

1. IPv6 for the IoT with 6LoWPAN

IoT link layer technologies usually have a low maximum transmission unit (MTU). At the same time, each byte over-the-air prolongs radio transmissions and increases energy expenditures. 6LoWPAN is a convergence protocol that adapts IPv6 to resource-constrained IoT environments.

The IPv6 address of an IoT device and necessary routing entries will be provided during the lab class.

- (a) Find out the MTU for the IEEE 802.15.4 link (`lowpan0`).
- (b) 6LoWPAN employs two methods to allow larger packets on a small-MTU link. What are these methods?
- (c) Ping an IoT device and gradually increase the payload. What do you observe in `tshark` on `lowpan0` and `wpan0`? Do the success rates for ping change?
- (d) What is the largest packet size that 6LoWPAN can fragment? Check RFC 4944 for more information on the 6LoWPAN internals.

2. 6LoWPAN header compression

Header compression techniques optimize for minimal packet sizes in the constrained IoT. 6LoWPAN provides a 1) stateless compression with rules defined in the corresponding RFCs, and 2) a stateful compression, which relies on globally deployed context.

Tools: `netcat` (`nc`)

- (a) Run `tshark` on `eth0` and send a UDP message with payload `hello` to `ff02::1%eth0` using source and destination ports `8888`. Record the packet size.
- (b) Run `tshark` on `wpan0` and send the same UDP message to `ff02::1%lowpan0`. Did the size change? Look at the captured 6LoWPAN header for compression details.
- (c) Now change both UDP ports to `61616` and resend the packet on `lowpan0`. Why did the packet size change again?

3. RESTful applications for the IoT

The Constrained Application Protocol (CoAP) is considered to be the HTTP for the IoT and aims at providing the REST architecture for the most constrained devices and networks.

The IPv6 address of an IoT device and necessary routing entries will be provided during the lab class.

Tools: `aiocoap` (from `python3-pip`)

- (a) Use `aiocoap-client` to discover available CoAP resources of the IoT device.
- (b) After discovering the resources, perform a `GET` request to request the board name and the status counter.
- (c) Modify the status counter using a `PUT` request with any random integer number and use a `GET` request to read the newly assigned value.