# Secure and Authorized Client-to-Client Communication for LwM2M

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#### **IoT Challenges**



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# LwM2M Overview

#### LwM2M Protocol Stack



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#### • IoT Device management

- Semantic interoperability across vendors
- Resource access control
- Bootstrapping and software updates



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  - Bootstrapping and software updates
- Two main entity types
  - LwM2M Clients (IoT devices)
  - LwM2M Servers





- IoT Device management
  - Semantic interoperability across vendors
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- Two main entity types
  - LwM2M Clients (IoT devices)
  - LwM2M Servers
- Only Servers perform operations on Clients
  - Using established secure communication
  - Credentials and access rights are required
  - IoT applications interact with Clients only through Servers



#### LwM2M Clients



loT Device management

Semantic interonerability across vendors.

#### Server-Centric communication prevents edge collaboration.

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Access rightsClient-Server connection





### LwM2M Objects, Resources and Access Control

- LwM2M Clients expose resources
  - Resources are logically grouped into objects
- Objects accept multiple operations
  - Read, write, execute, create, etc.
- Access control policies apply to objects
  - Determine which operations a server may perform
  - Different servers may have different access



# LwM2M Client-to-Client (C2C) Communication



Clients operate on other Clients resources



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- Application logic is distributed on the edge
  - Reduces latency
  - Increases bandwidth
  - Local communication



- Client-Server connection
- Client-Client connection

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Client-Client connection

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- Servers monitor and manage Clients
- New LwM2M objects
  - **Client** object: communication information
  - Client Security object: credentials for secure channel
  - Client Access Control object: remote clients access rights
- Extended interfaces
  - Allow client operation
  - Handle client access rights



- Application logic
- 🔎 Access rights
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#### **Contribution 1**



- **Application logic**
- **Access rights**
- **Client-Server connection**
- Client-Client connection



#### **Contribution 2**











# Experimental Evaluation



LwM2M Clients

















#### Firmware Size



#### **Firmware Size**



#### **Firmware Size**

















#### C2C reduces notification arrival times by 90%.











#### **OSCORE credential distribution is slower** due to additional transmitted LwM2M object.









#### Initial C2C operation is slower with DTLS due to handshake.



#### **Maximum Goodput with One Hop**



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#### **Energy Consumption**



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#### C2C adds **no energy overhead.** Using less hops reduces energy requirement.



#### **Conclusion & Outlook**

#### • We contributed

- A third party authorization mechanism for LwM2M Clients
- New LwM2M objects and extended interfaces for C2C communication
- An empirical performance analysis on real hardware
- Public and **open source implementation** of the extensions

### **Conclusion & Outlook**

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#### • Our results show that

- C2C reduces data arrival times by up to 90%
- C2C yields a more reliable and 8 times higher goodput
- Our extensions produce a relatively small memory footprint

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#### • In future work we will

- Analyse the applicability of ACE-OAuth framework to LwM2M
- Explore the integration with Group OSCORE for multiple observations

# **Thank You!**

Our code can be found online



https://github.com/inetrg/ipsn-2022-lwm2mc2c