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The book will help you get well-versed with different techniques in Artificial Intelligence such as machine learning, deep learning, natural language processing and more to build smart IoT systems. By the end of the book, you will have practical knowledge on how to implement and manipulate text, audio, and speech data within the IoT system.

This book addresses researchers and graduate students at the forefront of study/research on the

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Internet of Things (IoT) by presenting state-of-the-art research together with the current and future challenges in building new smart applications (e.g., Smart Cities, Smart Buildings, and Industrial IoT) in an efficient, scalable, and sustainable way. It covers the main pillars of the IoT world (Connectivity, Interoperability, Discoverability, and Security/Privacy), providing a comprehensive look at the current technologies, procedures, and architectures.

NB-IoT is the Internet of Things (IoT) technology used for cellular communication. NB-IoT devices deliver much better capability and performance,

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such as: increased area coverage of up to one kilometer; a massive number of devices—up to 200,000—per a single base-station area; longer battery lifetime of ten years; and better indoor and outdoor coverage for areas with weak signal, such as underground garages. The cellular NB-IoT technology is a challenging technology to use and understand. With more than 30 projects presented in this book, covering many use cases and scenarios, this book provides hands-on and practical experience of how to use the cellular NB-IoT for smart applications using Arduino™, Amazon Cloud, Google Maps, and charts. The book starts by

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explaining AT commands used to configure the NB-IoT modem; data serialization and deserialization; how to set up the cloud for connecting NB-IoT devices; setting up rules, policy, security certificates, and a NoSQL database on the cloud; how to store and read data in the cloud; how to use Google Maps to visualize NB-IoT device geo-location; and how to use charts to visualize sensor datasets. Projects for Arduino are presented in four parts. The first part explains how to connect the device to the mobile operator and cellular network; perform communication using different network protocols, such as TCP, HTTP, SSL, or MQTT; how to

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use GPS for geo-location applications; and how to upgrade NB-IoT modem firmware over the air. The second part explains the microcontroller unit and how to build and run projects, such as a 7-segment display or a real-time clock. The third part explains how NB-IoT can be used with sensor devices, such as ultrasonic and environmental sensors. Finally, the fourth part explains how NB-IoT can be used to control actuators, such as stepper motors and relays. This book is a unique resource for understanding practical uses of the NB-IoT technology and serves as a handbook for technical and non-technical readers who are looking for

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practicing and exercising the cellular NB-IoT technology. The book can be used by engineers, students, researchers, system integrators, mobile operators' technical staff, and electronics enthusiasts. To download the software which can be used with the book, go to:

<https://github.com/5ghub/NB-IoT> About the Author: Hossam Fattah is a technology expert in 4G/5G wireless systems and networking. He received his Ph.D. in Electrical and Computer Engineering from University of British Columbia, Vancouver, Canada in 2003. He received his Master of Applied Science in Electrical and Computer Engineering from University

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of Victoria, Victoria, Canada in 2000. He completed his B.Sc. degree in Computers and Systems Engineering from Al-Azhar University, Cairo, Egypt in 1995. Between 2003 and 2011, he was in academia and industry, including Texas A&M University. Between 2011 and 2013, he was with Spirent Communications, NJ, USA. Since 2013, he has been with Microsoft, USA. He is also an affiliate associate professor at University of Washington, Tacoma, WA, USA, teaching graduate courses on IoT and distributed systems and collaborating on 5G research and innovations. He has had many patents and technical publications in conferences and

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journals. He is a registered professional Engineer with the Association of Professional Engineers, British Columbia, Canada. He is the author of the recent book 5G LTE Narrowband Internet of Things (NB-IoT). His research interest is in wireless communications and radio networks and protocols, cellular quality of service, radio resource management, traffic and packet scheduling, network analytics, and mobility.

Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial

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control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own

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customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at

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the book's website: www.internet-of-things-book.com Organization The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoT) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a

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view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home

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automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case studies on collecting and analyzing data generated by Internet of Things in the cloud are described.

Practical Python Programming for IoT
Implementing edge and IoT systems from sensors to clouds with communication systems, analytics, and security, 2nd Edition

Designing the Internet of Things

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Connecting Sensors and Microcontrollers to the
Cloud

Principles, Paradigms and Applications of IoT
Discover how converging IoT and blockchain can
help you build effective solutions

Practical Projects for the Cloud and Data
Visualization

This book outlines the background and overall vision for the Internet of Things (IoT) and Machine-to-Machine (M2M) communications and services, including major standards. Key technologies are

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described, and include everything from physical instrumentation of devices to the cloud infrastructures used to collect data. Also included is how to derive information and knowledge, and how to integrate it into enterprise processes, as well as system architectures and regulatory requirements. Real-world service use case studies provide the hands-on knowledge needed to successfully develop and implement M2M and IoT technologies sustainably and profitably. Finally, the future vision for M2M

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technologies is described, including prospective changes in relevant standards. This book is written by experts in the technology and business aspects of Machine-to-Machine and Internet of Things, and who have experience in implementing solutions. Standards included: ETSI M2M, IEEE 802.15.4, 3GPP (GPRS, 3G, 4G), Bluetooth Low Energy/Smart, IETF 6LoWPAN, IETF CoAP, IETF RPL, Power Line Communication, Open Geospatial Consortium (OGC) Sensor Web Enablement (SWE), ZigBee, 802.11,

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Broadband Forum TR-069, Open Mobile Alliance (OMA) Device Management (DM), ISA100.11a, WirelessHART, M-BUS, Wireless M-BUS, KNX, RFID, Object Management Group (OMG) Business Process Modelling Notation (BPMN) Key technologies for M2M and IoT covered: Embedded systems hardware and software, devices and gateways, capillary and M2M area networks, local and wide area networking, M2M Service Enablement, IoT data management and data warehousing, data analytics and big data, complex event

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processing and stream analytics, knowledge discovery and management, business process and enterprise integration, Software as a Service and cloud computing Combines both technical explanations together with design features of M2M/IoT and use cases. Together, these descriptions will assist you to develop solutions that will work in the real world Detailed description of the network architectures and technologies that form the basis of M2M and IoT Clear guidelines and examples of M2M and IoT use cases from real-

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world implementations such as Smart Grid, Smart Buildings, Smart Cities, Participatory Sensing, and Industrial Automation A description of the vision for M2M and its evolution towards IoT

This book provides a comprehensive and consistent introduction to the Internet of Things. Hot topics, including the European privacy legislation GDPR, and homomorphic encryption are explained. For each topic, the reader gets a theoretical introduction and an overview, backed by programming examples.

