Abstract

Internet of Things allows the interconnection of smart objects, such as mobile robots, wireless sensors, etc., and of human beings, by using various communication protocols and by developing a dynamic multi-modal heterogeneous network. The Internet of Things is expected to be overpopulated by a very huge number of objects, with intensive interactions, heterogeneous communications and millions of services. Consequently, scalability issues will arise from the search of the right object that can provide the desired service. A new paradigm known as Social Internet of Things has been introduced and proposes the integration of social networking concepts into the Internet of Things. The underneath idea is that every object can
look for the desired service using its friendships, in a distributed manner. The cluster between
Internet of Things (IoT) and social networks (SNs) enables the connection of

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**Index Terms**

Computer Science

Information Sciences

**Keywords**

Internet Of Things  Social Networks  SIoT  Trustworthiness Management