Smart-Cities and Cloud Computing

Toward Smart Society and the 4th Industrial Revolution Panel Discussion

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Smart-Cities and Cloud Computing

- Smart-Cities
 - **❖** IoT & Smart Devices: Embedded systems
 - Smart Home, Smart Town, Smart Village, Smart Country
- Cloud computing
- Smart Society
- ❖ The 4th Industrial Revolution

The Smart City Consortium for Seoul

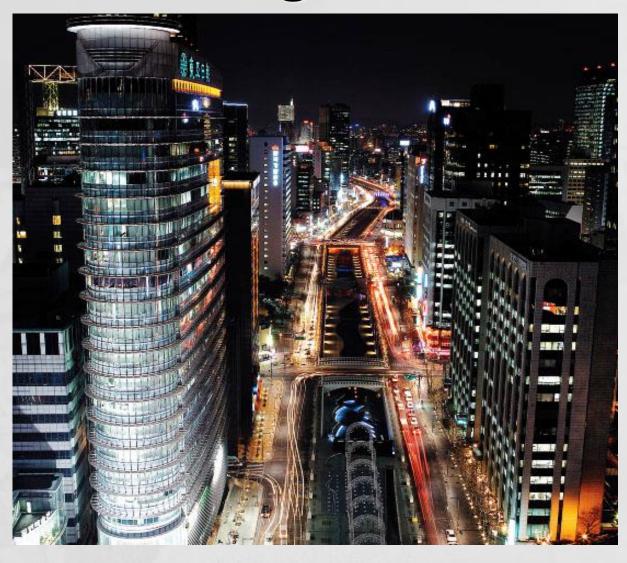
- * R&D for The Intelligent (Smart) Cities based on IoT and ubiquitous Cities.
- LG-CNS, SK-Telecom, Small Companies as well
- * Seoul Metropolitan Government,
- Many universities,
- * Research organizations, etc.
- Since 2002, Digital Media City.
- Over 20 million U.S. Dollars for R&D since 2005.
- Cf. The Eco U-City Consortium by Korean Ministry of Land and Traffic Management.
 - * Focused on real construction and testbeds.
 - * Fund over 300 million U.S. Dollars.
 - * Since 2007, operational.
- * Over 100 cases throughout Korea.

Smart-Cities

Smart House



Smart Village, Smart Town



The Smart-City based on the ubiquitous city.



Smart Korea, Smart World, Smart Universe.





Smart-Cities

- A future city.
- Based on Internet of Things (IoT).
 - Smart devices.
- Based on super-connection.
 - Based on ubiquitous computing.
- Being smart for smart services.
- Cloud computing.
- Security.
- 0

What is being smart?

- * Human like?
- * Or, more than human beings?
- * The same ways as the human beings do?
- Or, different ways?
 - See, airplanes, cars,
- * The AlphaGo vs. LEE Se-Dol's five go-matches.

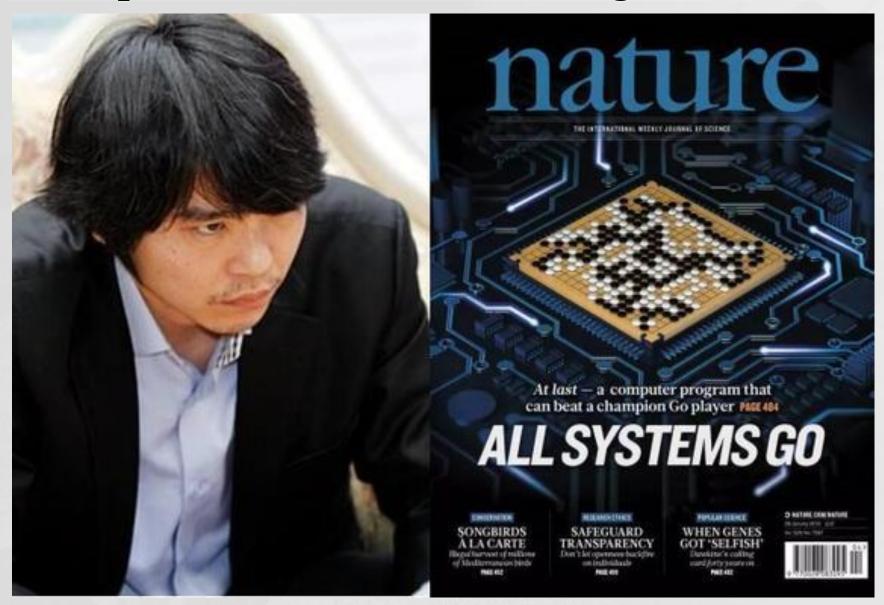
The AlphaGo vs. LEE Se-Dol's five go-matches

