

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

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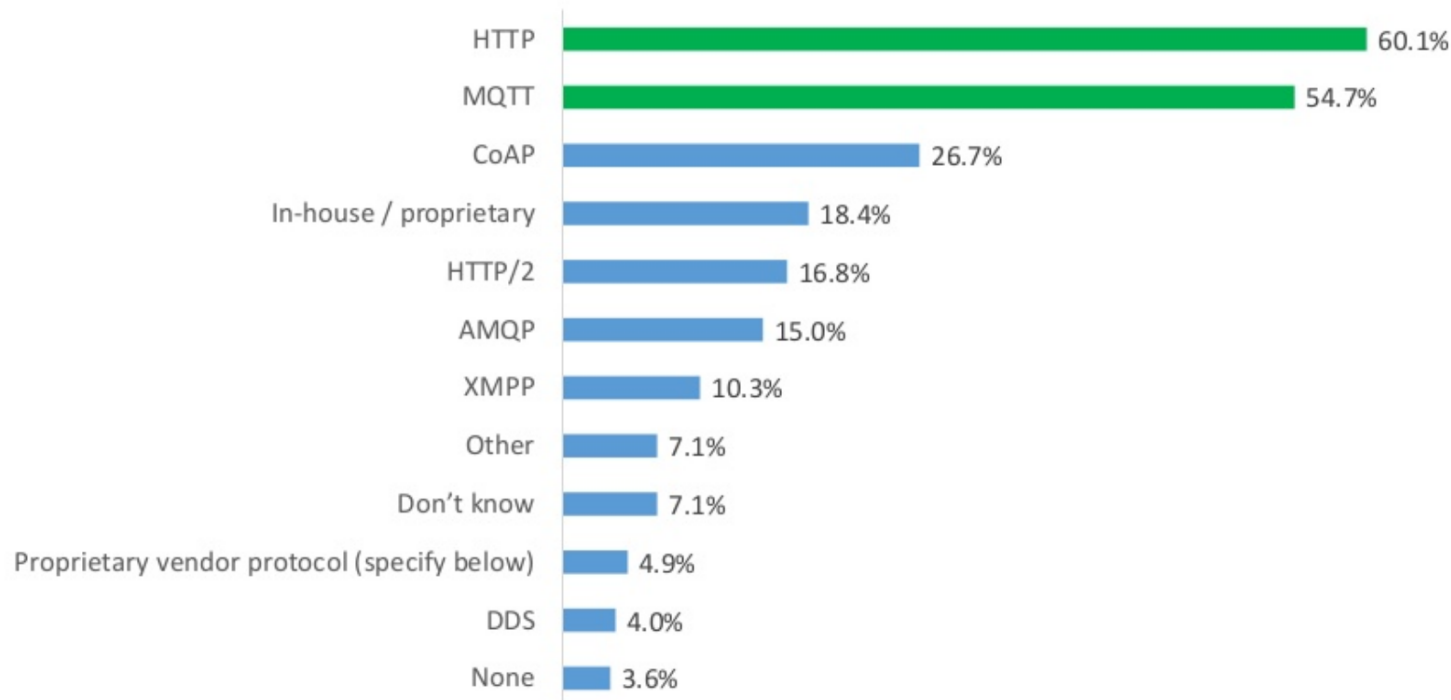
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# Most used Messaging Standards

