

# Connectivity

March, 2018



# Agenda

## **Intro to communications**

Information theory

Channel characteristics & media types

Encoding and error control

## **Internet refresher ...**

TCP/IP & HTTP

CoAP & MQTT

## **IoT specific protocols**

Wireless: Wifi/HaLow, BT 4.0, LoRa, LTE, Zigbee, Z-wave, 6LowPAN

Wired: UART/RS485, SPI, I2C, OneWire, Ethernet, Modbus?, 4-20 mA

# **Intro to communications**

# What is information?

## Data

Datum = something given, a thing

## Knowledge

Subject + data = experience

Learning = increasing knowledge

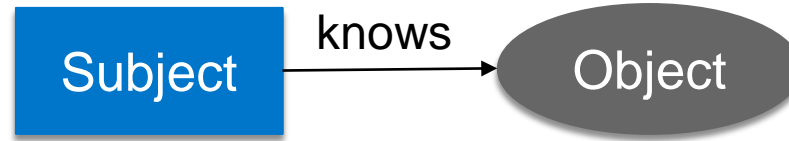
- Reduces uncertainty
- Improves outcome

## Information

Conveys knowledge increments

Measured in bits

Entropy (data vs information)



Reducing uncertainty

$$P(A | E) > P(A)$$

Improving outcome

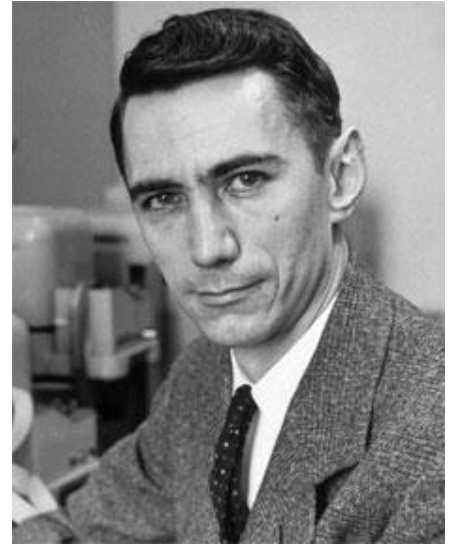
$$O'_T | E > O_T$$

Quantity of information

$$I(m) = \log_2(M) \text{ [bit]}$$

Entropy

$$H = - \sum (P_i \log_2(P_i)) \text{ [bit]}$$



# What is communication?

## Communication

Conveying information (knowledge)

## Encoding & decoding

Knowledge  $\leftrightarrow$  Data

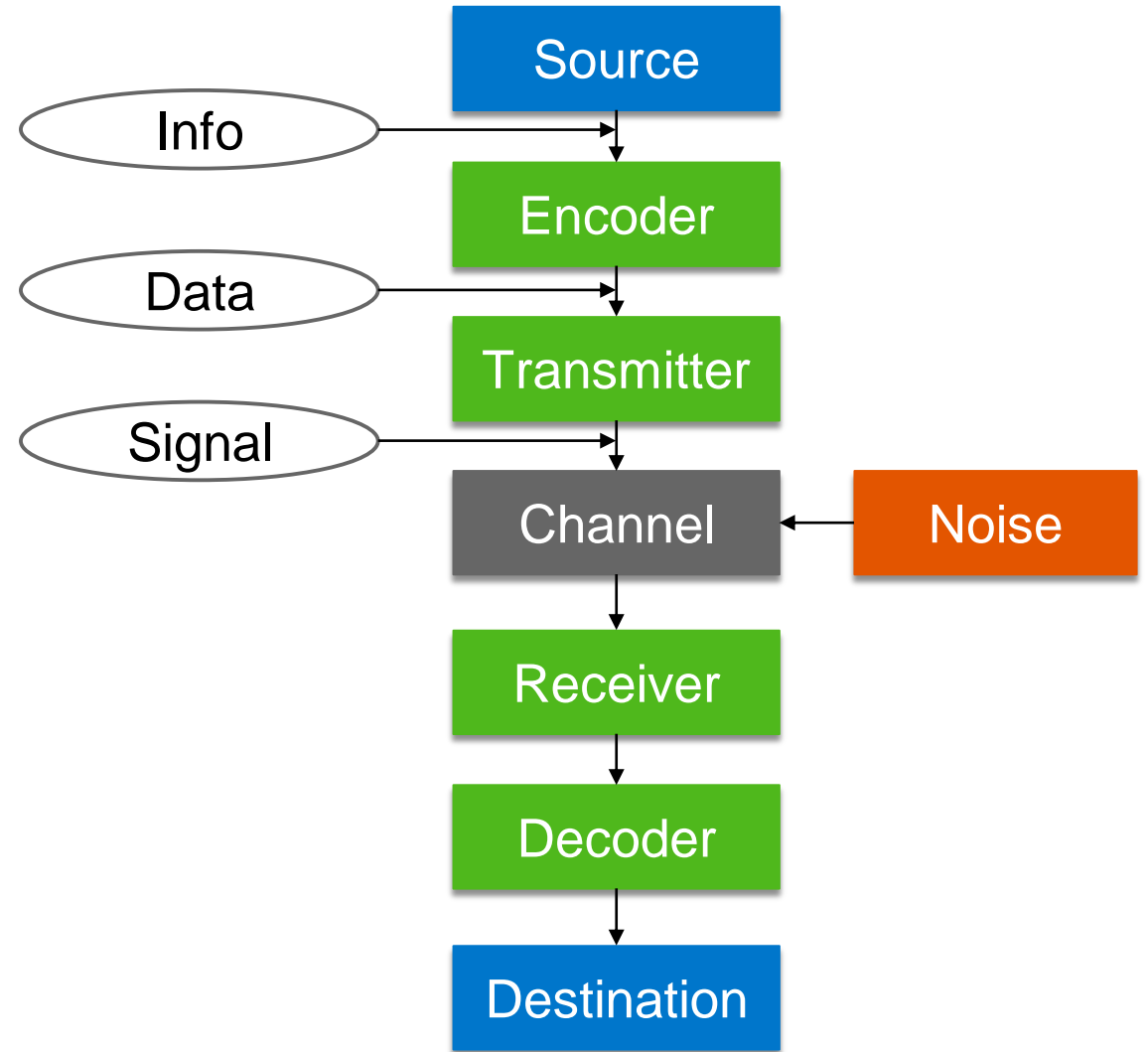
## Transmission & reception

Data  $\leftrightarrow$  Signal (energy wave)

## Channel

Carries and modifies the signal / data

Information may be affected



# Signal & channel characteristics

## Signal

An energy wave

Spectrum (Fourier sum of sine waves)

## Channel

Bandwidth, power, noise, attenuation

Latency

Capacity:  $C = B \log_2(1 + P_S/P_N)$  [bit/s]

