Contents

Foreword xi
Ian F. AKYILDIZ

Preface xiii
Tara ALI-YAHIYA and Wrya MONNET

List of Acronyms xv

Chapter 1. Introduction to Tactile Internet 1
Tara ALI-YAHIYA

1.1. Human perception and Tactile Internet 2
1.2. The roadmap towards Tactile Internet 3
1.3. What is Tactile Internet? 5
1.4. Cyber-Physical Systems and TI 7
1.4.1. Physical world 7
1.4.2. Internet of Things 7
1.4.3. Communication 7
1.4.4. Storage and computation 8
1.4.5. Feedback 8
1.4.6. Smart computing 10
1.5. References 11

Chapter 2. Reference Architecture of the Tactile Internet 13
Tara ALI-YAHIYA

2.1. Tactile Internet system architecture 13
2.2. IEEE 1918.1 use cases 15
2.2.1. Teleoperation 16
2.2.2. Automotive 17
2.2.3. Immersive virtual reality (IVR) 17
2.2.4. Internet of drones 18
2.2.5. Interpersonal communication 18
2.2.6. Live haptic-enabled broadcast 19
2.2.7. Cooperative automated driving 19
2.3. Conclusion 20
2.4. References 20

Chapter 3. Tactile Internet Key Enablers 21
Tara ALI-YAHIYA

3.1. Introduction 21
3.1.1. The fifth-generation system architecture 21
3.1.2. Network slicing 23
3.1.3. Network function virtualization 25
3.1.4. Software-defined networking 26
3.1.5. Edge computing 27
3.1.6. Artificial intelligence 29
3.2. Conclusion 31
3.3. References 31

Chapter 4. 6G for Tactile Internet 35
Pinar KIRCI and Tara ALI-YAHIYA

4.1. Introduction 35
4.2. The architecture of 6G 37
4.2.1. Network performance of 6G 38
4.2.2. Space network 39
4.2.3. Air network 40
4.2.4. Ground network 40
4.2.5. Underwater network 41
4.3. 6G channel measurements and characteristics 41
4.3.1. Optical wireless channel 41
4.3.2. Unmanned aerial vehicle (UAV) channel 42
4.3.3. Underwater acoustic channel 43
4.3.4. Satellite channel 43
4.3.5. RF and terahertz networks in 6G 45

4.3.6. Visible light communication technology 48
4.3.7. Orbital angular momentum technology 48
4.4. 6G cellular Internet of Things 49
4.5. Energy self-sustainability (ESS) in 6G 50
4.6. IoT-integrated ultrasmart city life 52
4.7. AI-enabled 6G networks 55
4.8. AI- and ML-based security management in super IoT 59
4.9. Security for 6G 60
4.10. The WEAF Mnecosystem (water, earth, air, fire micro/nanoecosystem) with 6G and Tactile Internet 61
4.11. References 63

Chapter 5. IoT, IoE and Tactile Internet 65
Wrya MONNET

5.1. From M2M to IoT 66
5.2. Classification of remote monitoring and control systems 66
5.3. IoT-enabling technologies 67
5.3.1. IoT hardware 67
5.3.2. IoT software 67
5.3.3. IoT connectivity 67
5.4. Architectural design and interfaces 68
5.5. IoT communication protocols 71
5.5.1. Message Queuing Telemetry Transport (MQTT) 72
5.5.2. Constrained Application Protocol (CoAP) 74
5.5.3. Data Distribution Service for real-time systems (DDS) 76
5.5.4. Open Mobile Alliance Device Management (OMA-DM) 79
5.6. Internet of Everything (IoE) 80
5.6.1. Enabling technologies for the IoE 81
5.7. Protocol comparisons and the readiness for TI 82
5.8. TI-IoT models and challenges 83
5.9. Edge computing in the IoT 85
5.9.1. Edge computing paradigms 86
5.10. Real-time IoT and analytics versus real time in TI 88
5.11. From IoT towards TI 88
5.12. Conclusion 90
5.13. References 91

