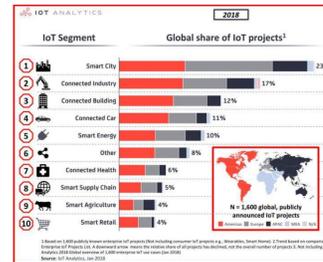


Introduction

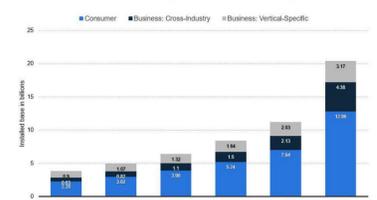
IoT systems have progressed from toy to commercial scale, encompassing hundreds of heterogeneous networked devices in buildings, industrial settings, and cities. Their complex, hybrid, cross-domain, and evolving nature poses a significant challenge for IoT applications that tend to outlive hardware. Subtle system changes can lead to catastrophic failures [2].

Fundamental Challenges

- Identification of IoT devices in software
 - Stable, human-friendly, contextual names
 - Combine device type & location
- Format & storage of IoT device metadata
 - Distributed & federated directory
- Resource discovery in evolving IoT systems
 - By aggregated queries
 - In long-lived software
- Rapid prototyping & testing
 - Without physical IoT devices
 - Without access to IoT systems



The Internet of Things (IoT) Units Installed Base By Category 2014 to 2020 (in billions of units)



Source: bfconsulting.com

Approach

- Design **location+type** naming architecture & name resolver
- Manage metadata of devices as **standard description** profiles
- Store profiles into **federated** and **distributed** IoT directories
- Resolve names to objects by **diverse** queries
- Apply **fine-grained** access control combining roles and attributes

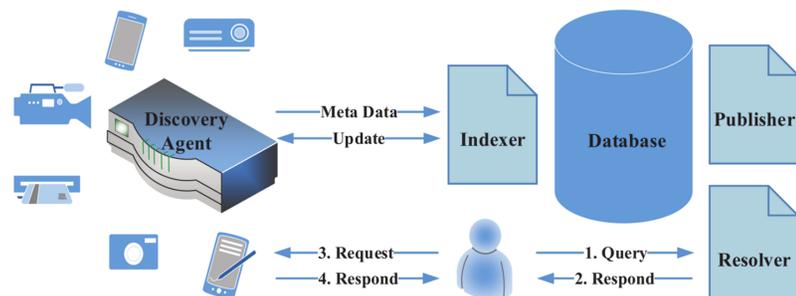
Metadata Directory

- An intermediate between IoT devices and Internet
- Gather metadata from local network IoT devices
- Preferably on edge computational nodes

```

"@context": "https://www.w3.org/2019/wot/td/v1",
"id": "urn:dev:ops:32473-WoTLamp-1234",
"title": "MyLampThing",
"securityDefinitions": {
  "basic_sc": {
    "scheme": "basic",
    "in": "header"
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        ]
      }
    }
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}
    
```

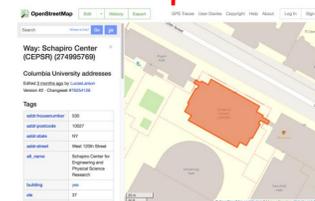
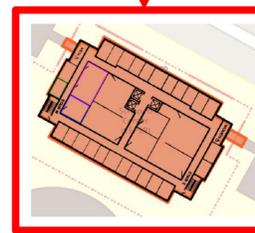
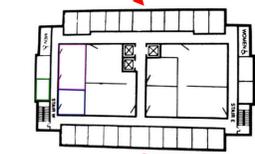
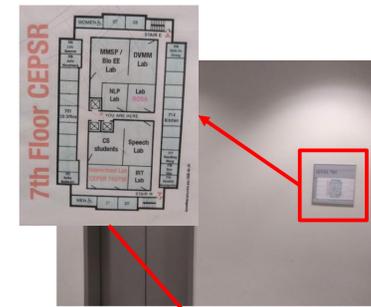
Source: W3C Thing Description



Functional modules of a local metadata directory

Geospatial Naming Database

- People often refer to physical objects by the object's location
 - "Light switch in the **living room**"
 - "**Kitchen** thermometer"
- Resolve human-readable name to machine-readable name
 - Owner, type, location, time
 - "Current status of my light switch in the living room"
- Intuitive IoT device names will likely have a geospatial component
- **Needed:** database of named geospatial objects

