

# **ICSOC 2016**

# **Revisiting SoA for the loT** *A Middleware Perspective*



Valerie Issarny Joint work with Georgios Bouloukakis, Nikolaos Georgantas, Benjamin Billet, and many other colleagues

# Agenda

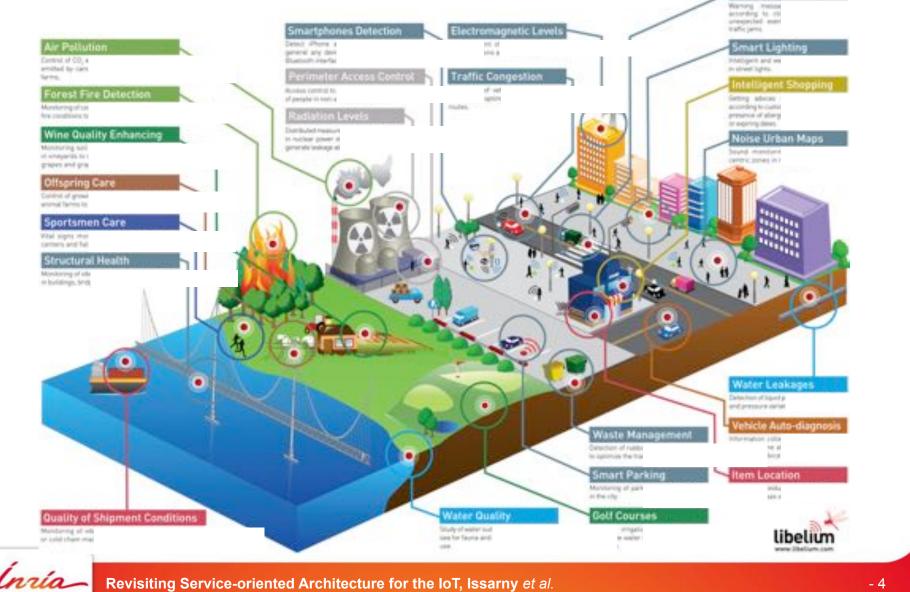
- 1. The IoT: An Introduction
- 2. A Service-Oriented IoT: Why & How
- 3. SoA for the IoT: Some Middleware Insight
- 4. Conclusion: What's Next



# But what is the Internet of Things?



#### The Internet of (Every)Things Smart Reads



# When the Virtual absorbs the Physical World



Matrix trailer

# Not yet there... hopefully ③



# When the Virtual & Physical Worlds Connect



# Why bother? It's already there!



# **But the Physical World is Complex**



123RF Consuelo Barreto + Inria edition

And so is the IoT!



# **The Pollution Monitoring use Case**



https://www.youtube.com/watch?v=Yw\_Er8fMmMw

### **Fixed Sensing**

High cost **but** accurate

# Mobile Crowdsensing Low cost & high redundancy but low accuracy & high diversity



Inria Social SensingQualitative add-onbut highly subjective



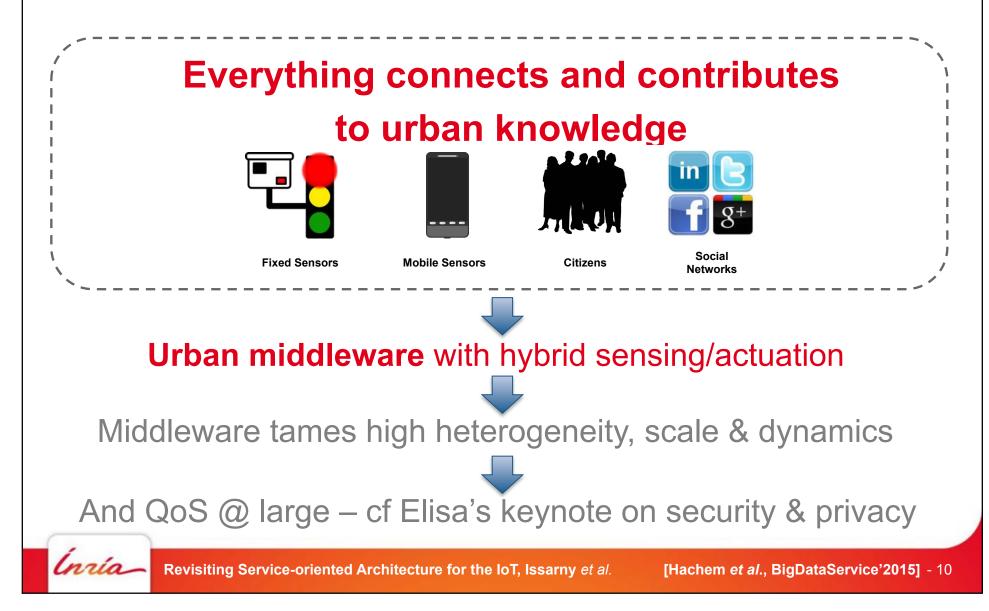
# Challenges



- Ultra-large scale
  - # Things
  - # Data
- Deep heterogeneity
  - Technical
  - Functional
  - Social
- Physical knowledge
  - Time-dependency
- High dynamics
- Privacy & security



