

Day 2 (April 20th): Data collection for Internet of Things

*Data Publication & Discovery
based on
Open IoT Messaging Standards*

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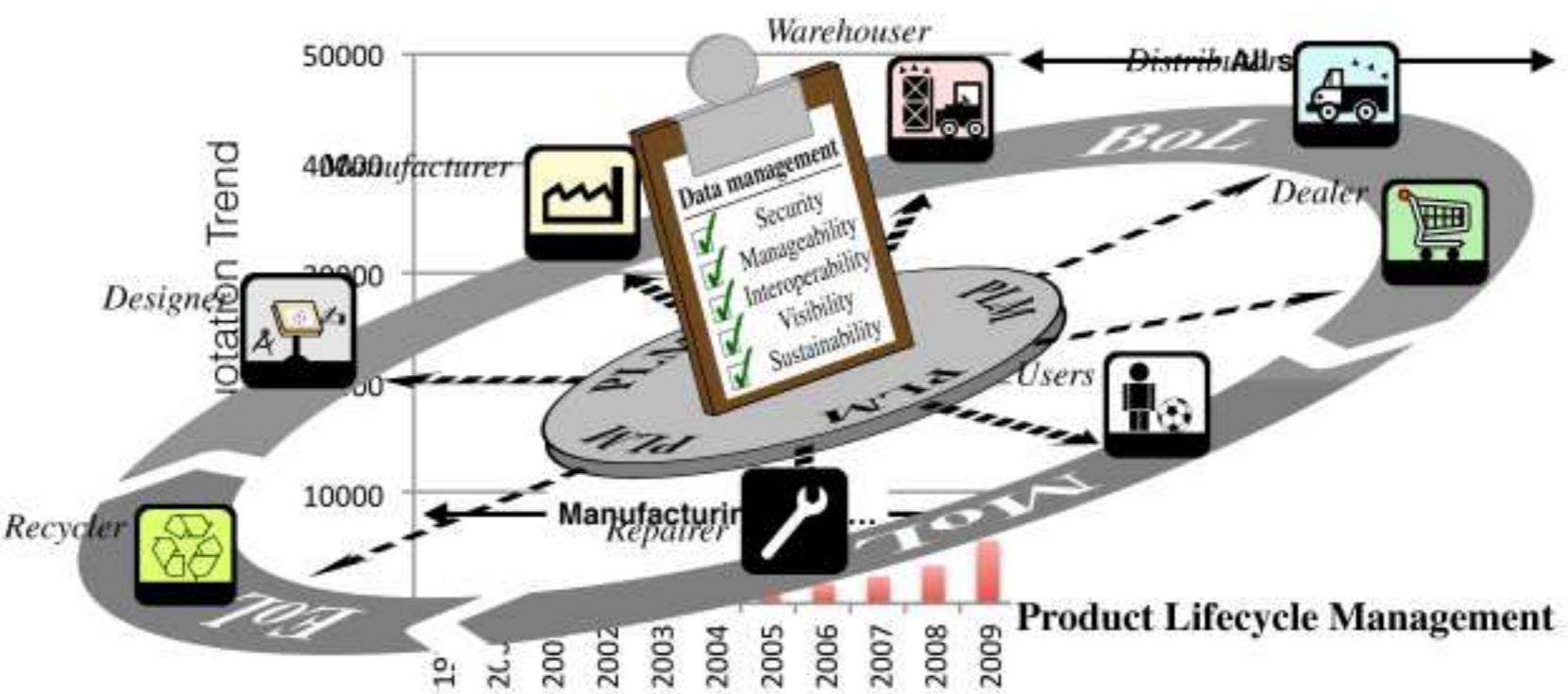
SUMMARY

- IoT (Internet of Things) — The road ahead
- EU's Vision & Ambition
- O-MI & O-DF Messaging Standards used as Foundation of the bloTope (H2020 ICT30) project
- bloTope Large-Scale Pilots
- Conclusion

IoT (Internet of Things) — The road ahead

Genesis

Ashton, K. (2000) Internet things - MIT, embedded technology and the next internet revolution, Baltic Conventions, The Commonwealth Conference and Events Centre, London



IoT (Internet of Things) — The road ahead

Definition

A dynamic global network infrastructure

with self configuring capabilities

based on standard and interoperable communication protocols

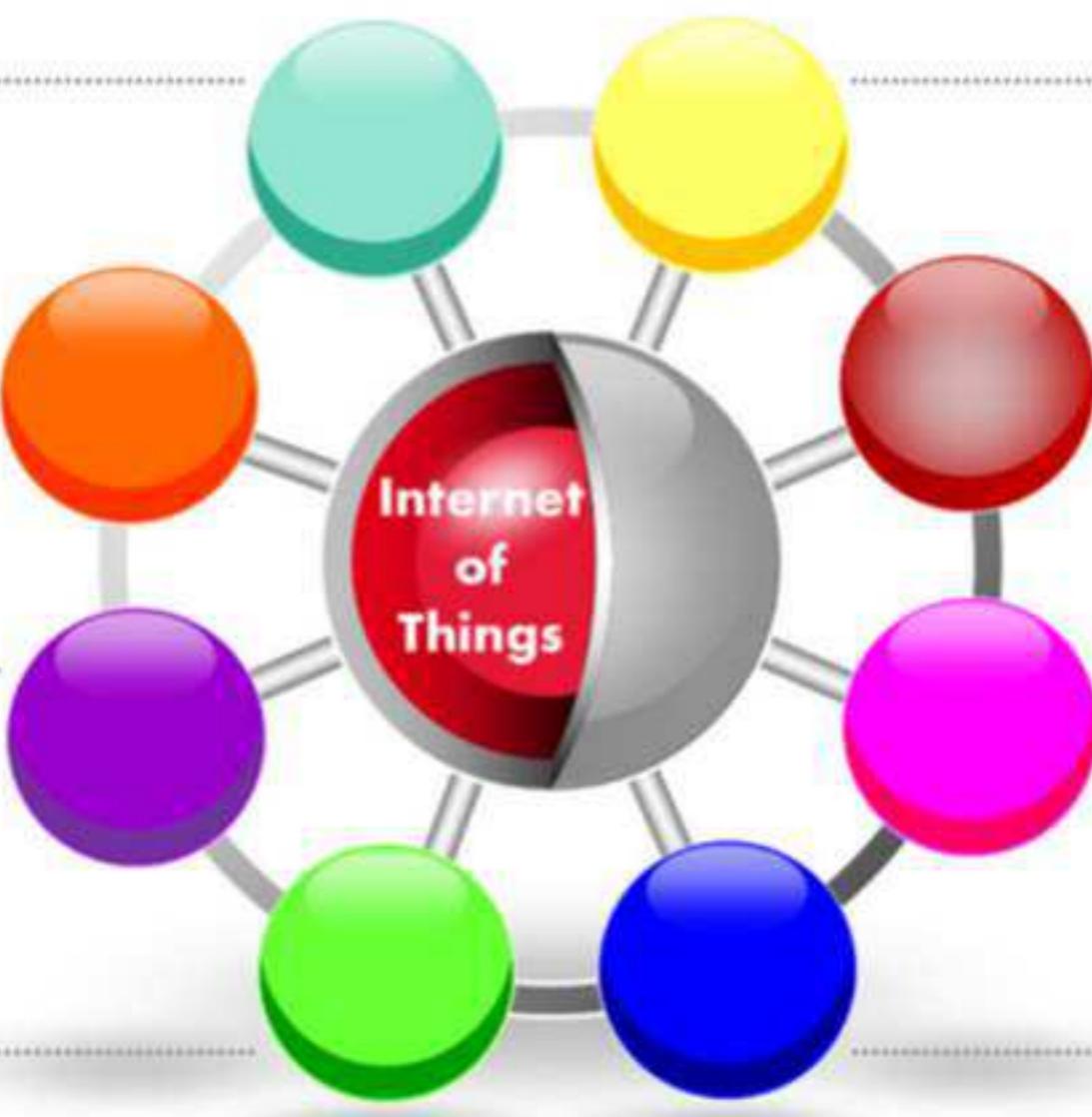
where physical and virtual "things"

have identities, physical attributes, and virtual personalities

use intelligent interfaces,

and are seamlessly integrated

into the information network.



Source: O. Vermesan, P. Friess, P. Guillemin, S. Gusmeroli, et al. (2011) "Internet of Things Strategic Research Agenda", Chapter 2 in Internet of Things - Global Technological and Societal Trends, River Publishers, ISBN 978-87-92329-67-7

IoT (Internet of Things) — The road ahead

A new trend



Smart Planet

Green Environment

- Environmental sensors
- Water, power leak detection
- Pollution, weather monitoring



Smart Cities

Connected Communities

- Lighting, water management
- Monitoring & security
- Traffic control



Smart Energy

Electric Grid

- Voltage and power sensors
- Meters and breakers
- Fault detection



Smart Buildings

Buildings, Smart Homes

- Thermostats, HVAC, lighting
- Presence sensors, lockers, actuators
- Meters, smart-plugs, HEC



Smart Industry

Industrial Environments

- Lighting, security, actuators
- Production control
- Robotics



Smart Health

Healthcare System

- People monitoring
- Bio sensors, probes
- Remote health



Smart Transport

ITS, HVNL, EVN

- Electric Mobility, EVs and HEVs
- High Speed Trains
- Infrastructure, V2I, V2V, V2I+I



Smart Living

Entertaining, Leisure

- Independence through technology
- Information when you need it
- Connected when you need it

IoT (Internet of Things) — The road ahead

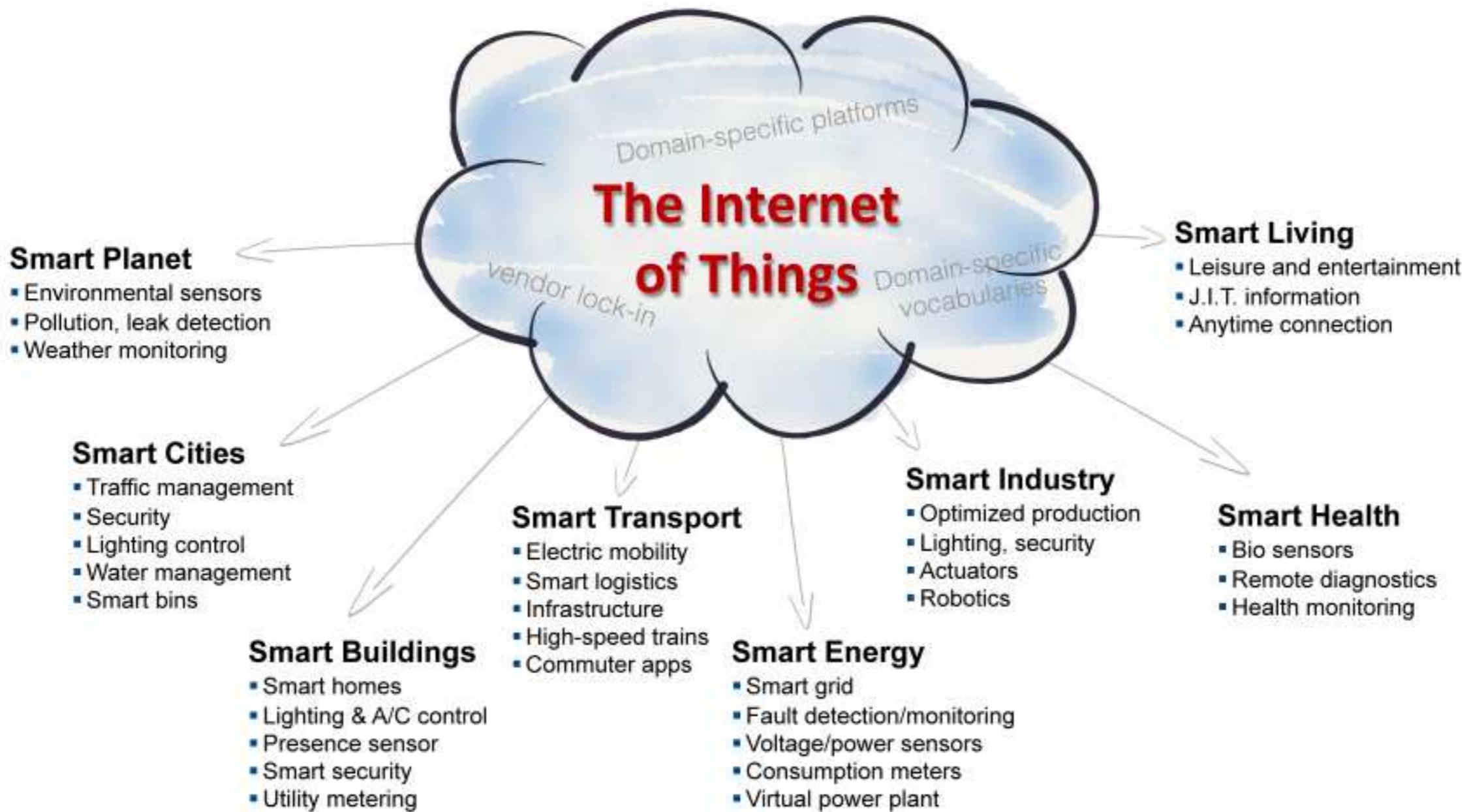
Forecasting the Future of the IoT in the EU (according to IDC-DG Connect)



Source: Definition of a R&I strategy leveraging The combination of IoT & Cloud for DG CONNECT

IoT (Internet of Things) — The road ahead

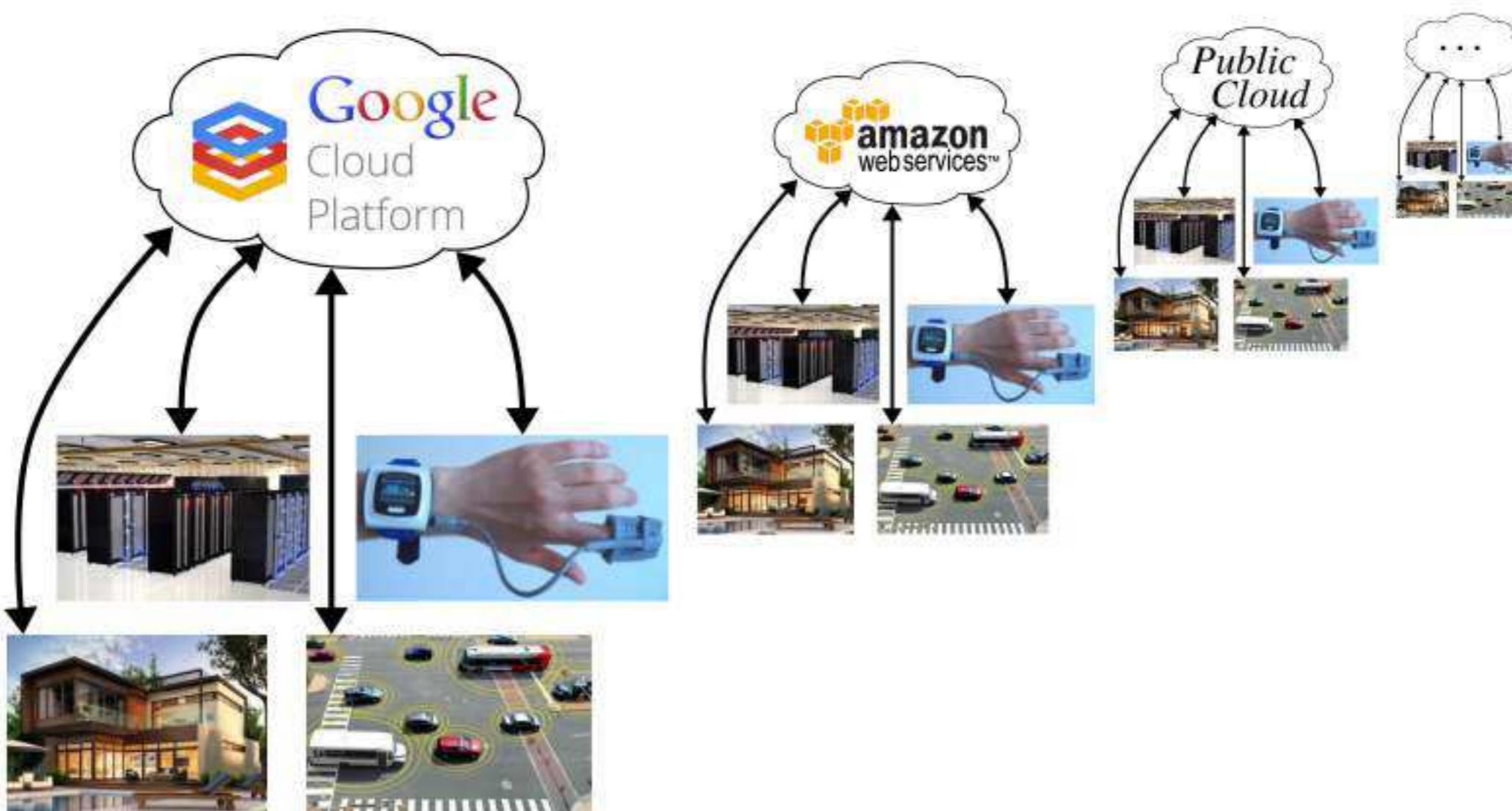
Vertical Ecosystems Dominate



Source: Definition of a R&I strategy leveraging The combination of IoT & Cloud for DG CONNECT

