

Artificial Intelligence of Things (AIoT)

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Outline

- ❖ Part 1: Introduction of IoT
- ❖ Part 2: Introduction of AI
- ❖ Part 3: Introduction of AIoT
- ❖ Part 4: IoT and AIoT applications

Artificial Intelligence of Things (AIoT) Applications



Title: 1-How will Artificial Intelligence and Internet of Things change the world

[Geospatial World](#), Published on Dec 12, 2017

Introduction of IoT

IoT: Challenges and Opportunities

IoT Analytics The Challenges and opportunities
presented by VITRIA technology



IoT: Challenges and Opportunities
2-IoT: Challenges and Opportunities

Introduction of IoT

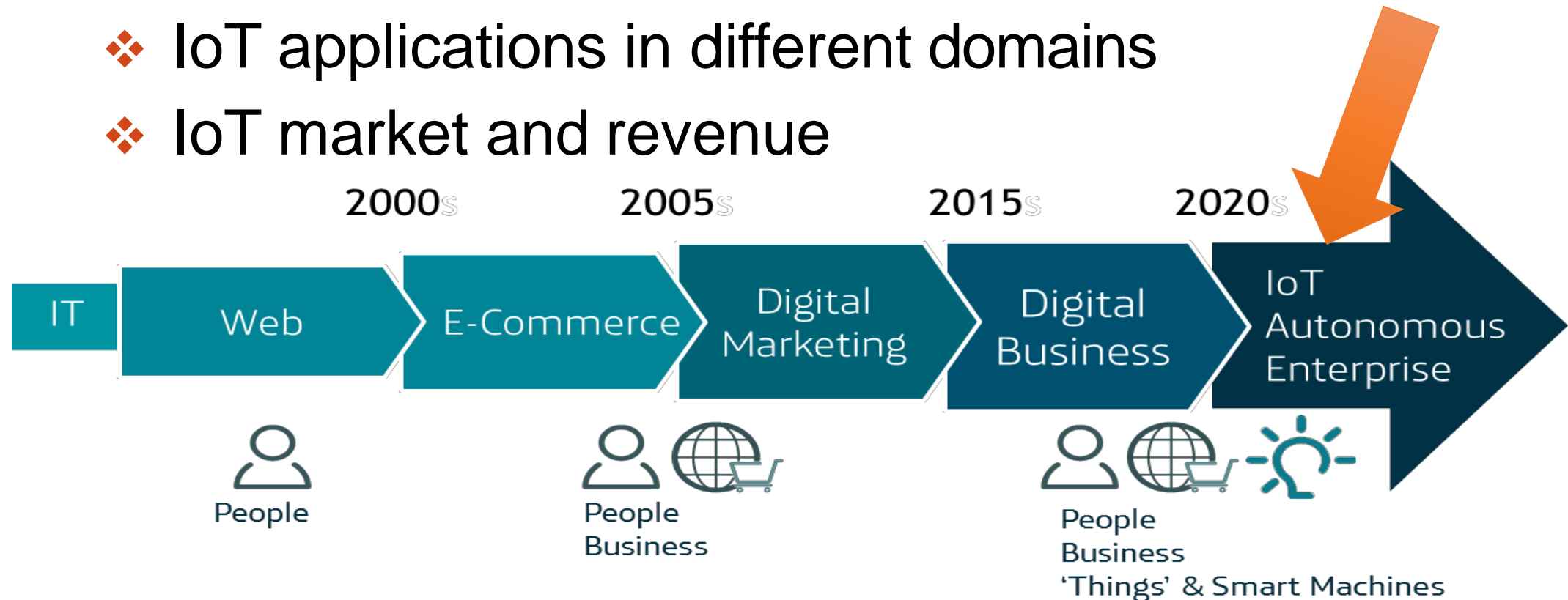
- **The Internet of Things** (IoT) is the network of **physical objects** that contain embedded technology to communicate and sense or interact with their internal states or the external environment **[2]**
- **IoT** is defined as a system of interrelated *Physical Objects, Sensors, Actuators, Virtual Objects, People, Services, Platforms, and Networks* **[5]** that have separate identifiers and an ability to transfer data independently

Introduction of IoT

- Practical examples of #IoT application today include precision agriculture, remote patient monitoring, and driverless cars.
 - IoT is the network of “things” that collects and exchanges information from the environment [7]
- IoT is sometimes referred to as the driver of the *fourth Industrial Revolution (Industry 4.0)* by industry insiders
 - IoT has triggered technological changes that span a wide range of fields

Internet of Things (IoT)

- ❖ What is IoT
- ❖ Sensors
- ❖ IoT applications in different domains
- ❖ IoT market and revenue



IoT products include

- ❖ Smart socks (to measure running form)
- ❖ The Connected water bottles (to gather water- consumption data.)
- ❖ Internet-connected e-cigarette
- ❖ First electric-toothbrush by P&G-Oral in 1963 now “World's First Available Interactive Electric Toothbrush”
- ❖ The [Mimo baby monitor](#) is a body suit that monitors a baby's body temperature, motion, and breathing patterns
- ❖ Sleep monitors

IoT is Everywhere

Weather & Environmental Sensors

Security

Smart Lighting

Smart Building

Connected Streetlights

Traffic Monitoring

Predictive Analytics

Intelligent Routing

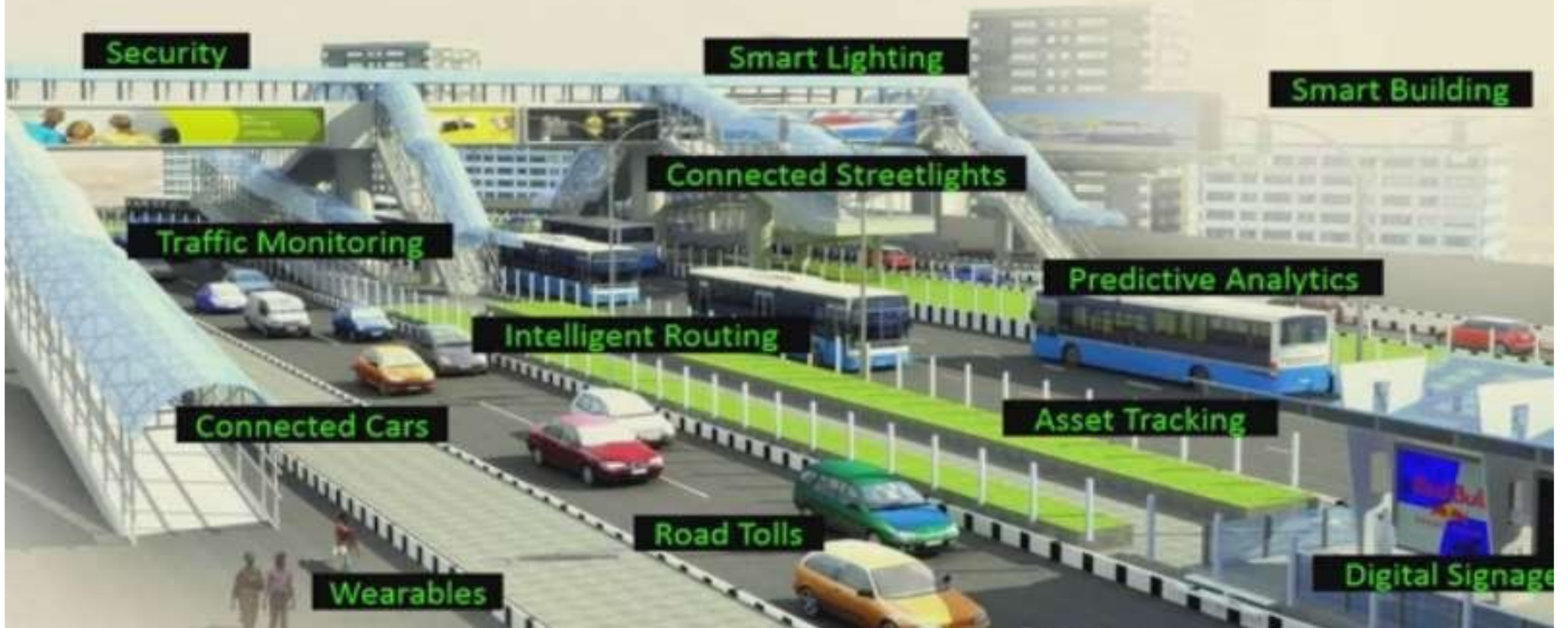
Asset Tracking

Connected Cars

Road Tolls

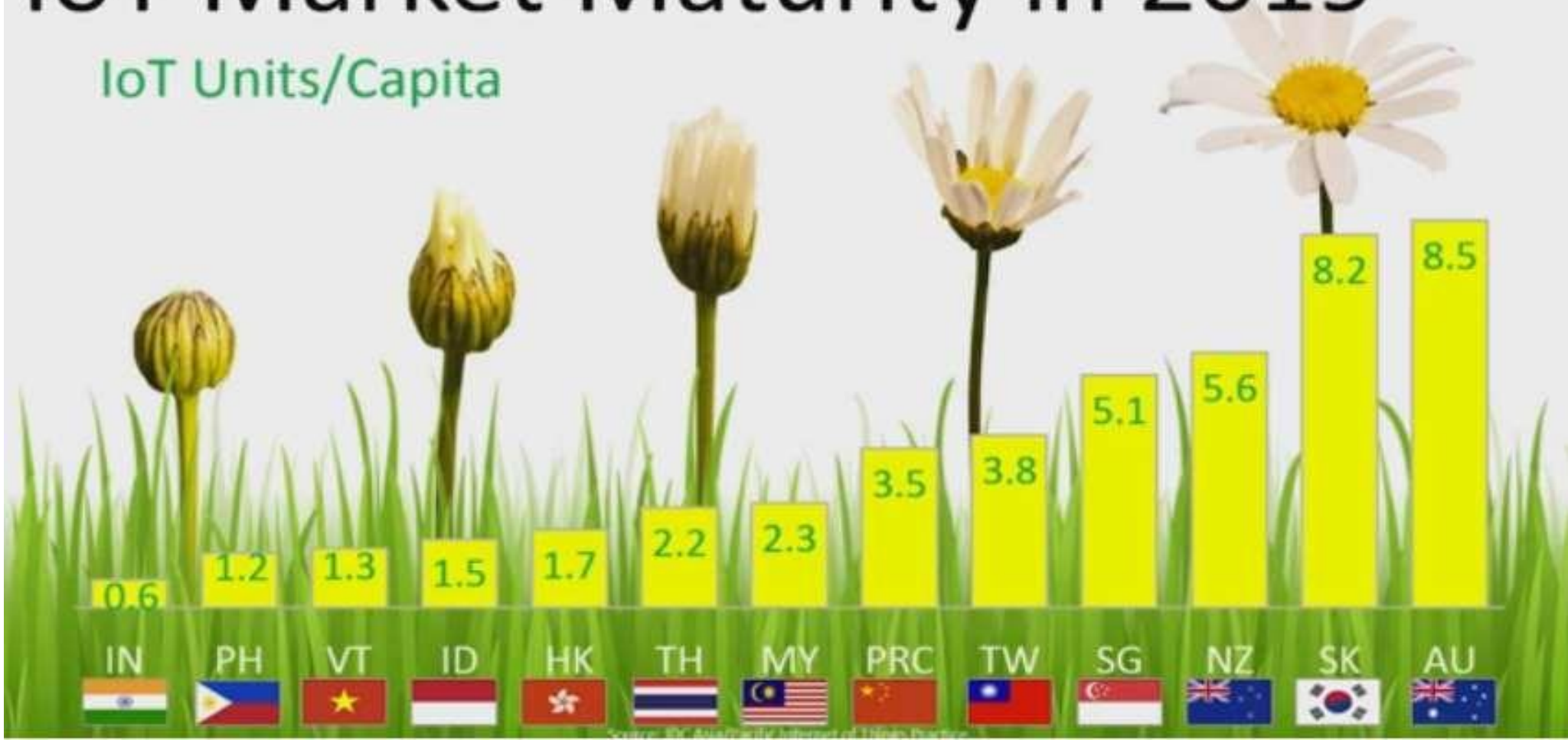
Digital Signage

Wearables

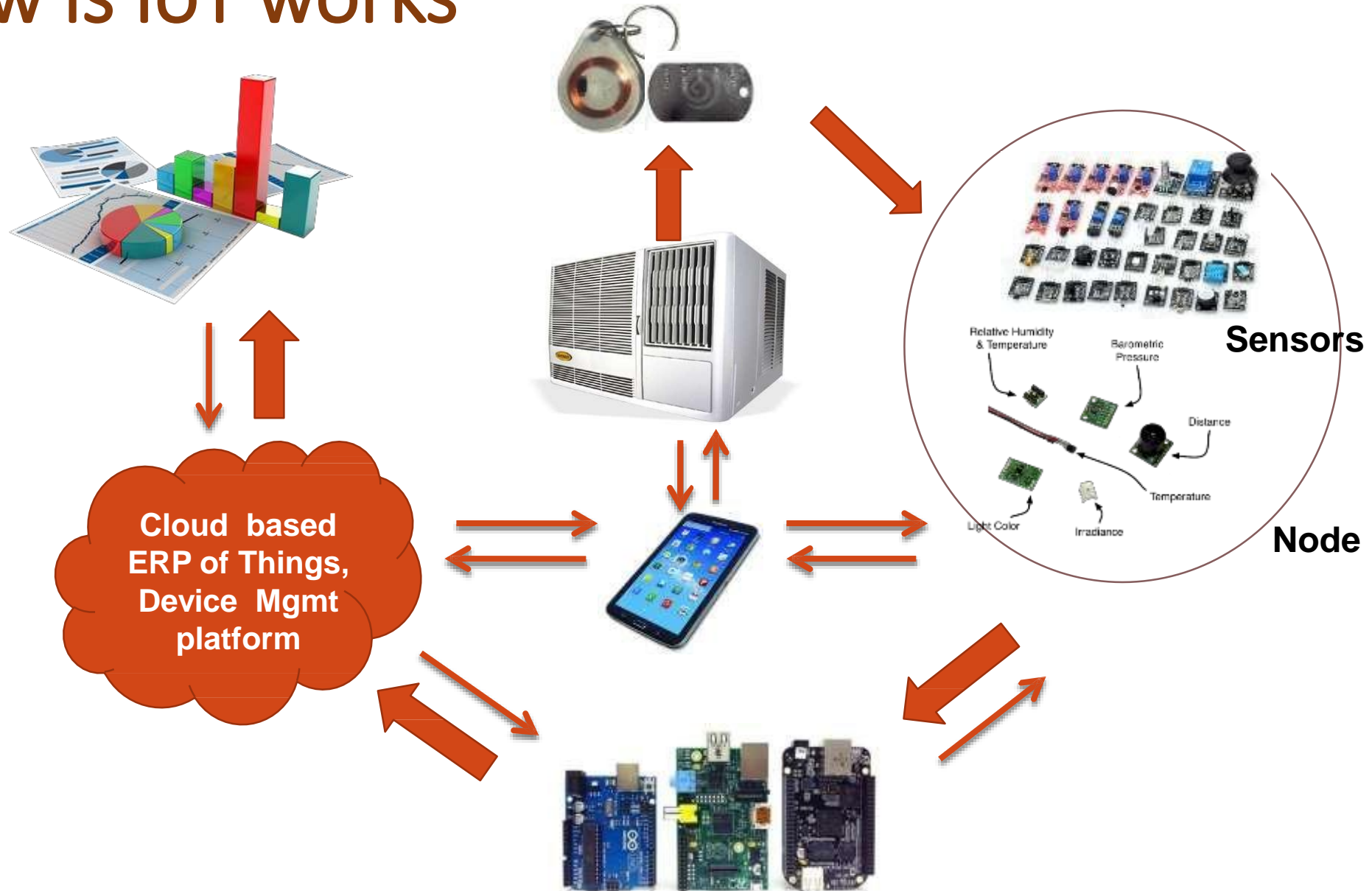


IoT Market Maturity in 2019

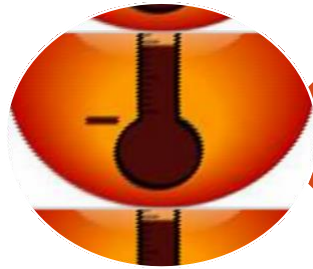
IoT Units/Capita



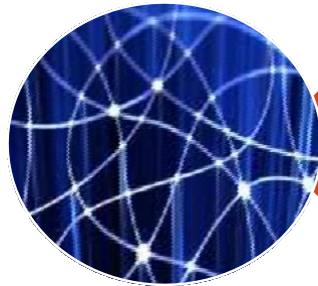
How is IoT works



Smart systems and IoT are driven by combination of three things



Sensors & Actuators



Connectivity



People & Processes

Sensors & Actuators

Sensors for collecting the information:

- Humidity sensor
- Level/tilt sensor
- Pressure sensor
- Temperature sensor
- Motion Sensors
- Optical Sensors
- Acceleration sensors
- Load sensors
- Vibration sensors
- Chemical sensors
- Flow sensors
- Proximity Sensors

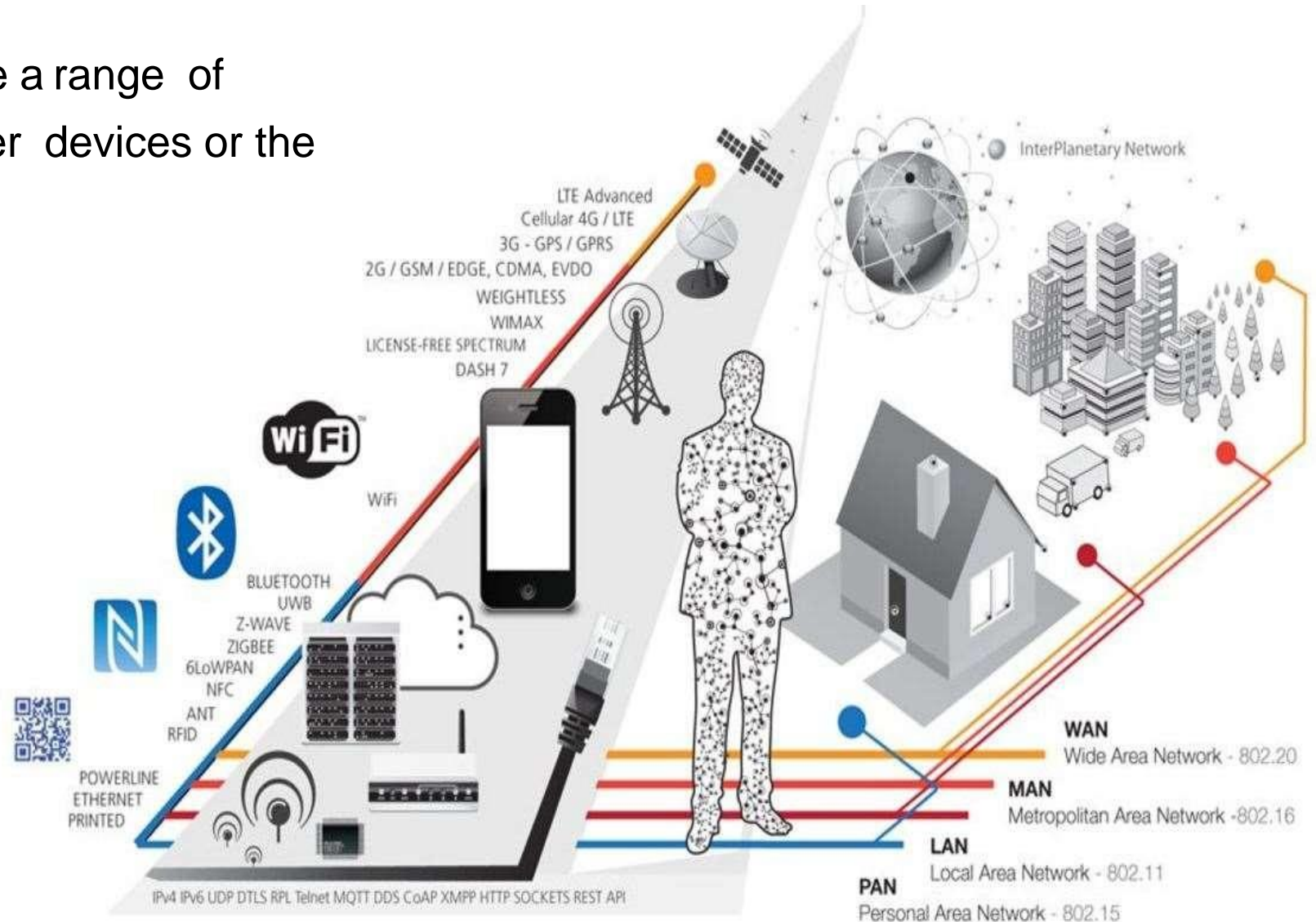
Actuators:

