

# Communication Internet of Things



Designed  
Intelligence  
Group

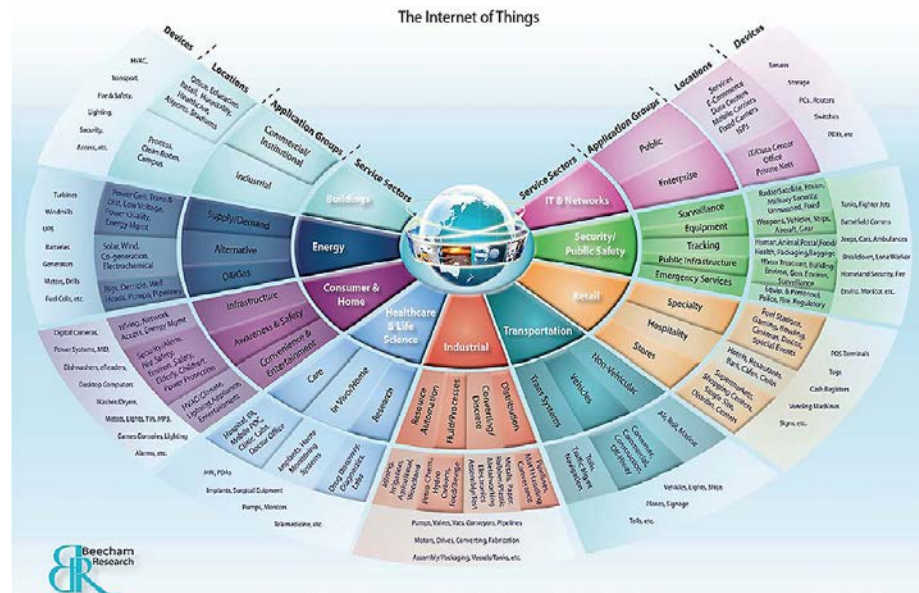
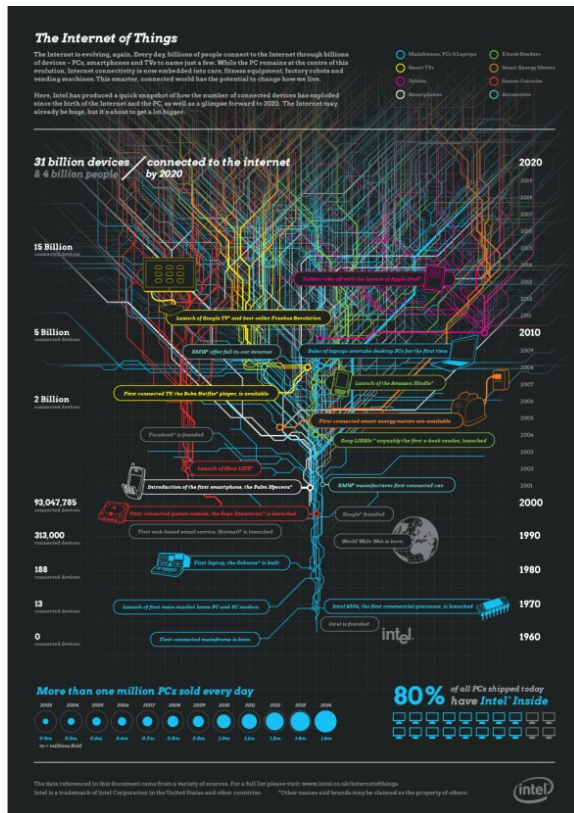
**TU** / **e**

