

*Breaking out of the cloud:*  
Local trust management and rendezvous  
in [Named Data Networking of Things](#)

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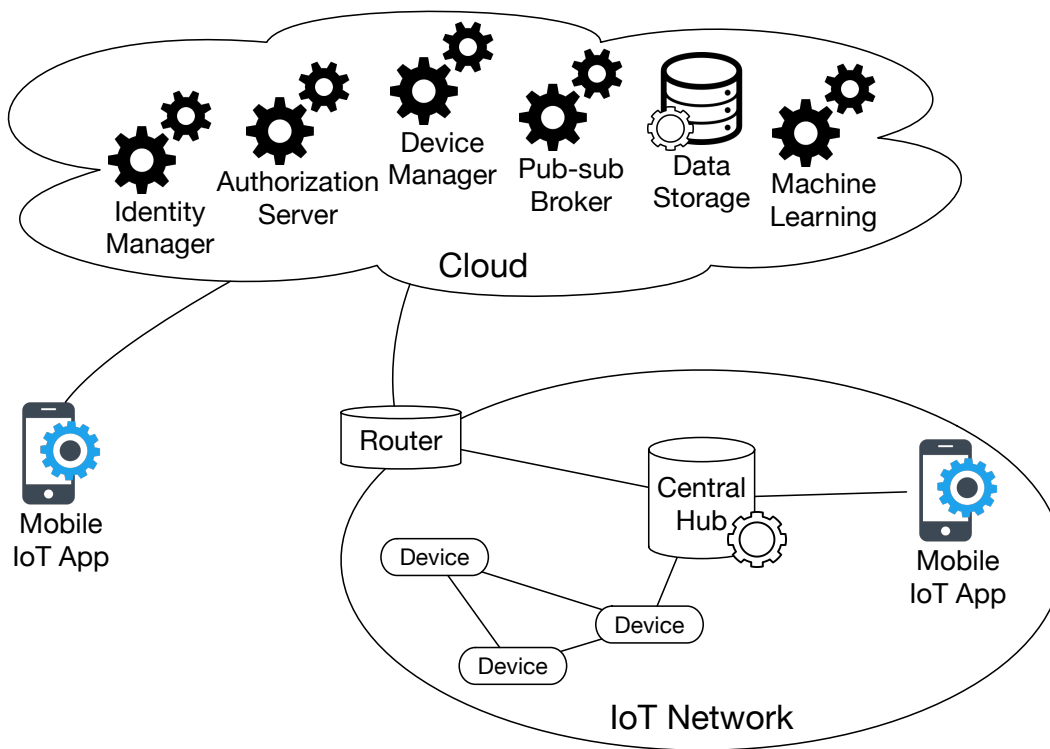
<https://named-data.net/publications/ndn-breaking-out-of-cloud-iotdi-2017/>

# The Rise of IoT at Home



IoTDI 2017, Pittsburgh

# Cloud-centric (Silo) Approach to IoT



androidthings



Weave



iCloud



# Problems with Cloud-centric IoT

# Rethink the IoT Service Architecture

## Example: AWS IoT platform

Resource Name (ARN) of my living room lamp:  
`arn:aws:iot:us-west-1:wentao:things/LivingRoomLamp`



