

Building Collaborative Trust in IoT - Shared Learning

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1 Abstract

As many IoT applications are emerging, they will become more sophisticated and require a better way of managing trust, security and privacy. However, there are different solutions proposed and implemented recently [1]. However, to make a system more reliable, and trustworthy, I would like to propose a solution where humans and things will operate synergistically using mobile computing to achieve required trust and security. To support my proposal in this case - I will present a case study from Mobile app based Citizen Science project [4, 5, 2, 3], where collaboration in data aggregation through crowdsourcing achieved a perfect solution and was more efficient than not so sophisticated AI-based solutions. To extend this proposal, I would be seeking feedback and suggestions from the mobile computing community on Human-in-the-loop systems on how to incorporate human behaviour models into the formal methodology of feedback control inside an IoT ecosystem.

References

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