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**Compression Format for IPv6 Datagrams in 6LoWPAN Networks**  
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**Abstract**

This document specifies an IPv6 header compression format for IPv6 packet delivery in 6LoWPAN networks. The compression format relies on shared context to allow compression of arbitrary prefixes. How the information is maintained in that shared context is out of scope. This document specifies compression of multicast addresses and a framework for compressing next headers. UDP header compression is specified within this framework.

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## **1. Introduction**

The [IEEE 802.15.4] standard specifies an MTU of 128 bytes, yielding about 80 octets of actual MAC payload with security enabled, on a wireless link with a link throughput of 250 kbps or less. The 6LoWPAN adaptation format [RFC4944] was specified to carry IPv6 datagrams over such constrained links, taking into account limited bandwidth, memory, or energy resources that are expected in applications such as wireless sensor networks. [RFC4944] defines a Mesh Addressing header to support sub-IP forwarding, a Fragmentation header to support the IPv6 minimum MTU requirement [RFC2460], and stateless header compression for IPv6 datagrams (LOWPAN\_HC1 and LOWPAN\_HC2) to reduce the relatively large IPv6 and UDP headers down to (in the best case) several bytes.

LOWPAN\_HC1 and LOWPAN\_HC2 are insufficient for most practical uses of 6LoWPAN networks. LOWPAN\_HC1 is most effective for link-local unicast communication, where IPv6 addresses carry the link-local prefix and an Interface Identifier (IID) directly derived from IEEE 802.15.4 addresses. In this case, both addresses may be completely elided. However, though link-local addresses are commonly used for local protocol interactions such as IPv6 ND [RFC4861], DHCPv6 [RFC3315] or routing protocols, they are usually not used for application-layer data traffic, so the actual value of this compression mechanism is limited.

Routable addresses must be used when communicating with devices external to the LoWPAN or in a route-over configuration where IP forwarding occurs within the LoWPAN. For routable addresses, LOWPAN\_HC1 requires both IPv6 source and destination addresses to carry the prefix in-line. In cases where the Mesh Addressing header is not used, the IID of a routable address must be carried in-line. However, LOWPAN\_HC1 requires 64-bits for the IID when carried in-line and cannot be shortened even when it is derived from the IEEE 802.15.4 16-bit short address. When the destination is an IPv6 multicast address, LOWPAN\_HC1 requires the full 128-bit address to be carried in-line.

As a result, this document defines an encoding format, LOWPAN\_IPHC, for effective compression of Unique Local, Global, and multicast IPv6 Addresses based on shared state within contexts. In addition, this document also introduces a number of additional improvements over the header compression format defined in [RFC4944].

LOWPAN\_IPHC allows for compression of some commonly-used IPv6 Hop Limit values. If the LoWPAN is a mesh-under stub, a Hop Limit of 1 for inbound and a default value such as 64 for outbound are usually enough for application layer data traffic. Additionally, a hop-limit



value of 255 is often used to verify that a communication occurs over a single-hop. This specification enables compression of the IPv6 Hop Limit field in those common cases, whereas LOWPAN\_HC1 does not.

This document also defines LOWPAN\_NHC, an encoding format for arbitrary next headers. LOWPAN\_IPHC indicates whether the following header is encoded using LOWPAN\_NHC. If so, the bits immediately following the compressed IPv6 header start the LOWPAN\_NHC encoding. In contrast, LOWPAN\_HC1 could be extended to support compression of next headers using LOWPAN\_HC2, but only for UDP, TCP, and ICMPv6. Furthermore, the LOWPAN\_HC2 octet sits between the LOWPAN\_HC1 octet and uncompressed IPv6 header fields. This specification moves the next header encoding bits to follow all IPv6-related bits, allowing for a properly layered structure and direct support for IPv6 extension headers.

