





The Things Network Stack V3

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THURSDAY JANUARY 25 - 17:30 CET The Things Network on YouTube

ANNOUNCING THE THINGS NETWORK STACK V3

- Supports LoRaWAN versions: 1.1, 1.0.2 and 1.0
- Features Gateway Agent, Gateway Server, Network Server, Application Server, Join Server, Identity Server and Console
- Runs as single binary or as micro services in clusters
- Supports peering within The Things Network ecosystem
- Supports roaming and third party Join Servers within the LoRa Alliance ecosystem
- MVP release in March 2018, May 2018 for private networks and June 2018 for the public network
- All components are open source, MIT licensed





DEPLOYMENT SCENARIOS

Public networks

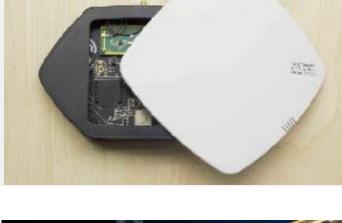
Public community network and operated public networks

Private networks

Software-as-a-service, on-premises, pico and offline networks

LoRaWAN development

For device makers, application developers and prototype development











VO: BOOTSTRAPPING

Public network

LoRaWAN development

Private pico/offline

Private SaaS

V3: 2018
V2: 2017
V1: 2016
V0: 2015



V1: GOOD IDEA, BAD EXECUTION

Public network

LoRaWAN development

Private pico/offline

Private SaaS

■ V3: 2018 ■ V2: 2017 ■ V1: 2016 V0: 2015



V2: BETTER IDEA, STABLE AND FAST

Public network

LoRaWAN development

Private pico/offline

Private SaaS

■ V3: 2018 ■ V2: 2017 ■ V1: 2016 V0: 2015





Join our first global LoRaWAN developer conference

In this guide we will get everything up and running on your local machine (on localhost). We will rely on the community account server of The Things Network (account.thethingsnetwork.org) so that you can use your TTN Account to manage devices in your local network. If you don't want your environment to use community accounts, you can implement your own account server that is compliant with the Account Server API Specification.

Preparation

- Install and start Redis.
- Install and start RabbitMQ and its MQTT plugin.
- from this directory.
- arm Linux. We did not test this guide on Windows, but that might work too :)

The Discovery Server

The configuration for the Discovery server will be stored in ~/ttn/discovery/ttn.yml:

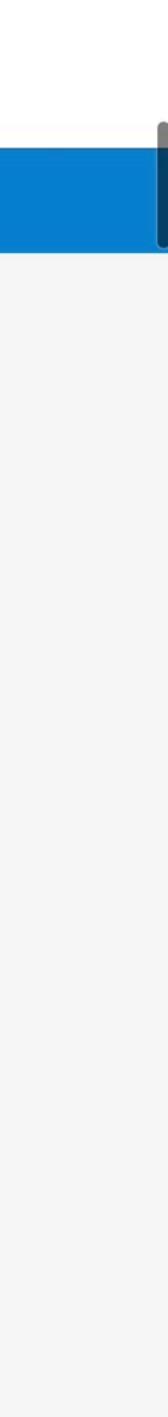


Hi Johan

Get Tickets

 You should also create a ttn.handler exchange using the web interface or with rabbitmqadmin declare exchange name=ttn.handler type=topic auto_delete=false durable=true. Create a working directory. In this document we will use ~/ttn . All commands are executed

 Download ttn (master branch) macOS, 64 bit Linux, 32 bit Linux or arm Linux. Download lora-gateway-bridge (master branch) for macOS, 64 bit Linux, 32 bit Linux or



