

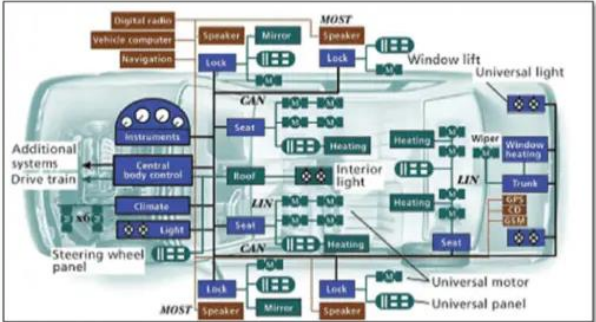


uProtocol:

Connecting Automotive Apps and Services, Everywhere

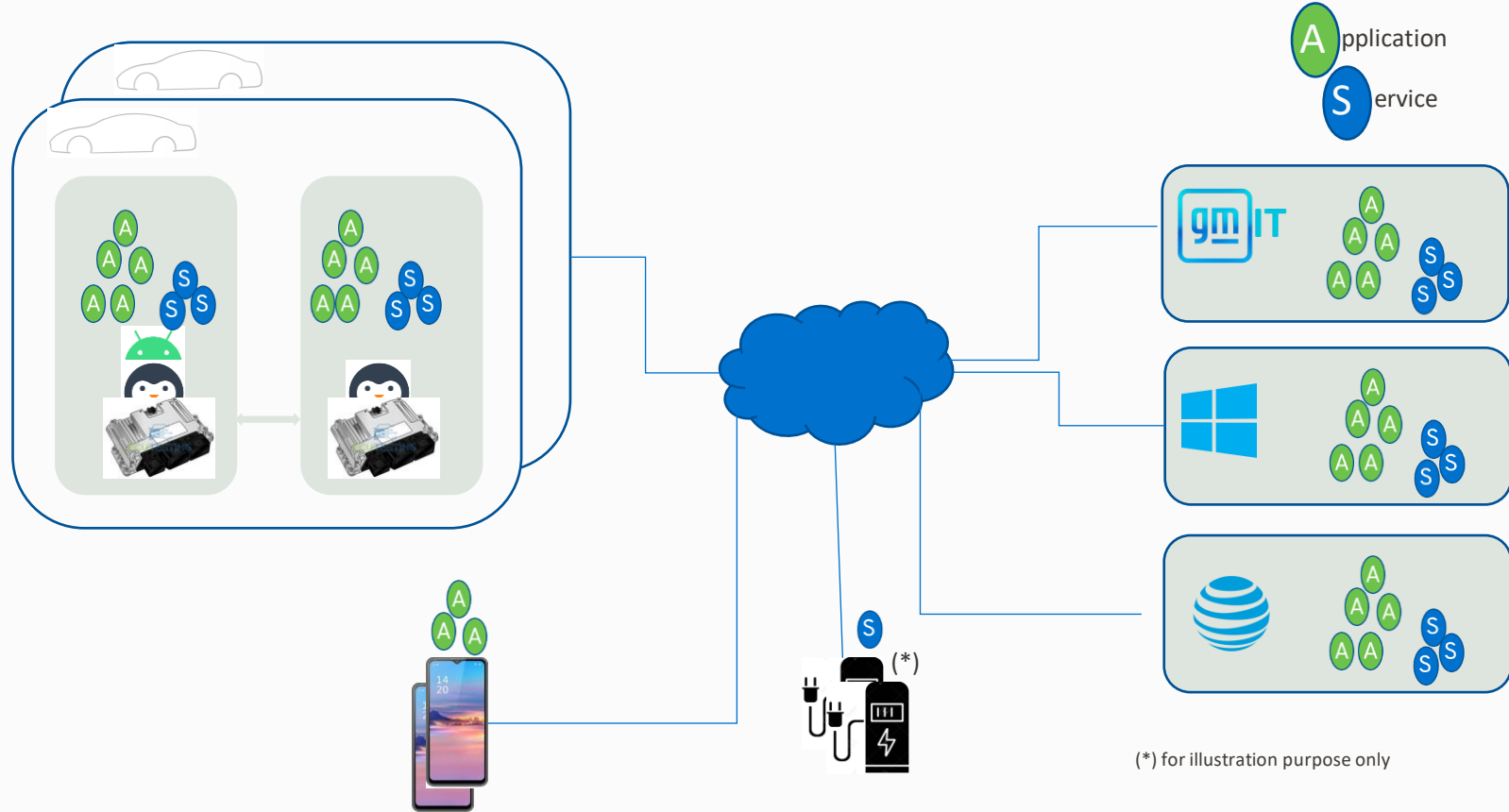
Frank Ghenassia

Our challenge



Connected vehicles

A network of connected devices hosting communicating Apps and Services

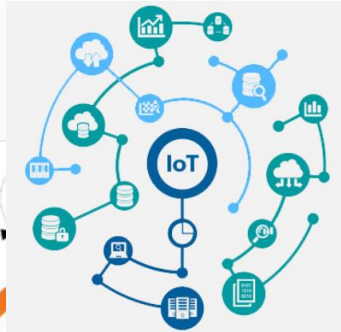


(*) for illustration purpose only

Our approach



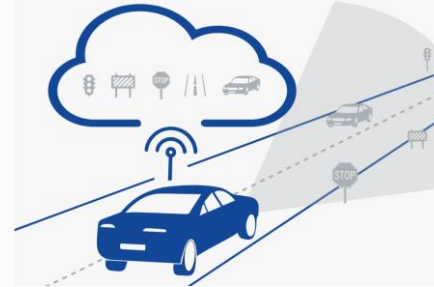
IoT networks



Internet services