Using LOWPAN\_NHC, this document defines a compression mechanism for UDP. While [\[RFC4944\]](#) defines a compression mechanism for UDP, that mechanism does not enable checksum compression when rendered possible by additional upper layer mechanisms such as upper layer Message Integrity Check (MIC). This specification adds the capability to elide the UDP checksum over the LoWPAN, which enables saving of a further two octets.

Also using LOWPAN\_NHC, this document defines encoding formats for IPv6-in-IPv6 encapsulation as well as IPv6 Extension Headers. With LOWPAN\_HC1 and LOWPAN\_HC2, chains of next headers cannot be encoded efficiently.

### **[1.1.](#) Requirements Language**

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC 2119](#) [\[RFC2119\]](#).

## **[2.](#) Specific Updates to [RFC 4944](#)**

This document specifies a header compression format that is intended to replace that defined in [Section 10 of \[RFC4944\]](#). Implementation of [Section 10 of \[RFC4944\]](#) is now NOT RECOMMENDED. New implementations MAY implement compression according to [Section 10 of \[RFC4944\]](#), but SHOULD NOT send packets compressed according to [Section 10 of \[RFC4944\]](#).

[Section 5.3 of \[RFC4944\]](#) also defines how to fragment compressed IPv6 datagrams that do not fit within a single link frame. [Section 5.3 of \[RFC4944\]](#) defines the fragment header's datagram\_size and



datagram\_offset values as the size and offset of the IPv6 datagram before compression. As a result, all fragment payload outside the first fragment must carry their respective portions of the IPv6 datagram before compression. This document does not change that requirement. When using the fragmentation mechanism described in [Section 5.3 of \[RFC4944\]](#), any header that cannot fit within the first fragment MUST NOT be compressed.

The header compression format defined in this document preempts the ESC dispatch value defined in [Section 5.1 of \[RFC4944\]](#). Instead, the value of 01 000000 is reserved as a replacement value for ESC, to be finally assigned with the first assignment of extension bytes.

### 3. IPv6 Header Compression

In this section, we define the LOWPAN\_IPHC encoding format for compressing the IPv6 header. To enable effective compression LOWPAN\_IPHC relies on information pertaining to the entire 6LoWPAN network. LOWPAN\_IPHC assumes the following will be the common case for 6LoWPAN communication: Version is 6; Traffic Class and Flow Label are both zero; Payload Length can be inferred from lower layers from either the 6LoWPAN Fragmentation header or the IEEE 802.15.4 header; Hop Limit will be set to a well-known value by the source; addresses assigned to 6LoWPAN interfaces will be formed using the link-local prefix or a small set of routable prefixes assigned to the entire 6LoWPAN network; addresses assigned to 6LoWPAN interfaces are formed with an IID derived directly from either the 64-bit extended or 16-bit short IEEE 802.15.4 addresses.

```
+-----+-----+
| Dispatch + LOWPAN_IPHC (2-3 octets) | In-line IPv6 Header Fields
+-----+-----+
```

Figure 1: LOWPAN\_IPHC Header

The LOWPAN\_IPHC encoding utilizes 13 bits, 5 of which are taken from the rightmost bit of the dispatch type. The encoding may be extended by another octet to support additional contexts. Any information from the uncompressed IPv6 header fields carried in-line follow the LOWPAN\_IPHC encoding, as shown in Figure 1. In the best case, the LOWPAN\_IPHC can compress the IPv6 header down to two octets (the dispatch octet and the LOWPAN\_IPHC encoding) with link-local communication.

When routing over multiple IP hops, LOWPAN\_IPHC can compress the IPv6





header down to 7 octets (1-octet dispatch, 1-octet LOWPAN\_IPHC, 1-octet Hop Limit, 2-octet Source Address, and 2-octet Destination Address). The Hop Limit may not be compressed because it needs to be decremented at each hop and may take any value. Stateful address compression must be applied to the source and destination IPv6 addresses because they do not statelessly match the source and destination link layer addresses on intermediate hops.