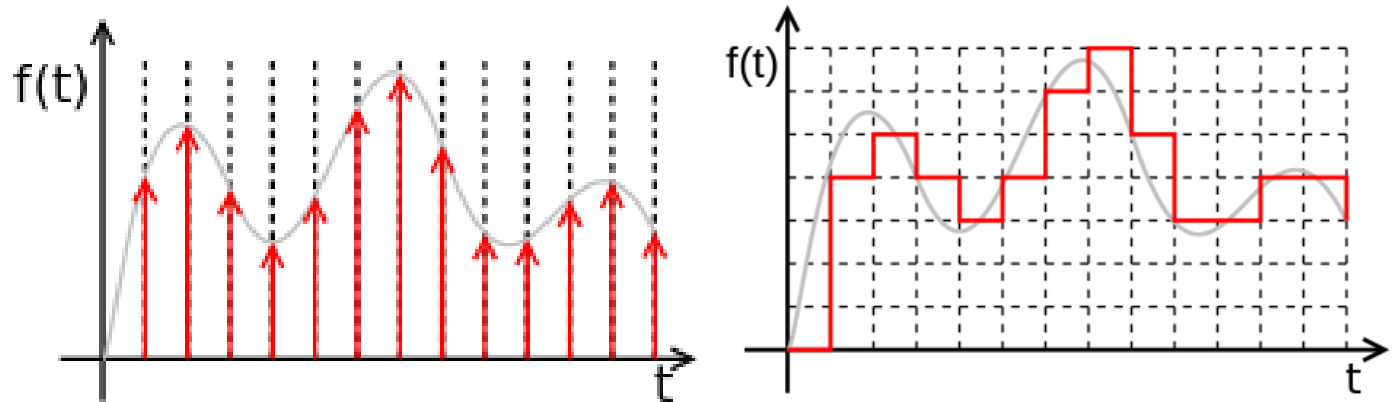
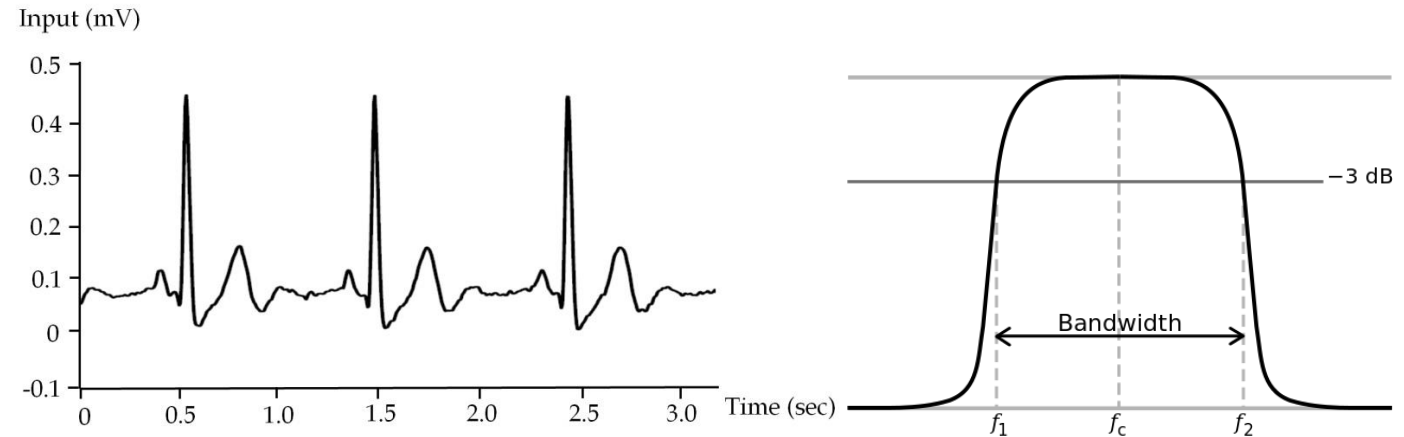
## Digital signal

Time discretization (Nyquist):  $F_S > 2B$

Amplitude quantization:

$$SQNR = 20 \log_{10}(2^Q) = 6.02 Q \text{ [dB]}$$

\* Signal to quantization noise ratio: Q bits



# Common media types

## Electrical wires

Twisted pair: 10 GB/s, 100 m, 0.5 EUR/m

Coaxial: 10 MB/s, 450m, 0.5 EUR/m

## Optical fibers

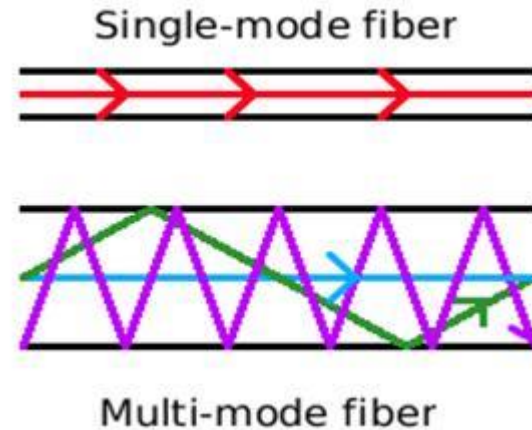
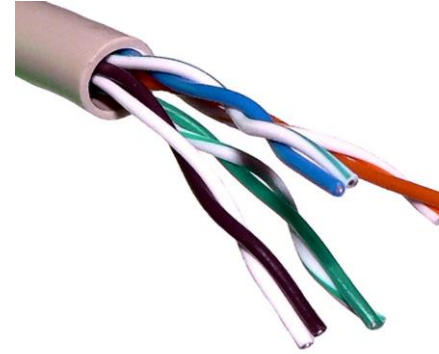
Single mode: 100TB/s, ~150 km, 0.06 EUR/m

Multi-mode: 1GB/km, ~2 km, 0.3 EUR/m

## Radio (ISM bands)

2.4 / 5GHz: 300MB/s, 50 m

433 / 868 MHz: 64KB/s, 20 km



# More about radio

## Propagation

Direction & Multi path

Penetration

Polarization

## Antennas

Omni / directional

Connectors: SMA, UF.L, BNC, F ...

## Regulations

Standard bodies: FCC(US), ETSI (EU) ...

Restrictions: Frequency, power, duty cycle



Connector	Frequency	Impedance
SMA	< 17 GHz	50Ω
UF.L	< 6 GHz	50Ω
BNC / F	< 3 GHz	50Ω, 75Ω



# Encoding & Error control

## Encoding

Text: Morse, ASCII, UTF8, CP1251 ...

Images: BMP, GIF, JPEG, PNG ...

Sound: Flac, Vorbis, MPEG, Speex, SILK, Opus ...

Video: H264, Theora ...

## Error control

Detection: Parity bit, Checksum, CRC, Hash

Correction:

- ACK/ARQ
- FEC: Hamming, Reed-Solomon, Turbo code, LDPC

ASCII Alphabet			
A	1000001	N	1001110
B	1000010	O	1001111
C	1000011	P	1010000
D	1000100	Q	1010001
E	1000101	R	1010010
F	1000110	S	1010011
G	1000111	T	1010100
H	1001000	U	1010101
I	1001001	V	1010110
J	1001010	W	1010111
K	1001011	X	1011000
L	1001100	Y	1011001
M	1001101	Z	1011010

**Internet refresher & more ...**

# TCP/IP

## IP

Private & public addresses

Routing, NAT and Firewalls

Host names (DNS)

