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Optimized 6LoWPAN Fragmentation Header
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Abstract

RFC 4944 specifies 6LoWPAN fragmentation, in order to support the IPv6 MTU requirement over IEEE 802.15.4-2003 networks. The 6LoWPAN fragmentation header format comprises a 4-byte format for the first fragment, and a 5-byte format for subsequent fragments. This specification defines a more efficient 3-byte, optimized 6LoWPAN fragmentation header for all fragments.

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Table of Contents

1. Introduction	2
1.1. Conventions used in this document	3
2. 6LoFH rules and format	3
3. Changes from RFC 4944 fragmentation header and rationale . .	4
4. IANA Considerations	5
5. Security Considerations	5
6. Acknowledgments	6
7. Annex A. Quantitative performance comparison of RFC 4944 fragmentation header with 6LoFH	7
8. References	7
8.1. Normative References	7
8.2. Informative References	8
Authors' Addresses	8

1. Introduction

IPv6 over Low-Power Wireless Personal Area Network (6LoWPAN) was originally designed as an adaptation layer intended to enable IPv6 over IEEE 802.15.4- 2003 networks [RFC4944]. One of the 6LoWPAN protocol suite components is fragmentation, which fulfills the IPv6 MTU requirement of 1280 bytes [RFC2460] over a radio interface with a layer two (L2) payload size around 100 bytes (in the best case) and without fragmentation support [RFC4944].

RFC 4944 defines the 6LoWPAN fragmentation header format, which comprises a 4-byte format for the first fragment, and a 5-byte format for subsequent fragments. This specification defines a more efficient 3-byte, optimized 6LoWPAN Fragmentation Header (6LoFH). The benefits of using 6LoFH are the following:

- Reduced overhead for transporting an IPv6 packet that requires fragmentation (see Annex A). This decreases consumption of energy and bandwidth, which are typically limited resources in the scenarios where 6LoWPAN fragmentation is used.

- Because the datagram offset can be expressed in increments of a single octet, 6LoFH enables the transport of IPv6 packets over L2 data units with a maximum payload size as small as only 4 bytes in the most extreme case. Note that RFC 4944 fragmentation can only be used over L2 technologies with a maximum L2 payload size of at least 13 bytes.

In comparison with the 6LoWPAN fragmentation header, parsing of the 6loFH format is also simplified, as the format has a constant size, and a 'symmetric' shape for both the first fragment and subsequent fragments. However, receiver buffer management will involve greater complexity as explained in Section 3.

1.1. Conventions used in this document

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 [RFC2119]

2. 6LoFH rules and format

If an entire payload (e.g., IPv6) datagram fits within a single L2 data unit, it is unfragmented and a fragmentation header is not needed. If the datagram does not fit within a single L2 data unit, it SHALL be broken into fragments. The first fragment SHALL contain the first fragment header as defined in Figure 1.

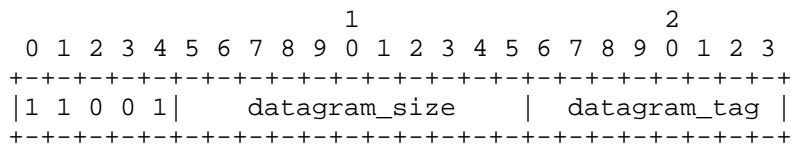


Figure 1: First Fragment

The second and subsequent fragments (up to and including the last) SHALL contain a fragmentation header that conforms to the format shown in Figure 2.

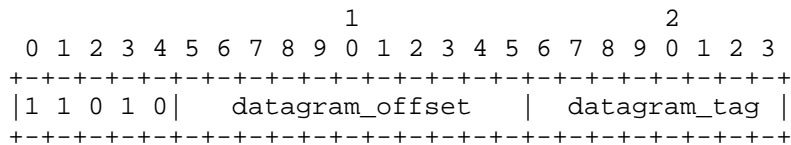


Figure 2: Subsequent Fragments

datagram_size: This 11-bit field encodes the size of the entire IP packet before link-layer fragmentation (but after IP layer fragmentation). For IPv6, the datagram size SHALL be 40 octets (the size of the uncompressed IPv6 header) more than the value of Payload Length in the IPv6 header [RFC4944] of the packet. Note that this

packet may already be fragmented by hosts involved in the communication, i.e., this field needs to encode a maximum length of 1280 octets (the required by IPv6).

datagram_tag: The value of `datagram_tag` (datagram tag) SHALL be the same for all fragments of a payload (e.g., IPv6) datagram. The sender SHALL increment `datagram_tag` for successive, fragmented datagrams. The incremented value of `datagram_tag` SHALL wrap from 255 back to zero. This field is 8 bits long, and its initial value is not defined.

datagram_offset: This field is present only in the second and subsequent fragments and SHALL specify the offset, in increments of 1 octet, of the fragment from the beginning of the payload datagram. The first octet of the datagram (e.g., the start of the IPv6 header) has an offset of zero; the implicit value of `datagram_offset` in the first fragment is zero. This field is 11 bits long.

The recipient of link fragments SHALL use (1) the sender's L2 source address, (2) the destination's L2 address, (3) `datagram_size`, and (4) `datagram_tag` to identify all the fragments that belong to a given datagram.

Upon receipt of a link fragment, the recipient starts constructing the original unfragmented packet whose size is `datagram_size`. It uses the `datagram_offset` field to determine the location of the individual fragments within the original unfragmented packet. For example, it may place the data payload (except the encapsulation header) within a payload datagram reassembly buffer at the location specified by `datagram_offset`. The size of the reassembly buffer SHALL be determined from `datagram_size`.

If a fragment recipient disassociates from its L2 network, the recipient MUST discard all link fragments of all partially reassembled payload datagrams, and fragment senders MUST discard all not yet transmitted link fragments of all partially transmitted payload (e.g., IPv6) datagrams. Similarly, when a node first receives a fragment with a given `datagram_tag`, it starts a reassembly timer. When this time expires, if the entire packet has not been reassembled, the existing fragments MUST be discarded and the reassembly state MUST be flushed. The reassembly timeout MUST be set to a maximum of TBD seconds).

3. Changes from RFC 4944 fragmentation header and rationale

The main changes introduced in this specification to the fragmentation header format defined in RFC 4944 are listed below, together with their rationale:

-- The datagram size field is only included in the first fragment.
Rationale: In the RFC 4944 fragmentation header, the datagram size was included in all fragments to ease the task of reassembly at the receiver, since in an IEEE 802.15.4 mesh network, the fragment that arrives earliest to a destination is not necessarily the first fragment transmitted by the source. Nevertheless, the fragmentation format defined in this document supports reordering, at the expense of additional complexity in this regard.

-- The datagram tag size is reduced from 2 bytes to 1 byte.
Rationale: Given the low bit rate, as well as the relatively low message rate in IEEE 802.15.4 scenarios, ambiguities due to datagram tag wrapping events are unlikely despite the reduced tag space.

-- The datagram offset size is increased from 8 bits to 11 bits.
Rationale: This allows to express the datagram offset in single-octet increments.

4. IANA Considerations

This document allocates the following sixteen RFC 4944 Dispatch type values:

11001 000

through

11001 111

and

11010 000

through

11010 111

5. Security Considerations

6LoWPAN fragmentation attacks have been analyzed in the literature. Countermeasures to these have been proposed as well [HHWH].

A node can perform a buffer reservation attack by sending a first fragment to a target. Then, the receiver will reserve buffer space for the whole packet on the basis of the datagram size announced in that first fragment. Other incoming fragmented packets will be dropped while the reassembly buffer is occupied during the reassembly timeout. Once that timeout expires, the attacker can repeat the same

procedure, and iterate, thus creating a denial of service attack. The (low) cost to mount this attack is linear with the number of buffers at the target node. However, the cost for an attacker can be increased if individual fragments of multiple packets can be stored in the reassembly buffer. To further increase the attack cost, the reassembly buffer can be split into fragment-sized buffer slots. Once a packet is complete, it is processed normally. If buffer overload occurs, a receiver can discard packets based on the sender behavior, which may help identify which fragments have been sent by an attacker.

In another type of attack, the malicious node is required to have overhearing capabilities. If an attacker can overhear a fragment, it can send a spoofed duplicate (e.g. with random payload) to the destination. A receiver cannot distinguish legitimate from spoofed fragments. Therefore, the original IPv6 packet will be considered corrupt and will be dropped. To protect resource-constrained nodes from this attack, it has been proposed to establish a binding among the fragments to be transmitted by a node, by applying content-chaining to the different fragments, based on cryptographic hash functionality. The aim of this technique is to allow a receiver to identify illegitimate fragments.

Further attacks may involve sending overlapped fragments (i.e. comprising some overlapping parts of the original datagram) or announcing a datagram size in the first fragment that does not reflect the actual amount of data carried by the fragments. Implementers should make sure that correct operation is not affected by such events.

6. Acknowledgments

In section 2, the authors have reused extensive parts of text available in section 5.3 of RFC 4944, and would like to thank the authors of RFC 4944.

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7. Annex A. Quantitative performance comparison of RFC 4944 fragmentation header with 6LoFH

	IPv6 datagram size (bytes)							
	40		100		640		1280	
L2 payload (bytes)	4944	6LoFH	4944	6LoFH	4944	6LoFH	4944	6LoFH
10	----	18	----	45	----	276	----	549
20	19	9	59	18	394	114	794	228
40	0	0	19	9	99	54	199	105
60	0	0	9	6	69	36	134	69
80	0	0	9	6	44	27	89	51
100	0	0	0	0	39	21	74	42

Figure 3: Adaptation layer fragmentation overhead (in bytes) required to transport an IPv6 datagram

Note 1: while IEEE 802.15.4-2003 allows a maximum L2 payload size between 81 and 102 bytes, a range of L2 payload size between 10 and 100 bytes is considered in the study to illustrate the performance of 6LoFH also for other potential L2 technologies with short payload size and without fragmentation support.

Note 2: with the RFC 4944 fragmentation header it is not possible to transport IPv6 datagrams of the considered sizes over a 10-byte payload L2 technology.

8. References

8.1. Normative References

- [RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, DOI 10.17487/RFC2119, March 1997, <<http://www.rfc-editor.org/info/rfc2119>>.
- [RFC2460] Deering, S. and R. Hinden, "Internet Protocol, Version 6 (IPv6) Specification", RFC 2460, DOI 10.17487/RFC2460, December 1998, <<http://www.rfc-editor.org/info/rfc2460>>.

- [RFC4944] Montenegro, G., Kushalnagar, N., Hui, J., and D. Culler, "Transmission of IPv6 Packets over IEEE 802.15.4 Networks", RFC 4944, DOI 10.17487/RFC4944, September 2007, <<http://www.rfc-editor.org/info/rfc4944>>.
- [RFC6282] Hui, J., Ed. and P. Thubert, "Compression Format for IPv6 Datagrams over IEEE 802.15.4-Based Networks", RFC 6282, DOI 10.17487/RFC6282, September 2011, <<http://www.rfc-editor.org/info/rfc6282>>.

8.2. Informative References

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- [I-D.minaburo-lpwan-gap-analysis] Minaburo, A., Gomez, C., Toutain, L., Paradells, J., and J. Crowcroft, "LPWAN Survey and GAP Analysis", draft-minaburo-lpwan-gap-analysis-02 (work in progress), October 2016.

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Address Protected Neighbor Discovery for Low-power and Lossy Networks
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Abstract

This document defines an extension to 6LoWPAN Neighbor Discovery, RFC 6775. Nodes supporting this extension compute a cryptographic Owner Unique Interface ID and associate it with one or more of their Registered Addresses. Once an address is registered with a Cryptographic ID, only the owner of that ID can modify the anchor state information of the Registered Address, and Source Address Validation can be enforced.

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Table of Contents

1. Introduction	2
2. Terminology	4
3. Updating RFC 6775	4
4. New Fields and Options	5
4.1. New Crypto-ID	5
4.2. Updated EARO	6
4.3. New Crypto-ID Parameters Option	7
5. Protocol Overview	8
5.1. Protocol Scope	8
5.2. Protocol Flows	9
5.3. Multihop Operation	11
6. Security Considerations	12
7. IANA considerations	13
8. Acknowledgements	13
9. Change Log	13
10. References	13
10.1. Normative References	13
10.2. Informative references	14
Appendix A. Requirements Addressed in this Document	16
Authors' Addresses	17

1. Introduction

Neighbor discovery for IPv6 [RFC4861] and stateless address autoconfiguration [RFC4862] and their extensions are collectively referred to as the IPv6 Neighbor Discovery Protocol (IPv6 NDP). In order to enable IPv6 NDP operations over a constrained low-power and lossy network (LLN), "Neighbor Discovery optimizations for 6LoWPAN networks" [RFC6775] (6LoWPAN ND), reduces the use of multicast in the original protocol and introduces a unicast host address registration technique. The registration mechanism leverages a new Address Registration Option (ARO) that is carried in the unicast Neighbor Solicitation (NS) and Neighbor Advertisement (NA) messages between the 6LoWPAN Node (6LN) and the 6LoWPAN Router (6LR), as well as the Duplicate Address Request (DAR) and Duplicate Address Confirmation (DAC) messages between the 6LR and the 6LoWPAN Border Router (6LBR), which is the central repository of all the registered addresses in its domain.

The registration mechanism in 6LoWPAN ND [RFC6775] was created for the original purpose of Duplicate Address Detection (DAD), whereby use of an address would be granted as long as the address is not already present in the subnet (first come first serve). In order to validate address ownership, the registration mechanism enables the 6LR and 6LBR to correlate further claims for a registered address from the device to which it is granted with a Owner Unique Interface Identifier (OUID). With 6LoWPAN ND, the OUID is derived from the MAC address of the device (EUI-64), which can be spoofed. Therefore, any node connected to the subnet and aware of a registered-address-to-OUID mapping may effectively fake the OUID, steal the address and attract the traffic for that address towards a different Node. In order to allow a more secured registration mechanism, the "Update to 6LoWPAN ND" [I-D.ietf-6lo-rfc6775-update] opens the semantics of the ARO option and allows to transport alternate forms of OUIDs.

With this specification, a 6LN generates a cryptographic ID (Crypto-ID) and places it in the OUID field in the registration of one (or more) of its addresses with the 6LR(s) that it uses as default router(s). Proof of ownership of the cryptographic ID (Crypto-ID) is passed with the first registration to a given 6LR, and enforced at the 6LR, in a new Crypto-ID Parameters Option (CIPO). The 6LR validates ownership of the cryptographic ID upon the creation of a registration state, or a change in the anchor information, such as Link-Layer Address and associated Layer-2 cryptographic material.

The protected address registration protocol proposed in this document enables the enforcement of Source Address Validation (SAVI) [RFC7039], which ensures that only the correct owner uses a registered address in the source address field in IPv6 packets. With this specification, a 6LN that sources a packet has to use a 6LR to which the source address of the packet is registered to forward the packet. The 6LR maintains state information for the registered address along with the MAC address, and link-layer cryptographic key associated with that node. In SAVI-enforcement mode, the 6LR allows only packets from a connected Host if the connected Host owns the registration of the source address of the packet.

The 6lo adaptation layer framework ([RFC4944], [RFC6282]) expects that a device forms its IPv6 addresses based on Layer-2 address, so as to enable a better compression. This is incompatible with "Secure Neighbor Discovery (SEND)" [RFC3971] and "Cryptographically Generated Addresses (CGAs)" [RFC3972], which derive the Interface ID (IID) in the IPv6 addresses from cryptographic material. "Privacy Considerations for IPv6 Address Generation Mechanisms" [I-D.ietf-6man-ipv6-address-generation-privacy] places additional recommendations on the way addresses should be formed and renewed.

This specification allows a device to form and register addresses at will, without a constraint on the way the address is formed or the number of addresses that are registered in parallel. It enables to protect multiple addresses with a single cryptographic material and to send the proof only once to a given 6LR for multiple addresses and refresher registrations.

2. Terminology

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 [RFC2119].

Readers are expected to be familiar with all the terms and concepts that are discussed in [RFC3971], [RFC3972], [RFC4861], [RFC4919], [RFC6775], and [I-D.ietf-6lo-backbone-router] which proposes an evolution of [RFC6775] for wider applicability.

This document defines Crypto-ID as an identifier of variable size which in most cases is 64 bits long. It is generated using cryptographic means explained later in this document.

The document also conforms to the terms and models described in [RFC5889] and uses the vocabulary and the concepts defined in [RFC4291] for the IPv6 Architecture.

This document uses [RFC7102] for Terminology in Low power And Lossy Networks.

3. Updating RFC 6775

With this specification, a node SHOULD use a cryptographic identifier (Crypto-ID) as OUID in its registration; the Crypto-ID is calculated as described in Section 4.1. The fact that a OUID is a Crypto-ID is indicated in a new 'C' flag in the NS(ARO) message.

This specification also introduces a new option, the CIPO, that is used to prove ownership of the Crypto-ID. A node that registers for the first time to a 6LR SHOULD place a CIPO option to its registration but is not expected to place the option in the next periodic refresher registrations for that address, or for the registration of other addresses with the same OUID. When a 6LR receives a NS(ARO) registration with a new Crypto-ID as a OUID, then it SHOULD challenge by responding with a NA(ARO) with a status of "Proof requested". This whole process MAY be skipped in networks where there is no or ultra low expectations of mobility.

The challenge will also be triggered in the case of a registration for which the Source Link-Layer Address is not consistent with a state that already exists either at the 6LR or the 6LBR. In the latter case, the 6LBR returns a status of "Proof requested" in the DAR/DAC exchange, which is echoed by the 6LR in the NA (ARO) back to the registering node. This flow should not alter a preexisting state in the 6LR or the 6LBR.

Upon a NA(ARO) with a status of "Proof requested", the registering node SHOULD retry its registration with a CIPO option that proves its ownership of the Crypto-ID.

If the 6LR cannot validate the proof, it responds with a status of "Incorrect Proof". Upon a NA(ARO) with a status of "Incorrect Proof", the registering node SHOULD NOT use this Crypto-ID for registering with that 6LR anymore.

4. New Fields and Options

4.1. New Crypto-ID

Elliptic Curve Cryptography (ECC) is used in the calculation of the Crypto-ID. The digital signature is constructed by using the 6LN's private key over its EUI-64 (MAC) address. The signature value is computed using the ECDSA signature algorithm and the hash function used is SHA-256 [RFC6234]. Public Key is the most important parameter in CGA Parameters (sent by 6LN in an NS message). ECC Public Key could be in uncompressed form or in compressed form where the first octet of the OCTET STRING is 0x04 and 0x02 or 0x03, respectively. Point compression can further reduce the key size by about 32 octets.

First, the modifier is set to a random or pseudo-random 128-bit value. Next, concatenate from left to right the modifier, 9 zero octets and the ECC public key. SHA-256 algorithm is applied on the concatenation. The 112 leftmost bits of the hash value is taken. Concatenate from left to right the modifier value, the subnet prefix and the encoded public key. NIST P-256 is executed on the concatenation. The leftmost bits of the result is used as the Crypto-ID. With this specification, the last 64 bits are retained, but it could be expanded to more bits in the future by increasing the size of the OUID field.

In respecting the cryptographic algorithm agility [RFC7696], Curve 25519 [RFC7748] can also be used instead of NIST P-256. This is indicated by 6LN by setting the Crypto Type field in the CIPO option to a value of 1. If 6LBR does not support Curve 25519, it will set

Crypto Type field to zero. This means that the default algorithm (NIST P-256) will be used.

4.2. Updated EARO

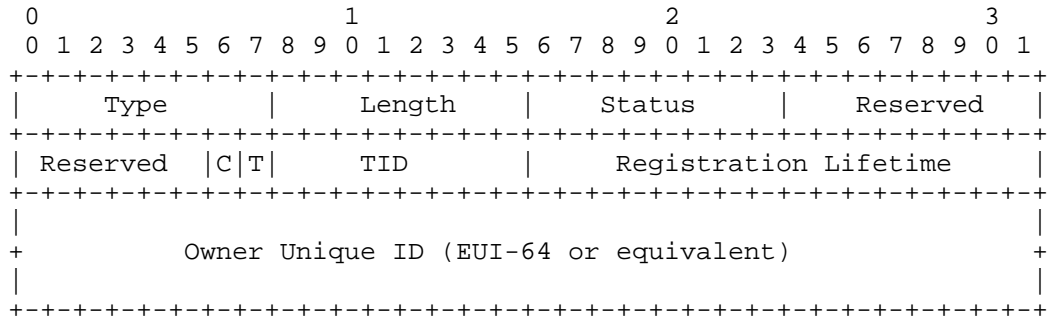


Figure 1: Enhanced Address Registration Option

Type:

33

Length:

8-bit unsigned integer. The length of the option (including the type and length fields) in units of 8 bytes.

Status:

8-bit unsigned integer. Indicates the status of a registration in the NA response. MUST be set to 0 in NS messages. This specification leverages values introduced in the Update to 6LoWPAN ND [I-D.ietf-6lo-rfc6775-update], such as 5: Proof Requested, and does not require additional values to be defined.

Reserved:

This field is unused. It MUST be initialized to zero by the sender and MUST be ignored by the receiver.

C:

This specification introduces a C bit, which is set to indicate that the Owner Unique ID field contains a Crypto-ID.

T and TID:

Defined in [I-D.ietf-6lo-rfc6775-update].

Owner Unique ID:

When using this specification, this field contains a Crypto-ID.

4.3. New Crypto-ID Parameters Option

This specification introduces a new option, the Crypto-ID Parameters Option (CIPO), that carries the proof of ownership of a crypto-ID.

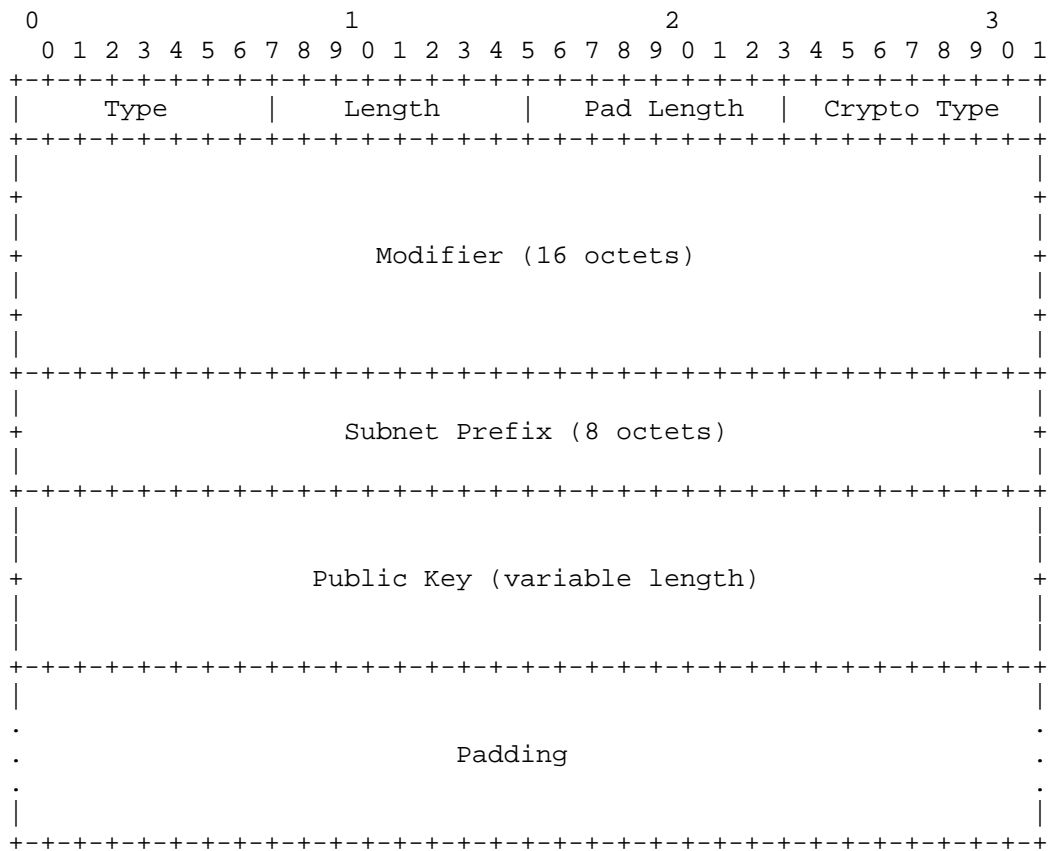


Figure 2: Crypto-ID Parameters Option

Type:

CIPO, to be assigned by IANA.