Technische Universiteit  
**Eindhoven**  
University of Technology

**Where innovation starts**

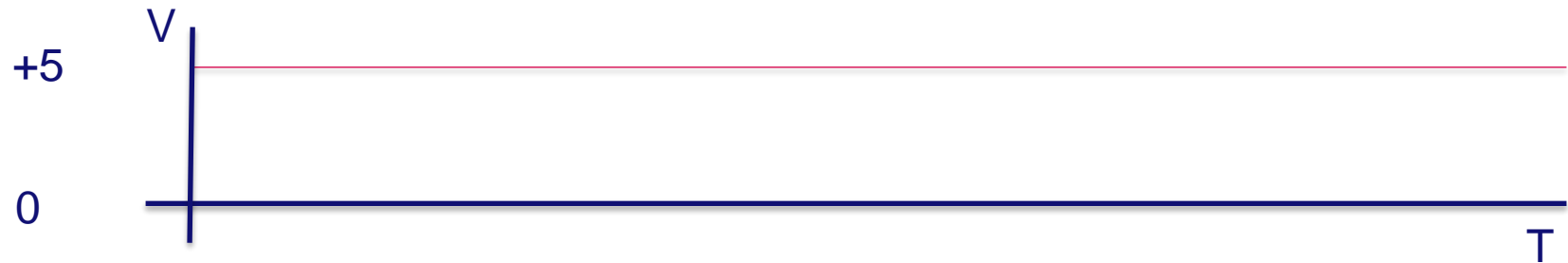
# What is the Internet of Things

- The Internet of Things refers to **uniquely identifiable objects (things)** and their **virtual representations** in an **Internet-like structure**



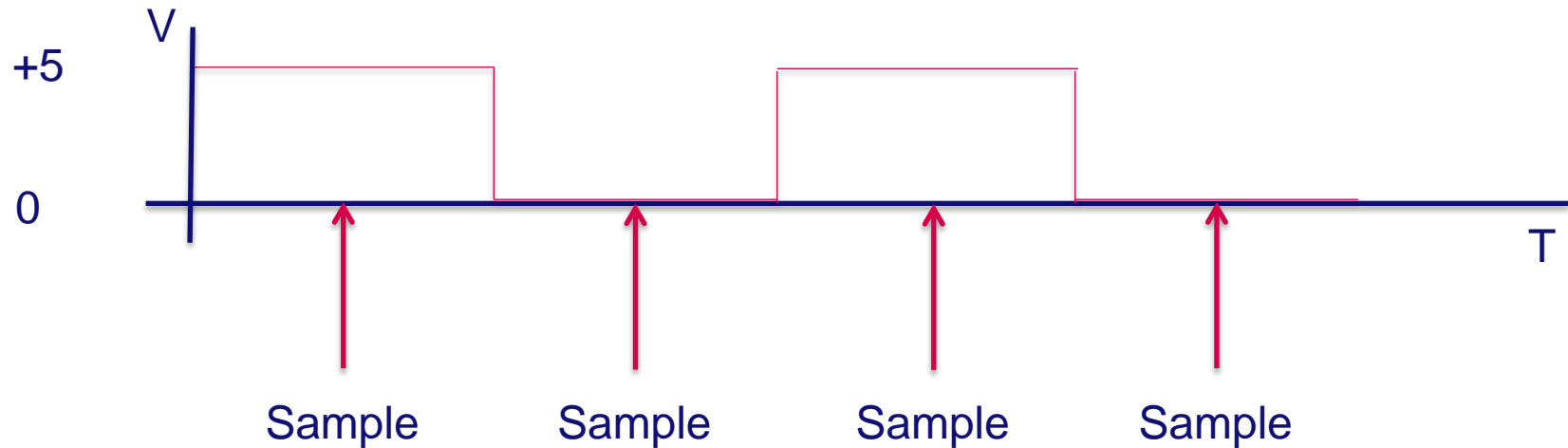
<http://www.symplio.com/2011/09/4-infographics-about-internet-of-things/>

