

#### Paul Pinault

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## The Internet Of Things

Introduction to what is the Internet of Things, why does it change the world where we live, what are the technologies behind the scene ? How des it apply to your domain ?









# Coverage is provided by a community of people instead of a company. Like TheThingsNetwork





Investment on hardware is rewarded by a crypto token. Blockchain's rules pilot the deployment and supports the main telecom industry processes.





#### The network is global, it has started in North America, now covering Europe quickly and start in Asia.





The networks supports multiple LoRa Network Servers (Routers) as private networks on top of the Gataways (Hotspot) public infrastructure.

#### Hotspot Lookup

12477 Hotspots

✓ VALLEJO, CA Tart Spruce Blackbird

A 13Ze3yH7LReAPfVSekJUVTWNWyenqzLsenFhK6WrLJVyH6muiMZ

ৰ ALDIE, VA

rowdsourcec

Rapid Scarlet Badger

A 14cnnmnX6P461rKXLzKWKGUN2JDvqBSQvFatG25xz1yVJEMCELV

✓ BOYNTON BEACH, FL
Witty Pink Dolphin

R 13V2swEFJVpQ1rV9dHgNjUYAy12e1gNPpDAsBcTDbzpWwmNYyNf

🚽 LONDON, ENGLAND

Dry Vanilla Blackbird

A 14UuVEF8P7xoMdji1q1LP19UQR7VjAt9wi8GJjmotA9iAa72MQg

A MTAMT FL

## HELIUM

Is also crowdsourced IoT network, but it targets a different category of people to deploy the network. Instead of tech passionate, it target crypto investors.

Helium is an IoT network managed with a blockchain. Helium contributor are mining HNT tokens against coverage. Communication are billable with a flat and low price.

Basically, it is UBER + BITCOIN for Telecom industry

2020 May 2020 Nov Feb 2021 July 2021 2021 August October 2021 Nov. 2021 2022 Sept. Feb. 2023

3.025 HS 12.477 HS 18.700 HS 77.100 HS 100.000 HS 220.000 HS 320.000 HS 954.940 HS 986.820 HS rer



## July 2023 Status



420K active hotspot in month, globally stable on the last 6 months.



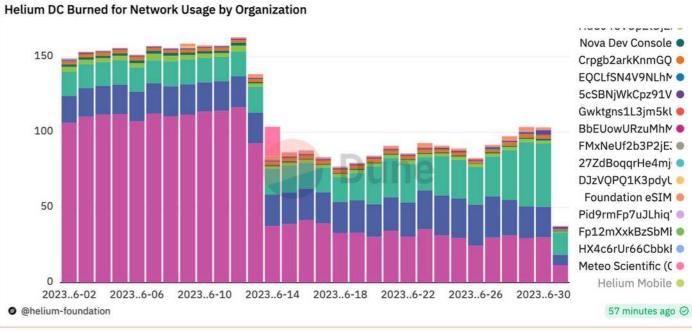
Some mee-too blockchains try to take a part of it with Y connectors



Some big players leaves the game like bobcat



Hotspot have been made simpler, less need for maintenance, good stability.



#### Helium BUSINESS Usage per day in \$ (\$1 = 100k messages eq or 24Bytes)

Main console filtered due to gaming past month (add \$50) (drop due to normal packet purchasing (duplicates evolution))

About 10M packets processes per day for business applications As part of it 60% is roaming packets for Telcos

## Helium is high density LoRaWan



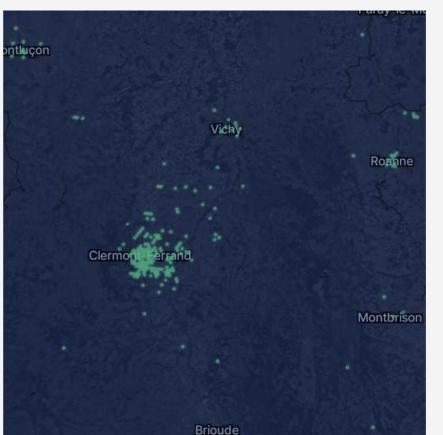
Amsterdam

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## **Helium at Clermont-Ferrand**

