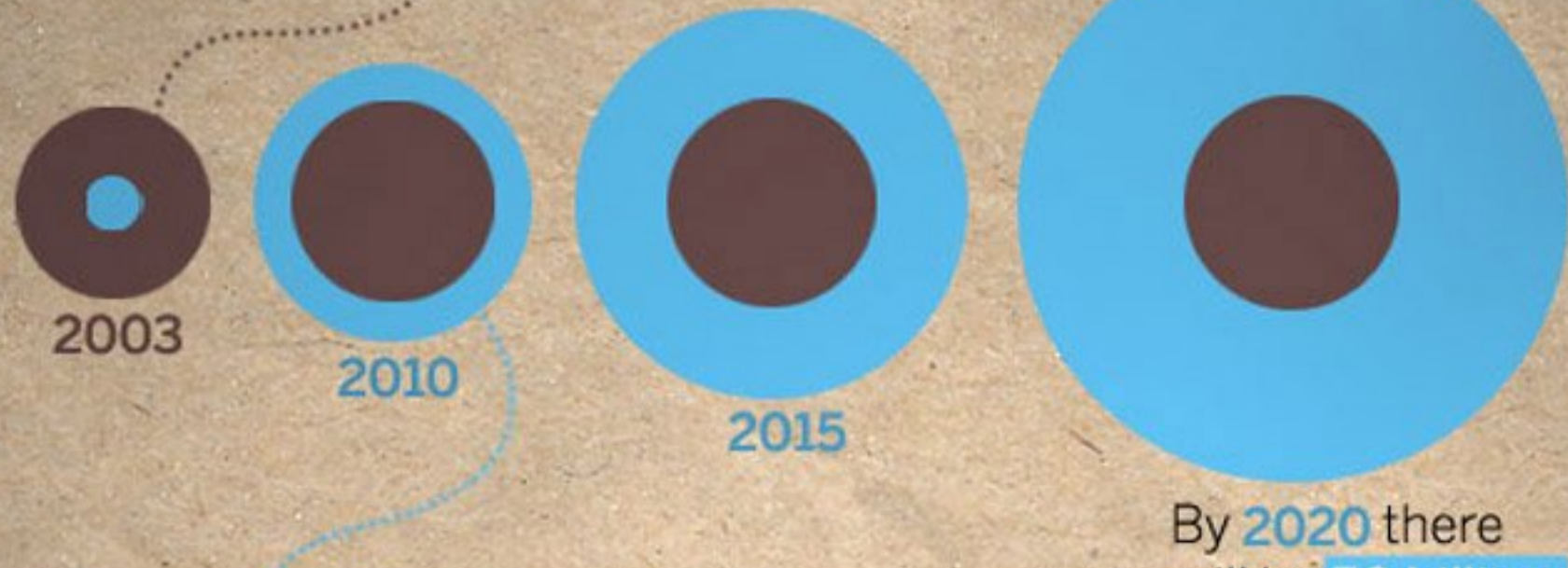


The INTERNET of THINGS



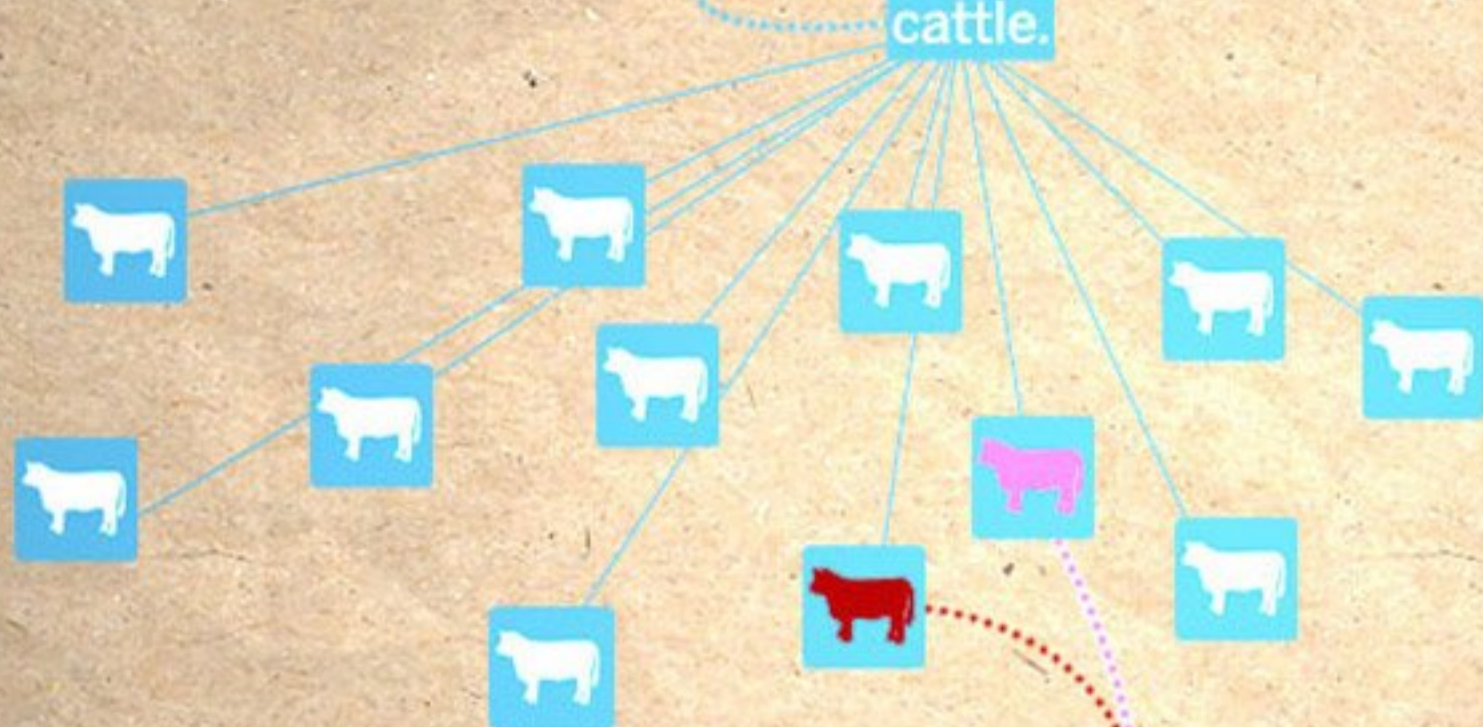
During 2008, the number of **things** connected to the Internet exceeded the number of **people** on earth.



These **things** are not just smartphones and tablets.

They're every **thing**.

A Dutch startup, **Sparked**, is using wireless sensors on **cattle**.



So that when one is sick or pregnant, it sends a message to the farmer. Each **cow** transmits 200 mb of data per year.

We can monitor **ourselves** this way too. **Corventis** makes a wireless cardiac monitor that physicians can check for health risks.



And this is just the beginning.

These **things** are starting to talk to each other and develop their own intelligence. Imagine a scenario where.....

This is communicated to your **alarm clock**, which allows you 5 extra minutes of sleep.



...your **meeting** was pushed back 45 minutes.



...your **car** knows it will need gas to make it to the train station. Fill-ups usually take 5 minutes.



...there was an accident on your **driving route** causing a 15 minute detour.



...your **train** is running 20 minutes behind schedule.



And signals your **car** to start in 5 minutes to melt the ice accumulated in overnight snow storms.



And signals your **coffee maker** to turn on 5 minutes late as well.



We are well on our way.

By the end of 2011, 20 typical households will generate more Internet traffic



...than the entire Internet.....

