物聯網通訊與安全

第2章 物聯網通訊協定
IoT Protocols

蘇維宗 (Wei-Tsung Su)
suwt@au.edu.tw
564D

歷史版本

版本	說明	日期	負責人
v1.0	初版	2019/02/18	蘇維宗

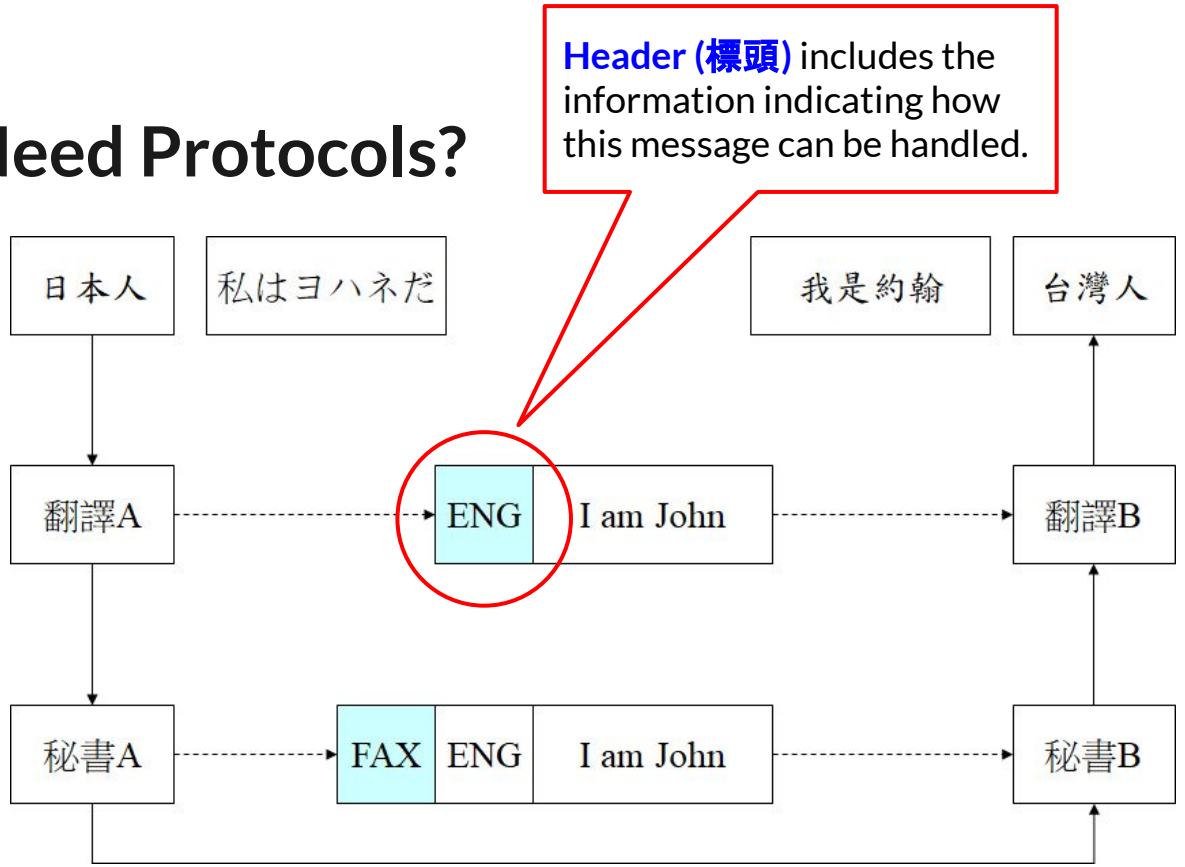
Protocols

What's Protocols?

In computer networking, **protocols (通訊協定)** define

- format and order of messages exchamged among network entities
- actions taken on the transmission and receipt of messages
- other events

Why Need Protocols?



TCP/IP Network Layer Model

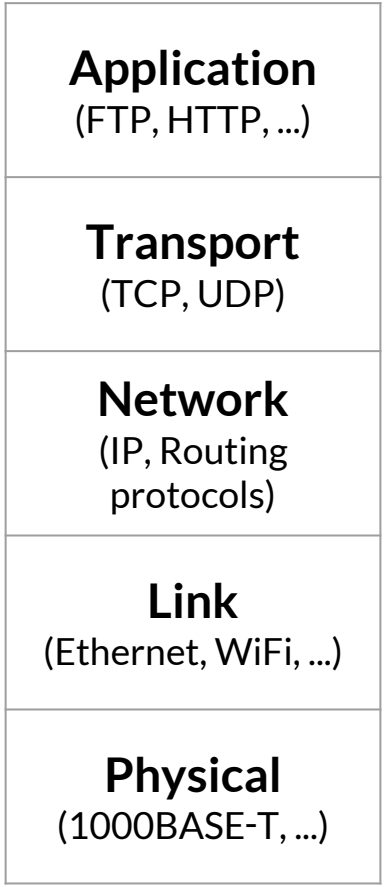
Application: supporting network applications

Transport: process-process data transfer

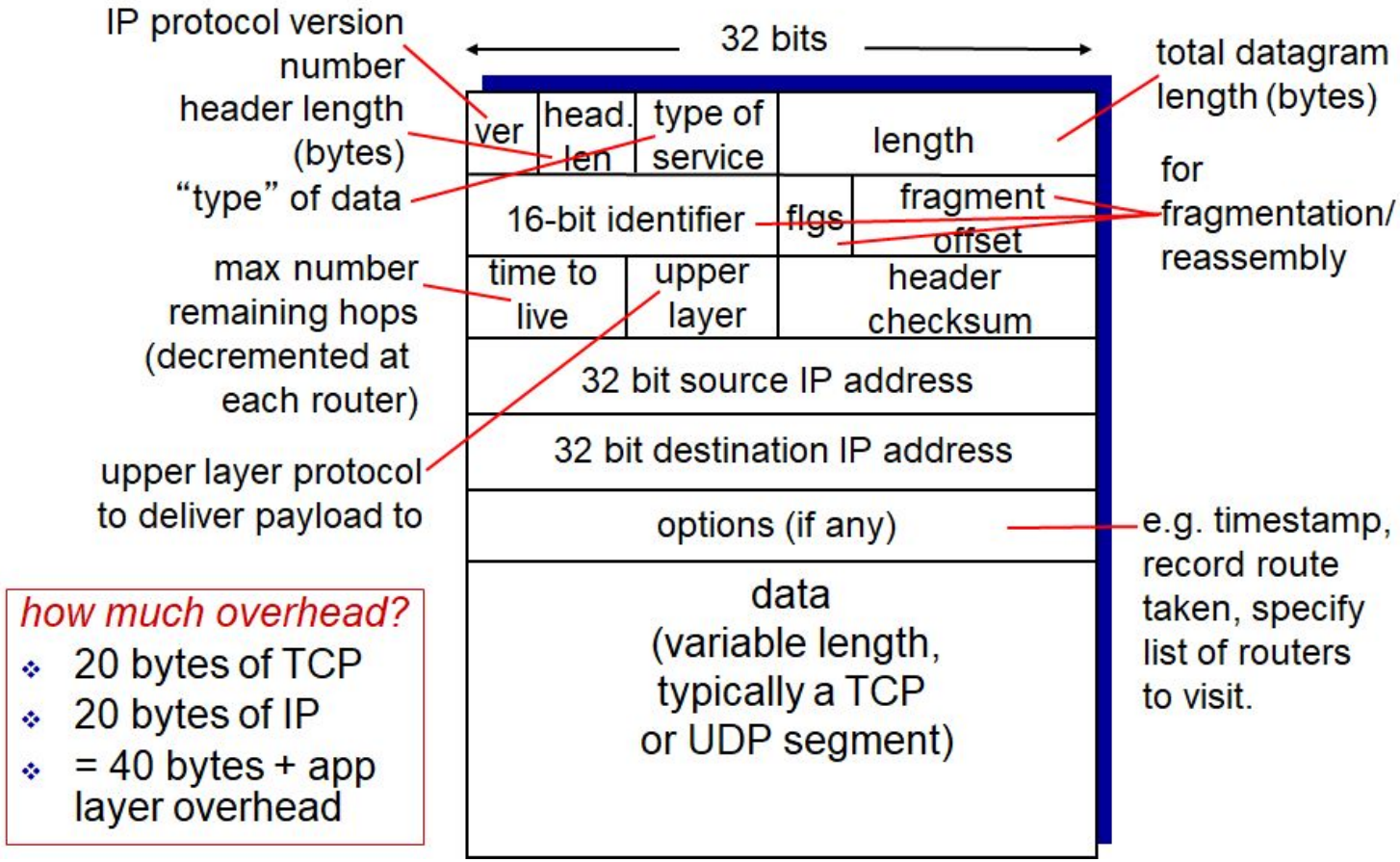
Network: routing of datagrams from source to destination

Link: data transfer between neighboring network elements

Physical: bits “on the wire”



Case Study: HTTP (Application Layer)



Case Study: IPv4 (Network Layer)

IoT Protocols

IoT Protocols for Data Exchange

Constrained Application Protocol (CoAP)

Extensibel Messaging and Presence Protocol (XMPP)

Message Queue Telemetry Transport (MQTT)

Advanced Message Queuing Protocol (AMQP)

Data Distributed Service (DDS)

Comparison

	Transport	Interaction Model	Scope	QoS	Interoperability Level	Encoding	Security
HTTP	TCP/IP	Request-Reply	Device-to-Cloud Cloud-to-Cloud	N/A	Semantic	Text-Based	HTTPS
CoAP	UDP/IP	Request-Reply(REST)	Device-to-Device	2	Semantic	Binary	DTLS
AMQP	TCP/IP	Point-to-Point Message Exchange	Cloud-to-Cloud	3	Structural	Binary	TLS+SASL
MQTT	TCP/IP	Publish-and-Subscribe	Device-to-Cloud Cloud-to-Cloud	3	Foundations	Binary	TLS
DDS	UDP/IP (unicast+multicast) TCP/IP	Publish-and-Subscribe Request-Reply	Device-to-Device Device-to-Cloud Cloud-to-Cloud	22	Structural	Binary	TLS,DTLS, DDS Security

