

Towards Implementing a MQTT-SN Gateway for Semi-Constrained Devices

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Implement a Prototype for a MQTT-SN gateway runnable on Semi-Constrained devices.

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MESSAGING STANDARDS

What messaging protocol(s) do you use for your IoT solution?

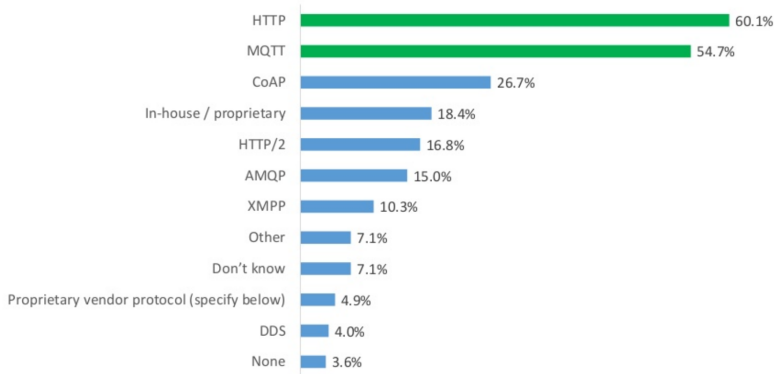


Figure 1: Eclipse IoT Developer Survey 2017 - Messaging Standards

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HTTP

- client-server paradigm
- addressable resource (URI)

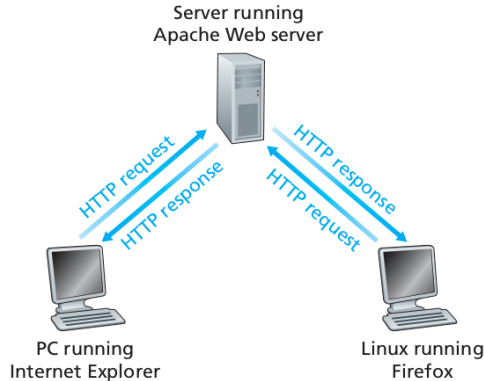


Figure 2: publish subscribe example

- publish-subscribe
- data centrich approach

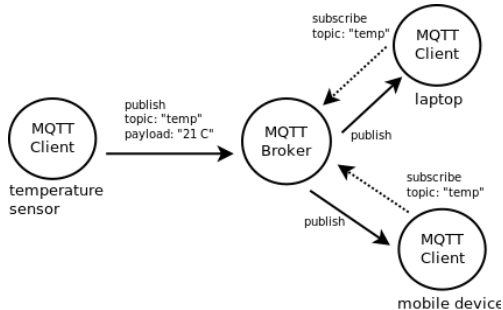


Figure 3: HTTP request response

- QoS 0 (at most once)
- QoS 1 (at least once)
- QoS 2 (exactly once)

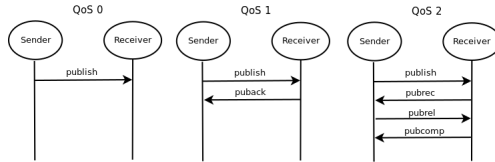


Figure 4: MQTT QoS methods

- version of MQTT
- not connection oriented (no TCP)
- supports short & pre-defined topic names
- supports sleeping clients
- QoS -1 (QoS 0 publish without connect)

Comparing HTTP, MQTT, MQTT-SN



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- comparing minimal packet sizes in TCP/IP Model
- minimum valuable example: HTTP GET, MQTT publish QoS 0, MQTT-SN publish QoS 0
- result: MQTT + TCP + WiFi = 82 bytes vs MQTT-SN + BLE 21 bytes

TCP/IP Model Layer	Protocol including the minimal length			
Application Layer	HTTP (20)	MQTT (8)	MQTT-SN (8)	
Transport Layer	TCP (20)		UDP (8)	
Network Layer	IP (20)			
Network Interface	Ethernet (20)	WiFi (20)		
			ZigBee (28)	BLE (13)

Figure 5: TCP/IP Model Layer with minimal protocol length

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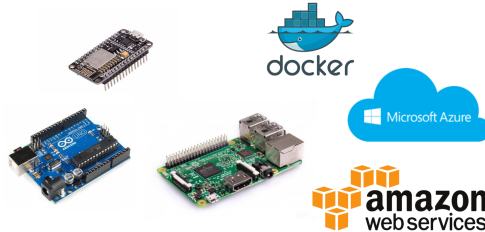


Figure 6: IoT Environment from small hardware to the cloud

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- **Constrained Devices**
 - Limited resources (FLASH, CPU, RAM, Energy)
- **Semi-Constrained Devices**
 - Limited resource (FLASH, CPU, RAM, not Energy)
- **Unconstrained Devices**
 - Nealy unlimited resources (HDD, CPU, RAM)