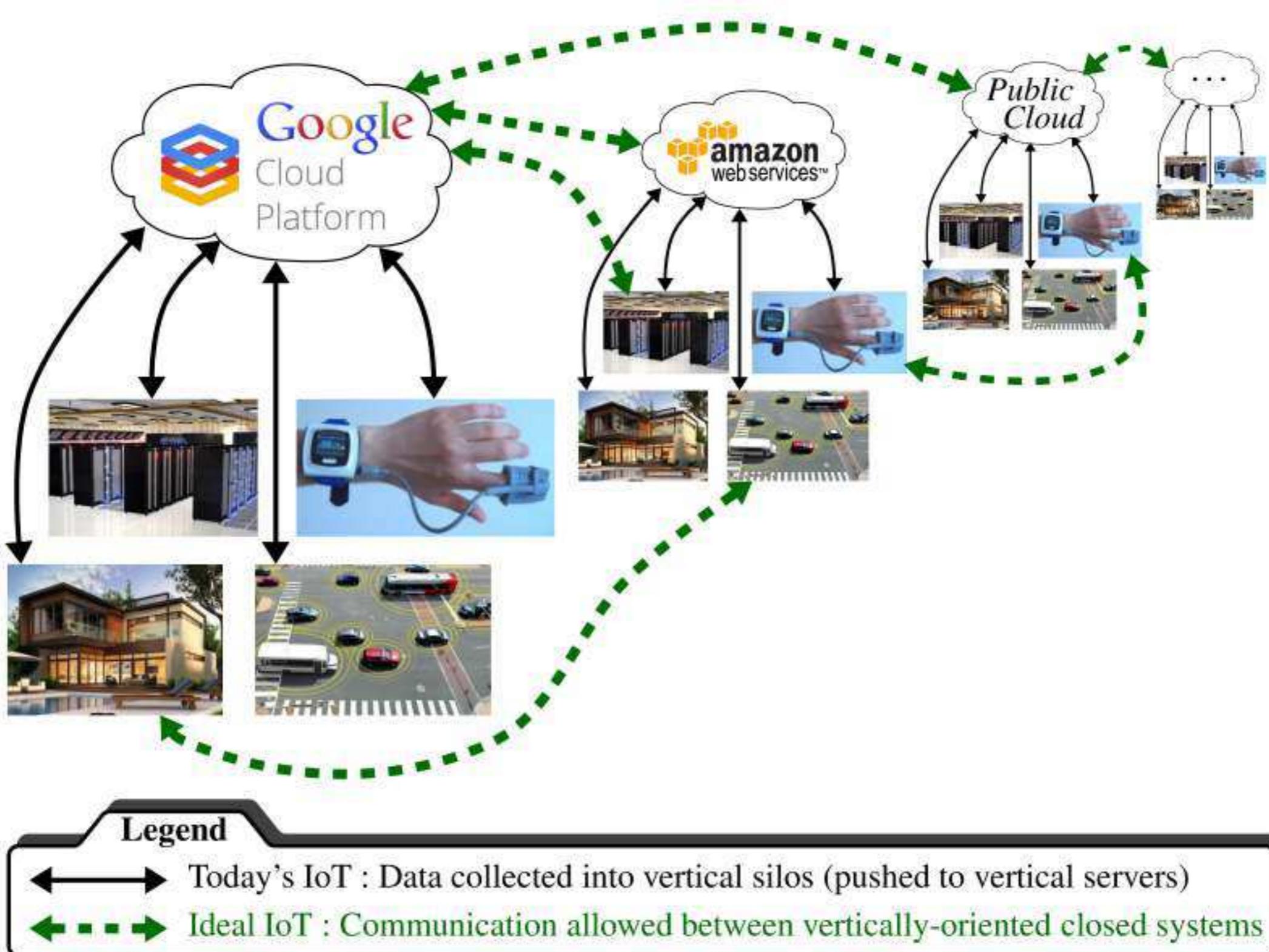
IoT (Internet of Things) — The road ahead

Vertical Ecosystems Dominate



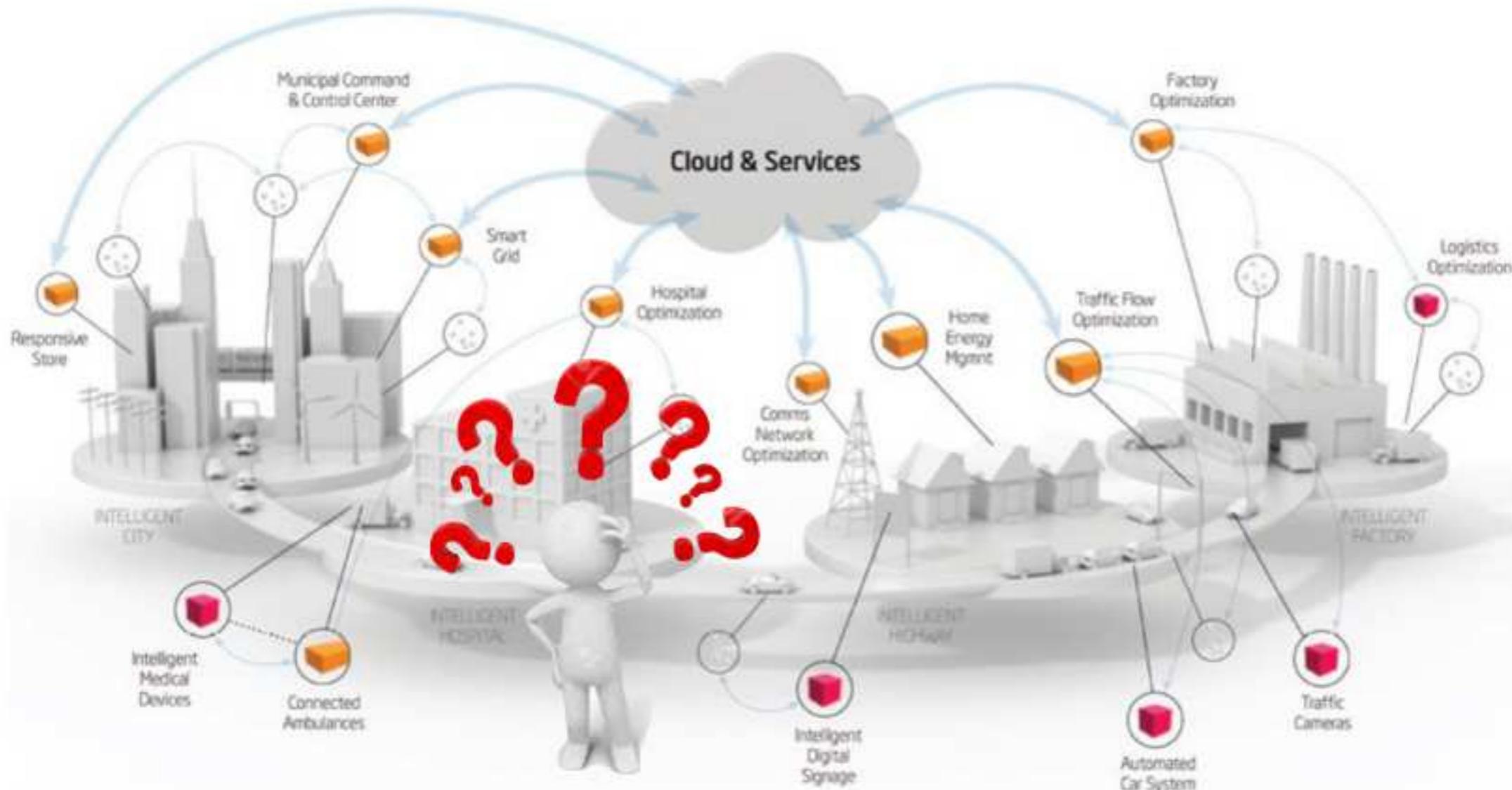
IoT (Internet of Things) — The road ahead

Vertical Ecosystems Dominate



IoT (Internet of Things) — The road ahead

Security & Privacy at the heart of any IoT solution adoption



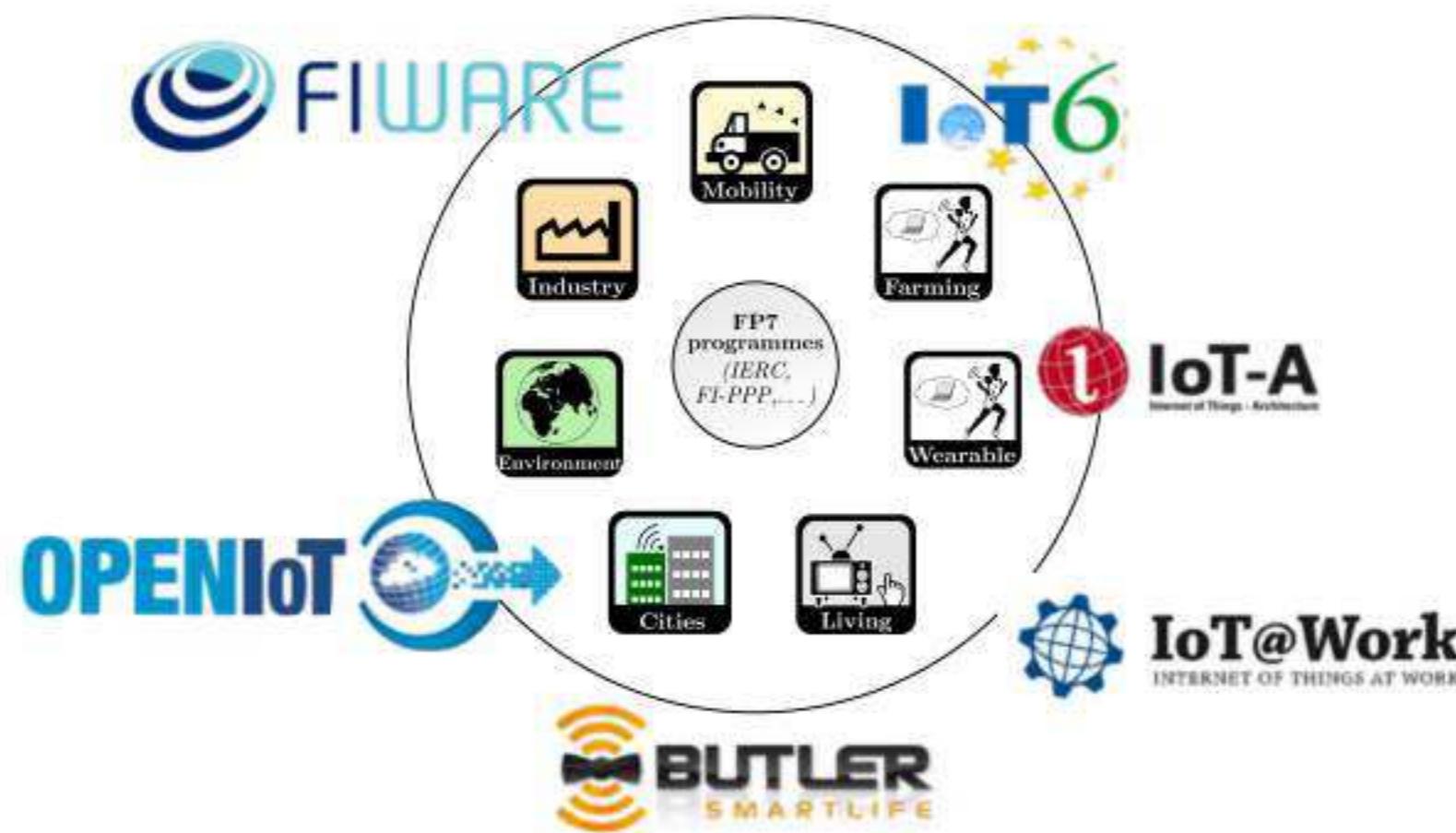
- Major ICT players hand over customer data and are not willing to let the customers have a full end-to-end control, resulting in user frustration;
- The non-maturity of the IoT makes it challenging to develop a clear approach to foster innovation, trust and ownership of data, while at the same time respecting security and privacy in complex environments.

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EU's Vision & Ambition

Past & Ongoing Initiatives



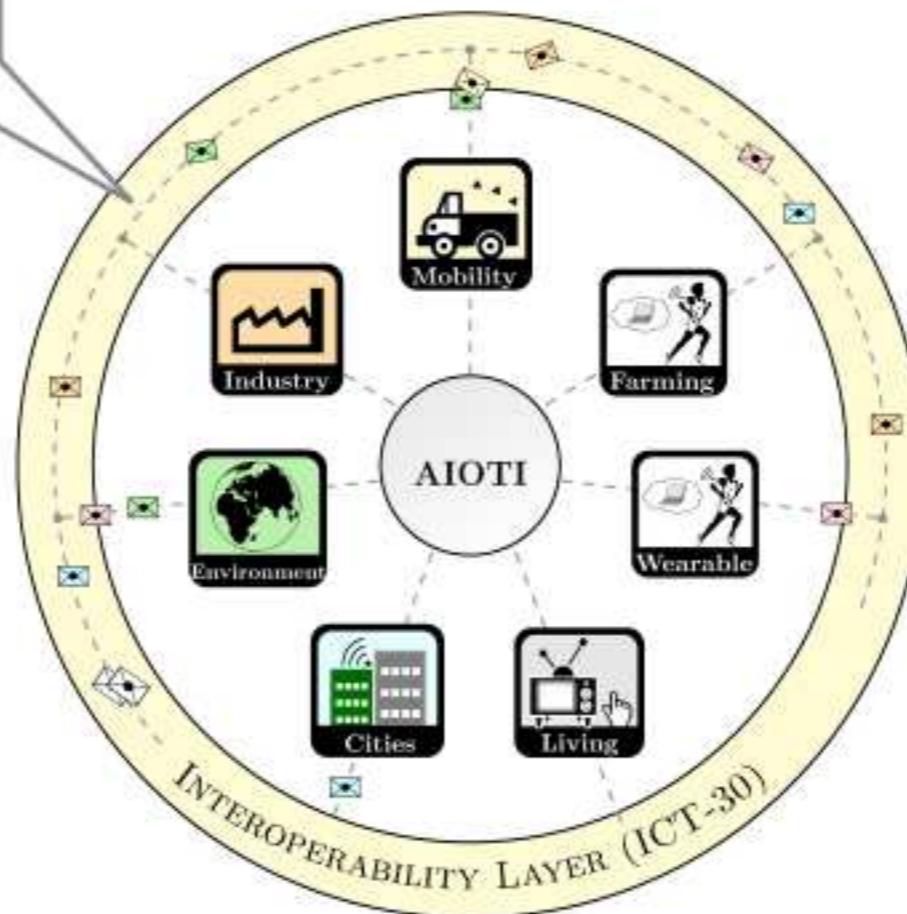
EU's Vision & Ambition

Past & Ongoing Initiatives



BUILDING AN IoT
OPEN INNOVATION
ECOSYSTEM FOR
CONNECTED
SMART OBJECTS

<http://www.aioti.eu>



Project Name	Integration of devices	Creation of platforms	Interoperable APIs	Autonomous reasoning
AGILE – Adoptive gateways for diverse multiple environments	✓	✗	✓	✗
BIG IoT – Bridging the Interoperability Gap of the Internet of Things	✗	✓	✓	✓
bIoTope – Building an IoT oPen innovation ecosystem for connected smart objects	✗	✓	✓	✓
INTER-IoT – Interoperability of heterogenous IoT platforms	✓	✓	✓	✗
symbIoTe – Symbiosis of smart objects across IoT environments	✓	✓	✗	✗
TagItSmart – Smart Tags driven service platform for enabling ecosystems of connected objects	✓	✓	✗	✗
VICINITY – Open virtual neighbourhood network to connect intelligent buildings & smart objects	✗	✓	✓	✗

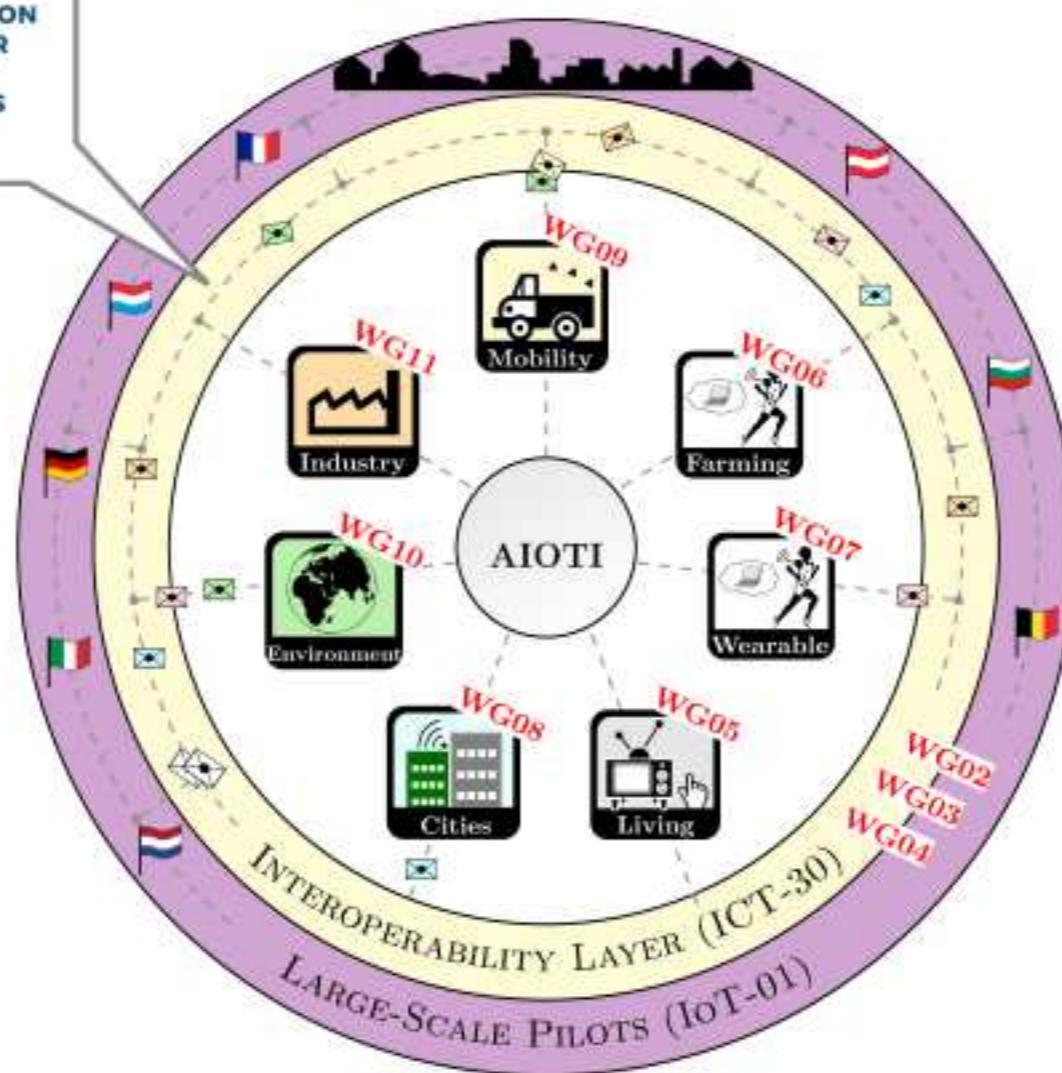
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WG01: IoT European Research Cluster (IERC)

