SpringerBriefs in Computer Science

Series editors

Stan Zdonik, Brown University, Providence, Rhode Island, USA
Shashi Shekhar, University of Minnesota, Minneapolis, Minnesota, USA
Jonathan Katz, University of Maryland, College Park, Maryland, USA
Xindong Wu, University of Vermont, Burlington, Vermont, USA
Lakhmi C. Jain, University of South Australia, Adelaide, South Australia, Australia
David Padua, University of Illinois Urbana-Champaign, Urbana, Illinois, USA
Xuemin (Sherman) Shen, University of Waterloo, Waterloo, Ontario, Canada
Borko Furht, Florida Atlantic University, Boca Raton, Florida, USA
V.S. Subrahmanian, University of Maryland, College Park, Maryland, USA
Martial Hebert, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA
Katsushi Ikeuchi, University of Tokyo, Tokyo, Japan
Bruno Siciliano, Università di Napoli Federico II, Napoli, Italy
Sushil Jajodia, George Mason University, Fairfax, Virginia, USA
Newton Lee, Newton Lee Laboratories, LLC, Tujunga, California, USA

More information about this series at http://www.springer.com/series/10028

Flávia C. Delicato · Paulo F. Pires Thais Batista

Resource Management for Internet of Things



Flávia C. Delicato Department of Computer Science Federal University of Rio de Janeiro Rio de Janeiro Brazil

Paulo F. Pires Department of Computer Science Federal University of Rio de Janeiro Rio de Janeiro Brazil Thais Batista
Department of Informatics and Applied
Mathematics
Federal University of Rio Grande do Norte
Natal, Rio Grande do Norte
Brazil

ISSN 2191-5768 ISSN 2191-5776 (electronic) SpringerBriefs in Computer Science ISBN 978-3-319-54246-1 ISBN 978-3-319-54247-8 (eBook) DOI 10.1007/978-3-319-54247-8

Library of Congress Control Number: 2017932427

© The Author(s) 2017

This work is subject to copyright. All rights are reserved by the Publisher, whether the whole or part of the material is concerned, specifically the rights of translation, reprinting, reuse of illustrations, recitation, broadcasting, reproduction on microfilms or in any other physical way, and transmission or information storage and retrieval, electronic adaptation, computer software, or by similar or dissimilar methodology now known or hereafter developed.

The use of general descriptive names, registered names, trademarks, service marks, etc. in this publication does not imply, even in the absence of a specific statement, that such names are exempt from the relevant protective laws and regulations and therefore free for general use.

The publisher, the authors and the editors are safe to assume that the advice and information in this book are believed to be true and accurate at the date of publication. Neither the publisher nor the authors or the editors give a warranty, express or implied, with respect to the material contained herein or for any errors or omissions that may have been made. The publisher remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

Printed on acid-free paper

This Springer imprint is published by Springer Nature
The registered company is Springer International Publishing AG
The registered company address is: Gewerbestrasse 11, 6330 Cham, Switzerland

Preface

The emergent paradigm of Internet of Things (IoT) promises to take the integration of people with communications and sensing technologies to a new level. With the possibility of addressing each physical object individually and making it part of a global network, the IoT will enable new applications that can revolutionize human behaviour and interactions. The IoT has the potential to provide novel value-added services to make life easier and healthier for citizens, to increase the productivity of companies and to promote the construction of more intelligent and sustainable cities, environments and countries. Despite the great interest on IoT, there is yet to be an agreed definition of such a concept. The IoT concept is difficult to capture and shape, owing to the complex ecosystem formed not only by the variety of its constituent elements but also by the vast possibilities of interaction models that arise in such an environment. In order to effectively take advantage of the vast number of connected things, applications need to be built that exploit the data generated by IoT devices and transform them into information capable of assisting decision-making processes and ultimately into valuable knowledge for users. The wide range of software and hardware elements required for processing, analysing, transmitting, and temporarily or permanently storing the data produced by things compose an IoT ecosystem. In addition, since the ultimate goal of IoT applications is to provide services to end-users, the human being is also an integral part of this ecosystem. Their needs, social habits, desires, characteristics and context of daily activities should be considered when building a truly useful IoT system.

Despite its potential benefits, there are still many challenges to be overcome to leverage the wide dissemination of the IoT paradigm. One major challenge is efficiently managing the resources involved in an IoT ecosystem. From the acquisition of physical data to its transformation into valuable services or information, there are several steps that must be performed, involving the various players in the complex IoT ecosystem. Such transformation consists of a process that demands resources from the system. IoT devices, such as sensors, have limited computing and energy resources, and they are not able to perform sophisticated processing and storing large amounts of data. Therefore, it is often necessary to rely on more powerful devices to fully perform the transformation process required by

vi Preface

IoT applications. Such devices can vary from smartphones to gateway nodes to geographically distributed data centres of different scales. Indeed, with its vast capacity of processing and long-term storage, cloud computing comes hand-in-hand with IoT to create complex, large-scale, distributed and data-oriented ecosystems. Therefore, the interplay of IoT devices, gateways, cloud nodes and other elements to achieve the final goal of producing useful information to end-user gives rise to a management problem that needs to be wisely tackled.

