

IAB Workshop on Interconnecting Smarts Objects with the Internet



- March 25-26th, 2011
- One day workshop, one day tutorials
- Over 90 participants, invited through position paper submissions (+ a few others)
- We received over 70 position paper submissions
- Papers were on diverse topics: application requirements, communication models, security, management, ...
- A few speakers spoke about selected topics to kickstart discussions around different areas

What We Got...



- Exposure to interesting applications and their requirements (buildings, fountains, theatre, ...)
- Discussion about radically different architectures and their issues (information centric networking)
- Looking at existing technology from a new angle (sleep nodes, energy consumption)
- Focusing on some details of the protocol stack (ND, routing)
- Exposure to implementation experience

Snapshot of Conclusions



- Plan for the case where all the different applications live in the same network
- Implementation constraints relax over time
- It is useful to build information-centric abstractions
- Deployable security is important
- Prefer routed over instead of mesh under networking (and one hop over multi-hop)

Snapshot of IETF Actions



Light-weight implementations I WIG Data models and encodings ? Networking beyond subnet borders HOMENET Discovery, mDNS, routing by default Support for sleeping nodes CORE/6MAN/... Applicability statement needed for RPL ROLL Review of crypto algorithm requirements ? Architectural guidelines ?

Challenges



- One Internet vs. application specific networks
- Sleeping nodes vs. current protocol models
- Using IP vs. legacy protocols
- Small implementations vs. small protocols
- Different routing models
- Information vs. host centric communication
- Configuration, security, and practical deployment requirements

One Internet for All Devices?



- Seems obvious, but there are many dedicated networks, special link layers, protocol stack profiles, and security concerns
- Is our goal to employ IP, but only in dedicated networks?
- Or to employ common IP-based networks?
- Is there commonality with protocol stacks in different devices?
- Is there end-to-end interoperability?
- Do we use IP as is, or change it?





One Internet for All Devices?

- Build for the case where everything is in one network; allow people to deploy differently today – historically, all services tend to end up in one network
- Design transport & middleware tools to be re-used by most or all devices
- Create application standards
- For many purposes you can argue that the Internet of Things is already here













Always-Off Networking

- Still, there are challenges, such as energy usage for the communications
- Universal deployment implies in most cases wireless solutions, ruling out PoE
- We need very long lifetimes for these devices (months... years... a decade)
- The key is to allow devices to sleep most of their time, not wake up unnecessarily



Challenges in Supporting Sleeping Nodes



- Many of our protocols or implementations were not designed with sleeping nodes in mind
- But adding this support is not easy in all cases there are even architectural implications, like needing a network node to represent you while you are sleeping
- There is also a danger of premature optimizations

Optimizing Our Protocols: Case COAP



- COAP is for constrained nodes
- But it is <u>not easy</u> to sleep all the time
 - System issues wait for DHCP, RA, DAD
 - Even COAP issues wait for GET or Observe
- Many of these issues are fixable with the right communications model
 - Sensor sends (not waits), uses IPv6, uses linklocal source address, multicast destination, ... (see draft-arkko-core-sleepy-sensors)
- Focus the optimizations on the big things (who is awake etc), not details



Optimizing Our Protocols: Case Security



Most devices today <u>can</u> afford cryptography



C.B. Margi, B.T. de Oliveira, G.T. de Sousa, M.A. Simplicio Jr, P.S.L.M. Barreto, T.C.M.B. Carvalho, M. Näslund, R. Gold, ICCCN'2010 / IEEE WiMAN 2010]