### 3.1. LOWPAN\_IPHC Encoding Format

This section specifies the format of the LOWPAN\_IPHC encoding that describes how an IPv6 header is compressed. The encoding can be 2 octets long for the base encoding or 3 octets long when an additional context encoding is present. The IPv6 header fields that are not fully elided are placed immediately after the LOWPAN\_IPHC, either in a compressed form if the field is partially elided, or literally.

#### 3.1.1. Base Format

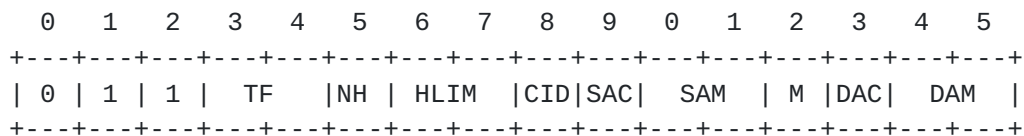


Figure 2: LOWPAN\_IPHC base Encoding

TF: Traffic Class, Flow Label:

- 00: ECN + DSCP + 4-bit Pad + Flow Label (4 bytes)
- 01: ECN + 2-bit Pad + Flow Label (3 bytes), DSCP is elided
- 10: ECN + DSCP (1 byte), Flow Label is elided
- 11: Traffic Class and Flow Label are elided.

NH: Next Header:

- 0: Full 8 bits for Next Header are carried in-line.
- 1: The Next Header field is compressed and the next header is encoded using LOWPAN\_NHC, which is discussed in [Section 4](#).

HLIM: Hop Limit:

- 00: The Hop Limit field is carried in-line.
- 01: The Hop Limit field is compressed and the hop limit is 1.
- 10: The Hop Limit field is compressed and the hop limit is 64.
- 11: The Hop Limit field is compressed and the hop limit is 255.



**CID: Context Identifier Extension:**

- 0: No additional 8-bit Context Identifier Extension is used. If context-based compression is specified in either SAC or DAC, context 0 is used.
- 1: An additional 8-bit Context Identifier Extension field immediately follows the DAM field.

**SAC: Source Address Compression**

- 0: Source address compression uses stateless compression.
- 1: Source address compression uses stateful, context-based compression.

**SAM: Source Address Mode:**

If SAC=0:

- 00: 128 bits. The full address is carried in-line.
- 01: 64 bits. The first 64-bits of the address are elided. The value of those bits is the link-local prefix padded with zeros. The remaining 64 bits are carried in-line.
- 10: 16 bits. The first 112 bits of the address are elided. The value of those bits is the link-local prefix padded with zeros. The remaining 16 bits are carried in-line.
- 11: 0 bits. The address is fully elided. The first 64 bits of the address are the link-local prefix padded with zeros. The remaining 64 bits are computed from the encapsulating header.

If SAC=1:

- 00: The UNSPECIFIED address, ::
- 01: 64 bits. The address is derived using context information and the 64 bits carried in-line.
- 10: 16 bits. The address is derived using context information and the 16 bits carried in-line.
- 11: 0 bits. The address is fully elided. The prefix is derived using context information. Any of the remaining 64 bits not covered by the context information are computed from the encapsulating header.

**M: Multicast Compression**

- 0: Destination address is not a multicast address.
- 1: Destination address is a multicast address.

**DAC: Destination Address Compression**

- 0: Destination address compression uses stateless compression.
- 1: Destination address compression uses stateful, context-based compression.



**DAM: Destination Address Mode:**

If M=0 and DAC=0 This case matches SAC=0 but for the destination address:

- 00: 128 bits. The full address is carried in-line.
- 01: 64 bits. The first 64-bits of the address are elided.  
The value of those bits is the link-local prefix padded with zeros. The remaining 64 bits are carried in-line.
- 10: 16 bits. The first 112 bits of the address are elided.  
The value of those bits is the link-local prefix padded with zeros. The remaining 16 bits are carried in-line.
- 11: 0 bits. The address is fully elided. The first 64 bits of the address are the link-local prefix padded with zeros. The remaining 64 bits are computed from the encapsulating header.

