SMART NETWORK COMMUNICATION USING SECURE AND SMART INTERNET OF THINGS AND FOG COMPUTING

¹Muhammad Rehan Naeem^{*}, ²Muhammad Umar Khan, ³Muhammad Tahir Shaikh, ⁴Muhammad Altaf, ⁵Sadia Munir Rana, ⁶Muhammad Munwar Iqbal

1.2.3.4.5 Department of Computer Science, COMSATS Institute of Information Technology, Sahiwal

⁶Department of Computer Science, University of Engineering and Technology Taxila

^{1,*} rehansajid502@gmail.com, ²umar7084@gmail.com, ³mtahirshaikh@ciitsahiwal.edu.pk, ⁴muhammadaltaf005@gmail.com,

⁵sadiamunir35@gmail.com, ⁶munwariq@gmail.com

ABSTRACT— with the expanding applications in the spaces of omnipresent and connection mindful figuring, Internet of Things (IoT) is picking up significantly. In IoTs, truly anything can be a piece of it, whether it is sensor hubs or idiotic items, along these lines extremely differing sorts of administrations can be made. In such manner, asset administration, help creation, investigation, and repair administration, administration disclosure, information memory, and force administration would require vastly improved the framework and propelled instrument. A number of information outs are going to produce would not be feasible for standalone, force obliged IoTs to handle. Distributed computing becomes possibly the most important factor here. Merging of IoTs with distributed computing, termed as a Cloud of Things (CoT) can help fulfill the objectives of imagined it and future Internet. This IoT-Cloud computing joining is not straight. It additionally includes numerous difficulties at a handy level. One of those difficulties is information trimming. Since pointless correspondence amplifies the center system, as well as the server farm in the swarm. For this plan, information can be preprocessed and trimmed before sending to the swarm. This tin is performed through a Smart Gateway, went with a Smart Network or Fog Computing. In this report, we have discussed this idea in point of interest and present the building design of store Gateway with Fog Computing. We have attempted this idea on the premise of Upload Delay, Synchronization Delay, Jitter, Bulk-information Upload Delay, and Bulk-information Delay.

Keywords—IoT; cloud computing; CoT; smart gateway; fog computing

INTRODUCTION

Internet of Things (IoT) [1] is no more a popular expression now. Beneficial work is going ahead here of cutting edge Internet. IoT's and distributed computing need to be coordinated, following IoTs are going to grow and produce a considerable measure of information. With the pattern going ahead, in not so distant future, a number of associated gadgets would be several times bigger than the quantity of individuals joined. Since 2012, 20 families have been producing more Internet activity than the entire Internet used to do in the year 2008 [2].

A. Web of Things

Web of Things (IoT) is situated to turn into the following huge thing after the presentation of the Internet itself. Millions and presumably billions of "savvy" gadgets are relied upon to associate with one another and trade information and data over the web. The supporters of the IoT imagine about all parts of our life to be secured by these keen gadgets. The sensors are run of the mill cases of such brilliant gadgets. IoT, being the innovative upset, speaks to the fate of integration and reachability. In IoT, "things" allude to any item on the substance of the Earth, whether it is an imparting gadget or a non-conveying moronic article. From a shrewd gadget to a leaf of a tree or a jug of refreshment, anything can be a piece of Internet. The items get to be conveying hubs over the Internet, through information correspondence implies, basically through Radio Frequency Identification (RFID) labels. IoT incorporates keen protests too. Shrewd articles are those items which are physical substances, as well as computerized ones and perform a few assignments for people and nature. This is the reason IoT is equipment and software standard, as well as incorporate communication and social viewpoints also [3]. IoT likewise introduces numerous conceivable situations where heterogeneous gadgets connect with one another and afterward go on the data to a focal

power. IoT gives chances to system administrators to give administrations to the producers, merchants, and end client to create more income.

IoT deals with the premise of Machine-to-Machine (M2M) correspondence, however not constrained to it. M2M alludes to correspondence between two machines without human intercession. In IoT, even non-associated elements can get to be a piece of IoT, with an information imparting gadget, as Bluetooth, standardized tag, or a RFID tag, sensed through a gadget (may even be an advanced cell sensing it), which in the long run is associated with the Internet. In IoT, non-astute items, known as "things" in IoT phrasing, turn into the imparting hubs.

