

RPL: Routing for IoT

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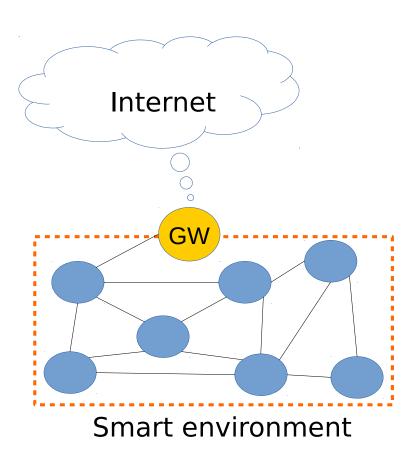
Overview

- Protocol scenario description
- Design principles of the protocol
- Fundamental terminology to understand RPL
- Importance of the objective function
- DODAG Versioning
- "RPL in the wild"
- Forwarding data on IoT networks
- Brief introduction to message timing: the *Trickle* algorithm



Scenario description

- Components: gateway (GW), smart devices (blue circles) and the Internet (cloudy shape)
- GW connects the smart devices (SDs) with Internet
- SDs want to communicate with the Internet
- Need of a protocol that routes packets from SDs to GW and then to the Internet



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LLNs

- Low-Power and Lossy Networks
- Routers constrained in processing power, memory and energy
- Links characterized by high loss rates, low data rates and instability
- Traffic flows include
 - point-to-point
 - point-to-multipoint
 - multipoint-to-point



IPv6 Routing Protocol for Low-Power and Lossy Networks (RPL)



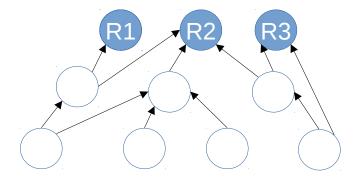
Design Principles

- Provides a mechanism for multipoint-to-point and a point-to-multipoint traffic¹
- Designed to **meet** the requirements in RFC5867,
 RFC5826, RFC5673 and RFC5548
- Separate packet processing and forwarding from the routing optimization objective
- Router reachability must be verified before the router can be used as a parent (i.e.: Neighbour Unreachability Detection - NUD)

^{1.} Support for point-to-point is also available



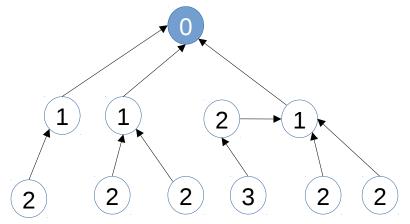
- Directed Acyclic Graph (DAG) a directed graph without cycles
- DAG root node within the DAG that has no outgoing edge



Destination-Oriented DAG (**DODAG**) – a DAG with a single root



- Up the direction from leaf nodes towards DODAG roots following DODAG edges
- Down the direction from DODAG roots towards leaf nodes in the reverse direction of DODAG edges
- Rank defines the node's individual position relative to other nodes w.r.t. a DODAG root. Rank's computation depends on the DAG's objective function



Node ranking based on distance from the root



- RPL Instance ID a unique identifier within a network
- RPL Instance a set of one or more DODAGs that share a RPL instance ID. Each RPL instance operates independently of other instances
- Goal an application-specific goal that is defined outside the scope of RPL. Any node that roots a DODAG will need to know about this Goal to decide whether or not the Goal can be satisfied



- DODAG ID² a unique identifier of a DODAG root. The tuple (RPL Instance ID, DODAG ID) uniquely identifies a DODAG
- Grounded DODAG when the DODAG root can satisfy the goal
- Floating DODAG a DODAG is called floating if it's not grounded
- DODAG parent immediate successor of a node in the path towards the root

^{2.} A DODAG ID is an IPv6 address



- Storing DODAG each node in the DODAG keeps routing tables (no global view of the network)
- Not-Storing DODAG nodes don't have information of routing besides their corresponding parents

Objective Function Importance



- Defines the node ranking computation knowing routing metrics and optimization objectives
- Dictates parent selection in a DODAG
- Implies the construction of the DODAG
- Allows to minimize some constraints (i.e..: power consumption) given specific metrics