Length:

The length of the option in units of 8 octets.

Pad Length:

The length of the Padding field.

Crypto Type:

The type of cryptographic algorithm used in calculation Crypto-ID. Default value of all zeros indicate NIST P-256. A value of 1 is assigned for Curve 25519. New values may be defined later.

Modifier:

128 bit random value.

Subnet Prefix:

64 bit subnet prefix.

Public Key:

ECC public key of 6LN.

Padding:

A variable-length field making the option length a multiple of 8, containing as many octets as specified in the Pad Length field.

5. Protocol Overview

5.1. Protocol Scope

The scope of the present work is a 6LoWPAN Low Power Lossy Network (LLN), typically a stub network connected to a larger IP network via a Border Router called a 6LBR per [RFC6775].

The 6LBR maintains a registration state for all devices in the attached LLN, and, in conjunction with the first-hop router (the 6LR), is in a position to validate uniqueness and grant ownership of an IPv6 address before it can be used in the LLN. This is a fundamental difference with a classical network that relies on IPv6 address auto-configuration [RFC4862], where there is no guarantee of

ownership from the network, and any IPv6 Neighbor Discovery packet must be individually secured [RFC3971].

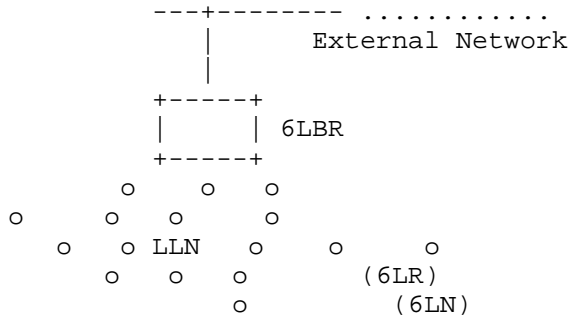


Figure 3: Basic Configuration

In a mesh network, the 6LR is directly connected to the host device. This specification expects that the peer-wise layer-2 security is deployed so that all the packets from a particular host are securely identifiable by the 6LR. The 6LR may be multiple hops away from the 6LBR. Packets are routed between the 6LR and the 6LBR via other 6LRs. This specification expects that a chain of trust is established so that a packet that was validated by the first 6LR can be safely routed by the next 6LRs to the 6LBR.

5.2. Protocol Flows

The 6TiSCH Architecture [I-D.ietf-6tisch-architecture] suggests to use of RPL [RFC6550] as the routing protocol between the 6LRs and the 6LBR. In that model, a registration flow happens as shown in Figure 4.

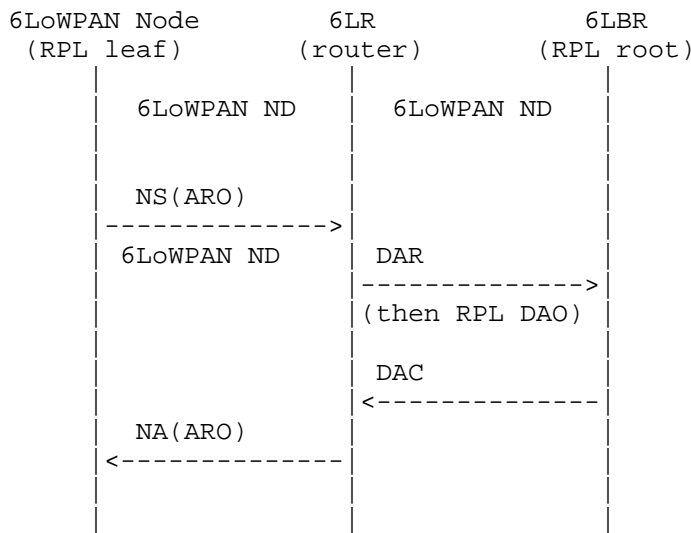


Figure 4: (Re-)Registration Flow

A new device that joins the network auto-configures an address and performs an initial registration to an on-link 6LR with an NS message that carries an Address Registration Option (ARO) [RFC6775]. The 6LR validates the address with the central 6LBR using a DAR/DAC exchange, and the 6LR confirms (or denies) the address ownership with an NA message that also carries an Address Registration Option.

In a multihop 6LoWPAN, the registration with Crypto-ID is propagated to 6LBR as described in Section 5.3. If a chain of trust is present between the 6LR and the 6LBR, then there is no need to propagate the proof of ownership to the 6LBR. All the 6LBR needs to know is that this particular OUID is randomly generated, so as to enforce that any update via a different 6LR is also random.

Local or on-link protocol interactions are shown in Figure 5. Crypto-ID and ARO are passed to and stored by the 6LR/6LBR on the first NS and not sent again in the next NS. The operation starts with 6LR sending a Router Advertisement (RA) message to 6LN.

The 6LR/6LBR ensures first-come/first-serve by storing the ARO and the Crypto-ID correlated to the node being registered. The node is free to claim any address it likes as long as it is the first to make such a claim. After a successful registration, the node becomes the owner of the registered address and the address is bound to the Crypto-ID in the 6LR/6LBR registry. This binding can be verified later, which prevents other nodes from stealing the address and

trying to attract traffic for that address or use it as their source address.

A node may uses multiple IPv6 addresses at any time. This condition may happen for privacy reasons [I-D.ietf-6man-ipv6-address-generation-privacy], or when the node moves at a different place and auto-configures an new address from a different prefix. In those situations, the node may use the same Crypto-ID to protect multiple IPv6 addresses. The separation of the address and the Crypto-ID avoids the constrained device to compute multiple keys for multiple addresses. The registration process allows the node to tie all of its addresses to the same Crypto-ID and have the 6LR/6LBR enforce first-come first-serve after that.

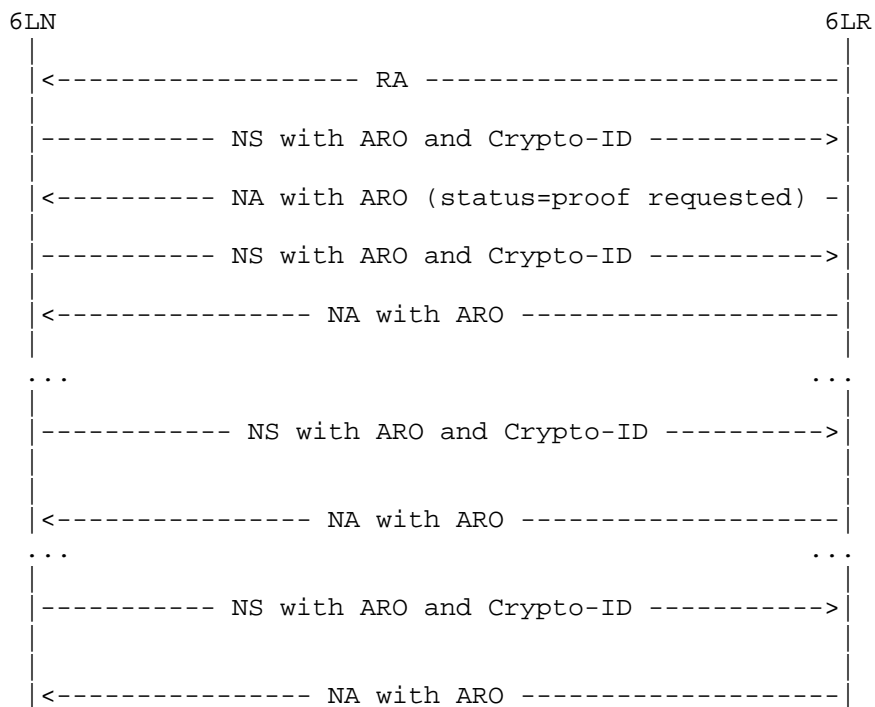


Figure 5: On-link Protocol Operation

5.3. Multihop Operation

In multihop 6LoWPAN, 6LBR sends RAs with prefixes downstream and it is the 6LR that receives and relays them to the nodes. 6LR and 6LBR communicate with the ICMPv6 Duplicate Address Request (DAR) and the Duplicate Address Confirmation (DAC) messages. The DAR and DAC use

the same message format as NS and NA with different ICMPv6 type values.

In ND-PAR we extend DAR/DAC messages to carry cryptographically generated OUID. In a multihop 6LoWPAN, the node exchanges the messages shown in Figure 4. The 6LBR must be aware of who owns an address (EUI-64) to defend the first node if there is an attacker on another 6LR. Because of this the content that the source signs and the signature needs to be propagated to the 6LBR in DAR message. For this purpose the DAR message sent by 6LR to 6LBR MUST contain the CIPO option. DAR message also contains ARO.

It is possible that occasionally, a 6LR may miss the node's OUID (that it received in ARO). 6LR should be able to ask for it again. This is done by restarting the exchanges shown in Figure 5. The result enables 6LR to refresh the information that was lost. 6LR MUST send DAR message with ARO to 6LBR. 6LBR as a reply forms a DAC message with the information copied from the DAR and the Status field is set to zero. With this exchange, the 6LBR can (re)validate and store the information to make sure that the 6LR is not a fake.

In some cases 6LBR may use DAC message to signal to 6LR that it expects Crypto-ID from 6LR also asks 6LR to verify the EUI-64 6LR received from 6LN. This may happen when a 6LN node is compromised and a fake node is sending the Crypto-ID as if it is the node's EUI-64. Note that the detection in this case can only be done by 6LBR not by 6LR.

6. Security Considerations

The observations regarding the threats to the Local Link Network in [RFC3971] also apply to this specification.

This document inherits threats discussed in 6LoWPAN ND [RFC6775] and its update [I-D.ietf-6lo-rfc6775-update] and addresses the potential attacks related to address stealing and spoofing within a LLN. Compared with SeND, this specification saves about 1Kbyte in every NS/NA message. Also, this specification separates the cryptographic identifier from the registered IPv6 address so that a node can have more than one IPv6 address protected by the same cryptographic identifier. SeND forces the IPv6 address to be cryptographic since it integrates the CGA as the IID in the IPv6 address. This specification frees the device to form its addresses in any fashion, so as to enable the classical 6LoWPAN compression which derives IPv6 addresses from Layer-2 addresses, as well as privacy addresses.

The threats discussed in Section 9.2 of [RFC3971] are countered by the protocol described in this document as well.

Collisions of Crypto-ID is a possibility that needs to be considered. The formula for calculating probability of a collision is $1 - e^{-k^2/(2n)}$. If the Crypto-ID is 64-bit long, then the chance of finding a collision is 0.01% when the network contains 66 million nodes. It is important to note that the collision is only relevant when this happens within one stub network (6LBR). A collision of ID in ND-PAR is a rare event. However, when such a collision does happen, the protocol operation is not affected, although it opens a window for a node to hijack an address from another. The link-layer security ensures that the nodes would normally not be aware of a collision on the subnet. If a malicious node is able to gain knowledge of a collision through other means, the only thing that it could do is to steal addresses from the other honest node. This would be no different from what is already possible in a 6lo network today.

7. IANA considerations

IANA is requested to assign two new option type values for the CIPO under the subregistry "IPv6 Neighbor Discovery Option Formats".

8. Acknowledgements

We are grateful to Rene Struik and Robert Moskowitz for their comments that lead to many improvements to this document.

9. Change Log

- o submitted version -00 as a working group draft after adoption, and corrected the order of authors
- o submitted version -01 with no changes
- o submitted version -02 with these changes: Moved Requirements to Appendix A, Section 4.2 moved to Section 3, New section 4 on New Fields and Options, Section 4 changed to Protocol Overview as Section 5 with Protocol Scope and Flows subsections.

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Appendix A. Requirements Addressed in this Document

In this section we state requirements of a secure neighbor discovery protocol for low-power and lossy networks.

- o The protocol MUST be based on the Neighbor Discovery Optimization for Low-power and Lossy Networks protocol defined in [RFC6775]. RFC6775 utilizes optimizations such as host-initiated interactions for sleeping resource-constrained hosts and elimination of multicast address resolution.
- o New options to be added to Neighbor Solicitation messages MUST lead to small packet sizes, especially compared with existing protocols such as SEcure Neighbor Discovery (SEND). Smaller packet sizes facilitate low-power transmission by resource-constrained nodes on lossy links.
- o The support for this registration mechanism SHOULD be extensible to more LLN links than IEEE 802.15.4 only. Support for at least the LLN links for which a 6lo "IPv6 over foo" specification exists, as well as Low-Power Wi-Fi SHOULD be possible.
- o As part of this extension, a mechanism to compute a unique Identifier should be provided with the capability to form a Link Local Address that SHOULD be unique at least within the LLN connected to a 6LBR.
- o The Address Registration Option used in the ND registration SHOULD be extended to carry the relevant forms of Unique Interface Identifier.

- o The Neighbour Discovery should specify the formation of a site-local address that follows the security recommendations from [RFC7217].

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IPv6 Backbone Router
draft-ietf-6lo-backbone-router-04

Abstract

This specification proposes an update to IPv6 Neighbor Discovery, to enhance the operation of IPv6 over wireless links that exhibit lossy multicast support, and enable a large degree of scalability by splitting the broadcast domains. A broadcast-efficient backbone running classical IPv6 Neighbor Discovery federates multiple wireless links to form a large MultiLink Subnet, but the broadcast domain does not need to extend to the wireless links for the purpose of ND operation. Backbone Routers placed at the wireless edge of the backbone proxy the ND operation and route packets from/to registered nodes, and wireless nodes register or are proxy-registered to the Backbone Router to setup proxy services in a fashion that is essentially similar to a classical Layer-2 association.

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Table of Contents

1. Introduction	2
2. Applicability and Requirements Served	4
3. Terminology	6
4. Overview	7
5. Backbone Router Routing Operations	9
5.1. Over the Backbone Link	10
5.2. Over the LLN Link	11
6. Backbone Router Proxy Operations	13
6.1. Registration and Binding State Creation	15
6.2. Defending Addresses	16
7. Security Considerations	18
8. Protocol Constants	18
9. IANA Considerations	18
10. Acknowledgments	18
11. References	19
11.1. Normative References	19
11.2. Informative References	20
11.3. External Informative References	23
Appendix A. Requirements	24
A.1. Requirements Related to Mobility	24
A.2. Requirements Related to Routing Protocols	25
A.3. Requirements Related to the Variety of Low-Power Link types	26
A.4. Requirements Related to Proxy Operations	26
A.5. Requirements Related to Security	27
A.6. Requirements Related to Scalability	28
Author's Address	29

1. Introduction

One of the key services provided by IEEE std. 802.1 [IEEEstd8021] Ethernet Bridging is an efficient and reliable broadcast service, and multiple applications and protocols have been built that heavily depends on that feature for their core operation. But a wide range of wireless networks do not provide the solid and cheap broadcast capabilities of Ethernet Bridging, and protocols designed for bridged networks that rely on broadcast often exhibit disappointing behaviours when applied unmodified to a wireless medium.

IEEE std. 802.11 [IEEEstd80211] Access Points (APs) deployed in an Extended Service Set (ESS) effectively act as bridges, but, in order to ensure a solid connectivity to the devices and protect the medium against harmful broadcasts, they refrain from relying on broadcast-intensive protocols such as Transparent Bridging on the wireless side. Instead, an association process is used to register proactively the MAC addresses of the wireless device (STA) to the AP, and then the APs proxy the bridging operation and cancel the broadcasts.

Classical IPv6 [RFC8200] Neighbor Discovery [RFC4862] Protocol (NDP) operations are reactive and rely heavily on multicast operations to locate an on-link correspondent and ensure address uniqueness, which is a pillar that sustains the whole IP architecture. When the Duplicate Address Detection [RFC4862] (DAD) mechanism was designed, it was a natural match with the efficient broadcast operation of Ethernet Bridging, but with the unreliable broadcast that is typical of wireless media, DAD is bound to fail to discover duplications [I-D.yourtchenko-6man-dad-issues]. In other words, because the broadcast service is unreliable, DAD appears to work on wireless media not because address duplication is detected and solved as designed, but because the duplication is a very rare event as a side effect of the sheer amount of entropy in 64-bits Interface IDs.

In the real world, IPv6 multicast messages are effectively broadcast, so they are processed by most if not all wireless nodes over the ESS fabric even when very few if any of the nodes is effectively listening to the multicast address. It results that a simple Neighbor Solicitation (NS) lookup message [RFC4861], that is supposedly targeted to a very small group of nodes, ends up polluting the whole wireless bandwidth across the fabric [I-D.vyncke-6man-mcast-not-efficient]. In other words, the reactive IPv6 ND operation leads to undesirable power consumption in battery-operated devices.

The inefficiencies of using radio broadcasts to support IPv6 NDP lead the community to consider (again) splitting the broadcast domain between the wired and the wireless access links. One classical way to achieve this is to split the subnet in multiple ones, and at the extreme provide a /64 per wireless device. Another is to proxy the Layer-3 protocols that rely on broadcast operation at the boundary of the wired and wireless domains, effectively emulating the Layer-2 association at layer-3. To that effect, the current IEEE std. 802.11 specifications require the capability to perform ARP and ND proxy [RFC4389] functions at the Access Points (APs).

But for the lack a comprehensive specification for the ND proxy and in particular the lack of an equivalent to an association process,

implementations have to rely on snooping for acquiring the related state, which is unsatisfactory in a lossy and mobile conditions. With snooping, a state (e.g. a new IPv6 address) may not be discovered or a change of state (e.g. a movement) may be missed, leading to unreliable connectivity.

In the context of IEEE std. 802.15.4 [IEEEstd802154], the step of considering the radio as a medium that is different from Ethernet was already taken with the publication of Neighbor Discovery Optimization for IPv6 over Low-Power Wireless Personal Area Networks (6LoWPANs) [RFC6775]. RFC 6775 is updated as [I-D.ietf-6lo-rfc6775-update]; the update includes changes that are required by this document.

This specification applies that same thinking to other wireless links such as Low-Power IEEE std. 802.11 (Wi-Fi) and IEEE std. 802.15.1 (Bluetooth) [IEEEstd802151], and extends [RFC6775] to enable proxy operation by the 6BBR so as to decouple the broadcast domain in the backbone from the wireless links. The proxy operation can be maintained asynchronous so that low-power nodes or nodes that are deep in a mesh do not need to be bothered synchronously when a lookup is performed for their addresses, effectively implementing the ND contribution to the concept of a Sleep Proxy [I-D.nordmark-6man-dad-approaches].

2. Applicability and Requirements Served

Efficiency aware IPv6 Neighbor Discovery Optimizations [I-D.chakrabarti-nordmark-6man-efficient-nd] suggests that 6LoWPAN ND [RFC6775] can be extended to other types of links beyond IEEE std. 802.15.4 for which it was defined. The registration technique is beneficial when the Link-Layer technique used to carry IPv6 multicast packets is not sufficiently efficient in terms of delivery ratio or energy consumption in the end devices, in particular to enable energy-constrained sleeping nodes. The value of such extension is especially apparent in the case of mobile wireless nodes, to reduce the multicast operations that are related to classical ND ([RFC4861], [RFC4862]) and plague the wireless medium.

This specification updates and generalizes 6LoWPAN ND to a broader range of Low power and Lossy Networks (LLNs) with a solid support for Duplicate Address Detection (DAD) and address lookup that does not require broadcasts over the LLNs. The term LLN is used loosely in this specification to cover multiple types of WLANs and WPANs, including Low-Power Wi-Fi, BLUETOOTH(R) Low Energy, IEEE std. 802.11AH and IEEE std. 802.15.4 wireless meshes, so as to address the requirements listed in Appendix A.3

The scope of this draft is a Backbone Link that federates multiple LLNs as a single IPv6 MultiLink Subnet. Each LLN in the subnet is anchored at an IPv6 Backbone Router (6BBR). The Backbone Routers interconnect the LLNs over the Backbone Link and emulate that the LLN nodes are present on the Backbone using proxy-ND operations. This specification extends IPv6 ND over the backbone to discriminate address movement from duplication and eliminate stale state in the backbone routers and backbone nodes once a LLN node has roamed. This way, mobile nodes may roam rapidly from a 6BBR to the next and requirements in Appendix A.1 are met.

This specification can be used by any wireless node to associate at Layer-3 with a 6BBR and register its IPv6 addresses to obtain routing services including proxy-ND operations over the backbone, effectively providing a solution to the requirements expressed in Appendix A.4.

The Link Layer Address (LLA) that is returned as Target LLA (TLLA) in Neighbor Advertisements (NA) messages by the 6BBR on behalf of the Registered Node over the backbone may be that of the Registering Node, in which case the 6BBR needs to bridge the unicast packets (Bridging proxy), or that of the 6BBR on the backbone, in which case the 6BBRs needs to route the unicast packets (Routing proxy). In the latter case, the 6BBR may maintain the list of correspondents to which it has advertised its own MAC address on behalf of the LLN node and the IPv6 ND operation is minimized as the number of nodes scale up in the LLN. This enables to meet the requirements in Appendix A.6 as long as the 6BBRs are dimensioned for the number of registration that each needs to support.

In the context of the the TimeSlotted Channel Hopping (TSCH) mode of [IEEEstd802154], the 6TiSCH architecture [I-D.ietf-6tisch-architecture] introduces how a 6LoWPAN ND host could connect to the Internet via a RPL mesh Network, but this requires additions to the 6LoWPAN ND protocol to support mobility and reachability in a secured and manageable environment. This specification details the new operations that are required to implement the 6TiSCH architecture and serves the requirements listed in Appendix A.2.

In the case of Low-Power IEEE std. 802.11, a 6BBR may be collocated with a standalone AP or a CAPWAP [RFC5415] wireless controller, and the wireless client (STA) leverages this specification to register its IPv6 address(es) to the 6BBR over the wireless medium. In the case of a 6TiSCH LLN mesh, the RPL root is collocated with a 6LoWPAN Border Router (6LBR), and either collocated with or connected to the 6BBR over an IPv6 Link. The 6LBR leverages this specification to register the LLN nodes on their behalf to the 6BBR. In the case of

BTLE, the 6BBR is collocated with the router that implements the BTLE central role as discussed in section 2.2 of [RFC7668].

3. Terminology

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 [RFC2119].

Readers are expected to be familiar with all the terms and concepts that are discussed in "Neighbor Discovery for IP version 6" [RFC4861], "IPv6 Stateless Address Autoconfiguration" [RFC4862], "IPv6 over Low-Power Wireless Personal Area Networks (6LoWPANs): Overview, Assumptions, Problem Statement, and Goals" [RFC4919], "Neighbor Discovery Optimization for Low-power and Lossy Networks" [RFC6775] and "Multi-link Subnet Support in IPv6" [I-D.ietf-ipv6-multilink-subnets].

Readers would benefit from reading "Multi-Link Subnet Issues" [RFC4903], "Mobility Support in IPv6" [RFC6275], "Neighbor Discovery Proxies (ND Proxy)" [RFC4389] and "Optimistic Duplicate Address Detection" [RFC4429] prior to this specification for a clear understanding of the art in ND-proxying and binding.

Additionally, this document uses terminology from [RFC7102], [I-D.ietf-6lo-rfc6775-update] and [I-D.ietf-6tisch-terminology], and introduces the following terminology:

Sleeping Proxy A 6BBR acts as a Sleeping Proxy if it answers ND Neighbor Solicitation over the backbone on behalf of the Registered Node whenever possible. This is the default mode for this specification but it may be overridden, for instance by configuration, into Unicasting Proxy.

Unicasting Proxy As a Unicasting Proxy, the 6BBR forwards NS messages to the Registering Node, transforming Layer-2 multicast into unicast whenever possible.

Routing proxy A 6BBR acts as a routing proxy if it advertises its own MAC address, as opposed to that of the node that performs the registration, as the TLLA in the proxied NAs over the backbone. In that case, the MAC address of the node is not visible at Layer-2 over the backbone and the bridging fabric is not aware of the addresses of the LLN devices and their mobility. The 6BBR installs a connected host route towards the registered node over the interface to the node, and acts as a Layer-3 router for unicast packets to the node. The 6BBR updates the ND Neighbor Cache Entries (NCE) in correspondent

nodes if the wireless node moves and registers to another 6BBR, either with a single broadcast, or with a series of unicast NA(O) messages, indicating the TLLA of the new router.