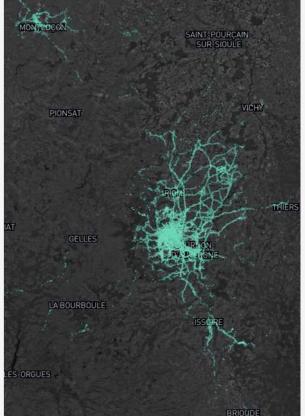






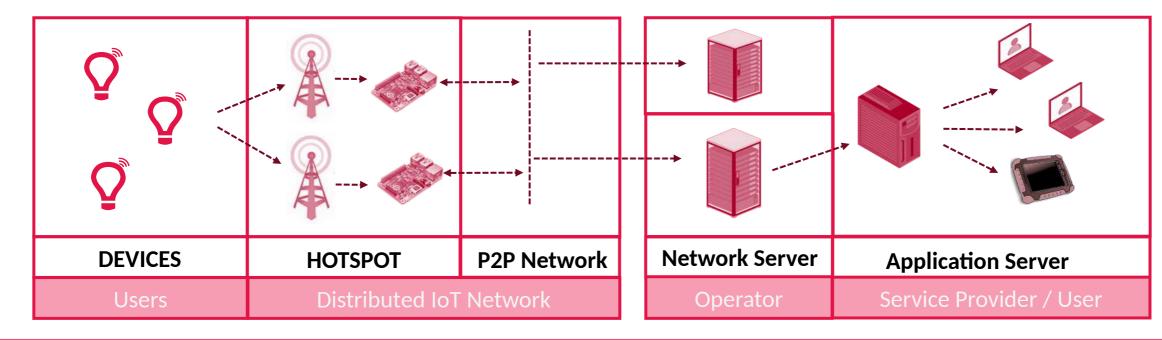
**CLERMONT-FD** 

COVERAGE MAP



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### A helium Network Architecture (before HIP 71)

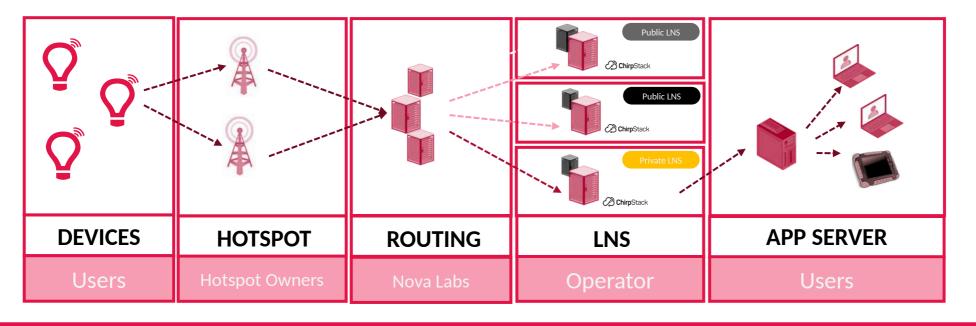


### **Helium distributed architecture**

The HELIUM network is composed by hotspots. A Hotspot is a LoRaWan gateway associated to a Miner. A miner is lightweight and can run on a raspberry Pi. It is running in a docker container.

The miners are connected altogether over a P2P network. They are maintaining / running the blockchain. Device communication passes through these different layers and are routed up to their specific Network Server. The distributed network supports multiple Network Servers. (Network Servers are centralized components in this architecture). Application servers works on helium as on any other Network Server. Nothing specific. The data itself is not inside the blockchain.

## A pelium Network Server Architecture (current)



#### **Helium Network Server Architecture**

Helium have a geo-replicated routing infrastructure where all the hotspots push the received packets. This infrastructure is verifying the packet, purchase it to the hotspost and route it to the right LNS.

LNS are running Chirpstack, open-source agnostic LoRaWan Server.