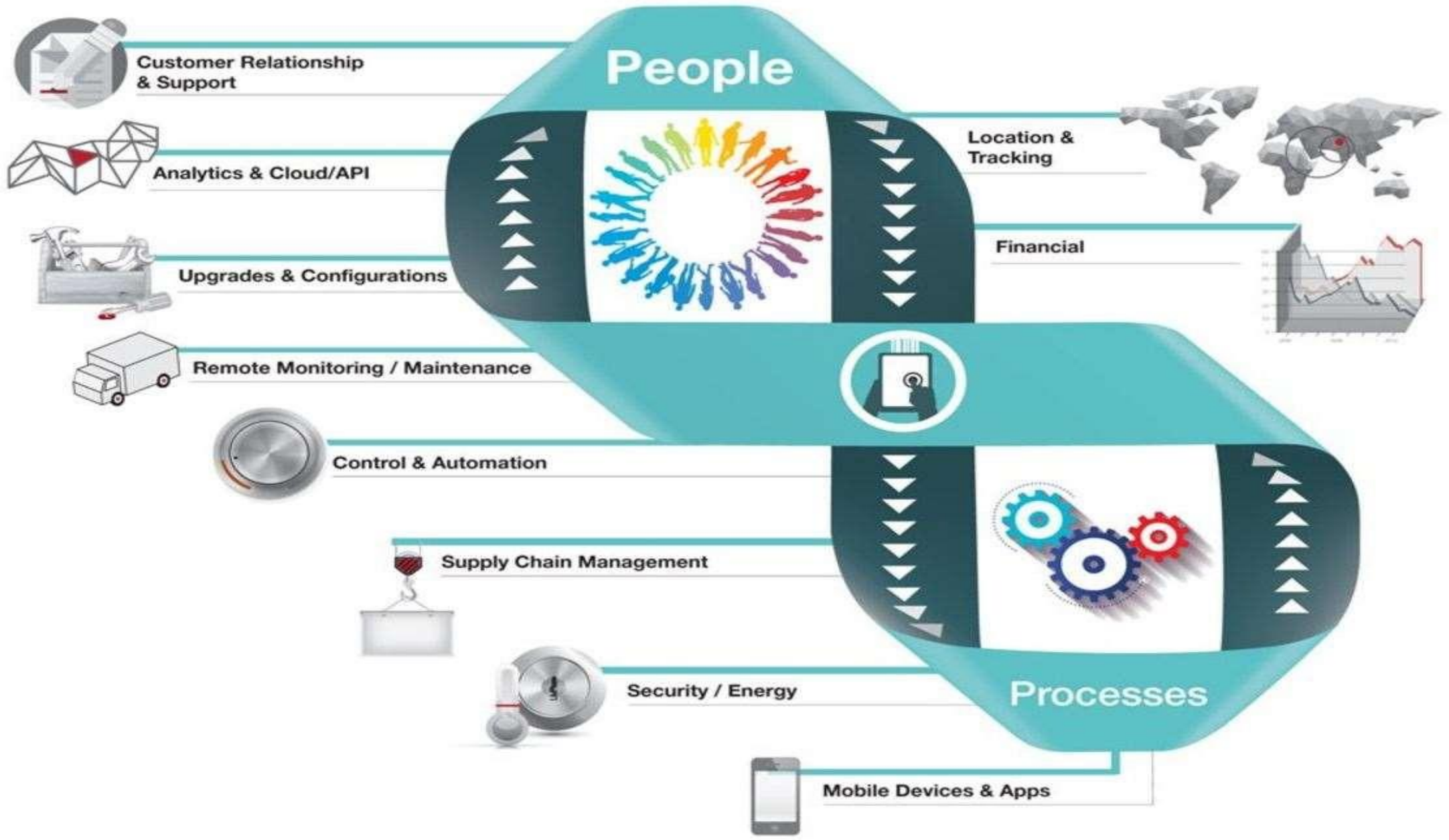
- Light emitting Diodes (LED)
- Relays
- Motors
- Linear actuators
- Lasers
- Solenoids
- Speakers
- LCD or Plasma displays

Connectivity

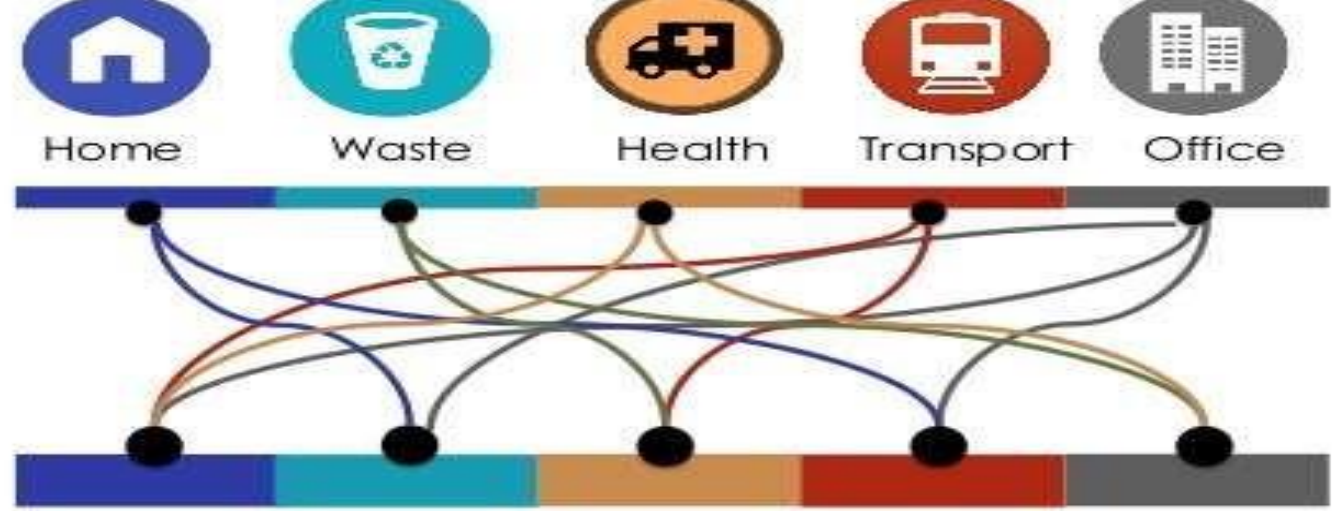
- ❖ The embedded systems can use a range of connectivity to connect with other devices or the internet.
- ❖ Some examples are as below:

- WiFi
- Bluetooth
- RFID
- ZIGBEE
- NFC
- Ethernet
- LTE
- 3G
- GSM
- CDMA





❖ Things get interesting when these connected devices and services start creating **COMPOUND APPLICATIONS** with in their own verticals and across industries



Creating New Compound Applications



- Light bulbs*
- Security*
- Pet Feeding*
- Irrigation Controller*
- Smoke Alarm*
- Refrigerator*
- Infotainment*
- Washer / Dryer*
- Stove*
- Energy Monitoring*
- Traffic routing*
- Telematics*
- Package Monitoring*
- Smart Parking*
- Insurance Adjustments*
- Supply Chain*
- Shipping*
- Public Transport*
- Airlines*
- Trains*
- Patient Care*
- Elderly Monitoring*
- Remote Diagnostic*
- Equipment Monitoring*
- Hospital Hygiene*
- Bio Wearables*
- Food sensors*
- HVAC*
- Security*
- Lighting*
- Electrical*
- Transit*
- Emergency Alerts*
- Structural Integrity*
- Occupancy*
- Energy Credits*
- Electrical Distribution*
- Maintenance*
- Surveillance*
- Signage*
- Utilities / Smart Grid*
- Emergency Services*
- Waste Management*

Introduction of AI

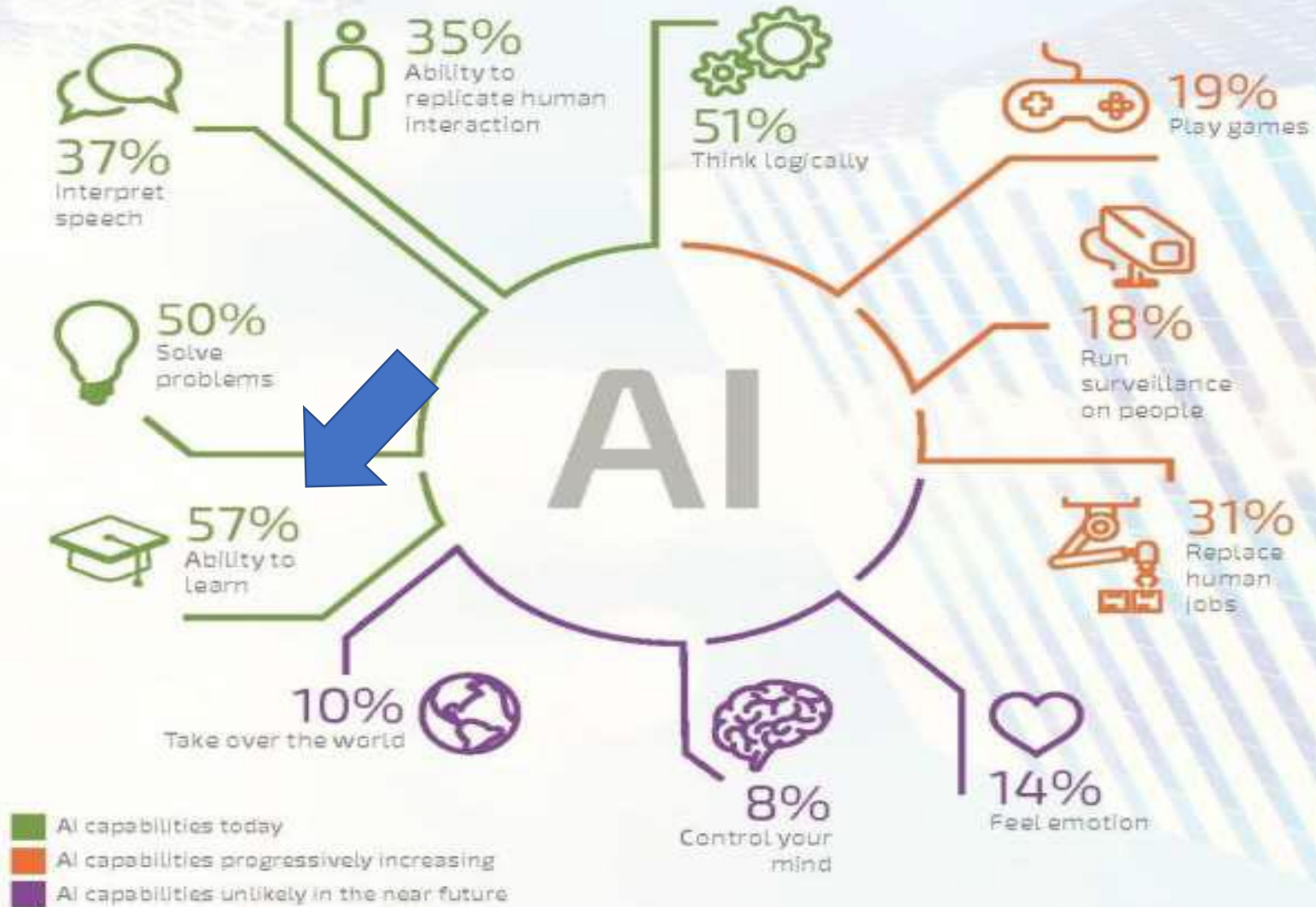
Artificial Intelligence



- [3-What is Artificial Intelligence Exactly?](#)
- <https://www.youtube.com/watch?v=kWmX3pd1f10>
- [ColdFusion](#), Published on Jul 20, 2016

How do you describe what AI can do?

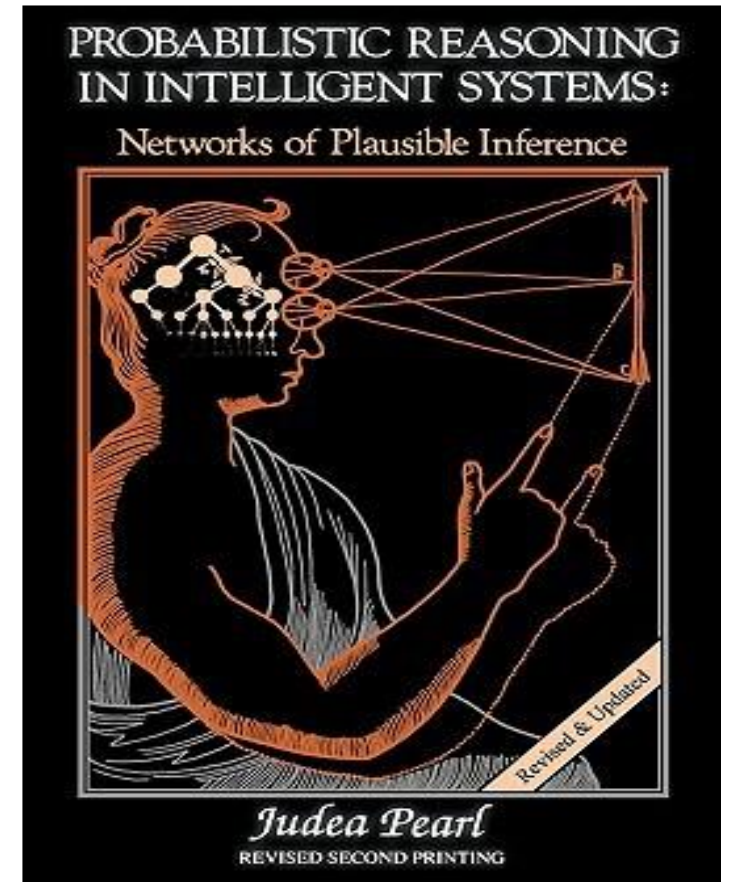
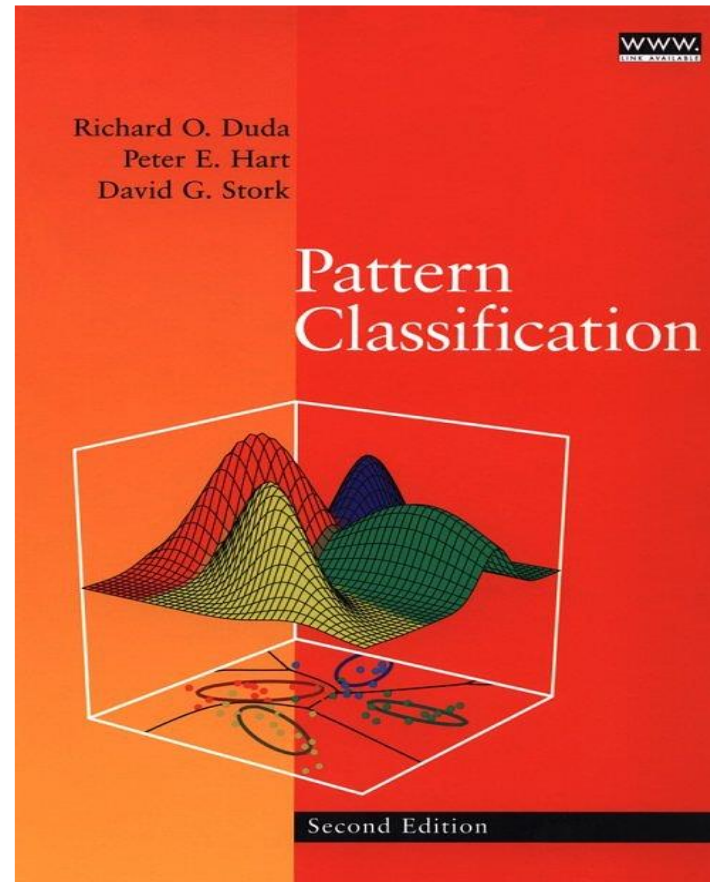
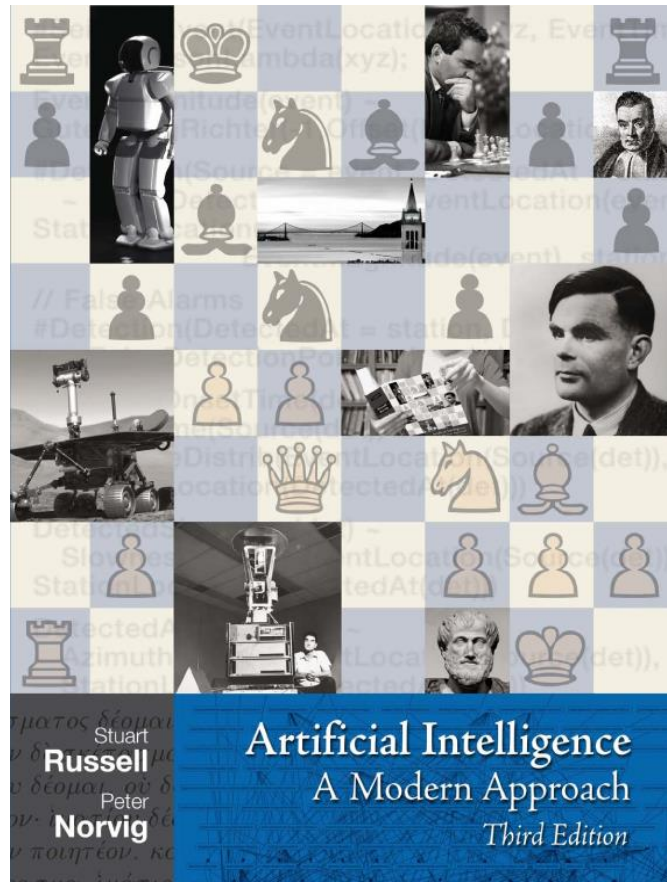
Check all that apply



