

# **IoT vs. TSV**

## **16 years on 18 slides**

# IoT

Focus of a dozen+ IETF WGs since 2005

But **Things** have always been on the Internet

New: Focus on **Constrained Node Networks (RFC7228)**

# Constrained Node Networks: Characteristics

Nodes are constrained (power, memory, complexity)  
(RFC 7228: Class-1 ~ 16 KiB/128 KiB, Class-2 ~ 50/250)



Networks are influenced by these constraints

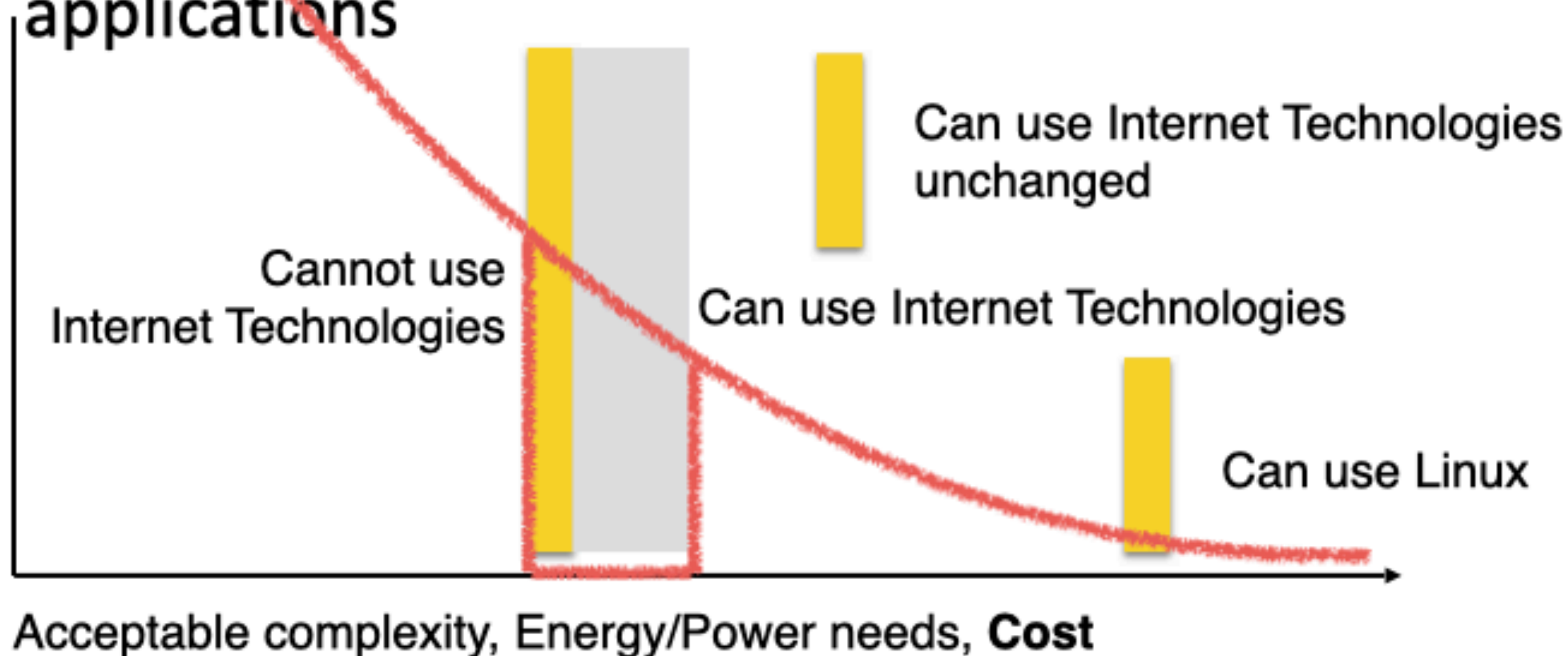
Not all nodes are constrained

But IoT networks accommodate constrained nodes

Immense scaling: up (# nodes), **down (complexity, power)**

# Moving the boundaries

- Enable Internet Technologies for mass-market applications



# 2005-03-03: 6LoWPAN (→ 6Lo later)

“IPv6 over Low-Power WPANs”: IP over X for 802.15.4:

- Encapsulation → RFC 4944 (2007)
- **Header Compression** redone → RFC 6282 (2011)
- Network Architecture and ND → RFC 6775 (2012)
- (Informationals: RFC 4919, RFC 6568, RFC 6606)

Little "transport" content  
header compression focused on IPv6/UDP

# **6LoWPAN/6Lo: Limited Domain (RFC 8799)**

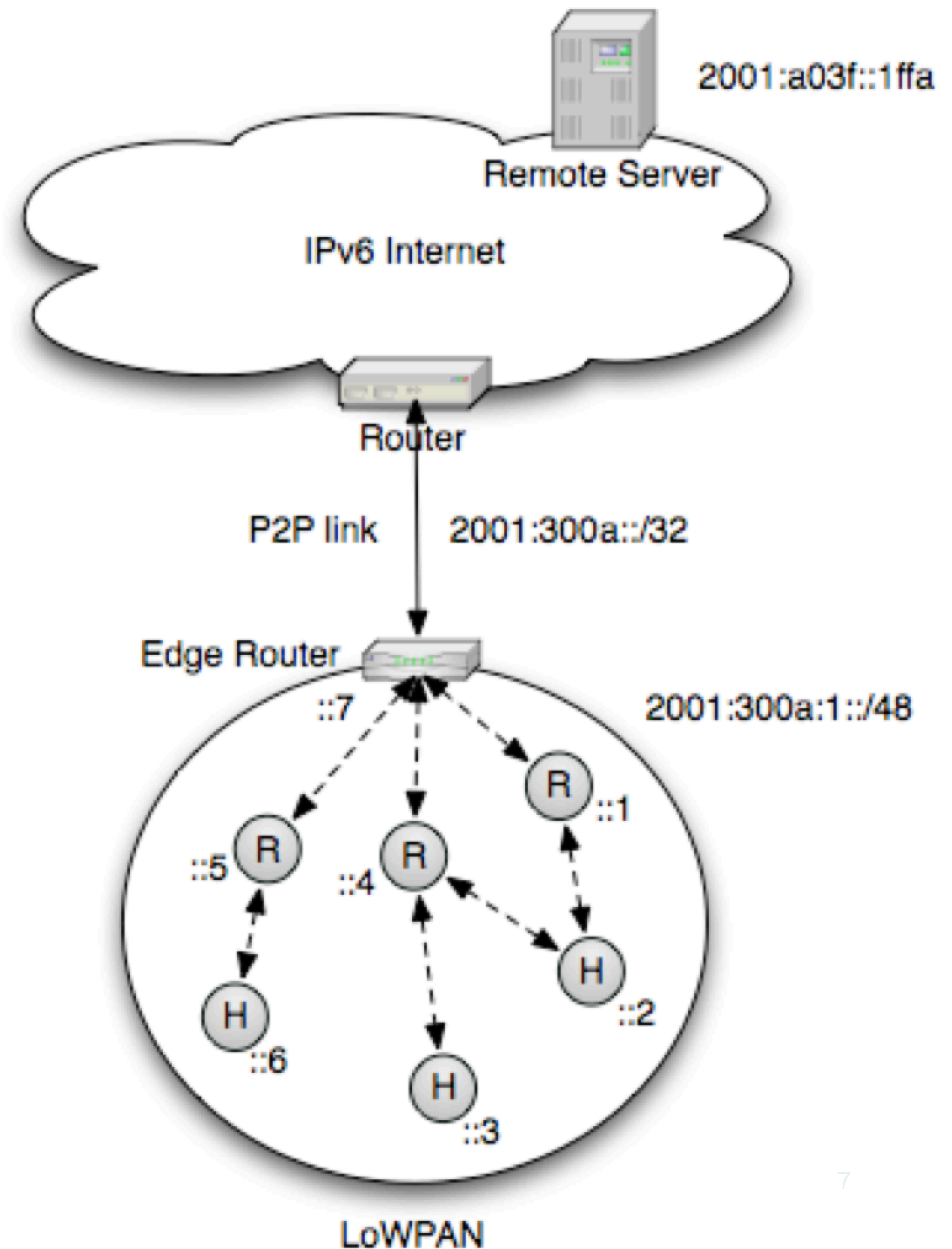
A 6LoWPAN is a stub network.

All paths through a 6LoWPAN terminate in a 6LoWPAN node on one side.