# Its all about communication

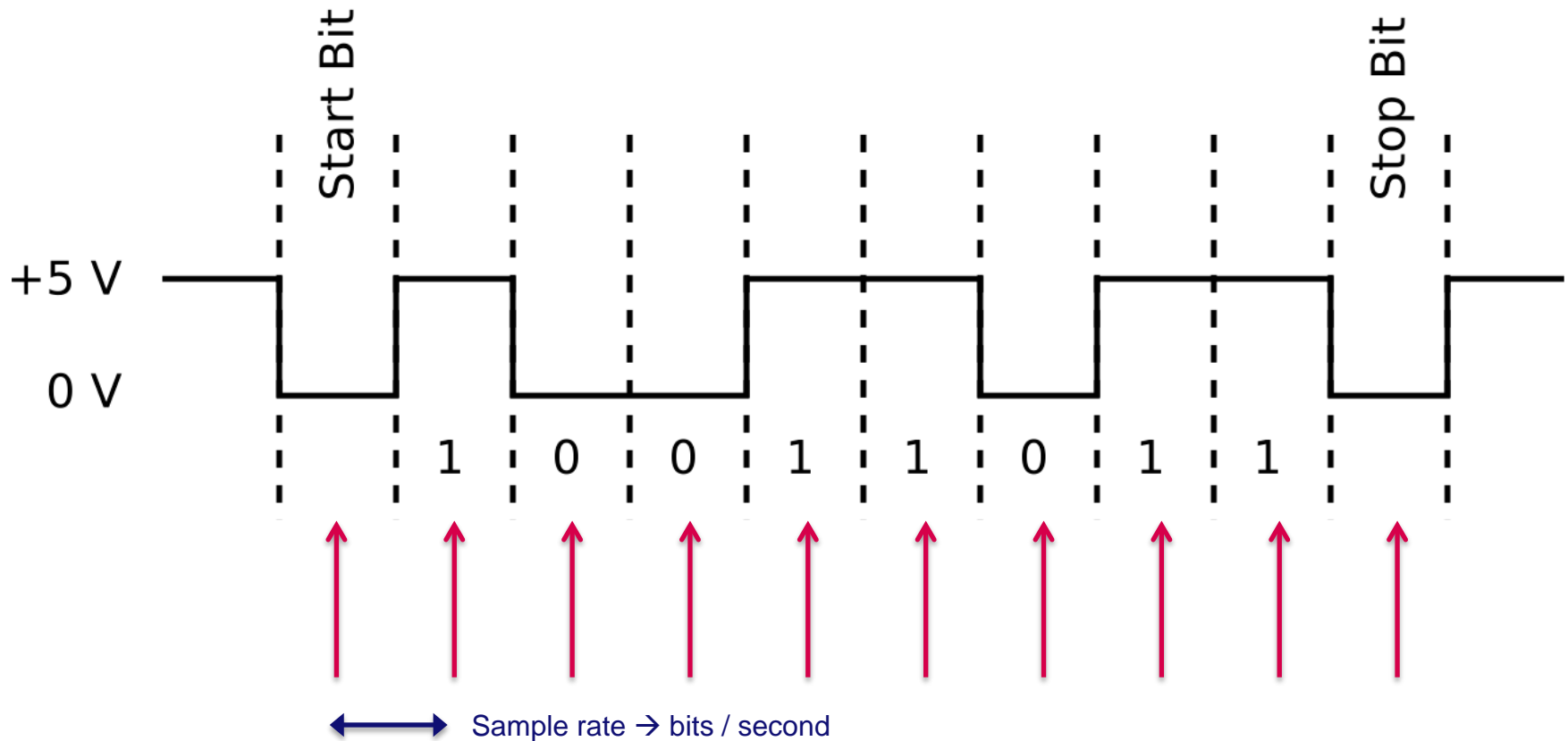


2 possibilities: 0V or 5V

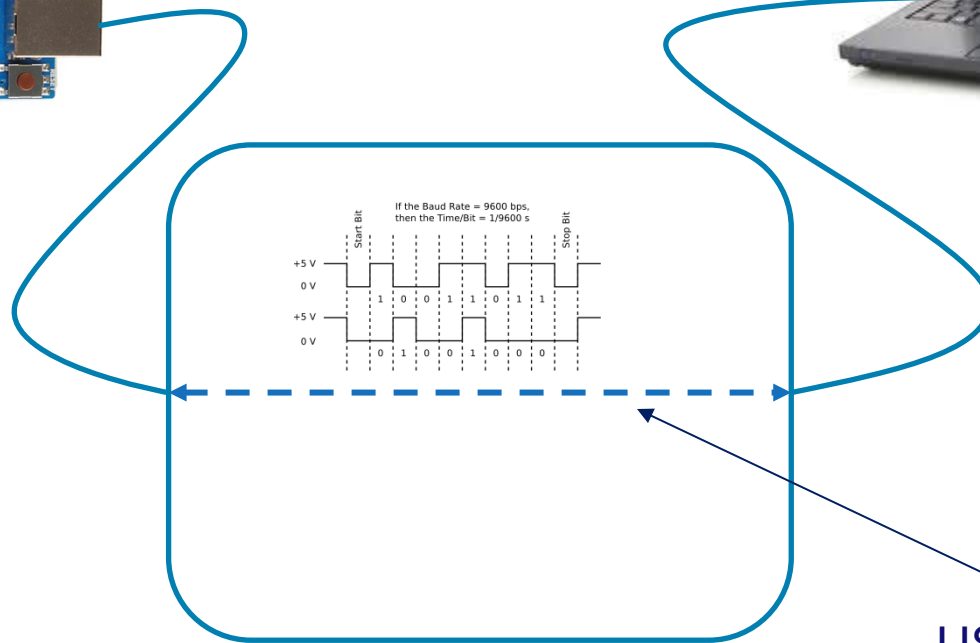
# Its all about communication



# Its all about communication

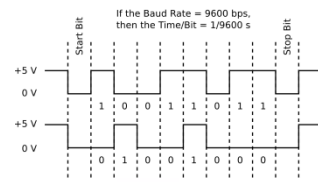
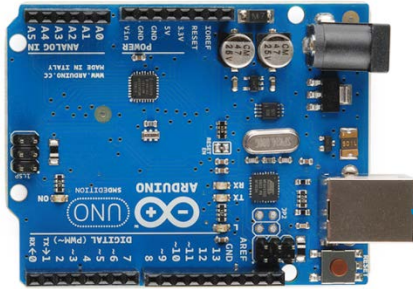


# Serial connection to notebook



USB cable

# Serial connection to notebook







```
print()
```

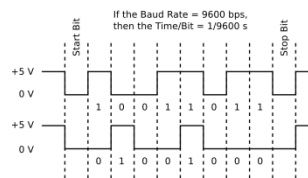
