

UART and I2C or wireless mediums like RFID, ZigBee, Bluetooth, etc.[2]

B. STIM

The STIM is the vital part of the measuring system. It is comprised of signal conditioning and data conversion units and a number of sensors and actuators with a combination of up to 255 devices [1]. It is responsible for providing the software as well as hardware to drive, collect, and manage the transducers associated with it. STIM also contains the TEDS. TEDS is meant for analog sensors for whom it stores the information like model number, serial number, sensitivity and calibration parameters. TEDS could be stored in EEPROM, if the contents never change or in the changeable portions of the RAM of the STIM. Figure 3 represents an example of STIM.

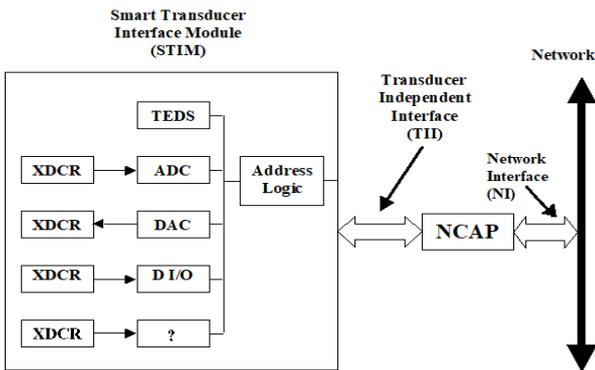


Figure 3. Overview of a STIM and how it associates through the TII to an NCAP [13]

The Transducer Independent Interface (TII) states a medium for communication and a protocol for transmitting sensor data. This interface provides a set of operations, such as read, write, read and write message, read and write responses, etc.

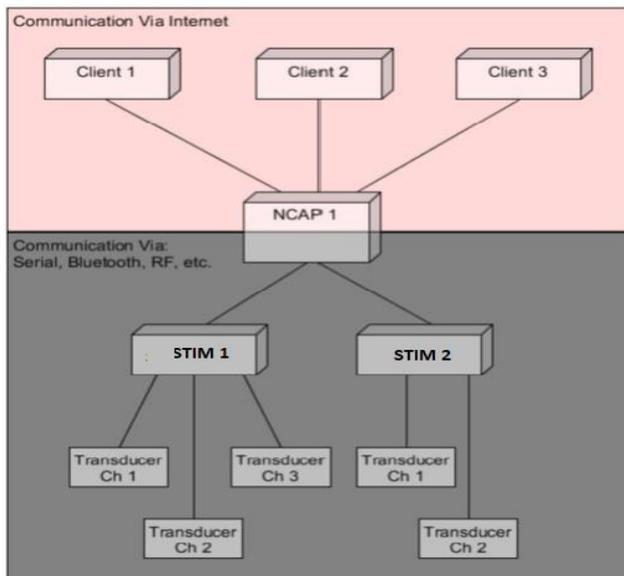


Figure 4. Basic Architecture of a P21451 Network with multiple Clients talking to a single NCAP [2]

The Network Interface (NI) describes a network communication protocol for communication of NCAPs to the network. Here comes the IoT into the picture and plays a very vital role.

Josh Velez et al [2] represented in their paper that each STIM can establish connection with only one NCAP, but the NCAP can be connected to as many Clients (End-Users) and STIMS as needed [2]. The same is represented in Figure 4.

C. IEEE 1451 Family of Standards [1], [12]

A set of network-independent, common, open communication interface are defined by the IEEE 1451 for connecting transducers to microprocessors and control/field networks[1]. A set of protocols are given by the IEEE 1451 standard family for wireless and wired control and distributed monitoring applications.

IEEE 1451.0 –This standard lays out a set of common functionality, commands and TEDS for the family of IEEE 1451 smart transducer interface standards. It includes the basic functions of reading and writing to the transducers and to the TEDS and also includes the functions for sending configuration, control and operation commands to the STIM [1].

IEEE 1451.1 –This standard states not only a common object model but also the interface specification for the networked smart transducer. Its main focus is on the communication between NCAPs and other nodes in the system [1].

IEEE 1451.2 –This standard lays out a Transducers-to-NCAP interface and TEDS for point-to-point configurations. This describes a communication layer based on the SPI with additional hardware lines for flow control and timing, which results in a total of 10 lines for the interface [1].

IEEE 1451.3–This standard lays out a Transducers-to-NCAP interface and TEDS which uses a multi-drop communication protocol. It allows the connection of the transducers in the form of an array of nodes on a multi-drop transducer network through a common pair of wires [1].

