

Breakout session on
**Application Layer Protocols
and Data Encoding for
Constrained Devices**

W3C
Web of Things Workshop

Contents

- 1) Constrained devices
- 2) Radio/Network technologies
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- 4) Feasible alternatives?

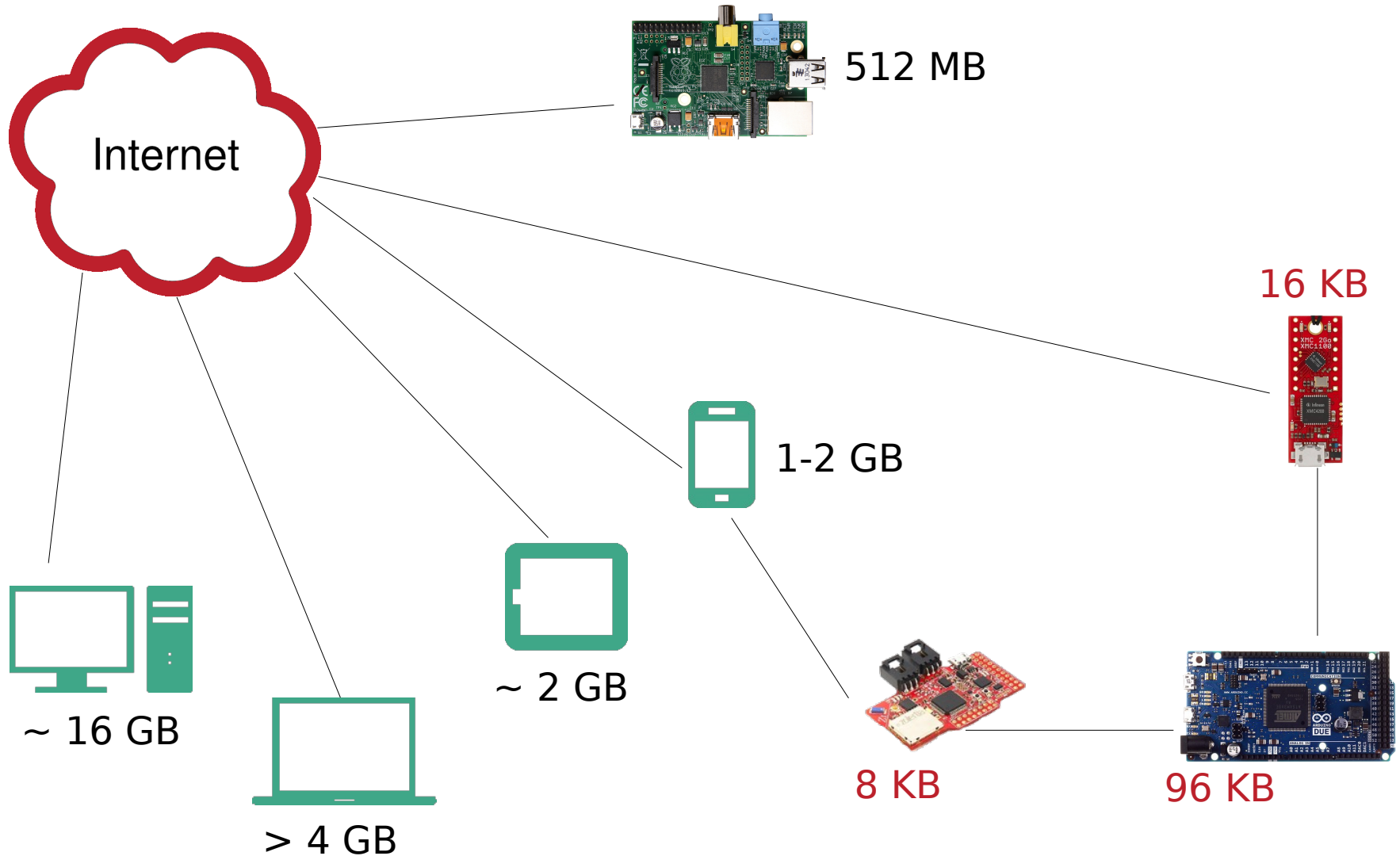
Constrained devices

If we expect billions of devices connected to the IoT by 2020,
→ **someone has to pay for these**

