

# CS578: Internet of Things



## RPL: Routing over Low-Power and Lossy Networks

RFC 6550: <https://tools.ietf.org/html/rfc6550>



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“The Man who works for others, without any selfish motive, really does good to himself.” – Shri Ramakrishna

# What is Low-Power and Lossy Network?



## RFC 7228

- **Constrained Node:** A node where some of the characteristics that are otherwise pretty much taken for granted for Internet **nodes** are not attainable, often due to cost constraints and/or physical constraints on characteristics such as size, weight, and available power and energy.
  - tight limits on **power, memory, and processing resources**
- **Constrained Network:** A network where some of the characteristics pretty much taken for granted with **link layers** in common use in the Internet are not attainable.
  - low achievable **bitrate/throughput**; high **packet loss** and variability of packet loss; limits on reachability over **time**
- **Constrained-Node Network:** A network whose characteristics are influenced by being composed of a significant portion of constrained nodes.
- **LLN (Low-Power and Lossy Network):** Typically composed of many embedded devices with **limited power, memory, and processing resources** interconnected by a **variety of links**, such as IEEE 802.15.4 or low-power Wi-Fi.

# Routing challenges in LLNs

- **Energy consumption** is a major issue (for battery powered sensors/controllers)
- Limited **processing power**
- Very **dynamic topologies**
  - Link failure (as Low-powered RF)
  - Node failures (as fast energy depletion)
  - Node mobility (in some environments)
- **Data processing** usually required on the node itself,
- Sometimes deployed in **harsh environments** (e.g. Industrial, hilly region),
- Potentially deployed at **very large scale**,
- Must be **self-managed** network (auto-discovery, self-organizing, )

Can't use OSPF, OLSR, RIP, AODV, DSDV, DSR, etc

# Routing over Low-power and Lossy link: ROLL WG



- ROLL Working Group Formed in Jan 2008
- **Mission:** define Routing Solutions for LLN
  - Should be able to operate over a **variety of different link layer technologies**

- **Work Items:**

- **Routing Protocol** work
- Routing is **designed to support** different LLN application requirements
  - RFC 5548 - Routing requirements for **Urban** LLNs
  - RFC 5673 - Routing requirements for **Industrial** LLNs
  - RFC 5826 - Routing requirements for **Home Automation** LLNs
  - RFC 5867 - Routing requirements for **Building Automation** LLNs
- Routing **metrics** for LLN
- Produce a **security** Framework
- **Applicability** statement of ROLL routing protocols

**DATALINK**  
[802.11ah,802.15.4e,G.9959,wi\_fi,BLE,Z-WAVE,ZIGBEE,NFC,DASH7,Weightless,Sigfox,DECT/ULE.HOMEPLUG.CELLULAR.NEUL.LORAWAN]

- **Proposed protocol: RPL (IPv6 Routing Protocol for LLNs)**

# RPL is a .....

- Distance Vector (DV) protocol
- Source Routing Protocol

## What is a Distance Vector (DV) protocol?

- The term distance vector refers -
  - protocol **manipulates vectors of distances** to all other nodes in network
- It is based on calculating the **Direction** and **Distance** to any node in a network.
  - "**Direction**" usually means the next hop address and the exit interface.
  - "**Distance**" is a measure of the cost to reach a certain node.
- **Least cost route** = **route with minimum distance**.
- **Each node maintains a vector** (table) of minimum distance to every node.
- Router shares its knowledge about the whole network to its neighbours periodically.
- It is an Intra-domain routing protocol (i.e. inside a AS)
- Have less computational complexity and message overhead

# Cont...



## What is a Source Routing (path addressing) protocol?

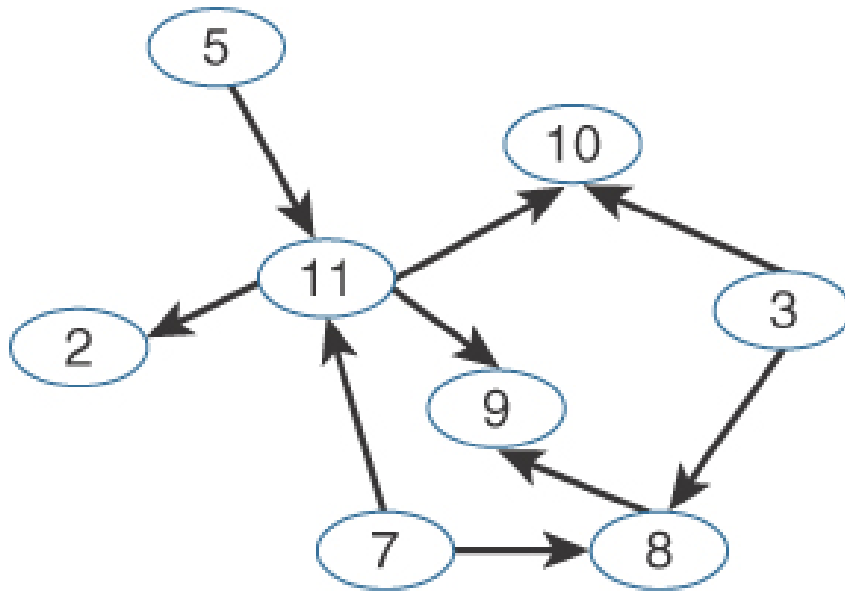
- Allows a **sender** of a packet to **partially or completely specify the route** the packet takes through the network.
- Enables a node to **discover all the possible routes** to a host.

## Two modes of RPL:

- **Storing mode:**
  - **All nodes** contain the **full routing table** of the RPL domain.
  - Every node knows how to directly reach every other node.
- **Non-storing mode:**
  - **Only the border router(s)** of the RPL domain contain(s) the **full routing table**.
  - Border router knows how to directly reach every other node.

# RPL Topology (1/2)

RPL organizes a **topology** as a DAG

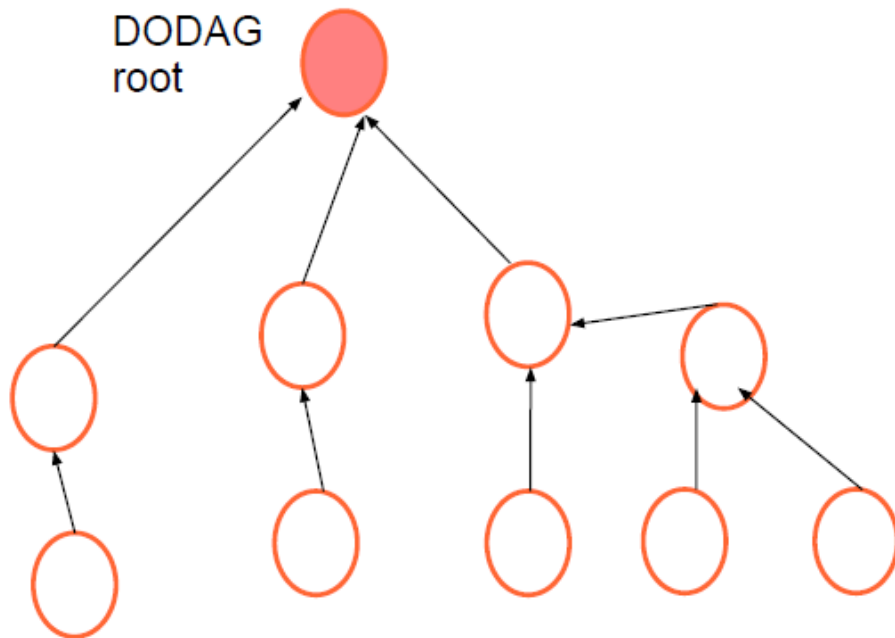


- A DAG is a **directed graph** where no cycles exist.

DAG(Directed Acyclic Graph)

# RPL Topology (2/2)

- A DAG rooted at a single destination at a single DAG root (DODAG root) with **no outgoing edges**



**DODAG** (Destination Oriented DAG)

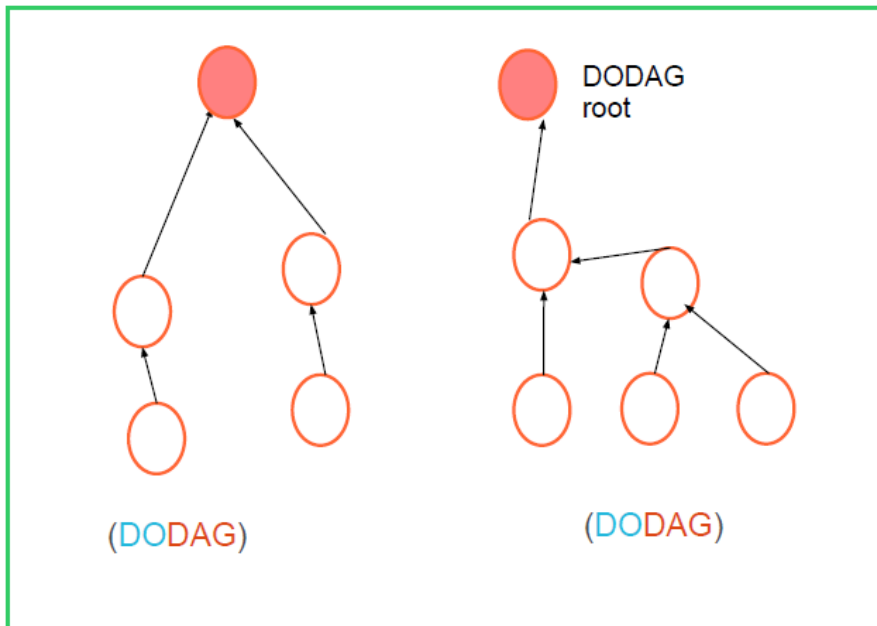
- A basic RPL process involves building a DODAG.
- In RPL, this destination occurs **at a border router** known as the DODAG root.

- **Simplest RPL topology:** single DODAG with one root
- **Complex scenario:** multiple uncoordinated DODAGs with independent roots
- **More sophisticated and flexible configuration:** single DODAG with a virtual root that coordinates several LLN root nodes



# RPL Instance

- An **RPL Instance** is a set of one or more DODAGs that **share a common RPLInstanceID**



RPL Instance

- RPLInstanceID** is a **unique** identifier within a network.
- DODAGs with the **same RPLInstanceID** share the **same Objective Function (OF)**
  - used to compute the position of node in the DODAG .
- An **objective function (OF)** defines
  - how metrics are used to **select routes** and establish a **node's rank**.
  - RFC 6552 and RFC 6719
- Objective Function computes the **“rank”**
  - rank is the **“distance”** between the node and DODAG root
  - Rank* should **monotonically decrease** along the DODAG and **towards the destination**

# RPL Control Messages

The RPL Control Message consists of an ICMPv6 header followed by a message body.

