

Internet of Things: A main driver for a true Green IT?

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Telefónica I+D



6-8 September 2010

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ICT: Environment and Climate Change

Green IT Definition

- Green computing:

“The study and practice of designing, manufacturing, using, and disposing of computers, servers, and associated subsystems—such as monitors, printers, storage devices, and networking and communications systems—efficiently and effectively with minimal or no impact on the environment.”



San Murugesan,
“Harnessing Green IT: Principles and Practices”
IEEE IT Professional,
January-February 2008, pp 24-33.

ICT: Environment & Climate Change

Green IT initiatives



ICT: Environment & Climate Change Impact

"ITU is one of the very important stakeholders in the area of climate change"

Ban Ki-moon
UN Secretary-General



- The impact of ICTs on Climate Change:
 - **Direct impact:** the reduction of ICT's own emissions over their entire lifecycle
 - **Indirect impact:** The mitigation that follows through the adoption of ICTs in other relevant sectors
 - **Evaluation impact:** facilitating the monitoring of relevant climate parameters.



ITU SG5 "Environment & Climate Change"
(May 2009)

1) Greening of ICT system itself
(Green of ICT)

2) Greening of other fields through extensive use of ICT
(Green by ICT)

3) International contribution
(e.g., establishing techniques for evaluating effectiveness in reducing CO₂ emissions)

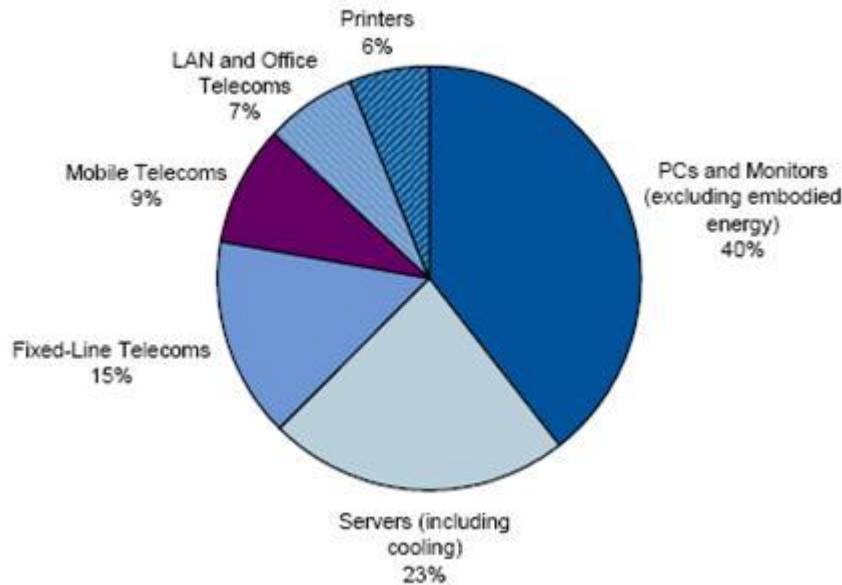
➔ Reduction of CO₂ emissions

Koichi Fujinuma
Ministry of Internal Affairs and Communications
ICT & Climate Change Policies and Actions in Japan
ITU-T WORKSHOP "ICTs: Building the Green City of the Future"
Shanghai, China, 14 May 2010

ICT: Environment & Climate Change

Direct Impact (I)

- ICT industry is responsible for a relatively small portion of global greenhouse gas emissions – about 2-to-3 % (ITU source)



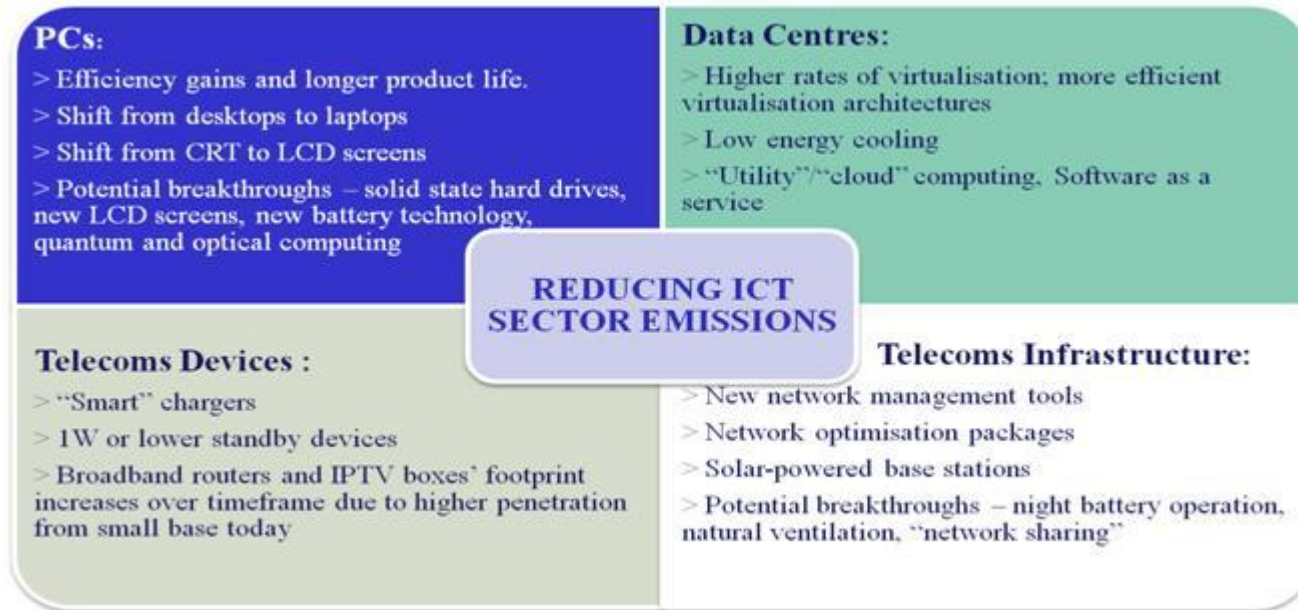
- Telecoms contributed around one quarter of this total
- Airplanes and shipping about 3% each

- In spite of increasing ICT network usage the current industry efforts to reduce power consumption should enable the ICT sector to maintain its current greenhouse gas profile over the next decade.

ICT: Environment & Climate Change

Direct Impact (II)

- ICT companies are taking steps both to reduce their own energy consumption which are currently running at 10-to-20% annually.



- GreenTouch:** Significantly Reducing the carbon footprint of ICT devices, platforms and networks by fundamentally transforming communications and data networks, including the Internet



<http://www.greentouch.org/>

ICT: Environment & Climate Change

Indirect Impact (I)

Intergovernmental Panel on Climate Change (IPCC) calls for a 50-85% reduction in CO₂ emissions by 2050 to mitigate risks of climate change



The Bad News: **IT accounts for 2% of global CO₂ emissions**



The Good News: **IT can significantly contribute to control and reduce the 98% of CO₂ emissions caused by other activities and industries**

“... you can't make a product greener, whether it's a car, a refrigerator or a traffic system, without making it smarter — smarter materials, smarter software or smarter design.” - Thomas L. Friedman

Sources: *The IPCC Fourth Assessment Working Group Reports: Key Findings*, Dr. R. K. Pachauri, Chairman, IPCC, Sept 2007; Gartner, *Green IT*, October 12, 2007; *“The Green Road Less Traveled”* by Thomas L. Friedman, *The New York Times*, July 15, 2007, <http://select.nytimes.com/2007/07/15/opinion/15friedman.html?scp=2&sq=thomas%20%20friedman%20july%202007%20greener%20smarter&st=cse>

ICT: Environment & Climate Change

Indirect Impact (II)

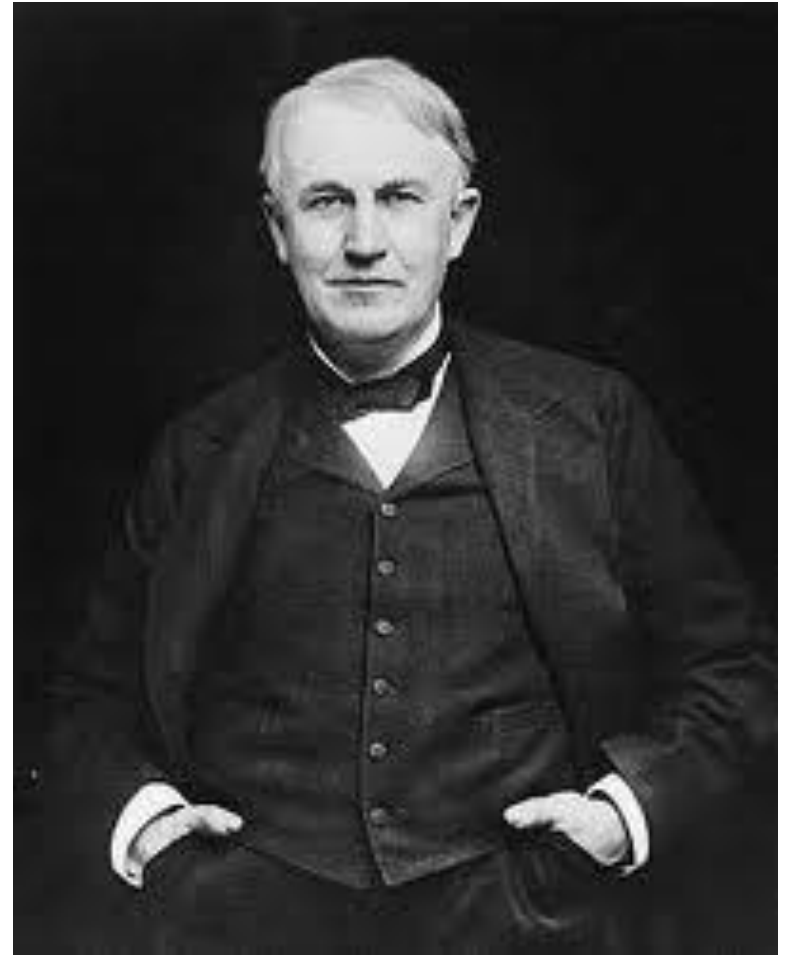
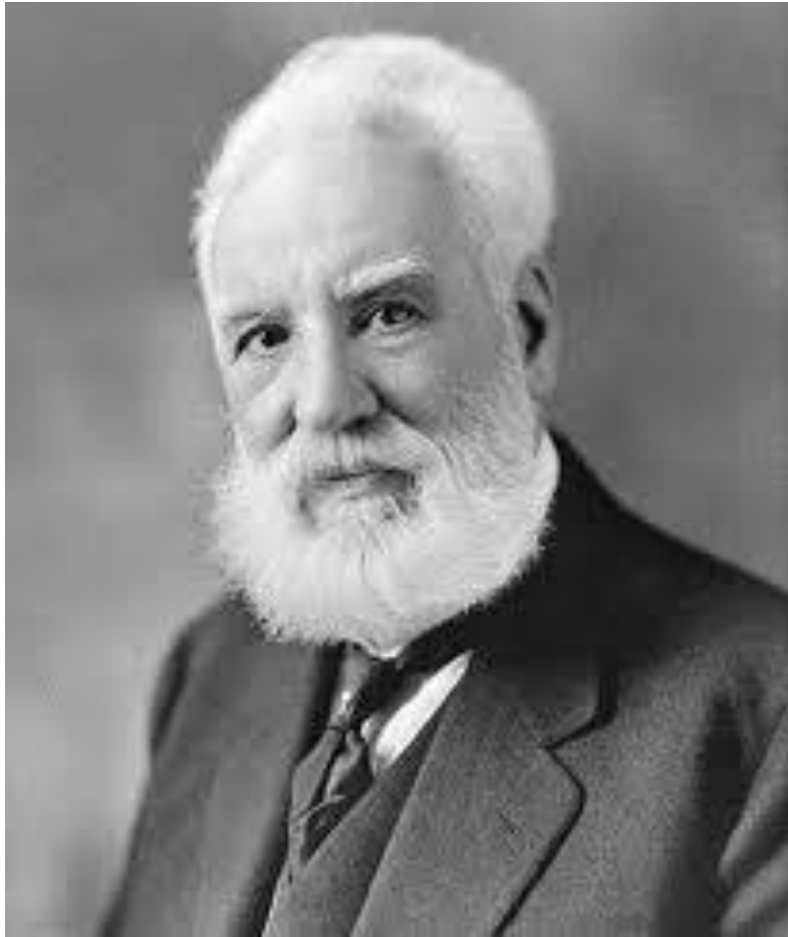
ICT constitutes “our collective nervous system,” touching nearly every industry sector (World Economic Forum)

- **Smart electricity Grids and Smart Metering:** using ICT capabilities to more efficiently generate and distribute electricity, would impact billions of commercial and residential subscribers worldwide.
- **Transport**, the second-leading greenhouse gas emitting sector after energy:
 - ICT can eliminate the need for much travel through advanced video conferencing and web-based seminars.
 - ICT systems and solutions can help reduce transport CO2 emissions through so-called intelligent transport systems, in applications such as traffic management and parking optimization.
- **Smart Building / Smart Cities:** technologies for more energy efficient building design, construction and operation: buildings represent another area where ICT advances can dramatically reduce CO2 emissions.

