

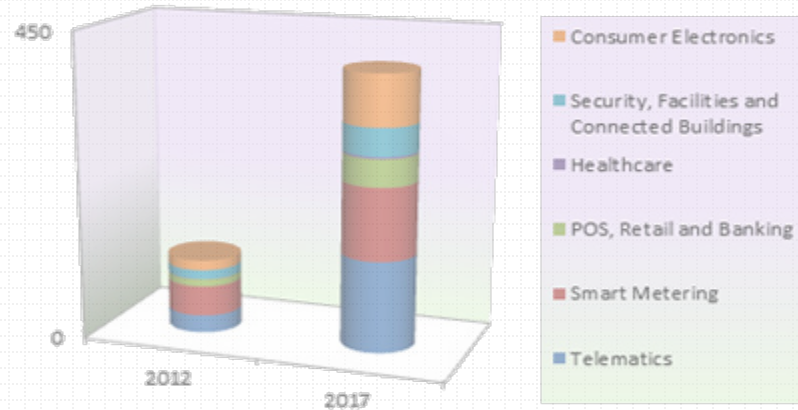
Flash and the Internet of Things

Chetan Gadgil

Director, Technology & Platform Solutions, GE Software

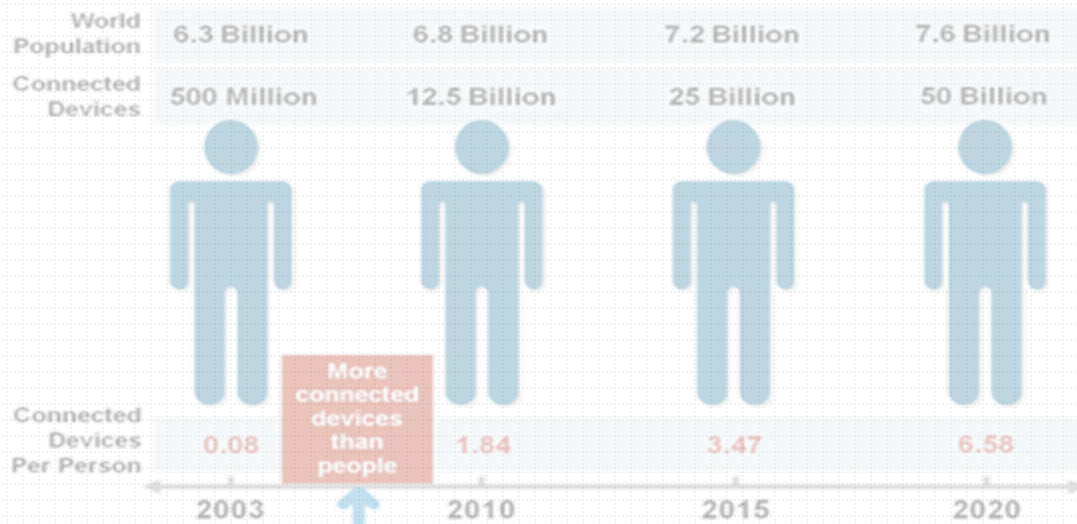
Internet of Things (IoT) Trends

Number of Connected Devices (m)
Split by M2M Category 2012 & 2017



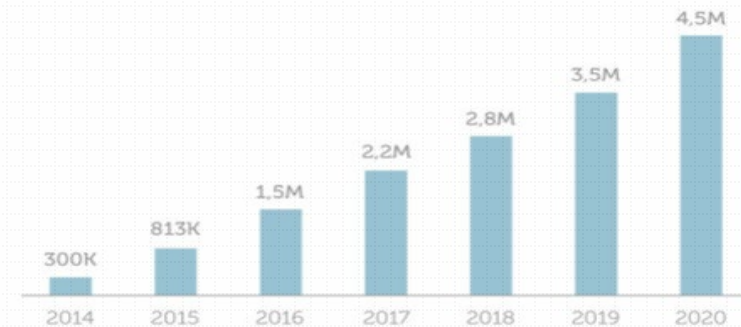
Source: Juniper Research

- ~ 50 Billion Devices by 2020
- ~ 6 devices per person
- More Machine to Machine interaction
- More scattered data



