Networking Layer Protocols for Internet of Things: 6LoWPAN and RPL



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These slides and audio/video recordings of this class lecture are at:
http://www.cse.wustl.edu/~jain/cse5700-25/

Student Questions

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Overview

- 6LowPAN
  - Adaptation Layer
  - Address Formation
  - Compression
- RPL
  - RPL Concepts
  - RPL Control Messages
  - RPL Data Forwarding

Note: This is part 3 of a series of class lectures on IoT.

Student Questions

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Recent Protocols for IoT

		Security	Management
Session	MQTT, SMQTT, CoRE, DDS, AMQP , XMPP, CoAP, IEC, IEEE 1888, …	IEEE 1888.3, TCG, Oath 2.0, SMACK, SASL, EDSA, ace, DTLS, Dice, …	IEEE 1905, IEEE 1451, IEEE 1377, IEEE P1828, IEEE P1856
Network	Encapsulation 6LowPAN, 6TiSCH, 6Lo, Thread… Routing RPL, CORPL, CARP		
Datalink	Wi-Fi, Bluetooth Low Energy, Z-Wave, ZigBee Smart, DECT/ULE, 3G/LTE, NFC, Weightless, HomePlug GP, 802.11ah, 802.15.4e, G.9959, WirelessHART, DASH7, ANT+, LTE-A, LoRaWAN, ISA100.11a, DigiMesh, WiMAX, …		

Student Questions

- What criteria should we use to decide when 6LoWPAN+RPL is preferable to alternatives like Thread or Zigbee?

You need to learn about Thread or Zigbee to decide which to use.

Ref: Tara Salman, Raj Jain, "A Survey of Protocols and Standards for Internet of Things," Advanced Computing and Communications, Vol. 1, No. 1, March 2017, http://www.cse.wustl.edu/~jain/papers/iot_accs.htm

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IEEE 802.15.4

- Wireless Personal Area Network (WPAN)
- Allows mesh networking.
  Full-function nodes can forward packets to other nodes.
- A PAN coordinator (like Wi-Fi Access Point) allows nodes to join the network.
- Nodes have 64-bit addresses
- The coordinator assigns a 16-bit short address for use during the association
- Maximum frame size is 127 bytes
- More details in CSE 574 wireless networking course
  http://www.cse.wustl.edu/~jain/cse574-20/j_12wpn.htm

Student Questions

- Given the 127-byte MAC frame limit in IEEE 802.15.4, what practical payload size typically remains after headers and security, and how does this motivate header compression?

If you use 16-bit (2-byte addresses), there is plenty of space for a few sensor data bytes. Header compression for IPv6 is needed because IPv6 headers are large.

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EUI64 Addresses

- **Ethernet addresses**: 48-bit MAC

0=Unicast 1=Multicast	0=Universal 1=Local	Organizationally Unique ID (OUI)	Manufacturer Assigned
1b	1b	22b	24b

- **IEEE 802.15.4 Addresses**: 64-bit Extended Unique Id (EUI)

0=Unicast Multicast	0=Universal 1=Local	Organizationally Unique ID (OUI)	Manufacturer Assigned
1b	1b	22b	40b

- **Local bit** was incorrectly assigned. L=1 ⇒ Local
  but all-broadcast address = all 1's is not local
  IETF RFC4291 changed the meaning so that L=0 ⇒ Local
  The 2nd bit is now called Universal bit (U-bit)
  ⇒ U-bit formatted EUI64 addresses

0=Unicast 1=Multicast	0=Local 1= Universal	Organizationally Unique ID (OUI)	Manufacturer Assigned
1b	1b	22b	40b

Student Questions

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IPv6

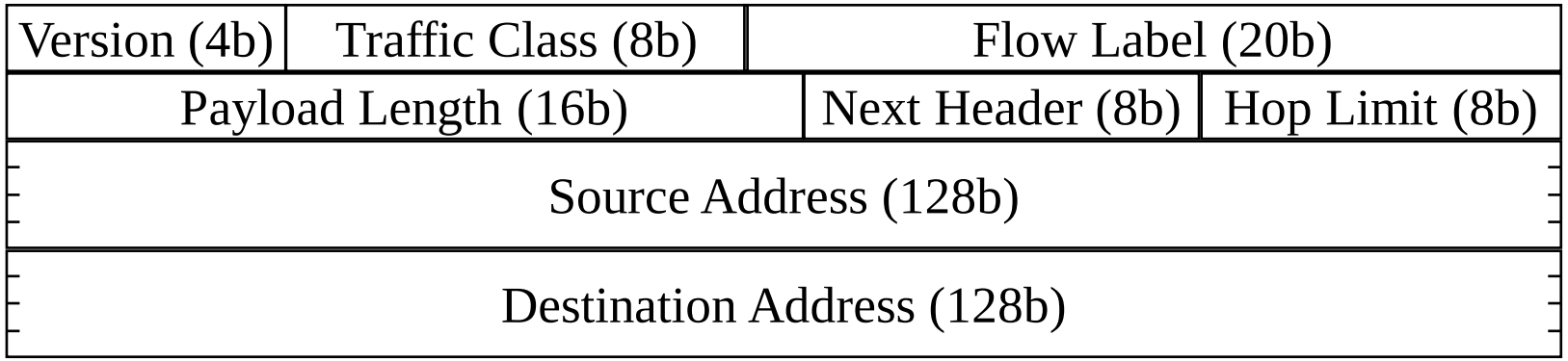
- Shortage of IPv4 addresses ⇒ Need larger addresses
- IPv6 was designed with 128-bit addresses
- $2^{128} = 3.4\times10^{38}$ addresses
  ⇒ 665×10^{21} addresses per sq. m of earth's surface
- If assigned at the rate of 10^6/μs, it would take 20 years
- **Dot-Decimal**: 127.23.45.88
- **Colon-Hex:** FEDC:0000:0000:0000:3243:0000:0000:ABCD
  - Can skip leading zeros of each word
  - Can skip one sequence of zero words, e.g.,
    FEDC::3243:0000:0000:ABCD
    ::3234:0000:0000:ABCD
  - Can leave the last 32 bits in dot-decimal, e.g., ::127.23.45.88
  - Can specify a prefix by /length, e.g., 2345:BA23:0007::/50

