RPL: IPv6 Routing Protocol for Low Power and Lossy Networks
(draft-ietf-roll-rpl-04)

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Outline

• Basic Approach
• Mechanism Details (draft-03 vs. draft-04)
• Open Issues
• Next Steps
Basic Approach
Overview

- **Assumption:** most traffic flows through few nodes
  - many-to-one
  - one-to-many
  - baseline required by all requirements drafts

- **Approach:** build DAG(s) rooted at these nodes
  - Up towards the DAG root for many-to-one
  - Down away from the DAG root for one-to-many
  - Use the DAG to detect and avoid loops
  - Allow point-to-point via up* down*
Definitions

- **Instance**
  - Defines the optimization objective when forming paths towards roots
  - Link properties: (Reliability, Latency), Node properties: (Powered or not)
  - Objective: optimize paths based on one or more metrics
  - Scope: RPL network
  - Composed of one or more disjoint DODAGs
Definitions

- **DODAG**
  - Defines a DAG that forms paths to a single logical root
  - Scope: within an Instance
Definitions

• DODAG Iteration
  • A DODAG constructed using a particular sequence
  • Scope: within a DODAG
Definitions

- **Node Rank**
  - Defines a node’s relative position within a DODAG
  - Scope: within a DODAG Iteration
Definitions

- Instance: defines optimization objective for the network
- DODAG: a disjoint DAG within an Instance
- DAG Iteration: a DODAG built with a particular sequence number
- Rank: position within a DODAG Iteration
- Objective Function: identifies metrics, constraints, and objectives
- Objective Code Point: identifies Objective Function
DAG Construction

- **Distance-Vector**
  - advertise path cost to root
  - choose parents that minimize path cost
  - but be careful about loops & count-to-infinity

- **Assign every node a Rank**
  - Rank strictly decreasing towards root
Route Construction

• Up routes towards nodes of decreasing rank
  • DAG parents

• Down routes towards nodes of increasing rank
  • Nodes inform parents of their presence and reachability to descendants.
  • Record route/source route for nodes that cannot maintain any down routes.
Forwarding Rules

- All routes: up*down* along DODAG

- When going up
  - always forward to lower rank when possible
  - may forward to sibling if no lower rank exists

- When going down
  - forward based on down routes
Metric vs. Rank

- Metric is used to achieve an optimization goal
- Rank: path calculation according to objective metric
  - Scalar that represents relative position within a DAG
  - Strictly increasing from the root
  - Topological constraint to avoid and detect loops
  - Coarse granularity allows siblings (in addition to parents, children)
  - Common language if we want to utilize different OCPs in a DAG
Protocol Mechanisms
Protocol Mechanisms

• Control Messages
  • Conveyance
  • Loop Avoidance
  • Route Flapping Avoidance

• Loop Detection & Repair

• Present proposals from Draft 03 & Draft 04
• WG Feedback on 03: SIMPLIFY
Draft 03 to 04 Summary

- Remove binding between RPL and IPv6 ND
- Remove detach/float/reattach local repair
- Remove Hold-Up/Down Timer
- Specify data-path loop detection/repair
Conveyance (draft-03)

• Bind to IPv6 ND

• Router Solicitation

• Router Advertisement
  • DAG Information Option (form the DAG)

• Neighbor Advertisement
  • Destination Adv Option (form down routes)
Conveyance (draft-04)

- Create new ICMPv6 type for RPL
  - Use ICMPv6 Code to identify RPL message

- DIS: DAG Information Solicitation
- DIO: DAG Information Object
- DAO: Destination Advertisement Object
Loop Avoidance (draft-03)

- Loops may occur when node increases Rank

- **Global repair**
  - Create new DAG Iteration (use sequence number to rebuild DAG)
  - Sequence number establishes event-horizon

- **Local repair**
  - Detach/float/merge within a DAG instance
  - Use DAG Hop Timer to color sub-DAG and reduce advertisements
Loop Avoidance (draft-04)

• Only global repair for simplicity
  • Must wait for new instance to increase rank
  • Maybe too simple?