Bridging proxy A 6BBR acts as a bridging proxy if it advertises the MAC address of the node that performs the registration as the TLLA in the proxied NAs over the backbone. In that case, the MAC address and the mobility of the node is still visible across the bridged backbone fabric, as is traditionally the case with Layer-2 APs. The 6BBR acts as a Layer-2 bridge for unicast packets to the registered node. The MAC address exposed in the S/TLLA is that of the Registering Node, which is not necessarily the Registered Device. When a device moves within a LLN mesh, it may end up attached to a different 6LBR acting as Registering Node, and the LLA that is exposed over the backbone will change.

Primary BBR The BBR that will defend a Registered Address for the purpose of DAD over the backbone.

Secondary BBR A BBR to which the address is registered. A Secondary Router MAY advertise the address over the backbone and proxy for it.

4. Overview

An LLN node can move freely from an LLN anchored at a Backbone Router to an LLN anchored at another Backbone Router on the same backbone and conserve any of the IPv6 addresses that it has formed, transparently.

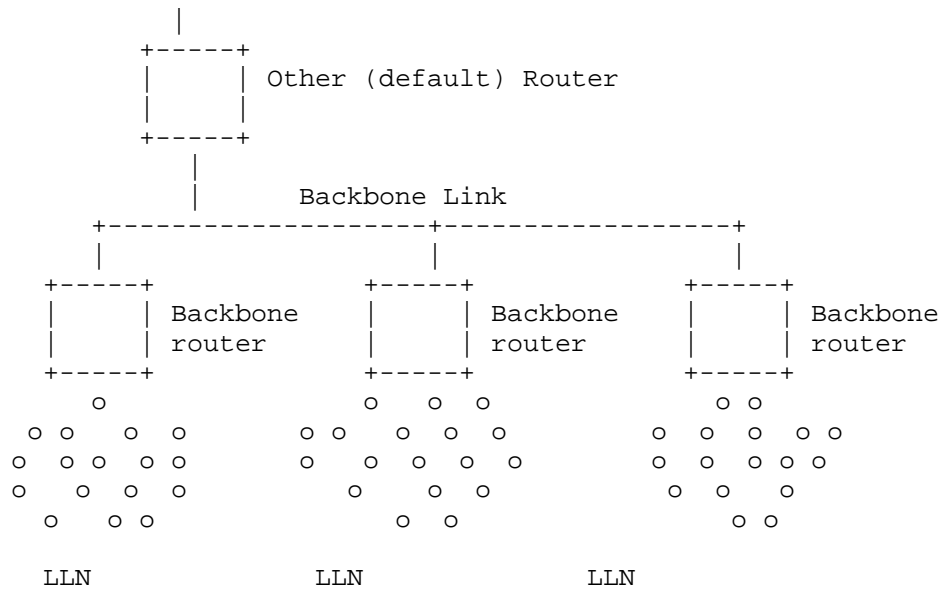


Figure 1: Backbone Link and Backbone Routers

The Backbone Routers maintain an abstract Binding Table of their Registered Nodes. The Binding Table operates as a distributed database of all the wireless Nodes whether they reside on the LLNs or on the backbone, and use an extension to the Neighbor Discovery Protocol to exchange that information across the Backbone in the classical ND reactive fashion.

The Extended Address Registration Option (ARO) defined in [I-D.ietf-6lo-rfc6775-update] is used to enable the registration for routing and proxy Neighbor Discovery operations by the 6BBR, and the Extended ARO (EARO) option is included in the ND exchanges over the backbone between the 6BBRs to sort out duplication from movement.

Address duplication is sorted out with the Owner Unique-ID field in the EARO, which is a generalization of the EUI-64 that allows different types of unique IDs beyond the name space derived from the MAC addresses. First-Come First-Serve rules apply, whether the duplication happens between LLN nodes as represented by their respective 6BBRs, or between an LLN node and a classical node that defends its address over the backbone with classical ND and does not include the EARO option.

In case of conflicting registrations to multiple 6BBRs from a same node, a sequence counter called Transaction ID (TID) is introduced

that enables 6BBRs to sort out the latest anchor for that node. Registrations with a same TID are compatible and maintained, but, in case of different TIDs, only the freshest registration is maintained and the stale state is eliminated.

With this specification, Backbone Routers perform ND proxy over the Backbone Link on behalf of their Registered Nodes. The Backbone Router operation is essentially similar to that of a Mobile IPv6 (MIPv6) [RFC6275] Home Agent. This enables mobility support for LLN nodes that would move outside of the network delimited by the Backbone link attach to a Home Agent from that point on. This also enables collocation of Home Agent functionality within Backbone Router functionality on the same backbone interface of a router. Further specification may extend this by allowing the 6BBR to redistribute host routes in routing protocols that would operate over the backbone, or in MIPv6 or the Locator/ID Separation Protocol (LISP) [RFC6830] to support mobility on behalf of the nodes, etc...

The Optimistic Duplicate Address Detection [RFC4429] (ODAD) specification details how an address can be used before a Duplicate Address Detection (DAD) is complete, and insists that an address that is TENTATIVE should not be associated to a Source Link-Layer Address Option in a Neighbor Solicitation message. This specification leverages ODAD to create a temporary proxy state in the 6BBR till DAD is completed over the backbone. This way, the specification enables to distribute proxy states across multiple 6BBR and co-exist with classical ND over the backbone.

5. Backbone Router Routing Operations

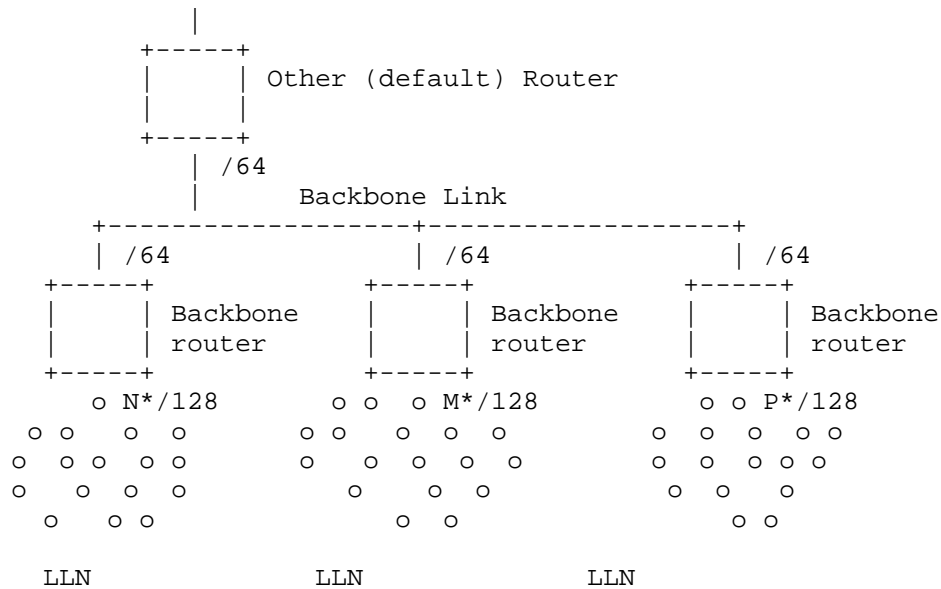


Figure 2: Routing Configuration in the ML Subnet

5.1. Over the Backbone Link

The Backbone Router is a specific kind of Border Router that performs proxy Neighbor Discovery on its backbone interface on behalf of the nodes that it has discovered on its LLN interfaces.

The backbone is expected to be a high speed, reliable Backbone link, with affordable and reliable multicast capabilities, such as a bridged Ethernet Network, and to allow a full support of classical ND as specified in [RFC4861] and subsequent RFCs. In other words, the backbone is not a LLN.

Still, some restrictions of the attached LLNs will apply to the backbone. In particular, it is expected that the MTU is set to the same value on the backbone and all attached LLNs, and the scalability of the whole subnet requires that broadcast operations are avoided as much as possible on the backbone as well. Unless configured otherwise, the Backbone Router MUST echo the MTU that it learns in RAs over the backbone in the RAs that it sends towards the LLN links.

As a router, the Backbone Router behaves like any other IPv6 router on the backbone side. It has a connected route installed towards the backbone for the prefixes that are present on that backbone and that it proxies for on the LLN interfaces.

As a proxy, the 6BBR uses an EARO option in the NS-DAD and the multicast NA messages that it generates on behalf of a Registered Node, and it places an EARO in its unicast NA messages if and only if the NS/NA that stimulates it had an EARO in it.

When possible, the 6BBR SHOULD use unicast or solicited-node multicast address (SNMA) [RFC4291] to defend its Registered Addresses over the backbone. In particular, the 6BBR MUST join the SNMA group that corresponds to a Registered Address as soon as it creates an entry for that address and as long as it maintains that entry, whatever the state of the entry. The expectation is that it is possible to get a message delivered to all the nodes on the backbone that listen to a particular address and support this specification - which includes all the 6BBRs in the MultiLink Subnet - by sending a multicast message to the associated SNMA over the backbone.

The support of Optimistic DAD (ODAD) [RFC4429] is recommended for all nodes in the backbone and followed by the 6BBRs in their proxy activity over the backbone. With ODAD, any optimistic node MUST join the SNMA of a Tentative address, which interacts better with this specification.

This specification allows the 6BBR in Routing Proxy mode to advertise the Registered IPv6 Address with the 6BBR Link Layer Address, and attempts to update Neighbor Cache Entries (NCE) in correspondent nodes over the backbone, using gratuitous NA(Override). This method may fail if the multicast message is not properly received, and correspondent nodes may maintain an incorrect neighbor state, which they will eventually discover through Neighbor Unreachability Detection (NUD). Because mobility may be slow, the NUD procedure defined in [RFC4861] may be too impatient, and the support of [RFC7048] is recommended in all nodes in the network.

Since the MultiLink Subnet may grow very large in terms of individual IPv6 addresses, multicasts should be avoided as much as possible even on the backbone. Though it is possible for plain hosts to participate with legacy IPv6 ND support, the support by all nodes connected to the backbone of [I-D.ietf-6man-rs-refresh] is recommended, and this implies the support of [RFC7559] as well.

5.2. Over the LLN Link

As a router, the Nodes and Backbone Router operation on the LLN follows [RFC6775]. Per that specification, LLN Hosts generally do not depend on multicast RAs to discover routers. It is still generally required for LLN nodes to accept multicast RAs [RFC7772], but those are rare on the LLN link. Nodes are expected to follow the Simple Procedures for Detecting Network Attachment in IPv6 [RFC6059]

(DNA procedures) to assert movements, and to support the Packet-Loss Resiliency for Router Solicitations [RFC7559] to make the unicast RS more reliable.

The Backbone Router acquires its states about the addresses on the LLN side through a registration process from either the nodes themselves, or from a node such as a RPL root / 6LBR (the Registering Node) that performs the registration on behalf of the address owner (the Registered Node).

When operating as a Routing Proxy, the router installs hosts routes (/128) to the Registered Addresses over the LLN links, via the Registering Node as identified by the Source Address and the SLLAO option in the NS(EARO) messages.

In that mode, the 6BBR handles the ND protocol over the backbone on behalf of the Registered Nodes, using its own MAC address in the TLLA and SLLA options in proxied NS and NA messages. It results that for each Registered Address, a number of peer Nodes on the backbone have resolved the address with the 6BBR MAC address and keep that mapping stored in their Neighbor cache.

The 6BBR SHOULD maintain, per Registered Address, the list of the peers on the backbone to which it answered with its MAC address, and when a binding moves to a different 6BBR, it SHOULD send a unicast gratuitous NA(O) individually to each of them to inform them that the address has moved and pass the MAC address of the new 6BBR in the TLLAO option. If the 6BBR can not maintain that list, then it SHOULD remember whether that list is empty or not and if not, send a multicast NA(O) to all nodes to update the impacted Neighbor Caches with the information from the new 6BBR.

The Bridging Proxy is a variation where the BBR function is implemented in a Layer-3 switch or an wireless Access Point that acts as a Host from the IPv6 standpoint, and, in particular, does not operate the routing of IPv6 packets. In that case, the SLLAO in the proxied NA messages is that of the Registering Node and classical bridging operations take place on data frames.

If a registration moves from one 6BBR to the next, but the Registering Node does not change, as indicated by the S/TLLAO option in the ND exchanges, there is no need to update the Neighbor Caches in the peers Nodes on the backbone. On the other hand, if the LLAO changes, the 6BBR SHOULD inform all the relevant peers as described above, to update the impacted Neighbor Caches. In the same fashion, if the Registering Node changes with a new registration, the 6BBR SHOULD also update the impacted Neighbor Caches over the backbone.

6. BackBone Router Proxy Operations

This specification enables a Backbone Router to proxy Neighbor Discovery operations over the backbone on behalf of the nodes that are registered to it, allowing any node on the backbone to reach a Registered Node as if it was on-link. The backbone and the LLNs are considered different Links in a MultiLink subnet but the prefix that is used may still be advertised as on-link on the backbone to support legacy nodes; multicast ND messages are link-scoped and not forwarded across the backbone routers.

ND Messages on the backbone side that do not match to a registration on the LLN side are not acted upon on the LLN side, which stands protected. On the LLN side, the prefixes associated to the MultiLink Subnet are presented as not on-link, so address resolution for other hosts do not occur.

The default operation in this specification is Sleeping proxy which means:

- o creating a new entry in an abstract Binding Table for a new Registered Address and validating that the address is not a duplicate over the backbone
- o defending a Registered Address over the backbone using NA messages with the Override bit set on behalf of the sleeping node whenever possible
- o advertising a Registered Address over the backbone using NA messages, asynchronously or as a response to a Neighbor Solicitation messages.
- o Looking up a destination over the backbone in order to deliver packets arriving from the LLN using Neighbor Solicitation messages.
- o Forwarding packets from the LLN over the backbone, and the other way around.
- o Eventually triggering a liveness verification of a stale registration.

A 6BBR may act as a Sleeping Proxy only if the state of the binding entry is REACHABLE, or TENTATIVE in which case the answer is delayed. In any other state, the Sleeping Proxy operates as a Unicasting Proxy.

As a Unicasting Proxy, the 6BBR forwards NS messages to the Registering Node, transforming Layer-2 multicast into unicast whenever possible. This is not possible in UNREACHABLE state, so the NS messages are multicasted, and rate-limited to protect the medium with an exponential back-off. In other states, The messages are forwarded to the Registering Node as unicast Layer-2 messages. In TENTATIVE state, the NS message is either held till DAD completes, or dropped.

The draft introduces the optional concept of primary and secondary BBRs. The primary is the backbone router that has the highest EUI-64 address of all the 6BBRs that share a registration for a same Registered Address, with the same Owner Unique ID and same Transaction ID, the EUI-64 address being considered as an unsigned 64bit integer. The concept is defined with the granularity of an address, that is a given 6BBR can be primary for a given address and secondary or another one, regardless on whether the addresses belong to the same node or not. The primary Backbone Router is in charge of protecting the address for DAD over the Backbone. Any of the Primary and Secondary 6BBR may claim the address over the backbone, since they are all capable to route from the backbone to the LLN node, and the address appears on the backbone as an anycast address.

The Backbone Routers maintain a distributed binding table, using classical ND over the backbone to detect duplication. This specification requires that:

1. All addresses that can be reachable from the backbone, including IPv6 addresses based on burn-in EUI64 addresses MUST be registered to the 6BBR.
2. A Registered Node MUST include the EARO option in an NS message that used to register an addresses to a 6LR; the 6LR MUST propagate that option unchanged to the 6LBR in the DAR/DAC exchange, and the 6LBR MUST propagate that option unchanged in proxy registrations.
3. The 6LR MUST echo the same EARO option in the NA that it uses to respond, but for the status filed which is not used in NS messages, and significant in NA.

A false positive duplicate detection may arise over the backbone, for instance if the Registered Address is registered to more than one LBR, or if the node has moved. Both situations are handled gracefully unbeknownst to the node. In the former case, one LBR becomes primary to defend the address over the backbone while the others become secondary and may still forward packets back and forth.

In the latter case the LBR that receives the newest registration wins and becomes primary.

The expectation in this specification is that there is a single Registering Node at a time per Backbone Router for a given Registered Address, but that a Registered Address may be registered to Multiple 6BBRs for higher availability.

Over the LLN, and for any given Registered Address, it is REQUIRED that:

de-registrations (newer TID, same OUID, null Lifetime) are accepted and responded immediately with a status of 4; the entry is deleted;

newer registrations (newer TID, same OUID, non-null Lifetime) are accepted and responded with a status of 0 (success); the entry is updated with the new TID, the new Registration Lifetime and the new Registering Node, if any has changed; in TENTATIVE state the response is held and may be overwritten; in other states the Registration-Lifetime timer is restarted and the entry is placed in REACHABLE state.

identical registrations (same TID, same OUID) from a same Registering Node are not processed but responded with a status of 0 (success); they are expected to be identical and an error may be logged if not; in TENTATIVE state, the response is held and may be overwritten, but it MUST be eventually produced and it carries the result of the DAD process;

older registrations (not(newer or equal) TID, same OUID) from a same Registering Node are ignored;

identical and older registrations (not-newer TID, same OUID) from a different Registering Node are responded immediately with a status of 3 (moved); this may be rate limited to protect the medium;

and any registration for a different Registered Node (different OUID) are responded immediately with a status of 1 (duplicate).

6.1. Registration and Binding State Creation

Upon a registration for a new address with an NS(EARO), the 6BBR performs a DAD operation over the backbone placing the new address as target in the NS-DAD message. The EARO from the registration MUST be placed unchanged in the NS-DAD message, and an entry is created in TENTATIVE state for a duration of TENTATIVE_DURATION. The NS-DAD

message is sent multicast over the backbone to the SNMA address associated with the registered address. If that operation is known to be costly, and the 6BBR has an indication from another source (such as a NCE) that the Registered Address was present on the backbone, that information may be leveraged to send the NS-DAD message as a Layer-2 unicast to the MAC that was associated with the Registered Address.

In TENTATIVE state:

- o the entry is removed if an NA is received over the backbone for the Registered Address with no EARO option, or with an EARO option with a status of 1 (duplicate) that indicates an existing registration for another LLN node. The OUID and TID fields in the EARO option received over the backbone are ignored. A status of 1 is returned in the EARO option of the NA back to the Registering Node;
- o the entry is also removed if an NA with an ARO option with a status of 3 (moved), or a NS-DAD with an ARO option that indicates a newer registration for the same Registered Node, is received over the backbone for the Registered Address. A status of 3 is returned in the NA(EARO) back to the Registering Node;
- o when a registration is updated but not deleted, e.g. from a newer registration, the DAD process on the backbone continues and the running timers are not restarted;
- o Other NS (including DAD with no EARO option) and NA from the backbone are not responded in TENTATIVE state, but the list of their origins may be kept in memory and if so, the 6BBR may send them each a unicast NA with eventually an EARO option when the TENTATIVE_DURATION timer elapses, so as to cover legacy nodes that do not support ODAD.
- o When the TENTATIVE_DURATION timer elapses, a status 0 (success) is returned in a NA(EARO) back to the Registering Node(s), and the entry goes to REACHABLE state for the Registration Lifetime; the DAD process is successful and the 6BBR MUST send a multicast NA(EARO) to the SNMA associated to the Registered Address over the backbone with the Override bit set so as to take over the binding from other 6BBRs.

6.2. Defending Addresses

If a 6BBR has an entry in REACHABLE state for a Registered Address:

- o If the 6BBR is primary, or does not support the concept, it MUST defend that address over the backbone upon an incoming NS-DAD, either if the NS does not carry an EARO, or if an EARO is present that indicates a different Registering Node (different OUID). The 6BBR sends a NA message with the Override bit set and the NA carries an EARO option if and only if the NS-DAD did so. When present, the EARO in the NA(O) that is sent in response to the NS-DAD(EARO) carries a status of 1 (duplicate), and the OUID and TID fields in the EARO option are obfuscated with null or random values to avoid network scanning and impersonation attacks.
- o If the 6BBR receives an NS-DAD(EARO) that reflect a newer registration, the 6BBR updates the entry and the routing state to forward packets to the new 6BBR, but keeps the entry REACHABLE. In that phase, it MAY use REDIRECT messages to reroute traffic for the Registered Address to the new 6BBR.
- o If the 6BBR receives an NA(EARO) that reflect a newer registration, the 6BBR removes its entry and sends a NA(AERO) with a status of 3 (moved) to the Registering Node, if the Registering Node is different from the Registered Node. If necessary, the 6BBR cleans up ND cache in peers nodes as discussed in Section 5.1, by sending a series of unicast to the impacted nodes, or one broadcast NA(O) to all-nodes.
- o If the 6BBR received a NS(LOOKUP) for a Registered Address, it answers immediately with an NA on behalf of the Registered Node, without polling it. There is no need of an EARO in that exchange.
- o When the Registration-Lifetime timer elapses, the entry goes to STALE state for a duration of STABLE_STALE_DURATION in LLNs that keep stable addresses such as LWPANs, and UNSTABLE_STALE_DURATION in LLNs where addresses are renewed rapidly, e.g. for privacy reasons.

The STALE state is a chance to keep track of the backbone peers that may have an ND cache pointing on this 6BBR in case the Registered Address shows back up on this or a different 6BBR at a later time. In STALE state:

- o If the Registered Address is claimed by another node on the backbone, with an NS-DAD or an NA, the 6BBR does not defend the address. Upon an NA(O), or the stale time elapses, the 6BBR removes its entry and sends a NA(AERO) with a status of 4 (removed) to the Registering Node.
- o If the 6BBR received a NS(LOOKUP) for a Registered Address, the 6BBR MUST send an NS(NUD) following rules in [RFC7048] to the

registering Node targeting the Registered Address prior to answering. If the NUD succeeds, the operation in REACHABLE state applies. If the NUD fails, the 6BBR refrains from answering the lookup. The NUD expected to be mapped by the Registering Node into a liveness validation of the Registered Node if they are in fact different nodes.

7. Security Considerations

This specification expects that the link layer is sufficiently protected, either by means of physical or IP security for the Backbone Link or MAC sublayer cryptography. In particular, it is expected that the LLN MAC provides secure unicast to/from the Backbone Router and secure Broadcast from the Backbone Router in a way that prevents tempering with or replaying the RA messages.

The use of EUI-64 for forming the Interface ID in the link local address prevents the usage of Secure ND ([RFC3971] and [RFC3972]) and address privacy techniques. This specification RECOMMENDS the use of additional protection against address theft such as provided by [I-D.ietf-6lo-ap-nd], which guarantees the ownership of the OUID.

When the ownership of the OUID cannot be assessed, this specification limits the cases where the OUID and the TID are multicasted, and obfuscates them in responses to attempts to take over an address.

8. Protocol Constants

This Specification uses the following constants:

TENTATIVE_DURATION:	800 milliseconds
STABLE_STALE_DURATION:	24 hours
UNSTABLE_STALE_DURATION:	5 minutes
DEFAULT_NS_POLLING:	3 times

9. IANA Considerations

This document has no request to IANA.

10. Acknowledgments

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[IEEEstd802154]

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Appendix A. Requirements

This section lists requirements that were discussed at 6lo for an update to 6LoWPAN ND. This specification meets most of them, but those listed in Appendix A.5 which are deferred to a different specification such as [I-D.ietf-6lo-ap-nd].

A.1. Requirements Related to Mobility

Due to the unstable nature of LLN links, even in a LLN of immobile nodes a 6LoWPAN Node may change its point of attachment to a 6LR, say 6LR-a, and may not be able to notify 6LR-a. Consequently, 6LR-a may still attract traffic that it cannot deliver any more. When links to a 6LR change state, there is thus a need to identify stale states in a 6LR and restore reachability in a timely fashion.

Req1.1: Upon a change of point of attachment, connectivity via a new 6LR MUST be restored timely without the need to de-register from the previous 6LR.

Req1.2: For that purpose, the protocol MUST enable to differentiate between multiple registrations from one 6LoWPAN Node and registrations from different 6LoWPAN Nodes claiming the same address.

Req1.3: Stale states MUST be cleaned up in 6LRs.

Req1.4: A 6LoWPAN Node SHOULD also be capable to register its Address to multiple 6LRs, and this, concurrently.