Source: Cisco IBSG, April 2011

THE NUMBER OF IOT DEVELOPERS 2014-2020

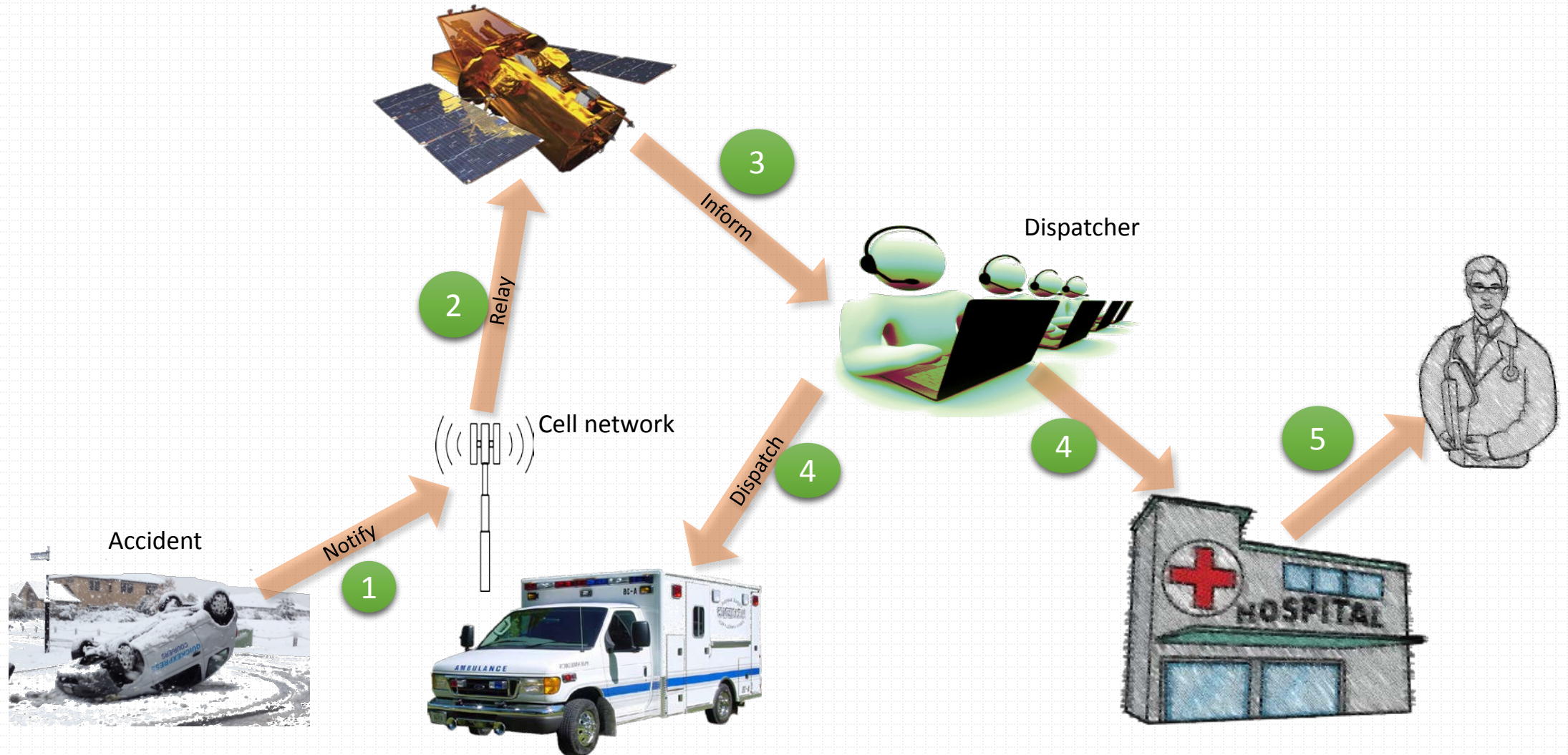


Source: VisionMobile estimates, 2014

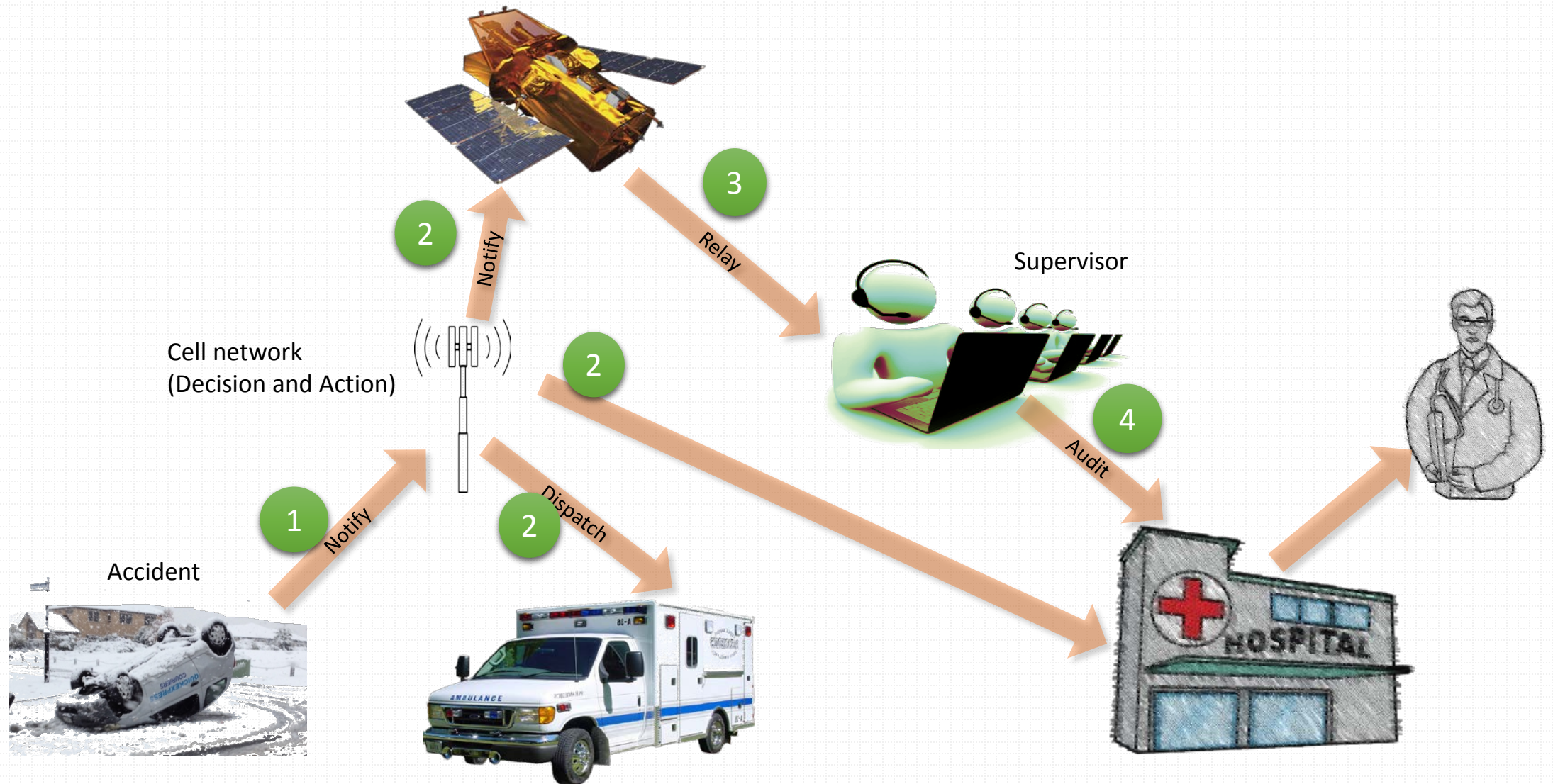


Report: IoT: Breaking Free From Internet And Things | vmob.me/IoT
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Example: The Latency Challenge



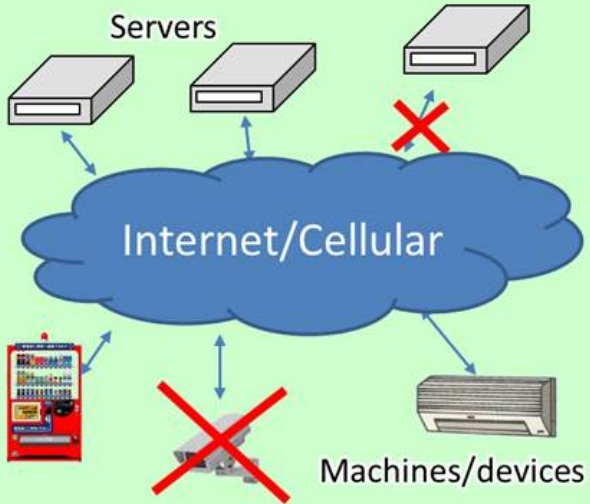
The need for smarter “Things”



