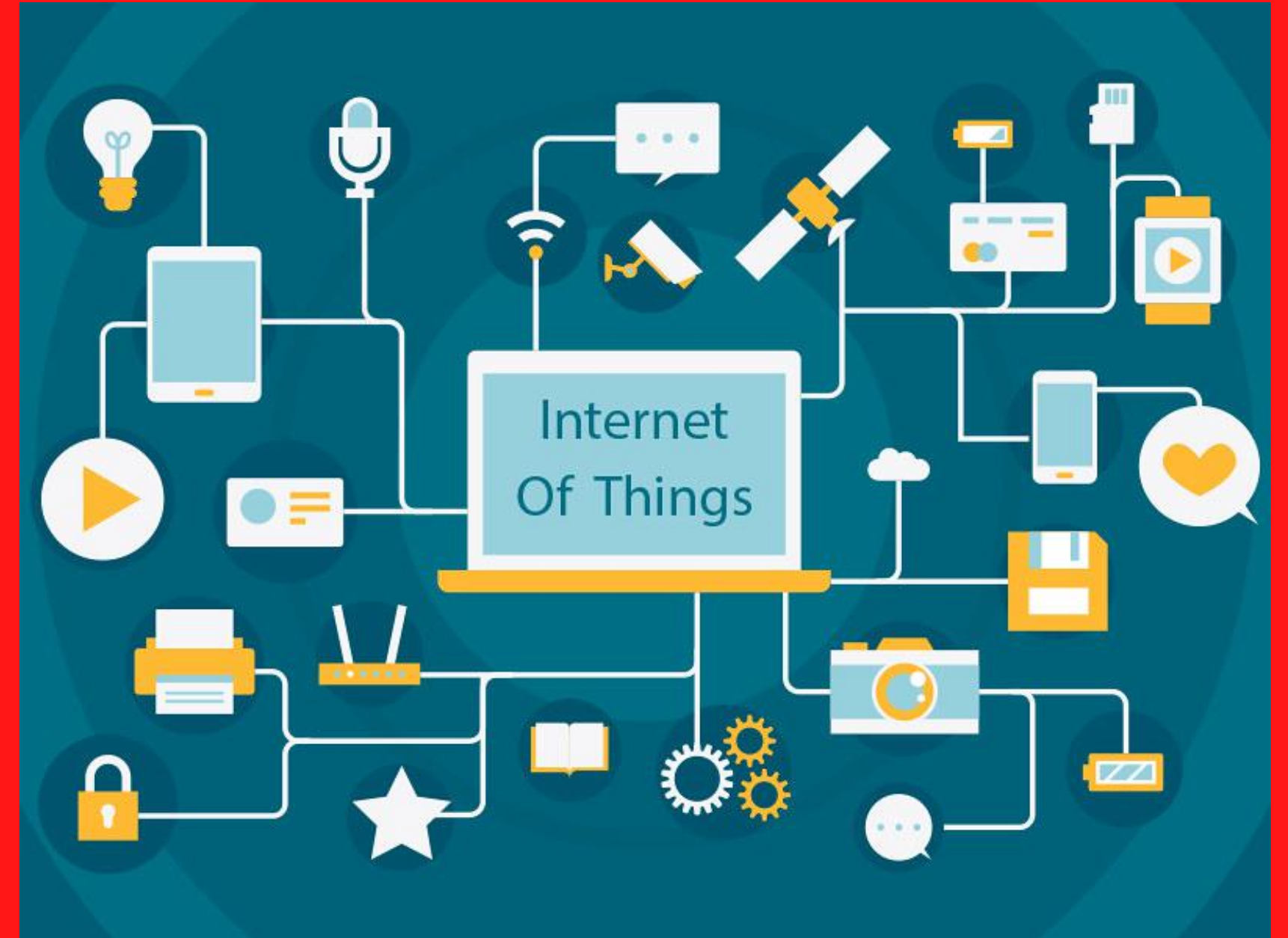
From the development to the networking

THE OBJECT, THE NETWORK & THE
COMMUNICATION





What is an IoT system?