- **Google DeepMind** (vs. IBM Big Blue for chess.)
- 4 to 1 results.
- Machine learning with tree search techniques
- **Deep Neural Network.**
- **The Monte Carlo Algorithm**
- XILINK's FPGA & NVIDA's GPU, not DRAM.
- **3000 cpus**
- 264 Tflops

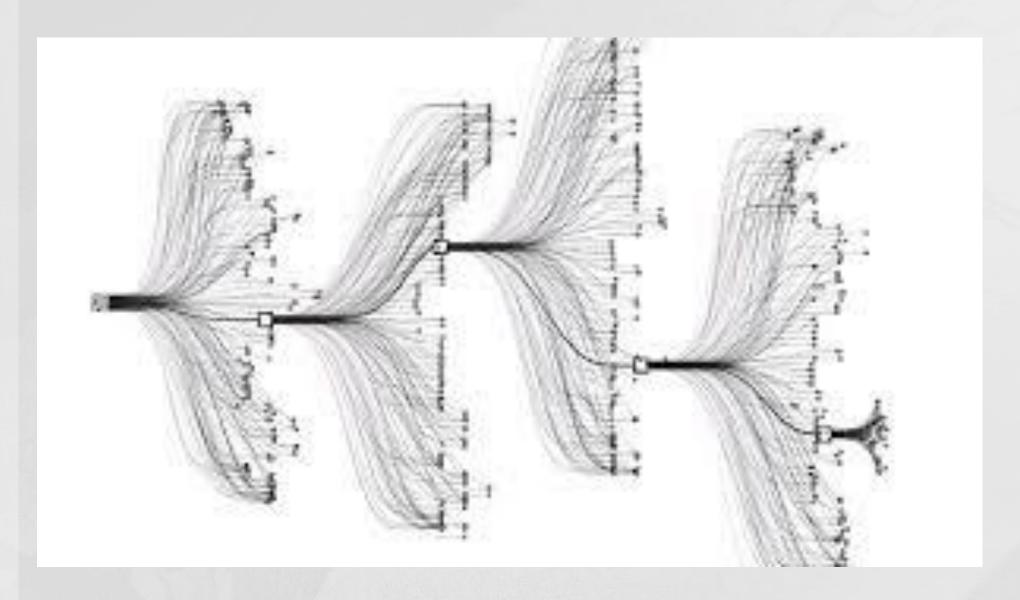




The AlphaGo vs. LEE Se-Dol's five go-matches



The AlphaGo machine learning with neural network

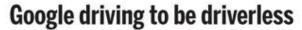


Smart Devices



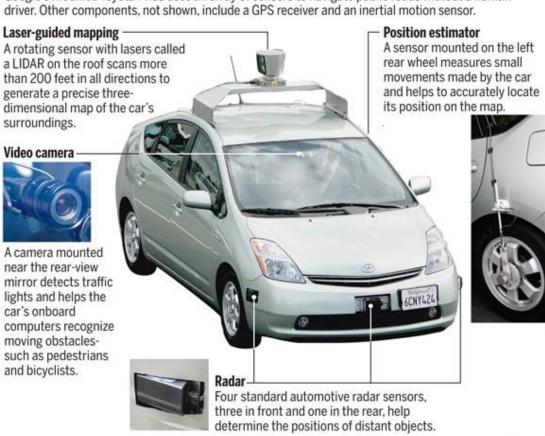


Smart cars



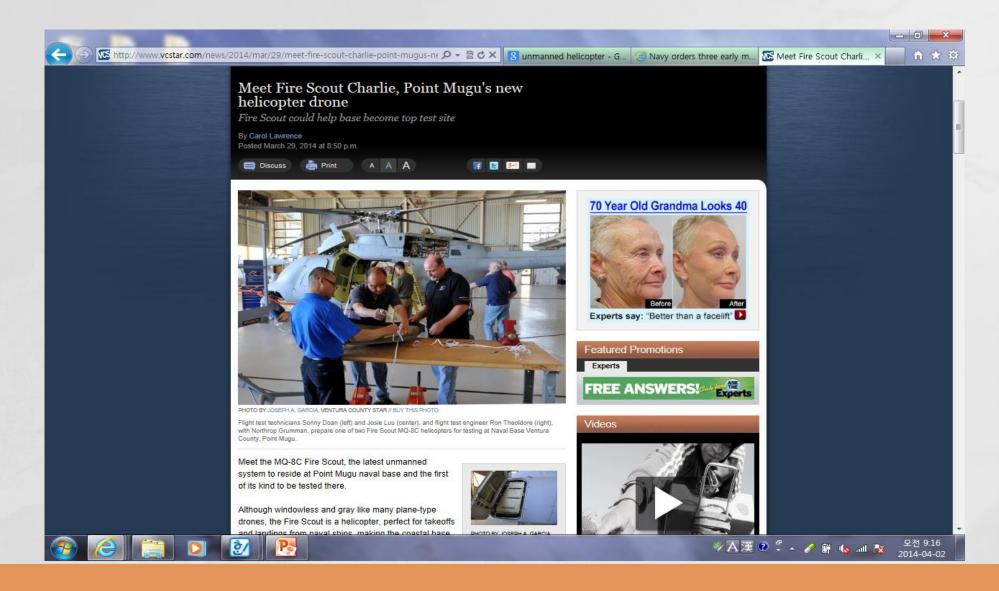
Source: Google

Google's modified Toyota Prius uses an array of sensors to navigate public roads without a human