Devices and sessions needs to be declared in the Helium Routing service by the LNS. This requires API call to Helium Routing service (Config Service) on: Device Addition, Device Deletion, Device Session creation... Specific open-source project has been created to support this ( see my github )



### Routing Architecture



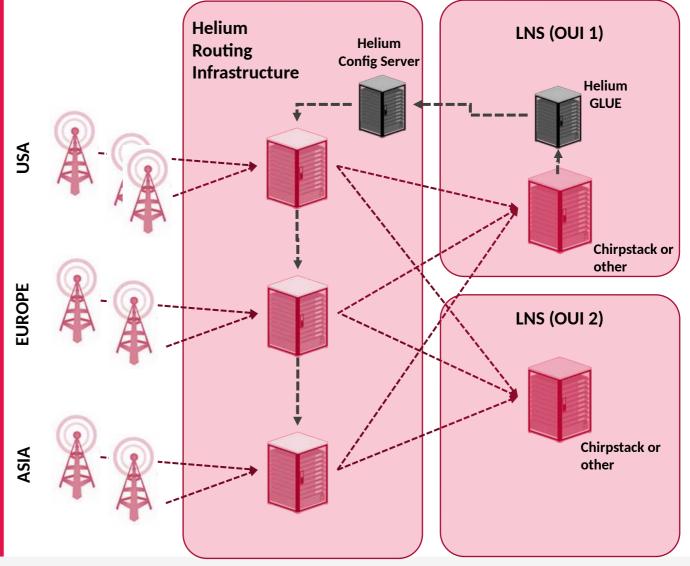
Hotspot transfers the packets to the nearest Helium router with geo-dns.



Router verify then transfer the packet to the LNS owning the packet



Helium Glue configure Helium routing infrastructure to correctly verify and route the packets.



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#### **JOIN PROCESS**



Helium router is searching for a route with a corresponding DEV-EUI / APP-EUI to accept the JOIN Request.



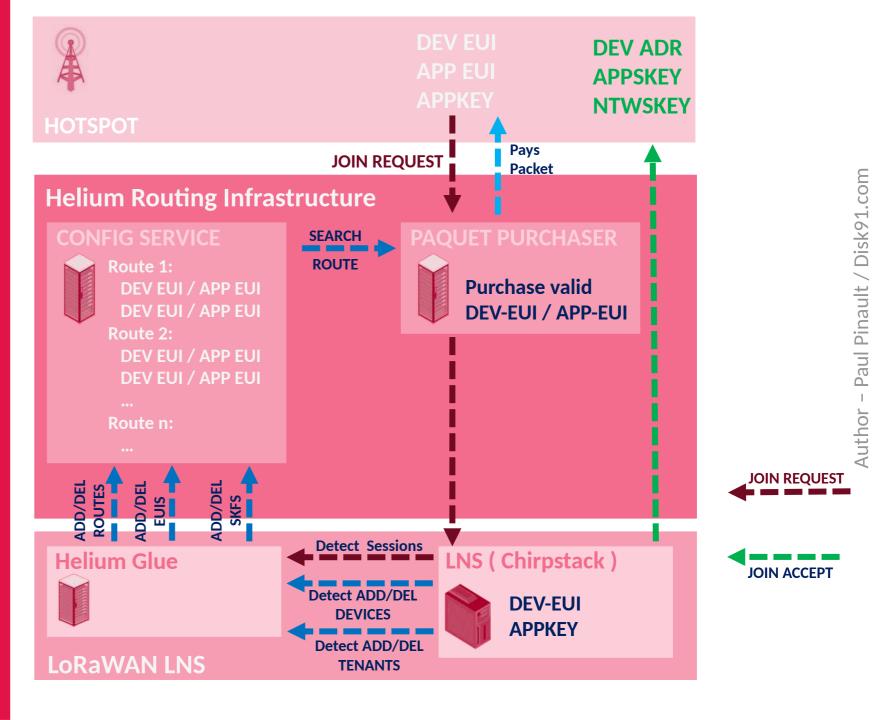
Helium Glue detects device addition & deletion to maintain the Config Service database with valid DEV-EUI/APP-EUI.



Helium Glue detects session creation to maintain the list of SKF (Session Key Filters) to the config Service. Basicaly the NTWSKEY list per DEVADR



Routes are managed by Helium Glue, can be global or per tenant. Route allows multiple LNS per OUI



#### **UPLINK PROCESS**



Helium router is searching for a route with a corresponding DEV-ADR / NTWSKEY by verifying all signatures for the DEVADR.