AUTHENTICATION  
& AUTHORIZATION



REGISTRY



DEVICE GATEWAY



Amazon SNS



DynamoDB

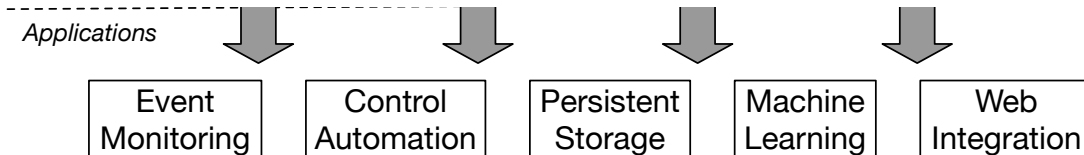


Kinesis



Lambda

# Rethink the IoT Service Architecture



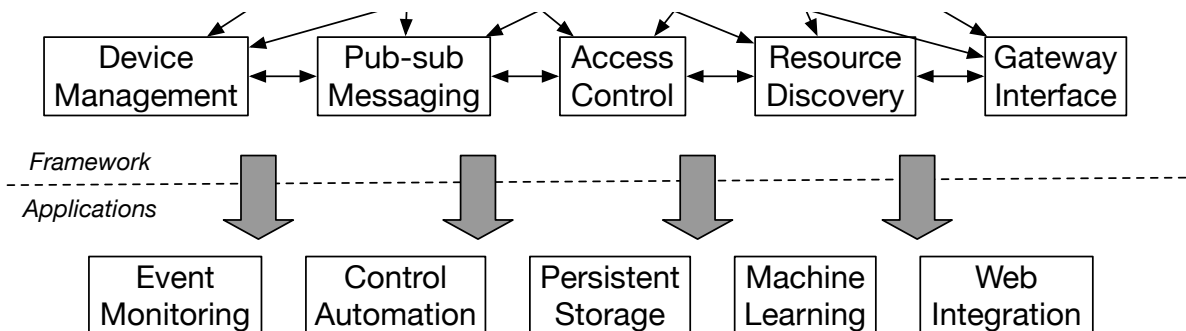
IoTDI 2017, Pittsburg

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# Rethink the IoT Service Architecture



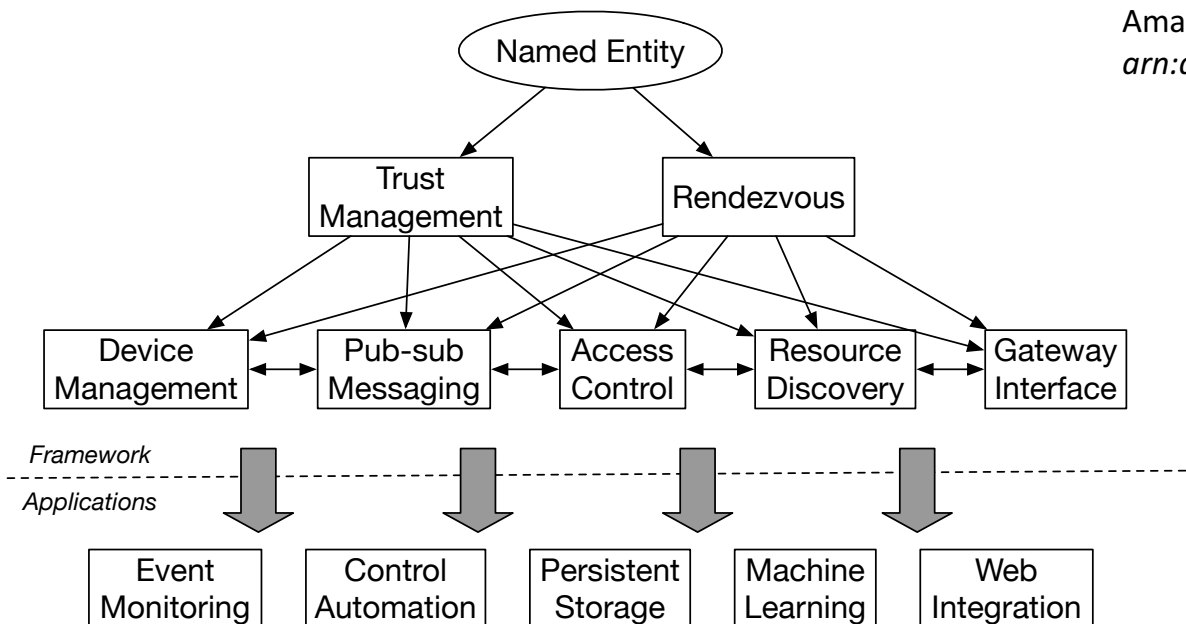
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# Rethink the IoT Service Architecture



