

Next wave of the Internet is Machines-to-Machines Ecosystems



Man Oriented Ecosystem

Not (really) Resource Constrained

- Lots more Processor, Memory, Protocol stacks
- Human Oriented Consumption (external)
- Assumed often “Always On”
- Centrally-managed naming (MACID, et al)



Machine Oriented Ecosystem

Often Resource Constrained

- Often Limited or no processor, memory, etc.
- Consumption for local use (Internal)
- Many remote with Intermittent power
- Built by millions of manufacturers worldwide

... many *cannot afford* traditional IP protocol overhead

IoT Data Characteristics

- Typically Machine to Machine (M2M) status messaging which is:
- **Terse** – not oriented to humans.. Data packets can be 1-5 bytes. The IPV6 Header alone is **40** Bytes.

IPV6 Overhead = 40 bytes, 1 byte payload

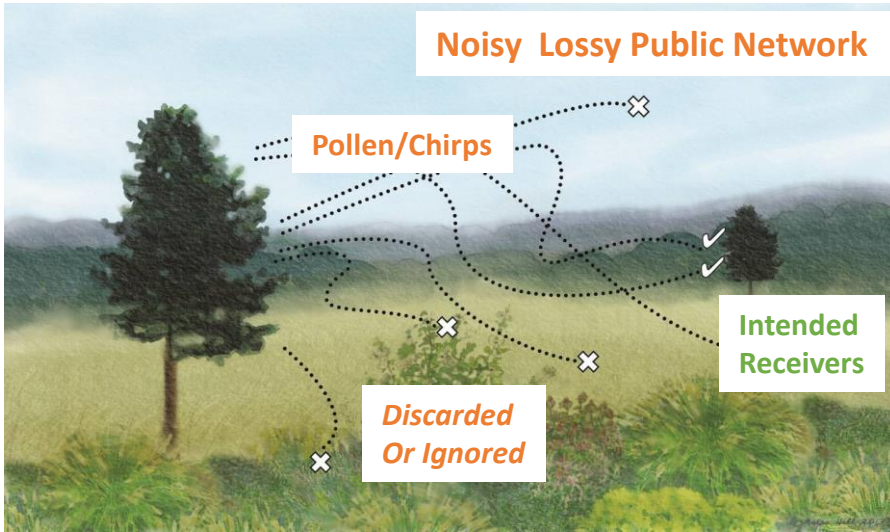


Chirp Overhead = 4 bytes, 1 byte payload

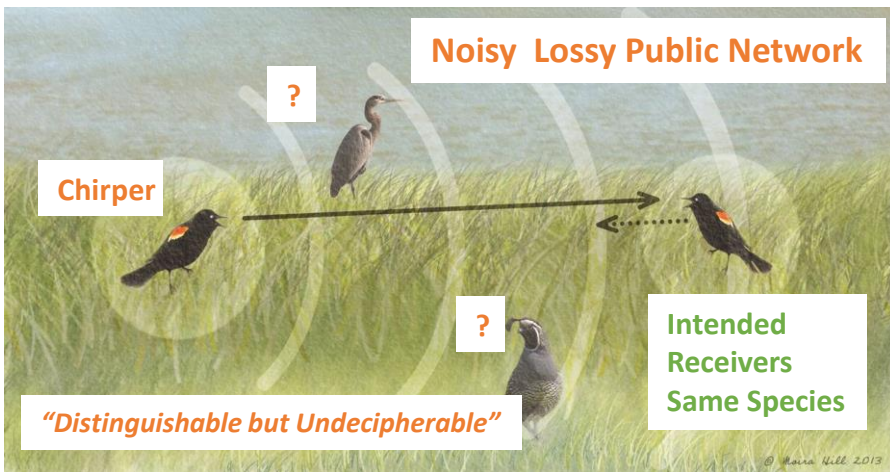


- **Repetitive** but..
- *Individual messages not critical*: Decisions are based on large datasets of corroborated evidence
- Meaning comes from **combination** with other data sources: Data is shared out of Symbiosis
- “**Small Data**” - the data can be cryptic: Red/Yellow/Green/Black machine states take 2 bits only.
- Consumption and generation is mostly **Local**. Many legacy systems are running on PLC controllers.
- Usually **unidirectional**. Machine heart beats and terse status updates. OTA downloads infrequent.
- **Self-classified**: new concept, based on Nature
- **Discovery**, based on Nature and the value of independently corroborated ground truth.