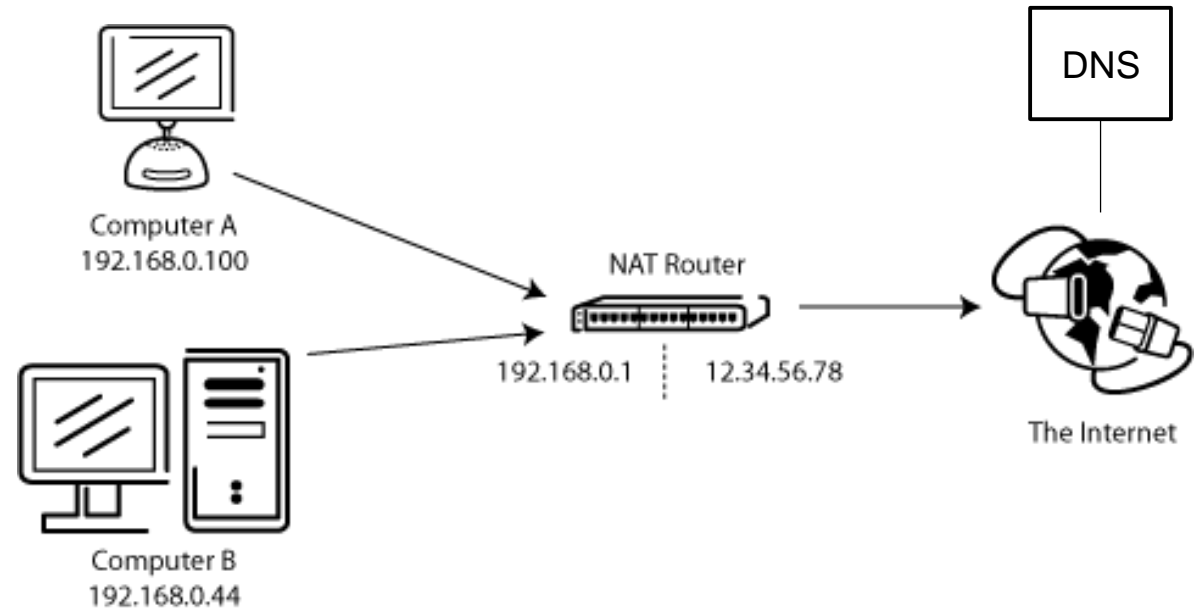
Load balancing

- DNS round robin
- Virtual IP

## TCP & UDP

Ports (services)

Error control & ordering



# HTTP Request

## Method

GET, POST, PUT, DELETE ...

## Headers

Accept (content type, encoding ....)

Authorization

Cache-Control

Cookies

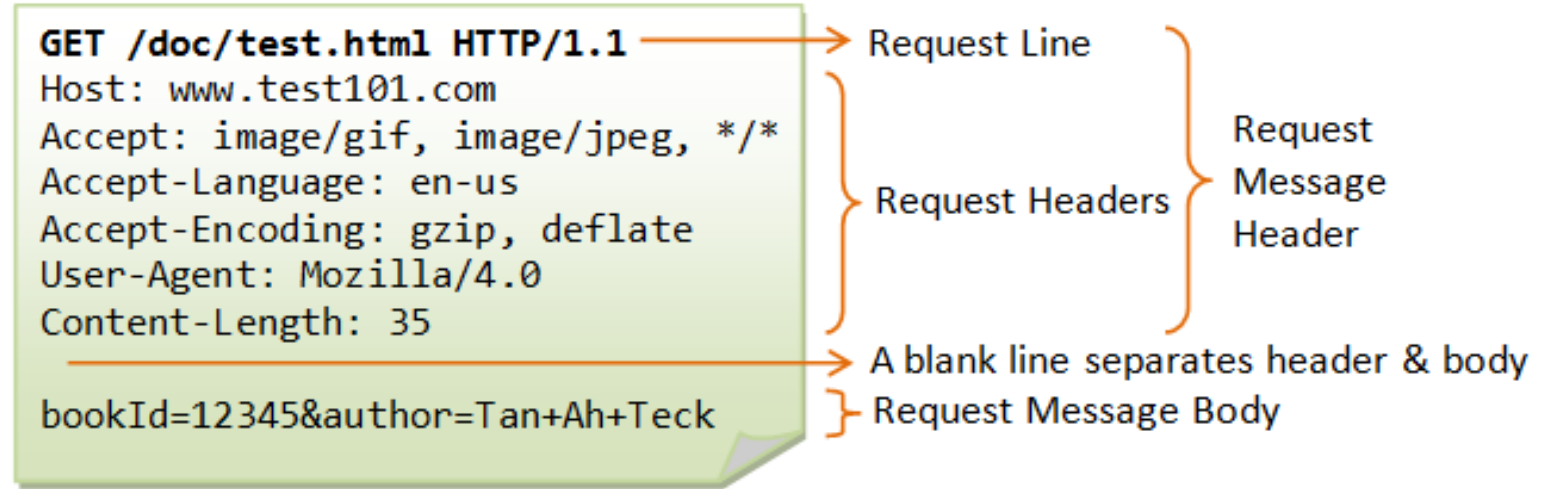
Content-Type

Host

## Body

Application specific (e.g. JSON, XML ...)

Usually POST and PUT methods only



# HTTP Response

## Status line

Protocol version

Status

## Headers

Access-Control-Allow-Origin

Cache-Control

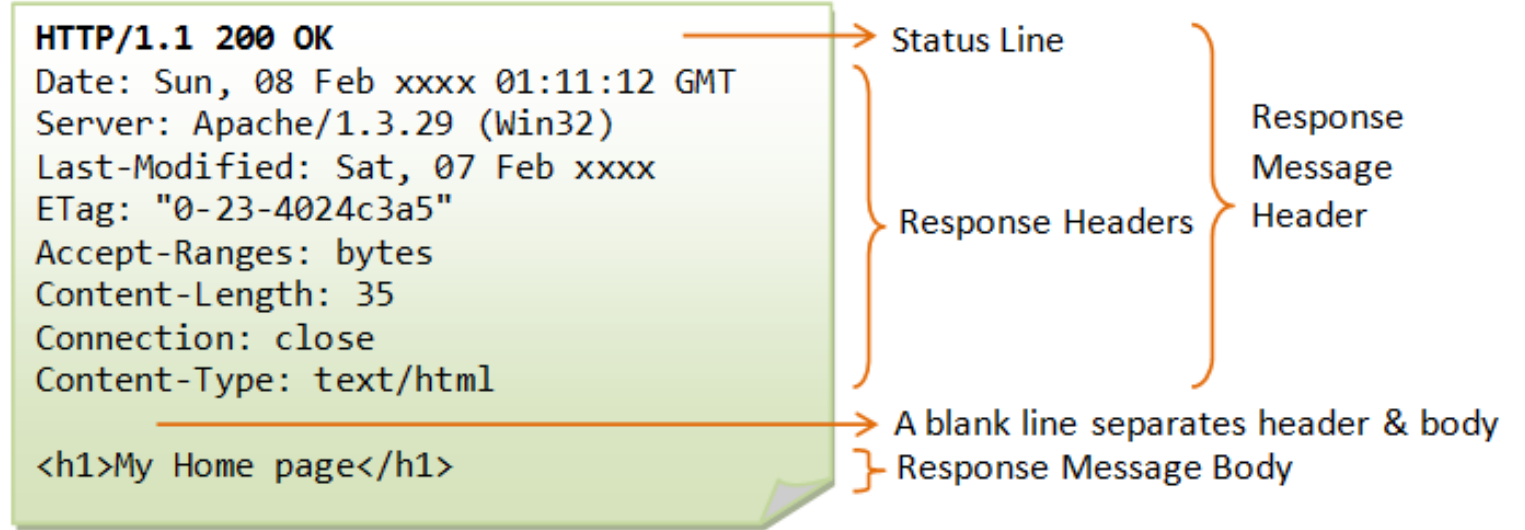
Content-Type

Set-Cookie

...

## Body

Application specific (e.g. JSON ...)



