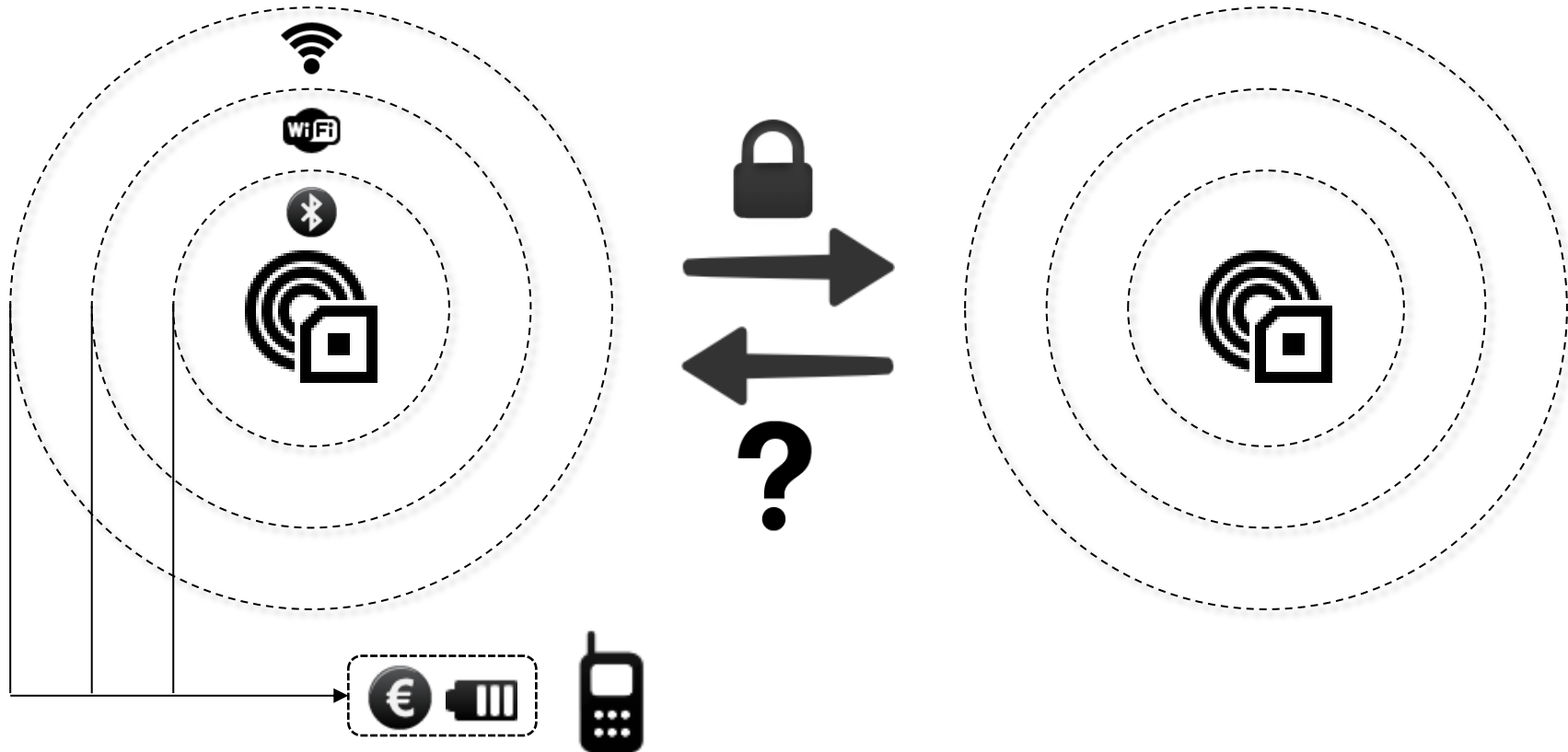


A Platform for P2P Interactions of Smart Objects

Jonathan Ouoba

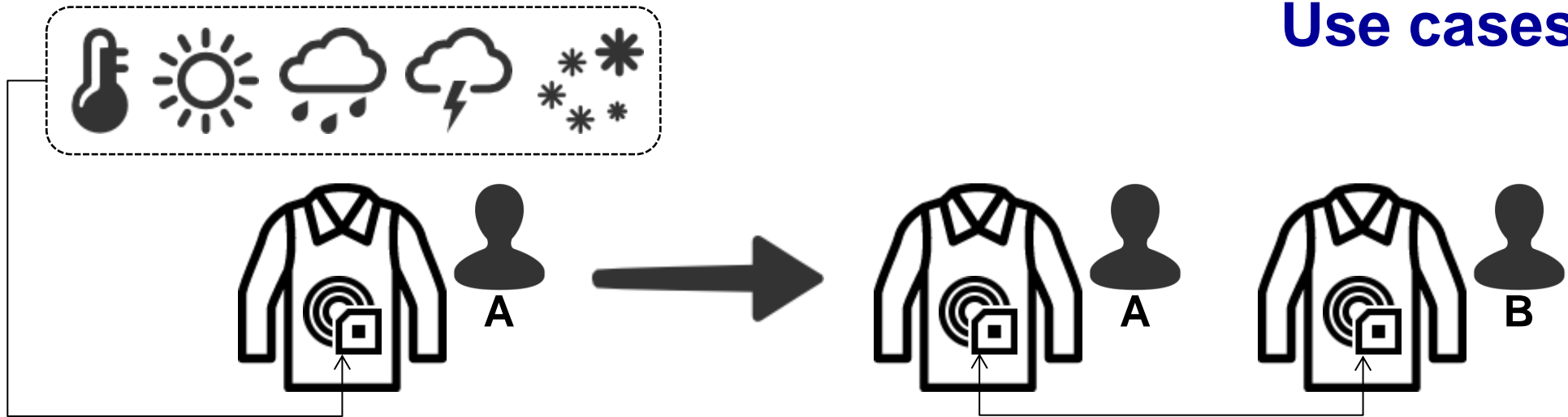
VTT Technical Research Centre of Finland

Context

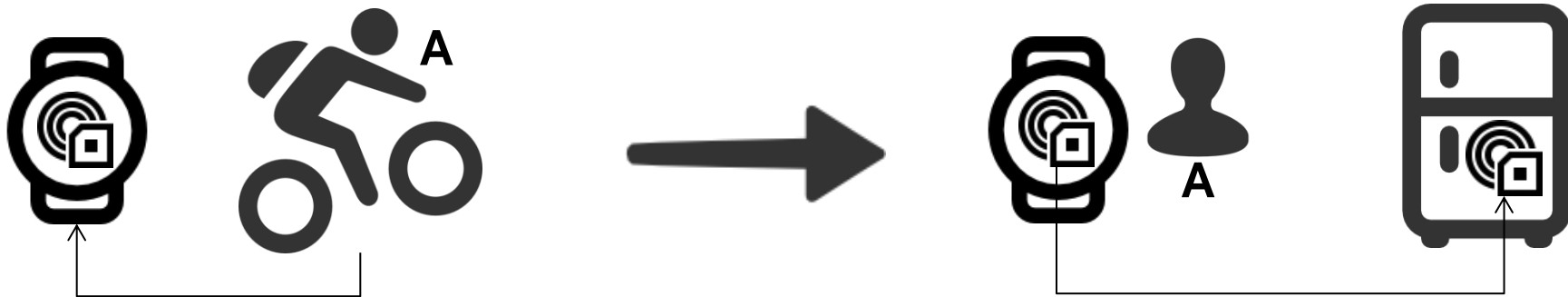


- **Direct interactions** with short/medium range wireless technologies (smart objects)
- **Reduction of costs** (energy, financial) and consideration of security issues
- Choice of the **most appropriate technology** to communicate (combined use)