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For demonstration, the authors use the IoT platform VICINITY, which is open-source, free, and offers leading standards for privacy. Presents readers with a coherent single-source introduction into the IoT; Introduces selected, hot-topics of IoT, including GDPR (European legislation on data protection), and homomorphic encryption; Provides coding examples for most topics that allow the reader to kick-start his own IoT applications, smart services, etc. Internet of Things (IoT) is a recent

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technology paradigm that creates a global network of machines and devices that are capable of communicating with each other. Security cameras, sensors, vehicles, buildings, and software are examples of devices that can exchange data between each other. IoT is recognized as one of the most important areas of future technologies and is gaining vast recognition in a wide range of applications and fields related to smart homes and cities, military, education, hospitals, homeland security systems,

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transportation and autonomous connected cars, agriculture, intelligent shopping systems, and other modern technologies. This book explores the most important IoT automated and smart applications to help the reader understand the principle of using IoT in such applications.

Break through the hype and learn how to extract actionable intelligence from the flood of IoT data About This Book Make better business decisions and acquire greater control of your IoT infrastructure Learn

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techniques to solve unique problems associated with IoT and examine and analyze data from your IoT devices Uncover the business potential generated by data from IoT devices and bring down business costs Who This Book Is For This book targets developers, IoT professionals, and those in the field of data science who are trying to solve business problems through IoT devices and would like to analyze IoT data. IoT enthusiasts, managers, and entrepreneurs who would like to make the most of IoT will

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find this equally useful. A prior knowledge of IoT would be helpful but is not necessary. Some prior programming experience would be useful What You Will Learn Overcome the challenges IoT data brings to analytics Understand the variety of transmission protocols for IoT along with their strengths and weaknesses Learn how data flows from the IoT device to the final data set Develop techniques to wring value from IoT data Apply geospatial analytics to IoT data Use machine learning as a predictive method on IoT data

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Implement best strategies to get the most from IoT analytics Master the economics of IoT analytics in order to optimize business value In Detail We start with the perplexing task of extracting value from huge amounts of barely intelligible data. The data takes a convoluted route just to be on the servers for analysis, but insights can emerge through visualization and statistical modeling techniques. You will learn to extract value from IoT big data using multiple analytic techniques. Next we review how IoT devices

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generate data and how the information travels over networks. You'll get to know strategies to collect and store the data to optimize the potential for analytics, and strategies to handle data quality concerns. Cloud resources are a great match for IoT analytics, so Amazon Web Services, Microsoft Azure, and PTC ThingWorx are reviewed in detail next. Geospatial analytics is then introduced as a way to leverage location information. Combining IoT data with environmental data is also discussed as a way

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to enhance predictive capability. We'll also review the economics of IoT analytics and you'll discover ways to optimize business value. By the end of the book, you'll know how to handle scale for both data storage and analytics, how Apache Spark can be leveraged to handle scalability, and how R and Python can be used for analytic modeling. Style and approach This book follows a step-by-step, practical approach to combine the power of analytics and IoT and help you get results quickly

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**Enabling Technologies, Platforms, and Use
Cases**

**Getting Started with the Internet of Things
Internet of Things and Big Data Analytics for
Smart Generation**

**With examples in Node.js and Raspberry Pi
Probabilistic Data Structures for Blockchain-
Based Internet of Things Applications**

Programming the Internet of Things

Building the Internet of Things

Integrate an end-to-end logistic chain using IBM
Blockchain and IoT platforms Key Features Explore

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practical implementation of ledger technology in the IoT architecture Study security best practices for your smart devices Understand Blockchain implementation for end-to-end IoT solutions Book Description Blockchain has been the hot topic of late thanks to cryptocurrencies. To make matters more interesting, the financial market is looking for ways to reduce operational costs and generate new business models, and this is where blockchain solutions come into the picture. In addition to this, with Internet of Things (IoT) trending and Arduino, Raspberry Pi, and other devices flooding the market, you can now

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create cheap devices even at home. Hands-On IoT Solutions with Blockchain starts with an overview of IoT concepts in the current business scenario. It then helps you develop your own device on the IBM Watson IoT platform and create your first IoT solution using Watson and Intel Edison. Once you are familiar with IoT, you will learn about Blockchain technology and its use cases. You will also work with the Hyperledger framework and develop your own Blockchain network. As you progress through the chapters, you'll work with problem statements and learn how to design your solution architecture so that

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you can create your own integrated Blockchain and IoT solution. The next set of chapters will explain how to implement end-to-end Blockchain solutions with IoT using the IBM Cloud platform. By the end of this book, you will have mastered the convergence of IoT and Blockchain technology and exploited the best practices and drivers to develop a bulletproof integrated solution. What you will learn Understand the key roles of IoT in the current market Study the different aspects of IBM Watson IoT platform Create devices, gateways, and applications connected to the platform Explore the fundamentals of Blockchain

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Define good use cases for Blockchain Discover the Hyperledger Fabric and Composer frameworks Develop an IBM Watson IoT application using a Intel Edison Integrate IoT with the Blockchain platform Who this book is for Hands-On IoT Solutions with Blockchain is for you if you are an Internet of Things (IoT) analyst, architect, engineer, or any stakeholder responsible for security mechanisms on an IoT infrastructure. This book is also for IT professionals who want to start developing solutions using Blockchain and IoT on the IBM Cloud platform. Basic understanding of IoT will assist you in understanding

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key concepts covered in the book.

