

# Networks and Connecting Things to the Cloud

# Connecting Devices to the Network

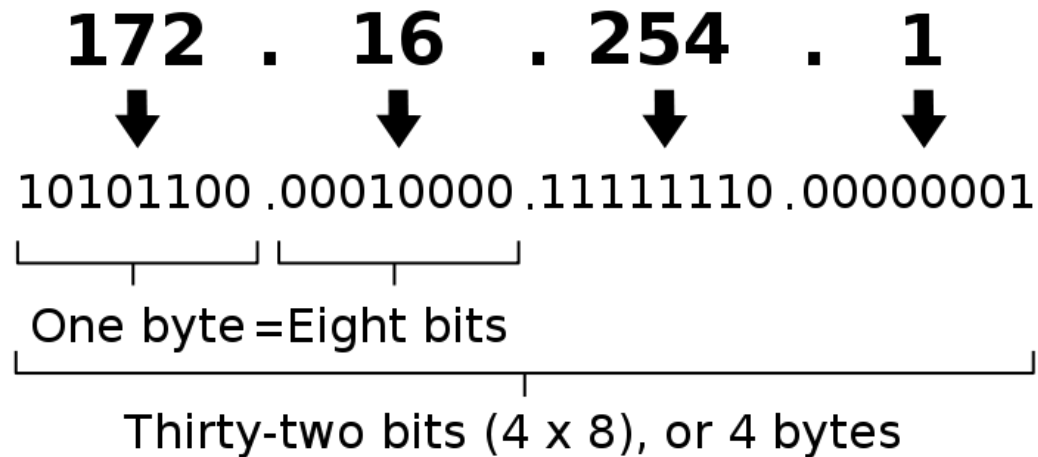
# Connecting Devices to the Network



# Internet Protocols - IPv4

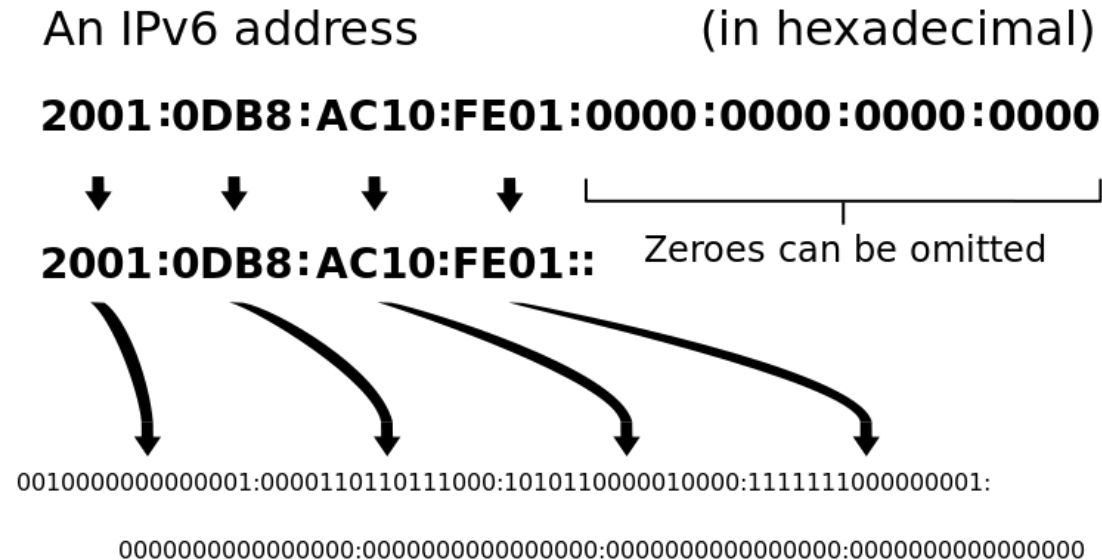
- Internet Protocol version 4
- Developed by DARPA and released for production in 1983
- Uses 32-bit addresses, thus can represent 4294967296 ( $2^{32}$ ) addresses

An IPv4 address (dotted-decimal notation)



# Internet Protocols - IPv6

- The most recent Internet Protocol version
- Developed by the Internet Engineering Task Force (IETF)
- Uses 128-bit addresses, thus can represent  $3.4 \times 10^{38}$  addresses (or about 4000 addresses for every person in the world)



# Internet Protocols - IPv4 vs IPv6

## ■ IPv4

- Fourth version of the Internet Protocol
- Deployed for production in the ARPANET in 1983
- 32 bit IP addresses
- Supports  $2^{32}$  addresses (just over 4 billion)
- End-to-end encryption is optional and thus makes users vulnerable to “man-in-the-middle” attacks

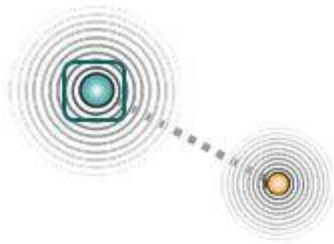
## ■ IPv6

- The most recent version of the Internet Protocol
- Developed by the Internet Engineering Task Force (IETF) due to IPv4 address exhaustion
- 128 bit IP addresses
- Supports  $3.4 \times 10^{38}$  addresses (or about 4000 addresses for every person in the world)
- MAC-based IP addresses
- Can run end-to-end data encryption