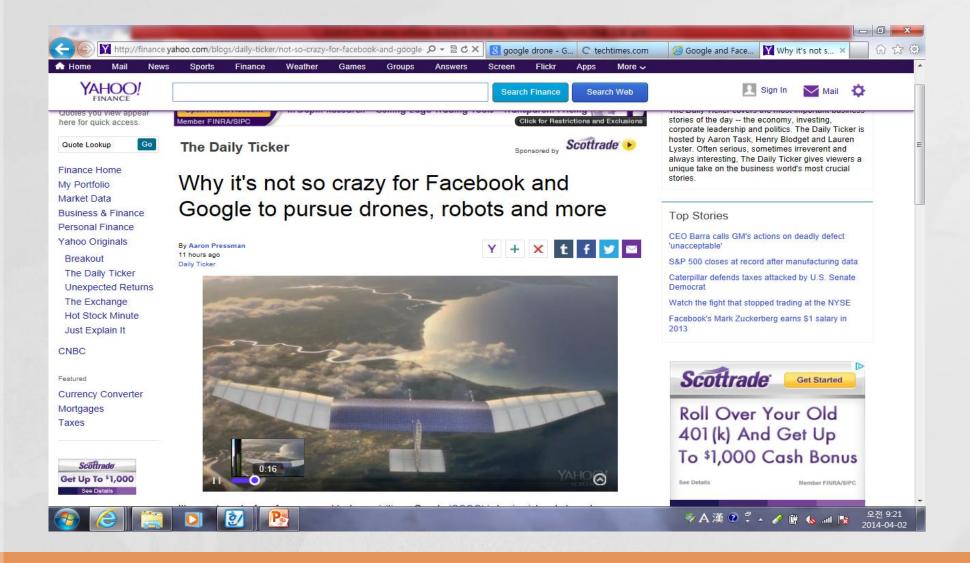


NEW YORK TIMES: PHOTOGRAPHS BY RAMIN RAHIMIAN FOR THE NEW YORK TIMES

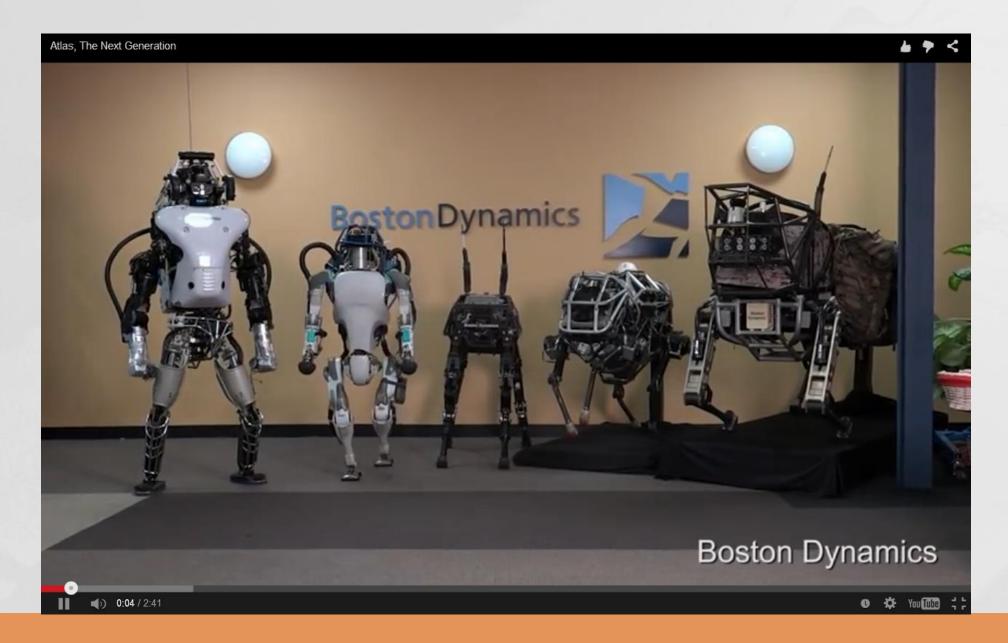
Unmanned Helicopter Drone



Drones & robots



Smart Robots



Smart Robots







Smart OS - CHAPPIE





Smart OS – Big Hero 6



Smart-Cities