THE THINGS NETWORK STACK V3

The new stack for all LoRaWAN deployments



V3: ONE ALMIGHTY STACK

Public network

LoRaWAN development

Private pico/offline

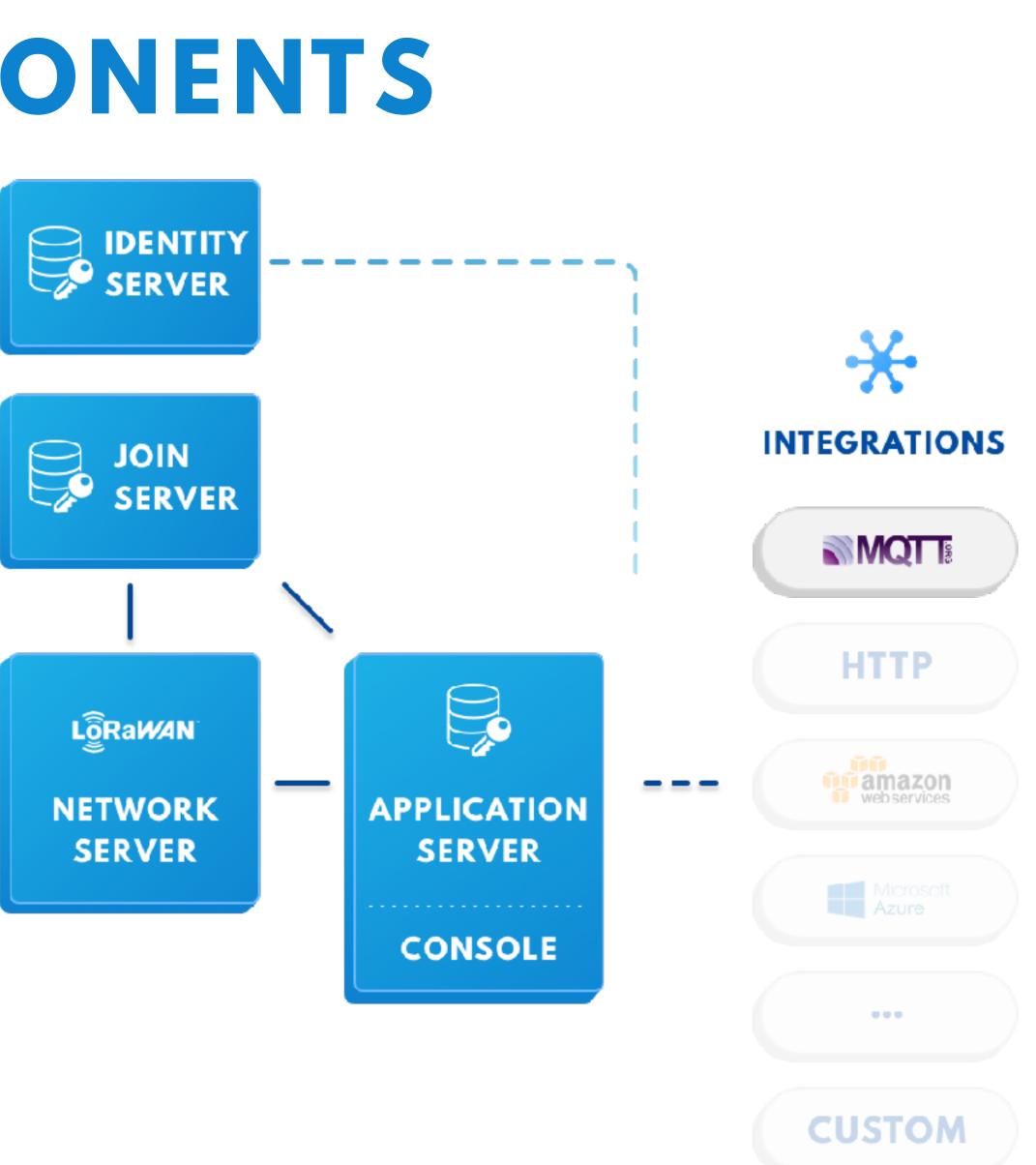
Private SaaS

■V3:2018 ■ V2: 2017 ■ V1: 2016 V0: 2015



V3 BASE COMPONENTS

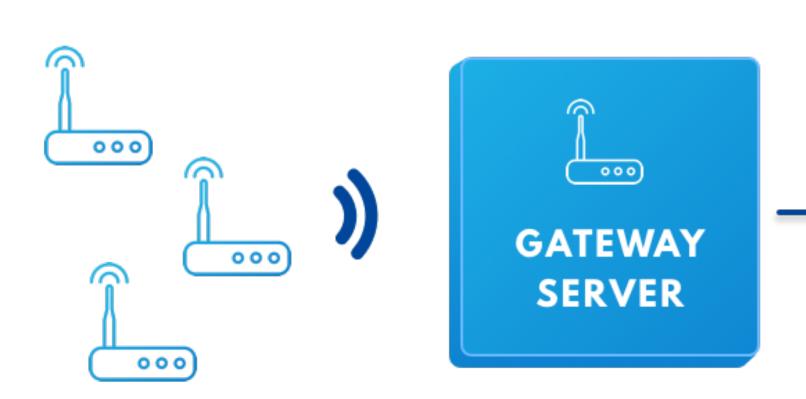






V3 GATEWAY AGENT AND SERVER

- Gateway Agent runs on any Linux based gateway
- Gateway Server replaces V2 Router
- Authenticated and encrypted connection
- The Agent works with a local packet forwarder
- Allows for remote configuration and updates
- Packages for popular gateway models
- Low bandwidth mode for cellular and satellite