<http://www.greentouch.org/>

ICT: Environment & Climate Change

Indirect Impact: an example



ICT: Environment & Climate Change

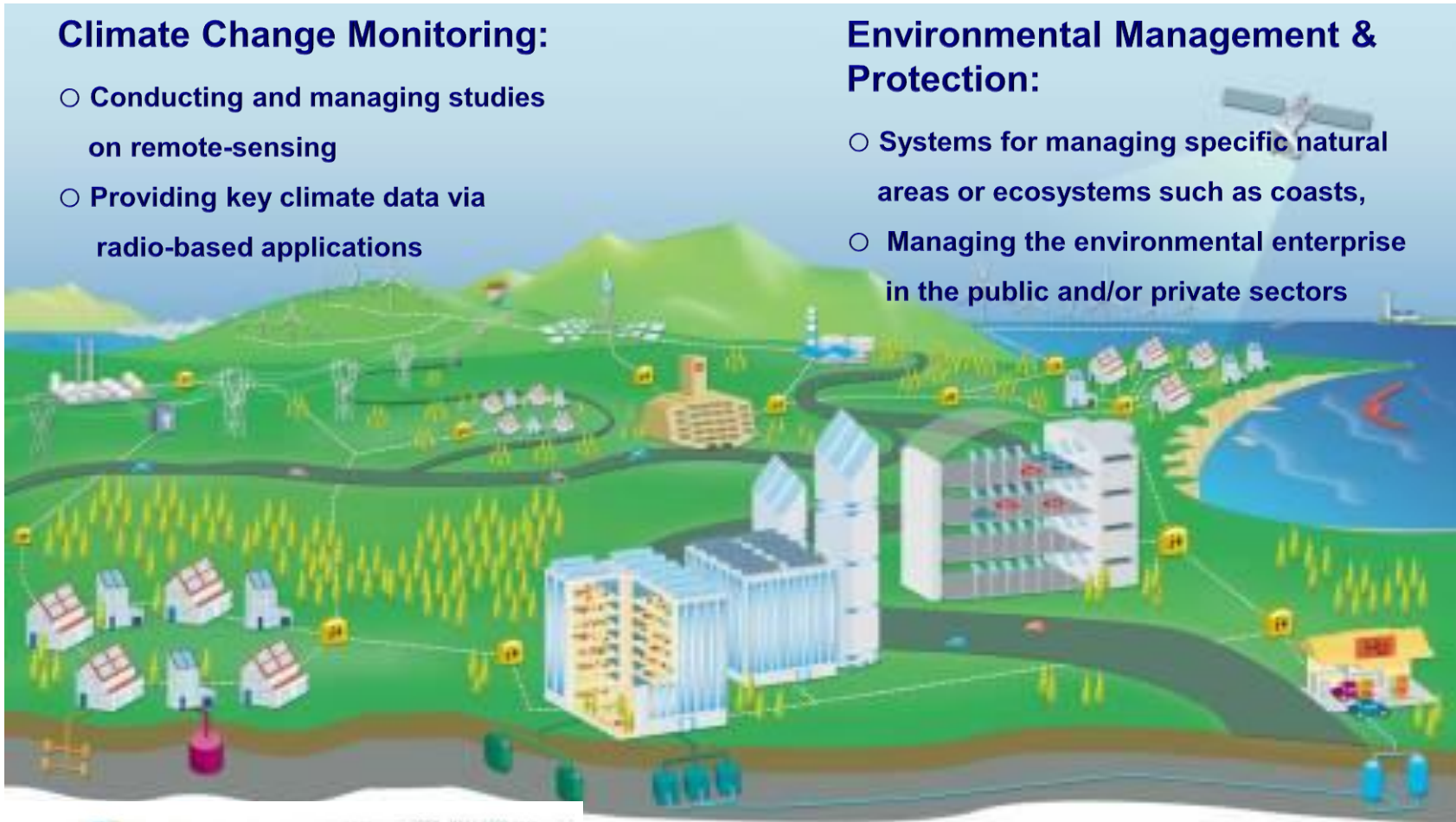
Evaluation Impact

Climate Change Monitoring:

- Conducting and managing studies on remote-sensing
- Providing key climate data via radio-based applications

Environmental Management & Protection:

- Systems for managing specific natural areas or ecosystems such as coasts,
- Managing the environmental enterprise in the public and/or private sectors

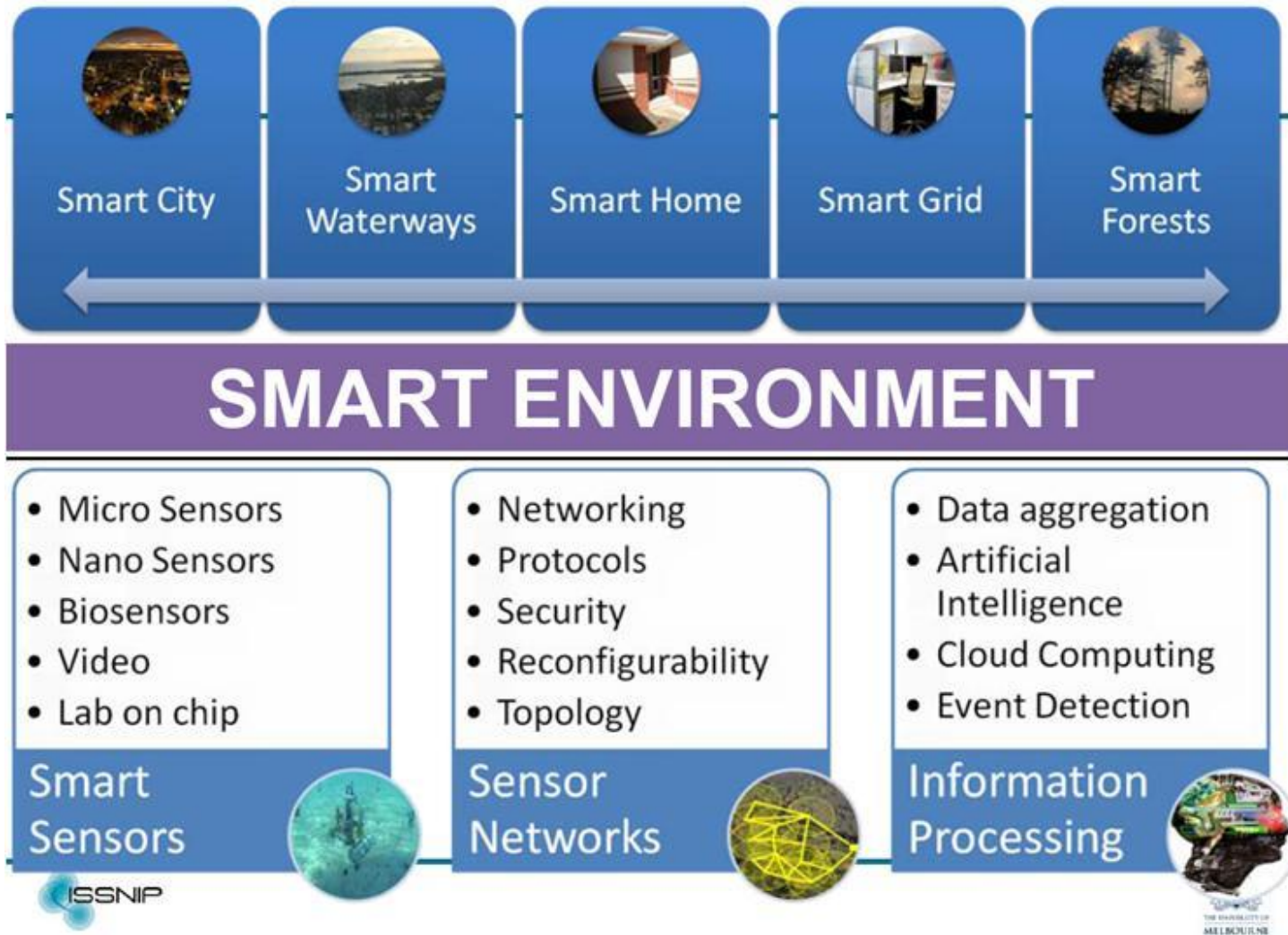


“... ICTs are essential to our understanding of the environment and to our ability to deal with environmental change...”



ICT: Environment & Climate Change

Enabling Technologies



M. Palaniswami

Towards Sustainable Smart Cities - Role of Large Scale WSNs

ISSNIP - The University of Melbourne, Australia

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01 ICT: Environment and Climate Change

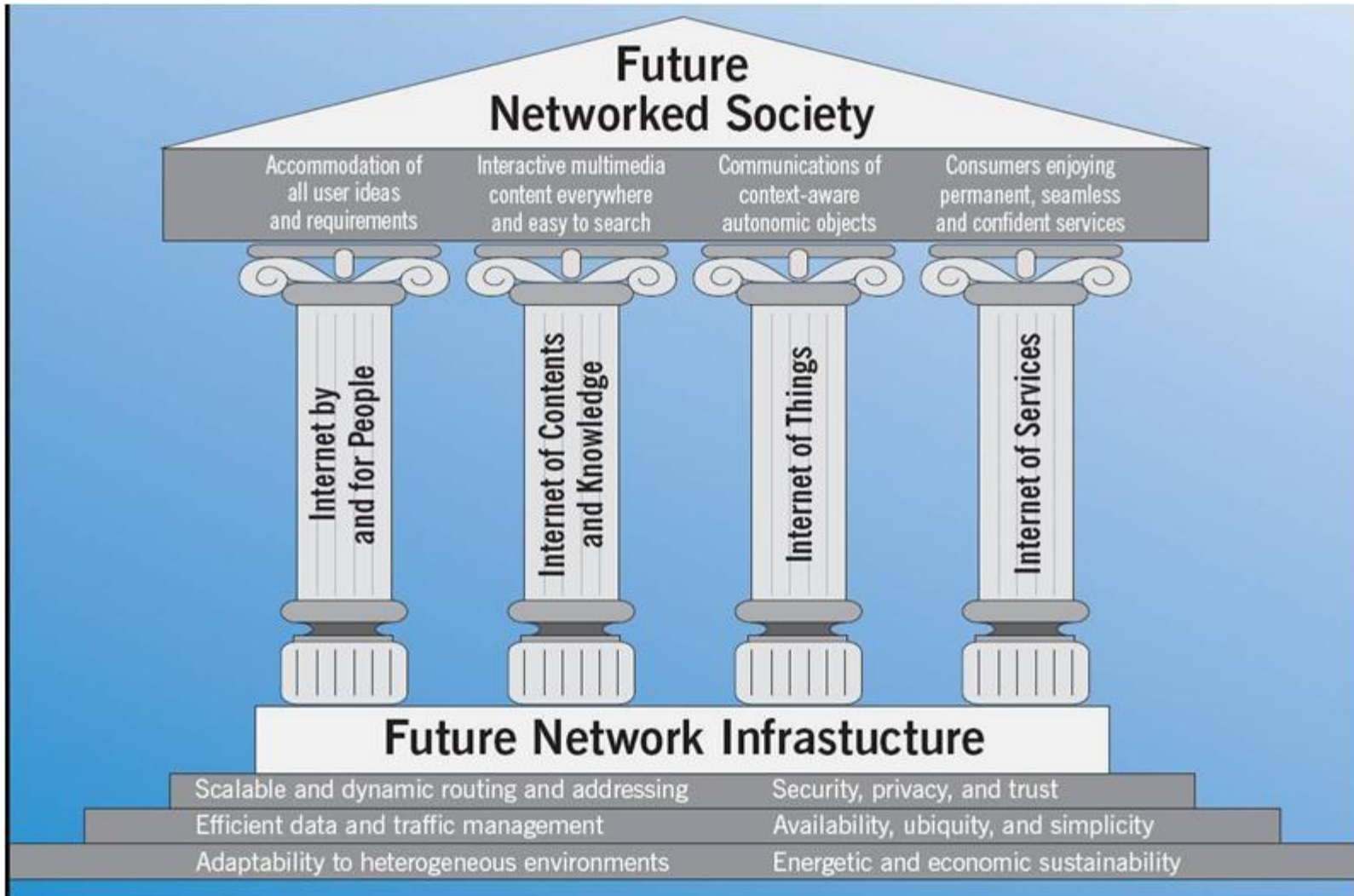
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Internet of Things

Future Internet



Internet of Things

Concept

- The Internet of Things (IoT) envisions the integration of a myriad of smart interconnected objects embedding pervasive information processing and intelligent interfaces for advanced machine-to-machine, personal and social interaction.



