

MQTT – protocol for yours IoT

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What the heck is that IoT anyway?

- More formal definition:
 - ... network of physical objects that contain embedded technology to communicate and sense or interact with their internal states or the external environment. (Gartner)





IoT functionalities

- Things that publish data to Internet/Intranet
- Publishes the data without knowing about the consumers
- Makes data available to multiple systems in a way that can be expanded and revised as new requirements emerge
- Being able to investigate dependencies and causality between seemingly unrelated data feeds





Why should I care?

- Business important reasons, compared to 2015 (expectations by Gartner):
 - 30% up in connected devices
 - 22% up in total services spending
 - 3,010 Billion \$ industry by 2020
- More personal
 - It's cool to hack with IoT devices ©





Popular IoT hacking devices

- Raspberry Pi 1-3 (A, B, Zero)
 - Price \$5-\$35 (Real world: €20 €100)
 - Linux powered
 - Quad-core
 - Ideal for edge devices
- Arduino
 - Price €35 €100
 - Lots of shields
 - Great for robotics
 - Good tools
- Both are quite expensive
- There are cheaper options available >

Amazon Dash - Not really hacking device

 Amazon Dash Button is a 5\$ Wi-Fi connected device that reorders your favorite product with the press of a button.



HOW IT WORKS







PRESS IT When you're running low on your favorite product



GET IT Receive your product before you run out



ESP8266 - Game changer (2014)

- Low cost Wi-Fi chip with full TCP/IP stack and microcontroller capability
 - Small (~ 20 x 16 mm)
 - 32 bit RISC @ 80 MHz
 - 802.11 b/g/n Wi-Fi
 - WEP/WPA2 security
 - Arduino compatible
 - Breadboard friendly modules
 - Programming in C, Lua...
 - Cheap: \$2 \$5
 - But constrained
 - ~30KB RAM available
 - 10ms max. execution time



Enter MQTT

- Developed in late 90's by IBM
 - Aimed to resolve M2M issue (device specific protocol)
 - Use case remote monitoring in oil & gas, hence the name:
 - MQ Telemetry Support
- Had five goals
 - Simple to implement
 - Support for different QoS delivery
 - Lightweight & bandwidth efficient
 - Data agnostic
 - Continuous session awareness
- Now standardized by OASIS, current version V3.1.1



MQTT - Overview

- Client/Server
- Publish/Subscribe
- Light weight (small protocol overhead)
- Open & Simple (14 messages)
- Easy to implement
- Ideal for
 - Constrained environments: M2M, IoT
 - Small code footprint
 - Constrained network bandwidth



Network characteristics

- Runs over TCP/IP
 - On network layer: ordered, lossless, bi-directional
- Publish/Subscribe
 - Provides one-to-many messaging
 - Decoupling of applications





Security

- Out of the box not secure
 - Plain text(bytes) over TCP/IP
 - Default port 1883
- Could be secured by TLS
 - Resource intensive for lightweight clients
 - More network intensive
 - Requires handshake
 - Increased packet overhead

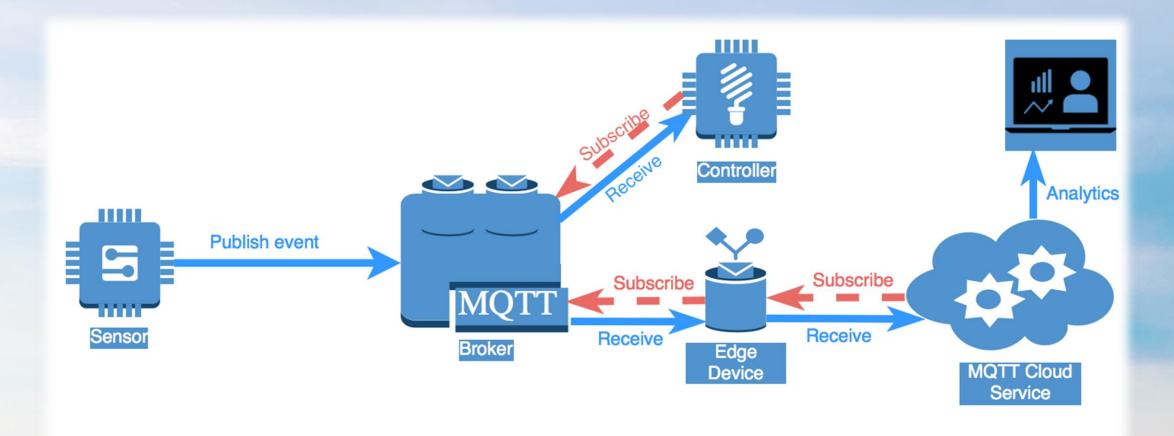


Decupling

- Decoupling of
 - Time
 - via persistent session
 - Space
 - devices are not network connected
 - Synchronization
 - asynchronous message exchange