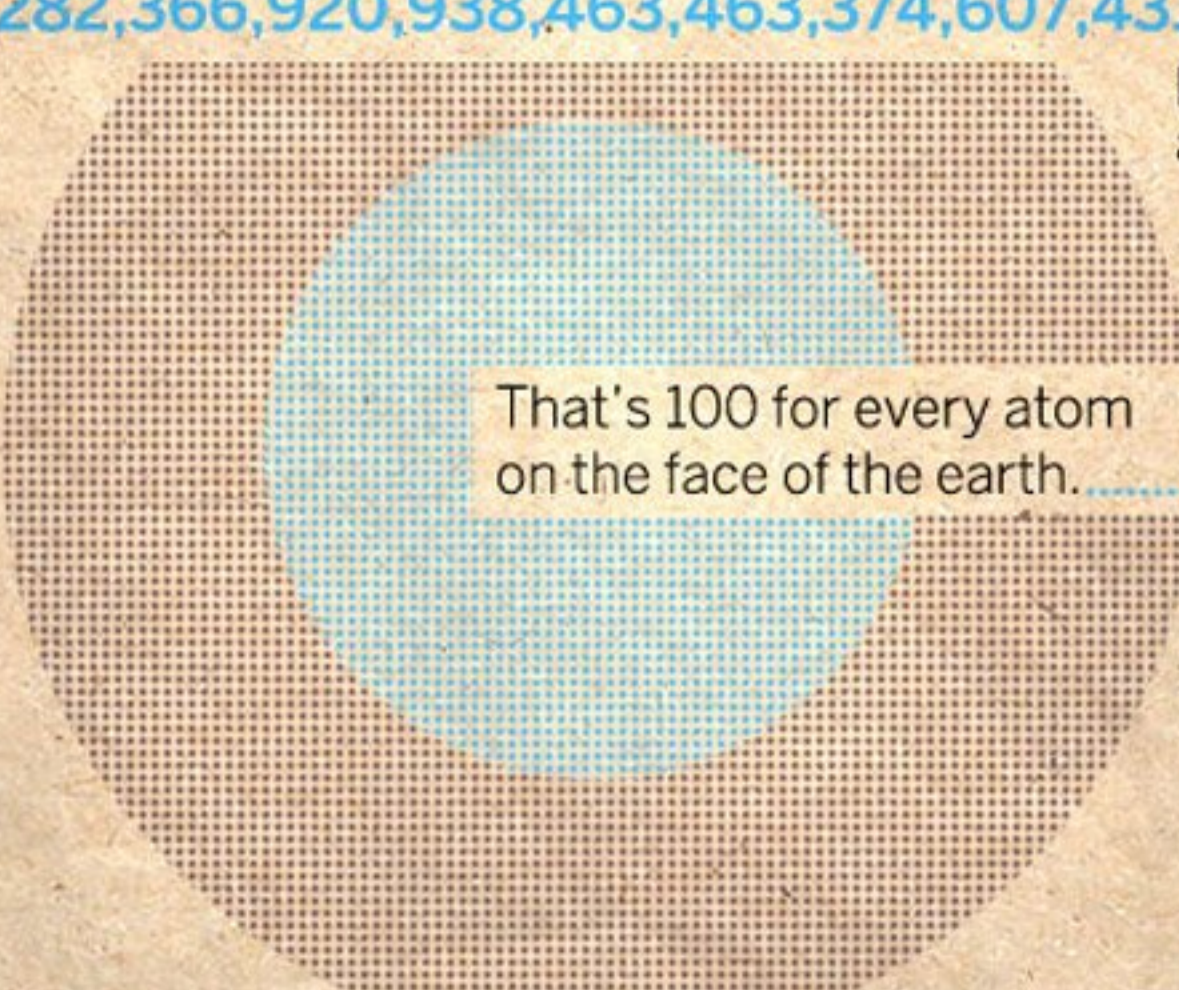
.....in 2008.

Cisco's **Planetary Skin** will use billions of networked sensors on land and in sea, air and space to detect and predict **changes to the environment**.



We already have cameras and computers that are one cubic millimeter. You could fit 150 of them in this icon.....

With the IPv6 protocol, we will have **340,282,366,920,938,463,463,374,607,431,768,211,456** possible Internet addresses.



That's 100 for every atom on the face of the earth.

Technological limitations are receding exponentially. When billions of things are connected, talking and learning, the only limitation left will be our own **imaginations**.