- 1) **DODAG Information Solicitation (DIS)**:
  - Link-Local multicast request for DIO (i.e. neighbour discovery).
  - Do you know of any DODAGs, asked by a node?
- 2) **DODAG Information Object (DIO)**:
  - Downward RPL instance multicasts
  - Allows other nodes to discover an RPL instance and join it
- 3) **Destination Advertisement Object (DAO)**:
  - From child to parents or root
  - Can I join you as a child on DODAG #x?
- 4) **DAO-ACK**: Yes, you can! Or Sorry, you can't!
- 5) **Consistency Check (CC)**: Challenge-response messages for security

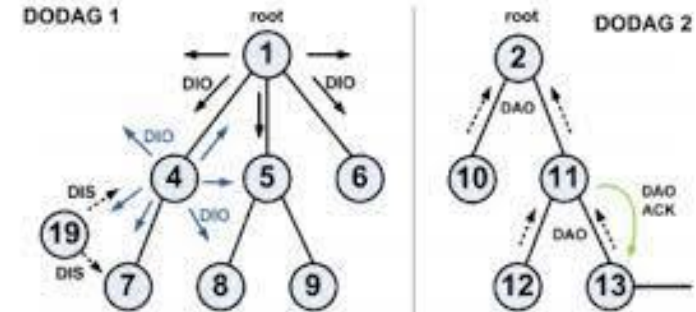
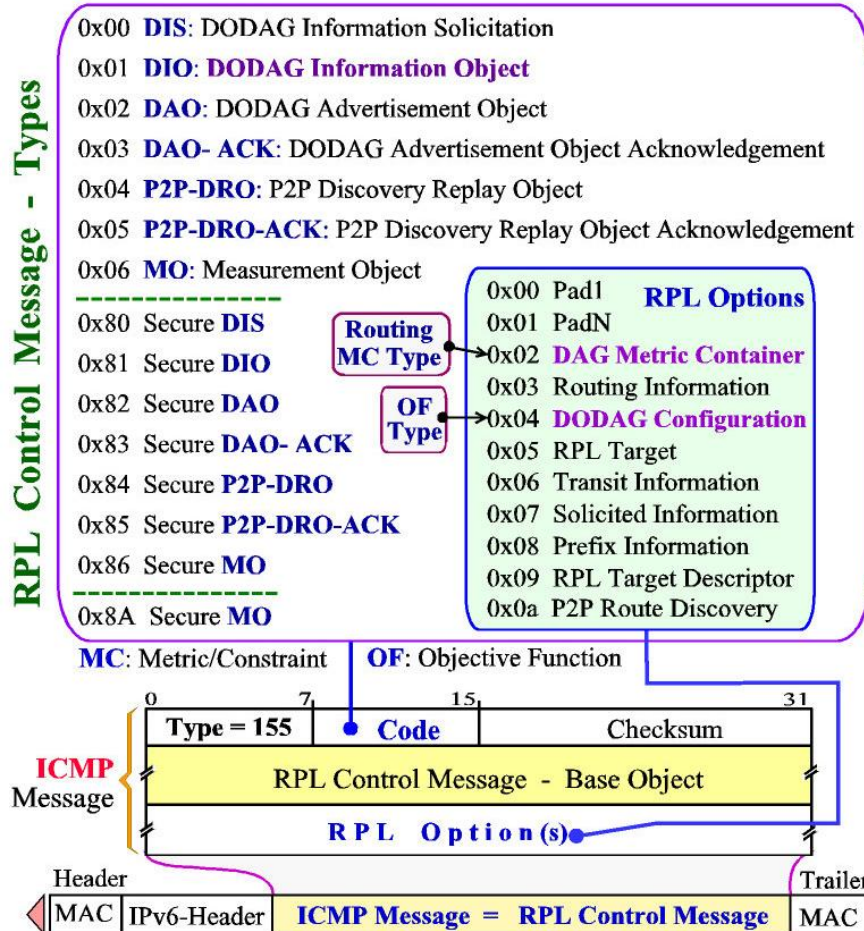


Fig. 1. RPL Control Messages

# RPL Control Messages

## RPL Messages

as Type 155 **ICMP** (Internet Control Message Protocol) Messages



DAG: Directed Acyclic Graph    MAC: Media Access Control    P2P: Point-to-Point  
 Pad: Padding    Pad1: Padding 1 octet    PadN: Padding N octets

Source:  
[https://www.researchgate.net/publication/326960497\\_RPL\\_messages\\_and\\_their\\_structure](https://www.researchgate.net/publication/326960497_RPL_messages_and_their_structure)

# RPL Traffic Types

## 1) MP2P : Multipoint-to-Point

- It is the dominant traffic in many LLN applications.
- usually **routed towards destination** nodes such as LLN gateway
- these destinations are the DODAG roots, and they **act mainly as data collection points**

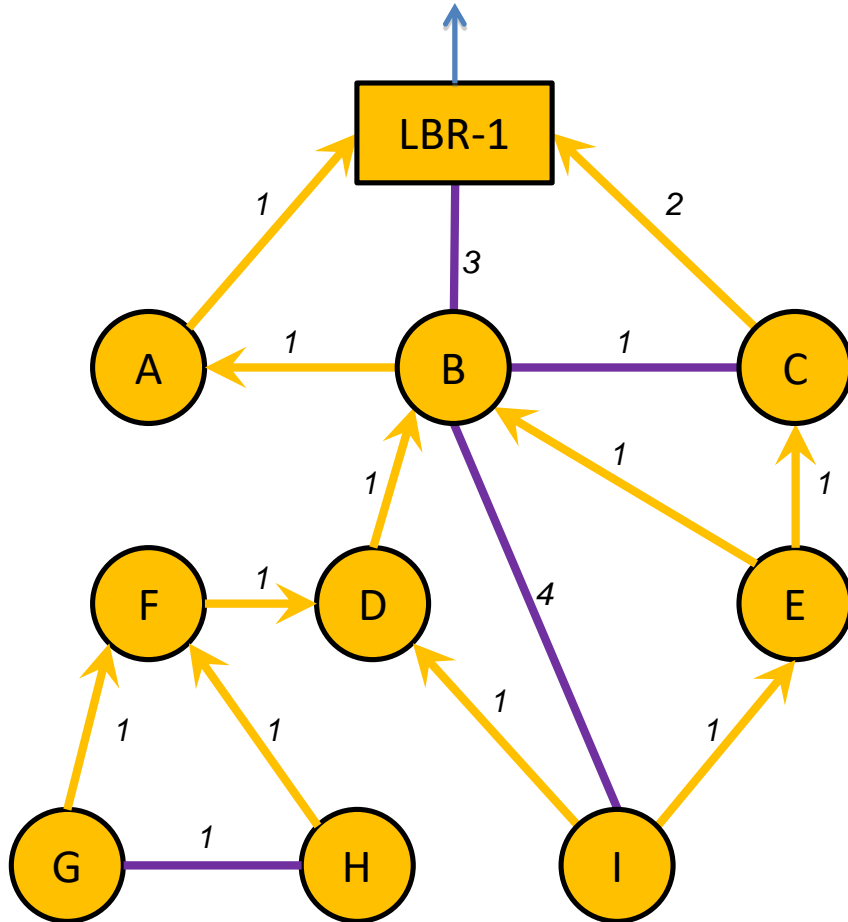
## 2) P2MP: *Point-to-Multipoint*

- data streams can be used **mainly for actuation purposes**
- messages sent from DODAG roots to destination nodes

## 3) P2P: *Point-to-Point*

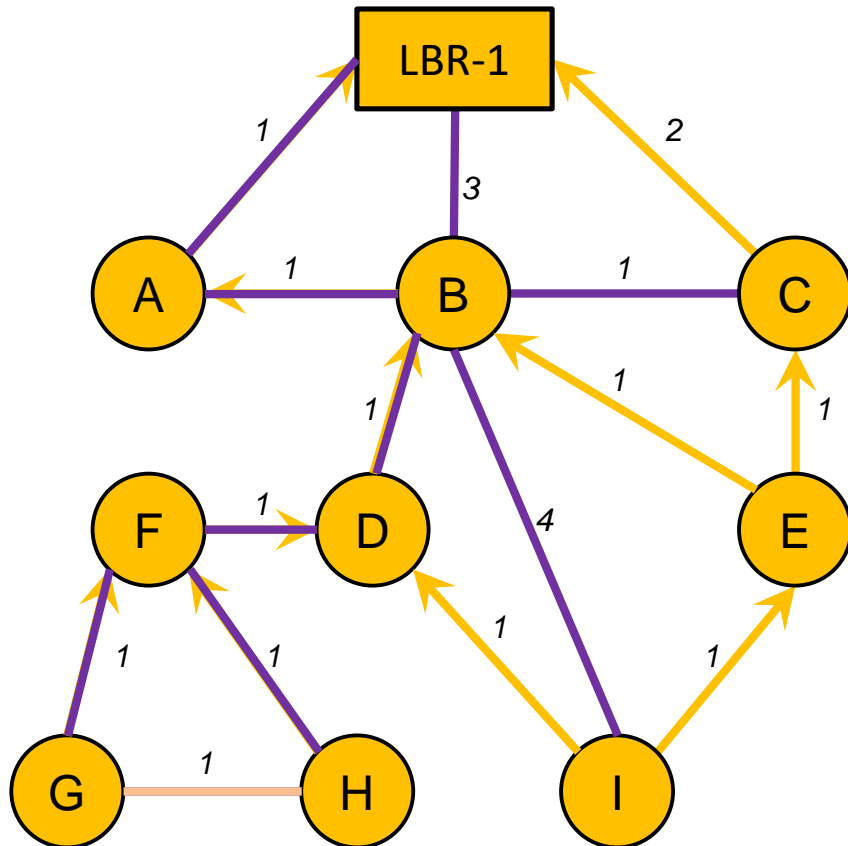
- to allow **communications between two devices** belonging to the same LLN

# (1) MP2P Traffic



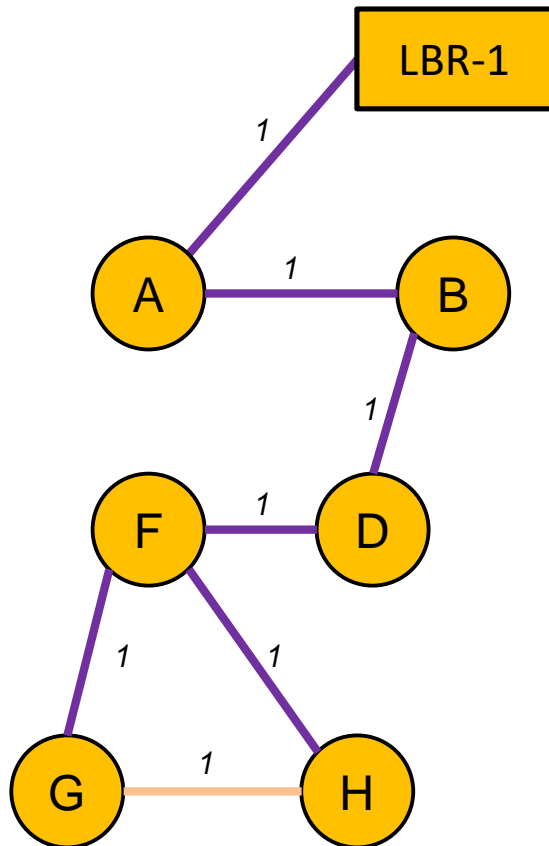
- MP2P traffic **flows inwards** along DAG, **toward DAG Root**
- DAG Root **may also extend connectivity** to other prefixes beyond the DAG root, as specified in the DIO
- **Nodes may join multiple DAGs** as necessary to satisfy application constraints