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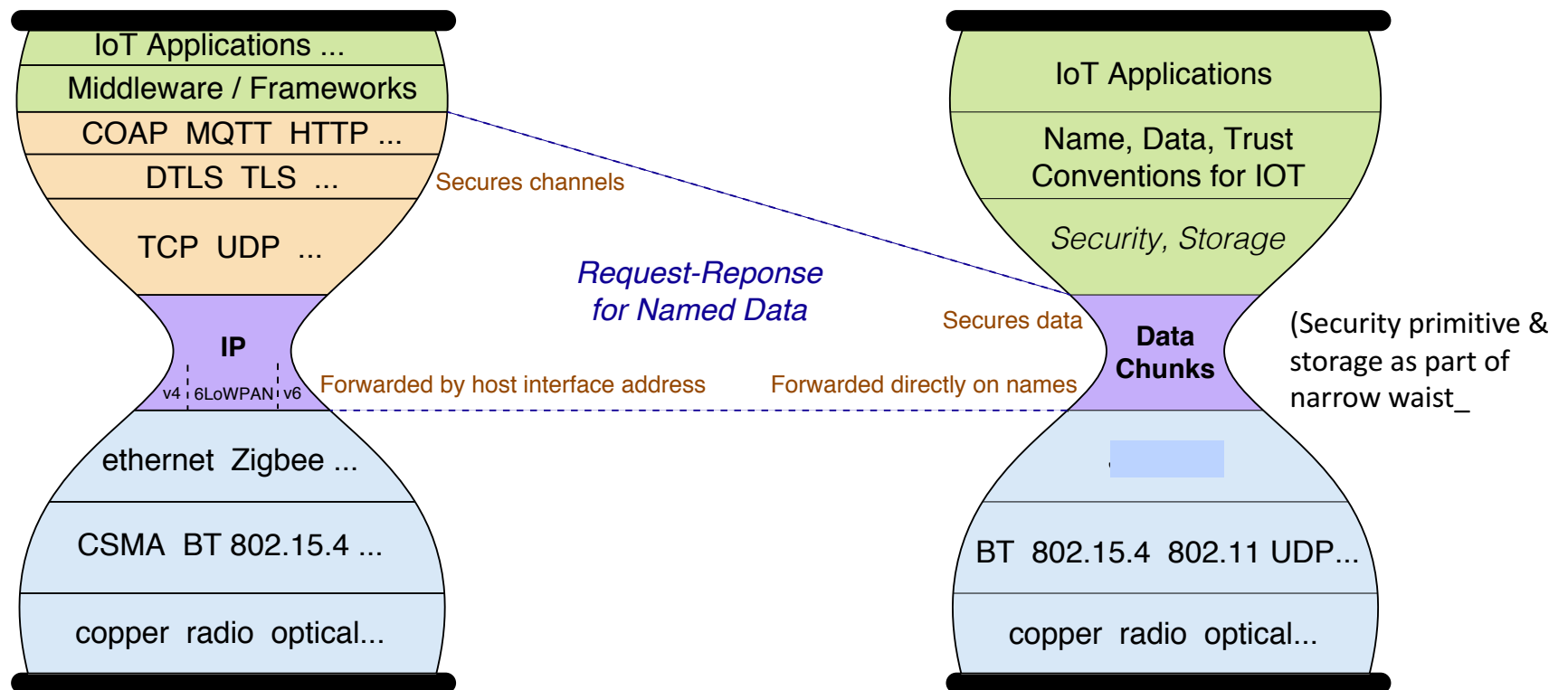
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# Named Data Networking of Things (IoTDI'16)



# Cloud-independent IoT with NDN

- **Named entities:** name the “things” *within local context*
- **Trust management:** express the relation between data names and signing key names, *within local context*
- **Rendezvous:** publish & synchronize application names under a local discovery namespace, *within local network/context*