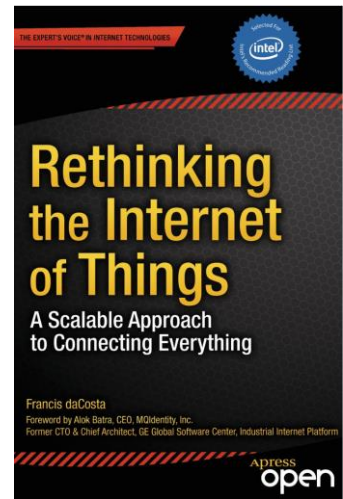
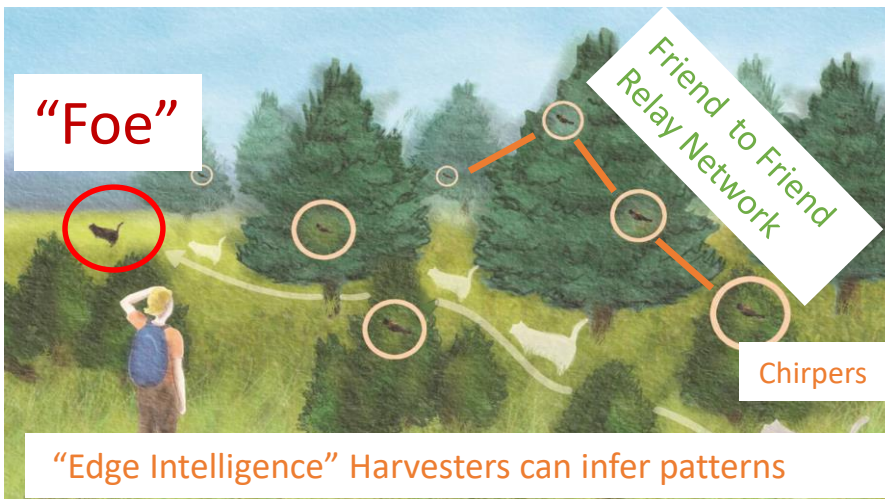
1. "Light" Pollen uses all available transports. Only *specific* receivers decode "message"