# What if...



# Learning from an Urban Scale Experiment



Ambiciti App informing about individual and collective exposure to urban pollution

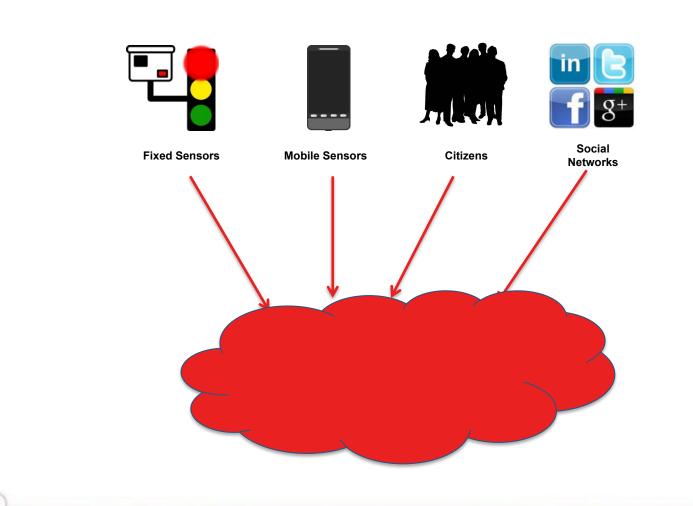
Noise pollution monitoring in Paris since summer 2015

Inria / photo C. Morel

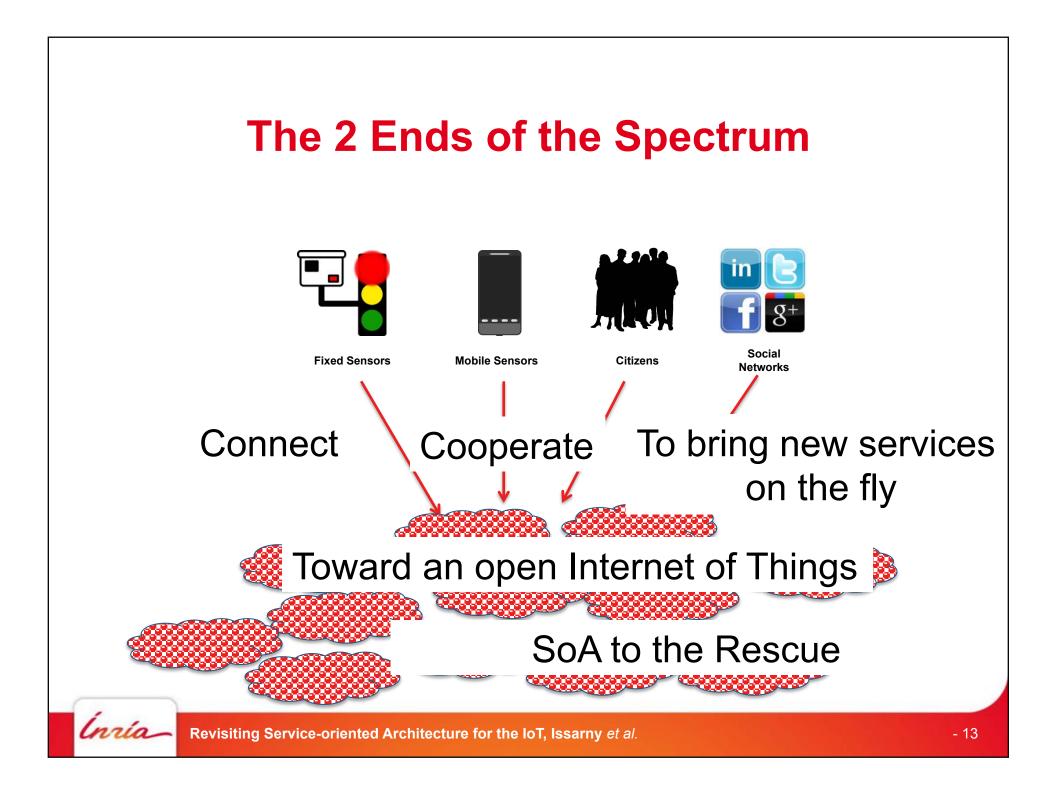
# Scale, Heterogeneity, Physical, Dynamics, Privacy, ...



