

ALLJOYN BY THE ALLSEEN ALLIANCE

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HISTORY

- ALLJOYN WAS CREATED AT QUALCOMM,
- FOR PEER-TO-PEER GAMING, 2009, BUT IOT WAS A BETTER FIT.
- ALLJOYN SOFTWARE WAS RELEASED EARLY 2011, BY QUALCOMM, THEN
- THE ALLSEEN ALLIANCE FORMED IN LATE 2013, AS A LINUX FOUNDATION COLLABORATIVE PROJECT.

FOCUS

- ACCELERATE STABLE INFRASTRUCTURE, TO
- GROW THE ECOSYSTEM OF DEVICES AND SERVICES, SO THAT
- THE POTENTIAL OF THE IOT CAN BE REALIZED, TO
- IMPROVE OUR LIVES AND MAKE US MORE PRODUCTIVE.

INTEROPERABILITY

- ALLJOYN IS BUILT ON LAYERS OF OPEN STANDARDS
- EXTENDING DBUS
- TO SUPPORT ANY NETWORK TRANSPORT LAYER,
- PROVIDING INTROSPECTABLE SERVICE DESCRIPTIONS.

MARKET POSITION

- ALLJOYN IS SIMILAR TO OTHER IOT TOOLS, LIKE
- BRILLO & THREAD, IOTIVITY, HOMEKIT, AND OIC, EXCEPT
- IS OPEN SOURCE,
- IS AVAILABLE NOW (AND HAS BEEN FOR AWHILE),
- IS SHIPPING IN PRODUCTS TODAY.

STATUS

- 180+ MEMBERS, GROWING STRONG
- SPECIFICATIONS
- TEST TOOLS DEVELOPED
- CERTIFICATION PROGRAM LAUNCHED
- SHIPPING IN COMMERCIALLY AVAILABLE PRODUCTS.

LIGHTING FRAMEWORK

- ONE FRAMEWORK PROJECT, OF MANY.
- EASIEST TO UNDERSTAND.
- SIMPLE ARCHITECTURE
- BUILT ON EVENT/ACTION FRAMEWORK
- OPPORTUNITY FOR INNOVATION?