M2M: Architecture of the Future

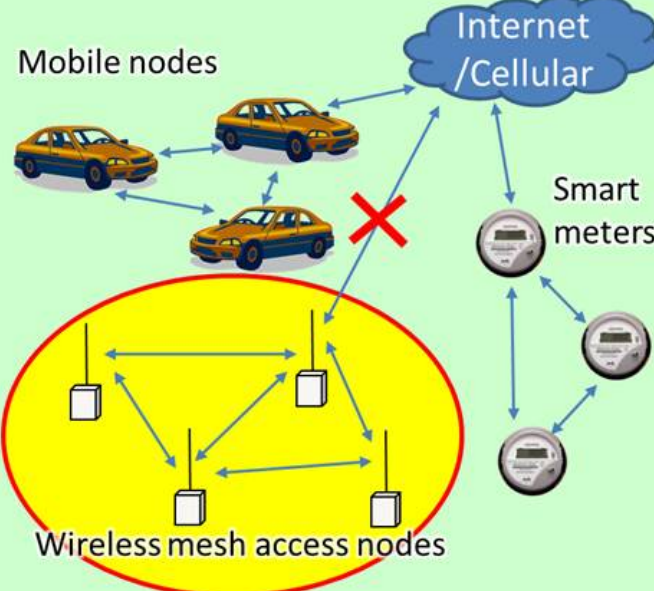
M2M = Communication among machines, sensors, devices, terminals, PCs, servers, etc.

General M2M ($\hat{=}$ IoT)

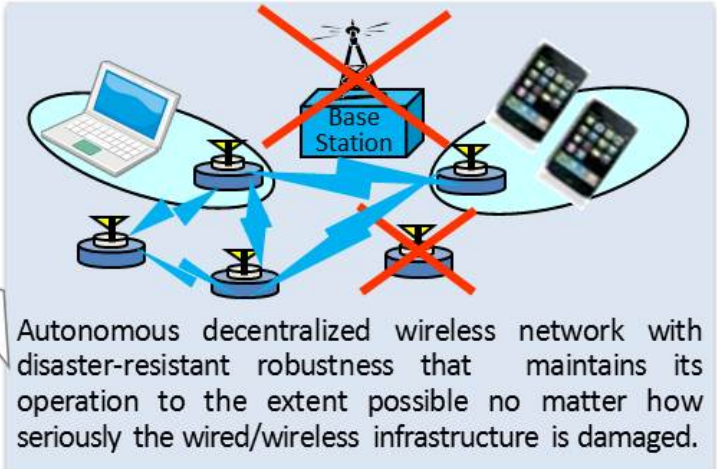


High dependence on the Internet

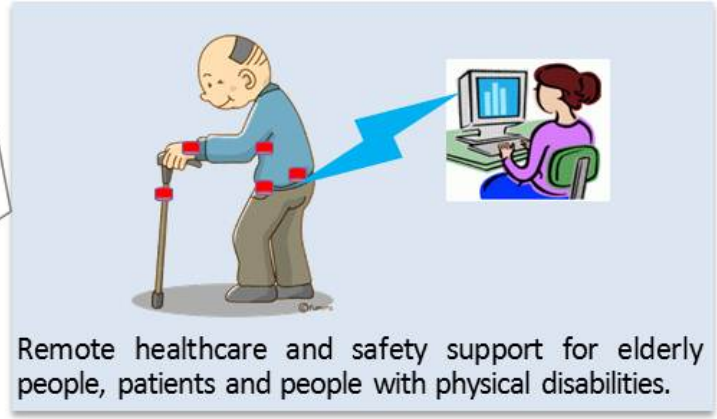
Future M2M



Local M2M network survive



Autonomous decentralized wireless network with disaster-resistant robustness that maintains its operation to the extent possible no matter how seriously the wired/wireless infrastructure is damaged.