Use cases

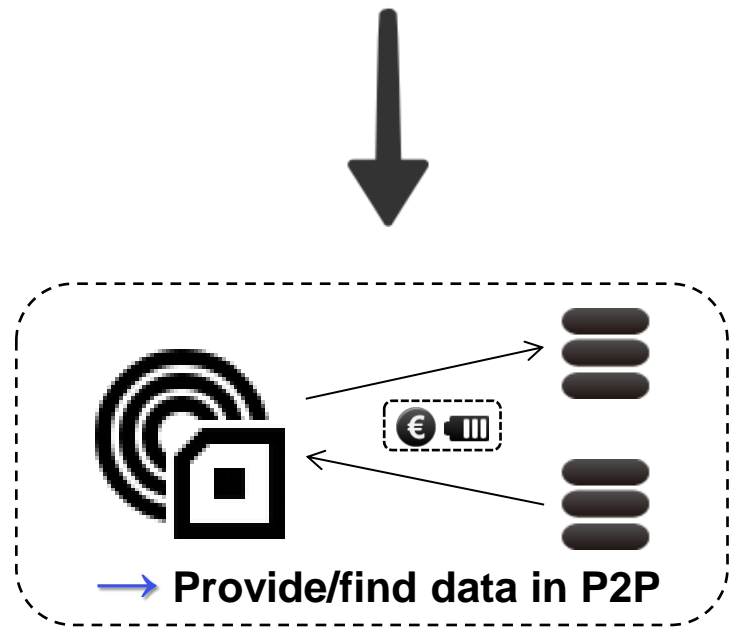
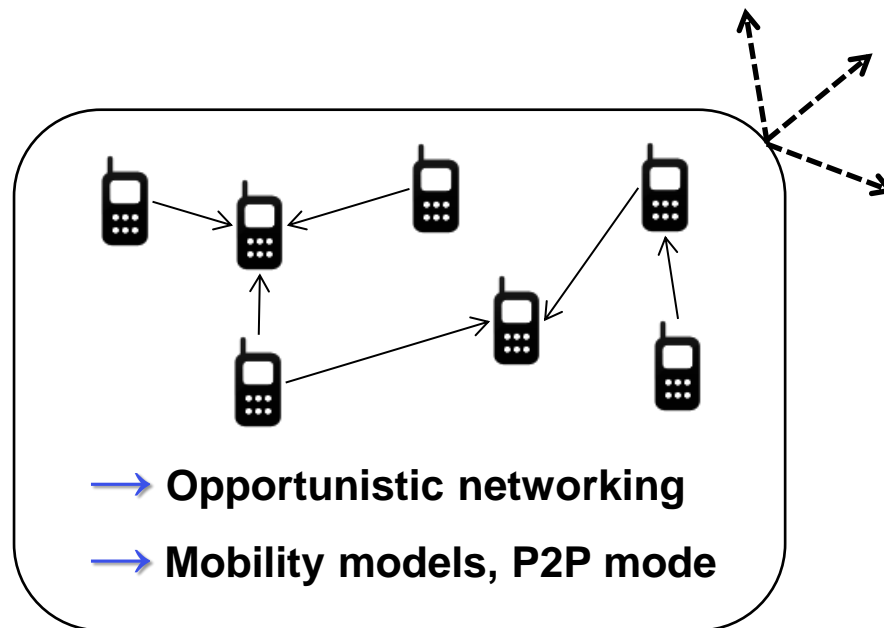
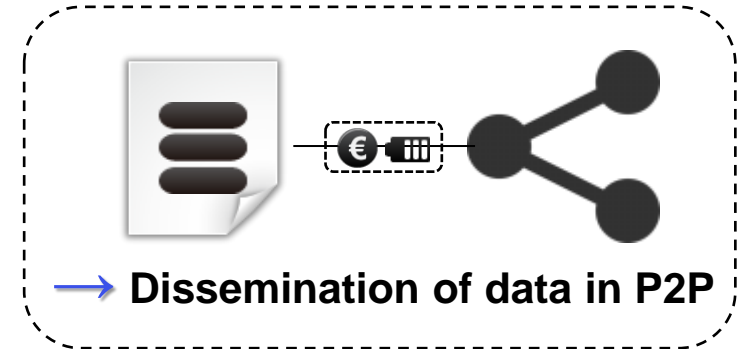
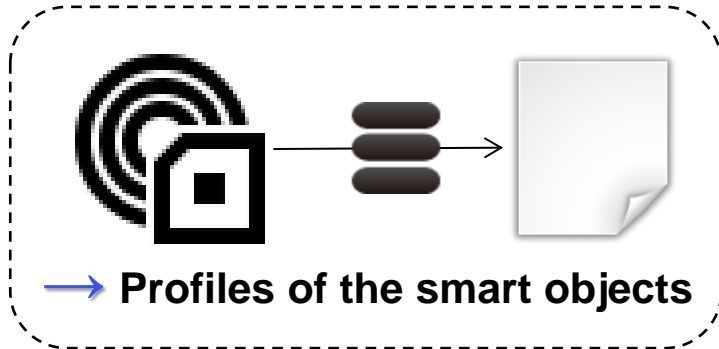


→ **Example 1:** sharing of weather conditions between peers



→ **Example 2:** sharing of personal data with objects at home

Platform



→ **Principle:** match the behavior of people in real life

Perspectives



Business

- Push the development of smart objects with short/medium range wireless capabilities
- Create the needs of new tools to manage the smart objects (personalization, update, creation of profiles, etc.)
- Provide a framework where the end-user controls the information that he is willing to (directly) exchange



Research

- Analyze mobility models with an opportunistic approach in a realistic environment (dissemination of content)
- Study security issues raised by the exchange between smart objects in peer-to-peer mode (direct interactions)
- Contribute to the description of smart objects with a semantic-based approach (definition of the profiles)

Thank you for your attention

Contact

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