This book focuses on the resource management problem in IoT systems from a broad perspective. The core issue of this problem is how to allocate the resources available in the heterogeneous IoT system to accommodate the requirements imposed by applications. At the first glance, this issue is similar to the typical resource allocation and task scheduling problems, which have been exhaustively studied in several areas of computing systems. However, resource allocation for IoT poses new challenges that call for novel solutions, tailored for such an emerging scenario. The huge heterogeneity of the participant devices (from tiny sensors to powerful data centre nodes), the highly dynamic execution environment, the specific nature of the data generated by IoT devices, are examples of issues that make IoT a very peculiar ecosystem. Moreover, there are several activities that, although not in the core of the problem, are required to support the resource allocation, such as resource discovery and monitoring. We believe that resource management (including allocation and scheduling decisions, but not limited to these) is a key issue to deal with the diverse nature of IoT resources and to optimize the overall system performance, thus benefiting both end-users infrastructure/device owners. Considering the relevance of this subject and its complexity, in this book we present a thorough study of the activities encompassed in a holistic resource management process for IoT, with emphasis on resource allocation. This book does not focus on the algorithmic solutions for resource allocation, but instead on the different functionalities and architectural approaches involved on a basic workflow for managing the life cycle of resources in an IoT system.

This book should be of interest for researchers, students, professional developers who are interested in studying the IoT paradigm from the perspective of how to manage the dynamic and heterogeneous resources involved from the data acquisition to the delivering of value-added services for the end-user.

Rio de Janeiro, Brazil Rio de Janeiro, Brazil Natal, Brazil January 2017 Flávia C. Delicato Paulo F. Pires Thais Batista

Contents

1	Introduction					
	1.1	Motiv	ation	2		
	1.2	Goals		3		
	1.3	Overv	iew of the Book	4		
	References					
2	The Resource Management Challenge in IoT					
	2.1	What	Is a Resource in the Context of IoT Ecosystems?	7		
	2.2		Requirements of IoT	8		
	2.3	Key A	Activities for Resource Management in IoT	10		
		2.3.1	Resource Modelling	12		
		2.3.2	Resource Allocation	14		
		2.3.3	Resource Discovery, Monitoring and Estimation	16		
	References					
3	The Activity of Resource Modelling					
	3.1		rce Modelling	19		
		3.1.1	Examples of Attribute-Based Approaches	20		
		3.1.2	Examples of Semantic-Based Approaches	22		
		3.1.3	Examples of Virtualization-Based Approaches	24		
		3.1.4	Discussion	26		
	3.2 Application Modelling		28			
		3.2.1	Examples of Approaches Based on GUI	28		
		3.2.2	Examples of Approaches Based on Business Process			
			Modelling	29		
		3.2.3	Discussion	30		
	References					
4	The Activities of Resource Discovery and Resource Estimation 3					
	4.1 Resource Discovery in IoT Ecosystems					
			Examples of Proposals for Resource Discovery in IoT	35		

viii Contents

		4.1.2	Discussion on Resource Discovery for IoT	37			
	4.2	Resou	rce Estimation in IoT Ecosystems	39			
		4.2.1	Examples of Proposals for Resource Estimation in IoT	40			
		4.2.2	Discussion on Resource Estimation for IoT	42			
	Refe	erences		43			
5	The	Activit	ty of Resource Allocation	45			
	5.1		iew of Resource Allocation in IoT	45			
	5.2	Cloud	Only Approaches	47			
		5.2.1	Examples of Cloud Only Approaches	47			
		5.2.2	Discussion	51			
	5.3	IoT C	loud Approaches	53			
		5.3.1	Examples of IoT Cloud Approaches	54			
		5.3.2	Discussion	67			
	5.4	5.4 IoT Only Approaches					
		5.4.1	WSN-Based Approaches	69			
		5.4.2	IoT Approaches	73			
		5.4.3	Discussion	88			
	5.5	Manag	ging Resources at the Edge: The Need				
		for an	Intermediate Tier	93			
		5.5.1	Examples of Edge-Based Approaches	94			
		5.5.2	Discussion	98			
	References						
6	Concluding Remarks and Open Issues						
	6.1	Final 1	Remarks	105			
	6.2	Open	Issues	107			
	Refe	erences		111			
In	dex			113			