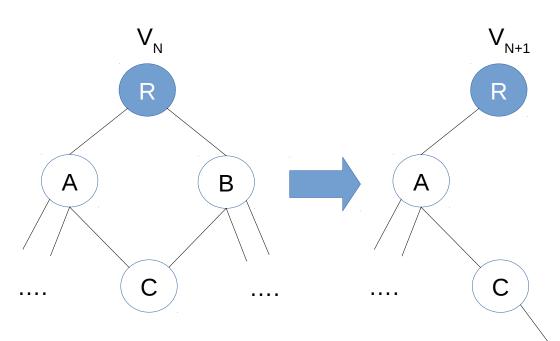


DODAG Versioning

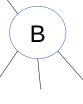
- Every time a **new** DODAG gets computed with the same root, the **version changes**
- Change of versions: broken links, joining nodes,
 failing nodes
- The DODAG's lifetime passes through different possible versions
- The same objective function on two different DODAGs can have different versions



DODAG Versioning



Example of version changing in a DODAG – the objective function has changed the rank computing thus B becomes C's child.





RPL: Message Types

- DIO (DODAG Information Object) it is sent in multicast downwards
 - The **root** can send the DODAG's version, objective function, its ID to the other nodes in the network
- DIS (DODAG Information Selection) it may be used to solicit a DODAG Information Object from an RPL node
 - A node wanting to join the DODAG, sends in **broadcast** this message (neighbourhood discovery)



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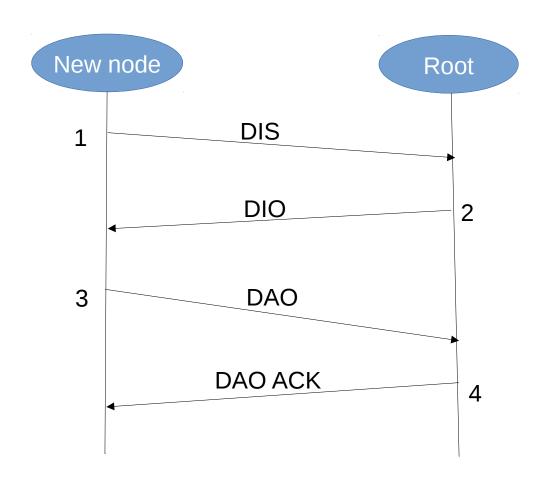


RPL: Message Types

- DAO (DODAG Advertisement Object) it is sent upwards towards the root
 - Usually its usage is limited into answering to a DIO message ("Can I join you?" message)
- DAO ACK it is a response to a DAO message with an ACK or NACK
 - Acknowledge that a **new** node has **joined** an existing DODAG

Node message exchanging







Goal: construct a DODAG satisfying an objective function

Assumption: some nodes are configured to be roots
 (however only one is chosen because of DODAGs
 properties)

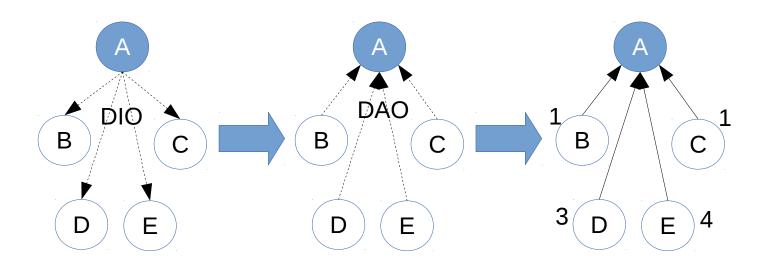


- Root sends DIO messages to the other nodes in its transmission range
- Each node, upon receiving a DIO, use their own information to decide whether to reply or not to the root
- The replying nodes provision routing table entries accordingly
- The replying nodes update their corresponding ranks according to the objective function received in the DIO message

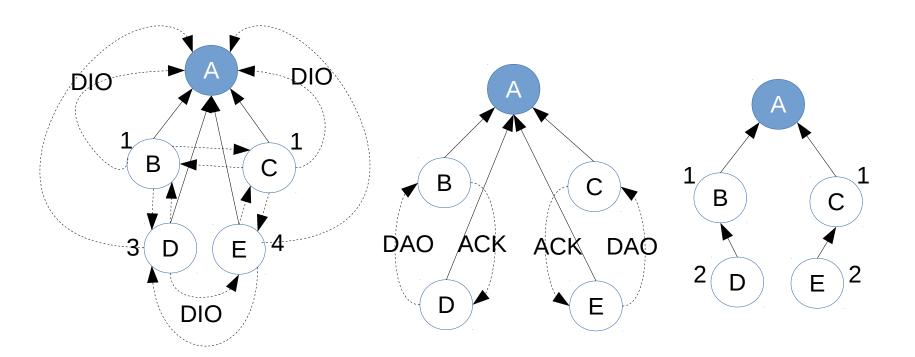


- 1) A sends a DIO message in multicast
- 2) B, C, D and E respond with a DAO in unicast
- 3) A sends a DAO ACK to each of the replying nodes in unicast
- 4) The process **iterates** for the new attached nodes to the constructed DODAG
- 5) If a nodes receives a **lower** rank advertisement, it chooses that rank and the advertising node as its parent