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IPv6 Header

- IPv6:



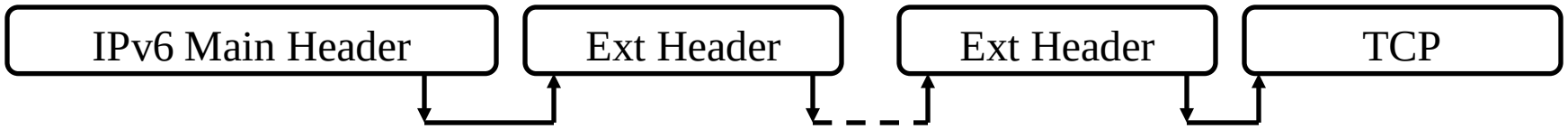
- All fixed-size fields.
- Usually Next Header = 6 (TCP), 17 (UDP)
- No optional fields. Replaced by extension headers.

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IPv6 Extension Headers

1. Hop-by-Hop Options Header – examined at every node
2. Intermediate Destination Options Header (before Routing Header)
3. Routing Header (source routing)
4. Fragment Header
5. Authentication Header (AH)
6. Encapsulating Security Payload (ESP) Header
7. Final Destination Options Header (before Upper-Layer Header)
8. Mobility Header (used in Mobile IPv6)



Student Questions

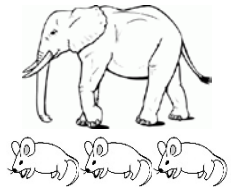
- Which IPv6 extension headers are most likely to appear in constrained IoT deployments, and why?

1. Fragmentation occurs because IPv6 addresses are too long.
2. AH and ESP for security

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6LowPAN

- IPv6 over Low Power Wireless Personal Area Networks
- How to transmit IPv6 datagrams (elephants) over low-power IoT devices (mice)?



- **Issues**:

1. **IPv6 address formation**: 128-bit IPv6 from 64-bit EUI64
2. **Maximum Transmission Unit** (MTU): IPv6 at least 1280 bytes vs. IEEE 802.15.4 standard packet size is 127 bytes



3. **Address Resolution**: 128b or 16B IPv6 addresses. 802.15.4 devices use 64-bit (no network prefix) or 16-bit addresses
4. **Optional mesh routing in datalink layer**
   ⇒ Need destination and intermediate addresses.

Student Questions

- Why is 6LoWPAN important for small IoT devices that use low-power wireless networks?

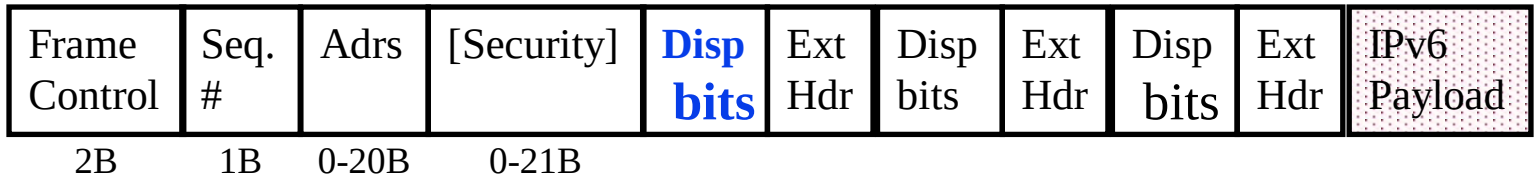
They can operate in IPv6 networks.

Ref: G. Montenegro, et al., "Transmission of IPv6 Packets over IEEE 802.15.4 Networks," RFC 4944, Sep 2007, http://tools.ietf.org/pdf/rfc4944

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6LowPAN Adaptation Layer

5. **MAC-level retransmissions versus end-to-end**:
   - Optional hop-by-hop ack feature of 802.15.4 is used, but the max number of retransmissions is kept low (to avoid overlapping L2 and L4 retransmissions)
6. **Extension Headers**: 8b ***or less*** Shannon-coded dispatch
   ⇒ header type
   - 10_2: Mesh addressing header (2-bit dispatch)
   - $11x00_2$: Destination Processing Fragment header (5-bit)
   - 01010000_2: Hop-by-hop LowPAN Broadcast header (8-bit)
7. **IPv6 and UDP header compression**



Ref: O. Hersent, et al., "The Internet of Things: Key Applications and Protocols," Wiley, 2013, 344 pp., ISBN: 9781119994350 (Safari Book)

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IPv6 Address Formation

- **Link-Local IPv6 address** = FE80::U-bit formatted EUI64
- **Example**:
  - EUI64 Local Address = $4000::0001_{16}$ (64-bit)
    = 0100 0000 0000 0000:: 0000 0000 0000 0001_2 (64-bit)
  - U-bit formatted EUI64
    = 0000 0000 0000 0000:: 0000 0000 0000 0001_2
    = $0000::0001_{16}$ (64-bit)
  - IPv6 Link-local address = $\underbrace{FE80\ldots0000}_{64\text{-bit}}:\underbrace{0000::0001}_{64\text{-bit}}{}_{16}$ (128-bit)
    = $1111\ 1110::0001_{16}$ (128-bit)
- IEEE 802.15.4 allows nodes to have 16-bit **short addresses,** and each PAN has a 16-bit **PAN ID**.
  1st bit of Short address and PAN ID is Unicast/Multicast
  The 2nd bit of Short Address and PAN ID is Local/Universal.
  You can broadcast to all members of a PAN or to all PANs.
- IPv6 Link Local Address = FE80 :: PAN ID : Short Address
  Use 0 if PAN ID is unknown.
  The 2nd bit of the PAN ID should always be zero, since it is always local (assigned by the local admin).