A.2. Requirements Related to Routing Protocols

The point of attachment of a 6LoWPAN Node may be a 6LR in an LLN mesh. IPv6 routing in a LLN can be based on RPL, which is the routing protocol that was defined at the IETF for this particular purpose. Other routing protocols than RPL are also considered by Standard Defining Organizations (SDO) on the basis of the expected network characteristics. It is required that a 6LoWPAN Node attached via ND to a 6LR would need to participate in the selected routing protocol to obtain reachability via the 6LR.

Next to the 6LBR unicast address registered by ND, other addresses including multicast addresses are needed as well. For example a routing protocol often uses a multicast address to register changes to established paths. ND needs to register such a multicast address to enable routing concurrently with discovery.

Multicast is needed for groups. Groups MAY be formed by device type (e.g. routers, street lamps), location (Geography, RPL sub-tree), or both.

The Bit Index Explicit Replication (BIER) Architecture [I-D.ietf-bier-architecture] proposes an optimized technique to enable multicast in a LLN with a very limited requirement for routing state in the nodes.

Related requirements are:

Req2.1: The ND registration method SHOULD be extended in such a fashion that the 6LR MAY advertise the Address of a 6LoWPAN Node over the selected routing protocol and obtain reachability to that Address using the selected routing protocol.

Req2.2: Considering RPL, the Address Registration Option that is used in the ND registration SHOULD be extended to carry enough information to generate a DAO message as specified in [RFC6550] section 6.4, in particular the capability to compute a Path Sequence and, as an option, a RPLInstanceID.

Req2.3: Multicast operations SHOULD be supported and optimized, for instance using BIER or MPL. Whether ND is appropriate for the registration to the 6BBR is to be defined, considering the additional burden of supporting the Multicast Listener Discovery Version 2 [RFC3810] (MLDv2) for IPv6.

A.3. Requirements Related to the Variety of Low-Power Link types

6LoWPAN ND [RFC6775] was defined with a focus on IEEE std. 802.15.4 and in particular the capability to derive a unique Identifier from a globally unique MAC-64 address. At this point, the 6lo Working Group is extending the 6LoWPAN Header Compression (HC) [RFC6282] technique to other link types ITU-T G.9959 [RFC7428], Master-Slave/Token-Passing [RFC8163], DECT Ultra Low Energy [RFC8105], Near Field Communication [I-D.ietf-6lo-nfc], IEEE std. 802.11ah [I-D.delcarpio-6lo-wlanah], as well as IEEE1901.2 Narrowband Powerline Communication Networks [I-D.popa-6lo-6loplc-ipv6-over-ieee19012-networks] and BLUETOOTH(R) Low Energy [RFC7668].

Related requirements are:

Req3.1: The support of the registration mechanism SHOULD be extended to more LLN links than IEEE 802.15.4, matching at least the LLN links for which an "IPv6 over foo" specification exists, as well as Low-Power Wi-Fi.

Req3.2: As part of this extension, a mechanism to compute a unique Identifier should be provided, with the capability to form a Link-Local Address that SHOULD be unique at least within the LLN connected to a 6LBR discovered by ND in each node within the LLN.

Req3.3: The Address Registration Option used in the ND registration SHOULD be extended to carry the relevant forms of unique Identifier.

Req3.4: The Neighbour Discovery should specify the formation of a site-local address that follows the security recommendations from [RFC7217].

A.4. Requirements Related to Proxy Operations

Duty-cycled devices may not be able to answer themselves to a lookup from a node that uses classical ND on a backbone and may need a proxy. Additionally, the duty-cycled device may need to rely on the 6LBR to perform registration to the 6BBR.

The ND registration method SHOULD defend the addresses of duty-cycled devices that are sleeping most of the time and not capable to defend their own Addresses.

Related requirements are:

Req4.1: The registration mechanism SHOULD enable a third party to proxy register an Address on behalf of a 6LoWPAN node that may be sleeping or located deeper in an LLN mesh.

Req4.2: The registration mechanism SHOULD be applicable to a duty-cycled device regardless of the link type, and enable a 6BBR to operate as a proxy to defend the registered Addresses on its behalf.

Req4.3: The registration mechanism SHOULD enable long sleep durations, in the order of multiple days to a month.

A.5. Requirements Related to Security

In order to guarantee the operations of the 6LoWPAN ND flows, the spoofing of the 6LR, 6LBR and 6BBRs roles should be avoided. Once a node successfully registers an address, 6LoWPAN ND should provide energy-efficient means for the 6LBR to protect that ownership even when the node that registered the address is sleeping.

In particular, the 6LR and the 6LBR then should be able to verify whether a subsequent registration for a given Address comes from the original node.

In a LLN it makes sense to base security on layer-2 security. During bootstrap of the LLN, nodes join the network after authorization by a Joining Assistant (JA) or a Commissioning Tool (CT). After joining nodes communicate with each other via secured links. The keys for the layer-2 security are distributed by the JA/CT. The JA/CT can be part of the LLN or be outside the LLN. In both cases it is needed that packets are routed between JA/CT and the joining node.

Related requirements are:

Req5.1: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR, 6LBR and 6BBR to authenticate and authorize one another for their respective roles, as well as with the 6LoWPAN Node for the role of 6LR.

Req5.2: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR and the 6LBR to validate new registration of authorized nodes. Joining of unauthorized nodes MUST be impossible.

Req5.3: 6LoWPAN ND security mechanisms SHOULD lead to small packet sizes. In particular, the NS, NA, DAR and DAC messages for a re-registration flow SHOULD NOT exceed 80 octets so as to fit in a secured IEEE std. 802.15.4 frame.

Req5.4: Recurrent 6LoWPAN ND security operations MUST NOT be computationally intensive on the LoWPAN Node CPU. When a Key hash calculation is employed, a mechanism lighter than SHA-1 SHOULD be preferred.

Req5.5: The number of Keys that the 6LoWPAN Node needs to manipulate SHOULD be minimized.

Req5.6: The 6LoWPAN ND security mechanisms SHOULD enable CCM* for use at both Layer 2 and Layer 3, and SHOULD enable the reuse of security code that has to be present on the device for upper layer security such as TLS.

Req5.7: Public key and signature sizes SHOULD be minimized while maintaining adequate confidentiality and data origin authentication for multiple types of applications with various degrees of criticality.

Req5.8: Routing of packets should continue when links pass from the unsecured to the secured state.

Req5.9: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR and the 6LBR to validate whether a new registration for a given address corresponds to the same 6LoWPAN Node that registered it initially, and, if not, determine the rightful owner, and deny or clean-up the registration that is duplicate.

A.6. Requirements Related to Scalability

Use cases from Automatic Meter Reading (AMR, collection tree operations) and Advanced Metering Infrastructure (AMI, bi-directional communication to the meters) indicate the needs for a large number of LLN nodes pertaining to a single RPL DODAG (e.g. 5000) and connected to the 6LBR over a large number of LLN hops (e.g. 15).

Related requirements are:

Req6.1: The registration mechanism SHOULD enable a single 6LBR to register multiple thousands of devices.

Req6.2: The timing of the registration operation should allow for a large latency such as found in LLNs with ten and more hops.

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Transmission of IPv6 Packets over Near Field Communication
draft-ietf-6lo-nfc-06

Abstract

Near field communication (NFC) is a set of standards for smartphones and portable devices to establish radio communication with each other by touching them together or bringing them into proximity, usually no more than 10 cm. NFC standards cover communications protocols and data exchange formats, and are based on existing radio-frequency identification (RFID) standards including ISO/IEC 14443 and FeliCa. The standards include ISO/IEC 18092 and those defined by the NFC Forum. The NFC technology has been widely implemented and available in mobile phones, laptop computers, and many other devices. This document describes how IPv6 is transmitted over NFC using 6LowPAN techniques.

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Table of Contents

1. Introduction	3
2. Conventions and Terminology	3
3. Overview of Near Field Communication Technology	4
3.1. Peer-to-peer Mode of NFC	4
3.2. Protocol Stacks of NFC	4
3.3. NFC-enabled Device Addressing	6
3.4. NFC MAC PDU Size and MTU	6
4. Specification of IPv6 over NFC	7
4.1. Protocol Stacks	7
4.2. Link Model	7
4.3. Stateless Address Autoconfiguration	8
4.4. IPv6 Link Local Address	9
4.5. Neighbor Discovery	9
4.6. Dispatch Header	10
4.7. Header Compression	10
4.8. Fragmentation and Reassembly	11
4.9. Unicast Address Mapping	11
4.10. Multicast Address Mapping	12
5. Internet Connectivity Scenarios	12
5.1. NFC-enabled Device Connected to the Internet	12
5.2. Isolated NFC-enabled Device Network	13
6. IANA Considerations	13
7. Security Considerations	13
8. Acknowledgements	14
9. References	14
9.1. Normative References	14
9.2. Informative References	15
Authors' Addresses	16

1. Introduction

NFC is a set of short-range wireless technologies, typically requiring a distance of 10 cm or less. NFC operates at 13.56 MHz on ISO/IEC 18000-3 air interface and at rates ranging from 106 kbit/s to 424 kbit/s. NFC always involves an initiator and a target; the initiator actively generates an RF field that can power a passive target. This enables NFC targets to take very simple form factors such as tags, stickers, key fobs, or cards that do not require batteries. NFC peer-to-peer communication is possible, provided both devices are powered. NFC builds upon RFID systems by allowing two-way communication between endpoints, where earlier systems such as contactless smart cards were one-way only. It has been used in devices such as mobile phones, running Android operating system, named with a feature called "Android Beam". In addition, it is expected for the other mobile phones, running the other operating systems (e.g., iOS, etc.) to be equipped with NFC technology in the near future.

Considering the potential for exponential growth in the number of heterogeneous air interface technologies, NFC would be widely used as one of the other air interface technologies, such as Bluetooth Low Energy (BT-LE), Wi-Fi, and so on. Each of the heterogeneous air interface technologies has its own characteristics, which cannot be covered by the other technologies, so various kinds of air interface technologies would co-exist together. Therefore, it is required for them to communicate with each other. NFC also has the strongest ability (e.g., secure communication distance of 10 cm) to prevent a third party from attacking privacy.

When the number of devices and things having different air interface technologies communicate with each other, IPv6 is an ideal internet protocols owing to its large address space. Also, NFC would be one of the endpoints using IPv6. Therefore, this document describes how IPv6 is transmitted over NFC using 6LoWPAN techniques.

RFC4944 [1] specifies the transmission of IPv6 over IEEE 802.15.4. The NFC link also has similar characteristics to that of IEEE 802.15.4. Many of the mechanisms defined in RFC 4944 [1] can be applied to the transmission of IPv6 on NFC links. This document specifies the details of IPv6 transmission over NFC links.

2. Conventions and Terminology

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 [2].

3. Overview of Near Field Communication Technology

NFC technology enables simple and safe two-way interactions between electronic devices, allowing consumers to perform contactless transactions, access digital content, and connect electronic devices with a single touch. NFC complements many popular consumer level wireless technologies, by utilizing the key elements in existing standards for contactless card technology (ISO/IEC 14443 A&B and JIS-X 6319-4). NFC can be compatible with existing contactless card infrastructure and it enables a consumer to utilize one device across different systems.

Extending the capability of contactless card technology, NFC also enables devices to share information at a distance that is less than 10 cm with a maximum communication speed of 424 kbps. Users can share business cards, make transactions, access information from a smart poster or provide credentials for access control systems with a simple touch.

NFC's bidirectional communication ability is ideal for establishing connections with other technologies by the simplicity of touch. In addition to the easy connection and quick transactions, simple data sharing is also available.

3.1. Peer-to-peer Mode of NFC

NFC-enabled devices are unique in that they can support three modes of operation: card emulation, peer-to-peer, and reader/writer. Peer-to-peer mode enables two NFC-enabled devices to communicate with each other to exchange information and share files, so that users of NFC-enabled devices can quickly share contact information and other files with a touch. Therefore, an NFC-enabled device can securely send IPv6 packets to any corresponding node on the Internet when an NFC-enabled gateway is linked to the Internet.

3.2. Protocol Stacks of NFC

IP can use the services provided by the Logical Link Control Protocol (LLCP) in the NFC stack to provide reliable, two-way transport of information between the peer devices. Figure 1 depicts the NFC P2P protocol stack with IPv6 bindings to LLCP.

For data communication in IPv6 over NFC, an IPv6 packet SHALL be passed down to LLCP of NFC and transported to an Information Field in Protocol Data Unit (I PDU) of LLCP of the NFC-enabled peer device. LLCP does not support fragmentation and reassembly. For IPv6 addressing or address configuration, LLCP SHALL provide related information, such as link layer addresses, to its upper layer. The

LLCP to IPv6 protocol binding SHALL transfer the SSAP and DSAP value to the IPv6 over NFC protocol. SSAP stands for Source Service Access Point, which is a 6-bit value meaning a kind of Logical Link Control (LLC) address, while DSAP means an LLC address of the destination NFC-enabled device.

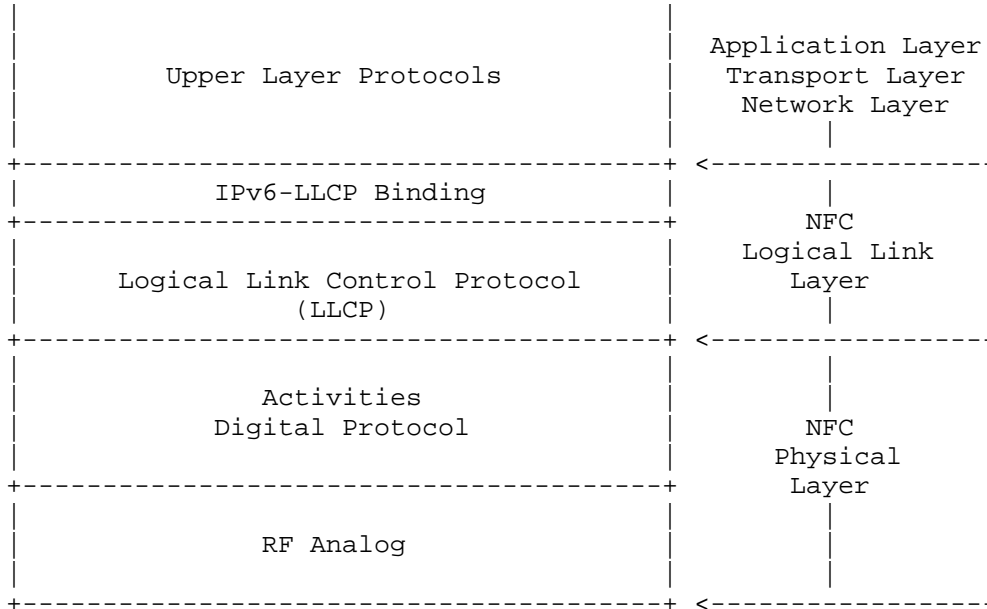


Figure 1: Protocol Stacks of NFC

The LLCP consists of Logical Link Control (LLC) and MAC Mapping. The MAC Mapping integrates an existing RF protocol into the LLCP architecture. The LLC contains three components, such as Link Management, Connection-oriented Transport, and Connection-less Transport. The Link Management component is responsible for serializing all connection-oriented and connection-less LLC PDU (Protocol Data Unit) exchanges and for aggregation and disaggregation of small PDUs. This component also guarantees asynchronous balanced mode communication and provides link status supervision by performing the symmetry procedure. The Connection-oriented Transport component is responsible for maintaining all connection-oriented data exchanges including connection set-up and termination. The Connectionless Transport component is responsible for handling unacknowledged data exchanges.

3.3. NFC-enabled Device Addressing

According to NFCForum-TS-LLCP_1.3 [3], NFC-enabled devices have two types of 6-bit addresses (i.e., SSAP and DSAP) to identify service access points. The several service access points can be installed on a NFC device. However, the SSAP and DSAP can be used as identifiers for NFC link connections with the IPv6 over NFC adaptation layer. Therefore, the SSAP can be used to generate an IPv6 interface identifier. Address values between 00h and 0Fh of SSAP and DSAP are reserved for identifying the well-known service access points, which are defined in the NFC Forum Assigned Numbers Register. Address values between 10h and 1Fh SHALL be assigned by the local LLC to services registered by local service environment. In addition, address values between 20h and 3Fh SHALL be assigned by the local LLC as a result of an upper layer service request. Therefore, the address values between 20h and 3Fh can be used for generating IPv6 interface identifiers.

3.4. NFC MAC PDU Size and MTU

As mentioned in Section 3.2, an IPv6 packet SHALL be passed down to LLCP of NFC and transported to an Unnumbered Information Protocol Data Unit (UI PDU) and an Information Field in Protocol Data Unit (I PDU) of LLCP of the NFC-enabled peer device.

The information field of an I PDU SHALL contain a single service data unit. The maximum number of octets in the information field is determined by the Maximum Information Unit (MIU) for the data link connection. The default value of the MIU for I PDUs SHALL be 128 octets. The local and remote LLCs each establish and maintain distinct MIU values for each data link connection endpoint. Also, an LLC MAY announce a larger MIU for a data link connection by transmitting an MIUX extension parameter within the information field. If no MIUX parameter is transmitted, the default MIU value of 128 SHALL be used. Otherwise, the MTU size in NFC LLCP SHALL calculate the MIU value as follows:

$$\text{MIU} = 128 + \text{MIUX}.$$

When the MIUX parameter is encoded as a TLV, the TLV Type field SHALL be 0x02 and the TLV Length field SHALL be 0x02. The MIUX parameter SHALL be encoded into the least significant 11 bits of the TLV Value field. The unused bits in the TLV Value field SHALL be set to zero by the sender and SHALL be ignored by the receiver. However, a maximum value of the TLV Value field can be 0x7FF, and a maximum size of the MTU in NFC LLCP is 2176 bytes.

4. Specification of IPv6 over NFC

NFC technology also has considerations and requirements owing to low power consumption and allowed protocol overhead. 6LoWPAN standards RFC 4944 [1], RFC 6775 [4], and RFC 6282 [5] provide useful functionality for reducing overhead which can be applied to NFC. This functionality consists of link-local IPv6 addresses and stateless IPv6 address auto-configuration (see Section 4.3), Neighbor Discovery (see Section 4.5) and header compression (see Section 4.7).

4.1. Protocol Stacks

Figure 2 illustrates IPv6 over NFC. Upper layer protocols can be transport layer protocols (TCP and UDP), application layer protocols, and others capable running on top of IPv6.

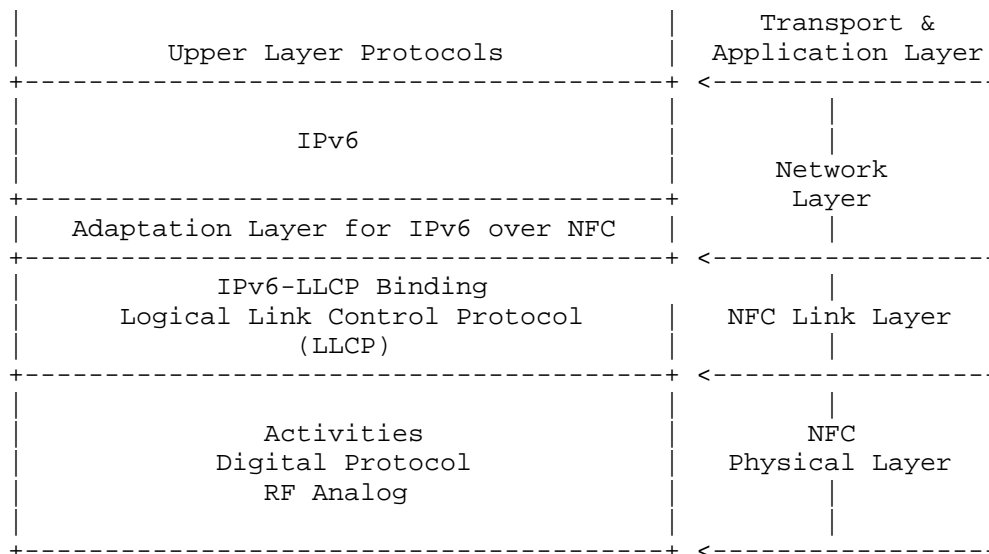


Figure 2: Protocol Stacks for IPv6 over NFC

The adaptation layer for IPv6 over NFC SHALL support neighbor discovery, stateless address auto-configuration, header compression, and fragmentation & reassembly.

4.2. Link Model

In the case of BT-LE, the Logical Link Control and Adaptation Protocol (L2CAP) supports fragmentation and reassembly (FAR) functionality; therefore, the adaptation layer for IPv6 over BT-LE does not have to conduct the FAR procedure. The NFC LLCP, in

contrast, does not support the FAR functionality, so IPv6 over NFC needs to consider the FAR functionality, defined in RFC 4944 [1]. However, the MTU on an NFC link can be configured in a connection procedure and extended enough to fit the MTU of IPv6 packet (see Section 4.8).

The NFC link between two communicating devices is considered to be a point-to-point link only. Unlike in BT-LE, an NFC link does not support a star topology or mesh network topology but only direct connections between two devices. Furthermore, the NFC link layer does not support packet forwarding in link layer. Due to this characteristics, 6LoWPAN functionalities, such as addressing and auto-configuration, and header compression, need to be specialized into IPv6 over NFC.

4.3. Stateless Address Autoconfiguration

An NFC-enabled device (i.e., 6LN) performs stateless address autoconfiguration as per RFC 4862 [6]. A 64-bit Interface identifier (IID) for an NFC interface is formed by utilizing the 6-bit NFC LLCP address (see Section 3.3). In the viewpoint of address configuration, such an IID SHOULD guarantee a stable IPv6 address because each data link connection is uniquely identified by the pair of DSAP and SSAP included in the header of each LLC PDU in NFC.

Following the guidance of RFC 7136 [10], interface identifiers of all unicast addresses for NFC-enabled devices are 64 bits long and constructed in a modified EUI-64 format as shown in Figure 3.

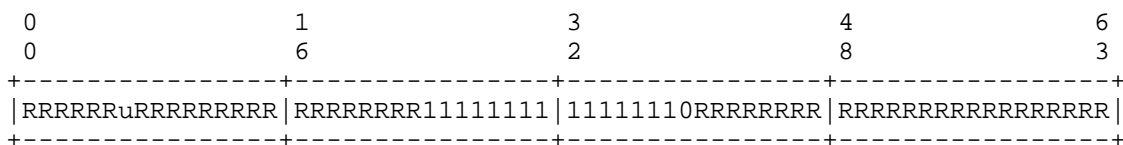


Figure 3: Formation of IID from NFC-enabled device address

The 'R' bits are output values which MAY be created by mechanisms like hash functions with input values, i.e., the SSAP and other values (e.g., prefix) because the 6-bit address of SSAP is easy and short to be targeted by attacks of third party (e.g., address scanning). Figure 4 shows an example for IID creation. The F() means a mechanism to make a output value for 64-bit IID, and an parameter, "offset" is an example input value for making the different output values.

IID = F(SHA-256(6-bit SSAP, 64-bit Prefix), 'u' bit, offset)

Figure 4: An example of an IID creation mechanism

In addition, the "Universal/Local" bit (i.e., the 'u' bit) of an NFC-enabled device address MUST be set to 0 RFC 4291 [7].

4.4. IPv6 Link Local Address

Only if the NFC-enabled device address is known to be a public address, the "Universal/Local" bit be set to 1. The IPv6 link-local address for an NFC-enabled device is formed by appending the IID, to the prefix FE80::/64, as depicted in Figure 5.

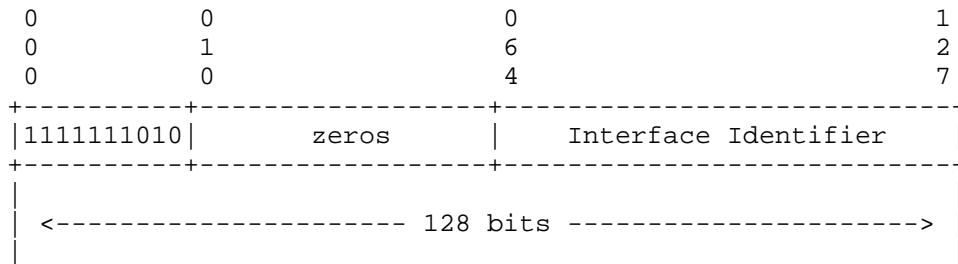


Figure 5: IPv6 link-local address in NFC

The tool for a 6LBR to obtain an IPv6 prefix for numbering the NFC network is can be accomplished via DHCPv6 Prefix Delegation (RFC 3633 [8]).