# HTTP Proxies

## Types of proxies

Forward proxy

- Transparent proxy (with DNS)

Reverse proxy

## Proxy functions

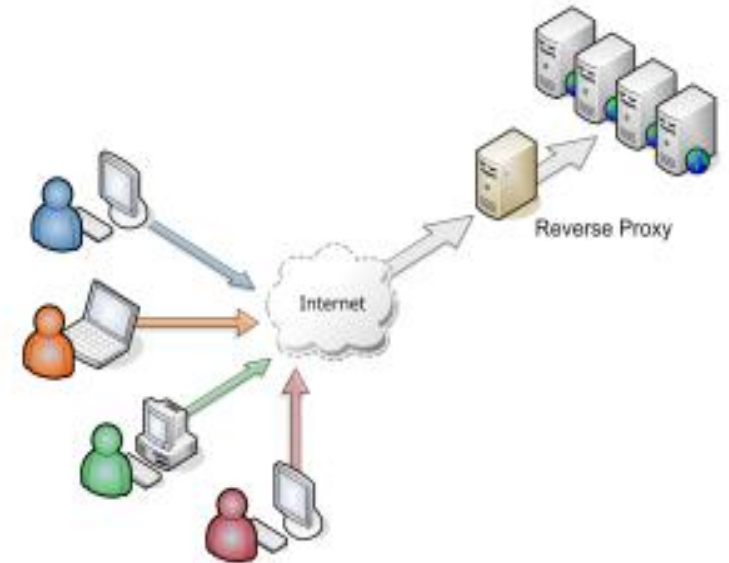
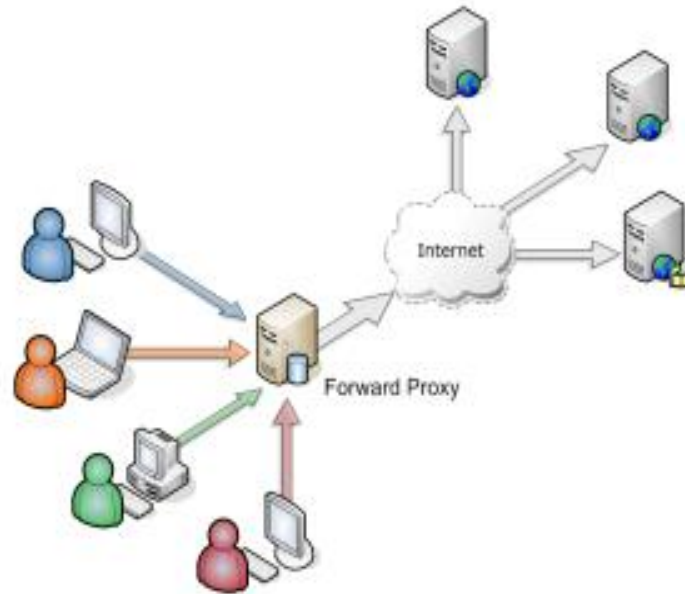
Virtual hosting

Load balancer (HTTP)

Cache

SSL terminator

DDoS protection



# MQTT (ISO/IEC PRF 20922)



## Overview

TCP/IP based

Small footprint / low bandwidth

Pub/sub (broker)

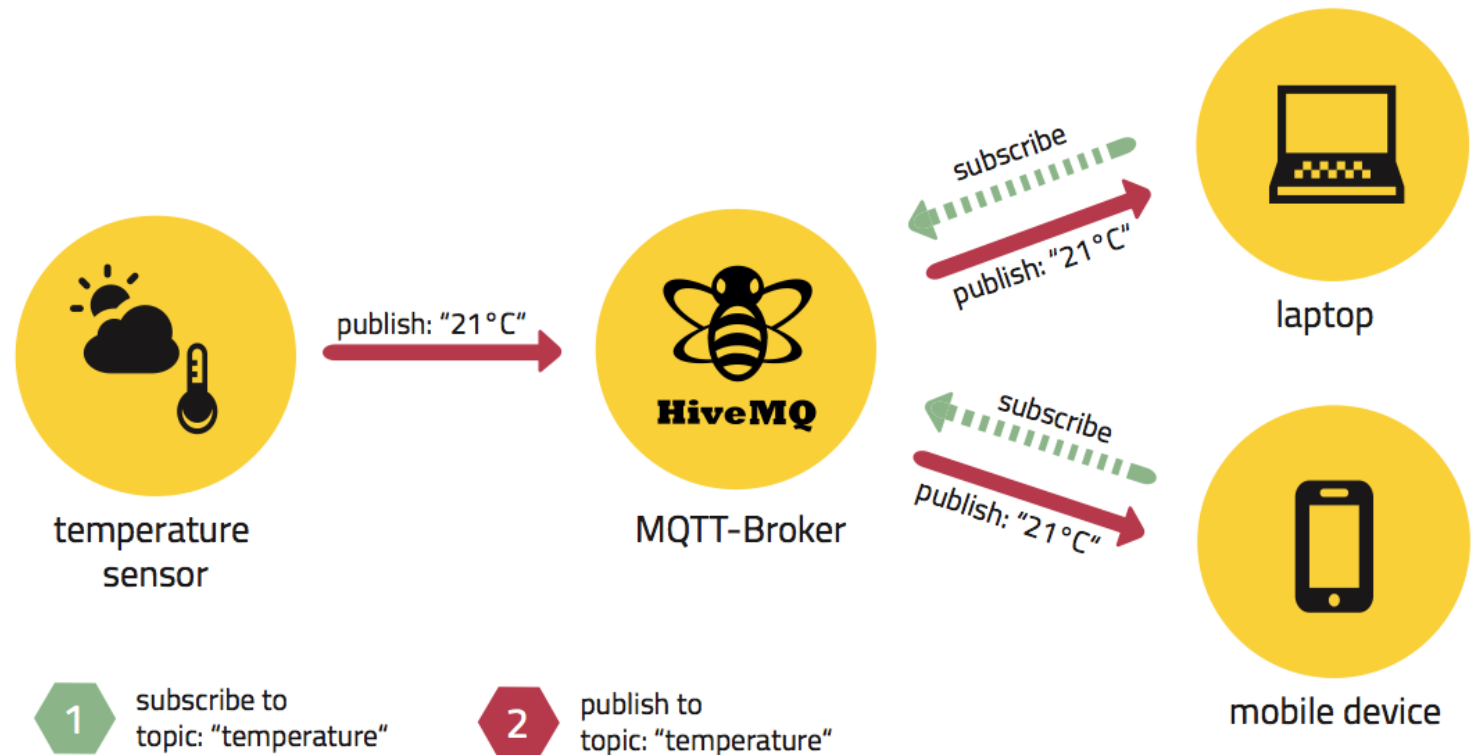
MQTT-SN: non TCP (e.g. Zigbee)

