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INTERNET OF THINGS

IoT PROJECT 2022-2023

**LIGHTWEIGHT PUBLISH-SUBSCRIBE
APPLICATION PROTOCOL**

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1 Introduction

The project aims to design a lightweight publish-subscribe application and deploy it, with a simulator, in a star-shaped network topology. TinyOS is the platform used to implement the sensor's logic, basic components and interfaces were used to implement a fully functional application, where Timers played a fundamental role in making the system work properly. In order to test and evaluate the application, Cooja has been used to simulate a sensor system, exploiting motes' output prints to verify the correctness of the developed project. In order to make the system communicate with the external world, we connected the PAN (Personal Area Network) Coordinator with Node-Red through a TCP socket, and successively transmitted data to the ThingSpeak visualization service using the MQTT communication protocol.

2 Methodology

2.1 Firmware Development

2.1.1 Data Structures

In our application, we used a **struct** to define the structure of the messages that are to be exchanged in the sensor network, it includes only the essential fields needed for a publish-subscribe communication protocol in order to maintain the system lightweight. We used integers to represent the message types and the topics, the table in Fig. 2.1 summarizes the message structure, showing the enumeration of the fields.

Message Fields	Type	Topic
Type	0	CONNECT
Sender	1	CONNACK
Destination	2	SUBSCRIBE
Topic	3	SUBACK
Payload	4	PUBLISH

Figure 2.1: Message structure

To manage the logic of the application, we used simple data structures to manipulate data, only arrays were used, without creating **structs** other than the one used for messages.

- **Connection:** an array sized as the number of nodes has been used to verify if a node is connected to the PAN Coordinator, the element indexed as the **node** ID is set to 1 if the node is successfully connected, 0 otherwise;
- **Subscriptions:** three similar arrays have been used to verify if a node is subscribed to a specific topic, following the same boolean logic described before, we created an array for each topic;
- **Messages queue:** an array of messages is used to enqueue them before being sent, size can be defined before the execution of the application.

2.1.2 Timers

Timers have been used to implement the essential application procedures: they impose a delay between connection and subscribe procedures, they manage timeouts for retransmission and they mark the time for sending messages eventually present in the queue.

Retransmission

Every node waits for the same amount of time before starting the connection procedure, we decided to do that because, in case of receiving failure from the PAN Coordinator due to concurrency, the retransmission mechanism is enabled to make all the nodes connect successfully. The same logic is applied to subscriptions, enabled after a fixed amount of time right after the connection procedure is completed. The PAN Coordinator does not handle CON and SUB messages with the queue because the retransmission mechanism guarantees that, at a certain point, all the nodes will be successfully connected and subscribed.

Transmission Queue

A different logic has been implemented for the publish procedure, in this case, the PAN Coordinator has to send multiple messages when receiving a PUB message from a node, so a queue is needed in order to not lose packets: the transmitter remains busy for a certain amount of time when sending a packet, so if we call the send function multiple times without waiting in between, packets will not be sent due to concurrency. In our application, when a PUB message needs to be sent, it is first put into a queue, then a periodic timer will check if the queue is empty, if not, a message is popped out and sent. With this design, the transmitter will not be called when busy.

2.2 Simulation

When creating the simulation with the Cooja platform, we have positioned the nodes in such a way that the sensor groups subscribed to the same topic are able to communicate only with the PAN Coordinator, by doing so, we demonstrate that the only way messages published by the concerned node can be received only through the Coordinator. In Fig. 2.2 the topology of the network used for experimental evaluation is shown. We compiled the TinyOS code to be installed on a TelosB device, simulating it with Cooja's Sky Motes.

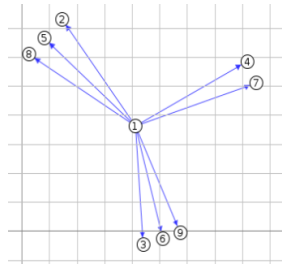


Figure 2.2: Star-shaped network topology

2.3 Data Visualization

To establish a connection between the sensor network and Node-Red, we opened a socket serial port on the PAN Coordinator accessible via TCP. In our Node-Red flow (Fig. 2.3), we use a TCP-in component to collect all the information printed out from the PAN Coordinator, we then pass all these strings to two function blocks, one to filter only PUB messages received from the other motes, and another one to format the information inside the messages to be published on our ThingSpeak channel through a MQTT-out component. We added a rate limiter to be sure that all messages will be handled by ThingSpeak.