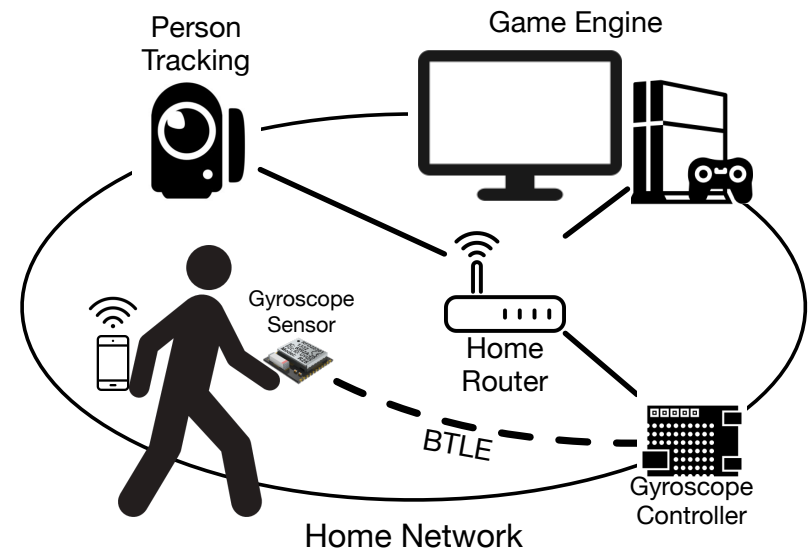
# Cloud-independent IoT with NDN

- **Named entities:** name the “things” *within local context*
- **Trust management:** express the relation between data names and signing key names, *within local context*
- **Rendezvous:** publish & synchronize application names under a local discovery namespace, *within local network/context*
- Other services and applications can be bootstrapped from the above
- Optional cloud components can provide functions beyond the capability of local IoT systems (e.g., voice recognition and search)

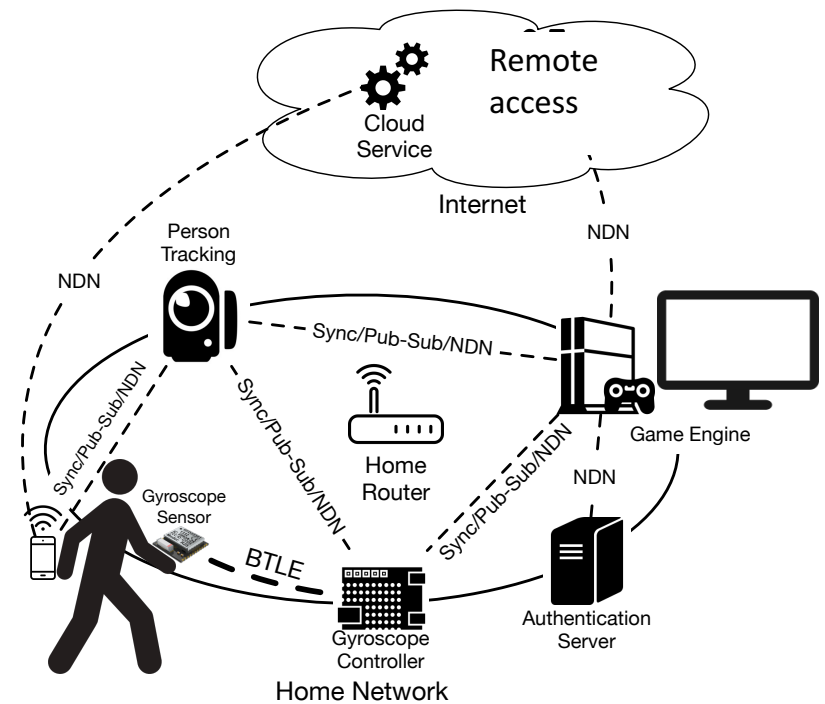
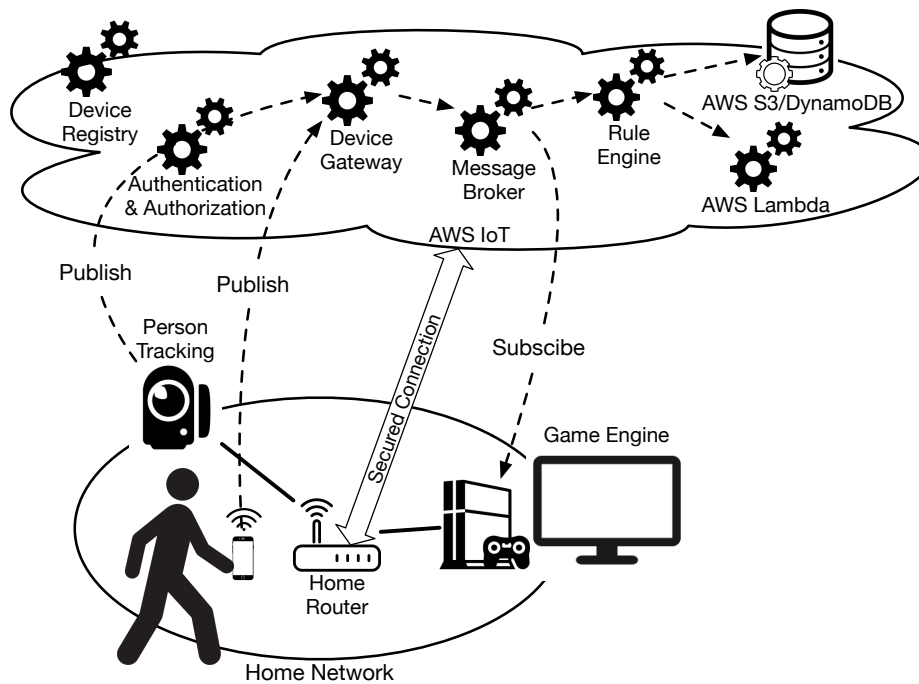
# Flow: a cloud-independent home entertainment system