Introduction of AI

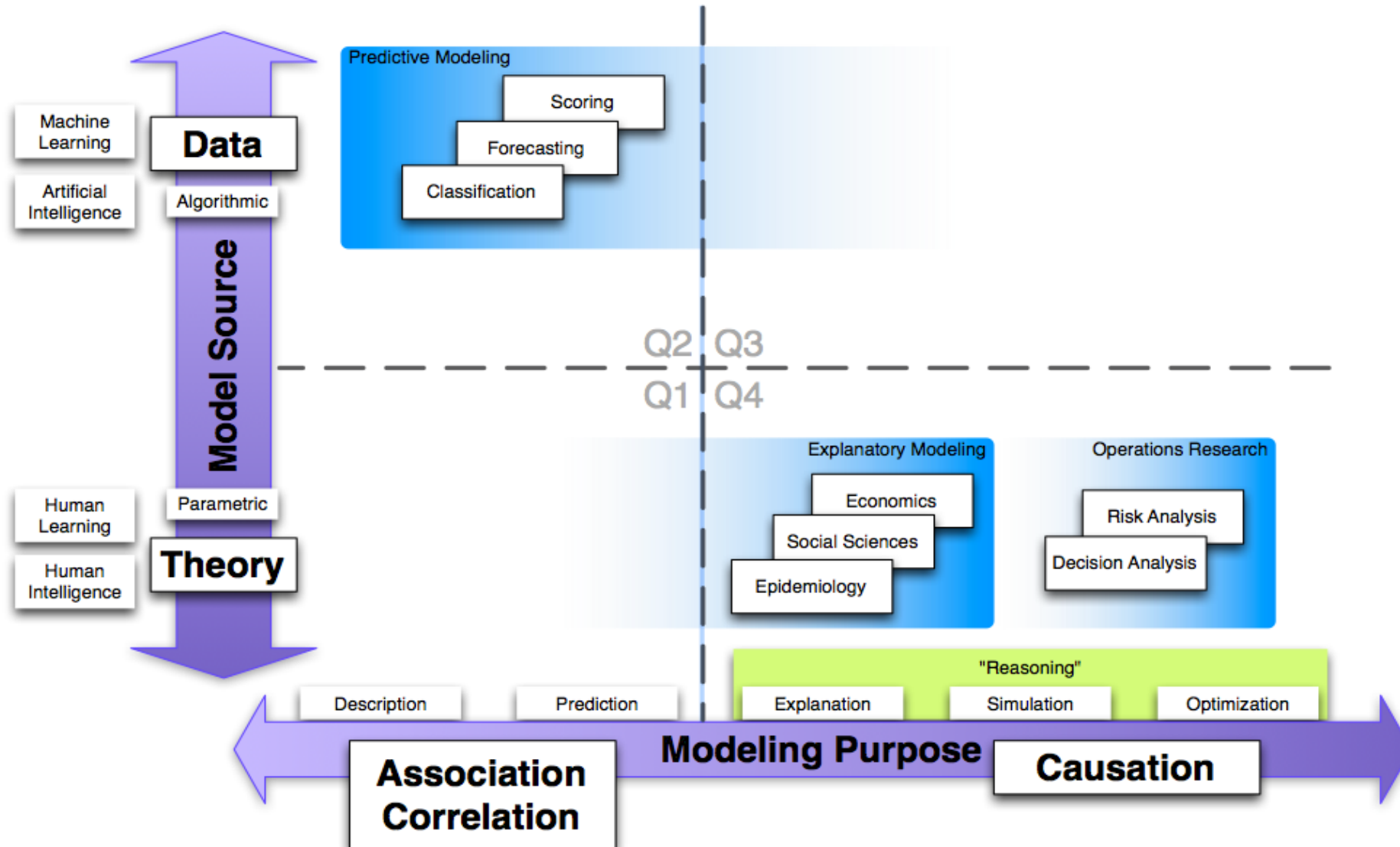
- **AI** can be used to **transform** IoT data into useful information for improving **decision making processes**, thus creating a foundation for newer technology such as **IoT Data as a Service (IoT DaaS)** [1]
- **AI**, on the other hand, is the **engine** or the “**brain**” that will enable analytics and decision making from the data collected by IoT
- In other words, **IoT collects the data** and **AI processes this data** in order to **make sense** of it
 - Learning, Pattern recognition
 - Intelligent agents
 - Probabilistic reasoning and uncertainty
 - Graphical models

Material used



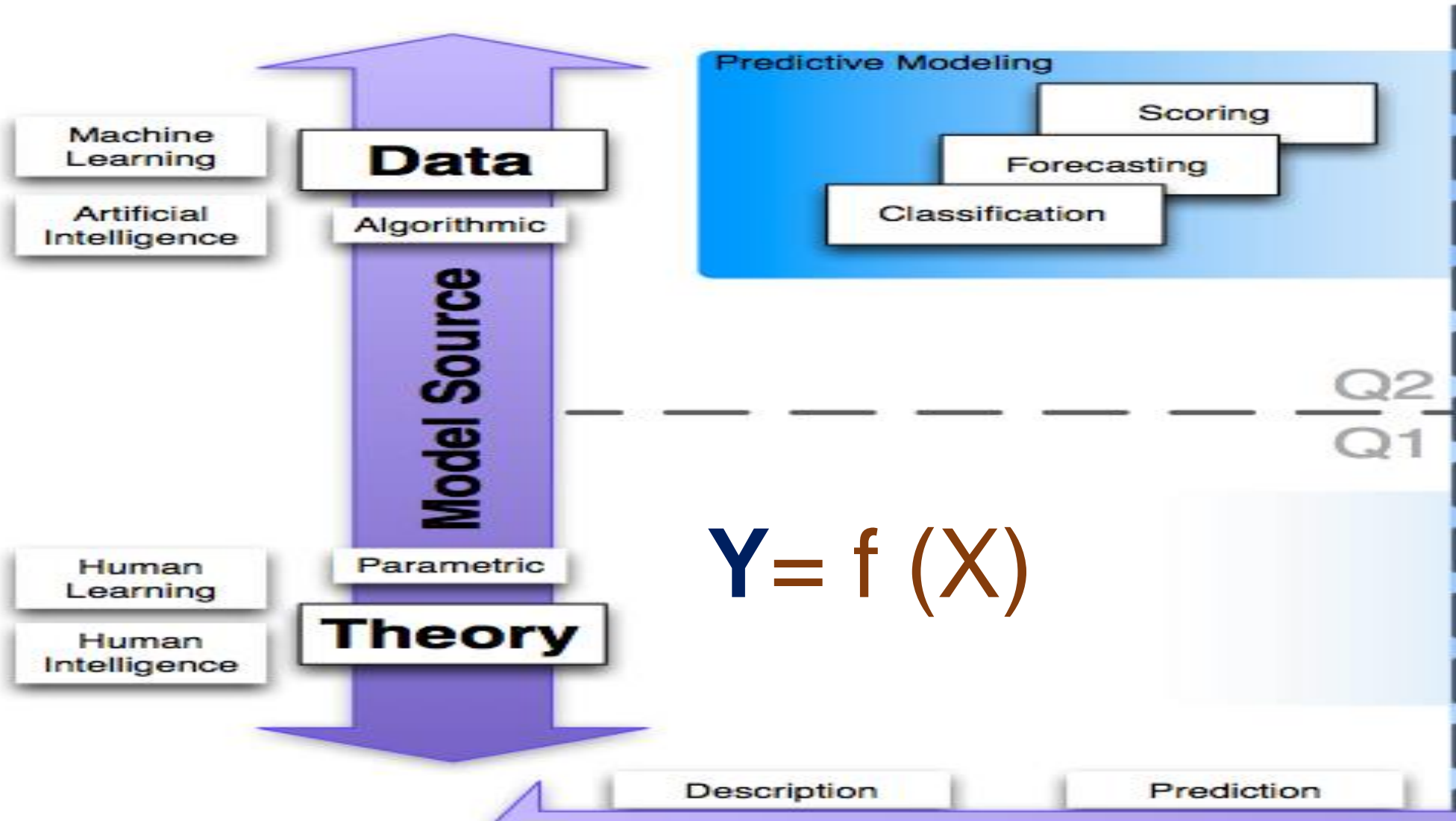
- UGent AI course: <http://telin.ugent.be/~sanja/ArtificialIntelligence>
- BaysiaLab white paper
- Wikipedia
- Google search

Map of Analytic Modeling



Breiman (2001) and Shmueli (2010)

Predictive modeling



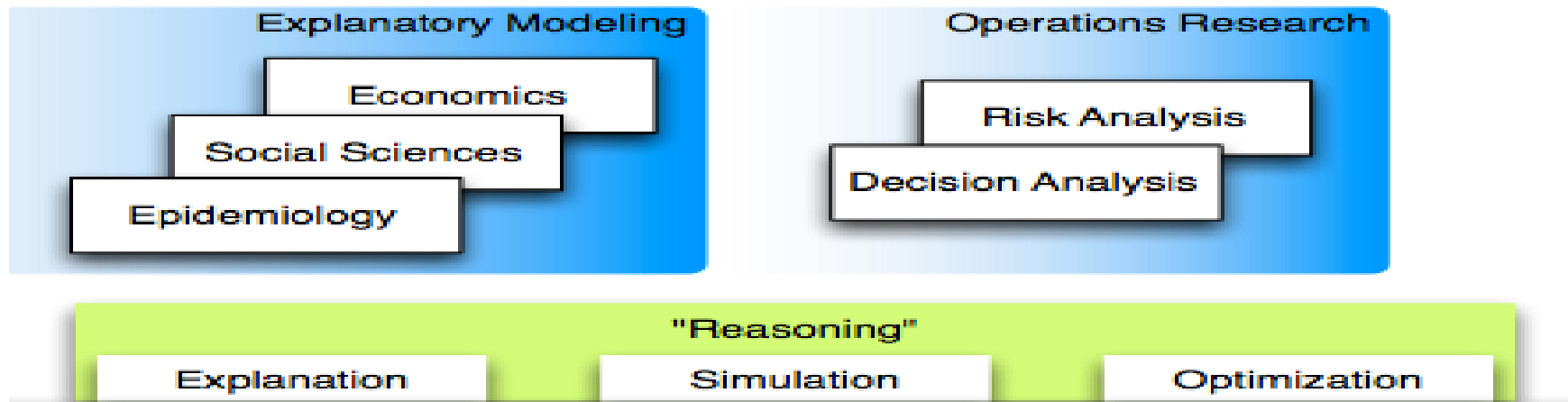
Explanatory modeling

Page 7

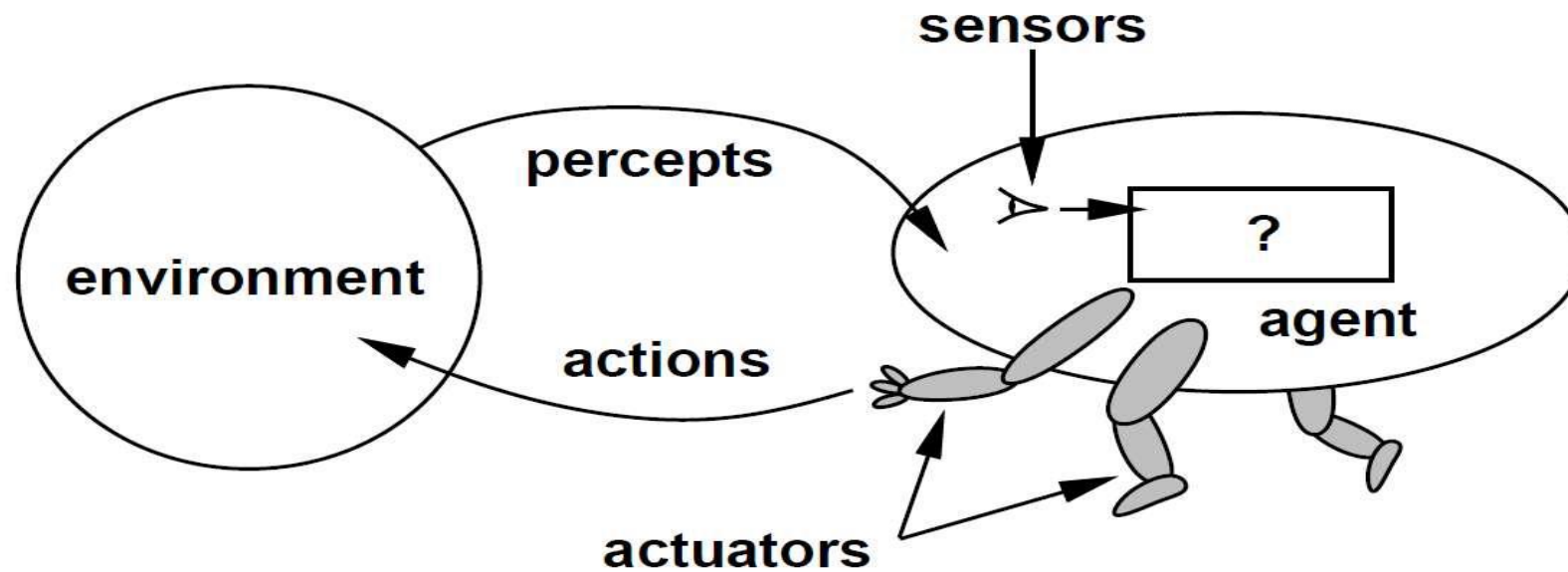
$$Y = f(X)$$

Q3

Q4



Intelligent agents



- **Agent**: an entity that perceives (feels) and acts (from latin *agere*, to do)
- **Rational** (reasonable) **agent** is one that acts so as to achieve

Rationality (reason)

- A **rational agent** is one that does the right thing
- How do we know whether it is the right thing?
 - By considering the **consequences of the agent behavior**
- A **sequence of states** (through which the environment goes) is evaluated by a **performance measure**

Specifying the task environment

- To design a **rational agent**, we must specify the **task environment**
- Consider the task of designing an automated taxi:
 - **Performance measure**: safety, destination, profits, legality, comfort
 - **Environment**: streets/freeways, traffic, pedestrians, weather
 - **Actuators**: steering, accelerator, brake, horn, speaker/display
 - **Sensors**: video, accelerometers, gauges, engine sensors, keyboard, sensors

Environment types

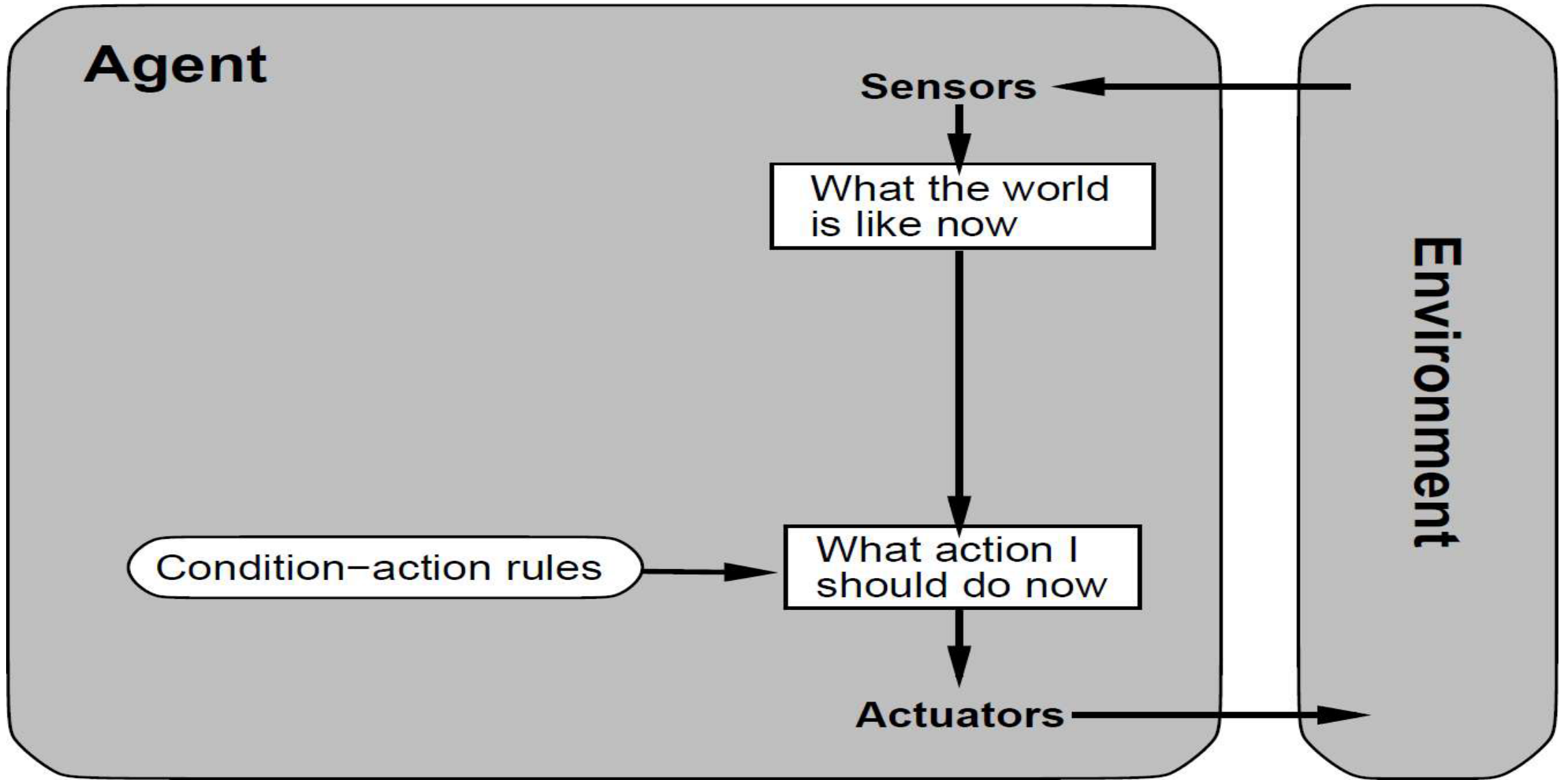
	Solitaire	Backgammon	Internet shopping	Taxi
<u>Observable??</u>	Yes	Yes	No	No
<u>Deterministic??</u>	Yes	No	Partly	No
<u>Episodic??</u>	No	No	No	No
<u>Static??</u>	Yes	Semi	Semi	No
<u>Discrete??</u>	Yes	Yes	Yes	No
<u>Single-agent??</u>	Yes	No	Yes (except auctions)	No



