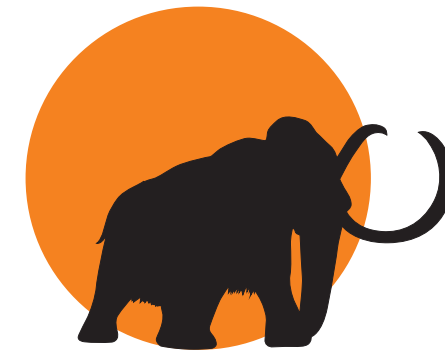




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Monastyrskaya Str. 11, 614000, Perm, Russia



Museum
of Permian
Antiquities

Calibration and Monitoring of IoT Devices by Means of Embedded Scientific Visualization Tools

Konstantin Ryabinin¹

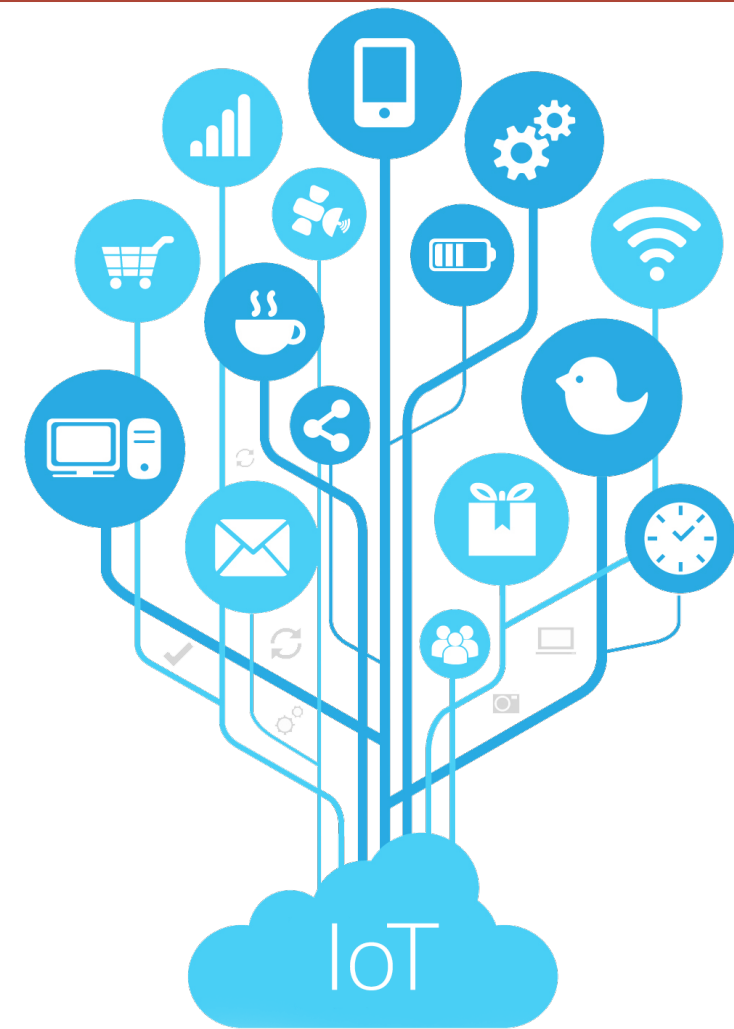
e-mail: kostya.ryabinin@gmail.com

Svetlana Chuprina¹

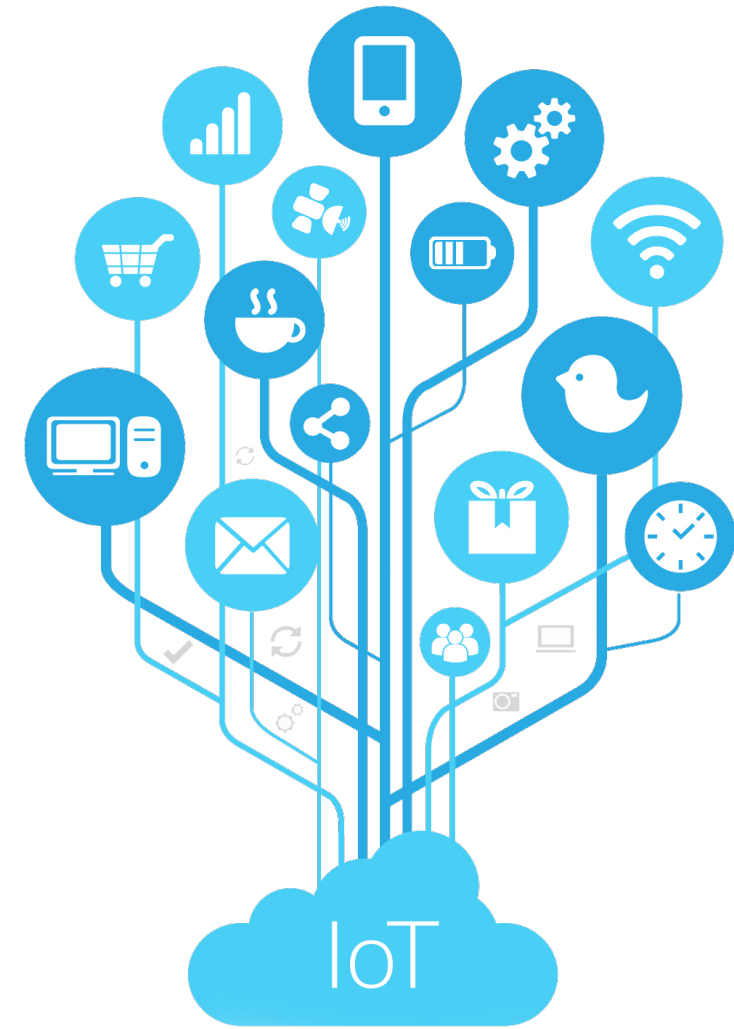
e-mail: chuprinas@inbox.ru

Mariia Kolesnik²

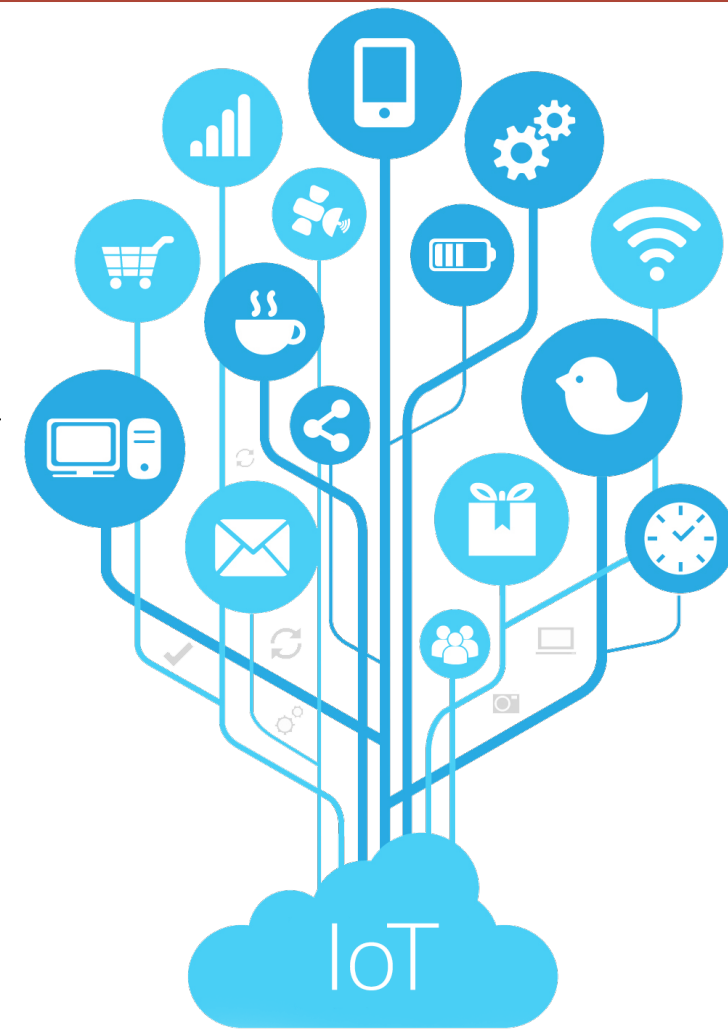
e-mail: kolesnik.ma@outlook.com



- Challenge:**
- A lot IoT devices types
 - But relatively few IoT programmers to help device makers



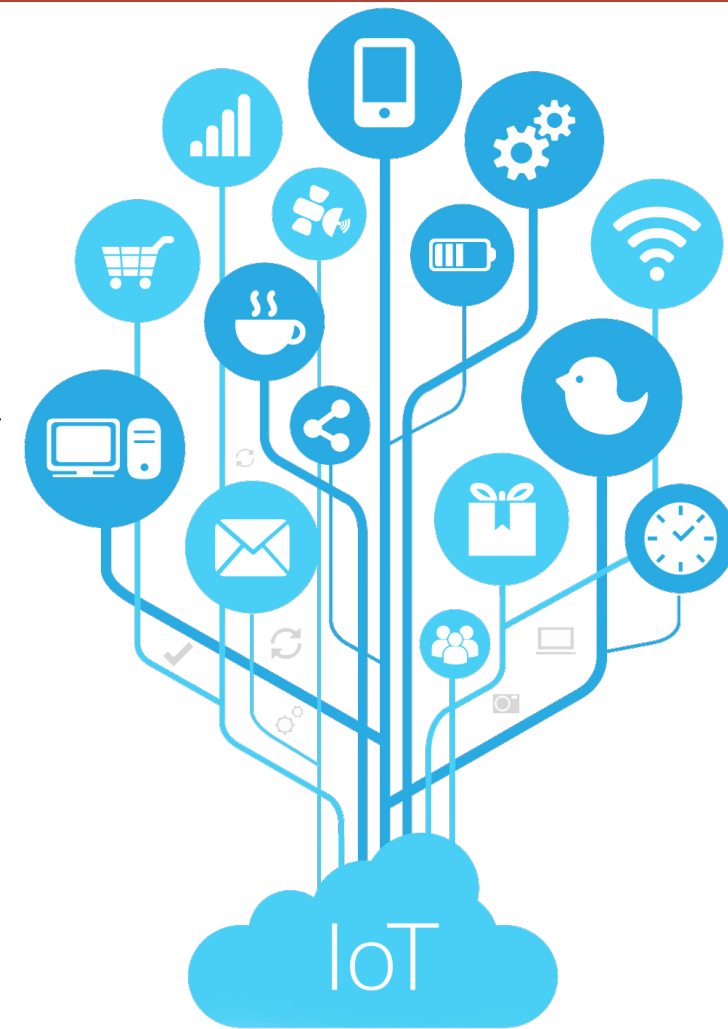
- Challenge:**
- A lot IoT devices types
 - But relatively few IoT programmers to help device makers
- Given:**
- Variety of devices and generated data
 - Variety of low-level software and hardware solutions
 - Variety of communication protocols



Challenge: • A lot IoT devices types
• But relatively few IoT programmers to help device makers

Given: • Variety of devices and generated data
• Variety of low-level software and hardware solutions
• Variety of communication protocols

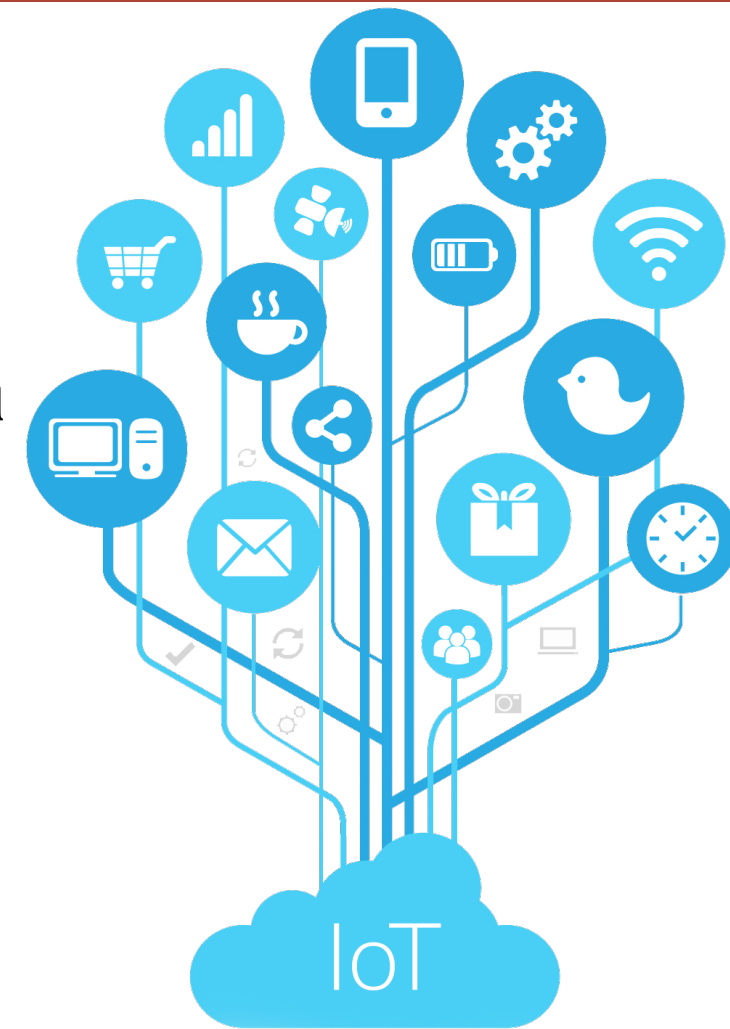
Demanded: • Firmware generation solutions
• High-level tools for IoT ecosystem management