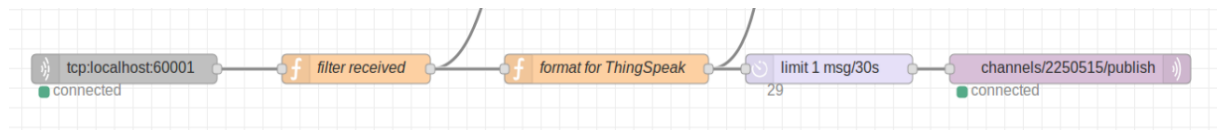
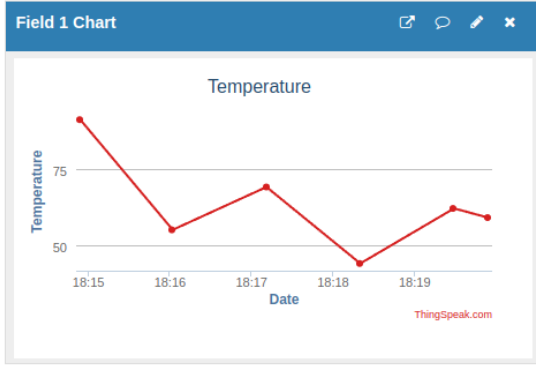
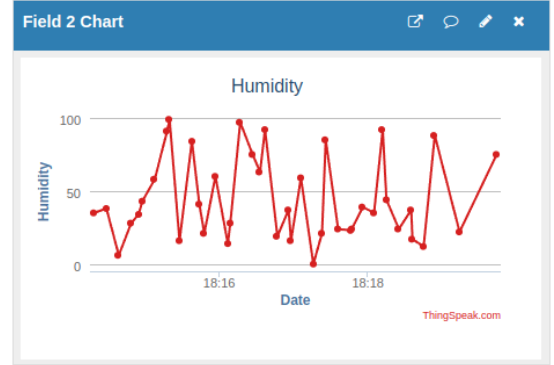


Figure 2.3: Node-Red flow

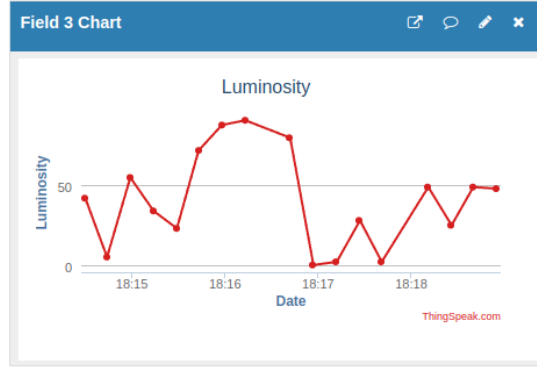
Our flow publish data by processing one message at a time, indeed, in the payload we send through MQTT to ThingSpeak, we update one field per publish. In Fig. 3.1 we show a screenshot of the charts of our channel some moments after the nodes start communicating between each other.



(a) Temperature



(b) Humidity



(c) Luminosity

Figure 2.4: ThingSpeak channel charts

3 Experimental Evaluation

3.1 Assumptions

1. The PAN Coordinator is the node with ID equal to 1;
2. Nodes will publish and subscribe to a topic based on their ID, considering integer topics, the subscribe topic is $\text{node ID} \bmod 3$ and publish topic is $(\text{node ID} - 1) \bmod 3$;
3. In order to have at least three nodes subscribed to more than one topic, every node subscribed to topic 0 (Temperature) is subscribed to topic 1 (Humidity);
4. The publish rate depends on node ID: the lower, the faster.

3.2 Results and Analysis

We evaluated the correctness of the developed application with debug messages printed out by the nodes and by the ON/OFF switch of the node LEDs: every time a PUB is received the red LED toggles, after connection green LED is on and after the first subscription blue LED is on. The following screenshots

are taken from a single simulation.

In Fig. 3.1a, it is possible to notice the 3-step connection correctness, after a node sends the CONNECT message, it declare himself connected only after receiving the ACK of type 1 (CONNACK) from the PANC. In Fig. 3.1b the subscribe procedure and the retransmission of CONNECT message from Mote 5 due to lost CONNACK is shown. In Fig. 3.1c Mote 2 is publishing on topic 1 (payload 99) and, in Fig. 3.1d, all the subscribed nodes receive the PUB message from the PANC.

