

Internet Technologies RG

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Themen der AG iNET

Protokolle & Standards
Anwendungen & Analysen
Sicherheit & Zuverlässigkeit

im Internet

Forschung zum Mitmachen

Bei INET arbeitet man **international**:

- Februar 2018: ISOC NDSS (San Diego)
- März 2018: IETF (London)
- März 2018: Shonan Seminar (Japan)
- Juni 2018: Dagstuhl Seminar (Schloß Dagstuhl)
- Juni 2018: ACM Mobisys (München)
- Juli 2018: IETF (Montreal)
- August 2018: SIGCOMM (Budapest)
- September 2018: RIOT Summit (Amsterdam)
- September 2018: ACM ICN (Boston)
- Oktober 2018: IEEE LCN (Chicago)
- Oktober 2018: ACM IMC (Boston)
- November 2018: IETF (Bangkok)

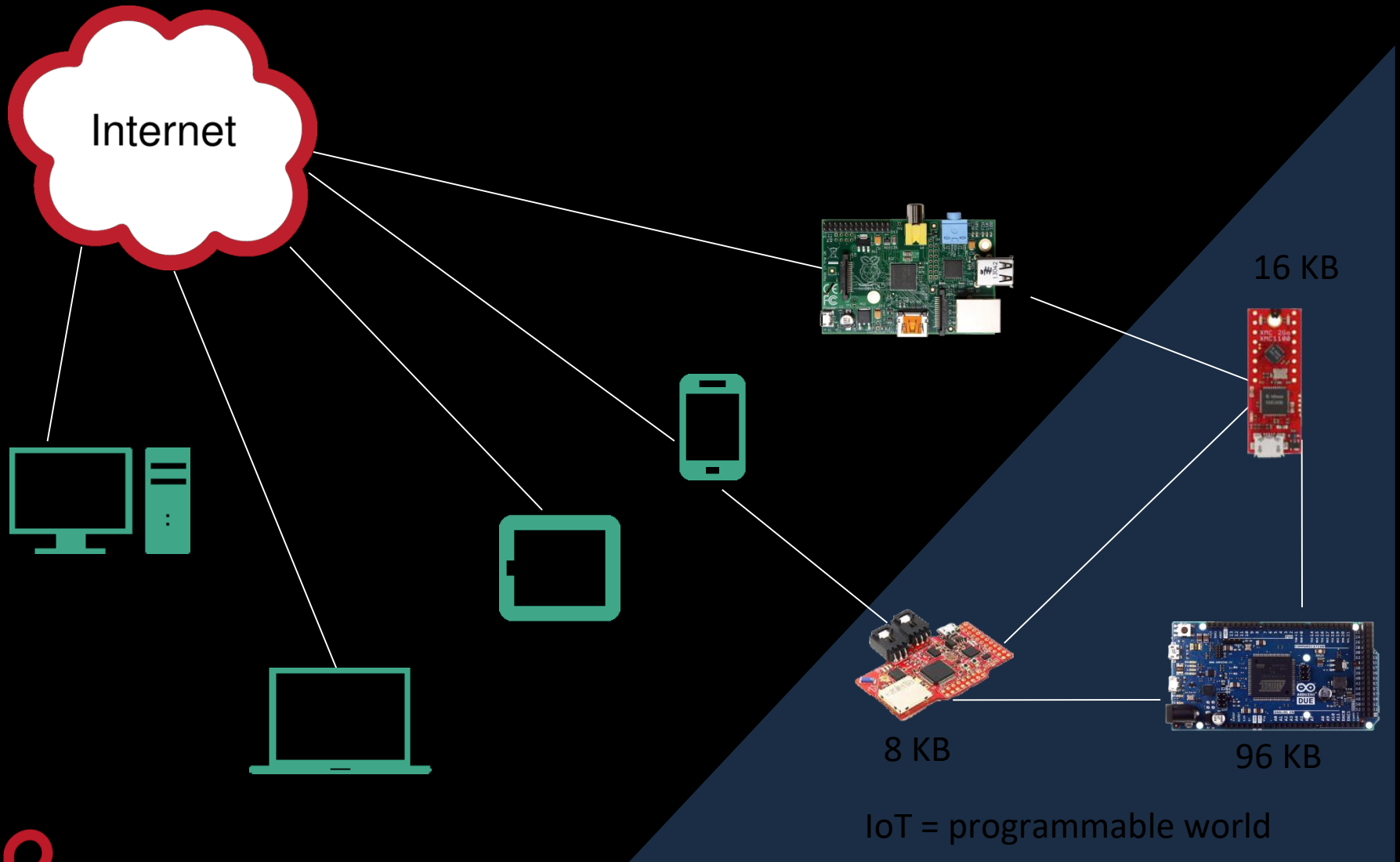
Laufende Forschungsprojekte

- **RAPstore** – RIOT App-Store für IoT-Anwendungen
- **I3** – Industrielles Informations-zentrisches Internet: Sensorkommunikation auf Ölplattformen mit RIOT
- **X-Check** – Sicherheits-Monitoring an Internet Exchange Points
- **HarVEST** – Cyber-Sicherheitsallianz mit Estland
- **MONICA** – Management Of Networked IoT Wearables
- **SANE** – Smart Urban Sensing
- **SecVI** – Sicherheit im Autonomen Fahren