Challenge: • A lot IoT devices types
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Given: • Variety of devices and generated data
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Demanded: • Firmware generation solutions
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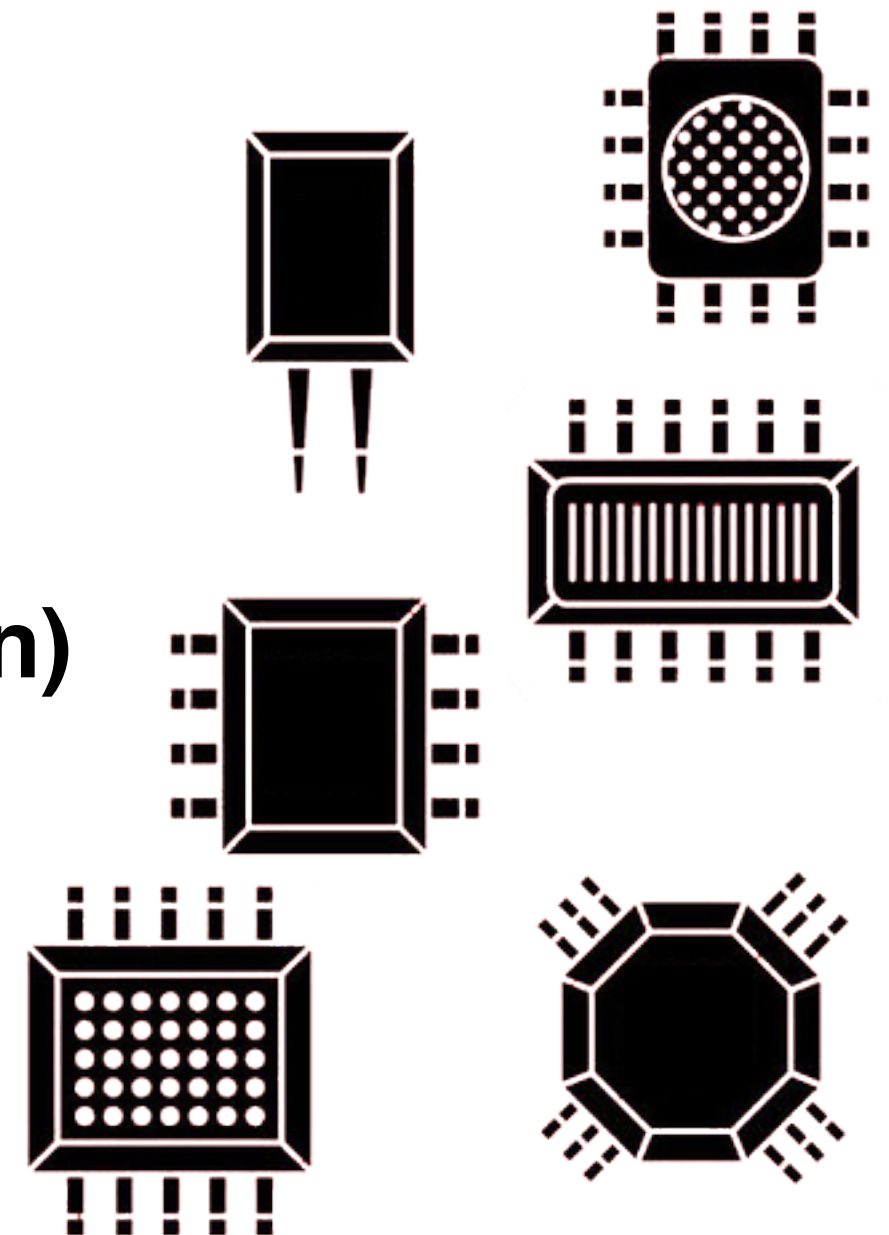


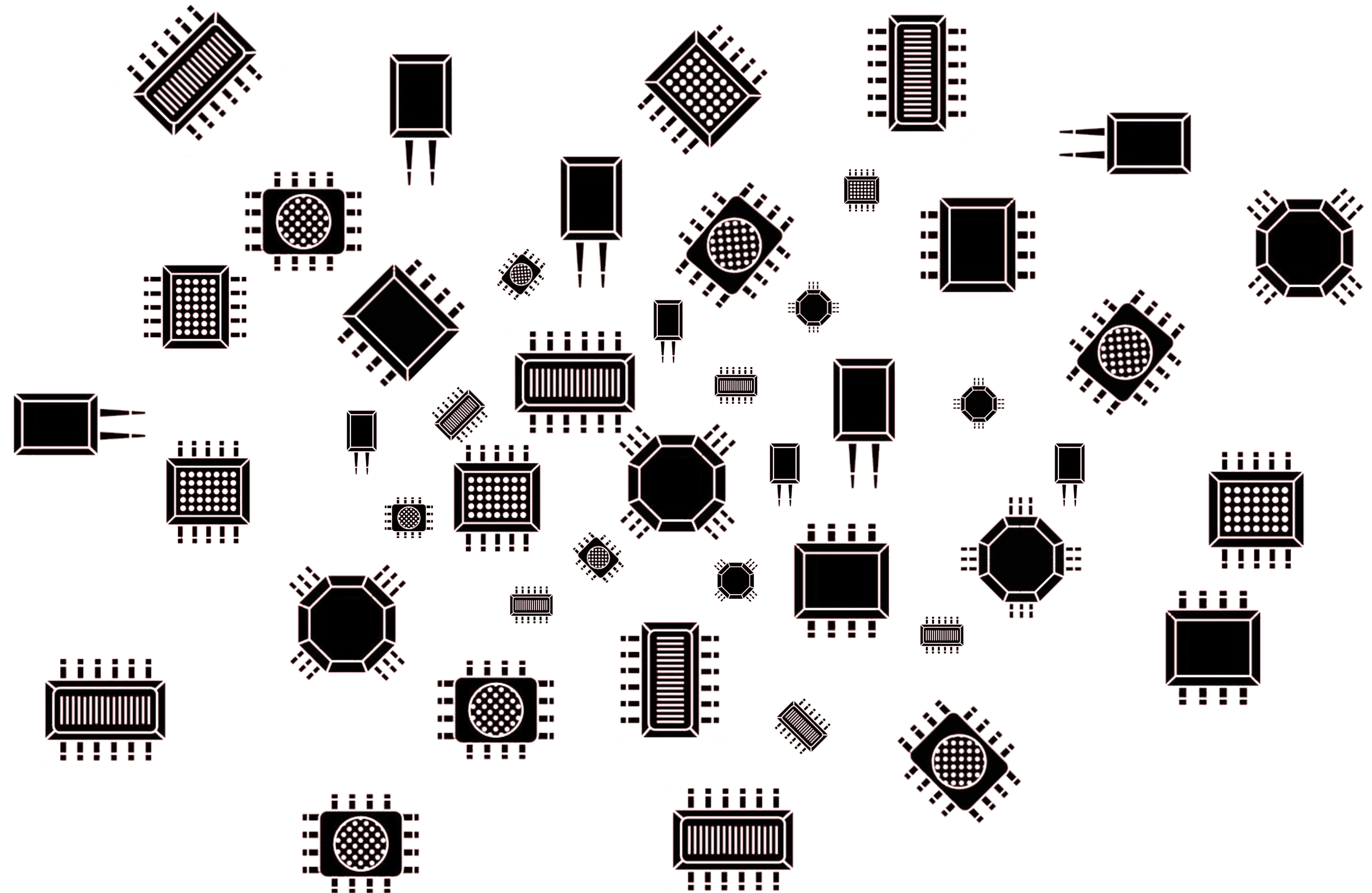
-
1. Suggest the adaptable visual analytics tools to observe and manage IoT networks
 2. Improve the ways of IoT devices' calibration and monitoring using advanced scientific visualization tools
 3. Develop self-service tools to automate IoT devices' firmware generation

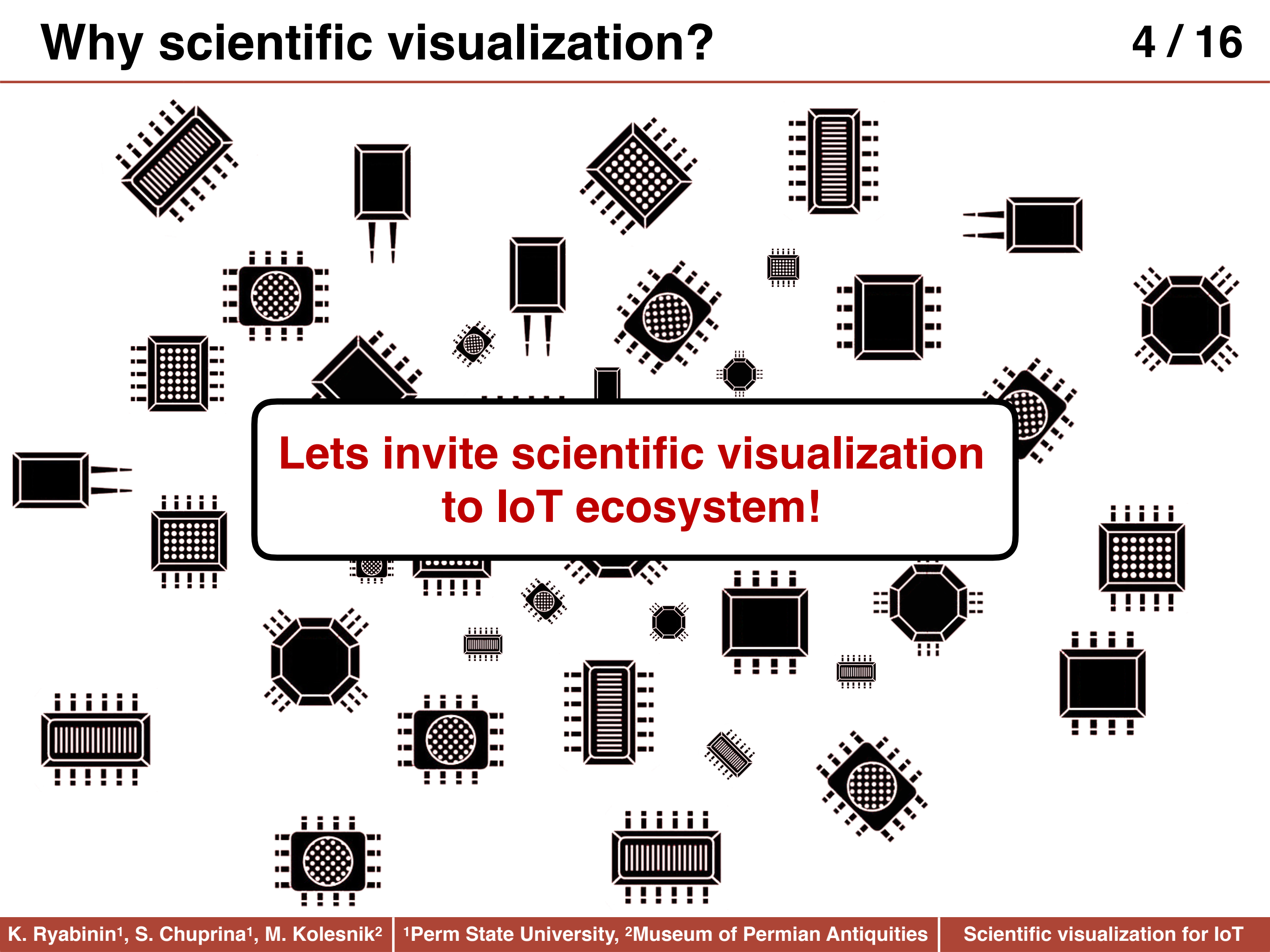
**Sensor-based IoT devices are like Lego parts:
one can build whatever he wants**

**But device makers need self-service
high-level tools to manage**

- 1. Infrastructure of IoT ecosystem
(complex interconnections)**
- 2. Monitoring of generated data
(including complex visualization)**
- 3. Calibration of devices
(including complex steering)**

