



# Advanced Communication Technologies (CCE534)

## Lecture 3

## **IoT Architecture and Core IoT Modules**

## (Part 2: Actuators, Controllers, and Power)



Assoc. Prof. Basem M. ElHalawany Faculty of Engineering at Shoubra Benha university, Egypt **Endpoints:** 

- The Internet of Things (IoT) begins with endpoints that are the things associated with the internet
- Those endpoints are either sources of data (Sensors) or devices that perform an action (Actuators).
- It is referred usually as input and output transducers as they convert or transduce energy of one kind into another.



**Actuators:** 

- Actuators are mainly the output components in the IoT Ecosystem.
- An actuator is the mechanism by which a control system acts upon an environment
- An actuator requires a control signal and a source of energy.
- Upon receiving a control signal, the actuator responds by converting the energy into another form that change the environment like mechanical motion, audio or video output, and turning lights, etc.



#### **Endpoints (sensors and Actuators)**

#### **General Actuators Types:**

- Generally 4 types:
  - ✓ Electric: use electricity to activate output to the environment
  - ✓ Hydraulic: use hydraulic power, powerful but slow
  - Pneumatic: use compressed air, rapid delivery
  - Mechanical: use other mechanical energy



Fig: A motor drive-based rotary actuator









Fig: A crank shaft acting as a mechanical actuator

- Several types of controllers can be used in IoT nodes including the following modules:
- **1.** Microcontroller Chips
- Small programmable device
- There are different types from different vendors (PIC, Microchip,...etc. )







 Several types of controllers can be used in IoT nodes including the following modules:

#### 2. Arduino Family

- Small programmable device
- Easily connectable
- Open source
- Has a simple to use software
- Multiple cheap peripherals and sensors modules that are ready to be connected directly





 Several types of controllers can be used in IoT nodes including the following modules:

#### 3. Raspberry Pi

- A mini Computer board
- Runs Linux
- More software oriented programming
- Full Networking System





 Several types of controllers can be used in IoT nodes including the following modules:

#### 4. Other Platforms

#### Intel® Galileo \$50 400 MHz Quark x86 256 MB RAM





Intel® Edison \$70

1 GHz Dual Core Atom x86 1 GB RAM WiFi BLE 4 GB Flash



Parallella \$99 1 GHz Dual Core Zynq ARM 16 or 64 Epiphany CPUs

#### UDOO Neo \$50 i.MX 6 Solo ARM, GPU ARM M4 512 MB or 1 GB RAM





- Every IoT node needs power to function
- Several techniques can be used according to application and constraints
  - ✓ Grid-based Nodes
    - The IoT node is connected using an adaptor to the electricity grid
    - Usually the power consumption of the IoT node in this model is not an issue since it is not energy-limited
  - ✓ Energy-limited Nodes
    - The IoT node is not connected to the electricity grid but use another source
      - The power consumption is critical for energy-limited

#### **Powering IoT Nodes:**

- ✓ Types of Energy-limited Nodes:
  - a) Battery-based Nodes
  - b) Energy-Harvesting Enabled Nodes
  - c) Backscattering Enabled Nodes (Battery-less)



#### **Power and Energy Management**

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**Powering IoT Nodes:** 

## a) Battery-based Nodes



Туре	2x AAA	CR2032	CR123A	CR2
Material	Alkaline	LiMn02*	Lithium	Lithium
Voltage	3 V	3 V	3 V	3 V
Capacity	1000 mAh	225 mAh	1500 mAh	800 mAh
Diameter	10.5 mm (x2)	20 mm	17 mm	15.6 mm
Height	45 mm	3.2 mm	34 mm	27 mm
Weight	24 g	3 g	17 g	11 g

\*Lithium Manganese Diaxide



## a) Battery-based Nodes

- The battery replacement is a problem in this type, especially for IoT nodes deployed in dangerous areas or hostile environments.
- Additionally, the batteries replacement is not practical in IoT systems with large number of nodes.
- The IoT node size is limited by the battery type



### a) Battery-based Nodes



Relative Improvement in Laptop Technology

 Battery improvement is the slowest trend

Mobile Computing Improvement - Paradiso, et al. Pervasive Computing, IEEE, 2005.