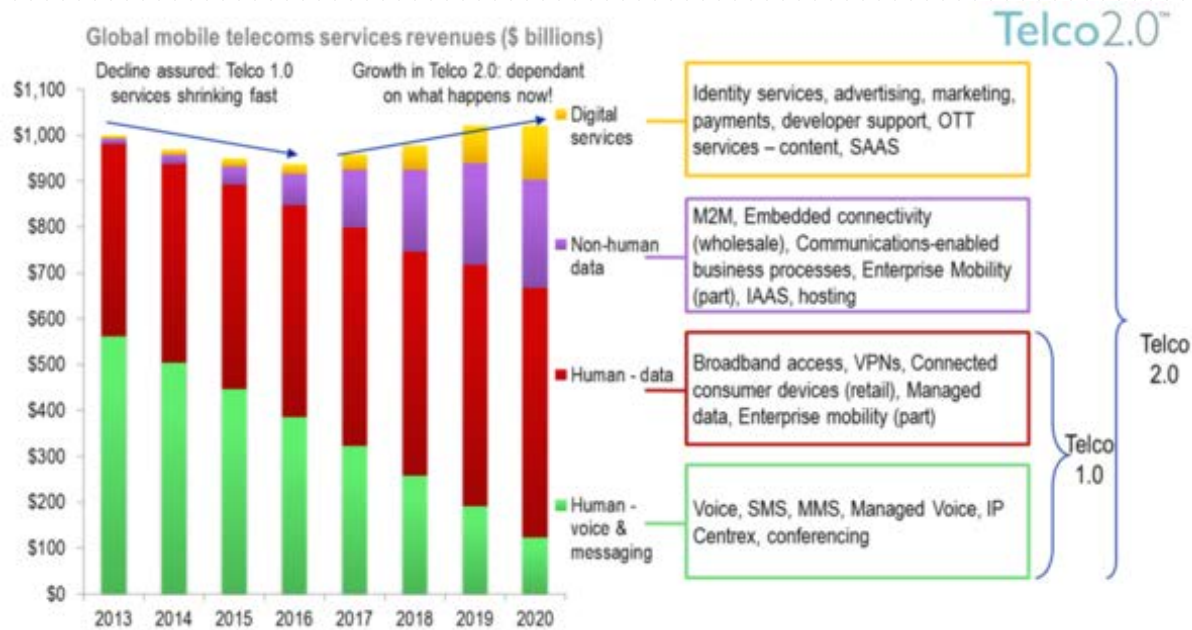


Remote healthcare and safety support for elderly people, patients and people with physical disabilities.

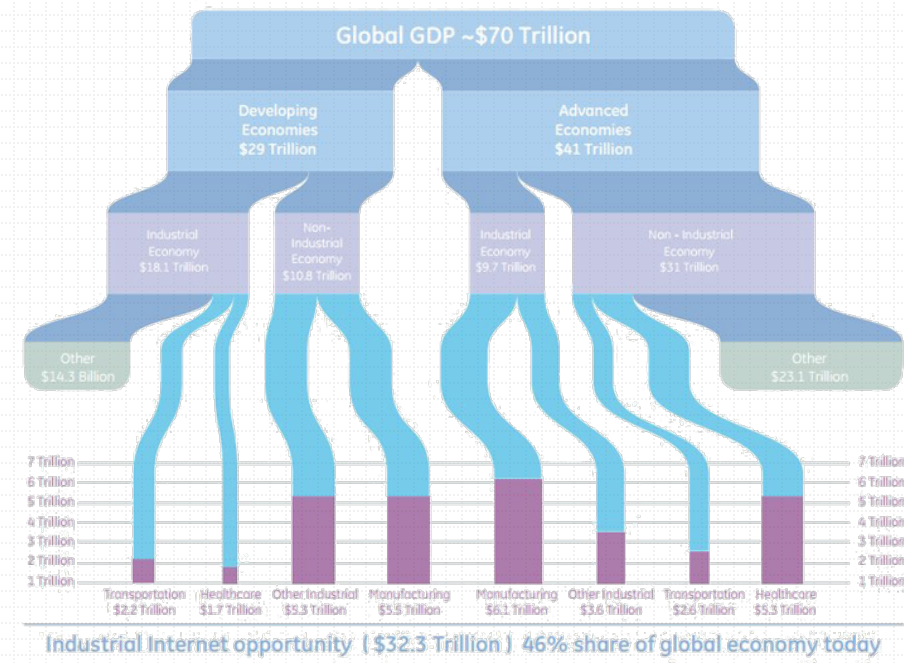
Source: NICT, Japan

IoT Architecture Growth Areas

- Software Driven Analytics at the edge
- Machine Control
- Agile and Guaranteed Outcomes
- Ubiquitous networks