The internet of Things
Björn Raunio 2010
.SE

"The Internet of Things has the potential to change the world, just as the Internet did. Maybe even more so."

Kevin Ashton, 2009

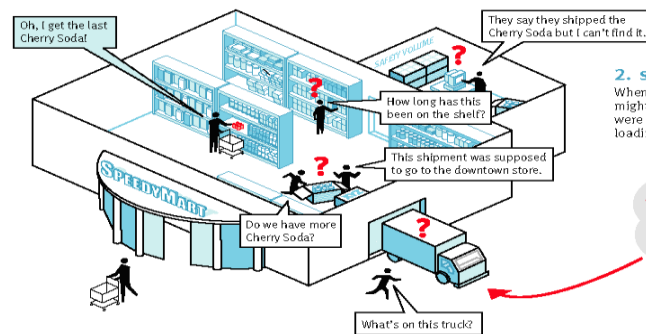
Cofounder of the Auto-ID Center at the MIT

Internet of Things History (I)

- The first reference to the term “Internet of Things” is dated in 1999 associated to Kevin Ashton and David L. Brock, founders of the Auto-ID Centre in the MIT
- The most relevant milestone of the Auto-ID Centre was the launch in 2003 of the EPC Network (Electronic Product Code)
 - An Open architecture for the identification and tagging of objects.

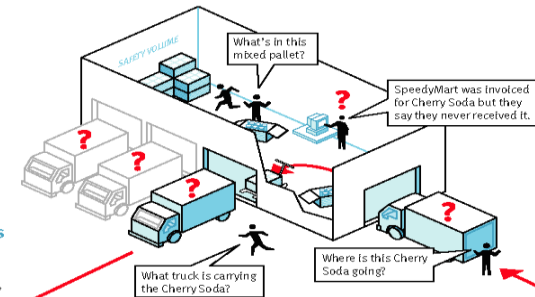
1. RETAIL INVENTORY CHAOS

Customer demands and stock levels live in the “now.” Retailers don’t always know what assets they have or where the assets are. So they overcompensate for this by keeping a reserve of inventory on hand... but it’s a costly solution that only partially fixes the situation.



2. SHIPMENT SURPRISES

When it's en route a shipment might as well be in Timbuktu. If it were sitting in a truck at your loading dock, how would you know?

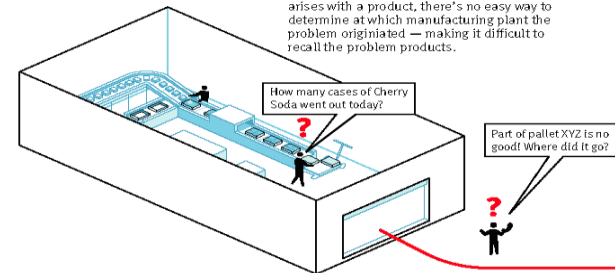


3. DISTRIBUTION INEFFICIENCY

At the distribution center, packages must be opened and their contents manually examined in order to determine which shipments go in which trucks.

4. MANUFACTURER HELPLESSNESS

If an incident involving a defect or tampering arises with a product, there's no easy way to determine at which manufacturing plant the problem originated — making it difficult to recall the problem products.



Internet of Things

History (II)

- The concept of the “Internet of Things” appeared in 2005 when the International Telecommunications Union (ITU) publish the report:

"The Internet of Things", ITU, November 2005.

Internet of Things will connect the world's objects in both a sensory and intelligent manner through combining technological developments in:

- *item identification ("tagging things")*
- *sensors and wireless sensor networks ("feeling things")*
- *embedded systems ("thinking things")*
- *nanotechnology ("shrinking things").*

The ITU also identified as main challenges for the IOT :

- *Standardization and Harmonization*
- *Privacy and Social and Ethical aspects.*



Internet of Things

Why?

Internet of Things — An action plan for Europe
Brussels, 18.6.2009 COM(2009) 278 final

IoT covers different modes of communication: things-to-person communication and thing-to-thing communications, including Machine-to-Machine (M2M) communication that potentially concerns 50-70 billion 'machines', of which only 1 % are connected today.

Report on "Disruptive Civil Technologies"
US National Intelligence Council (April 2008)

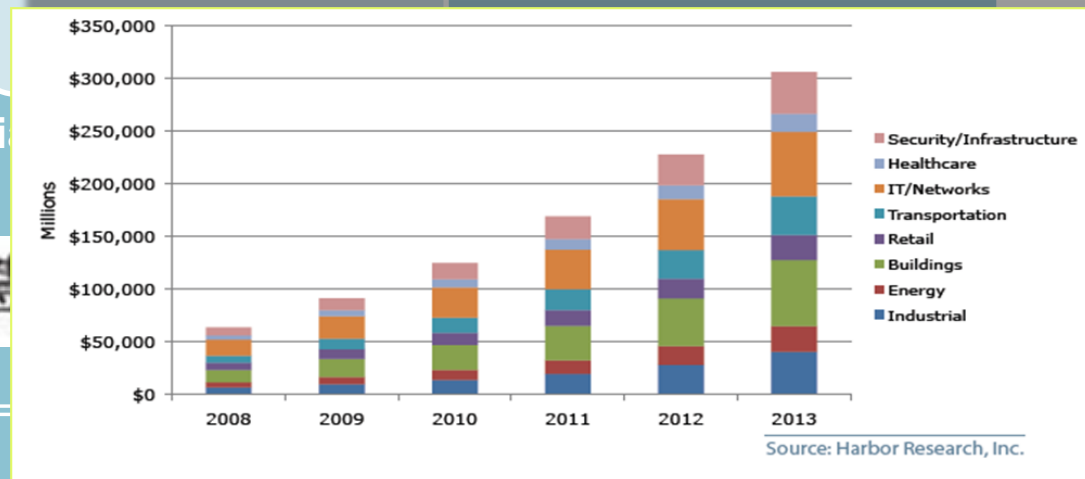
The Six Technologies with Potential Impacts on U.S. Interests out to 2025 are: Biogerontechnology; Energy Storage Materials; Biofuels and Bio-Based Chemicals; Clean Coal Technologies; Service Robotics; **The Internet of Things.**

IoT

Chinese Premier Wen Jiabao
(August 2009)

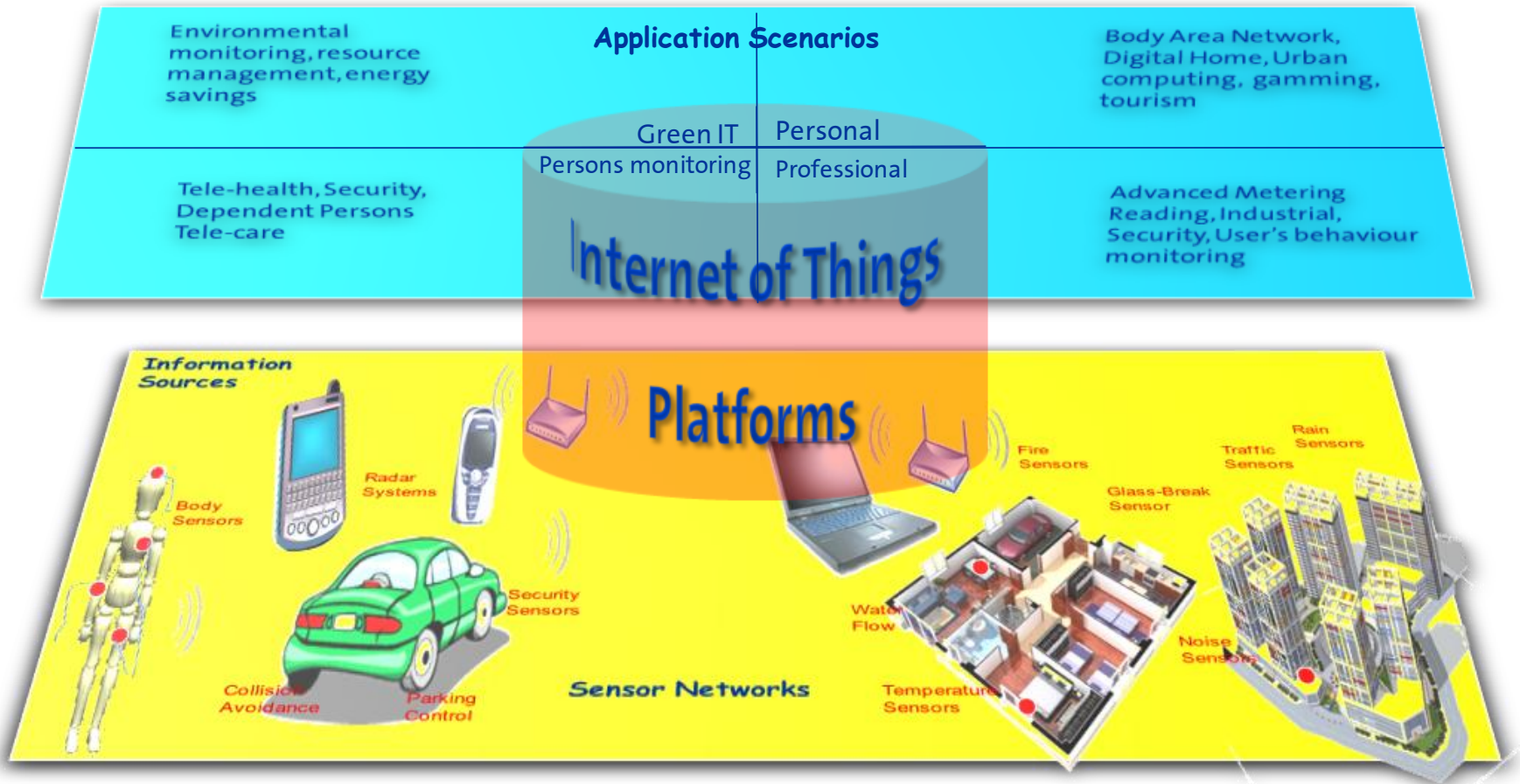
互联网+物联网=智慧

Internet + Internet of Things =
of the Earth



Internet of Things

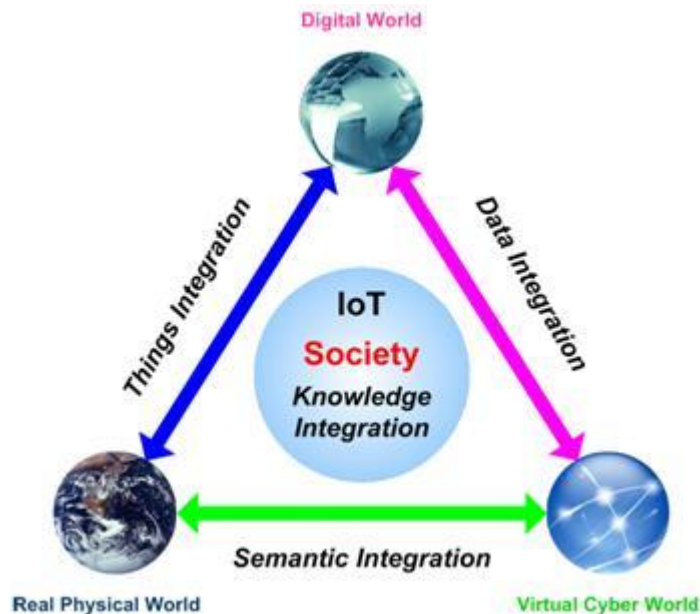
Application Domains



Internet of Things

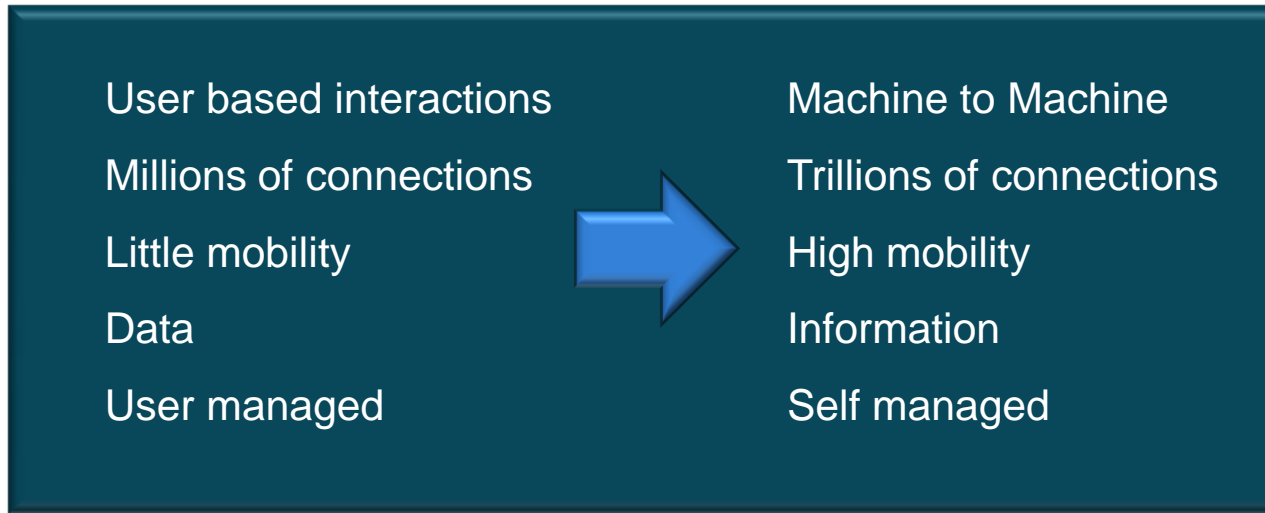
Technological Challenges (I)