#### **Powering IoT Nodes:**

### b) Energy-Harvesting (EH) Enabled Nodes

- EH also known as Power Harvesting or Energy Scavenging, is the process in which energy is captured from a variety of ambient energy sources and converted into usable electric power.
- Energy harvesters provide a very small amount of power for lowenergy electronics.
- EH allows electronics to operate where there's no conventional power source, eliminating the need for wires or replacement of batteries.
- EH systems generally includes circuitry to charge an energy storage cell, and manage the power, providing regulation and protection.



#### b) Energy-Harvesting (EH) Enabled Nodes

- EH-powered systems need reliable energy generation, storage and delivery
- Must have energy storage as energy source is not always available (solar at night, motor vibration at rest, etc.)
- There are 4 main ambient energy sources present in our environment:
  - 1. Mechanical energy (vibrations, deformations)
  - 2. Thermal energy (temperature gradients or variations)
  - 3. RF energy (radio transmissions)
  - 4. Solar energy (sun)





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#### **Powering IoT Nodes:**

### How Energy Harvesting works?

- An energy harvester comprises one or more transducers, power conditioning, and energy storage.
- These technologies work together to collect energy and deliver power to the device.
- On the other hand, the device which uses the energy needs to be designed to work with energy harvesting as the power source.



## How Energy Harvesting works?

- **The transducer:** converts energy from one energy type to a another energy type, usually electricity.
- **Power conditioning:** is necessary because the natural output of the transducer can be intermittent, and at the wrong frequency, voltage and current to directly drive the device.
  - A DC-DC converter microchip takes in power from the transducer and convert to voltages which can then be stored or used.



#### **Powering IoT Nodes:**

#### How Energy Harvesting works?

- Energy storage: is needed to balance the energy supply and energy demand.
- Usually a rechargeable battery, capacitor, or supercapacitor is used as the storage element.



**Design Considerations for Energy Harvesting** 

- **1.** Know the available energy in the environment
  - ✓ Indoor solar is in tens to hundreds of micro watts
- 2. Determine the Energy conversion efficiency
- 3. Avoid components with excessive leakage
- 4. Calculate the application power consumption in all modes of operations
- 5. Use sleep mode when possible to save energy
- 6. Design energy-efficient protocols
- 7. Use suitable energy storage elements



**Powering IoT Nodes:** 

#### c) Backscattering Enabled Nodes (Battery-less)

- Backscattering communication is used to enable low-size, lowcost, and massive IoT connections
- We exploits the ambient RF energy in the environment by remodulating the received RF signals using the information to be transmitted.
- There is no need of battery (battery-less), however there is some hybrid systems that merge between RF EH and RF backscattering.
- The ambient RF signals may be
  - Radio/TV transmission
  - ✓ Cellular Signals
  - ✓ WiFi signals
  - ✓ Dedicated RF source
- The most widely-used backscattering type is the RFID

#### Assignment

- Prepare a report on one of the following topics
- Prepare a 20-30 minutes presentation based on your report
- Students are divided into teams of 4
- The evaluation is 10 degrees
- Best team will get 2 degrees bonus
- Use references but write using your own words (No copy and past)
- **1.** Backscattering Communications: Categories and Applications
- 2. Radio-frequency Harvesting: Circuits and Applications
- 3. Solar Energy Harvesting



#### References

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- Perry lea, "Internet of Things for Architects", Packt Publishing Ltd, 2018
- Mohammad Ali Jabraeil Jamali, etal, "Towards the Internet of Things: Architectures, Security, and Applications", Springer, 2020

## Thank You