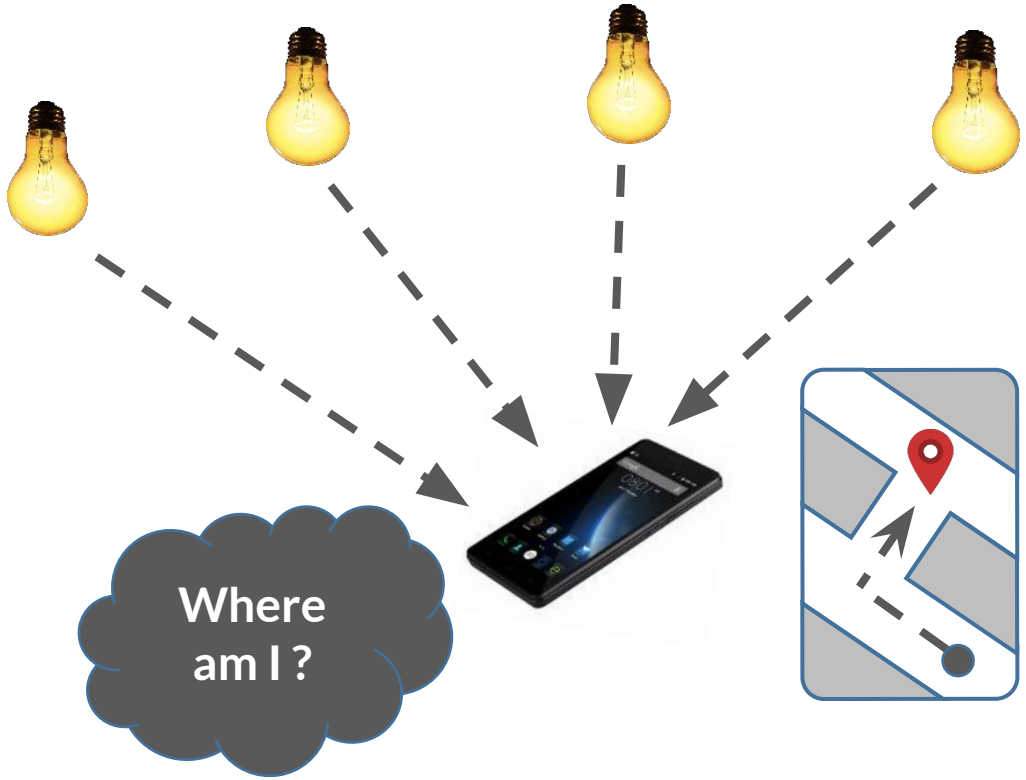
MQTT

Message Queue Telemetry Transport

IoT Applications

Data-Driven Application

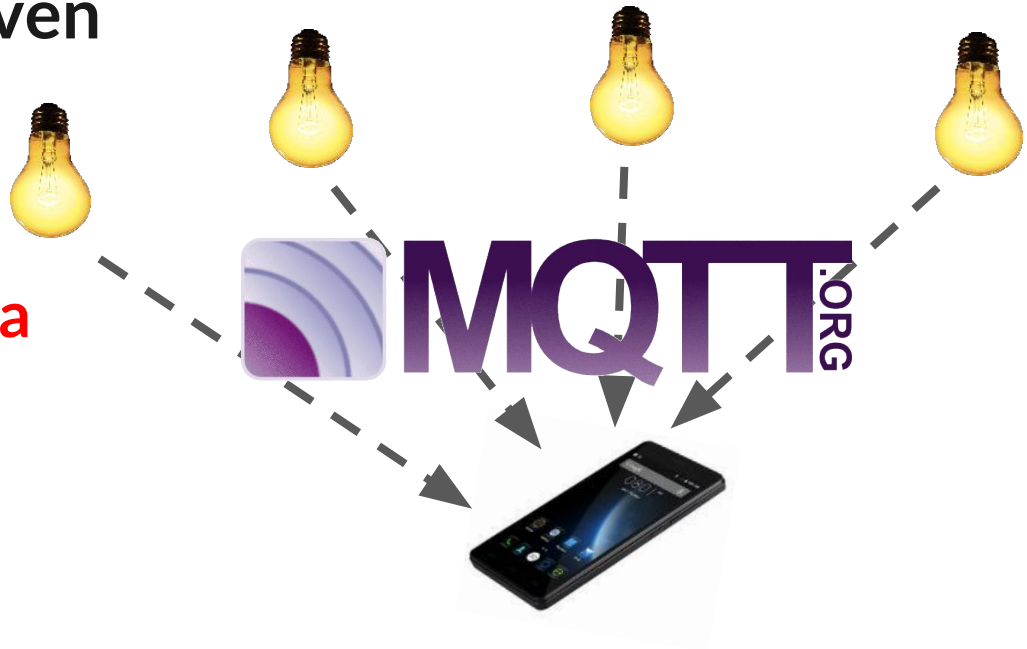
For example, visual light communication (VLC) can be used to provide indoor localization.



Challenges of Data-Driven IoT Applications

How to obtain sensor data from VLC nodes?

MQTT can be one of the solutions.



1999

Andy Stanford-Clark與Arlen Nipper發表MQTT v1.0。

2011

Facebook Messenger採用MQTT作為訊息交換協定。

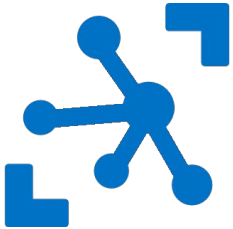
2013

MQTT v3.1成為OASIS輕量化訊息交換的公開標準。

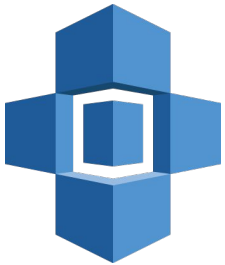
History of MQTT

Watson IoT
(IBM)

IoT Core
(Google)



Azure IoT
(Microsoft)



AWS IoT
(Amazon)

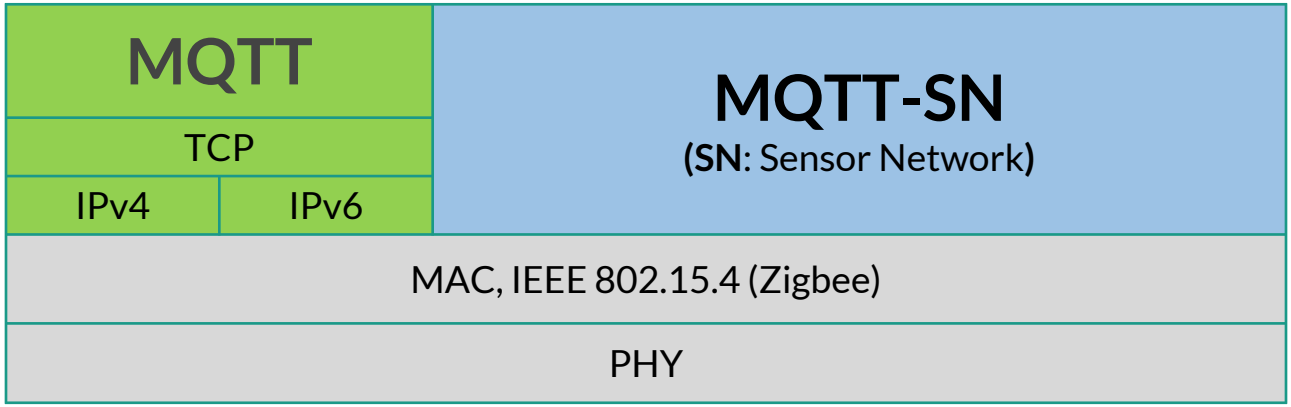
Lightweight

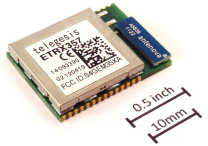
Widely
Accepted

Why using MQTT?