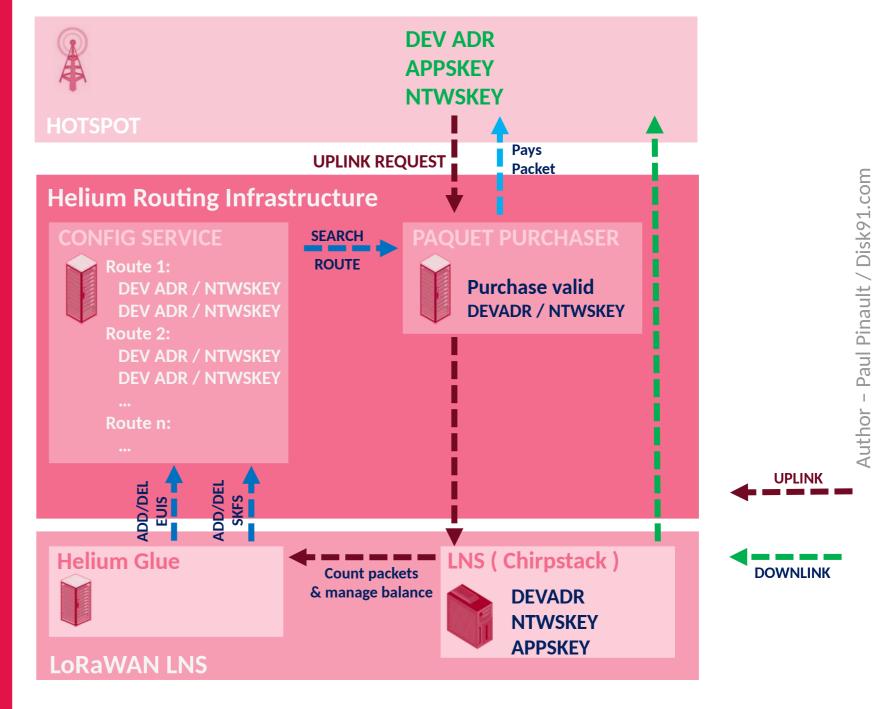
Valid packets are sent to LNS and paid to hotspots. Depends on max\_copy route param, one or multiple packets are paid.



Helium Glue, in public usage, manage per device / account, packet balance. When a balance is reaching 0, the Glue will deactivate routes in config service.



Downlink are free of charge.



#### **Helium GLUE**



**Chirpstack tenant & device** creation / deletion can be found in the PSQL Database.



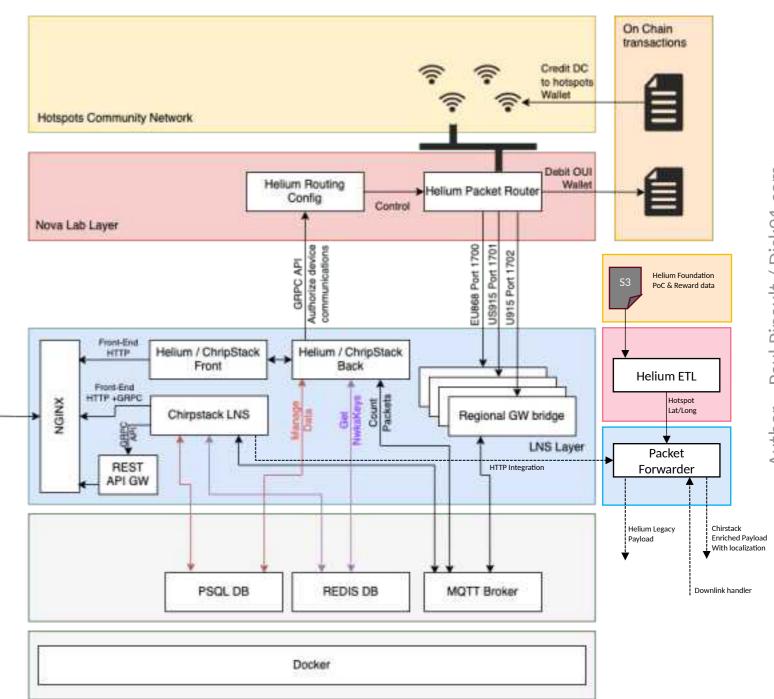
Session Key are maintained in **REDIS** Database



Packet count & JOIN request can be detected with MQTT.



Chirpstack is per Region, not a global LNS. But we can dynamically update the region.



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#### Content



Slide Deck



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**GitHub Project**