WG02: Innovation Ecosystems

WG03: IoT Standardisation

WG04: Policy Issues

WG05: Smart Living Environments for Ageing Well

WG06: Smart Farming & Food Security

WG07: Wearables

WG08: Smart Cities

WG09: Smart Mobility

WG10: Smart Environment

WG11: Smart Manufacturing

Project Coordinator

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Project Consortium

EPFL: École Polytechnique Fédérale de Lausanne (Switzerland)

Uni.lu: University of Luxembourg (Luxembourg)

Fraunhofer IAIS: Fraunhofer Institute for Intelligent Analysis and Information Systems (Germany)

BIBA: Bremer Institut für Produktion und Logistik GmbH (Germany)

CSIRO: Commonwealth Scientific & Industrial Research Organisation (Australia)

BMW: Bayerische Motoren Werke Aktiengesellschaft (Germany)

The Open Group (United Kingdom)

eccenca GmbH (Germany)

OpenDataSoft (France)

Cityzen Data (France)

Holonix (Italy)

itrust consulting (Luxembourg)

Enervent Oy (Finland)

ControlThings (Finland)

IS-Practice (Belgium)

Forum Virium Helsinki (Finland)

Grand Lyon La Métropole (France)

IRISnet (Belgium)

CIRB: Centre Informatique pour la Région Bruxelloise (Belgium)

Brussels Mobility (Belgium)

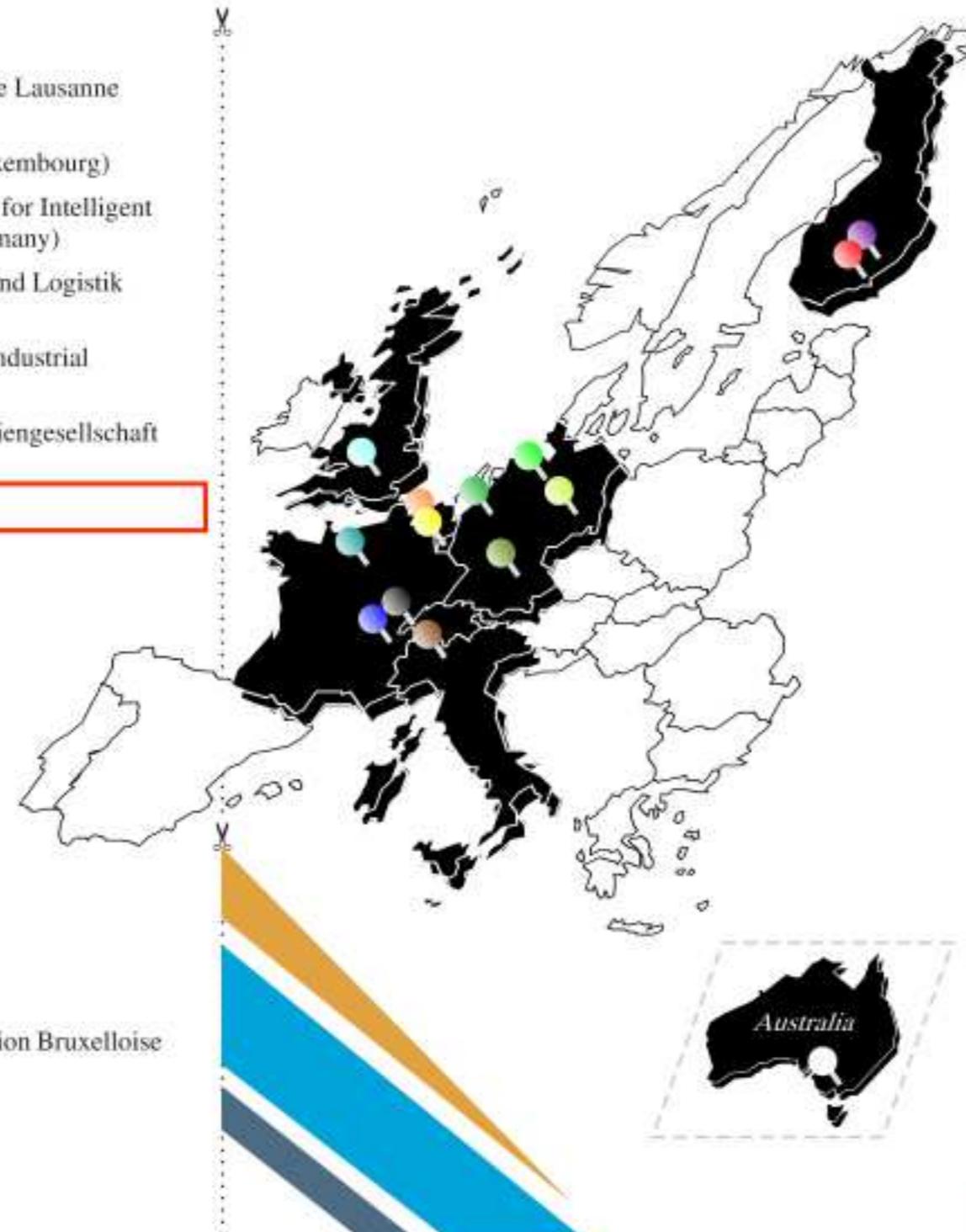


This project has received funding from the European Union's H2020 Programme for research, technological development and demonstration under grant agreement n° 688203.



Visit & Join us

- www.bIoTope-project.eu
- Twitter: @bIoTope_project



Building an IoT Open Innovation Ecosystem for Connected Smart Objects



Scope & Objectives

The Internet of Things (IoT) brings opportunities to create new services and products, reducing costs for societies, and changing how services are sold and consumed. A critical obstacle to further IoT innovation is the “vertical silos” that shape today’s IoT landscape. These silos impede the creation of cross-industry, cross-platform and cross-organisational services due to their lack of interoperability and openness.



bIoTope lays the foundation for creating open innovation ecosystems by providing a platform that enables companies to easily create new IoT systems and to rapidly harness available information using advanced Systems-of-Systems (SoS) capabilities for Connected Smart Objects – with minimal investment.

IoT (Internet of Things) — The road ahead

Standardization initiatives

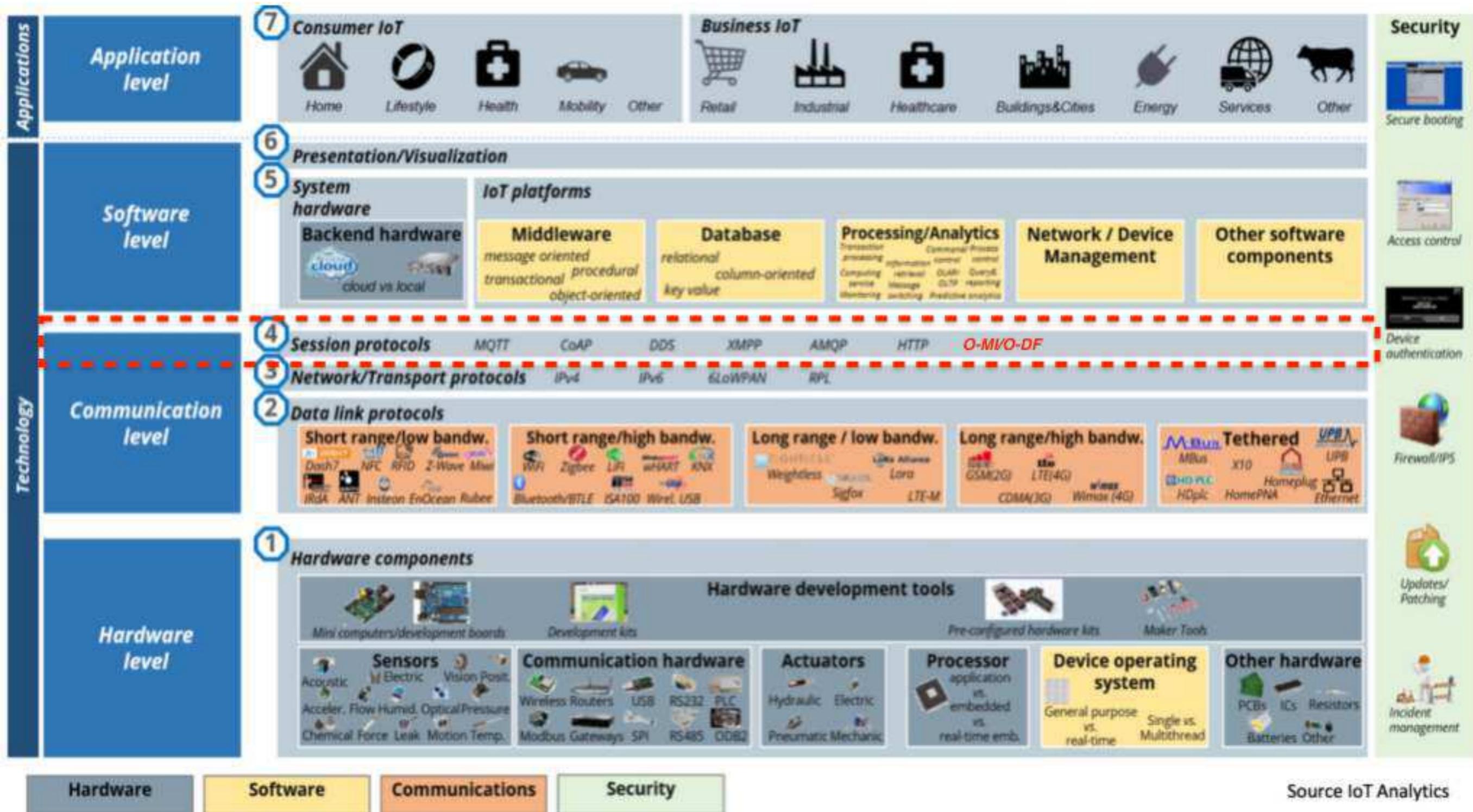


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O-MI & O-DF Messaging Standards

A High-level Introduction of the standard specifications



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A High-level Introduction of the standard specifications

THE INTERNET OF THINGS: AN OVERVIEW

Understanding the Issues
and Challenges of a More
Connected World



OCTOBER 2015



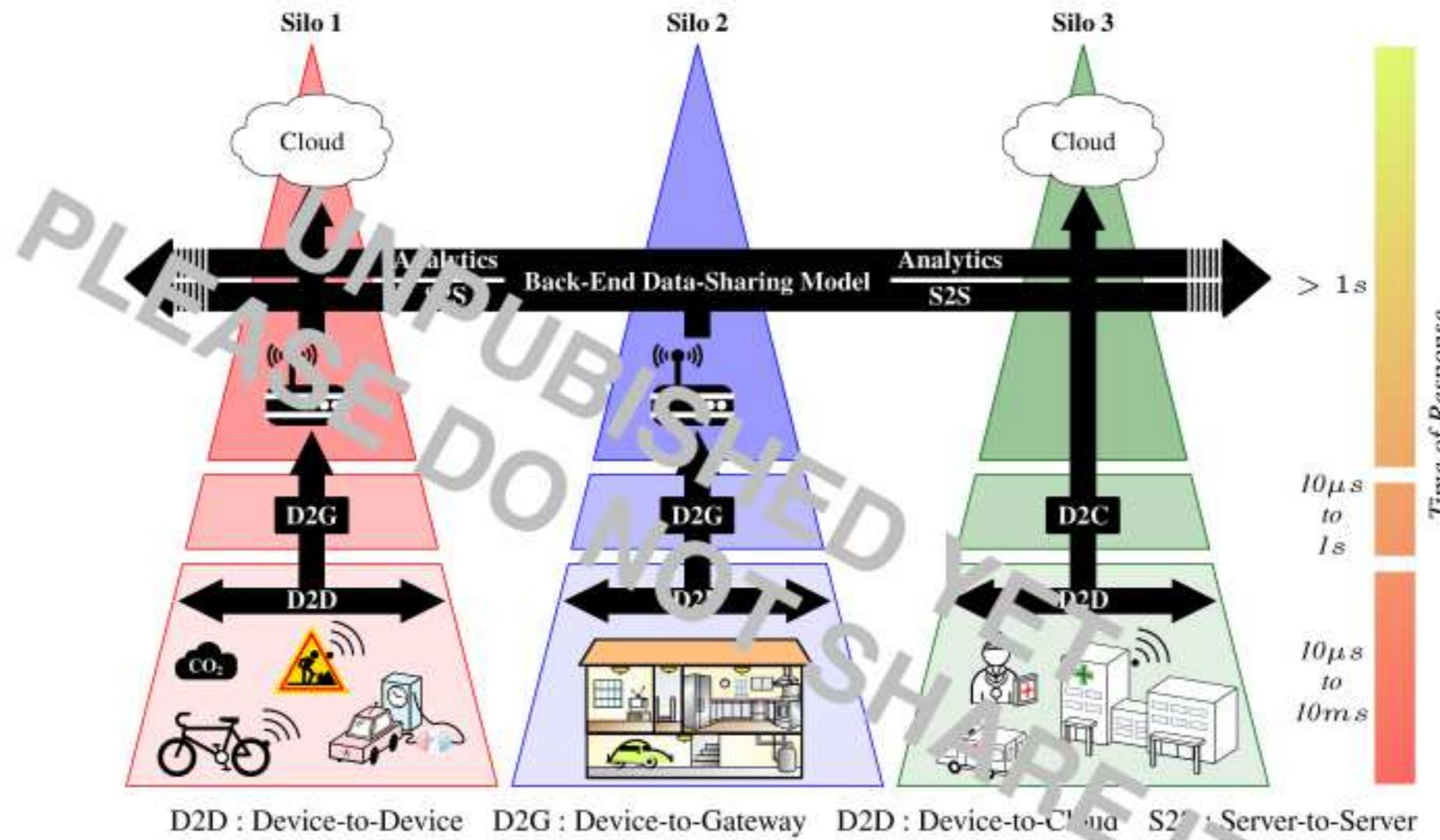
RFC7452

Four common **IoT communication models**:

- Device-to-Device (D2D)
- Device-to-Gateway (D2G)
- Device-to-Cloud (D2C)
- Backend Data Sharing Model (S2S + Analytics)

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	D2D	D2G	D2C	S2S
DDS	x			x
MQTT	x	x		
AMQP		x	x	x
JMS				x
CoAP	x	x		
XMPP				x (**)
O-MI	(*)	(*)	(*)	x (**)

(*) There is no “implementation” of the O-MI standards for resource-constrained devices at this date

(**) Initially designed for Systems in lifecycle management applications

O-MI & O-DF Messaging Standards

A High-level Introduction of the standard specifications



Messaging Technologies for the Industrial Internet and the Internet of Things Whitepaper

*A Comparison Between
DDS, AMQP, MQTT, JMS, REST, CoAP and
XMPP*

"Table 2 - Summary of Key Comparison Criteria"
has been complemented with **O-MI standard**.



Version 1.9 – May 2015

Andrew Foster, Product Manager, PrismTech

O-MI & O-DF Messaging Standards

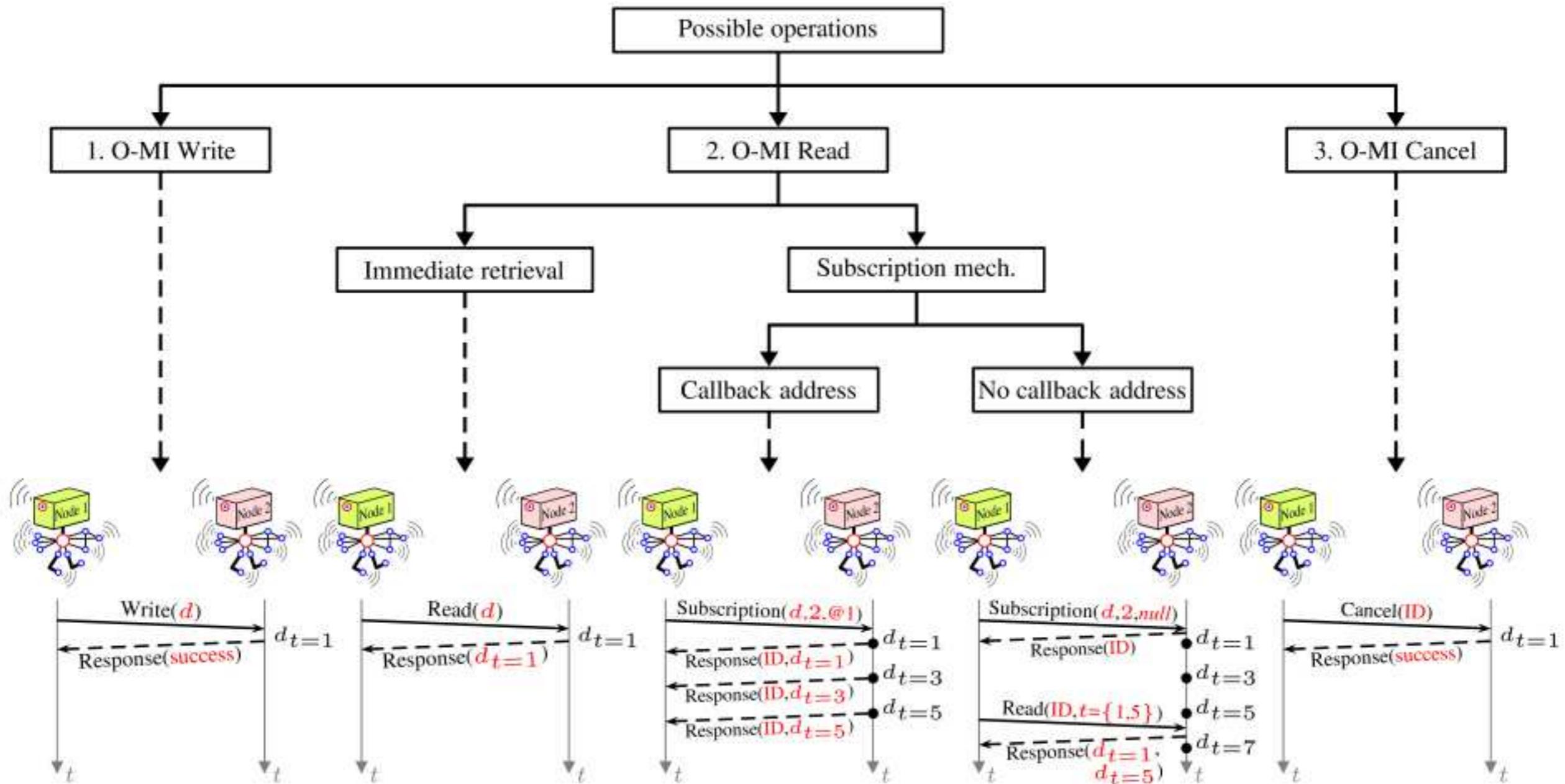
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	DDS	MQTT	AMQP	JMS	REST/HTTP	CoAP	XMPP	O-MI
Abstraction	Pub/Sub	Pub/Sub	P2P or Pub/Sub	Pub/Sub	Request/Reply	Request/Reply	P2P or Pub/Sub	P2P or Pub/Sub
Implementation style	Global Data Space	Brokered	Brokered	Brokered	Client/Server	P2P	Brokered (XMPP Server)	Client/Server
QoS	22	3	3	3	Provided by transport e.g. TCP	Confirmable or nonconfirmable messages	None	Provided by transport e.g. TCP
Interoperability	Yes	Partial	Yes	No	Yes	Yes	Yes	Yes
Performance	10s of 1000s of messages per second. Massive fan-out performance	Typically 100s to 1000+ messages per second per broker	Typically 100s to 1000+ messages per second per broker	Typically 100s to 1000+ messages per second per broker	Typically 100s of requests per second	Typically 100s of requests per second	Typically 100s of messages per second	Depending on the (reference) implementation
Transports	UDP by default but other transports such as TCP can be used	TCP	TCP	Not specified but typically TCP	TCP	UDP	TCP	TCP by default but other transports such as UDP can be used
Subscription Control	Partitions, Topics with message filtering	Topics with hierarchical matching	Exchanges, Queues and bindings in v0.9.1 standard, undefined in latest v1.0 standard	Topics and Queues with message filtering	N/A	Provides support for Multicast addressing	Nodes which are analogous to a Topic defined in draft spec XEP-0060	4 types of subscriptions <ul style="list-style-type: none"> - With Callback/Event-based - Without Callback/Event-based - With Callback/Interval-based - Without Callback/Interval-based
Data Serialization	CDR	Undefined	AMQP type system or user defined	Undefined	No	Configurable	XML	Yes (e.g. when using O-DF)**
Standards	OMG's RTPS and DDSI standards	Proposed OASIS MQTT standard M	OASIS AMQP	JCP JMS standard	Is an architectural style rather than a standard	Proposed IETF CoAP standard	XMPP Standards Foundation	The Open Group
Encoding	Binary	Binary	Binary	Binary	Plain Text	Binary	Plain Text	Plain Text
Licensing Model	Open Source & Commercially Licensed	Open Source & Commercially Licensed	Open Source & Commercially Licensed	Open Source & Commercially Licensed	HTTP available for free on most platforms	Open Source & Commercially Licensed	Open Source & Commercially Licensed	Open Source
Dynamic Discovery	Yes	No	No	No	No	Yes	Yes	Yes
Mobile devices (Android, iOS)	Yes	Yes	Yes	Dependent on JAVA capabilities of the OS	Yes	Via HTTP proxy	Yes	Via HTTP proxy
6LoWPAN devices	Yes	Yes	Implementation specific	Implementation specific	Yes	Yes	No	Yes
Multi-phase Transactions	No	No	Yes	Yes	No	No	No	No
Security	Vendor specific but typically based on SSL or TLS with proprietary access control	Simple Username/Password Authentication, SSL for data encryption	SASL authentication, TLS for data encryption	Vendor specific but typically based on SSL or TLS. Commonly used with JAAS API	Typically based on SSL or TLS	DTLS	TLS and SASL	SSL, TLS