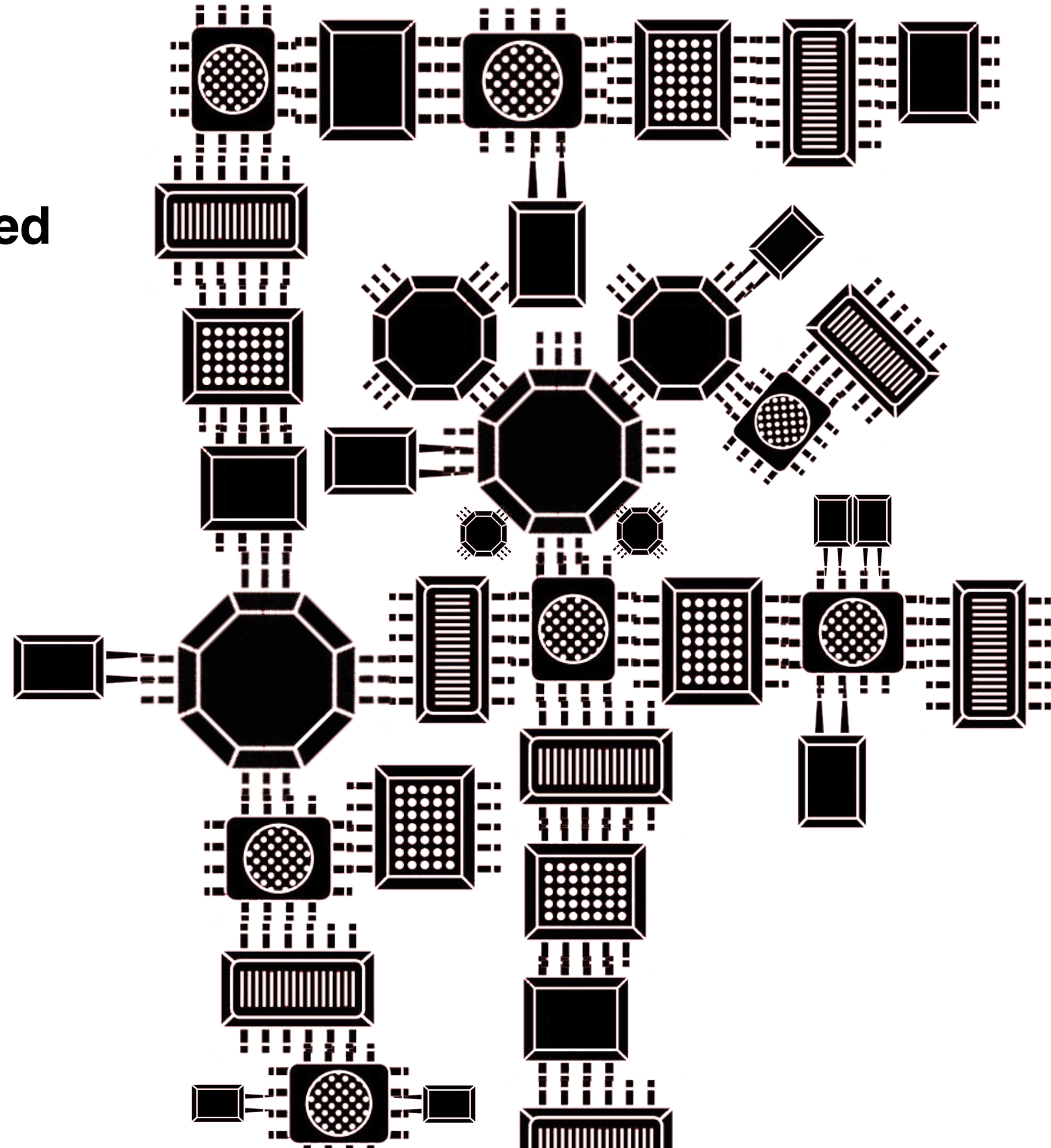






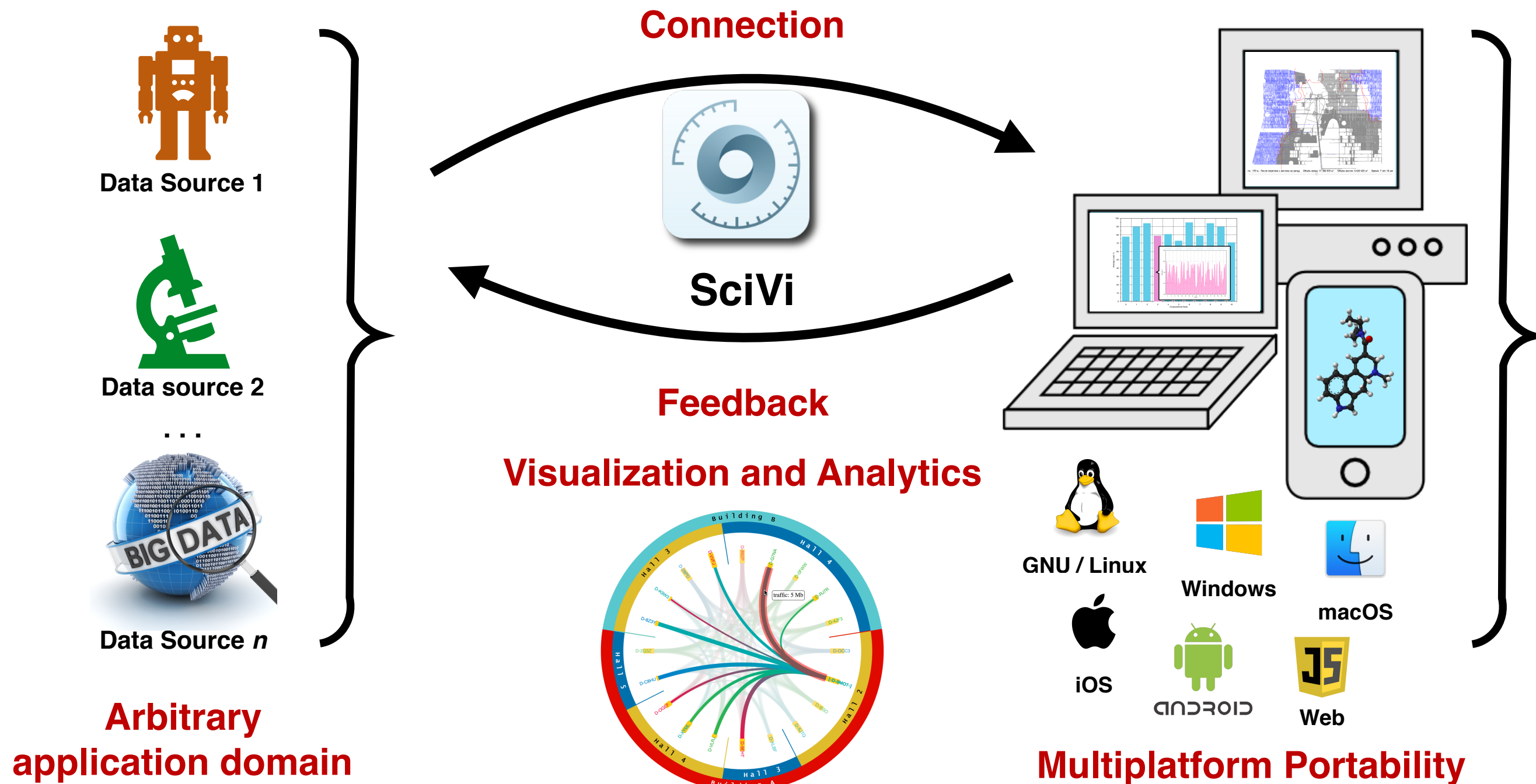
**Lets invite scientific visualization
to IoT ecosystem!**

Scientific visualization based management tool



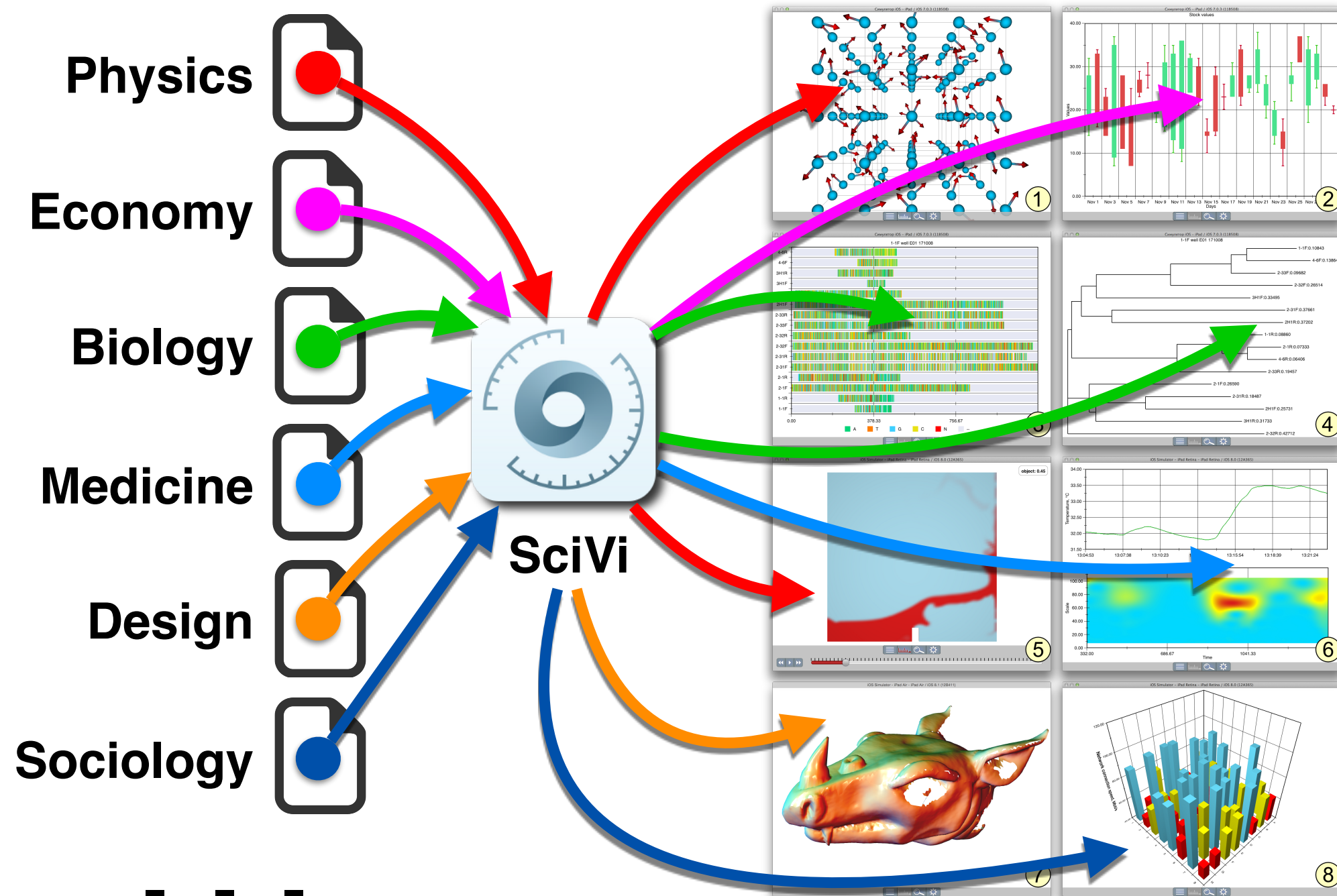
Multiplatform client-server adaptive scientific visualization system SciVi

Ryabinin, K., Chuprina, S.: Development of Ontology-Based Multiplatform Adaptive Scientific Visualization System. Journal of Computational Science 10, 370–381 (2015). <https://doi.org/10.1016/j.jocs.2015.03.003>



Multiplatform client-server adaptive scientific visualization system SciVi

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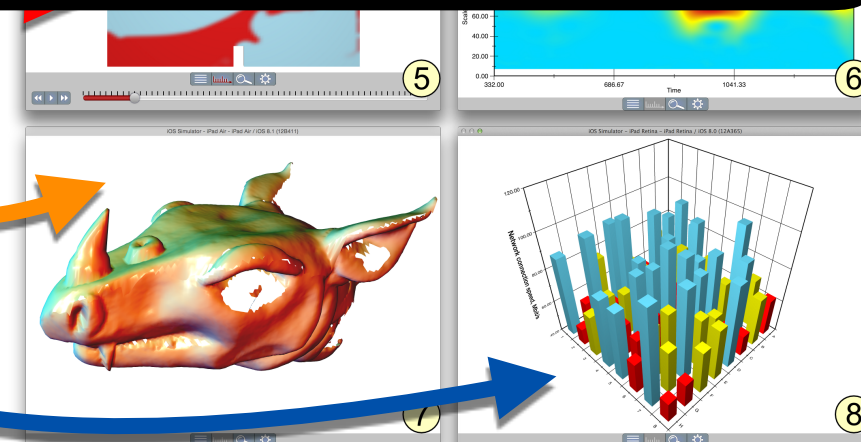
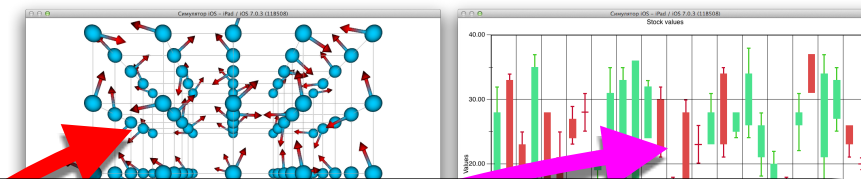


B

Me



**We suggest to reuse scientific
visualization tools
to monitor and calibrate
IoT devices**



SciVi is ontology-driven scientific visualisation platform, its behavior is governed by extensible knowledge base

Ontology engineering – knowledge management methodology based on ontologies

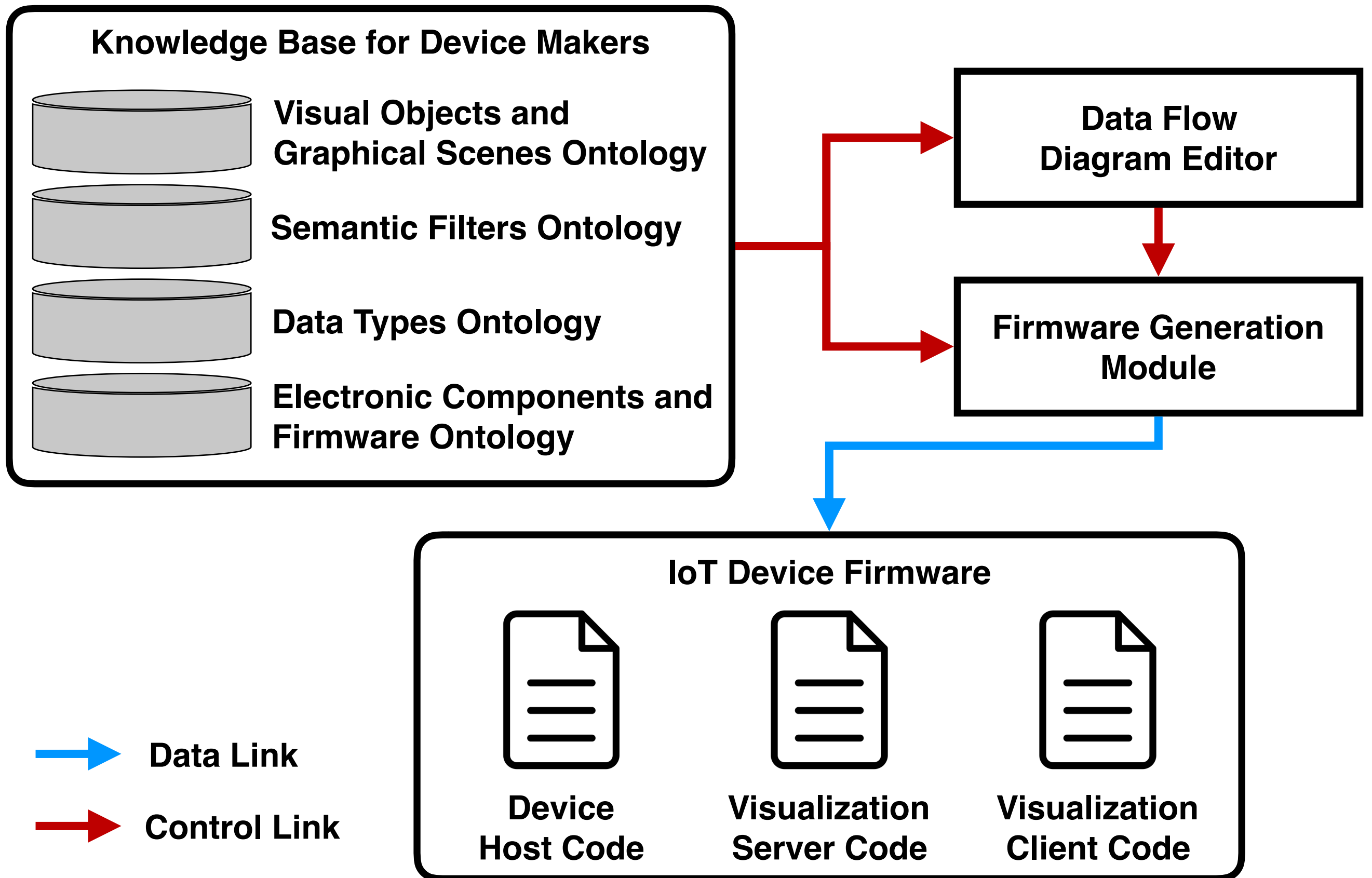
**Ontology – formal model of application domain
(T.R. Gruber, 1993)**