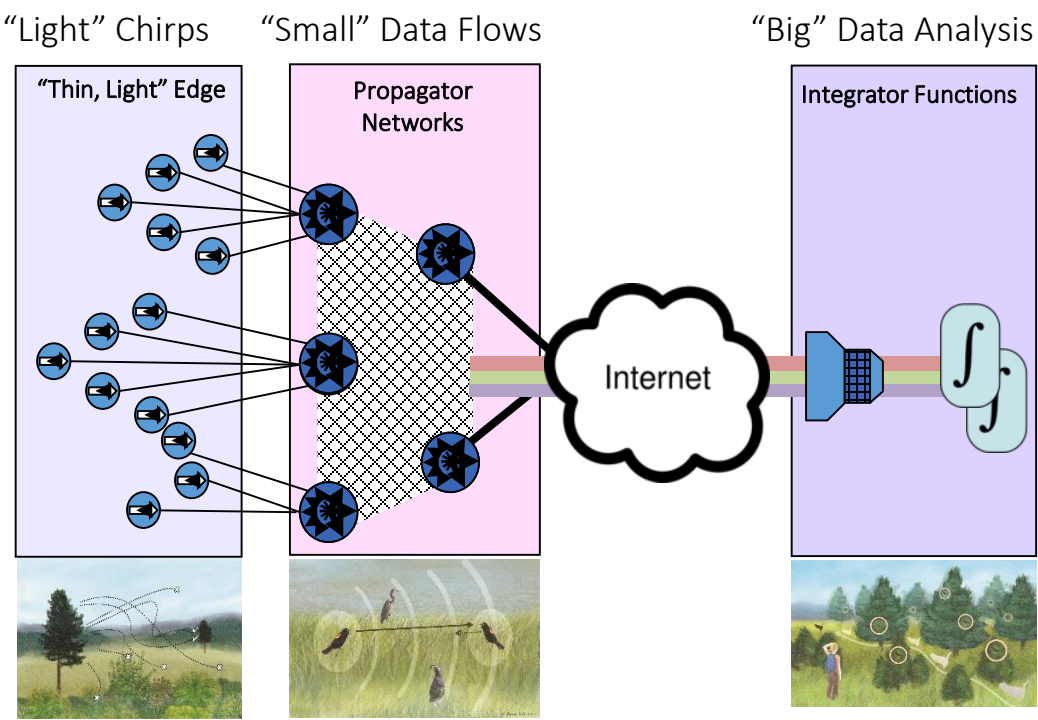


2. *All birds* derive some information, but only *specific* receivers can fully participate



3. Self Classification Underlying event not seen but *affinities* are visible – "Pheromones")

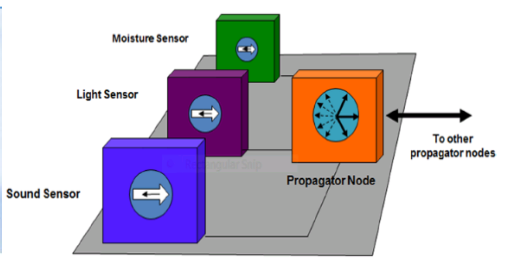
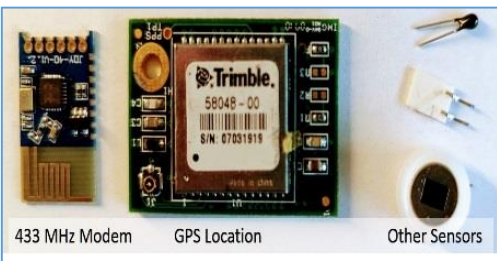




“Light” Chirps.

(Small Dumb Cheap Copious and Secure)

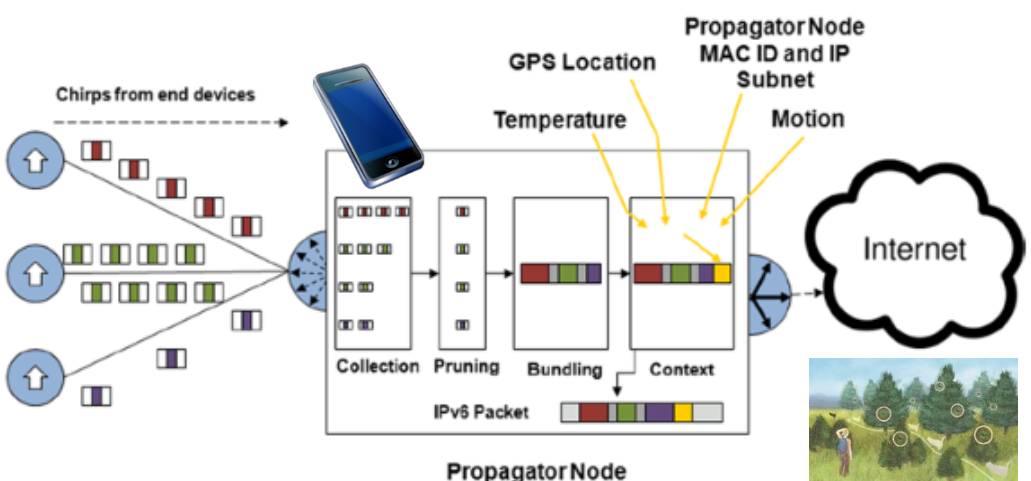
PHY only (radio, et al)
Transmitter or Receiver
Modulator
Detector




“Small” Data Flows

(Connected Devices do the Heavy Lifting)

MAC/PHY (radio, et al)
Receiver
Transmitter
Memory
Operating System
Processor
I/O Logic




Trusted Sensor → Data Log → Trusted Propagator → Cloud



Sensor collects data


The FreeStyle Libre CGM sensors are small, unobtrusive, and easily applied^{§5,13} to the back of your upper arm. The sensor continuously measures and stores glucose readings when worn on your body¹⁻³.