If M=0 and DAC=1:

- 00: Reserved.
- 01: 64 bits. The address is derived using context information and the 64 bits carried in-line.
- 10: 16 bits. The address is derived using context information and the 16 bits carried in-line.
- 11: 0 bits. The address is fully elided. The prefix is derived using context information. Any of the remaining 64 bits not covered by the context information are computed from the encapsulating header.

If M=1 and DAC=0:

- 00: 128 bits. The full address is carried in-line.
- 01: 48 bits. The address takes the form FFXX::00XX:XXXX:XXXX.
- 10: 32 bits. The address takes the form FFXX::00XX:XXXX.
- 11: 8 bits. The address takes the form FF02::00XX.

If M=1 and DAC=1:

- 00: 48 bits. This format is designed to match Unicast-Prefix-based IPv6 Multicast Addresses as defined in [\[RFC3306\]](#) and [\[RFC3956\]](#). The multicast address takes the form FFXX:XXLL:PPPP:PPPP:PPPP:PPPP:XXXX:XXXX. where the X are the nibbles that are carried in-line, in the order in which they appear in this format. P denotes nibbles used to encode the prefix itself. L denotes nibbles used to encode the prefix length. The prefix information P and L is taken from the specified context.
- 01: reserved
- 10: reserved
- 11: reserved

**[3.1.2. Context Identifier Extension](#)**

This specification expects that a conceptual context is shared between the node that compresses a packet and the node(s) that need



to expand it. How the contexts are shared and maintained is out of scope. What information is contained within a context information is out of scope. Actions in response to unknown and/or invalid contexts are out of scope. The specification enables a node to use up to 16 contexts. The context used to encode the source address does not have to be the same as the context used to encode the destination address.

If the CID field is set to '1' in the LOWPAN\_IPHC encoding, then an additional octet extends the LOWPAN\_IPHC encoding following the DAM bits but before the IPv6 header fields that are carried in-line. The additional octet identifies the pair of contexts to be used when the IPv6 source and/or destination address is compressed. The context identifier is 4 bits for each address, supporting up to 16 contexts. Context 0 is the default context. The encoding is shown in Figure 3.

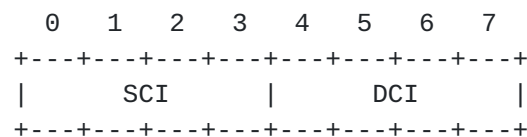


Figure 3: LOWPAN\_IPHC Encoding

SCI: Source Context Identifier Identifies the prefix that is used when the IPv6 source address is statefully compressed.

DCI: Destination Context Identifier Identifies the prefix that is used when the IPv6 destination address is statefully compressed.

### 3.2. IPv6 Header Encoding

Fields carried in-line (in part or in whole) appear in the same order as they do in the IPv6 header format [[RFC2460](#)]. The Version field is always elided. Unicast IPv6 addresses may be compressed to 64 or 16 bits or completely elided. Multicast IPv6 addresses may be compressed to 8, 32, or 48 bits. The IPv6 Payload Length field MUST always be elided and inferred from lower layers using the 6LoWPAN Fragmentation header or the IEEE 802.15.4 header.

#### 3.2.1. Traffic Class and Flow Label Compression

The Traffic Class field in the IPv6 header comprises 6 bits of diffserv extension [[RFC2474](#)] and 2 bits of Explicit Congestion Notification (ECN) [[RFC3168](#)]. If the ECN information is carried by the Lower Layers in a compatible fashion then it can be elided from the 6LoWPAN header. Otherwise, it has to be transported in one of the following encodings.





The TF field in the LOWPAN\_IPHC encoding indicates whether the Traffic Class and Flow Label are carried in-line in the compressed IPv6 header. When Flow Label is included while the Traffic Class is compressed, an additional 4 bits are included to maintain byte-alignment. Two of the 4 bits contain the ECN bits from the Traffic Class field.