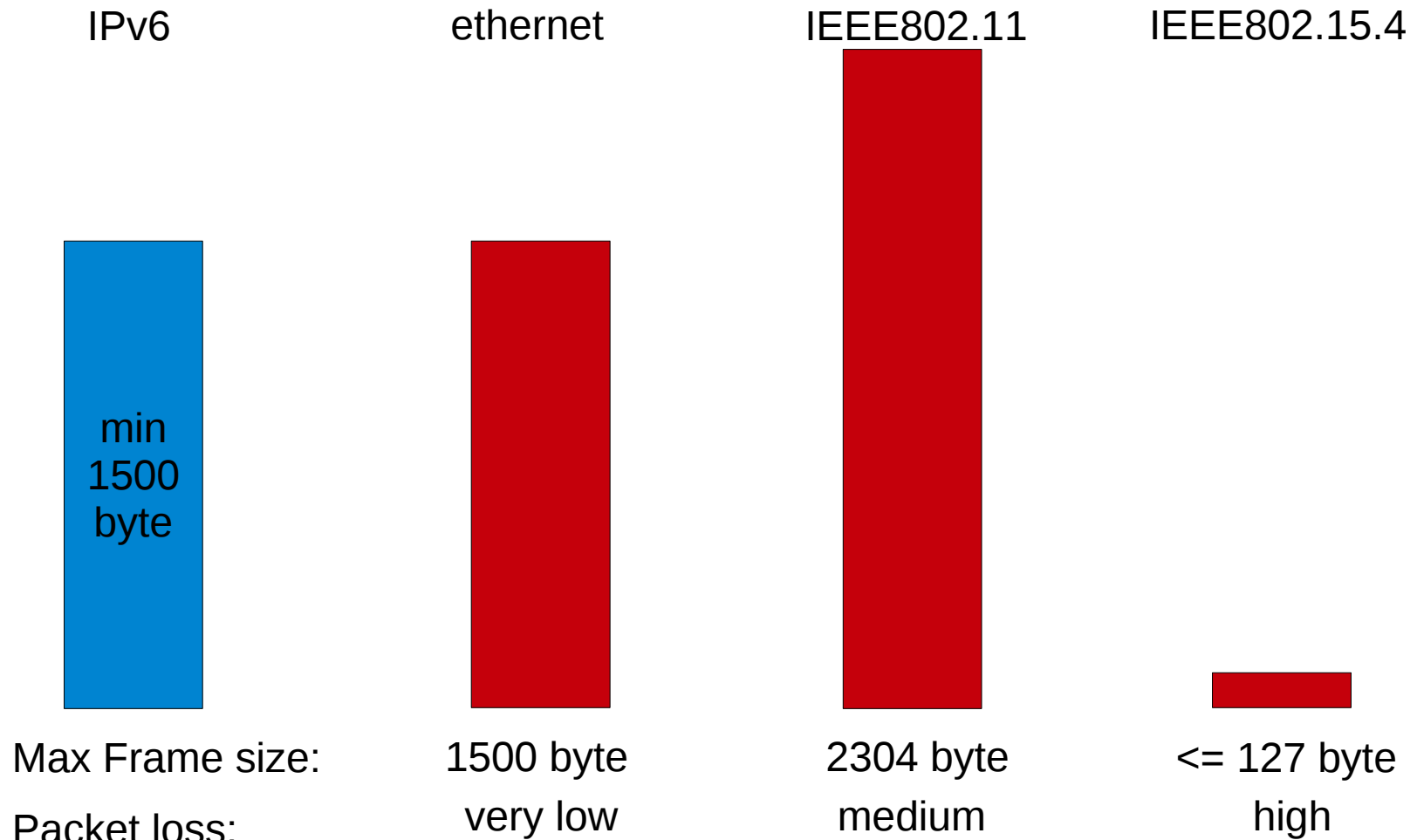
Considering Moores law, devices get cheaper instead of more powerful

We expect a vast amount of devices in the IoT to be (very) constrained.

