

Contents

1	Internet of Things (IoT) Overview	1
1.1	What Is the Internet of Things (IoT)?	2
1.1.1	Background and More Complete IoT Definition	3
1.1.2	How to Monitor and Control Things from Anywhere in the World?	5
1.1.3	Why Do We Want to Monitor and Control Things?	5
1.1.4	Who Will Monitor and Control?	6
1.1.5	How Is Security Guaranteed?	6
1.2	IoT Reference Framework	7
1.3	Why Now? The 12 Factors for a Perfect Storm	8
1.3.1	Convergence of IT and OT	9
1.3.2	The Astonishing Introduction of Creative Internet-Based Businesses	10
1.3.3	Mobile Device Explosion	16
1.3.4	Social Network Explosion	17
1.3.5	Analytics at the Edge.	17
1.3.6	Cloud Computing and Virtualization	19
1.3.7	Technology Explosion	21
1.3.8	Digital Convergence/Transformation	21
1.3.9	Enhanced User Interfaces.	22
1.3.10	Fast Rate of IoT Technology Adoption (Five Times More Than Electricity and Telephony)	23
1.3.11	The Rise of Security Requirements	24
1.3.12	The Non-Stop Moore's Law	24
1.4	History of the Internet.	27
1.5	Summary	30
1.6	Problems and Exercises	31
	References.	32

2	The Internet in IoT—OSI, TCP/IP, IPv4, IPv6 and Internet Routing	35
2.1	The Open Systems Interconnection Model	35
2.2	End-to-End View of the OSI Model	38
2.3	Transmission Control Protocol/Internet Protocol (TCP/IP)	39
2.3.1	TCP/IP Layer 4: Application Layer	40
2.3.2	TCP/IP Layer 3: Transport Layer	40
2.3.3	TCP/IP Layer 2: Internet Layer	40
2.3.4	TCP/IP Layer 1. Network Access Layer	43
2.4	IoT Network Level—Putting It All Together	44
2.5	Internet Protocol Suite	44
2.5.1	IoT Network Level—Addressing	45
2.5.2	IoT Network Level—Routing	50
2.6	Summary	54
2.7	Problems and Exercises	54
	References	56
3	The Things in IoT: Sensors and Actuators	57
3.1	Introduction	57
3.2	IoT Sensors	58
3.2.1	Definition	58
3.2.2	Why Sensors?	60
3.2.3	Sensor Types	60
3.2.4	Sensor Characteristics	64
3.3	RFID	67
3.3.1	RFID Main Usage and Applications	68
3.4	Video Tracking	69
3.4.1	Video Tracking Applications	70
3.4.2	Video Tracking Algorithms	71
3.5	IoT Actuators	71
3.5.1	Definition	71
3.5.2	Why Actuators?	71
3.5.3	Actuator Types	72
3.5.4	Controlling IoT Devices	72
3.6	How Things Are Identified in IoT?	73
3.7	Summary	73
3.8	Problems and Exercises	73
	References	75
4	IoT Requirements for Networking Protocols	79
4.1	Support for Constrained Devices	80
4.2	Massive Scalability	81
4.2.1	Device Addressing	82
4.2.2	Credentials Management	82
4.2.3	Control Plane	83

- 4.2.4 Wireless Spectrum 83
- 4.3 Determinism 84
- 4.4 Security and Privacy 86
- 4.5 Application Interoperability. 88
 - 4.5.1 Abstractions and Standard APIs. 88
 - 4.5.2 Semantic Interoperability 89
- 4.6 Summary 90
- 4.7 Problems and Exercises 91
- References. 92
- 5 IoT Protocol Stack: A Layered View 93**
 - 5.1 Link Layer 93
 - 5.1.1 Challenges 93
 - 5.1.2 Industry Progress 95
 - 5.2 Internet Layer 108
 - 5.2.1 Challenges 108
 - 5.2.2 Industry Progress 110
 - 5.3 Application Protocols Layer 116
 - 5.3.1 Data Serialization Formats 116
 - 5.3.2 Communication Paradigms 117
 - 5.3.3 QoS 119
 - 5.3.4 RESTful Constraints 122
 - 5.3.5 Survey of IoT Application Protocols 123
 - 5.4 Application Services Layer 126
 - 5.4.1 Motivation 126
 - 5.4.2 Industry Progress 128
 - 5.4.3 Technology Gaps 135
 - 5.5 Summary 136
 - 5.6 Problems and Exercises 136
 - References. 138
- 6 Fog Computing 139**
 - 6.1 Defining Fog Computing 139
 - 6.2 Drivers for Fog 139
 - 6.2.1 Data Deluge. 140
 - 6.2.2 Rapid Mobility 141
 - 6.2.3 Reliable Control. 141
 - 6.2.4 Data Management and Analytics 142
 - 6.3 Characteristics of Fog 142
 - 6.4 Enabling Technologies and Pre-requisites 143
 - 6.4.1 Virtualization Technologies 144
 - 6.4.2 Network Support for Mobility 147
 - 6.4.3 Fog Orchestration 154
 - 6.4.4 Data Management 156
 - 6.4.5 More Gaps Ahead 159