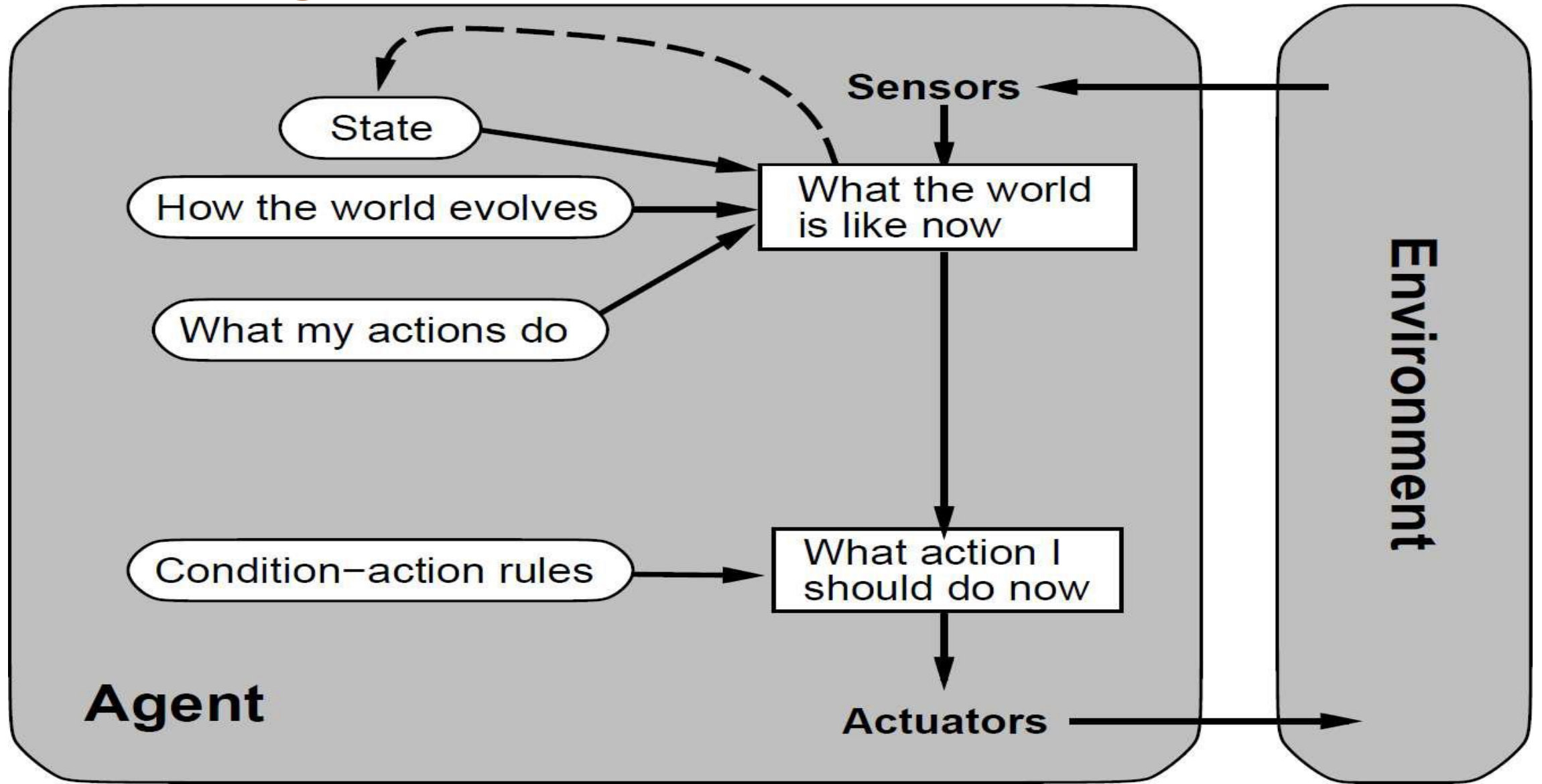
Agent types

- ❖ Four basic types in order of increasing generality:
 - simple reflex agents
 - reflex agents with state
 - goal---based agents
 - utility---based agents
- ❖ All these can be turned into learning agents

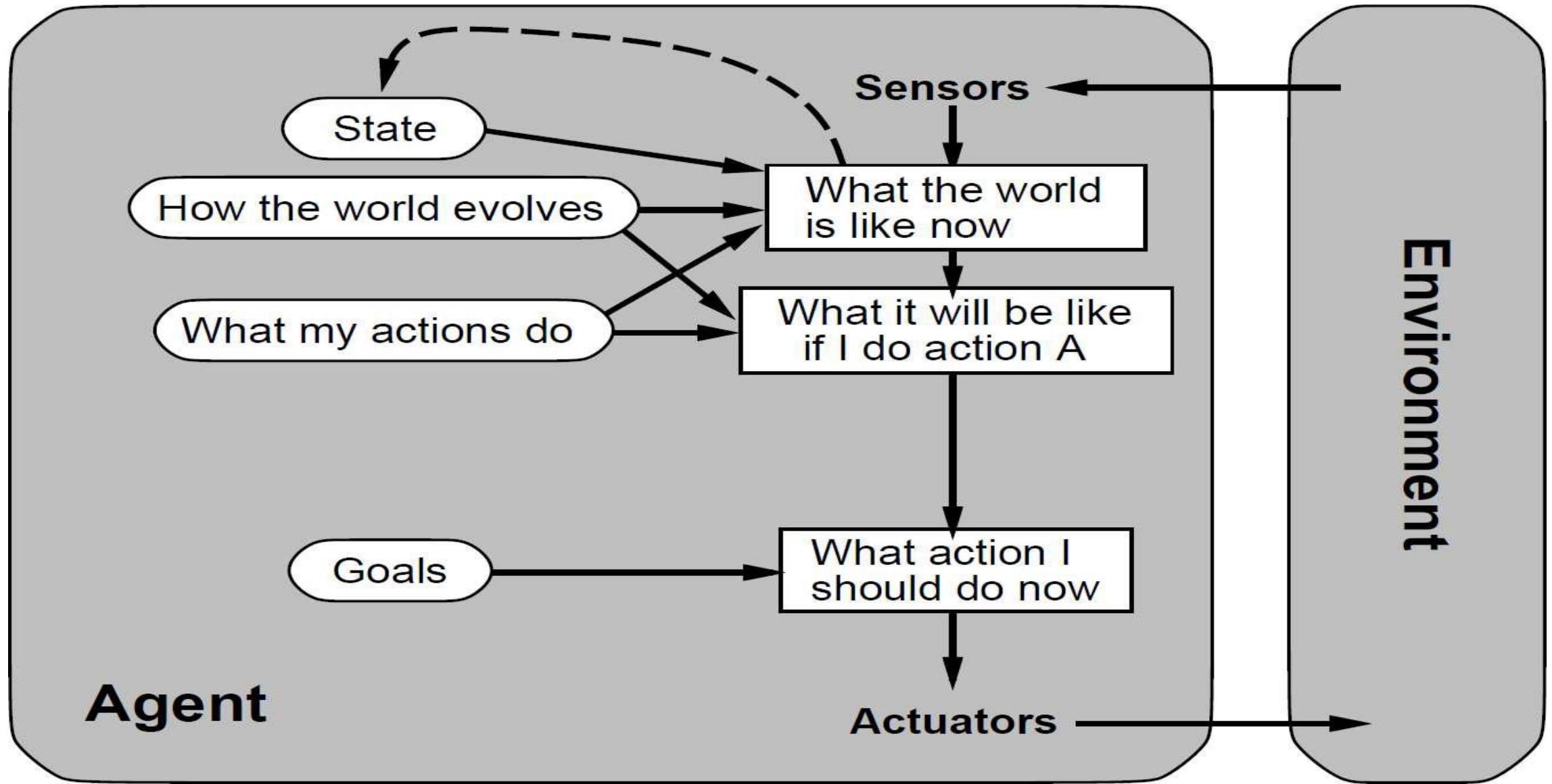
Simple reflex agents



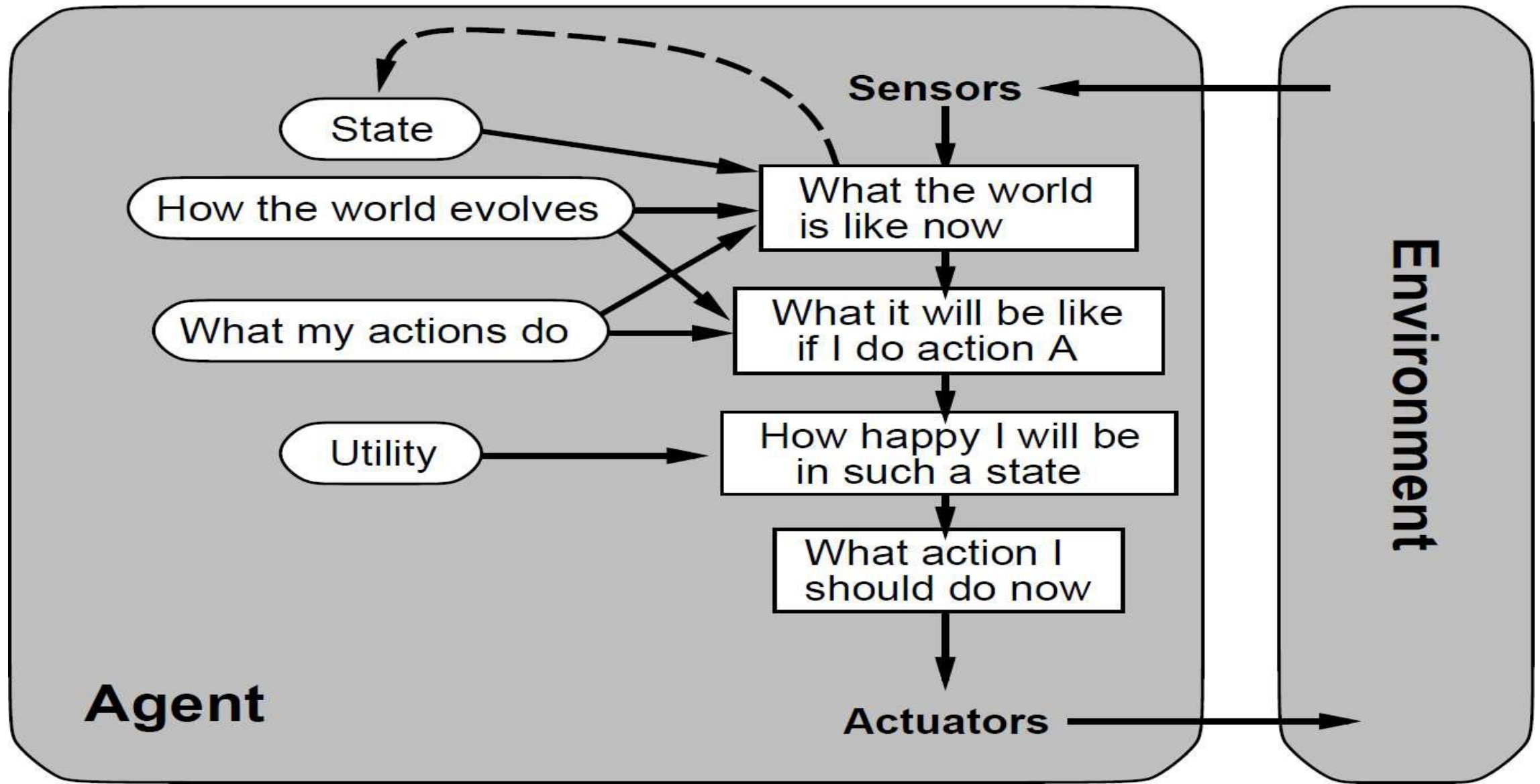
Reflex agents with state



Goal-based agents



Utility-based agents



Why learning?

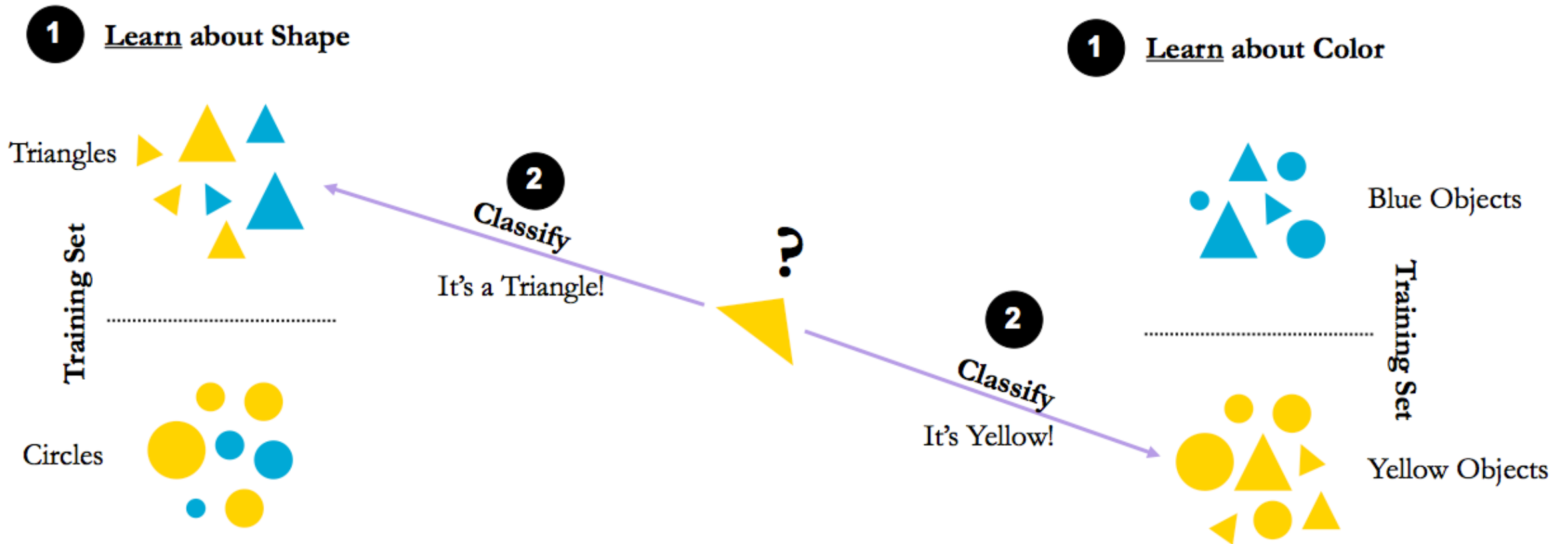
- Why do we want an **agent to learn**? (Why Not program an improved design from the beginning)?
- Learning modifies **the agent's decision mechanisms** to improve performance

Machine Learning Approaches

- **Unsupervised learning**
 - Learning patterns without explicit feedback supplied
 - The system forms clusters or natural groupings of the input patterns (based on some similarity criteria) → Clustering
- **Reinforcement learning**
 - Learning from a series of reinforcements
 - Rewards and punishments
- **Supervised learning**
 - Learning a function that maps input to output based on available (observed) input-output pairs (Correct answers for each instance)
- **Semi-supervised learning**
 - A few labeled samples available and a large collection of unlabeled ones
 - Learn from geometry of unlabeled samples and use the labeled ones to improve the learning

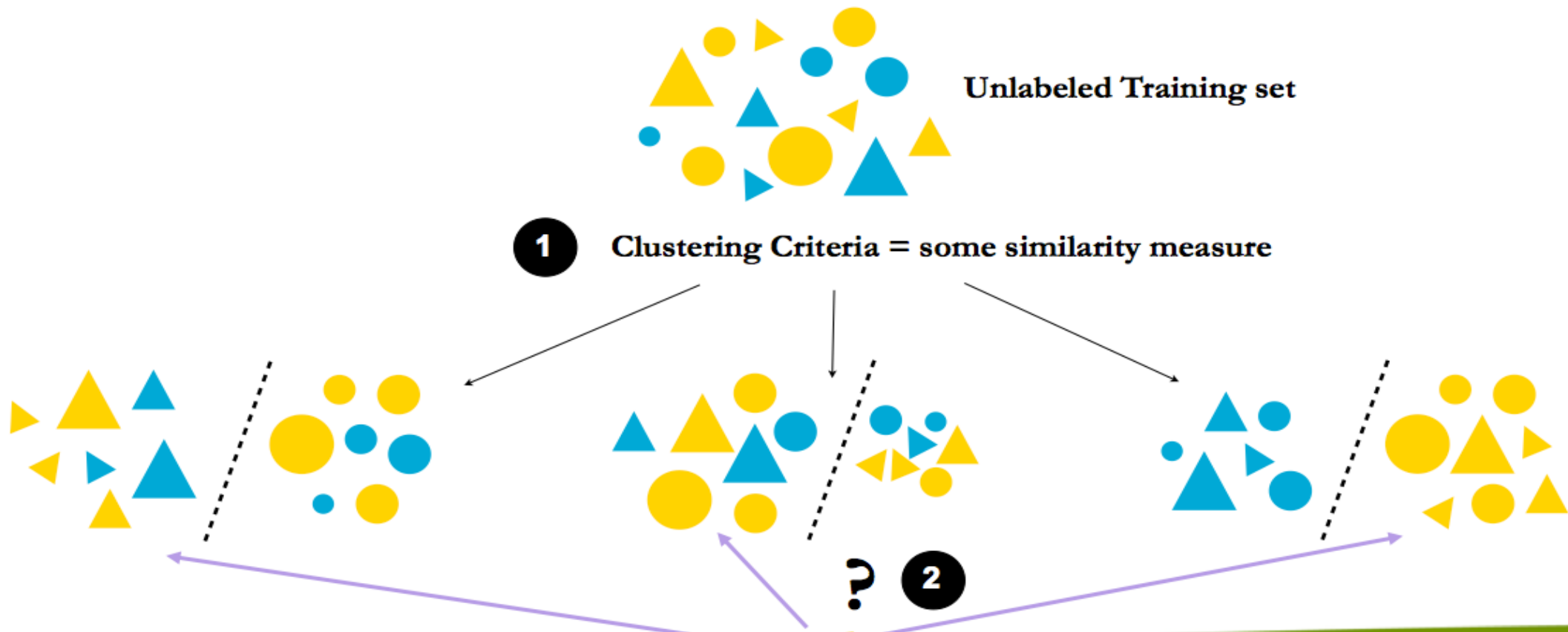
Supervised Learning

- labeled training sets, used to train a classifier



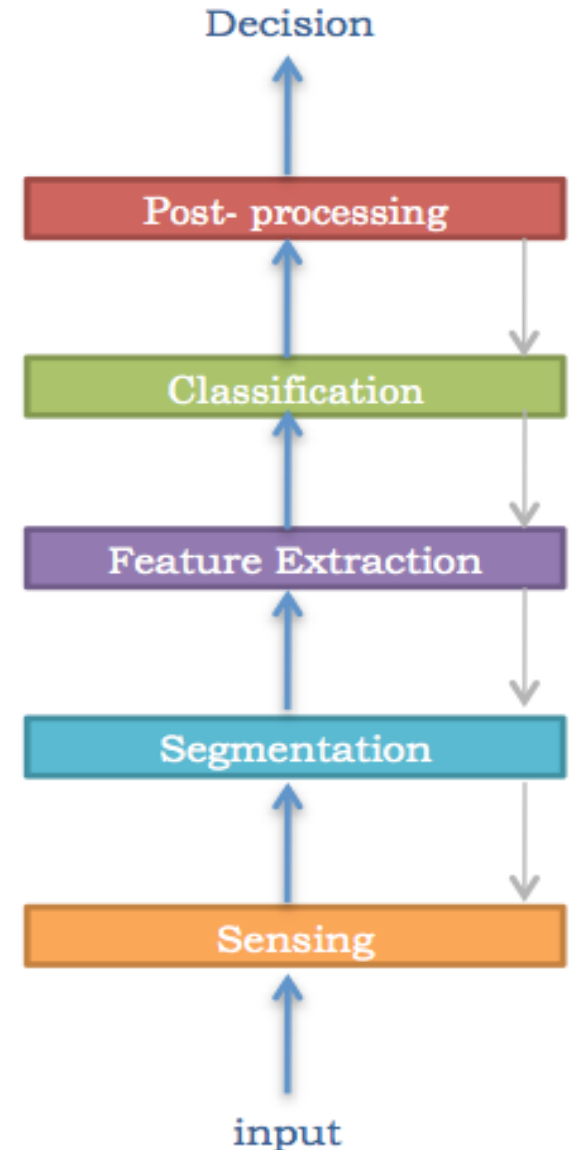
Unsupervised Learning

- *No labeled training sets* are provided
- System applies a **specified clustering/grouping criteria** to **unlabeled dataset**
Clusters/groups together “**most similar**” objects (**according to given criteria**)

