

Internet Of Things With The Raspberry Pi Build Internet Of Things Projects Using The Raspberry Pi Platform

IoT is empowered by various technologies used to detect, gather, store, act, process, transmit, oversee, and examine information. The combination of emergent technologies for information processing and distributed security, such as Cloud computing, Artificial intelligence, and Blockchain, brings new challenges in addressing distributed security methods that form the foundation of improved and eventually entirely new products and services. As systems interact with each other, it is essential to have an agreed interoperability standard, which is safe and valid. This book aims at providing an introduction by illustrating state-of-the-art security challenges and threats in IoT and the latest developments in IoT with Cloud, AI, and Blockchain security challenges. Various application case studies from domains such as science, engineering, and healthcare are introduced, along with their architecture and how they leverage various technologies Cloud, AI, and Blockchain. This book provides a comprehensive guide to researchers and students to design IoT integrated AI, Cloud, and Blockchain projects and to have an overview of the

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next generation challenges that may arise in the coming years.

The IoT is the next manifestation of the Internet. The trend started by connecting computers to computers, progressed to connecting people to people, and is now moving to connect everything to everything. The movement started like a race—with a lot of fanfare, excitement, and cheering. We're now into the work phase, and we have to figure out how to make the dream come true. The IoT will have many faces and involve many fields as it progresses. It will involve technology, design, security, legal policy, business, artificial intelligence, design, Big Data, and forensics; about any field that exists now. This is the reason for this book. There are books in each one of these fields, but the focus was always "an inch wide and a mile deep." There's a need for a book that will introduce the IoT to non-engineers and allow them to dream of the possibilities and explore the work venues in this area. The book had to be "a mile wide and a few inches deep." The editors met this goal by engaging experts from a number of fields and asking them to come together to create an introductory IoT book. *Fundamentals of Internet of Things for Non-Engineers* Provides a comprehensive view of the current fundamentals and the anticipated future trends in the realm of Internet of Things from a practitioner's point of view Brings together a variety of voices with subject matter expertise in these

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diverse topical areas to provide leaders, students, and lay persons with a fresh worldview of the Internet of Things and the background to succeed in related technology decision-making Enhances the reader's experience through a review of actual applications of Internet of Things end points and devices to solve business and civic problems along with notes on lessons learned Prepares readers to embrace the Internet of Things era and address complex business, social, operational, educational, and personal systems integration questions and opportunities

Provides a detailed analysis of the standards and technologies enabling applications for the wireless Internet of Things The Wireless Internet of Things: A Guide to the Lower Layers presents a practitioner's perspective toward the Internet of Things (IoT) focusing on over-the-air interfaces used by applications such as home automation, sensor networks, smart grid, and healthcare. The author—a noted expert in the field—examines IoT as a protocol-stack detailing the physical layer of the wireless links, as both a radio and a modem, and the media access control (MAC) that enables communication in congested bands. Focusing on low-power wireless personal area networks (WPANs) the text outlines the physical and MAC layer standards used by ZigBee, Bluetooth LE, Z-Wave, and Thread. The text deconstructs these standards and provides

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background including relevant communication theory, modulation schemes, and access methods. The author includes a discussion on Wi-Fi and gateways, and explores their role in IoT. He introduces radio topologies used in software-defined radio implementations for the WPANs. The book also discusses channel modelling and link budget analysis for WPANs in IoT. This important text: Introduces IEEE 802.15.4, ITU-T G.9959, and Bluetooth LE as physical layer technology standards enabling wireless IoT Takes a layered approach in order to cultivate an appreciation for the various standards that enable interoperability Provides clarity on wireless standards with particular focus on actual implementation Written for IoT application and platform developers as well as digital signal processing, network, and wireless communication engineers; The Wireless Internet of Things: A Guide to the Lower Layers offers an inclusive overview of the complex field of wireless IoT, exploring its beneficial applications that are proliferating in a variety of industries.

A guided tour of the rapidly evolving networked world of connected devices, objects, and people that is changing the way we live and work. Since the publication of the original edition of this volume in the MIT Press Essential Knowledge series, the Internet of Things (IoT) has evolved from a novelty (look! my phone connects to my lamp!) to a mainstream

