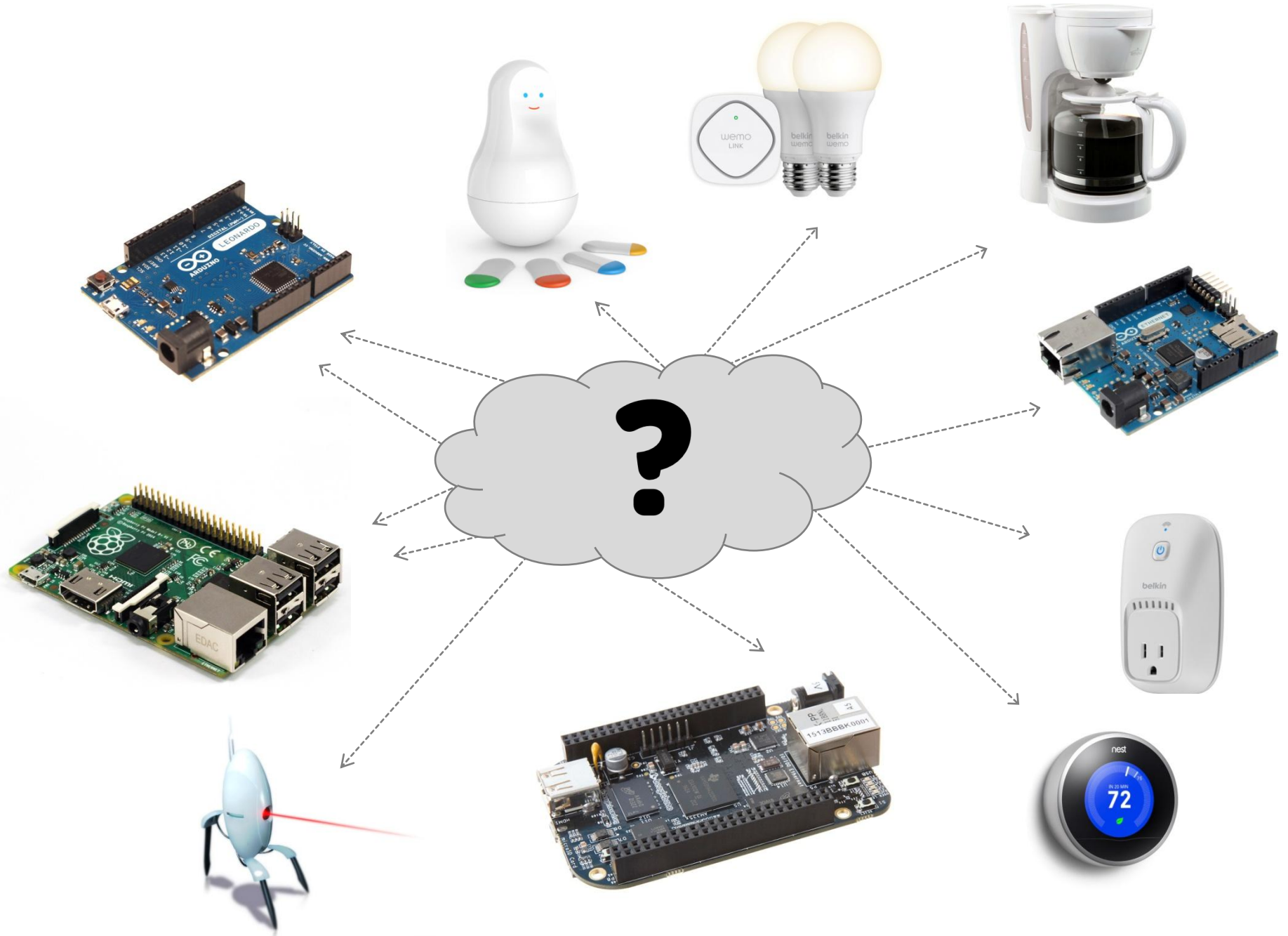




# Komunikační protokoly pro IoT

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LinuxDays 2014

**PROFINIT**  
new frontier group

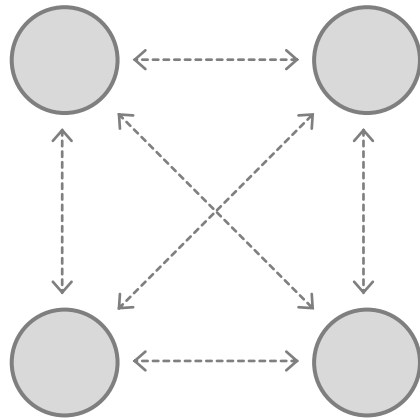


# Obsah

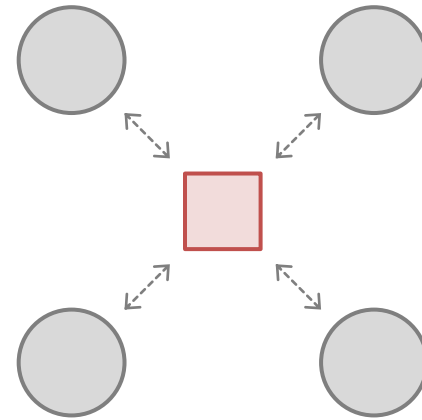
- Protokoly
  - MQTT
  - CoAP
  - Snad přijde i ~~kouzelník~~ ukázka
- Integrovaní nástroje
  - Node Red
  - openHab