Glucose readings are displayed on your smartphone^{¶#}**


The sensor sends your data to a device^{¶#**††}, where you can view your glucose readings, reports, and trends¹⁻³ anytime^{‡‡}, anywhere^{§§}.

1. Enterprise “Imprinted” Sensor




1. Sensor is applied

Most CGM sensors are tiny self-applied devices that sit partially beneath the skin.¹ They come with an inserter and have built-in adhesive to help them stick to your skin.¹



2. Data is collected

The sensor measures glucose levels at regular intervals and stores the readings.



3. Scan using a reader or smartphone[¶]

A handheld reader allows you to scan the glucose sensor to collect your information. You may be able to use a smartphone app[¶] so that you don't have to carry around an extra device.

2. Enterprise Propagator



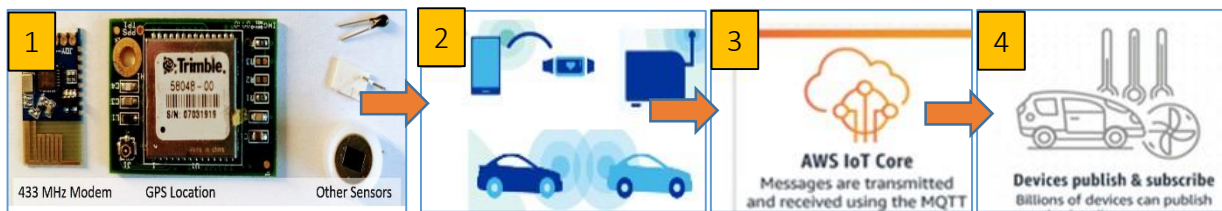
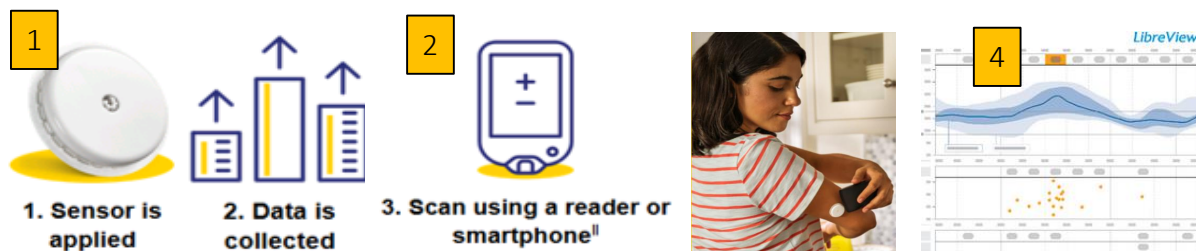


3. “Enterprise” Trusted Subscribers and Apps



Trusted Device → Trusted Propagators → Logically Connected Clouds

Introducing Chirp Chips™. Enterprise Imprinted Protocol Agnostic “Sensor Patch”



Chirp Chips™ are Enterprise versions of [Medical Sensor Patch work flow](#) (above).

Imprinted Sensor ->Data Logs -> Wakes up when Propagator (Carrier Pigeon) Arrives.

Carrier Pigeon Tags Data Log -> Cloud -> Publish



A packaged set of sensors – are (re) programmed through imprinting (establishing [Provenance](#)).

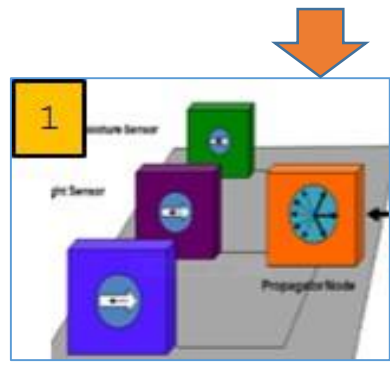
1. Sensor Patch is non-invasively attached on Edge Asset being tracked or monitored.
2. Cheap Wireless Serial Modems connect to available opted-in Carrier Pigeons – Cars, Drones, Phones.
3. Sensor based status logs are tagged by Carrier pigeon and forwarded to IoT messaging brokers.
4. Publish Subscribe messaging brokers distribute to all interested subscribers- human and digital.

Cheap sensors like microphones with rudimentary ant-like intelligence can detect “bad” sounds from motor bearings and drive predictive maintenance. This is Massively Scalable and Sustainable IoT.