MQTT is based on TCP/IP

MQTT-SN is for devices without TCP/IP



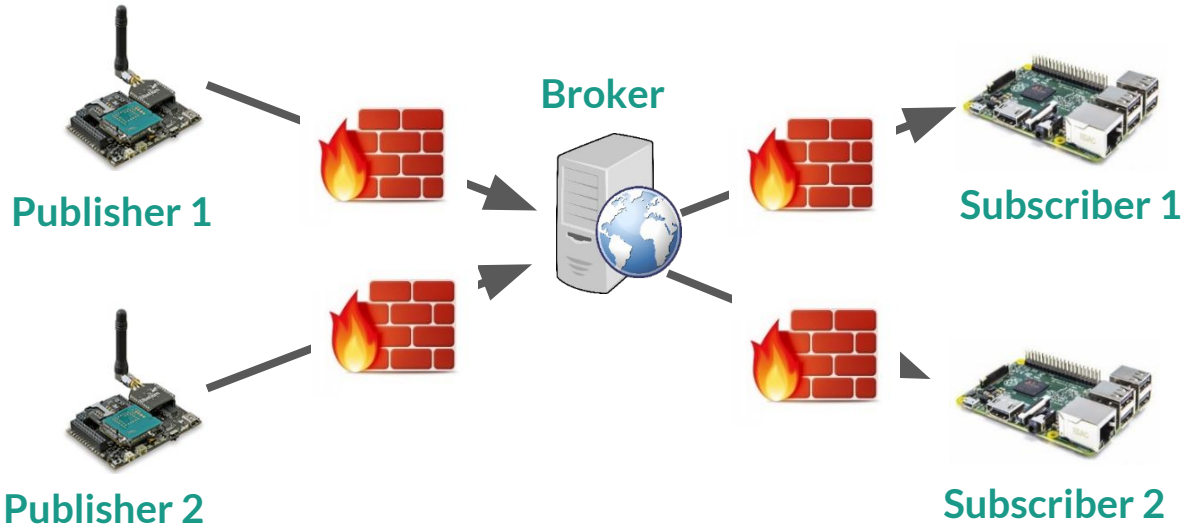


MQTT vs. MQTT-SN

Publisher
Data provider

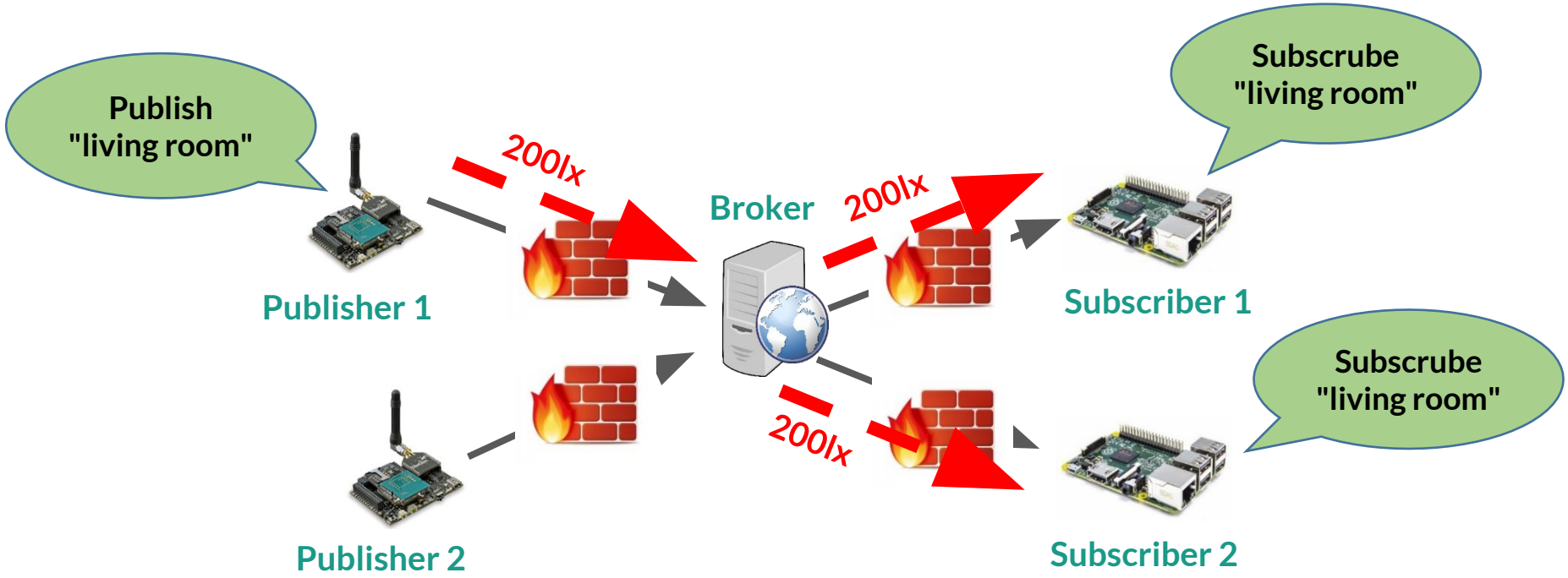
Broker
Data forwarder

Subscriber
Data Consumer



Roles in MQTT

Based on **publish-subscribe** model



Features of MQTT

MQTT Supports Quality of Service (QoS)

QoS Level 0

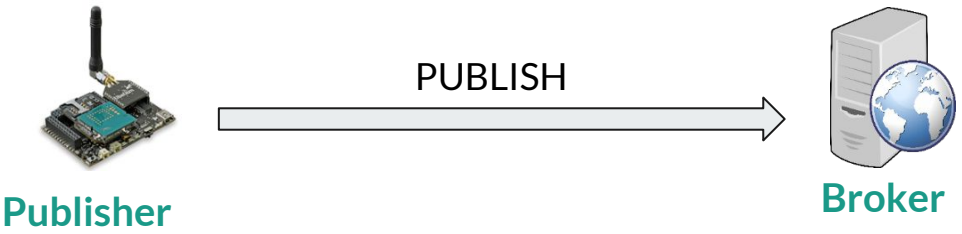
Only Once

QoS Level 1

At Least Once

QoS Level 2

Exactly Once



MQTT Supports Quality of Service (QoS)

QoS Level 0

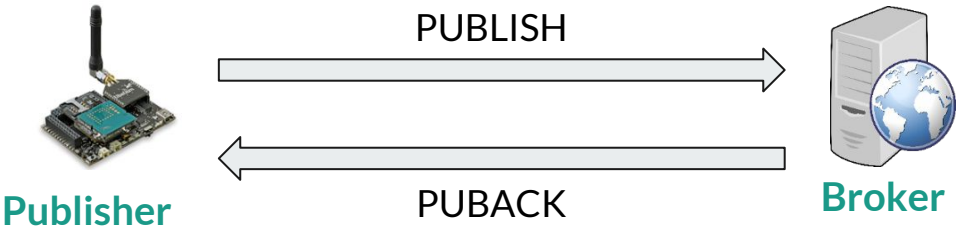
Only Once

QoS Level 1

At Least Once

QoS Level 2

Exactly Once



MQTT Supports Quality of Service (QoS)

QoS Level 0

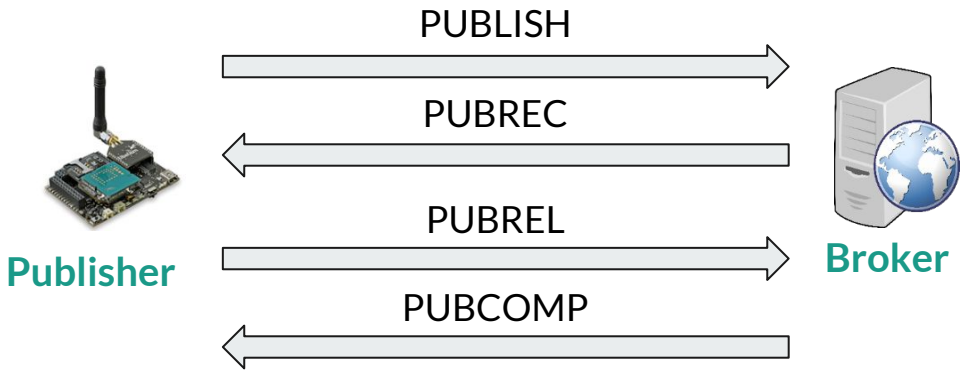
Only Once

QoS Level 1

At Least Once

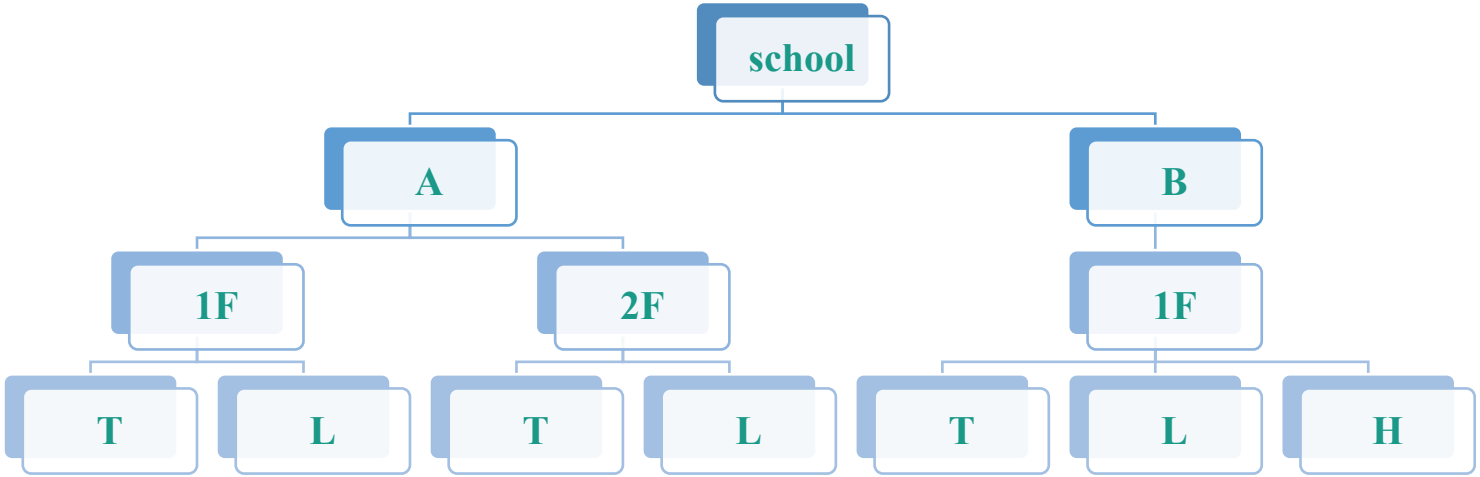
QoS Level 2

Exactly Once



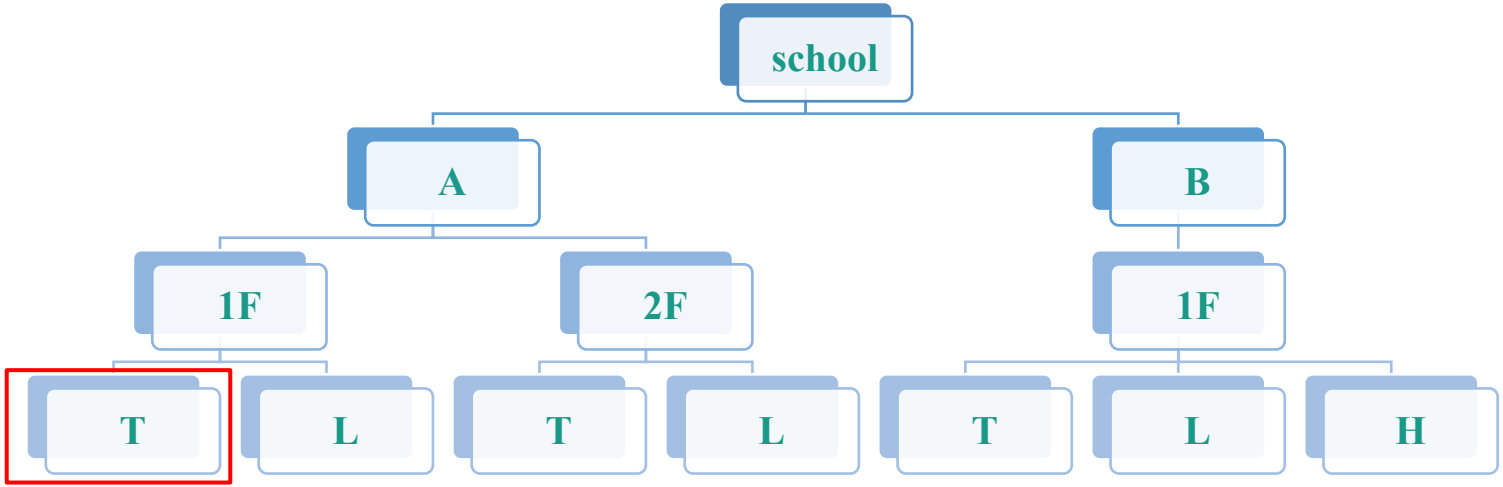
MQTT Topic

MQTT topic can be described as a tree structure. For example,



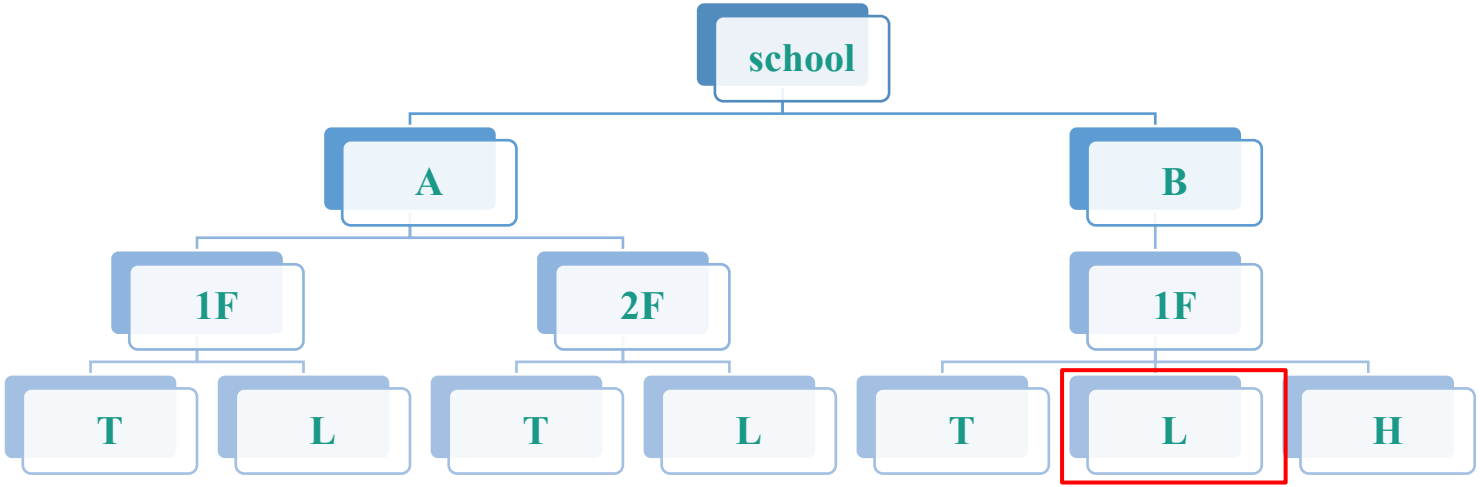
MQTT Topic (con't)