Student Questions

- How is the IPv6 link-local address derived from the EUI-64 address?

By flipping the U-bit and prefixing FE80:: in the front.

- 40::1 is equivalent to 4000::1 right? I got confused, thinking 40::1 is 0040::1 for HW 9A.

Slide corrected to clear any confusion about missing hex digits.

- Does the U-bit format only change the second bit to 0?

Yes.

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Homework 9A

- [8 points] What is the IPv6 Link-Local address for a IEEE 802.15.4 node whose EUI64 address in hex is 4000::0002. Indicate your final answer in hex without using ::
- EUI64 in Binary =
- U-bit EUI64 Binary =
- U-bit EUI64 Hex =
- IPv6 Link Local Address =

Student Questions

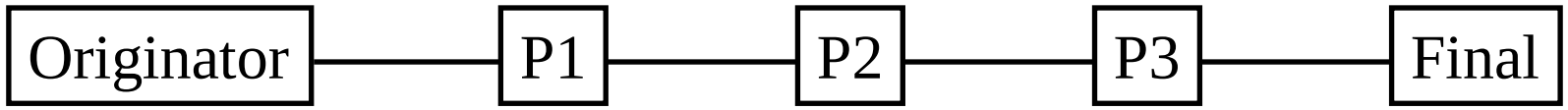
- Could you please go over Homework 9A again?

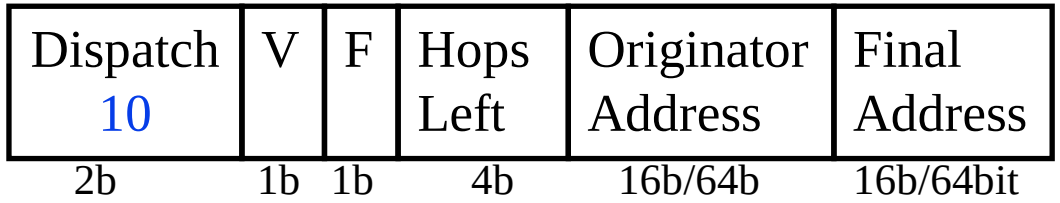
Same as the example in the last slide. Only the last two bits differ, and they are not changed.

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Mesh Addressing Header

- Dispatch = 10_2 (2 bits) ⇒ Mesh Addressing Header
- MAC header contains per-hop source and destination
- Original source and destination addresses are saved in Mesh addressing header
- A 4-bit hops-left field is decremented at each hop





V=0 ⇒ Originator address is EUI64, V=1 ⇒ 16bit

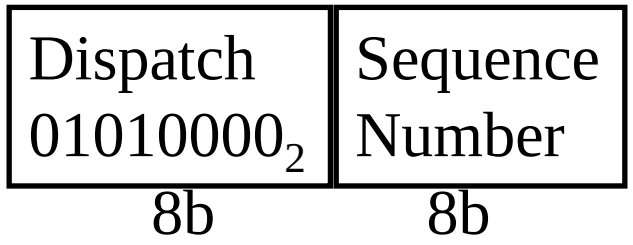
F=0 ⇒ Final address is EUI64, F=1 ⇒ 16-bit

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6LowPAN Broadcast Header

- For Mesh broadcast/multicast
- A new sequence number is put in every broadcast message by the originator

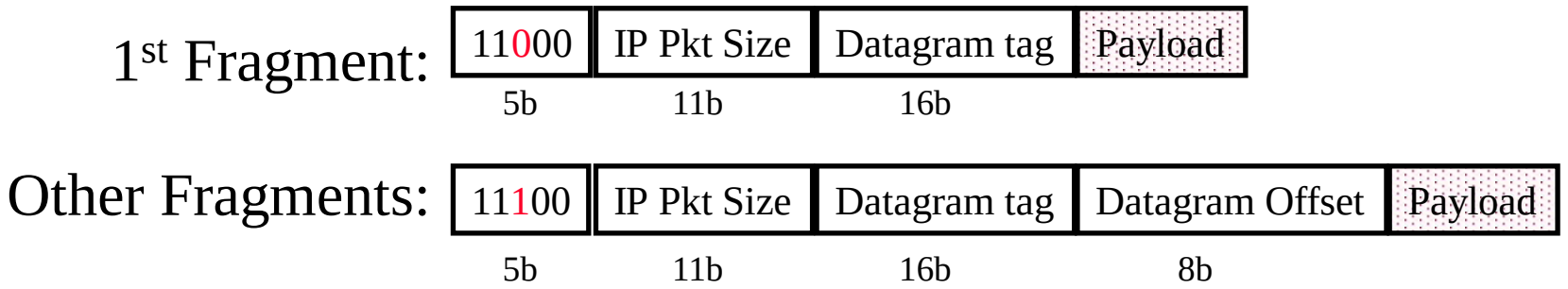


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6LowPAN Fragment Header

- Dispatch = 11*x*00 (5 bits) ⇒ Fragment Header
- Full packet size in the first fragment's fragment header
- Datagram tag = sequence number
  ⇒ Fragments of the same packet
- Fragment Offset in multiples of 8 bytes