Chapter 6. Telerobotics 95
Wrya MONNET

6.1. Introduction 95
6.2. Teleoperation evolution to telepresence 96

6.3. Telepresence applications 97
6.4. Teleoperation system components 99
6.4.1. Master domains 102
6.4.2. Network domain (communication channel) 102
6.4.3. Slave domain 102
6.5. Architecture of bilateral teleoperation control system 103
6.5.1. Classification of the control systems architectures 106
6.5.2. Discrete architecture with transmission delay 107
6.6. Performance and transparency of telepresence systems 110
6.6.1. Passivity and stability 110
6.6.2. Time delay issues 112
6.7. Other methods for time-delay mitigation 116
6.8. Teleoperation over the Internet 117
6.9. Multiple access to a teleoperation system 119
6.10. A use case 121
6.11. Conclusion 122
6.12. References 122

Chapter 7. Haptic Data: Compression and Transmission Protocols 127
Wrya MONNET

7.1. Introduction 127
7.2. Haptic perception 128
7.2.1. Human haptic perception 128
7.2.2. Telerobotic tactile and haptic perception 128
7.2.3. Tactile sensing for material recognition 129
7.2.4. Tactile sensing for object shape recognition 130
7.2.5. Tactile sensing for pose estimation 131
7.3. Haptic interfaces 133
7.3.1. Haptic interface for telepresence 133
7.3.2. Haptic and tactile sensors and actuators 135
7.4. Haptic compression 139
7.5. Haptic transport protocols 142
7.5.1. Application layer protocols 143
7.5.2. Transport layer protocols 146
7.6. Multi-transport protocols 149
7.7. Haptic transport protocol performance metrics 149
7.8. Conclusion 150
7.9. References 150

Chapter 8. Mapping Wireless Networked Robotics into Tactile Internet 155
Nicola Roberto ZEMA and Tara ALI-YAHIYA

8.1. Wireless networked robots 155
8.2. WNR traffic requisites 158
8.2.1. Types of traffic in WNRs 158
8.3. Traffic shaping and TI haptic codecs 160
8.3.1. Introduction 161
8.3.2. Mapping WNR control traffic to TI 161
8.4. WNRs in the Tactile Internet architecture 164
8.4.1. WNRs in the TI architecture and interfaces 165
8.5. Conclusion 169
8.6. References 170

Chapter 9. HoIP over 5G for Tactile Internet Teleoperation Application 173
Tara ALI-YAHIYA, Wrya MONNET and Bakhtiar M. AMIN

9.1. Related works 174
9.2. 5G architecture design for Tactile Internet 179
9.2.1. Tactile edge A 180
9.2.2. Network domain 182
9.2.3. Protocol stack of 5G integration with IEEE 1918.1 182
9.3. Haptics over IP 183
9.4. Teleoperation case study 185
9.4.1. Master to slave (uplink) data rate in edge A 187
9.4.2. Slave to master (downlink) data rate in edge B 187
9.4.3. Encapsulating the haptic data in HoIP 188
9.4.4. 5G network data and control handling 188
9.4.5. Case study operational states 190
9.4.6. Case study protocol stack 191
9.5. Simulation results 192
9.5.1. Simulation topology 193
9.5.2. NS3 network architecture 194
9.5.3. Simulation scenario 196
9.5.4. Simulation results 198
9.6. Conclusion 203
9.7. References 203

Chapter 10. Issues and Challenges Facing Low Latency in the Tactile Internet 209
Tara ALI-YAHIYA

10.1. Introduction 209
10.1.1. Technical requirements for the TI 211
10.2. Low latency in the Tactile Internet 212
10.2.1. Resource allocation 212
10.2.2. Mobile edge computing 213
10.2.3. Network coding 214
10.2.4. Haptic communication protocols 214
10.3. Intelligence and the Tactile Internet 216
10.4. Edge intelligent 216
10.5. Open issues 219
10.6. Conclusion 220
10.7. References 221

List of Authors 227

Index 229