Occupational

For more information on a human-readable ACI list, the current standard form, numbers as printed on an ACI sticker in each digit, visit our main website [ACI.digit.com](http://ACI.digit.com) or contact your local plant. If the event is a single character, consider writing events as follows: for example,

- *Leaves per flower* 10

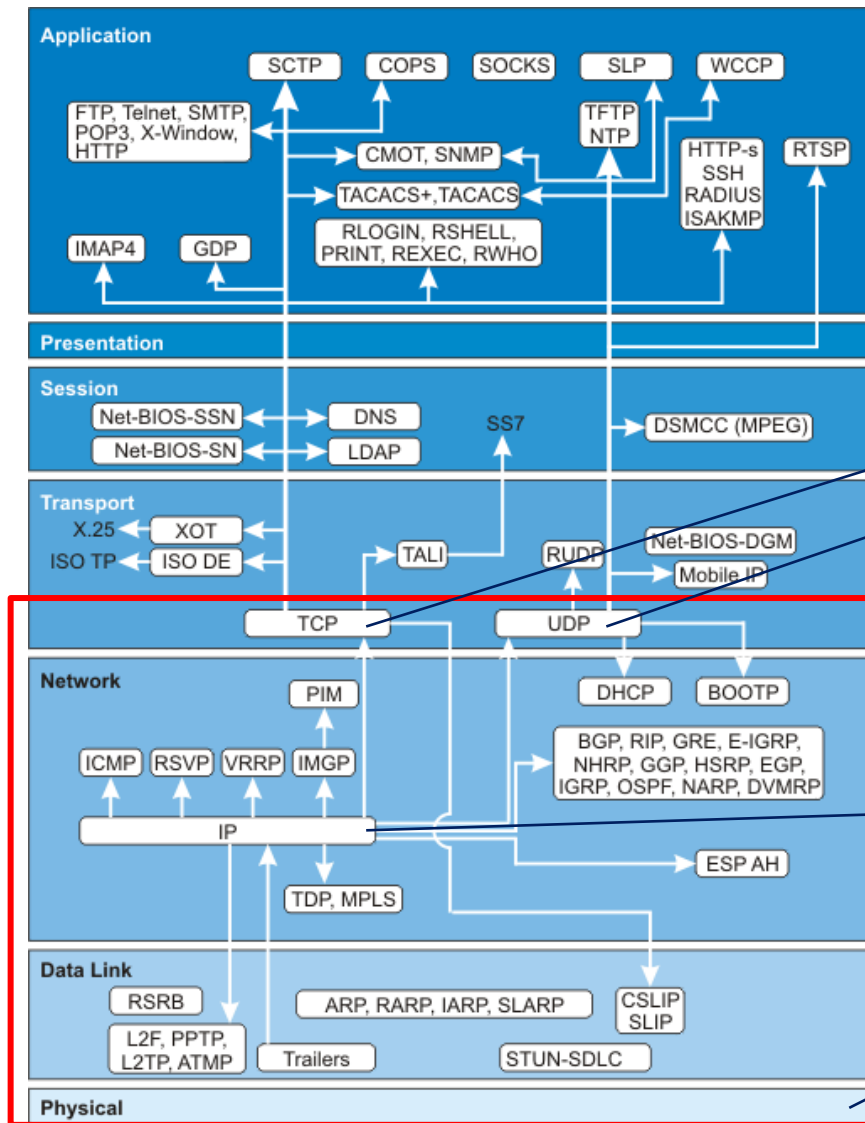
- *Chaperone* (2008) p. 10
- *Chaperone* (2008) p. 10