Student Questions

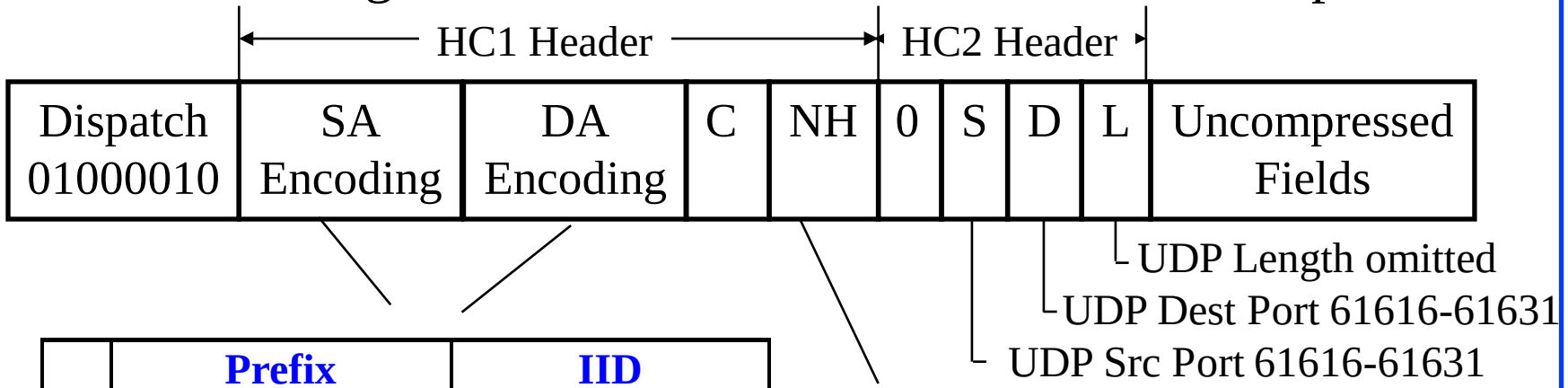
- Why is fragmentation required in 6LowPAN, and how do datagram tags and fragment offsets help in reassembling packets?

Need to fragment IPv6 because IPv6 packets are large. IEEE 802.15.4 packets are small.

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IP+UDP Header Compression: Stateless

- Called **HC1-HC2 compression** (not recommended)
- The IP version field is omitted
- Flow label field if zero is omitted and C=1
- Only 4b UDP ports are sent if between 61616-61631 (F0B*x*)
- The UDP length field is omitted. IP addresses are compressed.



	Prefix	IID
00	Uncompressed	Uncompressed
01	Uncompressed	Derived from L2
10	FE80::/80 omitted	Uncompressed
11	FE80::/64 omitted	Derived from L2

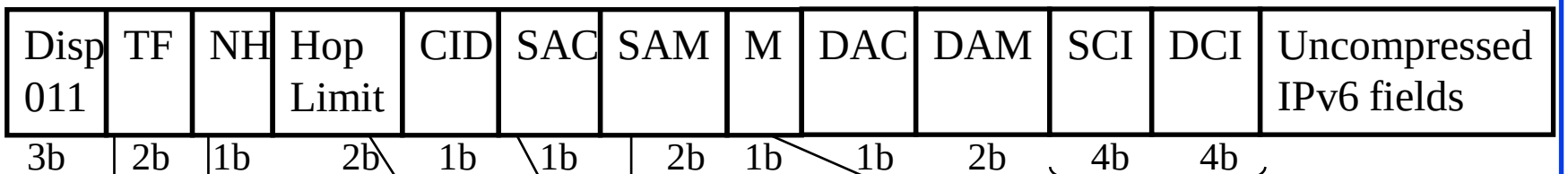
00	Next Hdr inline
01	Next Hdr= 17 (UDP)
10	Next Hdr = 1 (ICMP)
11	Next Hdr = 6 (TCP)

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Context Based Compression

- HC1 works only with **link-local** addresses
- Need globally routable IPv6 addresses for outside nodes
- IPHC uses a 3b dispatch code and a 13-bit base header



Traffic Class, **F**low Label

Next Header uses LowPAN_NHC

Predefined hop limit = uncompressed (00), 1, 64, 255

Source Adr Mode

Source Adr Compression

Multicast Destination

Source/Dest Context IDs if CID=1

00	ECN+DSCP+4b pad+ 20b Flow label (4 Bytes)
01	ECN +2b pad + 12b Flow label (2 Bytes), DSCP omitted
10	ECN+DSCP (1B), Flow label omitted
11	ECN+DSCP+Flow label omitted

SAC DAC	SAM DAM	Address
0	00	No compression
0	01	First 64-bits omitted
0	10	First 112 bits omitted
0	11	128 bits omitted. Get from L2
1	00	Unspecified Address ::
1	01	First 64 bits from context
1	10	First 112 bits from context
1	11	128 bits from context and L2