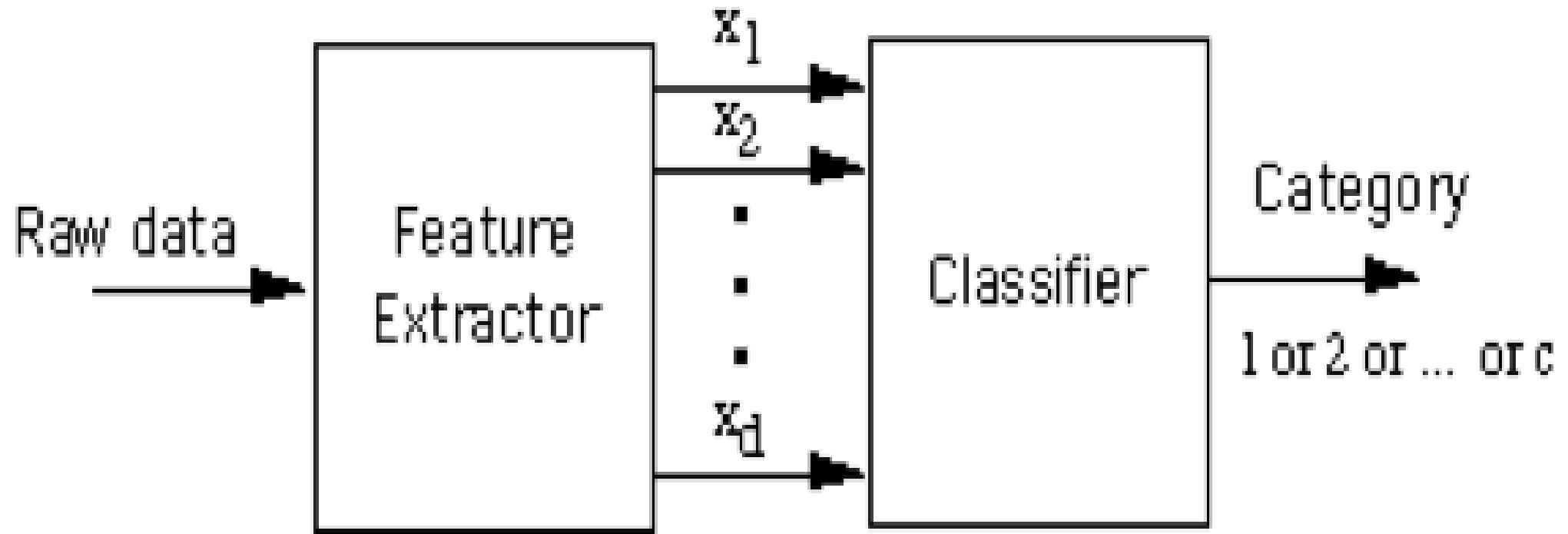


Pattern Recognition Process

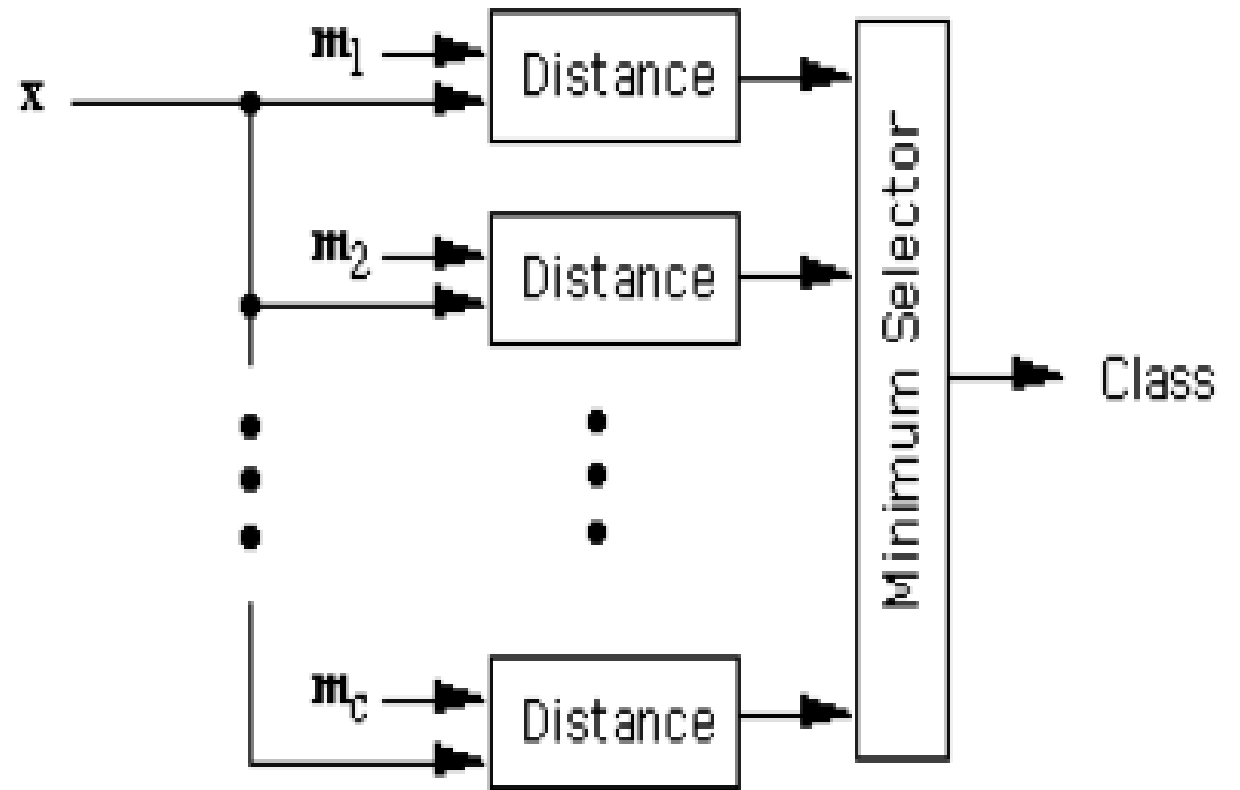
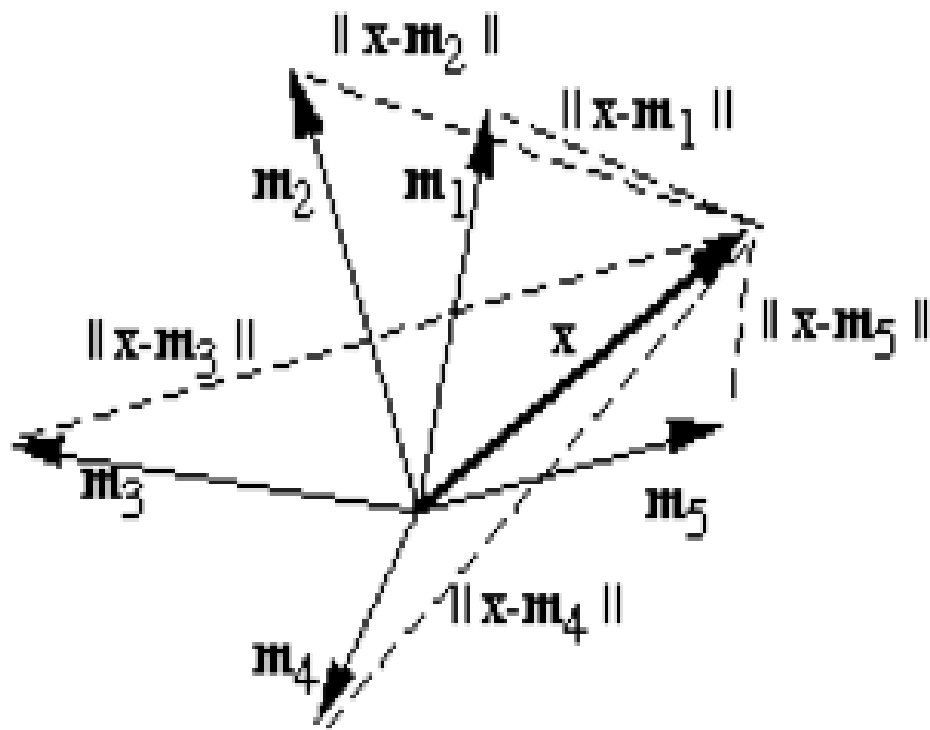
- **Data acquisition and sensing**
 - Measurements of physical variables.
 - Important issues: bandwidth, resolution , etc.
- **Pre-processing**
 - Removal of noise in data
 - Isolation of patterns of interest from the background
- **Feature extraction**
 - Finding a new representation in terms of features
- **Classification**
 - Using features and learned models to assign a pattern to a category
- **Post-processing**
 - Evaluation of confidence in decisions



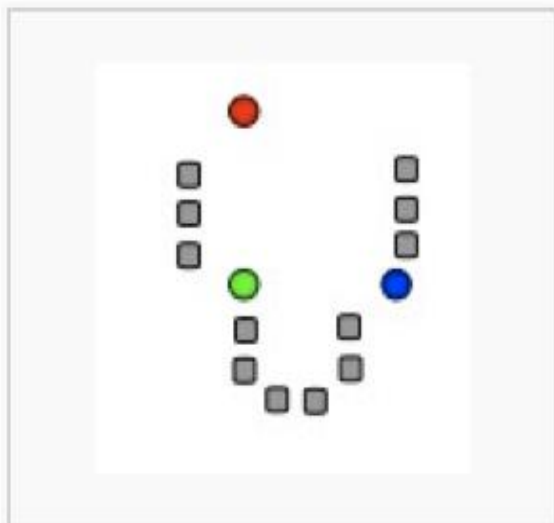
Classical model of Pattern Recognition



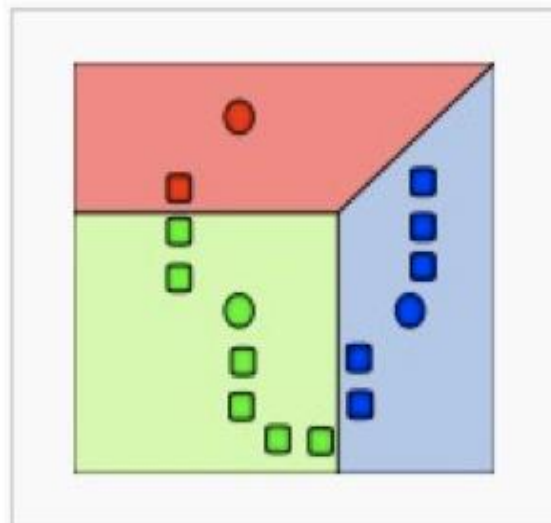
Example of Simple Classifier



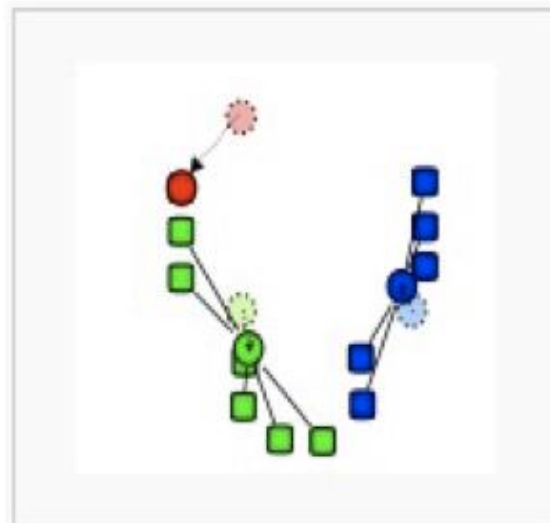
Clustering: k-means



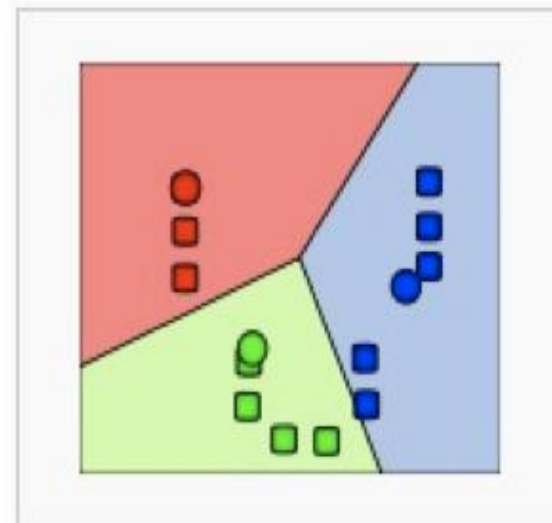
1) k initial "means" (in this case $k=3$) are randomly selected from the data set (shown in color).



2) k clusters are created by associating every observation with the nearest mean. The partitions here represent the [Voronoi diagram](#) generated by the means.



3) The [centroid](#) of each of the k clusters becomes the new means.



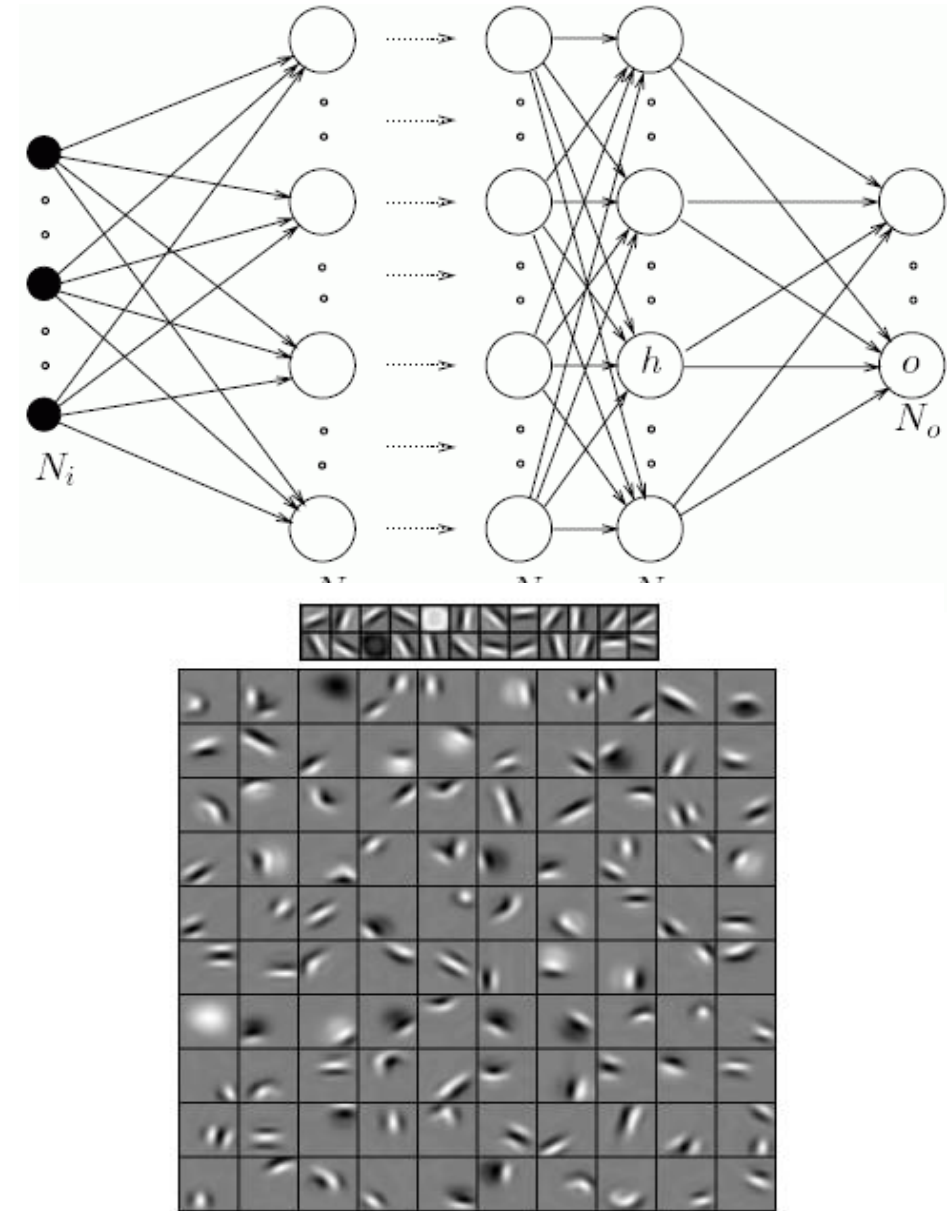
4) Steps 2 and 3 are repeated until convergence has been reached.