- Number of devices and users
- Heterogeneity of edge devices
- Information flows and traffic patterns
- Mobility
- Information explosion and privacy
- Importance of metadata



Internet of Things

Technological Challenges (II)

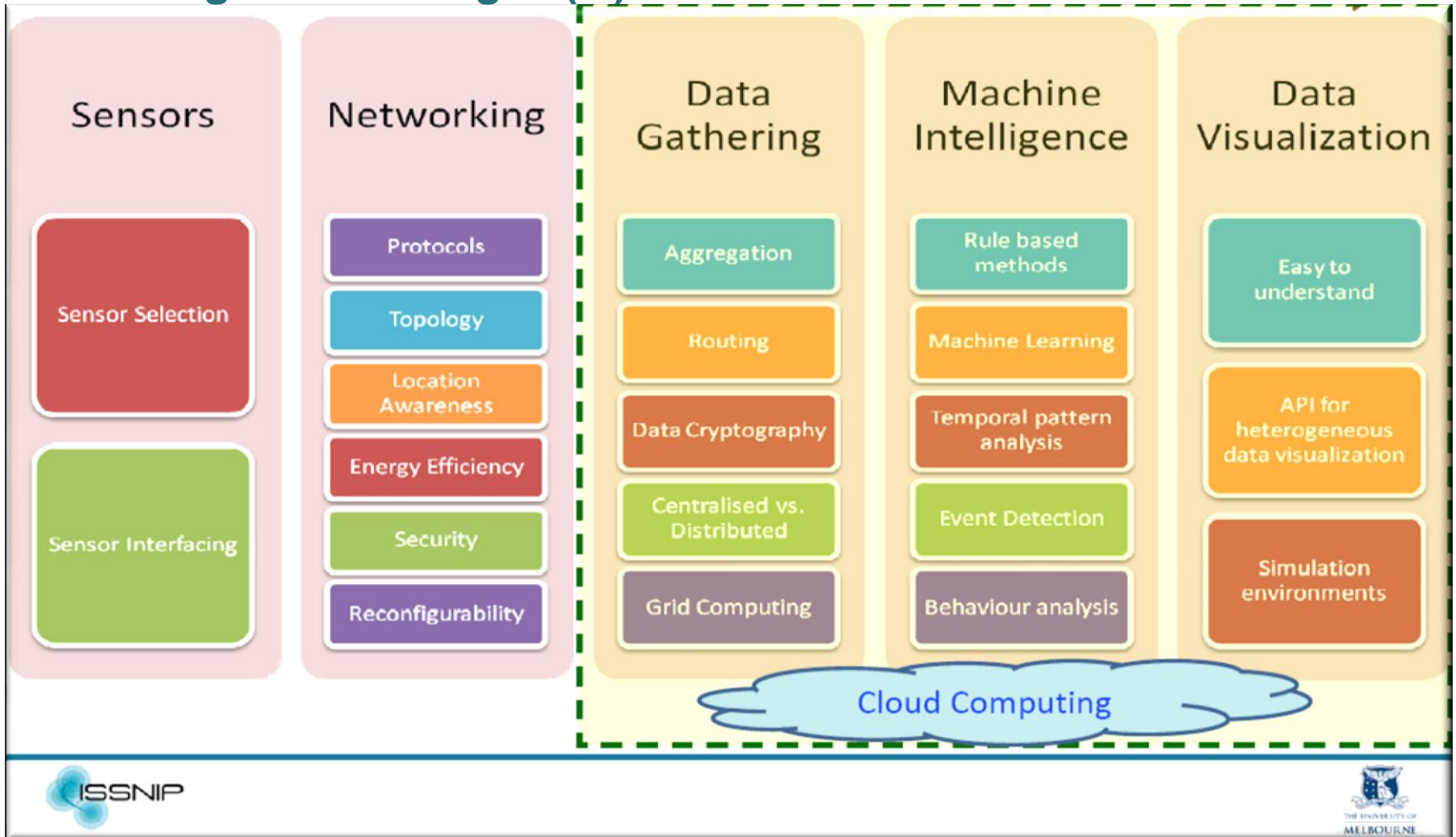


The Internet of Things needs an open architecture to maximise interoperability among heterogeneous systems and distributed resources including providers and consumers of information and services, whether they be human beings, software, smart objects or devices.



Internet of Things

Technological Challenges (III)



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Facts

Coordinator:

Laurent Herault, CEA-LETI

Technical Manager:

Alex Gluhak, University of Surrey

Administrative Manager:

François Bourdel, ALMA CG

Title: Integrating the Physical with the Digital World of the Network of the Future

Budget:

23,332,896 €

EC funding:

14,977,717 €

Effort:

1879.3 PM

Period:

Jan 2008- Dec 2010

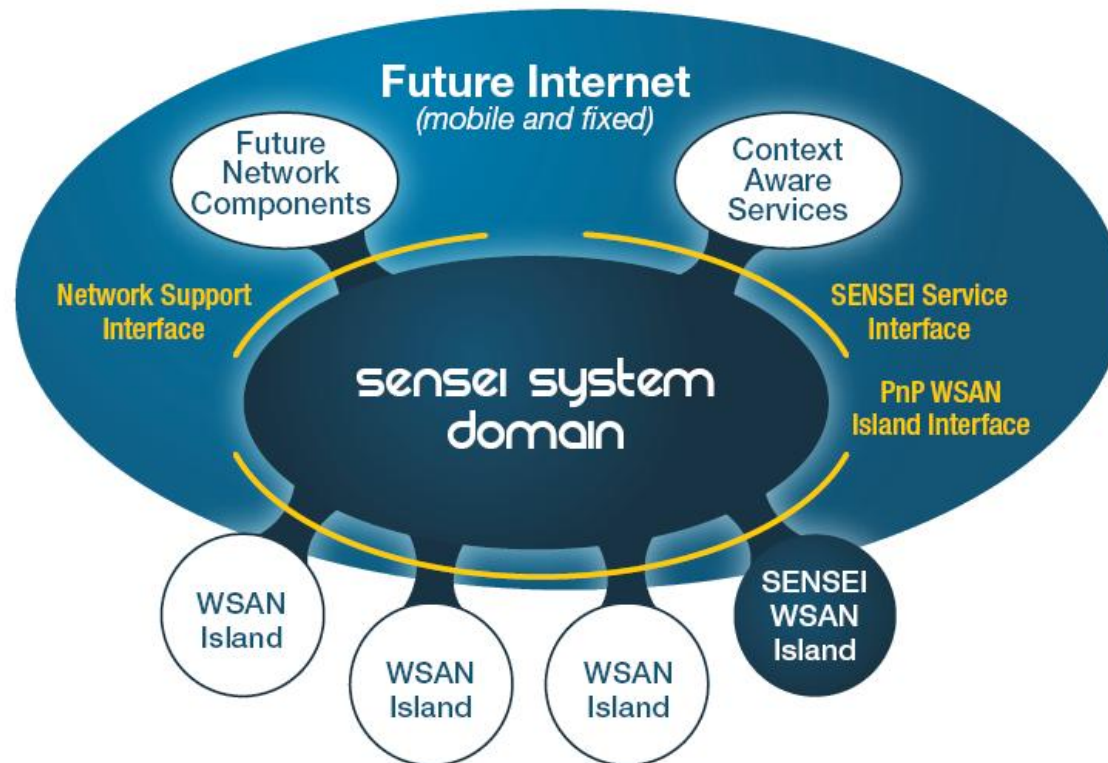
19 Partners in 12 EU countries:

- 9 Industrials
- 2 SMEs
- 2 Research Centres
- 6 Universities



Top Level Goals

- Design the foundations of a framework that enables an **open market place** for real world information and interaction
- Contribute this framework to the architecture for a Real World Internet



SENSEI Information - What

From Sensors to Context

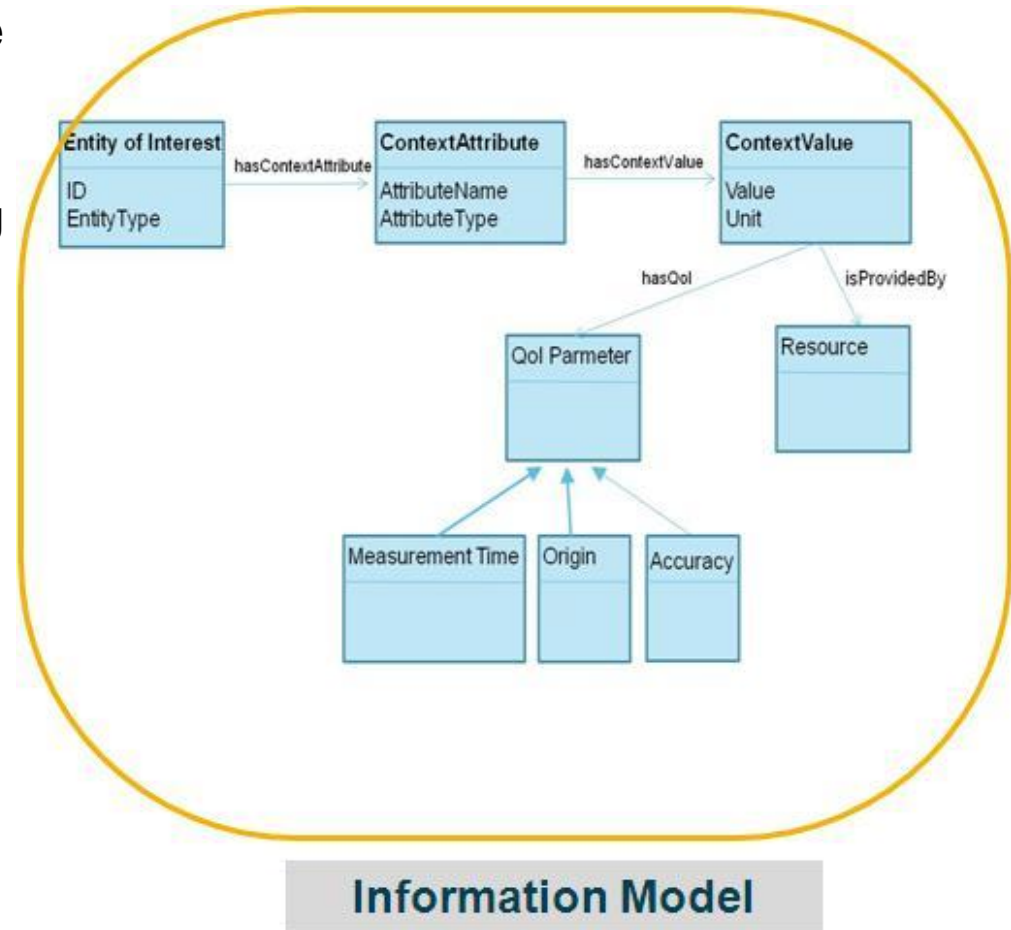
- Sensor Information vs Context Information:
 - The Temperature of sensor nº 25 → Sensor Information
 - The Temperature of my garden → Context Information
- Context Modeling:
 - Tries to represent the universe of domain, the “world”
 - Is based on Entities (like for example persons, places, etc.) and characteristics of the Entities (like the temperature, etc.)
- Advantages of Context Modeling:
 - The development of final applications is simpler.
 - Automatic composition can be applied
 - New information can be inferred from the current one, etc.
- Disadvantages of Context Modeling:
 - Everything relies on the quality of the model:
 - What happens if the current model does not handle the application needs?
 - How easy is for a sensor provider to assign a sensor to an entity in the model?