The structural engineering of IoT is normally thought to be 3layer, having Perception layer, Network layer, and Application layer, yet some [2], [4] include two more layers: Middleware layer and Business layer. This five layers structural engineering is portrayed in figure 1.

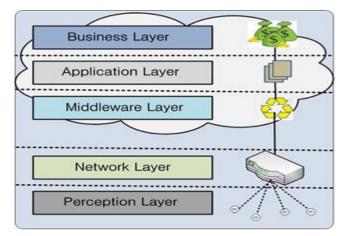


Figure 1. Internet of Things layers

Observation layer is the least layer in the IoT structural engineering. As the name recommends, its motivation is to see the information from the environment. All the information gathering and information sensing part are done on this layer [5]. Sensors, scanner tag marks, RFID labels, GPS, and cam, lie in this layer. Distinguishing article/thing and social affair information is the fundamental motivation behind this layer.

System layer gathers the information saw by the Perception layer. System layer is similar to the Network and Transport layer of OSI model. It gathers the information from the lower layer and sends to the Internet. System layer may just incorporate a door, having one interface joined with the sensor system and another to the Internet. In a few situations, it may incorporate system administration focus or data preparing focus.

Middleware layer gets information from Network layer. Its design is administration and capacity of information. It likewise performs data preparing and takes choices consequently taking into account results. It then passes the yield to the following layer, the Application layer [6].

Application layer performs the last presentation of information. Application layer gets data from the Middleware layer and gives the worldwide administration of the application exhibiting that data, in light of the data transformed by Middleware layer. Contingent on the kind of gadgets and their motivation in Perception layer and afterward in transit they have been prepared by the Middleware layer, as indicated by the necessity of client, Application layer displays the information as: shrewd city, brilliant home, savvy transportation, vehicle following, keen cultivating, shrewd wellbeing and other numerous sorts of utilizations [7].

The business layer is about how the administration or model functions. It is about profiting from the administration being given, then again, non-profit and the government claimed endeavors included in IoT might likewise be a piece of it. Information got at the application layer is shaped into a significant administration and afterward further administrations are made from those current administrations [8]. Moreover, data is prepared to make it information and further productive method for use make it astuteness, which can win a decent measure of cash to the administration supplier.

B. Distributed computing

Distributed computing, the late pattern in IT, takes figuring from desktop to the entire World Wide Web but, the client does not have to stress over support and dealing with all the assets. The client needs to tolerate just the expense of utilization of service(s), which is called pay-as-you-use in distributed computing terms. With this distributed computing, a PDA can turn into an interface to expansive server farm. Distributed computing is amplified manifestation of circulated registering, parallel processing, and framework figuring [9], [10], [11], and [14]. Distributed computing gives pervasive access to the substance, without the bother of keeping substantial stockpiling and processing gadgets. Offering vast measure of media substance is another highlight that distributed computing gives. Distributed computing as of late has developed and progressed quickly as a promising and in addition inescapable innovation. Distributed computing stage gives exceedingly versatile, sensible and schedulable virtual servers, stockpiling, figuring force, virtual systems, and system data transfer capacity, as per client's necessity and moderateness.

Media administration is among the key parts of cloud figuring since cloud makes it conceivable to store, oversee, and impart a lot of advanced media [12]. Cloud registering is a convenient answer for preparing substance in disseminated situations. Cloud registering gives pervasive access to the substance, without the bother of keeping extensive stockpiling and processing gadgets.

In this paper, we show the need for shrewd correspondence, on the premise of Smart Gateway and Fog figuring. Rest of the paper is sorted out in such a path, to the point that area II presents the joining of IoT and cloud processing, which we term as Cloud of Things. Segment III presents Smart Gateway and Fog figuring based brilliant correspondence. Area IV is on the execution assessment. We close this paper in area V.

II. CLOUD OF THINGS

We are moving towards web3, the pervasive registering web. Since 2011, a number of joined gadgets has effectively surpassed the quantity of individuals on Earth. Officially, joined gadgets have come to 9 billion and are required to become all the more quickly and achieve 24 billion by 2020 [10]. Since the number of associated gadgets is quickly expanding, so there will be a ton of information too [11]. Putting away that information by regional standards and briefly won't be conceivable anymore. There will be a need of rental storage room. Additionally, this colossal measure of information must likewise be used in the way it merits. Information should not just be prepared to shape data and further to frame learning, however, it ought to be made a mean of astuteness for the client. This requests additionally handling which is unrealistic at the IoT end, where gadgets are minimal effort and light-weight. Once more, transforming and calculation should likewise be accessible there on rental premise. This is conceivable with cloud registering. IoT and cloud processing working in joining makes another ideal model, termed as Cloud of Things (CoT) [13,14].