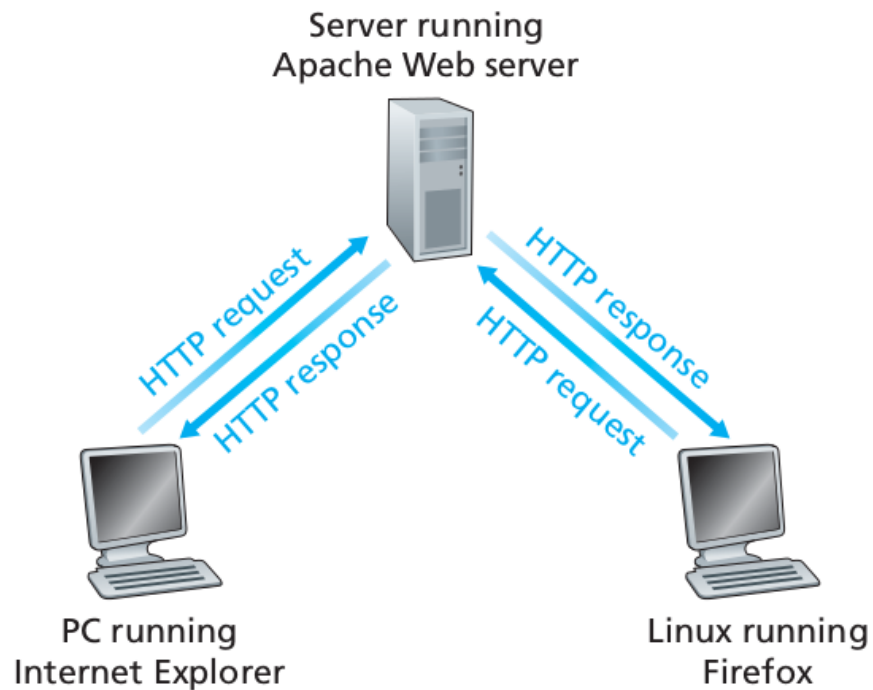
## MESSAGING STANDARDS

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



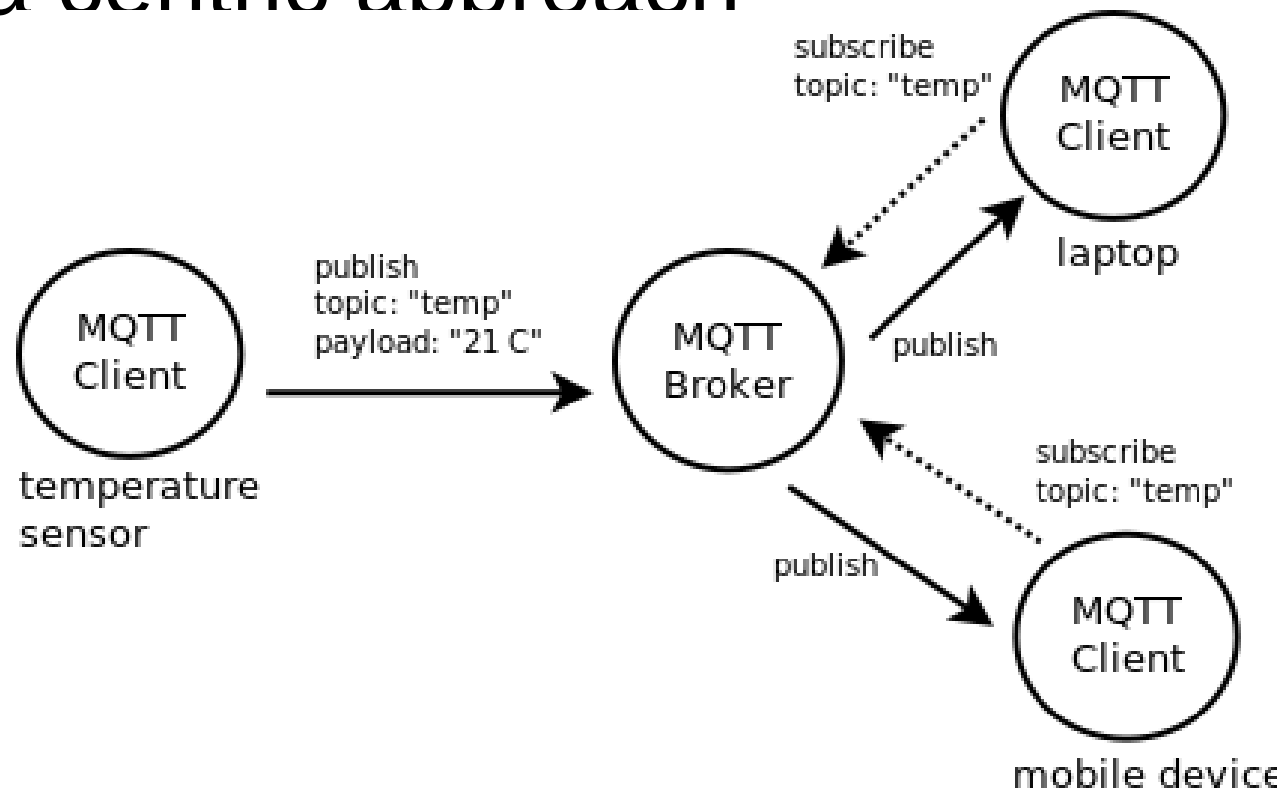
# HTTP

- Client-Server paradigm
- Addressable Resources (URI)



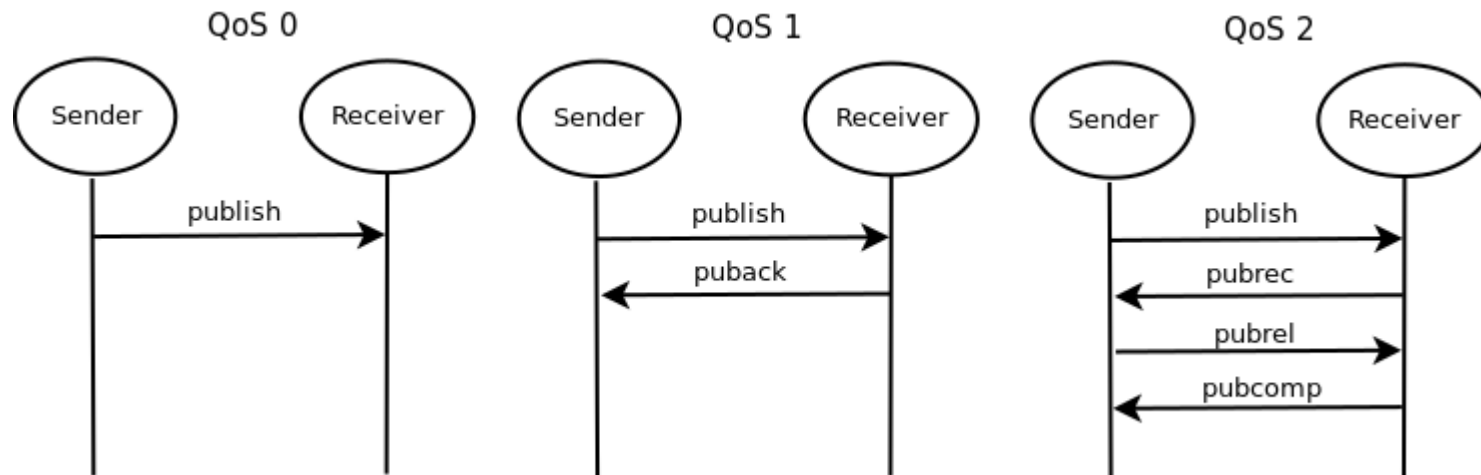
# MQTT

- Publish-subscribe paradigm
- Data centric approach



# MQTT QoS

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



# MQTT-SN

- Version of MQTT
- Not connection oriented
- Supports short topic names + pre-defined topic
- QoS -1 like QoS 0 but without connect
- Supports sleeping clients