All paths go through a 6LBR (border router) before entering the general Internet.

# Exploiting the Limited Domain

- Unusual addressing model:  
subnet spans multiple links
- Fragmentation and Fragment Forwarding (RFC 8930)
- **Fragment Recovery (L2.5 retransmission)**  
RFC 8931  
(~ LOOPS for 6LoWPAN)
- Congestion control is  
"discussed" in Appendix C



**This specification provides the necessary tools for the fragmenting endpoint to take congestion control actions and protect the network, but it **leaves the implementation free** to select the action to be taken. The intention is to use it to **build experience** and specify more precisely the congestion control actions in one or more **future specifications**.**

**"Congestion Control Principles" [RFC2914] and "Specifying New Congestion Control Algorithms" [RFC5033] provide indications and **wisdom that should help through this process**.**

— RFC 8931



## Other Limited-Domain based approaches

- **LPWAN** (INT): Embrace millibit networks  
LoRa, SIGFOX etc.: serious network constraints  
Static context header compression (SCHC)
- **DETNET** (RTG): “deterministic networking”,  
mostly thought on top of IEEE 802 TSN
- **RAW** (RTG): Reliable and Available Wireless,  
do DETNET-like on wireless ("PAREO": retransmission,  
replication, elimination, resequencing)

# Transport?

- Much happens on top of **UDP** (see CoAP, next)
- But you **can** use (a subset of) **TCP** in (not so) constrained networks  
(RFC 9006: TCP Usage Guidance in the IoT)
  - Basis for MQTT (MQTT-SN does not exist)
- T2TRG talks about using **QUIC** in IoT
- ROLL has **MPL** (RFC 7731), a semi-reliable **multicast** routing/retransmission protocol ( $\neq$  IP multicast)

# COAP

Initiated in 2009-07-28 Bar BOF

Lars Eggert: "A new transport protocol will take 10 years"

→ Transport functions in application layer protocol

# CoAP: Constrained Application Protocol (RFC 7252)

Approved 2013, published 2014

Based on UDP (+ DTLS), trying for RFC 5405 (8085)

Minimize state: No state-based congestion control

- Lock-step operation (NSTART=1)
- Binary exponential backoff
- Unacknowledged transfer limited by PROBING\_RATE (1 B/s)

# REST+ ("CRUDN"): Observe

REST (representational state transfer): initiative on client  
CRUD = Create (POST), Read (GET), Update (PUT), Delete

— "stateless" = no state on server (ideally)  
(Reality: There is a TCP connection...)

Sensors (servers) have new data → notification (CRUDN)  
Client keeps GET request active, server notifies changes

# More stateful congestion control: CoCoA, FASOR

CoAP cannot fill a line (lockstep)

Cannot even adjust RTO to faster (slower) network

**CoCoA**: CoAP Simple Congestion Control/Advanced

Keep simple state per peer (~ RFC 6298)

Tame acknowledgement ambiguity via strong/weak estimators

Significant analysis, but stuck on an accident (2018)