Bed aides oversee IoT assets and give more practical and productive intends to deliver administrations. Bunk makes another and developed arrangement of administrations. With CoT, the administrations to be given are in the cloud, it gives universal access to the clients, developing the extent of use of the administrations and in addition ease in getting to it. This thus helps to produce more cash from the administrations. Investigating the IoT-created information and responding on postponement touchy and crisis related information likewise gets to be more successful with CoT. Figure 2 shows a general correspondence example of CoT.

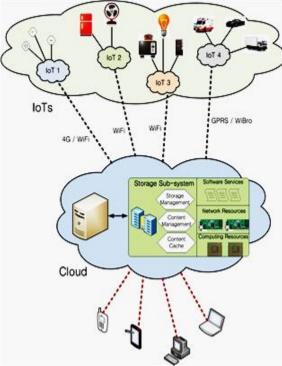


Figure 2. Cloud of Things – data communication

III. Fog COMPUTING AND SMART GATEWAY BASED

Correspondence

At the point when anything would have the capacity to unite with the Internet and create information, there is a probability that at some stage it is no more important to transfer the information to the cloud or sync gadget. Immediately, the information may not be needed. In that situation, either the gadget must be ceased from producing information or portal gadget must choose when it is obliged to quit transferring the information and not to expend assets of the system and cloud, for that while. It will likewise help in the productive usage of force. For this reason, the portal gadget joining IoT to the cloud ought to be having additional usefulness to do a touch of transforming before sending it to the Internet and inevitably to the cloud. In view of the input from the application, the passage must choose the timings and sort of information to be sent. This sort of an entryway, we allude it as "Shrewd Gateway" [8, 11], would help in better usage of system and cloud assets. The information gathered from remote sensor systems and IoTs will be transmitted through passages to the cloud. The got information is then put away in the cloud and from that point, it is given as a support for the clients.

A. Shrewd Gateway structural engineering

Shrewd Gateway needs to oversee different parts of basic IoTs. Brilliant Gateway performs various errands, such as, gathering the information and performing preprocessing, sifting the information and reproducing it into more helpful structure, transferring just essential information to the cloud, keeping look out for IoT objects and sensors' exercises, keeping keep an eye on vitality utilization of force obliged hubs of IoTs, security, and protection of the information, and general administration checking and administration [14].

There is a probability that the information assembled from IoT is transmitted specifically to the Smart Gateway, or various IoTs are joined with a base station(s), which thus transmits the information to the Smart Gateway. Keen Gateway based correspondence can thereupon be isolated into two sorts.

1). Single-jump correspondence with the Smart Gateway

In a single-jump network, sensor hubs and "things" are straightforwardly associated with the passage, which then collects the information and sends to the Fog and after that to the cloud. In a large portion of the cases, this sort of correspondence is on a littler greatness, where sensing hubs are not differently populated and have confined parts, for instance, shrewd wellbeing and pervasive health awareness related sensors can be specifically joined with the portal [9, 13]. This gives a brisk checking and reaction based correspondence. Portal can further send the information to the Fog and afterward to the cloud. Machine to machine (M2M) based correspondence would be occurring in this situation. Information refinement, separating, trimming, and efforts to establish safety can be taken at Smart Gateway's end, in view of the application requests, alongside Fog computing. The degree of this sort of correspondence relies on the capacities of the portal gadget.

2). Multi-bounce correspondence with the Smart Gateway

At the point when various sensors systems and IoTs are joined, the direct association would not be conceivable any longer. IoTs and sensor systems would be having their own sink hubs and base stations. Entryway gathers the information from those base stations and sink hubs, making a multi-bounce correspondence situation. In this situation, the hubs would be assorted and all the more generally spread. The information would likewise be more heterogeneous, obliging additionally preparing and far-reaching information investigation from the door. Anyway, sink hubs add another layer to the correspondence, with which, fundamental sensors and "things" turn into a black box to the external layer. This includes more security. Along these lines, security can be modified, agreeing on the IoT and remote sensor system (WSN). Sink hubs can deal with sensor systems as per their requirements. In this situation, the door would be obliged to handle heterogeneous information, gathered from heterogeneous gadgets, IoTs, and WSNs. Along these lines, transcoding and interoperability would be needed too. Either the entryway must be sufficiently clever, or this can be accomplished through Fog computing assets [5]. This sort of situation is additionally suitable for portable articles and extensive scale IoTs/WSNs, similar to the vehicle following IoTs, natural checking, and other such illustrations.

