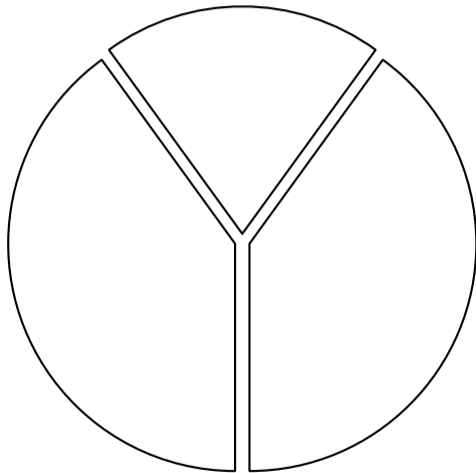


Universitair Docent



Regelen



Onderzoek

Onderwijs





Challenges in the Internet of Things (IoT)

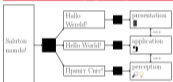


Typical IoT software architecture

- Estimated 26 billion (20-30⁷) devices
- Heterogeneous architectures
- Semantic heterogeneity
- Interoperability problems



Wireless programming



Typical wireless IoT architecture

All layers and interoperation, is generated from single source: language, paradigms, and type system

Powered by task-oriented programming

The mTask language is a DSL implemented in C++



The mTask system integrates seamlessly with the C++ system.



University of Cologne case study



- real-world external example
- less-ware comparison
- functional requirements
- resource environment
- centralized database
- web interface to data
- management and monitoring of devices



Wireless (CWS, CBS) leads to 70%-90% reduction in SLOC compared to tiered (CBS, PRS)

Software metrics

Number of paradigms and languages

	tiered	wireless
category	PRS CBS	PRS CBS
edge	g++/Python or Task/C++	Python, JSON
server	Oracle, MongoDB, iStack	PHP, HTML
total	7 6 2 1	
para	imp	imp
dev	dev	dev

less paradigms/languages
 ↓
 fewer interoperation problems

Number of files and lines of code

	tiered	wireless
category	PRS PRS CBS CBS	PRS PRS CBS CBS
server node	52 57 11 12	
server interface	178 183 9 4	
communication	78 74 38 38	
webinterface	56 54 28 28	
database	106 106 12 12	
management	94 88 5 4	
total	562 576 108 89	
files	33 34 3 5	

less code
 ↓
 easier maintenance

Conclusions

- Wireless programming simplifies the creation and maintenance of IoT applications
- Using DSLs creating wireless languages can be extended to work on IoT edge devices
- Proven useful in the field case study?
- Used by students in three summer schools: ICOWS 2018, SoTTrainable 2022 and 2023



SoTTrainable 2023, Tijuana, Canada


For more information



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- M. Lubbers, P. Reijnen, A. Beninghui, J. Sijpe, and P. Thiele, "Could Wireless Languages Reduce IoT Development Cost?" in ACS/IEEE Smart Things, vol. 3, no. 1, pp. 305, 2023. doi: 10.1145/3272861


Challenges in the Internet of Things (IoT)



Typical IoT software architecture

- Estimated 26 billion (20+ 3P) devices
- Heterogeneous architectures
- Semantic heterogeneity
- Interoperability problems

University of Cologne (case study)

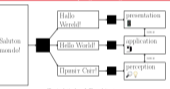


Tiered IoT software architecture

- real-world external example
- low-way comparison
- functional requirements
- resource environment
- centralized database
- web interface to data
- management and monitoring of devices

Tierless (CWS, CBS) leads to 70%-90% reduction in SLOC compared to tiered (CBS, PRS)

Tierless programming



Typical tierless IoT architecture

All layers and interoperation is generated from single source language, paradigms, and type system

Software metrics


Number of paradigms and languages		Number of files and lines of code	
	tiered	tierless	
category	PRS CBS CWS CBS	PRS CBS CWS CBS	
edge	all/Python Python or Task/Task	all/Python Python or Task/Task	
server	Python, BSON	Python, BSON	
	PHP, HTML	Task	
total	7 6 2 1	56 54 28 28	
	94 88 5 4	106 136 12 12	
para	imp imp decl decl	imp imp decl decl	
files	33 34 3 5		

low paradigms/languages
↓
fewer interoperation problems

low code
↓
easier maintenance

Powered by Task-oriented programming

The mTask language is a DSL, implemented in Clean




Typical tierless IoT architecture

Clean source code → mTask expansion → mTask system

Backcode compiler, Pretty printer, Symbolic simulation, Resource analysis

The mTask system integrates seamlessly with the Task system.



Conclusions

- Tierless programming simplifies the creation and maintenance of IoT applications
- Using DSLs, existing tierless languages can be extended to stack on IoT edge devices
- Tools used in the Clean ecosystem
- Used by students in three summer schools: ICOWS 2019, SoTTrainable 2022 and 2023



SoTTrainable 2023, Eindhoven, Croatia

For more information



Reference 1: doi: 10.54183/978940296214

Reference 2: doi: 10.1016/20286

Get mTask tool

Could Tierless Languages Reduce IoT Development Grief?

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Internet of Things (IoT) software is notoriously complex, conventionally comprising multiple tiers. The developer must use multiple programming languages and ensure that the components interoperate correctly. A novel alternative is to use a single tierless language with a compiler that generates the code for each component and ensures their correct interoperation.

We report a systematic comparative evaluation of two tierless language technologies for IoT stacks: one for resource-rich sensor nodes (Clean with mTask), and one for resource-constrained sensor nodes (Clean with iTask and mTask). The evaluation is based on four implementations of a typical smart campus application: two tierless and two Python-based tiers. (1) We show that tierless languages have the potential to significantly reduce the development effort for IoT systems, requiring 70% less code than the tiered implementations. Careful analysis attributes this code reduction to reduced interoperation (e.g. two embedded domain-specific languages (DSLs) and one paradigm versus seven languages and two paradigms), automatically generated distributed communication, and powerful IoT programming abstractions. (2) We show that tierless languages have the potential to significantly improve the reliability of IoT systems, describing how Clean iTask/mTask maintains type safety, provides higher order failure management, and simplifies maintainability. (3) We report the first comparison of a tierless IoT codebase for resource-rich sensor nodes with one for resource-constrained sensor nodes. The comparison shows that they have similar code size (within 7%), and functional structure. (4) We present the first comparison of two tierless IoT languages, one for resource-rich sensor nodes, and the other for resource-constrained sensor nodes.

CCS Concepts • Computer systems organization → Sensor networks; Embedded software; • Software and its engineering → Domain specific languages.

Additional Key Words and Phrases: Tierless languages, IoT stacks

ACM Reference Format:
 Mart Lubbers, Pieter Koopman, Adrian Ramsingh, Jeremy Singer, and Phil Trinder. 2024. Could Tierless Languages Reduce IoT Development Grief?. ACM Trans. Internet Things 37, 4, Article 111 (August 2023), 35 pages. <https://doi.org/10.1145/1122445.1122456>

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