- o Based on Internet of Things (IoT).
 - Smart devices

Internet of Things (IoT): Internet of Everything (IoE)

IoE

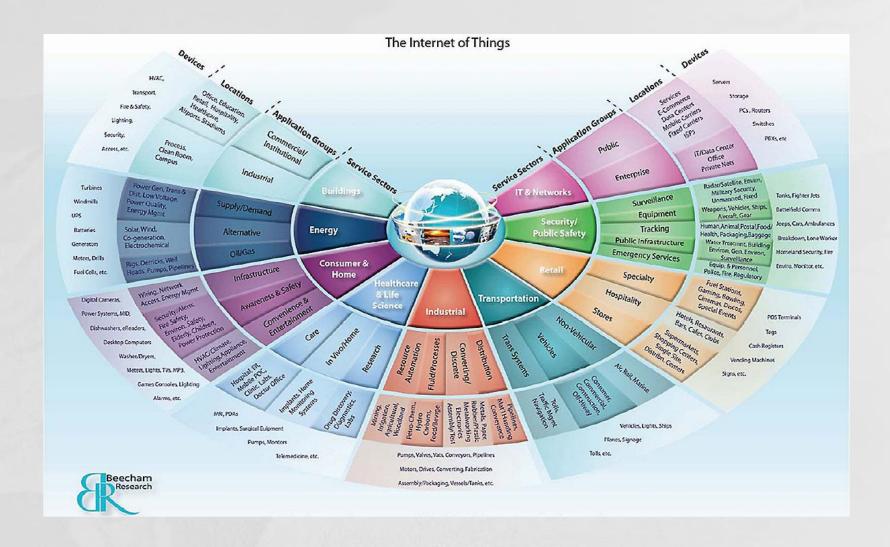
• The Internet of Things (IoT) refers to uniquely identifiable objects and their virtual representations in an Internet-like structure.