V3 NETWORK SERVER

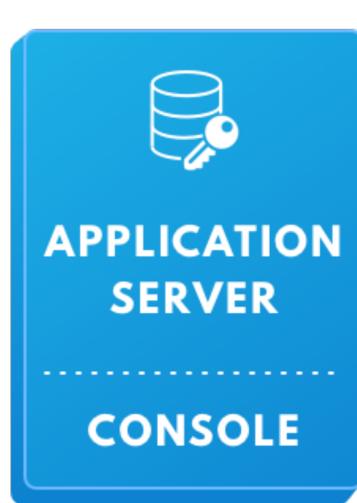
- Replaces V2 Broker and Network Server components
- Handles LoRAWAN MAC layer: 1.1, 1.0.2 and 1.0
- Supports class A, B and C
- Keeps MAC state per device
 - LoRaWAN and Regional Parameters version
 - Radio settings, including RX1 timings, RX2 data rates, etc





V3 APPLICATION SERVER

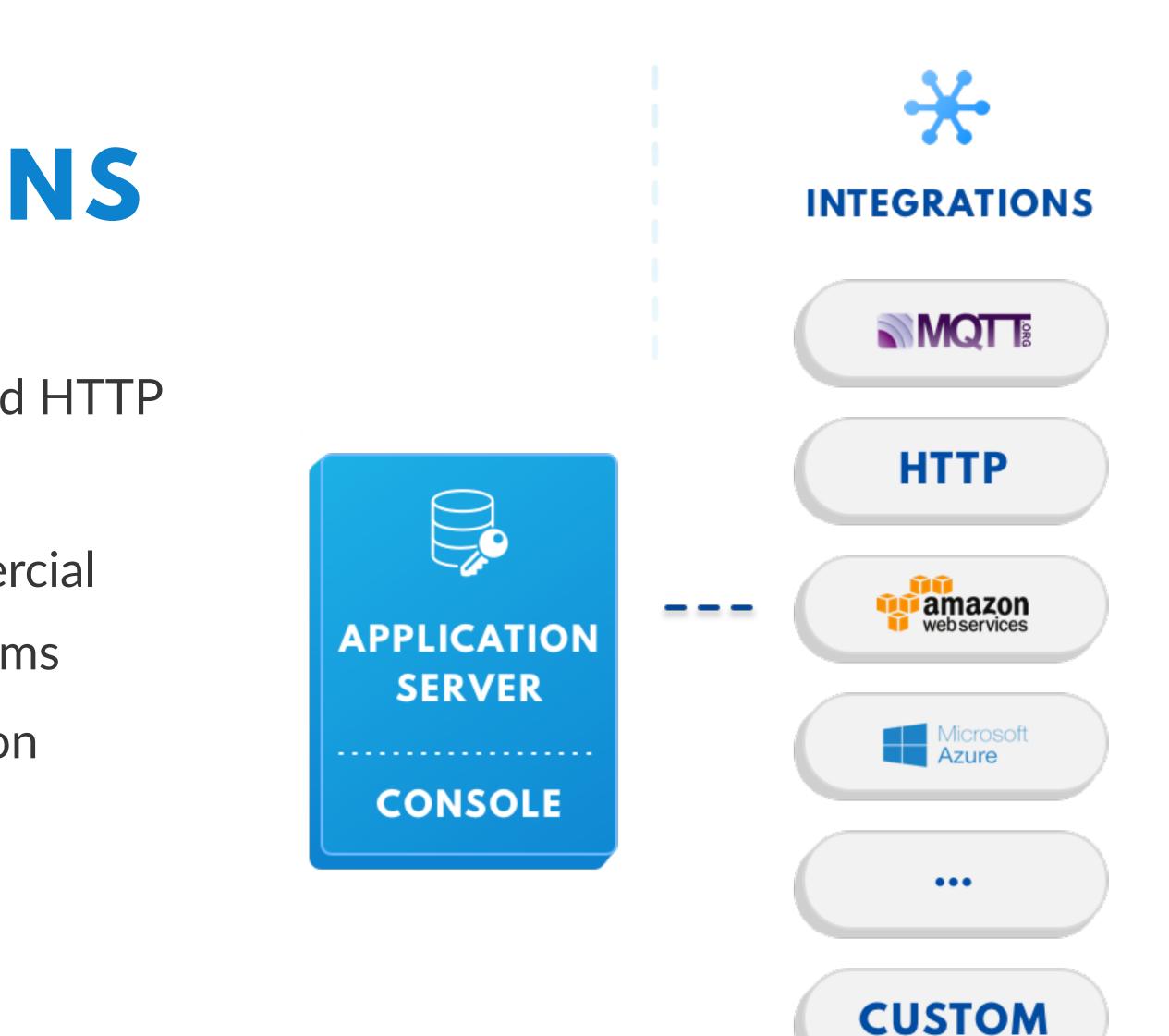
- Replaces a big part of the V2 Handler
- Extended support for payload formats
 - Encoder and decoder JavaScript payload functions are there to stay
 - Adding an open source device repository on GitHub with payload functions for off-the-shelf devices
 - Set the payload format per device to allow for different models and versions
- Manage devices in groups
- Integrate third-party geo-localization services using LoRa TDOA/RSSI and WiFi scan and lookup