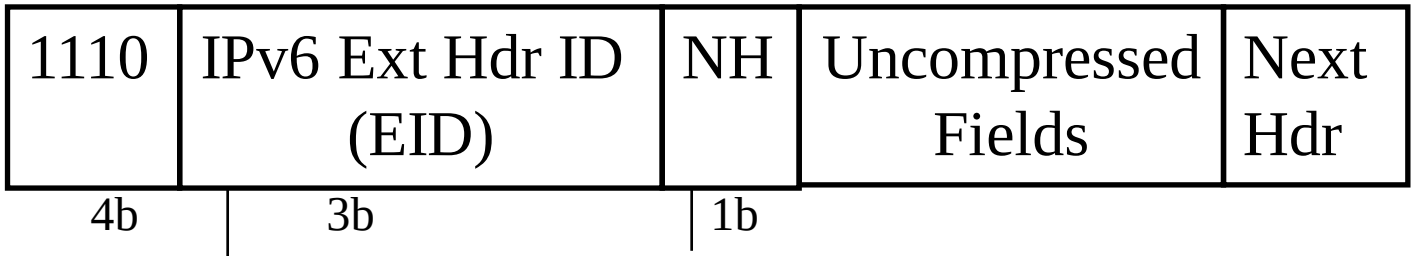
Ref: O. Hersent, et al., "The Internet of Things: Key Applications and Protocols," Wiley, 2013, 344 pp., ISBN: 9781119994350 (Safari Book)

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Context Based Compression (Cont)

- If the next header uses LowPAN_NHC
  - For IPv6 base extension headers:

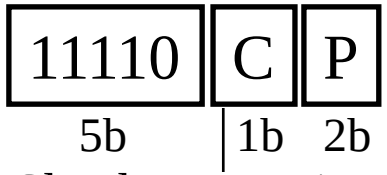


EID	Header
0	IPv6 Hop-by-Hop Options
1	IPv6 Routing
2	IPv6 Fragment
3	IPv6 Destination Options
4	IPv6 Mobility Header
5	Reserved
6	Reserved
7	IPv6 Header

0 = Uncompressed

1 = LowPAN_NHC encoded

LowPAN_NHC UDP Header:

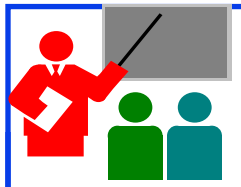


00	All 16-bits in line
01	1st 8-bits of dest port omitted
10	1st 8-bits of src port omitted
11	1st 12-bits of src & dest omitted

Ref: J. Hui and P. Thubert, "Compression Format for IPv6 Datagrams over IEEE 802.15.4-Based Networks," IETF RFC 6282, Sep 2011, http://tools.ietf.org/pdf/rfc6282

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6LowPAN: Summary

- **3 New Headers**:
  - Mesh addressing: Intermediate addresses
  - Hop-by-Hop: Mesh broadcasts
  - Destination processing: Fragmentation
- **Address Formation**: 128-bit addresses by prefixing FE80::
- **Header compression**:
  - HC1+HC2 header for link-local IPv6 addresses
  - IPHC compression for all IPv6 addresses

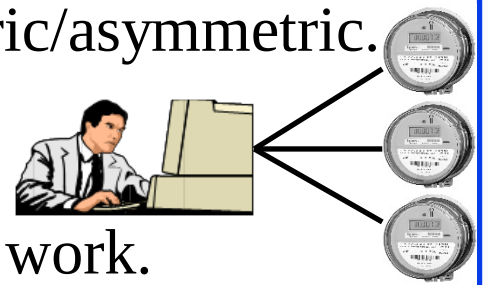
Student Questions

End of Part 1

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Routing Protocol for Low-Power and Lossy Networks (RPL)

- Developed by the IETF Routing over Low-Power and Lossy Networks (ROLL) working group
- Low-Power and Lossy Networks (LLN) Routers have constraints on processing, memory, and energy.
  ⇒ Can't use OSPF, OLSR, RIP, etc
- LLN links have a high loss rate, low data rates, and instability
  ⇒ expensive bits, dynamically formed topology
- Covers both wireless and wired networks
  Requires **bidirectional** links. Maybe symmetric/asymmetric.
- Ideal for n-to-1 (**data sink**) communications,
  e.g., meter reading
  1-to-n and 1-to-1 are possible with some extra work.



- Multiple LLN instances on the same physical networks

Ref: T. Winder, Ed., et al., "RPL: IPv6 Routing Protocol for Low-Power and Lossy Networks," IETF RFC 6550, Mar 2012, https://ietf.org/doc/rfc6550/

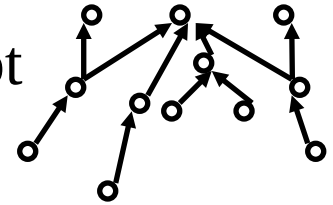
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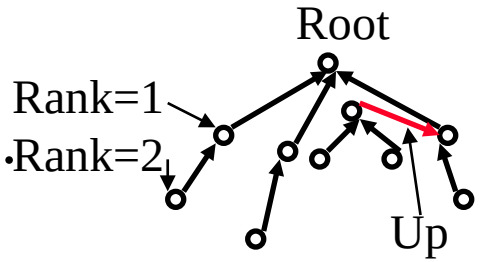
RPL Concepts

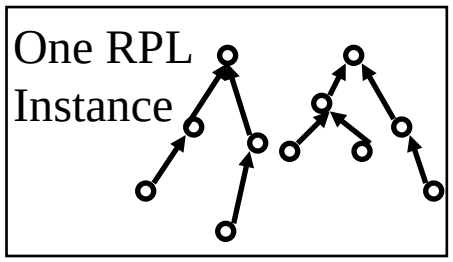
- **Directed Acyclic Graph (DAG)**: No cycles
- **Root**: No outgoing edge
- **Destination-Oriented DAG (DODAG)**: Single root
- **Up**: Towards the root
- **Down**: Away from the root
- **Objective Function**: Minimize energy, latency, …
- **Rank**: Distance from the root using the specified objective
- **RPL Instance**: One or more DODAGs. A node may belong to multiple RPL instances.
- **DODAG ID**: IPv6 Adr of the root
- **DODAG Version**: Current version of the DODAG. Every time a new DODAG is computed with the same root, its version is incremented.