The definitive guide to hacking the world of the Internet of Things (IoT) -- Internet connected devices such as medical devices, home assistants, smart home appliances and more. Drawing from the real-life exploits of five highly regarded IoT security researchers, Practical IoT Hacking teaches you how to test IoT systems, devices, and protocols to mitigate risk. The book begins by walking you through common threats and a threat modeling framework. You'll develop a security testing methodology, discover the art of passive

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reconnaissance, and assess security on all layers of an IoT system. Next, you'll perform VLAN hopping, crack MQTT authentication, abuse UPnP, develop an mDNS poisoner, and craft WS-Discovery attacks. You'll tackle both hardware hacking and radio hacking, with in-depth coverage of attacks against embedded IoT devices and RFID systems. You'll also learn how to:

- Write a DICOM service scanner as an NSE module
- Hack a microcontroller through the UART and SWD interfaces
- Reverse engineer firmware and analyze mobile companion apps
- Develop an NFC fuzzer using Proxmark3
- Hack a

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smart home by jamming wireless alarms, playing back IP camera feeds, and controlling a smart treadmill The tools and devices you'll use are affordable and readily available, so you can easily practice what you learn. Whether you're a security researcher, IT team member, or hacking hobbyist, you'll find Practical IoT Hacking indispensable in your efforts to hack all the things **REQUIREMENTS:** Basic knowledge of Linux command line, TCP/IP, and programming

What is the Internet of Things? It's billions of embedded computers, sensors, and actuators all

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connected online. If you have basic programming skills, you can use these powerful little devices to create a variety of useful systems—such as a device that waters plants when the soil becomes dry. This hands-on guide shows you how to start building your own fun and fascinating projects. Learn to program embedded devices using the .NET Micro Framework and the Netduino Plus board. Then connect your devices to the Internet with Pachube, a cloud platform for sharing real-time sensor data. All you need is a Netduino Plus, a USB cable, a couple of sensors, an Ethernet connection to the Internet—and

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your imagination. Develop programs with simple outputs (actuators) and inputs (sensors) Learn about the Internet of Things and the Web of Things Build client programs that push sensor readings from a device to a web service Create server programs that allow you to control a device over the Web Get the .NET classes and methods needed to implement all of the book's examples

Skillfully navigate through the complex realm of implementing scalable, trustworthy industrial systems and architectures in a hyper-connected business world. Key Features Gain practical insight

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into security concepts in the Industrial Internet of Things (IIoT) architecture Demystify complex topics such as cryptography and blockchain Comprehensive references to industry standards and security frameworks when developing IIoT blueprints Book Description Securing connected industries and autonomous systems is a top concern for the Industrial Internet of Things (IIoT) community. Unlike cybersecurity, cyber-physical security is an intricate discipline that directly ties to system reliability as well as human and environmental safety. Practical Industrial Internet of Things Security

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enables you to develop a comprehensive understanding of the entire spectrum of securing connected industries, from the edge to the cloud. This book establishes the foundational concepts and tenets of IIoT security by presenting real-world case studies, threat models, and reference architectures. You'll work with practical tools to design risk-based security controls for industrial use cases and gain practical know-how on the multi-layered defense techniques including Identity and Access Management (IAM), endpoint security, and communication infrastructure. Stakeholders,

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including developers, architects, and business leaders, can gain practical insights in securing IIoT lifecycle processes, standardization, governance and assess the applicability of emerging technologies, such as blockchain, Artificial Intelligence, and Machine Learning, to design and implement resilient connected systems and harness significant industrial opportunities. What you will learn Understand the crucial concepts of a multi-layered IIoT security framework Gain insight on securing identity, access, and configuration management for large-scale IIoT deployments Secure your machine-to-machine

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(M2M) and machine-to-cloud (M2C) connectivity
Build a concrete security program for your IloT deployment Explore techniques from case studies on industrial IoT threat modeling and mitigation approaches Learn risk management and mitigation planning Who this book is for Practical Industrial Internet of Things Security is for the IloT community, which includes IloT researchers, security professionals, architects, developers, and business stakeholders. Anyone who needs to have a comprehensive understanding of the unique safety and security challenges of connected industries and

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practical methodologies to secure industrial assets will find this book immensely helpful. This book is uniquely designed to benefit professionals from both IT and industrial operations backgrounds.

Internet of Things: A Hands-On Approach

Architectures, Protocols and Standards

Technologies and Applications

A Practical Guide to Hacking the Internet of Things

Hands-On Internet of Things with Blynk

Build connected IoT devices with Arduino and MQ

Telemetry Transport (MQTT)

Build advanced IoT projects using a Raspberry Pi 4,

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MQTT, RESTful APIs, WebSockets, and Python 3

This book discusses online engineering and virtual instrumentation, typical working areas for today's engineers and inseparably connected with areas such as Internet of Things, cyber-physical systems, collaborative networks and grids, cyber cloud technologies, and service architectures, to name just a few. It presents the outcomes of the 14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017), held at Columbia University in New York from 15 to 17 March 2017. The conference addressed fundamentals,

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applications and experiences in the field of online engineering and virtual instrumentation in the light of growing interest in and need for teleworking, remote services and collaborative working environments as a result of the globalization of education. The book also discusses guidelines for education in university-level courses for these topics.