## Methods

Connect / Disconnect

Subscribe / Unsubscribe

Publish



# **IoT wireless protocols**



# Common network topologies

## P2P

Simplest

## Star (Star of stars)

Common in public deployments

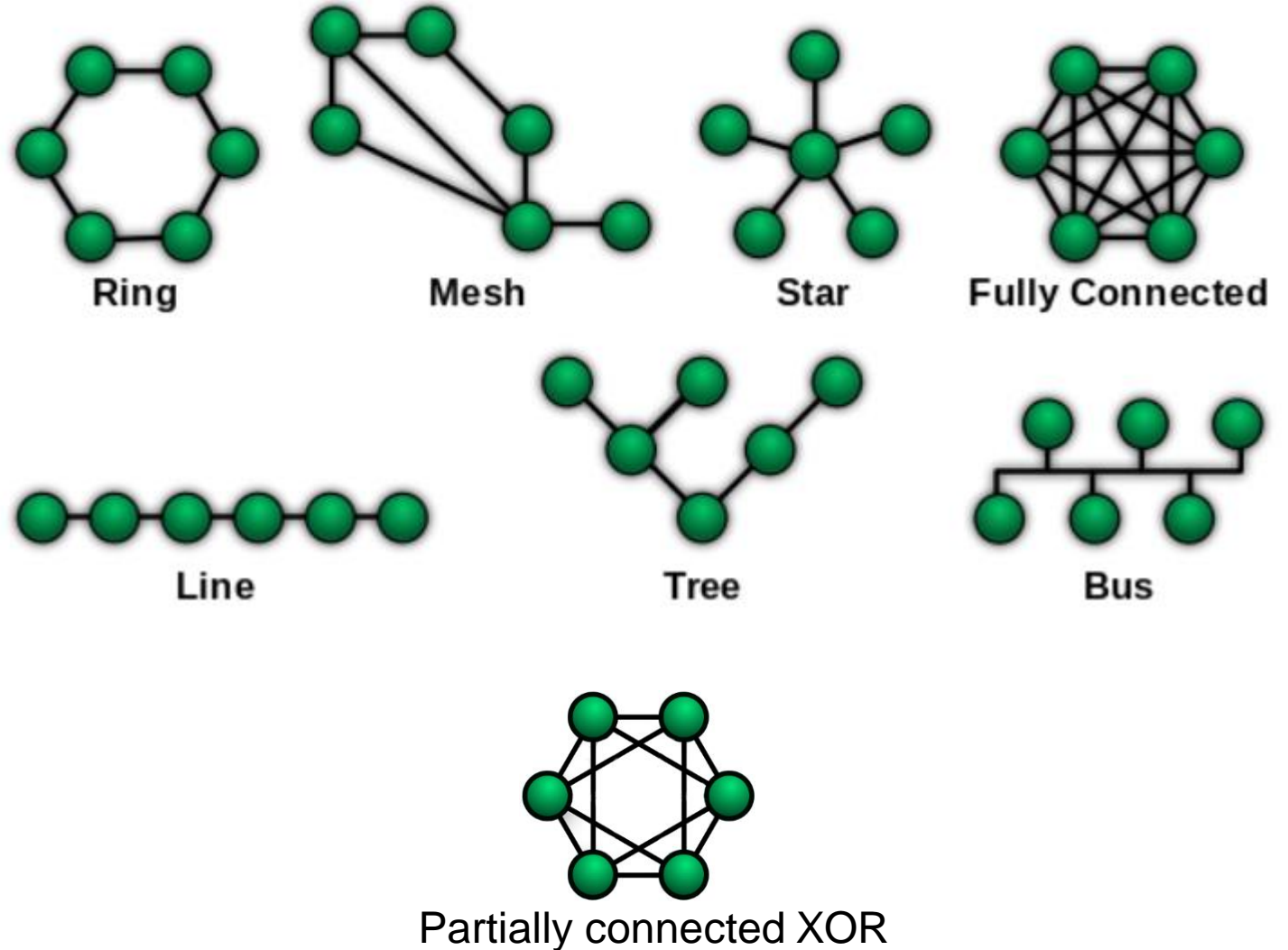
## Mesh

Complex

Potentially more reliable

Partially connected with XOR distance

(Petar Maymounkov – DHT)



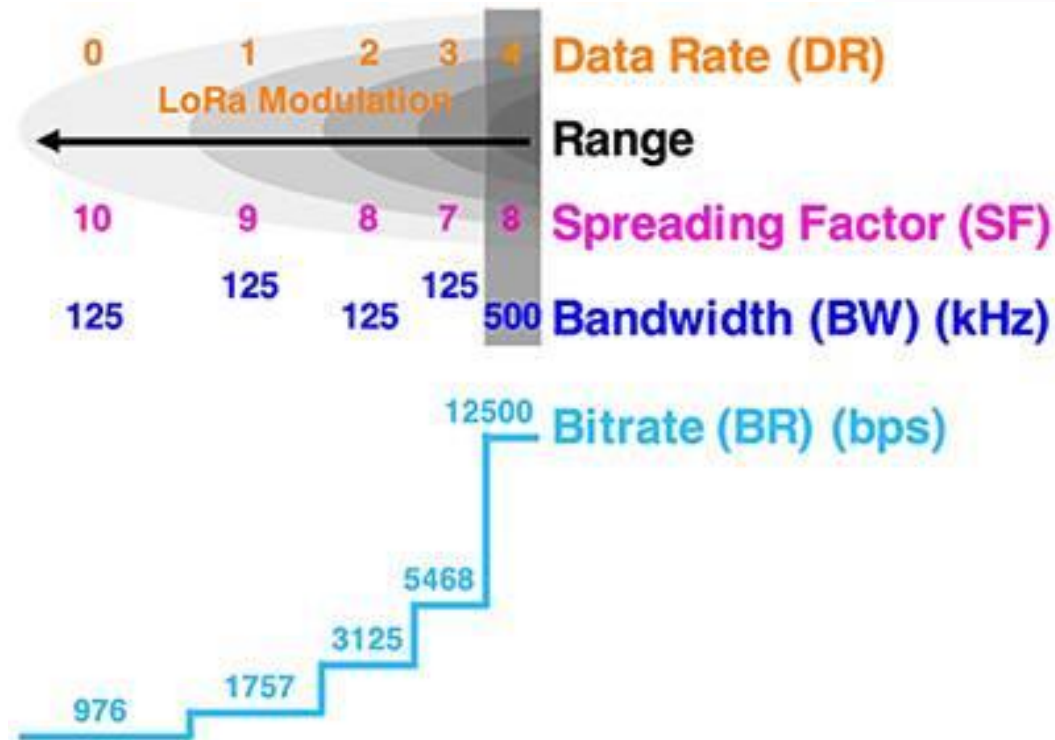
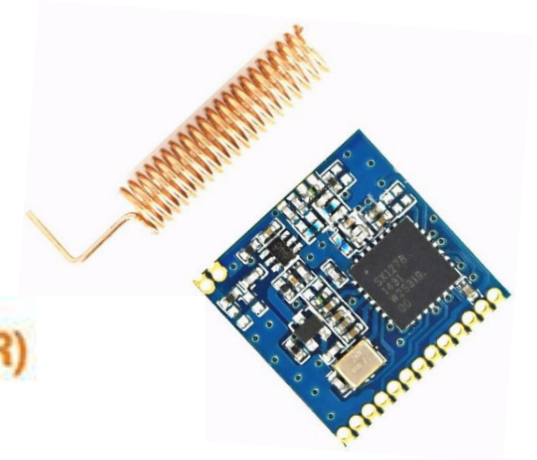
# LoRa



## FM Chirp Spread Spectrum & FEC

- Noise like signal: SNR = -5 to -20dB
- Bandwidth (7.8 – 500KHz) @ 868/915 MHz carrier
- Spreading factor (64 - 4096)
- Coding rate (for FEC)
- Range: LoS ~20km, non LoS ~2km
- Throughput = 18bps – 78Kbps
- Resistance to fading (e.g. from multipath)

$$C = B \log_2(1 + P_S/P_N) \text{ [bit/s]}$$



## Interesting properties

Star, P2P and Mesh topologies

Private & Public deployments (LoRaWAN)