# Destination Advertisements (1/7)



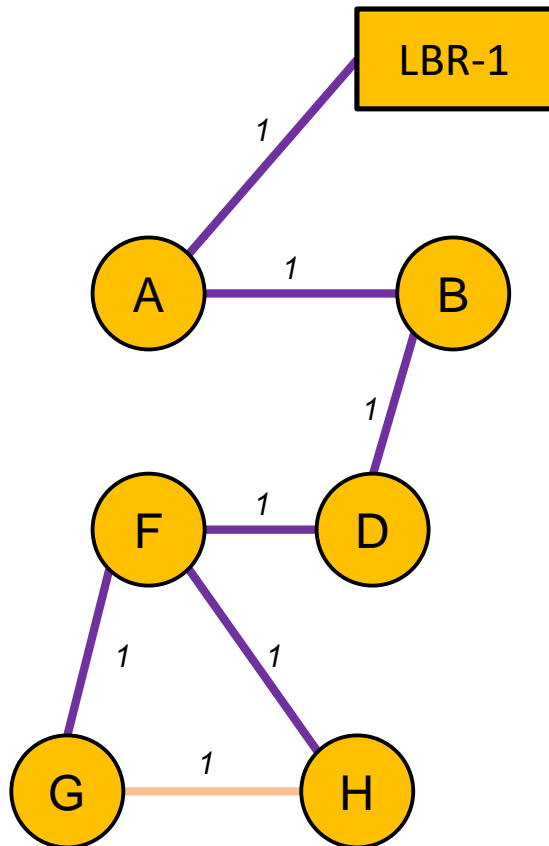
- Destination Advertisements (DA) build up **routing state**
  - to support P2MP traffic **flows outward**, from the sink to other nodes
- DA uses the same DAG
- For simplicity, we will focus on a **subset of DA** in the example

# Destination Advertisements (2/7)



- Let us consider,
  - Some nodes may be able to **store routing state** for outward flows (LBR-1, A, F)
  - Some nodes **may not** (B, D)
  - Some nodes may have a **limited ability**;
- DAs may indicate a priority for storage
- DAs may be **triggered by** DAG root or node **who detects a change**
- **DA timers** configured such that DAs start at greater depth, and may aggregate as they move up

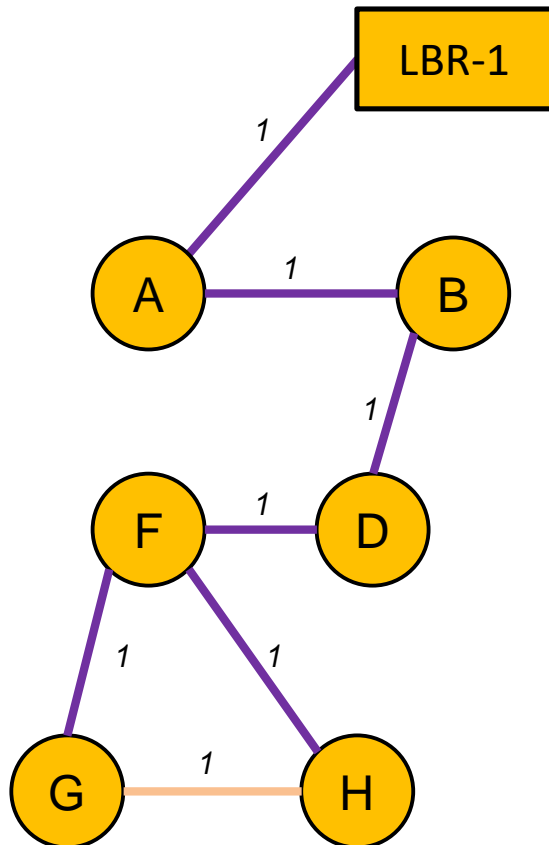
# Destination Advertisements (3/7)



- LBR-1 triggers DA mechanism in DIO
- G emits neighbor advertisement (NA) to F with DAO
  - indicating reachability to destination prefix G::
- F stores G:: via G
- H emits NA to F for destination prefix H::
- F stores H:: via H



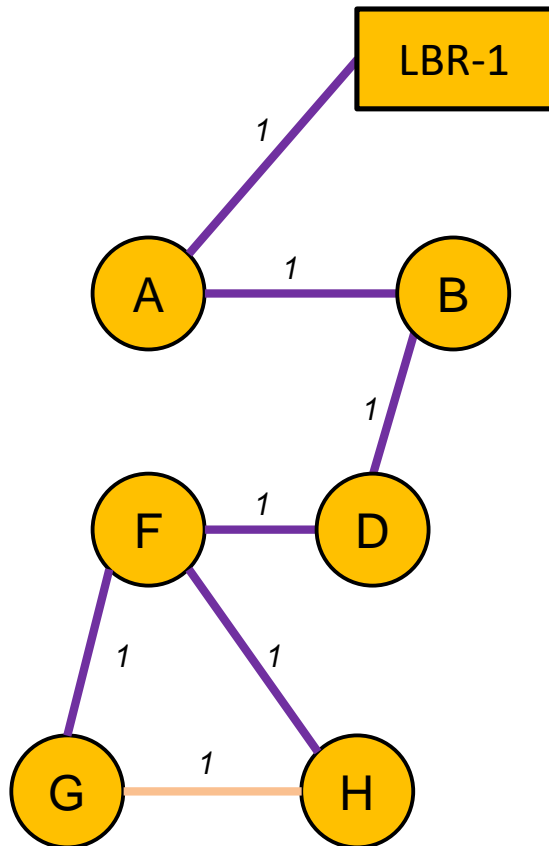
# Destination Advertisements (4/7)



- Suppose in this example F has a prefix  $F^*::$  capable of **aggregating**  $\{F::, G::, H::\}$ 
  - The method to provision such a prefix is beyond the scope of RPL
- F **emits** NA to D with DAO indicating reachability to destination prefix  $F^*::$
- D **cannot store...**

(continued)

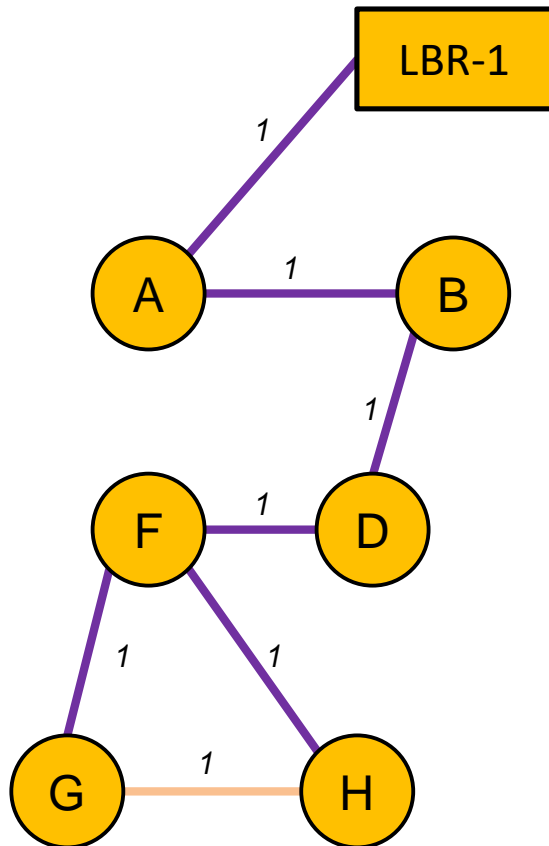
# Destination Advertisements (5/7)



- D **adds** F to the Reverse Route Stack in the DAO, and **passes** DAO on to B for F\*:: [F]
- D also **emits** a DAO indicating prefix D:: to B
- B **cannot store** routing state...

(continued)

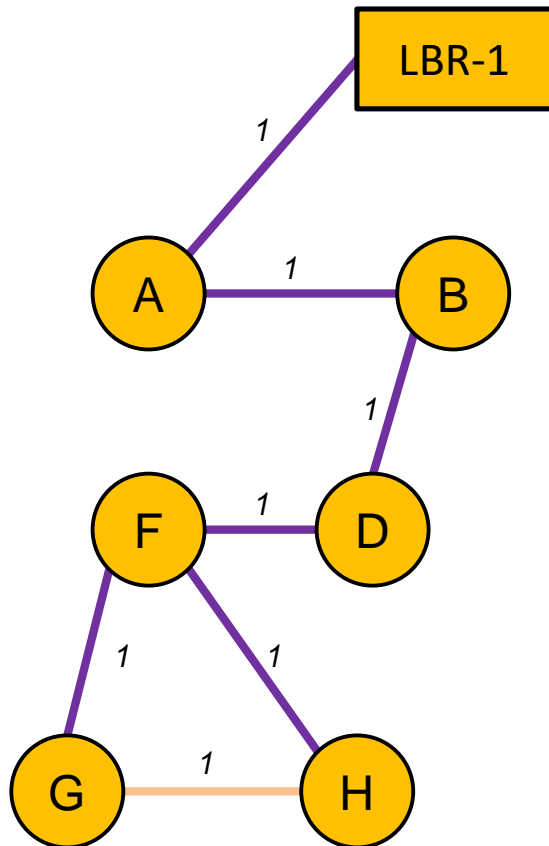
# Destination Advertisements (6/7)



- B **adds** D to the Reverse Route Stack in the DAO for D::, and **passes** DAO D:: [D] on to A
- A **stores** D:: via B, with the piecewise source route [D]
- B also **emits** a DAO indicating prefix B:: to A
- A **stores** B:: via B
- A **also stores** F\*:: via B, with the source root [D,F]

