

# **Naming Architecture for Object to Object Communications**

**<draft-lee-object-naming-01.txt>**

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# History of activities on object naming

## □ Previous document (HIP extensions for object to object communications)

- Presented the necessity of object to object communications
- Introduced ITU-T's activities
- Discussed several technical issues including security
- Specified protocols for HIP extension

## □ Document on object naming (01 version)

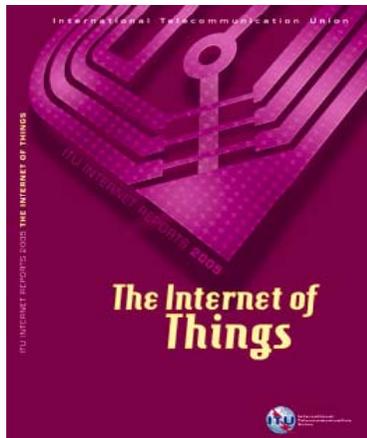
- Explains the concept of object to object communications and describes naming issues for object identification.
- Provides the naming architecture according to mapping relationships between host and object(s).
- Considerations of protocols for naming object are specified

# Ubiquitous connectivity

Ubiquitous Computing + **Ubiquitous Connectivity**

Internet of Things

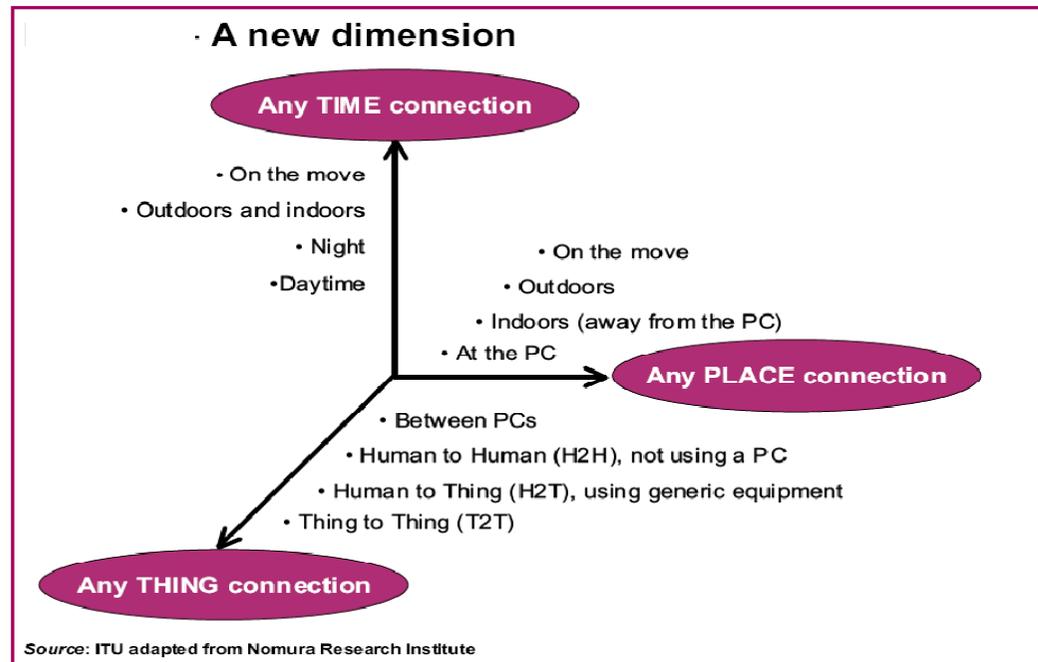
Web of Things



**ITU-T Y.2002**

**Ubiquitous Networking**

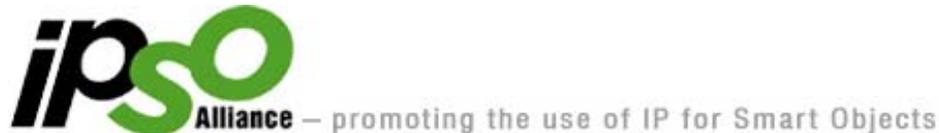
**Object to Object communications**



# The concept of object

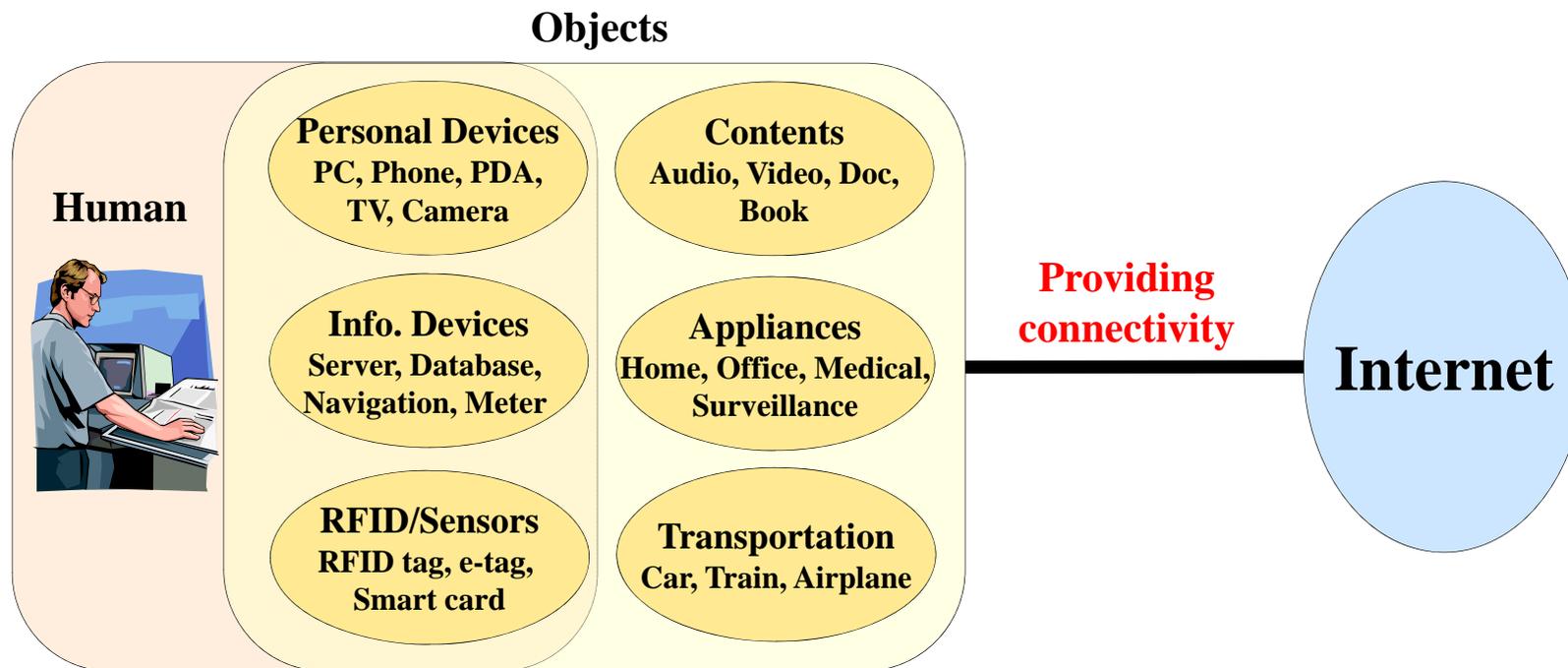
## □ Objects

- include terminal devices (e.g. used by a person to access the network such as mobile phones, Personal computers, etc), remote monitoring devices (e.g. cameras, sensors, etc), information devices (e.g. content delivery server), products, contents, and resources.