To ensure that the ECN bits appear in the same location for all encodings that include them, the Traffic Class field is rotated right by 2 bits in the compressed IPv6 header. The encodings are shown below:

										1										2										3									
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1								
+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+																			
ECN  DSCP										rsv										Flow Label																			
+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+																			

TF = 00: Traffic Class and Flow Label carried in-line.

										1										2									
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3						
+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+										+--+--+--+									
ECN rsv										Flow Label																			
+--+--+--+--+--+--+--+--+--+										+--+--+--+--+--+--+--+--+--+										+--+--+--+									

TF = 01: Flow Label carried in-line.

0	1	2	3	4	5	6	7
+--+--+--+--+--+--+--+							
ECN				DSCP			
+--+--+--+--+--+--+--+							

TF = 10: Traffic Class carried in-line.

### **3.2.2. Mapping Link-Layer Addresses to Interface IDs**

LOWPAN\_IPHC elides the IIDs of source or destination addresses when SAM = 3 or DAM = 3, respectively. In this mode, the IID is derived from the encapsulating header. When the encapsulating header carries



IPv6 addresses, the corresponding bits map directly.

The remainder of this section defines the mapping from IEEE 802.15.4 link-layer addresses to IIDs for both short and extended IEEE 802.15.4 addresses. IID bits not covered by the context information MAY be elided if they match the link-layer address mapping and MUST NOT be elided if they do not.

An extended IEEE 802.15.4 address takes the form of an IEEE EUI-64 address. Generating an IID from an extended address is identical to that defined in [Appendix A of \[RFC4291\]](#). The only change needed to transform an IEEE EUI-64 identifier to an interface identifier is to invert the universal/local bit.

A short IEEE 802.15.4 address is 16 bits in length. Short addresses are mapped into the restricted space of IEEE EUI-64 addresses by setting the middle 16 bits to 0xfffe, the bottom 16 bits to the short address, and all other bits to zero. As a result, an IID generated from a short address has the form:

```
0000:00ff:fe00:XXXX
```

where XXXX carries the short address. The universal/local bit is zero to indicate local scope.

This mapping for non-EUI-64 identifiers differs from that presented in [Appendix A of \[RFC4291\]](#) for a couple reasons. Using the restricted space ensures no overlap with IIDs generated from unrestricted IEEE EUI-64 addresses. Also, including 0xfffe in the middle of the IID helps avoid overlap with other locally managed IIDs.

### **[3.2.3](#). Stateless Multicast Addresses Compression**

LOWPAN\_IPHC supports stateless compression of multicast address when  $M = 1$  and  $DAC = 0$ . An IPv6 multicast address may be compressed down to 48, 32, or 8 bits using stateless compression. The format supports compression of the Solicited-Node Multicast Address (FF02::1:FFXX:XXXX) as well as any IPv6 multicast address where the upper bits of the multicast group identifier are zero. The 8-bit compressed form only carries the least-significant bits of the multicast group identifier. The 48 and 32-bit compressed forms carry the multicast scope and flags in-line, in addition to the least-significant bits of the multicast group identifier.



```

          1              2              3
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Flags | Scope |              Group Identifier              |
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|              Group Identifier              |
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

DAM = 01. 48-bit Compressed Multicast Address (FFfs::00gg:gggg:gggg)

```

          1              2              3
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Flags | Scope |              Group Identifier              |
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

DAM = 10. 32-bit Compressed Multicast Address (FFfs::00gg:gggg).

```

    0 1 2 3 4 5 6 7
+-+--+--+--+--+--+
|  Group ID  |
+-+--+--+--+--+--+

```

DAM = 11. 8-bit Compressed Multicast Address (FF02::gg).