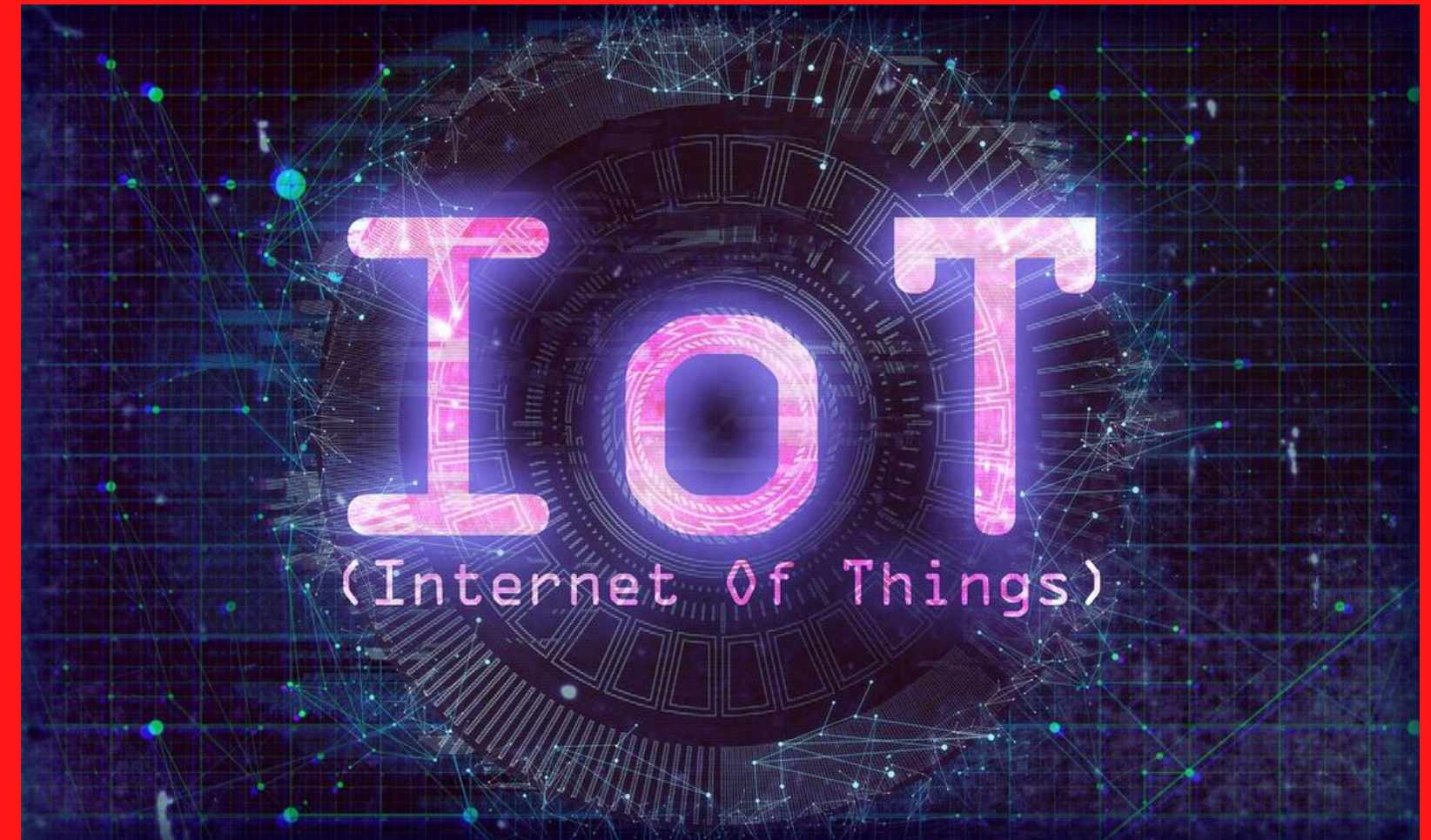


<https://www.flickr.com/photos/thinkgizmo/36802620122>



What is an IoT system ?

The internet of things, or IoT, is a system of interrelated computing devices, mechanical and digital machines, objects, animals or people that are provided with unique identifiers (UIDs) and the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction.