B. Fog Computing

Fog Computing alludes to bringing systems administration assets close to the basic systems. Fog Computing amplifies the conventional Cloud Computing ideal model to the edge of the system, empowering making of refined and better applications or administrations. Fog computing is an exceptionally virtualized stage, which gives processing, stockpiling, and systems administration administrations between the end hubs in an IoT and customary Clouds [15]. Clouds are not only situated at the edge of the system. As opposed to the cloud, which is more unified, Fog computing focuses on the administrations and applications with generally appropriated arrangements. The Fog will have the capacity to convey fantastic gushing to versatile hubs, such as moving vehicles, through intermediaries and access focuses situated likewise, as, along parkways and tracks. Fog suits applications with low dormancy necessities, feature gushing, gaming, increased reality, and so on. For shrewd correspondence, Fogs are going to assume a vital part [16]. For a considerable lot of the undertakings, a portal needs to perform, it is unrealistic for a passage to do practical being standalone. The hidden hubs and systems are not generally physical. Virtual sensor hubs and virtual sensor systems are likewise necessities for different administrations. So also, interim stockpiling, preprocessing, information security and protection, and other such errands could be possible effectively and all the more proficiently in the vicinity of a savvy system or Fog, co-situated with the Smart Gateway. Since Fog is limited, it gives low inertness correspondence and more setting mindfulness. Fog computing permits conveyance of information, ongoing uniquely for postponement delicate and medicinal services related administrations. It can perform the preprocessing savvy errands and tell the cloud before cloud could further adjust that information into improved administrations [17], [18]. With heterogeneous hubs, heterogeneous sort of information would be gathered. Interoperability and transcoding turn into an issue then. Fog assumes an extremely imperative part in such manner. Additionally, IoT and WSN organization, in which two or more IoTs or WSNs can be united at a certain point, through the Fog, it can be made conceivable. This will permit the making of rich administrations. Fog and Smart Gateway based correspondence structural engineering are introduced in figure 3.

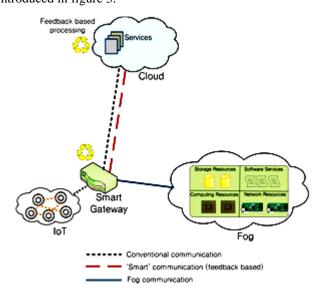


Figure 3. Smart Gateway with Fog computing/Smart network

Keeping in view every one of these things, the Smart Gateway is introduced in layered building design in figure 4. In the Physical and Virtualization layer, physical hubs, WSNs, virtual hubs, and virtual sensor systems are overseen and kept up as indicated by the needs [19]. Observing layer screens the exercises of the basic hubs and systems. Which hub is performing what errand, at what time, and what is needed from it next is observed here. Other than this, the force obliged gadgets or hubs are checked on their vitality utilization premise too so that compelling measures can be taken in time. Preprocessing layer performs information administration related assignments. It breaks down the gathered information, performs information sifting, trimming, and at last, more significant and important information is produced. Information is then incidentally put away on the Fog assets. Once the information is transferred to the cloud and it is no more needed to be put away by regional standards, that information is then expelled from the capacity media. IoTs and WSNs may create some private information too [19], [20]. Omnipresent social insurance and savvy medicinal services administrations create private information of the patients. Likewise, area mindful information might likewise be touchy now and again, which ought to be made secure. This is the place Security layer becomes an integral factor. At last, at Transport layer, the prepared to send information is transferred to the cloud, loading the center to the base and permitting cloud to make more helpful administrations.

ransport Layer	Uploading preprocessed and secured data to the cloud
Security Layer	Encryption/decryption, privacy, and integrity measures
Temporary Storage Layer	Data distribution, replication, and de-duplication
	Storage Space Virtualization Storage devices (NAS, FC, ISCSI, etc)
Preprocessing Layer	Data analysis, data filtering, reconstruction, and trimming
Monitoring Layer	Activities monitoring, power monitoring, resource monitoring, response monitoring, and service monitoring
Physical and Virtualization Layer	Virtual sensors and virtual sensor networks
	"Things" and physical sensors, wireless sensor networks

Figure 4. The layered architecture of Smart Gateway with Smart Network/Fog.