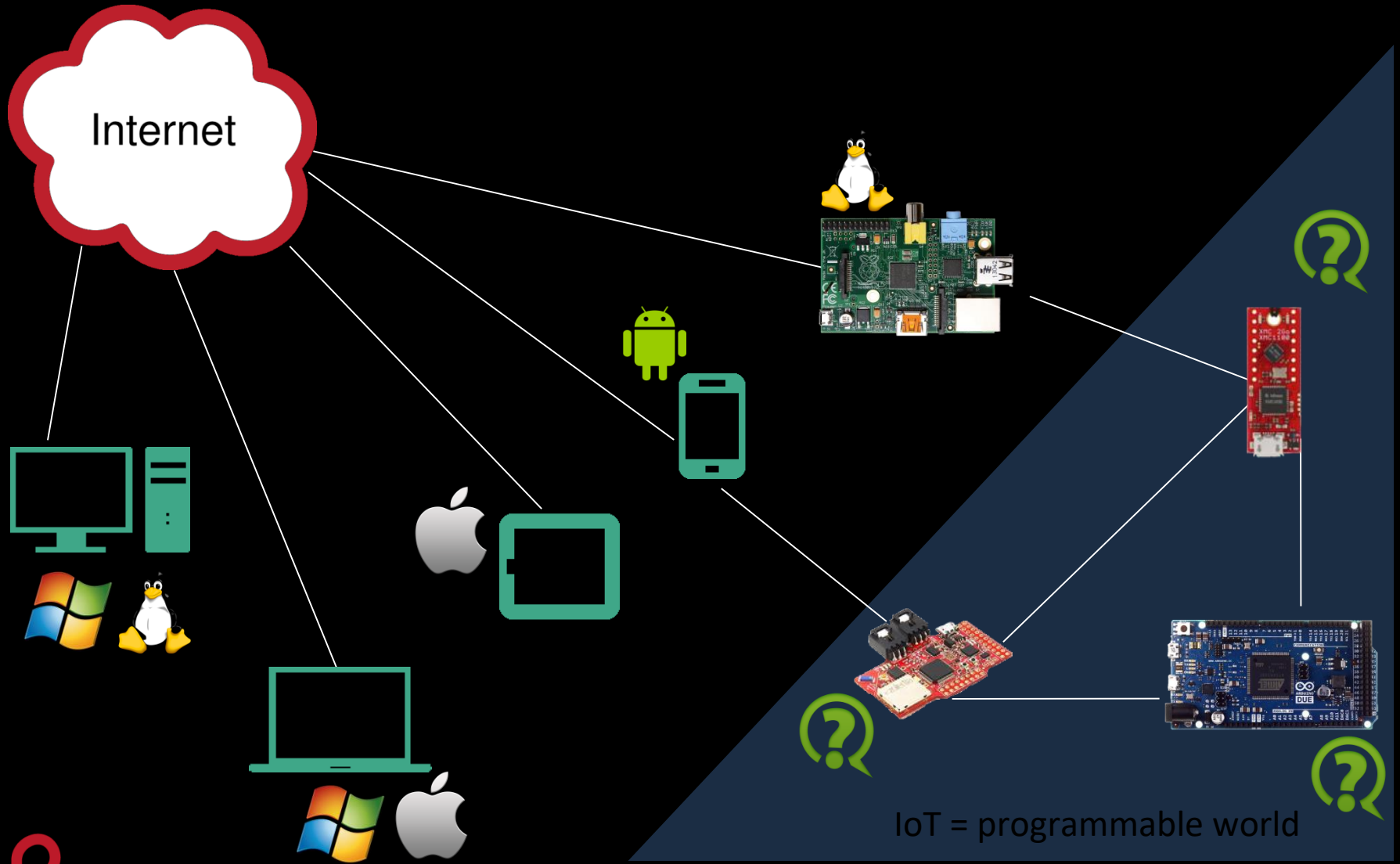
Im Fokus: Open Source Software

- Laufende Projekte mit großer Sichtbarkeit
- Aktive Communities
- Lebendig & nachhaltig
- Impact erzeugen
 - Mitgestalten
 - Ergebnisse veröffentlichen
 - Mit Anwendern arbeiten