• Smart Device + Virtual Representations

IoE

- Companies and organizations explain the Internet of Things in various ways, but the Internet of Things, or IoT, is most commonly described as an ecosystem of technologies monitoring the status of **physical** objects, capturing meaningful data, and communicating that information through IP networks to software applications.
- The recurring themes in all definitions of the Internet of Things include smart objects, machine to machine communication, RF technologies, and a central hub of information.
- See more at http://blog.atlasrfidstore.com/internet-of-things-and-rfid#sthash.maX6z58Z.dpuf

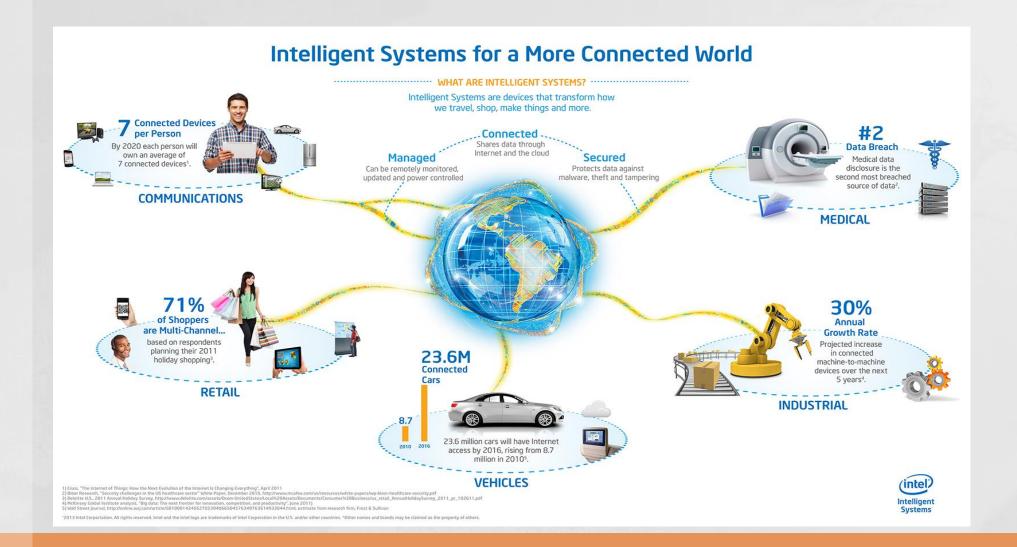
Cisco & Beecham Research



IoT by iStockphoto/chris_lemmens



IoE by Intel



Smart Devices.













The Smart Society We need smart devices for it.



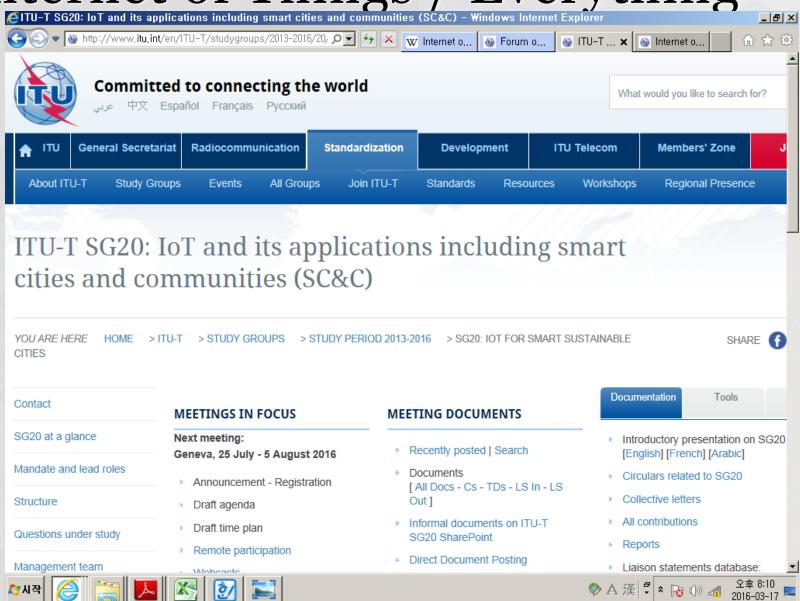
of physical objects—devices, vehicles, buildings and other items—embedded with electronics, software, sensors, and network connectivity that enables these objects to collect and exchange data. - wiki.