# The 2 Ends of the Spectrum



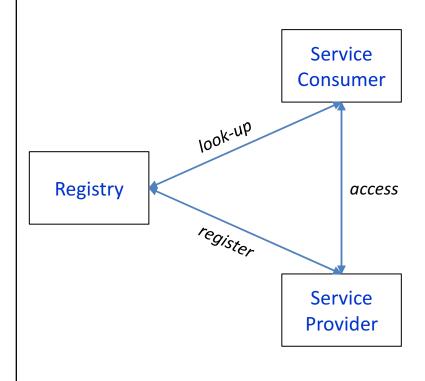




# **Toward a Service-oriented IoT?**



# **Service-oriented Architecture Meets the IoT**

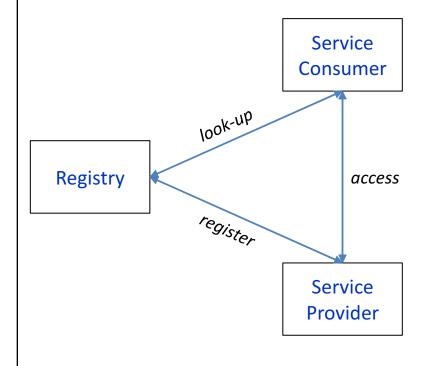


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Service Abstraction Discovery, Composition & Access **BUT** Ultra-large scale Continuous data streams Multi-paradigm interactions

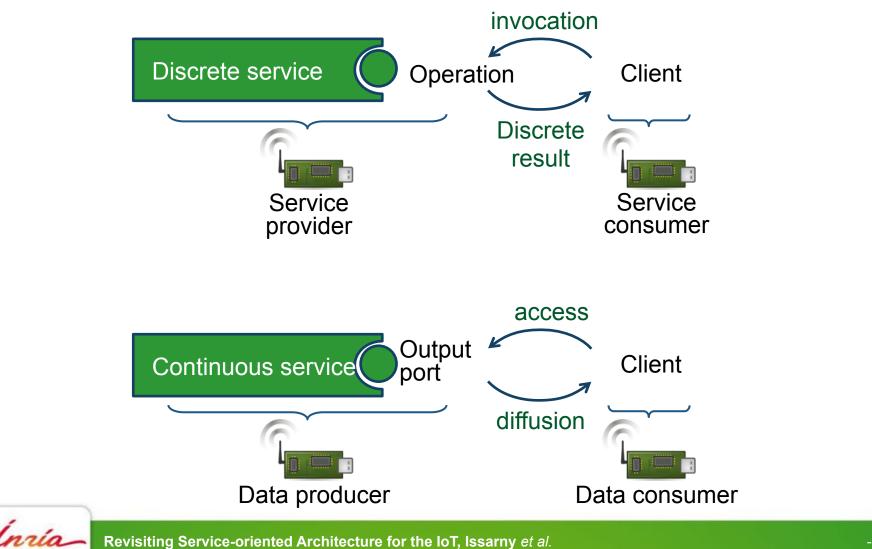
# A Rich State of the Art

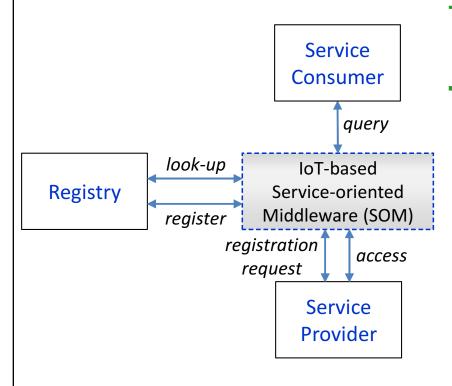
- Ultra-large scale
  - Cloud of Things, In-network processing
  - Continuous processing, Map-reduce
- Heterogeneity
  - SoA, WoT, Virtualization
  - Ontology, Semantic WoT
- Physical knowledge
  - Sensor data streams
- Dynamics
  - Dynamic discovery
- Privacy & security



# Service abstraction for Things

- Connect with the physical world
- Semantic knowledge
- Functional & non-functional
- Discrete & continuous

