



# **SNS COLLEGE OF ENGINEERING**



**Kurumbapalayam(Po), Coimbatore – 641 107**

**Accredited by NAAC-UGC with 'A' Grade**

**Approved by AICTE, Recognized by UGC & Affiliated to Anna University, Chennai**

## **Department of Information Technology**

**Course Name – Internet of Things & AI**

**III Year / V Semester**

**Unit 1 – IoT INTRODUCTION AND APPLICATIONS**

**Topic 2- ITU – T Views –Working Definition**





# IoT Definition

- Internet of Things is a twenty-first century phenomenon in which physical consumer products (meta products) connect to the web and start communicating with each other by means of sensors and actuators.
- The term “Internet of Things” denotes a trend where a large number of devices benefit from communication services that use Internet protocols.
- The M2M . . . term is used to refer to machine-to-machine communication, i.e., automated data exchange between machines.
- The vision of the internet of things is to attach tiny devices to every single object to make it identifiable by its own unique IP address. These devices can then autonomously communicate with one another.



# Technical Challenges of IoT

The success of the internet of things relies on overcoming the following technical challenges:

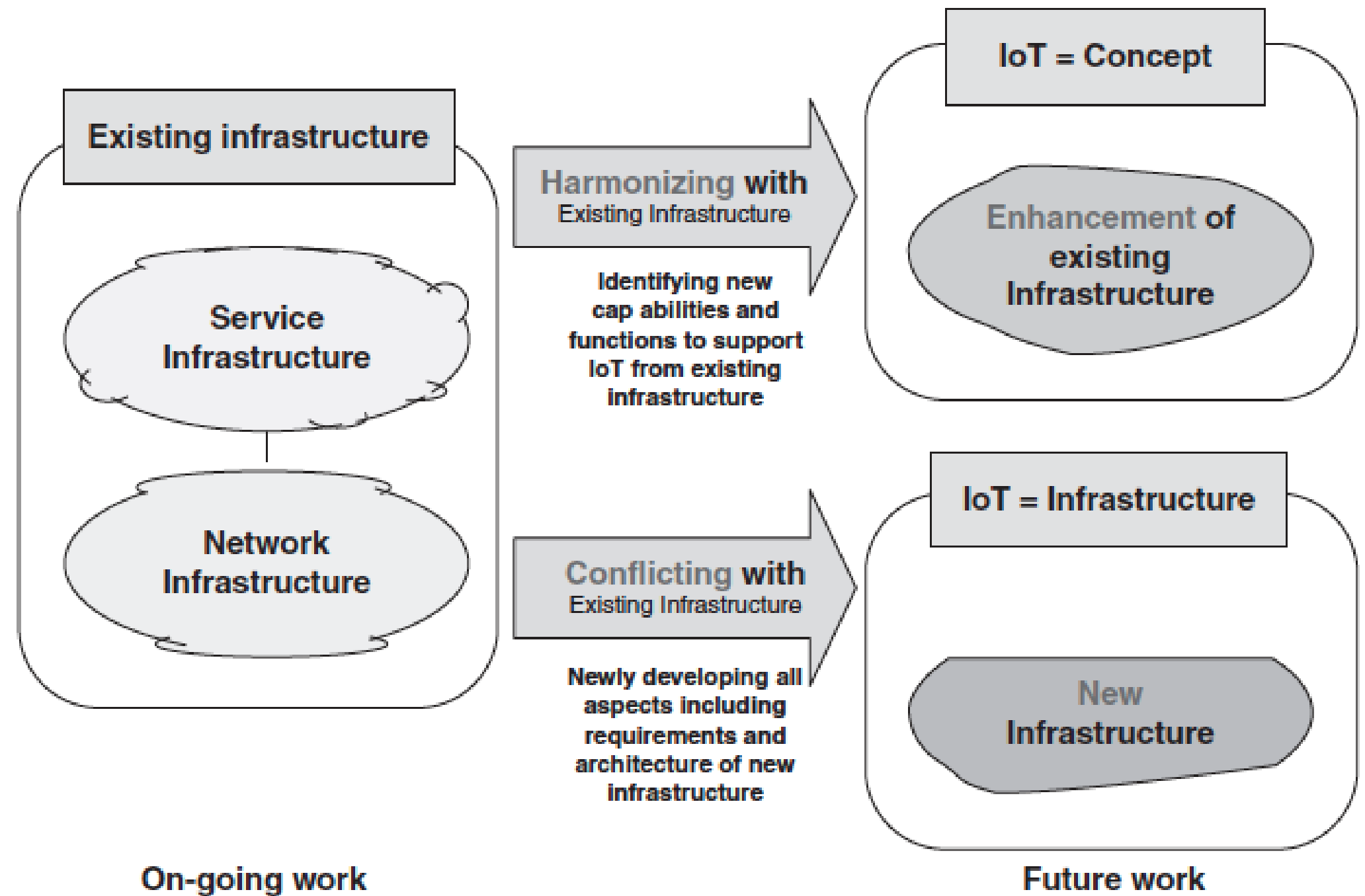
- (1) The current manner of using IP addresses must change to a system that provides an IP address to every possible object that may need one in the future.
- (2) The power behind the embedded chips on such devices will need to be smaller and more efficient. And,
- (3) The software applications must be developed that can communicate with and manage the stream of data from hundreds of interconnected non-computing devices that comprise a 'smart' system which can adapt and respond to changes.