Vehicles: services consumers and providers



Connected vehicles



Cloud-assisted vehicle features



- ✓ Adopt and Adapt
- ✓ No lock-in
- ✓ Scale

On the origin of uProtocol...



No off-the-shelf solution covers all these features.
uProtocol glues existing solutions into a coherent architecture covering all necessary features

Communication



- **Location-independent**

- Routing
- URI

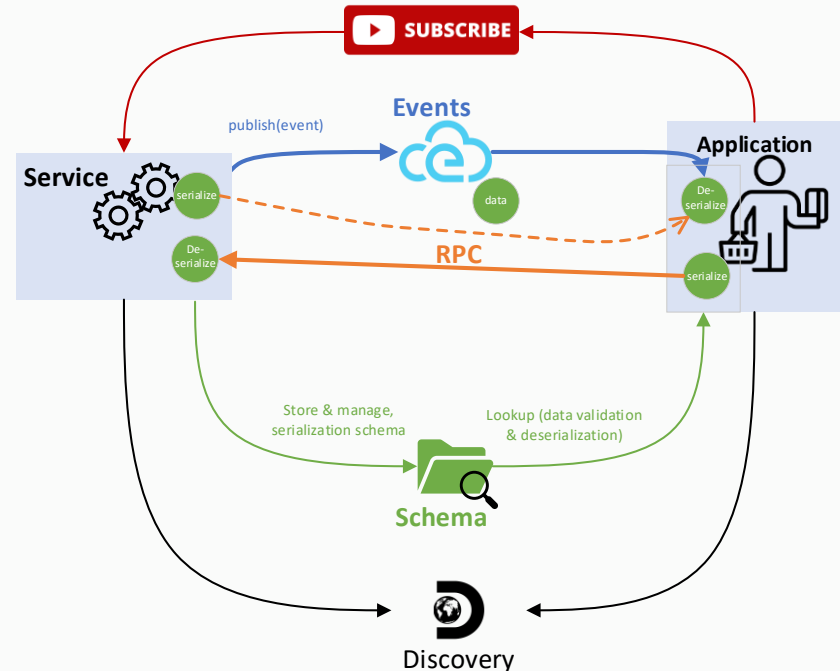
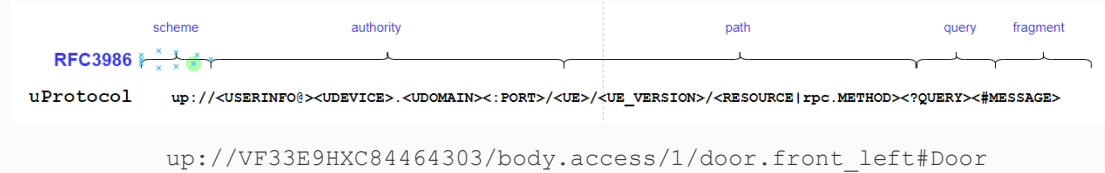
- **SOA 2.0**