# Architektura



CoAP



MQTT

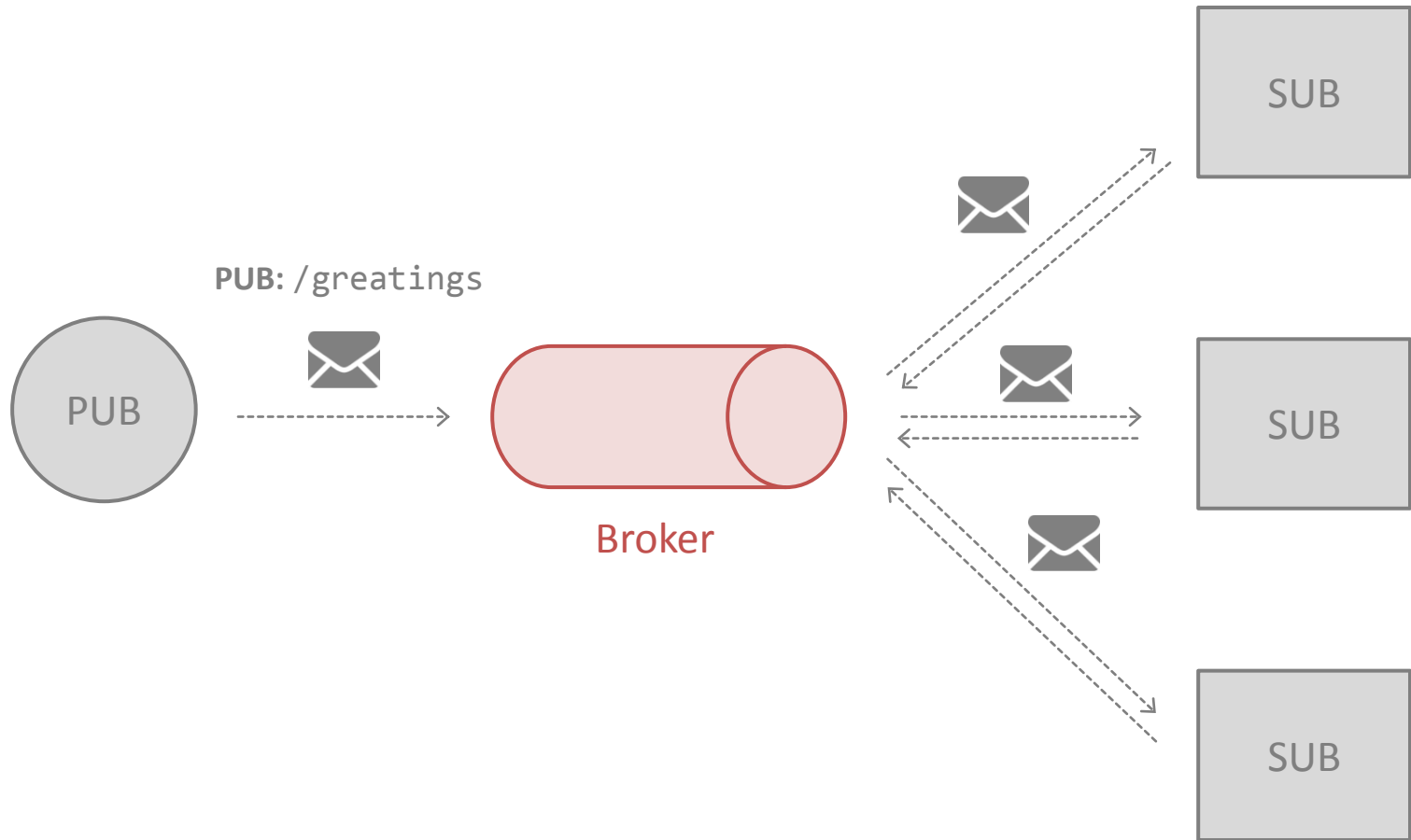


# MQTT

- Pub-Sub
- Broker x Client
  - Publikace zprávy s předmětem
  - Odebírání všech zpráv s daným předmětem
  - Obsah zprávy je TXT
- Malé datové nároky
- Postavené nad TCP/IP



# Pub/Sub



# Předmět (topic)

- Publikace

`/hierarchická/struktura/xyz/123`

- Odebírání

- Přesný předmět:

`/hierarchická/struktura/xyz`

- Wildchar:

`/hierarchická/+ /+ /xyz`

`/hierarchická/struktura/#`

`/+ /struktura/#`



# Předmět (topic)

/sensory/budovaA/mistnost123/teplota

/sensory/budovaA/mistnost123/+

/sensory/budovaA/#

/sensory/budovaA/+/teplota

/sensory/+/+/teplota



# ● Quality of Service

- Co se stane se zprávou v případě poruchy:

QoS 0 ... nemusí být doručena **vůbec**

QoS 1 ... může být doručena **vícekrát**

QoS 2 ... bude doručena **právě jednou**

## ● „Poslední vůle“ (will)

- *Co se stane, když mě někdo ~~zabije~~ odpojí*
- Zpráva, kterou broker při nečekaném odpojení klienta
  
- `will-topic`
- `will-payload`
- `will-qos`
- `will-retain`



# Mosquitto

- Broker (mosquitto)
- C++, multiplatformní
- Klient:
  - mosquitto\_pub
  - mosquitto\_sub
- <http://mosquitto.org>
- Demo: `iot.eclipse.org:1883`