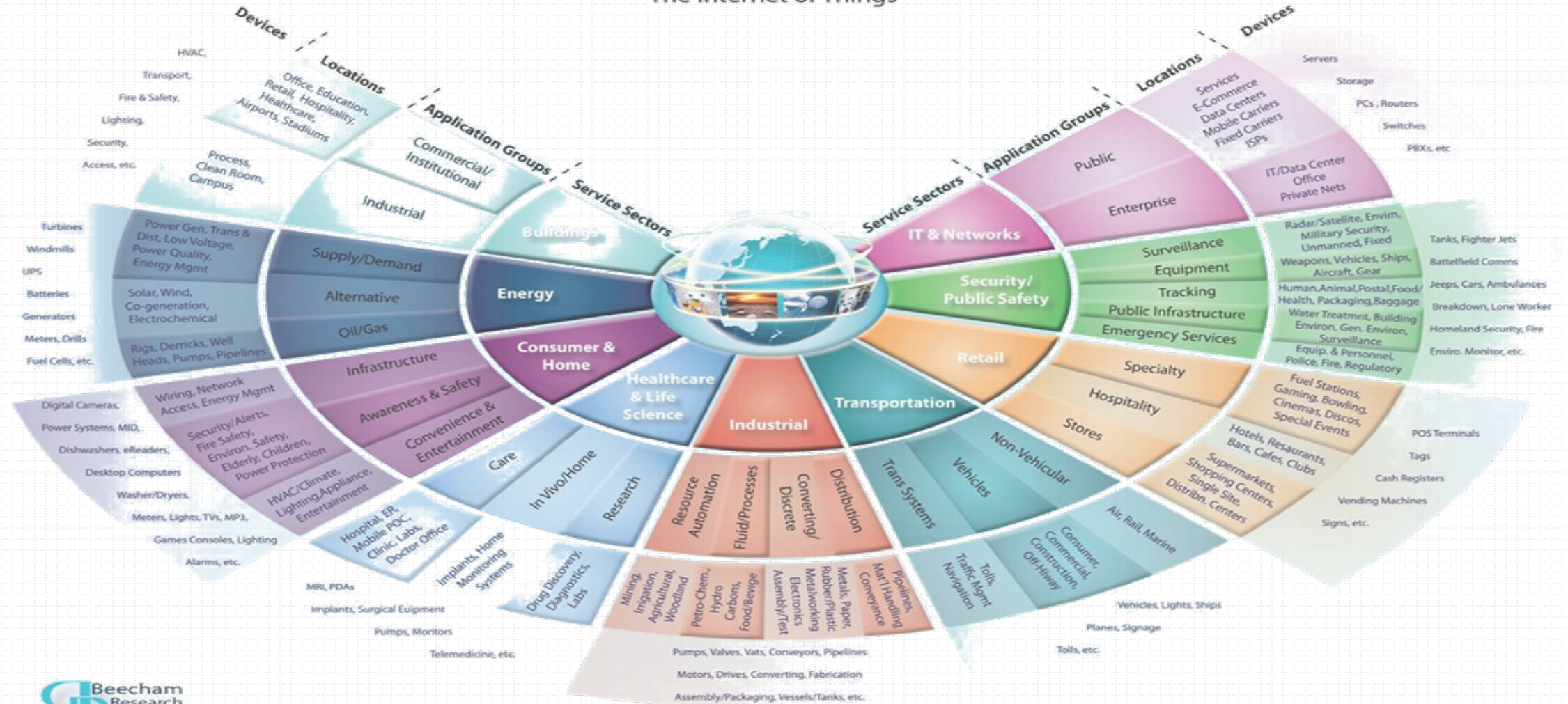
→ The Race to the Bottom?



Source: World Bank, 2011 and General Electric

Opportunity Landscape

M2M World of Connected Services The Internet of Things



Source: Beecham Research