• If no parents exist with lower rank, MUST poison route by advertising infinite cost
Loop Detection & Repair (draft-03)

- Not addressed (listed as open issue)
Loop Detection & Repair (draft-04)

- Up routes must strictly decrease in rank
- Down routes must strictly increase in rank

• Generalized to inconsistency detection & repair
Inconsistency Detection/Repair (draft-04)

- Pass back to parent if no down route exists
- Cleanup stale down routes if dgram is passed back
Loop Detection & Repair (draft-04)

- Parent routes fail, use siblings (same rank)
- Allow at most one (?) sibling hop at a time
Loop Detection & Repair (draft-04)

• Include routing info in data path to validate DAG
  • Instance ID identifies instance to route along
  • Up/Down Bit to identify up vs. down
  • Sender’s Rank to assert Rank invariant
  • Rank-Error Bit to tolerate single rank error
  • DAO-Error Bit to back-track and cleanup state
  • Sibling Bit to allow at most one sibling hop
Route Flapping Avoidance (draft-03)

- Use a Hold-Down Timer to delay parent eviction
Route Flapping Avoidance (draft-04)

- Removed: unclear if needed given other mechanisms
Draft 03 to 04 Summary

• Remove binding between RPL and IPv6 ND
• Remove detach/float/reattach local repair
• Remove Hold-Up/Down Timer
• Specify data-path loop detection/repair

• 93 page → 82 pages... and counting
Open Issues
Open Issues

- Behavior when OF is not supported
- Local repair
- Use of siblings
- Minimum Viable Protocol
Open Issues: OF Not Supported

- Node wants to join a network, but does not understand OFx
- Join and extend network using “default” OCP
  - requires all nodes to implement OF0
- Join as leaf and log issue
  - allows connectivity but does not extend the network
- Strong consensus on “join as leaf”, will fix in draft-05 and close this issue
Open Issues: Local Repair

- **Global repair**
  - requires nodes to wait for sequence number
  - delay to repair depends on sequence number refresh rate

- **Local repair**
  - nodes can move down in the DAG within an instance
  - risks creating loops and count-to-infinity issues
  - general consensus that important cases exist

- **One proposed mechanism**
  - Use DAG Hop Timer to wait for poisoning to occur

- **Another proposed mechanism**
  - nodes can move down at most $X$ ranks within a sequence
  - if things are really bad, must wait for new sequence
Open Issues: Utilize Siblings?

- Only parents
  - Only route to nodes with lower rank

- Directional sibling links
  - Equal rank may only route one way
  - More receiver diversity

- Bi-directional sibling links
  - Equal rank nodes may route through each other
  - Even more receiver diversity
  - Loop detection and/or error reporting when siblings have no parents
Open Issues: MVP

• General consensus: draft 03 is far too complex.

• Draft 04 removes many mechanisms/knobs/hooks
  • hold-up/down timers, detach/float/reattach local repair

• Should we simplify more?
  • Nearly orthogonal Instance and DAG concepts
  • Backtracking on DAO errors
  • Utilization of sibling links
  • Objective Control Point generality

• What is missing?
  • Local repair, Address/Header Compression
  • Tradeoff between defining a feature-limited base architecture and working “well” out-of-the-box.
Supporting Drafts

- Metrics
- Applicability Statements
- Objective Function specifications
- Source Routing?
- Address/Header Compression?
Next Steps
Next Steps

- State machine
- Clarify relationship between neighbor set and candidate parents
- Specify node operation when OF is not supported
- Focus on security
- Many editorial improvements to make the spec more clear, concise, and organized
End
Open Issues: Inconsistency Detection

- IPv6 Flow Label?
  - Not compliant with RFC 3697
  - Require end-points to set Flow Label to zero/Instance ID
  - Edge Routers then reset Flow Label to zero/Instance ID

- Define an IPv6 Hop-by-Hop Option?
  - Requires all routers to process a IPv6 HBH Option header

- Define a new IPv6 Extension Header?
  - Only processed by RPL routers
  - Requires all end-points to understand new extension header

- Currently soliciting 6man for feedback