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technology framework that we rely on every day to accomplish many tasks. This revised and updated edition reports on the latest developments in this rapidly evolving networked world of connected devices, objects, and people that is changing the way we live and work. Business and technology writer Samuel Greengard takes us on a guided tour of the IoT, describing smart lightbulbs, sensors in phones that trigger earthquake warnings, 3D headsets that connect users to business expos through completely immersive virtual reality environments, and more. He offers a clear explanation of the technology that builds and manages the IoT and examines the growing array of consumer devices now available, from smart door locks to augmented reality fitting rooms. Greengard also shows how the IoT is part of the Fourth Industrial Revolution, which is transforming business through smart manufacturing, end-to-end supply chain visibility, integrated artificial intelligence, and much more. He considers risks associated with the IoT, including threats to free speech, growing inequality, and an increase in cybercrime. Finally, he takes a look at the future of a hyperconnected world and what it means to people and human interaction. This book explains IoT technology, its potential applications, the security and privacy aspects, the key necessities like governance, risk management, regulatory compliance needs, the philosophical

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aspects of this technology that are necessary to support an ethical, safe and secure digitally enhanced environment in which people can live smarter. It describes the inherent technology of IoT, the architectural components and the philosophy behind this emerging technology. Then it shows the various potential applications of the Internet of Things that can bring benefits to the human society. Finally, it discusses various necessities to provide a secured and trustworthy IoT service.

The term IoT, which was first proposed by Kevin Ashton, a British technologist, in 1999 has the potential to impact everything from new product opportunities to shop floor optimization to factory worker efficiency gains, that will power top-line and bottom-line gains. As IoT technology is being put to diversified use, the current technology needs to be improved to enhance privacy and built secure devices by adopting a security-focused approach, reducing the amount of data collected, increasing transparency and providing consumers with a choice to opt out. Therefore, the current volume has been compiled, in an effort to draw the various issues in IoT, challenges faced and existing solutions so far.

Key Points:

- Provides an overview of basic concepts and technologies of IoT with communication technologies ranging from 4G to 5G and its architecture.
- Discusses recent security and privacy studies and social behavior of human beings

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over IoT. • Covers the issues related to sensors, business model, principles, paradigms, green IoT and solutions to handle relevant challenges. • Presents the readers with practical ideas of using IoT, how it deals with human dynamics, the ecosystem, the social objects and their relation. • Deals with the challenges involved in surpassing diversified architecture, protocol, communications, integrity and security.

With the recent growth of big data and the internet of things (IoT), individuals can now upload, retrieve, store, and collect massive amounts of information to help drive decisions and optimize processes. Due to this, a new age of predictive computing is taking place, and data can now be harnessed to predict unknown occurrences or probabilities based on data collected in real time. Predictive Intelligence Using Big Data and the Internet of Things highlights state-of-the-art research on predictive intelligence using big data, the IoT, and related areas to ensure quality assurance and compatible IoT systems. Featuring coverage on predictive application scenarios to discuss these breakthroughs in real-world settings and various methods, frameworks, algorithms, and security concerns for predictive intelligence, this book is ideally designed for academicians, researchers, advanced-level students, and technology developers.

A guided tour through the Internet of Things, a

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networked world of connected devices, objects, and people that is changing the way we live and work. We turn on the lights in our house from a desk in an office miles away. Our refrigerator alerts us to buy milk on the way home. A package of cookies on the supermarket shelf suggests that we buy it, based on past purchases. The cookies themselves are on the shelf because of a “smart” supply chain. When we get home, the thermostat has already adjusted the temperature so that it's toasty or bracing, whichever we prefer. This is the Internet of Things—a networked world of connected devices, objects, and people. In this book, Samuel Greengard offers a guided tour through this emerging world and how it will change the way we live and work. Greengard explains that the Internet of Things (IoT) is still in its early stages. Smart phones, cloud computing, RFID (radio-frequency identification) technology, sensors, and miniaturization are converging to make possible a new generation of embedded and immersive technology. Greengard traces the origins of the IoT from the early days of personal computers and the Internet and examines how it creates the conceptual and practical framework for a connected world. He explores the industrial Internet and machine-to-machine communication, the basis for smart manufacturing and end-to-end supply chain visibility; the growing array of smart consumer devices and services—from Fitbit fitness wristbands to mobile

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apps for banking; the practical and technical challenges of building the IoT; and the risks of a connected world, including a widening digital divide and threats to privacy and security. Finally, he considers the long-term impact of the IoT on society, narrating an eye-opening “Day in the Life” of IoT connections circa 2025.

Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book

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that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at the book's website: www.internet-of-things-book.com

Organization The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoTs) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III

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introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case studies on collecting and analyzing data generated by Internet of Things in the cloud are described.