- *Chlorophyll* (green)
- *Carotenoids* (yellow-orange)





# Its all about communication (again)

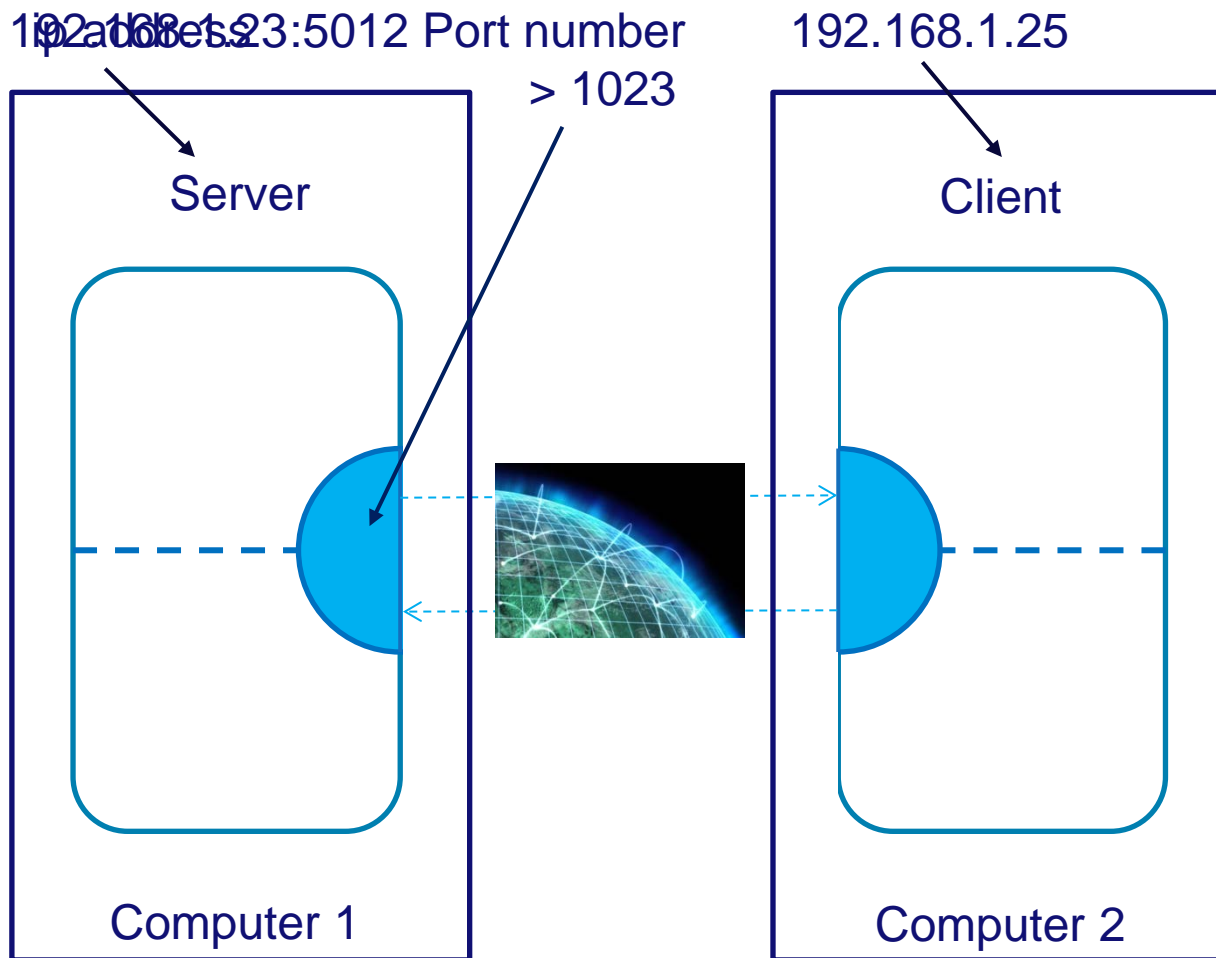


Transport Control Protocol (TCP)  
User Datagram Protocol (UDP)

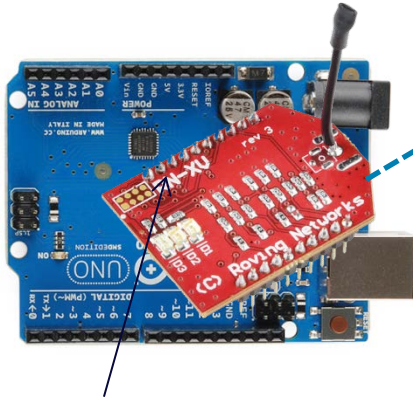
Internet Protocol (IP)

Serial

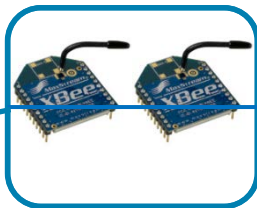
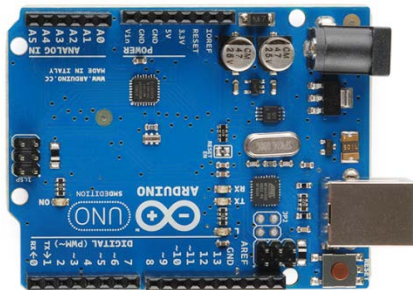
# Socket communication

