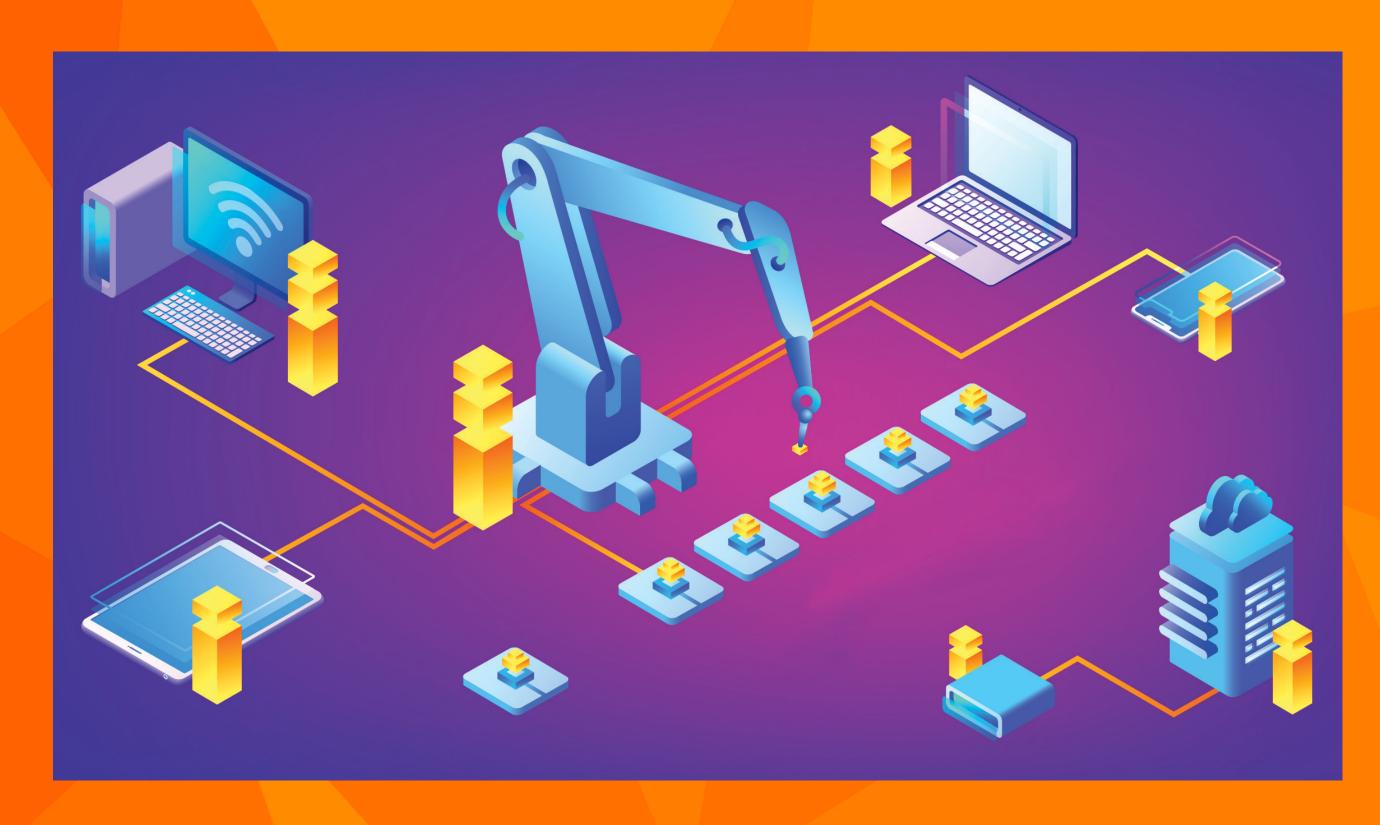
Automating the loT with BPMN Why would you do that?





Why would anyone want to?

- loT is ripe for automation
 - Wait, you mean automating automation?
 - That's so meta
- Business automation, rather than engineering automation
 - What does that even mean?









How it started

- 15+ years in IoT
- Job negotiations involved "this is not an IoT position"
 - Also: "not an IoT company"
- Executives kept mentioning IoT
 - I told them not to encourage me!
 - They didn't listen







Very first assignment

- Do something 'fun' to show off Camunda BPM
- I've only been here a week!
- "Write about what you know"
 - Hammer, meet nail









The Halloween Project!

- Deep in the Covid times
 - No one wants to talk to people face to face
 - It's Halloween FFS!
- Hammer, meet nail









I KNOW NOTHING!

- Have to pull off a project
 - Do it quick!
- Keep it simple
- Write it in Go
 - Write what you know
 - Hammer, meet nail









Basic Idea

- Kid rings doorbell
- Take a picture of the kid
- Evaluate the picture
- Award candy
- Dispense candy without opening the door

I could do this without even being home!