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Target Hardware and Software Environment

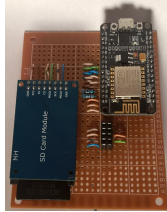


Figure 7: NodeMCU v2 (ESP8266) + SDHC Card as Target Environment



Figure 8: Arduino as Software Environment

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- three MQTT-SN components: client, gateway, forwarder

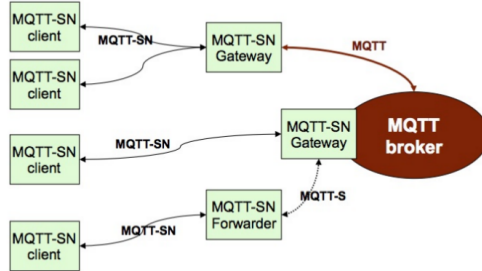


Figure 9: MQTT-SN Architecture

- two kind of gateways: transparent and aggregating

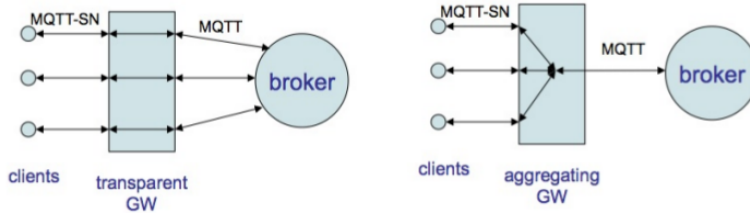


Figure 10: MQTT-SN gateway architecture

■ MQTT-SN client as a constrained device:

- find a MQTT-SN Gateway via advertisement or searching a gateway
- connect to the MQTT-SN gateway with a will message
- register topics
- subscribe to topics
- send and receive publishes
- unsubscribe from topics
- sleep
- wake up and collect queued publishes
- sleep and wake up frequently
- power source is empty - will message is published

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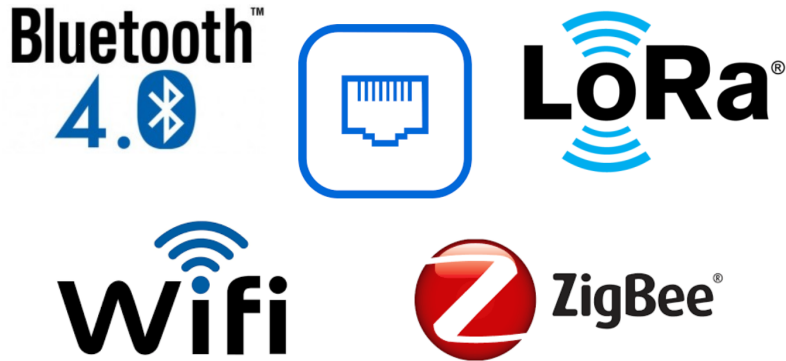


Figure 11: example transmission protocols

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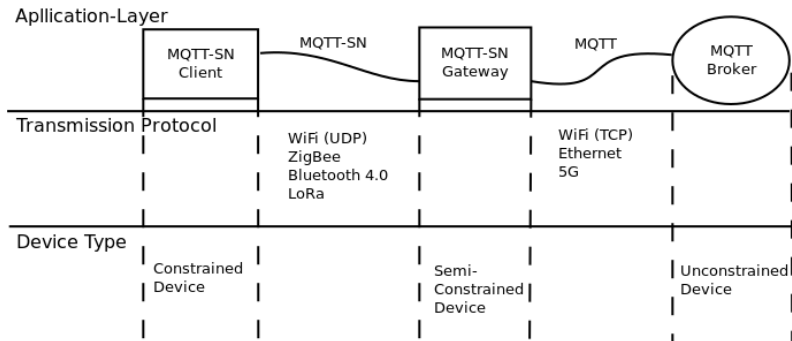


Figure 12: MQTT-SN, Transmission Protocols, Device Types

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■ Core Components

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Core Components

- environment independent implementation
- MqttSnMessageHandler + Core implemented - rest interfaces

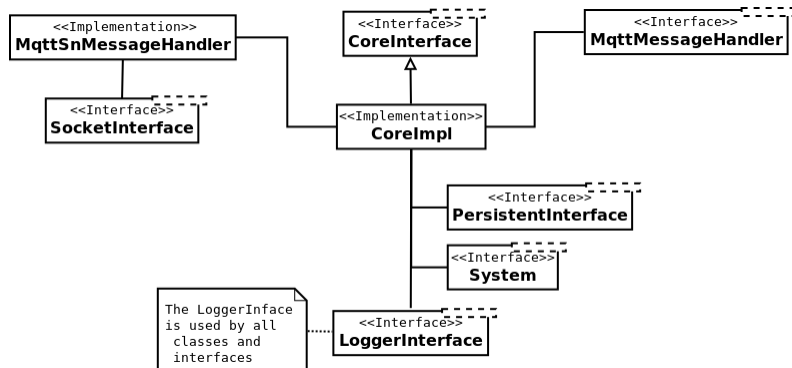


Figure 13: Core Component class diagram

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Core Components

- holds references to implementation - single class to embed
- initializes components' references
- loop()s over components