The Internet of Things (IoT) is the notion that nearly everything we use, from gym shorts to streetlights, will soon be connected to the Internet; the Internet of Everything (IoE) encompasses not just objects, but the social connections, data, and processes that the IoT makes possible. Industry and financial analysts have predicted that the number of Internet-enabled devices will increase from 11 billion to upwards of 75 billion by 2020. Regardless of the number, the end result looks to be a mind-boggling explosion in Internet connected stuff. Yet, there has been relatively little attention paid to how we should go about regulating smart devices, and still less about how cybersecurity should be enhanced. Similarly, now that everything from refrigerators to stock exchanges can be connected to a ubiquitous Internet, how can we better safeguard privacy across networks and borders? Will security scale along with this increasingly crowded field? Or, will a combination of perverse incentives, increasing complexity, and new problems derail progress and exacerbate cyber insecurity? For all the press that such questions have received, the Internet of Everything remains a topic little understood or appreciated by the public. This volume demystifies our increasingly "smart" world, and unpacks many of the outstanding security, privacy, ethical, and policy challenges and opportunities represented by the IoE. Scott J. Shackelford provides real-world examples

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and straightforward discussion about how the IoT is impacting our lives, companies, and nations, and explain how it is increasingly shaping the international community in the twenty-first century. Are there any downsides of your phone being able to unlock your front door, start your car, and control your thermostat? Is your smart speaker always listening? How are other countries dealing with these issues? This book answers these questions, and more, along with offering practical guidance for how you can join the effort to help build an Internet of Everything that is as secure, private, efficient, and fun as possible.

The internet of things (IoT) enhances customer experience, increases the amount of data gained through connected devices, and widens the scope of analytics. This provides a range of exciting marketing possibilities such as selling existing products and services more effectively, delivering truly personalized customer experiences, and potentially creating new products and services. *Smart Marketing With the Internet of Things* is an essential reference source that discusses the use of the internet of things in marketing, as well as its importance in enhancing the customer experience. Featuring research on topics such as augmented reality, sensor networks, and wearable technology, this book is ideally designed for business professionals, marketing managers, marketing strategists, academicians, researchers, and graduate-level students seeking coverage on the use of IoT in enhancing customer marketing outcomes.

Learn how to program the Internet of Things with this

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hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the basics of the IoT, a tech-savvy executive with a company embarking on an IoT journey, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and provide business value for stakeholders

In recent years, the need for smart equipment has increased exponentially with the upsurge in technological advances. To work to their fullest capacity, these devices need to be able to communicate with other devices in their network to exchange information and receive instructions. Computational Intelligence in the Internet of Things is an essential reference source that provides relevant theoretical frameworks and the latest empirical

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research findings in the area of computational intelligence and the Internet of Things. Featuring research on topics such as data analytics, machine learning, and neural networks, this book is ideally designed for IT specialists, managers, professionals, researchers, and academicians.

If you're a developer or electronics engineer who is curious about Internet of Things, then this is the book for you. With only a rudimentary understanding of electronics, Raspberry Pi, or similar credit-card sized computers, and some programming experience using managed code such as C# or Java, you will be taught to develop state-of-the-art solutions for Internet of Things in an instant.

A hands-on guide and mathematical approach to tackling security challenges and overall performance issues in 5G-based IoT communications The Internet of Things (IoT) provides connectivity and data exchange anytime and anywhere among a wide variety of physical objects such as sensors, vehicles, and mobile phones. This book is a concise guide to securing wireless Internet of Things (IoT) systems at the communications level, covering wireless spectrum sharing systems, smart grid communications, machine-to-machine communications, and uplink/downlink communications for IoT applications. The methods, optimization problems, mathematical solutions, algorithms, and programming codes in the book can be applied directly or extended as countermeasures for different IoT vulnerabilities. Coverage includes:

- Detailed solutions for tackling communications security threats
- Secure spectrum

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auction design •Spectrum trading architecture
•Distributed optimization algorithm •Latency-centric IoT uplink framework •MATLAB code for IoT spectrum sharing and IoT smart grid •Joint carrier aggregation for IoT spectrum sharing systems •Anomaly detection and classification

Discover how to build your own smart Internet of Things projects and bring a new degree of interconnectivity to your world About This Book Learn how to extract and analyse data from physical devices and build smart IoT projects Master the skills of building enticing projects such as a neural network autonomous car, computer vision through a camera, and cloud-based IoT applications This project-based guide leverages revolutionary computing chips such as Raspberry Pi, Arduino, and so on Who This Book Is For If you are hobbyist who is keen on making smart IoT projects, then this book is for you. You should have a basic knowledge of Python. What You Will Learn Implement data science in your IoT projects and build a smart temperature controller Create a simple machine learning application and implement decision system concepts Develop a vision machine using OpenCV Build a robot car with manual and automatic control Implement speech modules with your own voice commands for IoT projects Connect IoT to a cloud-based server In Detail Internet of Things (IoT) is a groundbreaking technology that involves connecting numerous physical devices to the Internet and controlling them. Creating basic IoT projects is common, but imagine building smart IoT projects that can extract data from physical devices, thereby making