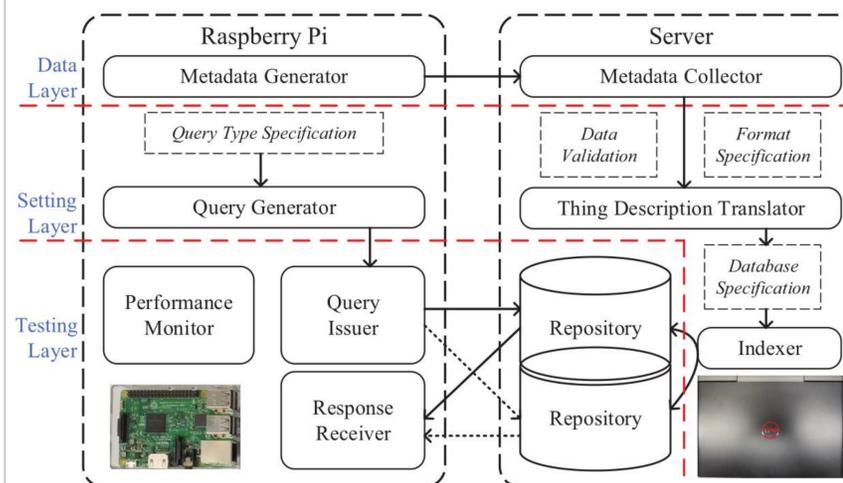


Approach

1. Obtain building object from OpenStreetMap (by address or location)
2. Digitize printed fire escape floor plan & adjust (contrast, colors, transparency)
3. Align floor plan with building polygon via reference coordinates
 - Find best projective transformation matrix via the least-square method
4. Aid user in defining and naming rooms, sections, and floors
 - Draw polygons over floorplan
 - Add labels to polygons

Testbed for Metadata Directory

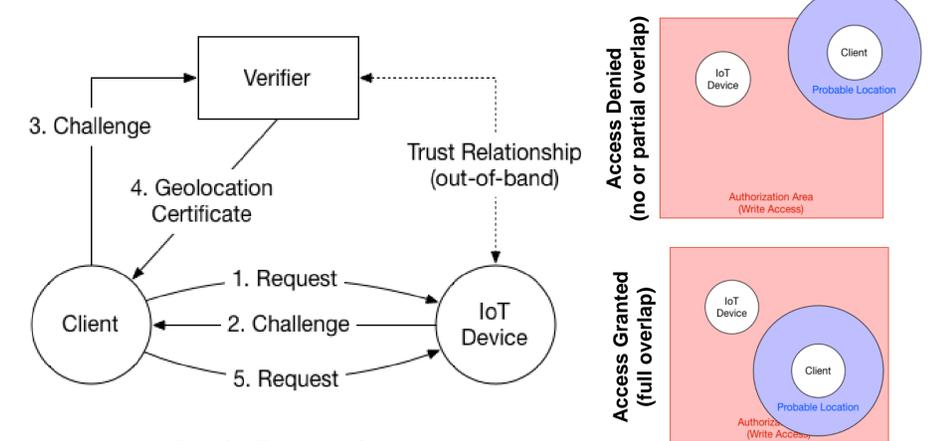
- Generate mock thing descriptions
- Using MongoDB and MySQL as selected data stores
- Analyze query performance



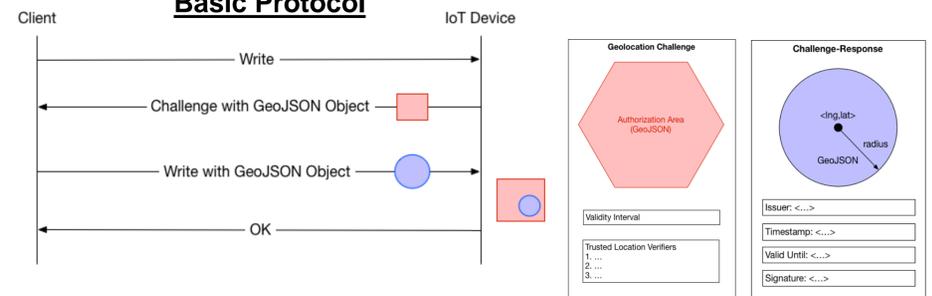
Geospatial IoT Access Control

- Access control rules inspired by the physical world
 - People in a room can implicitly control light switches in the room
 - Access determined by client location relative to the controlled device
- Access control policies based on geospatial relationships
 - Write access if "near", otherwise read-only access
 - Write access if in the same room
 - Discoverable on campus

System Architecture



Basic Protocol



Challenges and Future Work

Name Resolution

- Real-time device profile update
- Name resolver prototype architecture

Access Control

- Represent the fine-grained and flexible access control
- Including dynamic properties (location) and rights ("min. query interval")
- Multi-owner issues

References

1. W3C Thing Description. <https://www.w3.org/TR/wot-thing-description/>
2. National Transportation Safety Board. Preliminary Report Pipeline: Over-pressure of a Columbia Gas of Massachusetts Low-pressure Natural Gas Distribution System. URL: <https://www.ntsb.gov/investigations/AccidentReports/Pages/PLD18MR003-preliminary-report.aspx>