IV. PERFORMANCE EVALUATION

In this area, we introduce execution assessment of correspondence between the door and cloud. An assessment was done on a proving ground, including portal gadget and cloud. For this assessment, two sorts of information sets were utilized: (a). interactive media (sound/feature) record and (b). Mass information. For those IoTs, which produces sound or feature information, as a visual sensor system, media record

information set is utilized for the assessment. Then again, the mass information set is a constituent of heterogeneous records, having diverse document organizations, sizes, and sorts. This information set is utilized to assess the correspondence of those IoTs which has heterogeneous sorts of sensors and different IoTs' information is aggregately sent by the passage to the cloud [20]. For distinctive record sorts, diverse planning calculations are utilized by the cloud. Case in point, briefest occupation first and foremost, first-in-firstout, and so on which have their own particular effect on the general execution of information stockpiling in the cloud. To guarantee that the system condition does not influence the execution definitely, we led this assessment comprehensively for six weeks, on diverse arrangements of weekdays and weekends, amid distinctive times of the days. The outcomes were, in the long run, found the middle value of.

Indicated in table 1, transferring a 20MB feature document to the cloud takes around 70 seconds. This is thus the normal time to transfer the expressed size of a feature or interactive media information on the cloud.

TABLE 1: UPLOAD DELAY

Data size	20 MB
Upload Delay	70 sec

At the point when a transferred substance is to be moved in the cloud or its traits are changed, the cloud needs to redesign its URL since each record has a special web personality in the cloud. This movement or change in the traits obliges synchronization. For an administration being gotten to buy more than one hub or client, the communitarian environment is made, which obliges of an opportune time to synchronize and redesign the substance. Normal time to synchronize information is demonstrated in table 2.

 TABLE 2: SYNCHRONIZATION DELAY

Data size	All
Synchronization Delay	04 sec
Synchronization Delay for Collaborative work	09 sec

For interactive media content, jitter can be vital now and again. The cloud needs to perform diverse sorts of transcoding of mixed media for the accepting gadgets. Additionally, distinctive IoTs producing diverse substance must be assembled and fit for one sort of administration, the cloud needs to give. Transcoding influences the execution of the cloud and at last, may bring about suddenly anxious movement. Figure 5 speak to jitter, while figure 6 shows the difference and standard deviation in jitter.

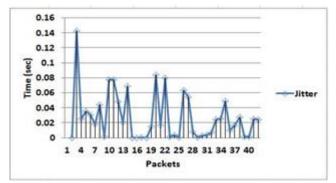


Figure 5. Jitter experienced from the cloud.

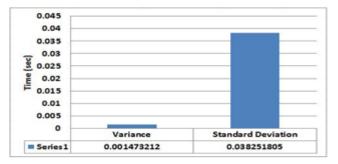


Figure 6. Variance and Standard Deviation in terms of Jitter.

In the second type of assessment, mass information was utilized. We utilized something like 100MB datasets, however, for straightforwardness purpose, just 10MB mass dataset assessment is demonstrated here. Table 3 shows the amount of a large number of documents cause delay.

TABLE 3: BULK-DATA UPLOAD DELAY

Data size	10 MB
Bulk-data Upload Delay	28 sec

Regarding synchronization delay for mass information, as diverse sorts of records are to be redesigned, it obliges additional time. Table 4 demonstrates that contrasted and single 20MB record (table 2), mass information of 10MB take more than twice as much time in synchronizing documents.

TABLE 4: BULK-DATA SYNCHRONIZATION DELAY

Data size	All
Synchronization Delay	~ 09 sec

V. CONCLUSION AND FUTURE WORK

This paper examines about the growing IoTs and their coordination with cloud computing, for upgraded and more

valuable administration provisioning to the client and productive usage of assets. For better and fast administration provisioning, trimming and pre-processing the information before sending to the cloud is vital. We have exhibited Smart Gateway based correspondence, alongside Fog computing, with the end goal of savvy correspondence and help reduce the weight on te cloud. It additionally aides allays correspondence overhead for the center system. This methodology makes it simple for the cloud to make better administrations all the more productively and with Fog computing, ordinary correspondence can be made constant for deferral delicate applications. This vision of CoT, keen correspondence with Smart Gateway and Fog computing will convey a rich arrangement of administrations. Besides, a farreaching assessment of execution is exhibited, in light of different parameters. The expanded work could be on the effect of heterogeneous stockpiling and general execution on the premise of differing applications.