4.5. Neighbor Discovery

Neighbor Discovery Optimization for 6LoWPANs (RFC 6775 [4]) describes the neighbor discovery approach in several 6LoWPAN topologies, such as mesh topology. NFC does not support a complicated mesh topology but only a simple multi-hop network topology or directly connected peer-to-peer network. Therefore, the following aspects of RFC 6775 are applicable to NFC:

1. In a case that an NFC-enabled device (6LN) is directly connected to a 6LBR, an NFC 6LN MUST register its address with the 6LBR by sending a Neighbor Solicitation (NS) message with the Address Registration Option (ARO) and process the Neighbor Advertisement (NA) accordingly. In addition, if DHCPv6 is used to assign an address, Duplicate Address Detection (DAD) MAY not be required.

2. For sending Router Solicitations and processing Router Advertisements the NFC 6LNs MUST follow Sections 5.3 and 5.4 of RFC 6775.

4.6. Dispatch Header

All IPv6-over-NFC encapsulated datagrams are prefixed by an encapsulation header stack consisting of a Dispatch value followed by zero or more header fields. The only sequence currently defined for IPv6-over-NFC is the LOWPAN_IPHC header followed by payload, as depicted in Figure 6.

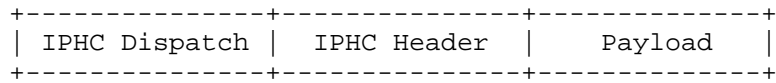


Figure 6: A IPv6-over-NFC Encapsulated 6LOWPAN_IPHC Compressed IPv6 Datagram

The dispatch value may be treated as an unstructured namespace. Only a single pattern is used to represent current IPv6-over-NFC functionality.

Pattern	Header Type	Reference
01 1xxxxx	6LOWPAN_IPHC	[RFC6282]

Figure 7: Dispatch Values

Other IANA-assigned 6LoWPAN Dispatch values do not apply to this specification.

4.7. Header Compression

Header compression as defined in RFC 6282 [5], which specifies the compression format for IPv6 datagrams on top of IEEE 802.15.4, is REQUIRED in this document as the basis for IPv6 header compression on top of NFC. All headers MUST be compressed according to RFC 6282 encoding formats.

Therefore, IPv6 header compression in RFC 6282 [5] MUST be implemented. Further, implementations MAY also support Generic Header Compression (GHC) of RFC 7400 [11].

If a 16-bit address is required as a short address, it MUST be formed by padding the 6-bit NFC link-layer (node) address to the left with zeros as shown in Figure 8.

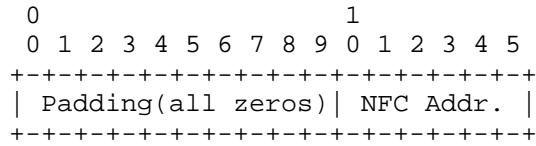


Figure 8: NFC short address format

4.8. Fragmentation and Reassembly

NFC provides fragmentation and reassembly (FAR) for payloads from 128 bytes up to 2176 bytes as mentioned in Section 3.4. The MTU of a general IPv6 packet can fit into a single NFC link frame. Therefore, the FAR functionality as defined in RFC 4944, which specifies the fragmentation methods for IPv6 datagrams on top of IEEE 802.15.4, MAY NOT be required as the basis for IPv6 datagram FAR on top of NFC. The NFC link connection for IPv6 over NFC MUST be configured with an equivalent MIU size to fit the MTU of IPv6 Packet. If NFC devices support extension of the MTU, the MIUX value is 0x480 in order to fit the MTU (1280 bytes) of a IPv6 packet.

4.9. Unicast Address Mapping

The address resolution procedure for mapping IPv6 non-multicast addresses into NFC link-layer addresses follows the general description in Section 7.2 of RFC 4861 [9], unless otherwise specified.

The Source/Target link-layer Address option has the following form when the addresses are 6-bit NFC link-layer (node) addresses.

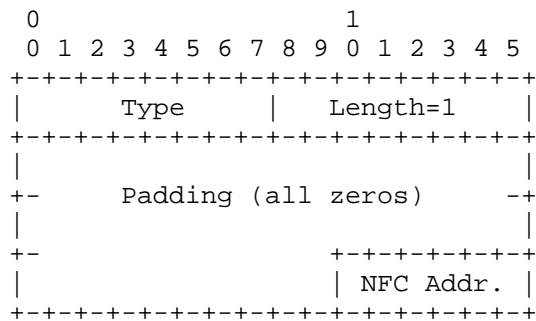


Figure 9: Unicast address mapping

Option fields:

Type:

1: for Source Link-layer address.

2: for Target Link-layer address.

Length:

This is the length of this option (including the type and length fields) in units of 8 octets. The value of this field is 1 for 6-bit NFC node addresses.

NFC address:

The 6-bit address in canonical bit order. This is the unicast address the interface currently responds to.

4.10. Multicast Address Mapping

All IPv6 multicast packets MUST be sent to NFC Destination Address, 0x3F (broadcast) and be filtered at the IPv6 layer. When represented as a 16-bit address in a compressed header, it MUST be formed by padding on the left with a zero. In addition, the NFC Destination Address, 0x3F, MUST NOT be used as a unicast NFC address of SSAP or DSAP.

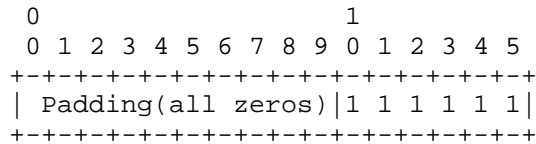


Figure 10: Multicast address mapping

5. Internet Connectivity Scenarios

As two typical scenarios, the NFC network can be isolated and connected to the Internet.

5.1. NFC-enabled Device Connected to the Internet

One of the key applications of using IPv6 over NFC is securely transmitting IPv6 packets because the RF distance between 6LN and 6LBR is typically within 10 cm. If any third party wants to hack into the RF between them, it must come to nearly touch them. Applications can choose which kinds of air interfaces (e.g., BT-LE,

Wi-Fi, NFC, etc.) to send data depending on the characteristics of the data.

Figure 11 illustrates an example of an NFC-enabled device network connected to the Internet. The distance between 6LN and 6LBR is typically 10 cm or less. If there is any laptop computers close to a user, it will become the a 6LBR. Additionally, when the user mounts an NFC-enabled air interface adapter (e.g., portable NFC dongle) on the close laptop PC, the user's NFC-enabled device (6LN) can communicate with the laptop PC (6LBR) within 10 cm distance.

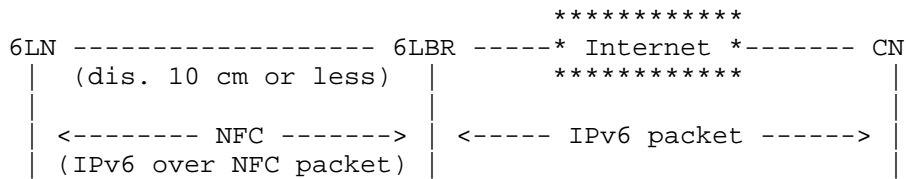


Figure 11: NFC-enabled device network connected to the Internet

5.2. Isolated NFC-enabled Device Network

In some scenarios, the NFC-enabled device network may transiently be a simple isolated network as shown in the Figure 12.

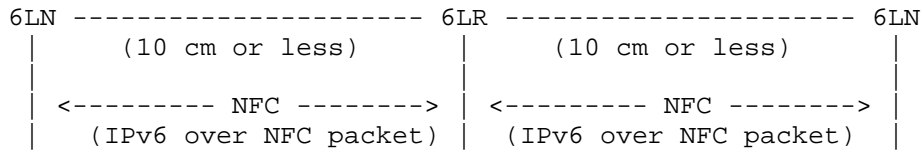


Figure 12: Isolated NFC-enabled device network

In mobile phone markets, applications are designed and made by user developers. They may image interesting applications, where three or more mobile phones touch or attach each other to accomplish outstanding performance.

6. IANA Considerations

There are no IANA considerations related to this document.

7. Security Considerations

When interface identifiers (IIDs) are generated, devices and users are required to consider mitigating various threats, such as correlation of activities over time, location tracking, device-specific vulnerability exploitation, and address scanning.

IPv6-over-NFC is, in practice, not used for long-lived links for big size data transfer or multimedia streaming, but used for extremely short-lived links (i.e., single touch-based approaches) for ID verification and mobile payment. This will mitigate the threat of correlation of activities over time.

IPv6-over-NFC uses an IPv6 interface identifier formed from a "Short Address" and a set of well-known constant bits (such as padding with '0's) for the modified EUI-64 format. However, the short address of NFC link layer (LLC) is not generated as a physically permanent value but logically generated for each connection. Thus, every single touch connection can use a different short address of NFC link with an extremely short-lived link. This can mitigate address scanning as well as location tracking and device-specific vulnerability exploitation.

However, malicious tries for one connection of a long-lived link with NFC technology are not secure, so the method of deriving interface identifiers from 6-bit NFC Link layer addresses is intended to preserve global uniqueness when it is possible. Therefore, it requires a way to protect from duplication through accident or forgery and to define a way to include sufficient bit of entropy in the IPv6 interface identifier, such as random EUI-64.

8. Acknowledgements

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An Update to 6LoWPAN ND
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Abstract

This specification updates 6LoWPAN Neighbor Discovery (RFC6775), to clarify the role of the protocol as a registration technique, simplify the registration operation in 6LoWPAN routers, and provide enhancements to the registration capabilities, in particular for the registration to a backbone router for proxy ND operations.

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Table of Contents

1. Introduction	2
2. Terminology	3
3. Updating RFC 6775	4
3.1. Transaction ID	4
3.2. Owner Unique ID	5
3.3. Extended Address Registration Option	5
3.4. Registering the Target Address	6
3.5. Link-local Addresses and Registration	6
4. Applicability and Requirements Served	8
5. The Enhanced Address Registration Option (EARO)	8
6. Backward Compatibility	12
6.1. Legacy 6LoWPAN Node	12
6.2. Legacy 6LoWPAN Router	12
6.3. Legacy 6LoWPAN Border Router	13
7. Security Considerations	13
8. IANA Considerations	14
9. Acknowledgments	14
10. References	14
10.1. Normative References	14
10.2. Informative References	15
10.3. External Informative References	17
Appendix A. Requirements	18
A.1. Requirements Related to Mobility	18
A.2. Requirements Related to Routing Protocols	18
A.3. Requirements Related to the Variety of Low-Power Link types	19
A.4. Requirements Related to Proxy Operations	20
A.5. Requirements Related to Security	20
A.6. Requirements Related to Scalability	22
Authors' Addresses	22

1. Introduction

IPv6 Neighbor Discovery (ND) Optimization for IPv6 over Low-Power Wireless Personal Area Networks(6LoWPANs) [RFC6775] introduced a proactive registration mechanism to IPv6 ND services that is well suited to nodes belonging to a LLN.

The scope of this draft is an IPv6 Low Power Lossy Network (LLN), which can be a simple star or a more complex mesh topology. The LLN may be anchored at an IPv6 Backbone Router (6BBR). The Backbone Routers interconnect the LLNs over a Backbone Link and emulate that the LLN nodes are present on the Backbone using proxy-ND operations.

This specification modifies and extends the behaviour and protocol elements of [RFC6775] to enable additional capabilities, in particular the registration to a 6BBR for proxy ND operations [I-D.ietf-6lo-backbone-router].

2. Terminology

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 [RFC2119].

Readers are expected to be familiar with all the terms and concepts that are discussed in "Neighbor Discovery for IP version 6" [RFC4861], "IPv6 Stateless Address Autoconfiguration" [RFC4862], "IPv6 over Low-Power Wireless Personal Area Networks (6LoWPANs): Overview, Assumptions, Problem Statement, and Goals" [RFC4919], "Neighbor Discovery Optimization for Low-power and Lossy Networks" [RFC6775] and "Multi-link Subnet Support in IPv6" [I-D.ietf-ipv6-multilink-subnets].

Additionally, this document uses terminology from "Terms Used in Routing for Low-Power and Lossy Networks" [RFC7102] and [I-D.ietf-6tisch-terminology], as well as this additional terminology:

Backbone This is an IPv6 transit link that interconnects 2 or more Backbone Routers. It is expected to be deployed as a high speed backbone in order to federate a potentially large set of LLNs. Also referred to as a LLN backbone or Backbone network.

Backbone Router An IPv6 router that federates the LLN using a Backbone link as a backbone. A 6BBR acts as a 6LoWPAN Border Routers (6LBR) and an Energy Aware Default Router (NEAR).

Extended LLN This is the aggregation of multiple LLNs as defined in [RFC4919], interconnected by a Backbone Link via Backbone Routers, and forming a single IPv6 MultiLink Subnet.

Registration The process during which a wireless Node registers its address(es) with the Border Router so the 6BBR can proxy ND for it over the backbone.

Binding The state in the 6BBR that associates an IP address with a MAC address, a port and some other information about the node that owns the IP address.

Registered Node The node for which the registration is performed, which owns the fields in the EARO option.

Registering Node The node that performs the registration to the 6BBR, either for one of its own addresses, in which case it is Registered Node and indicates its own MAC Address as SLLA in the NS(ARO), or on behalf of a Registered Node that is reachable over a LLN mesh. In the latter case, if the Registered Node is reachable from the 6BBR over a Mesh-Under mesh, the Registering Node indicates the MAC Address of the Registered Node as SLLA in the NS(ARO). Otherwise, it is expected that the Registered Device is reachable over a Route-Over mesh from the Registering Node, in which case the SLLA in the NS(ARO) is that of the Registering Node, which causes it to attract the packets from the 6BBR to the Registered Node and route them over the LLN.

Registered Address The address owned by the Registered Node node that is being registered.

3. Updating RFC 6775

The support of this specification is signaled in Router Advertisement (RA) messages by 6LoWPAN Router (6LR) (how: tbd). Support for this specification can also be inferred from the update of the ARO option in the ND exchanges.

A Registering Node that supports this specification will favor registering to a 6LR that indicates support for this specification over that of [RFC6775].

3.1. Transaction ID

The specification expects that the Registered Node can provide a sequence number called Transaction ID (TID) that is incremented with each re-registration. The TID essentially obeys the same rules as the Path Sequence field in the Transit Information Option (TIO) found in RPL's Destination Advertisement Object (DAO). This way, the LLN node can use the same counter for ND and RPL, and a 6LBR acting as RPL root may easily maintain the registration on behalf of a RPL node deep inside the mesh by simply using the RPL TIO Path Sequence as TID for EARO.

When a Registered Node is registered to multiple BBRs in parallel, it is expected that the same TID is used, to enable the 6BBRs to correlate the registrations as being a single one, and differentiate that situation from a movement.

If the TIDs are different, the resolution inherited from RPL sorts out the most recent registration and other ones are removed. The operation for computing and comparing the Path Sequence is detailed

in section 7 of [RFC6550] and applies to the TID in the exact same fashion.

3.2. Owner Unique ID

The Owner Unique ID (OUID) enables to differentiate a real duplicate address registration from a double registration or a movement. An ND message from the 6BBR over the backbone that is proxied on behalf of a Registered Node must carry the most recent EARO option seen for that node. A NS/NA with an EARO and a NS/NA without a EARO thus represent different nodes and if they relate to a same target then they reflect an address duplication. The Owner Unique ID can be as simple as a EUI-64 burn-in address, if duplicate EUI-64 addresses are avoided.

Alternatively, the unique ID can be a cryptographic string that can be used to prove the ownership of the registration as discussed in Address Protected Neighbor Discovery for Low-power and Lossy Networks [I-D.ietf-6lo-ap-nd].

In any fashion, it is recommended that the node stores the unique Id or the keys used to generate that ID in persistent memory. Otherwise, it will be prevented to re-register after a reboot that would cause a loss of memory until the Backbone Router times out the registration.

3.3. Extended Address Registration Option

This specification extends the Address Registration Option (ARO) used for the process of address registration. The new ARO is referred to as Extended ARO (EARO), and its semantics are modified as follows:

The address that is being registered with a Neighbor Solicitation (NS) with an EARO is now the Target Address, as opposed to the Source Address as specified in [RFC6775]. This change enables a 6LBR to use an address of his as source to the proxy-registration of an address that belongs to a LLN Node to a 6BBR. This also limits the use of an address as source address before it is registered and the associated Duplicate Address Detection (DAD) is complete.

The Unique ID in the EARO option does no more have to be a MAC address. A new TLV format is introduced and a IANA registry is created for the type (TBD). This enables in particular the use of a Provable Temporary UID (PT-UID) as opposed to burn-in MAC address, the PT-UID providing a trusted anchor by the 6LR and 6LBR to protect the state associated to the node.

The specification introduces a Transaction ID (TID) field in the EARO. The TID MUST be provided by a node that supports this specification and a new T flag MUST be set to indicate so. The T bit can be used to determine whether the peer supports this specification.

3.4. Registering the Target Address

One of the requirements that this specification serves is the capability by a router such as a RPL root to proxy-register an address to a 6BBR on behalf of a 6LN, as discussed in Appendix A.4. In order to serve that requirement, this specification changes the behaviour of the 6LN and the 6LR so that the Registered Address is found in the Target Address field of the NS and NA messages as opposed to the Source Address.

With this convention, a TLLA option would indicate the link-layer address of the 6LN that owns the address, whereas the SLLA Option in a NS message indicates that of the Registering Node, which can be the owner device, or a proxy.

Since the Registering Node is the one that has reachability with the 6LR, and is the one expecting packets for the 6LN, it makes sense to maintain compatibility with [RFC6775], and it is REQUIRED that an SLLA Option is always placed in a registration NS(EARO) message.

3.5. Link-local Addresses and Registration

Considering that LLN nodes are often not wired and may move, there is no guarantee that a link-local address stays unique between a potentially variable and unbounded set of neighboring nodes. Compared to [RFC6775], this specification only requires that a link-local address is unique from the perspective of the peering nodes. This simplifies the Duplicate Address Detection (DAD) for link-local addresses, and there is no DAR/DAC exchange between the 6LR and a 6LBR for link-local addresses.

Additionally, [RFC6775] requires that a 6LoWPAN Node (6LN) uses an address being registered as the source of the registration message. This generates complexities in the 6LR to be able to cope with a potential duplication, in particular for global addresses. To simplify this, a 6LN and a 6LR that conform this specification always use link-local addresses as source and destination addresses for the registration NS/NA exchange. As a result, the registration is globally faster, and some of the complexity is removed.

In more details:

An exchange between two nodes using link-local addresses implies that they are reachable over one hop and that at least one of the 2 nodes acts as a 6LR. A node MUST register a link-local address to a 6LR in order to obtain reachability from that 6LR beyond the current exchange, and in particular to use the link-local address as source address to register other addresses, e.g. global addresses. If there is no collision with an address previously registered to this 6LR by another 6LN, then, from the standpoint of this 6LR, this link-local address is unique and the registration is acceptable. Conversely, it may possibly happen that two different 6LRs expose a same link-local address but different link-layer addresses. In that case, a 6LN may only interact with one of the 6LR so as to avoid confusion in the 6LN neighbor cache.

The DAD process between the 6LR and a 6LoWPAN Border Router (6LBR), which is based on a Duplicate Address Request (DAR) / Duplicate Address Confirmation (DAC) exchange as described in [RFC6775], does not need to take place for link-local addresses.

It is desired that a 6LR does not need to modify its state associated to the Source Address of an NS(EARO) message. For that reason, when possible, it is RECOMMENDED to use an address that is already registered with a 6LR

When registering to a 6LR that conforms this specification, a node MUST use a link-local address as the source address of the registration, whatever the type of IPv6 address that is being registered. That link-local Address MUST be either already registered, or the address that is being registered.

When a Registering Node does not have an already-registered address, it MUST register a link-local address, using it as both the Source and the Target Address of an NS(EARO) message. In that case, it is RECOMMENDED to use a link-local address that is (expected to be) globally unique, e.g. derived from a burn-in MAC address. An EARO option in the response NA indicates that the 6LR supports this specification.

Since there is no DAR/DAC exchange for link-local addresses, the 6LR may answer immediately to the registration of a link-local address, based solely on its existing state and the Source Link-Layer Option that MUST be placed in the NS(EARO) message as required in [RFC6775].

A node needs to register its IPv6 Global Unicast IPv6 Addresses (GUA) to a 6LR in order to obtain a global reachability for these addresses via that 6LR. As opposed to a node that complies to [RFC6775], a Registering Node registering a GUA does not use that GUA as Source Address for the registration to a 6LR that conforms this

specification. The DAR/DAC exchange MUST take place for non-link-local addresses as prescribed by [RFC6775].

4. Applicability and Requirements Served

This specification extends 6LoWPAN ND to sequence the registration and serves the requirements expressed Appendix A.1 by enabling the mobility of devices from one LLN to the next based on the complementary work in [I-D.ietf-6lo-backbone-router].

In the context of the the TimeSlotted Channel Hopping (TSCH) mode of [IEEEstd802154], the 6TiSCH architecture [I-D.ietf-6tisch-architecture] introduces how a 6LoWPAN ND host could connect to the Internet via a RPL mesh Network, but this requires additions to the 6LoWPAN ND protocol to support mobility and reachability in a secured and manageable environment. This specification details the new operations that are required to implement the 6TiSCH architecture and serves the requirements listed in Appendix A.2.

The term LLN is used loosely in this specification to cover multiple types of WLANs and WPANs, including Low-Power Wi-Fi, BLUETOOTH(R) Low Energy, IEEE std 802.11AH and IEEE std 802.15.4 wireless meshes, so as to address the requirements discussed in Appendix A.3

This specification can be used by any wireless node to associate at Layer-3 with a 6BBR and register its IPv6 addresses to obtain routing services including proxy-ND operations over the backbone, effectively providing a solution to the requirements expressed in Appendix A.4.

Efficiency aware IPv6 Neighbor Discovery Optimizations [I-D.chakrabarti-nordmark-6man-efficient-nd] suggests that 6LoWPAN ND [RFC6775] can be extended to other types of links beyond IEEE std 802.15.4 for which it was defined. The registration technique is beneficial when the Link-Layer technique used to carry IPv6 multicast packets is not sufficiently efficient in terms of delivery ratio or energy consumption in the end devices, in particular to enable energy-constrained sleeping nodes. The value of such extension is especially apparent in the case of mobile wireless nodes, to reduce the multicast operations that are related to classical ND ([RFC4861], [RFC4862]) and plague the wireless medium. This serves scalability requirements listed in Appendix A.6.

5. The Enhanced Address Registration Option (EARO)

With the ARO option defined in 6LoWPAN ND [RFC6775], the address being registered and its owner can be uniquely identified and matched with the Binding Table entries of each Backbone Router.

The Enhanced Address Registration Option (EARO) is intended to be used as a replacement to the ARO option within Neighbor Discovery NS and NA messages between a LLN node and its 6LoWPAN Router (6LR), as well as in Duplicate Address Request (DAR) and the Duplicate Address Confirmation (DAC) messages between 6LRs and 6LBRs in LLNs meshes such as 6TiSCH networks.

An NS message with an EARO option is a registration if and only if it also carries an SLLAO option. The AERO option also used in NS and NA messages between Backbone Routers over the backbone link to sort out the distributed registration state, and in that case, it does not carry the SLLAO option and is not confused with a registration.

The EARO extends the ARO and is recognized by the setting of the TID bit. A node that supports this specification MUST always use an EARO as a replacement to an ARO in its registration to a router. This is harmless since the TID bit and fields are reserved in [RFC6775] are ignored by a legacy router. A router that supports this specification answers to an ARO with an ARO and to an EARO with an EARO.

This specification changes the behavior of the peers in a registration flows. To enable backward compatibility, a node that registers to a router that is not known to support this specification MUST behave as prescribed by [RFC6775]. Once the router is known to support this specification, the node MUST obey this specification.

When using the EARO option, the address being registered is found in the Target Address field of the NS and NA messages. This differs from 6LoWPAN ND [RFC6775] which specifies that the address being registered is the source of the NS.

The reason for this change is to enable proxy-registrations on behalf of other nodes in Route-Over meshes, for instance to enable that a RPL root registers addresses on behalf LLN nodes that are deeper in a 6TiSCH mesh. In that case, the Registering Node MUST indicate its own address as source of the ND message and its MAC address in the Source Link-Layer Address Option (SLLAO), since it still expects to get the packets and route them down the mesh. But the Registered Address belongs to another node, the Registered Node, and that address is indicated in the Target Address field of the NS message.