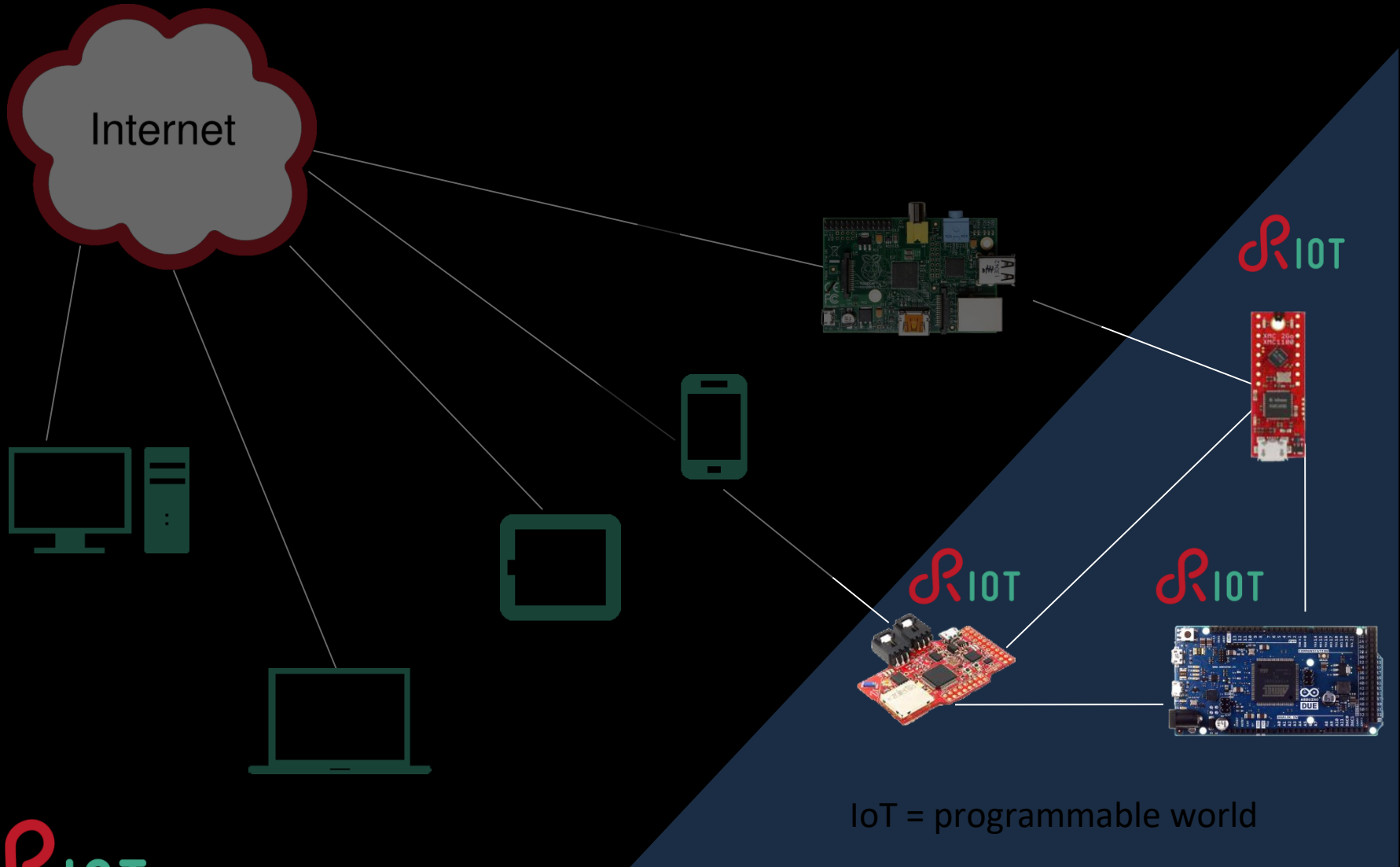
The Internet of Things (IoT)



IoT: The operating system question



RIOT: The friendly IoT operating system





Founded by
Linria

RIOT

The friendly Operating System for the IoT

IoT Friendly

Standards designed for the Internet of Things.