Information Model

Different kind of information available at different levels of details and abstractions:

→ Three Level Information Modelling

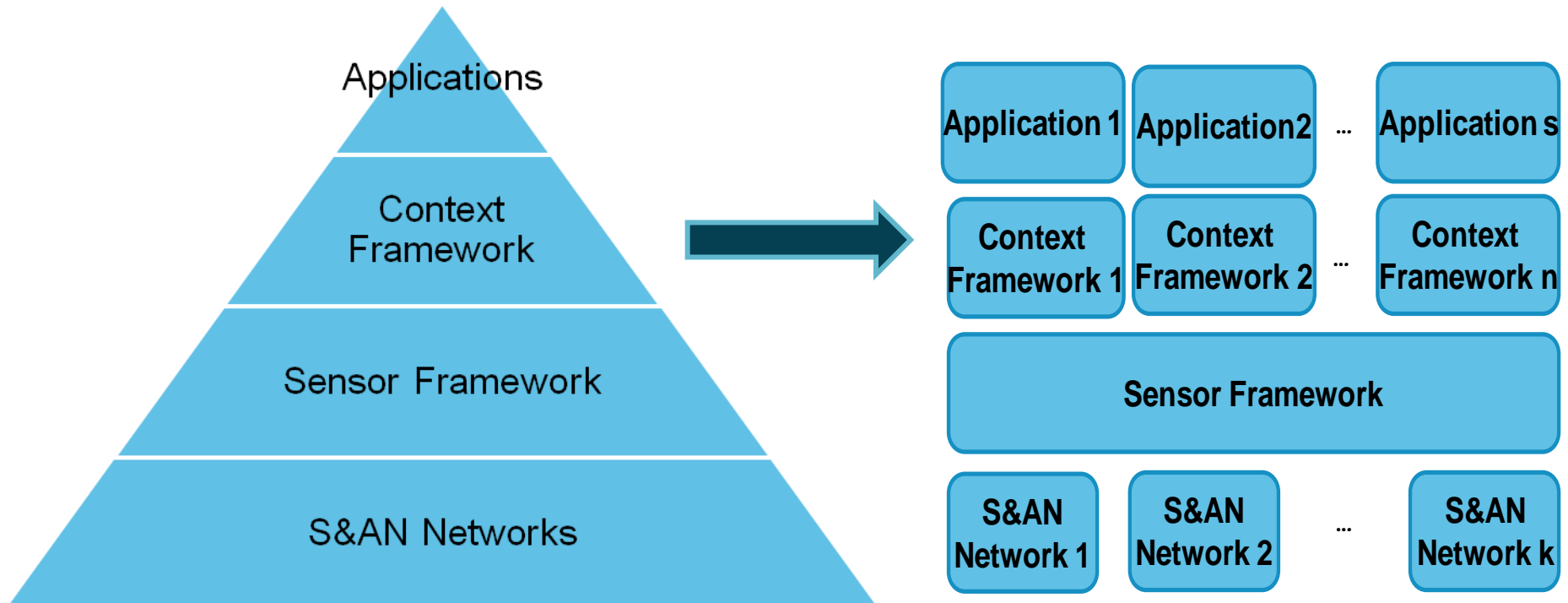
- Raw data **value** provided directly by **sensor**
- **Observation and measurement** augmented with **meta Information**, e.g., quality parameters provided by **resource**
- **Context information**: contextualization based on **entity/attribute model** provided by **advanced components** and **context resources**



Architectural decisions – How

Sensei: Sensor Framework vs. Context Framework

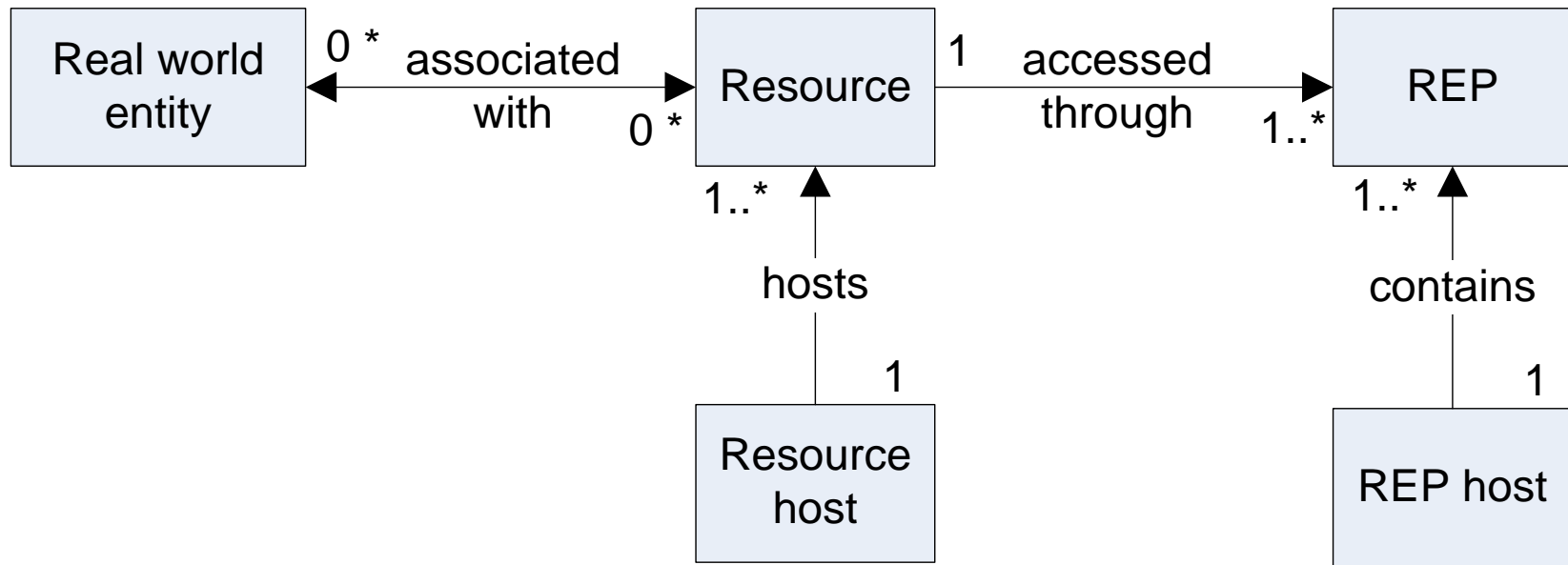
- How can SENSEI provide sensor Information and Context information?
 - A Context Framework?
 - A Sensor Framework?
- **Both: A Context Framework build on top of a Sensor Framework**



Resource Concept- Who

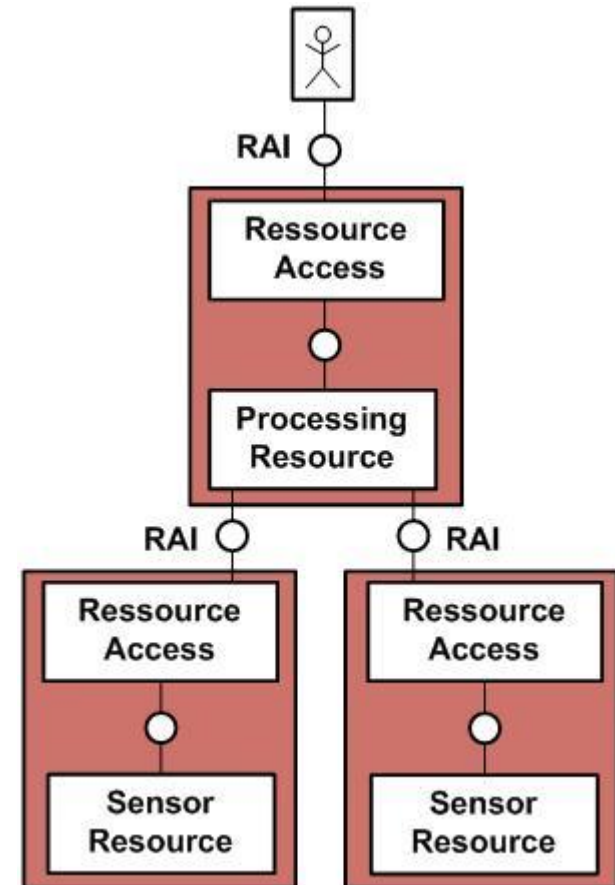
Resource concept

- Resource is a conceptual representation in the SENSEI domain of
 - any information source that can provide real world information
 - any interaction capability with the real world



Composite resources

- Resources can be combined and exposed as new resource end points
- Composition can span different WSN islands
- Such composition can be static or dynamic at run time

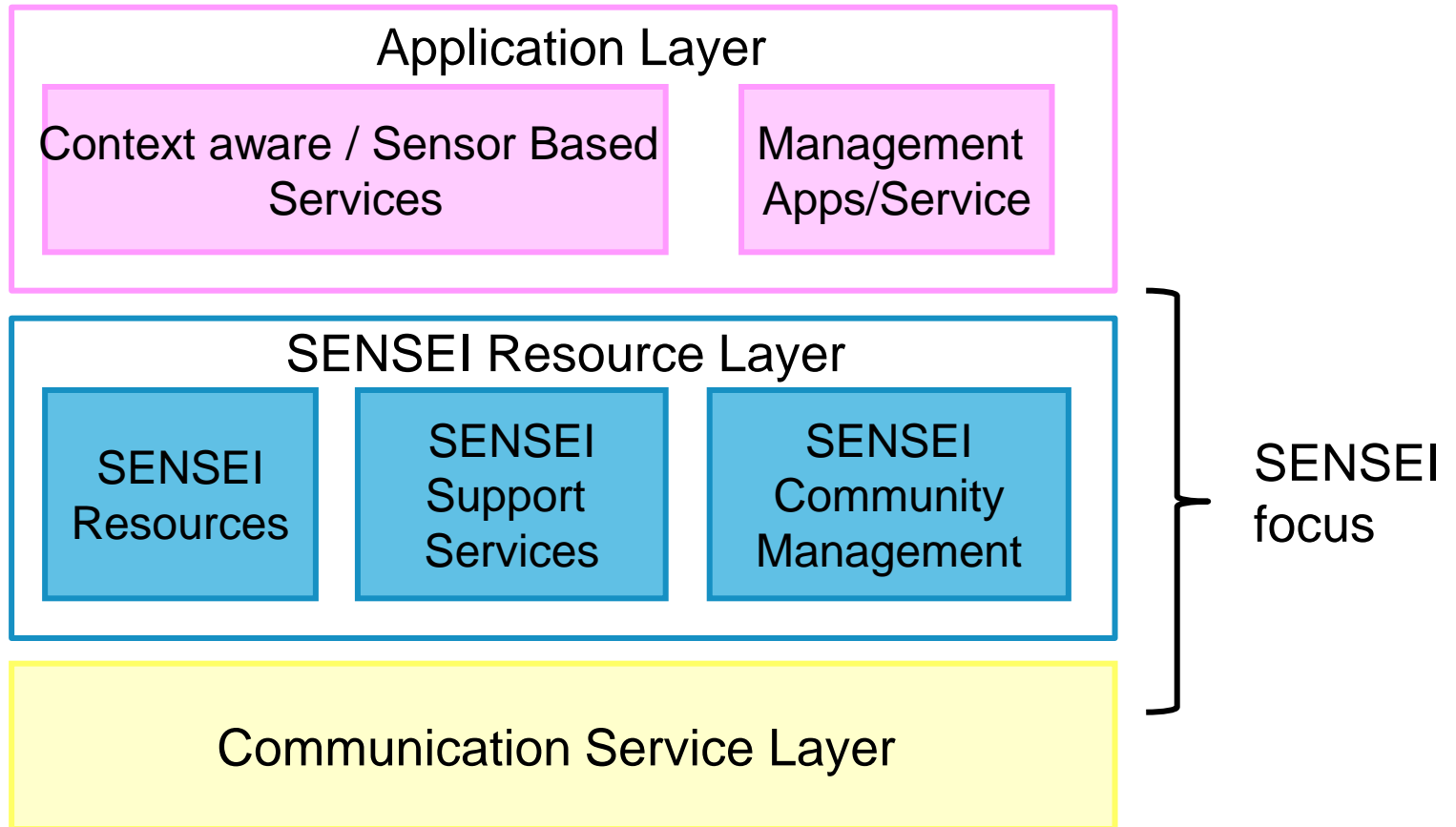


Support for heterogeneity

- Resources are uniform at the description level:
 - Basic resource description:
 - Identifier, name, etc.
 - Syntactic description of the interface to access the resource: WSDL, WADL, WIDL, etc.
 - Description of the basic capabilities.
 - Advanced resource description (optional).
 - Semantic description of the methods it provides
 - Semantic description of the data it manages.