Deep Learning

- **Choosing** the correct feature representation of input data, is a way that people can bring **prior** knowledge of a domain to increase an algorithm's computational performance and accuracy
- **To move towards** general artificial intelligence, algorithms need to be less dependent on this feature engineering and better learn to identify the explanatory factors of input data on their own
- **Deep learning tries** to move in this direction by capturing a '**good**' representation of input data by using **compositions** of non-linear transformations

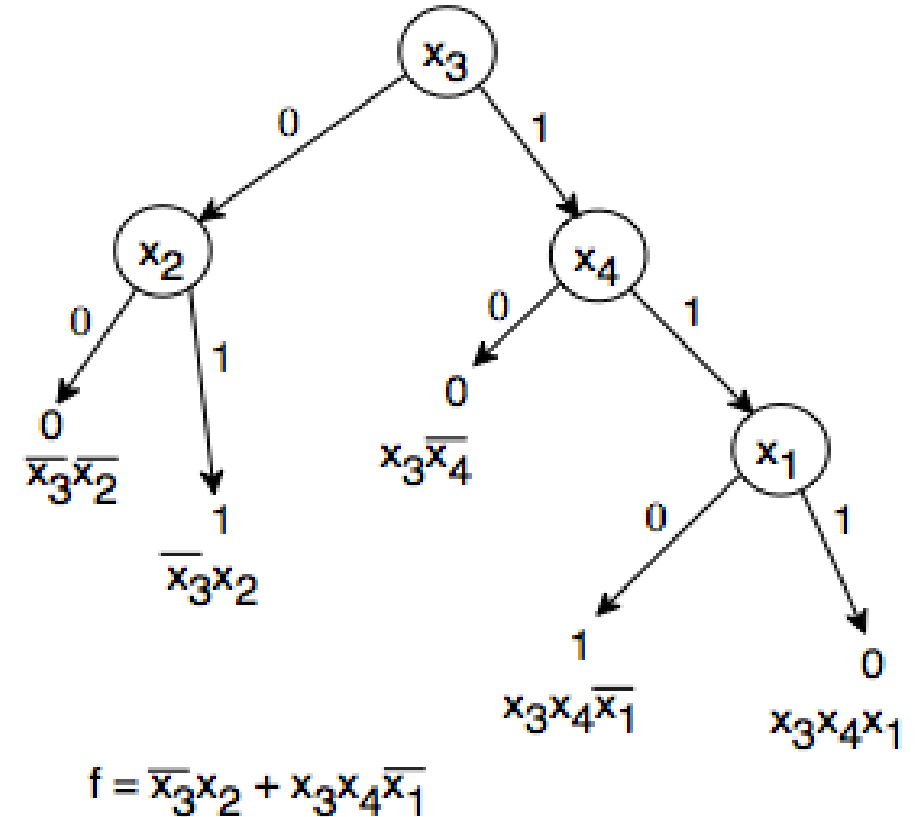
Two types of models

- **Probabilistic graphical models** have nodes in each layer that are considered as latent random variables
 - In this case, you care about the probability distribution of the input data x and the hidden latent random variables h that describe the input data in the joint distribution $p(x, h)$. These latent random variables describe a distribution over the observed data
- **Direct encoding (neural network) models** have nodes in each layer that are considered as computational units
 - This means each node h performs some computation (normally nonlinear like a sigmoidal function) given its inputs from the previous layer



Decision trees

1. Learn rules from data
2. Apply each rule at each node
3. Classification is at the leaves of the tree



Decision Trees example

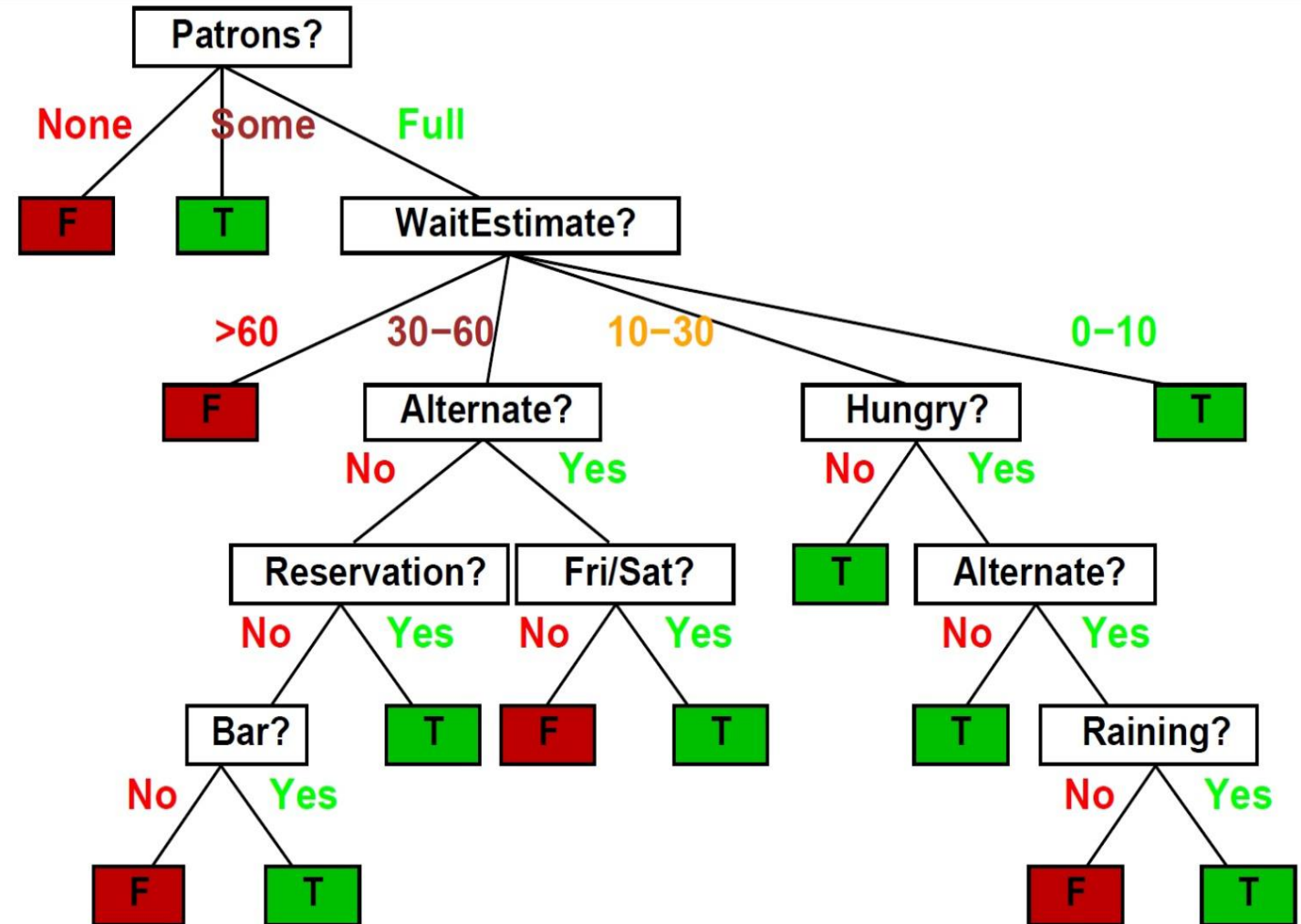
Example: Decision whether to wait for a table in a restaurant depending on the following attributes:

1. **Alternate (Alt):** Is there a suitable alternative restaurant nearby?
2. **Bar:** Is there a comfortable bar area in the restaurant, where I can wait?
3. **Fri/Sat (Fri):** True on Fridays/Saturdays
4. **Hungry (Hun):** Are we hungry?
5. **Patrons (Pat):** How many people are in the restaurant (*None, Some or Full*)
6. **Price:** The restaurant's price range (\$, \$\$, \$\$\$)
7. **Raining (Rain):** Is it raining outside?
8. **Reservation (Res):** Did we make a reservation?
9. **Type:** the kind of restaurant (*French, Italian, Thai or burger*)
10. **Wait Estimate (Est):** the wait time estimated by the host (*0---10min, 10---30, 30---60, or >60*)

Decision tree

❖ How many distinct decision trees we have with n Boolean attributes? = Number Of Boolean function = Number Of distinct Truth Tables With 2^n Rows = 2^{2^n}

❖ **E.g.**, with 6 Boolean attributes
18,446,744,073,709,551,616



Introduction of AIoT

Where AI and IoT Meet: The Innodisk AIoT Solution



- ▶ 4-Where AI and IoT Meet: The Innodisk AIoT Solution

Introduction of AIoT

- ❖ **The Artificial Intelligence of Things (AIoT)** is the combination of **Artificial Intelligence (AI)** technologies with the **Internet of Things (IoT)** infrastructure to achieve more efficient IoT operations, improve human-machine interactions and enhance data management and analytics [1]
- ❖ **AIoT** is **transformational** and **mutually beneficial** for both types of technology as **AI** adds value to **IoT** through **machine learning capabilities** and **IoT** adds value to **AI** through **connectivity, signaling and data exchange** [1]

Definition of AIoT

- The **Artificial Intelligence of Things (AIoT)** is the combination of artificial intelligence (AI) technologies with the Internet of Things (IoT) infrastructure to **achieve** more **efficient IoT operations**, **improve human-machine interactions** and **enhance data management and analytics**

Definition of AIoT

- AI can be used to **transform** IoT data into **useful information** for **improved decision making processes**, thus **creating** a foundation for newer technology such as **IoT Data as a Service (IoT DaaS)**

AIoT: AI Meets IoT

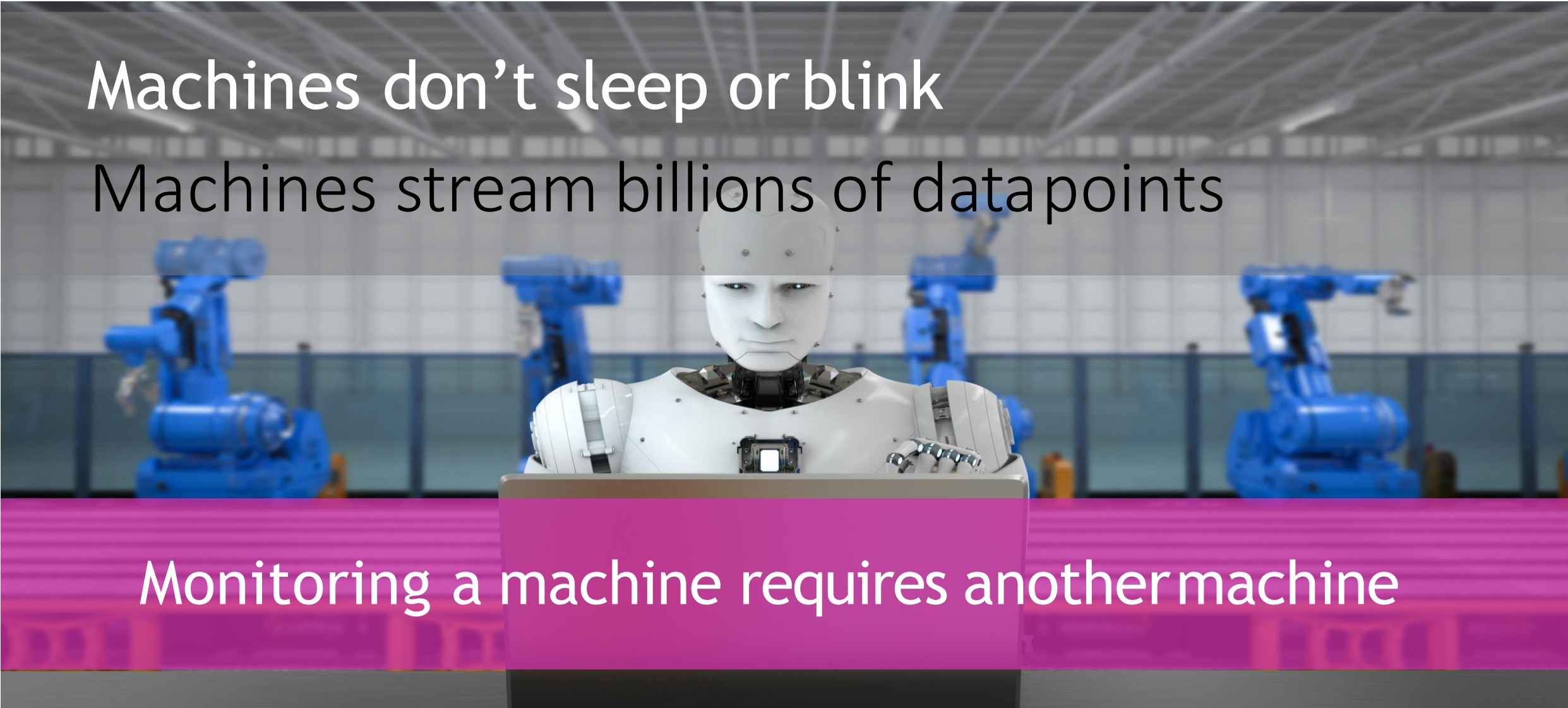
- Machines monitoring machines
 - ✓ When machines are in control of the machines
- Machines learning
 - ✓ When machines learn from each other and us
- Machines collaborating
 - ✓ When machines work together too solve problems
- Machines manufacturing machines for people
 - ✓ When machines democratize the process of creation

Machines monitoring machines

Machines don't sleep or blink

Machines stream billions of datapoints

Monitoring a machine requires another machine



Machines that look out for other machines

Machines must operate together in multi-vendor, low-trust ecosystems

Monitoring provides both system-wide state information and decision feedback loop

Monitoring goals

Complex event detection



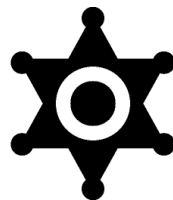
Detecting events in complex systems involves reasoning over triggers from many independent sources, managing system state, and applying logic in real time. As event inputs grow in number and relationship complexity, logic moves towards ML and is no longer deterministic

Decision verification



Machine systems are required to make millions of decisions every second with often incomplete information, all while predicting the behavior of machines around them. Learning systems require feedback on the efficiency of those decisions to improve

Policing



Machine control spans multiple distributed systems with different goals, planning algorithms and trade off logic. Policing ensures that decisions with global impact are on the whole globally optimized or in accordance with governance algorithms. Important in training behavior

Machine Learning

- Machine learning is when computers create models of system behavior based on data from historical or current systems
 - The denser (strong) the information in the data, the better the model
- Machine learns what we teach them

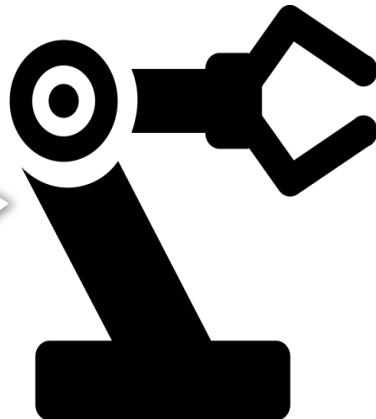
Machine learning on machine data is Hard

Learning is all about the data.

Machine data is a hot mess because the physical world is messy, dirty and often unpredictable

Devices must report data in simple formats to be flexible for function abstraction

T_1 : measurement time
 T_2 : server time
 V : value (ex:5)
URL :source unique ID



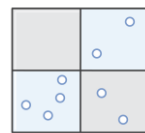
- Lack of labels, situational context & relationship: device data is simple. Unlike application data it doesn't carry information needed to interpret it. Context must be built elsewhere and added to the raw data.



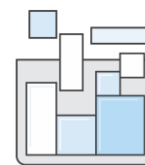
- Crappy data quality & integrity: many devices have limited local resources like memory, signal processing, connection management or cheap sensor quality.



- High volumes of data carrying sparse information: terabytes of streaming raw operations data may contain only a few kilobytes relevant to any one process or analysis.



- Distinguishing deviation from variation: sources of variability abound in the physical world, especially in operations that involve us humans. Detecting meaningful deviation requires a broad analytical toolbox.



- High data dimensionality: data dimension refer to the number of independent parameters in an analysis.

- Techniques like ML are very compute expensive when crunching high dimensional analysis.

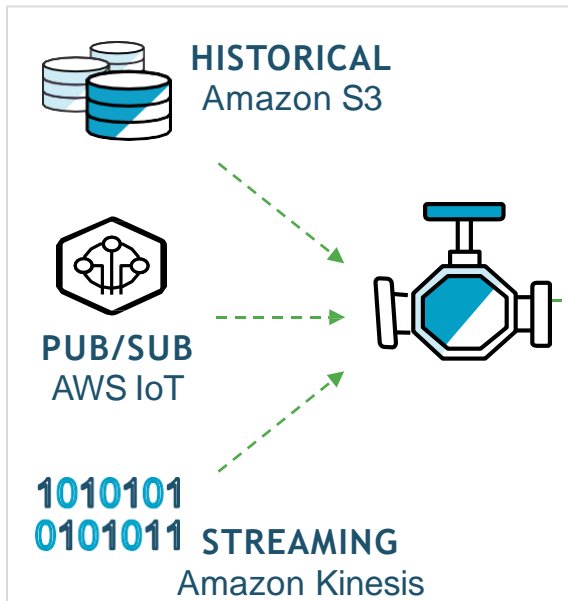
Machine learning on machine data with AWS IoT Analytics



AWS IoT Analytics brings together data preparation for machine data, optimized performant storage, data visualization, machine learning, bring your own analysis, scheduling and automation for continuous analysis.

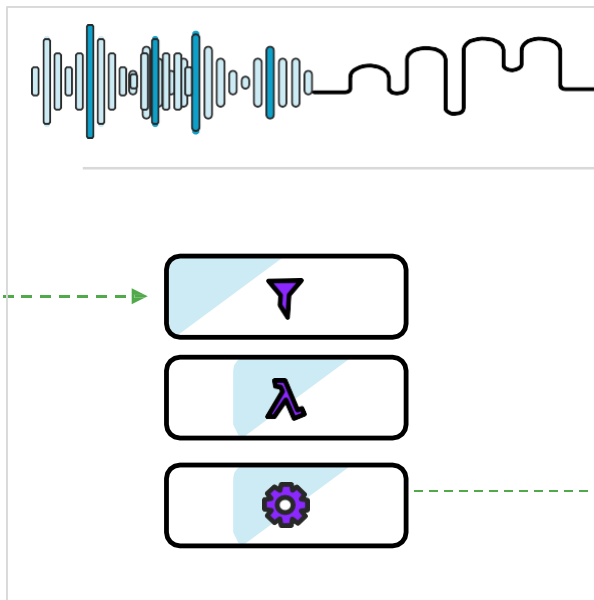
Automate

Collect & collate



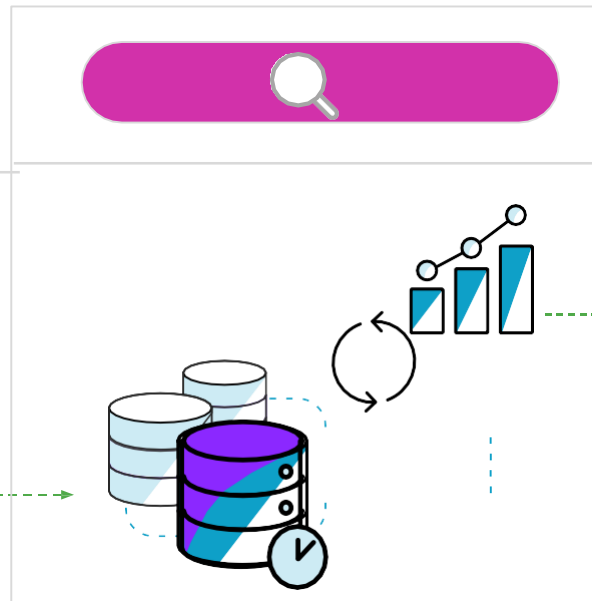
Aggregate across multiple machine data sources, structure and collate data by time window