# ITU-T Views

International Telecommunications Union  
Standardization Sector -Telecommunication

View A: IoT is just a concept: the IoT does not refer to a network infrastructure; the IoT is not a technical term but a concept.

View B: IoT is an infrastructure: The IoT refers to an infrastructure.





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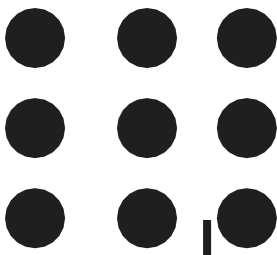
View B: IoT is an infrastructure: The IoT refers to an infrastructure.

### Definition for View A

A technological revolution that represents the future of computing and communications, and its development depends on dynamic technical innovation in a number of important fields, from wireless sensors to nanotechnology

The networked interconnection of objects—from the sophisticated to the mundane—through identifiers such as sensors, RFID tags, and IP addresses

The Internet of things links the objects of the real world with the virtual world, thus enabling anytime, anyplace connectivity for anything and not only for anyone



# ITU-T Views

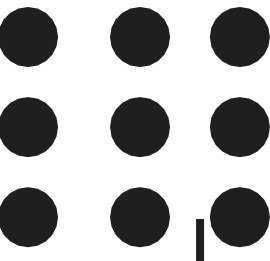
## Definition for View B: IoT is an infrastructure

A global network infrastructure, linking physical and virtual objects through the exploitation of data capture and communication capabilities. This infrastructure includes existing and evolving Internet and network developments. It will offer specific object identification, sensor and connection capability as the basis for the development of independent federated services and applications.

A global information and communication infrastructure enabling automated chains of actions (not requiring explicit human intervention) facilitating information assembly and knowledge production and contributing to enrichment of human life by interconnecting physical and logical objects based on standard and interoperable communication protocols and through the exploitation of data capture and communication capabilities supported by existing and evolving information and communication technologies.

The Internet of Things consists of networks of sensors attached to objects and communication devices, providing data that can be analyzed and used to initiate automated actions. The data also generate vital intelligence for planning, management, policy, and decision-making. CISCO





# Working Definitions

A broadly-deployed aggregate computing/communication application and/or application-consumption system, that is deployed over a local (L-IoT), metropolitan (M-IoT), regional (R-IoT), national (N-IoT), or global (G-IoT) geography, consisting of

- (i) dispersed instrumented objects (“things”) with embedded one or two-way communications and some (or, at times, no) computing capabilities,
- (ii) where objects are reachable over a variety of wireless or wired local area and/or wide area networks, and,
- (iii) whose inbound data and/or outbound commands are pipelined to or issued by a(n application) system with a (high) degree of (human or computer-based) intelligence.

Things – sensors, actuators, tags, objects

Sensors are active devices that measure some variable of the natural or man-made environment (e.g., a building, an assembly line, an industrial assemblage supporting a process).

An actuator is a mechanized device of various sizes (from ultra-small to very large) that accomplishes a specified physical action, for example, controlling a mechanism or system, opening or closing a valve.