

Combination of Liquid Software with IoT Framework

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27 BILLION

IoT devices are currently connected and operating, and this number is growing every day [1].

The power of these devices will rise and applications will be runnable.

IoT framework by TUT can mass-deploy and manage thousands of applications on devices.

3.7 DEVICES

is the number of devices connected to the internet that the average person has [1].

Liquid software states that data and applications should move freely between devices.

There are four use cases: forking, migrating, cloning and forwarding.

IoT Framework

Liquid Software

USE CASES

- Forking is copying an app and its state and using it on a target device.
- Migrating is forking but deleting the app from the source device.
- Cloning is forking an app and synchronizing the state afterwards.

TECHNOLOGIES

- ArangoDB
- Node.js

Method

Results

GOAL

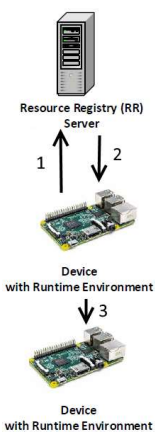
Amount of target devices for liquid transfer does not affect time to transfer.

Presence of resource folder does greatly affect transfer speeds.

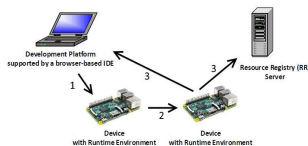
CONCLUSION

- Migration, forking and cloning was implemented in various ways
- Results show that it happens fast
- Synchronization communication works as expected

Migration and forking is implemented using P2P. Cloning is implemented using P2P and master-slave.



Synchronization collisions solved by using timestamps.



Migrating or forking an application.

- Migrate applications across devices
 - Synchronize applications across devices
- No or little extra work for the IoT developer

[1] Statista. (2017) Internet of things (iot) connected devices installed base worldwide from 2015 to 2025 (in billions). [Online]. Available: <https://www.statista.com/statistics/471264/iot-number-of-connected-devicesworldwide/>

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