Use the Raspberry Pi and modern computing techniques to build industrial Internet of Things systems. Principles and theoretical aspects of IoT technologies combine with hands-on projects leading to detailed descriptions of several

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industrial IoT applications. This book presents real-life IoT applications based on the Raspberry Pi, beyond the relatively simplistic demos built for educational purposes or hobbyists. You'll make the transition from tinkering with a couple of sensors and simple devices to building fully developed products for commercial use and industrial systems. You'll also work with sensors and actuators, web technologies used for communications in IoT networks, and the large-scale deployment of IoT software solutions. And see how to design these systems as well as maintain them long term. See the Raspberry Pi in

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a new light that highlights the true industrial potential of the device. Move beyond connecting an LED to the Raspberry Pi and making it blink to actually managing a network of IoT devices. What You'll Learn Design industrial and large scale professional Internet of Things systems Extend your basic IoT knowledge by building advanced products Learn how large scale IoT systems are deployed and maintained Who This Book Is For Advanced hobbyists who want to stretch their abilities into the professional sector. Also professional industrial engineers looking for low-cost solutions to basic IoT needs.

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This book covers theory and practical knowledge of Probabilistic data structures (PDS) and Blockchain (BC) concepts. It introduces the applicability of PDS in BC to technology practitioners and explains each PDS through code snippets and illustrative examples. Further, it provides references for the applications of PDS to BC along with implementation codes in python language for various PDS so that the readers can gain confidence using hands on experience. Organized into five sections, the book covers IoT technology, fundamental concepts of BC, PDS and algorithms used to estimate membership

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query, cardinality, similarity and frequency, usage of PDS in BC based IoT and so forth. Connect your organization to the Internet of Things with solid strategy and a proven implementation plan Building Internet of Things provides front-line business decision makers with a practical handbook for capitalizing on this latest transformation. Focusing on the business implications of Internet of Things (IoT), this book describes the sheer impact, spread, and opportunities arising every day, and how business leaders can implement IoT today to realize tangible business advantages. The

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discussion delves into IoT from a business, strategy and organizational standpoint, and includes use-cases that illustrate the ripple effect that this latest disruption brings; you'll learn how to fashion a viable IoT plan that works with your organization's strategy and direction, and how to implement that strategy successfully by integrating IoT into your organization tomorrow. For business managers, the biggest question surrounding the Internet of Things is what to do with it. This book examines the way IoT is being used today—and will be used in the future—to help you craft a robust plan for your

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organization. Grasp the depth and breadth of the Internet of Things Create a secure IoT recipe that aligns with your company's strategy Capitalize on advances while avoiding disruption from others Leverage the technical, organizational, and social impact of IoT In the past five years, the Internet of Things has become the new frontier of technology that has everyone talking. It seems that almost every week a major vendor announces a new IoT strategy or division; is your company missing the boat? Learn where IoT fits into your organization, and how to turn disruption into

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profit with the expert guidance in Building the Internet of Things.

Expert machine learning and deep learning techniques for developing smarter IoT systems

Hands-On Artificial Intelligence for IoT

Cloud Computing: A Hands-On Approach

Internet of Things, Threats, Landscape, and Countermeasures

Commercial and Industrial Internet of Things

Applications with the Raspberry Pi

Prototyping IoT Solutions

The Internet of Things in the Cloud

Leverage Python and Raspberry Pi to

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create complex IoT applications capable of creating and detecting movement and measuring distance, light, and a host of other environmental conditions
Key Features
Learn the fundamentals of electronics and how to integrate them with a Raspberry Pi
Understand how to build RESTful APIs, WebSocket APIs, and MQTT-based applications
Explore alternative approaches to structuring IoT applications with Python
Book Description
The age of connected devices

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is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data. The Internet of Things (IoT), combined with the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to

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grips with end-to-end IoT app development to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of

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topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT systems using Python. What you will learn Understand electronic interfacing with

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**Raspberry Pi from scratch Gain
knowledge of building sensor and
actuator electronic circuits Structure
your code in Python using Async IO,
pub/sub models, and more Automate real-
world IoT projects using sensor and
actuator integration Integrate
electronics with ThingSpeak and IFTTT
to enable automation Build and use
RESTful APIs, WebSockets, and MQTT
with sensors and actuators Set up a
Raspberry Pi and Python development**

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environment for IoT projects Who this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be particularly helpful for mid to senior-level software engineers who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical computing, and IoT.

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"This book provides knowledge, skills, and strategies an engineer requires to effectively integrate Internet of Things (IoT) into the field of mechanical engineering. Divided into three sections named IoT Strategies, IoT Foundation topics, and IoT system development, the volume covers introduction to IoT framework, its components, advantages, challenges, and practical process for effective implementation of IoT from mechanical engineering perspective.

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Further, it explains IoT systems and hands-on training modules, implementation, and execution of IoT Systems. Features: Presents exclusive material on application of IoT in mechanical engineering. Combines theory and practice including relevant terminologies and hands-on. Emphasis on use of IoT to streamline operations, reduce costs, and increased profits. Focusses on development and implementation of Raspberry Pi and

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Arduino based IoT systems. Illustrates use IoT data to improve performance of robots, machines, and systems. This book aims at Researchers, Graduate students in Mechanical Engineering, Computer Programming, Automobile, Robotics, and Industry 4.0/automation"--

If you're a developer or electronics engineer who is curious about Internet of Things, then this is the book for you. With only a rudimentary understanding of electronics, Raspberry Pi, or similar

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credit-card sized computers, and some programming experience using managed code such as C# or Java, you will be taught to develop state-of-the-art solutions for Internet of Things in an instant.