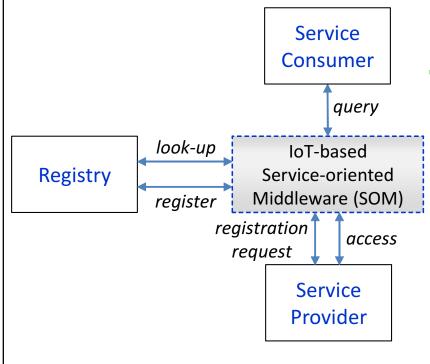




# Things Abstraction

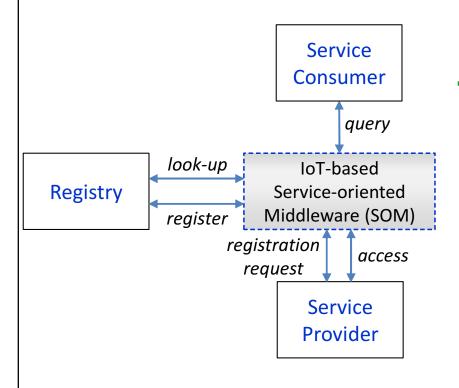
# Thing discovery

- Query for real-world phenomena
- Mobile and fixed things
- Diversity of the connected things
- Redundancy



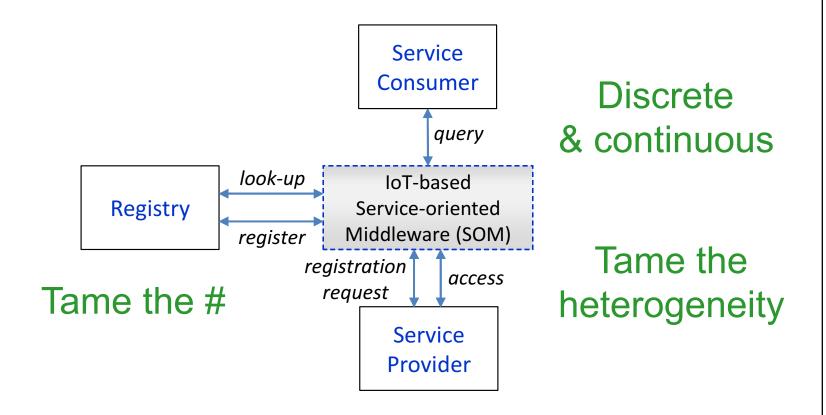
# Things Abstraction, Discovery Thing composition

- Complexity of the physical world
- Diversity of the connected things
- Sense & actuate continuous real-world phenomena



Things Abstraction, Discovery, Composition Thing access

- Resource-constraints
- Proxy/gateway
- Thing node
- Diversity of access protocols for the tiny to the wealthy things



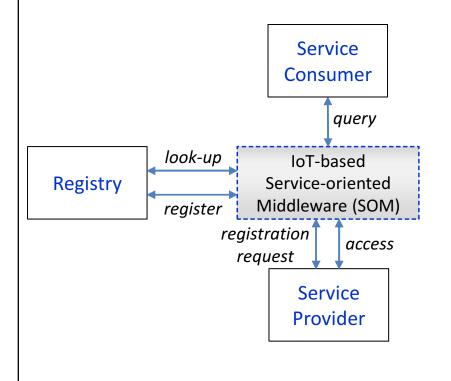
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# 3