Suppose C advertises to E rank 1 and B advertises 1 and 2 to D and E, respectively E accepts C as a parent and D accepts B as parent

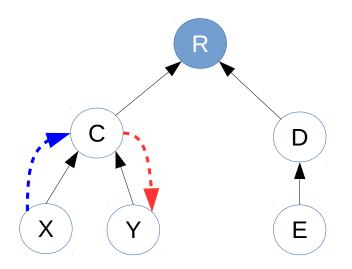
The new DODAG is constructed and the nodes update their ranks



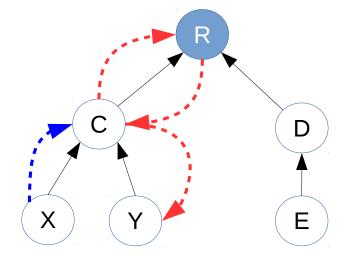
- **1-to-1**: (from X to Y)
 - Storing DODAG → X sends data to its chosen parent and the latter, since it has the IDs of its subtree children, forwards the packet to Y
 - Not-storing DODAG → X's parent has to forward the packet to the root who then provides to forward the packet to Y



• **1-to-1**: (from x to y)



Storing DODAG case: X sends to C (blue) and C forwards data to Y (red)



Not-storing DODAG case: X sends to C (blue), C forwards data to the root R who then forwards the data to Y by encapsulating the entire path in the packet (red)

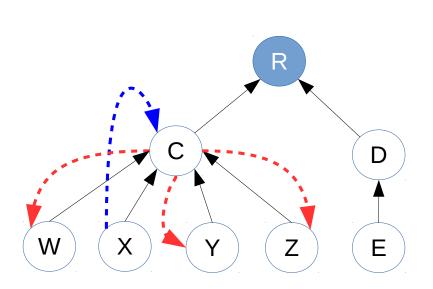


1-to-n:

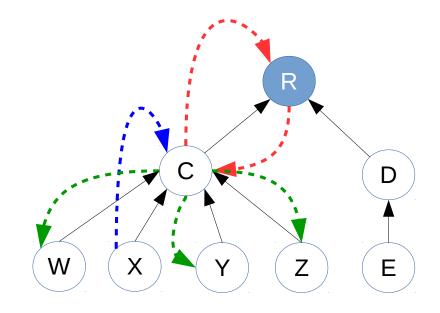
- Storing DODAG → each node broadcasts data packets to its children
- Not-storing DODAG → the root has to encapsulate the whole path to the destination and forward the packet



1-to-n:



Storing DODAG case: X sends to C (blue) and C broadcasts to its children different from the source X (red)



Not-storing DODAG case: X sends to C (blue), C forwards data to the root R (red) who then forwards the data to W,Y,Z by encapsulating the entire path to these nodes. C unwraps the received packet and forwards it to the destinations (green)

Message timing: The Trickle Algorithm



- Nodes transmit when an **alarm** is solicited after some interval of time
- Regulates DIO broadcast transmissions
- If the network is consistent, then nodes do not transmit redundant messages
- If **inconsistency** is detected, then the transmitting timer is **decreased**; otherwise the timer is increased



Further readings

- RFC 6550 @ https://tools.ietf.org/html/rfc6550
- Iova Oana, Pietro Picco, Timofei Istomin, and Csaba Kiraly. "RPL: The Routing Standard for the Internet of Things... Or Is It?." IEEE Communications Magazine 54, no. 12 (2016): 16-22.
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- IPSO Alliance. RPL: The IP routing protocol designed for low power and lossy networks @ http://www.ipso-alliance.org/wp-content/media/rpl.pdf
- Aishwarya Parasuram, David Culler and Randy Katz. "An Analysis of the RPL Routing Standard for Low Power and Lossy Networks". (2016) @ https://www2.eecs.berkeley.edu/Pubs/TechRpts/2016/EECS-2016-106.pdf