Internet of Things with 8051 and ESP8266 provides a platform to get started with the Internet of Things (IoT) with 8051. This book describes programming basics and how devices interface within designed systems. It

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presents a unique combination of 8051 with ESP8266 and I/O devices for IoT applications supported by case studies to provide the solutions to real-time problems. The programs and circuits have been tested on real hardware and explore different areas in IoT applications. Divided into four sections, it explains the customized boards for IoT applications followed by the means by which 8051 and ESP8266 interface with I/O devices. It spans levels from basic to

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advanced interfacing with special devices, server design, and data logging with different platforms. Features: Covers how I/O devices interface with 8051 and ESP8266 Explains the basic concepts of interfacing complexity using applications with examples Provides hands-on practice exercises with 8051 and ESP8266 for IoT applications Discusses both case studies and programming tests on real hardware during industrial and student projects

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Reviews the integration of smart devices with IoT Internet of Things with 8051 and ESP8266 is intended for senior undergraduate and graduate students in electrical and electronics engineering, but anyone with an interest in the professional curriculum of electrical and electronics engineering will find this book a welcome addition to their collection.

From Machine-to-Machine to the Internet of Things

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**Proceedings of the 14th International
Conference on Remote Engineering and
Virtual Instrumentation REV 2017, held
15-17 March 2017, Columbia University,
New York, USA**

The IoT Hacker's Handbook

**Create a powerful Industrial IoT
infrastructure using Industry 4.0
Practical Industrial Internet of Things
Security
The IoT Framework for Mechanical**

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Engineers

This book will provide you an overview of Deep Learning techniques to facilitate the analytics and learning in various IoT apps. We will take you through each process - from data collection, analysis, modeling, statistics, and monitoring. We will make IoT data speak with a set of popular frameworks, like TensorFlow, TensorFlow Lite, and Chainer.

Learn to design, implement and secure your IoT infrastructure Key Features Build a complete IoT system that is the best fit for your organization Learn about different concepts, technologies, and tradeoffs in the IoT architectural stack Understand the theory, concepts, and

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implementation of each element that comprises IoT design—from sensors to the cloud Implement best practices to ensure the reliability, scalability, robust communication systems, security, and data analysis in your IoT infrastructure Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. An architectural guide is necessary if you want to traverse the spectrum of technologies needed to build a successful IoT system, whether that's a single device or millions of devices. This book encompasses the entire spectrum of IoT solutions, from sensors to the cloud. We

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start by examining modern sensor systems and focus on their power and functionality. After that, we dive deep into communication theory, paying close attention to near-range PAN, including the new Bluetooth® 5.0 specification and mesh networks. Then, we explore IP-based communication in LAN and WAN, including 802.11ah, 5G LTE cellular, SigFox, and LoRaWAN. Next, we cover edge routing and gateways and their role in fog computing, as well as the messaging protocols of MQTT and CoAP. With the data now in internet form, you'll get an understanding of cloud and fog architectures, including the OpenFog standards. We wrap up the analytics portion of the book with the

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application of statistical analysis, complex event processing, and deep learning models. Finally, we conclude by providing a holistic view of the IoT security stack and the anatomical details of IoT exploits while countering them with software defined perimeters and blockchains. What you will learn Understand the role and scope of architecting a successful IoT deployment, from sensors to the cloud Scan the landscape of IoT technologies that span everything from sensors to the cloud and everything in between See the trade-offs in choices of protocols and communications in IoT deployments Build a repertoire of skills and the vernacular necessary to work in the IoT space Broaden

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your skills in multiple engineering domains necessary for the IoT architect Who this book is for This book is for architects, system designers, technologists, and technology managers who want to understand the IoT ecosystem, various technologies, and tradeoffs and develop a 50,000-foot view of IoT architecture.

This book discusses emerging technologies in the field of the Internet of Things and big data, an area that will be scaled in next two decades. Written by a team of leading experts, it is the only book focusing on the broad areas of both the Internet of things and big data. The thirteen chapters present real-time experimental methods and theoretical explanations, as well as the implementation of

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these technologies through various applications. Offering a blend of theory and hands-on practices, the book enables graduate, postgraduate and research students who are involved in real-time project scaling techniques to understand projects and their execution. It is also useful for senior computer students, researchers and industry workers who are involved in experimenting with the Internet of Things and big data technologies, helping them to solve the real-time problem. Moreover, the chapters covering cutting-edge technologies help multidisciplinary researchers who are bridging the gap of two different outset real-time problems.

Internet of Things (IoT) is an ecosystem comprised of

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heterogeneous connected devices that communicate to deliver capabilities making our living, cities, transport, energy, and other areas more intelligent. This book delves into the different cyber-security domains and their challenges due to the massive amount and the heterogeneity of devices. This book introduces readers to the inherent concepts of IoT. It offers case studies showing how IoT counteracts the cyber-security concerns for domains. It provides suggestions on how to mitigate cyber threats by compiling a catalogue of threats that currently comprise the contemporary threat landscape. It then examines different security measures that can be applied to system installations or operational

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environment and discusses how these measures may alter the threat exploitability level and/or the level of the technical impact. Professionals, graduate students, researchers, academicians, and institutions that are interested in acquiring knowledge in the areas of IoT and cyber-security, will find this book of interest.

