

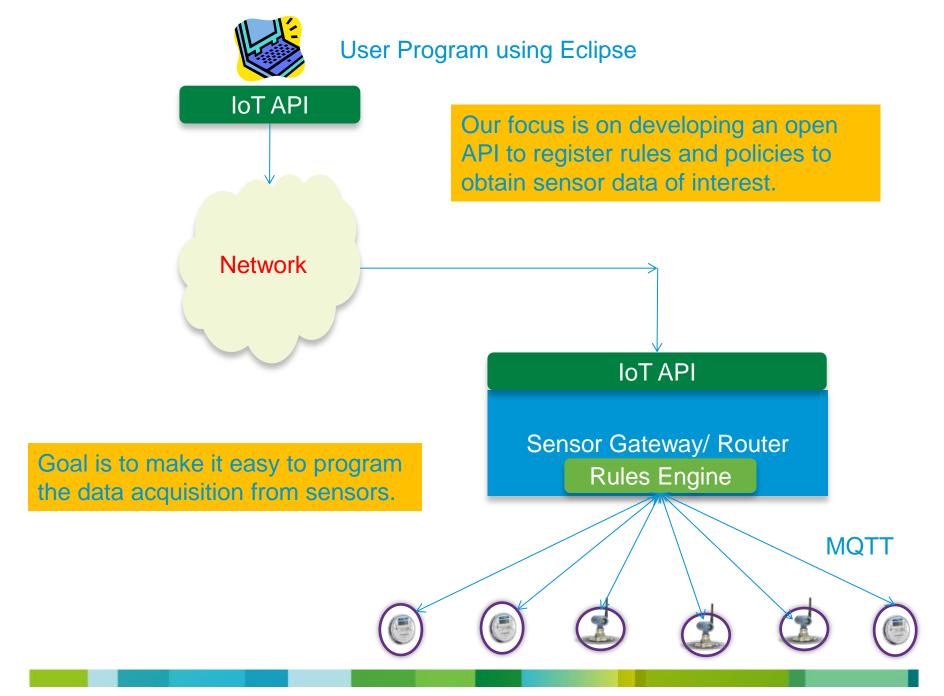
OnelOT API

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Problem Statement

- To realize the potential of Internet of things (IoT), we need to be able to program policies that listen to and detect events.
- Once events are detected, we need to take actions or react to them.
- To enable IoT applications, we need
 - Data Acquisition and /or analytics at the edge: In particular, we need contentcentric rule application and event detection at the edge
 - A programmatic model / framework to make it easy to apply the rules and policies at scale over the sensor space.

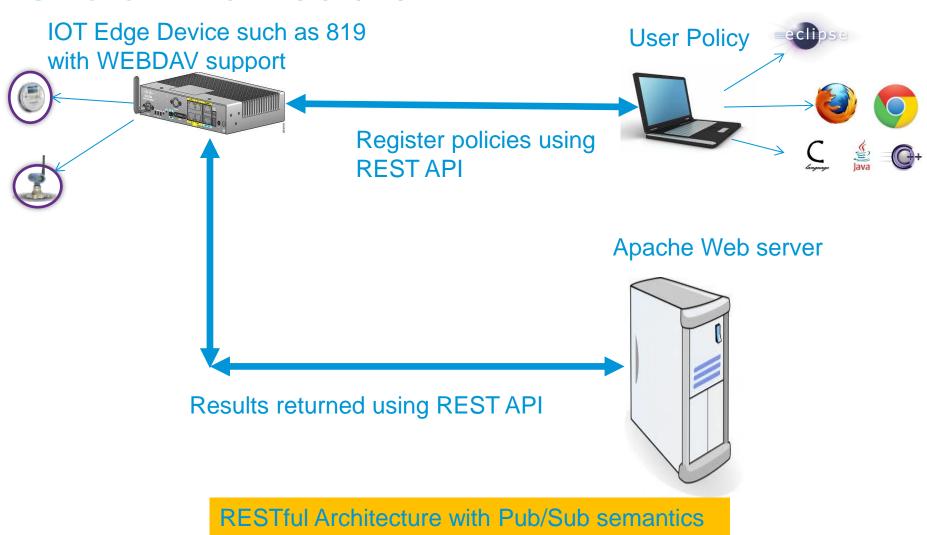
How do we write rules/policies that enable us to acquire sensor data efficiently from a large number of sensors while transporting only the data that is needed? How do we write queries that can look at and understand sensor data content?