IEEE 1451.4 – A Mixed-Mode Interface (MMI) is laid out by this standard for analog transducers operating in analog and digital modes. Its main purpose is to add the TEDS feature to the legacy analog sensors [1].

IEEE 1451.5–This standard lays out a Transducers-to-NCAP interface and TEDS for wireless transducers. Standards like 802.11 (Wi-Fi), 802.15.1 (Bluetooth), 805.15.4 (ZigBee) and 6LowPAN can be used as the IEEE 1451.5 wireless interface[1],[2], [11].

IEEE 1451.6–This standard lays out a Transducers-to-NCAP interface and TEDS using the high-speed CAN open network interface. It correlate the IEEE 1451 TEDS to the CAN open directory[1].

IEEE 1451.7 – This standard lays out an interface and communication protocol between transducers and RFID systems. By providing sensor information in supply-chain reporting i.e identifying products and tracking of their

condition, the standard opens new opportunities for sensor and RFID system manufacturers [1].

Figure 5 represents the position of the various IEEE 1451 standards

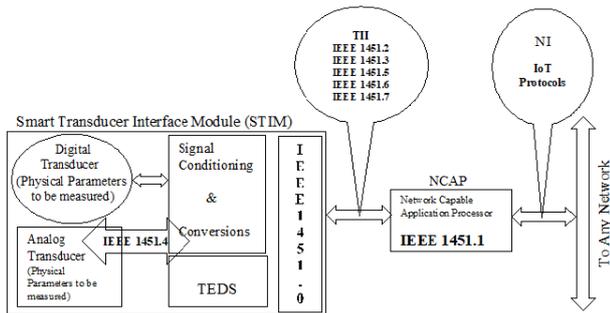


Figure 5. Depicting the position of IEEE 1451 standards

III. IoT Stack Layers [5] – [10]

IoT is not a just single technology but it is a collection of different technologies. IoT is collection of Embedded Devices, Internet and the Cloud. Figure 6 illustrates the functional diagram of IoT.

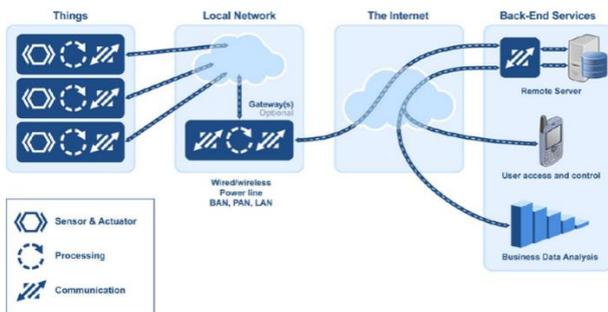


Figure 6. Functional Diagram of IoT [19]

There is no single agreement on the architecture of IoT which is agreed globally. Different architectures have been suggested by various researchers. Three and Five-Layer architecture and Cloud and Fog based Architectures are the examples of different architectures [3]. The Figure 7 represents the IoT protocols that have been standardised for each layer of the TCP/IP model.

	IoT Stack	Web Stack
TCP/IP Model	IoT Applications, Device Management	Web Applications
Data Format	Binary, JSON, CBOR	HTML, XML, JSON
Application Layer	CoAP, MQTT, XMPP, AMQP	HTTP, DHCP, DNS, TLS/SSL
Transport Layer	UDP, DTLS	TCP, UDP
Internet Layer	IPv6/IP Routing, 6LoWPAN	IPv6, IPv4, IPsec
Network/Link Layer	IEEE 802.15.4 MAC, IEEE 802.15.4 PHY / Physical Radio	Ethernet (IEEE 802.3), DSL, ISDN, Wireless LAN (IEEE 802.11), Wi-Fi

Figure 7. IoT protocol Stack [18]

Network / Link Layer –IEEE 802.15.4 is a standard for wireless communication that provides specification for the Physical Layer (PHY) and Media Access Control (MAC) layers. It is maintained by IEEE 802.15 working group. It is the base for the Wireless HART, ZigBee, ISA100.11a and MiWi specifications. These further enhance the standard by upgrading the upper layers. It can be put into use with standard Internet Protocol and 6LoWPAN to build a wireless embedded internet.

Internet Layer –The IPv6 over Low-Power Wireless Personal Area Networks (6LoWPAN) is an adaptation layer which permits IPv6 packets transmission over 802.15.4 links. This protocol operates only in the frequency range of 2.4GHz with a transfer rate of 250 kbps. An IPv6 packet (1280 bytes) is so large that it cannot fit into a single 802.15.4 frame (127 bytes).