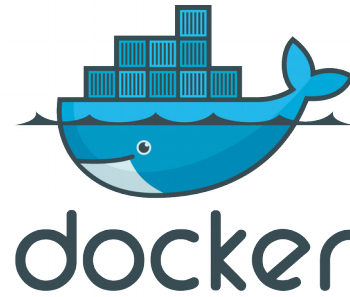
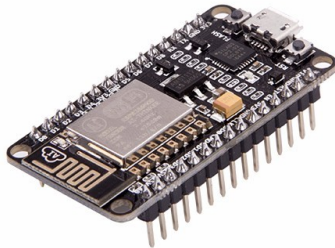
# Comparing HTTP, MQTT and MQTT-SN

- Comparing packet sizes in TCP/IP Model

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



# IoT Devices

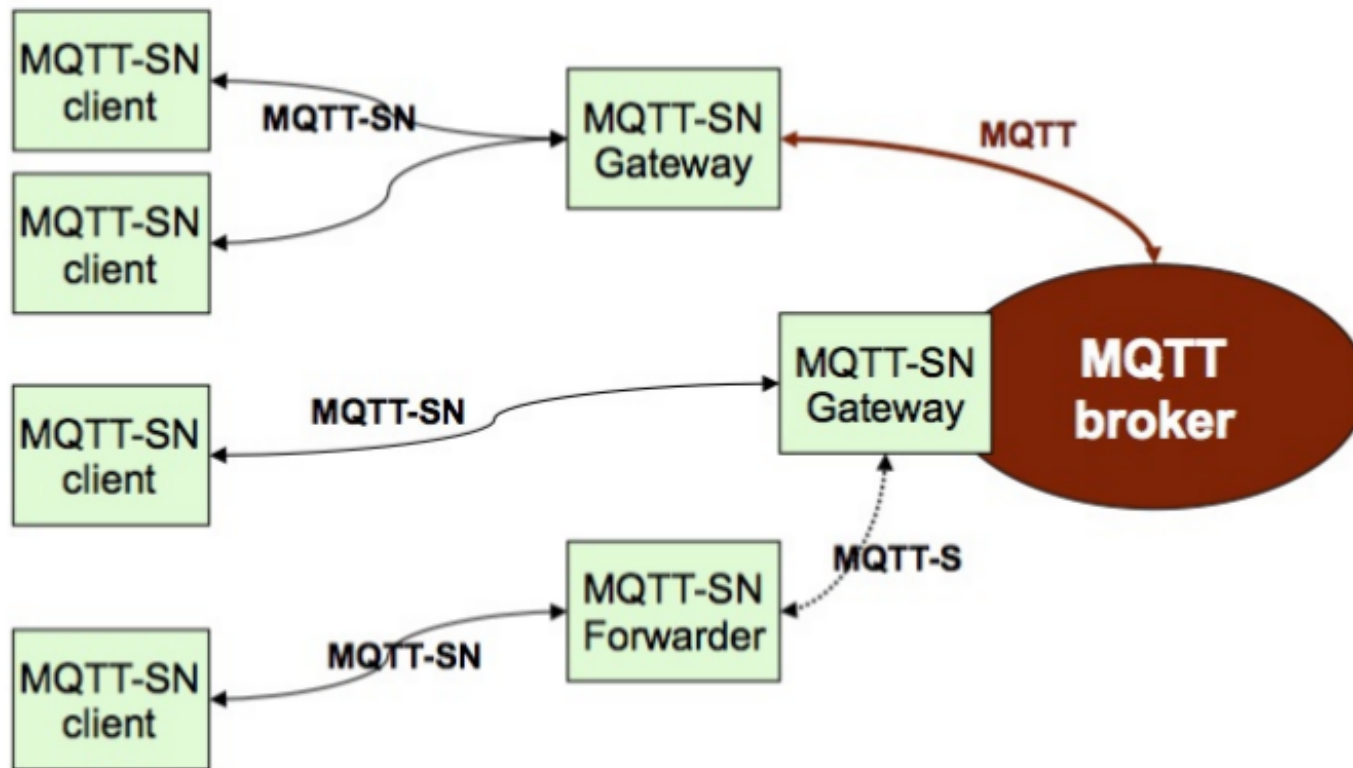


# Device Types

- 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)