One way of achieving all the above is for a node to first register an address that it owns in order to validate that the router supports this specification, placing the same address in the Source and Target Address fields of the NS message. The node may for instance register an address that is based on EUI-64. For such address, DAD is not

required and using the SLLAO option in the NS is actually more amenable with older ND specifications such as ODAD [RFC4429].

Once that first registration is complete, the node knows from the setting of the TID in the response whether the router supports this specification. If this is verified, the node may register other addresses that it owns, or proxy-register addresses on behalf some another node, indicating those addresses being registered in the Target Address field of the NS messages, while using one of its own, already registered, addresses as source.

The format of the EARO option is as follows:

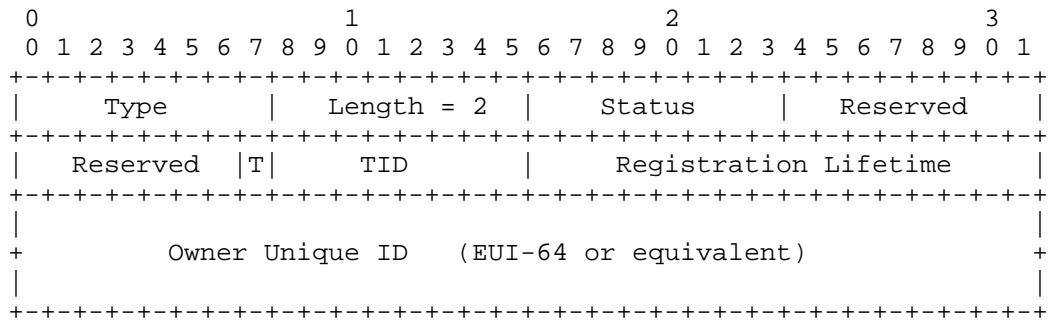


Figure 1: EARO

Option Fields

Type:

Length: 2

Status:

Value	Description
0..2	See [RFC6775]. Note that a Status of 1 "Duplicate Address" applies to the Registered Address. If the Source Address conflicts with an existing registration, "Duplicate Source Address" should be used instead
3	Moved: The registration fails because it is not the freshest
4	Removed: The binding state was removed. This may be placed in an asynchronous NS(ARO) message, or as the rejection of a proxy registration to a Backbone Router
5	Proof requested: The registering node is challenged for owning the registered address or for being an acceptable proxy for the registration
6	Duplicate Source Address: The address used as source of the NS(ARO) conflicts with an existing registration.
7	Administrative Rejection: The address being registered is reserved for another use by an administrative decision (e.g. placed in a DHCPv6 pool); The Registering Node is requested to form a different address and retry
8	Invalid Registered Address: The address being registered is not usable on this link, e.g. it is not topologically correct
9	Invalid Source Address: The address used as source of the NS(ARO) is not usable on this link, e.g. it is not topologically correct

Table 1

Reserved: This field is unused. It MUST be initialized to zero by the sender and MUST be ignored by the receiver.

T: One bit flag. Set if the next octet is a used as a TID.

TID: 1-byte integer; a transaction id that is maintained by the node and incremented with each transaction. it is recommended that the node maintains the TID in a persistent storage.

Registration Lifetime: 16-bit integer; expressed in minutes. 0 means that the registration has ended and the state should be removed.

Owner Unique Identifier (OUI): A globally unique identifier for the node associated. This can be the EUI-64 derived IID of an interface, or some provable ID obtained cryptographically.

New status values are introduced, their values to be confirmed by IANA:

Moved: This status indicates that the registration is rejected because another more recent registration was done, as indicated by a same OUI and a more recent TID. One possible cause is a stale registration that has progressed slowly in the network and was passed by a more recent one. It could also indicate a OUI collision.

Removed: This status is expected in asynchronous messages from a registrar (6LR, 6LBR, 6BBR) to indicate that the registration state is removed, for instance due to time out of a lifetime, or a movement. It is used for instance by a 6BBR in a NA(ARO) message to indicate that the ownership of the proxy state on the backbone was transferred to another 6BBR, which is indicative of a movement of the device. The receiver of the NA is the device that has performed a registration that is now stale and it should clean up its state.

6. Backward Compatibility

6.1. Legacy 6LoWPAN Node

A legacy 6LN will use the registered address as source and will not use an EARO option. In order to be backward compatible, an updated 6LR needs to accept that registration if it is valid per [RFC3972], and manage the binding cache accordingly.

The main difference with [RFC3972] is that DAR/DAC exchange for DAD may be avoided for link-local addresses. Additionally, the 6LR SHOULD use an EARO in the reply, and may use all the status codes defined in this specification.

6.2. Legacy 6LoWPAN Router

The first registration by a an updated 6LN is for a link-local address, using that link-local address as source. A legacy 6LN will not makes a difference and accept -or reject- that registration as if the 6LN was a legacy node.

An updated 6LN will always use an EARO option in the registration NS message, whereas a legacy 6LN will always reply with an ARO option in the NA message. So from that first registration, the updated 6LN can figure whether the 6LR supports this specification or not.

When facing a legacy 6LR, an updated 6LN may attempt to find an alternate 6LR that is updated. In order to be backward compatible, based on the discovery that a 6LR is legacy, the 6LN needs to fallback to legacy behaviour and source the packet with the registered address.

The main difference is that the updated 6LN SHOULD use an EARO in the request regardless of the type of 6LN, legacy or updated

6.3. Legacy 6LoWPAN Border Router

With this specification, the DAR/DAC transports an EARO option as opposed to an ARO option. As described for the NS/NA exchange, devices that support this specification always use an EARO option and all the associated behaviour.

7. Security Considerations

This specification expects that the link layer is sufficiently protected, either by means of physical or IP security for the Backbone Link or MAC sublayer cryptography. In particular, it is expected that the LLN MAC provides secure unicast to/from the Backbone Router and secure Broadcast from the Backbone Router in a way that prevents tempering with or replaying the RA messages.

The use of EUI-64 for forming the Interface ID in the link-local address prevents the usage of Secure ND ([RFC3971] and [RFC3972]) and address privacy techniques. This specification RECOMMENDS the use of additional protection against address theft such as provided by [I-D.ietf-6lo-ap-nd], which guarantees the ownership of the OUID.

When the ownership of the OUID cannot be assessed, this specification limits the cases where the OUID and the TID are multicasted, and obfuscates them in responses to attempts to take over an address.

The LLN nodes depend on the 6LBR and the 6BBR for their operation. A trust model must be put in place to ensure that the right devices are acting in these roles, so as to avoid threats such as black-holing, or bombing attack whereby an impersonated 6LBR would destroy state in the network by using the "Removed" status code.

8. IANA Considerations

This document requires the following additions:

Address Registration Option Status Values Registry

Status	Description
3	Moved
4	Removed
5	Proof requested
6	Invalid Source Address
7	Administrative Rejection

IANA is required to change the registry accordingly

Table 2: New ARO Status values

9. Acknowledgments

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10.3. External Informative References

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Appendix A. Requirements

This section lists requirements that were discussed at 6lo for an update to 6LoWPAN ND. This specification meets most of them, but those listed in Appendix A.5 which are deferred to a different specification such as [I-D.ietf-6lo-ap-nd].

A.1. Requirements Related to Mobility

Due to the unstable nature of LLN links, even in a LLN of immobile nodes a 6LN may change its point of attachment to a 6LR, say 6LR-a, and may not be able to notify 6LR-a. Consequently, 6LR-a may still attract traffic that it cannot deliver any more. When links to a 6LR change state, there is thus a need to identify stale states in a 6LR and restore reachability in a timely fashion.

Req1.1: Upon a change of point of attachment, connectivity via a new 6LR MUST be restored timely without the need to de-register from the previous 6LR.

Req1.2: For that purpose, the protocol MUST enable to differentiate between multiple registrations from one 6LoWPAN Node and registrations from different 6LoWPAN Nodes claiming the same address.

Req1.3: Stale states MUST be cleaned up in 6LRs.

Req1.4: A 6LoWPAN Node SHOULD also be capable to register its Address to multiple 6LRs, and this, concurrently.

A.2. Requirements Related to Routing Protocols

The point of attachment of a 6LN may be a 6LR in an LLN mesh. IPv6 routing in a LLN can be based on RPL, which is the routing protocol that was defined at the IETF for this particular purpose. Other routing protocols than RPL are also considered by Standard Defining Organizations (SDO) on the basis of the expected network characteristics. It is required that a 6LoWPAN Node attached via ND to a 6LR would need to participate in the selected routing protocol to obtain reachability via the 6LR.

Next to the 6LBR unicast address registered by ND, other addresses including multicast addresses are needed as well. For example a routing protocol often uses a multicast address to register changes to established paths. ND needs to register such a multicast address to enable routing concurrently with discovery.

Multicast is needed for groups. Groups MAY be formed by device type (e.g. routers, street lamps), location (Geography, RPL sub-tree), or both.

The Bit Index Explicit Replication (BIER) Architecture [I-D.ietf-bier-architecture] proposes an optimized technique to enable multicast in a LLN with a very limited requirement for routing state in the nodes.

Related requirements are:

Req2.1: The ND registration method SHOULD be extended in such a fashion that the 6LR MAY advertise the Address of a 6LoWPAN Node over the selected routing protocol and obtain reachability to that Address using the selected routing protocol.

Req2.2: Considering RPL, the Address Registration Option that is used in the ND registration SHOULD be extended to carry enough information to generate a DAO message as specified in [RFC6550] section 6.4, in particular the capability to compute a Path Sequence and, as an option, a RPLInstanceID.

Req2.3: Multicast operations SHOULD be supported and optimized, for instance using BIER or MPL. Whether ND is appropriate for the registration to the 6BBR is to be defined, considering the additional burden of supporting the Multicast Listener Discovery Version 2 [RFC3810] (MLDv2) for IPv6.

A.3. Requirements Related to the Variety of Low-Power Link types

6LoWPAN ND [RFC6775] was defined with a focus on IEEE std 802.15.4 and in particular the capability to derive a unique Identifier from a globally unique MAC-64 address. At this point, the 6lo Working Group is extending the 6LoWPAN Header Compression (HC) [RFC6282] technique to other link types ITU-T G.9959 [RFC7428], Master-Slave/Token-Passing [I-D.ietf-6lo-6lobac], DECT Ultra Low Energy [I-D.ietf-6lo-dect-ule], Near Field Communication [I-D.ietf-6lo-nfc], IEEE std 802.11ah [I-D.delcarpio-6lo-wlanah], as well as IEEE1901.2 Narrowband Powerline Communication Networks [I-D.popa-6lo-6loplc-ipv6-over-ieee19012-networks] and BLUETOOTH(R) Low Energy [RFC7668].

Related requirements are:

Req3.1: The support of the registration mechanism SHOULD be extended to more LLN links than IEEE std 802.15.4, matching at least the LLN links for which an "IPv6 over foo" specification exists, as well as Low-Power Wi-Fi.

Req3.2: As part of this extension, a mechanism to compute a unique Identifier should be provided, with the capability to form a Link-Local Address that SHOULD be unique at least within the LLN connected to a 6LBR discovered by ND in each node within the LLN.

Req3.3: The Address Registration Option used in the ND registration SHOULD be extended to carry the relevant forms of unique Identifier.

Req3.4: The Neighbour Discovery should specify the formation of a site-local address that follows the security recommendations from [RFC7217].

A.4. Requirements Related to Proxy Operations

Duty-cycled devices may not be able to answer themselves to a lookup from a node that uses classical ND on a backbone and may need a proxy. Additionally, the duty-cycled device may need to rely on the 6LBR to perform registration to the 6BBR.

The ND registration method SHOULD defend the addresses of duty-cycled devices that are sleeping most of the time and not capable to defend their own Addresses.

Related requirements are:

Req4.1: The registration mechanism SHOULD enable a third party to proxy register an Address on behalf of a 6LoWPAN node that may be sleeping or located deeper in an LLN mesh.

Req4.2: The registration mechanism SHOULD be applicable to a duty-cycled device regardless of the link type, and enable a 6BBR to operate as a proxy to defend the registered Addresses on its behalf.

Req4.3: The registration mechanism SHOULD enable long sleep durations, in the order of multiple days to a month.

A.5. Requirements Related to Security

In order to guarantee the operations of the 6LoWPAN ND flows, the spoofing of the 6LR, 6LBR and 6BBRs roles should be avoided. Once a node successfully registers an address, 6LoWPAN ND should provide energy-efficient means for the 6LBR to protect that ownership even when the node that registered the address is sleeping.

In particular, the 6LR and the 6LBR then should be able to verify whether a subsequent registration for a given Address comes from the original node.

In a LLN it makes sense to base security on layer-2 security. During bootstrap of the LLN, nodes join the network after authorization by a Joining Assistant (JA) or a Commissioning Tool (CT). After joining nodes communicate with each other via secured links. The keys for the layer-2 security are distributed by the JA/CT. The JA/CT can be part of the LLN or be outside the LLN. In both cases it is needed that packets are routed between JA/CT and the joining node.

Related requirements are:

Req5.1: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR, 6LBR and 6BBR to authenticate and authorize one another for their respective roles, as well as with the 6LoWPAN Node for the role of 6LR.

Req5.2: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR and the 6LBR to validate new registration of authorized nodes. Joining of unauthorized nodes MUST be impossible.

Req5.3: 6LoWPAN ND security mechanisms SHOULD lead to small packet sizes. In particular, the NS, NA, DAR and DAC messages for a re-registration flow SHOULD NOT exceed 80 octets so as to fit in a secured IEEE std 802.15.4 [IEEEstd802154] frame.

Req5.4: Recurrent 6LoWPAN ND security operations MUST NOT be computationally intensive on the LoWPAN Node CPU. When a Key hash calculation is employed, a mechanism lighter than SHA-1 SHOULD be preferred.

Req5.5: The number of Keys that the 6LoWPAN Node needs to manipulate SHOULD be minimized.

Req5.6: The 6LoWPAN ND security mechanisms SHOULD enable the variation of CCM [RFC3610] called CCM* for use at both Layer 2 and Layer 3, and SHOULD enable the reuse of security code that has to be present on the device for upper layer security such as TLS.

Req5.7: Public key and signature sizes SHOULD be minimized while maintaining adequate confidentiality and data origin authentication for multiple types of applications with various degrees of criticality.

Req5.8: Routing of packets should continue when links pass from the unsecured to the secured state.

Req5.9: 6LoWPAN ND security mechanisms SHOULD provide a mechanism for the 6LR and the 6LBR to validate whether a new registration for a given address corresponds to the same 6LoWPAN Node that registered it

initially, and, if not, determine the rightful owner, and deny or clean-up the registration that is duplicate.

A.6. Requirements Related to Scalability

Use cases from Automatic Meter Reading (AMR, collection tree operations) and Advanced Metering Infrastructure (AMI, bi-directional communication to the meters) indicate the needs for a large number of LLN nodes pertaining to a single RPL DODAG (e.g. 5000) and connected to the 6LBR over a large number of LLN hops (e.g. 15).

Related requirements are:

Req6.1: The registration mechanism SHOULD enable a single 6LBR to register multiple thousands of devices.

Req6.2: The timing of the registration operation should allow for a large latency such as found in LLNs with ten and more hops.

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IPv6 over Constrained Node Networks (6lo) Applicability & Use cases
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Abstract

This document describes the applicability of IPv6 over constrained node networks (6lo) and provides practical deployment examples. In addition to IEEE 802.15.4, various link layer technologies such as ITU-T G.9959 (Z-Wave), BLE, DECT-ULE, MS/TP, NFC, PLC (IEEE 1901), and IEEE 802.15.4e (6tisch) are used as examples. The document targets an audience who like to understand and evaluate running end-to-end IPv6 over the constrained link layer networks connecting devices to each other or to each cloud.

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Table of Contents

1.	Introduction	3
2.	Conventions and Terminology	4
3.	6lo Link layer technologies and possible candidates	4
3.1.	ITU-T G.9959 (specified)	4
3.2.	Bluetooth LE (specified)	4
3.3.	DECT-ULE (specified)	5
3.4.	MS/TP (specified)	5
3.5.	NFC (specified)	6
3.6.	PLC (specified)	6
3.7.	IEEE 802.15.4e (specified)	7
3.8.	LTE MTC (example of a potential candidate)	8
3.9.	Comparison between 6lo Link layer technologies	8
4.	6lo Deployment Scenarios	9
4.1.	jupiternetwork in Smart Grid using 6lo in network layer	9
4.2.	Wi-SUN usage of 6lo stacks	11
5.	Design Space and Guidelines for 6lo Deployment	12
5.1.	Design Space Dimensions for 6lo Deployment	12
5.2.	Guidelines for adopting IPv6 stack (6lo/6LoWPAN)	14
6.	6lo Use Case Examples	16
7.	IANA Considerations	16
8.	Security Considerations	17
9.	Acknowledgements	17
10.	References	17
10.1.	Normative References	17
10.2.	Informative References	19
Appendix A.	Other 6lo Use Case Examples	21
A.1.	Use case of ITU-T G.9959: Smart Home	21
A.2.	Use case of DECT-ULE: Smart Home	22
A.3.	Use case of MS/TP: Management of District Heating	22
A.4.	Use case of NFC: Alternative Secure Transfer	23
A.5.	Use case of PLC: Smart Grid	23

A.6. Use case of IEEE 802.15.4e: Industrial Automation 24
 Authors' Addresses 25

1. Introduction

Running IPv6 on constrained node networks has different features from general node networks due to the characteristics of constrained node networks such as small packet size, short link-layer address, low bandwidth, network topology, low power, low cost, and large number of devices [RFC4919][RFC7228]. For example, some IEEE 802.15.4 link layers have a frame size of 127 octets and IPv6 requires the layer below to support an MTU of 1280 bytes, therefore an appropriate fragmentation and reassembly adaptation layer must be provided at the layer below IPv6. Also, the limited size of IEEE 802.15.4 frame and low energy consumption requirements make the need for header compression. The IETF 6LoWPAN (IPv6 over Low powerWPAN) working group published an adaptation layer for sending IPv6 packets over IEEE 802.15.4 [RFC4944], a compression format for IPv6 datagrams over IEEE 802.15.4-based networks [RFC6282], and Neighbor Discovery Optimization for 6LoWPAN [RFC6775].

As IoT (Internet of Things) services become more popular, IPv6 over various link layer technologies such as Bluetooth Low Energy (Bluetooth LE), ITU-T G.9959 (Z-Wave), Digital Enhanced Cordless Telecommunications - Ultra Low Energy (DECT-ULE), Master-Slave/Token Passing (MS/TP), Near Field Communication (NFC), Power Line Communication (PLC), and IEEE 802.15.4e (TSCH), have been defined at [IETF_6lo] working group. IPv6 stacks for constrained node networks use a variation of the 6LoWPAN stack applied to each particular link layer technology.

In the 6LoWPAN working group, the [RFC6568], "Design and Application Spaces for 6LoWPANs" was published and it describes potential application scenarios and use cases for low-power wireless personal area networks. Hence, this 6lo applicability document aims to provide guidance to an audience who is new to IPv6-over-lowpower networks concept and wants to assess if variance of 6LoWPAN stack [6lo] can be applied to the constrained L2 network of their interest. This 6lo applicability document puts together various design space dimensions such as deployment, network size, power source, connectivity, multi-hop communication, traffic pattern, security level, mobility, and QoS requirements etc. And it described a few set of 6LoWPAN application scenarios and practical deployment as examples.

This document provides the applicability and use cases of 6lo, considering the following aspects:

- o 6lo applicability and use cases MAY be uniquely different from those of 6LoWPAN defined for IEEE 802.15.4.
- o It SHOULD cover various IoT related wire/wireless link layer technologies providing practical information of such technologies.
- o A general guideline on how the 6LoWPAN stack can be modified for a given L2 technology.
- o Example use cases and practical deployment examples.

2. Conventions and Terminology

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 [RFC2119].

3. 6lo Link layer technologies and possible candidates

3.1. ITU-T G.9959 (specified)

The ITU-T G.9959 recommendation [G.9959] targets low-power Personal Area Networks (PANs). G.9959 defines how a unique 32-bit HomeID network identifier is assigned by a network controller and how an 8-bit NodeID host identifier is allocated to each node. NodeIDs are unique within the network identified by the HomeID. The G.9959 HomeID represents an IPv6 subnet that is identified by one or more IPv6 prefixes [RFC7428]. The ITU-T G.9959 can be used for smart home applications.

3.2. Bluetooth LE (specified)

Bluetooth LE was introduced in Bluetooth 4.0, enhanced in Bluetooth 4.1, and developed even further in successive versions. Bluetooth SIG has also published Internet Protocol Support Profile (IPSP). The IPSP enables discovery of IP-enabled devices and establishment of link-layer connection for transporting IPv6 packets. IPv6 over Bluetooth LE is dependent on both Bluetooth 4.1 and IPSP 1.0 or newer.

Devices such as mobile phones, notebooks, tablets and other handheld computing devices which will include Bluetooth 4.1 chipsets will probably also have the low-energy variant of Bluetooth. Bluetooth LE will also be included in many different types of accessories that collaborate with mobile devices such as phones, tablets and notebook computers. An example of a use case for a Bluetooth LE accessory is a heart rate monitor that sends data via the mobile phone to a server

on the Internet [RFC7668]. A typical usage of Bluetooth LE is smartphone-based interaction with constrained devices.

3.3. DECT-ULE (specified)

DECT ULE is a low power air interface technology that is designed to support both circuit switched services, such as voice communication, and packet mode data services at modest data rate.

The DECT ULE protocol stack consists of the PHY layer operating at frequencies in the 1880 - 1920 MHz frequency band depending on the region and uses a symbol rate of 1.152 Mbps. Radio bearers are allocated by use of FDMA/TDMA/TDD techniques.

In its generic network topology, DECT is defined as a cellular network technology. However, the most common configuration is a star network with a single Fixed Part (FP) defining the network with a number of Portable Parts (PP) attached. The MAC layer supports traditional DECT as this is used for services like discovery, pairing, security features etc. All these features have been reused from DECT.

The DECT ULE device can switch to the ULE mode of operation, utilizing the new ULE MAC layer features. The DECT ULE Data Link Control (DLC) provides multiplexing as well as segmentation and re-assembly for larger packets from layers above. The DECT ULE layer also implements per-message authentication and encryption. The DLC layer ensures packet integrity and preserves packet order, but delivery is based on best effort.

The current DECT ULE MAC layer standard supports low bandwidth data broadcast. However the usage of this broadcast service has not yet been standardized for higher layers [RFC8105]. DECT-ULE can be used for smart metering in a home.

3.4. MS/TP (specified)

MS/TP is a contention-free access method for the RS-485 physical layer, which is used extensively in building automation networks.

An MS/TP device is typically based on a low-cost microcontroller with limited processing power and memory. Together with low data rates and a small address space, these constraints are similar to those faced in 6lowpan networks and suggest some elements of that solution might be leveraged. MS/TP differs significantly from 6lowpan in at least three aspects: a) MS/TP devices typically have a continuous source of power, b) all MS/TP devices on a segment can communicate directly so there are no hidden node or mesh routing issues, and c)

recent changes to MS/TP provide support for large payloads, eliminating the need for link-layer fragmentation and reassembly.

MS/TP is designed to enable multidrop networks over shielded twisted pair wiring, although not according to standards, in lower speeds, normally 9600 bit/s, re-purposed telecom wiring is widely in use, keeping deployment cost down. It can support a data rate of 115,200 baud on segments up to 1000 meters in length, or segments up to 1200 meters in length at lower baud rates. An MS/TP link requires only a UART, an RS-485 transceiver with a driver that can be disabled, and a 5ms resolution timer. These features make MS/TP a cost-effective and very reliable field bus for the most numerous and least expensive devices in a building automation network [RFC8163]. MS/TP can be used for the management of district heating.

3.5. NFC (specified)

NFC technology enables simple and safe two-way interactions between electronic devices, allowing consumers to perform contactless transactions, access digital content, and connect electronic devices with a single touch. NFC complements many popular consumer level wireless technologies, by utilizing the key elements in existing standards for contactless card technology (ISO/IEC 14443 A&B and JIS-X 6319-4). NFC can be compatible with existing contactless card infrastructure and it enables a consumer to utilize one device across different systems.