** data serialization scheme ensures that both parties understand the message payload.

O-MI & O-DF Messaging Standards

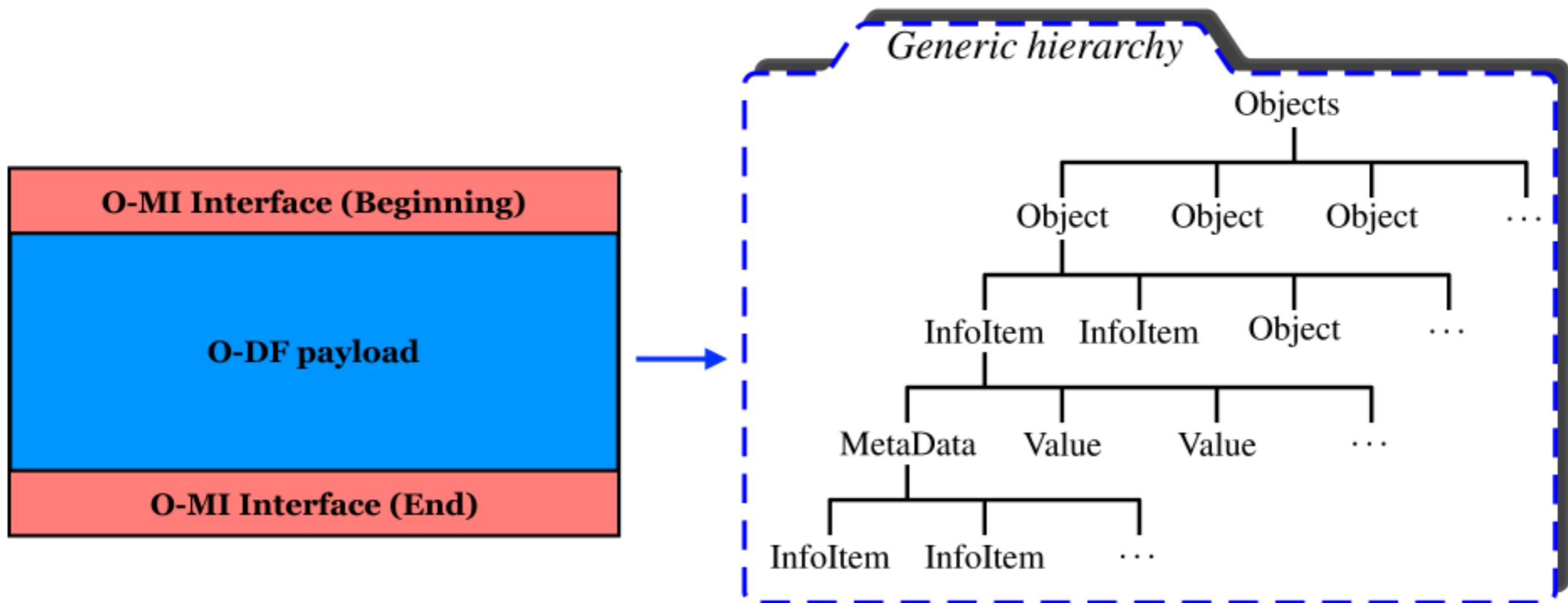
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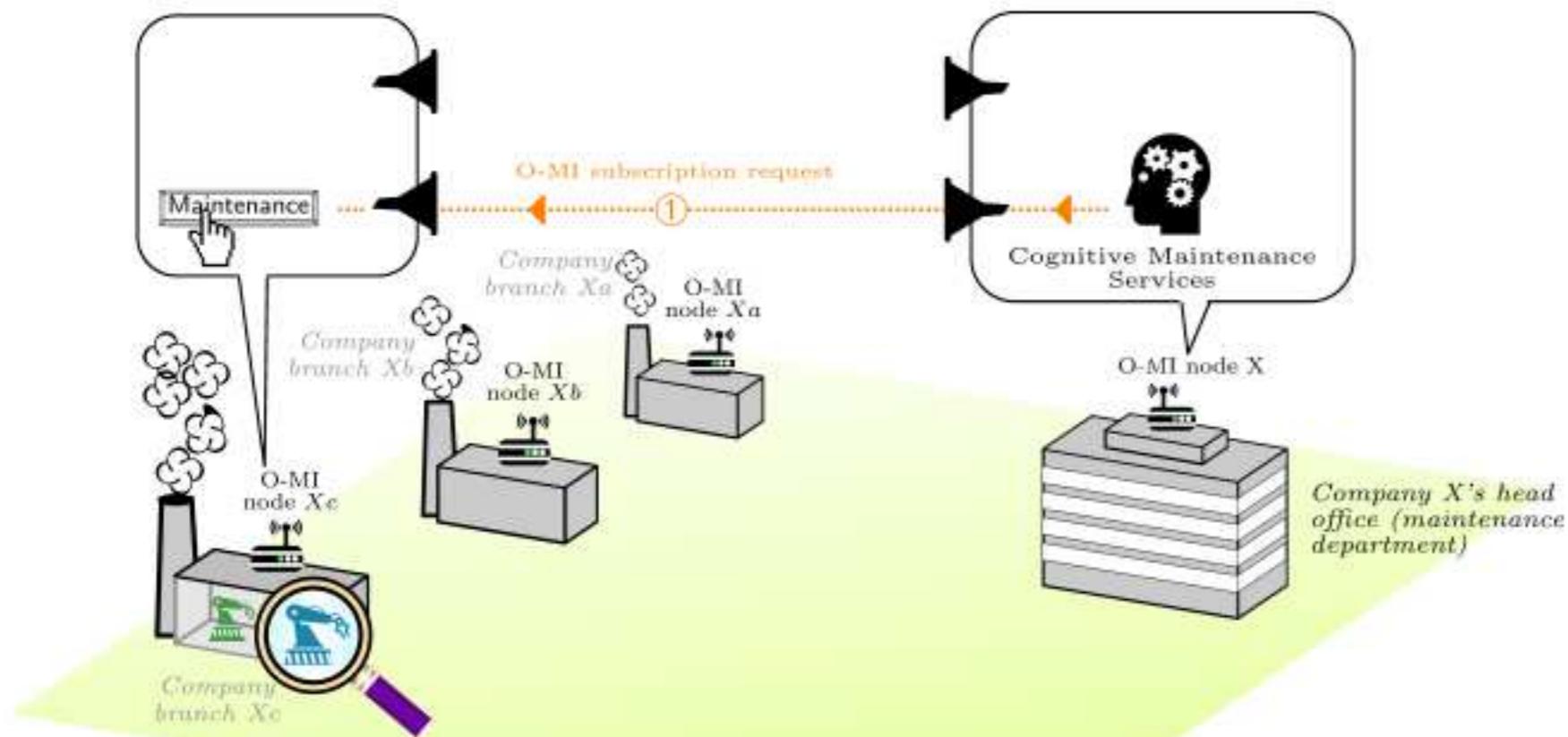
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Generic enough for representing any object and information that is needed for information exchange in the IoT

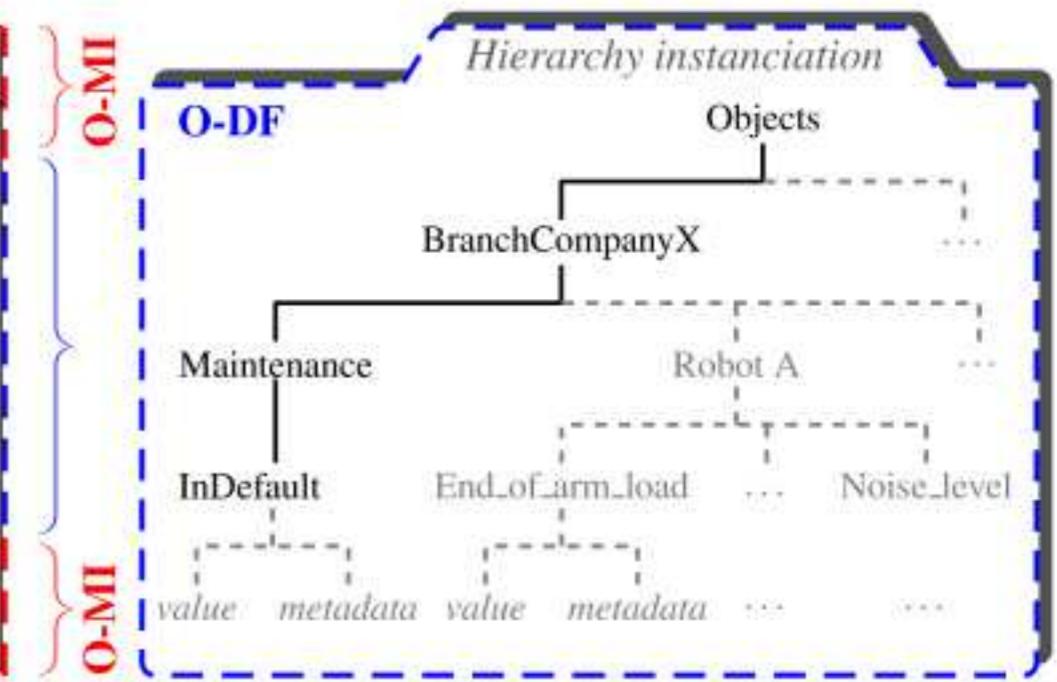


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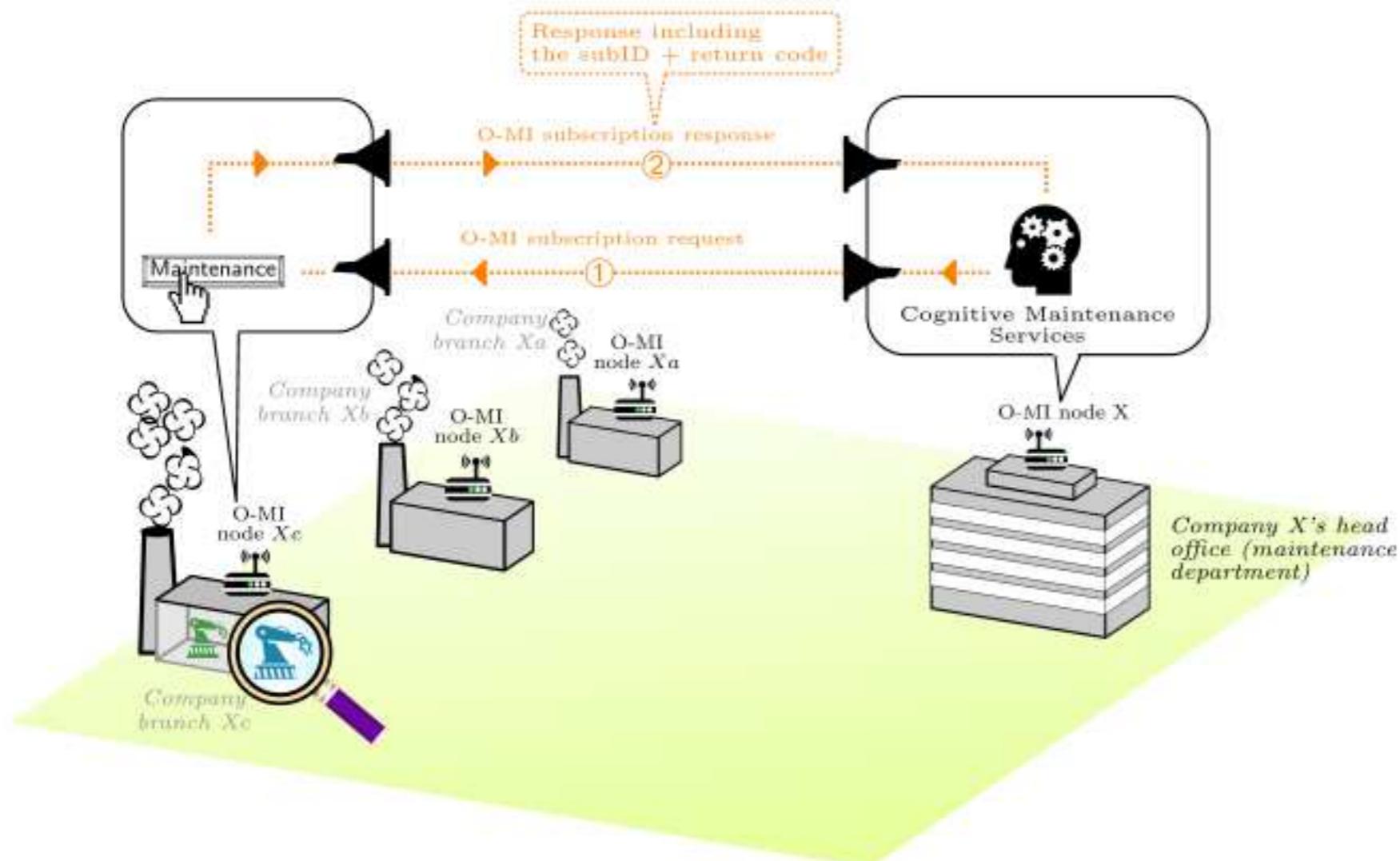


```
1 <omi:omiEnvelope version="1.0" ttl="-1">
2   <omi:read interval="-1" callback="http://www.cms.com">
3     <omi:msg>
4       <Objects>
5         <Object>
6           <id>BranchCompanyX</id>
7           <Object>
8             <id>Maintenance</id>
9             <InfoItem name="InDefault"/>
10            </Object>
11          </Object>
12        </Objects>
13      </omi:msg>
14    </omi:read>
15  </omi:omiEnvelope>
```