MQTT dynamics





QoS

- Message delivery QoS
 - At most once
 - At least once
 - Exactly once
- Small transport overhead
- Abnormal disconnection (Last Will and Testament)





Topics

- Lightweight just use them, no need for prior creation
- Name is UTF-8 string with / between levels
 - myLevel1/sensors/temperature/5673
 - cvrči/cvrčak/na/čvoru also valid topic name
- To subscribe use the whole topic name or wildcards
 - + single level
 - # matches any number of levels, e.g.
 - myLevel1/sensors/temperature/+
 - myLevel1/sensors/+/5673
 - myLeveI1/+/#
 - +/#
 - #





Sessions

- Clean or Persistent Session
 - Clean session
 - Publisher only
 - Persistent session
 - Broker stores all QoS 1 & 2 level messages
 - Client receives them on re-connection
- Retained messages
 - Message option
 - If set, will act as last known good value and persisted
 - Only last message will be delivered to client upon connection



Things to remember so far

- You need
 - MQTT Broker (on-premise or cloud)
 - Client library
 - Device that supports TCP/IP
- To connect
 - Broker hostname, port(1883)
 - Username/password (optional)
 - TLS (optional)
- To communicate
 - Session (clean or persistent)
 - Publish or subscribe
 - QoS on each message



Mosquitto - MQTT Broker

- Open Source
- Eclipse project
- Written in C++
- 200 KB download
 - Windows dependencies (OpenSSL, pthreads)
 - Use Linux
 - Or Docker
 - docker pull ansi/mosquitto
 - docker run -d -p 1883:1883 --name mosquitto ansi/mosquitto



Eclipse Paho - MQTT Java client lib

```
dependencies {
    compile group: 'org.eclipse.paho', name: 'mqtt-client', version: '0.4.0'
 public static void main(String[] args) {
     String broker = "tcp://192.168.99.100:1883";
     MgttClientPersistence persistence = new MemoryPersistence();
          MgttClient sampleClient = new MgttClient(broker, "MgttExampleClient", persistence);
          MgttConnectOptions connOpts = new MgttConnectOptions();
         connOpts.setCleanSession(true);
          connOpts.setWill("mresetar/paho/lwt", "Eclipse paho client is shut down!".getBytes(), 0, false);
          sampleClient.connect(connOpts);
          sampleClient.setCallback(new AlertCallback());
          sampleClient.subscribe("mresetar/alertbox/+/alert");
          String content = "Hello JavaCro16 from Eclipse Paho!";
          MqttMessage message = new MqttMessage(content.getBytes());
          message.setQos(0);
```

```
@Override
public void messageArrived(String topic, MqttMessage message) throws Exception {
    System.out.println("Message on topic: " + topic + " arrived.");
    System.out.println("Message content: " + message);
    doSomeAction(message);
```

sampleClient.publish("mresetar/paho", message);

} catch (MqttException me) {
 me.printStackTrace();



Eclipse Paho - MQTT JavaScript client

```
client = new Paho.MQTT.Client(location.hostname, Number(location.port), "clientId");
client.onConnectionLost = onConnectionLost;
client.onMessageArrived = onMessageArrived;
client.connect({onSuccess:onConnect});
function onConnect() {
  console.log("onConnect");
  client.subscribe("/World");
  message = new Paho.MQTT.Message("Hello");
  message.destinationName = "/World";
  client.send(message);
function onConnectionLost(responseObject) {
  if (responseObject.errorCode !== 0) {
    console.log("onConnectionLost:"+responseObject.errorMessage);
function onMessageArrived(message) {
  console.log("onMessageArrived:"+message.payloadString);
```