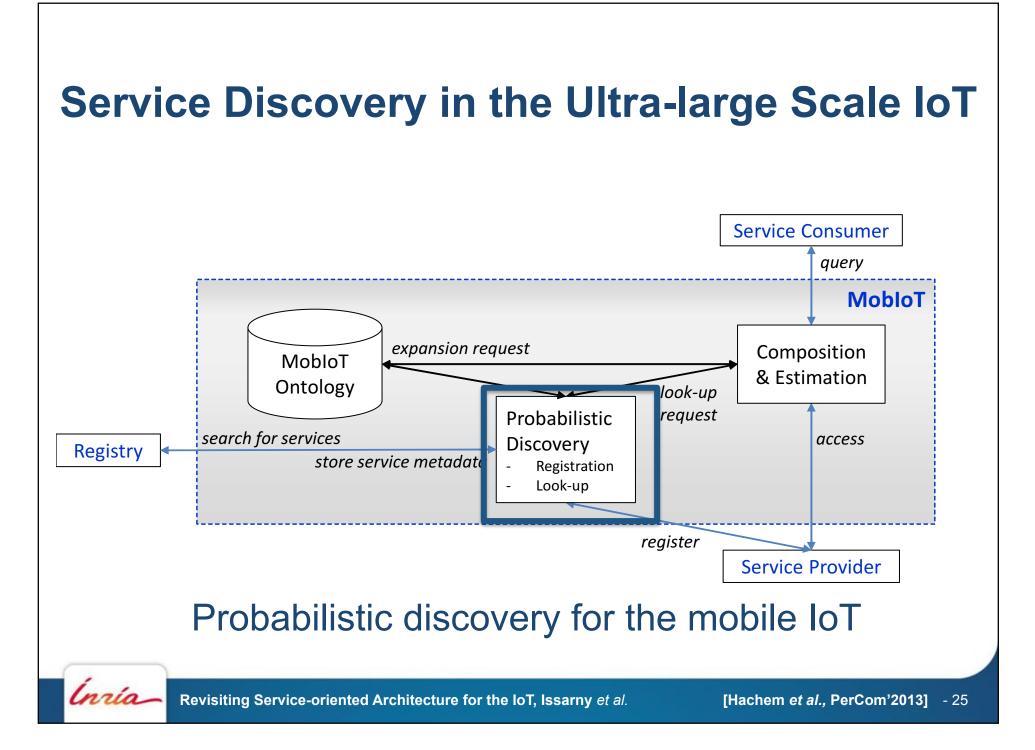
# Middleware for a Service-oriented IoT



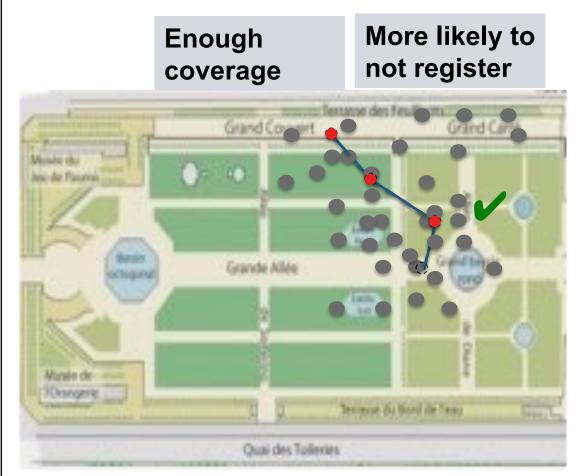
# Middleware Solutions for a Thing-based SOA Sensing the Physical World



- Discovery in the ultralarge scale IoT
- Composition in the Dynamic resourceconstrained IoT
- Access in the Heterogeneous IoT



# Probabilistic Discovery for the Mobile IoT

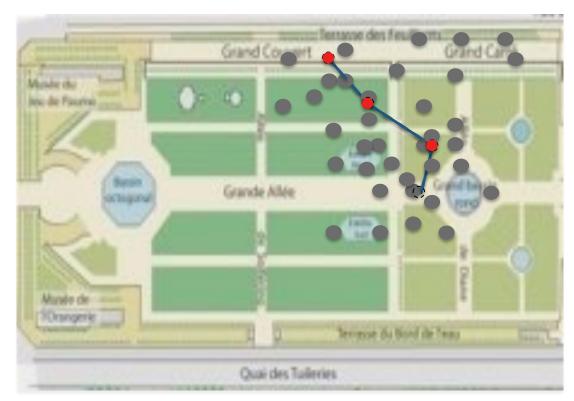


# **Design Rationale**

- Do not register redundant Things to reduce number
- Leverage user mobility knowledge

#### Jardin des Tuileries

# **Probabilistic Discovery: How**

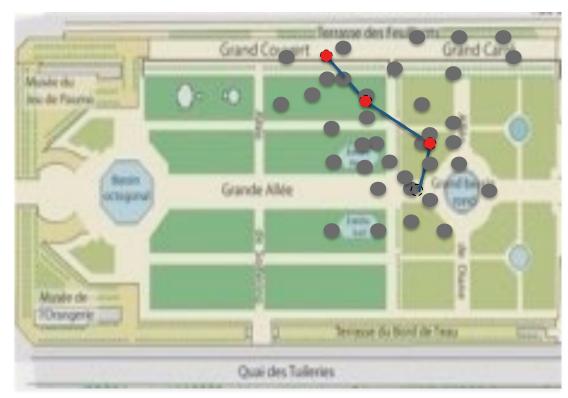


# **Centralized Approach**

- Compute decision on Registry as search problem
- Using global displacement knowledge
- But computation time increases linearly

