

APPLICATIONS

- Home automation
- Factories of the future
- Smart cities
- Smart health

DEVELOPMENT PHASE

Virtual machine developed for Android, Linux, Contiki, Raspberry PI.

INTELLECTUAL PROPERTY

Copyright

AWARDS

Selected by IEEE for a presentation at CES 2016

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CHOREOGRAPHY SERVICE FOR THE INTERNET OF THINGS

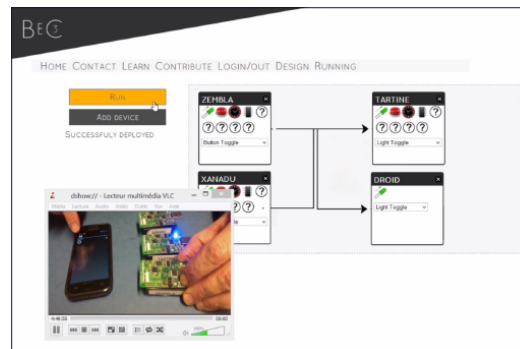
Our software is designed to be embedded in any connected object and to facilitate the programming and reprogramming of choreographies among an heterogeneous fleet, ushering a genuine machine to machine era

- Internet of things (IoT) ■ Virtual machine ■ Service Choreography
- Embedded devices ■ Energy management

PRESENTATION

The Internet of Things is composed of heterogeneous objects which often communicate in a master and slave mode with a server or a smartphone, and rarely communicate and interact with other objects. The reason behind is that connected objects are mostly designed for specific purposes within closed industrial ecosystems. Programming choreographies between heterogeneous objects often requires to tackle interoperability issues and limitations of the access to objects' functionalities.

Our software solution is twofold and consists on one side of a light virtual machine running on the operating system or integrated in the object directly, and on the other side of a server able to establish a secure network between objects, to program and reprogram choreographies from a graphical and intuitive interface and to update objects in real-time.



BeC3 programming interface and demo
© Sylvain Cherrier 2014



Sylvain Cherrier at CES 2016 presenting BeC3

COMPETITIVE ADVANTAGES

- Easy to program / reprogram
- Compatible with heterogeneous devices and operating systems
- Protection of data (can work in a local network mode)
- Energy efficient
- Bandwidth friendliness
- Does not require internet access