`school/A/1F/T`



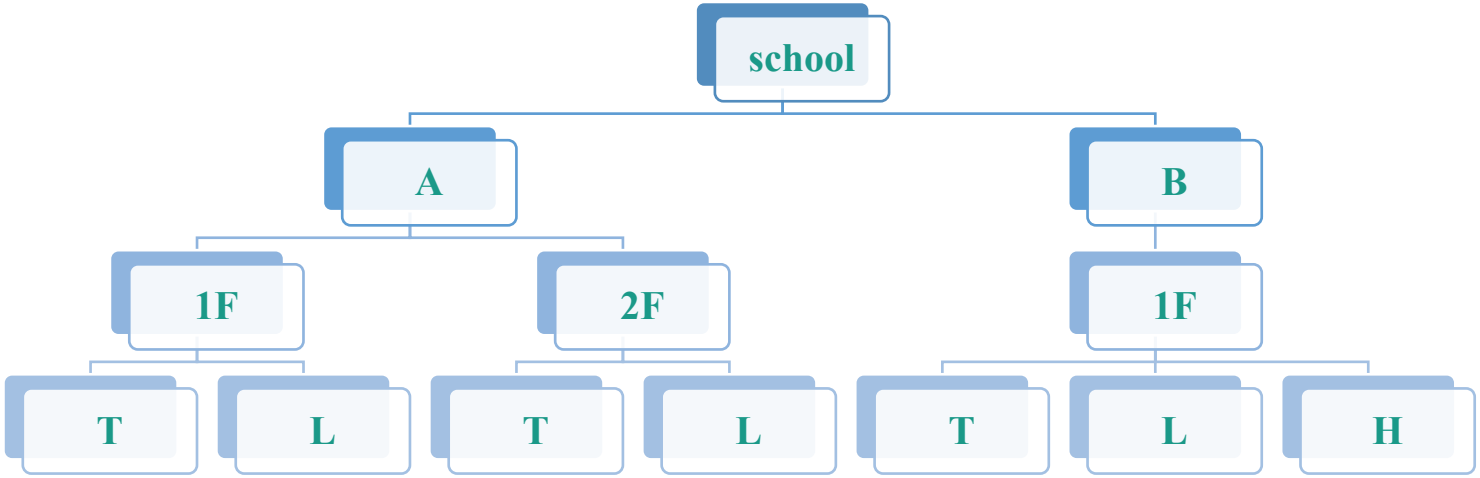
MQTT Topic (con't)

`school/B/1F/L`



Wildcard in MQTT Topic

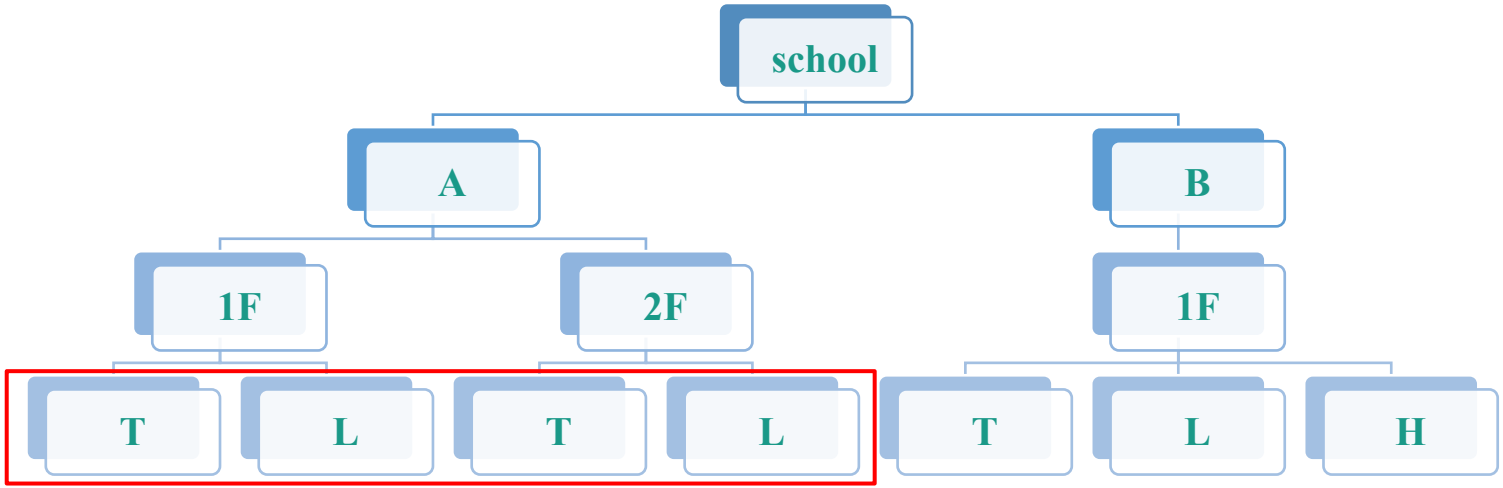
Subscribers can subscribe multiple topics using wildcard in MQTT topic



Wildcard in MQTT Topic (#)

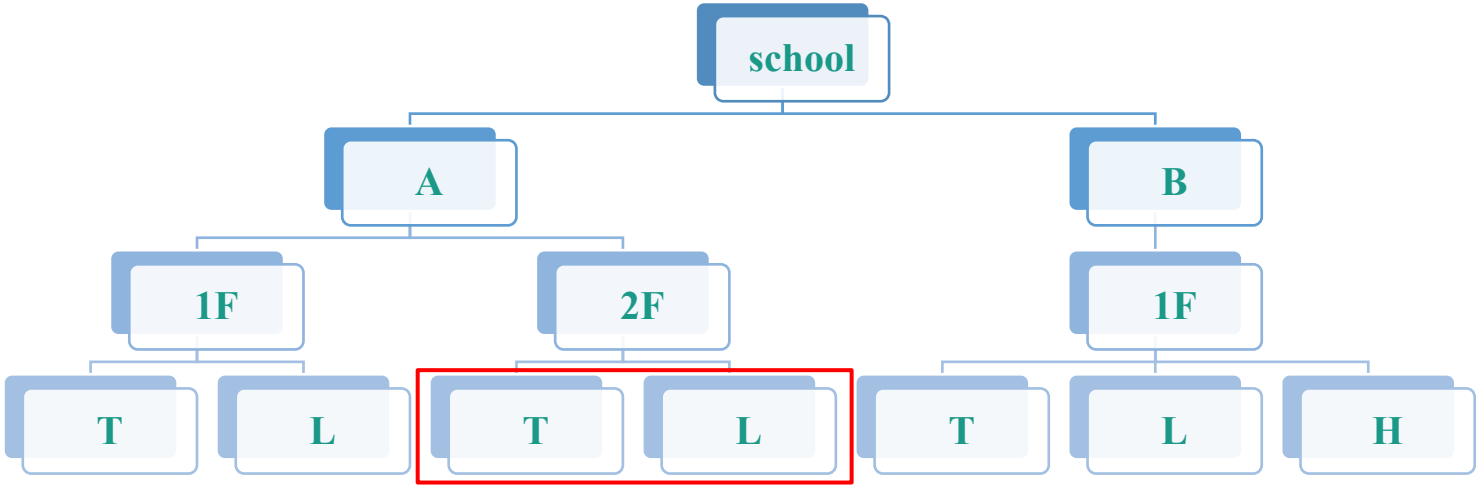
Remark:
Wildcard # can only use once in the tail of topic.

```
school/A/#
```



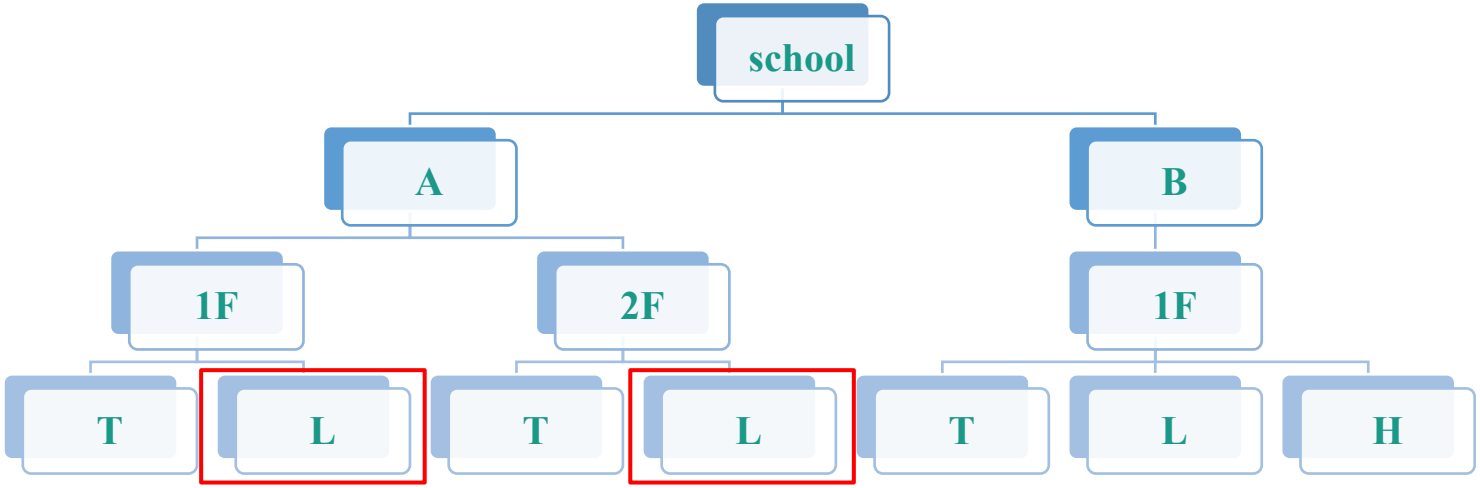
Wildcard in MQTT Topic (#)