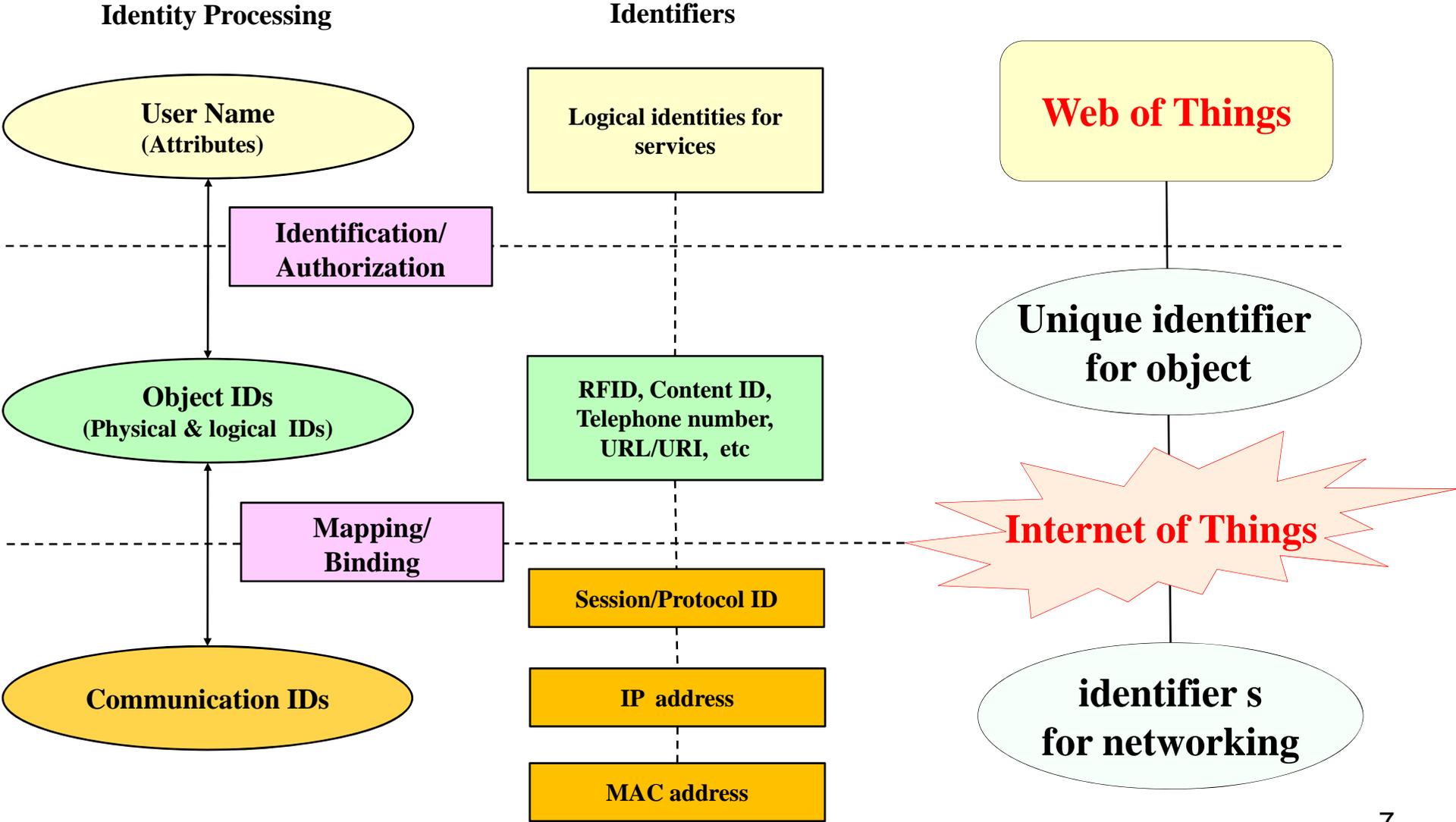


# Ubiquitous connectivity vs. object

- How to identify object to provide “connecting to anything”
  - To develop “object identity protocol”

