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The Internet of Everything—computation past the infancy of computer technology

Abstract
As computer science outgrows its primitive phase (a computer everywhere), we are able to slowly evolve from the syntactic level to semantic computations. My own view is that computation will reach maturity—no computers, but available computation as necessary– once it will support a pragmatic level. The "Internet-of-Everything" (IoE), predicted to become a 19-trillion-dollar global opportunity, integrates people, processes, data, things. Within this networking model, computation becomes a distributed activity, decentralized, highly parallel. The ubiquity is no longer that of the computer, but of computation, which becomes a utility. This is an idea I've argued in favor of for the last 30+ years. Therefore, I will gladly share some recent experiences (e.g., *aetherum*) and the model of blockchain transactions (usually associated with the bitcoin) that inspired the ADEPT (Autonomous Decentralized Peer-to-Peer Telemetry) concept, developed by IBM in partnership with Samsung (unveiled CES 2015 in Las Vegas). Blockchains would serve as a ledger of existence for billions of devices and decentralized processes that would autonomously broadcast transactions between peers in a three-tier system of peer devices and architecture.