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History

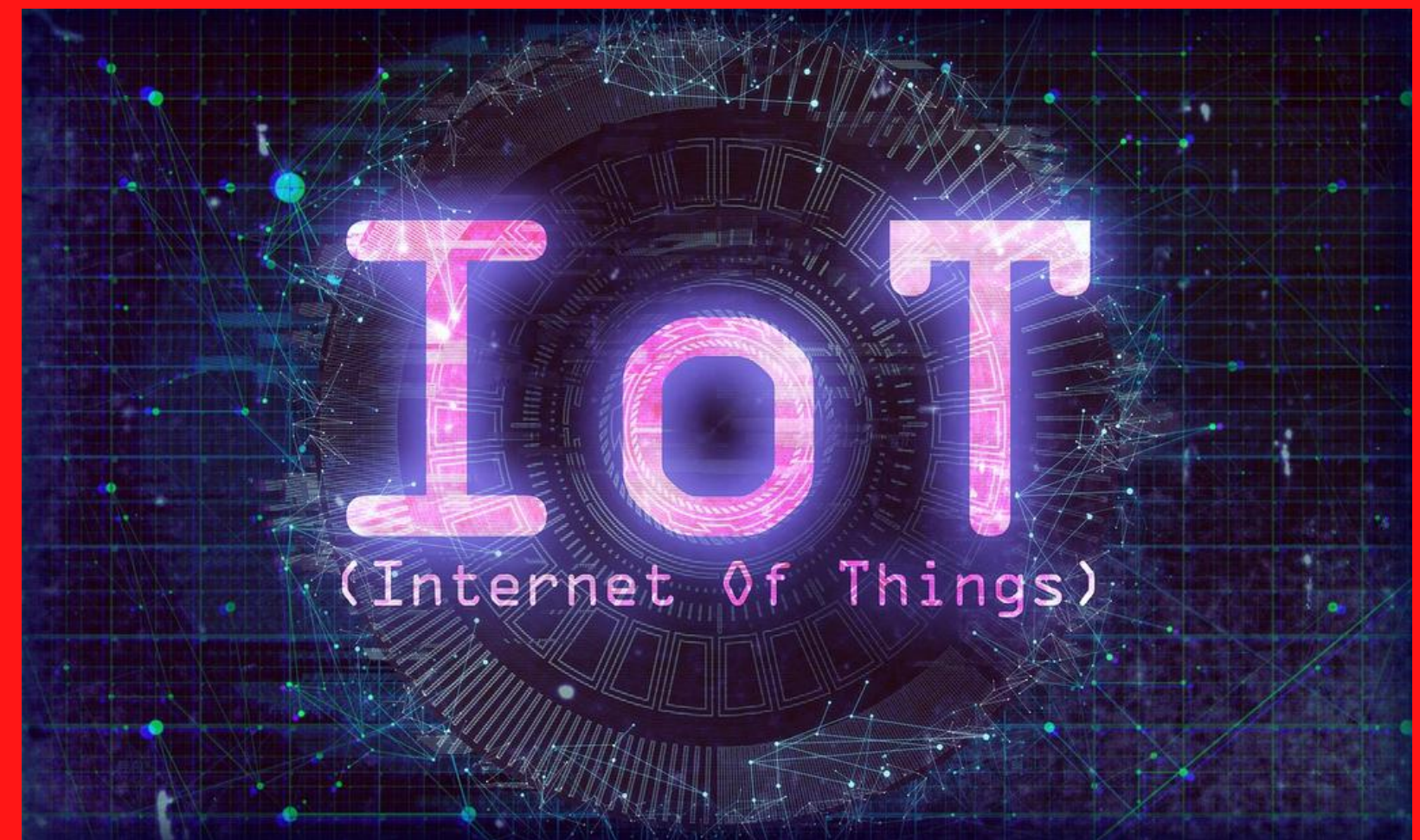


1982

The first time that the term IoT used, was for a Coca Cola vending machine, which was connected to the Internet. This vending machine provided information about the temperature to the University of Carnegie Mellon.

1999

IoT term officialy appeared form Kevin Ashton



<https://www.flickr.com/photos/thinkgizmo/36802620122>

How an IoT system works?

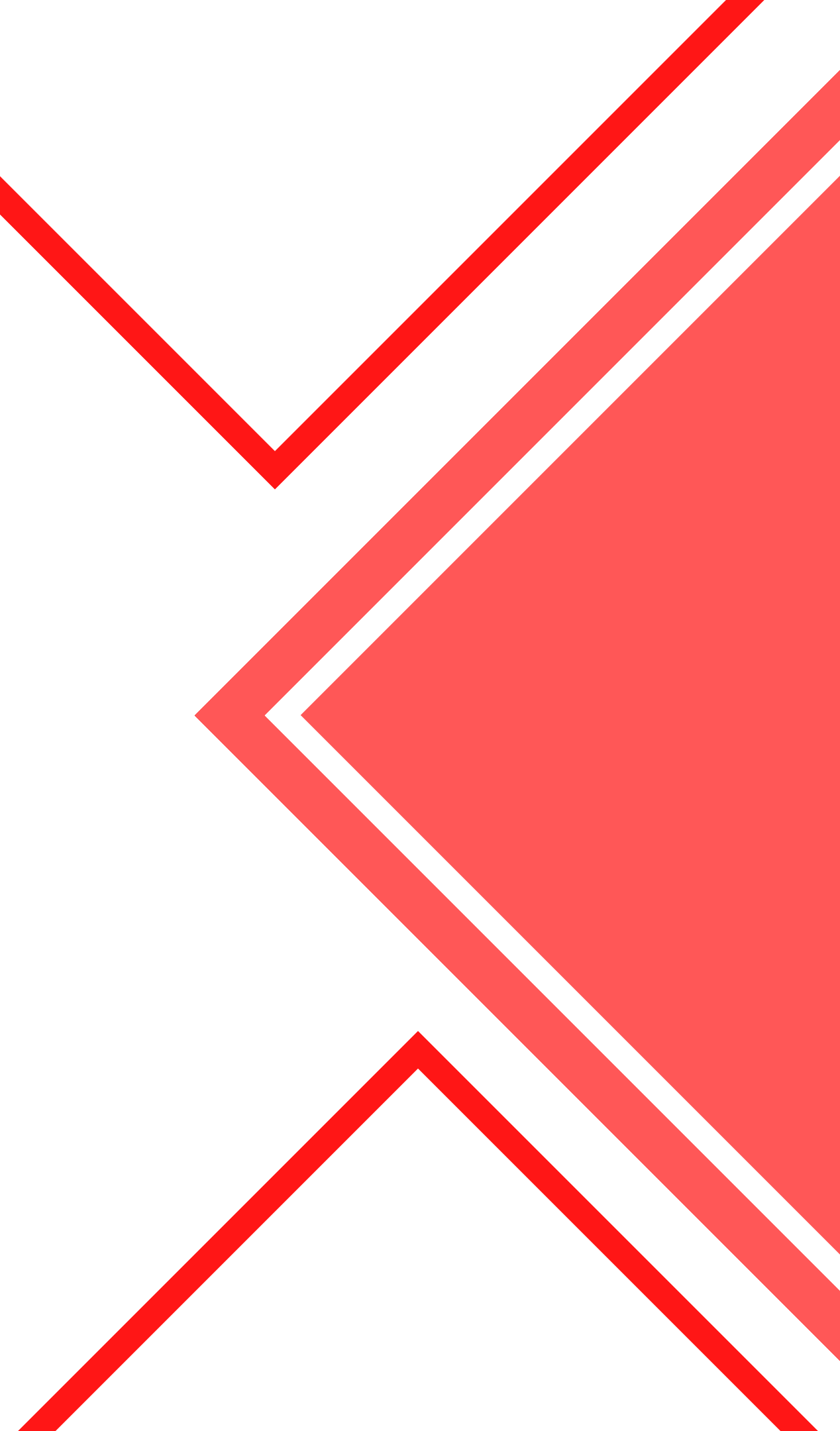
1

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How an IoT system works?