#### 3.2.4. Stateful Multicast Addresses Compression

LOWPAN\_IPHC supports stateful compression of multicast addresses when  $M = 1$  and  $DAC = 1$ . This document currently defines DAM = 00: context-based compression of Unicast-Prefix-based IPv6 Multicast Addresses [[RFC3306](#)][RFC3956]. In particular, the Prefix Length and Network Prefix can be taken from a context. As a result, LOWPAN\_IPHC can compress a Unicast-Prefix-based IPv6 Multicast Address down to 6 octets by only carrying the 4-bit Flags, 4-bit Scope, 8-bit RIID, and 32-bit Group Identifier in-line.



Compression formats for different next headers are identified by a variable-length bit-pattern immediately following the LOWPAN\_IPHC compressed header. When defining a next header compression format, the number of bits used SHOULD be determined by the perceived frequency of using that format. However, the number of bits and any remaining encoding bits SHOULD respect octet alignment. The following bits are specific to the next header compression format. This document defines a compression format for IPv6 Extension and UDP headers.





```

+-----+-----+
| var-len NHC ID | compressed next header...
+-----+-----+

```

Figure 5: LOWPAN\_NHC Encoding

#### 4.2. IPv6 Extension Header Compression

A necessary property of encoding headers using LOWPAN\_NHC is that the immediately preceding header must either be encoded using LOWPAN\_IPHC or LOWPAN\_NHC. In other words, all headers encoded using the 6LoWPAN encoding format defined in this document must be contiguous. As a result, this document defines a set of LOWPAN\_NHC encodings for selected IPv6 Extension Headers such that the UDP Header Compression defined in [Section 4.3](#) may be used in the presence of those extension headers.

The LOWPAN\_NHC encodings for IPv6 Extension Headers are composed of a single LOWPAN\_NHC octet followed by the IPv6 Extension Header. The format of the LOWPAN\_NHC octet is shown in Figure 6. The first 7 bits serve as an identifier for the IPv6 Extension Header immediately following the LOWPAN\_NHC octet. The remaining bit indicates whether or not the following header utilizes LOWPAN\_NHC encoding.

```

      0   1   2   3   4   5   6   7
+---+---+---+---+---+---+---+
| 1 | 1 | 1 | 0 |   EID   |NH|
+---+---+---+---+---+---+---+

```

Figure 6: IPv6 Extension Header Encoding

EID: IPv6 Extension Header ID:

- 0: IPv6 Hop-by-Hop Options Header[RFC2460]
- 1: IPv6 Routing Header[RFC2460]
- 2: IPv6 Fragment Header[RFC2460]
- 3: IPv6 Destination Options Header[RFC2460]
- 4: IPv6 Mobility Header [[RFC3775](#)]
- 5: Reserved
- 6: Reserved
- 7: IPv6 Header



NH: Next Header:

- 0: Full 8 bits for Next Header are carried in-line.
- 1: The Next Header field is elided and the next header is encoded using LOWPAN\_NHC, which is discussed in [Section 4](#).

For the most part, the IPv6 Extension Header is carried verbatim in the bytes immediately following the LOWPAN\_NHC octet, with two important exceptions: Length Field and Next Header Field.

The Next Header Field contained in IPv6 Extension Headers is elided when the NH bit is set in the LOWPAN\_NHC encoding octet. Note that doing so allows LOWPAN\_NHC to utilize no more overhead than the non-encoded IPv6 Extension Header.

The Length Field contained in IPv6 Extension Headers indicate the length of the IPv6 Extension Header in octets, not including the LOWPAN\_NHC byte. Note that this changes the Length Field definition in [\[RFC2460\]](#) from indicating the header size in 8-octet units, not including the first 8 octets. Changing the Length Field to be in units of octets removes wasteful internal fragmentation. However, specifying units in octets also means that LOWPAN\_NHC MUST NOT be used to encode IPv6 Extension Headers that exceed 255 octets.

IPv6 Hop-by-Hop and Destination Options Headers may use Pad1 and PadN to pad out the header for octet-alignment purposes. When using LOWPAN\_NHC, Pad1 and PadN options that appear at the end of the options header MAY be elided. When converting from the LOWPAN\_NHC encoding back to the standard IPv6 encoding, Pad1 and PadN options MUST be used to pad out the containing header to a multiple of 8 octets in length. Note that Pad1 and PadN options that appear in locations other than the end MUST be carried in-line as they are used to align subsequent options.