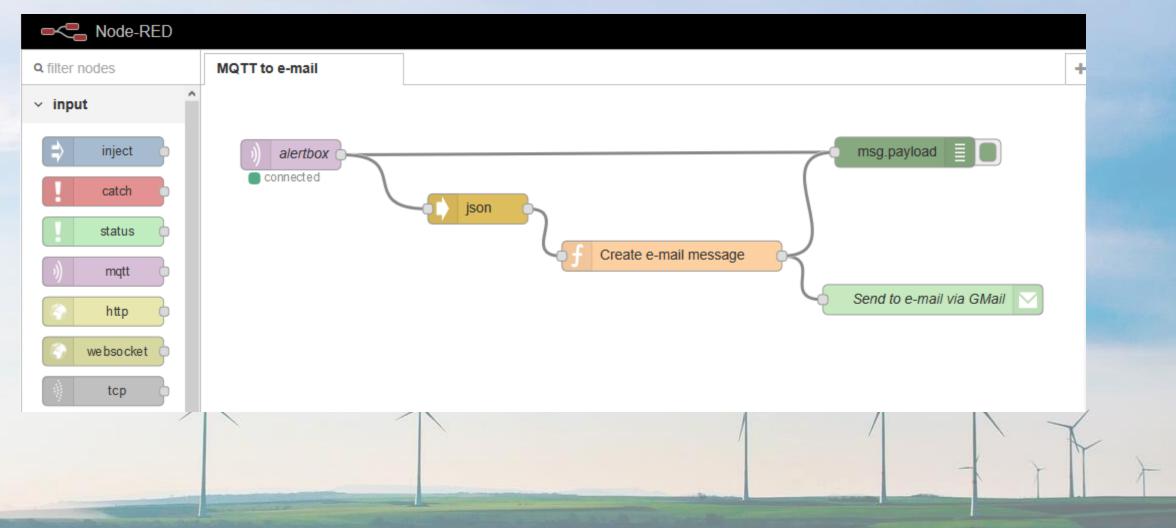
Java Cro III

ESP8266 NodeMCU MQTT Lua client

```
m = mqtt.Client("clientid", 120, "user", "password")
-- setup Last Will and Testament (optional)
m:lwt("/lwt", "offline", 0, 0)
m:on("connect", function(client) print ("connected") end)
m:on("offline", function(client) print ("offline") end)
m:on("message", function(client, topic, data)
  print(topic .. ":" )
 if data ~= nil then
    print(data)
end)
 -- for TLS: m:connect("192.168.11.118", secure-port, 1)
m:connect("192.168.11.118", 1883, 0, function(client) print("connected") end,
                                     function(client, reason) print("failed reason: "..reason) end)
m:subscribe("/topic",0, function(client) print("subscribe success") end)
-- publish a message with data = hello, QoS = 0, retain = 0
m:publish("/topic", "hello",0,0, function(client) print("sent") end)
m:close();
```

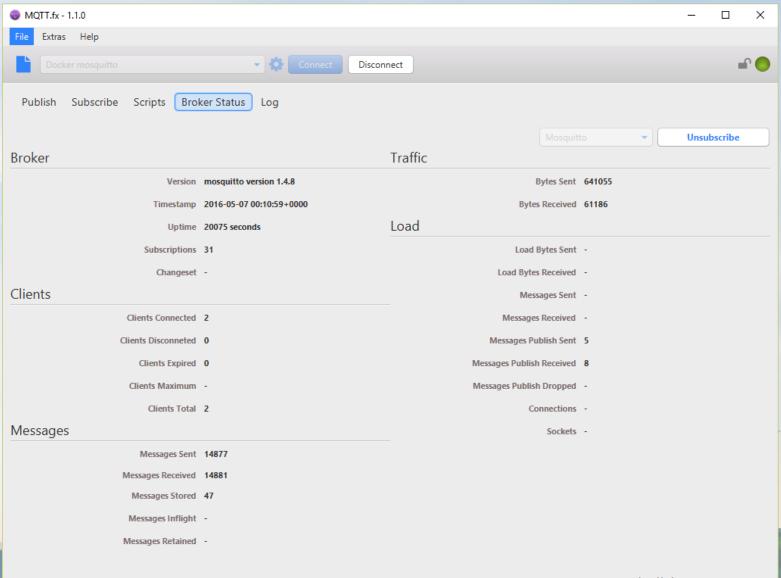


Node-RED MQTT integration





Tools - MQTT.fx



- Java.FX app
- MQTT client (uses Eclipse Paho)
- Can monitor broker status (\$SYS topics)
- Supports scripting



Demo - Alertbox





Source code

- NodeMCU Lua Code
 - https://github.com/mresetar/alertbox
- Node-RED integration
 - https://github.com/mresetar/alertbox-node-red
- Simple Java MQTT client
 - https://github.com/mresetar/mqtt-java-client-sample



Java Cro IE A&O 26



References

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