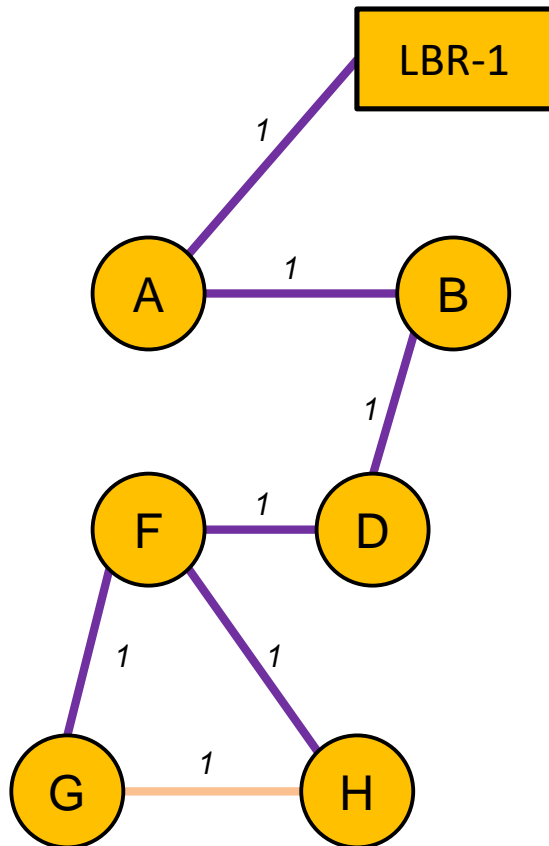
(continued)

# Destination Advertisements (7/7)



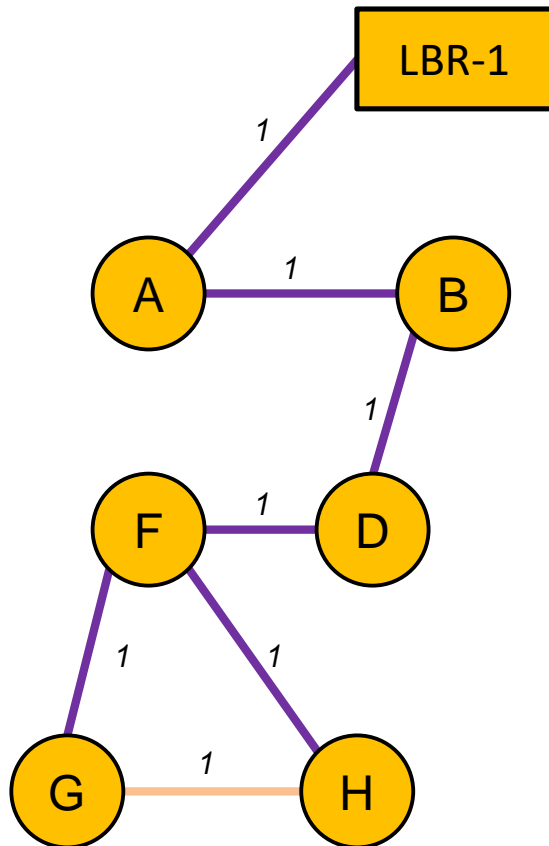
- A **emits** DAOs to LBR-1 for destination prefixes A::, B::, D::, and F\*
- LBR-1 **stores** A:: via A, B:: via A, D:: via A, and F\*:: via A
- It is done. So, in brief,
  - LBR-1 **stores** A:: via A, B:: via A, D:: via A, and F\*:: via A
  - A **stored** B:: via B, D:: via B [D] , F\* via B [D,F]
  - B, D **stored** nothing
  - F **stored** G:: via G, H:: via H

## (2) P2MP Traffic (1/2)



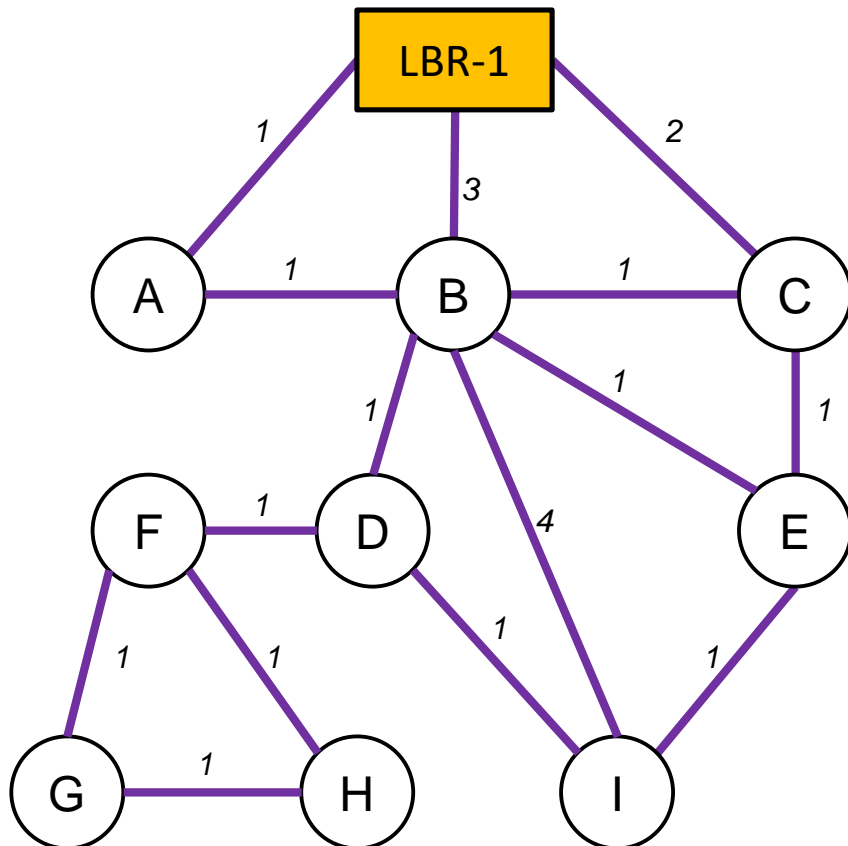
- The routing state setup by **Destination Advertisement (DA)** is used to direct P2MP traffic outward
- LBR-1 directs traffic for G ( $F^*::$ ) to A
- A adds **source routing directive**, [D, F], and forwards to B
- B uses **source routing directive** to forward to D...

# P2MP Traffic (2/2)



- D uses **source routing directive** to forward to F
- F uses **routing state** to forward to G
- **Note** the **use of source routing** to traverse the **stateless region** of the LLN

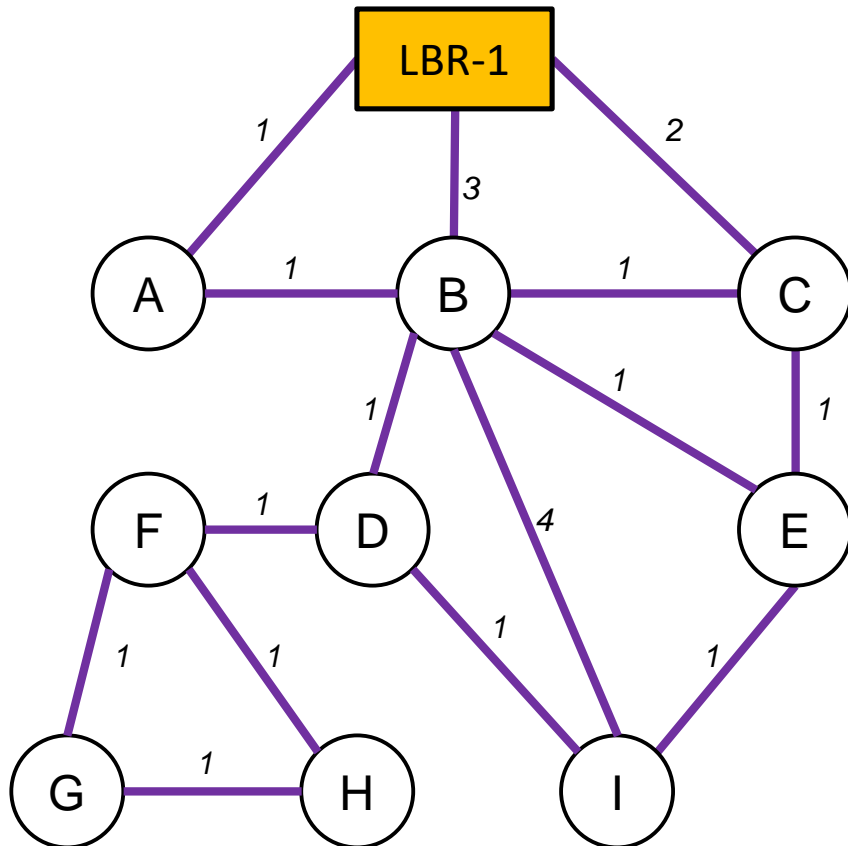
# DAG Construction (1/9)



- LLN links are depicted
- RPL Objective functions:
  - ETX <https://tools.ietf.org/html/draft-gnawali-roll-etxof-00>
  - OF0 <https://tools.ietf.org/id/draft-ietf-roll-of0-14.html>
- Links are annotated w/ ETX
- It is expected that ETX variations will be averaged/filtered as per ROLL Metrics to be stable enough for route computation
  - Nodes observe the metric and gain confidence before use

The ETX metric of a wireless link is the **expected number of transmissions** required to successfully transmit and acknowledge a packet on the link.

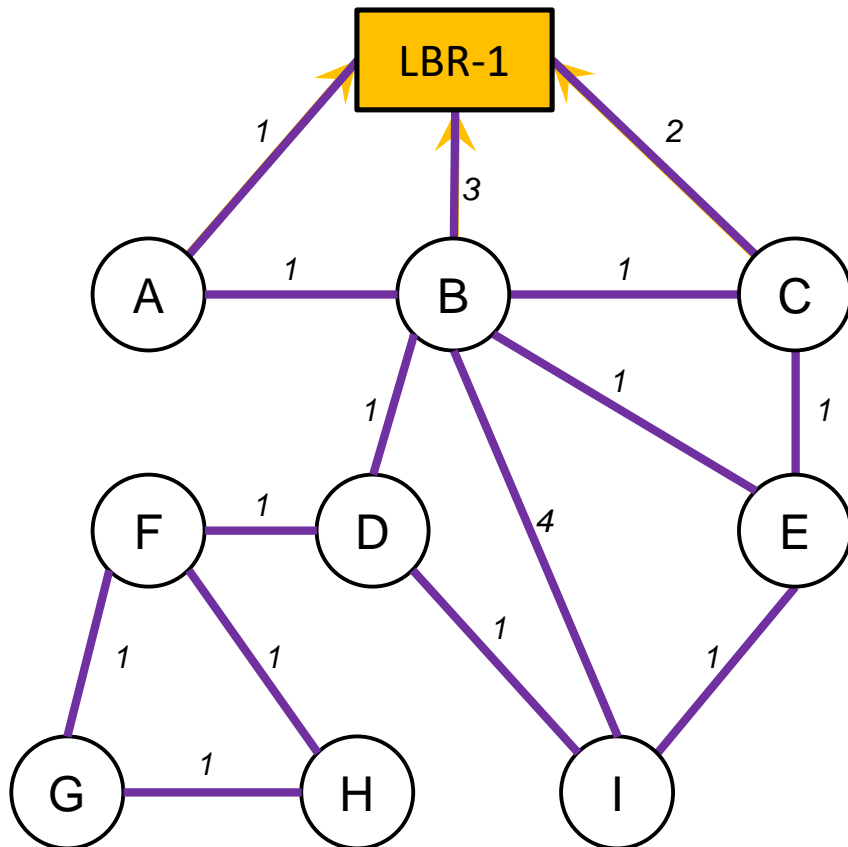
# DAG Construction (2/9)