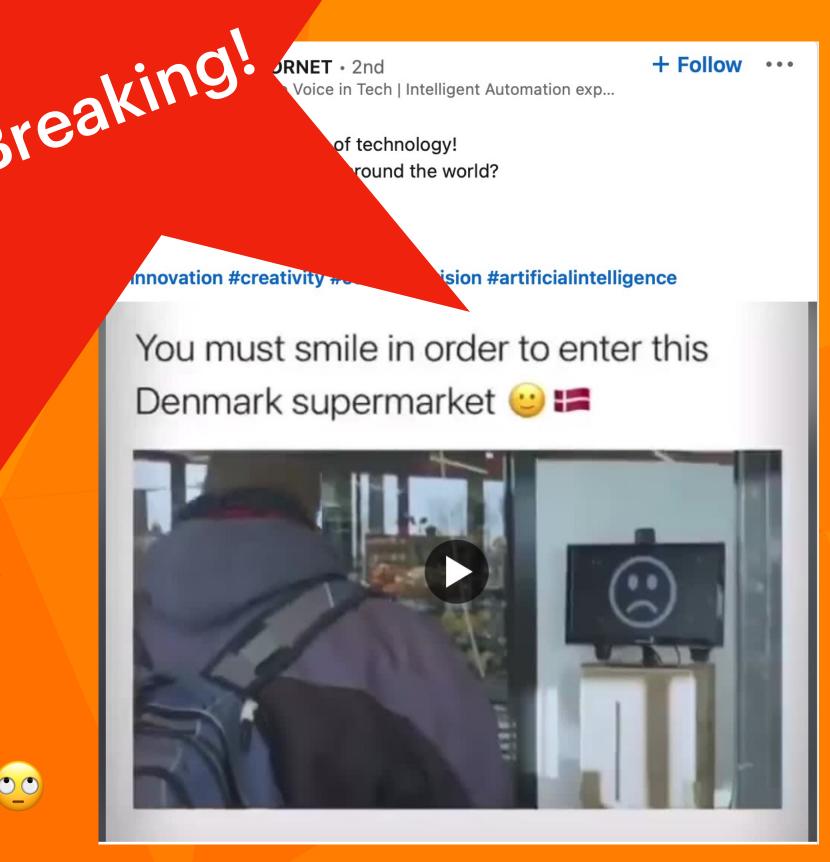




If you build it, they will some

- Build a doorbell that will take a picture
- Built a candy dispenser
- Automate it all
- mumble mumble mumble

This is going to be super simple. 🖭









Hardware list

I just happen to have all this lying around

- Doorbell:
 - ESP32-Cam (\$5.00)
 - Push-button (\$0.50)
 - 2 LEDs (\$0.25)
- Candy Dispenser:
 - ESP8266 (\$2.00)
 - Stepper Motor (\$8.00)
 - Stepper driver (\$6.00)



This should surprise no one

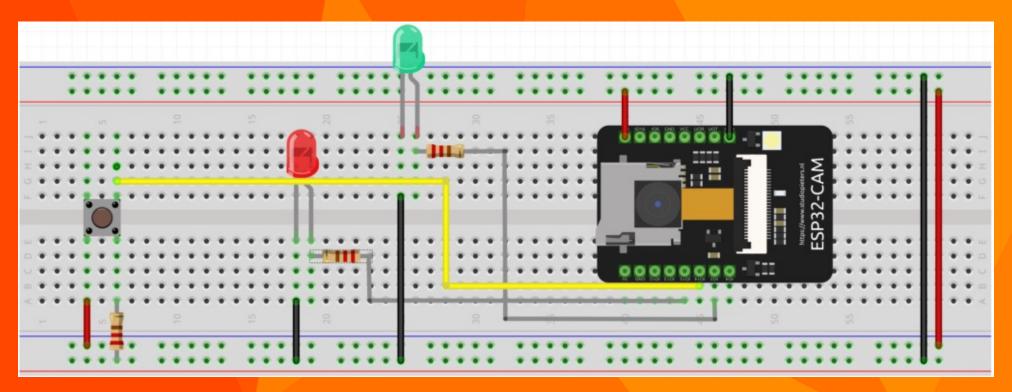




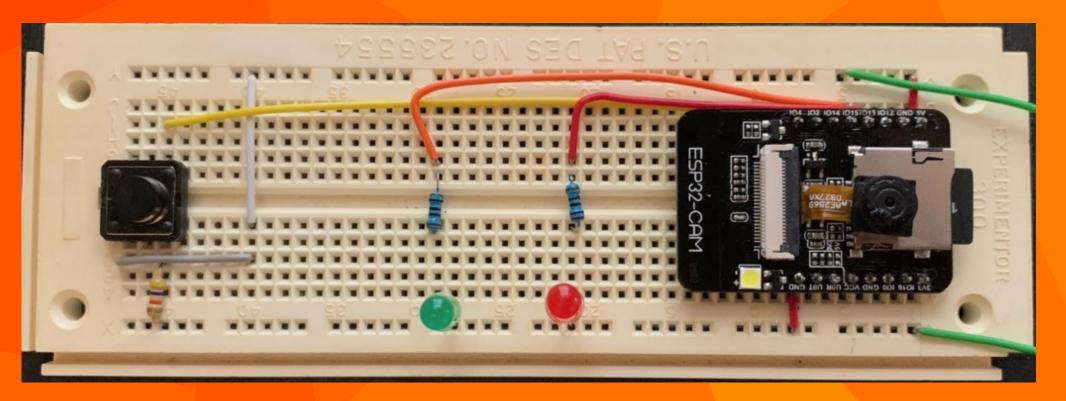
Start with Hardware

Note: Never start with hardware

• First the schematic:



Then build it (spot on!):

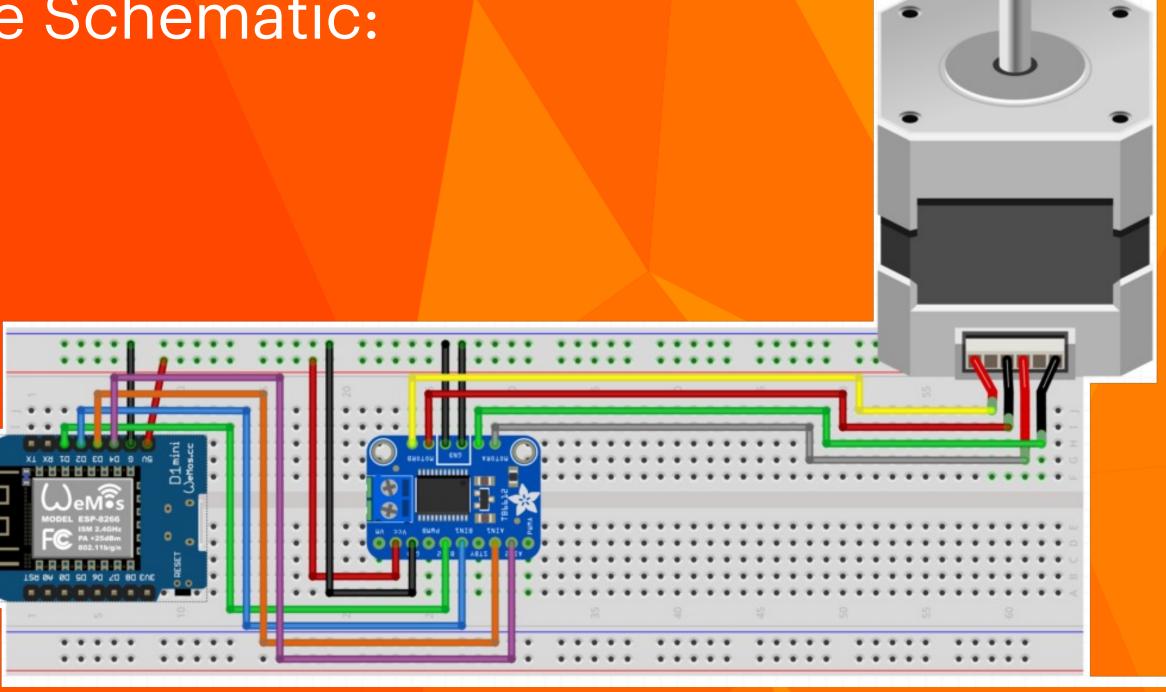






Candy Dispenser Hardware

• First comes the Schematic:

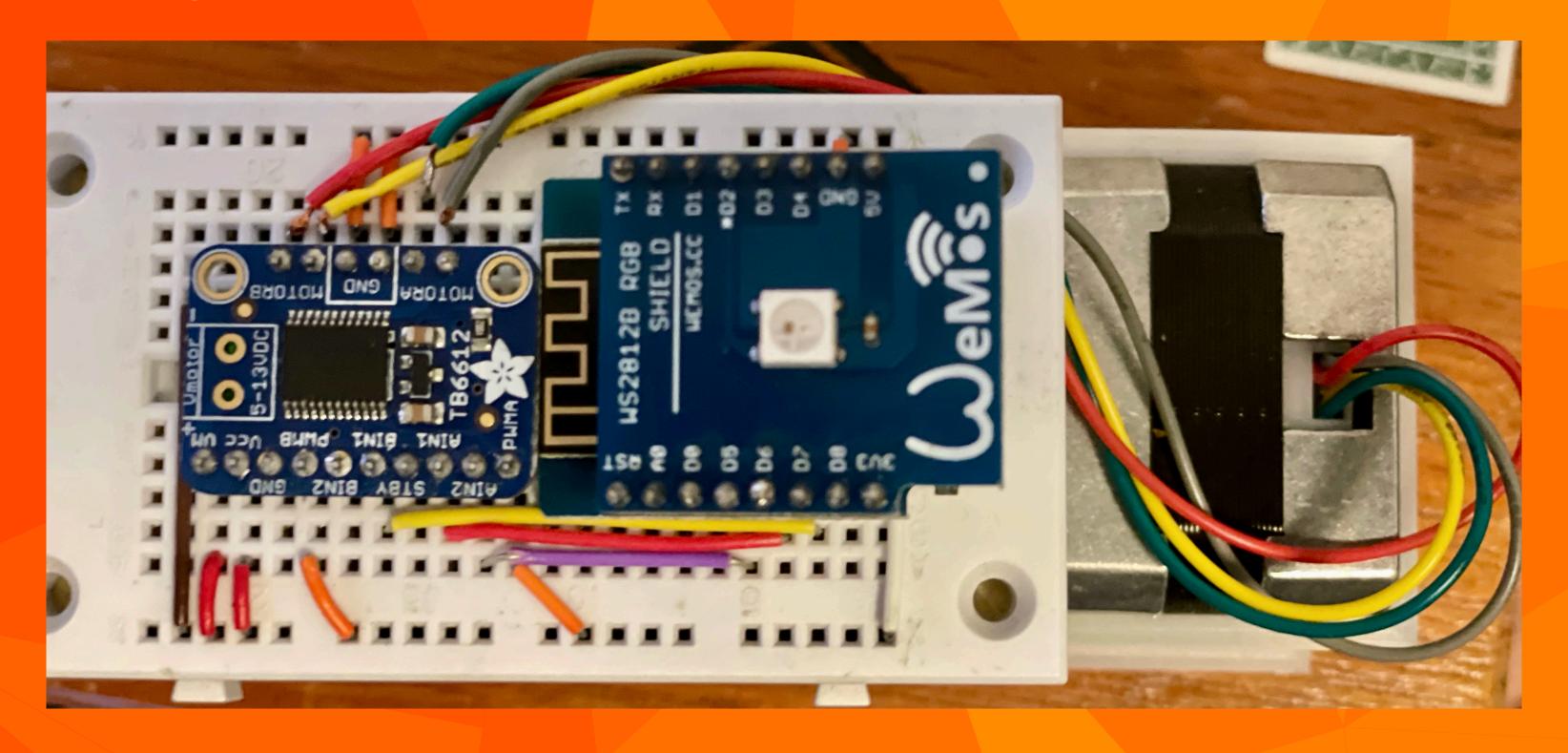






Candy Dispenser Hardware

• Then the build (Nailed it!):