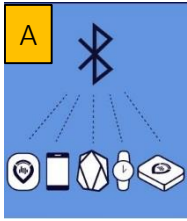
“Small Dumb Cheap Copious” + Strong Security = “Massive IoT”

Chirp Chips Cleanly Cut Through Gordian Knots Above...

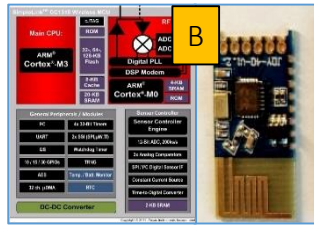


Enterprise Imprinted SensorTags + Cloud Reprogrammable + Secure => Massive IoT

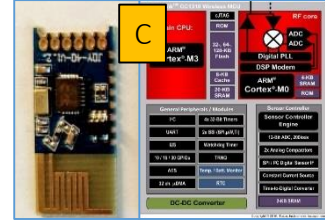




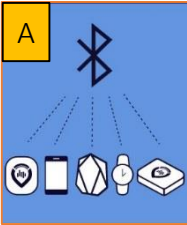
Apps on Connected Devices



Simple Modem based Pigeons

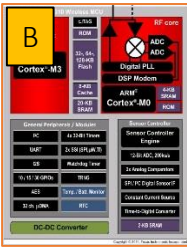


Data Logs from Chirp Chips



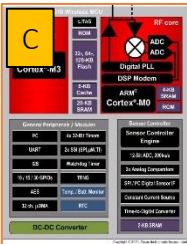
Apps on Connected Devices (Phone) "Orchestrates"

- | Downloads Configurable Exemplary Templates
- | Downloads Schedules/Pgms to Pigeon over BLE/USB
- | Uploads Data Logs back from pigeon over BLE/USB
- | Leverage Device->Message Brokers (SMS, IoT Core)
- | Leverage existing mesh networks e.g. BLE Mesh etc.
- | Extend or restrict network access as needed.



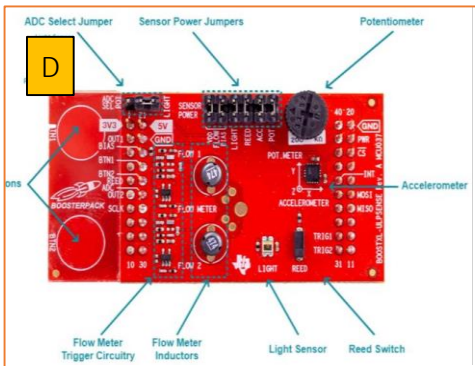
Carrier Pigeon Store and Forward Duties

- | Uploads Configured Templates for Schedules
- | Uploads associated programs for sensors selected
- | Store and Forward to Soft Chip per Schedules
- | Return with Data Logs and Upload to Connected Device
- | Sync UTC Time+Location on Soft Chips (Broadcast or private mode)



Chirp Chip Harvests Sensor Data, waits for pickup

- | Uploads Schedules & Pgms from Pigeon over Modem
- | Runs wake up timers to collect data
- | Runs wake up timers to "listen" for pigeon arrival
- | Downloads data logs via Modem to Pigeon. Receives ACK
- | Syncs UTC Time+Location with Pigeons, resets timers

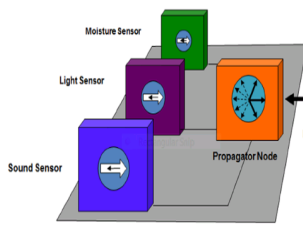


Extensive Development Environment for Prototyping

- | Prototype Enterprise Specific Applications
- | Supports multiple general purpose inputs
- | Experiment with IFTTT rules and Schedules
- | Emulate Field testing through multiple devices.
- | Generate user configurable templates Library
- | Leverage Community to share Apps and templates.
- | Engender IoT Systems Developers to Think "Thin"