When the identified next header is an IPv6 Header (EID=7), the NH bit of the LOWPAN\_NHC encoding is unused and SHOULD be set to zero. The following bytes MUST be encoded using LOWPAN\_IPHC as defined in [Section 3](#).

#### **[4.3](#). UDP Header Compression**

This document defines a compression format for UDP headers using LOWPAN\_NHC. The UDP compression format is shown in Figure 7. Bits 0 through 4 represent the NHC ID and '11110' indicates the specific UDP header compression encoding defined in this section.



#### **4.3.1.    Compressing UDP ports**

This specification introduces a range of well-known ports (0xF0Bx) that can be compressed to 4 bits. Considering that this represents only 16 contiguous ports, it can be expected that many incompatible applications will use the same port numbers for their own end-to-end needs.

The overloading of the 0xF0Bx ports increases the risk of getting the wrong type of payload and misinterpreting the content compared to ports that are reserved at IANA. As a result, it is recommended that the use of those ports be associated with a mechanism such as a Transport Layer Security (TLS) Message Integrity Check (MIC) that validates that the content is expected and checked for integrity.

#### **4.3.2.    Compressing UDP checksum**

The UDP checksum operation is mandatory with IPv6 [[RFC2460](#)] for all packets. For that reason [[RFC4944](#)] disallows the compression of the UDP checksum.

With this specification, a compressor in the source transport endpoint MAY elide the UDP checksum if it is authorized by the Upper Layer. The compressor SHOULD NOT set the C bit unless it has received such authorization. The Upper Layer SHOULD only provide the authorization in the following cases:

Tunneling: In this case, 6LoWPAN is deployed as a wireless pseudo-fieldbus by tunneling existing field protocols over UDP. If the tunneled PDU possesses its own addressing, security and integrity check, the tunneling mechanism MAY authorize to elide the UDP checksum in order to save on the encapsulation overhead.

Upper Layer Message Integrity Check: In this case, there is some other form of integrity check in the UDP payload that covers at least the same information as the UDP checksum (pseudo-header, data) and has at least the same strength.

A forwarding node MAY imply authorization from an incoming packet if the C bit is set. A forwarding node that cannot unambiguously derive such authorization SHOULD NOT elide the UDP checksum when performing 6LoWPAN compression. The forwarding node that expands a 6LoWPAN packet with the C bit on MUST compute the UDP checksum on behalf of the source node and place that checksum in the restored UDP header as specified in the incumbent standards [[RFC0768](#)], [[RFC2460](#)].

If a 6LoWPAN termination is also the transport endpoint and it receives a compressed packet with the C bit set, then it is entitled to ignore the UDP checksum process completely. If the C bit is not



set, the packet might have been forwarded by an edge router, so this is not an indication that the MIC is not present. If the terminating node knows that the message integrity will be validated by the upper layer by some state associated to the Service Access Point, it is entitled to ignore the checksum operation as if the C bit was set.

#### 4.3.3. UDP LOWPAN\_NHC Format

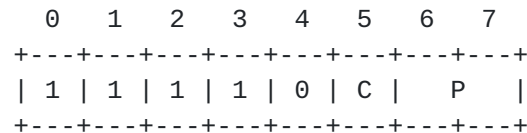


Figure 7: UDP Header Encoding

##### C: Checksum:

- 0: All 16 bits of Checksum are carried in-line.
- 1: All 16 bits of Checksum are elided. The Checksum is recovered by recomputing it on the 6LoWPAN termination point.