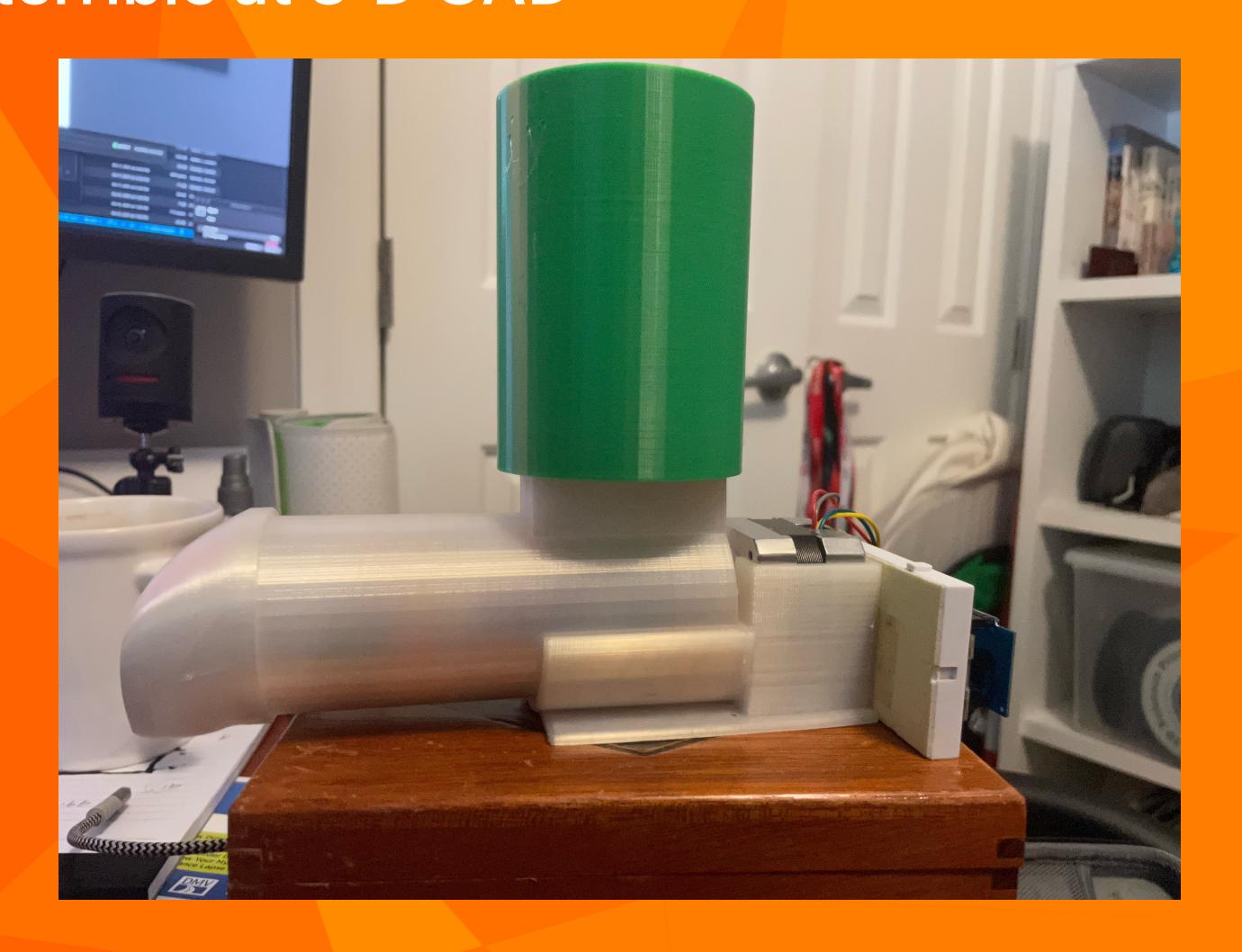






Build a Candy Dispenser Note: I'm terrible at 3-D CAD

- Design a Candy Dispenser
- Copy a Candy Dispenser
- Print!
 - Awkward

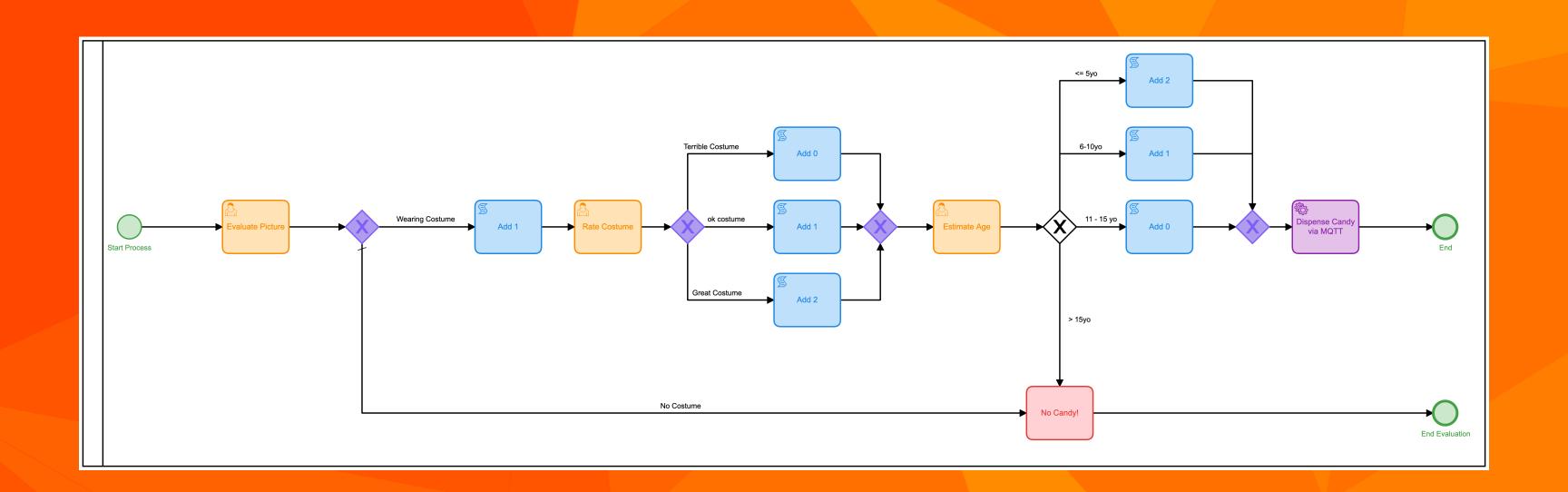






Where's the BPM?

- Long, complicated process
- 3 tasks require human interaction
- Not easily maintainable

