Implementing Existing Management Protocols on Constrained Devices

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IETF 81, Quebec, 2011-07-26
SNMP on Constrained Devices

1. SNMP on Constrained Devices

2. NETCONF on Constrained Devices (NETCONF Light)

3. Discovery (mDNS) and Infrastructure (NTP, SYSLOG)

4. Summary and References
SNMPv3 end-to-end

- Straightforward direct access to individual 6LoWPAN nodes
- Reuse of existing deployed SNMP-based tools
  - End-to-end security, end-to-end key management
  - Message size and potential fragmentation issues
  - 6LoWPAN nodes must run an SNMP engine
  - Trap-directed polling nature of SNMP has high (energy) costs
### SNMPv3 proxies

<table>
<thead>
<tr>
<th>SNMP Manager</th>
<th>SNMPv3</th>
<th>SNMP Proxy (6LoWPAN Gateway)</th>
<th>SNMPv3</th>
<th>SNMP Agent</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Internet</td>
<td></td>
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</tr>
<tr>
<td></td>
<td></td>
<td>6LoWPAN Network</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Indirect access to individual 6LoWPAN nodes
- Alternate transport encoding can reduce message sizes
  - Reuse of existing SNMP-based tools supporting proxies
  - Two security domains, different key management schemes
- 6LoWPAN nodes must run an SNMP engine
- Trap-directed polling nature of SNMP has high (energy) costs
**SNMPv3 subagents**

<table>
<thead>
<tr>
<th>SNMP Manager</th>
<th>SNMPv3</th>
<th>SNMP Agent (6LowPAN Gateway)</th>
<th>Subagent Protocol</th>
<th>SNMP Subagent</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Internet</td>
<td>6LowPan Network</td>
<td></td>
</tr>
</tbody>
</table>

- Indirect access to individual 6LoWPAN nodes
- Alternate transport encoding can reduce message sizes
  - Reuse of existing SNMP-based tools supporting contexts
  - Two security domains, different key management schemes
  - 6LoWPAN nodes must run an SNMP subagent
- Trap-directed polling nature of SNMP has high (energy) costs
SNMPv3 interfacing to data fusion protocols

- Indirect access to individual 6LoWPAN nodes
- Leveraging data fusion protocols (in-network aggregation)
- SNMP agent acting as a cache, no expensive polling
  - Reuse of existing SNMP-based tools supporting contexts
  - Two security domains, different key management schemes
- No direct advantage of 6LoWPAN technology — oops
## Contiki-SNMP Overview

### General features / limitations

- SNMP messages up to 484-byte length
- Get, GetNext and Set operations
- SNMPv1 and SNMPv3 message processing models
- USM security model, no VACM access control model
- API to define and implement managed objects

### USM security algorithms

- HMAC-MD5-96 authentication protocol (RFC 3414)
- CFB128-AES-128 symmetric encryption protocol (RFC 3826)
Implemented MIB Modules and Static Memory Usage

MIB modules

- **SNMPv2-MIB** – SNMP entity information
- **IF-MIB** – network interface information (no 802.14.5 ifType)
- **ENTITY-SENSOR-MIB** – temperature sensor readings

SNMPv1 and SNMPv3 enabled

- 31220 bytes of ROM (around 24% of the available ROM)
- 235 bytes of statically allocated RAM

SNMPv1 enabled

- 8860 bytes of ROM (around 7% of the available ROM)
- 43 bytes of statically allocated RAM
## Flash ROM and Static Memory Usage

### Memory usage by software module (bytes)

<table>
<thead>
<tr>
<th>Module</th>
<th>Flash ROM</th>
<th>RAM (static)</th>
</tr>
</thead>
<tbody>
<tr>
<td>snmpd.c</td>
<td>172</td>
<td>2</td>
</tr>
<tr>
<td>dispatch.c</td>
<td>1076</td>
<td>26</td>
</tr>
<tr>
<td>msg-proc-v1.c</td>
<td>634</td>
<td>6</td>
</tr>
<tr>
<td>msg-proc-v3.c</td>
<td>1184</td>
<td>30</td>
</tr>
<tr>
<td>cmd-responder.c</td>
<td>302</td>
<td>0</td>
</tr>
<tr>
<td>mib.c</td>
<td>1996</td>
<td>6</td>
</tr>
<tr>
<td>ber.c</td>
<td>4264</td>
<td>3</td>
</tr>
<tr>
<td>usm.c</td>
<td>1160</td>
<td>122</td>
</tr>
<tr>
<td>aes_cfb.c</td>
<td>9752</td>
<td>40</td>
</tr>
<tr>
<td>md5.c</td>
<td>10264</td>
<td>0</td>
</tr>
<tr>
<td>utils.c</td>
<td>416</td>
<td>0</td>
</tr>
</tbody>
</table>
## Stack and Heap Usage