"Internet of Things Global Standards Initiative". ITU. Retrieved 26 June 2015.

- The Global Standards Initiative on Internet of Things (IoT-GSI) concluded its activities in July 2015 following TSAG decision to establish the new Study Group 20 on "IoT and its applications including smart cities and communities".
- All activities ongoing in the IoT-GSI were transferred to the SG20. For more information see SG20 webpage or contact tsbsg20@itu.int.

- IoT-GSI aimed to promote a unified approach in ITU-T for development of technical standards (Recommendations) enabling the Internet of Things on a global scale.
- ITU-T Recommendations developed under the IoT-GSI by the various ITU-T Questions in collaboration with other standards developing organizations (SDOs) will enable worldwide service providers to offer the wide range of services expected by this technology.
- IoT-GSI also aimed to act as an umbrella for IoT standards development worldwide.

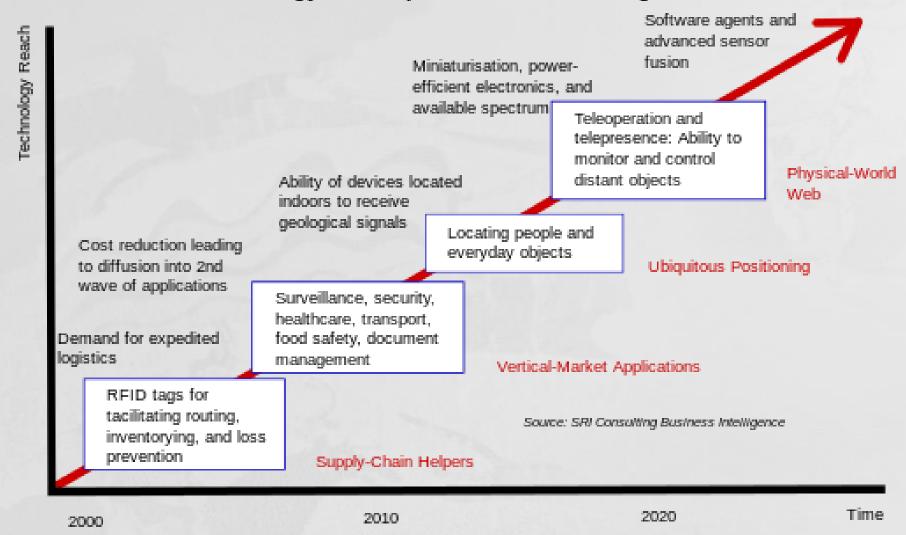
• The Internet of Things (IoT) has been defined in Recommendation ITU-T Y.2060 (06/2012) as a global infrastructure for the information society, enabling advanced services interconnecting (physical and virtual) things based on existing and evolving interoperable information and communication technologies.





Internet of Things / Everything

Technology roadmap: The Internet of Things



Internet of Things / Everything

IoT plaftorms

Platform based approaches.

Smart-Cities

• Based on super-connection.

Based on super-connection Super connected cities

- Everything connected.
 - Integrated devices.
 - Compound connection including mobile comm.

Very high speed communication - Mobile computing

- Anywhere, anytime & any device (3A).
 - 5th Generation: 50 Giga-bps speed.
 - Toward Tera-bps.
 - Giga Korea soon.
 - 2018 in PyungChang Winter Olympic Game in Korea.