# Ukázka



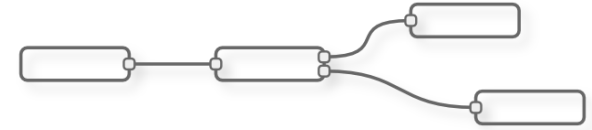
Senzor



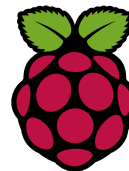
Osvětlení



# Ukázka



Node-RED



MQTT Broker



Senzor



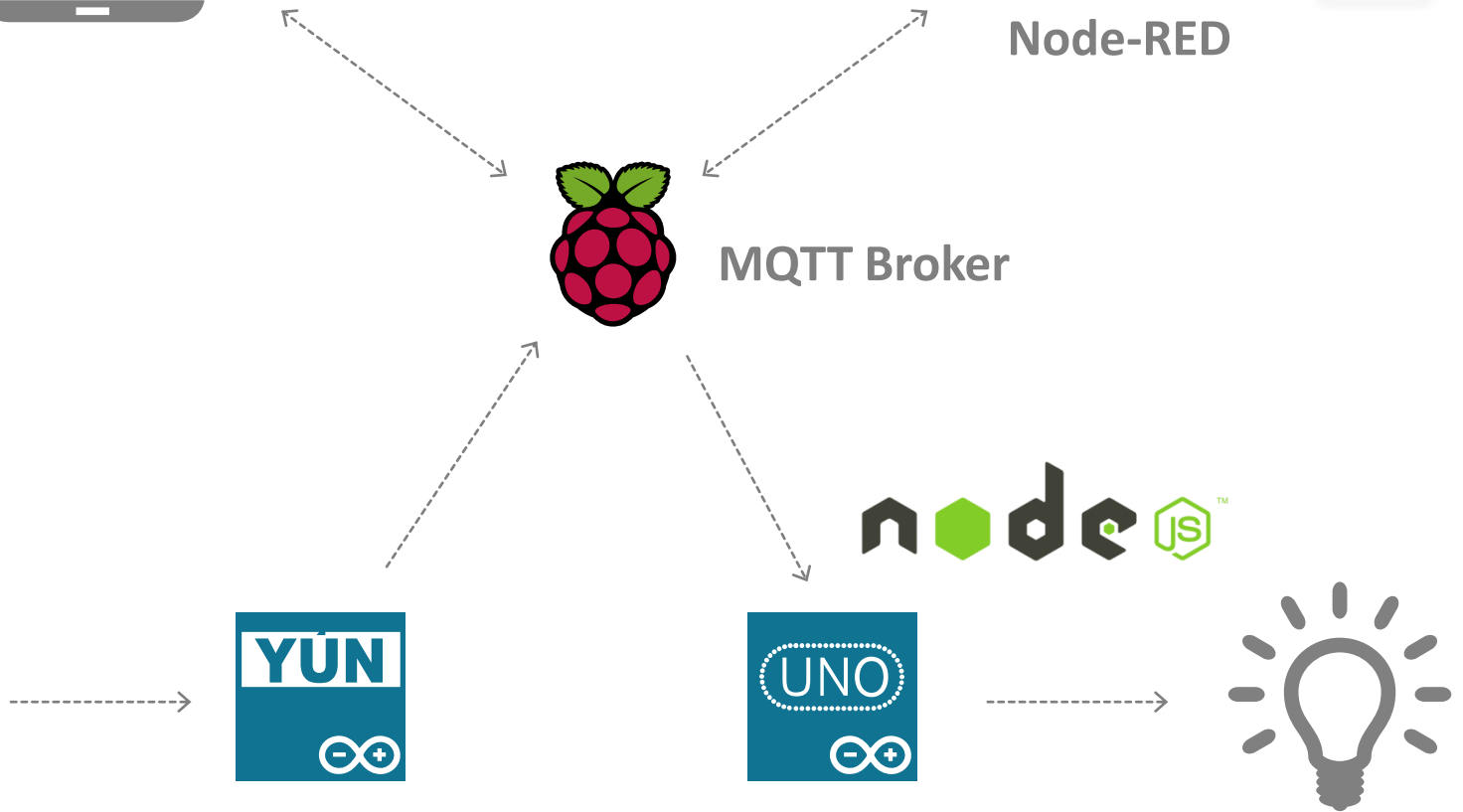
MQTT Pub



MQTT Sub



Osvětlení





# Arduino Yún - MQTT

```
// nejprve: $ opkg install mosquitto-client
```

```
#include <Process.h>
```

```
Process mqtt;
```

```
void setup () {
```

```
    Bridge.begin();
```

```
    mqtt.begin("mosquitto_pub");
```

```
    mqtt.addParameter("-h"); mqtt.addParameter(MQTT_HOST);
```

```
    mqtt.addParameter("-t"); mqtt.addParameter(MQTT_TOPIC);
```

```
    mqtt.addParameter("-l");
```

```
    mqtt.runAsynchronously();
```

```
}
```

```
void loop () {
```

```
    mqtt.println(measure_light());
```

```
    delay(1000);
```

```
}
```