Military origin (anti-jamming & LPI)

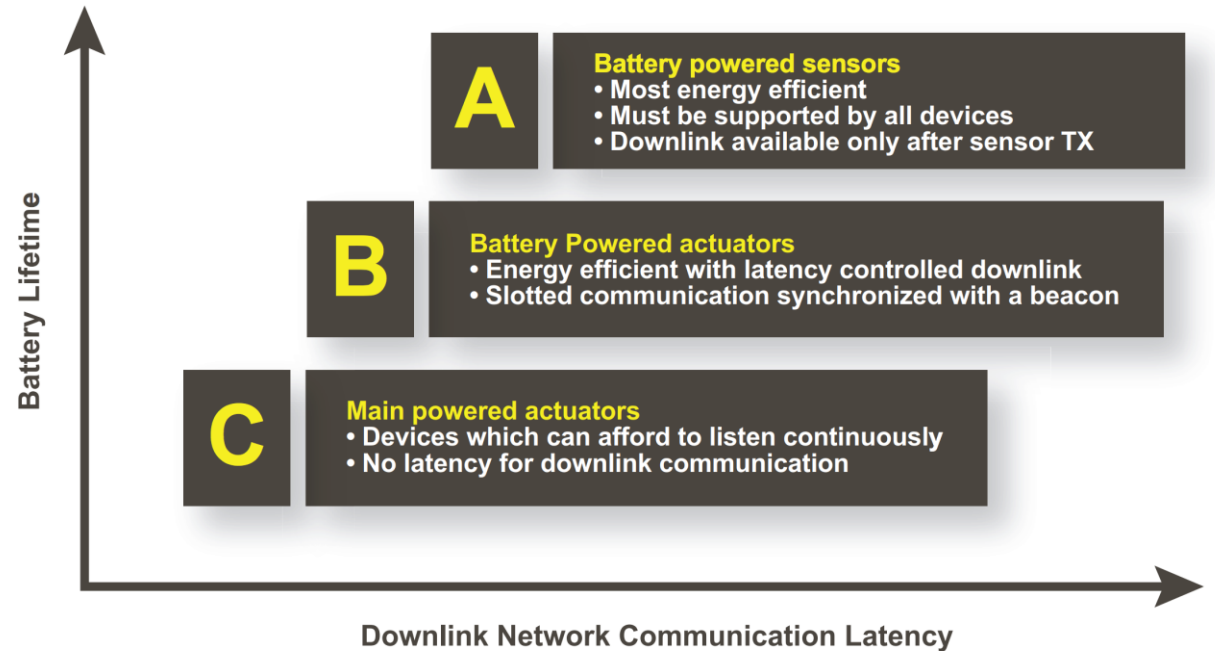
# LoRaWAN



## Wide area network on top of LoRa

### Security:

- **Network** - authenticity of the nodes in the network
- **Application** - the network operator does not have access to the end user's application data (AES encryption)



# Bluetooth 4 (BLE)



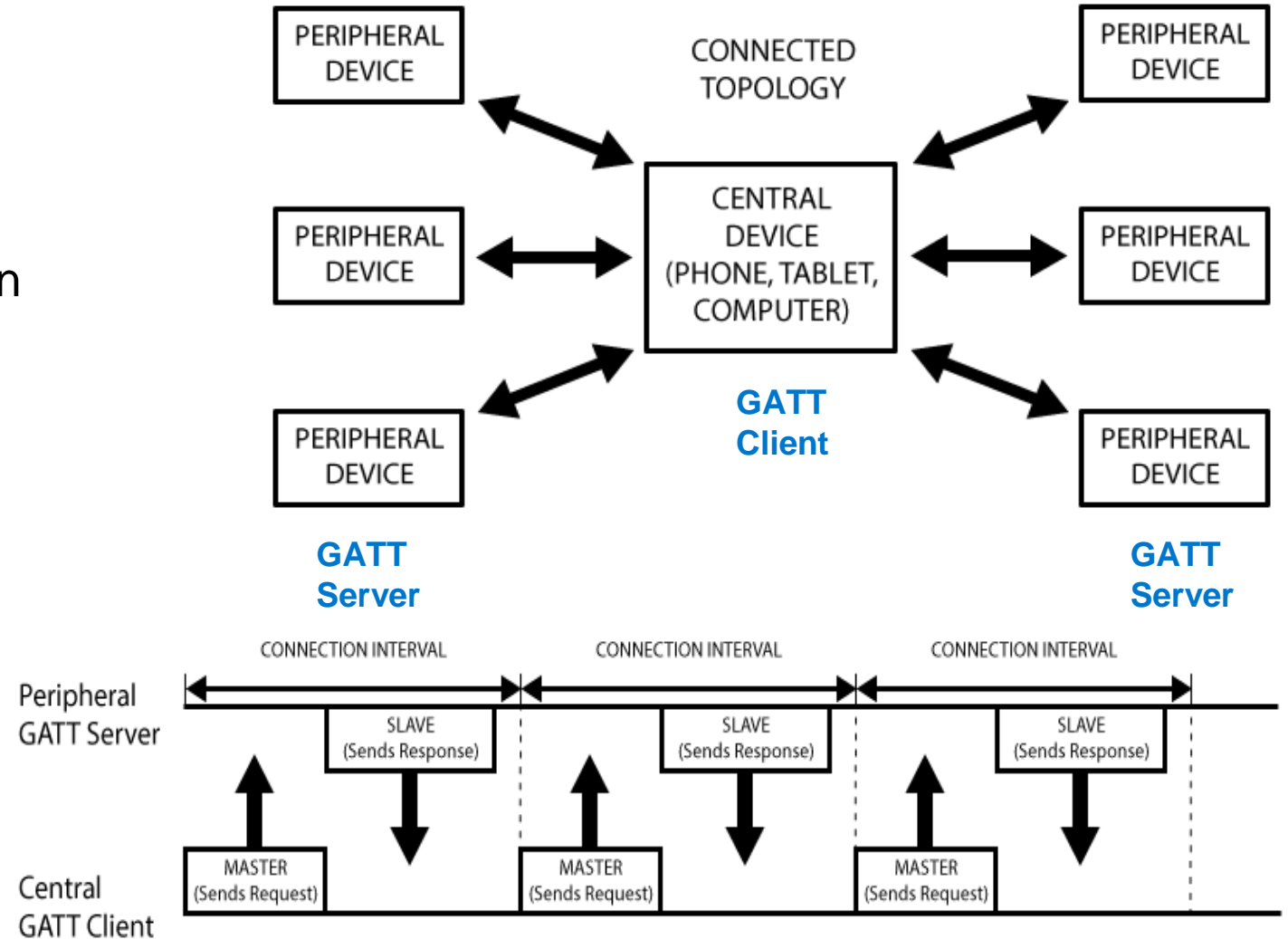
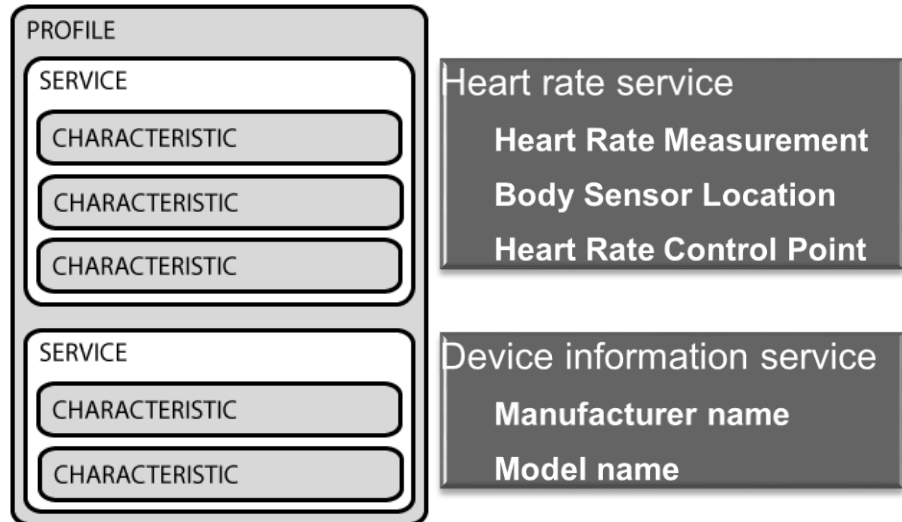
## GATT (generic attribute profile)

