

NEO Smarl economy

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IoT Challenges

- 1. Security and Safety
- 2. Embedded and Real-time
- 3. Distributed and Decentralized
- 4. Main Stream Programming
- 5. User Content Monetization





A Decentralized (Server-less) App Scenario



Blockchain Computers

Mobile & IoT Devices Run on Elastos Carriers



End-to-End Solution for a Safer Cyberspace





Definitions of Elastos & Blockchain Computers

Decentralized Personal Clouds



- A Van Neumann machine, with cloud mass storage and local HD as cache, is an Elastos computer;
- An Elastos carrier consists of a peer-to-peer network of Elastos computers ;
- Apps execute inside VMs on an Elastos computer of an Elastos carrier.

Distributed Computing

(the computation power is more than a single node)

"Decentralized" Blockchains



- A blockchain is really a blockchain computer;
- The peer-to-peer network of a blockchain computer is merely an internal bus;
- Apps of a blockchain computer are called smart-contracts or "DApps".

Duplicated Computing

(the computation power is less than a single node)



What is an Instant (Universal) Application



- □ Same app for all smart terminals;
- □ Cloud storage for all apps;
- □ IoT devices as peripherals (no Internet);
- □ Apps access IoT devices via Web services;
- □ Languages inter-operate automatically;
- □ No OS runtime fragmentations.



Building a Decentralized Internet Platform



P2P Networks/Carriers

Blockchain as a Service

ELA Blockchain is the TrustZone



Creating Scarcity of Digital Contents



Blockchain solved the property right authentication problem;
 An unified runtime VM is the key for digital content execution.



You Own Your Own Data (Blockstack)



Blockstack.org

Decentralized Apps Planned on Blockstack:

- Voting
- □ Marketplaces
- □ Identity verification
- □ Crowdfunding
- □ Messaging
- □ File sharing
- Document signing
- □ Video sharing
- Decentralized Reddit
- Decentralized Twitter



Three Open Source Projects of Elastos



Elastos 2015





Elastos on Banana Pi



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Elastos on Raspberry Pi 3





Android-Like Programming in JS, Java & C/C++





Goal: Elastos + RT Kernel = RT Android

□ Self Contained C/C++ Native API

• Rewrote more than two million lines of Android Java Framework code;

□ Facilitates Universal Apps

• C/C++, Java, JS programs call each other without resorting to JNI;

Unifies Local and Web Services

- Loosely coupled and on-demand loading services across the Internet;
- □ Hides All IPC, Internet and IoT Protocols
 - Network-agnostic model prevents DDoS attacks and privacy leaks.



Windows UWP vs. Elastos Runtime

Key Points	Windows UWP	Elastos
Programming Runtime API	WinRT API based on COM/C++	ElastosRT API based on CAR/C++
Primary Programming Languages	C/C++, C#, VB, JavaScript	C/C++, Java, JavaScript
Application Framework	Unified Native Framework (.NET)	Unified Native Framework (Android)
UI Rendering	XAML	XML
Screen Size Adapting	Wide, Middle, Narrow	mdpi, hdpi, xhdpi, xxhdpi
IoT Framework	AllJoyn	AllJoyn

Note: UWP stands for Universal Windows Platform, the Microsoft terminology of universal apps. COM stands for Component Object Model, a Microsoft Component/Service technology. CAR stands for Component Assembly Runtime, an Elastos technology for SaaS programming.

Elastos Programming in C/C++

- Based on homebrew CAR (Component Assembly Runtime) technology,
 - Elastos supports SaaS programming in native code;
- □ Interface oriented and event driven;
- Binary file format .eco is .so plus .cls;
 Utilizing .cls to cross language and network barriers:
 - ✓ No more JNI;
 - ✓ No more proxy/stub;
 - ✓ Write once, run everywhere.





Elastos Code Snippets

```
var eventHandler = {
```

OnEvent:function(i) {
var s = 'call OnEvent, i: ' + i;
elastos.log(s);

};

var module = elastos.require('Demo.eco'); var demoObj = module.createObject('CDemo'); demoObj.addEventHandler(eventHandler); demoObj.doTask();

JavaScript

Demo.eco

Module

interface lEventListener {
 OnEvent(
 [in] Int32 id);

}

interface IDemo {
 AddEventHandler(
 [in] IEventListener* listener);

DoTask();

}

class CDemo { interface IDemo;

Demo.car

•••

...

ECode CDemo::AddEventHandler(/* [in] */ IEventListener* listener) { mListener = listener; return NOERROR; }

ECode CDemo::DoTask()

mListener->OnEvent(9); return NOERROR;

CDemo.cpp



Elastos Block Diagram





Elastos & Android Apps Run Side-by-Side





Elastos Value Propositions



Summary Why **Elastos**?

Elastos Runtime is a C++ version of Java VM and Framework combined together. Similar to JVM stands for Java VM, we also refer to Elastos Runtime as CVM. IoT solutions should meet the following requirements:

NEC

Brand Agnostic

Protocol Agnostic

Carrier Agnostic

Privacy Protection

Mitigate Network Threats







Apps & services of Elastos execute inside CppVM, to facilitate different branded hardware hosting the same service. (Write once, run any where.)

Elastos Runtime automatically finds or connects Apps and Services located in different CppVMs across the Internet.

Elastos platform resides on a P2P-network with its own decentralized DNS and distributed storage services.

IoT devices are treated as Elastos services, which could be found via Elastos Runtime. They are prohibited to directly access the Internet.

All internet traffic of apps and services of Elastos are carried out by the Elastos platform. All CppVMs are registered on an Elastos blockchain.



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