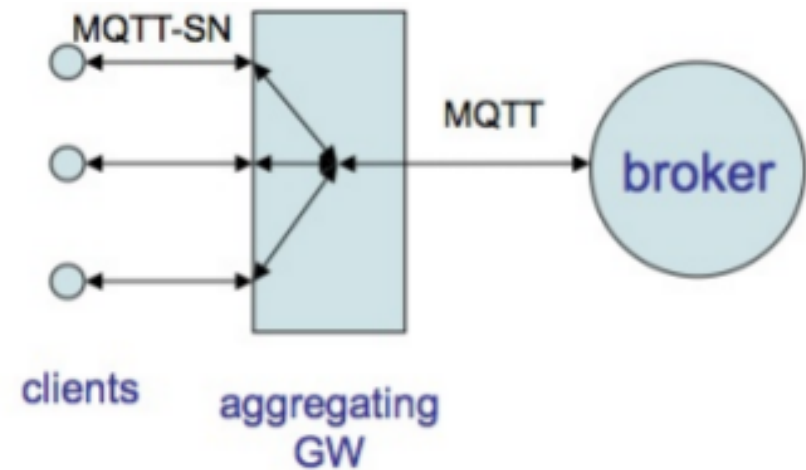
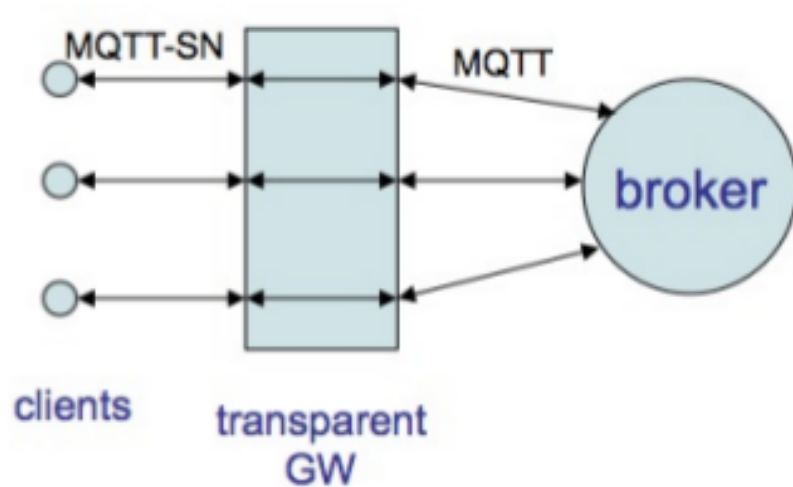
# MQTT-SN Architecture