`school/A/2F/#`



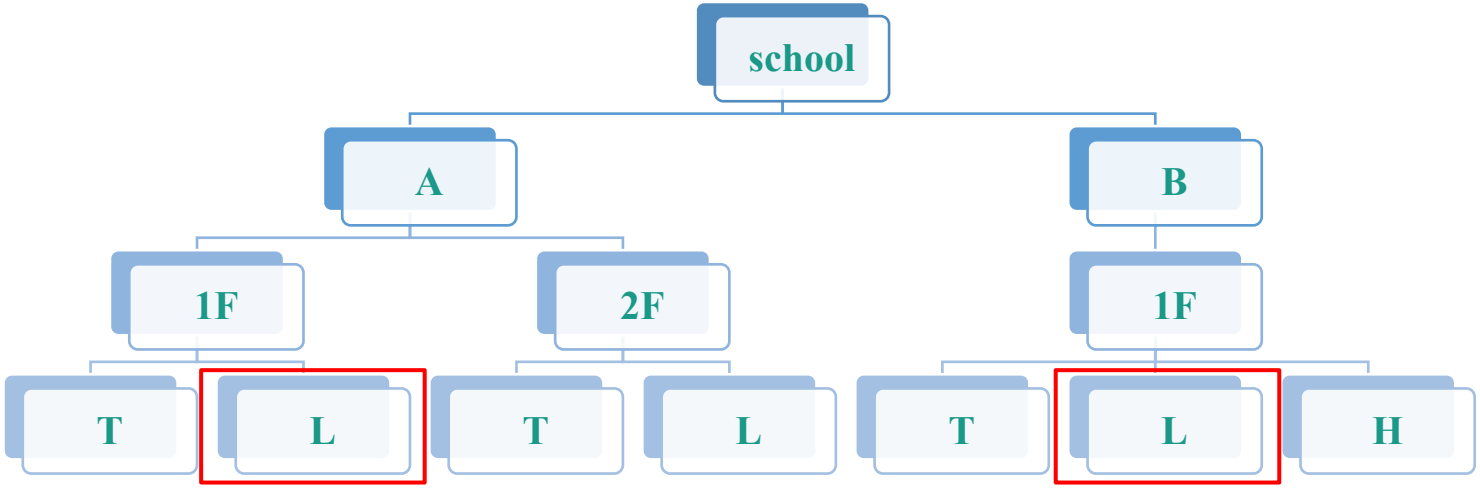
Wildcard in MQTT Topic (+)

`school/A/+/L`



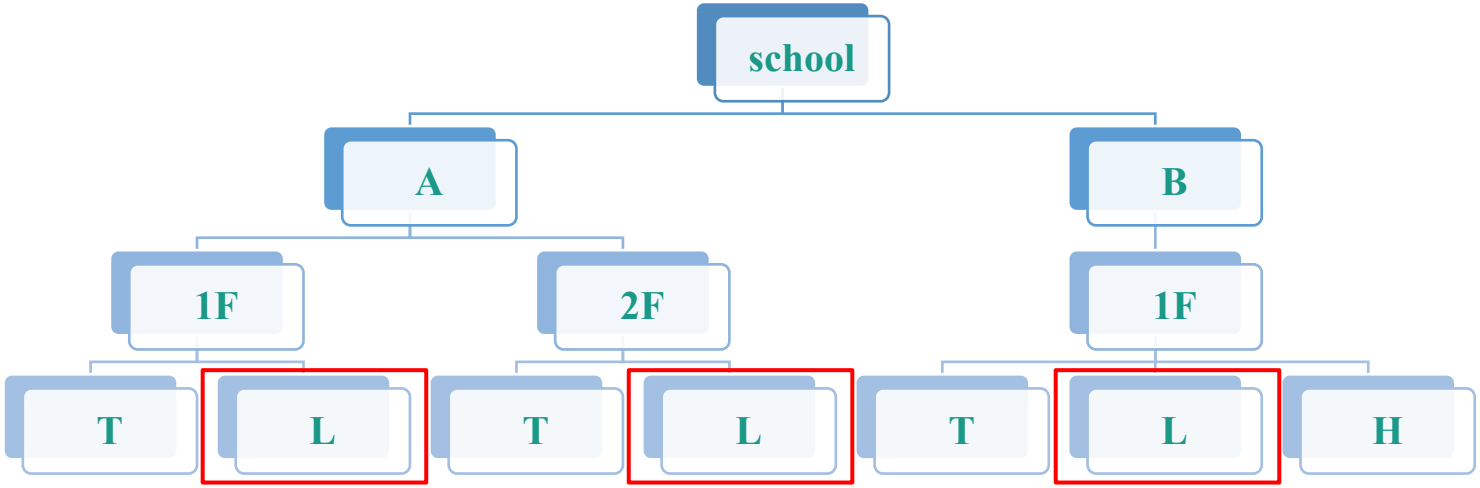
Wildcard in MQTT Topic (+)

`school/+/1F/L`



Wildcard in MQTT Topic (+)

`school/+/+/L`



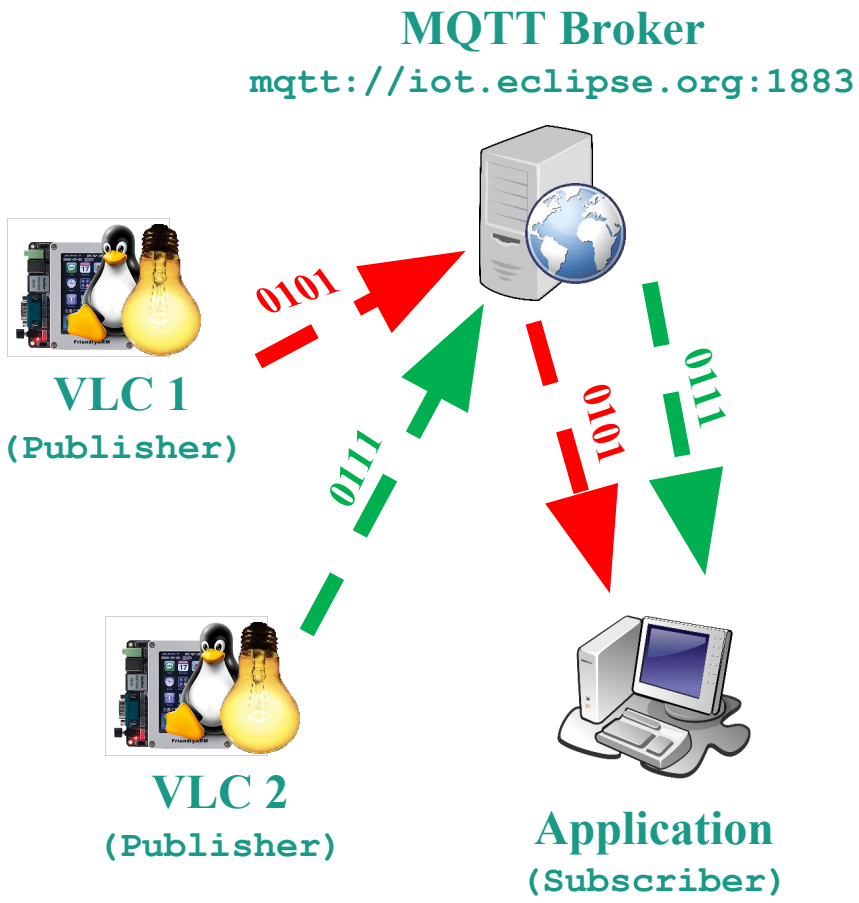
Q & A

Computer History Museum, Mt. View, CA

Experiment 1

Purpose
Data exchange with MQTT

Configuration
All VLC nodes (publisher) send data to application (subscriber).



Experiment 1 (con't)

MQTT Topic

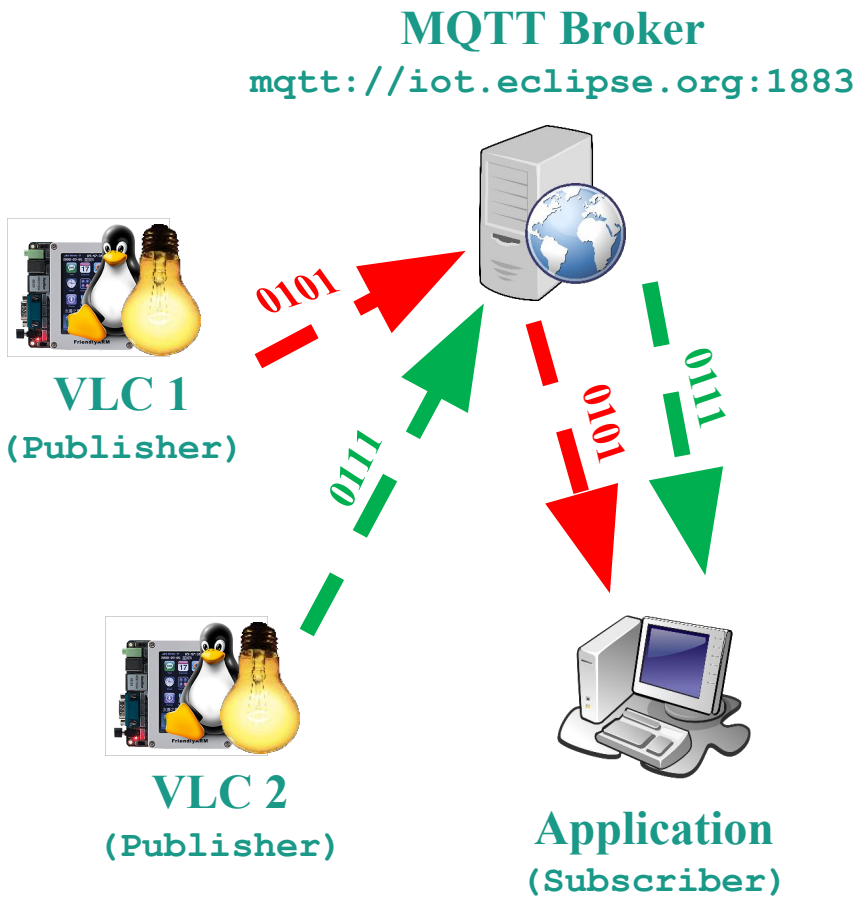
`VLCIP/[node id]/data`

Publisher

`VLCIP/1/data`
`VLCIP/2/data`

Subscriber

`VLCIP/1/data`
`VLCIP/+/data`



Eclipse Paho for Python

Development Environment

Install Python (either Anaconda or Python directly)