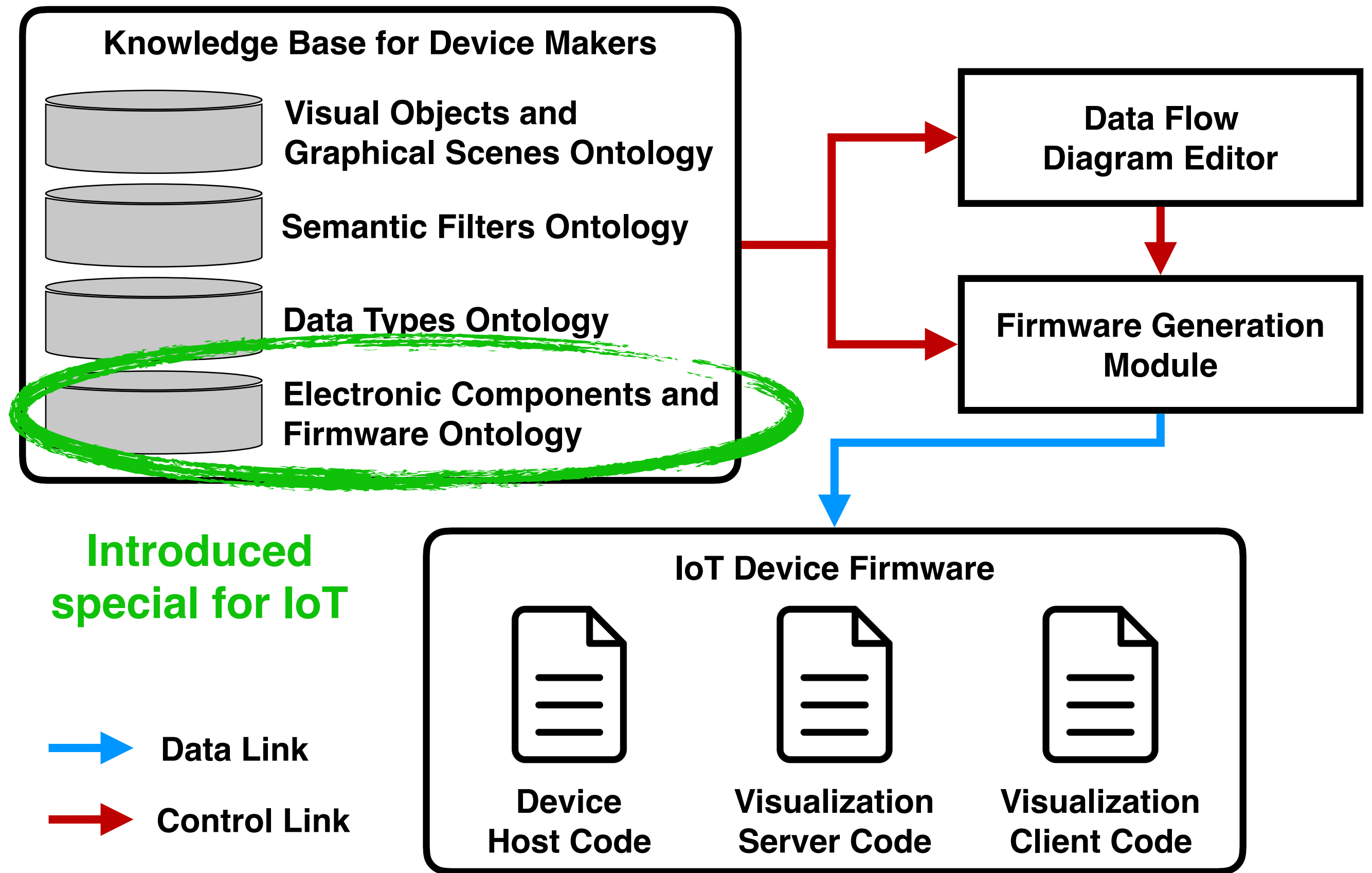
$$O = \langle T, R, A \rangle$$

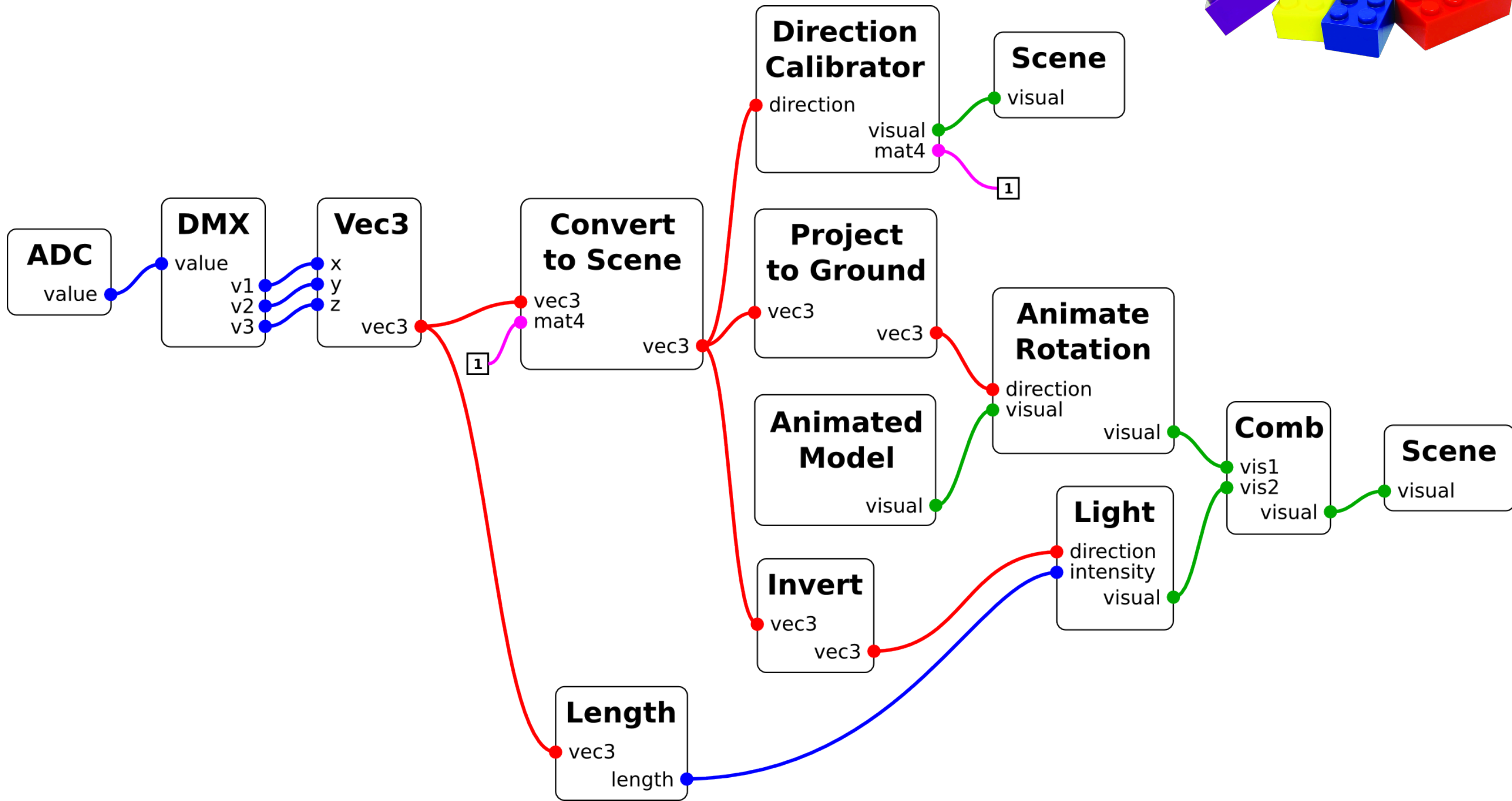
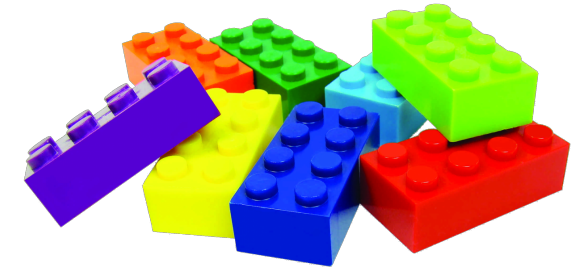
T – thesaurus of application domain concepts

R – set of relations between concepts

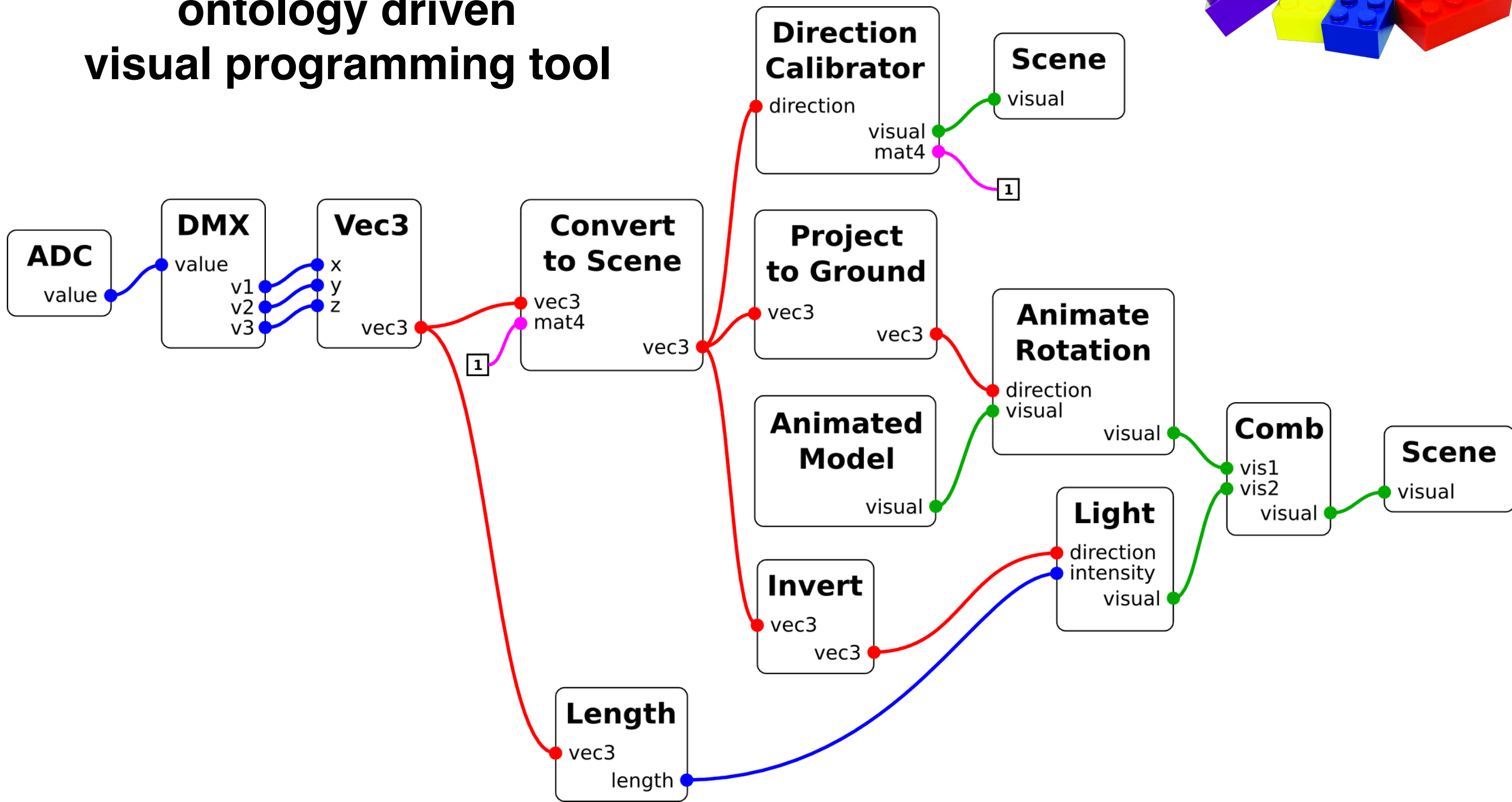
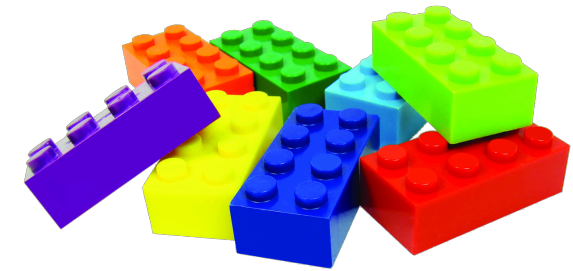
A – set of axioms