1 An IoT system is a network of **connected devices**

2

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2 These devices collect the data about how they are used and **the enviroment in which they operate together with their sensors.**

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3 These sensors, continuously share information about the operating status of these devices on **an IoT platform**

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There the information is parametrized and we get the **results**, with the processing of these deals with the Data Science.

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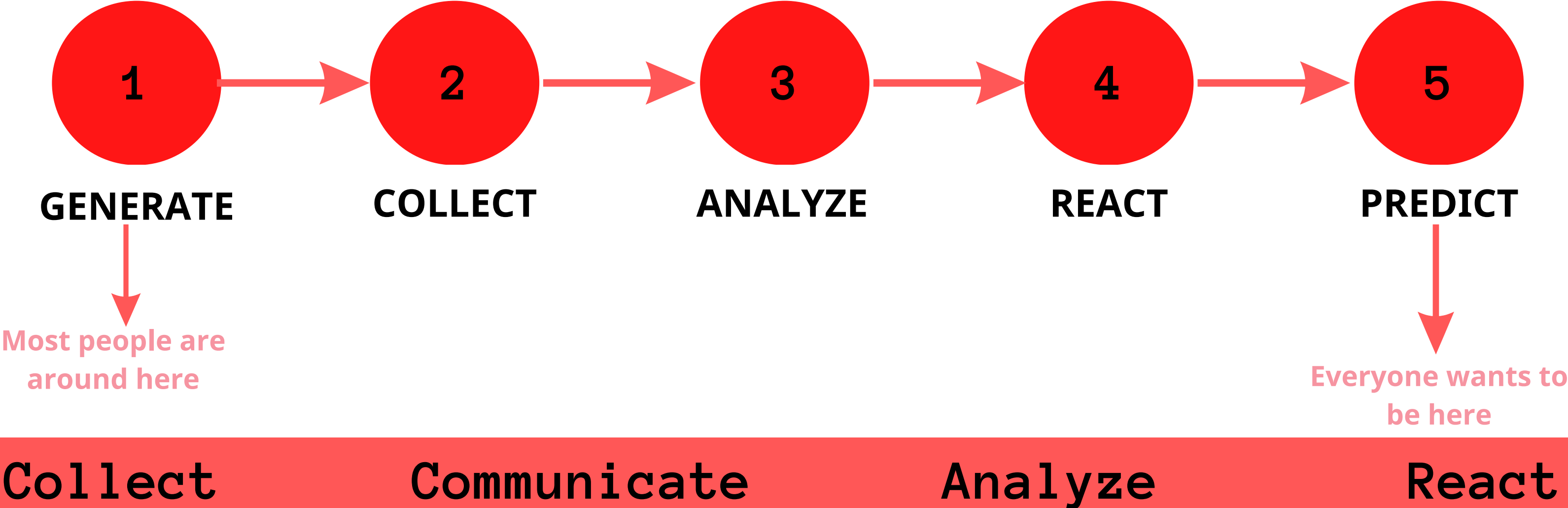
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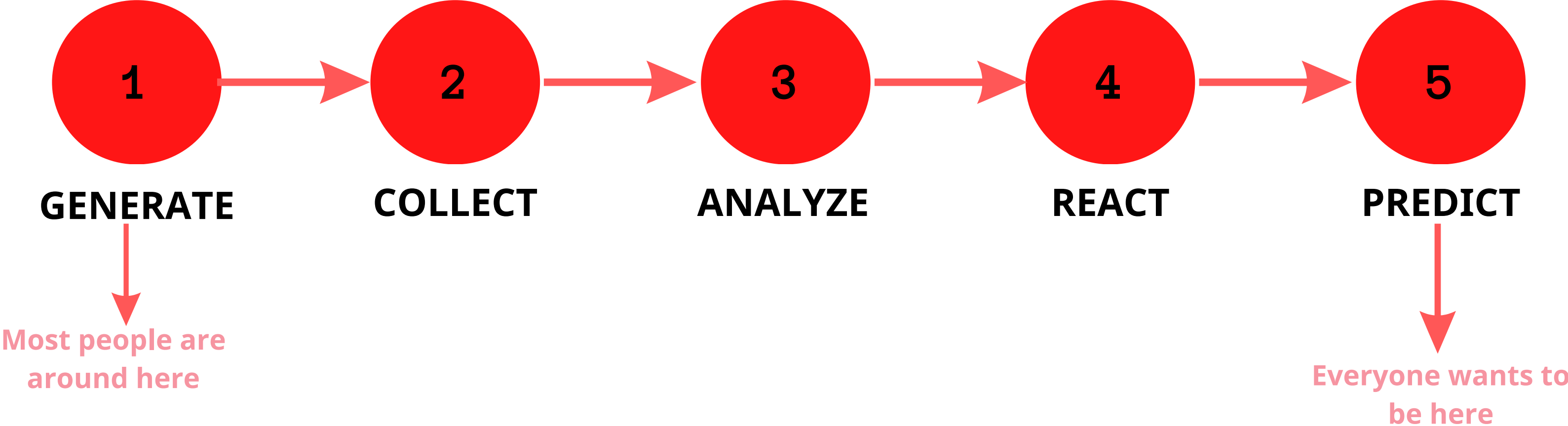
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The results are shared among the other devices, that are connected to the same network for collaborated use and analysis, **automated processes**, and improved operations.