Jardin des Tuileries

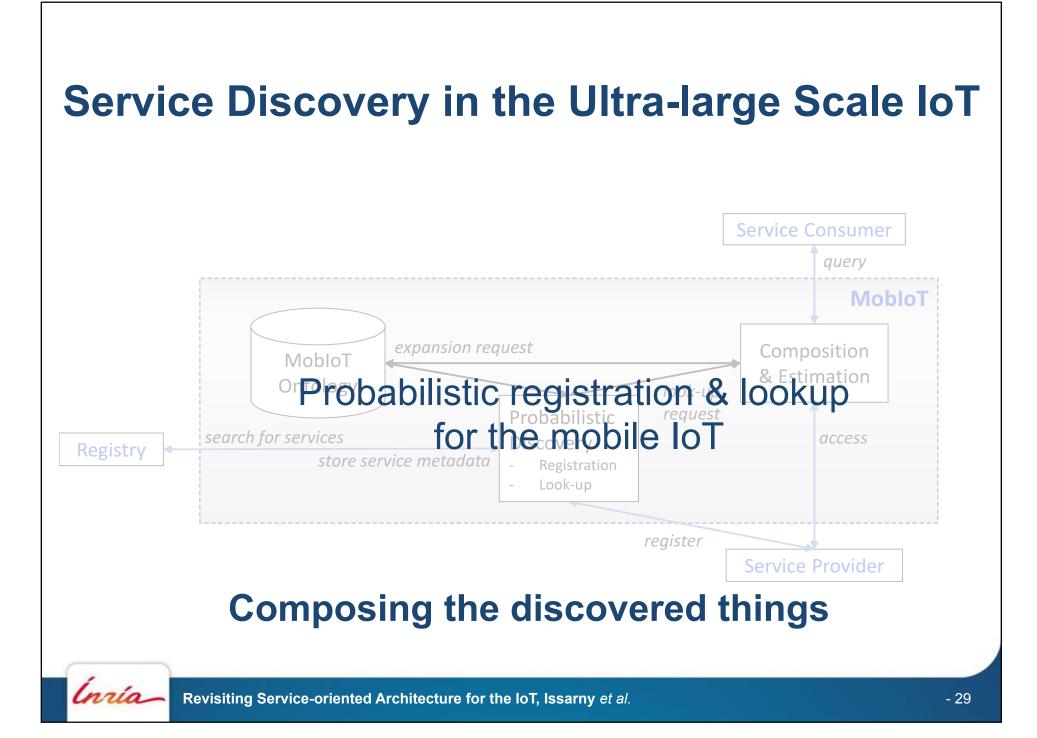
# **Probabilistic Discovery: How**



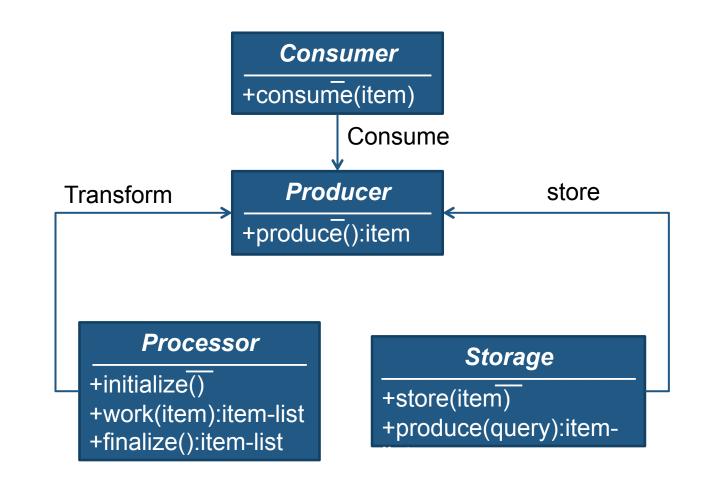
# **Distributed Approach**

- Compute decision
  on Thing
- Estimate displacements of registered Things using mobility models (e.g., TLW)

Jardin des Tuileries



# Service Composition in the Resource-constrained IoT





Revisiting Service-oriented Architecture for the IoT, Issarny et al.

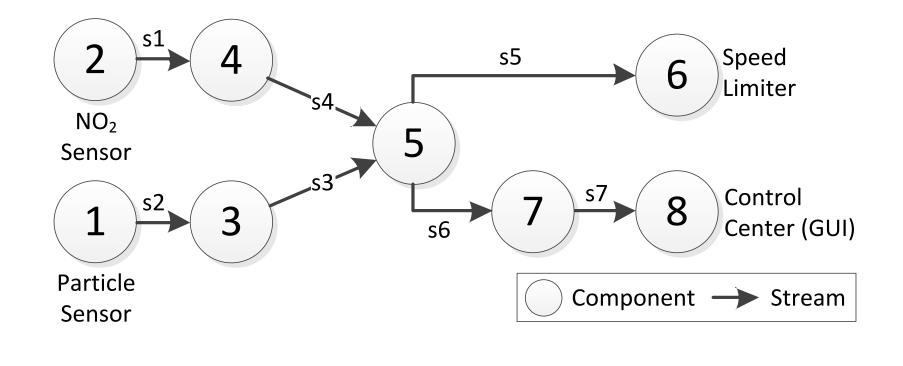
[Billet et al., JISA'2014] - 30

# Logical Mashup Graph Producer Consumer Pr

Revisiting Service-oriented Architecture for the loT, Issarny et al.