So 6LoWPAN performs

1. Fragmentation and Reassembly: It performs the fragmentation of the IPv6 packet and then transmits the resulting multiple smaller size packets that can fit in an 802.15.4 frame. It also reassembles the fragmented packets to recreate the IPv6 packet.
2. Header Compression: It squeezes the IPv6 packet header to reduce the packet size.

Transport Layer – User Datagram Protocol (UDP) is the replacement for TCP, a connection oriented protocol. UDP is preferred because it is a connectionless protocol and has low overhead. UDP is not only much faster but also the UDP header size is much smaller than TCP and as a result, UDP is preferred for the constrained environment of devices and sensors. CoAP uses UDP rather than TCP.

Communications privacy is provided by Datagram Transport Layer Security (DTLS) for datagram protocols. This protocol permits the client/server applications to have communication in such a way that it can prevent tampering, message forgery and eavesdropping. The Transport Layer Security (TLS) is the basis of the DTLS protocol and the DTLS provides the same security features as that of TLS.

Application Layer –

1. Constrained Application Protocol (CoAP) is to be used in resource-constrained internet devices. The devices, sensors and actuators operate in an environment that is constrained i.e. there is low memory, low power, low bandwidth and high rate of packet failure. HTTP face difficulties to work in the constrained environment. CoAP is the substitute for HTTP. CoAP can be mapped to HTTP. CoAP follows the same pattern of request-response as adopted by HTTP. CoAP uses similar HTTP features like Methods (Post, Get, Put and Delete), URLs, Status Codes and content-type. CoAP has some differences as well. CoAP runs on UDP and HTTP runs on TCP. CoAP uses reduced and small headers (header size limited to 4 bytes).

CoAP uses EXI (Efficient XML Interchange) data format which is an efficient binary data format. Other supported features are built in header compression, resource discovery, auto configuration, asynchronous message exchange, congestion control and support for multicast messages.

There are four types of messages in CoAP: nonconfirmable, confirmable, reset and acknowledgement. For reliable transmission over UDP, confirmable messages are used. The response can be piggybacked in the acknowledgement itself. For security it uses DTLS. CoAP libraries exist in all programming languages like C, C#, Java, Python, JavaScript, etc. There are libraries for iOS and Android as well.

2. Message Queue Telemetry Transport (MQTT) is a publish/subscribe based “light weight” messaging protocol for M2M (Machine-to-Machine Communication) and IoT. It collects device data and communicate it to the servers. Its main areas of application are large networks of small devices that need to be controlled or monitored from the cloud. In MQTT there is

- a. MQTT Publisher – A sensor or a device in the world of IoT that publishes a piece of information
- b. MQTT Subscriber – Anyone who is interested in subscribing and receiving a piece of information one is interested in.
- c. MQTT Broker – An intermediary that receives information from publisher and forwards them to the subscriber.

Since MQTT runs over TCP, it cannot be used with all types of IoT applications. Also it uses text for topic names, which increases its overhead.

3. Extensible Messaging and Presence Protocol (XMPP) is best suitable for connecting devices to people, since people are hooked up to the servers. It is an open technology that can be used for real-time exchange of information since it can power up a wide range of apps like instant messaging, presence, voice and video calls, multi-party chat.

4. Advanced Message Queuing Protocol (AMQP)'s main intention is that it should be applicable for message-oriented middleware. The AMQP is characterised by the important features like queuing, message orientation, routing (including point-to-point and publish-and-subscribe), security and reliability. Its a queuing system, that is designed to have connections among the servers.

Data Format – JavaScript Object Notation (JSON) is a lightweight syntax for data-interchange using which the humans feel comfortable for reading and writing. Using this the machines can parse and generate easily. JSON is text in nature that is written with Object Notation JavaScript.

Concise Binary Object Representation (CBOR), a data format designed with the goal of providing tiny messages. The super successful JSON data model is the basis for CBOR. JSON uses text encoding. As CBOR uses binary encoding it results in a message of compact size.

IoT Applications [3],[5] – [8] –The technological infrastructure provided by the IoT allows for creating and deploying many novel applications that will improve the quality of our life. Some uses of IoT applications are in Home Automation, Smart Cities – Smart Transport, Smart Water Systems, Social Life and Entertainment, Health and Fitness, Smart Environment and Agriculture, Supply Chain and Logistics, Energy Conservation and Security.

Conclusion

In this paper, a review of the IEEE 1451 family of standards and the IoT technology was performed. We described the IEEE 1451 Smart Transducers concepts and the IEEE 1451 architecture. The NCAP and STIM can be improved by developing a GPS link. A comprehensive study of the IoT protocol stack was carried out. With the rapid development in the emerging state of the art tools and technologies of IoT, we could find a lot more applications in almost all the domains of the society.

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