Architecting IoT solutions by implementing sensors, communication infrastructure, edge computing, analytics, and security

Internet of Things

Practical IoT Hacking

A Middleware Perspective

Internet of Things for Architects

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Train neural network models to develop intelligent IoT applications

The Definitive Guide to Attacking the Internet of Things

Take your idea from concept to production with this unique guide

Whether it's called physical computing, ubiquitous computing, or

the Internet of Things, it's a hot topic in technology: how to

channel your inner Steve Jobs and successfully combine

hardware, embedded software, web services, electronics, and

cool design to create cutting-edge devices that are fun,

interactive, and practical. If you'd like to create the next must-

have product, this unique book is the perfect place to start. Both a

creative and practical primer, it explores the platforms you can

use to develop hardware or software, discusses design concepts

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that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

Learn to design, implement, and secure your IoT infrastructure. Revised and expanded for edge computing. Key Features Build a

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*complete IoT system that's the best fit for your organization
Learn about different concepts, tech, and trade-offs in the IoT
architectural stack Understand the theory and implementation of
each element that comprises IoT design Book Description
Industries are embracing IoT technologies to improve operational
expenses, product life, and people's well-being. An architectural
guide is needed if you want to traverse the spectrum of
technologies needed to build a successful IoT system, whether
that's a single device or millions of IoT devices. IoT and Edge
Computing for Architects, Second Edition encompasses the entire
spectrum of IoT solutions, from IoT sensors to the cloud. It
examines modern sensor systems, focusing on their power and
functionality. It also looks at communication theory, paying close*

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attention to near-range PAN, including the new Bluetooth® 5.0 specification and mesh networks. Then, the book explores IP-based communication in LAN and WAN, including 802.11ah, 5G LTE cellular, Sigfox, and LoRaWAN. It also explains edge computing, routing and gateways, and their role in fog computing, as well as the messaging protocols of MQTT 5.0 and CoAP. With the data now in internet form, you'll get an understanding of cloud and fog architectures, including the OpenFog standards. The book wraps up the analytics portion with the application of statistical analysis, complex event processing, and deep learning models. The book then concludes by providing a holistic view of IoT security, cryptography, and shell security in addition to software-defined perimeters and

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blockchains. What you will learn Understand the role and scope of architecting a successful IoT deployment Scan the landscape of IoT technologies, from sensors to the cloud and more See the trade-offs in choices of protocols and communications in IoT deployments Become familiar with the terminology needed to work in the IoT space Broaden your skills in the multiple engineering domains necessary for the IoT architect Implement best practices to ensure reliability, scalability, and security in your IoT infrastructure Who this book is for This book is for architects, system designers, technologists, and technology managers who want to understand the IoT ecosystem, technologies, and trade-offs, and develop a 50,000-foot view of IoT architecture. An understanding of the architectural side of

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IoT is necessary.

Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide

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to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social Networks

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to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVERYTHING, Node-RED, and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVERYTHING, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover

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Web Things Share: Securing and sharing Web Things

A guided tour through the Internet of Things, a networked world of connected devices, objects, and people that is changing the way we live and work. We turn on the lights in our house from a desk in an office miles away. Our refrigerator alerts us to buy milk on the way home. A package of cookies on the supermarket shelf suggests that we buy it, based on past purchases. The cookies themselves are on the shelf because of a “smart” supply chain. When we get home, the thermostat has already adjusted the temperature so that it's toasty or bracing, whichever we prefer. This is the Internet of Things—a networked world of connected devices, objects, and people. In this book, Samuel Greengard offers a guided tour through this emerging world and

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how it will change the way we live and work. Greengard explains that the Internet of Things (IoT) is still in its early stages. Smart phones, cloud computing, RFID (radio-frequency identification) technology, sensors, and miniaturization are converging to make possible a new generation of embedded and immersive technology. Greengard traces the origins of the IoT from the early days of personal computers and the Internet and examines how it creates the conceptual and practical framework for a connected world. He explores the industrial Internet and machine-to-machine communication, the basis for smart manufacturing and end-to-end supply chain visibility; the growing array of smart consumer devices and services—from Fitbit fitness wristbands to mobile apps for banking; the practical

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and technical challenges of building the IoT; and the risks of a connected world, including a widening digital divide and threats to privacy and security. Finally, he considers the long-term impact of the IoT on society, narrating an eye-opening “Day in the Life” of IoT connections circa 2025.

Hands-On IoT Solutions with Blockchain

Introduction to a New Age of Intelligence

Building the Web of Things

The Internet of Things

Implement New Business Models, Disrupt Competitors,

Transform Your Industry

IoT and Edge Computing for Architects

The Internet of Mechanical Things

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Learn how to program the Internet of Things with this hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full-stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the

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basics of the IoT, a tech-savvy executive looking to better understand the nuances of IoT technology stacks, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and

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provide business value for stakeholders

This book explains the key feature to develop a complex and stable network that helps to gather the data to optimize the asset performance and maximize the production in the Industries leveraging on the cloud infrastructure and services. By the end, you can design the Industrial IoT network and the architecture for processing its data in the cloud.

Take a practioner's approach in analyzing the Internet of Things (IoT) devices and the security issues facing an IoT architecture. You'll review the architecture's central components, from

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hardware communication interfaces, such as UART and SPI, to radio protocols, such as BLE or ZigBee. You'll also learn to assess a device physically by opening it, looking at the PCB, and identifying the chipsets and interfaces. You'll then use that information to gain entry to the device or to perform other actions, such as dumping encryption keys and firmware. As the IoT rises to one of the most popular tech trends, manufacturers need to take necessary steps to secure devices and protect them from attackers. The IoT Hacker's Handbook breaks down the Internet of Things, exploits it, and reveals how these devices can be built securely.

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What You'll Learn Perform a threat model of a real-world IoT device and locate all possible attacker entry points Use reverse engineering of firmware binaries to identify security issues Analyze, assess, and identify security issues in exploited ARM and MIPS based binaries Sniff, capture, and exploit radio communication protocols, such as Bluetooth Low Energy (BLE), and ZigBee Who This Book is For Those interested in learning about IoT security, such as pentesters working in different domains, embedded device developers, or IT people wanting to move to an Internet of Things security role.