Extending the capability of contactless card technology, NFC also enables devices to share information at a distance that is less than 10 cm with a maximum communication speed of 424 kbps. Users can share business cards, make transactions, access information from a smart poster or provide credentials for access control systems with a simple touch.

NFC's bidirectional communication ability is ideal for establishing connections with other technologies by the simplicity of touch. In addition to the easy connection and quick transactions, simple data sharing is also available [I-D.ietf-6lo-nfc]. NFC can be used for secure transfer in healthcare services.

3.6. PLC (specified)

Unlike other dedicated communication infrastructure, the required medium (power conductor) is widely available indoors and outdoors. Moreover, wired technologies are more susceptible to cause interference but are more reliable than their wireless counterparts. PLC is a data transmission technique that utilizes power conductors as medium.

The below table shows some available open standards defining PLC.

PLC Systems	Frequency Range	Type	Data Rate	Distance
IEEE1901	<100MHz	Broadband	200Mbps	1000m
IEEE1901.1	<15MHz	PLC-IoT	10Mbps	2000m
IEEE1901.2	<500kHz	Narrowband	200Kbps	3000m

Table 1: Some Available Open Standards in PLC

[IEEE1901] defines broadband variant of PLC but is effective within short range. This standard addresses the requirements of applications with high data rate such as: Internet, HDTV, Audio, Gaming etc. Broadband operates on OFDM (Orthogonal Frequency Division Multiplexing) modulation.

[IEEE1901.2] defines narrowband variant of PLC with less data rate but significantly higher transmission range that could be used in an indoor or even an outdoor environment. It is applicable to typical IoT applications such as: Building Automation, Renewable Energy, Advanced Metering, Street Lighting, Electric Vehicle, Smart Grid etc. Moreover, IEEE 1901.2 standard is based on the 802.15.4 MAC sub-layer and fully endorses the security scheme defined in 802.15.4. [RFC8036]. A typical use case of PLC is smart grid.

3.7. IEEE 802.15.4e (specified)

The Time Slotted Channel Hopping (TSCH) mode was introduced in the IEEE 802.15.4-2015 standard. In a TSCH network, all nodes are synchronized. Time is sliced up into timeslots. The duration of a timeslot, typically 10ms, is large enough for a node to send a full-sized frame to its neighbor, and for that neighbor to send back an acknowledgment to indicate successful reception. Timeslots are grouped into one of more slotframes, which repeat over time.

All the communication in the network is orchestrated by a communication schedule which indicates to each node what to do in each of the timeslots of a slotframe: transmit, listen or sleep. The communication schedule can be built so that the right amount of link-layer resources (the cells in the schedule) are scheduled to satisfy the communication needs of the applications running on the network, while keeping the energy consumption of the nodes very low. Cells can be scheduled in a collision-free way, introducing a high level of determinism to the network.

A TSCH network exploits channel hopping: subsequent packet exchanges between neighbor nodes are done on a different frequency. This means that, if a frame isn't received, the transmitter node will re-transmit the frame on a different frequency. The resulting "channel hopping" efficiently combats external interference and multi-path fading.

The main benefits of IEEE 802.15.4 TSCH are:

- ultra high reliability. Off-the-shelf commercial products offer over 99.999% end-to-end reliability.
- ultra low-power consumption. Off-the-shelf commercial products offer over a decade of battery lifetime.
- 6TiSCH at IETF defines communications of TSCH network and it uses 6LoWPAN stack [RFC7554].

IEEE 802.15.4e can be used for industrial automation.

3.8. LTE MTC (example of a potential candidate)

LTE category defines the overall performance and capabilities of the UE (User Equipment). For example, the maximum down rate of category 1 UE and category 2 UE are 10.3 Mbit/s and 51.0 Mbit/s respectively. There are many categories in LTE standard. 3GPP standards defined the category 0 to be used for low rate IoT service in release 12. Since category 1 and category 0 could be used for low rate IoT service, these categories are called LTE MTC (Machine Type Communication) [LTE_MTC].

LTE MTC offer advantages in comparison to above category 2 and is appropriate to be used for low rate IoT services such as low power and low cost. LTE MTC can be used for a gateway of a wireless backhaul network.

3.9. Comparison between 6lo Link layer technologies

In above clauses, various 6lo Link layer technologies and a possible candidate are described. The following table shows that dominant parameters of each use case corresponding to the 6lo link layer technology.

	Z-Wave	BLE	DECT-ULE	MS/TP	NFC	PLC	TSCH
Usage	Home Auto-mation	Interact w/ Smart Phone	Meter Reading	District Heating	Health-care Service	Smart Grid	Industrial Automation
Topology & Subnet	L2-mesh or L3-mesh	Star No mesh	Star No mesh	Bus MS/TP	P2P L2-mesh	Tree No mesh	Mesh
Mobility Reqmt	No	Low	No	No	Moderate	No	No
Security Reqmt	High + Privacy required	Partially	High + Privacy required	High + Authen. required	High	High + Encrypt. required	High + Privacy required
Buffering Reqmt	Low	Low	Low	Low	Low	Low	Low
Latency, QoS Reqmt	High	Low	Low	High	High	Low	High
Data Rate	Infrequent	Infrequent	Infrequent	Frequent	Small	Infrequent	Infrequent
RFC # or Draft	RFC7428	RFC7668	RFC8105	RFC8163	6lo-nfc	hou-6lo-plc	RFC7554

Table 2: Comparison between 6lo Link layer technologies

4. 6lo Deployment Scenarios

4.1. jupitermesh in Smart Grid using 6lo in network layer

jupiterMesh is a multi-hop wireless mesh network specification designed mainly for deployment in large geographical areas. Each subnet in jupiterMesh is able to cover an entire neighborhood with thousands of nodes consisting of IPv6-enabled routers and end-points

(e.g., hosts). Automated network joining and load balancing allows a seamless deployment of a large number of subnets.

The main application domains targeted by jupiterMesh are smart grid and smart cities. This includes, but is not limited to the following applications:

- o Automated meter reading
- o Distribution Automation (DA)
- o Demand-side management (DSM)
- o Demand-side response (DSR)
- o Power outage reporting
- o Street light monitoring and control
- o Transformer load management
- o EV charging coordination
- o Energy theft
- o Parking space locator

jupiterMesh specification is based on the following technologies:

- o The PHY layer is based on IEEE 802.15.4 SUN specification [IEEE 802.15.4-2015], supporting multiple operating modes for deployment in different regulatory domains and deployment scenarios in terms of density and bandwidth requirements. jupiterMesh supports bit rates from 50 kbps to 800 kbps, frame size up to 2048 bytes, up to 11 different RF bands and 3 modulation types (i.e., FSK, OQPSK and OFDM).
- o The MAC layer is based on IEEE 802.15.4 TSCH specification [IEEE 802.15.4-2015]. With frequency hopping capability, TSCH MAC supports scheduling of dedicated timeslot enabling bandwidth management and QOS.
- o The security layer consists of a certificate-based (i.e. X.509) network access authentication using EAP-TLS, with IEEE 802.15.9-based KMP (Key Management Protocol) transport, and PANA and link layer encryption using AES-128 CCM as specified in IEEE 802.15.4-2015 [IEEE 802.15.4-2015].

- o Address assignment and network configuration are specified using DHCPv6 [RFC3315]. Neighbor Discovery (ND) [RFC6775] and stateless address auto-configuration (SLAAC) are not supported.
- o The network layer consists of IPv6, ICPv6 and 6lo/6LoPWAN header compression [RFC6282]. Multicast is supported using MPL. Two domains are supported, a delay sensitive MPL domain for low latency applications (e.g. DSM, DSR) and a delay insensitive one for less stringent applications (e.g. OTA file transfers).
- o The routing layer uses RPL [RFC6550] in non-storing mode with the MRHOF objective function based on the ETX metric.

4.2. Wi-SUN usage of 6lo stacks

Wireless Smart Ubiquitous Network (Wi-SUN) is a technology based on the IEEE 802.15.4g standard. Wi-SUN networks support star and mesh topologies, as well as hybrid star/mesh deployments, but are typically laid out in a mesh topology where each node relays data for the network to provide network connectivity. Wi-SUN networks are deployed on both powered and battery-operated devices.

The main application domains targeted by Wi-SUN are smart utility and smart city networks. This includes, but is not limited to the following applications:

- o Advanced Metering
- o Infrastructure (AMI)
- o Distribution Automation
- o Home Energy Management
- o Infrastructure Management
- o Intelligent Transportation Systems
- o Smart Street Lighting
- o Agriculture
- o Structural health (bridges, buildings etc)
- o Monitoring and Asset Management
- o Smart Thermostats, Air Conditioning and Heat Controls

- o Energy Usage Information Displays

The Wi-SUN Alliance Field Area Network (FAN) covers primarily outdoor networks, and its specification is oriented towards meeting the more rigorous challenges of these environments. Examples include from meter to outdoor access point/router for AMI and DR, or between switches for DA. However, nothing in the profile restricts it to outdoor use. It has the following features;

- o Open standards based on IEEE802, IETF, TIA, ETSI
- o Architecture is an IPv6 frequency hopping wireless mesh network with enterprise level security
- o Simple infrastructure which is low cost, low complexity
- o Enhanced network robustness, reliability, and resilience to interference, due to high redundancy and frequency hopping
- o Enhanced scalability, long range, and energy friendliness
- o Supports multiple global license-exempt sub GHz bands
- o Multi-vendor interoperability
- o Very low power modes in development permitting long term battery operation of network nodes

In the Wi-SUN FAN specification, adaptation layer based on 6lo and IPv6 network layer are described. So, IPv6 protocol suite including TCP/UDP, 6lo Adaptation, Header Compression, DHCPv6 for IP address management, Routing using RPL, ICMPv6, and Unicast/Multicast forwarding is utilized.

5. Design Space and Guidelines for 6lo Deployment

5.1. Design Space Dimensions for 6lo Deployment

The [RFC6568] lists the dimensions used to describe the design space of wireless sensor networks in the context of the 6LoWPAN working group. The design space is already limited by the unique characteristics of a LoWPAN (e.g., low power, short range, low bit rate). In [RFC6568], the following design space dimensions are described; Deployment, Network size, Power source, Connectivity, Multi-hop communication, Traffic pattern, Mobility, Quality of Service (QoS). However, in this document, the following design space dimensions are considered:

- o Deployment/Bootstrapping: 6lo nodes can be connected randomly, or in an organized manner. The bootstrapping has different characteristics for each link layer technology.
- o Topology: Topology of 6lo networks may inherently follow the characteristics of each link layer technology. Point-to-point, star, tree or mesh topologies can be configured, depending on the link layer technology considered.
- o L2-Mesh or L3-Mesh: L2-mesh and L3-mesh may inherently follow the characteristics of each link layer technology. Some link layer technologies may support L2-mesh and some may not support.
- o Multi-link subnet, single subnet: The selection of multi-link subnet and single subnet depends on connectivity and the number of 6lo nodes.
- o Data rate: Originally, the link layer technologies of 6lo have low rate of data transmission. But, by adjusting the MTU, it can deliver higher data rate.
- o Buffering requirements: Some 6lo use case may require more data rate than the link layer technology support. In this case, a buffering mechanism to manage the data is required.
- o Security and Privacy Requirements: Some 6lo use case can involve transferring some important and personal data between 6lo nodes. In this case, high-level security support is required.
- o Mobility across 6lo networks and subnets: The movement of 6lo nodes is dependent on the 6lo use case. If the 6lo nodes can move or moved around, it requires a mobility management mechanism.
- o Time synchronization requirements: The requirement of time synchronization of the upper layer service is dependent on the 6lo use case. For some 6lo use case related to health service, the measured data must be recorded with exact time and must be transferred with time synchronization.
- o Reliability and QoS: Some 6lo use case requires high reliability, for example real-time service or health-related services.
- o Traffic patterns: 6lo use cases may involve various traffic patterns. For example, some 6lo use case may require short data length and random transmission. Some 6lo use case may require continuous data and periodic data transmission.

- o Security Bootstrapping: Without the external operations, 6lo nodes must have the security bootstrapping mechanism.
- o Power use strategy: to enable certain use cases, there may be requirements on the class of energy availability and the strategy followed for using power for communication [RFC7228]. Each link layer technology defines a particular power use strategy which may be tuned [I-D.ietf-lwig-energy-efficient]. Readers are expected to be familiar with [RFC7228] terminology.
- o Update firmware requirements: Most 6lo use cases will need a mechanism for updating firmware. In these cases support for over the air updates are required, probably in a broadcast mode when bandwidth is low and the number of identical devices is high.

5.2. Guidelines for adopting IPv6 stack (6lo/6LoWPAN)

The following guideline targets candidates for new constrained L2 technologies that consider running modified 6LoWPAN stack. The modification of 6LoWPAN stack should be based on the following:

- o Addressing Model: Addressing model determines whether the device is capable of forming IPv6 Link-local and global addresses and what is the best way to derive the IPv6 addresses for the constrained L2 devices. Whether the device is capable of forming IPv6 Link-local and global addresses, L2-address-derived IPv6 addresses are specified in [RFC4944], but there exist implications for privacy. For global usage, a unique IPv6 address must be derived using an assigned prefix and a unique interface ID. [RFC8065] provides such guidelines. For MAC derived IPv6 address, please refer to [RFC8163] for IPv6 address mapping examples. Broadcast and multicast support are dependent on the L2 networks. Most lowpower L2 implementations map multicast to broadcast networks. So care must be taken in the design when to use broadcast and try to stick to unicast messaging whenever possible.
- o MTU Considerations: The deployment SHOULD consider their need for maximum transmission unit of a packet (MTU) over the link layer and should consider if fragmentation and reassembly of packets are needed at the 6LoWPAN layer. For example, if the link-layer supports fragmentation and reassembly of packets, then 6LoWPAN layer may skip supporting fragmentation/reassembly. In fact, for most efficiency, choosing a low-power link-layer that can carry unfragmented application packets would be optimum for packet transmission if the deployment can afford it. Please refer to 6lo RFCs [RFC7668], [RFC8163], [RFC8105] for example guidance.

- o Mesh or L3-Routing: 6LoWPAN specifications do provide mechanisms to support for mesh routing at L2. [RFC6550] defines L3 routing for low power lossy networks using directed graphs. 6LoWPAN is routing protocol agnostic and other L2 or L3 routing protocols can be run using a 6LoWPAN stack.
- o Address Assignment: 6LoWPAN requires that IPv6 Neighbor Discovery for low power networks [RFC6775] be used for autoconfiguration of stateless IPv6 address assignment. Considering the energy sensitive networks [RFC6775] makes optimization from classical IPv6 ND [RFC4861] protocol. It is the responsibility of the deployment to ensure unique global IPv6 addresses for the Internet connectivity. For local-only connectivity IPv6 ULA may be used. [RFC6775] specifies the 6LoWPAN border router(6LBR) which is responsible for prefix assignment to the 6lo/6LoWPAN network. 6LBR can be connected to the Internet or Enterprise network via its one of the interfaces. Please refer to [RFC7668] and [RFC8105] for examples of address assignment considerations. In addition, privacy considerations [RFC8065] must be consulted for applicability. In certain scenarios, the deployment may not support autoconfiguration of IPv6 addressing due to regulatory and business reasons and may choose to offer a separate address assignment service.
- o Header Compression: IPv6 header compression [RFC6282] is a vital part of IPv6 over low power communication. Examples of header compression for different link-layers specifications are found in [RFC7668], [RFC8163], [RFC8105]. A generic header compression technique is specified in [RFC7400].
- o Security and Encryption: Though 6LoWPAN basic specifications do not address security at network layer, the assumption is that L2 security must be present. In addition, application level security is highly desirable. The working groups [ace] and [core] should be consulted for application and transport level security. 6lo working group is working on address authentication [6lo-ap-nd] and secure bootstrapping is also being discussed at IETF. However, there may be different levels of security available in a deployment through other standards such as hardware level security or certificates for initial booting process. Encryption is quite important if the implementation can afford it.
- o Additional processing: [RFC8066] defines guidelines for ESC dispatch octets use in the 6LoWPAN header. An implementation may take advantage of ESC header to offer a deployment specific processing of 6LoWPAN packets.

6. 6lo Use Case Examples

As IPv6 stacks for constrained node networks use a variation of the 6LoWPAN stack applied to each particular link layer technology, various 6lo use cases can be provided. In this clause, one 6lo use case example of Bluetooth LE (Smartphone-Based Interaction with Constrained Devices) is described. Other 6lo use case examples are described in Appendix.

The key feature behind the current high Bluetooth LE momentum is its support in a large majority of smartphones in the market. Bluetooth LE can be used to allow the interaction between the smartphone and surrounding sensors or actuators. Furthermore, Bluetooth LE is also the main radio interface currently available in wearables. Since a smartphone typically has several radio interfaces that provide Internet access, such as Wi-Fi or 4G, the smartphone can act as a gateway for nearby devices such as sensors, actuators or wearables. Bluetooth LE may be used in several domains, including healthcare, sports/wellness and home automation.

Example: Use of Bluetooth LE-based Body Area Network for fitness

A person wears a smartwatch for fitness purposes. The smartwatch has several sensors (e.g. heart rate, accelerometer, gyrometer, GPS, temperature, etc.), a display, and a Bluetooth LE radio interface. The smartwatch can show fitness-related statistics on its display. However, when a paired smartphone is in the range of the smartwatch, the latter can report almost real-time measurements of its sensors to the smartphone, which can forward the data to a cloud service on the Internet. In addition, the smartwatch can receive notifications (e.g. alarm signals) from the cloud service via the smartphone. On the other hand, the smartphone may locally generate messages for the smartwatch, such as e-mail reception or calendar notifications.

The functionality supported by the smartwatch may be complemented by other devices such as other on-body sensors, wireless headsets or head-mounted displays. All such devices may connect to the smartphone creating a star topology network whereby the smartphone is the central component.

7. IANA Considerations

There are no IANA considerations related to this document.

8. Security Considerations

Security considerations are not directly applicable to this document. The use cases will use the security requirements described in the protocol specifications.

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Appendix A. Other 6lo Use Case Examples

A.1. Use case of ITU-T G.9959: Smart Home

Z-Wave is one of the main technologies that may be used to enable smart home applications. Born as a proprietary technology, Z-Wave was specifically designed for this particular use case. Recently, the Z-Wave radio interface (physical and MAC layers) has been standardized as the ITU-T G.9959 specification.

Example: Use of ITU-T G.9959 for Home Automation

Variety of home devices (e.g. light dimmers/switches, plugs, thermostats, blinds/curtains and remote controls) are augmented with ITU-T G.9959 interfaces. A user may turn on/off or may control home appliances by pressing a wall switch or by pressing a button in a remote control. Scenes may be programmed, so that after a given event, the home devices adopt a specific configuration. Sensors may also periodically send measurements of several parameters (e.g. gas presence, light, temperature, humidity, etc.) which are collected at a sink device, or may generate commands for actuators (e.g. a smoke sensor may send an alarm message to a safety system).

The devices involved in the described scenario are nodes of a network that follows the mesh topology, which is suitable for path diversity to face indoor multipath propagation issues. The multihop paradigm allows end-to-end connectivity when direct range communication is not possible. Security support is required, specially for safety-related communication. When a user interaction (e.g. a button press) triggers a message that encapsulates a command, if the message is

lost, the user may have to perform further interactions to achieve the desired effect (e.g. a light is turned off). A reaction to a user interaction will be perceived by the user as immediate as long as the reaction takes place within 0.5 seconds [RFC5826].

A.2. Use case of DECT-ULE: Smart Home

DECT is a technology widely used for wireless telephone communications in residential scenarios. Since DECT-ULE is a low-power variant of DECT, DECT-ULE can be used to connect constrained devices such as sensors and actuators to a Fixed Part, a device that typically acts as a base station for wireless telephones. Therefore, DECT-ULE is specially suitable for the connected home space in application areas such as home automation, smart metering, safety, healthcare, etc.

Example: Use of DECT-ULE for Smart Metering

The smart electricity meter of a home is equipped with a DECT-ULE transceiver. This device is in the coverage range of the Fixed Part of the home. The Fixed Part can act as a router connected to the Internet. This way, the smart meter can transmit electricity consumption readings through the DECT-ULE link with the Fixed Part, and the latter can forward such readings to the utility company using Wide Area Network (WAN) links. The meter can also receive queries from the utility company or from an advanced energy control system controlled by the user, which may also be connected to the Fixed Part via DECT-ULE.

A.3. Use case of MS/TP: Management of District Heating

The key feature of MS/TP is its ability to run on the same cabling as BACnet and some use of ModBus, the defacto standard for low bandwidth industry communication. Specially Modbus has been around since the 1980 and is still the standard for talking to fans, heat pumps, water purifying equipment and everything else delivering electricity, clean water and ventilation.

Example: Use of MS/TP for management of district heating

The mechanical room in the cellar of an apartment building gets district heating and electricity from the utility providers. The room has a Supervisory Control And Data Acquisition (SCADA) computer talking to a centralized server and command center somewhere else over IP, on the other hand it is controlling the heating, fans and distribution panel over a 2-wire RS-485 based protocol to make sure the logic controller for district heating keeps a constant temperature at the tapwater, the logic controller for heat production

keeps the right radiator temperature depending on the weather and the fans have a correct speed and are switched off in case district heating fails to prevent cooling out the building and give certain commands in case smoke is detected. Speed is not important, in this usecase, 19,200 bit/s capable equipment is sold as high speed communication capable. Reliability is important, this not working will easily give millions of dollars of damage. Normally the setup is that the SCADA device asks a question to a specific controlling device, gets an answer from the controlling device, asks a new question to some other device.

A.4. Use case of NFC: Alternative Secure Transfer

According to applications, various secured data can be handled and transferred. Depending on security level of the data, methods for transfer can be alternatively selected.

Example: Use of NFC for Secure Transfer in Healthcare Services with Tele-Assistance

A senior citizen who lives alone wears one to several wearable 6lo devices to measure heartbeat, pulse rate, etc. The 6lo devices are densely installed at home for movement detection. An LoWPAN Border Router (LBR) at home will send the sensed information to a connected healthcare center. Portable base stations with LCDs may be used to check the data at home, as well. Data is gathered in both periodic and event-driven fashion. In this application, event-driven data can be very time-critical. In addition, privacy also becomes a serious issue in this case, as the sensed data is very personal.

While the senior citizen is provided audio and video healthcare services by a tele-assistance based on LTE connections, the senior citizen can alternatively use NFC connections to transfer the personal sensed data to the tele-assistance. At this moment, hidden hackers can overhear the data based on the LTE connection, but they cannot gather the personal data over the NFC connection.

A.5. Use case of PLC: Smart Grid

Smart grid concept is based on numerous operational and energy measuring sub-systems of an electric grid. It comprises of multiple administrative levels/segments to provide connectivity among these numerous components. Last mile connectivity is established over LV segment, whereas connectivity over electricity distribution takes place in HV segment.

Although other wired and wireless technologies are also used in Smart Grid (Advance Metering Infrastructure - AMI, Demand Response - DR,

Home Energy Management System - HEMS, Wide Area Situational Awareness - WASA etc), PLC enjoys the advantage of existing (power conductor) medium and better reliable data communication. PLC is a promising wired communication technology in that the electrical power lines are already there and the deployment cost can be comparable to wireless technologies. The 6lo related scenarios lie in the low voltage PLC networks with most applications in the area of Advanced Metering Infrastructure, Vehicle-to-Grid communications, in-home energy management and smart street lighting.

Example: Use of PLC for Advanced Metering Infrastructure

Household electricity meters transmit time-based data of electric power consumption through PLC. Data concentrators receive all the meter data in their corresponding living districts and send them to the Meter Data Management System (MDMS) through WAN network (e.g. Medium-Voltage PLC, Ethernet or GPRS) for storage and analysis. Two-way communications are enabled which means smart meters can do actions like notification of electricity charges according to the commands from the utility company.

With the existing power line infrastructure as communication medium, cost on building up the PLC network is naturally saved, and more importantly, labor operational costs can be minimized from a long-term perspective. Furthermore, this AMI application speeds up electricity charge, reduces losses by restraining power theft and helps to manage the health of the grid based on line loss analysis.

Example: Use of PLC (IEEE1901.1) for WASA in Smart Grid

Many sub-systems of Smart Grid require low data rate and narrowband variant (IEEE1901.2) of PLC fulfils such requirements. Recently, more complex scenarios are emerging that require higher data rates.