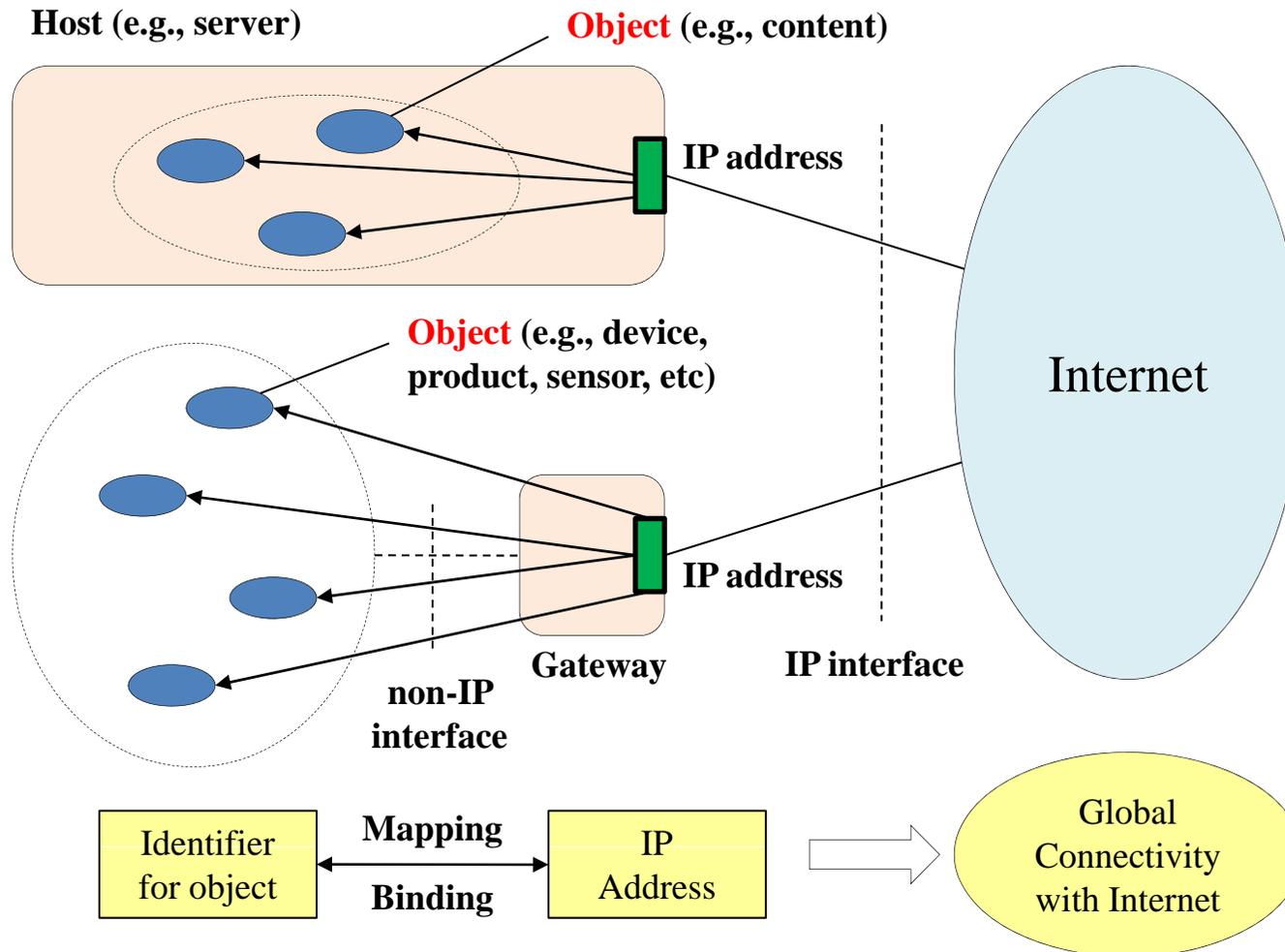


# Layered architecture for identity processing



# Conceptual diagram for providing connectivity to objects

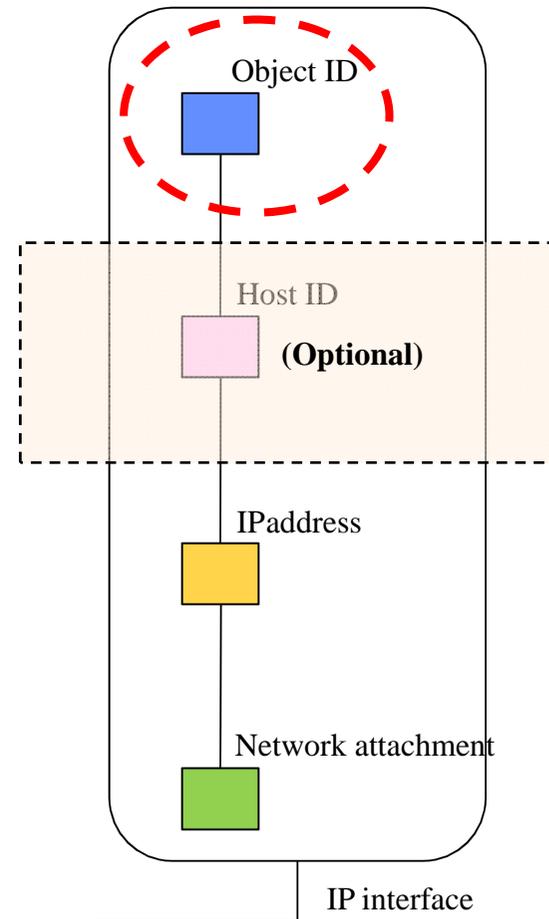
## □ Consider relationship between host and object