THE INTERNET OF THINGS LIFECYCLE



THE INTERNET OF THINGS LIFECYCLE



Collect

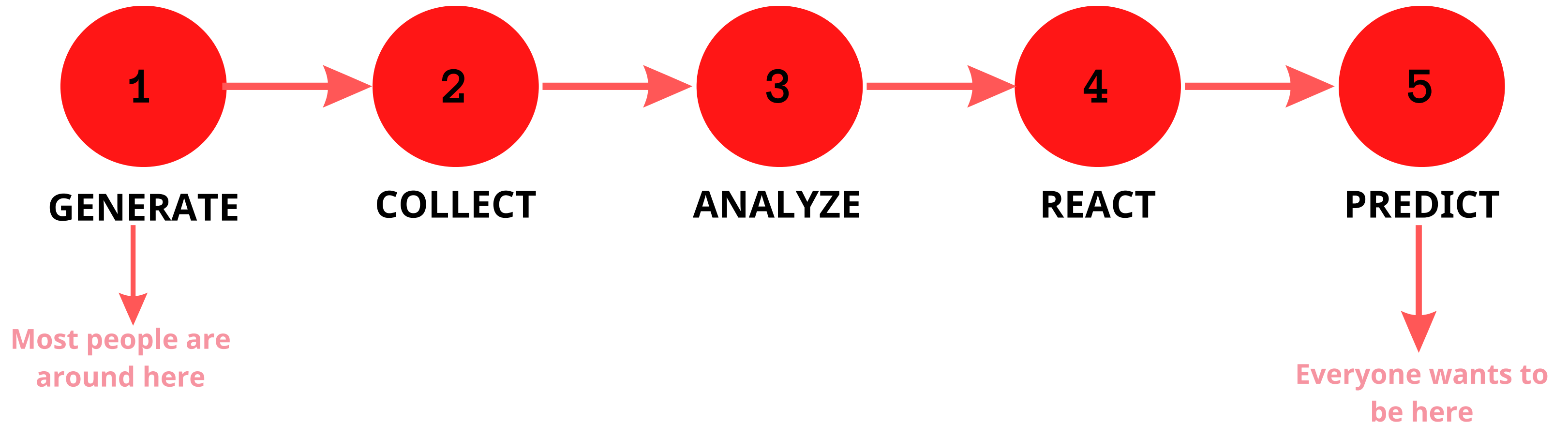
Communicate

Analyze

React

Sensors collect data from everywhere, eg the car, the house, the school

THE INTERNET OF THINGS LIFECYCLE



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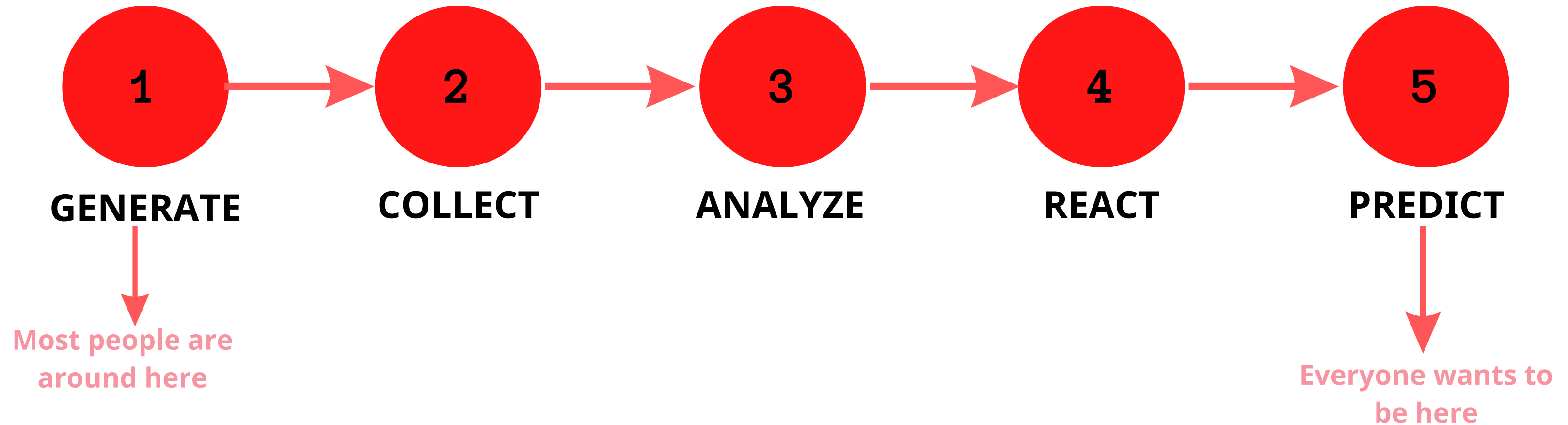
Communicate

Data and events are sent over a network to a destination, eg cloud, home network

Analyze

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THE INTERNET OF THINGS LIFECYCLE