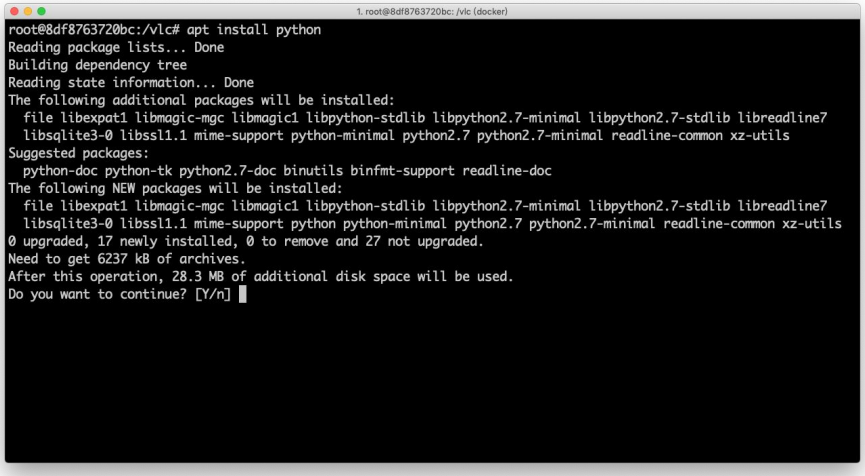
Install Python package manager (`pip`)

Install Python virtual environment (`virtualenv`)

Install Eclipse Paho for Python

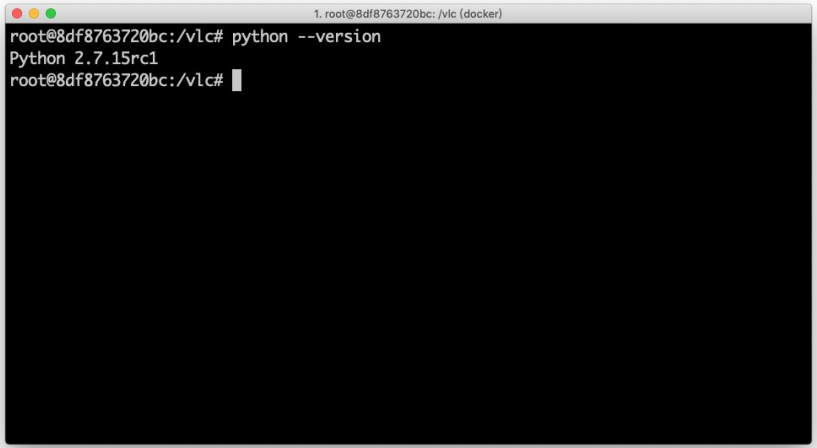
Install Python

```
$ sudo apt install python
```



Install Python (con't)

```
$ python --version
```

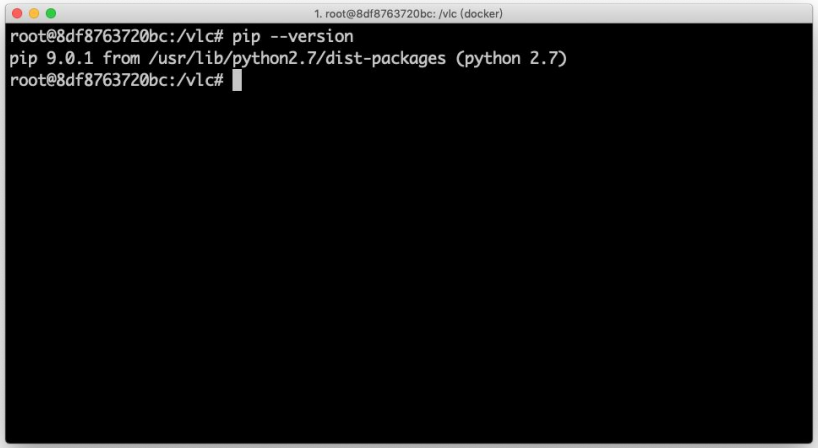


Install Python Package Manager

```
$ sudo apt install python-pip
```

Install Python Package Manager (con't)

```
$ pip --version
```



Install Python Virtual Environment

Install python virtual environment

```
$ pip install virtualenv
```

Check if virtualenv is installed

```
$ virtualenv --version
15.2.0
```

Use Python Virtual Environment

Create virtual environment

```
$ virtualenv [name]
```

Enter virtual environment

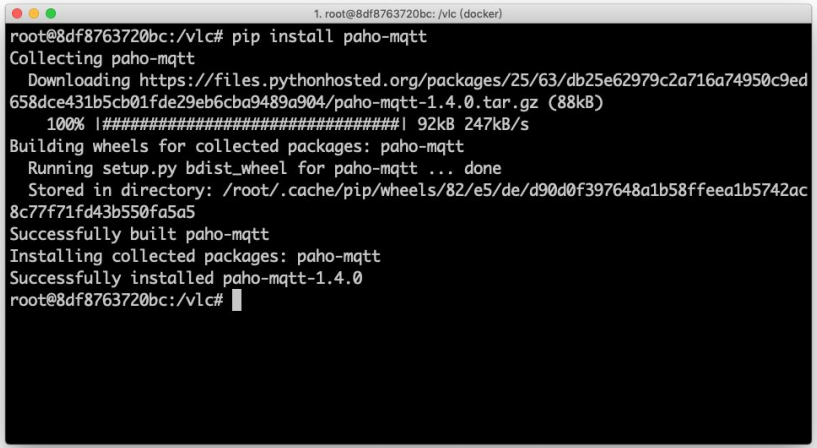
```
$ cd [name]
$ source bin/activate
[name]$
```

Leave virtual environment

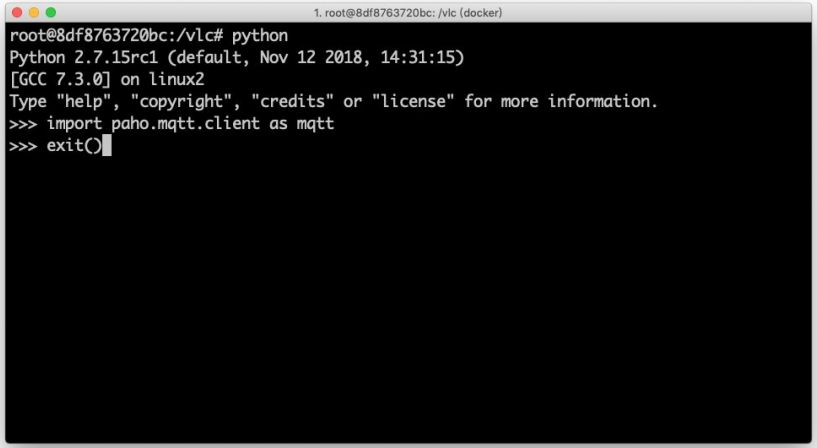
```
[name] $ deactiivate
```

Install Eclipse Paho for Python

```
$ pip install paho-mqtt
```



Install Eclipse Paho for Python (con't)



Source Code: https://github.com/ellingtonsu/vlcexp/blob/master/exp1-1/vlcapp.py

Application

```
$ python vlcapp.py
```

Try to subscribe different topics (line 6), such as

```
VLCIP/1/data
VLCIP/2/data
VLCIP/+/data
```

```
1  #!/usr/bin/python
2  import paho.mqtt.client as mqtt
3
4  def on_BrokerConnect(client, userdata, flags, rc):
5      print("Connected with result code " +str(rc))
6      client.subscribe("VLCIP/1/data")
7
8  def on_BrokerMessage(client, userdata, msg):
9      print(msg.topic + " " + str(msg.payload))
10
11 client = mqtt.Client()
12 client.on_connect = on_BrokerConnect
13 client.on_message = on_BrokerMessage
14
15 client.connect("iot.eclipse.org", 1883, 60)
16 client.loop_forever()
```

Source Code: https://github.com/ellingtonsu/vlcexp/blob/master/exp1-1/vlcnode.py

Nodes

Modify node id (line 21)