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decisions by themselves. Our book overcomes the challenge of analyzing data from physical devices and accomplishes all that your imagination can dream up by teaching you how to build smart IoT projects. Basic statistics and various applied algorithms in data science and machine learning are introduced to accelerate your knowledge of how to integrate a decision system into a physical device. This book contains IoT projects such as building a smart temperature controller, creating your own vision machine project, building an autonomous mobile robot car, controlling IoT projects through voice commands, building IoT applications utilizing cloud technology and data science, and many more. We will also leverage a small yet powerful IoT chip, Raspberry Pi with Arduino, in order to integrate a smart decision-making system in the IoT projects. Style and approach The book follows a project-based approach to building smart IoT projects using powerful boards such as the Raspberry Pi, Arduino, and the IoT chip.

The Internet of Things (IoT) is a global network that links physical objects using Cloud computing, web applications, and network communications. It allows devices to communicate with each other, access information on the Internet, store and retrieve data, and interact with users, creating smart, pervasive and always-connected environments. Despite the Internet of Things being a relatively new concept, there are already a few open platforms available that enable remote and seamless management and visualization of sensor data: Cosm, Nimbits, and ThingSpeak are just a few examples. And Arduino works with all of them. The Arduino is an incredibly flexible micro-controller and development environment that

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cannot only be used to control devices, but can also be used to read data from all kinds of sensors. Its simplicity and extensibility, in addition to its great success and adoption by users, has led to the development of a variety of hardware extensions and software libraries that enable wired and wireless communication with the Internet. Arduino is the ideal open hardware platform for experimenting with the world of the Internet of Things. Make your Arduino talk to the world! This book will provide you with all the information you need to design and create your own Internet of Things (IoT) applications using the Arduino platform. More specifically, you will learn: About the Internet of Things and Cloud Computing concepts About open platforms that allow you to store your sensor data on the Cloud (like Cosm, Nimbits and many more) The basic usage of Arduino environment for creating your own embedded projects at low cost How to connect your Arduino with your Android phone and send data over the Internet How to connect your Arduino directly to the Internet and talk to the Cloud How to reprogram your Arduino microcontroller remotely through the Cloud Detailed Table of Contents can be found at:

<http://www.buildinginternetofthings.com> Updated version (v1.1): Contains corrections, improvements and updates about IoT Platforms!

A comprehensive overview of the Internet of Things' core concepts, technologies, and applications Internet of Things A to Z offers a holistic approach to the Internet of Things (IoT) model. The Internet of Things refers to uniquely identifiable objects and their virtual representations in an Internet-like structure. Recently, there has been a rapid growth in research on IoT communications and networks, that confirms the scalability and broad reach of the core concepts. With contributions from a panel of international experts, the text offers insight into the ideas, technologies, and applications of

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this subject. The authors discuss recent developments in the field and the most current and emerging trends in IoT. In addition, the text is filled with examples of innovative applications and real-world case studies. Internet of Things A to Z fills the need for an up-to-date volume on the topic. This important book: Covers in great detail the core concepts, enabling technologies, and implications of the Internet of Things Addresses the business, social, and legal aspects of the Internet of Things Explores the critical topic of security and privacy challenges for both individuals and organizations Includes a discussion of advanced topics such as the need for standards and interoperability Contains contributions from an international group of experts in academia, industry, and research Written for ICT researchers, industry professionals, and lifetime IT learners as well as academics and students, Internet of Things A to Z provides a much-needed and comprehensive resource to this burgeoning field.

Rapidly implement Internet of Things solutions Creating programs for the Internet of Things offers you an opportunity to build and program custom devices whose functionality is limited only by your imagination. This book teaches you to do exactly that, with solutions presented in a step-by-step format. When you read this book, you not only learn the fundamentals of device programming, you will also be ready to write code for revolutionizing devices and robots. You don't need to be an expert in low-level programming to benefit from this book. It explains basic concepts and programming techniques before diving into the more complicated topics. Each of the book's chapters and appendices contains a suitable level of detail to help you quickly master device programming. MCP Dawid Borycki shows you how to: Build Universal Windows Platform (UWP) applications that target interconnected embedded devices Design and implement background apps for seamless