Clean & contextualize



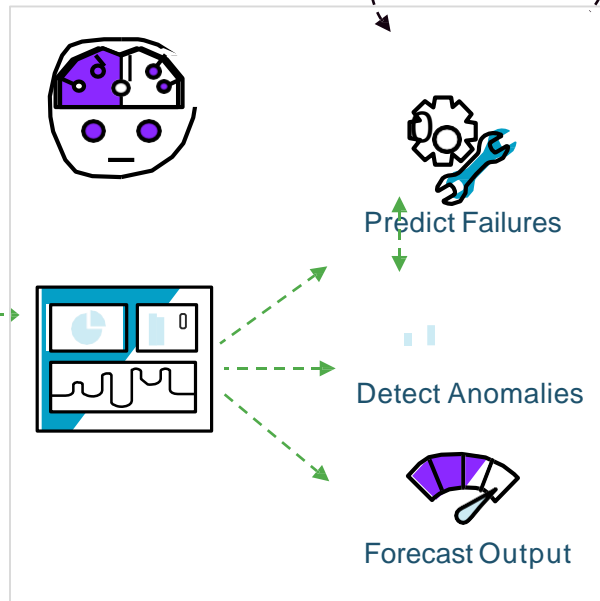
Separate signal from noise, clean, enrich, convert and prepare IoT data

Optimize structure



Store and query processed data, analyze time series, archive & reuse raw data

Analyze



Train machine learning with Amazon SageMaker, containerize custom analysis, explore results in Amazon QuickSight



Machines are
specialists

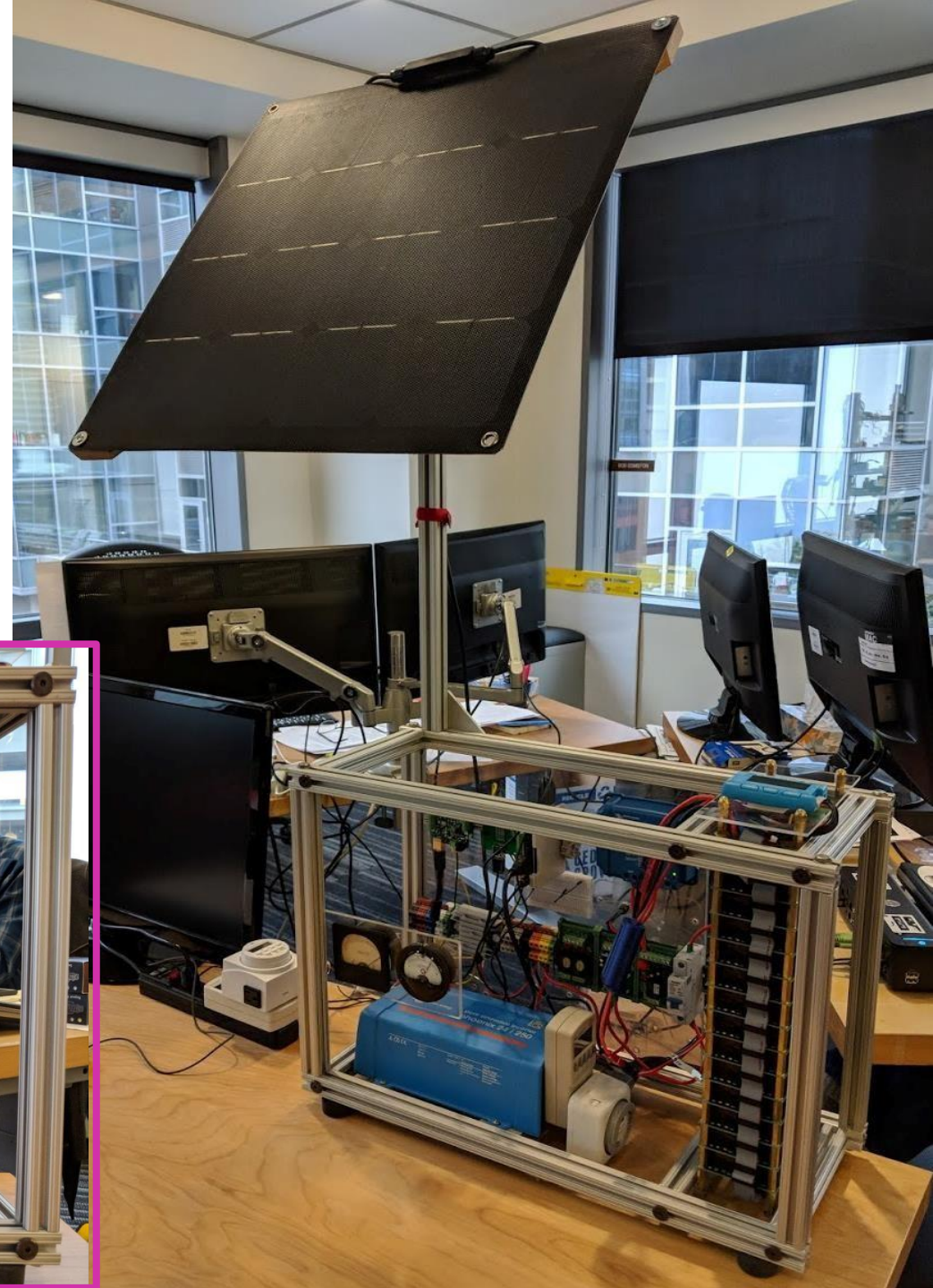
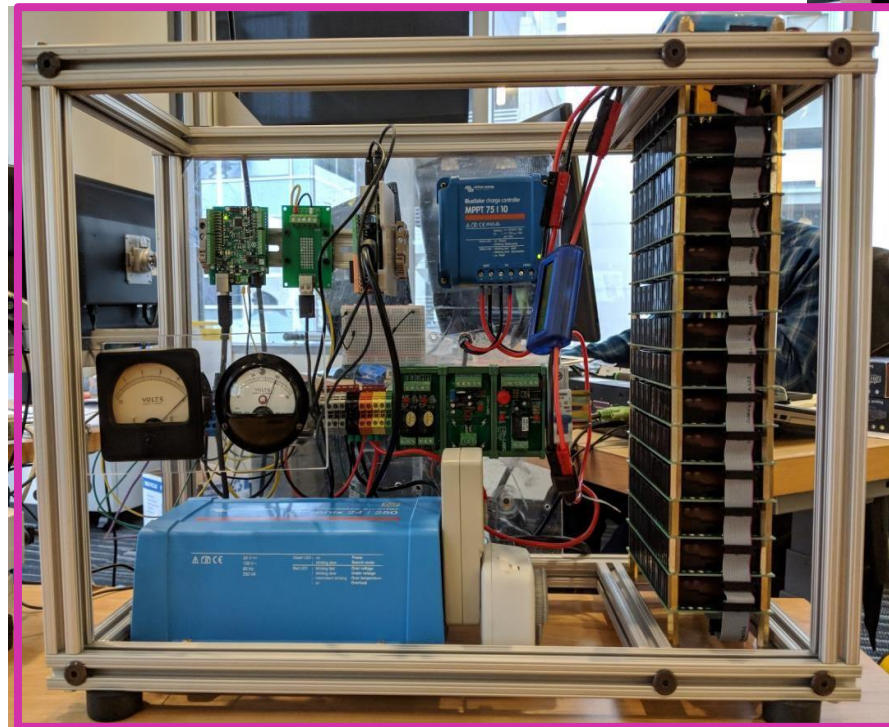
Completing complex tasks takes intelligent coordination

Machine collaboration in power arbitrage

Autonomous power supply optimization



**AWS IoT
Analytics**



Machines making machines

- Machines democratizing manufacturing for usally using AWS IoT

Applications of IoT and AIoT

Artificial Intelligence of Things (AIoT)



- [MarketResearchDotComM](#), Published on Jun 28, 2019
[5-Artificial-Intelligence-of-things-aiot-market-by-technology-and-solutions-2019-2024](#)

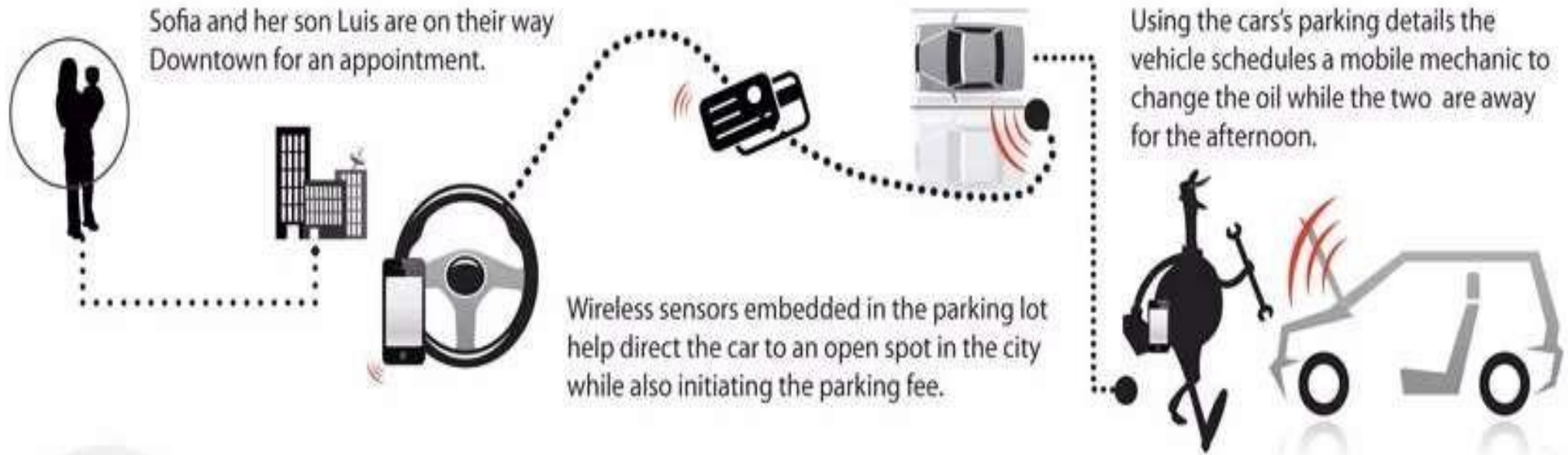
Applications of IoT



- [6-Internet of Things\(IoT\) Applications | IoT Tutorial for Beginners | IoT Training | Edureka](#)
- [edureka!](#), Published on Aug 24, 2018

Compound Applications Examples

TRANSPORTATION + SMART CITIES



In Downtown San Francisco 20-30% of all traffic congestion is caused by people hunting for a parking spot.

- San Francisco Municipal Transportation Agency (SFMTA)

HEALTHCARE + SMART HOME



Aging uncle Earl is still living isolated at his home and you are concerned about his safety.



Wireless sensors throughout his house help measure healthy activity levels, sleeping patterns and medication schedules.



Alerts are automatically sent to health care services and authorized family members if any abnormal activity is detected.

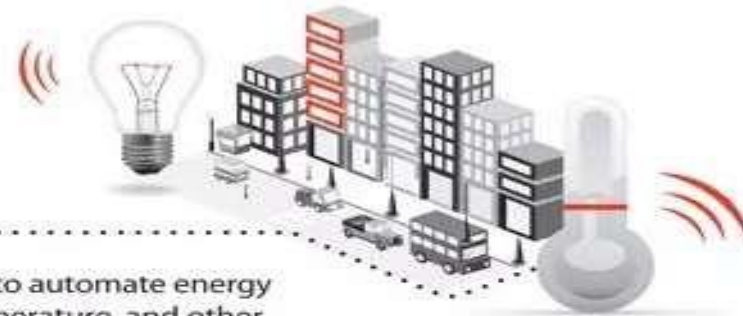
40 million adults age 65 and over will be living alone in the U.S, Canada and Europe.

- U.S. Department of Health and Human Services: Administration for Community Living (ACL)

SMART BUILDINGS + MOBILITY



Anna is being pressured to reduce her company's expenses for their new corporate office.



After speaking with experts she decides to install sensors to automate energy usage according to building occupancy, people flow, temperature, and other ambient conditions – improving the building's overall efficiency.

Energy used by commercial and industrial buildings in the US creates nearly 50% of our national emissions of greenhouse gases.

- United States Environmental Protection Agency

REAL-TIME SERVICE NETWORKS

- Appliance Monitoring
- Predictive Maintenance
- Service Technician / CRM
- Waste Management / Recycling



R Hotel Denver,
Industrial Washer #GHS40-2608

Location: ID: FC-RM #00243
Manufacturer: Appliance Park
Louisville, KY ID: #45205343

Materials: FC / SUS
Sensor: Vibration
Connectivity: Wireless LAN

Connor, the Lead Maintenance Manager at the R Hotel in Denver, receives a sensor notification that the pump body O-ring #6 on washing machine #230243 is starting to fail in the housekeeping laundry room.

On his mobile, Connor prompts the machine to order a new part. This action triggers a bidding opportunity for local service technicians within the product's authorized maintenance network.

The request lays out:

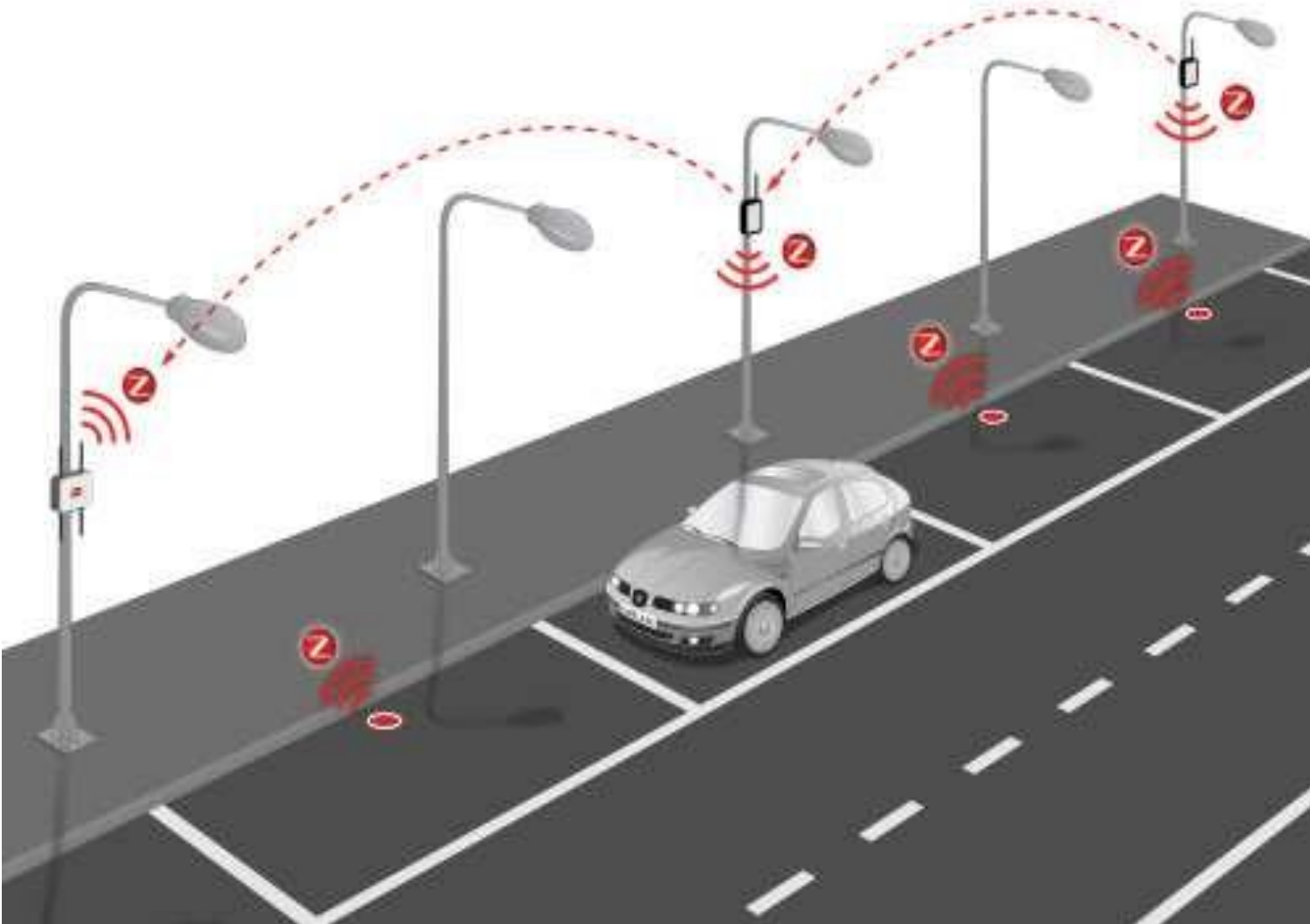
- Pricing parameters
- Part specs
- Timing requirements
- Predictive sensor measurements & alerts
- Machine history

Tom from IA Appliances bids on the service request and receives a notification a few moments later that his bid was accepted.

Within 1.5 hours, a service technician from IA Appliances is on site (Using a temporary facility access code for the wireless door lock) to replace the water pump. Connor sends a brief note on the service quality and IA Appliances releases a bid request for the part's raw materials to local recycling centers.