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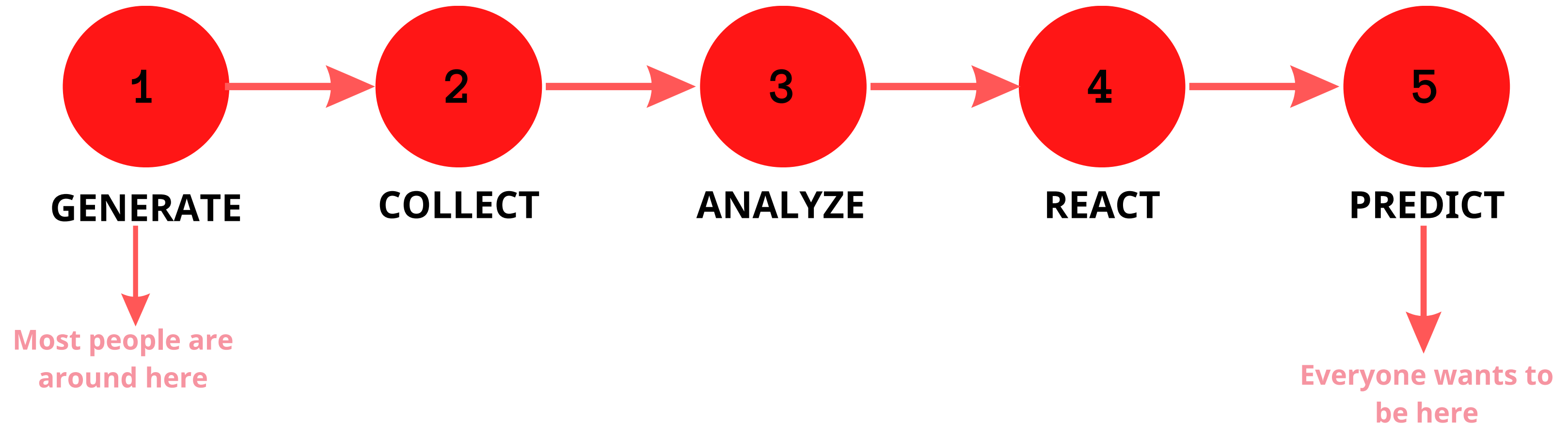
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Analyze

Creating information from data

React

THE INTERNET OF THINGS LIFECYCLE



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Communicate

Data and events are sent over a network to a destination, eg cloud, home network

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Creating information from data

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We act on the basis of the information and Data, for example communication with another device, sending an email or message

Examples

IoT has great utility in the daily life of the average consumer, in the field of medical care, in commerce, but also in the production process

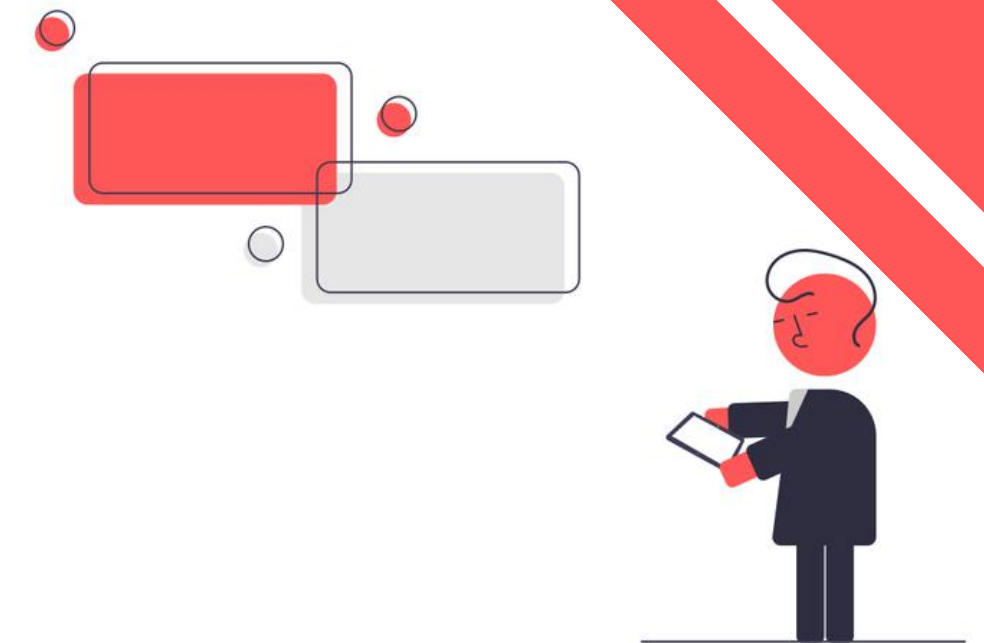
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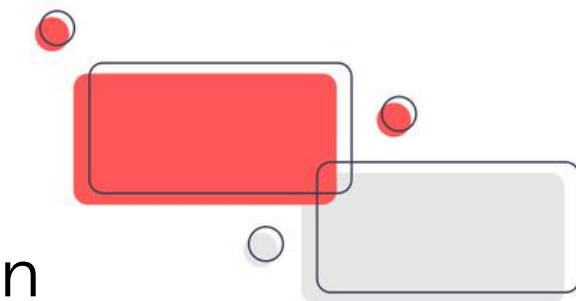
1 Smarthomes & automation

2 Security - Security systems

3 Wearables - Smartwatch - Fitwatch - Trackers

4 Network that creates interaction relationships between vehicles and traffic (Telematics)

5 Smartfarming



Example: Traffic Camera



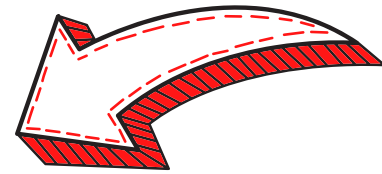
- The camera can check the road for traffic jams, accidents, or even weather.
- It sends the data and combines it with the data of other cameras installed in a city or on a main street.
- It thus creates an "intelligent traffic control system".
- Let's say that this system "senses" that there is a traffic jam due to an accident.
- This information helps the system calculate a faster and safer route around the accident and sends it to the navigation systems to make it easier for all drivers.