DAG



DODAG



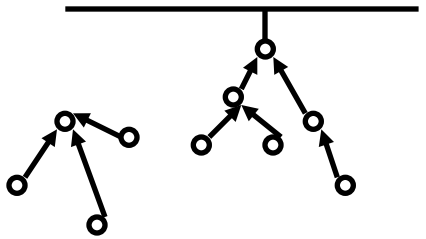


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RPL Concepts (Cont)

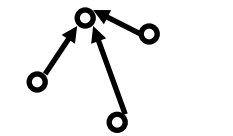
- **Goal**: Reachability goal, e.g., connected to the database
- **Grounded**: Root can satisfy the goal
- **Floating**: Not grounded. Only in-DODAG communication.
- **Parent**: Immediate successor towards the root
- **Sub-DODAG**: Subtree rooted at this node
- **Storing**: Nodes keep routing tables for sub-DODAG
- **Non-Storing**: Nodes know only their parent. Do not keep a routing table.



Student Questions

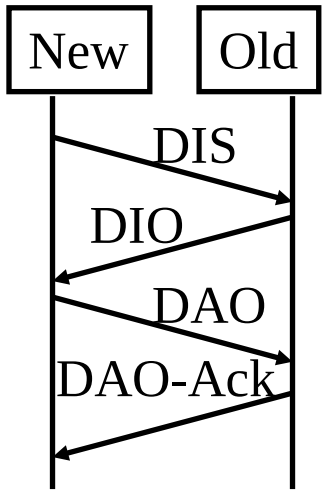
RPL Control Messages

1. **DODAG Information Object (DIO)**:
   - Downward RPL instance multicasts
   - Allows other nodes to discover an RPL instance and join it
2. **DODAG Information Solicitation (DIS)**:
   - Link-Local multicast request for DIO (neighbor discovery).
     Do you know of any DODAGs?
3. **Destination Advertisement Object (DAO)**:
   - From child to parents or root.
   - Can I join you as a child on DODAG #x?
4. **DAO Ack**: Yes, you can! Or Sorry, you can't!
5. **Consistency Check**: Challenge/response messages for security



DIS

New



Student Questions

- What decides when DIOs are sent? Does the DIS trigger the DIO?

At the initiation and periodically.

- What exactly does Rank represent in the DODAG construction process? How is it calculated or updated? Do we need to know this for the exam?

Rank is the distance from the root. Yes, you need to know.

- What is the purpose of messages like DIO and DAO between IoT nodes?

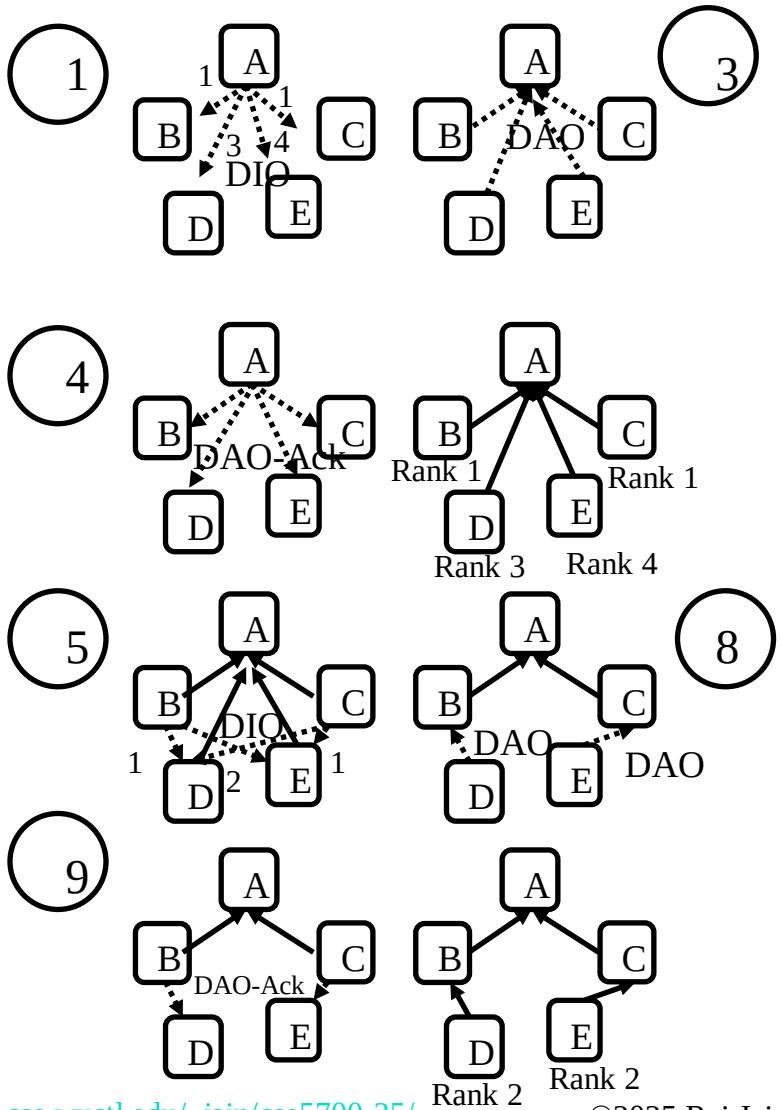
To find paths to exchange messages between IoT devices.