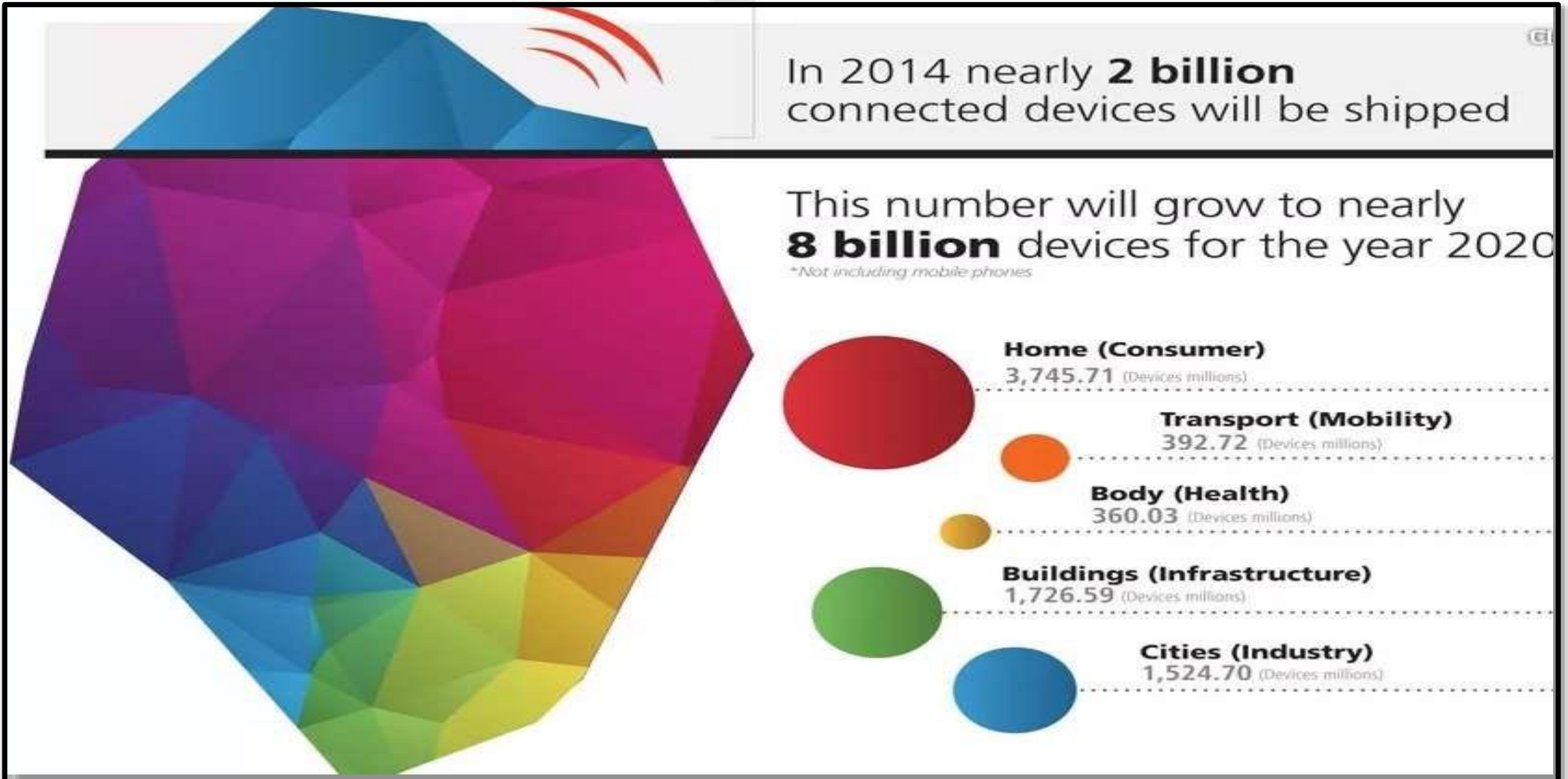


Connect with things



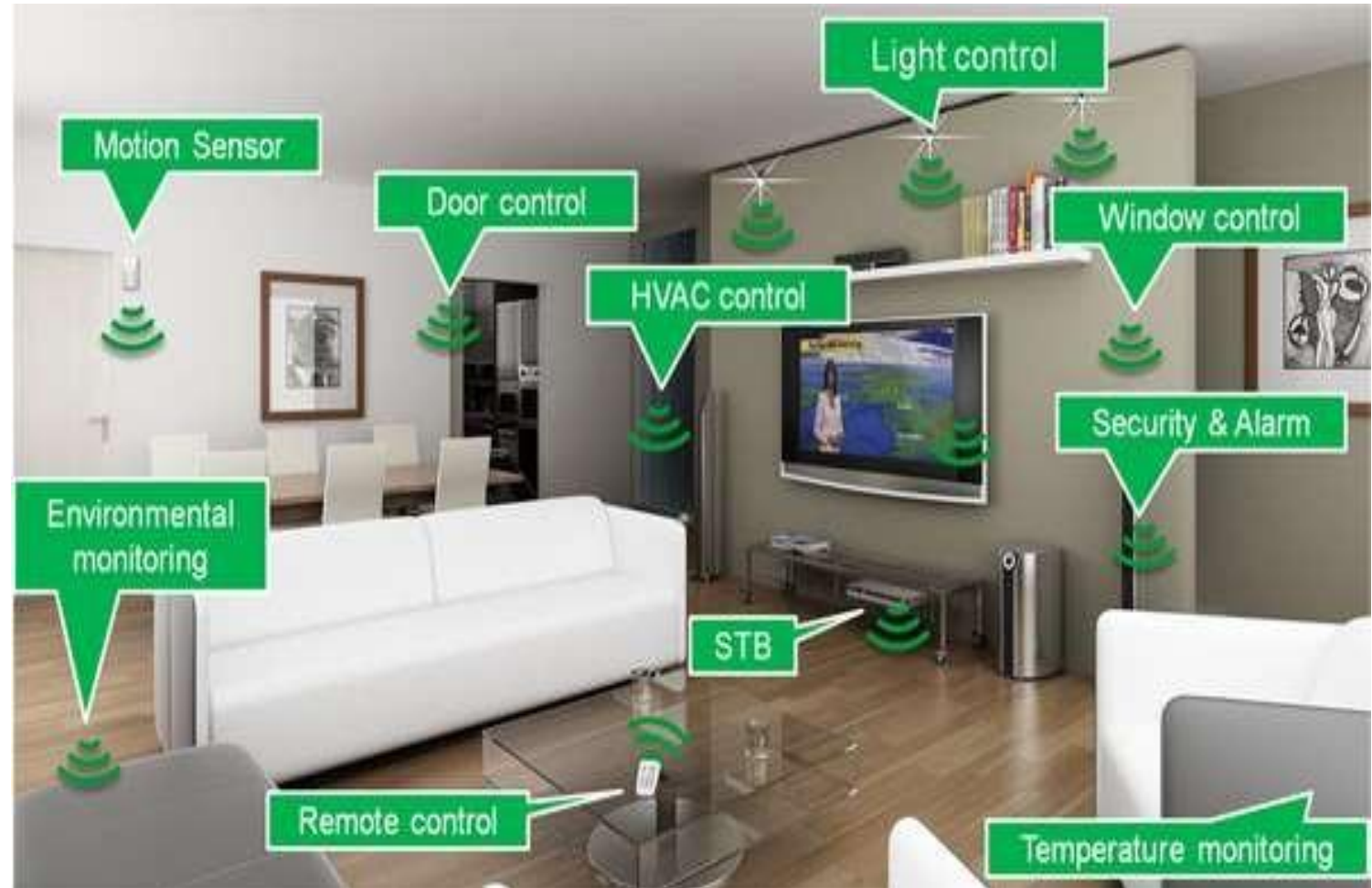
- ❖ Connect with things
- ❖ *Search for things*
- ❖ *Manage Things (manage facilities)*

How large is IoT market – connected devices

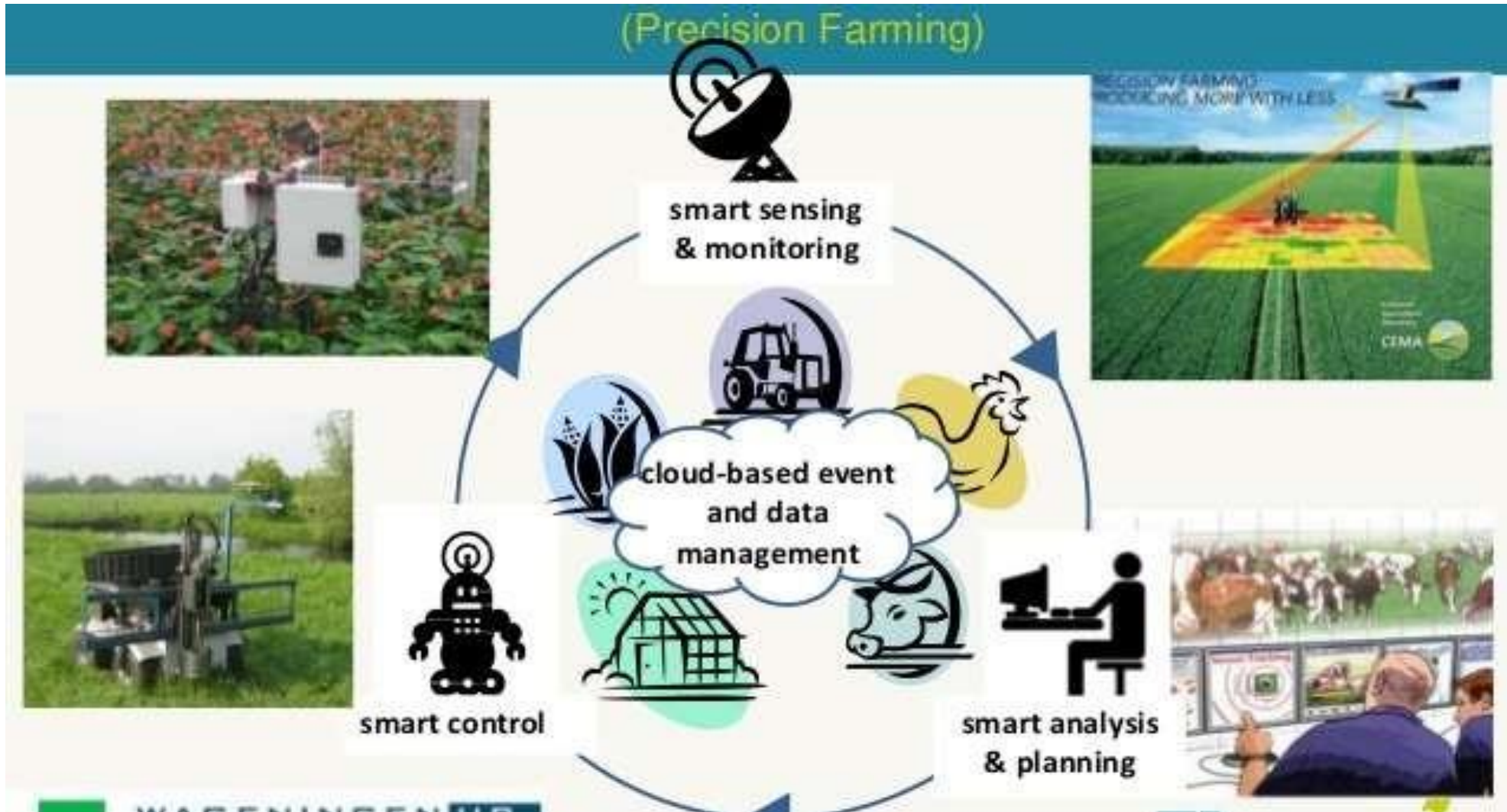


Home automation

- ✓ Home & family
- ✓ Door & locks
- ✓ Light & Switches
- ✓ Damage & Danger
- ✓ Motions & cameras
- ✓ Comfort
- ✓ A.C temperature



Smart Agriculture



TAAS – Things as a Service

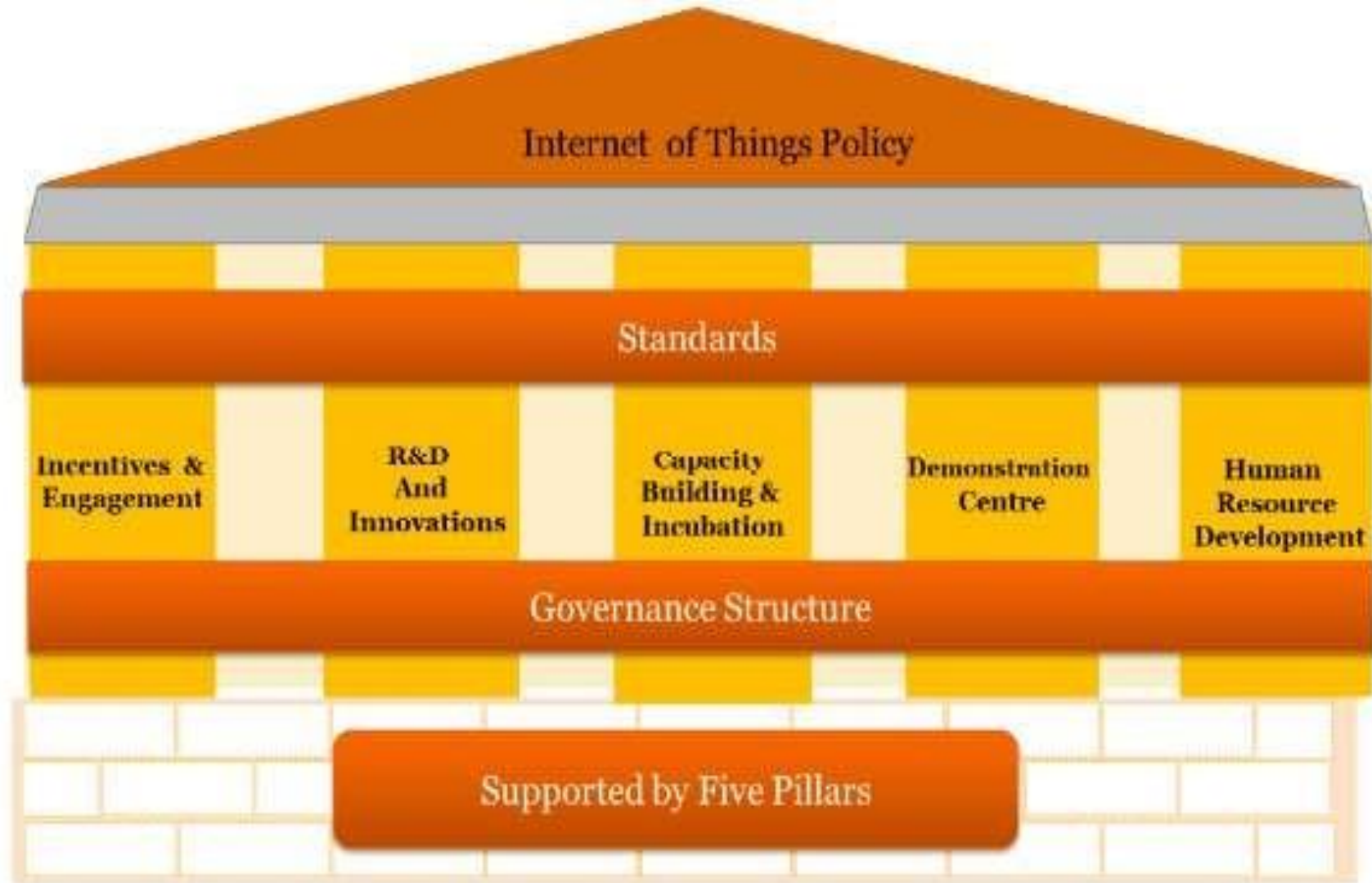
- ❖ Things when **you** need it, as long as you need it
- ❖ Cost when **you** use it, as long as you use it



Smart cities

- ❖ Rupees. 7,060 crores (1 crore=ten million) kept for 100 Smart cities to undertake
 - Smart parking
 - Intelligent transport system
 - Tele-care
 - Smart grids
 - Smart urban lighting
 - Waste management
 - Smart city maintenance
 - Digital-Signage

Pillars (cylinder) of IoT



<http://deity.gov.in/content/internet-things>

Artificial Intelligence of Things (AIoT) Applications



<https://www.youtube.com/watch?v=Cx5aNwnZYDc>

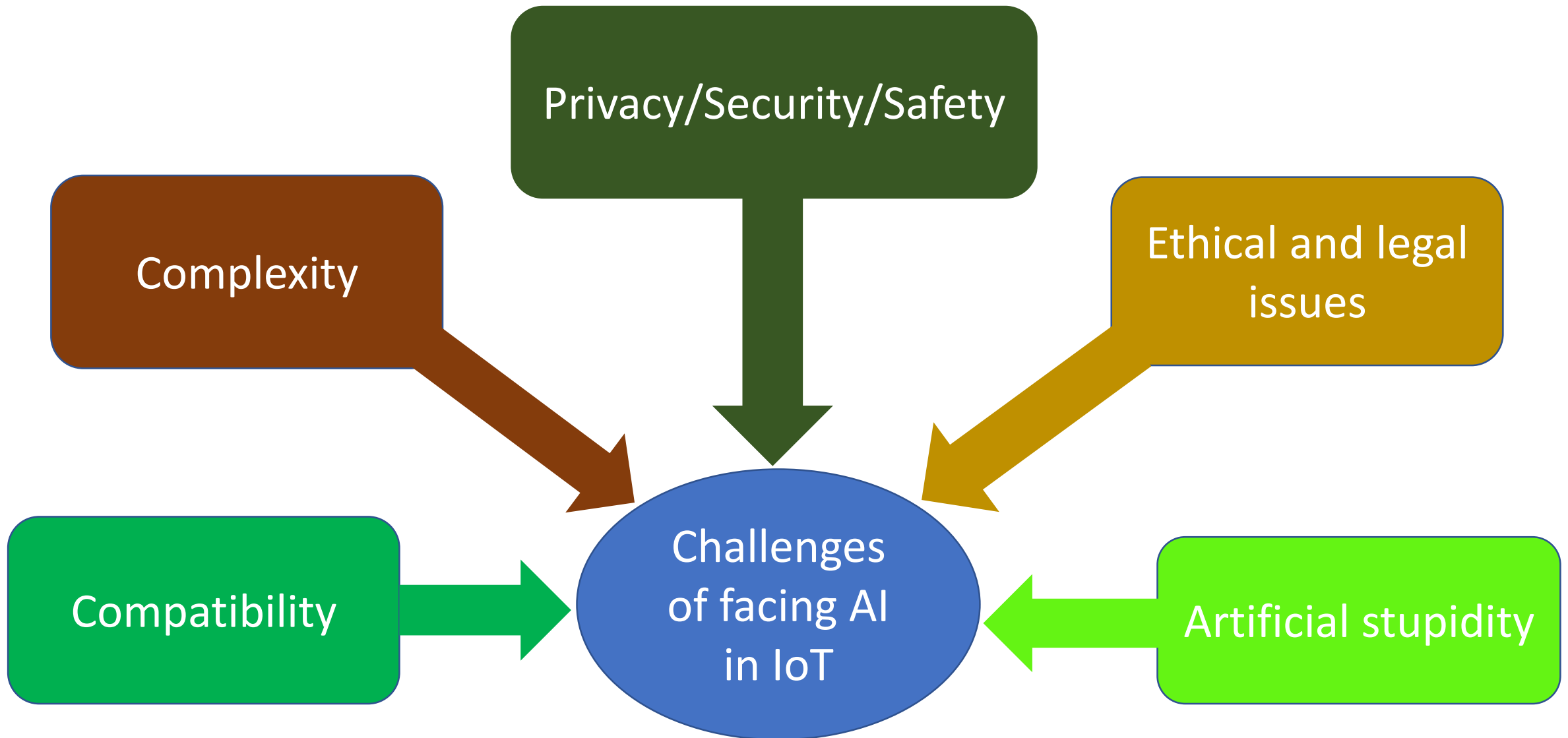
[Geospatial World](#), Published on Dec 12, 2017

1-AIoT--How will Artificial Intelligence and Internet of Things change the world

AI in IoT Applications [3]

- **Visual big data**, for example – will allow computers to gain a deeper understanding of images on the screen, with new AI applications that understand the context of images
- **Cognitive systems** will create new recipes that appeal to the user's sense of taste, creating optimized menus for each individual, and automatically adapting to local ingredients
- **Newer sensors** will allow computers to “hear” gathering sonic information about the user's environment
- **Connected and Remote Operations**- With smart and connected warehouse operations, workers no longer have to roam the warehouse picking goods off the shelves to fulfill an order

Challenges facing AI in IoT



Challenges facing AI in IoT [6]

- **Compatibility:** IoT is a collection of many parts and systems they are fundamentally different in time and space
- **Complexity:** IoT is a complicated system with many moving parts and non – stop stream of data making it a very complicated ecosystem
- **Privacy/Security/Safety (PSS):** PSS is always an issue with every new technology or concept, how far IA can help without compromising PSS? One of the new solutions for such problem is using Blockchain technology
- **Ethical and legal Issues:** It's a new world for many companies with no precedents, untested territory with new laws and cases emerging rapidly
- **Artificial Stupidity:** Back to the very simple concept of GIGO (Garbage In Garbage Out), AI still needs “training” to understand human reactions/emotions so the decisions will make sense

Thank you for your listing.

- Q & A

References

1. <https://internetofthingsagenda.techtarget.com/definition/Artificial-Intelligence-of-Things-AIoT>
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