<https://pixabay.com/vectors/silhouette-security-cam-speed-3636336/>

Iot Benefits

EFFICIENCY

An IoT environment enables operational efficiency because we can interact with the environment, quickly and easily. We can monitor and manage the objects through connected systems in the network.

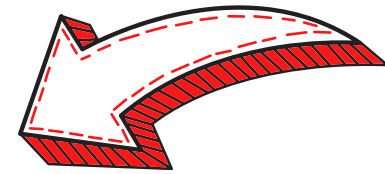


BENEFITS

Iot Benefits

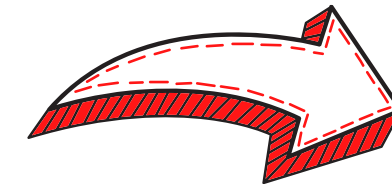
PRODUCTIVITY

By analyzing data collected from sensors, we create solutions that improve productivity, avoid costly unplanned downtime and reduce production/operational costs.



BENEFITS

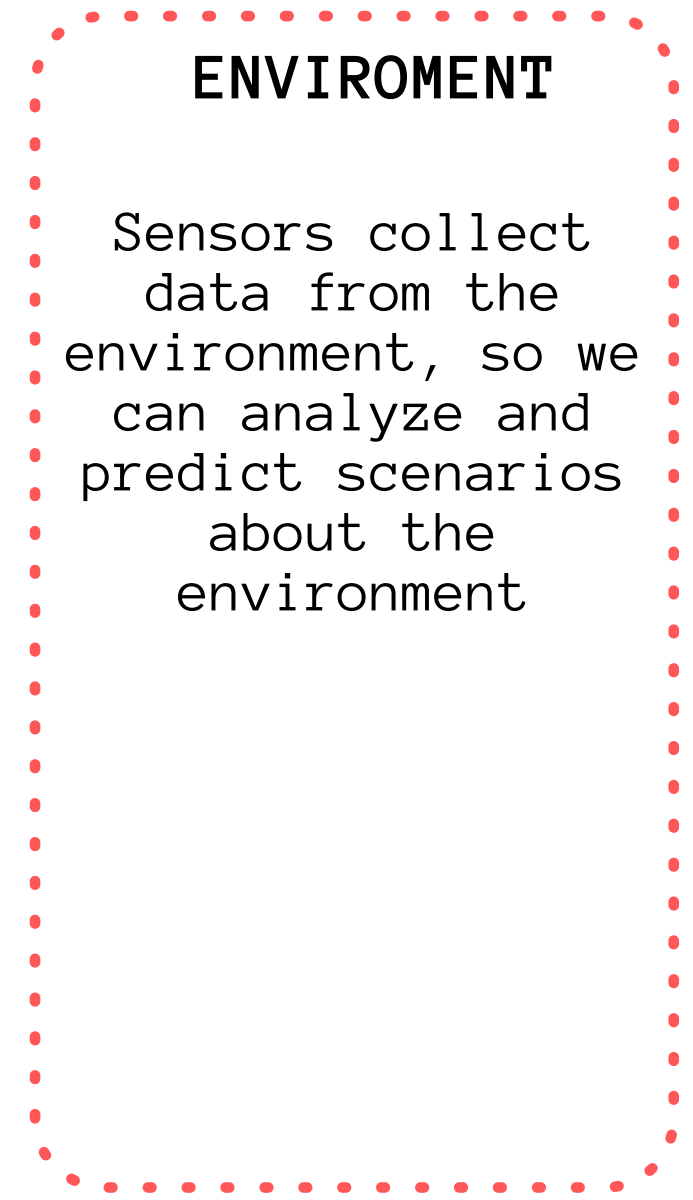
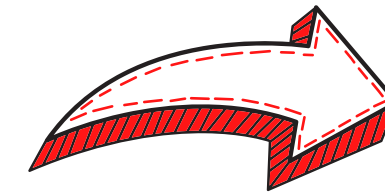
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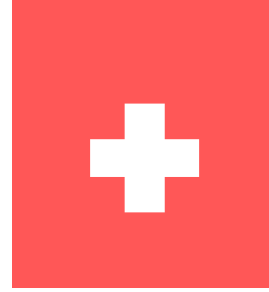


SECURITY

By using IoT and automation we achieve the reduction of exposure to hazardous environments and the reduction of errors

Iot Benefits

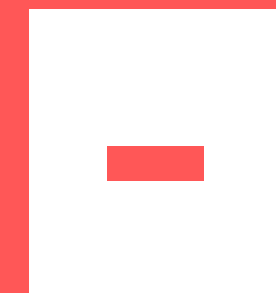


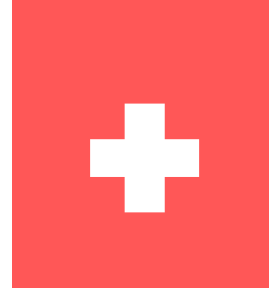


PROS

- Ability to access information from anywhere and at any time on any device
- Improved communication between connected electronic devices
- Transfer data over a connected network saving time and money
- Automating tasks by helping to improve the quality of a business's services and reducing the need for human intervention