6.5	Summary	160
6.6	Problems and Exercises	160
	References	164
7	IoT Services Platform: Functions and Requirements	165
7.1	IoT Services Platform Functions	168
7.2	IoT Platform Manager	169
7.3	Discovery: Entities, Services, and Location	170
	7.3.1 Registration	170
	7.3.2 Discovery	171
7.4	Communication Manager	173
7.5	Data Management and Repository	174
7.6	Element Manager (Managing IoT Devices and Network Elements)	175
	7.6.1 Configuration (and Provisioning) Management	177
	7.6.2 Fault Management	178
	7.6.3 Performance Management	182
	7.6.4 Important Performance Measures for IoT Devices (e.g., Sensors)	183
	7.6.5 Security Management	185
7.7	Firmware Manager	185
7.8	Topology Manager	186
7.9	Group Manager	187
7.10	Billing and Accounting	188
7.11	Subscription and Notification Manager	189
7.12	API Manager	190
7.13	Summary	190
7.14	Problems and Exercises	191
	References	193
8	Internet of Things Security and Privacy	195
8.1	Introduction	195
8.2	IoT Security Challenges	196
8.3	IoT Security Requirements	198
8.4	IoT Three-Domain Architecture	199
8.5	Cloud Domain Attacks and Countermeasures	200
8.6	Fog Domain Attacks and Countermeasures	209
8.7	Sensing Domain Attacks and Countermeasures	212
8.8	Summary and Future Directions	219
8.9	Problems and Exercises	220
	References	221
9	IoT Vertical Markets and Connected Ecosystems	225
9.1	IoT Verticals	226
	9.1.1 IoT Agriculture and Farming	227
	9.1.2 IoT Energy Solutions	227

9.1.3	IoT Oil and Gas Solutions	228
9.1.4	IoT Smart Building Solutions	230
9.1.5	IoT Finance	231
9.1.6	IoT Healthcare	232
9.1.7	IoT Industrial	233
9.1.8	IoT Retail	234
9.1.9	IoT Transportation	235
9.2	IoT Service Model—Anything as a Service	236
9.2.1	Thrust as a Service	236
9.2.2	Imaging as a Service	238
9.2.3	Farming as a Service	238
9.2.4	IT as a Service	240
9.3	Enabling “Anything as a Service”.	241
9.4	Connected Ecosystems	245
9.4.1	IoT Services Terminologies	246
9.4.2	IoT Connected Ecosystems Models	247
9.4.3	IoT Connected Ecosystem Models Key Capabilities	248
9.5	Summary	251
9.6	Problems and Exercises	251
	References.	254
10	Industry Organizations and Standards Landscape	257
10.1	Overview	257
10.2	IEEE (Institute of Electrical and Electronics Engineers)	258
10.2.1	IEEE 1451 Series	259
10.2.2	IEEE 1547 Series	259
10.2.3	IEEE 1609 Series	259
10.2.4	IEEE 1888 Series	260
10.2.5	IEEE 1900 Series	260
10.2.6	IEEE 2030 Series	260
10.2.7	IEEE 2040 Series	261
10.2.8	IEEE 11073 Series.	261
10.2.9	IEEE 2413 Series	261
10.3	IETF.	261
10.3.1	ROLL	262
10.3.2	CORE	262
10.3.3	6LowPAN	263
10.3.4	6TisCH	264
10.3.5	ACE	264
10.4	ITU.	264
10.5	IPSO Alliance.	265
10.6	OCF	266
10.7	IIC	266
10.8	ETSI.	267

- 10.9 oneM2M 267
- 10.10 AllSeen Alliance 268
- 10.11 Thread Group 268
- 10.12 ZigBee Alliance 269
- 10.13 TIA 269
- 10.14 Z-Wave Alliance 270
- 10.15 OASIS 270
- 10.16 LoRa Alliance 270
- 10.17 Gaps and Standards Progress Scorecard 271
- 10.18 Summary 272
- 10.19 Problems and Exercises 272
- References 273
- 11 The Role of Open Source in IoT 275**
 - 11.1 The Open Source Movement 275
 - 11.2 Why Open Source? 277
 - 11.3 Open Source Versus Standards 279
 - 11.4 Open Source Partnering with Standards 280
 - 11.5 A Tour of Open Source Activities in IoT 281
 - 11.5.1 IoT Devices 281
 - 11.5.2 IoT Services Platform 283
 - 11.6 Conclusions 285
 - 11.7 Problems and Exercises 285
 - References 286
- Appendix A: Glossary 287**
- References 317**
- Index 321**