A multi-user “exploration game” prototype using:

- *Indoor positioning*: player’s physical position modifies virtual game world
- *Wearable sensing*: player wears or carries gyroscope to control orientation of virtual camera
- *Mobile phone interface*: player controls actions in virtual game world via smartphones.
- *Game engine*: visualization rendered in Unity.



# Architecture: AWS-IoT vs. NDN-IoT



# Conclusion

- Existing cloud-centric IoT systems represent a “path of least resistance” in the IoT revolution under TCP/IP architecture
- Great opportunity for cloud-independent IoT design
  - Application-defined data naming within local context
  - Securing and exchanging named data at network layer
  - Expressing trust relations by names with schematized trust
  - Discovering new entity names through local synchronization

# Many challenges remain for the IoT and NDN research

- Easy-to-use, encryption-based access control
- Global access to the manufacturer namespaces
- Quantitative evaluation against similar applications based on TCP/IP
- Better generalization / interface design in NDN IoT framework

# Implementation

- Indoor positioning with OpenPTrack over NDN
  - Publish position data at 30Hz and metadata at lower rate
- Wearable sensing with RFduino22301 and gyroscope MPU6050
  - RFduino generates NDN data at 2Hz and transfers to a Raspberry Pi 2 controller for signing and publishing
- Mobile interface on Android phone using NDN.JS library
  - Generates command Interests to control virtual environment and update player's position
- Visualization with Unity3D game engine
  - Consumes positioning and gyro data, and receives command Interests



# Links to code

- [Code repository](https://github.com/remap/ndn-flow) (https://github.com/remap/ndn-flow)
  - [NDN-IoT framework](https://github.com/remap/ndn-flow/tree/master/framework) (https://github.com/remap/ndn-flow/tree/master/framework)
    - [Functionality overview](#)
    - [Interface description](#)
  - [Flow application](https://github.com/remap/ndn-flow/tree/master/application) (https://github.com/remap/ndn-flow/tree/master/application)
- [Technical guide](#) (installation and troubleshooting)
- [Demo poster](#)
- [Application screen recording](#)