IoT 2023 Challenge 1

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Comment

I did not included the code in this pdf because there were several function and it would have meant to copy-paste the whole code here. I preferred to keep the code ordered and commented so it is still clear to understand. All the questions are divided, there is a function for each of them (Q1, Q2, Q3, and Q4) in order to facilitate comprehension.

Questions and Answers

Question 1. How many CoAP GET requests are directed to non-existing resources in the <u>local CoAP</u> server? How many of these are of type Non confirmable? **(0.2 pts)**

Answer a: 11

Answer b: 6

The basic concept for the algorithm is to check any correspondence between msg_ID and tokens. In particular, as shown in CoAP's documentation, when we have synchronous communication we shall check that request and response have the same msg_ID; when it is asynchronous, it has to be checked the token.

In particular, from CoAP's documentation we can read that:

The client SHOULD generate tokens in such a way that tokens currently in use for a given source/destination endpoint pair are unique. (Note that a client implementation can use the same token for any request if it uses a different endpoint each time, e.g., a different source port number.) An empty token value is appropriate e.g., when no other tokens are in use to a destination, or when requests are made serially per destination and receive piggybacked responses. There are, however, multiple possible implementation strategies to fulfill this.

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 In a piggybacked response, the Message ID of the Confirmable request and the Acknowledgement MUST match, and the tokens of the response and original request MUST match. In a separate response, just the tokens of the response and original request MUST match.

Question 2. How many CoAP DELETE requests directed to the "coap.me" server did not produce a successful result? How many of these are directed to the "/hello" resource? **(0.2 pts)**

Answer a: 93

Answer b: 5

For the answers, it has been assumed that a DELETE request results to be unsuccessful only when we have a response that contains a code different from 6* (success messages).

Speaking about the type of the communication, the basic concept is the same as in the previous case, in particular it has been used the same concept on msgID and tokenID.

Question 3. How many different MQTT clients subscribe to the <u>public</u> broker mosquitto using single-level wildcards? How many of these *clients* **WOULD** receive a publish message issued to the topic "hospital/room2/area0" **(0.2 pts)**

Answer a: 3

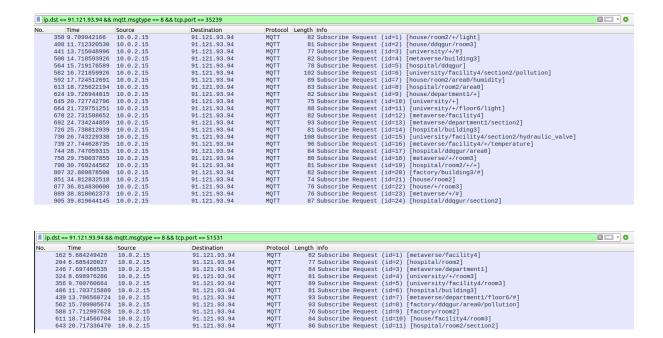
Answer b: 2

For the first part of the question, it has been saved the list of ports used for the requests made by the client: in this way we can get the number of different clients that are making requests.

For the second part, considering that there were just 3 ports to study, the analysis has been made manually using Wireshark.

The three filters used are:





We can see that the clients of the first and of the second image are subscribed to the topic hospital/room2/area0, so the answer is 2.

Question 4. How many MQTT clients specify a last Will Message directed to a topic having as first level "university"? How many of these Will Messages are sent from the broker to the subscribers? **(0.2 pts)**

Answer a: 2

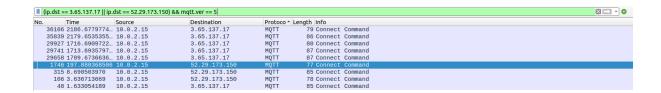
Answer b: 0

The algorithms saves those packets that has the willflag to 1 and that have a topic that startswith university. For the second part of the question, the algorithm saves into a list the content of the last will messages and check whether there is any PUBLISH messages which content is the same. From the analysis, it comes out that those last will messages have never been sent to the subscribers.

Question 5. How many Publish messages with QoS = 1 are received by the MQTT clients connected to the HiveMQ broker with MQTT version 5? **(0.1 pts)**

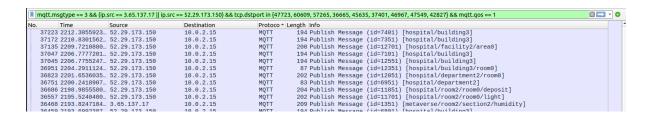
Answer: 60

With the first filter we get all the clients we are interested in, in particular we focus on their ports.

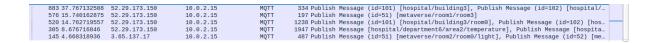


From the content of those packets, we can get the ports of the clients.

Then, with the second filter we get all the packets filtering on the identified ports. The filter shows a total of 51 packets.



The problem is that some of them contain multiple publish message. In particular, the packets shown in the next image contain multiple messages:



In this way, the total becomes 73.

But, we have to check that also these other messages are sent using QoS = 1. Doing that, we find 13 packets that are sent with QoS equal to 0 or equal to 2.

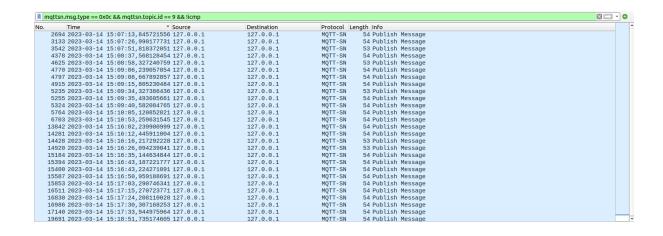
In this way, we get the final answer: 60 packets.

Question 6. How many MQTT-SN (on port 1885) publish messages sent after the hour 3.16PM (Milan Time) are directed to topic 9? Are these messages handled by the server? **(0.1 pts)**

Answer a: 15

Answer b: not handled by the server

After having set that all the packets that use port 1885 use MQTT-SN as communication protocol, we can get the answer using the following filter:



The first filter stands for "PUBLISH" messages, the second one identifies those messages that are sent to the topic 9. Finally, the third one is introduced because there were 15 ICMP packets that have an error (unreachable destination).

Keeping only the MQTT-SN packets that satisfied the constraints, we get a total amount of 15 packets (the filter gives more than 15 packets, but counting from the packet that has 15:16:02 as time will give a count of 15 packets).

They are not handled by the server because the destination in unreachable, since for each of those packets we have also an error message included into the ICMP packets mentioned before.