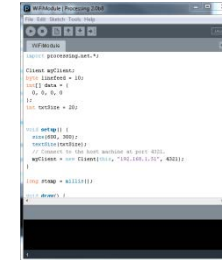


# Ways to connect to Internet



Wifi Module





# Processing

```
import processing.net.*;

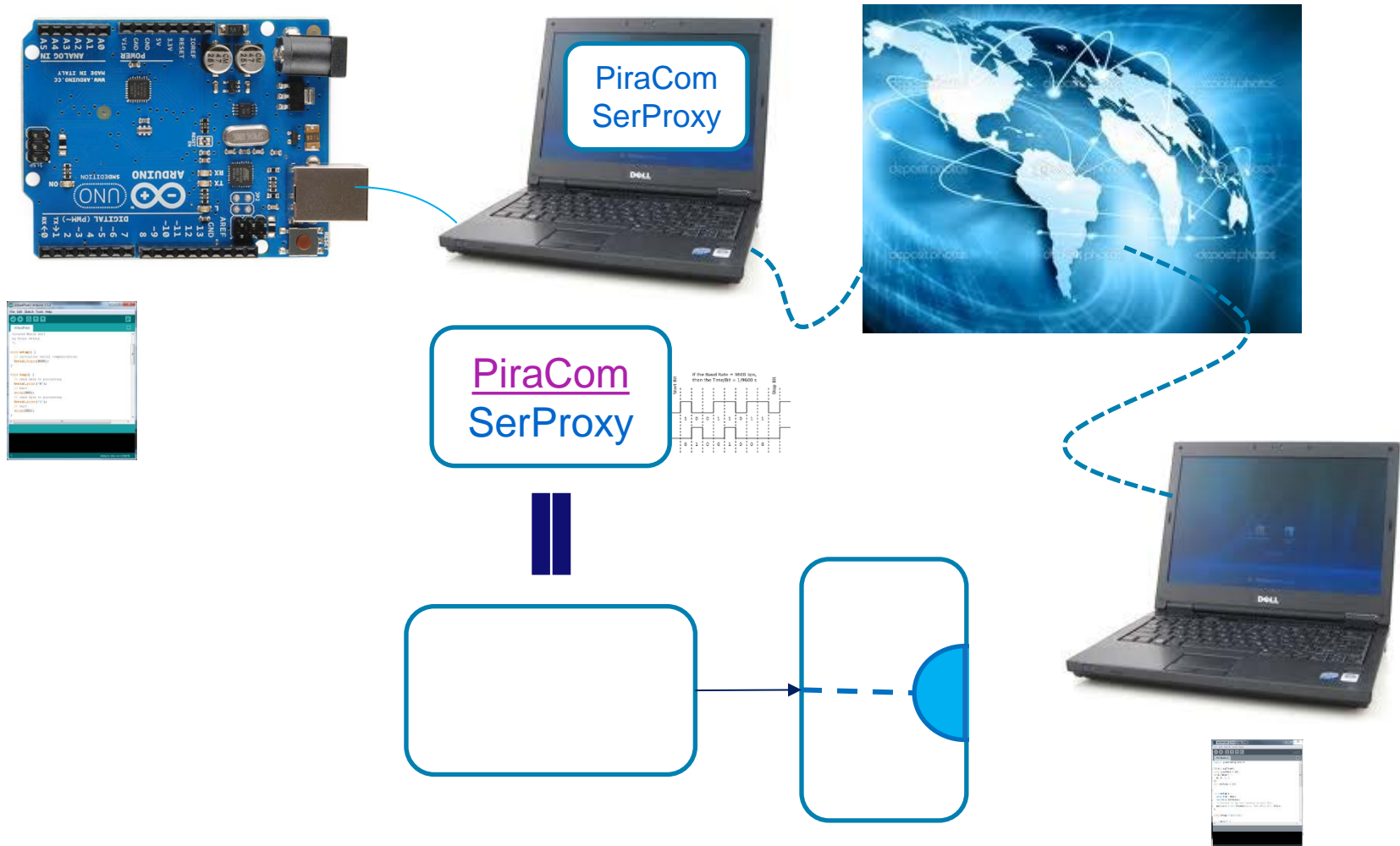
Client myClient;
int[] data;

void setup() {
    // Connect to the host machine at port 4321.
    myClient = new Client(this, "192.168.1.51", 4321);
}

void draw() {
    if (checkForNewData()) {
        background(0);
        for (int i=0; i<data.length; i++) {
            // do something with data
        }
    }
}

boolean checkForNewData() {
    if (myClient.available() > 0) {
        String inString = myClient.readString();
        if (inString != null) {
            data = int(split(trim(inString), ','));
            return true;
        }
    }
    return false;
}
```

# How to connect with a Serial/Socket proxy



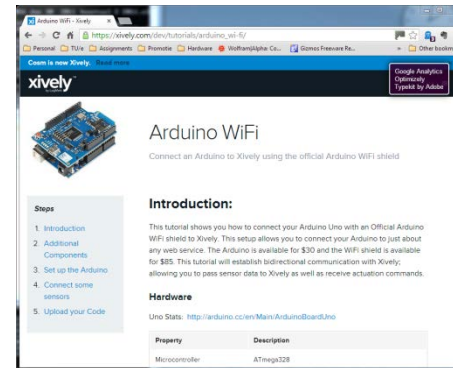
# So far

- **Arduino connects to notebook via cable (serial)**
- **Notebook connects to Internet (socket)**
  
- **Arduino connects to Xbee1 (serial)**
- **Xbee1 connects to Xbee2 (wireless serial)**
- **Xbee2 connects to notebook (serial)**
- **Notebook connects to Internet (socket )**
  
- **Arduino connects to WiFi module (serial)**
- **WiFi module connects to Internet(socket)**



# Possibilities

- Make sensors available for reading worldwide
- Make actuators available worldwide
- Send sensor values to server location where it can be read by many.



# Resources

- You may look at:
  - Tutorial serial communication Arduino – Processing
    - <https://www.youtube.com/watch?v=g0pSfyXOXj8&feature=kp>
  - Xively/Pachube/Cosm
    - <http://xively.com/>, <https://xively.com/dev/tutorials/>