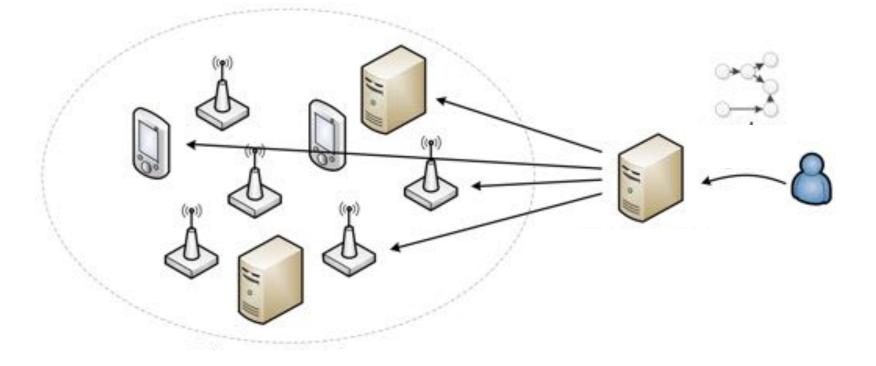
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# Logical Mashup Graph Example



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# Deploying the Graph



# Energy, Resource-constraints, Load balancing, Timeliness



Revisiting Service-oriented Architecture for the IoT, Issarny et al.

[Billet et al., MASS'2014] - 33

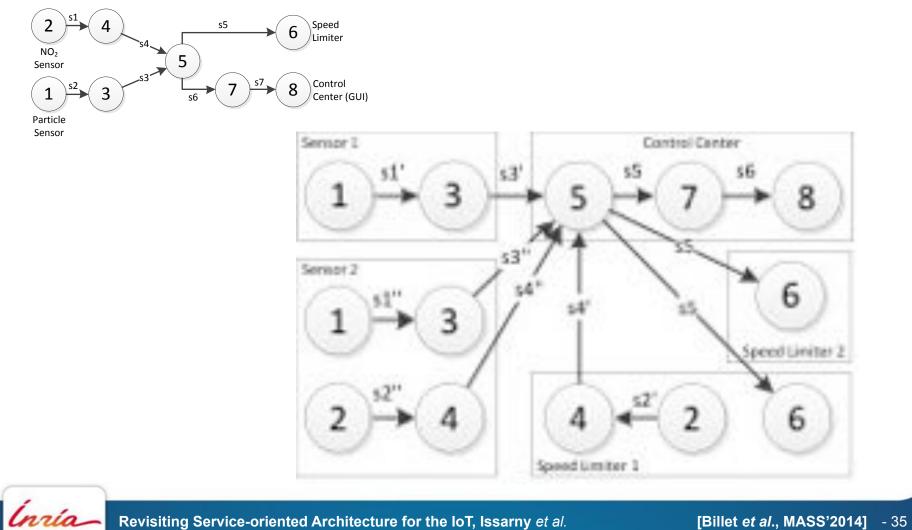
# Modeling Tasks and Things for Physical Mapping



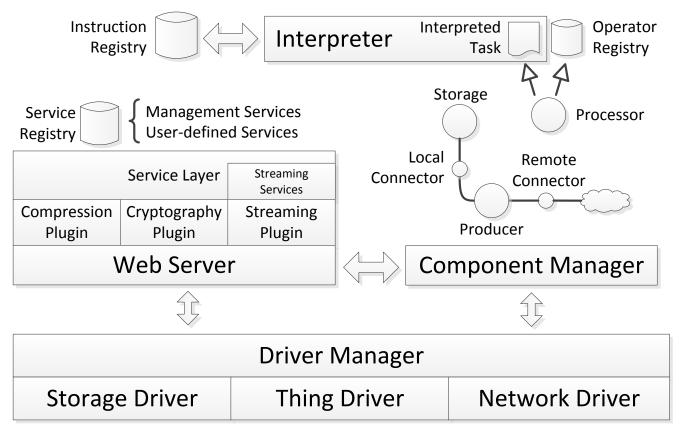
# Solving the problem optimally & approximately