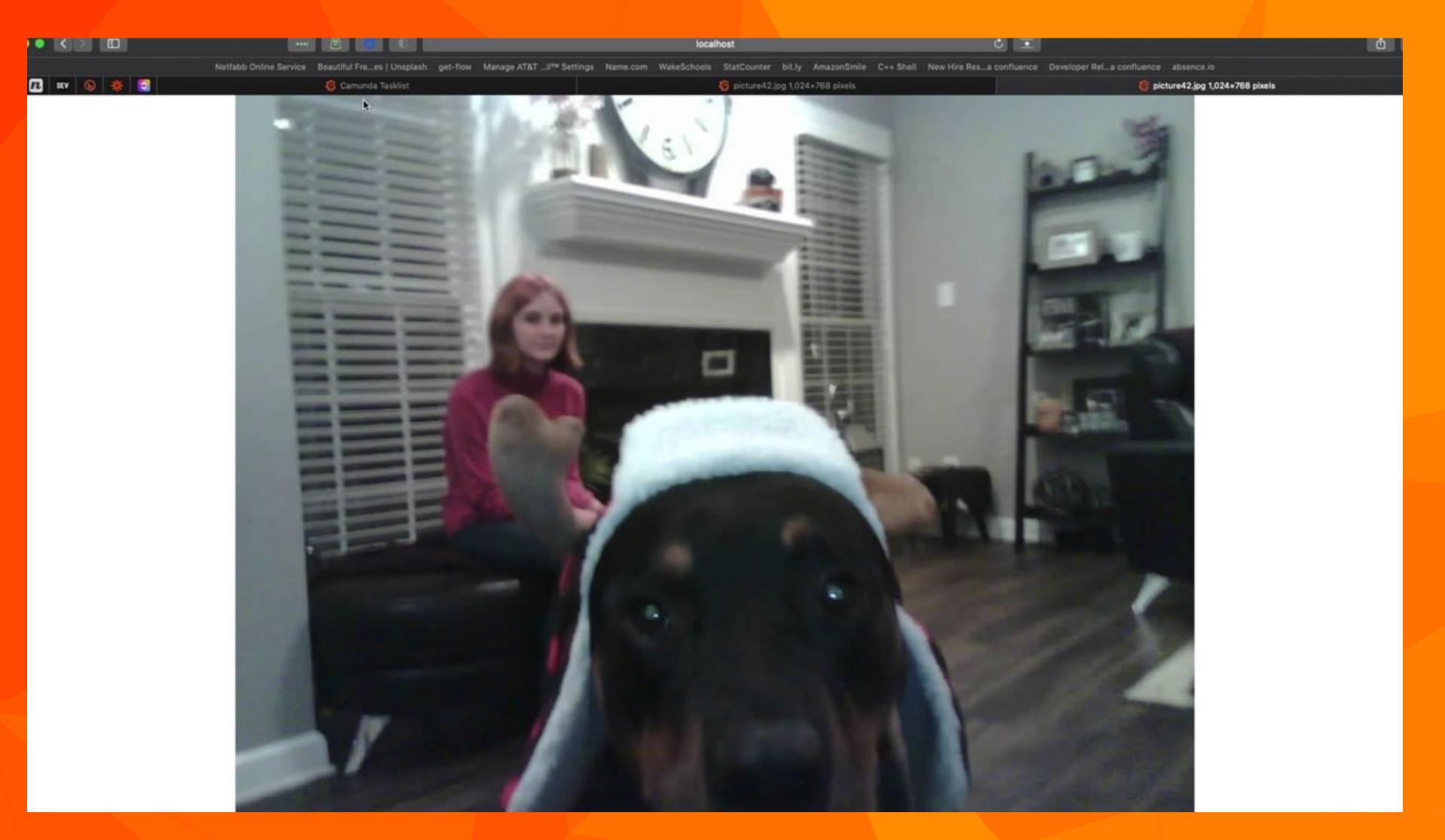








Let's see it in action!







Your kids look weird

- The candy dispenser I built stole wasn't designed for candy
- It was designed for dog treats
- Dogs are acceptable standins for kids.
 - Fight me.
 - Dont' try to fight them
 - They're useless in a fight.











We can make this better That's a universal truth

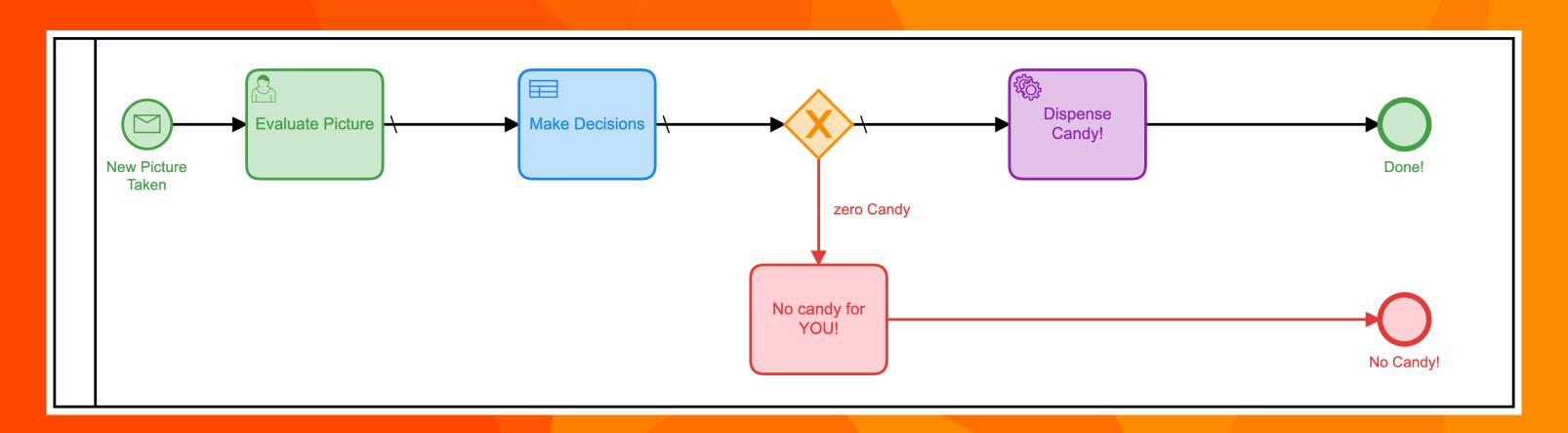
- Most of the 'decisions' are coded into the model itself
 - That's a terrible idea
 - I didn't know any better
 - It's very difficult to maintain
 - Don't do it
- Too much human interaction.
 - We can do better







Let's collapse the model



- Only one Human Task
- All the decisions automated with DMN
- Much more efficient!