WASA sub-system is an appropriate example that collects large amount of information about the current state of the grid over wide area from electric substations as well as power transmission lines. The collected feedback is used for monitoring, controlling and protecting all the sub-systems.

A.6. Use case of IEEE 802.15.4e: Industrial Automation

Typical scenario of Industrial Automation where sensor and actuators are connected through the time-slotted radio access (IEEE 802.15.4e). For that, there will be a point-to-point control signal exchange in between sensors and actuators to trigger the critical control information. In such scenarios, point-to-point traffic flows are

significant to exchange the controlled information in between sensors and actuators within the constrained networks.

Example: Use of IEEE 802.15.4e for P2P communication in closed-loop application

AODV-RPL [I-D.ietf-roll-aodv-rpl] is proposed as a standard P2P routing protocol to provide the hop-by-hop data transmission in closed-loop constrained networks. Scheduling Functions i.e. SF0 [I-D.ietf-6tisch-6top-sf0] and SF1 [I-D.satish-6tisch-6top-sf1] is proposed to provide distributed neighbor-to-neighbor and end-to-end resource reservations, respectively for traffic flows in deterministic networks (6TiSCH).

The potential scenarios that can make use of the end-to-end resource reservations can be in health-care and industrial applications. AODV-RPL and SF0/SF1 are the significant routing and resource reservation protocols for closed-loop applications in constrained networks.

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LLN Fragment Forwarding and Recovery
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Abstract

In order to be routed, a fragmented 6LoWPAN packet must be reassembled at every hop of a multihop link where lower layer fragmentation occurs. Considering that the IPv6 minimum MTU is 1280 bytes and that an 802.15.4 frame can have a payload limited to 74 bytes in the worst case, a packet might end up fragmented into as many as 18 fragments at the 6LoWPAN shim layer. If a single one of those fragments is lost in transmission, all fragments must be resent, further contributing to the congestion that might have caused the initial packet loss. This draft introduces a simple protocol to forward and recover individual fragments that might be lost over multiple hops between 6LoWPAN endpoints.

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Table of Contents

1. Introduction	2
2. Terminology	3
3. Rationale	4
4. Requirements	5
5. Overview	6
6. New Dispatch types and headers	8
6.1. Recoverable Fragment Dispatch type and Header	8
6.2. Fragment acknowledgment Dispatch type and Header	8
7. Fragments Recovery	10
8. Forwarding Fragments	11
8.1. Upon the first fragment	12
8.2. Upon the next fragments	13
8.3. Upon the fragment acknowledgments	13
9. Security Considerations	14
10. IANA Considerations	14
11. Acknowledgments	14
12. References	14
12.1. Normative References	14
12.2. Informative References	15
Authors' Addresses	16

1. Introduction

In most Low Power and Lossy Network (LLN) applications, the bulk of the traffic consists of small chunks of data (in the order few bytes to a few tens of bytes) at a time. Given that an 802.15.4 frame can carry 74 bytes or more in all cases, fragmentation is usually not required. However, and though this happens only occasionally, a number of mission critical applications do require the capability to transfer larger chunks of data, for instance to support a firmware upgrades of the LLN nodes or an extraction of logs from LLN nodes. In the former case, the large chunk of data is transferred to the LLN node, whereas in the latter, the large chunk flows away from the LLN node. In both cases, the size can be on the order of 10K bytes or more and an end-to-end reliable transport is required.

Mechanisms such as TCP or application-layer segmentation will be used to support end-to-end reliable transport. One option to support bulk

data transfer over a frame-size-constrained LLN is to set the Maximum Segment Size to fit within the link maximum frame size. Doing so, however, can add significant header overhead to each 802.15.4 frame. This causes the end-to-end transport to be intimately aware of the delivery properties of the underlying LLN, which is a layer violation.

An alternative mechanism combines the use of 6LoWPAN fragmentation in addition to transport or application-layer segmentation. Increasing the Maximum Segment Size reduces header overhead by the end-to-end transport protocol. It also encourages the transport protocol to reduce the number of outstanding datagrams, ideally to a single datagram, thus reducing the need to support out-of-order delivery common to LLNs.

[RFC4944] defines a datagram fragmentation mechanism for LLNs. However, because [RFC4944] does not define a mechanism for recovering fragments that are lost, datagram forwarding fails if even one fragment is not delivered properly to the next IP hop. End-to-end transport mechanisms will require retransmission of all fragments, wasting resources in an already resource-constrained network.

Past experience with fragmentation has shown that missassociated or lost fragments can lead to poor network behavior and, eventually, trouble at application layer. The reader is encouraged to read [RFC4963] and follow the references for more information. That experience led to the definition of the Path MTU discovery [RFC1191] protocol that limits fragmentation over the Internet.

For one-hop communications, a number of media propose a local acknowledgment mechanism that is enough to protect the fragments. In a multihop environment, an end-to-end fragment recovery mechanism might be a good complement to a hop-by-hop MAC level recovery. This draft introduces a simple protocol to recover individual fragments between 6LoWPAN endpoints. Specifically in the case of UDP, valuable additional information can be found in UDP Usage Guidelines for Application Designers [RFC5405].

2. Terminology

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 [RFC2119].

Readers are expected to be familiar with all the terms and concepts that are discussed in "IPv6 over Low-Power Wireless Personal Area Networks (6LoWPANs): Overview, Assumptions, Problem Statement, and

Goals" [RFC4919] and "Transmission of IPv6 Packets over IEEE 802.15.4 Networks" [RFC4944].

ERP

Error Recovery Procedure.

6LoWPAN endpoints

The LLN nodes in charge of generating or expanding a 6LoWPAN header from/to a full IPv6 packet. The 6LoWPAN endpoints are the points where fragmentation and reassembly take place.

3. Rationale

There are a number of uses for large packets in Wireless Sensor Networks. Such usages may not be the most typical or represent the largest amount of traffic over the LLN; however, the associated functionality can be critical enough to justify extra care for ensuring effective transport of large packets across the LLN.

The list of those usages includes:

Towards the LLN node:

Packages of Commands: A number of commands or a full configuration can be packaged as a single message to ensure consistency and enable atomic execution or complete roll back. Until such commands are fully received and interpreted, the intended operation will not take effect.

Firmware update: For example, a new version of the LLN node software is downloaded from a system manager over unicast or multicast services. Such a reflashing operation typically involves updating a large number of similar LLN nodes over a relatively short period of time.

From the LLN node:

Waveform captures: A number of consecutive samples are measured at a high rate for a short time and then transferred from a sensor to a gateway or an edge server as a single large report.

Data logs: LLN nodes may generate large logs of sampled data for later extraction. LLN nodes may also generate system logs to assist in diagnosing problems on the node or network.

Large data packets: Rich data types might require more than one fragment.

Uncontrolled firmware download or waveform upload can easily result in a massive increase of the traffic and saturate the network.

When a fragment is lost in transmission, all fragments are resent, further contributing to the congestion that caused the initial loss, and potentially leading to congestion collapse.

This saturation may lead to excessive radio interference, or random early discard (leaky bucket) in relaying nodes. Additional queuing and memory congestion may result while waiting for a low power next hop to emerge from its sleeping state.

To demonstrate the severity of the problem, consider a fairly reliable 802.15.4 frame delivery rate of 99.9% over a single 802.15.4 hop. The expected delivery rate of a 5-fragment datagram would be about 99.5% over a single 802.15.4 hop. However, the expected delivery rate would drop to 95.1% over 10 hops, a reasonable network diameter for LLN applications. The expected delivery rate for a 1280-byte datagram is 98.4% over a single hop and 85.2% over 10 hops.

Considering that [RFC4944] defines an MTU is 1280 bytes and that in most incarnations (but 802.15.4G) a 802.15.4 frame can limit the MAC payload to as few as 74 bytes, a packet might be fragmented into at least 18 fragments at the 6LoWPAN shim layer. Taking into account the worst-case header overhead for 6LoWPAN Fragmentation and Mesh Addressing headers will increase the number of required fragments to around 32. This level of fragmentation is much higher than that traditionally experienced over the Internet with IPv4 fragments. At the same time, the use of radios increases the probability of transmission loss and Mesh-Under techniques compound that risk over multiple hops.

4. Requirements

This paper proposes a method to recover individual fragments between LLN endpoints. The method is designed to fit the following requirements of a LLN (with or without a Mesh-Under routing protocol):

Number of fragments

The recovery mechanism must support highly fragmented packets, with a maximum of 32 fragments per packet.

Minimum acknowledgment overhead

Because the radio is half duplex, and because of silent time spent in the various medium access mechanisms, an acknowledgment consumes roughly as many resources as data fragment.

The recovery mechanism should be able to acknowledge multiple fragments in a single message and not require an acknowledgment at all if fragments are already protected at a lower layer.

Controlled latency

The recovery mechanism must succeed or give up within the time boundary imposed by the recovery process of the Upper Layer Protocols.

Support for out-of-order fragment delivery

A Mesh-Under load balancing mechanism such as the ISA100 Data Link Layer can introduce out-of-sequence packets.

The recovery mechanism must account for packets that appear lost but are actually only delayed over a different path.

Optional congestion control

The aggregation of multiple concurrent flows may lead to the saturation of the radio network and congestion collapse.

The recovery mechanism should provide means for controlling the number of fragments in transit over the LLN.

5. Overview

Considering that a multi-hop LLN can be a very sensitive environment due to the limited queuing capabilities of a large population of its nodes, this draft recommends a simple and conservative approach to congestion control, based on TCP congestion avoidance.

Congestion on the forward path is assumed in case of packet loss, and packet loss is assumed upon time out. The draft allows to control the number of outstanding fragments, that have been transmitted but for which an acknowledgment was not received yet. It must be noted that the number of outstanding fragments should not exceed the number of hops in the network, but the way to figure the number of hops is out of scope for this document.

Congestion on the forward path can also be indicated by an Explicit Congestion Notification (ECN) mechanism. Though whether and how ECN [RFC3168] is carried out over the LoWPAN is out of scope, this draft

provides a way for the destination endpoint to echo an ECN indication back to the source endpoint in an acknowledgment message as represented in Figure 5 in Section 6.2.

It must be noted that congestion and collision are different topics. In particular, when a mesh operates on a same channel over multiple hops, then the forwarding of a fragment over a certain hop may collide with the forwarding of a next fragment that is following over a previous hop but in a same interference domain. This draft enables an end-to-end flow control, but leaves it to the sender stack to pace individual fragments within a transmit window, so that a given fragment is sent only when the previous fragment has had a chance to progress beyond the interference domain of this hop. In the case of 6TiSCH [I-D.ietf-6tisch-architecture], which operates over the TimeSlotted Channel Hopping [I-D.ietf-6tisch-tsch] (TSCH) mode of operation of IEEE802.14.5, a fragment is forwarded over a different channel at a different time and it make full sense to fire a next fragment as soon as the previous fragment has had its chance to be forwarded at the next hop, retry (ARQ) operations included.

From the standpoint of a source 6LoWPAN endpoint, an outstanding fragment is a fragment that was sent but for which no explicit acknowledgment was received yet. This means that the fragment might be on the way, received but not yet acknowledged, or the acknowledgment might be on the way back. It is also possible that either the fragment or the acknowledgment was lost on the way.

Because a meshed LLN might deliver frames out of order, it is virtually impossible to differentiate these situations. In other words, from the sender standpoint, all outstanding fragments might still be in the network and contribute to its congestion. There is an assumption, though, that after a certain amount of time, a frame is either received or lost, so it is not causing congestion anymore. This amount of time can be estimated based on the round trip delay between the 6LoWPAN endpoints. The method detailed in [RFC6298] is recommended for that computation.

The reader is encouraged to read through "Congestion Control Principles" [RFC2914]. Additionally [RFC2309] and [RFC5681] provide deeper information on why this mechanism is needed and how TCP handles Congestion Control. Basically, the goal here is to manage the amount of fragments present in the network; this is achieved by to reducing the number of outstanding fragments over a congested path by throttling the sources.

Section 7 describes how the sender decides how many fragments are (re)sent before an acknowledgment is required, and how the sender adapts that number to the network conditions.

6. New Dispatch types and headers

This specification extends "Transmission of IPv6 Packets over IEEE 802.15.4 Networks" [RFC4944] with 4 new dispatch types, for Recoverable Fragments (RFRAG) headers with or without Acknowledgment Request, and for the Acknowledgment back, with or without ECN Echo.

Pattern	Header Type
11 101000	RFRAG - Recoverable Fragment
11 101001	RFRAG-AR - RFRAG with Ack Request
11 101010	RFRAG-ACK - RFRAG Acknowledgment
11 101011	RFRAG-AEC - RFRAG Ack with ECN Echo

Figure 1: Additional Dispatch Value Bit Patterns

In the following sections, the semantics of "datagram_tag", "datagram_offset" and "datagram_size" and the reassembly process are changed from [RFC4944] Section 5.3. "Fragmentation Type and Header." The size and offset are expressed on the compressed packet per [RFC6282] as opposed to the uncompressed - native packet - form.

6.1. Recoverable Fragment Dispatch type and Header

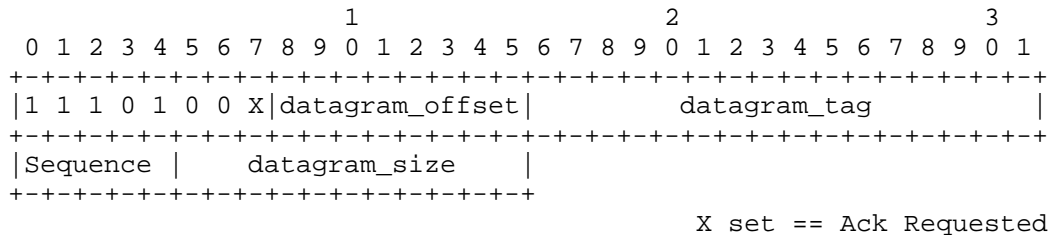


Figure 2: Recoverable Fragment Dispatch type and Header

X: 1 bit; When set, the sender requires an Acknowledgment from the receiver

Sequence: 5 bits; The sequence number of the fragment. Fragments are numbered [0..N] where N is in [0..31].

6.2. Fragment acknowledgment Dispatch type and Header

The specification also defines a 4-octet acknowledgment bitmap that is used to carry selective acknowledgments for the received fragments. A given offset in the bitmap maps one to one with a given sequence number.

The offset of the bit in the bitmap indicates which fragment is acknowledged as follows:

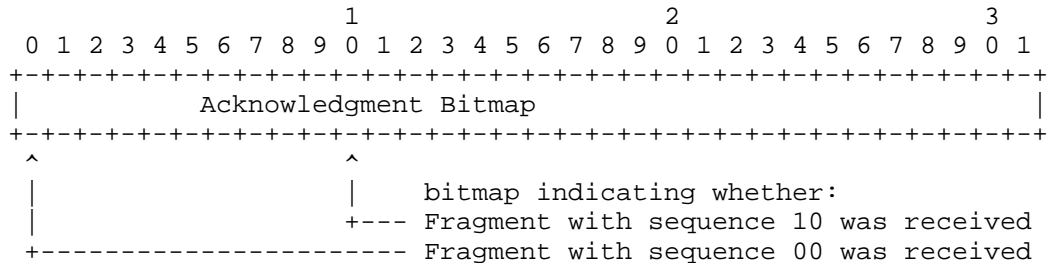


Figure 3: Acknowledgment bitmap encoding

So in the example below Figure 4 it appears that all fragments from sequence 0 to 20 were received but for sequence 1, 2 and 16 that were either lost or are still in the network over a slower path.

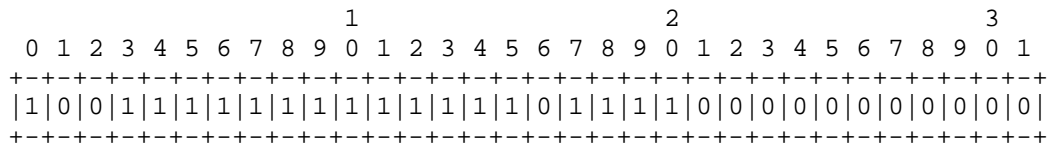


Figure 4: Expanding 3 octets encoding

The acknowledgment bitmap is carried in a Fragment Acknowledgment as follows:

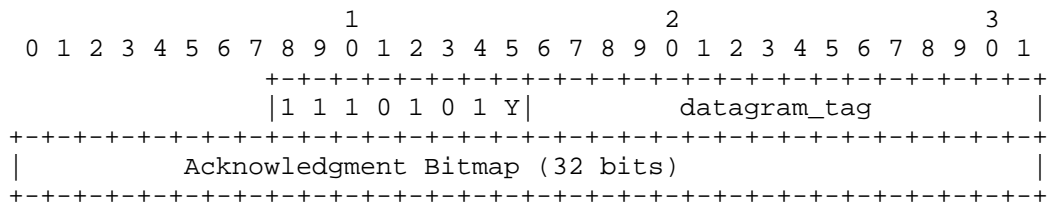


Figure 5: Fragment Acknowledgment Dispatch type and Header

Y: 1 bit; Explicit Congestion Notification (ECN) signalling

When set, the sender indicates that at least one of the acknowledged fragments was received with an Explicit Congestion Notification, indicating that the path followed by the fragments is subject to congestion.

acknowledgment Bitmap

An acknowledgment bitmap, whereby bit at offset x indicates that fragment x was received.

7. Fragments Recovery

The Recoverable Fragments header RFRAG and RFRAG-AR deprecate the original fragment headers from [RFC4944] and replace them in the fragmented packets. The Fragment Acknowledgment RFRAG-ACK is introduced as a standalone header in message that is sent back to the fragment source endpoint as known by its MAC address. This assumes that the source MAC address in the fragment (if any) and datagram_tag are enough information to send the Fragment Acknowledgment back to the source fragmentation endpoint.

The 6LoWPAN endpoint that fragments the packets at 6LoWPAN level (the sender) controls the Fragment Acknowledgments. It may do that at any fragment to implement its own policy or perform congestion control which is out of scope for this document. When the sender of the fragment knows that an underlying mechanism protects the Fragments already it MAY refrain from using the Acknowledgment mechanism, and never set the Ack Requested bit. The 6LoWPAN endpoint that recomposes the packets at 6LoWPAN level (the receiver) MUST acknowledge the fragments it has received when asked to, and MAY slightly defer that acknowledgment.

The sender transfers a controlled number of fragments and MAY flag the last fragment of a series with an acknowledgment request. The receiver MUST acknowledge a fragment with the acknowledgment request bit set. If any fragment immediately preceding an acknowledgment request is still missing, the receiver MAY intentionally delay its acknowledgment to allow in-transit fragments to arrive. Delaying the acknowledgment might defeat the round trip delay computation so it should be configurable and not enabled by default.

The receiver interacts with the sender using an Acknowledgment message with a bitmap that indicates which fragments were actually received. The bitmap is a 32bit SWORD, which accommodates up to 32 fragments and is sufficient for the 6LoWPAN MTU. For all n in $[0..31]$, bit n is set to 1 in the bitmap to indicate that fragment with sequence n was received, otherwise the bit is set to 0. All zeros is a NULL bitmap that indicates that the fragmentation process was canceled by the receiver for that datagram.

The receiver MAY issue unsolicited acknowledgments. An unsolicited acknowledgment enables the sender endpoint to resume sending if it had reached its maximum number of outstanding fragments or indicate that the receiver has cancelled the process of an individual datagram. Note that acknowledgments might consume precious resources

so the use of unsolicited acknowledgments should be configurable and not enabled by default.

The sender arms a retry timer to cover the fragment that carries the Acknowledgment request. Upon time out, the sender assumes that all the fragments on the way are received or lost. The process must have completed within an acceptable time that is within the boundaries of upper layer retries. The method detailed in [RFC6298] is recommended for the computation of the retry timer. It is expected that the upper layer retries obey the same or friendly rules in which case a single round of fragment recovery should fit within the upper layer recovery timers.

Fragments are sent in a round robin fashion: the sender sends all the fragments for a first time before it retries any lost fragment; lost fragments are retried in sequence, oldest first. This mechanism enables the receiver to acknowledge fragments that were delayed in the network before they are actually retried.

When the sender decides that a packet should be dropped and the fragmentation process canceled, it sends a pseudo fragment with the datagram_offset, sequence and datagram_size all set to zero, and no data. Upon reception of this message, the receiver should clean up all resources for the packet associated to the datagram_tag. If an acknowledgment is requested, the receiver responds with a NULL bitmap.

The receiver might need to cancel the process of a fragmented packet for internal reasons, for instance if it is out of recomposition buffers, or considers that this packet is already fully recomposed and passed to the upper layer. In that case, the receiver SHOULD indicate so to the sender with a NULL bitmap. Upon an acknowledgment with a NULL bitmap, the sender MUST drop the datagram.

8. Forwarding Fragments

This specification enables intermediate routers to forward fragments with no intermediate reconstruction of the entire packet. Upon the first fragment, the routers lay an label along the path that is followed by that fragment (that is IP routed), and all further fragments are label switched along that path. As a consequence, alternate routes not possible for individual fragments. The datagram_tag is used to carry the label, that is swapped at each hop.

8.1. Upon the first fragment

In route over the L2 source changes at each hop. The label that is formed and placed in the datagram_tag is associated to the source MAC and only valid (and unique) for that source MAC. Say the first fragment has:

Source IPv6 address = IP_A (maybe hops away)

Destination IPv6 address = IP_B (maybe hops away)

Source MAC = MAC_prv (prv as previous)

Datagram_tag= DT_prv

The intermediate router that forwards individual fragments does the following:

a route lookup to get Next hop IPv6 towards IP_B, which resolves as IP_nxt (nxt as next)

a MAC address resolution to get the MAC address associated to IP_nxt, which resolves as MAC_nxt

Since it is a first fragment of a packet from that source MAC address MAC_prv for that tag DT_prv, the router:

cleans up any leftover resource associated to the tuple (MAC_prv, DT_prv)

allocates a new label for that flow, DT_nxt, from a Least Recently Used pool or some similar procedure.

allocates a Label swap structure indexed by (MAC_prv, DT_prv) that contains (MAC_nxt, DT_nxt)

allocates a Label swap structure indexed by (MAC_nxt, DT_nxt) that contains (MAC_prv, DT_prv)

swaps the MAC info to from self to MAC_nxt

Swaps the datagram_tag to DT_nxt

At this point the router is all set and can forward the packet to nxt.

8.2. Upon the next fragments

Upon next fragments (that are not first fragment), the router expects to have already Label swap structure indexed by (MAC_prv, DT_prv). The router:

lookups up the Label swap entry for (MAC_prv, DT_prv), which resolves as (MAC_nxt, DT_nxt)

swaps the MAC info to from self to MAC_nxt;

Swaps the datagram_tag to DT_nxt

At this point the router is all set and can forward the packet to nxt.

if the Label swap entry for (MAC_src, DT_src) is not found, the router builds an RFRAG-ACK to indicate the error. The acknowledgment message has the following information:

MAC info set to from self to MAC_prv as found in the fragment

Swaps the datagram_tag set to DT_prv

Bitmap of all zeroes to indicate the error

At this point the router is all set and can send the RFRAG-ACK back ot the previous router.

8.3. Upon the fragment acknowledgments

Upon fragment acknowledgments next fragments (that are not first fragment), the router expects to have already Label swap structure indexed by (MAC_nxt, DT_nxt). The router:

lookups up the Label swap entry for (MAC_nxt, DT_nxt), which resolves as (MAC_prv, DT_prv)

swaps the MAC info to from self to MAC_prv;

Swaps the datagram_tag to DT_prv

At this point the router is all set and can forward the RFRAG-ACK to prv.

if the Label swap entry for (MAC_nxt, DT_nxt) is not found, it simply drops the packet.

if the RFRAG-ACK indicates either an error or that the fragment was fully receive, the router schedules the Label swap entries for recycling. If the RFRAG-ACK is lost on the way back, the source may retry the last fragments, which will result as an error RFRAG-ACK from the first router on the way that has already cleaned up.

9. Security Considerations

The process of recovering fragments does not appear to create any opening for new threat compared to "Transmission of IPv6 Packets over IEEE 802.15.4 Networks" [RFC4944].

10. IANA Considerations

Need extensions for formats defined in "Transmission of IPv6 Packets over IEEE 802.15.4 Networks" [RFC4944].

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