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integration with hardware components Use intrinsic UWP functionality to detect and track human faces Build artificial auditory, visual, and learning systems Process audio signals to blink LEDs to the rhythm of music Use OpenCV to develop custom image-processing algorithms Communicate with external devices by using serial, USB, Wi-Fi, and AllJoyn connectivity Design and implement applications to control DC, stepper, and servo motors for robotics Use Microsoft Cognitive Services to detect human emotions Build predictive analysis and preventive maintenance systems by using the Azure IoT Suite

Learn how to program the Internet of Things with this hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full-stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the basics of the IoT, a tech-savvy executive looking to better understand the nuances of IoT technology stacks, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and provide business value for stakeholders

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Securing the Internet of Things provides network and cybersecurity researchers and practitioners with both the theoretical and practical knowledge they need to know regarding security in the Internet of Things (IoT). This booming field, moving from strictly research to the marketplace, is advancing rapidly, yet security issues abound. This book explains the fundamental concepts of IoT security, describing practical solutions that account for resource limitations at IoT end-node, hybrid network architecture, communication protocols, and application characteristics. Highlighting the most important potential IoT security risks and threats, the book covers both the general theory and practical implications for people working in security in the Internet of Things. Helps researchers and practitioners understand the security architecture in IoT and the state-of-the-art in IoT security countermeasures Explores how the threats in IoT are different from traditional ad hoc or infrastructural networks Provides a comprehensive discussion on the security challenges and solutions in RFID, WSNs, and IoT Contributed material by Dr. Imed Romdhani

Internet of things (IoT) is the connection and communication of physical objects (smart devices) over the internet. In this recent age, people's daily lives are dependent on the internet through their smartphones, tablets, Smart TVs, micro-controllers, Smart Tags, computers, laptops, and cars to name a few. This book discusses different ways to create a better IoT network and/or IoT platforms to improve the efficiency and quality of these products and subsequently their users' lives. In addition, this book provides future research directions in energy, industry, and healthcare, and explores the different applications of IoT and its associated technologies. It provides an overview and explanation of the software architecture, middleware, data processing and data management as well as security, sensors, actuators and

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algorithms used to create a working IoT platform. The editors then go on to examine IoT networks and platforms as they relate to energy industry including, energy efficiency and management, intelligent energy management, smart energy through blockchain and energy-efficient/aware routing/scheduling challenges and issues. They then explore IoT as it applies to healthcare including biomedical image and signal analysis and disease prediction and diagnosis. Finally the editors examine the prospects and applications of IoT for industry through the concepts of smart industry, including architecture, blockchain, and Industry 4.0. This book is intended for senior undergraduate and graduate students, researchers and industry professionals working on IoT applications and infrastructure.

Explores the platforms available for developing hardware or software, offers unique design concepts, and shows the ways to scale up from a single prototype to mass production.

There is great confusion about what the Internet of Things means. This book lays out a technological future based on the intersection of evolutionary psychology, shared functionality desires, and a long-term vision of human society. Broken into three themes of Prediction, Interface, and Evolution, it's an attempt to show what's coming so that we can start getting ready. Regardless of what forms it may take during gestation, this book describes what the Real Internet of Things will inevitably become.

Take your idea from concept to production with this unique guide Whether it's called physical computing, ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine hardware, embedded software, web services, electronics, and

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cool design to create cutting-edge devices that are fun, interactive, and practical. If you'd like to create the next must-have product, this unique book is the perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

The Internet of Things (IoT) is one of the core technologies of current and future information and communications technology (ICT) sectors. IoT technologies will be deployed in numerous industries, including health, transport, smart cities, utility sectors, environment, security, and many other areas. In a manner suitable to a broad range of readers, this book introduces various key IoT technologies focusing on algorithms, process algebra, network architecture, energy harvesting,

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wireless communications, and network security. It presents IoT system design techniques, international IoT standards, and recent research outcomes relevant to the IoT system developments and provides existing and emerging solutions to the design and development of IoT platforms for multi-sector industries, particularly for Industry 4.0. The book also addresses some of the regulatory issues and design challenges related to IoT system deployments and proposes guidelines for possible future applications.

What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems—such as a device that waters plants when the soil becomes dry. This hands-on guide shows you how to start building your own fun and fascinating projects. Learn to program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. All you need is a Netduino Plus, a USB cable, a couple of sensors, an Ethernet connection to the Internet—and your imagination. Develop programs with simple outputs (actuators) and inputs (sensors) Learn about the Internet of Things and the Web of Things Build client programs that push sensor readings from a

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device to a web service Create server programs that allow you to control a device over the Web Get the .NET classes and methods needed to implement all of the book's examples

This book provides a dual perspective on the Internet of Things and ubiquitous computing, along with their applications in healthcare and smart cities. It also covers other interdisciplinary aspects of the Internet of Things like big data, embedded Systems and wireless Sensor Networks. Detailed coverage of the underlying architecture, framework, and state-of-the-art methodologies form the core of the book.

