

WEB OF THINGS

The IoT revolution has only just begun. The Web of Things is here to brush aside proprietary protocols and help bring web standards to the party

AdaFruit on IoT

Limor Fried might be a media darling - her blog (blog.adafruit.com/category/iot) nevertheless tends to contain all kinds of interesting morsels somehow related to the Internet of Things.

Daniel Rosenstien @IoTDan

A Microsoft expert and a must-follow for anyone who uses .net technology in IoT.

Olimex @Olimex

This Bulgarian veteran manufacturer of developer boards is an essential resource.

IoT to WoT

The paper published at vs.inf.ethz.ch/publ/papers/dguinard-fromth-2010.pdf can be considered one of the first bits of research outlining the way from IoT to WoT.

2015
5 billion
connected things
in use.
2020
25 billion
connected things
in use..

It is estimated by 2017, IoT will have 20 billion connected devices compared with smartphones which will have 7 billion connections.

The IPv6 protocol means that there will be 340,282,366,920,938,463,463,374,604,317,682,111,456 addresses compared to v4 which had 4.3 billion.

IoT slideshow

Hosei University in Japan has an impressive lecture slideshow (Wcis.k.hosei.ac.jp/~jianhua/course/ubi/Lecture11.pdf) with many application examples of IoT in action.

Atmel Corporation @Atmel

Atmel is a fierce Microchip competitor and a global leader in microcontrollers.

Microchip Technology @MicrochipTech

Microchip can be considered the go-to source for reliable microcontrollers.

Hack a Day

You never know what to expect visiting hackaday.com. The team does an excellent job at collecting all kinds of information which might interest tinkers and developers.

“The IoT is the next frontier of distributed computing and ambient intelligence and as such meant to change the way we live, work and play.

However, IoT is still perceived by most people as ‘just’ a framework of things connected and controlled by a smart device. A more comprehensive view sees IoT as the bridge between the digital and physical world, the space where the natural boundary between the two becomes blurred and new things happen.

The Web of Things is the additional application layer which implements a broader view, allowing links with the web and web data, content and services.

Dizmo fully embraces the Web of Things, its concept and programming technologies. It provides the infinite whitespace where the objective of the Web of Things, to extend the reach of the IoT and to simplify its full implementation, can be achieved.”

Luigi Mantellasi, CMO at Dizmo