- Objective Code Point (OCP) for example
  - Metric: ETX
  - Objective: Minimize ETX
  - Depth computation: Depth  $\sim$  ETX
    - Note that a practical computation may be more coarse

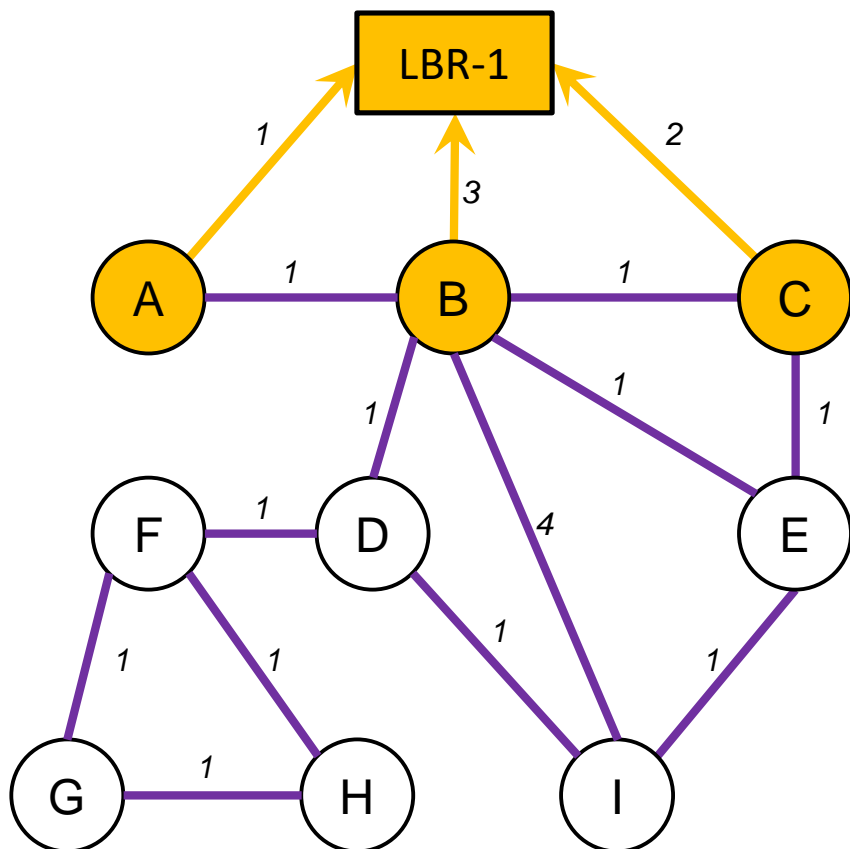


# DAG Construction (3/9)



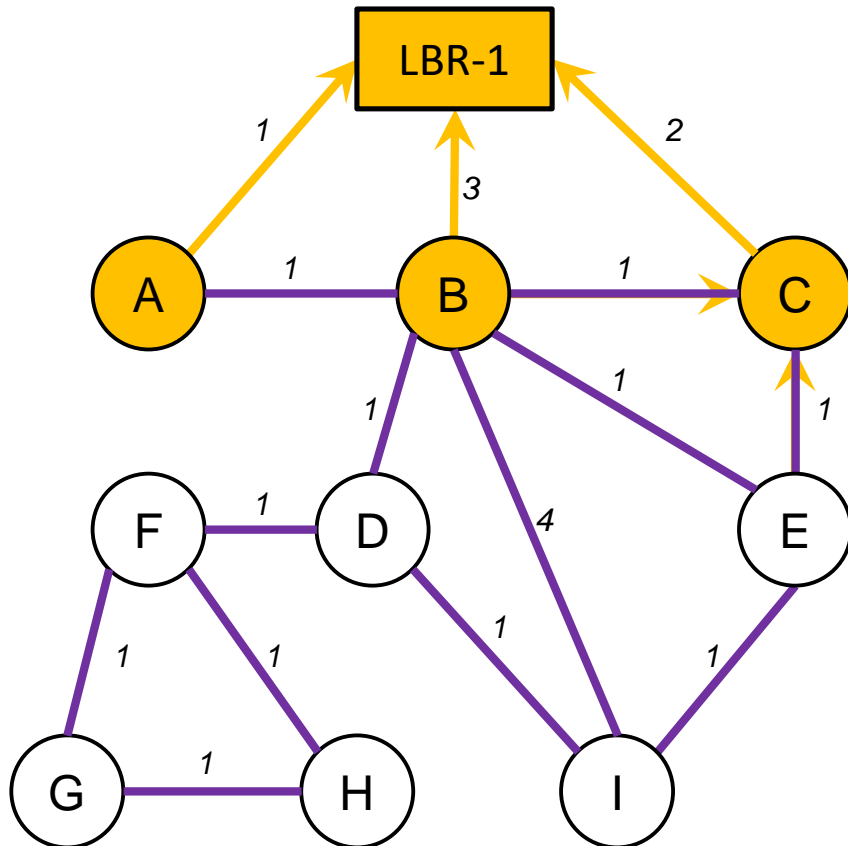
- LBR-1 multicasts RA-DIO (i.e. router advertisement using DIO)
- Nodes A, B, C receive and process RA-DIO
- Nodes A, B, C consider link metrics to LBR-1 and the **optimization objective**
- The optimization objective can be satisfied by joining the DAG rooted at LBR-1
- Nodes A, B, C **add LBR-1 as a DAG parent** and **join the DAG**

# DAG Construction (4/9)



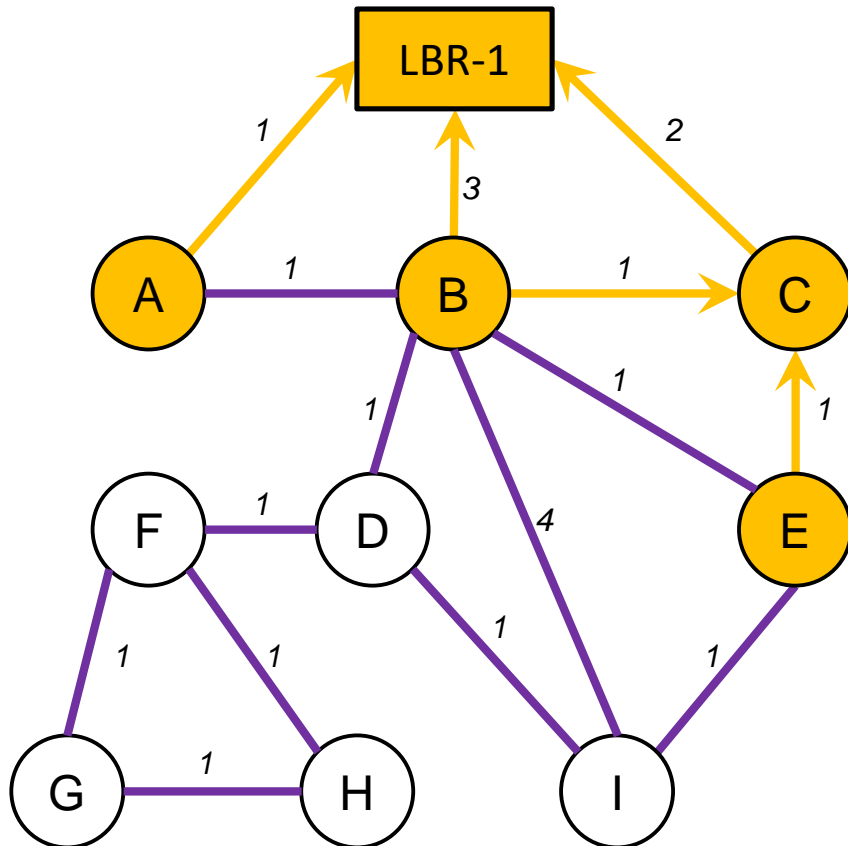
- Node A is at Depth 1 in the DAG, as calculated by the routine indicated by the example OCP (Depth ~ ETX)
- Node B is at Depth 3, Node C is at Depth 2
- Nodes A, B, C have installed default routes (::/0) with LBR-1 as successor
- **Note:** An arrow shows who is your parent. But, the links are **bidirectional**.

# DAG Construction (5/9)



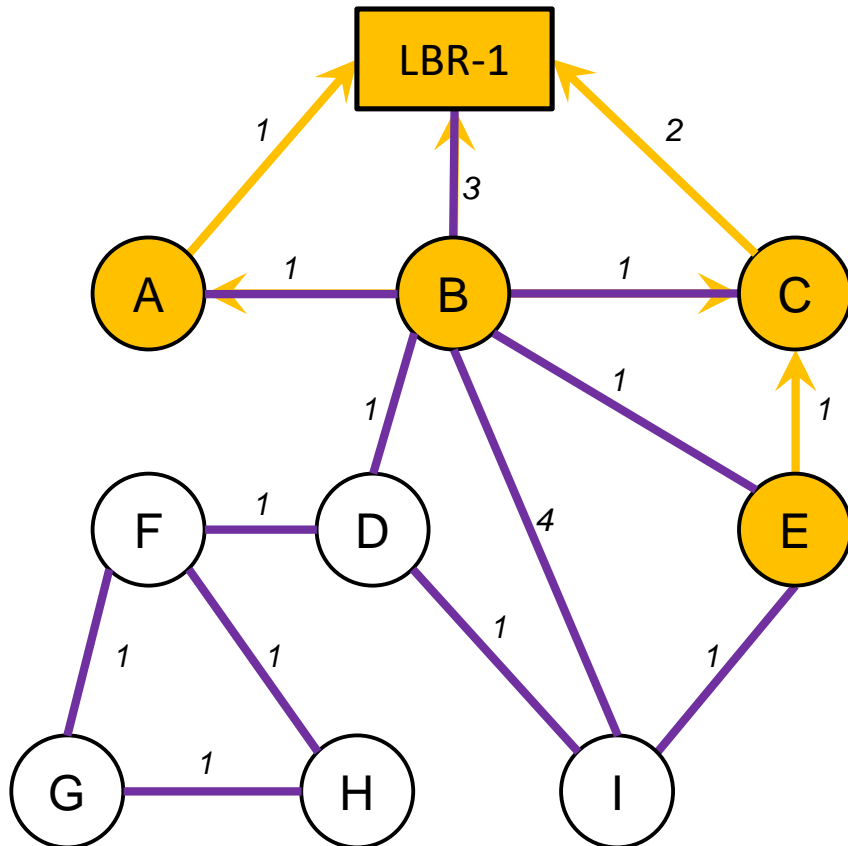
- The **RA timer** on Node C expires
- Node C **multicasts** RA-DIO
- LBR-1 **ignores** RA-DIO from deeper node
- Node B can **add** Node C as **alternate DAG Parent**, remaining at Depth 3
- Node E **joins** the DAG at Depth 3 by adding Node C as DAG Parent