Designed for low power

Peripherals advertise themselves

Central device initiates two way connection

## Profiles, Services & Characteristics



# Bluetooth 5

## **Already here and compatible with Bluetooth 4**

Samsung Galaxy S8, S8+, Note, S9, S9+, iPhone 8, some boards

## **Longer range (~ 4x)**

12dB improved sensitivity, 500kbps or 125kbps modes with Coded PHY

## **Higher data throughput (~5x)**

2x LE (up to 2Mbps) by changes in physical / radio layer

Data Length Extensions (DLE)

## **Increased broadcasting capacity (Advertising Extensions)**

Less congestion, extended advertising payloads

Periodic advertising & long range connections (e.g. for way-finding, indoor navigation, asset tracking)

Improved coexistence by CSA#2 - improved randomness of channel hop sequencing

Faster over-the-air (OTA) downloads and firmware updates.



# Bluetooth Mesh

## **Compatible with both Bluetooth LE 4 and Bluetooth 5**

Implements mesh topology for establishing many-to-many (m:m) device communications.

## **Optimized for creating large-scale device networks**

Building automation, sensor network, and asset tracking solutions ...

## **Design principles & technologies**

Publish/subscribe model

Two-layer security – network layer key and application key.

Flooding with restricted relaying – prevents messages being relayed through too many hops

Power saving with "friendship"

- Low-power devices can "friend" themselves with an always-on device
- Hi-power device stores, caches, and relays messages on their behalf, delivers security updates, etc.

BLE Proxy – proxy protocol for devices not supporting the advertising bearer defined by Bluetooth mesh natively (e.g smart phones).

# Some other protocols

## Cellular

3G, LTE, 4G, Sigfox et al (UNB)

## IEEE 802.15.4

### Zigbee

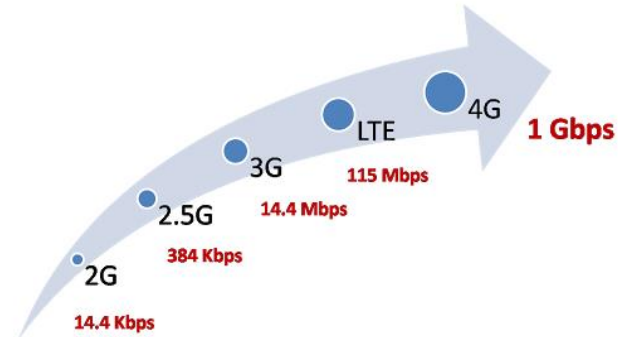
- 2.4 GHz, Mesh, many vendors = Interop. problems
- Use cases: Home automation, Smart buildings, meters ...

### Z-wave

- 868MHz, Mesh, single vendor
- Use cases: Home automation, Smart buildings

MiWi, SNAP, Thread, 6LoWPAN ...

WiFi HaLow



# IoT wired protocols



# UART (Universal Async Receive Transmit – aka Serial)

## **Applications**

Serial monitor

Legacy devices

Some sensors

## **Varieties**

UART (3.3 / 5 V, few meters)

RS232 (9600 bps/ 15m)

RS485 (100kbps / 1200m)

# I2C

## Overview

Distance: 1 – 10 m

Data and Clock lines

Synchronous bus (master clock)

Multi-master / up to 1008 slaves

Half-duplex, 100 kbit – 3.2mbit/s

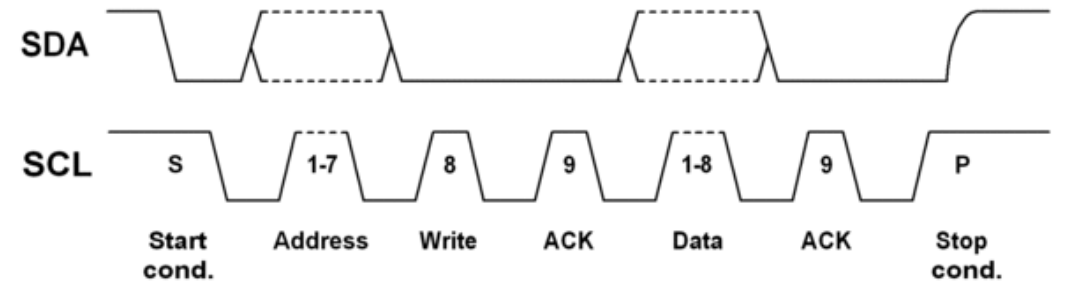
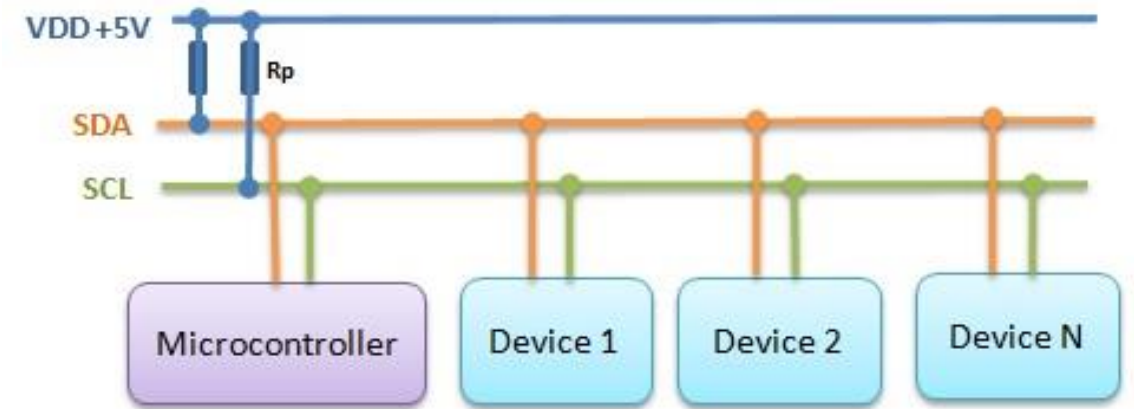
## Programming

Slave address: 7/10 bit

Open address

Write data

Read data



# SPI (Serial peripheral interface)

## Overview

Distance: 1 – 10 m

Data, Clock and Select lines

Synchronous bus (master clock)