- ... But they don't provide a uniform access interface.
 - Each resource decides what interface/s provides.
 - These interfaces are not standardized
 - This allows the easy integration of existing technologies.

High level overview



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Standardization Initiatives

- **Standards related to IoT**
- **ICT standardization for specific Green IT Domains**

Standardization Initiatives

Standards related to IoT



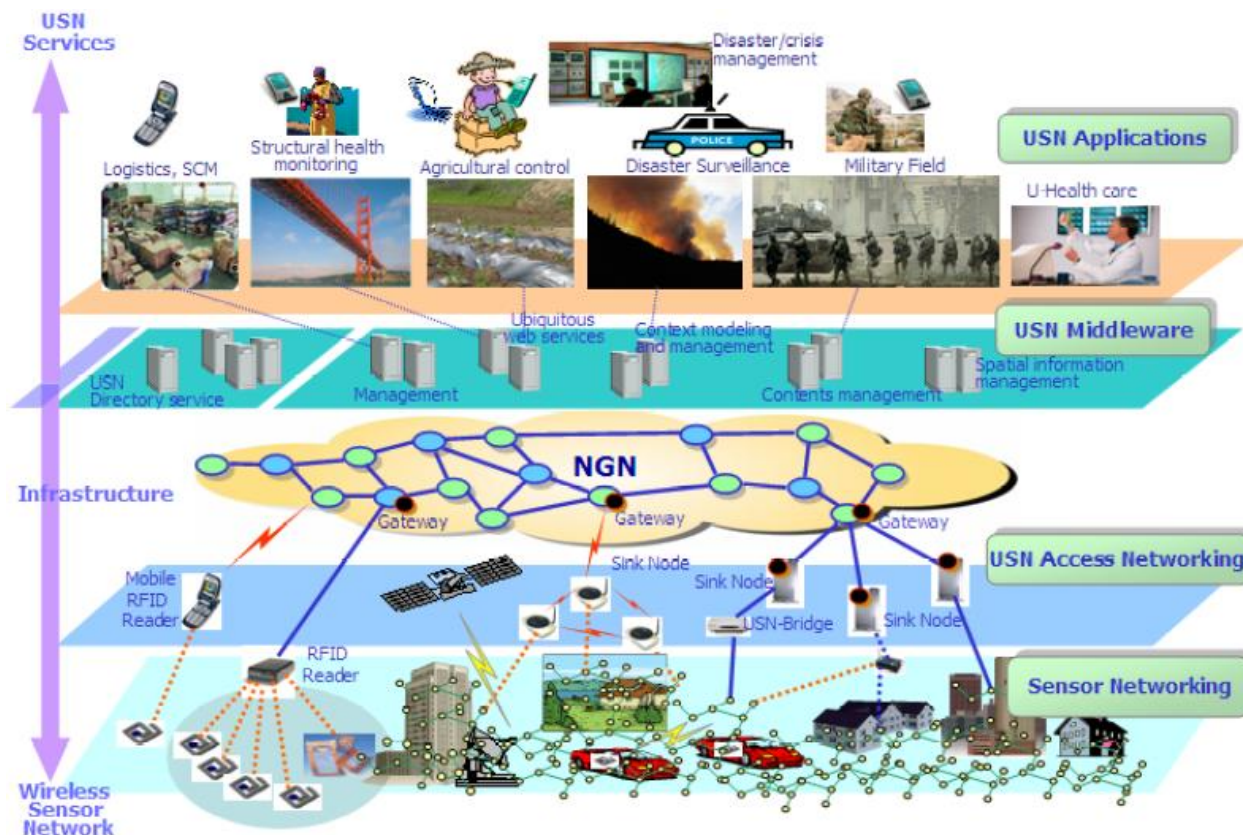
Continua
HEALTH ALLIANCE



Standardization Initiatives

Standards related to IoT: ITU's USN

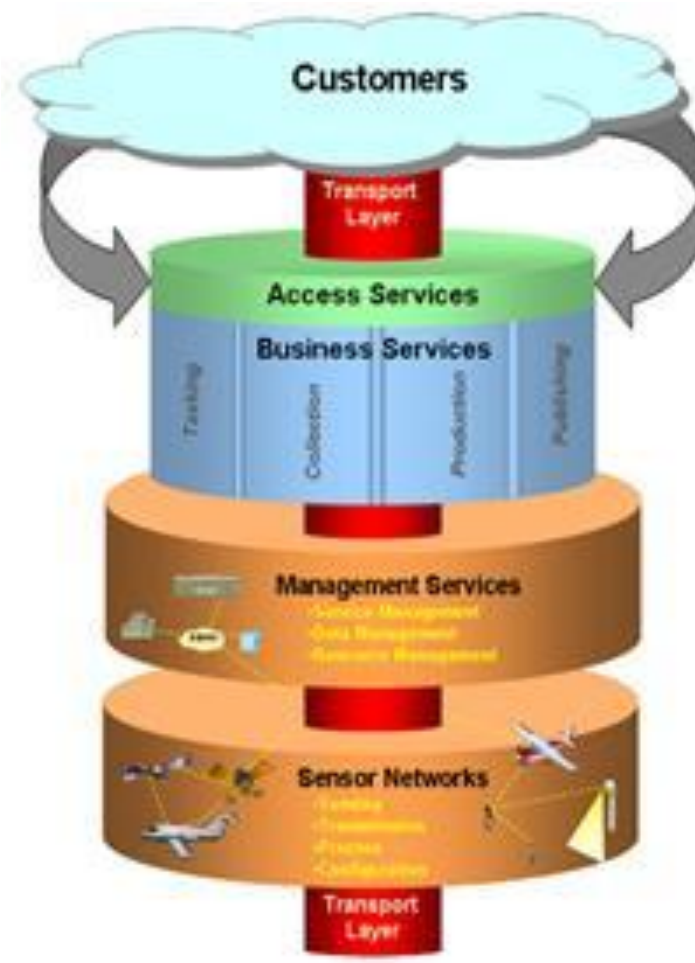
« A conceptual network built over existing physical networks which make use of sensed data and provide knowledge services to anyone, anywhere and at anytime, and where information is generated by using context awareness. »



Standardization Initiatives

Standards related to IoT: ISO JTC1

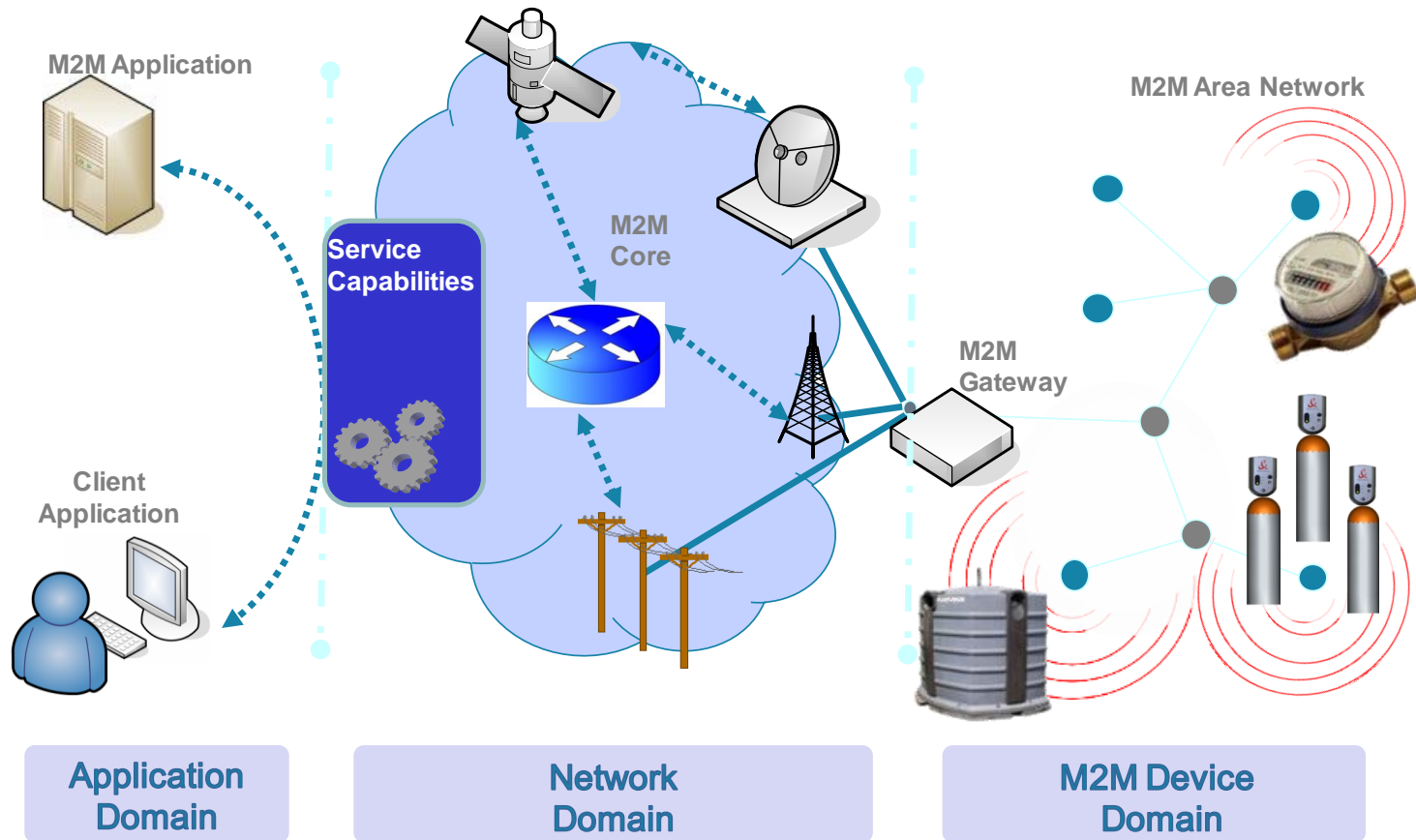
WGSN – WG7
working group on sensor network



Standardization Initiatives

Standards related to IoT: ETSI TC M2M

- To collect and specify M2M requirements from relevant stakeholders.
- **to develop and maintain an end-to-end overall high level architecture for M2M.**
- to identify gaps where existing standards do not fulfill the requirements and provide specifications and standards to fill these gaps, without duplication of work in other ETSI committees and partnership projects.