O-MI & O-DF Messaging Standards

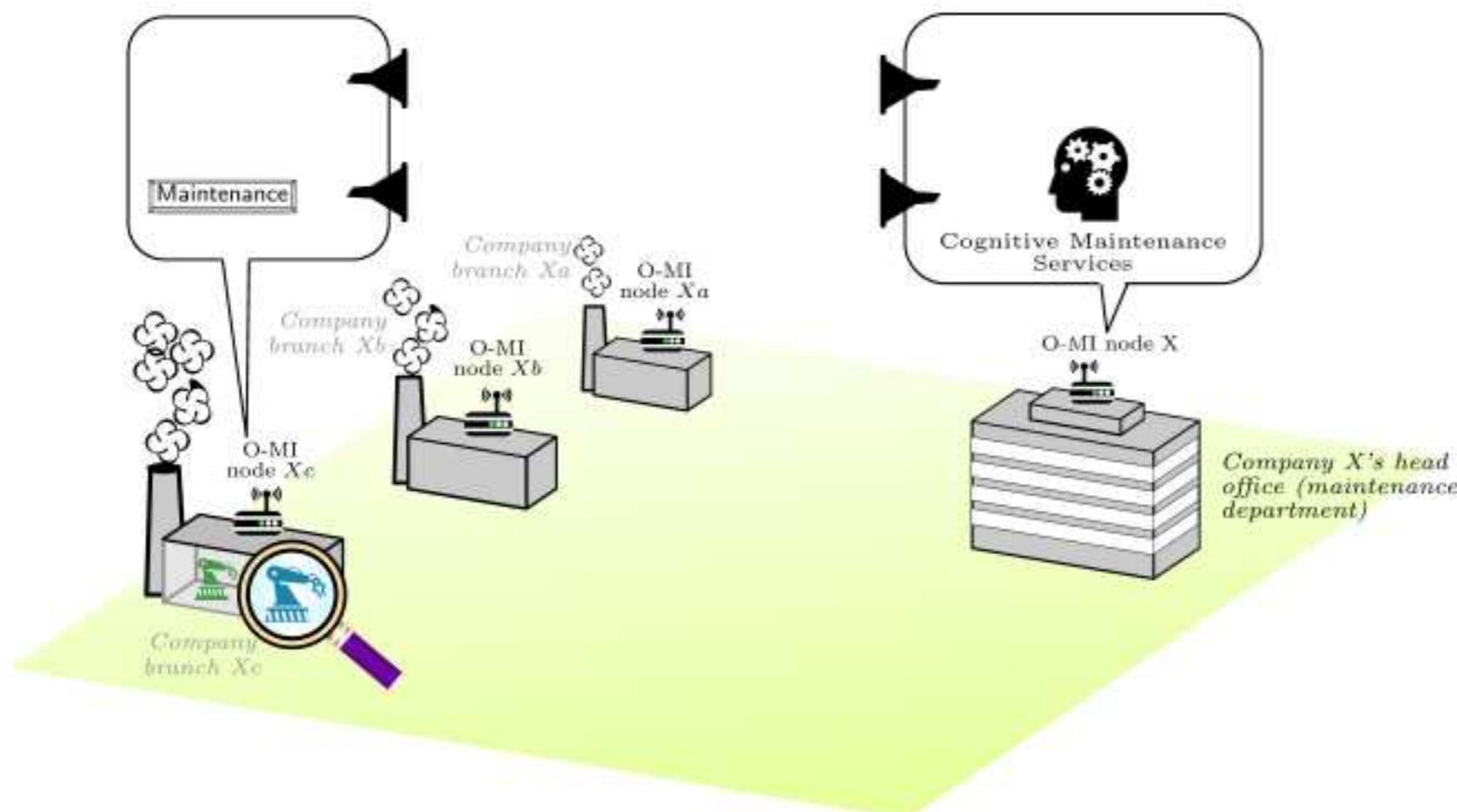
A High-level Introduction of the standard specifications



```
1  <omi:omiEnvelope ttl="1.0" version="1.0">
2    <omi:response>
3      <omi:result>
4        <omi:return returnCode="200">
5        </omi:return>
6        <omi:requestID>1</omi:requestID>
7      </omi:result>
8    </omi:response>
9  </omi:omiEnvelope>
```

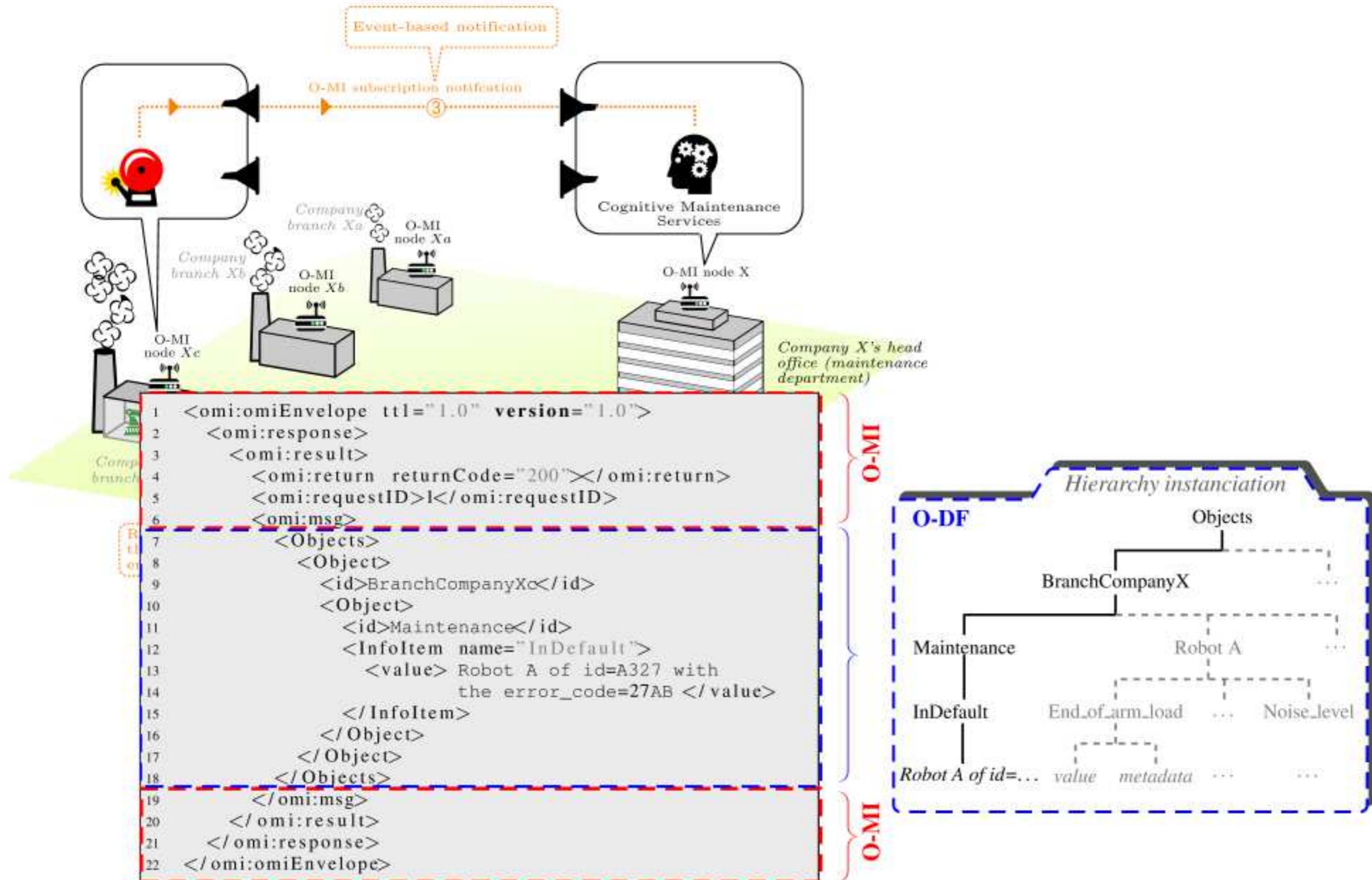
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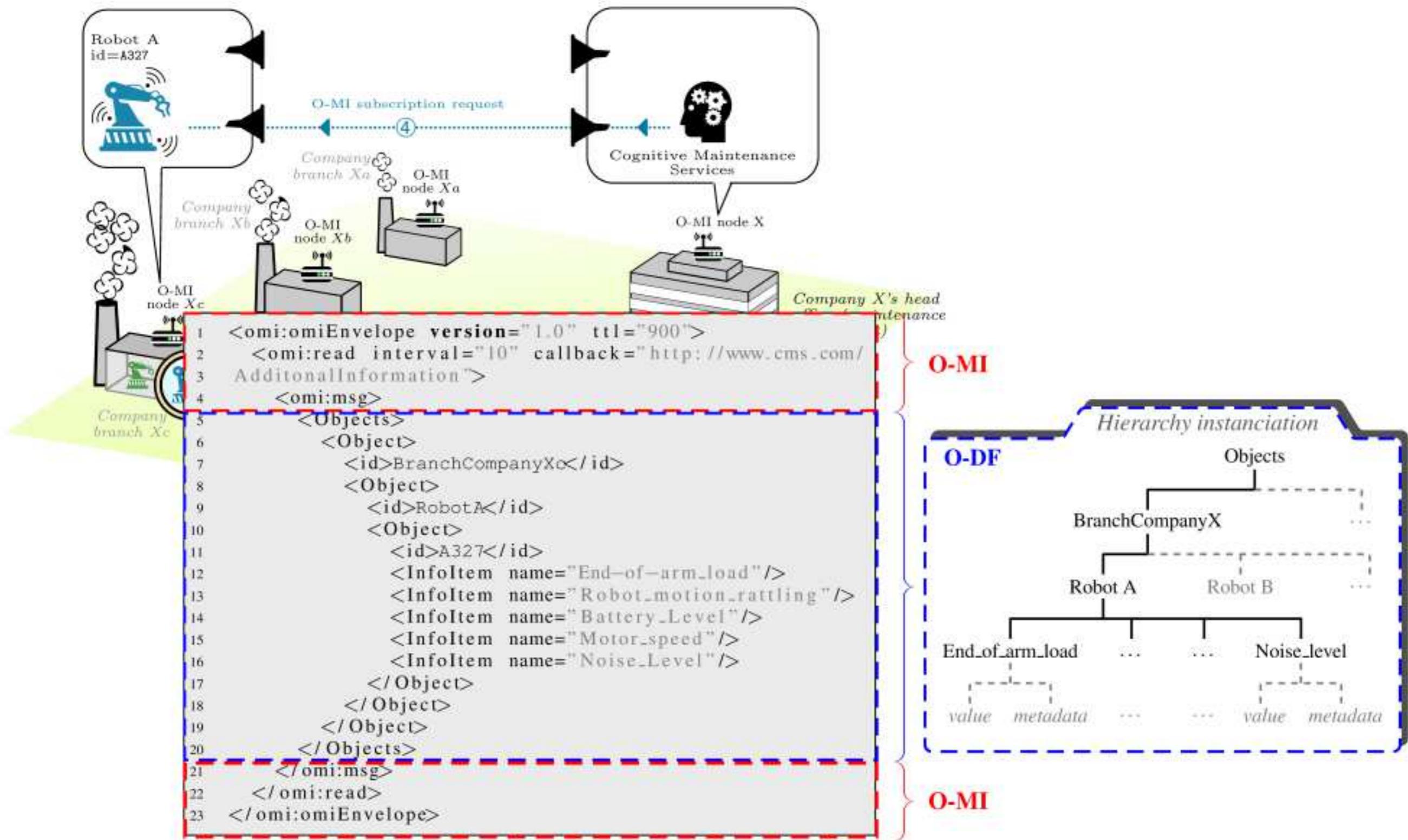
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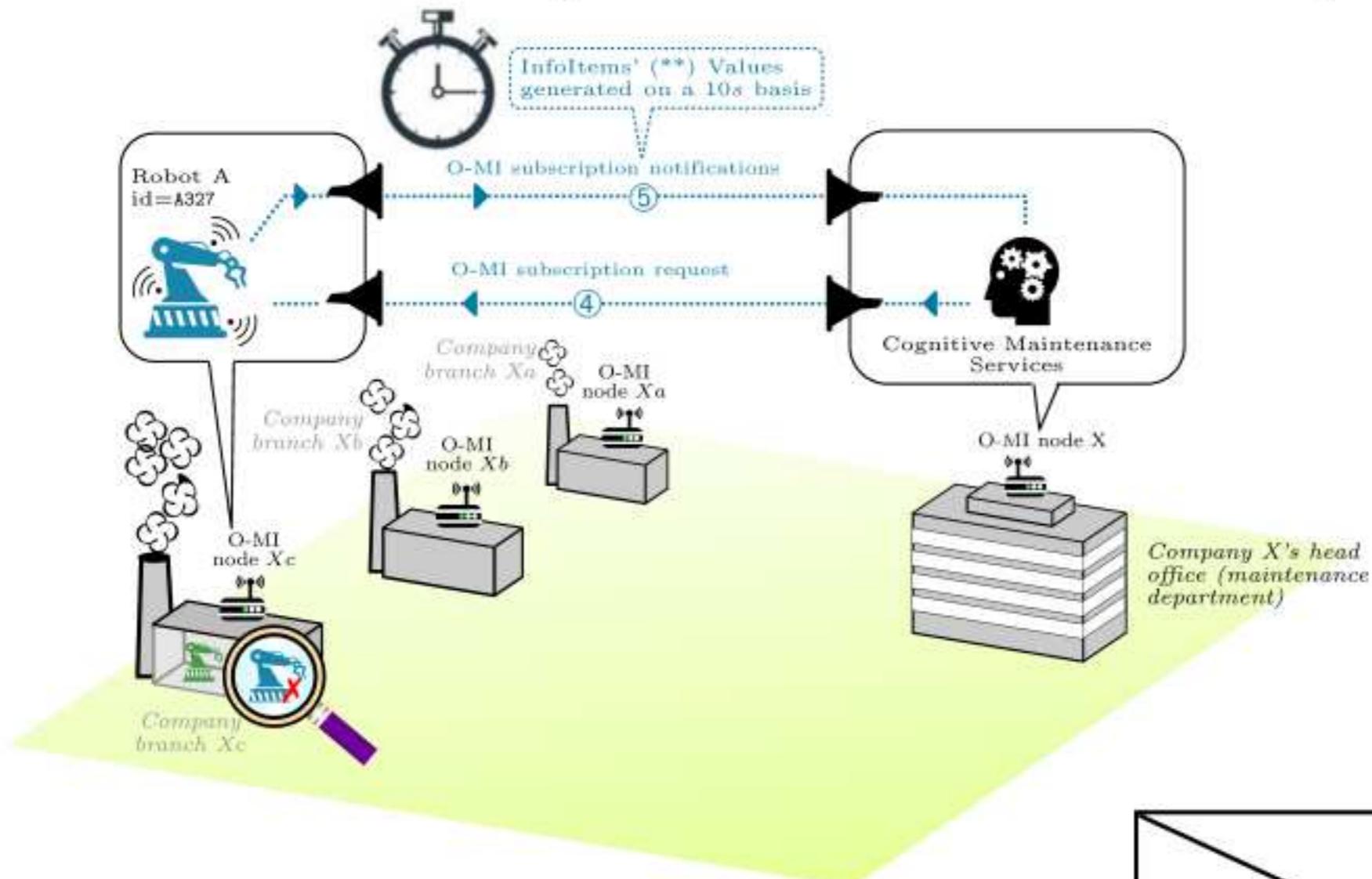
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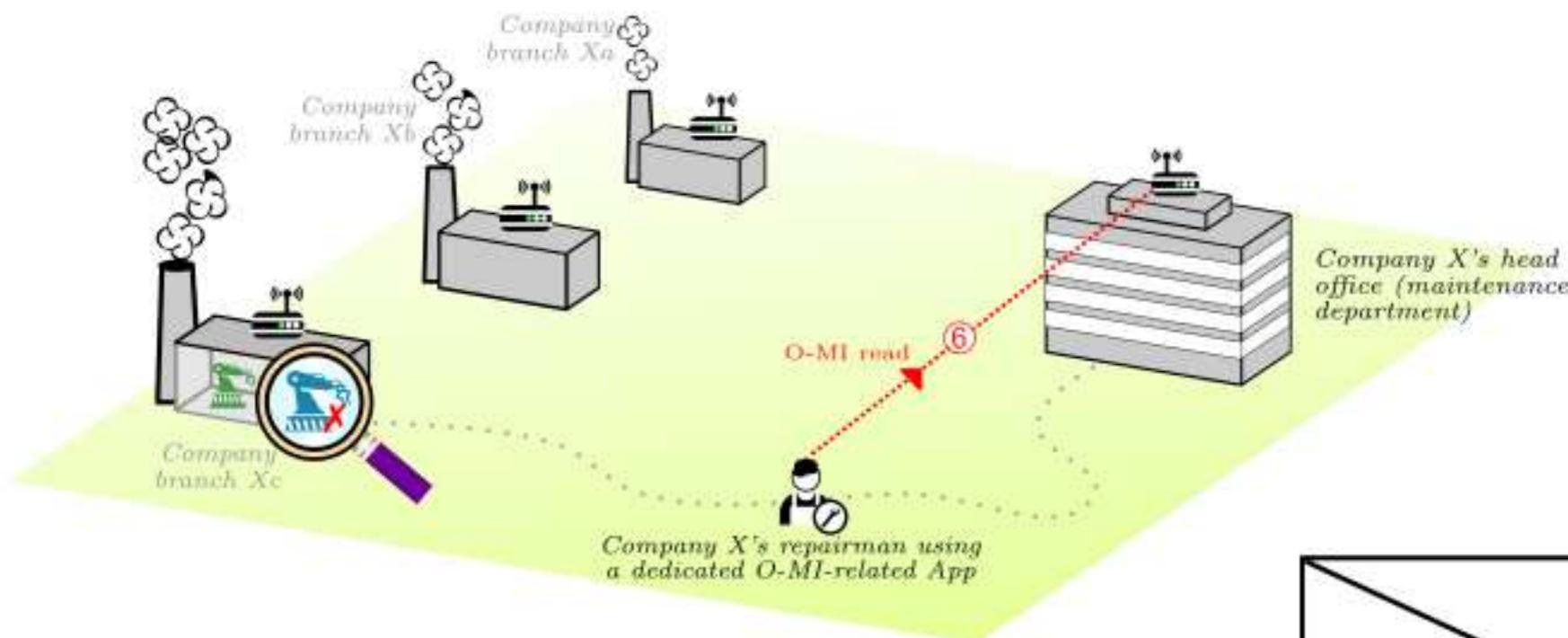
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O-MI/O-DF notification responses

O-MI & O-DF Messaging Standards

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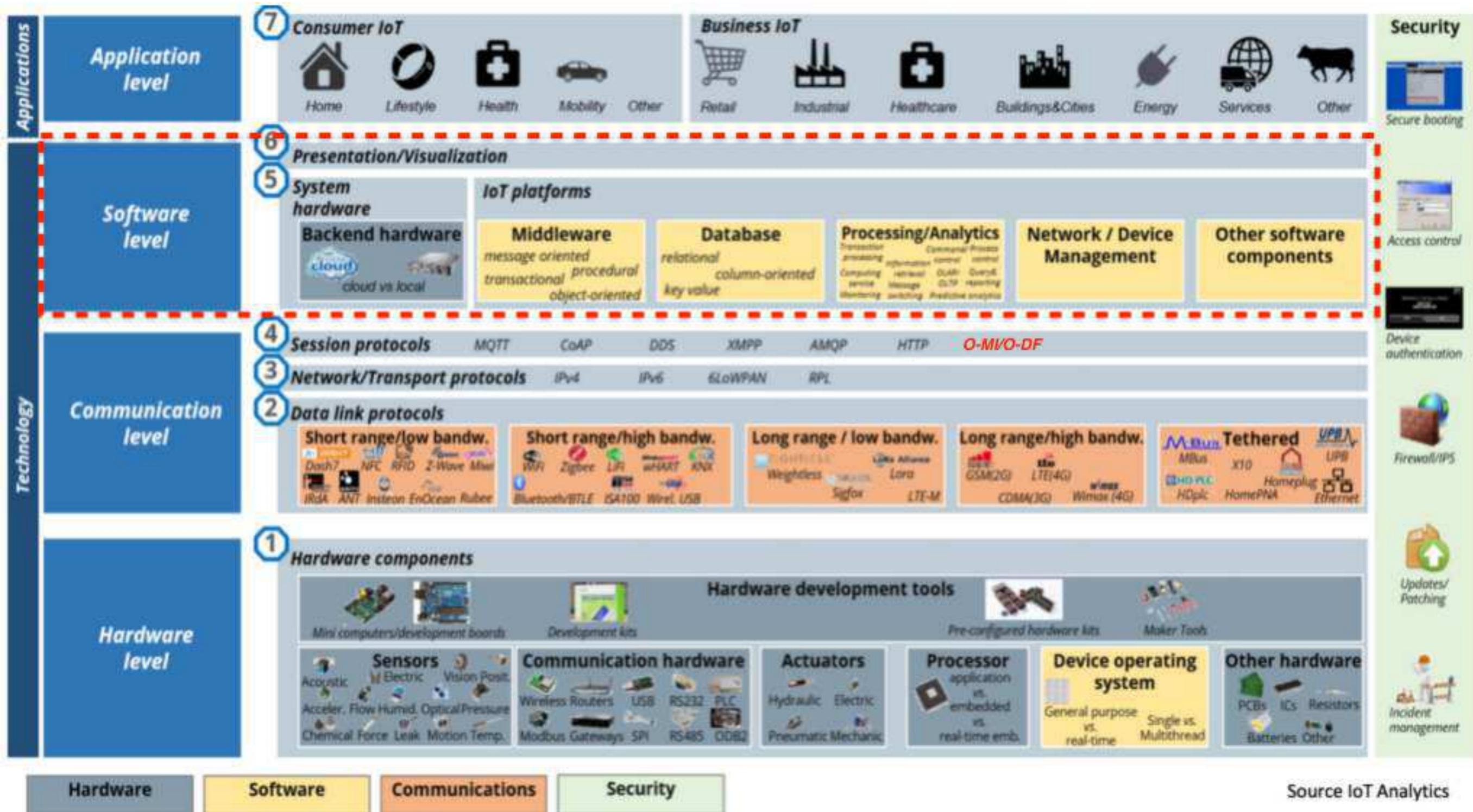


O-MI/O-DF Read request

...