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



# MQTT-SN Architecture

- Two kinds of gateways:
  - transparent and aggregating

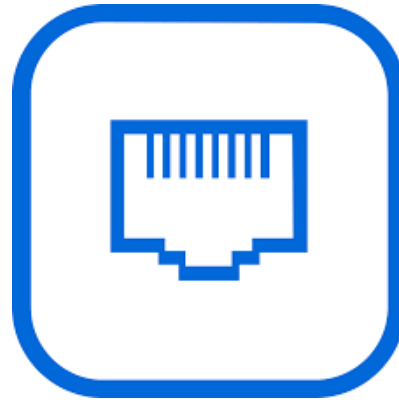


# MQTT-SN Client Life Cycle

- MQTT-SN client is 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

# Transmission Protocols

**Bluetooth™**  
4.0 

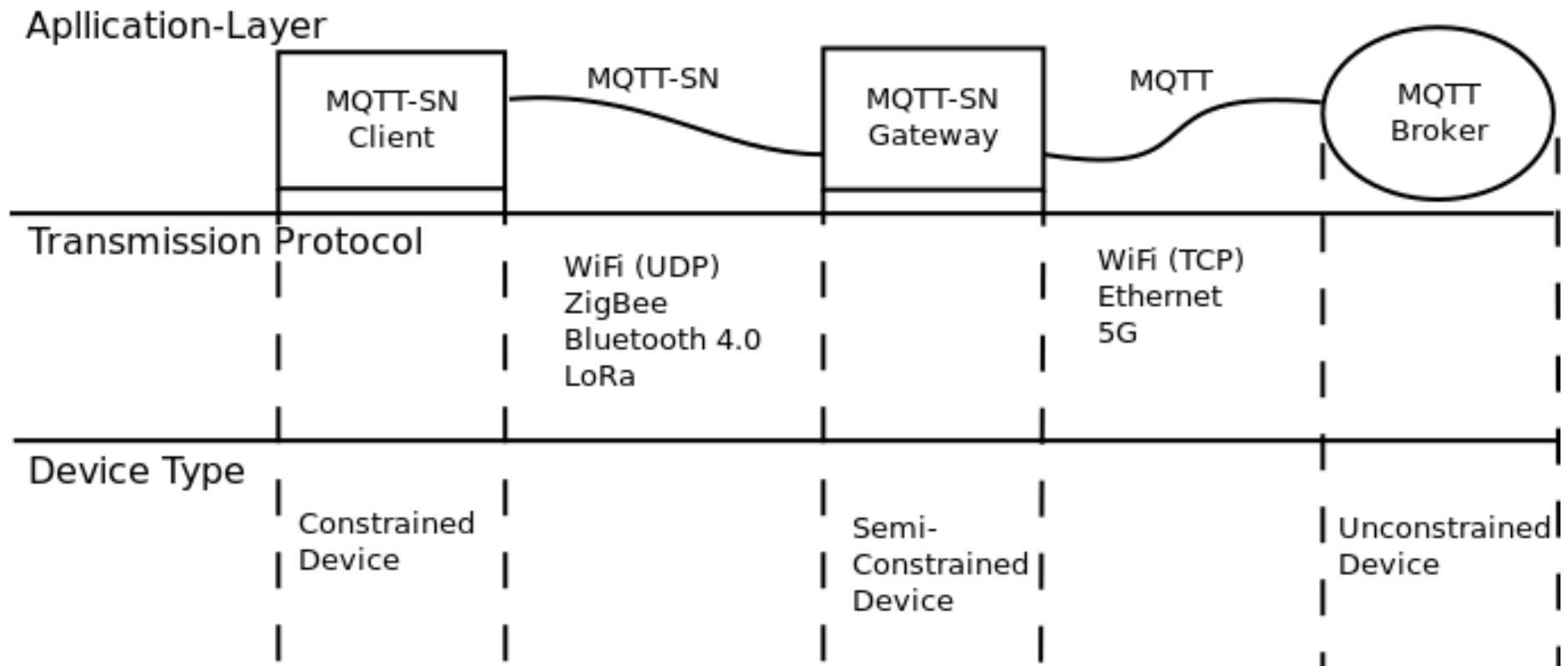


 **LoRa®**

 **Wifi**

 **ZigBee®**

# IoT Overview





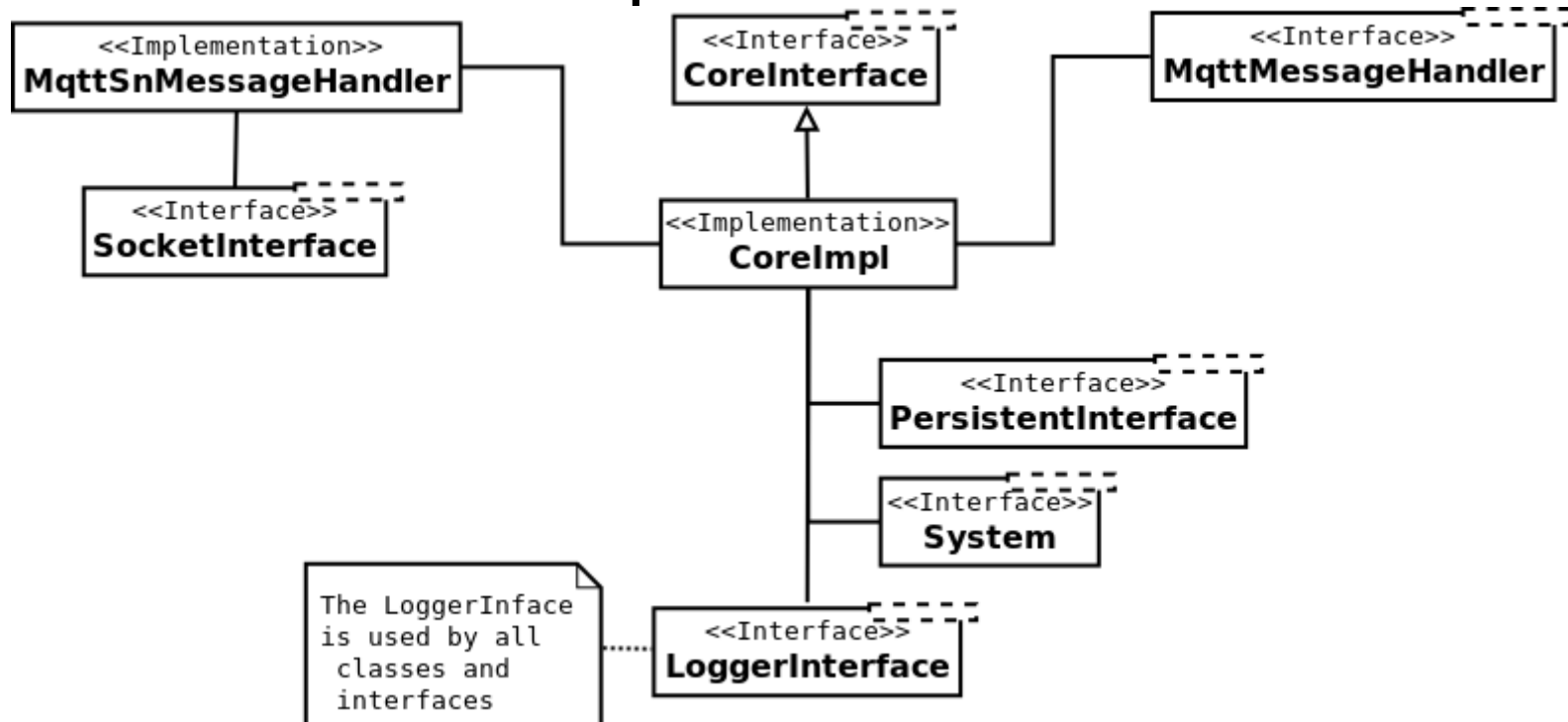
# MQTT-SN Gateway Implementation



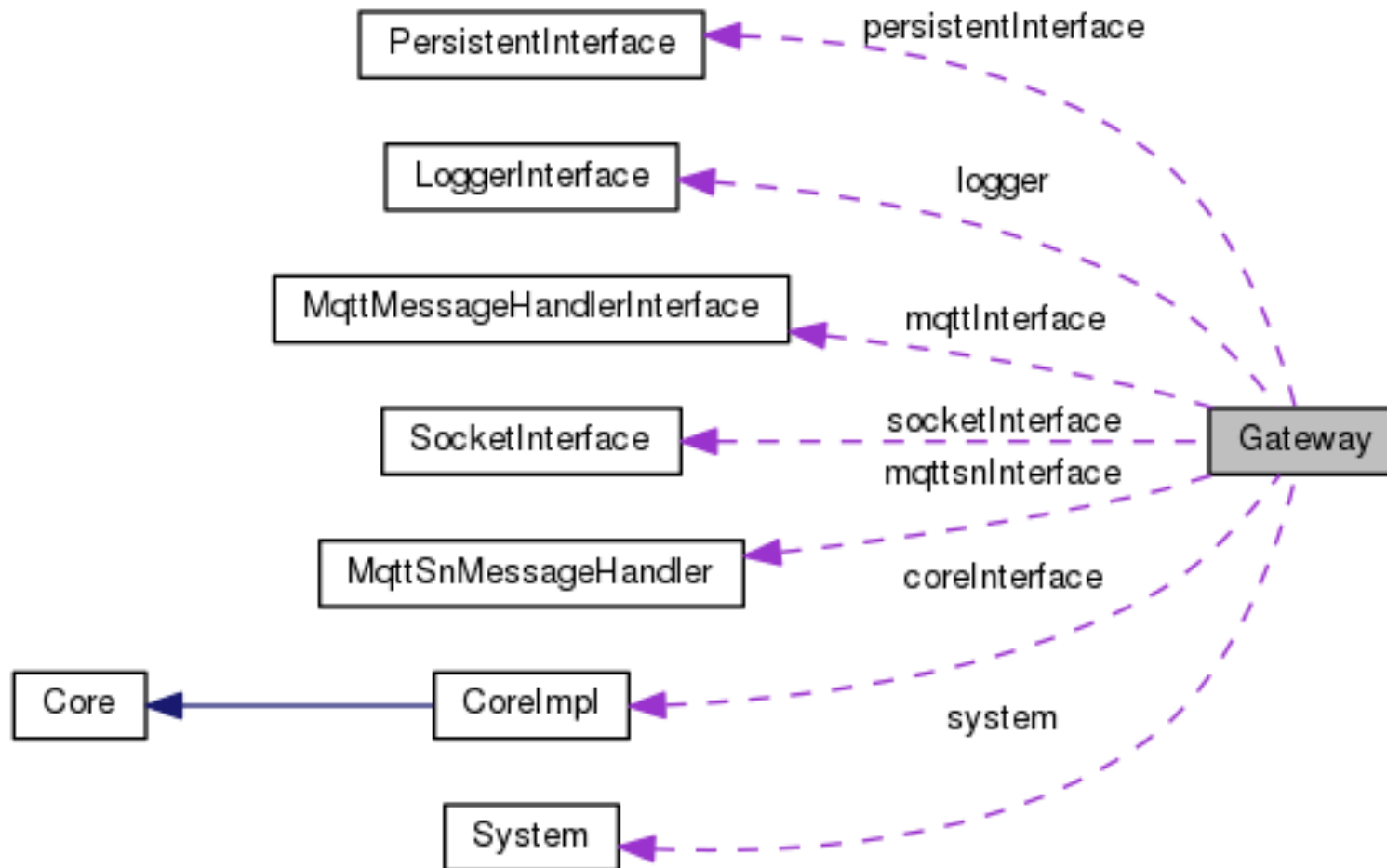
# Core Components

- MqttSnMessageHandler + CoreInterface