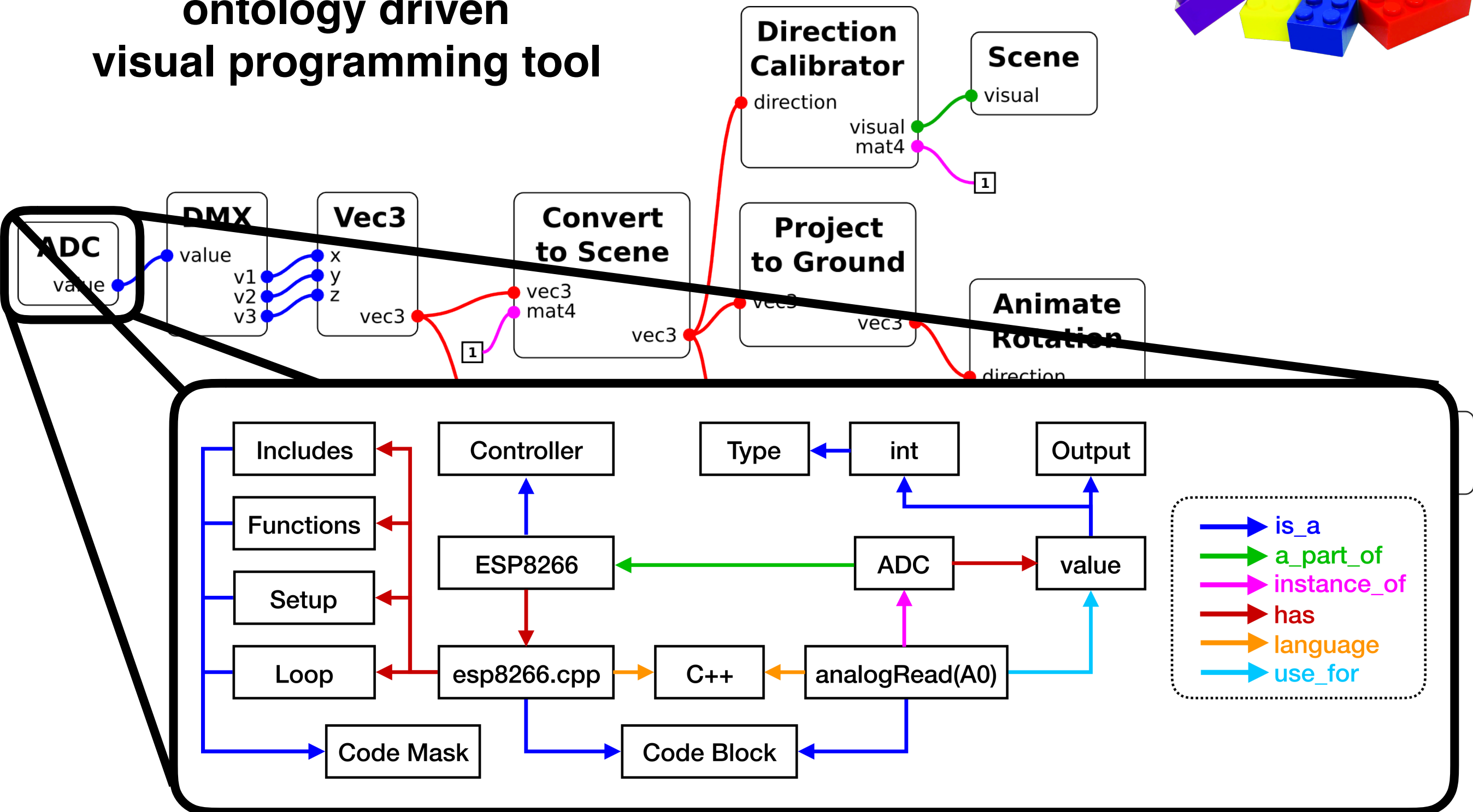




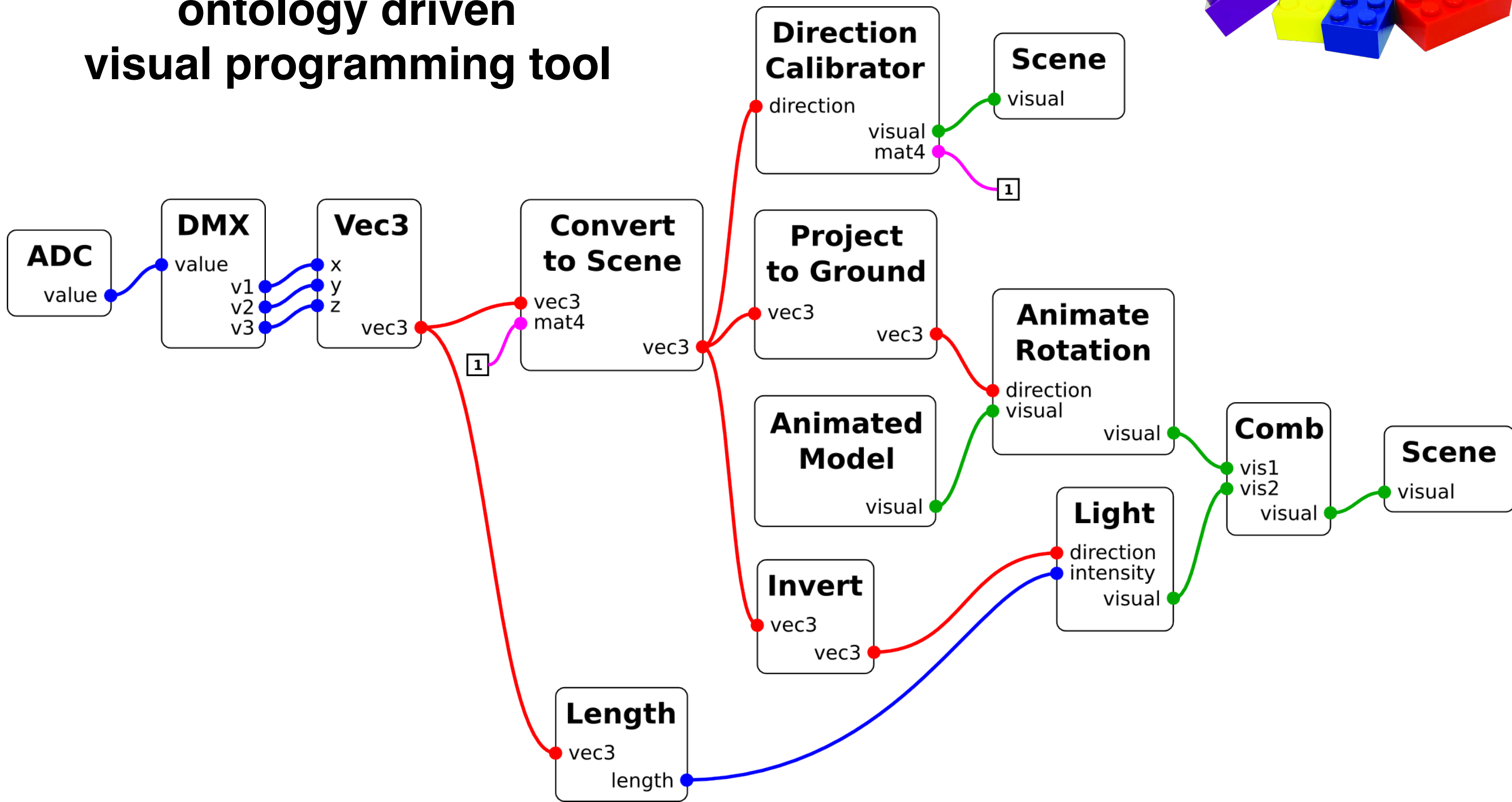
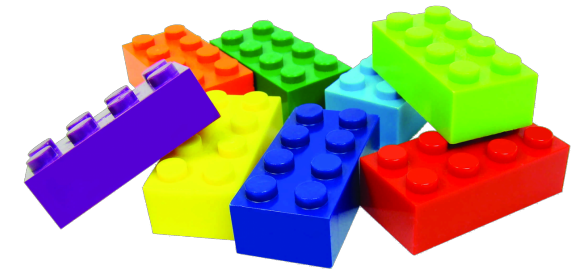
Data flow diagram in SciVi – ontology driven visual programming tool