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Connect things to create amazing IoT applications in minutes Key Features Use Blynk cloud and Blynk server to connect devices Build IoT applications on Android and iOS platforms A practical guide that will show how to connect devices using Blynk and Raspberry Pi 3 Book Description Blynk, known as the most user-friendly IoT platform, provides a way to build mobile applications in minutes. With the Blynk drag-n-drop mobile app builder, anyone can build amazing IoT applications with minimal resources and effort, on hardware ranging from prototyping platforms such as Arduino and Raspberry Pi 3 to industrial-grade ESP8266,

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Intel, Sierra Wireless, Particle, Texas Instruments, and a few others. This book uses Raspberry Pi as the main hardware platform and C/C++ to write sketches to build projects. The first part of this book shows how to set up a development environment with various hardware combinations and required software. Then you will build your first IoT application with Blynk using various hardware combinations and connectivity types such as Ethernet and Wi-Fi. Then you'll use and configure various widgets (control, display, notification, interface, time input, and some advanced widgets) with Blynk App Builder to

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build applications. Towards the end, you will learn how to connect with and use built-in sensors on Android and iOS mobile devices. Finally you will learn how to build a robot that can be controlled with a Blynk app through the Blynk cloud and personal server. By the end of this book, you will have hands-on experience building IoT applications using Blynk. What you will learn Build devices using Raspberry Pi and various sensors and actuators Use Blynk cloud to connect and control devices through the Blynk app builder Connect devices to Blynk cloud and server through Ethernet and Wi-Fi Make applications using Blynk app builder on

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Android and iOS platforms Run Blynk personal server on the Windows, MAC, and Raspberry Pi platforms Who this book is for This book is targeted at any stakeholder working in the IoT sector who wants to understand how Blynk works and build exciting IoT projects. Prior understanding of Raspberry Pi, C/C++, and electronics is a must.

Build on the power of Blynk to configure smart devices and build exciting IoT projects

Internet of Things (IoT)

Internet of Things A to Z

Internet of Things (IoT) for Automated and Smart Applications

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LTE Cellular Narrowband Internet of Things (NB-IoT)

Hands-On Internet of Things with MQTT Learning Internet of Things

A Systematic Approach to Learn the Principles, Paradigms and Applications of Internet of Things DESCRIPTION In this book, Principles, Paradigm frameworks, and Applications of IoT (Internet of Things) in the modern era are presented. It also provides a sound understanding of the IoT concepts, architecture and applications, and improves the awareness of readers about IoT technologies and application areas. A key objective of this book is to provide a systematic source of reference for all aspects of IoT. This book comprises nine chapters with close co-operation and contributions from four different authors, spanning across

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four countries and providing a global, broad perspective on major topics on the Internet of Things. KEY FEATURES - IoT applications in various sectors like Education, Smart City, Politics, Healthcare, Agriculture, etc. - Adoption of the IoT technology and strategies for various sectors - To present case studies and innovative applications of the IoT - To analyze and present the state of the art of the IoT and related technologies methodologies - To propose new models, practical solutions and technological advances of the IoT WHAT WILL YOU LEARN - Become aware of the IoT components, their connectivity to form the IoT altogether, and future possibilities with IoT. - Understand how the various components of cloud computing work together form the basic architecture of cloud computing. - Examine the relationship between the various layers in the IoT architecture.

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Understand the programming framework for the Internet of Things (IoT) and various programming paradigms. WHO THIS BOOK IS FOR This book is intended for professionals, researchers, instructors, and designers of a smart system, who benefit from reading this book. TABLE OF CONTENTS 1. IoT Introduction 2. IoT Architectures and Protocols 3. Programming Framework for IoT 4. Virtualization and IoT 5. Security, Privacy and Challenges in IoT 6. IoT Applications Areas 7. IoT and Cloud 8. Smart City Using IoT integration 9. Case Studies 10. Important Key Terms 11. References

Develop a variety of projects and connect them to microcontrollers and web servers using the lightweight messaging protocol MQTT Key Features Leverage the power of MQTT to build a pet food dispenser, e-ink to-do list, and a productivity cube Learn about

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technologies like laser cutting, 3D printing, and PCB production for building robust prototypes Explore practical uses cases to gain an in-depth understanding of MQTT Book Description MQTT Telemetry Transport (MQTT) is a lightweight messaging protocol for smart devices that can be used to build exciting, highly scalable Internet of Things (IoT) projects. This book will get you started with a quick introduction to the concepts of IoT and MQTT and explain how the latter can help you build your own internet-connected prototypes. As you advance, you'll gain insights into how microcontrollers communicate, and you'll get grips with the different messaging protocols and techniques involved. Once you are well-versed with the essential concepts, you'll be able to put what you've learned into practice by building three projects from scratch, including an automatic pet food

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dispenser and a smart e-ink to-do display. You'll also discover how to present your own prototypes professionally. In addition this, you'll learn how to use technologies from third-party web service providers, along with other rapid prototyping technologies such as laser cutting, 3D printing, and PCB production. By the end of this book, you'll have gained hands-on experience in using MQTT to build your own IoT prototypes. What you will learn

- Explore MQTT programming with Arduino
- Discover how to make your prototypes talk to each other
- Send MQTT messages from your smartphone to your prototypes
- Discover how you can make websites interact with your prototypes
- Learn about MQTT server libraries, and apps
- Explore tools such as laser cutting and 3D printing in order to build robust prototype cases

Who this book is for
If you are an IoT developer or enthusiast who wants to start