# Object mapping – extension of stack architecture

## □ Objects in a host

- New naming space for object
  - Object ID – Host ID – IP address
- Use object ID instead of Host ID
  - Object ID – IP address
- Security association with IP address

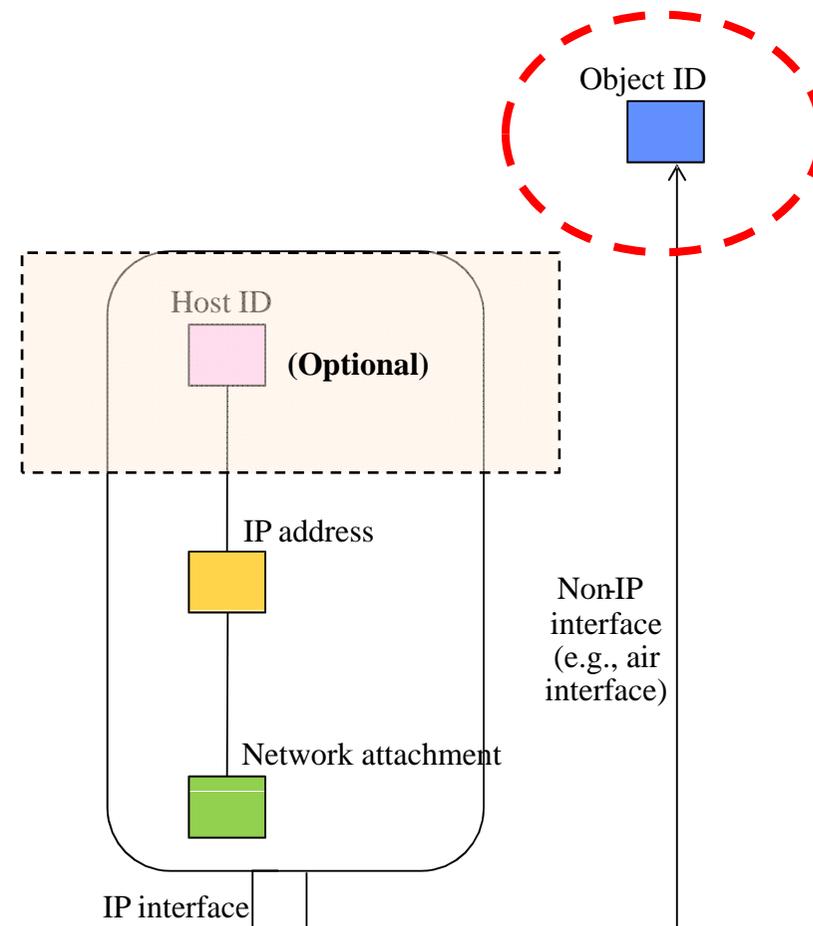


(a) Direct mapping (Objects in a host)

# Object mapping – extension of stack architecture

## □ Remote objects

- How to associate Host with IP address and Object with air interface
  - IP address – remote object ID
- Security association



(b) Indirect mapping (remote objects)

# Discussion Issues

## ❑ Security

- Selectively support security associations

## ❑ Interactions with naming systems

- DNS
- ONS of EPCglobal

## ❑ Relationship with ID/Loc separation

- , Host ID and locator + Extensible to object ID

## ❑ Protocol development

- Reuse existing protocol vs. develop a new protocol

# Next Steps

## □ Future work on Internet of Things

- Proposal for RG item

- Charter update: Development of solutions for object identification
- Candidate documents
  - A new high-level architectural document
    - Decide a right direction for protocol development
  - Protocol solutions and mechanisms
- Encourage these activities and invite experts as an editor

## □ Q&A