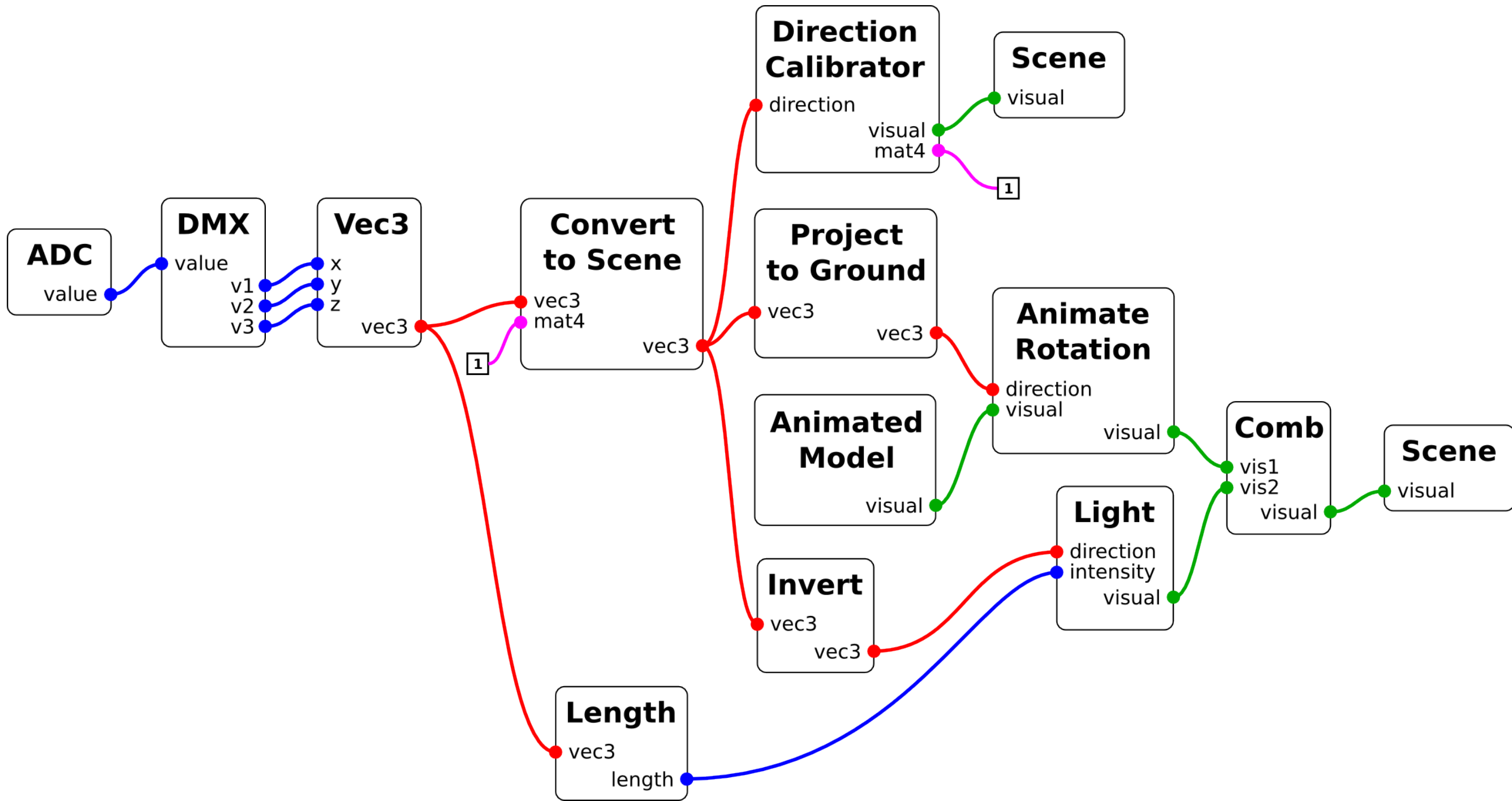


Data flow diagram in SciVi – ontology driven visual programming tool

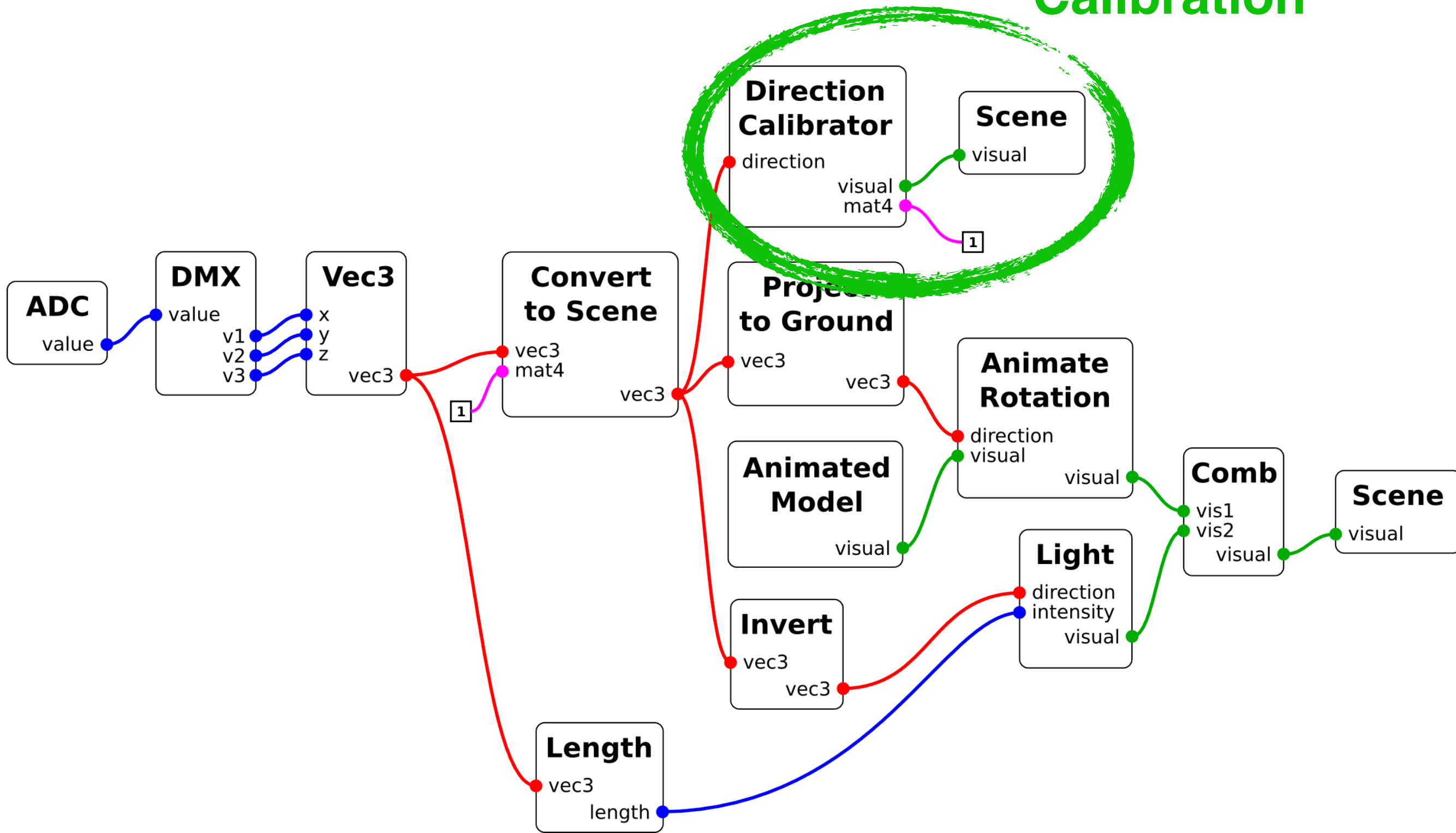


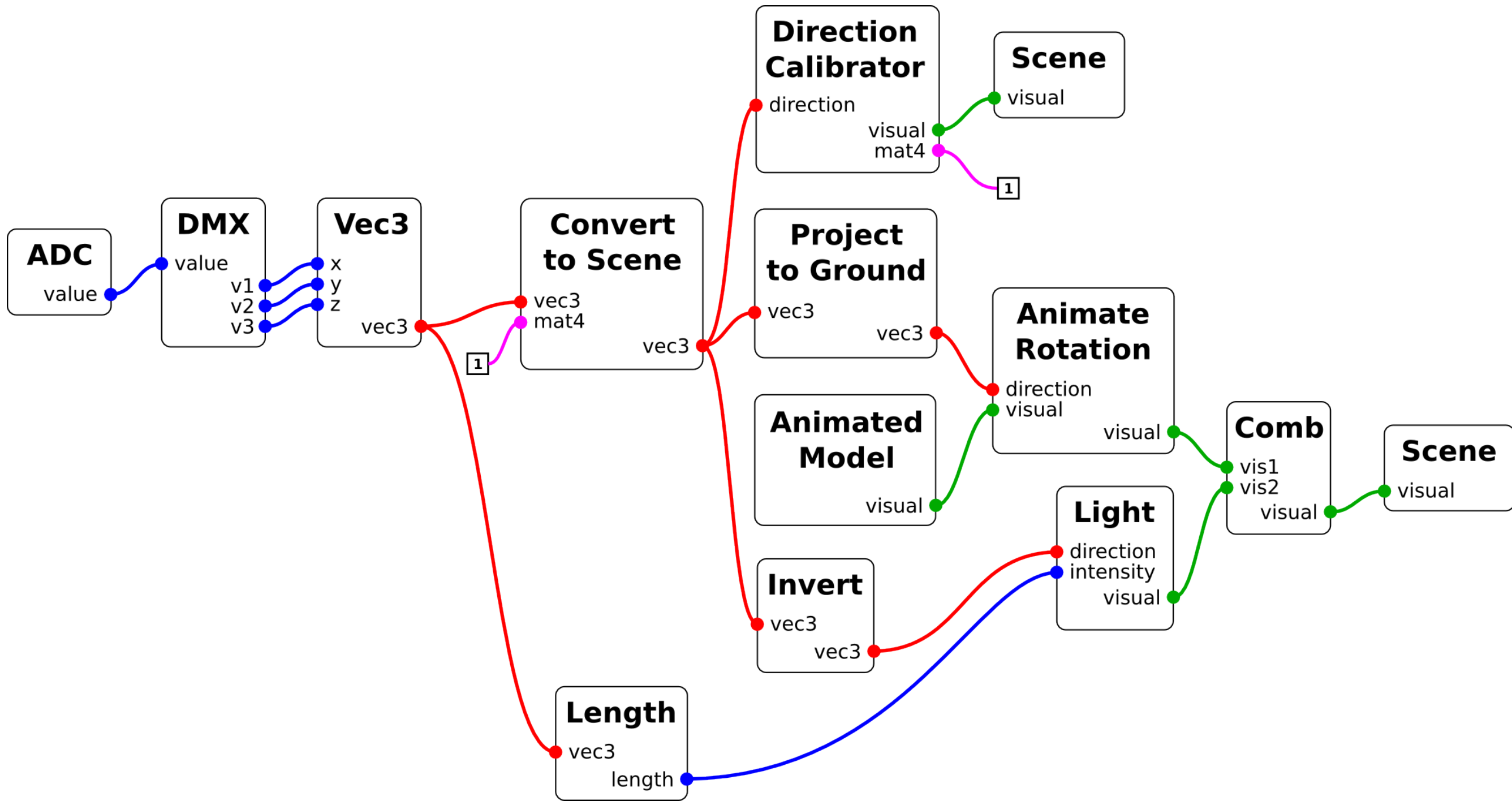
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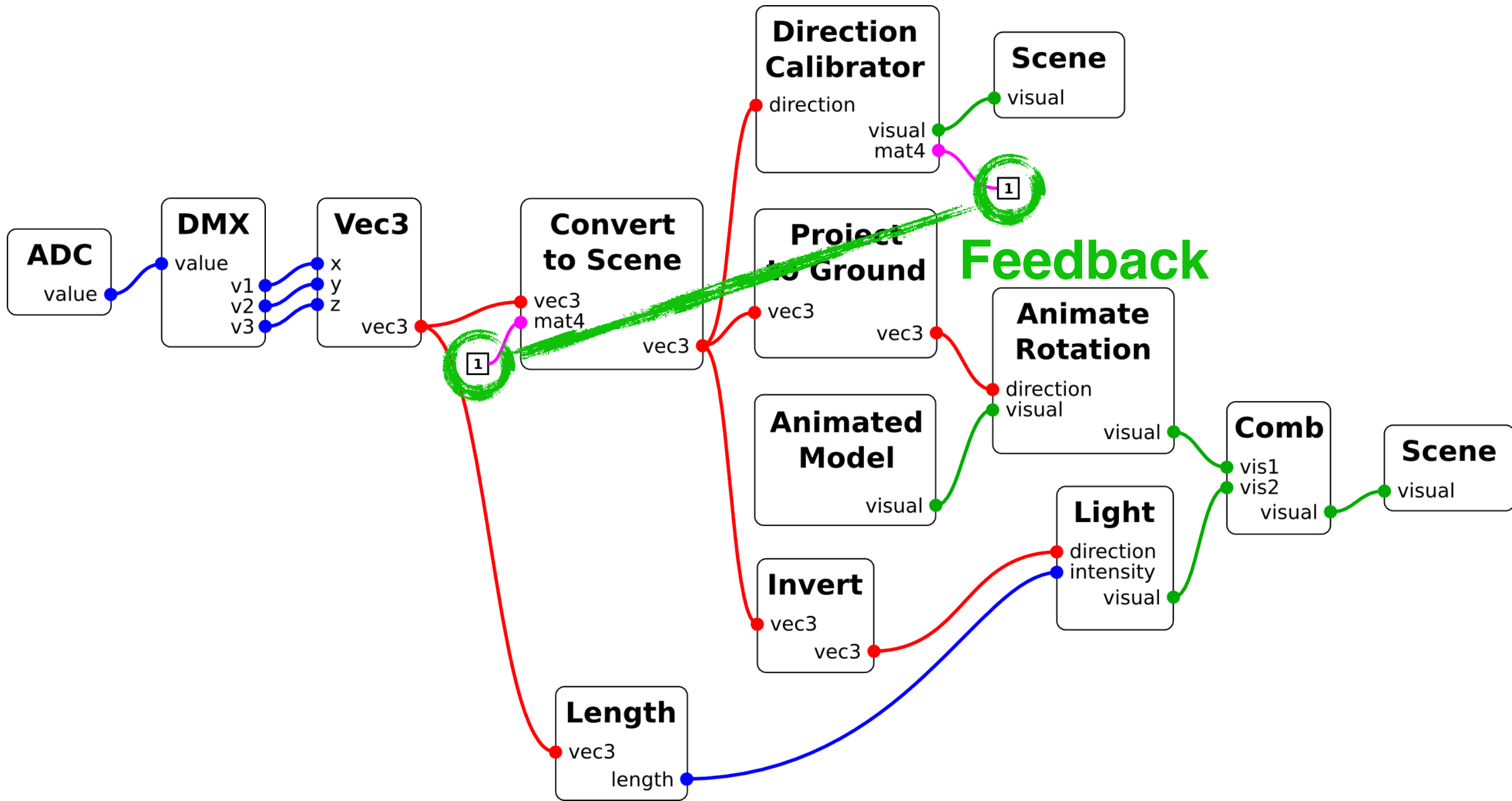