Requirements

- Examples of rules and policies would be obtaining only i-frames from video to minimize the data sent back and then requesting more data if needed.
- Reading sensor data (temperature / pressure) from field sensors and performing comparison operators on the payload fields.
 (Example: Send back gps coordinates if temperature is between 20 and 30 F or if pressure is > x psi for more than 30 seconds.)
- Sensor data may be encapsulated in HTTP headers or may be in UDP or TCP packets directly. The format of the data mey be structured (JSON/ XML) or it may be unstructured (raw or proprietary format).

Overall Architecture



Sample Format of the JSON message

{

```
"operation": "POST",
"rulename" : "Rulename",
"context" : "cgi-bin/test",
"network"
             : {
                       "dstaddr" : "172.27.231.12" ,
                       "sport": "80",
                       "dport": "4001",
                },
"http"
             : {
                       "Content-Type": "application/video",
                       "Content-Length" : "30" ,
                       "Host" : "www.youtube.com" ,
                },
"directives" : {
                        "header" : "1" ,
                       "payload" : "1" ,
                        "timer" : "3" ,
                        "cache": "1024",
                ),
"response"
            : {
                       "method" : "http" ,
                       "addr" : "10.1.1.1" ,
                       "port" : "5001" ,
                ),
"application" : {
                       "query" : "resolution=720p" ,
                },
```

Functions

int set rule directives (int handle, int timer, int cache)

This function is used to set the timer and cache size directives values that are triggers for processing the streams of interest. More...

int set_app_condition (int handle, char *query)

This function is used to set conditions that the application payload has to meet for the rule to be a hit. More...

int set_response_format (int handle, char *method, char *addr, char *port)

This function can be used to specify where the response should be sent. Responses are sent to the specified url (method://addr:port) as a HTTP message. data. More...

int set_net_filter (int handle, char *saddr, char *daddr, char *sport, char *dport)

This function is used to specify the network related fields of interest. With this set, only flows that match these characteristics will be inspected. More...

int set_register_params (int handle, char *ip, char *port)

This function is used to specify where the rule should be sent for registration with the device. More...

int set http response type (int handle, int header, int payload)

This function is used to specify what data should be sent back in the response. More...

int set_http_filter (int handle, char *content_type, int clength, char *host)

Set the HTTP fields by which the stream is to be filtered. More...

int create request (char *name, char *context, char *operation)

Create a request using the given parameters. More...

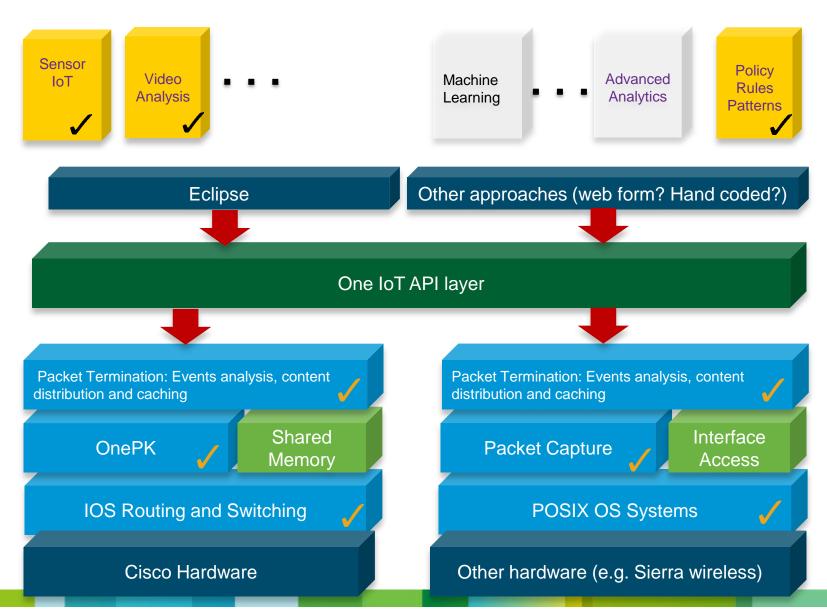
int init api (void)

Initialize the API library. More ...

int register_request (int handle)

Register a request. More...

OneIOT API for Data in Motion



Thank you.

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