- Event-based
- Pub/sub & RPC & notification design patterns
- Authentication
- Permissions

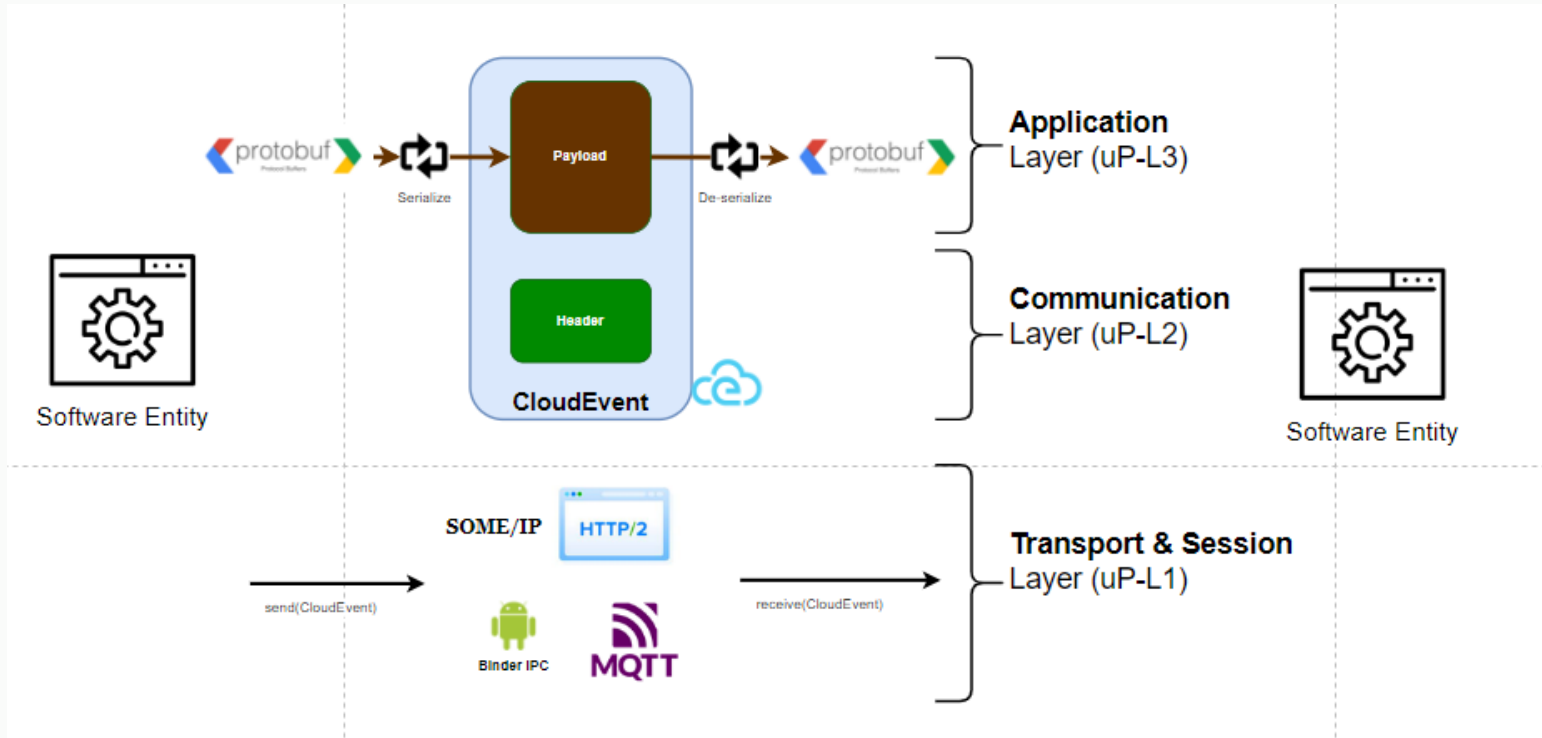
- **Event Message Types**

- Message
- File
- Video

- **Discovery**



uProtocol: a layered approach



Fostering an eco-system