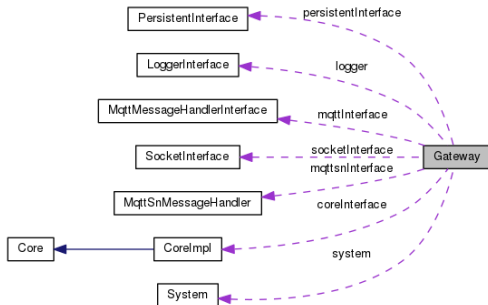


Figure 14: Gateway class collaboration diagram

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Linux Gateway Implementation

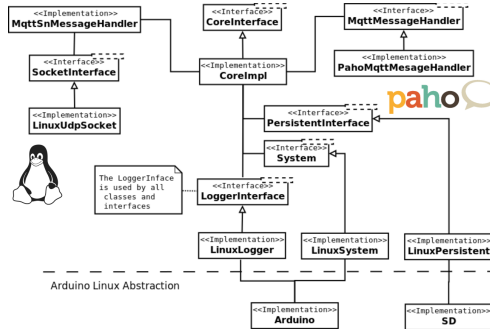


Figure 15: Linux Gateway implements Core Component's interface. Using UDP and Paho embedded C/C++ MQTT Client

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Unit and Regression Testing

- using GoogleTest and GoogleMock
- starting tests inside IDE CLion
- using Docker for running MQTT broker (Mosquitto)
- writing a MqttSnTestClient + PahoMqttTestMessageHandler



Figure 16: Clion, GoogleTest, Docker, Mosquitto

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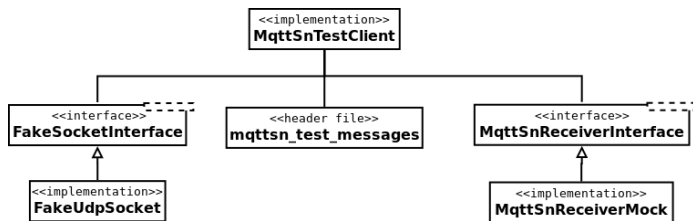


Figure 17: MQTT-SN test client class diagram

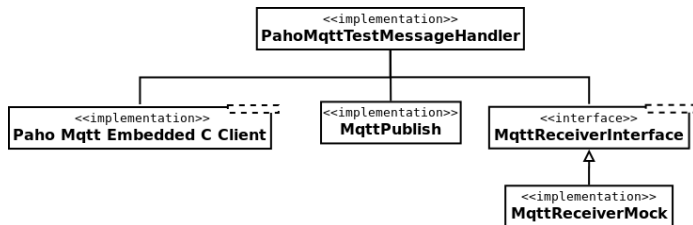


Figure 18: MQTT test client class diagram

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- compliance tests (well and ill-formed MQTT-SN packets)
- functional tests (behaviour correct)
- Total: 96 unit tests
- 90 pass + 6 fail (QoS 2 not implemented but tested)
- Not everything is tested, but: Important functionality is tested and working

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BLESocket

- drop in replacement for LinuxUdpSocket
- uses self written SimpleBluetoothLowEnergySocket

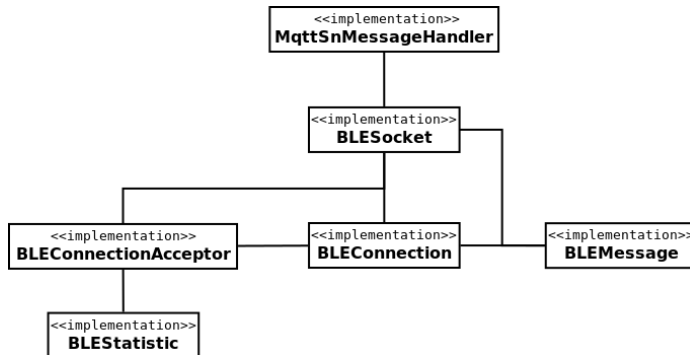


Figure 19: BLESocket class diagram

- tl;dr: project successful
- implemented a MQTT-SN gateway prototype on Linux
- runs partly tested on target hardware and software environment (ESP8266+SDCard)
- tested (reusable)
- designed to be easy adaptable to multiple environments

- implement a MQTT-SN client for constrained devices
- more transmission protocols (WS17/18 LoRa)
- support more platforms: Mbed, RTOS
- implement: QoS 2 & will update
- enhance tests: more tests, stress tests, measure code coverage



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Questions ?



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