**FASOR**: alternative proposal,  
currently stuck on authors (2020)

# Block-wise:

## Transport of objects > MTU

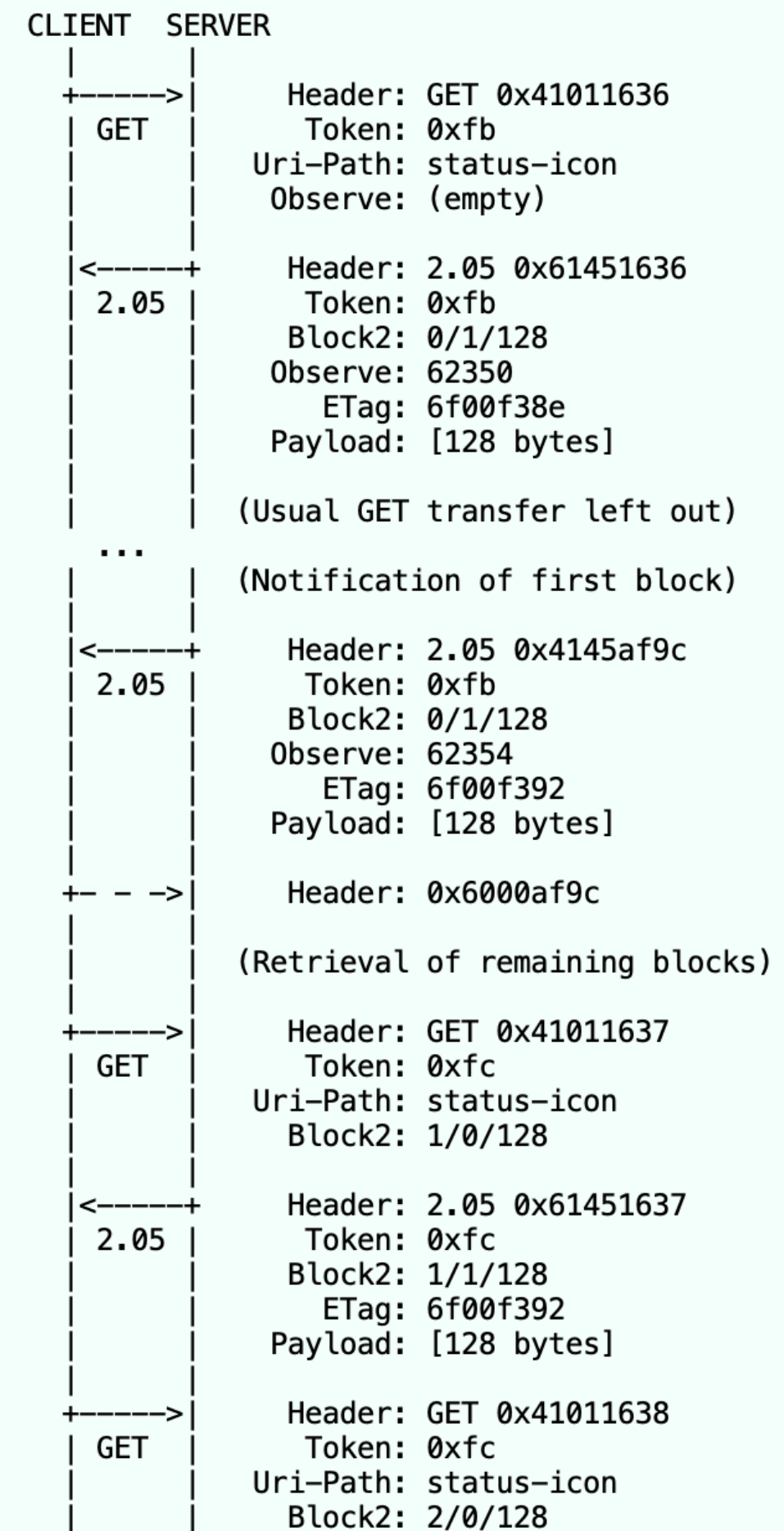
UDP fragmentation? 🙅

[RFC 7959](#): Block-wise transfer  
CoAP Options for  
application-layer segmentation

- Block1: request object,
- Block2: response object

Builds on CoAP, so **still lock-step**

- Initiative on client
- Can combine with observe  
(initiative returns to client)



# CoAP+TCP

## RFC 8323: CoAP over TCP, TLS, and WebSockets

If you really need TCP, here it is!  
(Can combine with RFC 9006 constrained TCP)

Get to keep:

- CoAP's simple, short messages
- "observe" model for state change notifications



# Enter DOTS

Distributed-Denial-of-Service Open Threat Signaling (DOTS)

RFC 8782 DOTS Signal Channel Specification: [under-attack](#) channel

RFC 8783 DOTS Data Channel Specification: background sync channel (RESTCONF over HTTP)

Under-attack channel needs to work in significant distress  
This is "congestion"!

UDP-based communication harder to slow down  
→ CoAP provides added value

# draft-ietf-core-new-block

## CoAP Block-Wise Transfer Options Supporting Robust Transmission

More congestion-resilient than RFC 7959's block-wise

- no longer strictly lock-step
- can recover blocks that were lost
- PROBING\_RATE etc. now negotiated between peers



A ginger and white cat is sitting on a bed of dry leaves. The cat has a white chest and paws, with ginger fur on its face and body. It has green eyes and is looking directly at the camera.

**CoAP Block**

A close-up of a lion's head as it yawns. The lion's mouth is wide open, showing its sharp canine teeth, smaller incisors, and a large, pink tongue. The lion has a thick, golden-brown mane.

**DOTS Block**