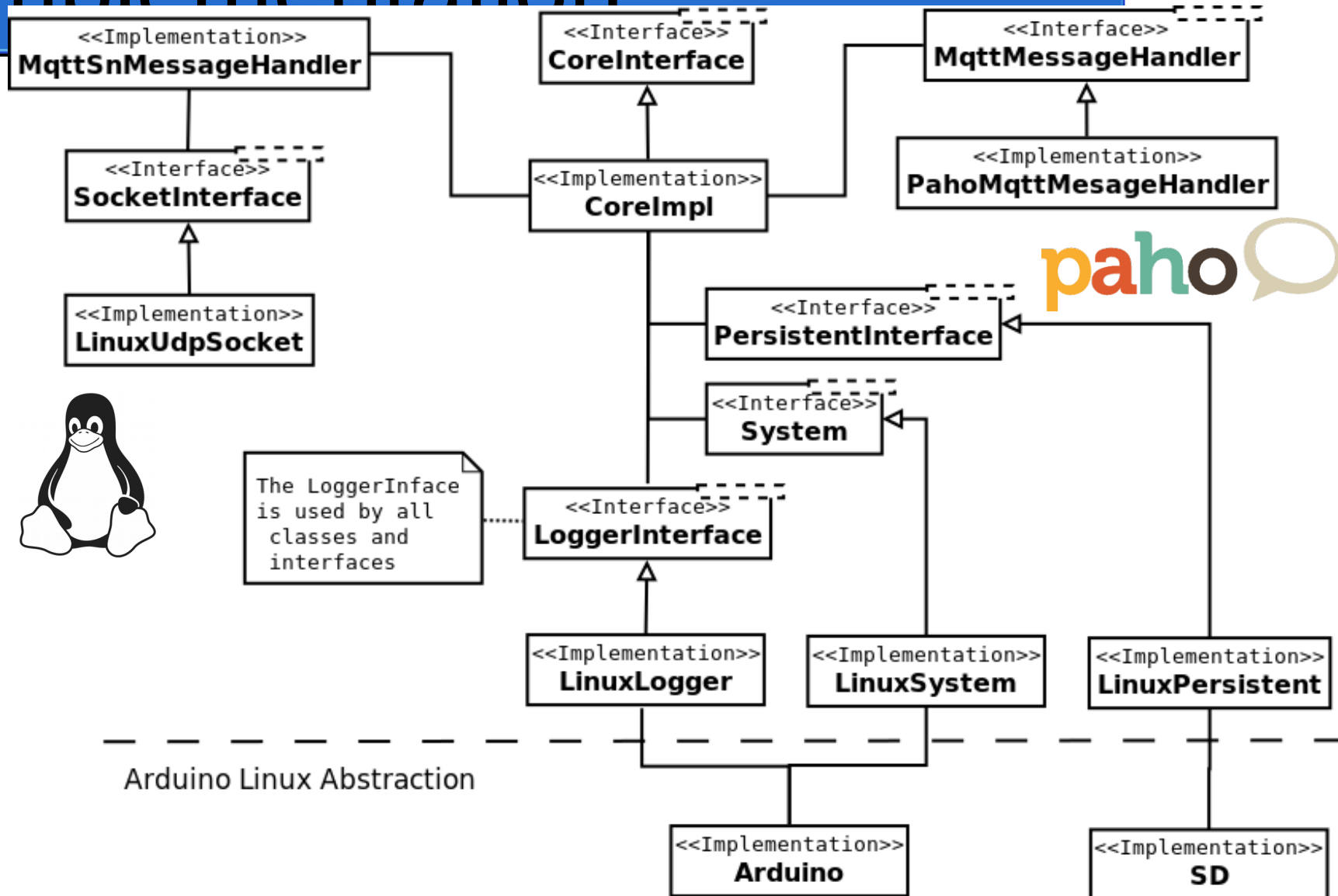
Environment Independent



# Gateway class



# Linux Gateway Implementation

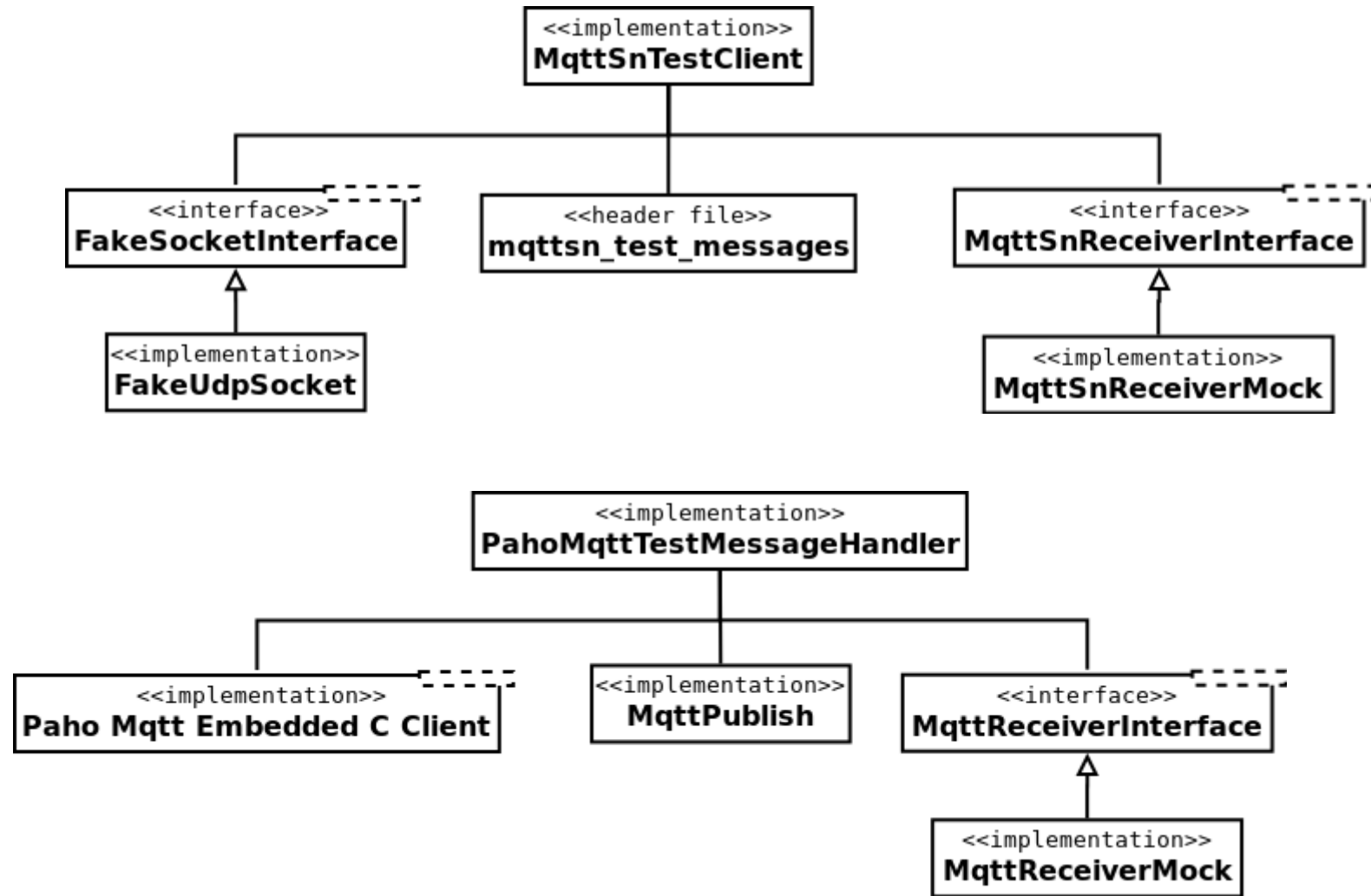


# Automated Unit and Regression Testing

- Using GoogleTest and GoogleMock
- Starting tests inside IDE CLion
- Writing a MqttSnTestClient + PahoMqttTestMessageHandler