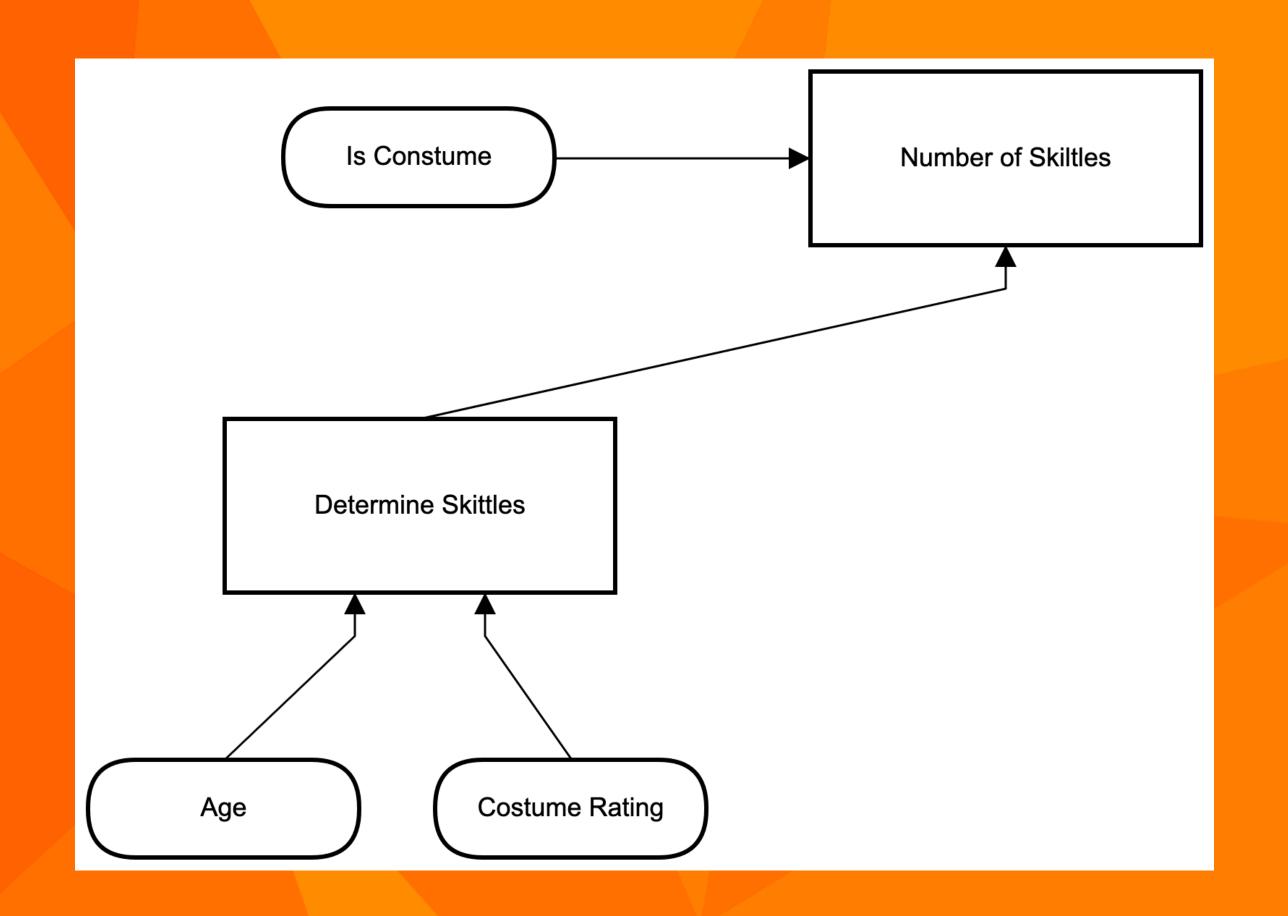






Let's use DMN to automate decisions

- Use nested decision tables
- Same result, but faster
- Less human interaction









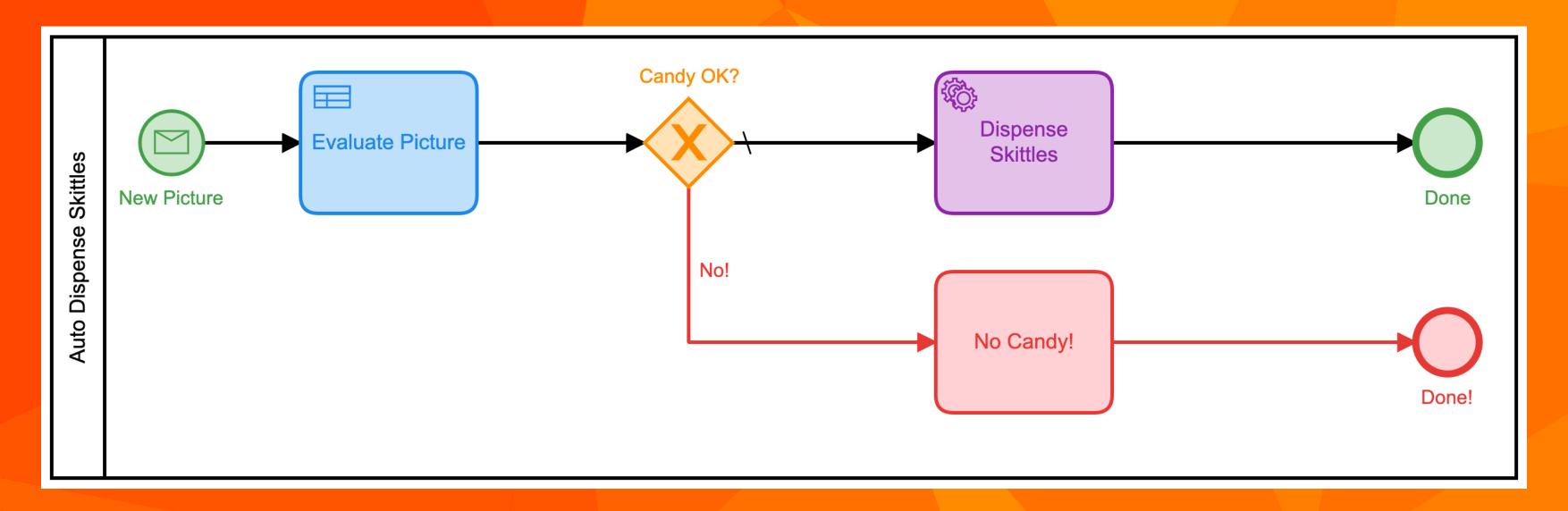
Who needs people anyway? I did say "automating IoT with BPM"