Ref: S. Kuryla, "RPL:IPv6 Routing Protocol for Low Power and Lossy Networks," http://cnds.eecs.jacobs-university.de/courses/nds-2010/kuryla-rpl.pdf

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DODAG Formation Example

1. Node A multicasts DIOs that it's a member of the DODAG with itself as a root and therefore with a Rank 0.
2. B, C, D, E hear and determine that their rank (distance) is 1, 1, 3, 4, respectively, from A
3. B, C, D, E send DAOs to A.
4. A accepts all
5. B and C multicast DIOs
6. D hears those and determines that its distance from B and C is 1, 2
7. E hears both B and C and determines that its distance from B and C is 2, 1
8. D sends a DAO to B
   E sends a DAO to C
9. B sends a DAO-Ack to D
   C sends a DAO-Ack to E

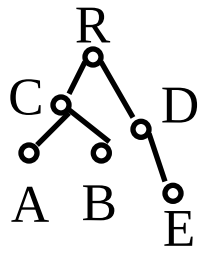


Student Questions

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RPL Data Forwarding

- Case 1: To the root (n-to-1)
  - Address to root and give to parent
- Case 2: A to B
  - 2A: Storing (Everyone keeps a routing table)
    - Forward up from A to the common parent
    - Forward down from the common parent to B
  - 2B: Non-storing (No routing tables except at root)
    - Forward up from A to the root
    - Root puts a source route and forwards down
- Case 2: Broadcast from the root (1-to-n)
  - 2A: Storing (everyone knows their children)
    - Broadcast to children
  - 2B: Non-Storing (Know only parents but not children)
    - Root puts a source route for each leaf and forwards



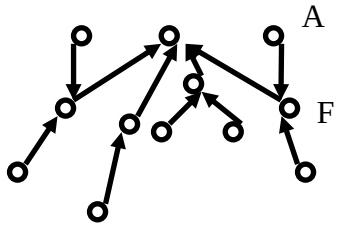
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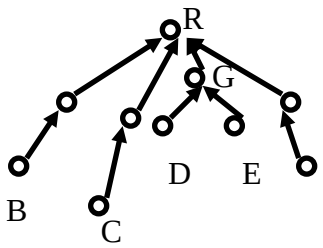
Homework 9B

[8 points]

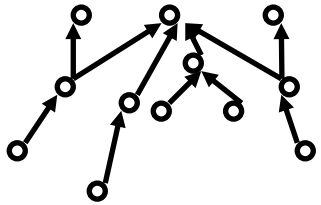
1. Is the graph (a) a DODAG?
2. Is the graph (b) a DODAG?
3. Is the graph (c) a DODAG?
4. Is the graph (d) a DODAG?
5. What is the direction of Link A to F?
6. Assuming each link has a distance of 1, what is the rank of node B?
7. List all nodes on the path from D to E if the DODAG is non-storing.
8. List all nodes on the path from D to E if the DODAG is storing.



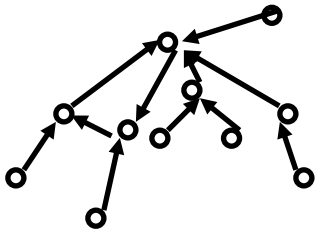
(a)



(b)



(c)



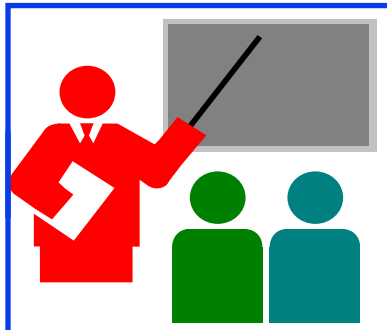
(d)

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- Could you please go over Homework 9B again?

Root = No outgoing link
Up = towards the root
Rank = Distance from the root
Storing = remember your subtree

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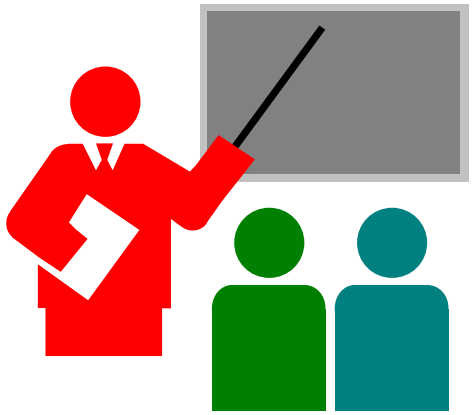
RPL Summary

1. An RPL instance consists of one or more DODAGs
2. DIO are broadcast downward,
   DAOs are requests to join upward
   DIS are DIO solicitations
   DAO-ack are responses to DAO
3. Non-storing nodes do not keep any routing table and send everything upwards toward the root

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Summary



1. 6LowPAN is designed for IPv6 over IEEE 802.15.4
   Frame size and address sizes are primary issues
   Header compression is the key mechanism
2. RPL is designed primarily for data collection
   No assumption about IEEE 802.15.4 or wireless or frame size
   Routing is the primary issue
   Forming a spanning tree-like DODAG is the solution

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Reading List

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- T. Winder, Ed., et al., "RPL: IPv6 Routing Protocol for Low-Power and Lossy Networks," IETF RFC 6550, Mar 2012, https://ietf.org/doc/rfc6550/
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Wikipedia Links

- http://en.wikipedia.org/wiki/6LoWPAN
- http://en.wikipedia.org/wiki/IEEE_802.15.4
- http://en.wikipedia.org/wiki/MAC_address
- http://en.wikipedia.org/wiki/IPv6
- http://en.wikipedia.org/wiki/IPv6_address
- http://en.wikipedia.org/wiki/Organizationally_unique_identifier
- http://en.wikipedia.org/wiki/IPv6_packet
- http://en.wikipedia.org/wiki/Link-local_address