O-MI & O-DF Messaging Standards

O-MI/O-DF based scenarios/proofs-of-concept



O-MI & O-DF Messaging Standards

First Standard Reference Implementation

The screenshot shows a web browser window titled "O-MI Node". The address bar contains the URL <https://otaniemi3d.cs.hut.fi/omi/node/html/webclient/index.html>. The page itself is a configuration interface for an O-MI Node version 0.3.2.

O-DF Structure: Step 1. Select nodes that you want in the request. This section includes a "Read All" button and a tree view under "Objects".

O-MI Request: Step 2. Select some request type*. This section lists request types: Read, One-time read, Subscription, Poll, Cancel, and Write. The "Read" option is selected.

Required parameters: Step 3. Change or use the defaults*. This section contains fields for "ttl:" (time-to-live) and "interval:" both set to "sec", and a "requestID:" field.

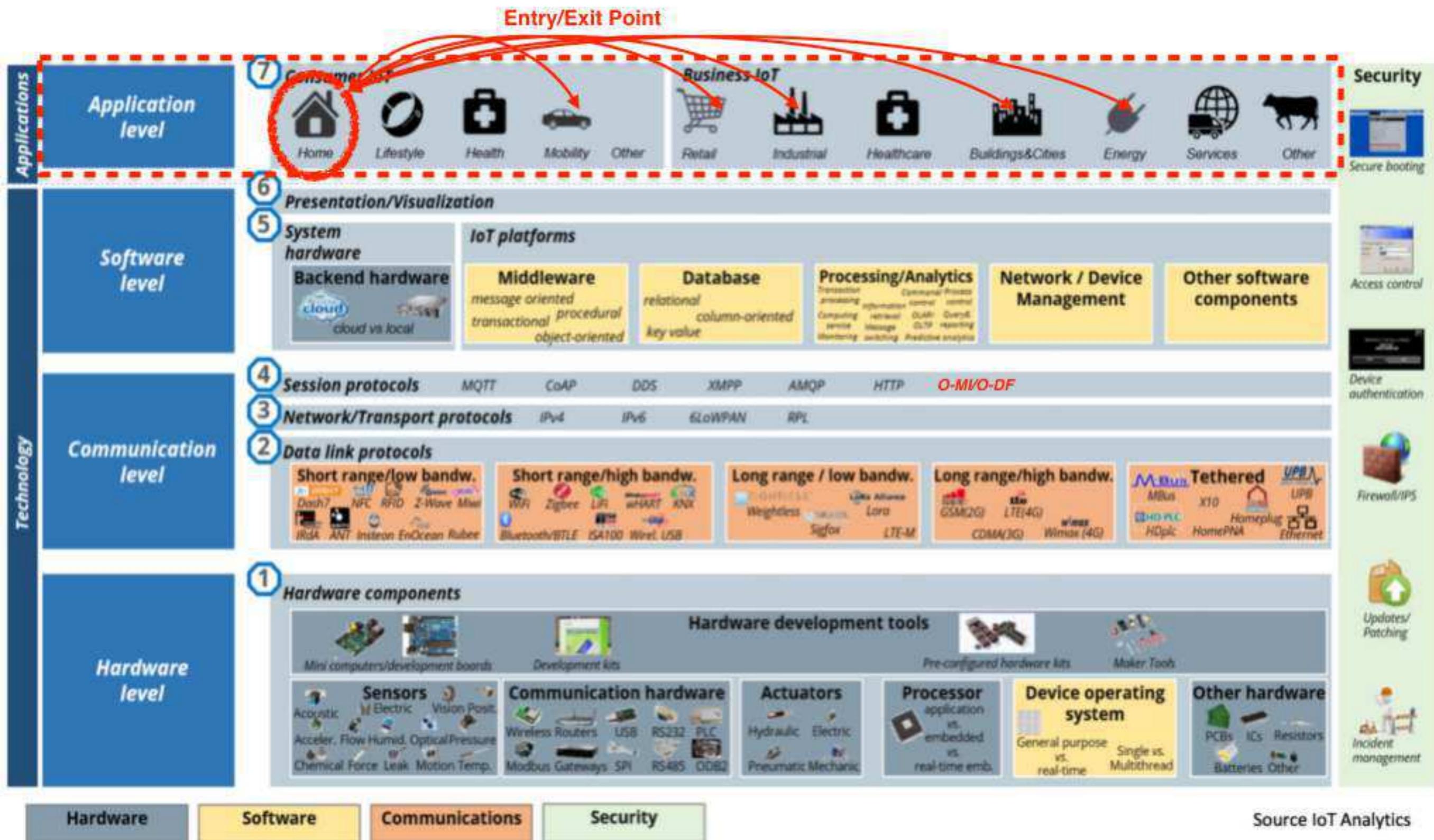
Request and response: Step 4. Edit or send the request. This section has a "Request:" button, a "Reset All" button, and a "Send" button. Below it is a "Response:" text area which is currently empty.

Reference Implementation (web-based UI): <https://otaniemi3d.cs.hut.fi/omi/node/html/webclient/index.html>
<http://biotope.sntiotlab.lu:8080/html/webclient/index.html>

Reference Implementation (source code): <https://github.com/AaltoAsia/O-MI>

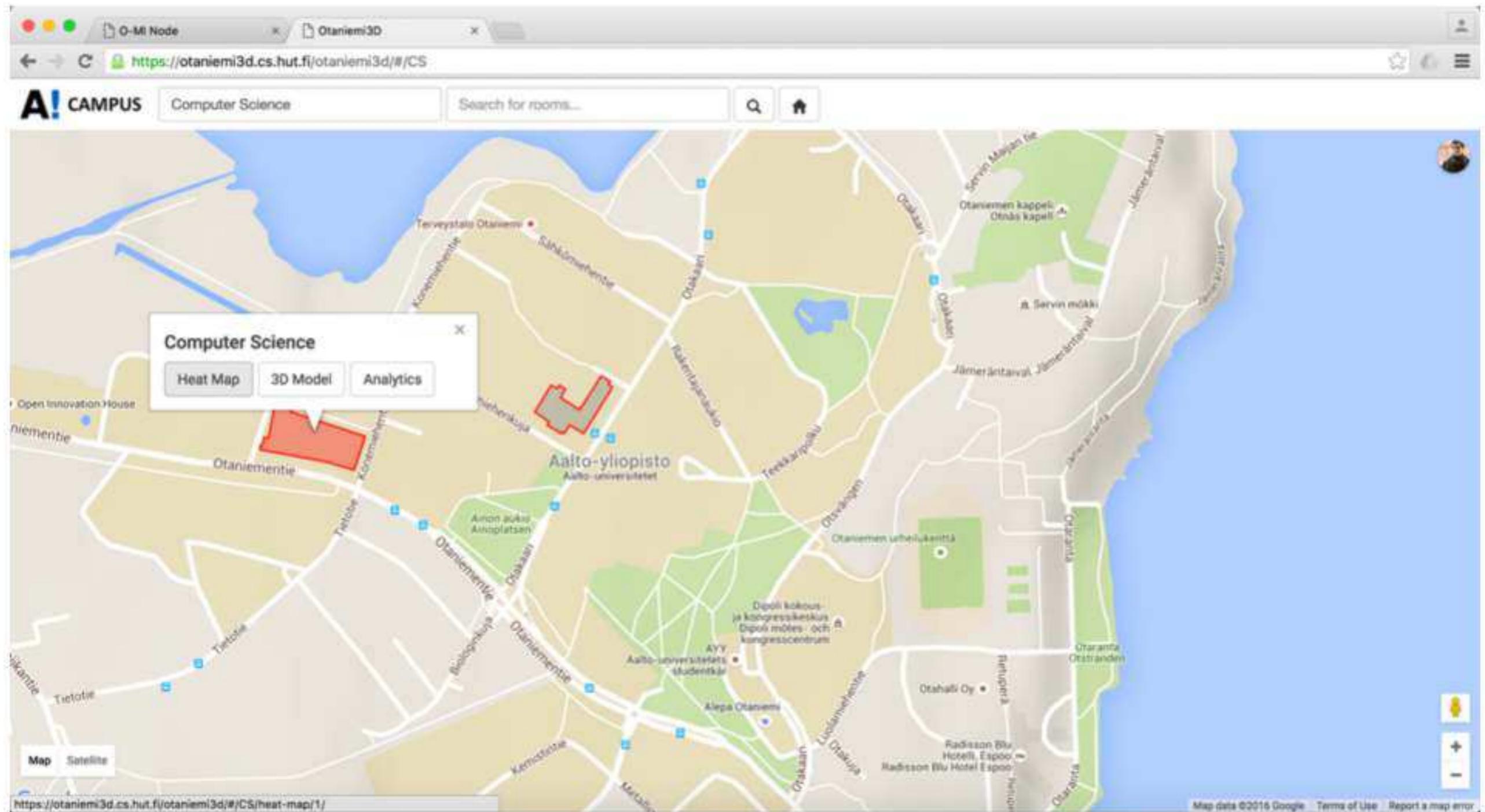
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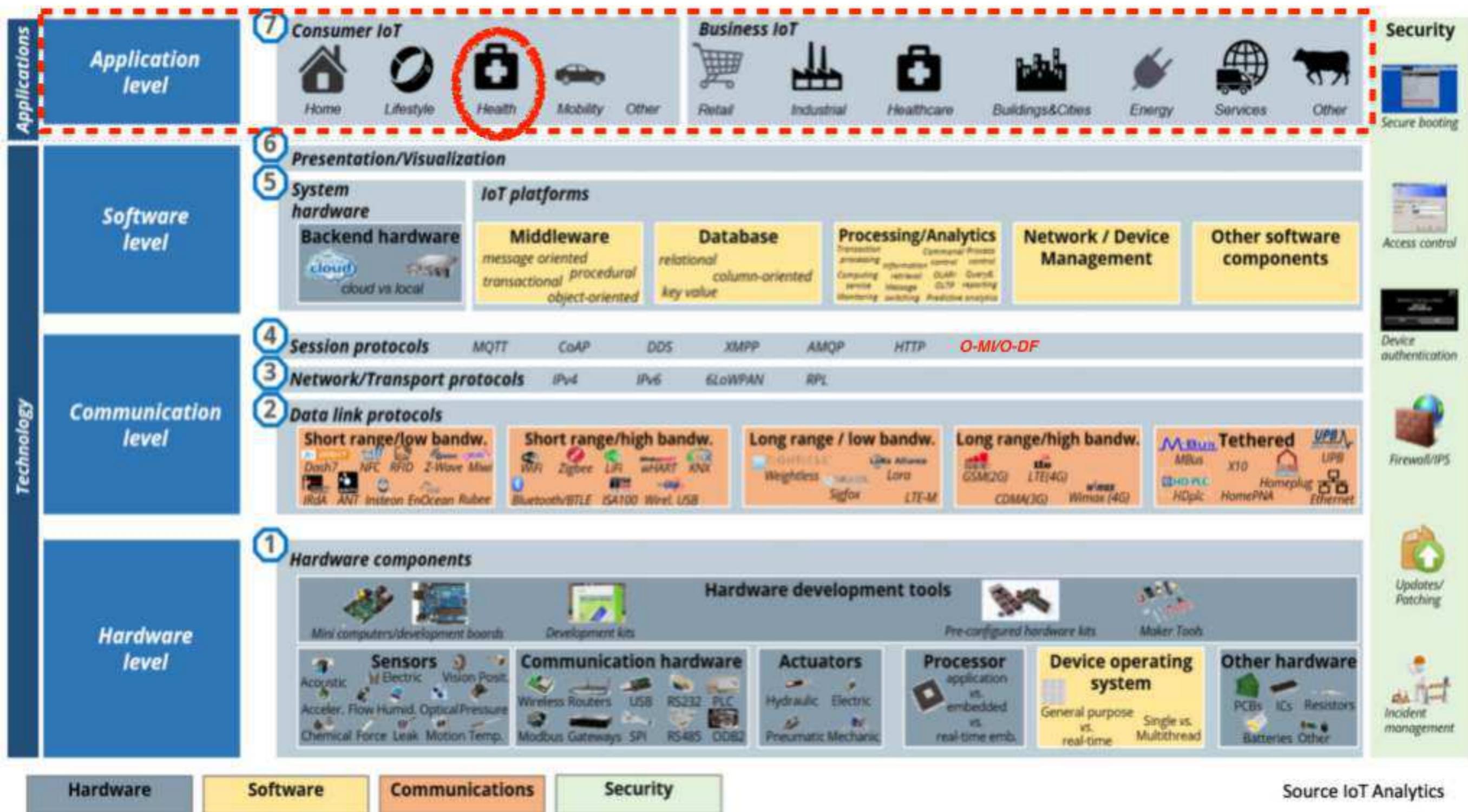
First Standard Reference Implementation



Smart Campus Application built on top of O-MI/O-DF: <http://otaniemi3d.cs.hut.fi/otaniemi3d/#/>
<http://biotope.sntiotlab.lu:8080/html/snt3d/index.html#/>