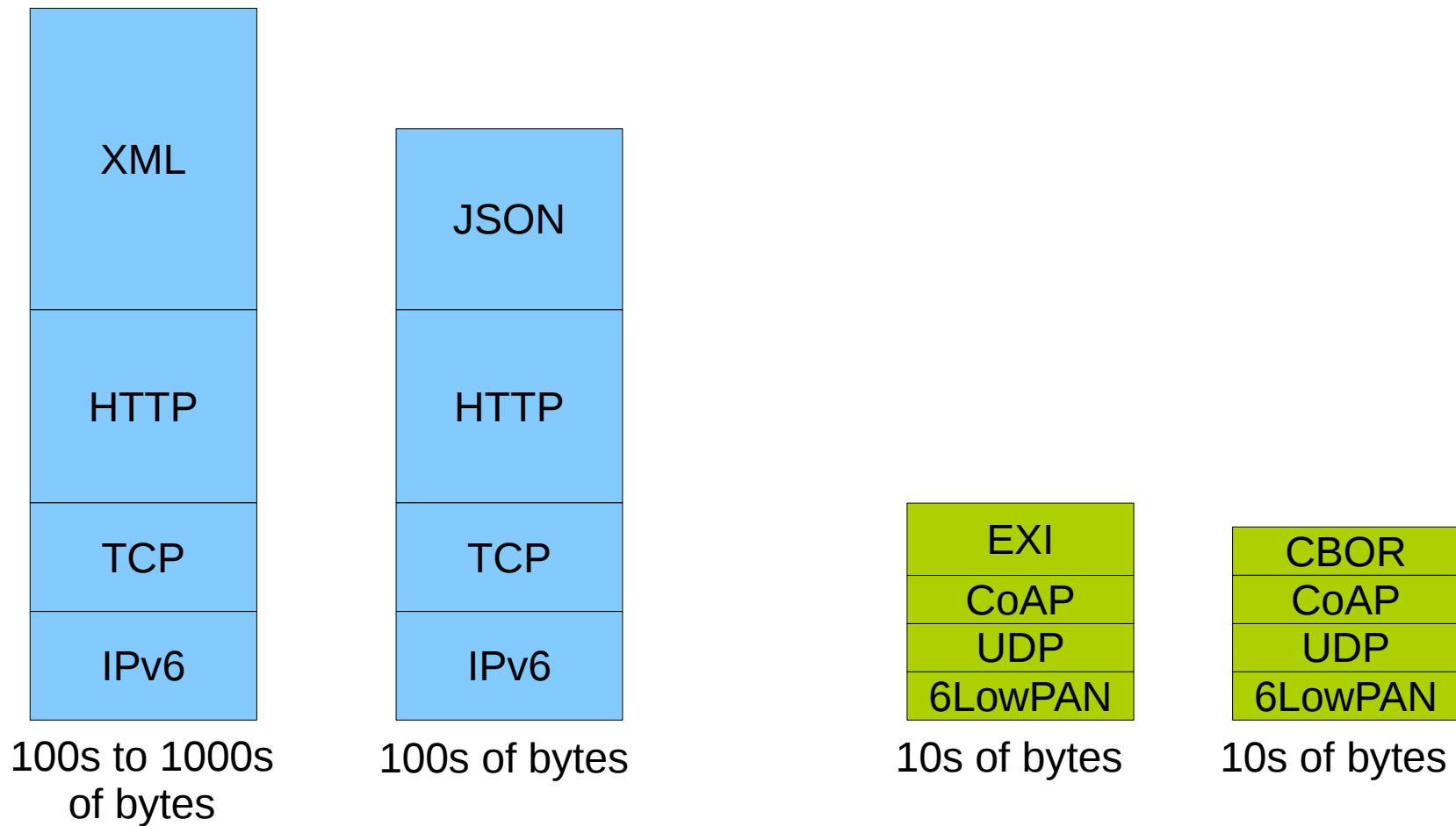
Constrained devices



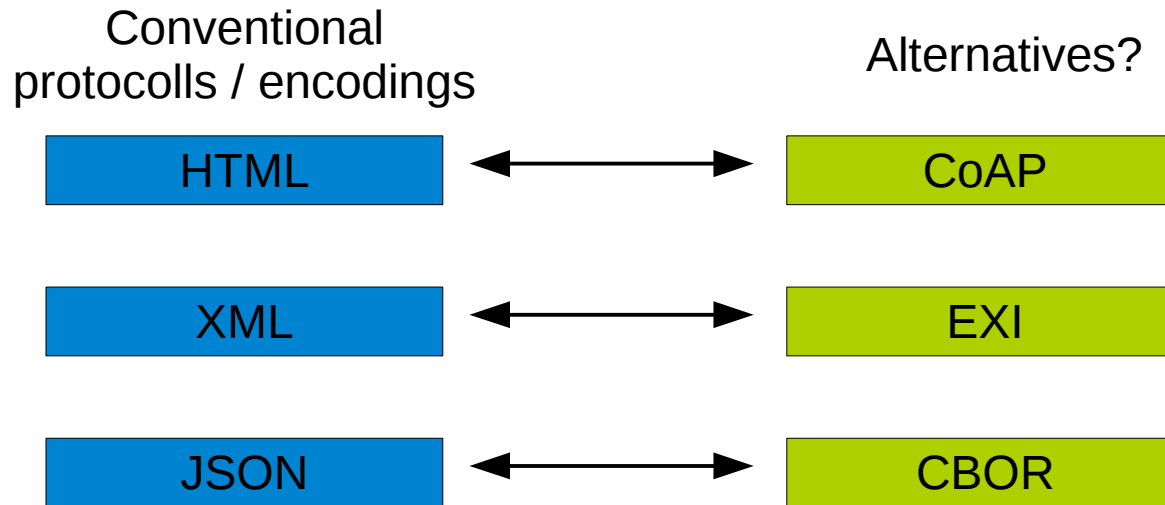
Radio/Network Technologies



Common network stacks



Alternatives



Which/Should alternatives should be considered in upcoming W3C discussions?

Do we see future actions for the W3C?