# Node.js

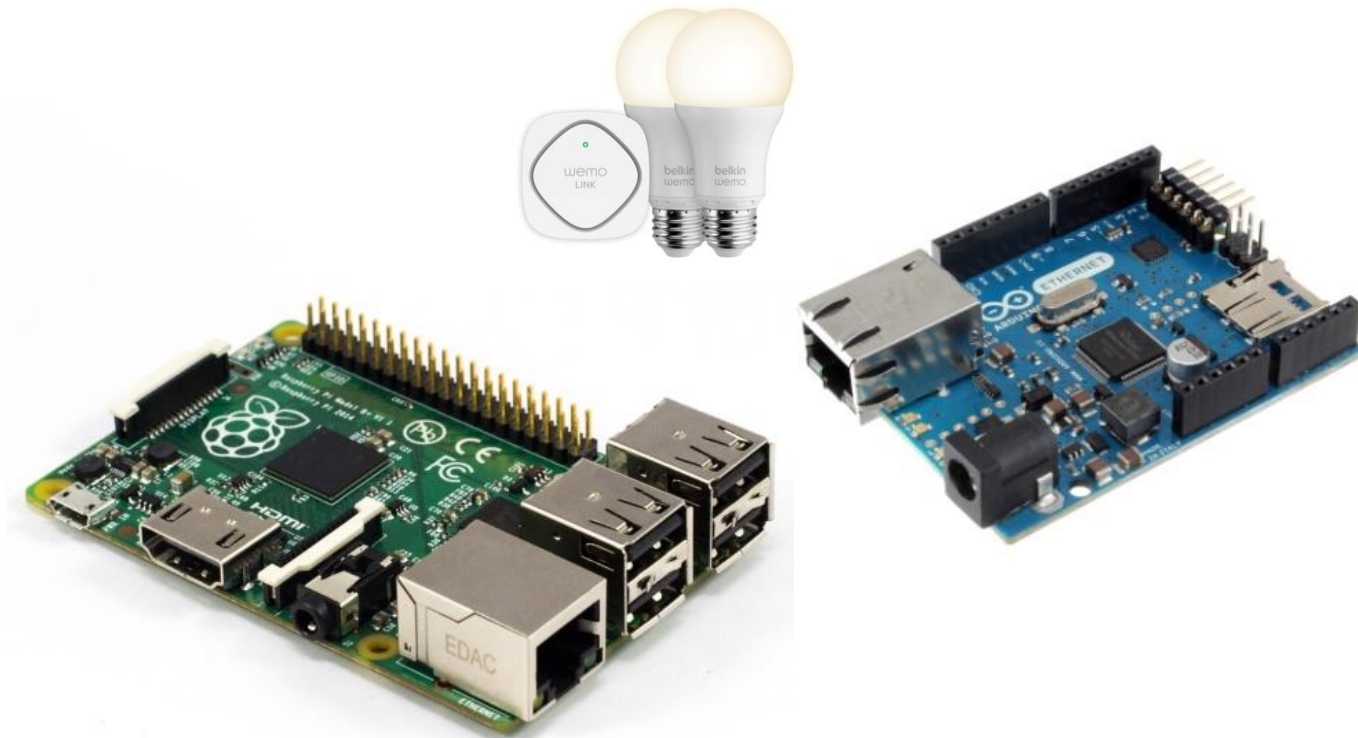
```
var mqtt = require("mqtt");

var mqttClient = mqtt.createClient(HOST, PORT);
mqttClient.subscribe("/light");

mqttClient.on("message", function (topic, msg) {
    if (msg == "on") {
        sendCmd(ON_CMD);
    }
    else if (msg == "off"){
        sendCmd(OFF_CMD);
    }
});
```



# Demo Time







## Gateway

- MQTT ↔ něco jiného
  - Jiný MQTT borker
  - RESTful API (HTTP)
  - RESTful API (CoAP)
  - MQTT-SN (Sensor Network)