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building IoT prototypes using MQTT, this book is for you. Basic knowledge of programming with Arduino will be useful. Although the Internet of Things (IoT) is a vast and dynamic territory that is evolving rapidly, there has been a need for a book that offers a holistic view of the technologies and applications across the entire IoT spectrum. Filling this void, *The Internet of Things in the Cloud: A Middleware Perspective* provides a comprehensive introduction to the IoT and its development worldwide. It gives you a panoramic view of the IoT landscape—focusing on the overall technological architecture and design of a tentatively unified IoT framework underpinned by Cloud computing from a middleware perspective. Organized into three sections, it: Describes the many facets of Internet of Things—including the four pillars of IoT and the three layer value chain of IoT Focuses

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on middleware, the glue and building blocks of a holistic IoT system on every layer of the architecture Explores Cloud computing and IoT as well as their synergy based on the comm background of distributed processing The book is based on the author's two previous bestselling books (in Chinese) on IoT and Cloud computing and more than two decades of hands-on software/middleware programming and architecting experience organizations such as the Oak Ridge National Laboratory, IBM, BEA Systems, and Silicon Valley startup Doubletwist. Tapping into this wealth of knowledge, the book categorizes the many facets of the IoT and proposes a number of paradigms and classifications about Internet of Things' mass and niche markets and technologies.

A comprehensive overview of the Internet of Things' core

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concepts, technologies, and applications Internet of Things A to Z offers a holistic approach to the Internet of Things (IoT) model. The Internet of Things refers to uniquely identifiable objects and their virtual representations in an Internet-like structure. Recently, there has been a rapid growth in research on IoT communications and networks, that confirms the scalability and broad reach of the core concepts. With contributions from a panel of international experts, the text offers insight into the ideas, technologies, and applications of this subject. The authors discuss recent developments in the field and the most current and emerging trends in IoT. In addition, the text is filled with examples of innovative applications and real-world case studies. Internet of Things A to Z fills the need for an up-to-date volume on the topic. This important book: Covers in great detail the con

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concepts, enabling technologies, and implications of the Internet of Things Addresses the business, social, and legal aspects of the Internet of Things Explores the critical topic of security and privacy challenges for both individuals and organizations Includes a discussion of advanced topics such as the need for standards and interoperability Contains contributions from an international group of experts in academia, industry, and research Written for ICT researchers, industry professionals, and lifetime IT learners as well as academics and students, Internet of Things A to Z provides a much-needed and comprehensive resource to this burgeoning field.

A practitioner's guide to securing connected industries
Online Engineering & Internet of Things
Internet of Things with 8051 and ESP8266

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Hands-On Industrial Internet of Things

With Hands-on Examples Based on the VICINITY Platform

Hands-On Deep Learning for IoT

Introduction to IoT

A valuable guide for new and experienced readers, featuring the complex and massive world of IoT and IoT-based solutions.

About the Book Recent industry surveys expect the cloud computing services market to be in excess of \$20 billion and cloud computing jobs to be in

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excess of 10 million worldwide in 2014 alone. In addition, since a majority of existing information technology (IT) jobs is focused on maintaining legacy in-house systems, the demand for these kinds of jobs is likely to drop rapidly if cloud computing continues to take hold of the industry. However, there are very few educational options available in the area of cloud computing beyond vendor-specific training by cloud providers themselves.

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Cloud computing courses have not found their way (yet) into mainstream college curricula. This book is written as a textbook on cloud computing for educational programs at colleges. It can also be used by cloud service providers who may be interested in offering a broader perspective of cloud computing to accompany their own customer and employee training programs. The typical reader is expected to have completed a couple of

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courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. We have tried to write a comprehensive book that transfers knowledge through an immersive "hands-on approach", where the reader is provided the necessary guidance and knowledge to develop working code for real-world cloud

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applications. Additional support is available at the book's website:

www.cloudcomputingbook.info

Organization The book is organized into three main parts. Part I covers technologies that form the foundations of cloud computing. These include topics such as virtualization, load balancing, scalability & elasticity, deployment, and replication. Part II introduces the reader to the design & programming aspects of cloud computing.

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Case studies on design and implementation of several cloud applications in the areas such as image processing, live streaming and social networks analytics are provided. Part III introduces the reader to specialized aspects of cloud computing including cloud application benchmarking, cloud security, multimedia applications and big data analytics. Case studies in areas such as IT, healthcare, transportation,

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networking and education are provided. As more and more devices become interconnected through the Internet of Things (IoT), there is an even greater need for this book, which explains the technology, the internetworking, and applications that are making IoT an everyday reality. The book begins with a discussion of IoT "ecosystems" and the technology that enables them, which includes: Wireless Infrastructure and Service Discovery Protocols Integration

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Technologies and Tools Application and Analytics Enablement Platforms A chapter on next-generation cloud infrastructure explains hosting IoT platforms and applications. A chapter on data analytics throws light on IoT data collection, storage, translation, real-time processing, mining, and analysis, all of which can yield actionable insights from the data collected by IoT applications. There is also a chapter on edge/fog computing.

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The second half of the book presents various IoT ecosystem use cases. One chapter discusses smart airports and highlights the role of IoT integration. It explains how mobile devices, mobile technology, wearables, RFID sensors, and beacons work together as the core technologies of a smart airport. Integrating these components into the airport ecosystem is examined in detail, and use cases and real-life examples illustrate this IoT ecosystem

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in operation. Another in-depth look is on envisioning smart healthcare systems in a connected world. This chapter focuses on the requirements, promising applications, and roles of cloud computing and data analytics. The book also examines smart homes, smart cities, and smart governments. The book concludes with a chapter on IoT security and privacy. This chapter examines the emerging security and privacy requirements of IoT

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environments. The security issues and an assortment of surmounting techniques and best practices are also discussed in this chapter.

*Build on the Power of Blynk to
Configure Smart Devices and Build
Exciting IoT Projects*

*IoT Platforms, Use Cases, Privacy, and
Business Models*

*Analytics for the Internet of Things
(IoT)*