# DAG Construction (6/9)



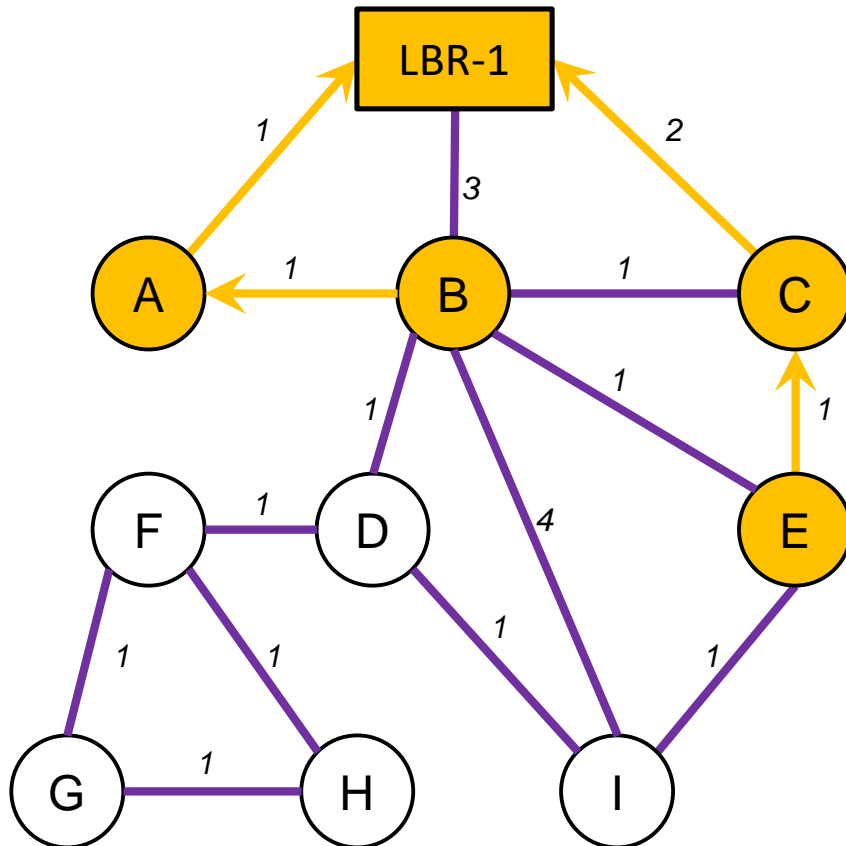
- Node A is at Depth 1, and can reach `::/0` via LBR-1 with ETX 1
- Node B is at Depth 3, with DAG Parents LBR-1, and can reach `::/0` via LBR-1 or C with ETX 3
- Node C is at Depth 2, `::/0` via LBR-1 with ETX 2
- Node E is at Depth 3, `::/0` via C with ETX 3

# DAG Construction (7/9)



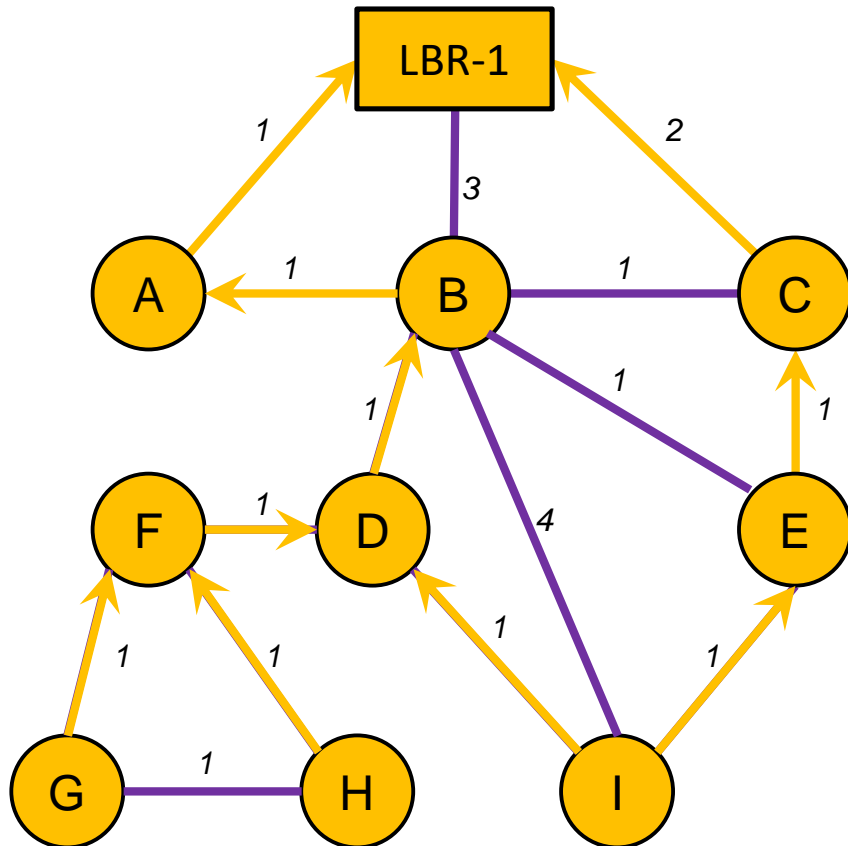
- The RA timer on Node A expires
- Node A multicasts RA-DIO
- LBR-1 ignores RA-DIO from deeper node
- Node B adds Node A
- Node B can improve to a more optimum position in the DAG
- Node B removes LBR-1 and Node C as DAG Parents

# DAG Construction (8/9)



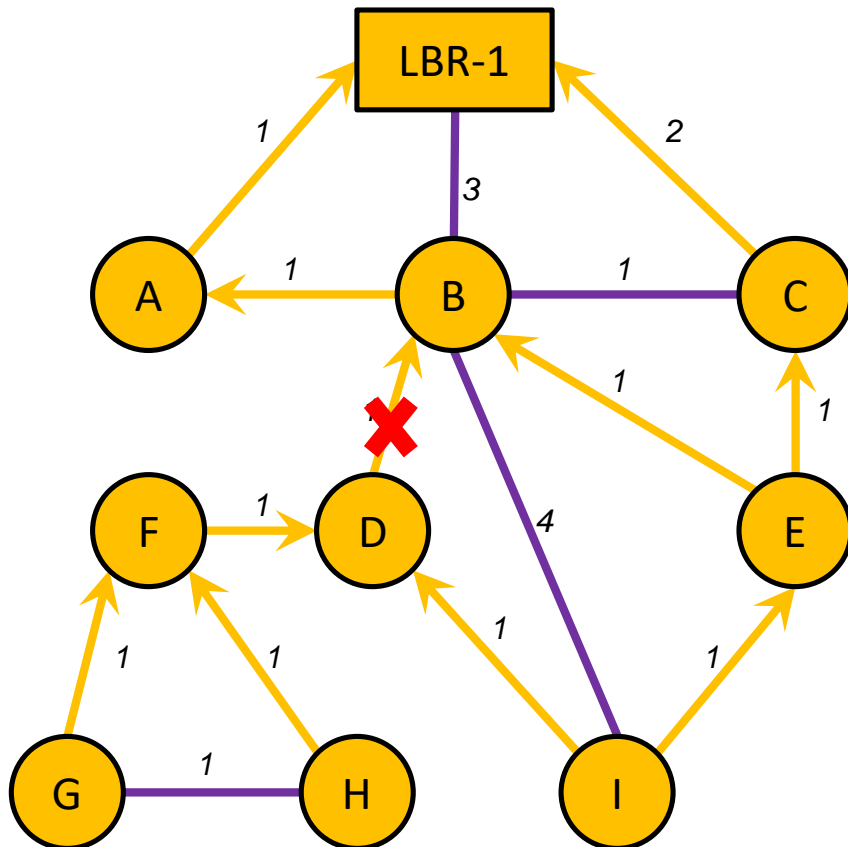
- Node A is at Depth 1,  $::/0$  via LBR-1 with ETX 1
- Node B is at Depth 2,  $::/0$  via A with ETX 2
- Node C is at Depth 2,  $::/0$  via LBR-1 with ETX 2
- Node E is at Depth 3,  $::/0$  via C with ETX 3

# DAG Construction (9/9)



- DAG Construction continues...
- And is continuously maintained

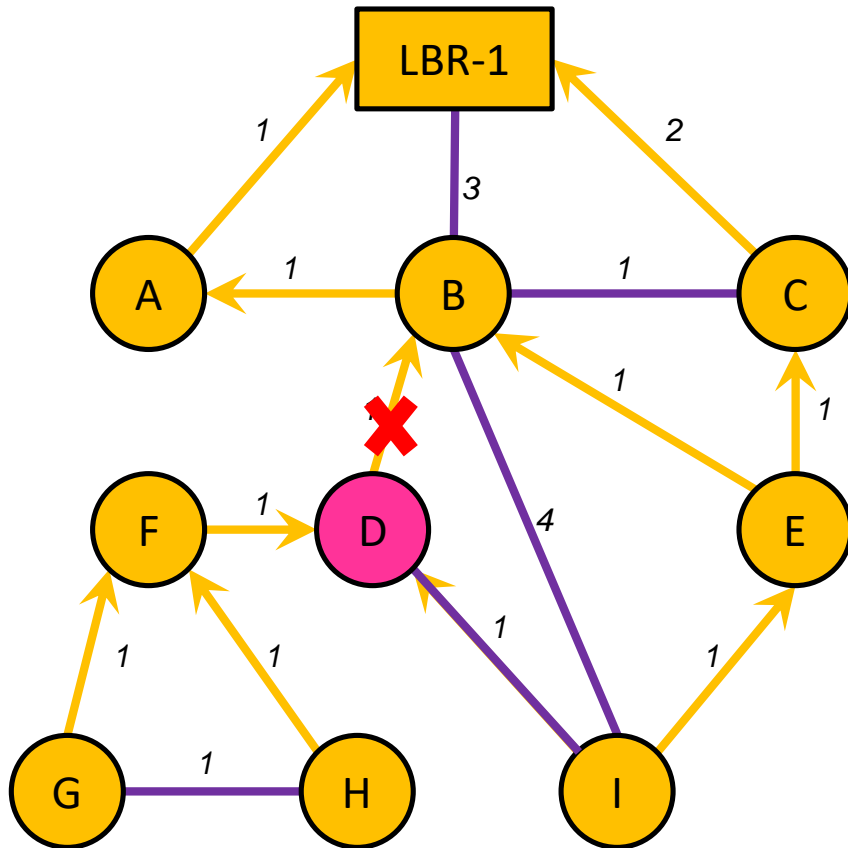
# DAG Maintenance (1/10)



- Consider the case where the link B—D goes bad
- Node D will remove B from its DAG parent set
- Node D **no longer has any DAG parent** in the grounded DAG, so it will **become the root** of its own floating DAG