Linria

RIOT

The friendly Operating System for the IoT

Versatile
Only use the components you need. Code once, run on multiple platforms.

- ✓ Runs on 8-bit AVR, 16-bit MSP430, 32-bit MIPS, PIC32, ARM7 and Cortex-M
- ✓ Vendor-independent support for MCUs by TI, MSP, STM, Nordic, Atmel, Silicon Labs
- ✓ Real-time capable
- ✓ Priority-based, tickless scheduler

Open Source & Open Standards
Benefit from free, LGPL, licensed components and become part of a welcoming community.

Features

- Runs on a Linux machine, no hardware
- Programming language: C, C++, Python
- Compiler: GCC, Clang, LLVM
- Target: ARM, AVR, MIPS, PIC32, STM, Nordic, Atmel, Silicon Labs
- Supported devices: Arduino Uno, Raspberry Pi, etc.

WIRESHARK

git

IETF



Join the RIOT

- World-wide, open source community
- A **really large** open source project
- ~750 forks on GitHub <https://github.com/RIOT-OS/RIOT>
- Hundreds on the developer mailing list: devel@riot-os.org
- Developers from Asia, Europe, North America, South America
- Support & discussions on IRC: [irc.freenode.org #riot-os](irc://irc.freenode.org/#riot-os)



CAF

C++ Actor Framework

Scalability

Efficient distribution

Efficient calculations

Across hardware

Across networks

C++ Library – Work-stealing Scheduler – OpenCL Binding

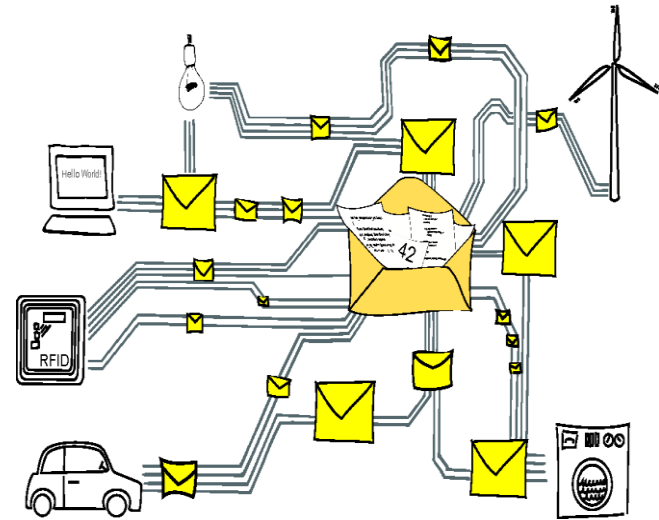
Open Source – TCP/UDP/CoAP – ACTORS!



Global skalierbare, verteilte Programmierung

Problem: Verteilte zuverlässige Programmierung in einer heterogenen Welt

- C++ Actor Framework (CAF)
 - Zuverlässiges Message Passing
 - Skalierbarkeit & Sicherheit
 - Open Source Community
- CAF hat industrielle Anwender
 - Vast + BRO / Paxson Group, Berkeley
 - Dual Universe / Novaquark, Paris



Weitere Open Source Software@INET

- **RTRlib** - BGP Prefix Origin Validation (RPKI)
 - Standard Referenz-Implementierung
- **RPKI Tools** – Monitoring von RPKI
 - Sicherheits-Werkzeuge für das Internet Backbone
- Ad hoc On-Demand Distance Vector Routing
 - **AODVv2** Standard Referenz-Implementierung
- **Mcproxy** – Multicast Proxy Daemon
 - Vielfacher industrieller Einsatz (→ Qualcomm)



Wie weiter?

Individuelle Sprechstunde

“Mein Forschungsthema im Master”

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