`id = n`

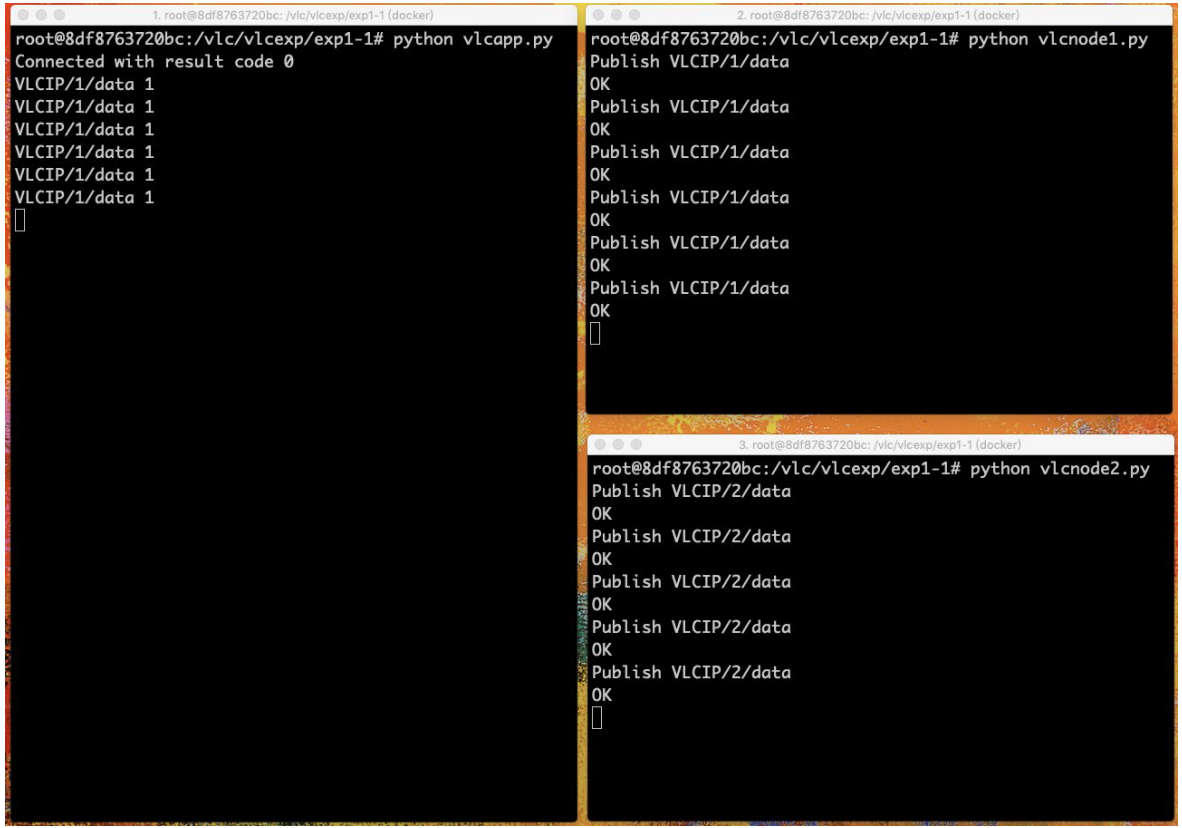
and

`$ python vlcnode.py`

```
1  #!/usr/bin/python
2  import paho.mqtt.client as mqtt
3  import time
4
5  # Called when connect to Broker
6  def on_VLCConnect(client, userdata, flags, rc):
7      print("Connected with result code " +str(rc))
8
9  # Called when publish
10 def on_VLCPublish(client, userdata, mid):
11     print("Publish OK")
12
13 client = mqtt.Client()
14 client.on_connect = on_VLCConnect
15 client.on_publish = on_VLCPublish
16
17 client.connect("iot.eclipse.org", 1883, 60)
18
19 while True:
20     try:
21         id = 1
22         client.publish("VLCIP/" + str(id) + "/data", id)
23         time.sleep(3)
24     except KeyboardInterrupt:
25         print("EXIT")
26         client.exit()
27         sys.exit(0)
```

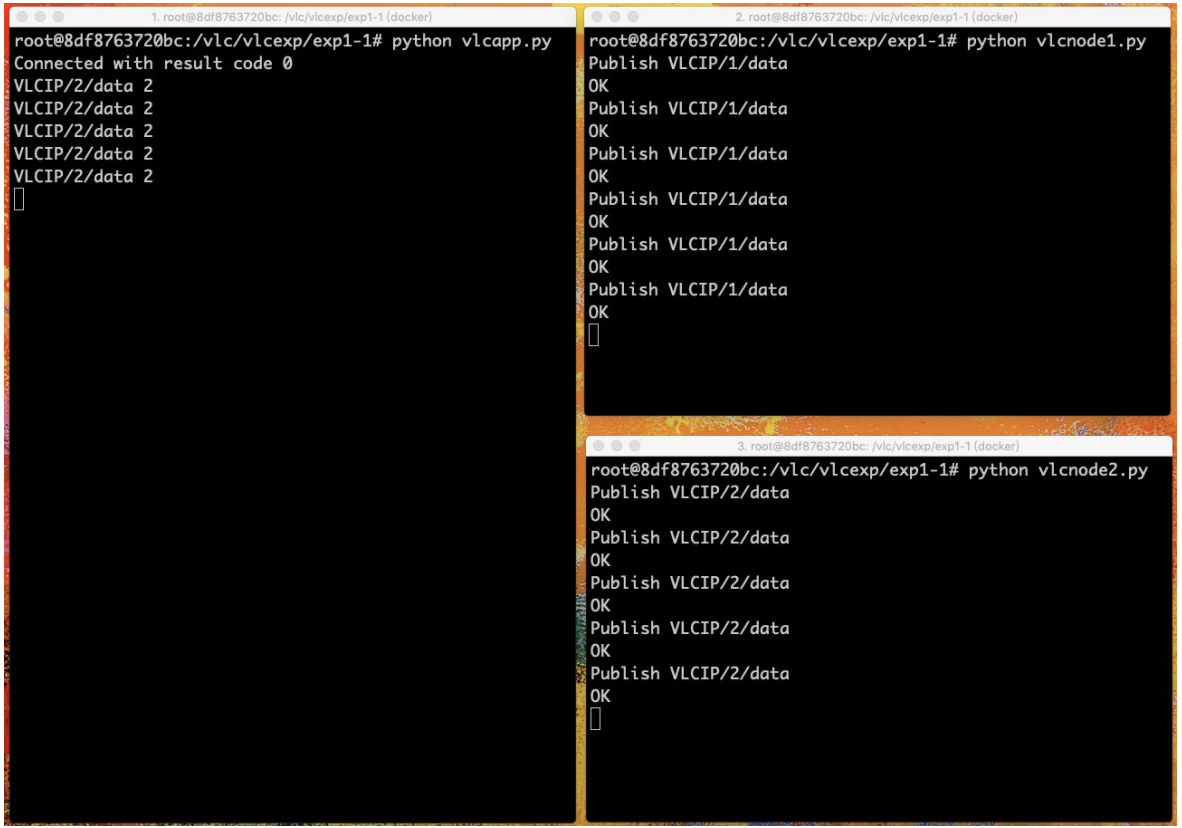
VLCIP/1/data

Only data from node 1 can be received by application.



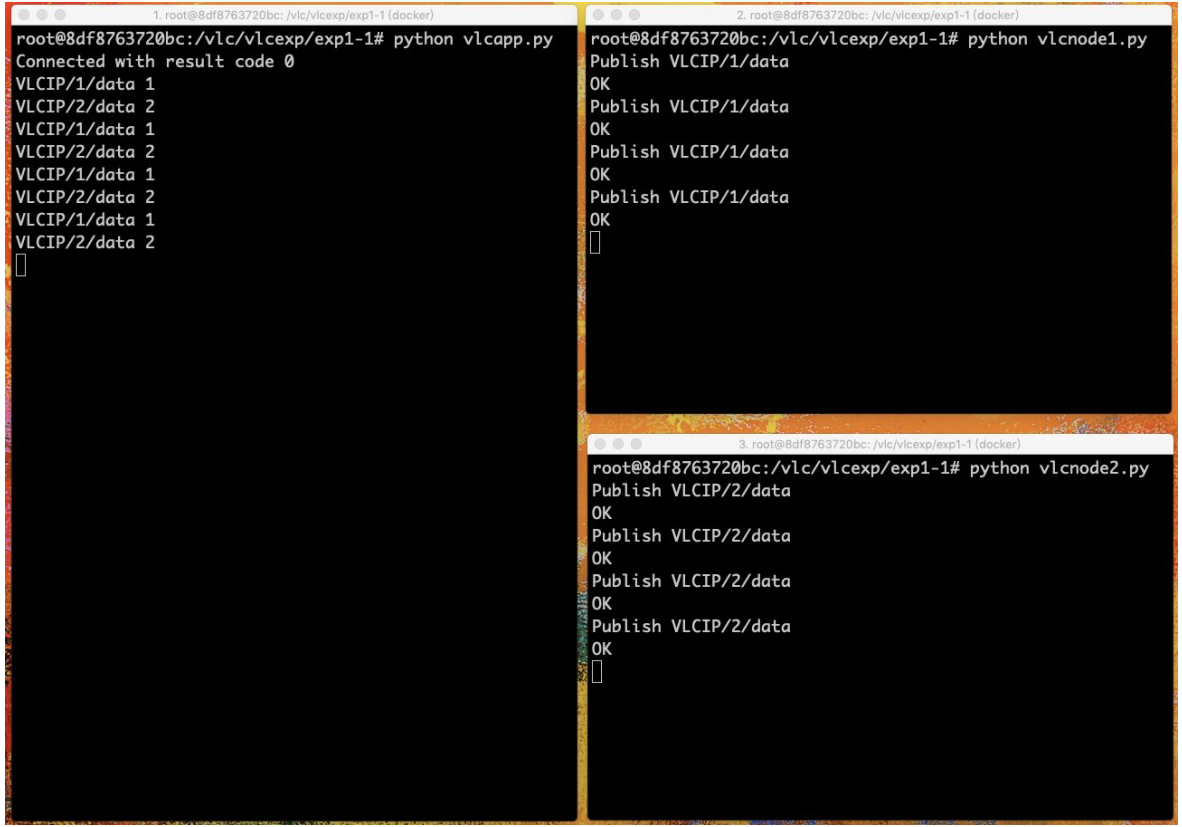
VLCIP/2/data

Only data from node 2 can be received by application.



VLCIP/+/data

Data from node 1 and node 2 can be both received by application.



MQTT for Node.js

Development Environment

Install Node.js

```
$ sudo apt-get install nodejs
```

Install Node.js package manager (`npm`)

```
$ sudo apt-get install npm
```

Install mqtt

Install mqtt package (https://www.npmjs.com/package/mqtt)

```
$ npm install mqtt --save
```

Package will be installed in `node_modules` directory

Check version of MQTT for Node.js

```
$ npm info mqtt version
```

Subscriber

sub.js

```
1.  var mqtt = require('mqtt')
2.  var client = mqtt.connect('mqtt://iot.eclipse.org')
3.
4.  client.on('connect', function() { client.subscribe('VLCIP/1/data')})
5.  client.on('message', function(topic, message) {
6.       console.log(message.toString())
7.       client.end()
8.  })
```

```
$ node sub.js
```

Publisher

pub.js

```
1.  var mqtt = require('mqtt')
2.  var client = mqtt.connect('mqtt://iot.eclipse.org')
3.
4.  client.on('connect', function() {
5.       client.publish('VLCIP/1/data','Hello World')
6.       client.end()
7.  })
```

```
$ node pub.js
```

Practice

Write programs to simulate school example in this slide with mixed subscribers implemented by Python and Node.js.