5 G Mobile computing

WMC Barcelona 2016.2



5 G Mobile computing

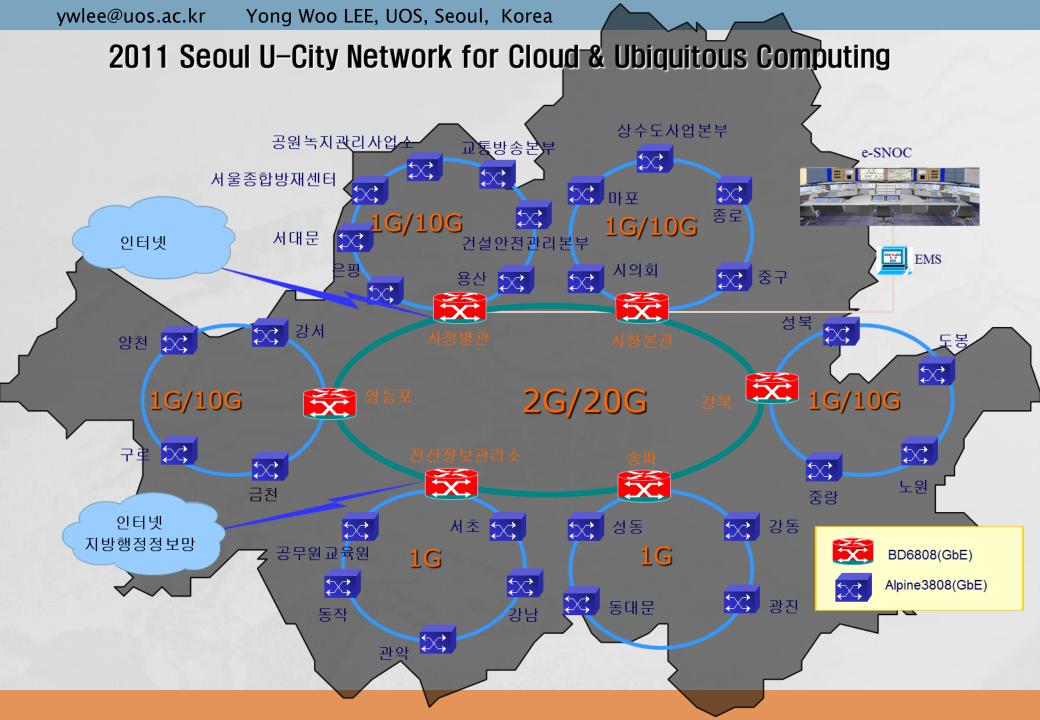
WMC Barcelona 2016.2



5 G Mobile computing

WMC Barcelona 2016.2





The Concept of the Smart-City based on the ubiquitous city.



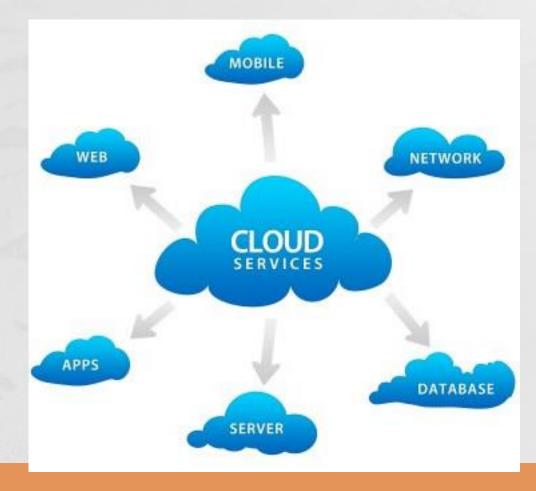
Smart-Cities

Cloud computing

- Big data management.
- Unlimited computing power provided flexibly.
- Flexible Software sharing.
- Cooperation.
- Seamless system integration

• Essential for smart devices in IoT/IoE and

smart-cities.