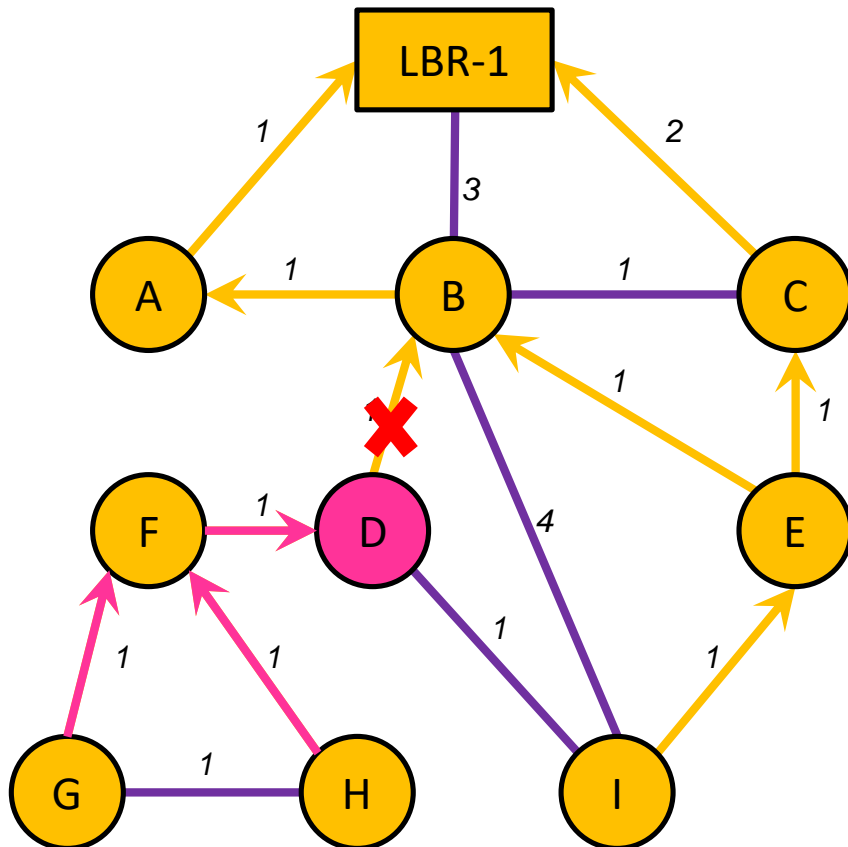


# DAG Maintenance (2/10)



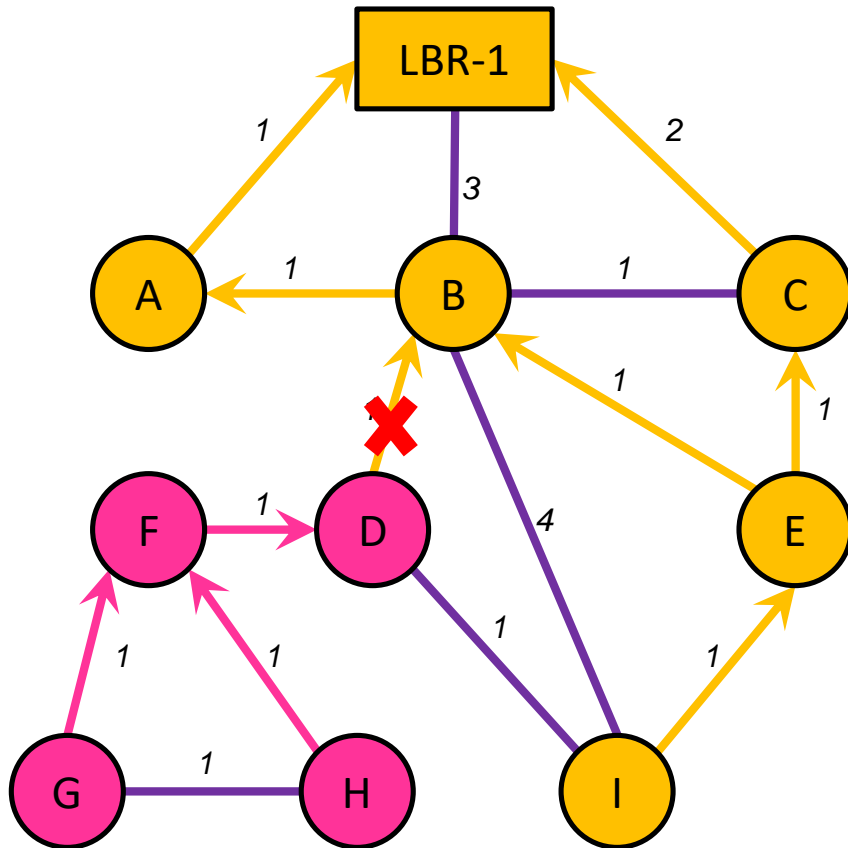
- Node D **multicasts** an router advertisement (RA)-DIO
  - to inform its sub-DAG of the change
- Node 'I' has an **alternate DAG Parent**, E
  - so it does not have to leave the DAG rooted at LBR-1.
- Node I **removes** Node D as a DAG Parent

# DAG Maintenance (3/10)



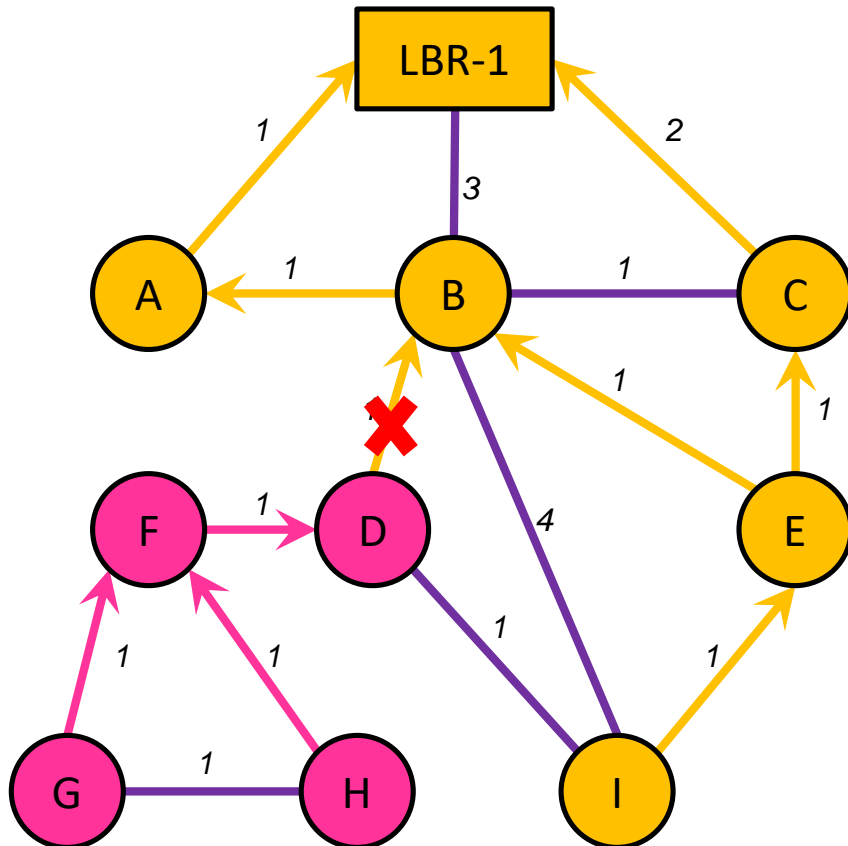
- Node F **does not have** an option to stay in the DAG rooted at LBR-1 (no alternate DAG Parents),
  - So, Node F **follows** Node D into the **floating DAG**
- Node F **multicasts** an RA-DIO
- Nodes G and H **follow** Node F into the floating DAG

# DAG Maintenance (4/10)



- The sub-DAG of node D has now been frozen
- Nodes contained in the sub-DAG have been identified, and by following node D into the floating DAG, all old routes to LBR-1 have been removed
- The **floating DAG seeks to rejoin** a grounded DAG...

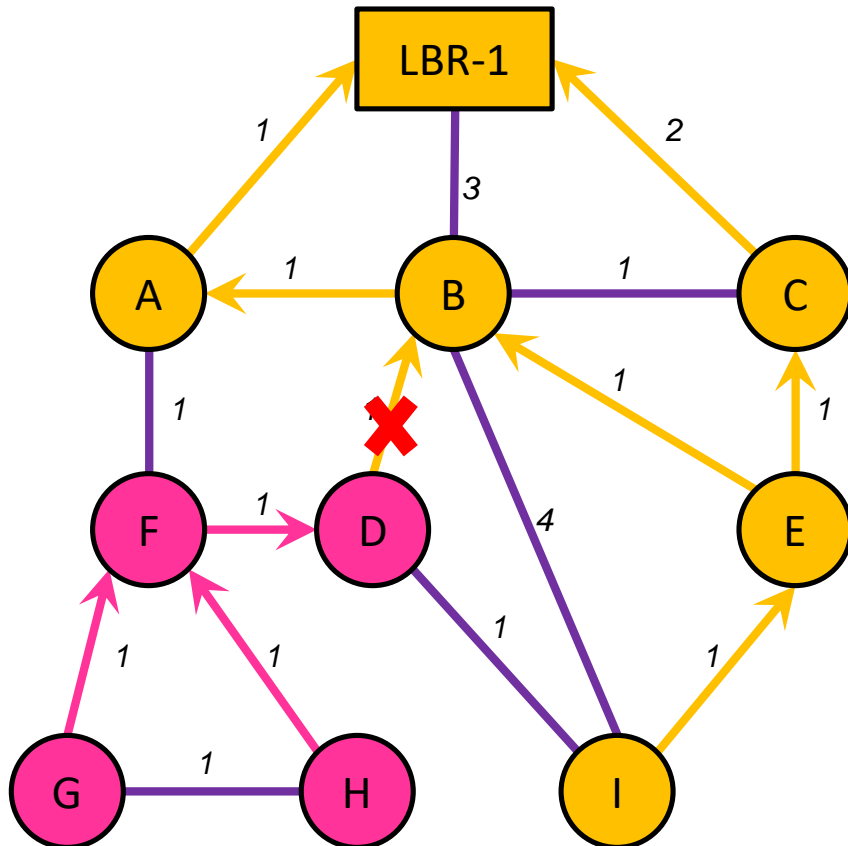
# DAG Maintenance (5/10)