Apress is proud to announce that Rethinking the Internet of Things was a 2014 Jolt Award Finalist, the highest honor for a programming book. And the amazing part is that there is no code in the book.

Over the next decade, most devices connected to the Internet will not be used by people in the familiar way that personal computers, tablets and smart phones are. Billions of interconnected devices will be monitoring the environment, transportation systems, factories, farms, forests, utilities, soil and weather conditions, oceans and resources. Many of these sensors and actuators will be networked into autonomous sets, with much of the information being exchanged machine-to-machine directly and without human involvement. Machine-to-machine communications are typically terse. Most sensors and actuators will report or act upon small pieces of

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information - "chirps". Burdening these devices with current network protocol stacks is inefficient, unnecessary and unduly increases their cost of ownership. This must change. The architecture of the Internet of Things must evolve now by incorporating simpler protocols toward at the edges of the network, or remain forever inefficient.

Rethinking the Internet of Things describes reasons why we must rethink current approaches to the Internet of Things. Appropriate architectures that will coexist with existing networking protocols are described in detail. An architecture comprised of integrator functions, propagator nodes, and end devices, along with their interactions, is explored.

What you'll learn Discusses the difference between the "normal" Internet and the Internet of Things.

Describes a new architecture and its components in the "chirp" context. Explains the shortcomings of IP for IoT. Describes the anatomy of the IoT. Describes how to build a suitable network to maximize the amazing potential of the IoT. Who this book is for Thought leaders, executives, architectural, standards and development leaders in the evolving IoT industry. Corporations and organizations whose commercial products could be adapted simply to be functioning devices on the IOT while saving billions of dollars in unnecessary costs or proprietary designs. Those who wish to capitalize on technology change and those interested in the Internet, its

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capabilities and the need to improve it. Table of Contents Foreword Preface Chapter Goal: The reader will understand the new demands and opportunities of the Internet of Things (IoT). The preface introduces the idea of a new, simplified architectural approach that draws on nature. Chapter 1: It's Different Out Here Chapter Goal: Reader should understand the difference between traditional Internet networking and the Internet of Things. What are the unique characteristics of the IoT that demand a new architecture? Why traditional architectures such as IP are a poor fit. Characteristics of an IoT-optimized architecture. Chapter 2: Anatomy of the Internet of Things Chapter Goal: Reader will understand the underlying principles of the emerging IoT architecture. Fundamental concepts are: the division of networking complexity among different devices; the make-up of the "Chirp" and how they are propagated; distinctions between transport and functional topologies; the concept of neighborhoods or zones of interest. Chapter 3: On the Edge Chapter Goal: Reader will learn the principles and characteristics of the End Devices in the IoT and how these will often differ from our present understanding of the Smartphone, tablet, and laptop. How the minimal networking needs of many IoT devices dictate elements of the architecture. Chapter 4: Building a Web of Things Chapter Goal: Reader will learn the characteristics and functionality of the

Propagator node in the IoT Architecture. Some communications principles are introduced which will be more fully explored in Chapter 6. Chapter 5: Small Data, Big Data, and Human Interaction Chapter Goal: Reader will understand the role of Integrator functions in the IoT, the point in the IoT where humans interact to gain information from IoT data and to set parameters and control end devices. An explanation of zones of interest and neighborhoods, with a discussion of incorporating "small data" from chirps into big data analysis. Chapter 6: An Architecture for the Frontier Chapter Goal: Reader will gain an understanding of the challenges inherent in a communications architecture for the massive scale of the IoT. Exploiting the opportunities inherent in a machine-to-machine environment, a much simpler architecture is described in detail that readily scales to the required scope. This chapter adds technical depth to ideas introduced in Chapters 3-5. Chapter 7: IoT Examples and Applications Chapter Goal: Reader will learn about current and emerging applications in the Internet of Things. Reference will be made to new applications enabled by the simpler architecture described in this book that are difficult or not possible with traditional networking protocols. Chapter 8: Blueprint to the Internet of Things Chapter Goal: Exploring the steps to IoT deployment. Standards based versus ad hoc

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approaches, call for industry cooperation and consortia. Intermediate incremental steps to broader adoption.

The Internet of Things MIT Press

Connect your organization to the Internet of Things with solid strategy and a proven implementation plan

Building Internet of Things provides front-line business decision makers with a practical handbook for capitalizing on this latest transformation.