- We can completely remove all human tasks
 - If we move the goal posts just a little bit



Even shorter Task

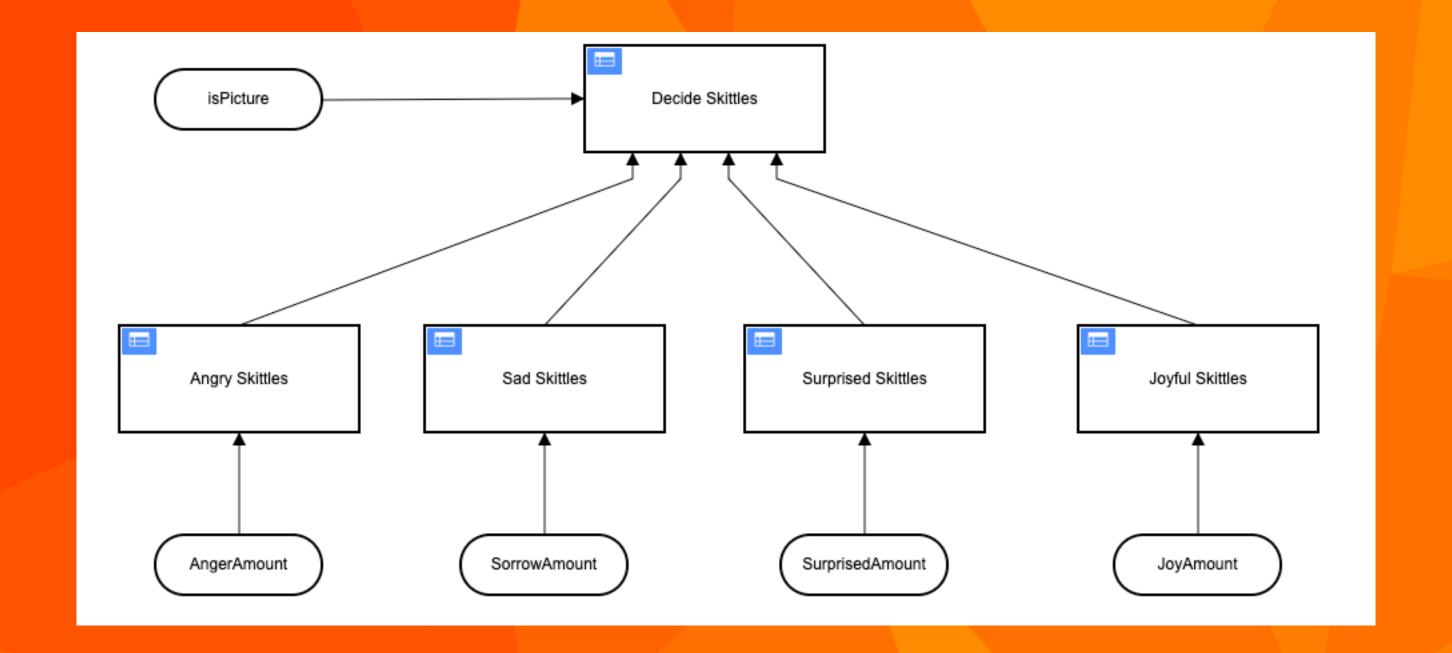
- No human tasks
- A single Decision Table





Ok, so it's not a single decision table

Wait, what? Anger, Sorrow, Surprise, and Joy?







Using Al to augment the automation

Google image processing

Get the emotions

```
absPath := fmt.Sprintf("%s%s", serverPath, strings.Trim(s, "."))
ctx := context.Background()
options := opts.WithCredentialsFile("path/to/credentials.json")
client, _ := vision.NewImageAnnotatorClient(ctx, options)
defer client.Close()
file, _ := os.Open(absPath)
defer file.Close()
image, _ := vision.NewImageFromReader(file)
annotations, _ := client.DetectFaces(ctx, image, nil, 10)
emotions := Emotions{}
} else {
  emotions.IsPicture = true
  for _, annotation := range annotations {
    goodStuff := interestingAnnotations{}
    data, _ := json.Marshal(annotation)
    json.Unmarshal(data, &goodStuff)
    emotions.Anger = annotation.AngerLikelihood.String()
    emotions.AngerNumber = goodStuff.AngerLikelihood
    emotions.Joy = annotation.JoyLikelihood.String()
    emotions.JoyNumber = goodStuff.JoyLikelihood
    emotions.Surprise = annotation.SurpriseLikelihood.String()
    emotions.SurpriseNumber = goodStuff.SurpriseLikelihood
    emotions.Sorrow = annotation.SorrowLikelihood.String()
    emotions.SorrowNumber = goodStuff.SorrowLikelihood
return emotions
```





All talk, no demo







I hate this damned machine I wish that they would sell it. It never does what I want But only what I tell it.

My mom







Questions?

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