##### P: Ports:

- 00: All 16 bits for both Source Port and Destination Port are carried in-line.
- 01: All 16 bits for Source Port are carried in-line. First 8 bits of Destination Port is 0xF0 and elided. The remaining 8 bits of Destination Port are carried in-line.
- 10: First 8 bits of Source Port are 0xF0 and elided. The remaining 8 bits of Source Port are carried in-line. All 16 bits for Destination Port are carried in-line.
- 11: First 12 bits of both Source Port and Destination Port are 0xF0B and elided. The remaining 4 bits for each are carried in-line.

Fields carried in-line (in part or in whole) appear in the same order as they do in the UDP header format [[RFC0768](#)]. The UDP Length field MUST always be elided and is inferred from lower layers using the 6LoWPAN Fragmentation header or the IEEE 802.15.4 header.

## 5. IANA Considerations

This document defines a new IPv6 header compression format for 6LoWPAN networks. The document allocates the following 32 Dispatch type field values for LOWPAN\_IPHC:





01 100000  
through  
01 111111

This assignment preempts the assignment of 01 111111 for ESC [[RFC4944](#)], which is possible as no extension bytes have been allocated yet that would enable the use of ESC. Instead, the value:

01 000000

is reserved as a replacement value for ESC, to be finally assigned with the first assignment of extension bytes.

## 6. Security Considerations

The definition of LOWPAN\_IPHC permits the compression of header information on communication that could take place in its absence, albeit in a less efficient form. It recognizes that a IEEE 802.15.4 PAN may have associated with it a number of prefixes through shared context. How the shared context is assigned and managed is beyond the scope of this document.

The overloading of the 0xF0Bx ports increases the risk of getting the wrong type of payload and misinterpreting the content compared to ports that reserved at IANA. It is thus recommended that the use of those ports be associated with a mechanism such as a Transport Layer Security (TLS) Message Integrity Check (MIC) that validates that the content is expected and checked for integrity.

## 7. Acknowledgements

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## 8. Changes

Draft 08:

- Clarified that the lower bits of an IPv6 address may be derived from an IPv6 header, not just an 802.15.4 header. Change text from "derived from link-layer header" to "derived from encapsulating header".



## Draft 07:

- Added section on mapping link-layer addresses to IIDs.
- Added text on restricting compressed headers to first fragment when using fragment headers defined in [Section 5.3 of \[RFC4944\]](#).
- Minor editorial edits.

## Draft 06:

- Reworked introduction.
- Added section on updates to [\[RFC4944\]](#).
- Fixed description of number of bits used for IPHC encoding.
- Specify M=0 only for non-multicast addresses and M=1 only for multicast addresses.
- Move 128-bit multicast encoding to DAC=0.
- Redefined ESC dispatch value to 01 000000.
- Many detailed edits.

## Draft 05:

- Added LOWPAN\_NHC encodings for IPv6 Extension Headers.
- Specify use of context 0 when CID is 0.
- Indicate that first 64-bits is link-local prefix padded with zeros when link-local prefix is elided.
- Made prefix-based multicast encoding format more explicit for clarity.
- Changed wording around stateful compression to allow for using the in-line bits as an additional index to identify the compressed address.
- Removed support for compressing unspecified address.
- Full 128-bit addr in-line only in stateless encoding.

## Draft 04:

- Fixed typos leftover from the changes in 03.
- Gave more details on UDP checksum compression.
- Clarify that the context information is out of scope.
- Added security concern on 0xF0Bx port overloading.

## Draft 03:

- Decoupled meaning of SAM bits from the destination address.
- Have separate bit to indicate multicast address compression.
- More extensive support for multicast address compression, including Unicast-Prefix-based Multicast Addresses.

## Draft 02:

- Updated wording with compression mode to clarify that a compression mode does not enforce what kind of destination address is being used. Specifically changed Destination Dependent Field to Compression Mode.



- Specify that the configuration and management of contexts is out of scope of this document.

Draft 01:

- HC back to 1 byte by default by stealing a few bits from the dispatch field.
- Added better support for multicast address compression.
- Fixed alignment for UDP port compression.
- Better support for Traffic Class and Flow Label compression.
- Pascal joined as an author.

## **9. References**

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