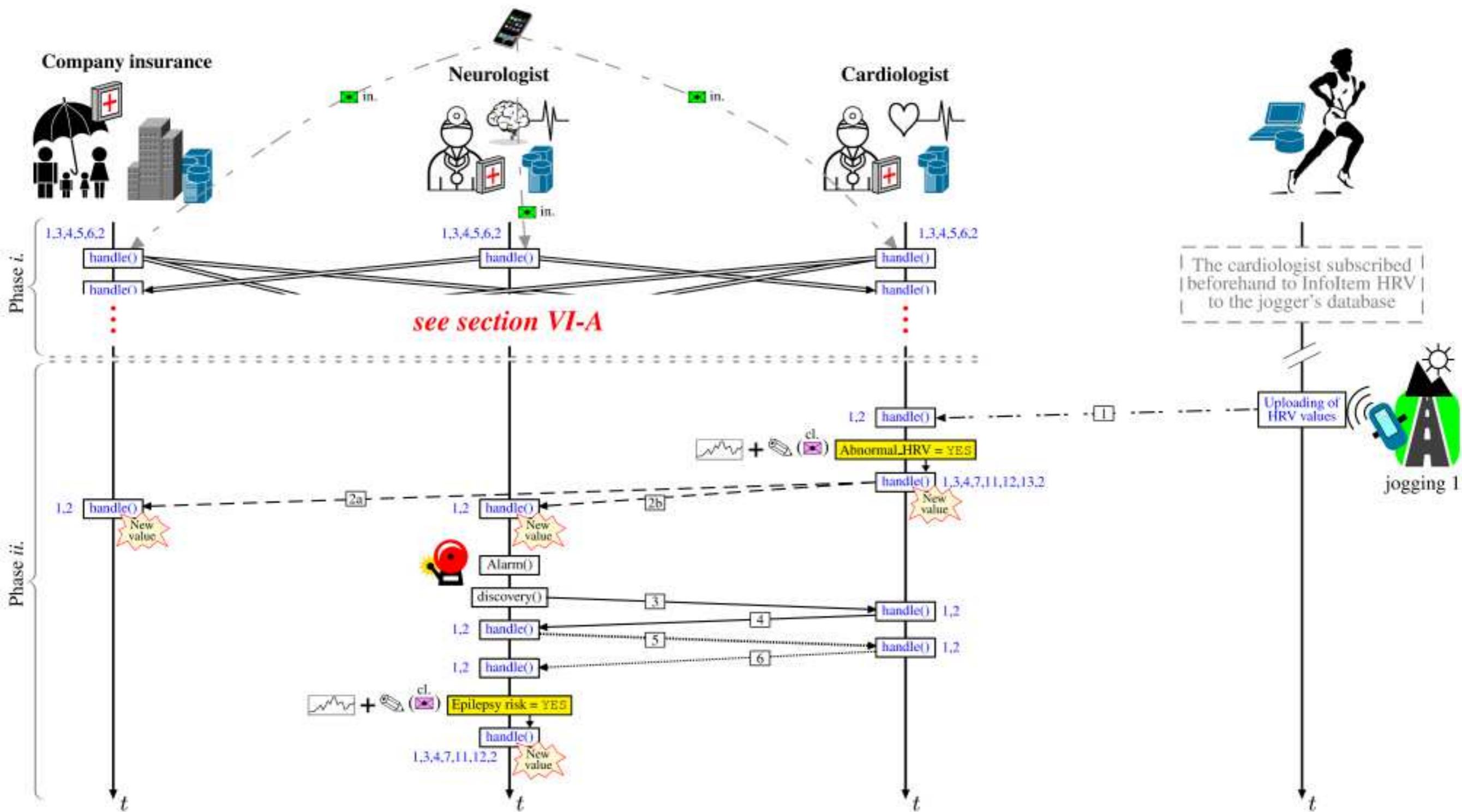
O-MI & O-DF Messaging Standards

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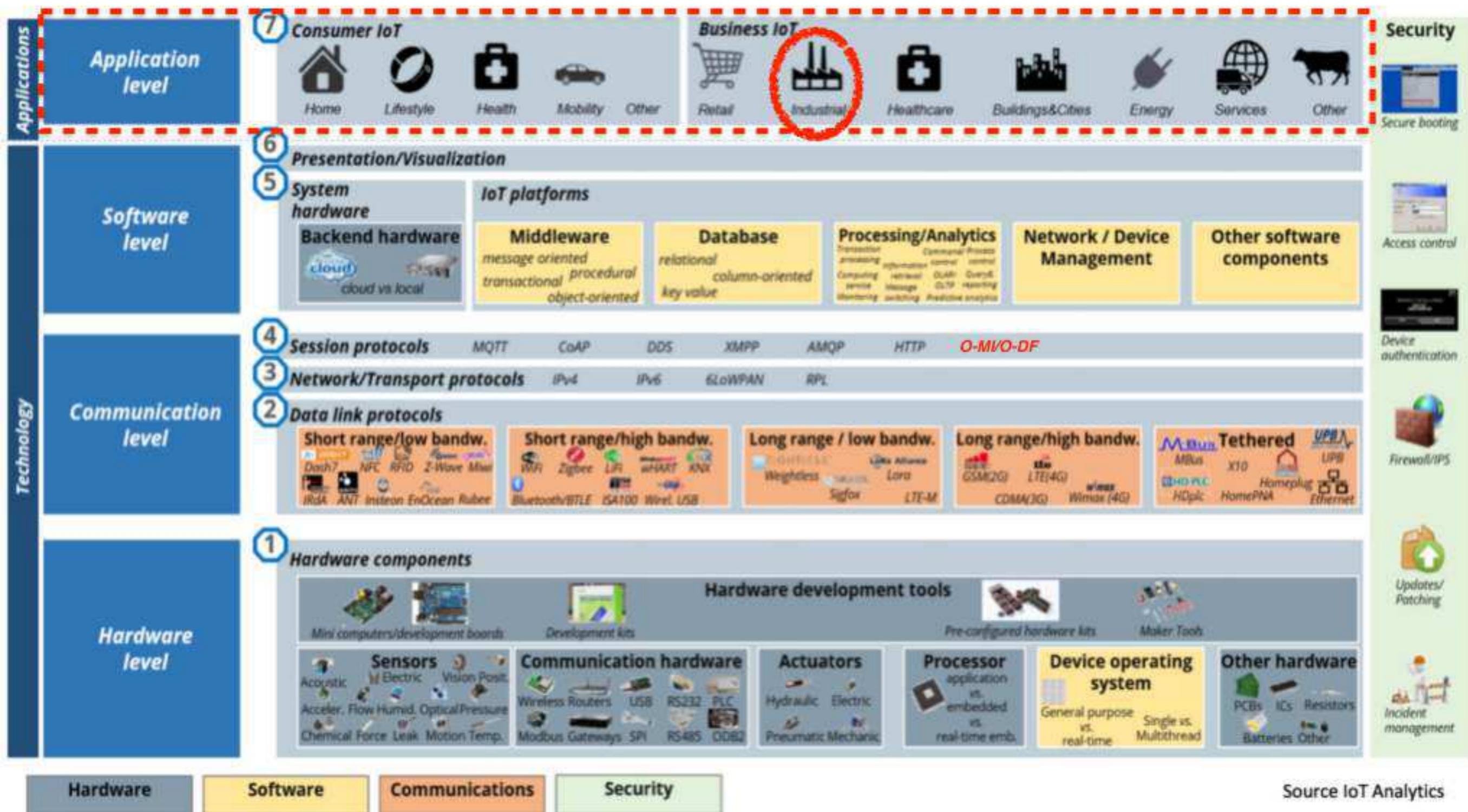
First Standard Reference Implementation



Kubler, S.; Främling, K.; Derigent, W. (2015) *P2P Data Synchronization for Product Lifecycle Management*, Computers in Industry, vol. 66, n°0, pp. 82-98.

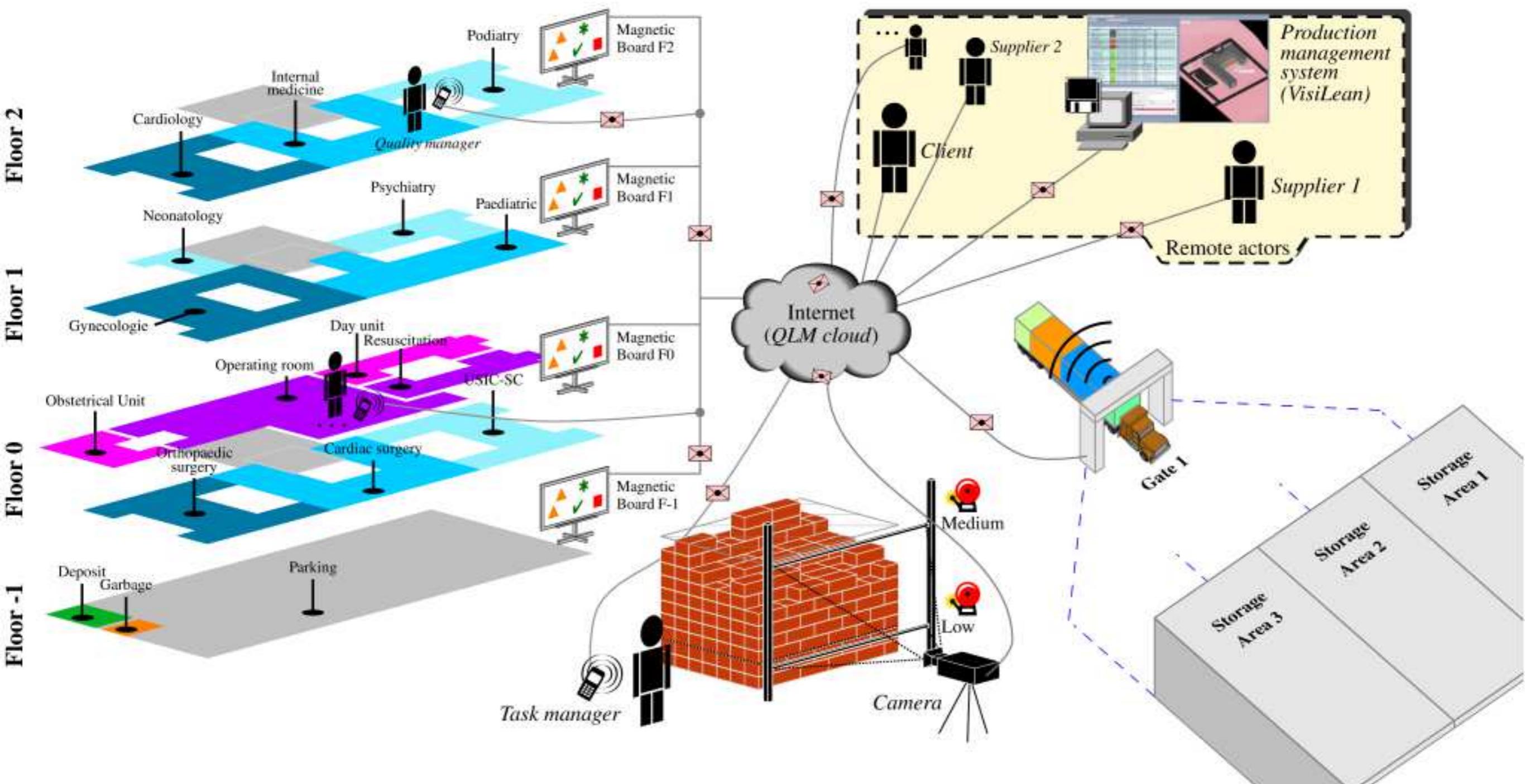
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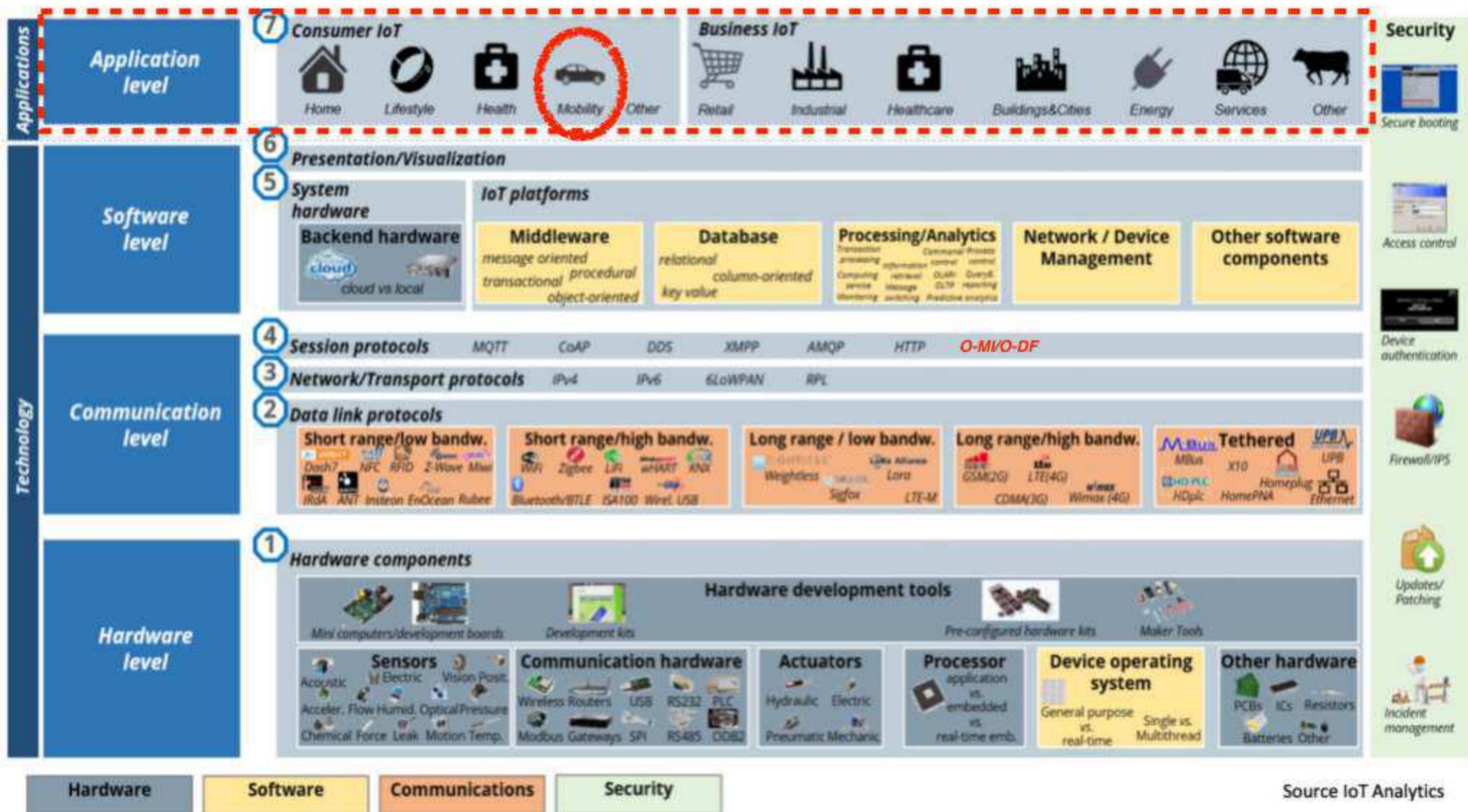
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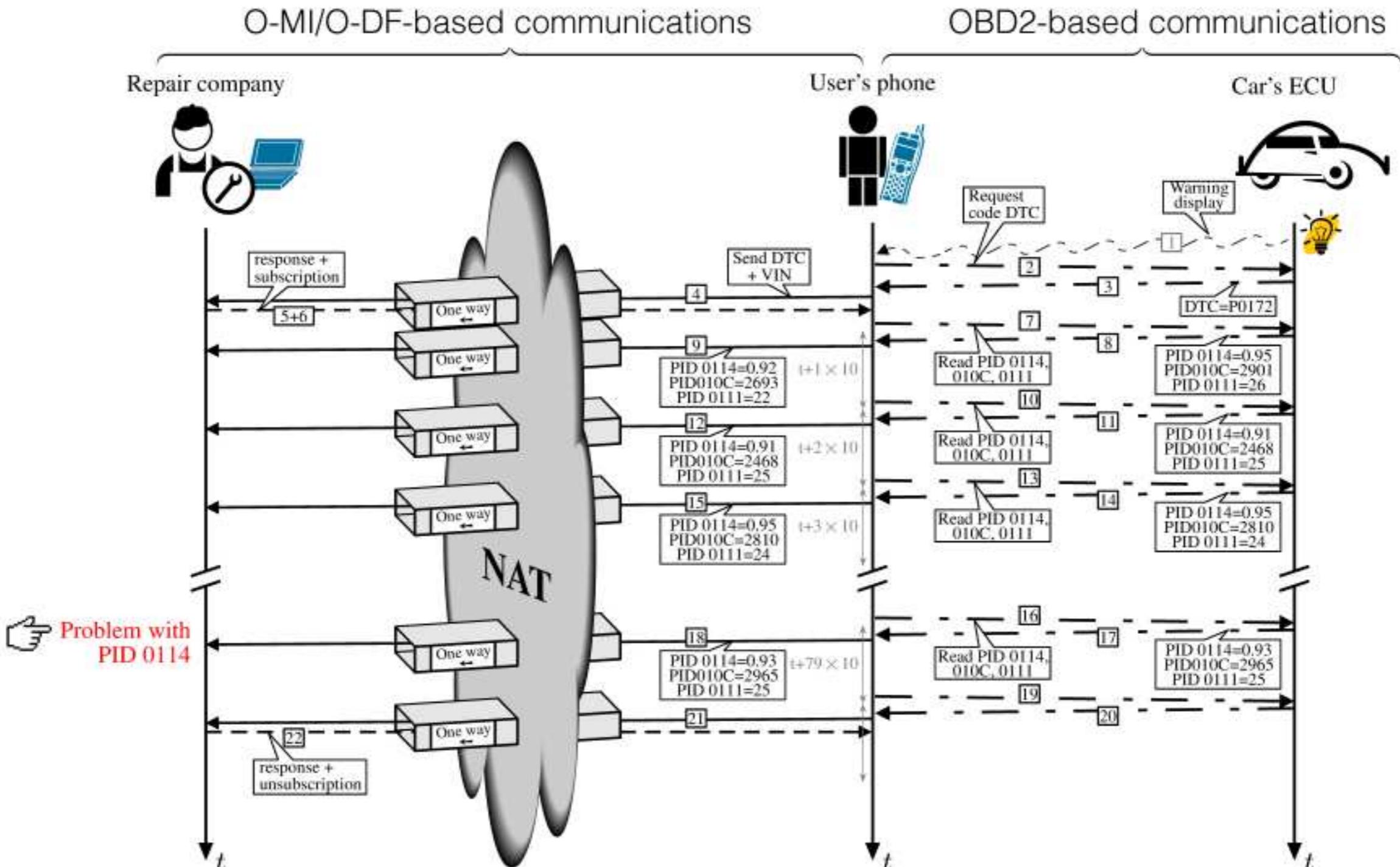
Dave, B., Kubler, S.; Främling, K.; Koskela, L. (2016) "Opportunities for enhanced lean construction management using Internet of Things standards", Automation in Construction, vol. 61, pp. 86-97.

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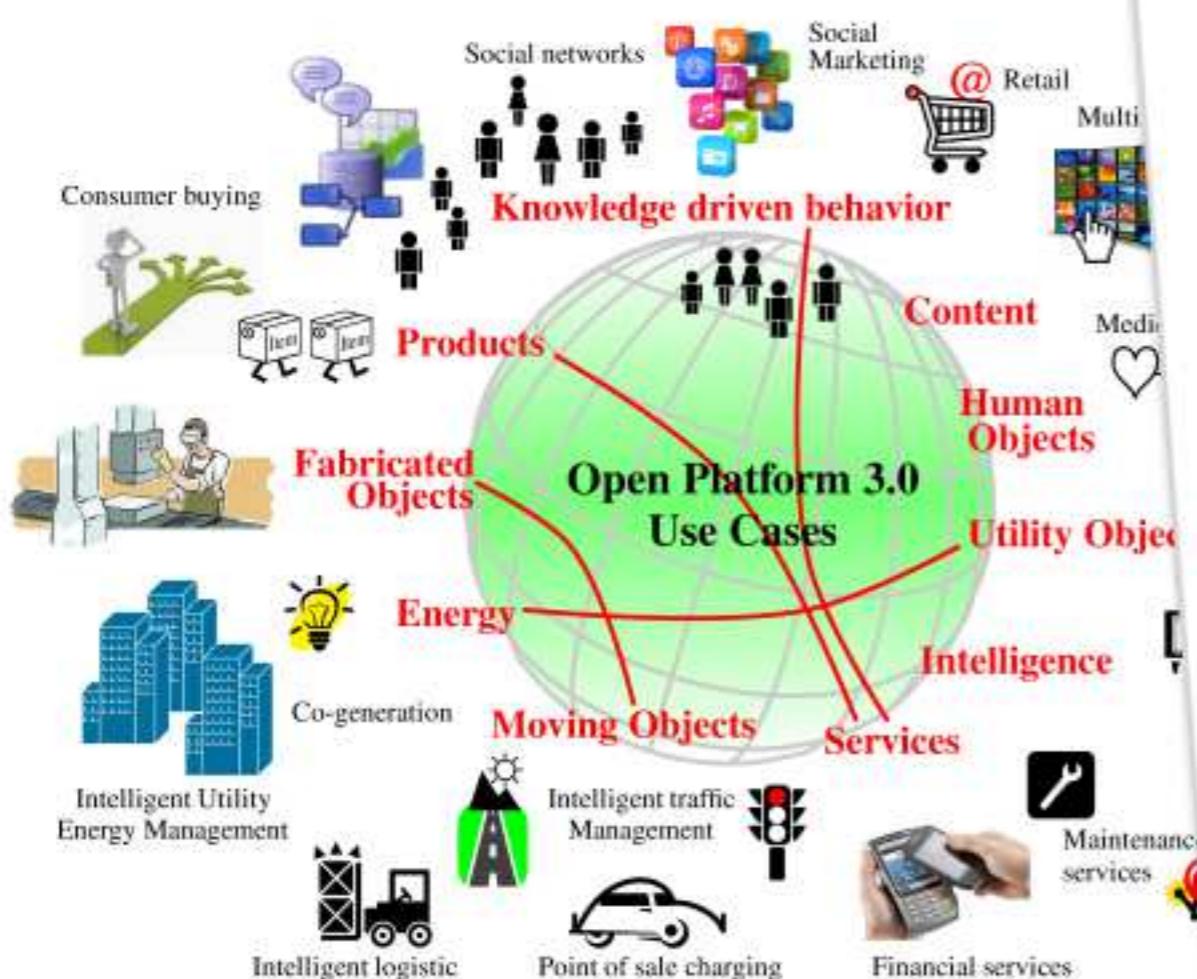


DTC: diagnostic trouble codes
PID: Parameter ID

Kubler, S.; Främling, K.; Buda, A. (2016) "A standardized approach to deal with firewall and mobility policies in the IoT", Pervasive and Mobile Computing, vol. 20, pp. 100-114.