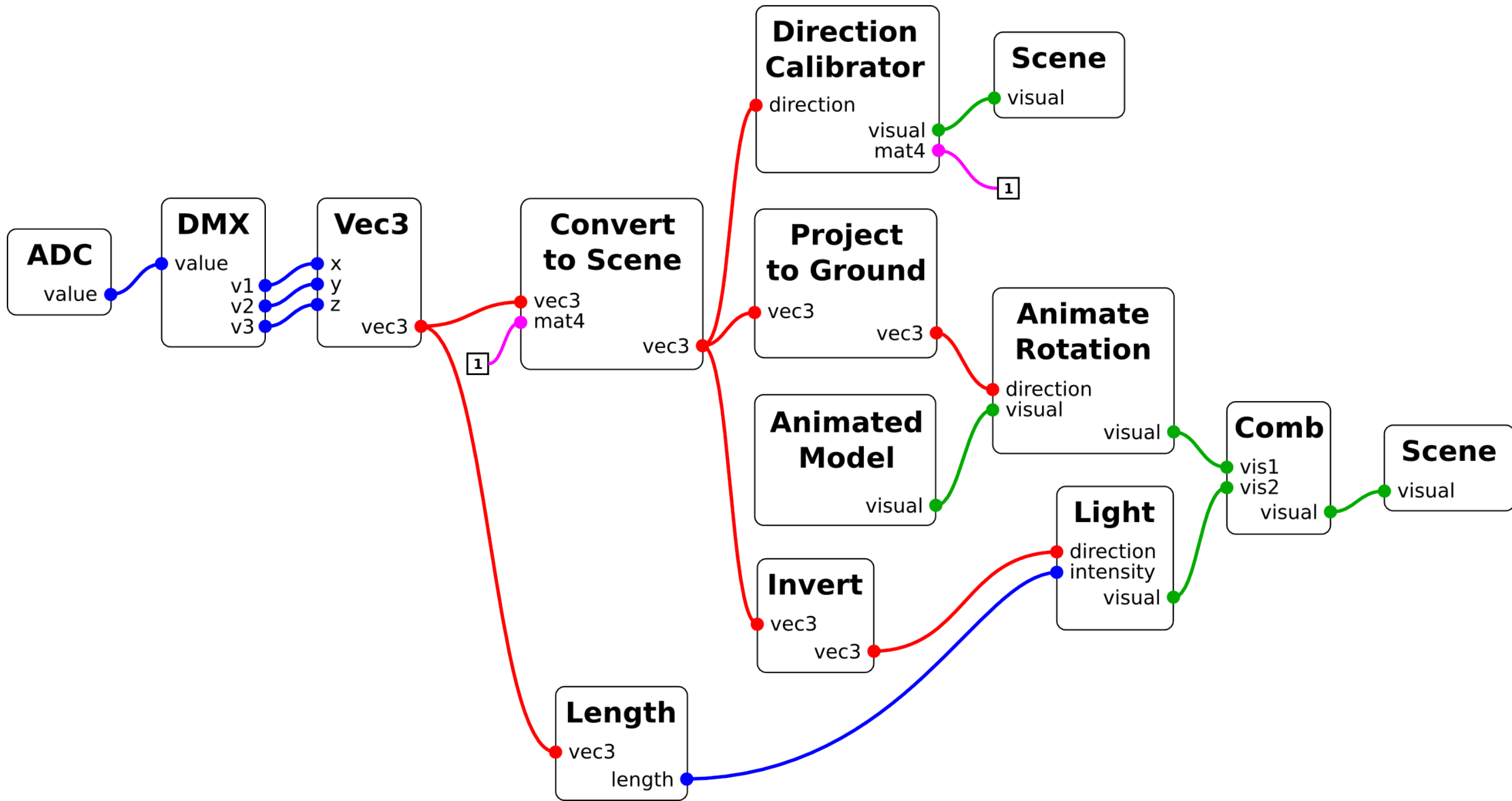


Calibration











Server

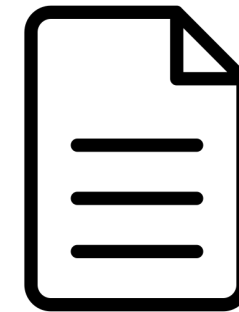
firmware.ino



ADC Demultiplexing
DNS Server
HTTP Server
WebSocket Server

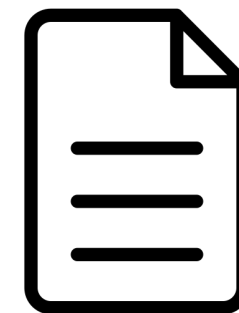
Client

index.html

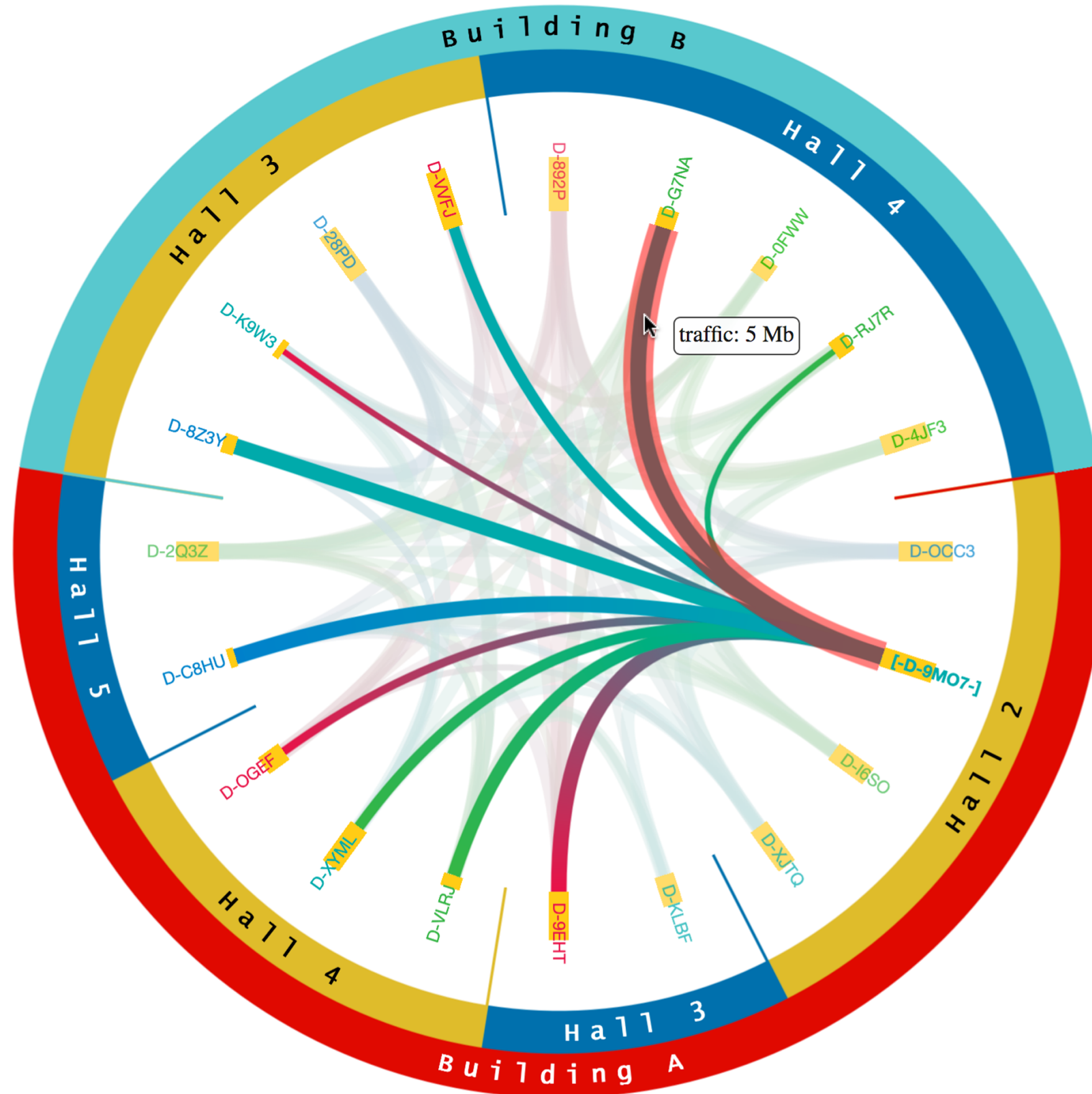


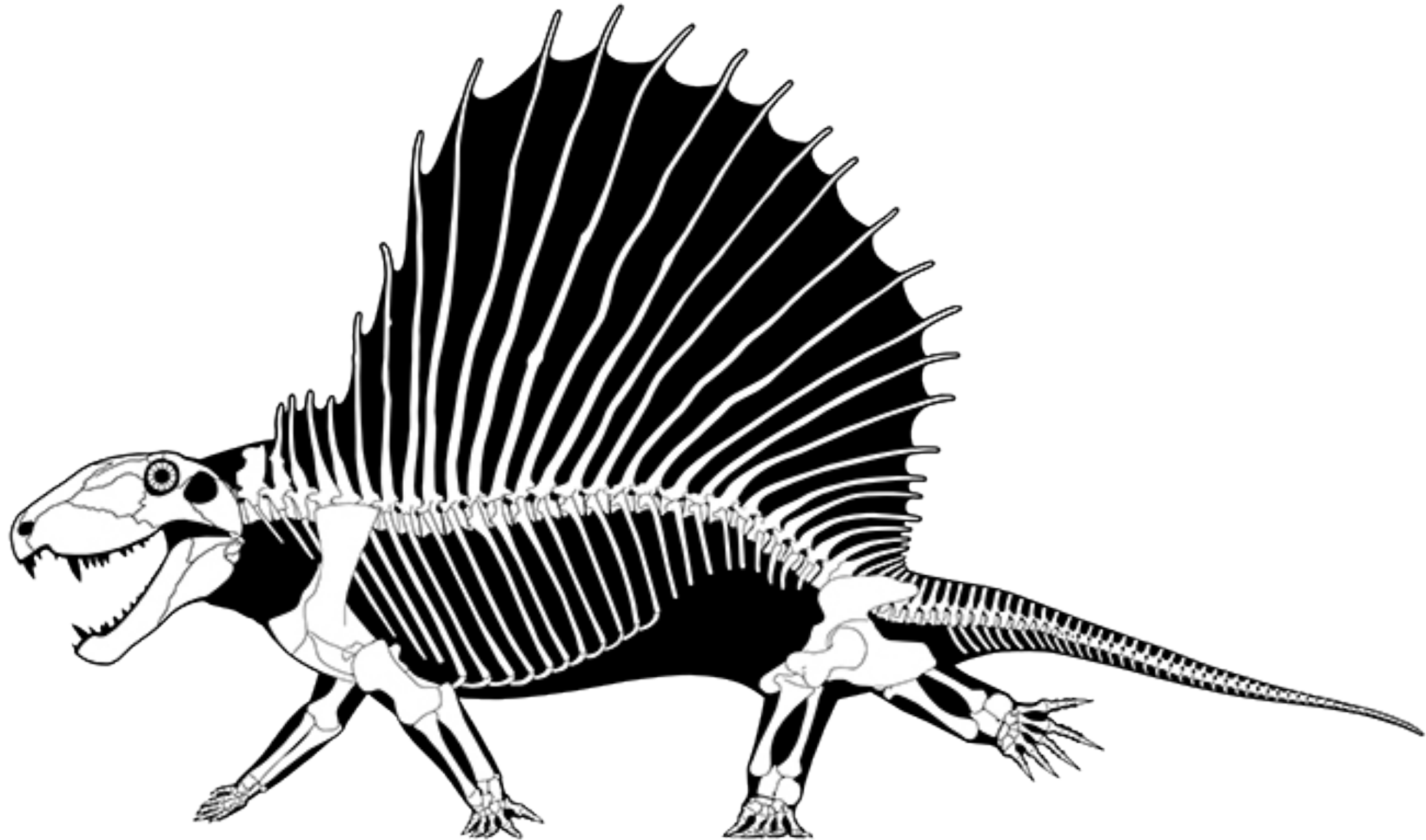
Rendering

calibration.html



Calibration





State-of-the-art skeleton reconstruction of *Dimetrodon grandis* by Scott Hartman

Hartman, S. Taking a 21st Century Look at Dimetrodon.
Scott Hartman's Skeletal Drawing.com (2016),
<http://www.skeletaldrawing.com/home/21stcenturydimetrodon>

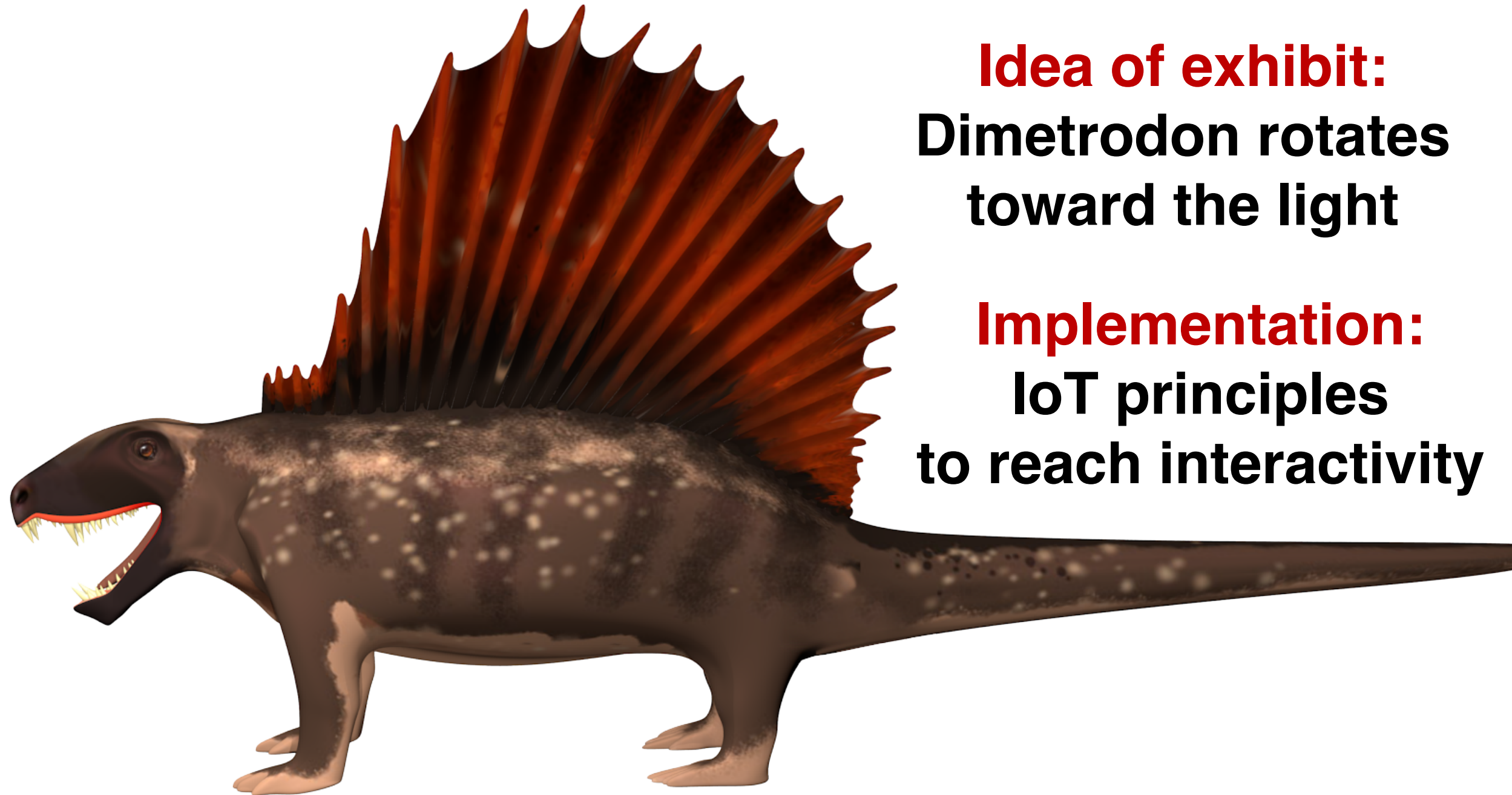


**3D reconstruction of *Dimetrodon grandis*
made in the Museum of Permian Antiquities
by Mariia Kolesnik**



Idea of exhibit:
Dimetrodon rotates
toward the light

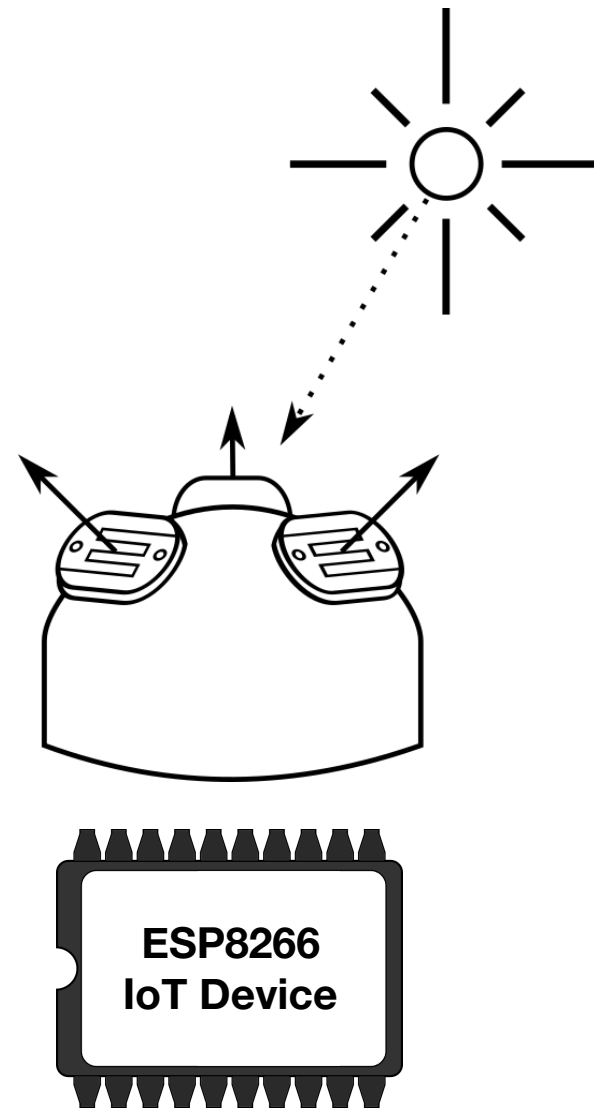
3D reconstruction of *Dimetrodon grandis*
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Idea of exhibit:
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Implementation:
IoT principles
to reach interactivity