# Test Clients

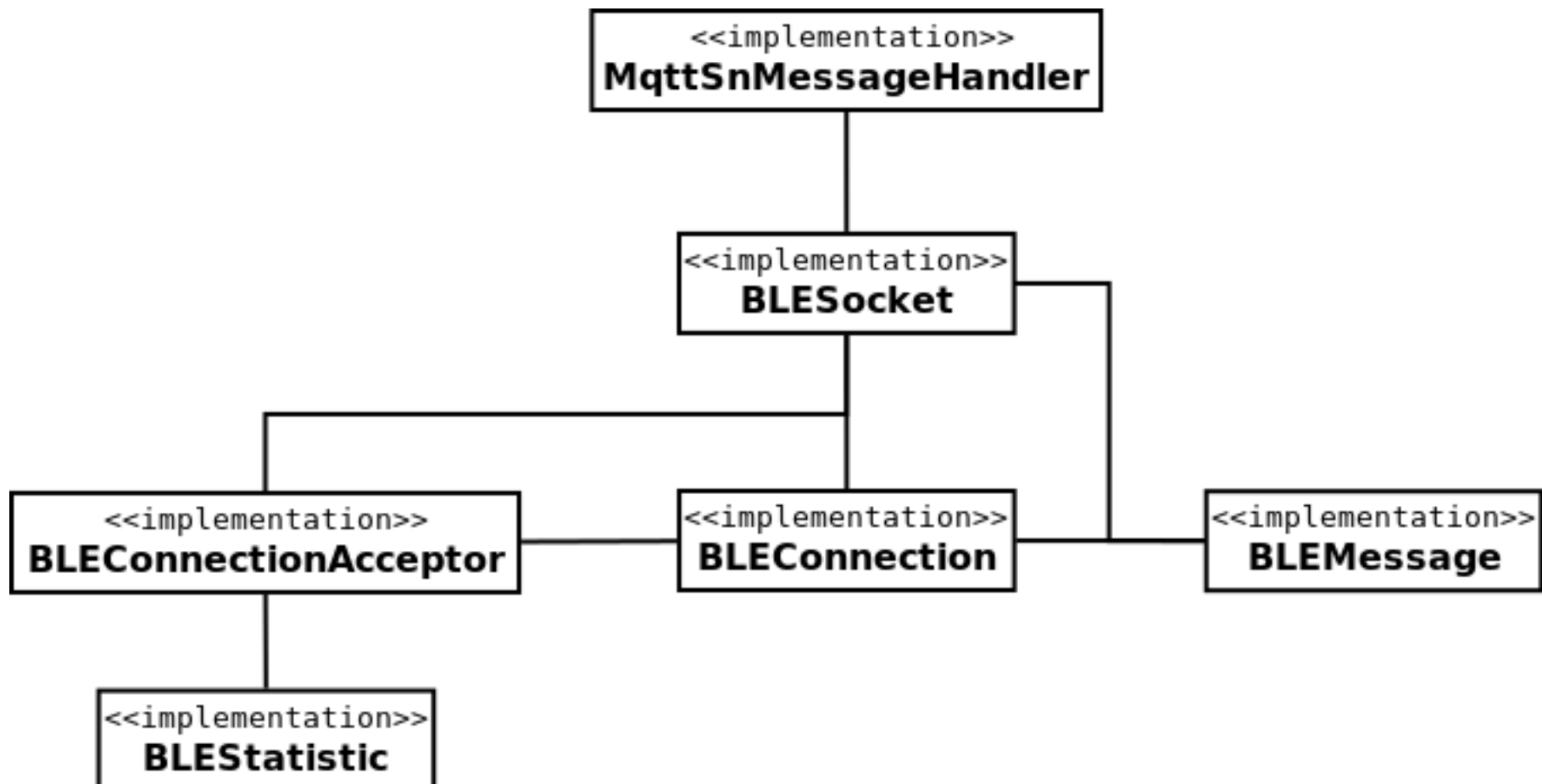


# Test Results

- Total: 96 unit tests
- 61 test pass
- 35 test fail
- But:
  - Important functionality is tested and working

# BLESocket

- Drop in replacement for LinuxUdpSocket



# Conclusion

- Project successful:
- implemented a MQTT-SN Gateway Prototype
- Runs on Linux and with little changes on Arduino/ESP8266
- Partially tested
- SocketInterface can be exchanged



# Future Work

- Implement more transmission protocols: ZigBee, LoRa
- Support more platforms: Mbed, RTOS
- Implement: QoS 2 and will update
- Enhance unit tests
  - More tests
  - Fix broken parts
- Add stress tests and learn the limits of the design



Thank you for your Attention

Ideas or Suggestions?