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- E. Kim, et al., "Problem Statement and Requirements for IPv6 over Low-Power Wireless Personal Area Network (6LoWPAN) Routing," IETF RFC 6606, May 2012, http://www.rfc-editor.org/rfc/pdfrfc/rfc6606.txt.pdf
- Z. Shelby, et al., "Neighbor Discovery Optimization for IPv6 over Low-Power Wireless Personal Area Networks (6LoWPANs), IETF RFC 6775, Nov. 2012, http://www.rfc-editor.org/rfc/pdfrfc/rfc6775.txt.pdf

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- "Industrial Routing Requirements in Low-Power and Lossy Networks," IETF RFC 5673, Oct 2009, https://ietf.org/doc/rfc5673/
- "Home Automation Routing Requirements in Low-Power and Lossy Networks," IETF RFC 5826, Apr 2010, https://ietf.org/doc/rfc5826/
- "Building Automation Routing Requirements in Low-Power and Lossy Networks," IETF RFC 5867, Jun 2010, https://ietf.org/doc/rfc5867/
- "The Trickle Algorithm," IETF RFC 6206, Mar 2011, https://ietf.org/doc/rfc6206/
- "RPL: IPv6 Routing Protocol for Low-Power and Lossy Networks," IETF RFC 6550, Mar 2012, https://ietf.org/doc/rfc6550/
- "Routing Metrics Used for Path Calculation in Low-Power and Lossy Networks," IETF RFC 6551, Mar 2012, https://ietf.org/doc/rfc6551/
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- "The Minimum Rank with Hysteresis Objective Function," IETF RFC 6719, Sep 2012, https://ietf.org/doc/rfc6719/
- "Reactive Discovery of Point-to-Point Routes in Low-Power and Lossy Networks," IETF RFC 6997, Aug 2013, https://ietf.org/doc/rfc6997/
- "A Mechanism to Measure the Routing Metrics along a Point-to-Point Route in a Low-Power and Lossy Network," IETF RFC 6998, Aug 2013, https://ietf.org/doc/rfc6998/

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Acronyms

- 6LowPAN IPv6 over Low Power Wireless Personal Area Network
- AODV Ad-hoc On-demand Distance Vector
- AQMP Advanced Queueing Message Protocol
- ARC-EM4 Name of a product
- ARM Acorn RISC Machine
- CC Consistency Check
- CID Context ID
- CoAP Constrained Application Protocol
- CoRE Constrained Restful Environment
- DA Destination Address
- DAC Destination Address Compression
- DAG Directed Acyclic Graph
- DAM Destination Address Mode
- DAO DODAG Advertisement Object
- DCI Destination Context ID
- DDS Data Distribution Service

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Acronyms (Cont)

- DECT Digital Enhanced Cordless Telecommunication
- DIO DODAG Information Object
- DIS DODAG Information Solicitation
- DODAG Destination Oriented Directed Acyclic Graph
- DSCP Differentiated Services Control Point
- DSR Dynamic Source Routing
- DTLS Datagram Transport Level Security
- ECN Explicit Congestion Notification
- EID IPv6 Extension Header ID
- EUI Extended Unique Id
- GP GreenPHY
- HC Header Compression
- HC1-HC2 Header Compression 1 and Header Compression 2
- ICMP IP Control Message Protocol
- ID Identifier
- IEEE Institution of Electrical and Electronic Engineers

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Acronyms (Cont)

- IETF Internet Engineering Task Force
- IID Interface Identifier
- IoT Internet of Things
- IP Internet Protocol
- IPHC IP Header Compression
- IPv6 Internet Protocol Version 6
- ISASecure Security certification by
- LLN Low-Power and Lossy Networks
- LoRaWAN Long Range Wide Area Network
- LTE Long-Term Evolution
- MAC Media Access Control
- MTU Maximum Transmission Unit
- NFC Near Field Communication
- NH Next Header
- NHC Next Header Compression
- OLSR On-Demand Link State Routing

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Acronyms (Cont)

- OSPF Open Shortest Path Forwarding
- PAN Personal Area Network
- RFC Request for Comments
- RIP Routing Information Protocol
- ROLL Routing over Low-Power and Lossy Networks
- RPL Routing Protocol for Low-Power and Lossy Networks
- SA Source Address
- SAC Source Address Compression
- SAM Source Address Mode
- SASL Simple Authentication and Security Layer
- SCI Source Context ID
- SMACK Simplified Mandatory Access Control Kernel
- TCG Trusted Computing Group
- TCP Transmission Control Protocol
- TF Traffic Class, Flow Label
- TinyOS Tiny Operating System

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Acronyms (Cont)

- UDP User Datagram Protocol
- ULE Ultra Low Energy
- Wi-Fi Wireless Fidelity
- WirelessHART Wireless Highway Addressable Remote Transducer Protocol
- WPAN Wireless Personal Area Network

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http://rajjain.com

http://www.cse.wustl.edu/~jain/cse5700-25/m_09lpn.htm

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CSE567M: Computer Systems Analysis (Spring 2013),
https://www.youtube.com/playlist?list=PLjGG94etKypJEKjNAa1n_1X0bWWNyZcof

CSE473S: Introduction to Computer Networks (Fall 2011),



https://www.youtube.com/playlist?list=PLjGG94etKypJWOSPMh8Azcgy5e_10TiDw



Wireless and Mobile Networking (Spring 2016),
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Video Podcasts of Prof. Raj Jain's Lectures,
https://www.youtube.com/channel/UCN4-5wzNP9-ruOzQMs-8NUw

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