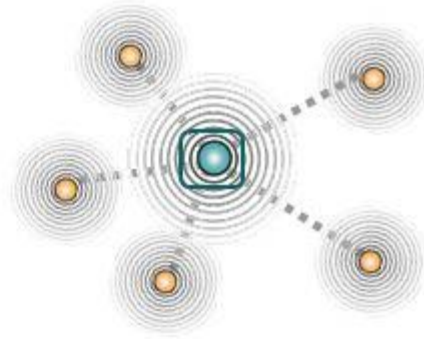
# IoT Networking Protocols

- Infrastructure:
  - 6LowPAN
  - IPv6
- Comms/Transport:
  - NFC
  - Bluetooth
  - WiFi
  - LoRaWAN
- Data Protocols:
  - MQTT
  - CoAP
  - WebSockets

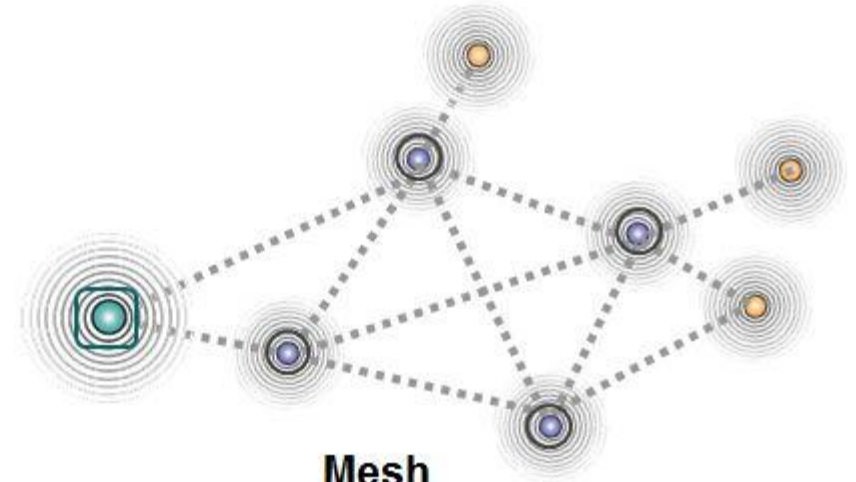
# IoT Network Topologies



**Point-to-Point**



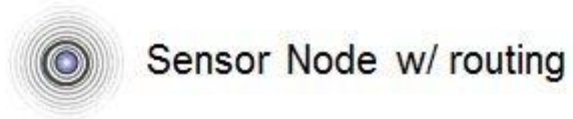
**Star**



**Mesh**



Gateway Node



Sensor Node w/ routing

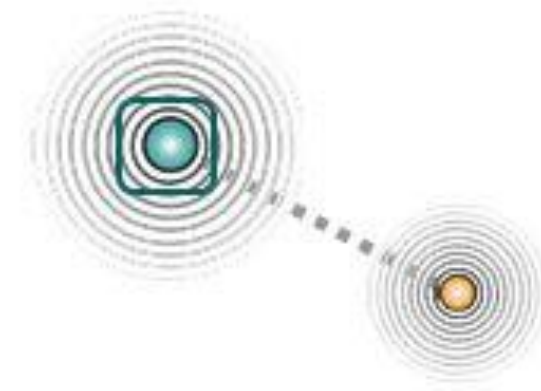


Sensor Node



# Point-to-Point Network

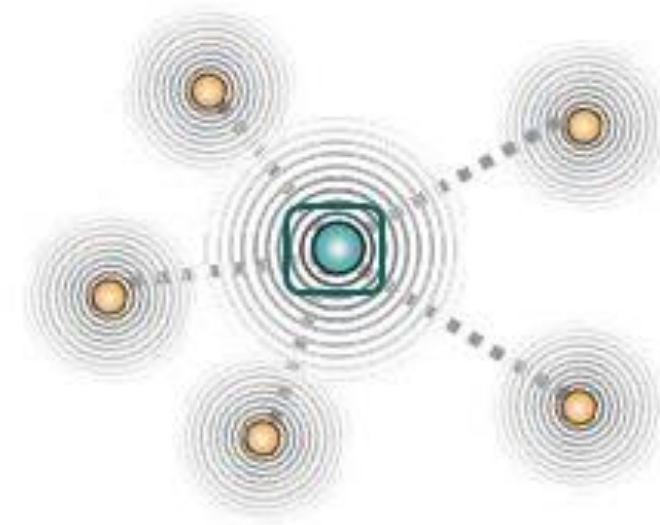
- Simplest topology
- Low cost
- Does not scale beyond two nodes
- Network range limited to one hop
- Network range defined by the transmission range of a single device



**Point-to-Point**

# Star Network

- Scales well
- Network range is defined by the transmission range of a single device
- Consistent and predictable network performance
- Easy fault-finding
- Single point of failure



**Star**

# Mesh Network

- Consists of all three types of nodes
- Network range spans beyond a single device's transmission range
- Scalable to thousands of nodes
- High network resilience
- Complex network with high latency