Single master / multi slave

Full duplex, high data rate

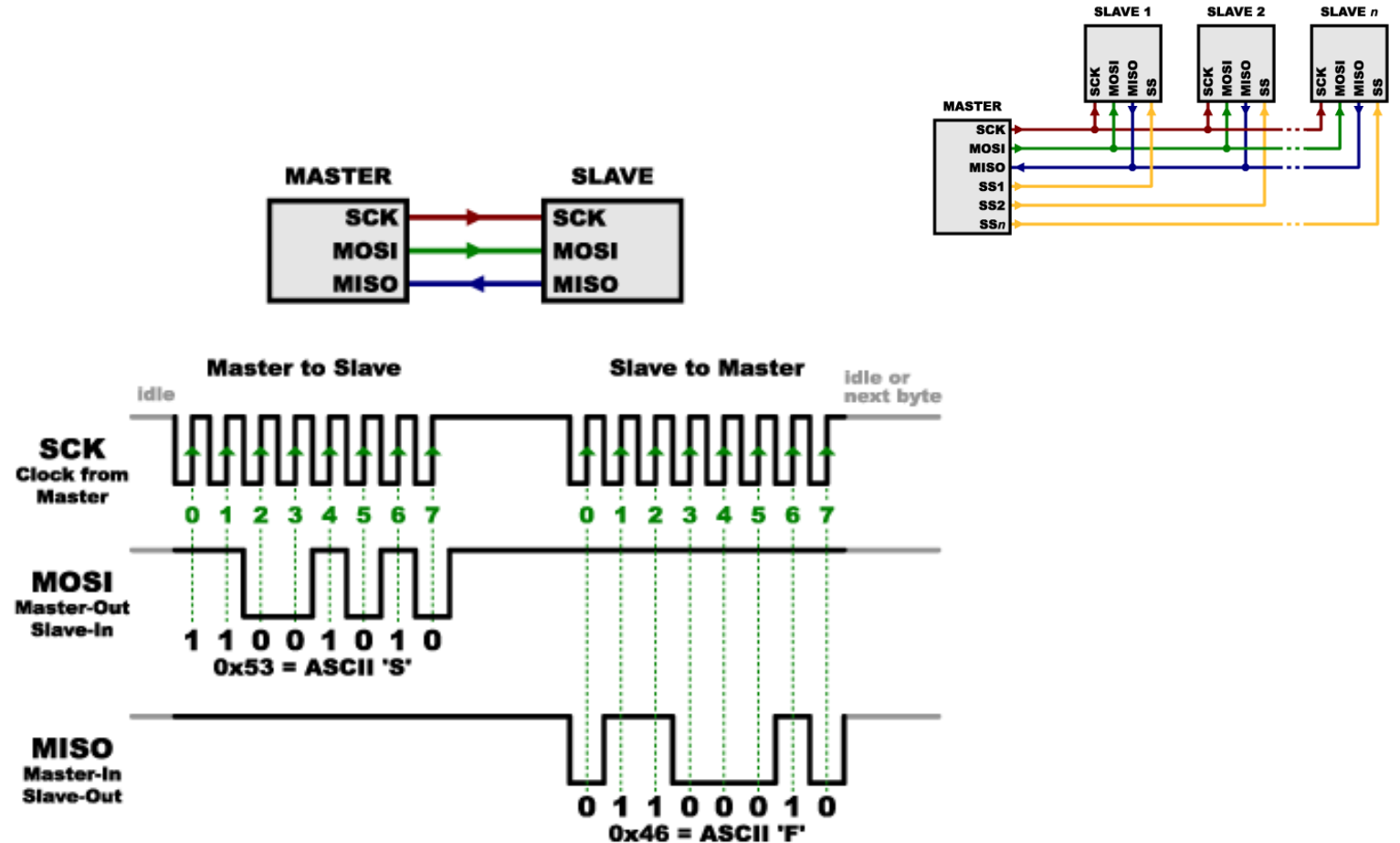
## Programming

Software vs Hardware SPI

Bit order (LSB/MSB)

Data mode (rising/falling edge)

Clock speed (divider)



# OneWire et al

## Overview

Distance: 10 to 100s of meters

- Radius & weight

Half-duplex, 16 kbit / 125 kbit (overdrive)

Data line only (2/3 wire interface)

Single master / up to 100s of slaves

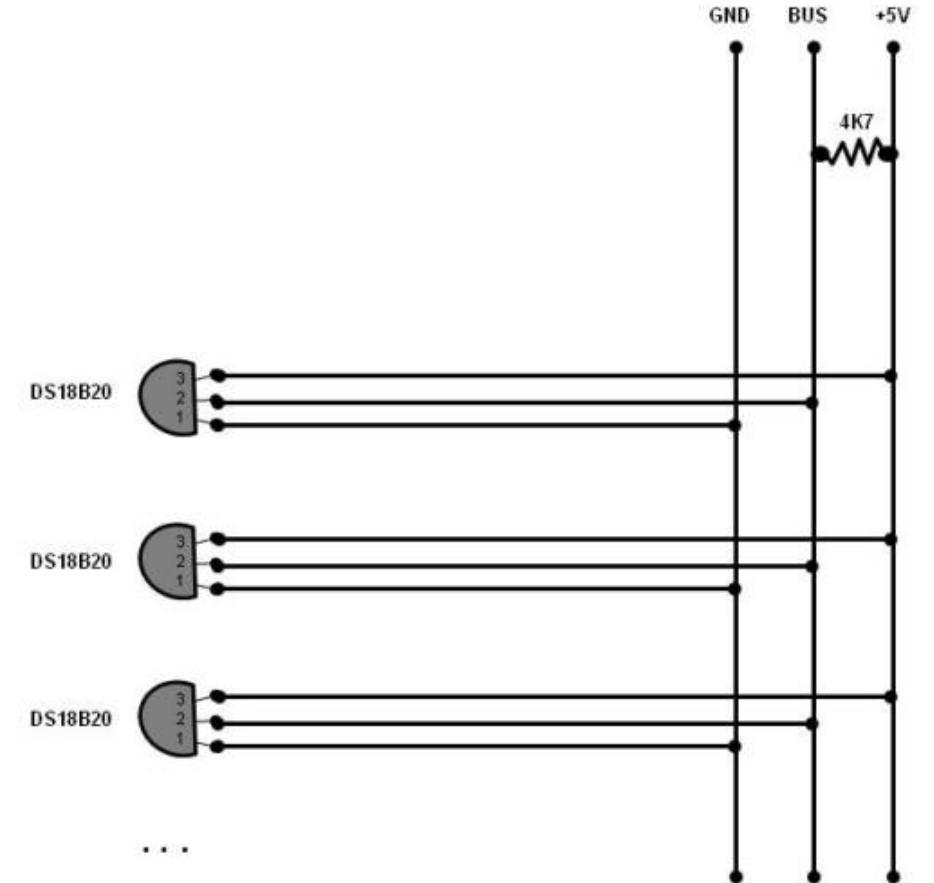
## Programming

64bit slave IDs

Parasitic power (charge up)

Find devices

Communicate



# Some other protocols

## **Industrial**

CAN

CIP (common industrial protocol) - TODO

Ethernet (PROFINET)

Modbus (PLCs), Profibus, 4-20 mA

## **I2S**

HiFi sound

# Exercise

# Exercises

## WiFi modes

Station + HTTP client – optional, shall be covered in previous exercise

ESP Access point + HTTP server -> fire an LED upon HTTP request

SoftAP

## HC-12

Connect two devices and send data

## MQTT

ESP client to Java server