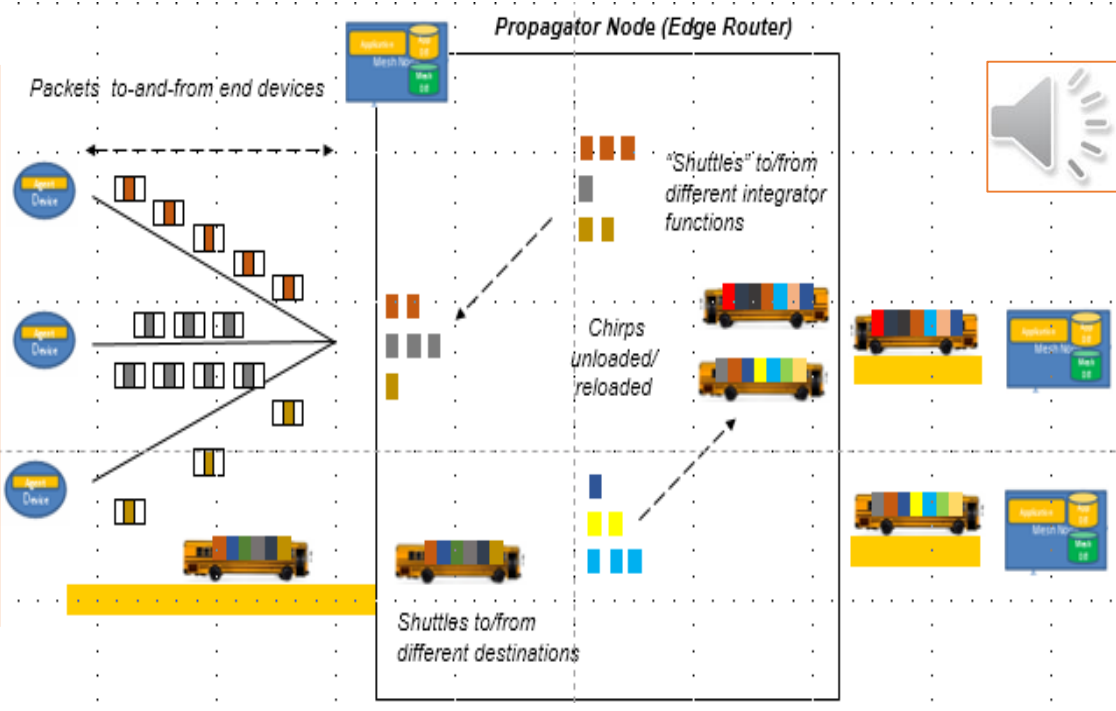
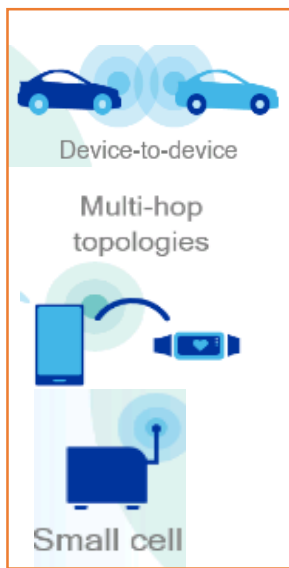
Related to above: [Sidewalk™ Toolkit](#) [Launchpad](#) [CC1312R7](#) [SensorTag](#) [FreeRTOS](#)

1. Enterprise Imprinted Chirp Chips (e.g. Sensor Patch, RFID++)



- Minimal, Legacy Friendly Protocol & Hardware.
- Imprinted at Birth – Zero trust based.
- Distinguishable but Undecipherable Chirps.
- Piggybacks on Ubiquitous Messaging Networks (SMS)
- Small Dumb Cheap Copious + Secure → “Massive IoT”