# Physical Composition of the **Resource-constrained Things** Example



# **Dioptase Middleware for Things**



## Dioptase is one solution...



# **Service Access in the Heterogeneous IoT**



Dioptase DPWS MQTT CoAP

# Streaming Discrete Sync Async Pus/sub ...



# Service Bus for the IoT

### 4 basic operations:

One-way sender operation One-way receiver operation

Two-way asynchronous client operation Two-way asynchronous server operation

Two-way synchronous client operation Two-way synchronous server operation

Stream consumer operation Stream producer operation

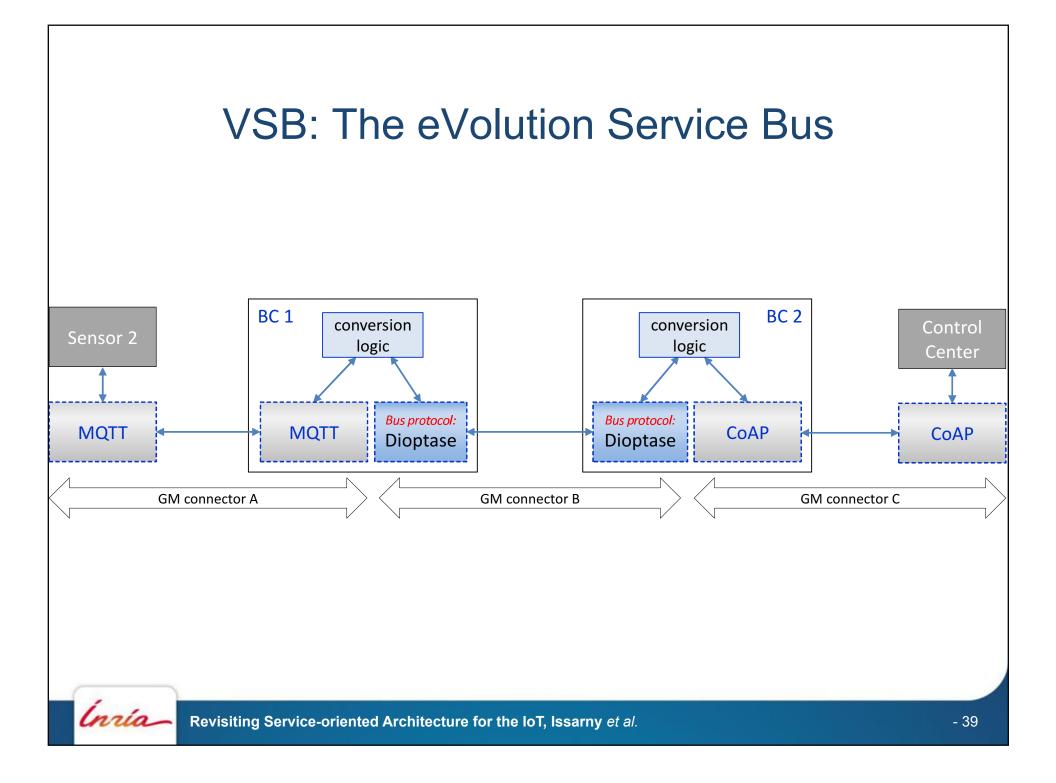


each operation represented as combination of *post* and *get* primitives

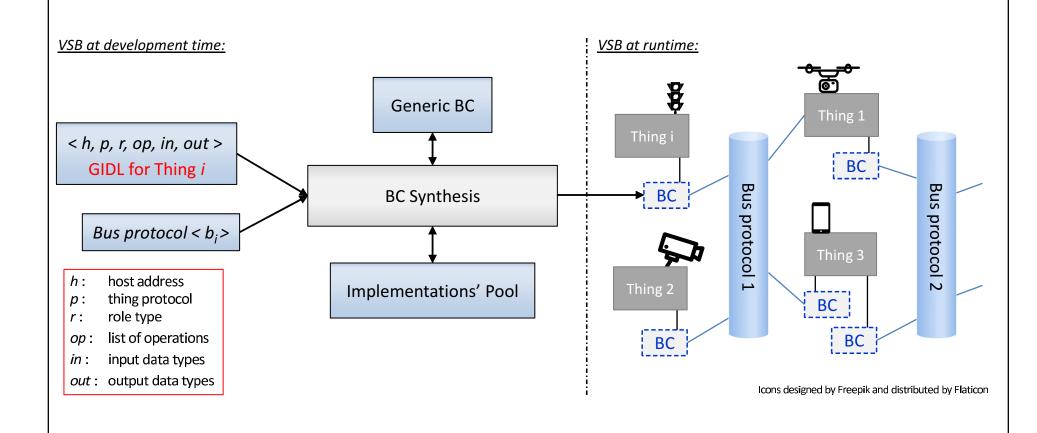
*post* and *get* primitives mapped to each protocol: SOAP, REST, CoAP, MQTT, etc.

# **Reconciling multi-paradigm interactions**





# VSB Development & Run-time Environments





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# An Urban Middleware Leveraging the IoT?





# 4

# What's next?



# **Contributions so far...**

A perspective on SoA for the IoT

A flavor of SoA but...

Middleware solutions to tame the complex IoT Scale, heterogeneity, ...

But the centralized approach remains the winner...



# What's next... Next generation Internet of Things

- Security & Privacy
- Reliability & Dependability

# http://anrg.usc.edu/ngiot16/



# Thank you!

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