CONS



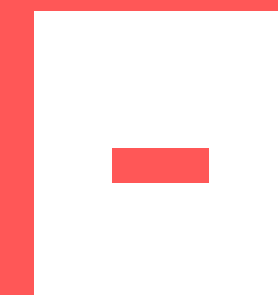


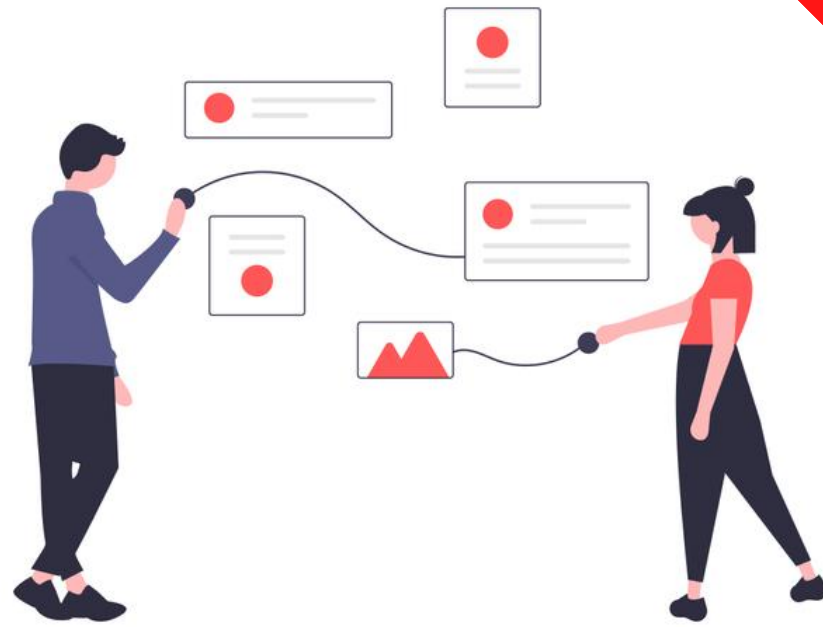
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- As the number of connected devices increases and more information is shared between devices, the potential for someone to steal confidential information also increases.
- Businesses may eventually have to deal with huge numbers -- perhaps even millions -- of IoT devices, and collecting and managing the data from all these devices will be difficult
- If there is an error in the system, it is possible that every connected device will experience a problem
- Since there is no international compatibility standard for IoT, it is difficult for devices from different manufacturers to communicate with each other

CONS



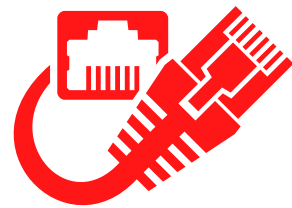


1rst level: Networks

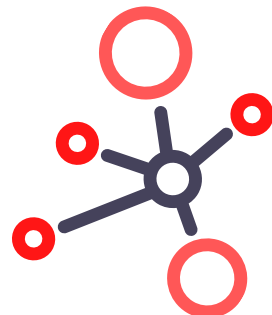
Wifi



Ethernet



Cellular



2nd: Protocolls

LoRaWAN



AMQP

ZigBEE



MQTT

Sigfox



2o level:Protocols

1

LORAWAN

Low power wide area network designed to enable long-range communications (20-40km)

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2o level:Protocols

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It is used to create personal area networks with low-power small frequencies

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MQTT

MQ Telemetry Transporter is an object-to-object network protocol for transporting data/messages



The platform

FROM COLLECTION TO VISUALISATION






ThingsBoard

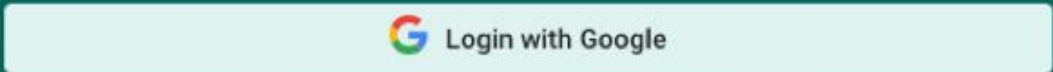
Thingsboard is a Low Code IoT platform for multiple uses, that doesn't acquire programming skills and requires no programming skills and minimal time to implement custom applications, analytics and visualization models.

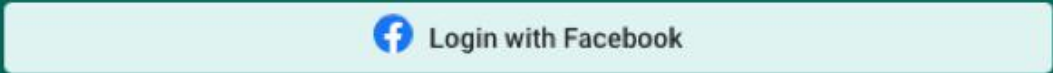
URL: **`demo.thingsboard.io`**

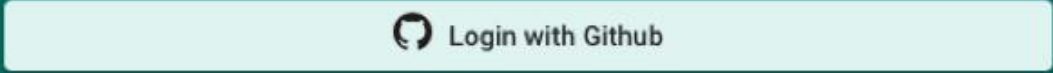


ThingsBoard










OR

Username (email) *


Invalid email format.

Password

[Forgot Password?](#)



Do not have an account? [Sign up](#)

 Home

- Home
- Plan and billing
- Solution templates **NEW**
- Rule chains
- Data converters
- Integrations
- Roles
- Customers hierarchy
- User groups
- Customer groups
- Asset groups
- Device groups
- Device profiles
- Entity view groups
- Edge groups
- Edge management
- Widgets Library
- Dashboard groups
- OTA updates
- Scheduler

Billing management

- Plan and billing

Manage solution templates

- Solution templates

Integrations management

- Integrations

Role management

- Roles

Customer management

- Customers
- Customers hierarchy

waterline



The Waterline project concerns new solutions and technologies for communication and sharing of Hydrological Study and Forecast data based on IoT technologies

URL: waterlinedata.eu

QUESTIONS



SCIENTIX
The community for science education in Europe

CISCO

STE(A)M PARTNERSHIPS

Education Resilience in Europe

The STEAM Partnerships have been funded under the European Union Horizon 2020 research and innovation programme - project Science 4 Schools 4 (contracted by European Schoolnet (ESN)). The content of this document is the sole responsibility of the contractor and it does not represent the opinion of the European Commission (EC) and the EC is not responsible for any use that might be made of information contained therein.