2. Enterprise Imprinted Propagators (& Shuttle Bus Services)

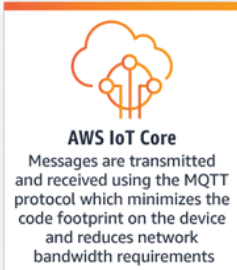


3. Protocol Agnostic Cloud Orchestrators

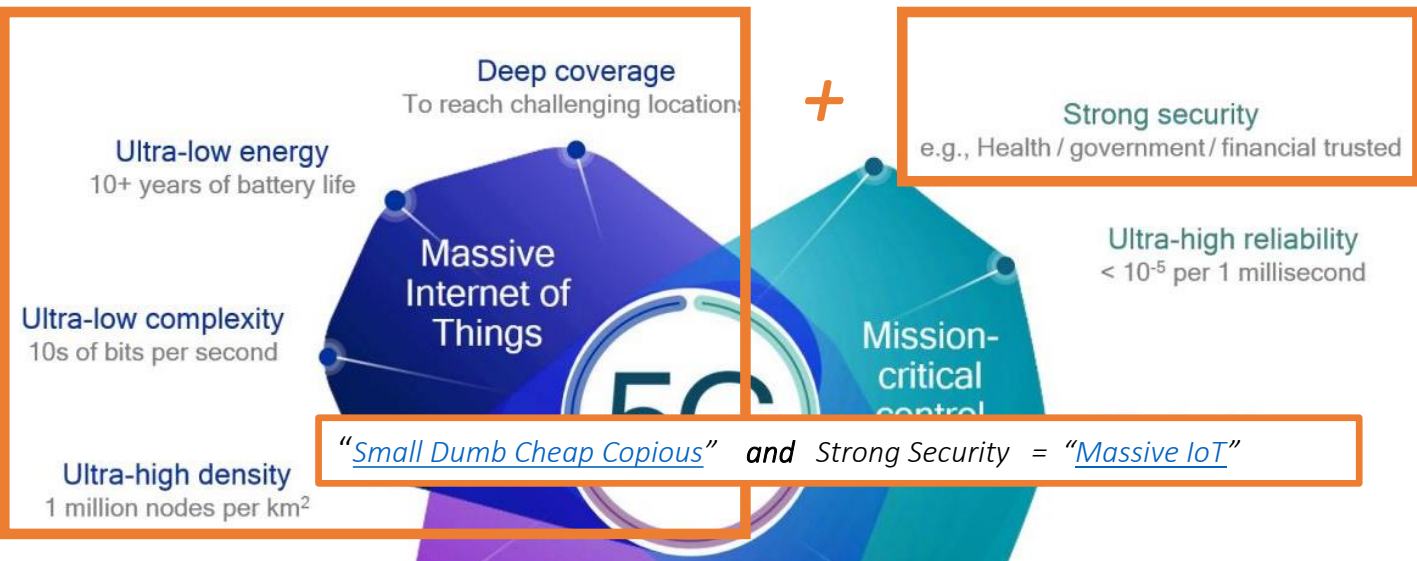
Message Broker Mirror Device State Built-in Alexa LoRaWAN Devices Amazon Sidewalk Devices



Devices publish & subscribe
Billions of devices can publish and subscribe to messages



Devices communicate
AWS IoT Core enables devices to communicate with AWS services and each other



Above: Key Challenges to “Massive IoT” (Qualcomm) : Low Energy, Low Complexity, High Density + High Security.

The only systems on earth that have ever scaled to the size & scope of the Internet of things are natural systems: pollen distribution, ant colonies, redwoods, and so on. This presentation outlines how Massive IoT may be achieved by [rethinking last mile connectivity](#).

Today’s [last mile](#) is crippled by proprietary transport protocols, not sustainable. [Edge→Cloud](#) thinking focused on smarts at the radio end to manage collision avoidance by segmenting collision domains in RF space (channel diversity) and time (time reservation slots). Current IoT Radios have to be “smart” because they use phones and computers as carrier pigeons to connect. These devices, intended for humans are rechargeable and thus not energy constrained. They can afford power hungry communication protocols. In order to communicate, the IoT edge devices must then also conform to protocols and RF channels supported – or provide private networks.

Conversely, in [Cloud->Edge](#) thinking, we let Clouds manage ant-like reprogrammable intelligence – purpose driven, minimal processing and thus low power usage and cheap. A 433 MHz wireless modem costs \$0.10. A WiFi and Bluetooth [wireless chipset](#) costs \$20. Also [CSMA/CA](#) protocols are inherently [inefficient](#) and [insecure](#) without “heavy” encryption on top of a heavy protocol. An IP header is 40 bytes vs. 1-5 bytes for Chirp headers.

Chirp protocols and their minimal hardware cleanly cut through all [Gordian knots](#) in Fig. above.