Focusing on the business implications of Internet of Things (IoT), this book describes the sheer impact, spread, and opportunities arising every day, and how business leaders can implement IoT today to realize tangible business advantages. The discussion delves into IoT from a business, strategy and organizational standpoint, and includes use-cases that illustrate the ripple effect that this latest disruption brings; you'll learn how to fashion a viable IoT plan that works with your organization's strategy and direction, and how to implement that strategy successfully by integrating IoT into your organization tomorrow. For business managers, the biggest question surrounding the Internet of Things is what to do with it. This book examines the way IoT is being used today—and will be used in the future—to help you craft a robust plan for your organization. Grasp the depth and breadth of the Internet of Things Create a secure IoT recipe that aligns with your company's strategy Capitalize on advances

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while avoiding disruption from others Leverage the technical, organizational, and social impact of IoT In the past five years, the Internet of Things has become the new frontier of technology that has everyone talking. It seems that almost every week a major vendor announces a new IoT strategy or division; is your company missing the boat? Learn where IoT fits into your organization, and how to turn disruption into profit with the expert guidance in Building the Internet of Things.

This book addresses researchers and graduate students at the forefront of study/research on the Internet of Things (IoT) by presenting state-of-the-art research together with the current and future challenges in building new smart applications (e.g., Smart Cities, Smart Buildings, and Industrial IoT) in an efficient, scalable, and sustainable way. It covers the main pillars of the IoT world (Connectivity, Interoperability, Discoverability, and Security/Privacy), providing a comprehensive look at the current technologies, procedures, and architectures.

The term "Internet of Things" (IoT) refers to an ecosystem of interconnected physical objects and devices that are accessible through the Internet and can communicate with each other. The main strength of the IoT vision is the high impact it has created and will continue to do so on several aspects of the everyday life and behavior of its potential users. This book presents

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some of the state-of-the-art research work in the field of the IoT, especially on the issues of communication protocols, interoperability of protocols and semantics, trust security and privacy issues, reference architecture design, and standardization. It will be a valuable source of knowledge for researchers, engineers, practitioners, and graduate and doctoral students who are working in various fields of the IoT. It will also be useful for faculty members of graduate schools and universities.

The internet of things (IoT) has drawn great attention from both academia and industry, since it offers a challenging notion of creating a world where all things around us are connected to the internet and communicate with each other with minimal human intervention. Another component for helping IoT to succeed is cloud computing. The combination of cloud computing and IoT will enable new monitoring services and powerful processing of sensory data streams. These applications, alongside implementation details and challenges, should also be explored for successful mainstream adoption. IoT is also fueled by the advancement of digital technologies, and the next generation era will be cloud-based IoT systems.

Integration and Implementation of the Internet of Things Through Cloud Computing studies, analyzes, and presents cloud-based IoT-related technologies, protocols, and standards along with recent research and development in cloud-based IoT. It also presents recent emerging trends and technological advances of cloud-based IoT, innovative applications, and the challenges and implications for society. The chapters included take

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a strong look at the societal and social aspects of this technology along with its implementations and technological analyses. This book is intended for IT specialists, technologists, practitioners, researchers, academicians, and students who are interested in the next era of IoT through cloud computing.

Break down the misconceptions of the Internet of Things by examining the different security building blocks available in Intel Architecture (IA) based IoT platforms.

This open access book reviews the threat pyramid, secure boot, chain of trust, and the SW stack leading up to defense-in-depth. The IoT presents unique challenges in implementing security and Intel has both CPU and Isolated Security Engine capabilities to simplify it. This book explores the challenges to secure these devices to make them immune to different threats originating from within and outside the network. The requirements and robustness rules to protect the assets vary greatly and there is no single blanket solution approach to implement security. Demystifying Internet of Things Security

provides clarity to industry professionals and provides an overview of different security solutions What You'll Learn Secure devices, immunizing them against different threats originating from inside and outside the

network Gather an overview of the different security building blocks available in Intel Architecture (IA) based IoT platforms Understand the threat pyramid, secure boot, chain of trust, and the software stack leading up to defense-in-depth

Who This Book Is For Strategists, developers, architects, and managers in the embedded and Internet of Things (IoT) space trying to understand