Time	Mote	Message
00:04.986	ID:3	radio on
00:05.136	ID:8	sending CONNECT
00:05.142	ID:1	sending ACK (1)
00:05.151	ID:8	node connected
00:05.300	ID:2	sending CONNECT
00:05.311	ID:1	sending ACK (1)
00:05.314	ID:6	sending CONNECT
00:05.319	ID:2	node connected
00:05.320	ID:1	sending ACK (1)
00:05.325	ID:6	node connected
00:05.412	ID:4	sending CONNECT
00:05.423	ID:1	sending ACK (1)
00:05.429	ID:4	node connected
00:05.465	ID:7	sending CONNECT
00:05.479	ID:1	sending ACK (1)
00:05.480	ID:7	node connected
00:05.772	ID:9	sending CONNECT
00:05.779	ID:5	sending CONNECT
00:05.780	ID:1	sending ACK (1)
00:05.793	ID:1	sending ACK (1)
00:05.794	ID:9	node connected
00:05.963	ID:3	sending CONNECT
00:05.972	ID:1	sending ACK (1)
00:05.982	ID:3	node connected

(a) Connection

Time	Mote	Message
00:14.917	ID:8	sending SUBSCRIBE (topic: 2)
00:14.925	ID:1	sending ACK (3)
00:14.934	ID:8	node subscribed
00:15.086	ID:2	sending SUBSCRIBE (topic: 2)
00:15.091	ID:1	sending ACK (3)
00:15.092	ID:6	sending SUBSCRIBE (topic: 0)
00:15.096	ID:2	node subscribed
00:15.100	ID:1	sending ACK (3)
00:15.106	ID:6	node subscribed
00:15.195	ID:4	sending SUBSCRIBE (topic: 1)
00:15.209	ID:1	sending ACK (3)
00:15.219	ID:4	node subscribed
00:15.256	ID:7	sending SUBSCRIBE (topic: 1)
00:15.270	ID:1	sending ACK (3)
00:15.281	ID:7	node subscribed
00:15.561	ID:9	sending SUBSCRIBE (topic: 0)
00:15.575	ID:1	sending ACK (3)
00:15.585	ID:9	node subscribed
00:15.748	ID:3	sending SUBSCRIBE (topic: 0)
00:15.759	ID:1	sending ACK (3)
00:15.771	ID:3	node subscribed
00:16.522	ID:5	sending CONNECT
00:16.533	ID:1	sending ACK (1)
00:16.546	ID:5	node connected

(b) Subscription and retransmission

Time	Mote	Message
00:54.951	ID:8	sending PUB to 1, topic 1, payload 31
00:54.957	ID:1	PUB: topic 1, payload 31
00:55.114	ID:2	sending PUB to 1, topic 1, payload 99
00:55.122	ID:1	PUB: topic 1, payload 99
00:55.226	ID:4	sending PUB to 1, topic 0, payload 84
00:55.235	ID:1	PUB: topic 0, payload 84
00:55.260	ID:1	sending PUB to 5, topic 2, payload 24

(c) Publish from Mote 1

Time	Mote	Message
01:04.049	ID:1	sending PUB to 6, topic 1, payload 31
01:04.060	ID:6	PUB: topic 1, payload 31
01:04.880	ID:2	sending PUB to 1, topic 1, payload 57
01:04.886	ID:1	PUB: topic 1, payload 57
01:04.894	ID:6	sending PUB to 1, topic 2, payload 69
01:04.903	ID:1	PUB: topic 2, payload 69
01:05.027	ID:1	sending PUB to 7, topic 1, payload 31
01:05.028	ID:7	PUB: topic 1, payload 31
01:05.544	ID:3	sending PUB to 1, topic 2, payload 34
01:05.546	ID:1	PUB: topic 2, payload 34
01:06.002	ID:1	sending PUB to 9, topic 1, payload 31
01:06.007	ID:9	PUB: topic 1, payload 31
01:06.979	ID:1	sending PUB to 3, topic 1, payload 99
01:06.990	ID:3	PUB: topic 1, payload 99
01:07.955	ID:1	sending PUB to 4, topic 1, payload 99
01:07.964	ID:4	PUB: topic 1, payload 99
01:08.932	ID:1	sending PUB to 6, topic 1, payload 99
01:08.936	ID:6	PUB: topic 1, payload 99
01:09.909	ID:1	sending PUB to 7, topic 1, payload 99
01:09.917	ID:7	PUB: topic 1, payload 99
01:10.885	ID:1	sending PUB to 9, topic 1, payload 99
01:10.890	ID:9	PUB: topic 1, payload 99
01:11.862	ID:1	sending PUB to 3, topic 0, payload 84
01:11.867	ID:3	PUB: topic 0, payload 84

(d) Publish received from subscribed motes

Figure 3.1: Cooja Mote Output console