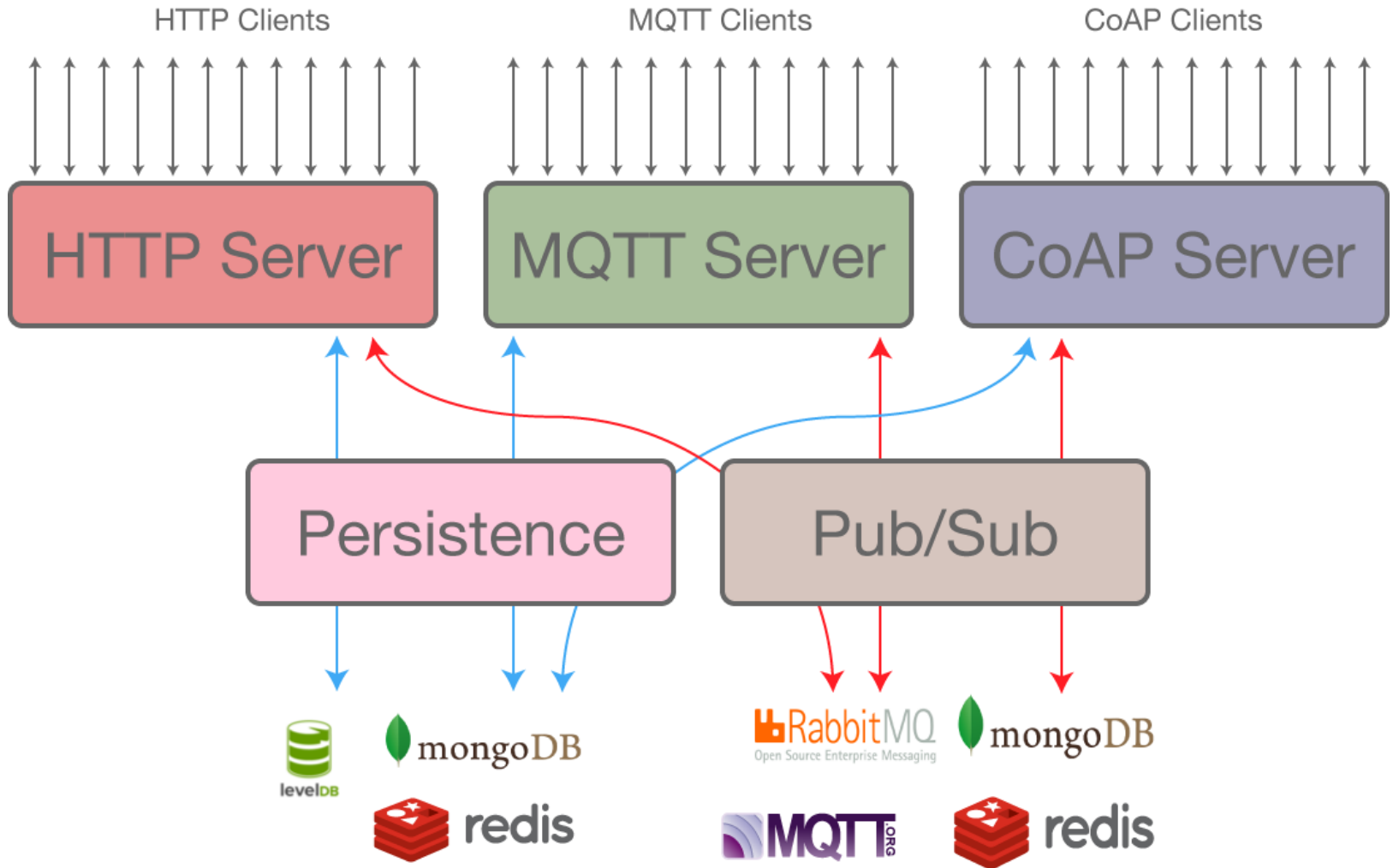


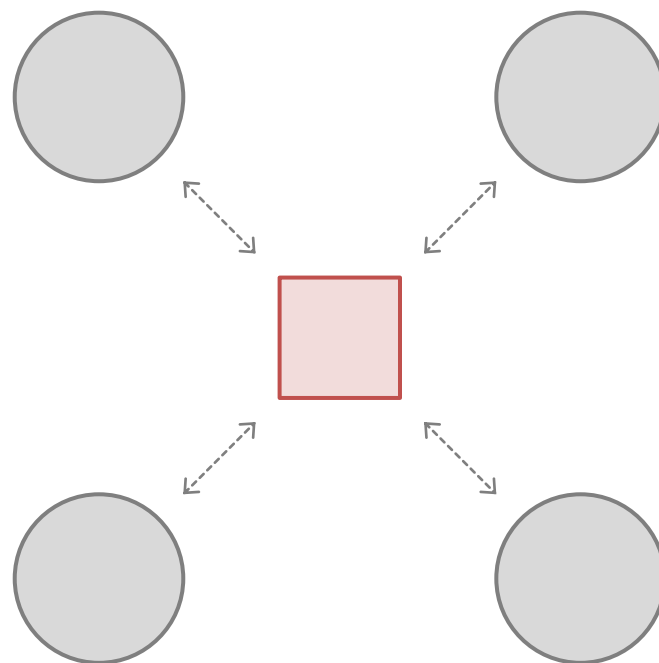
## CoAP

- Protokol pro CoRE
- „HTTP nad UDP“
- Princi hodně podobný HTTP
- Umožňuje REST přístup
- Kromě HTTP:
  - Auto discovery
  - Komunikace bez odpovědi (např. stream)



# Pento projekt





**INTEGRACE**



## Node Red

- Grafický jazyk + runtime
- Tok zpráv od vstupu do výstupu
  - API, HW, online service
- Implementace v node.js
- <http://nodered.org/>
- <https://learn.adafruit.com/raspberry-pi-hosting-node-red/what-is-node-red>



# Demo Time

The screenshot displays the Node-RED web interface. On the left, the 'input' and 'output' palettes are visible. The main workspace contains a flow diagram with the following components:

- Input:** 'on' and 'off' nodes.
- Function:** A 'switch' node that branches into 'On message' and 'Off message' nodes.
- Output:** A 'yun/sensor/light' node, a '/light' node, and three 'debug' nodes.

The flow is as follows: 'on' and 'off' nodes connect to the 'yun/sensor/light' node. The 'yun/sensor/light' node connects to the 'switch' node. The 'switch' node branches into 'On message' and 'Off message' nodes. The 'On message' node connects to the 'debug' node (top right) and the '/light' node. The 'Off message' node connects to the 'debug' node (bottom right) and the '/light' node. The 'yun/sensor/light' node also connects directly to the 'debug' node (bottom right).