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and implement the security in the IoT devices/platforms. Internet of Things: Technologies and Applications for a New Age of Intelligence outlines the background and overall vision for the Internet of Things (IoT) and Cyber-Physical Systems (CPS), as well as associated emerging technologies. Key technologies are described including device communication and interactions, connectivity of devices to cloud-based infrastructures, distributed and edge computing, data collection, and methods to derive information and knowledge from connected devices and systems using artificial intelligence and machine learning. Also included are system architectures and ways to integrate these with enterprise architectures, and considerations on potential business impacts and regulatory requirements. Presents a comprehensive overview of the end-to-end system requirements for successful IoT solutions Provides a robust framework for analyzing the technology and market requirements for a broad variety of IoT solutions Covers in-depth security solutions for IoT systems Includes a detailed set of use cases that give examples of real-world implementation Break through the hype and learn how to extract actionable intelligence from the flood of IoT data About This Book Make better business decisions and acquire greater control of your IoT infrastructure Learn techniques to solve unique problems associated with IoT and examine and analyze data from your IoT devices Uncover the business potential generated by data from IoT devices and bring down business costs Who This Book Is For This book targets developers, IoT professionals, and those in the field of data science who

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are trying to solve business problems through IoT devices and would like to analyze IoT data. IoT enthusiasts, managers, and entrepreneurs who would like to make the most of IoT will find this equally useful. A prior knowledge of IoT would be helpful but is not necessary. Some prior programming experience would be useful

What You Will Learn

Overcome the challenges IoT data brings to analytics

Understand the variety of transmission protocols for IoT along with their strengths and weaknesses

Learn how data flows from the IoT device to the final data set

Develop techniques to wring value from IoT data

Apply geospatial analytics to IoT data

Use machine learning as a predictive method on IoT data

Implement best strategies to get the most from IoT analytics

Master the economics of IoT analytics in order to optimize business value

In Detail

We start with the perplexing task of extracting value from huge amounts of barely intelligible data. The data takes a convoluted route just to be on the servers for analysis, but insights can emerge through visualization and statistical modeling techniques. You will learn to extract value from IoT big data using multiple analytic techniques. Next we review how IoT devices generate data and how the information travels over networks. You'll get to know strategies to collect and store the data to optimize the potential for analytics, and strategies to handle data quality concerns. Cloud resources are a great match for IoT analytics, so Amazon Web Services, Microsoft Azure, and PTC ThingWorx are reviewed in detail next. Geospatial analytics is then introduced as a way to leverage location information. Combining IoT data

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with environmental data is also discussed as a way to enhance predictive capability. We'll also review the economics of IoT analytics and you'll discover ways to optimize business value. By the end of the book, you'll know how to handle scale for both data storage and analytics, how Apache Spark can be leveraged to handle scalability, and how R and Python can be used for analytic modeling. Style and approach This book follows a step-by-step, practical approach to combine the power of analytics and IoT and help you get results quickly

Internet of Things: Principles and Paradigms captures the state-of-the-art research in Internet of Things, its applications, architectures, and technologies. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. The Internet of Things (IoT) paradigm promises to make any electronic devices part of the Internet environment. This new paradigm opens the doors to new innovations and interactions between people and things that will enhance the quality of life and utilization of scarce resources. To help realize the full potential of IoT, the book addresses its numerous challenges and develops the conceptual and technological solutions for tackling them. These challenges include the development of scalable architecture, moving from closed systems to open systems, designing interaction protocols, autonomic management, and the privacy and ethical issues around data sensing, storage, and processing. Addresses the main concepts and features of the IoT paradigm Describes different architectures for managing IoT

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platforms Provides insight on trust, security, and privacy in IoT environments Describes data management techniques applied to the IoT environment Examines the key enablers and solutions to enable practical IoT systems Looks at the key developments that support next generation IoT platforms Includes input from expert contributors from both academia and industry on building and deploying IoT platforms and applications

Although the Internet of Things (IoT) is a vast and dynamic territory that is evolving rapidly, there has been a need for a book that offers a holistic view of the technologies and applications of the entire IoT spectrum. Filling this void, *The Internet of Things in the Cloud: A Middleware Perspective* provides a comprehensive introduction to the IoT and its development worldwide. It gives you a panoramic view of the IoT landscape—focusing on the overall technological architecture and design of a tentatively unified IoT framework underpinned by Cloud computing from a middleware perspective. Organized into three sections, it:

- Describes the many facets of Internet of Things—including the four pillars of IoT and the three layer value chain of IoT
- Focuses on middleware, the glue and building blocks of a holistic IoT system on every layer of the architecture
- Explores Cloud computing and IoT as well as their synergy based on the common background of distributed processing

The book is based on the author's two previous bestselling books (in Chinese) on IoT and Cloud computing and more than two decades of hands-on software/middleware programming and architecting experience at

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organizations such as the Oak Ridge National Laboratory, IBM, BEA Systems, and Silicon Valley startup Doubletivist. Tapping into this wealth of knowledge, the book categorizes the many facets of the IoT and proposes a number of paradigms and classifications about Internet of Things' mass and niche markets and technologies.

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