The Open Platform 3.0™

22 Use Cases defined in the White Paper (Nexus in Force)



W3C WORLD

IEEE

From a world-wide
to a world-wide
Interoperability for



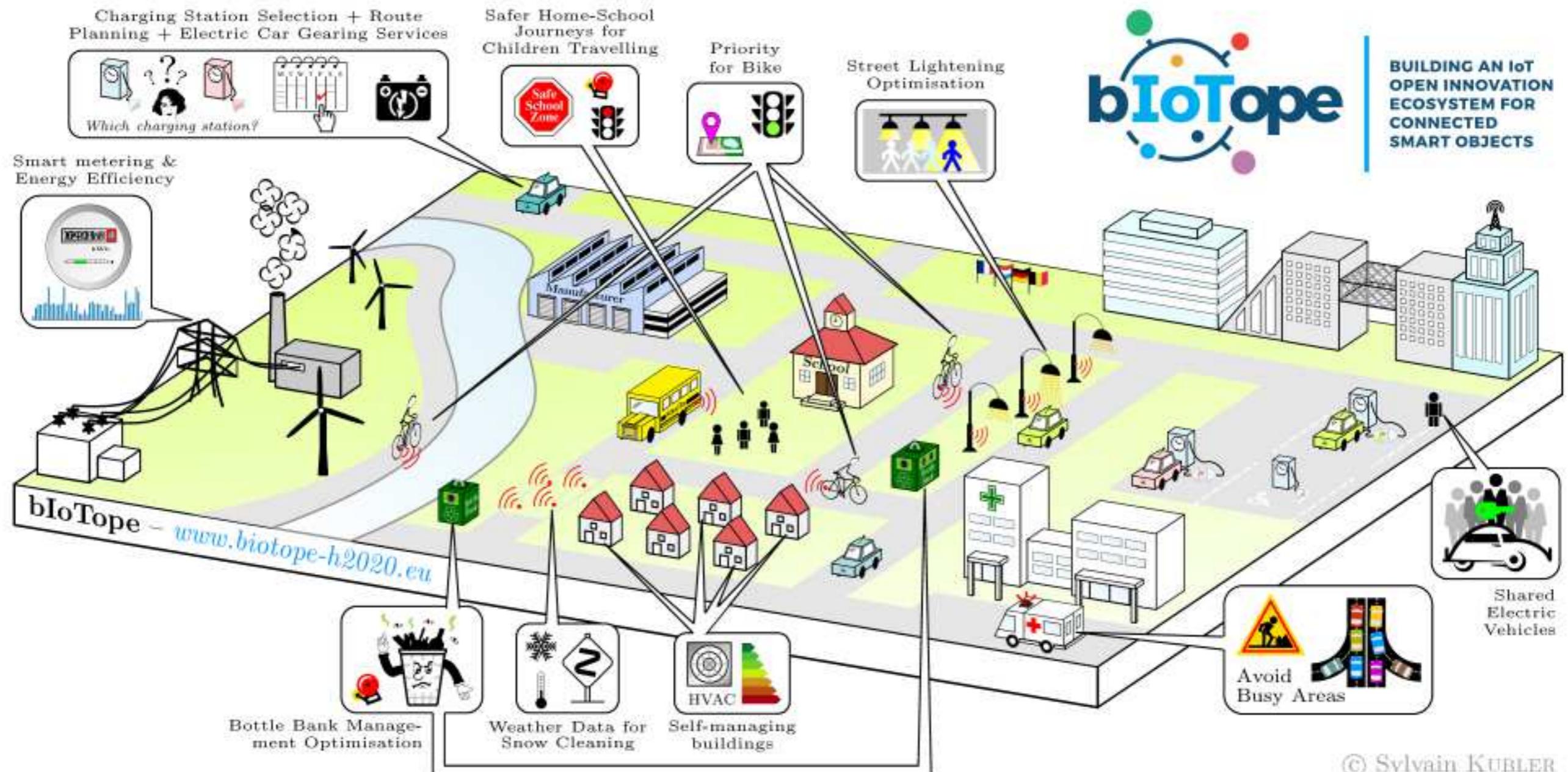
WG03 IoT Standardisation Chair report

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bloTope Large-Scale Pilots

Smart City Pilot overview

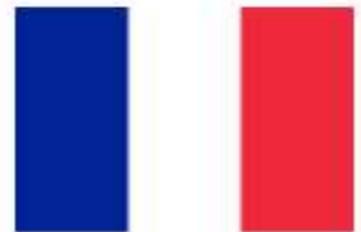


BUILDING AN IoT
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Helsinki
City



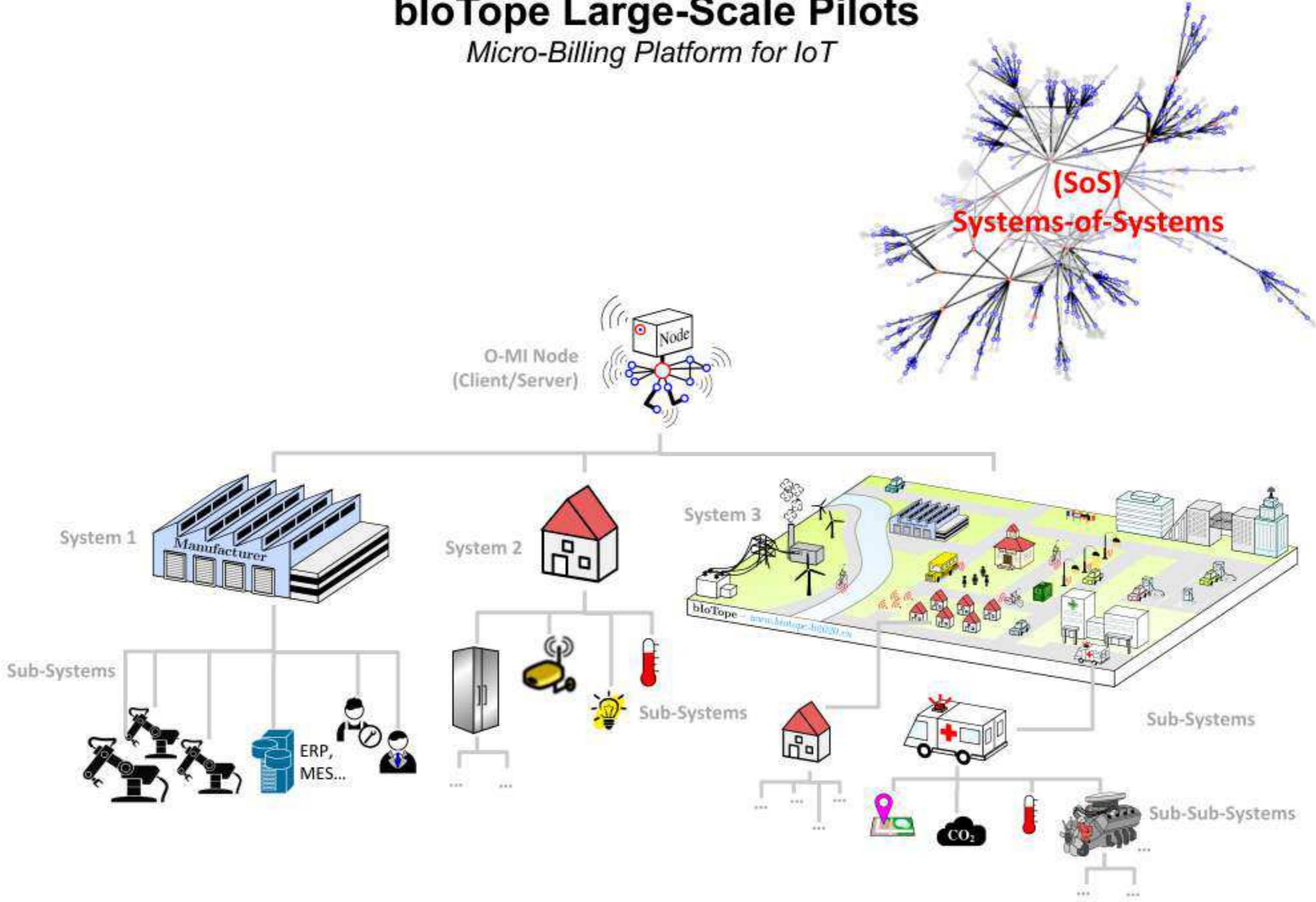
Grand Lyon
(59 municipalities)



Brussels Region
(19 municipalities)

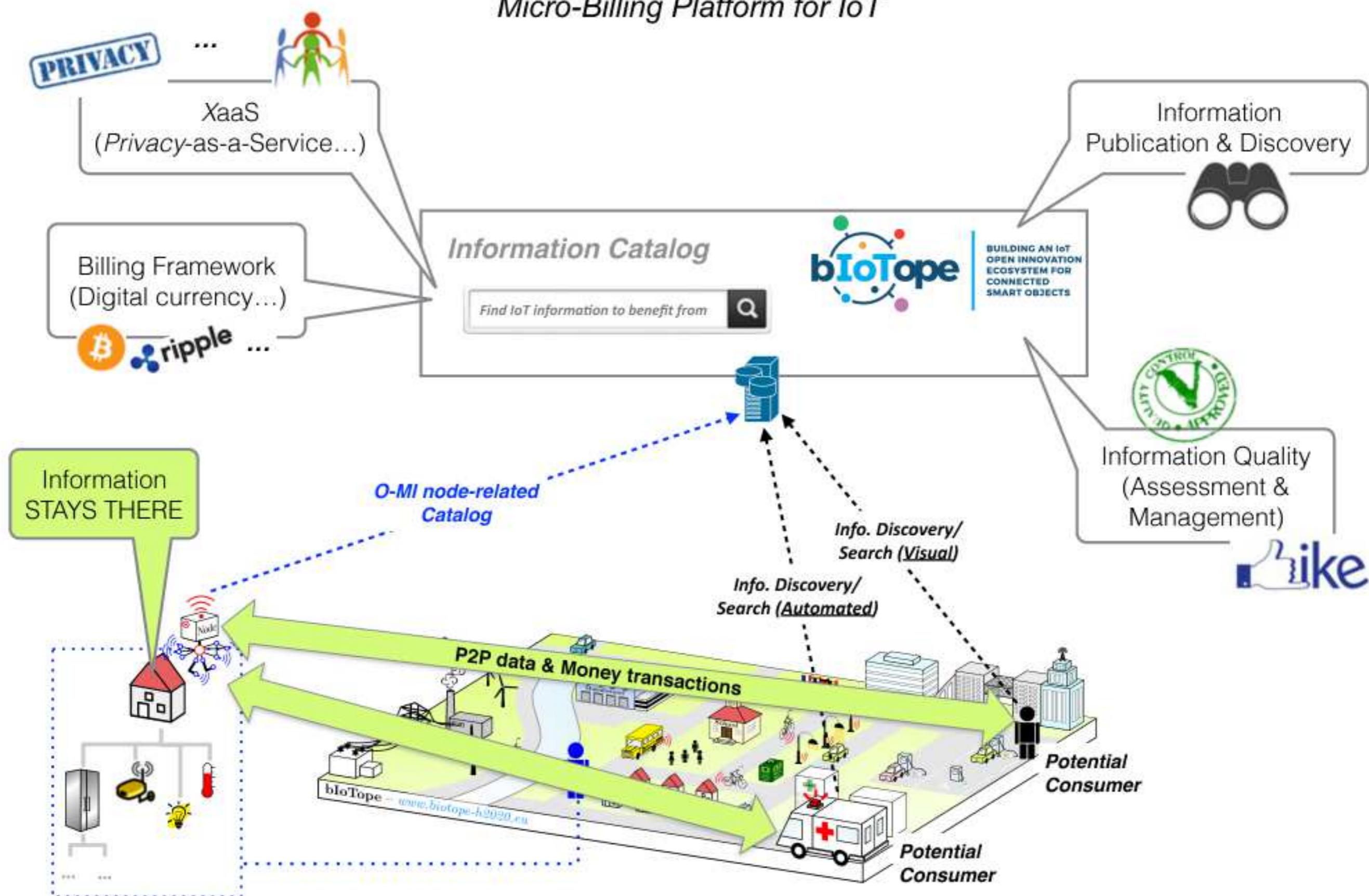
bloTope Large-Scale Pilots

Micro-Billing Platform for IoT



bloTope Large-Scale Pilots

Micro-Billing Platform for IoT



bloTope Large-Scale Pilots

Open Calls to engage local companies...



Open Calls – May 2017

750k€ in total (50-150K€ per open call)

<http://biotope.cs.hut.fi/index.php/open-calls/>



Helsinki
City



Grand Lyon
(59 municipalities)



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NOT ONLY AN
ENGINEERING TASK



LONG & CHALLENGING PATH



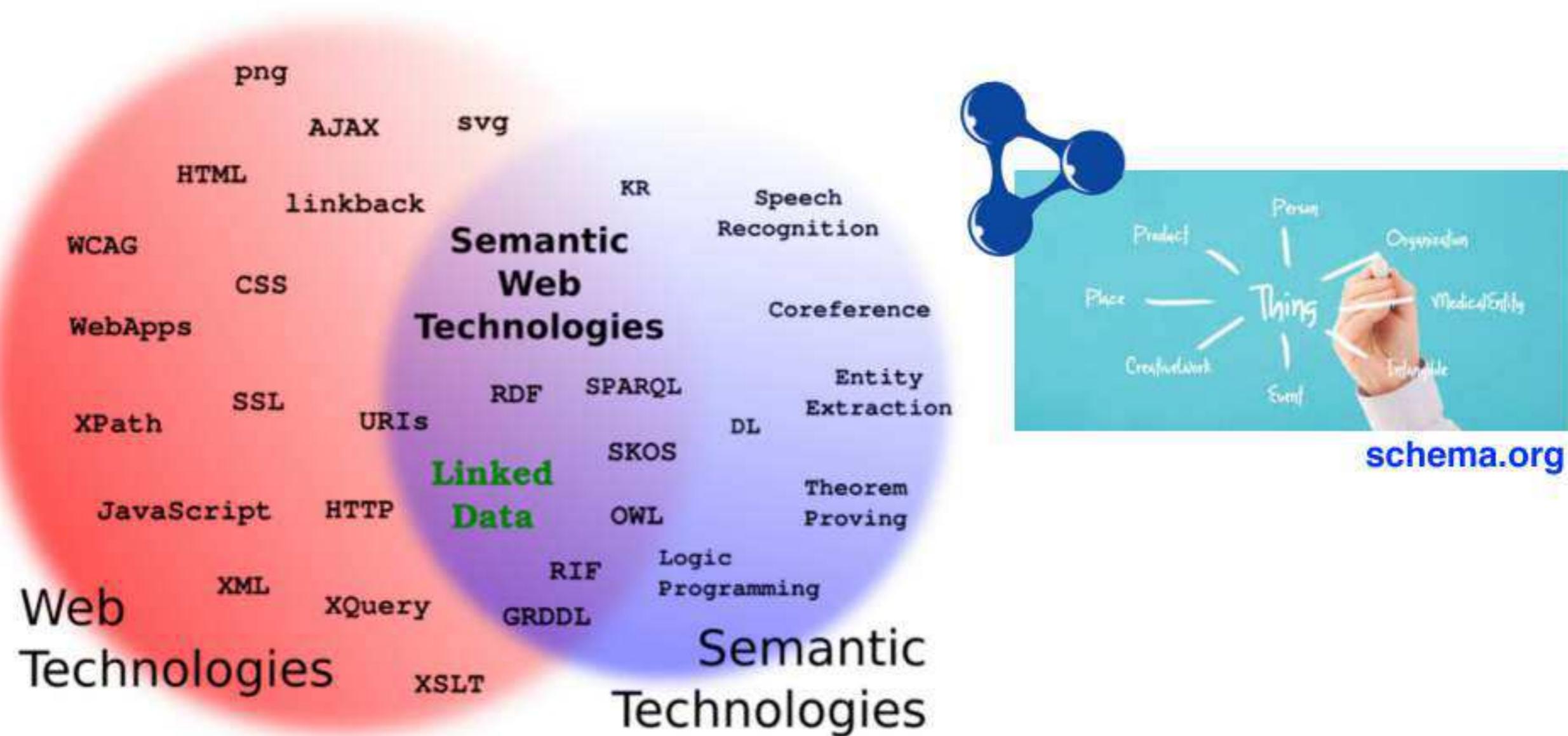
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Conclusion

- Creating Standards & getting them into widely use is not that easy.
- The success of the IoT strongly depends on (i) Vertical Silos (ii) User acceptance (iii) Information-as-an-Asset.
- IoT Messaging Standards must be combined with Semantic Web Technologies



Day 2 (April 20th): Data collection for Internet of Things

*Data Publication & Discovery
based on
Open IoT Messaging Standards*

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