The Edge *can* be [small dumb cheap and copious](#). Think dense sensor grids for forest fires, climate preparedness.

Key Points addressed in this presentation relate to “Cloud→Edge” thinking.

- Global-Scale “Edge” challenges are: [simplicity, cost, energy & \(as always\) security](#).
- Chirpers don’t need [heavy OSI stack](#) -> minimal power and cost for connectivity.
- [Software Driven Mesh](#) for the Edge -> Moves Chirping Edge Intelligence to Cloud.
- Trusted walled gardens [become globally relevant](#) through our imprinted chipsets.
- [Massive IoT](#) – burgeons with Cloud messaging and Distributed AI → Globally Relevant.

Please see [Chirp Primer](#) - intended as a prelude for these slides - for more.

Thank you for your consideration. Your feedback is welcomed. [Francis daCosta](#) Jan 2024.



Introduction, [“Rethinking IoT”](#)

Intel Press, 2013.

177K Free downloads.

[Jolt Award](#)

[Amazon reviews](#)

I didn’t set out to develop a new architecture for the Internet of Things (IoT). Rather, I was thinking about the implications of control and scheduling within machine social networks in the context of [Metcalf’s Law](#). The coming tsunami of machine-to-machine interconnections could yield tremendous flows of information – and knowledge.

Once we free machine social networks (comprised of sensors and other devices) from the drag of human interaction, there is tremendous potential for creating autonomous communities of machines that require occasional interaction or reporting to humans.

The conventional wisdom is that the expansive address space of [IPv6](#) solves the IoT problem of myriad end devices. But the host-to-host assumptions fossilized into the IP protocol in the 1970s fundamentally limited its utility for the very edge of the IoT network.

As the Internet of Things expands exponentially over the coming years, it will be expected to connect to devices that are [cheaper, dumber, and more diverse](#). Traditional networking thinking will fail for multiple reasons.

First, although IPv6 provides an address for these devices, the largest population of these appliances, sensors, and actuators will lack the horsepower in terms of processors, memory, and bandwidth to run the bloated IP protocol stack. It simply does not make financial sense to burden a [simple sensor with the protocol overhead](#) needed for host-to-host communications.

Second, the conventional implementation of IP protocols implies networking knowledge on the part of device manufacturers: without centrally authorized [MAC](#) IDs and end-to-end management, IP falls flat. Many of the hundreds of thousands of manufacturers, building moisture sensors, streetlights lack the expertise to implement legacy network technology in traditional ways.

Third, the data needs of the IoT are [completely different from the global Internet](#). Most of the communications will be [terse machine-to-machine interchanges that are largely asymmetrical](#), with much more data flowing in one direction (sensor to server, for example) than in the other. And in most cases, losing an individual message to an intermittent or noisy connection will be no big deal. Unlike the traditional Internet, which is primarily human-oriented (and thus averse to data loss), much of the Internet of Things traffic will be analyzed over time, not acted upon immediately. Most of the end devices will be essentially autonomous, operating independently whether anyone is “listening” or not. [More](#)

Fourth, when there are real-time sensing and response loops needed in the Internet of Things, traditional network architectures with their round-trip control loops will be problematic. Instead, a way would be needed to engender independent local control loops managing the “business” of appliances, sensors, and actuators while still permitting occasional “advise and consent” communications with central servers.



Finally, and most importantly, traditional IP peer-to-peer relationships lock out much of the potential richness of the Internet of Things. There will be vast streams of data flowing, many of which are unknown or unplanned. Only a [publish/subscribe](#) architecture allows us to tap into this knowledge by discovering interesting data flows and relationships. And only a publish/subscribe network can scale to the tremendous size of the coming Internet of Things.

The only systems on earth that have ever scaled to the size and scope of the Internet things are natural systems: pollen distribution, ant colonies, redwoods, and so on. From examining these [natural systems](#), I developed the three-tiered IoT architecture described in this book: simple end devices; networking specialist propagator nodes, and information-seeking integrator functions.

[In these pages, I’ll explain](#) why terse, self-classified messages, networking overhead isolated to a specialized tier of devices, and publish subscribe relationships formed are the only way to fully distill the power of the coming Internet of Things.

[Francis daCosta](#) Santa Clara, California, 2013