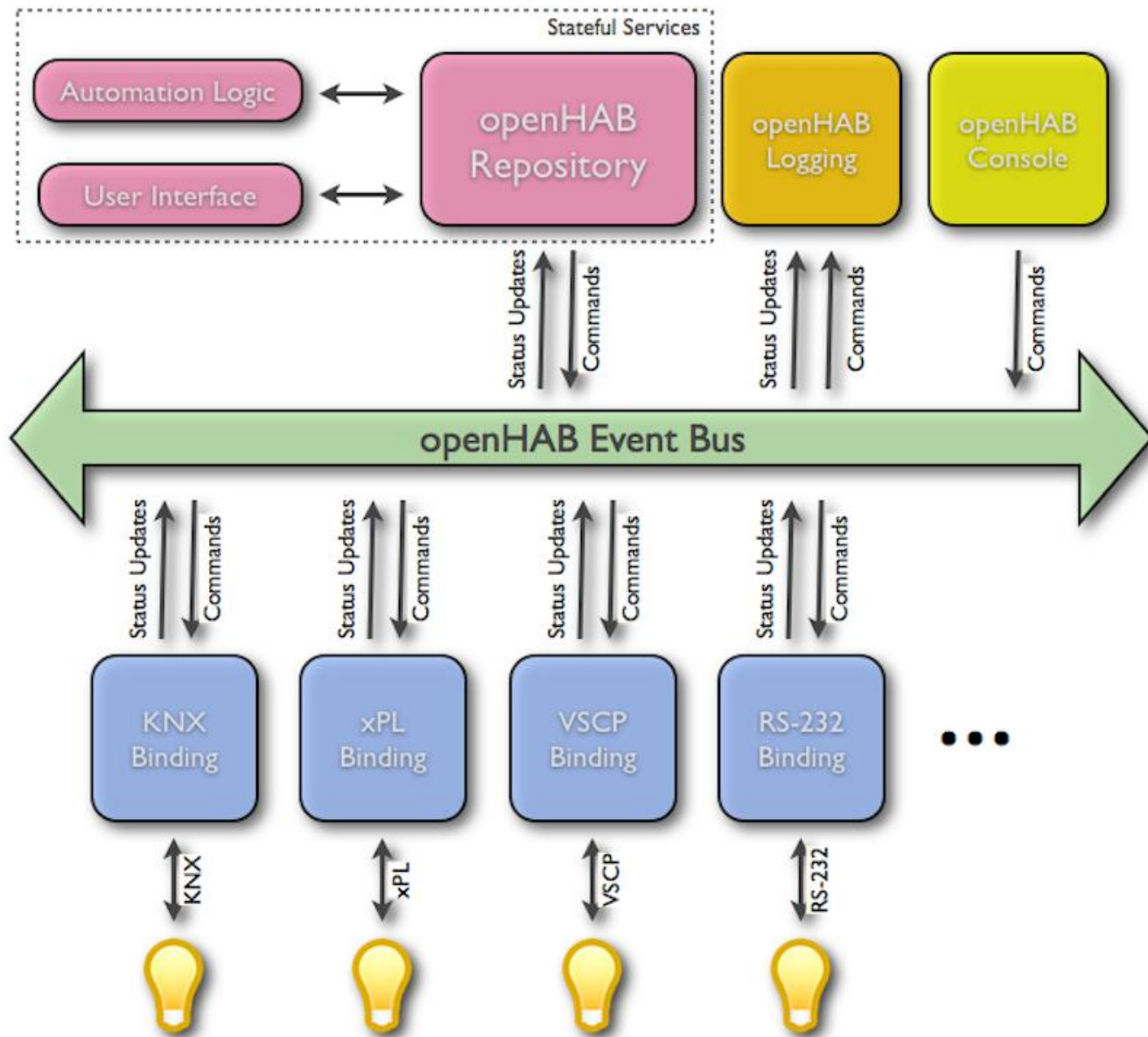
On the right, the 'debug' console shows a log of messages:

Time	Message
5. 10. 2014 12:11:01	yun/sensor/light off
5. 10. 2014 12:11:03	yun/sensor/light off
5. 10. 2014 12:11:06	yun/sensor/light off
5. 10. 2014 12:11:08	yun/sensor/light off
5. 10. 2014 12:11:10	yun/sensor/light off
5. 10. 2014 12:11:12	yun/sensor/light off
5. 10. 2014 12:11:14	yun/sensor/light off
5. 10. 2014 12:11:16	yun/sensor/light off
5. 10. 2014 12:11:18	yun/sensor/light off
5. 10. 2014 12:11:20	yun/sensor/light off
5. 10. 2014 12:11:22	yun/sensor/light off



## openHAB

- Integrovaná platforma pro home automation
- „protocol agnostic“
- V současnosti 75 protokolů
- Programátorsky přívětivé
- <http://www.openhab.org>







# GUI

The screenshot displays a smart home GUI interface with four main panels:

- Main Menu:** A vertical list of location-based categories: First Floor, Ground Floor, Cellar, Outdoor, WEATHER, DATE (Tuesday, 18.09.2012), and DEMO (Group Demo).
- Widget Overview:** A central panel with three sections:
  - BINARY WIDGETS:** Includes a Toggle Switch (ON) and a Button Switch (On).
  - DISCRETE WIDGETS:** Includes Scene Selection (TV) and Scene (TV Dinner Reading).
  - PERCENT-BASED WIDGETS:** Includes a Dimmer slider and an RGB Light control.
- Office:** A control panel for the Office area with items: Ceiling (OFF), Office (OFF), Office Window (up/down arrows), Office Door (up/down arrows), Temperature (19.9 °C), Office Window (open), and Balcony Door (open).
- Group Demo:** A summary panel with items: All Lights (0) All Off, No. of Active Heatings (8), Open windows (5), and Avg. Room Temperature 18.7 °C.

# Závěr

- Protokoly
  - MQTT
  - CoAP
- NodeRED
- openHab

```
while (audience.questionAvailable()) {  
    answer();  
}  
  
goto next;
```

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