Q & A

Computer History Museum, Mt. View, CA

CoAP

Constrained Application Protocol

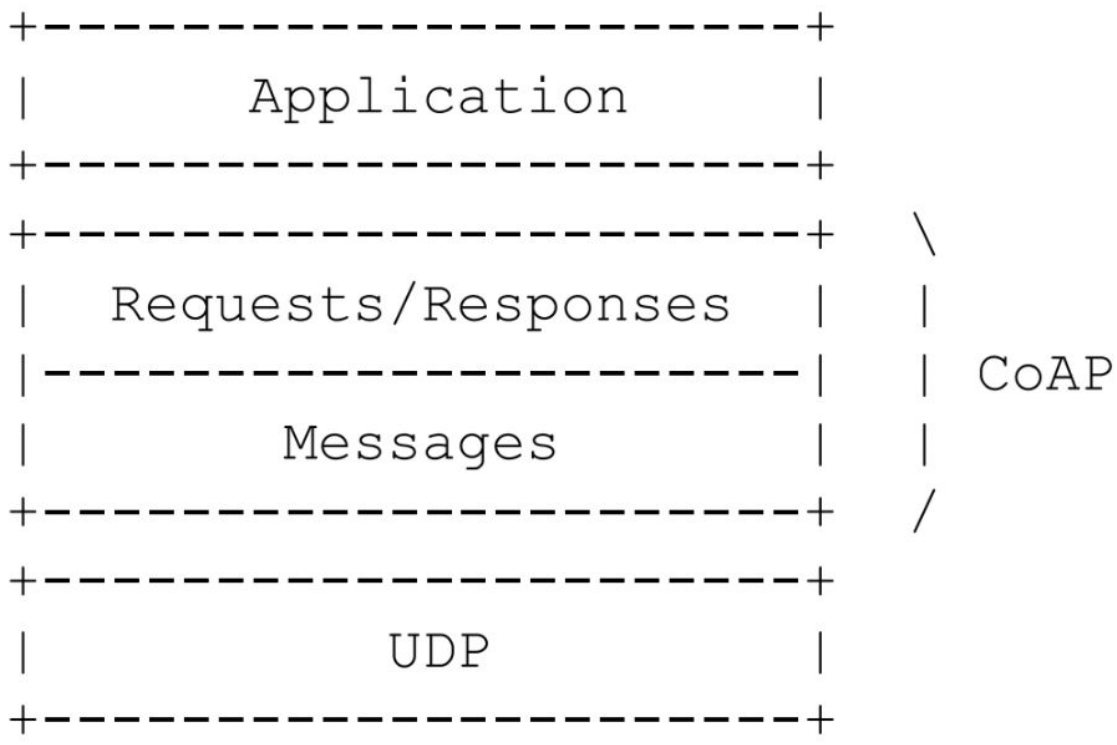
CoAP

CoAP is an IETF protocol standard (RFC 7252).

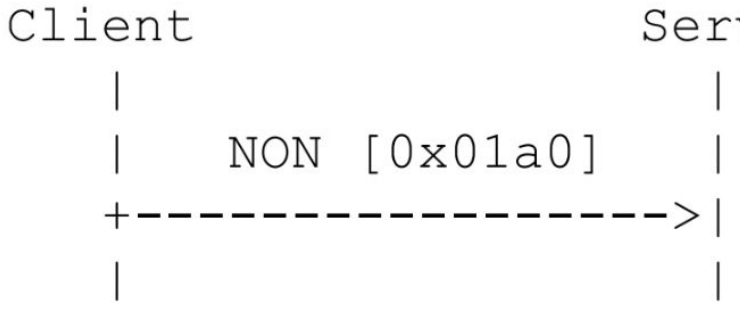
CoAP is based on client-server model.

Similar to HTTP (GET, PUT, DELETE, POST, ...) but lightweight.

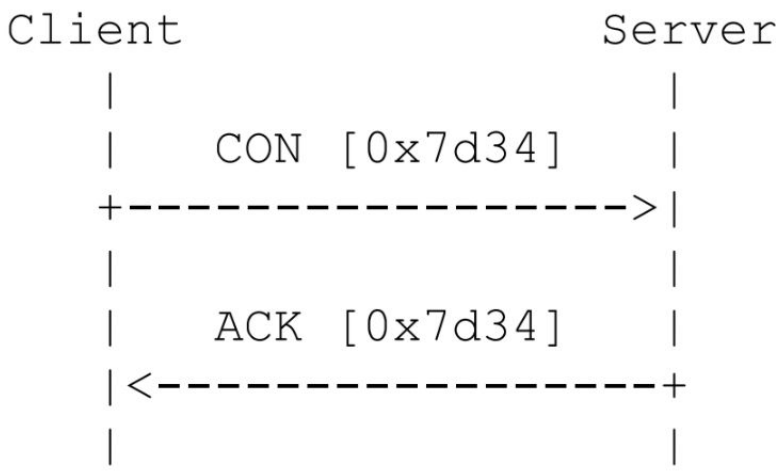
On top of CoAP, Open Mobile Alliance (OMA) has defined Lightweight M2M (LWM2M).



Abstract Layeringof CoAP

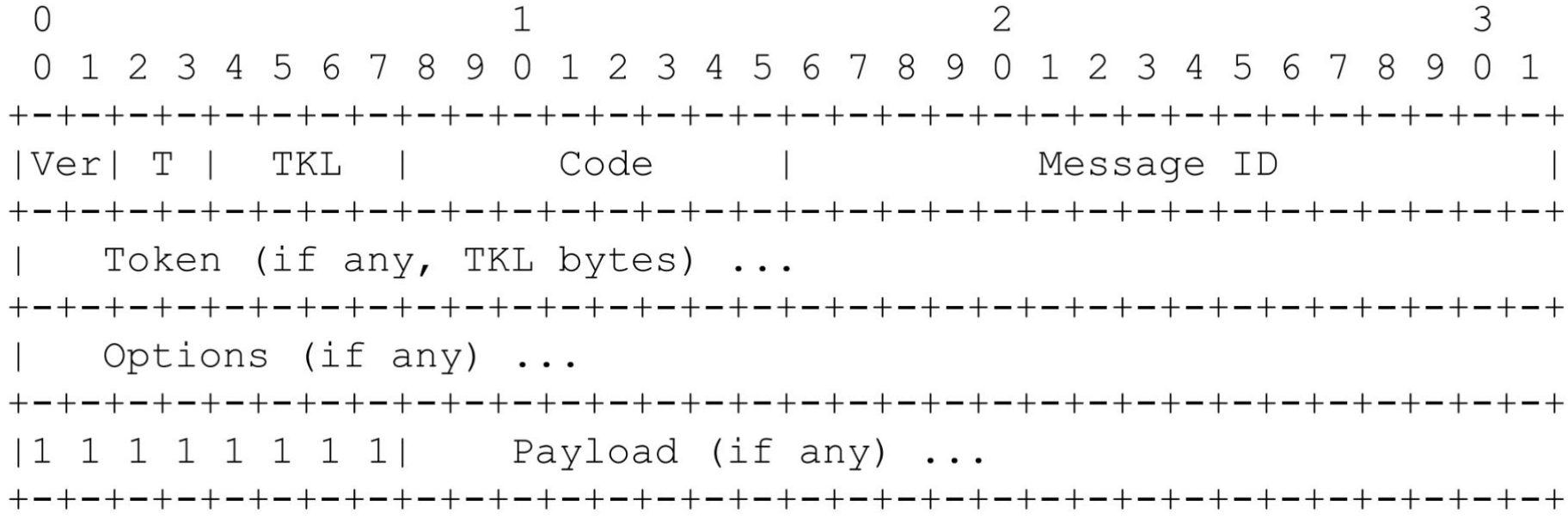


Unreliable Message Transmission



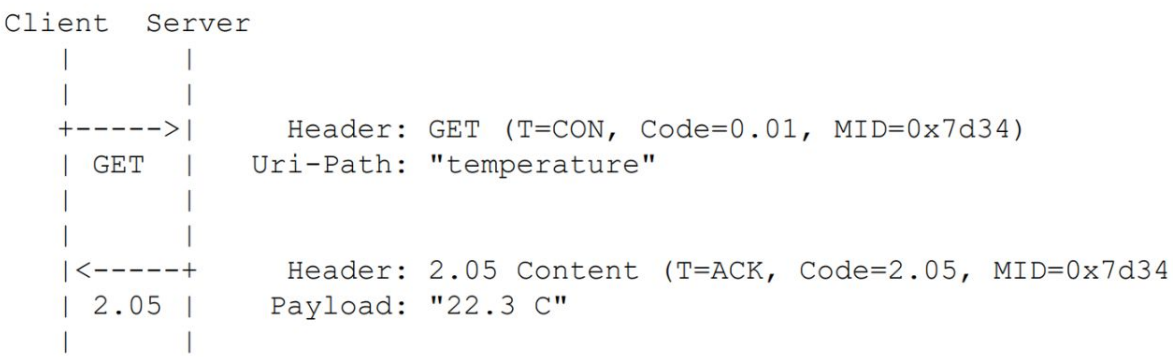
Reliable Message Transmission
(Confirmable)

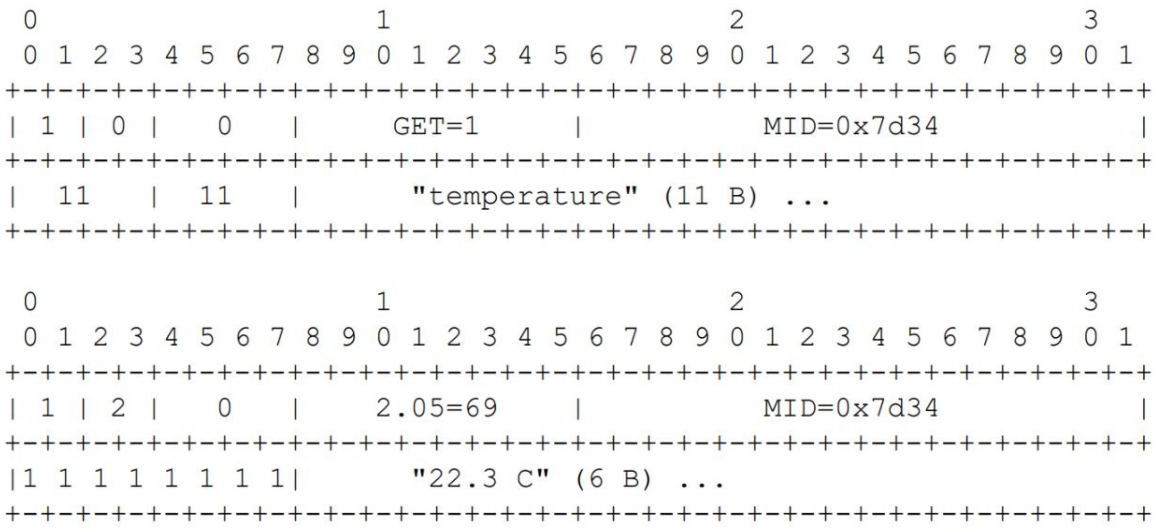
Reliable Message Transmission over UDP



Message Format

Example


Client Server
Header: GET (T=CON, Code=0.01, MID=0x7d34)
GET
Uri-Path: "temperature"
Header: 2.05 Content (T=ACK, Code=2.05, MID=0x7d34
2.05
Payload: "22.3 C"


0 1 2 3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
1 0 0 GET=1 MID=0x7d34
11 11 "temperature" (11 B) ...
0 1 2 3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
1 2 0 2.05=69 MID=0x7d34
1 1 1 1 1 1 1 1 "22.3 C" (6 B) ...

Q & A

Computer History Museum, Mt. View, CA