3D reconstruction of *Dimetrodon grandis*
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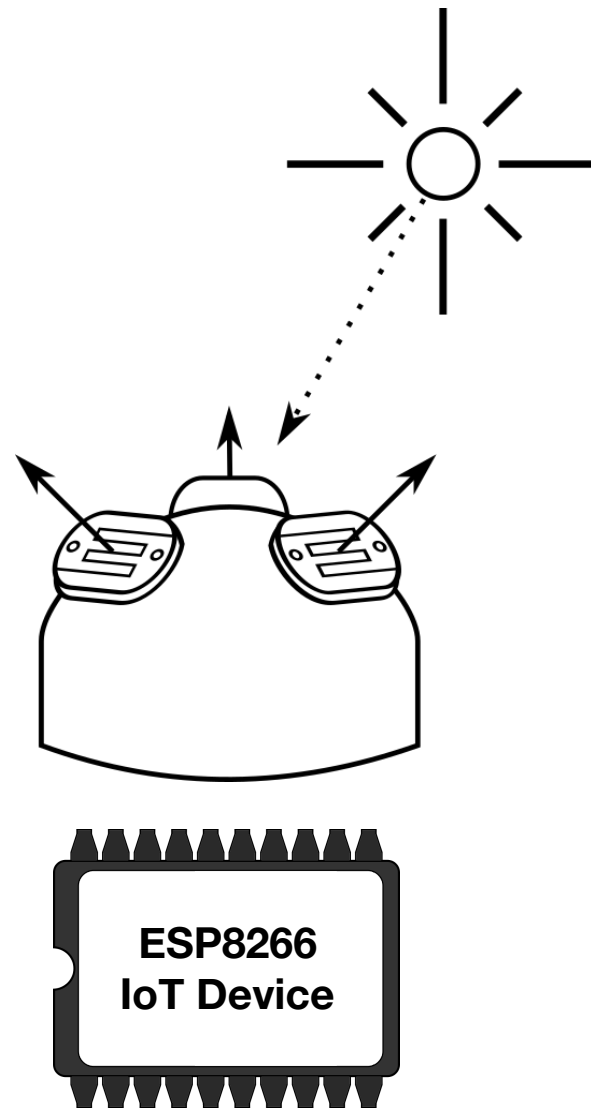
**Light Direction
and Intensity
Sensor**



**Client Rendering
Dimetrodon
Model**

User

illuminates the light sensor
with a flashlight

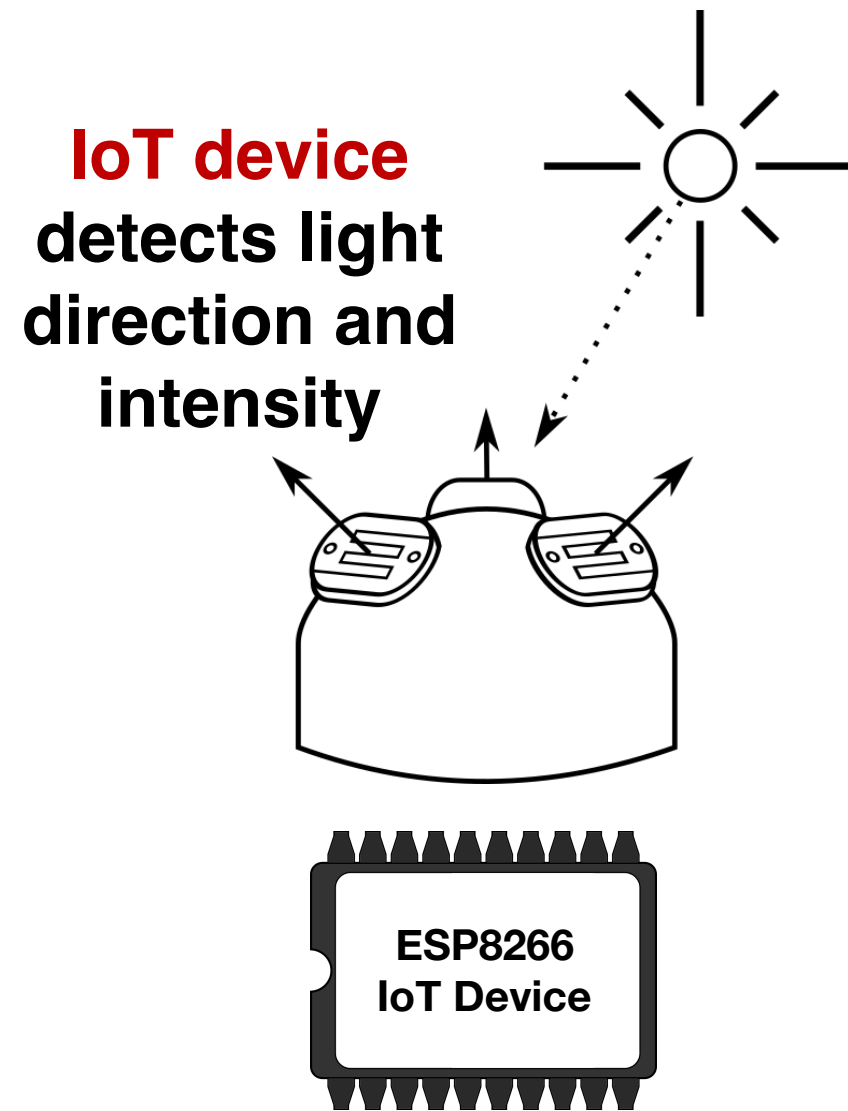


WiFi



**Client Rendering
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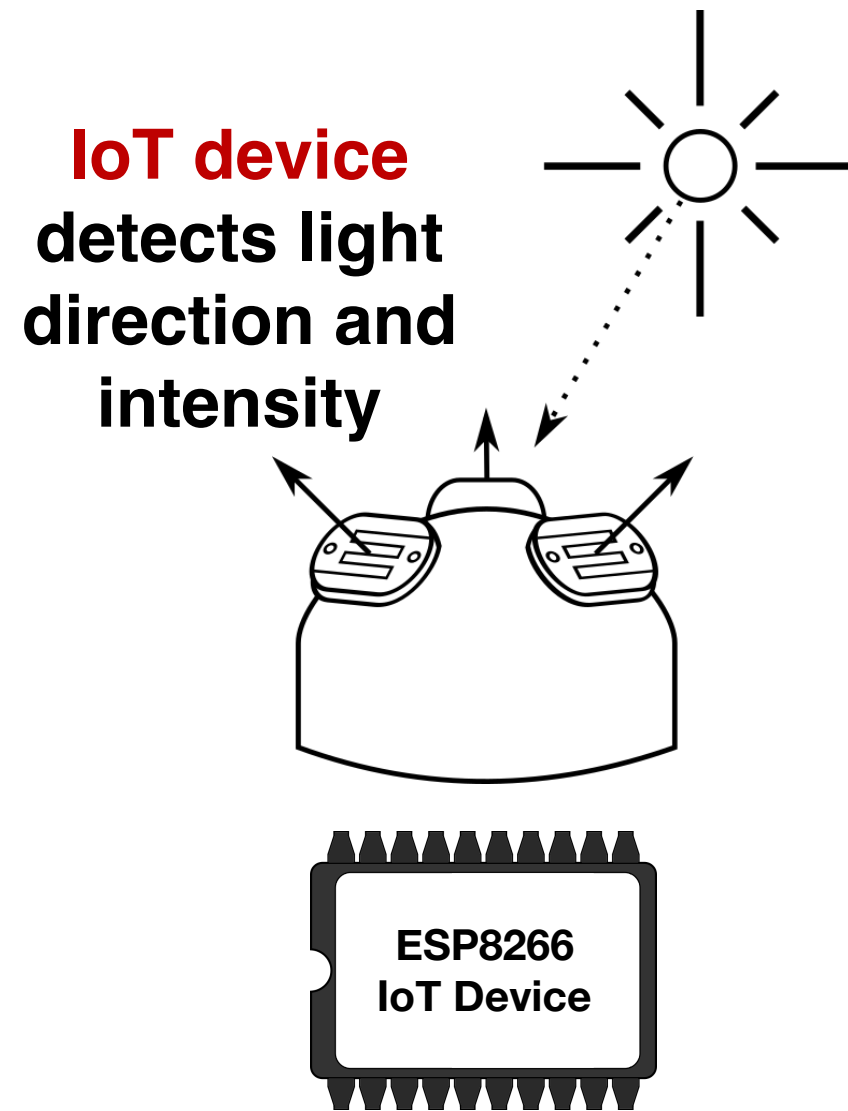
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WiFi



**Client Rendering
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**Light Direction
and Intensity
Sensor**

IoT device
transmits data
over

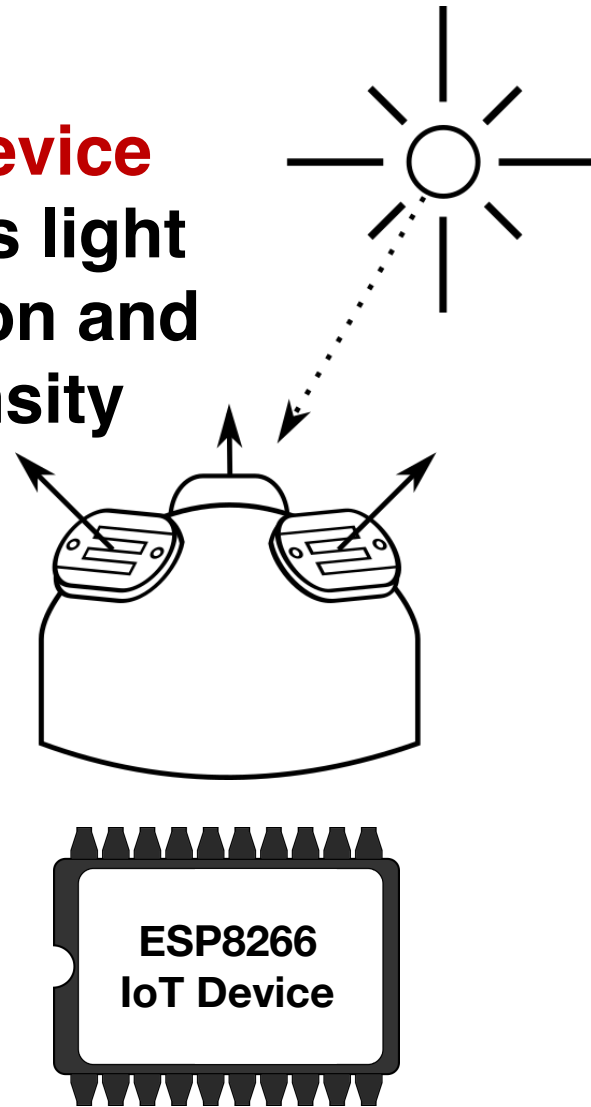
WiFi



**Client Rendering
Dimetrodon
Model**

User
illuminates the light sensor
with a flashlight

IoT device
detects light
direction and
intensity



**Light Direction
and Intensity
Sensor**

IoT device
transmits data
over
WiFi



User's mobile device
integrates into IoT ecosystem
and renders the illuminated
3D model



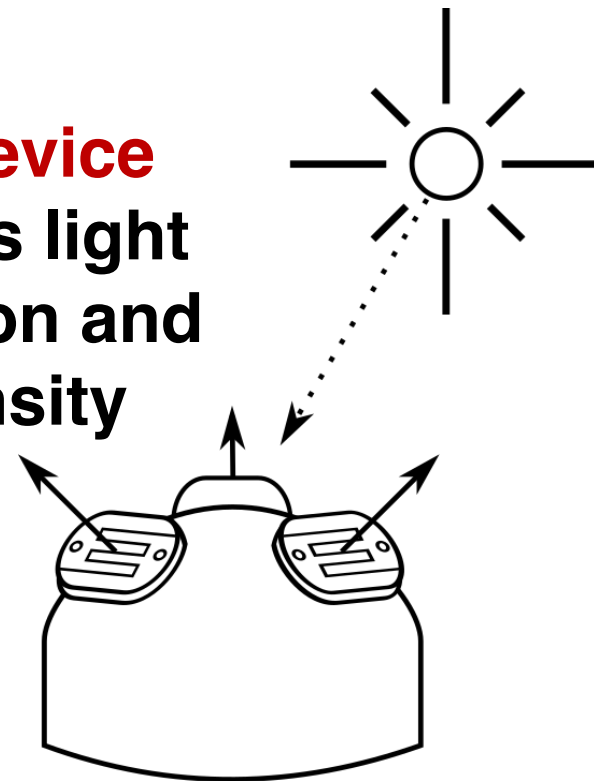
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IoT device
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WiFi



**Light Direction
and Intensity
Sensor**



**SciVi enables
different devices
to communicate
and to build
interactive image**



**Client Rendering
Dimetrodon
Model**

SciVi + IoT:

1. Generating firmware
2. Simplifying complex algorithms for devices
3. Enabling calibration of devices via feedback
4. Allowing monitoring the device data
5. Supporting 2D and 3D visualization

Testing:

Real-world task of paleontological exhibit creation

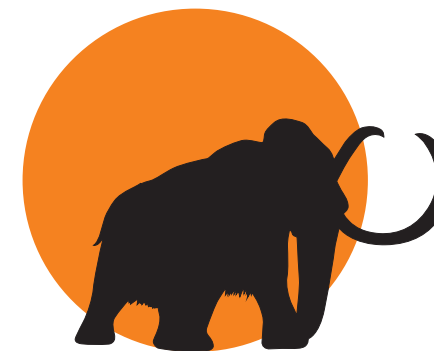
Next steps:

1. Advanced IoT-based Smart Museum development
(maybe even Smart City in the future)
2. Organizing IoT workshops for schoolchildren
based on "Learning by doing" concept
3. Augmented Reality assistant for assembling IoT devices
4. Tackling IoT-related Big Data visual analytics problems:
 - 4.1. *Velocity*: SciVi can run on HPC thanks to multiplatform portability
 - 4.2. *Variety*: SciVi can be adapted to arbitrary data format
 - 4.3. *Volume*: SciVi filtering capabilities can help
to reduce data size by aggregation, clamping, splitting, etc.



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**Museum
of Permian
Antiquities**

Thank You For Attention!

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Wuxi – 2018