REFERENCES:

- 1. Aazam, M., P.P. Hung, and E.-N. Huh. Smart gateway based communication for cloud of things. in Intelligent Sensors, Sensor Networks and Information Processing (ISSNIP), 2014 IEEE Ninth International Conference on. 2014. IEEE.
- 2. Balamuralidhara, P., P. Misra, and A. Pal, *Software platforms for internet of things and M2M*. Journal of the Indian Institute of Science, 2013. 93(3): p. 487-498.
- 3. Belli, L., et al., A graph-based cloud architecture for big stream real-time applications in the internet of things, in Advances in Service-Oriented and Cloud Computing. 2014, Springer. p. 91-105.
- 4. Bitam, S., A. Mellouk, and S. Zeadally, *VANET-cloud: a generic cloud computing model for vehicular Ad Hoc networks.* Wireless Communications, IEEE, 2015. 22(1): p. 96-102.
- 5. Cascella, R.G., et al., *Private-by-Design: Towards Personal Local Clouds.* 2014, Inria Rennes.
- 6. Chang, H., et al. Bringing the cloud to the edge. in Computer Communications Workshops (INFOCOM WKSHPS), 2014 IEEE Conference on. 2014. IEEE.
- 7. Datta, P., et al. ANGELS: A framework for mobile grids. in Applications and Innovations in Mobile Computing (AIMoC), 2014. 2014. IEEE.
- 8. Kanuparthi, A., R. Karri, and S. Addepalli. *Hardware* and embedded security in the context of internet of things. in Proceedings of the 2013 ACM workshop on

Security, privacy & dependability for cyber vehicles. 2013. ACM.

- 9. Lake, D., et al., *Internet of Things: Architectural Framework for eHealth Security.* Journal of ICT Standardization, River Publishing, 2014. 1.
- 10. Luan, T.H., et al., *Fog Computing: Focusing on Mobile Users at the Edge.* arXiv preprint arXiv:1502.01815, 2015.
- 11. Mingozzi, E., et al. An open framework for accessing Things as a service. in Wireless Personal Multimedia Communications (WPMC), 2013 16th International Symposium on. 2013. IEEE.
- 12. Mukherjee, A., et al. Angels for distributed analytics in *iot*. in *Internet of Things (WF-IoT), 2014 IEEE World Forum on.* 2014. IEEE.
- 13. Picone, M. A Graph-Based Cloud Architecture for Big Stream Real-Time Applications in the Internet of Things. in Advances in Service-Oriented and Cloud Computing: Workshops of ESOCC 2014, Manchester, UK, September 2-4, 2014, Revised Selected Papers. 2015. Springer.
- 14. Sehgal, V.K., et al., *Smart Human Security Framework Using Internet of Things, Cloud and Fog Computing*, in *Intelligent Distributed Computing*. 2015, Springer. p. 251-263.
- 15. Stantchev, V., et al., *Smart Items, Fog and Cloud Computing as Enablers of Servitization in Healthcare.* Sensors & Transducers, 2015. 185(2): p. 121.
- 16. Stojmenovic, I. Fog computing: A cloud to the ground support for smart things and machine-to-machine networks. in Telecommunication Networks and Applications Conference (ATNAC), 2014 Australasian. 2014. IEEE.
- 17. Stojmenovic, I., Machine-to-machine communications with in-network data aggregation, processing and actuation for large scale cyber-physical systems. 2014.
- 18. Stojmenovic, I. and S. Wen. The Fog computing paradigm: Scenarios and security issues. in Computer Science and Information Systems (FedCSIS), 2014 Federated Conference on. 2014. IEEE.
- 19. Stojmenovic, I., et al., *An overview of Fog computing and its security issues.* Concurrency and Computation: Practice and Experience, 2015.
- 20. Vaquero, L.M. and L. Rodero-Merino, *Finding your* way in the fog: Towards a comprehensive definition of fog computing. ACM SIGCOMM Computer Communication Review, 2014. 44(5): p. 27-32.