### Maximum observed stack usage

<table>
<thead>
<tr>
<th>Version</th>
<th>Security mode</th>
<th>Max. stack size</th>
</tr>
</thead>
<tbody>
<tr>
<td>SNMPv1</td>
<td>–</td>
<td>688 bytes</td>
</tr>
<tr>
<td>SNMPv3</td>
<td>noAuthNoPriv</td>
<td>708 bytes</td>
</tr>
<tr>
<td>SNMPv3</td>
<td>authNoPriv</td>
<td>1140 bytes</td>
</tr>
<tr>
<td>SNMPv3</td>
<td>authPriv</td>
<td>1144 bytes</td>
</tr>
</tbody>
</table>

### Heap usage

- not more than 910 bytes for storing an SNMPv1 message
- approximately 16 bytes for every managed object in the MIB
- if a managed object is of a string-based type, then additional heap memory is used to store its value
SNMPv1 Request/Response Latency (varying # varbinds)
## Related Work at Jacobs University

### SNMP applicability to constrained devices
- Guidelines how to fit SNMP into constrained devices
- Tricks like making VACM a simple read-only/read-write switch
- <draft-hamid-6lowpan-snmp-optimizations-02.txt>

### RPL MIB module specification and implementation
- Definition of a MIB module for the RPL routing protocol
- Implementation and evaluation on Econotags
- <draft-sehgal-roll-rpl-mib-01.txt>

### DTLS for constrained devices
- Contiki-SNMP over DTLS (RFC 5590, RFC 5591, RFC 5953)
- Pretty much future work at this point in time
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Motivation and Approach

Motivation

- Some applications (e.g., the Smart Grid) have a requirement to run a single management protocol on a set of devices with very different processing and storage capabilities.
- NETCONF (RFC 6241) provides a fairly feature complete solution for network devices such as routers and switches.
- Constrained devices may not be able to support NETCONF completely — so how “small” can NETCONF be?

Approach and Assumptions

- Define a proper subset of NETCONF that is appropriate for constrained devices.
- Assumption: On constrained devices, the amount of configuration data is small and the need to interact with multiple management systems concurrently is small.
### Reduced Protocol Operations

- NCL implementations are not required to support filtering on `<get-config>` and `<get>` operations.
- NCL implementations are not required to implement the `<edit-config>` operation (simply use `<copy-config>`).
- NCL implementations only support the `<running>` datastore.
- NCL implementations may choose to only support one concurrent session (makes `<lock>` and `<unlock>` trivial).
- NCL uses a different XML namespace to identify itself.

### Things Kept Unchanged

- XML encoding of the configuration data (although XML format is less relevant since there is no `<edit-config>`).
- RFC 6241 framing (although this took effort to implement if memory is tight).
Contiki NETCONF Light implemented on AVR Raven motes (Class 1 devices, 16 KiB RAM, 128 KiB Flash)
- Uses NETCONF over plain TCP instead of SSH or TLS
- Uses Contiki’s Coffee File System to store the configuration (and we had lots of “fun” with its implementation)
- Supports all the NETCONF operations as described before

Approximate Memory Consumption
- ≈ 13 KiB RAM (10 KiB Contiki, 0.5 KiB System Manager, 2.6 KiB NETCONF)
- ≈ 87 KiB Flash with ≈ 12 KiB reserved for the four files in the Coffee File System
- Further code optimizations are possible and file sizes in flash memory can be adapted
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mDNS and SYSLOG and NTP

Multicast DNS for network management service discovery

- Managers use mDNS to discover manageable devices
- Devices discover management services via mDNS
- Contiki-mDNS implementation already running
- `<draft-schoenw-opsawg-nm-srv-02.txt>`

SYSLOG for logging

- Minimal SYSLOG implementation
- Using mDNS to discover a SYSLOG server
- Fallback assumes the default router can handle SYSLOG

NTP for time synchronization

- Minimal NTP client to pickup a notion of time
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Implementations at Jacobs University

- mDNS: 1.0 kB ROM, 0.5 kB RAM
- SNMP / Netconf: 8.7 kB ROM, 0.1 kB RAM
- HTTP / CoAP: 4.0 kB ROM, 0.2 kB RAM
- ... (Remaining space)

Security (DTLS, TLS, etc.): 3 kB ROM / 1.2 kB RAM

- UDP: 1.3 kB ROM / 0.2 kB RAM
- TCP: 4 kB ROM / 0.2 kB RAM
- IPv6: 11.5 kB ROM / 1.8 kB RAM
- RPL: 7.5 kB ROM / 0.01 kB RAM
References

Connecting Low-Power and Lossy Networks to the Internet.  

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