- The smart city really needs cloud computing as one of the basic components.
- Cloud computing can show it usefulness in the smart city.

Cloud Clients

Web browser, mobile app, thin client, terminal emulator, ...



SaaS

CRM, Email, virtual desktop, communication, games, ...

PaaS

Execution runtime, database, web server, development tools, ...

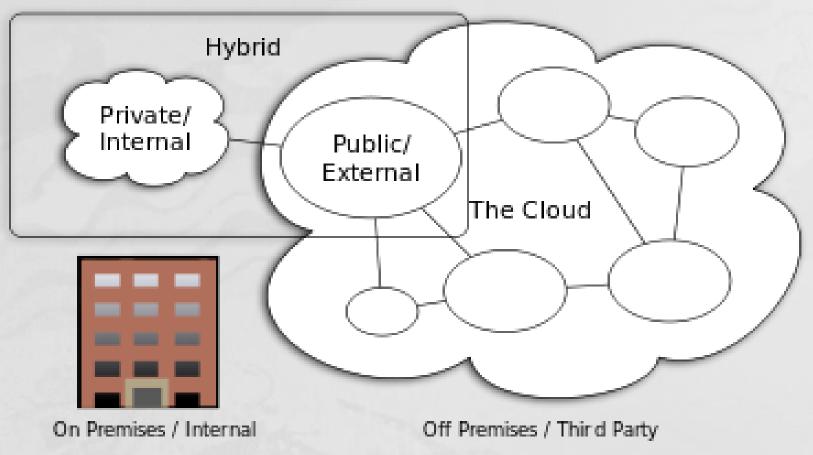
laaS

Virtual machines, servers, storage, load balancers, network, ...

Application

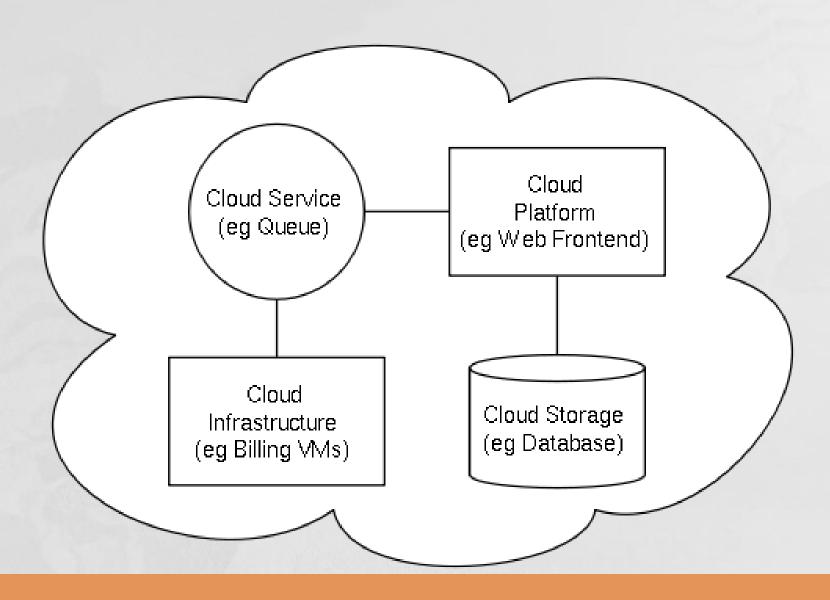
Platform

Intrastructure



Cloud Computing Types

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Who works for cloud standards?

























The Smart City & Internet of Things & E-government & Mobile computing & Cloud Computing



- Requires limitless computing power : IaaS.
- Various software in mobile devices : SaaS.
- Smart city deals with huge volumes of data usually and a wide range of data in real time mode usually.
- Human beings are a factor.



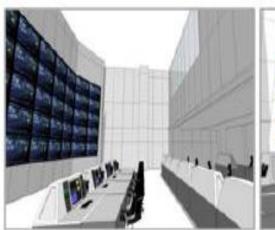
Seoul IT Complex to manage Cloud Computing & Ubiquitous Computing













Thanks you!