Re-join the Sub-DAG

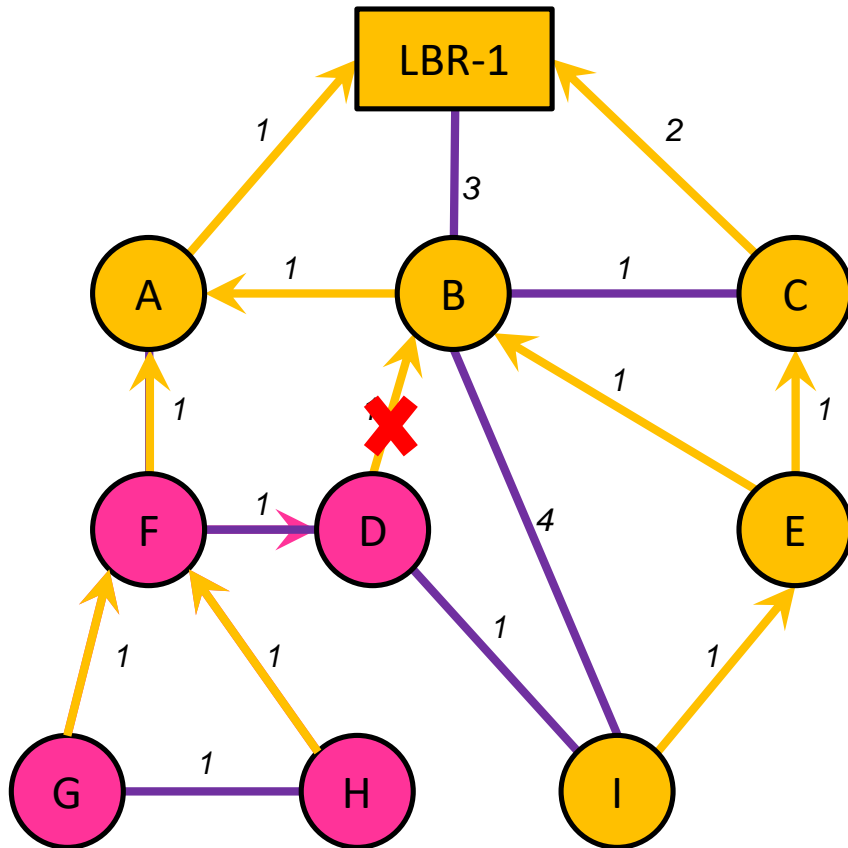
- Node I multicasts an RA-DIO
- Node D sees a chance to rejoin grounded DAG at depth 5 through Node I
- Node D starts a DAG Hop timer of duration  $\alpha 4$  (i.e. depth) associated with Node I

# DAG Maintenance (6/10)



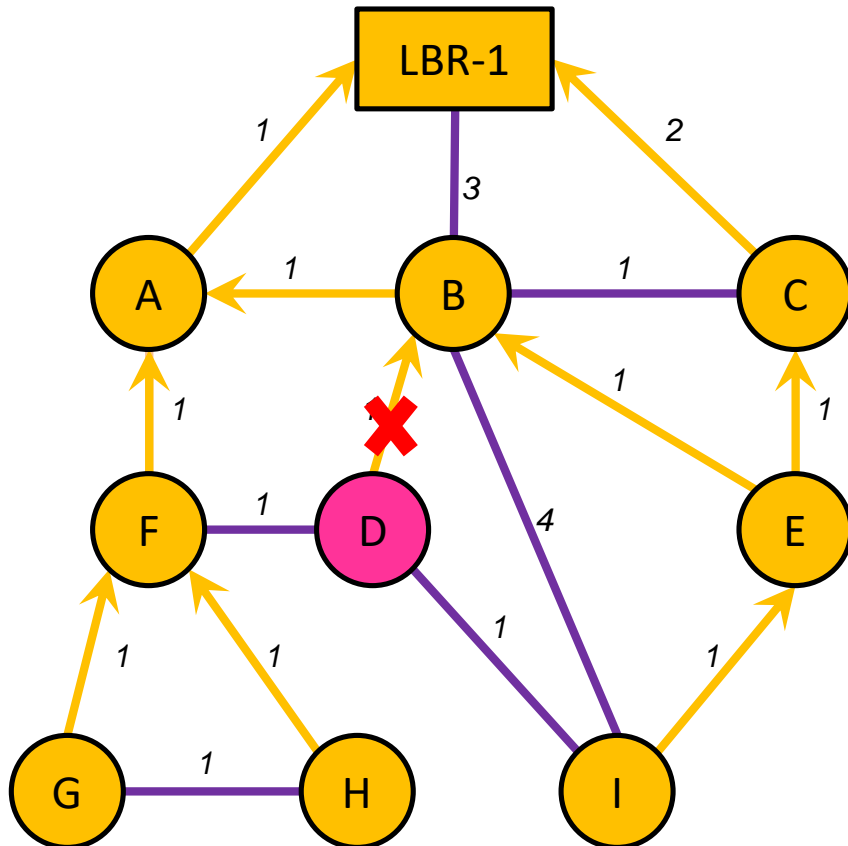
- Suppose a link A—F becomes viable
- Node A multicasts an RA-DIO
- Node F sees a chance to rejoin grounded DAG at depth 2 through Node A
- Node F starts a DAG Hop timer of duration  $\alpha 1$  (i.e. depth) associated with Node A

# DAG Maintenance (7/10)



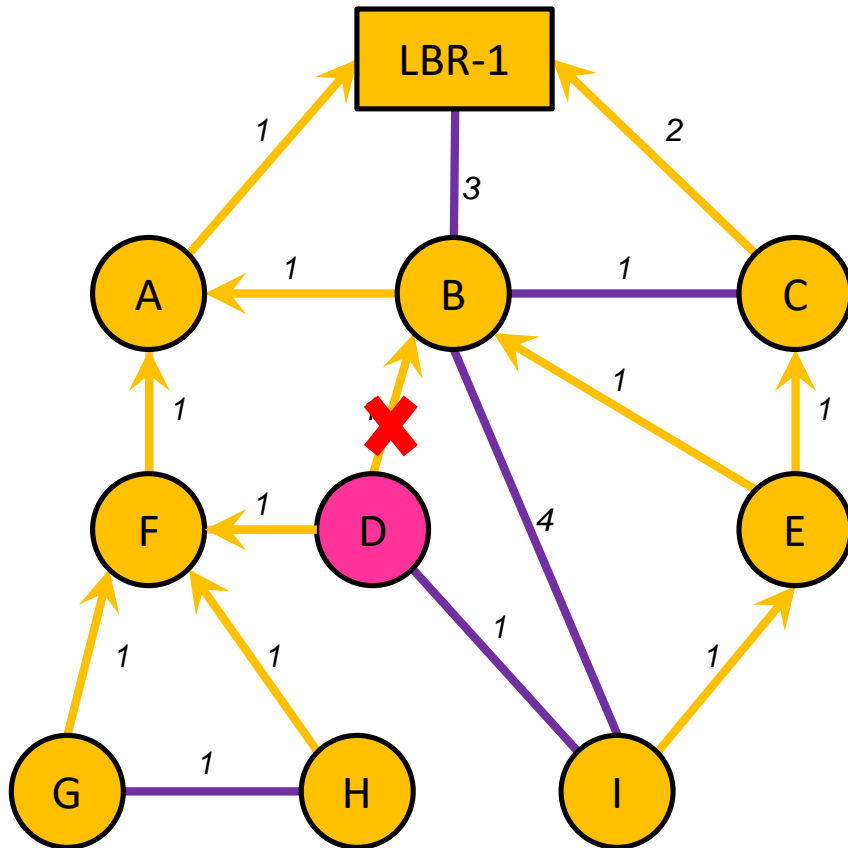
- Node F's DAG Hop Timer expires
- Node F joins to the grounded DAG at depth 2 by adding A as a DAG parent, and removing D
- Node F multicasts an RA-DIO
- Nodes G and H follow Node F to the grounded DAG

# DAG Maintenance (8/10)



- Node D sees a chance to **rejoin** DAG LBR-1 at depth 3 through Node F
- Node D **starts** a DAG **Hop timer** of **duration  $\alpha 2$**  associated with Node F,
- in addition the DAG **Hop timer** already running with **duration  $\alpha 4$**  associated with Node I

# DAG Maintenance (9/10)



- Node D's DAG **Hop timer** of duration  $\alpha 2$  tends to **expire first**
- Node D **joins** the grounded DAG at depth 3 by adding Node F as a DAG Parent
- The **breaking-off** and **re-joining** of the broken sub-DAG is thus coordinated with **loop avoidance**

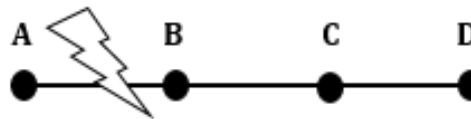


# DAG Maintenance (10/10)

- **Loop Avoidance**

- mechanisms to avoid count-to-infinity problem

Link Between A & B is Broken



	A	B	C	D
A	0, -	1, A	2, B	3, C
B	1, B	0, -	2, C	3, D
C	2, B	1, C	0, -	1, C
D	3, B	2, C	1, D	0, -

Solutions:

- **Floating DAG**

- Leave DAG, color sub-DAG, then look for new routes
    - Operation local to nodes that must increase their depth
    - Does not guarantee loop freedom

- **Sequence number change**

- Loop freedom, but expensive network-wide operation
    - Used infrequently if possible

# Trickle Algorithm [RFC 6206]

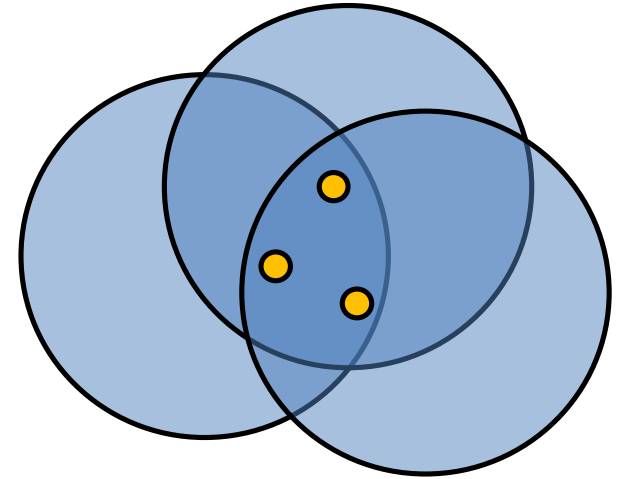


- **Concerns**

- Broadcast is expensive
- Wireless channel is a shared, spatial resource

- **Idea**

- **Dynamic adjustment** of DIO transmission period
- **Suppress transmissions** that may be redundant



- **Parameters:**

- **T\_min**: Minimum advertisement period
- **T\_max**: Maximum advertisement period
- **k**: Suppression threshold

- **Period adjustment:**

- On receiving *inconsistent* route information, **reset to T\_min**
- Otherwise, **double up to T\_max**

- **Suppression:**

- **Increment count (c)** when receiving *similar* advertisement
- At end of period, **transmit** if  $c < k$ , set  $c = 0$

- **Proposal:**

- **Carry T\_min, T\_max, and k** in RA-DIO

# Thanks!



Figures and slide materials are taken from the following sources:

1. <https://tools.ietf.org/agenda/75/slides/roll-1.ppt>