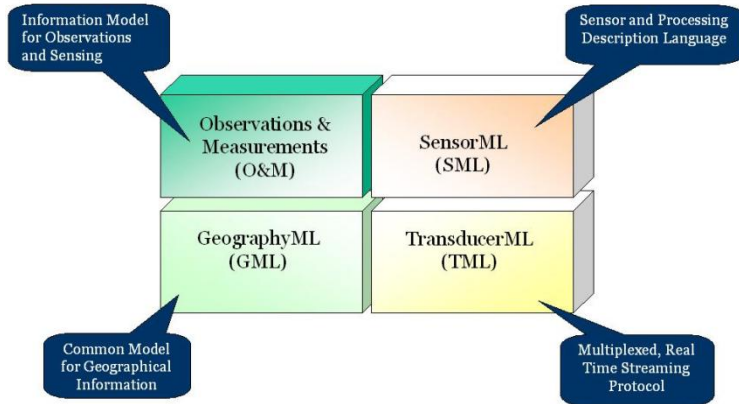
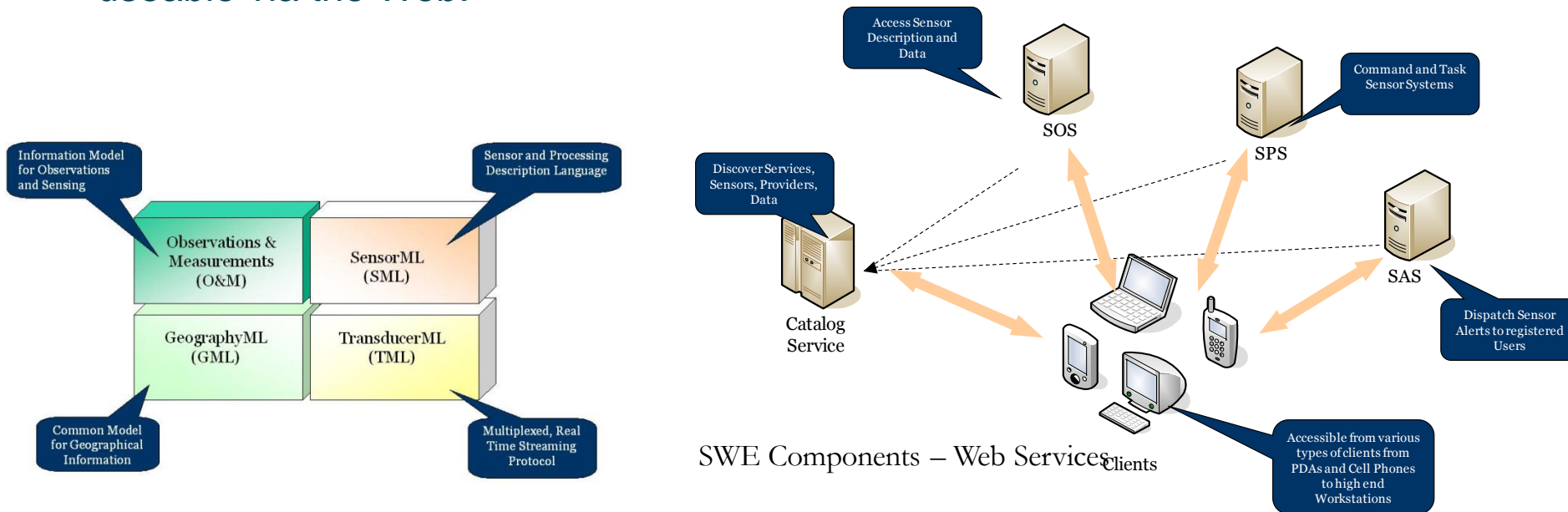


Standardization Initiatives

Standards related to IoT: OGC® SWE™

Open Geospatial Consortium Sensor Web Enablement

- OGC® is an international industry consortium of more than 330 companies, government agencies, research organizations, and universities.
- Need for a broad set of critical real world information interoperability.
- Sensor Web Enablement (SWE) enable developers to make all types of sensors, transducers and sensor data repositories discoverable, accessible and useable via the Web.

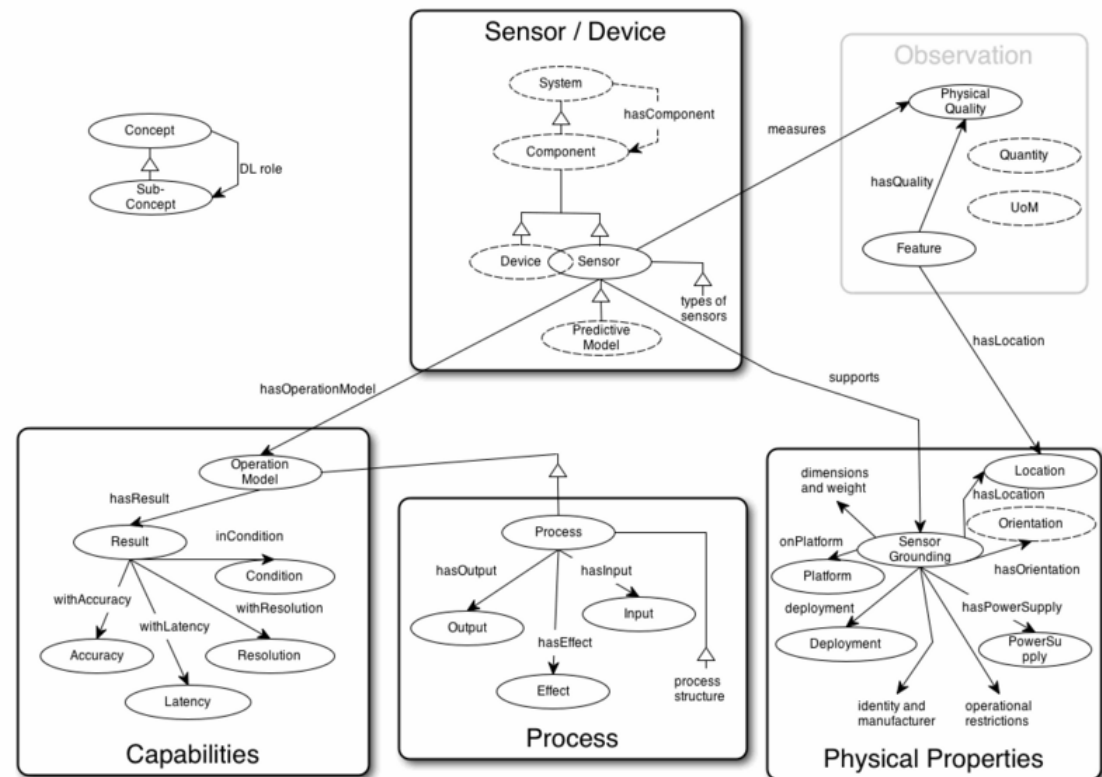


Standardization Initiatives

Standards related to IoT: W3C Incubator Group SSN-XG

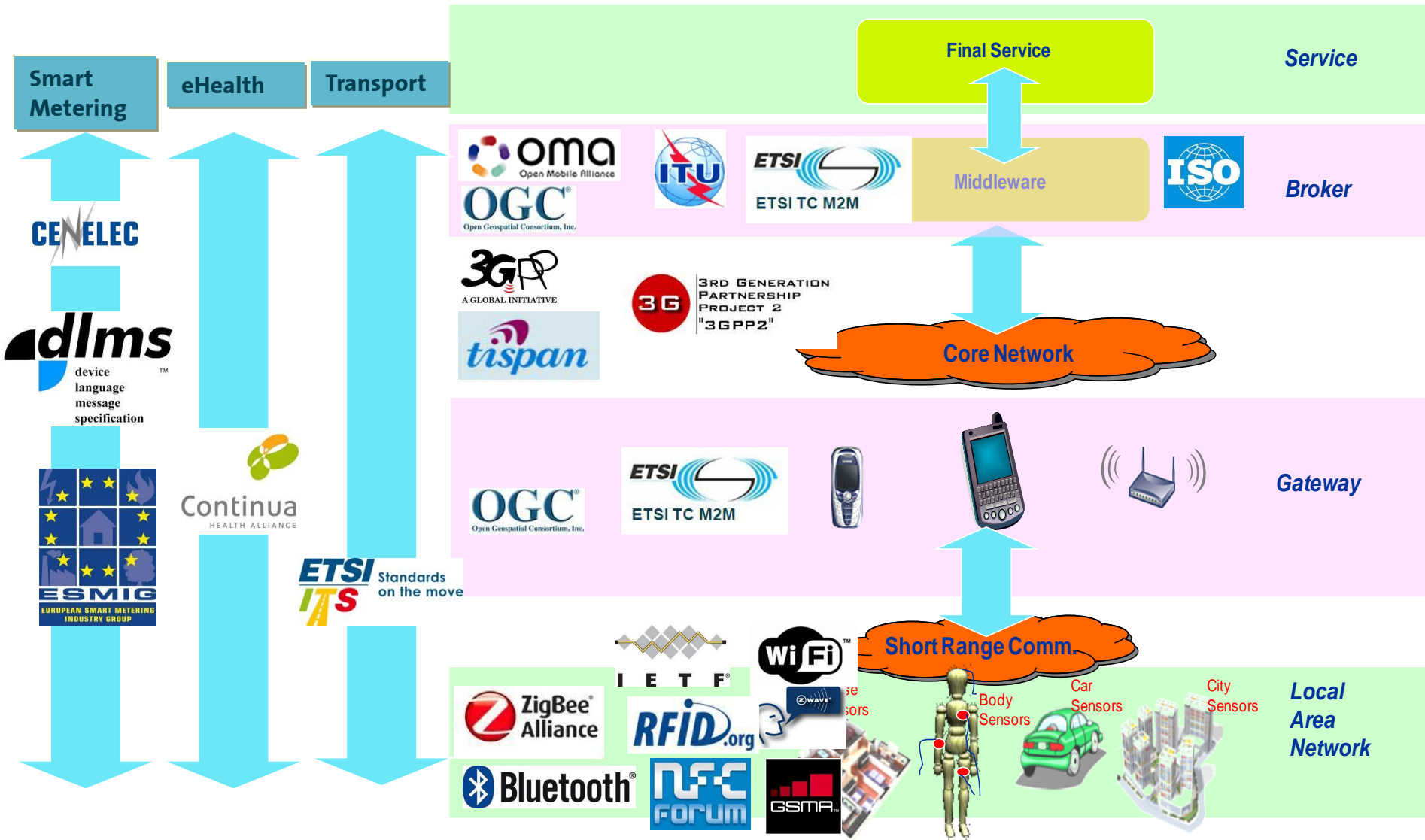
- W3C Incubator Group on Semantic Sensor Networks Launched (March 4th, 2009)
- The SSN-XG will work on two main objectives:

- the development of ontologies for describing sensors, and
- the extension of the Sensor Markup Language (SensorML), one of the four SWE languages, to support semantic annotations.



Standardization Initiatives

Is the standards harmonization possible?

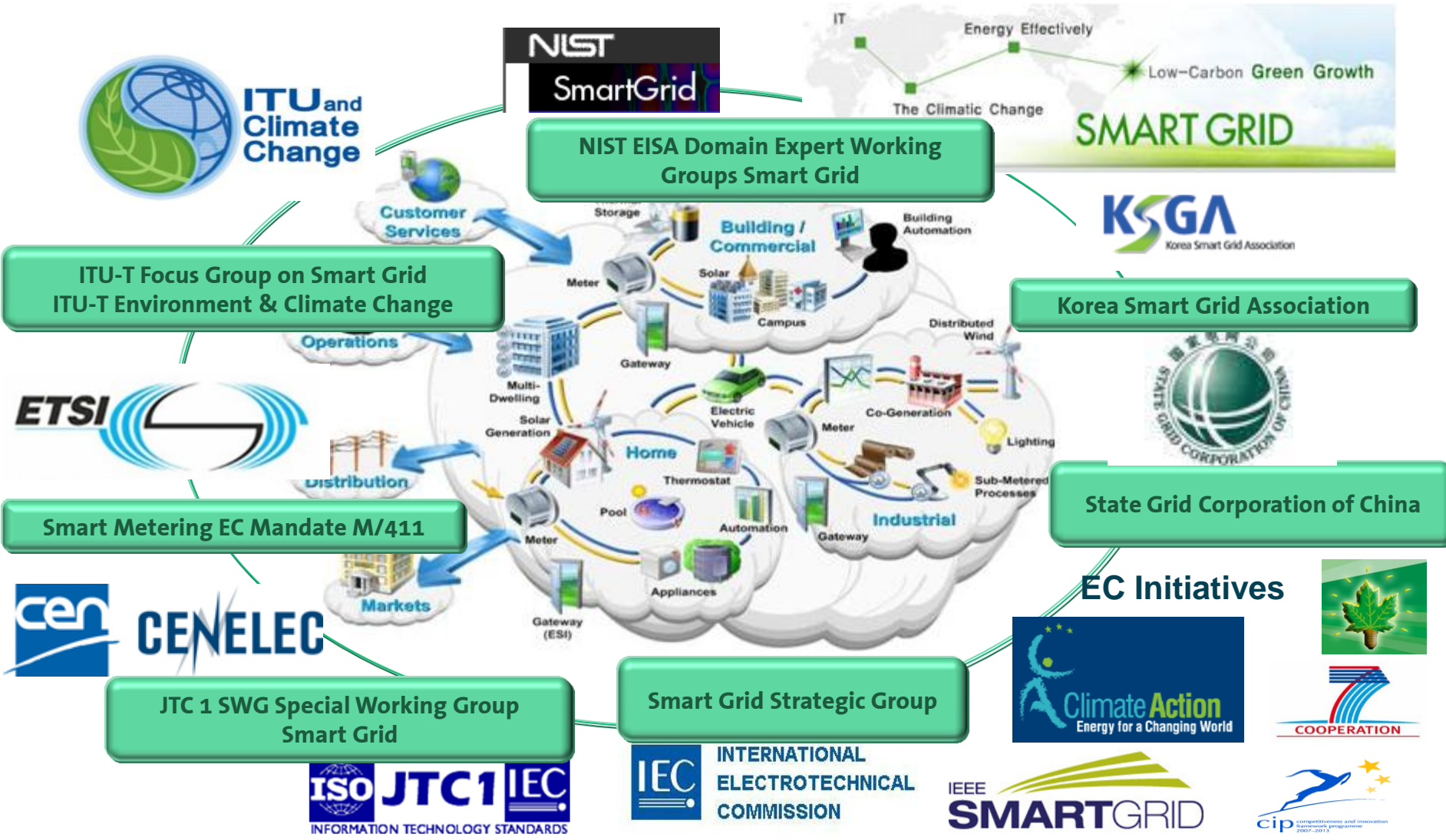


Standardization Initiatives

- Standards related to IoT
- **ICT standardization for specific Green IT Domains**

Standardization Initiatives

ICT standardization for specific Green IT Domains



Internet of Things: A main driver for a true Green IT?

The prevailing assessment of positive and negative effects will depend on how effectively energy and waste policy governs the development of ICT infrastructures and applications in the coming years

Andreas Köhler and Lorenz Erdmann

Expected Environmental Impacts of Pervasive Computing

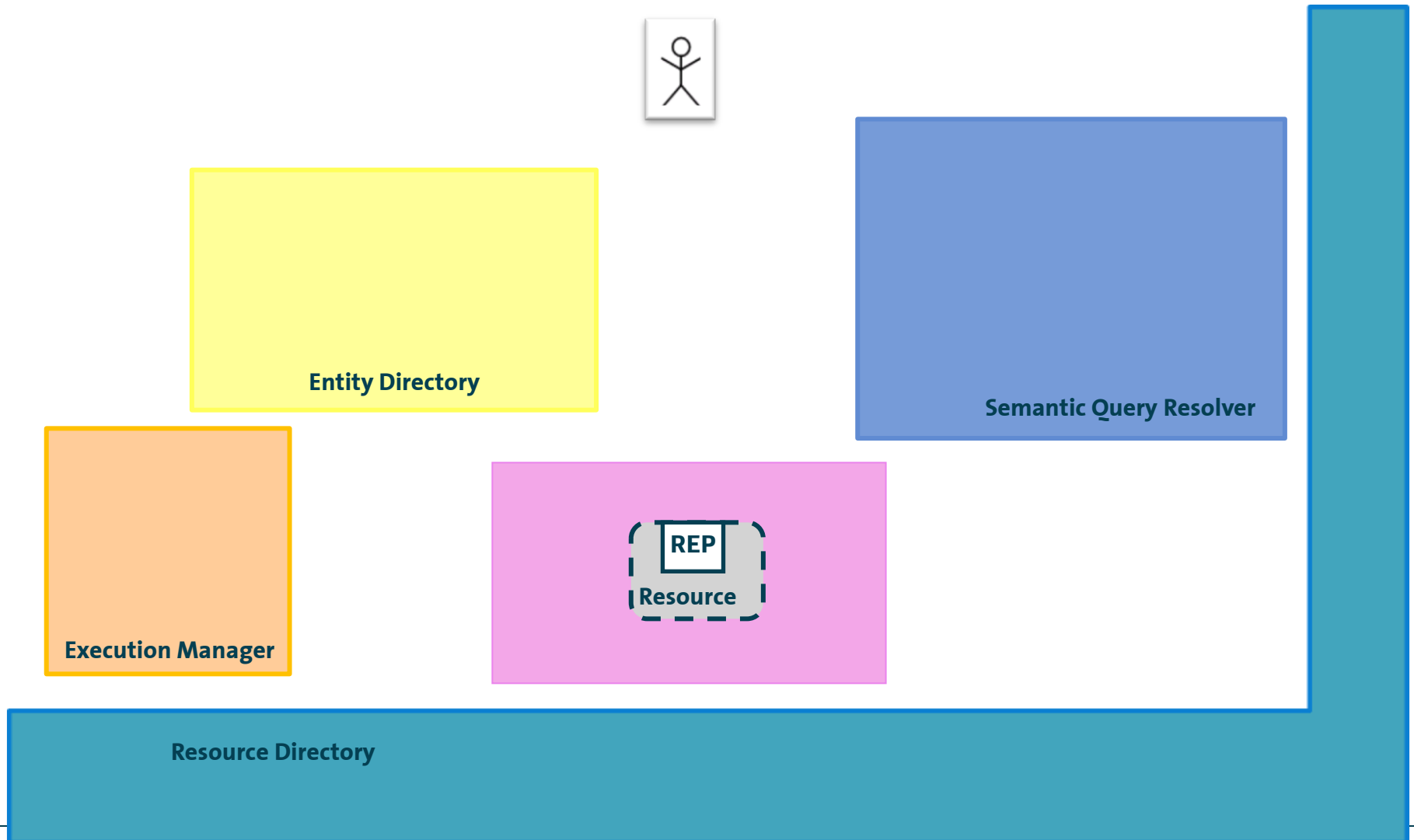
Human and Ecological Risk Assessment: An International Journal, vol. 10, 2004



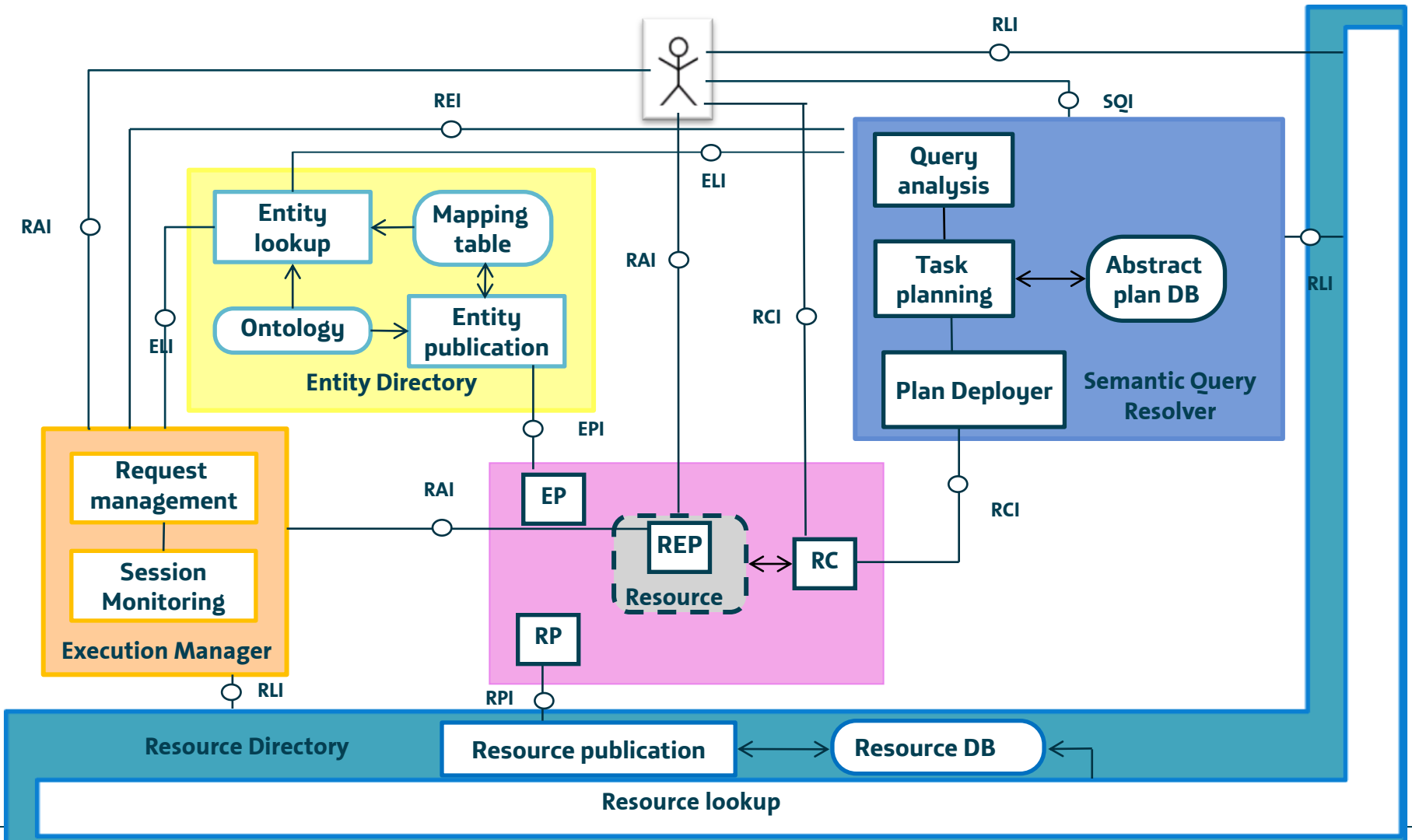
Think Green!
Be Green!
Research for Green!

Thank You!
bernat@tid.es

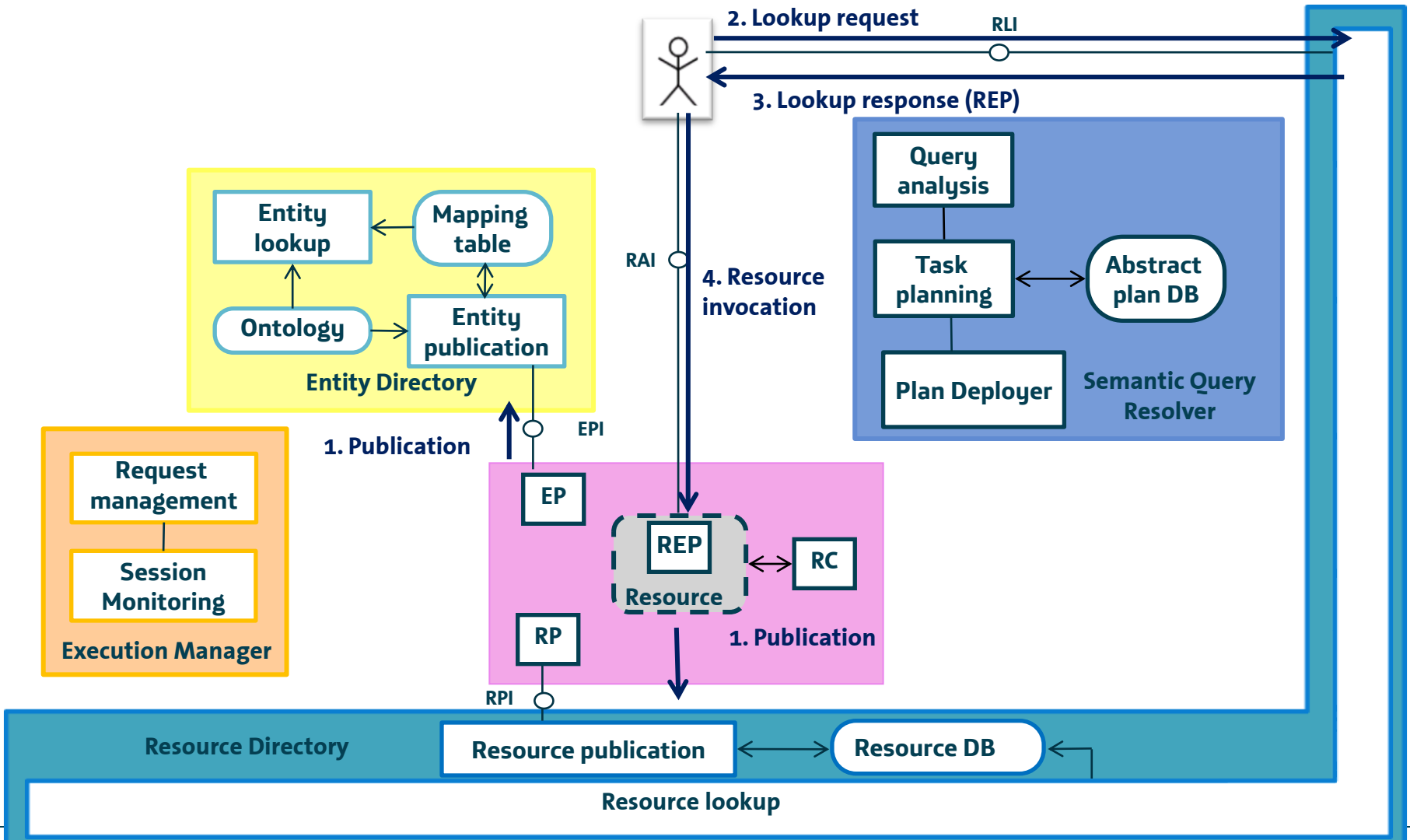
System components – high level view



System components – network view



System interactions – registration and simple lookup



System interactions – resource query