V3 INTEGRATIONS

- V3 features the popular MQTT and HTTP integrations
- More optional, zero effort, commercial integrations for leading IoT platforms
- Easier to build your own integration





THE THINGS NETWORK

V3 CONSOLE

- Replaces closed source V2 Console
- V3 Console is open source
- Runs next to the Application Server for faster response times
- New look and improved navigation

14		loca
	THE THINGS NETWORK	> Applications > 😒 foo
	s foo	
	Overview	
	Devices	
	🕕 Data	
	∃≟ Settings	
	Collaborators	
	<> Integrations	
	다. Payload Formats	
	Access	
	< Applications	



V3 IDENTITY SERVER

- Replaces closed source V2 Account Server
- V3 Identity Server is open source
- Issues security tokens
- Contains user, application and gateway registry
- Supports user organizations and inherited rights



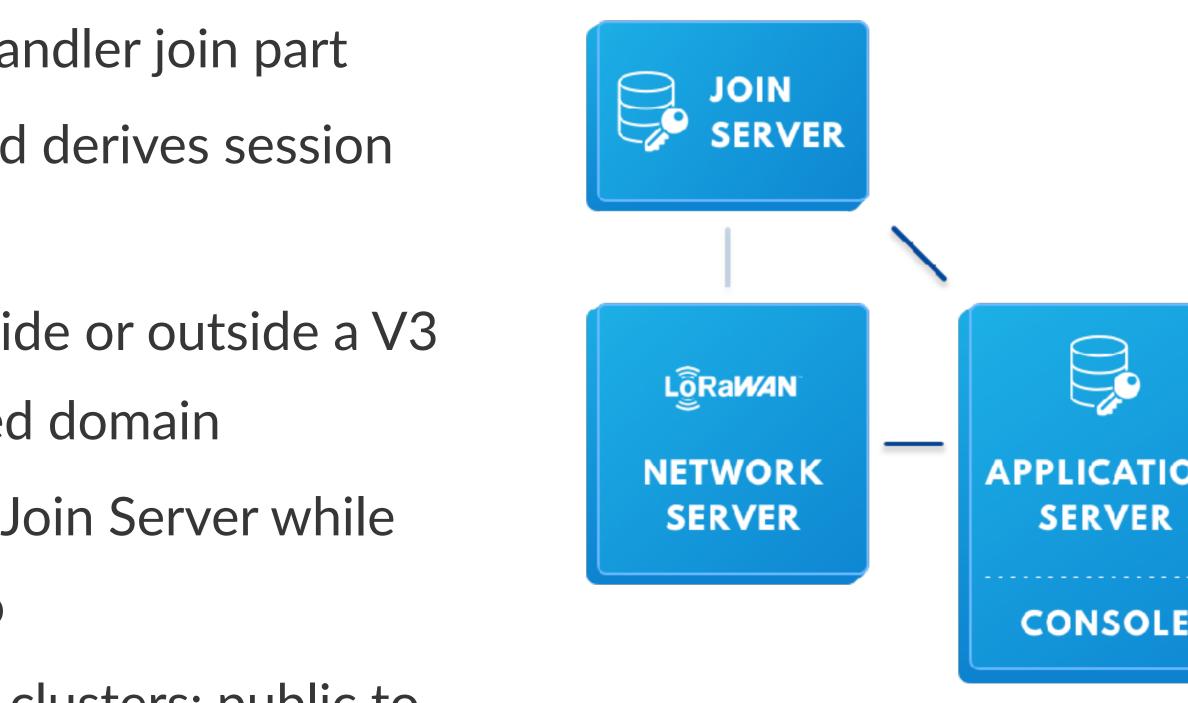






V3 JOIN SERVER AND SECURITY

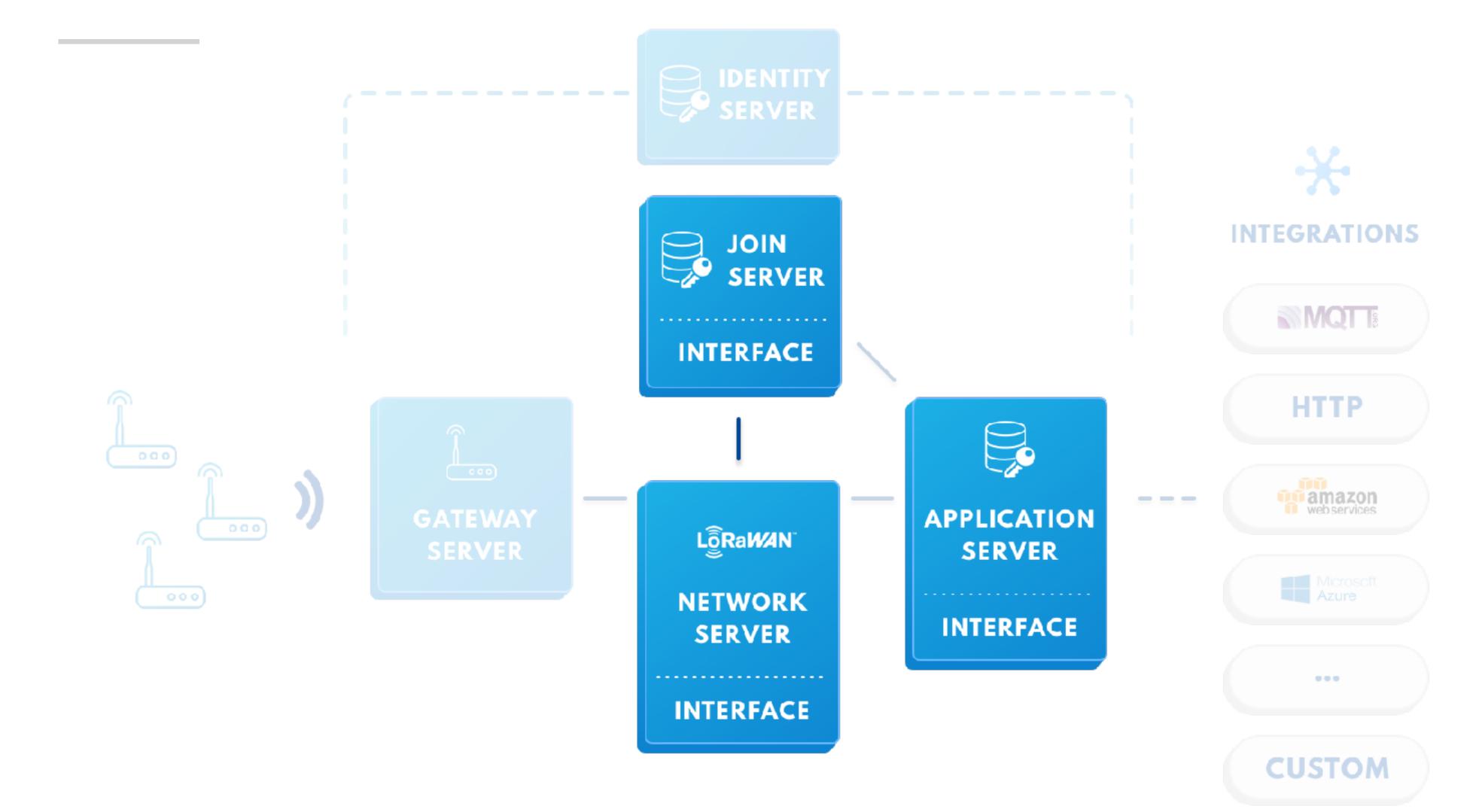
- The Join Server replaces the V2 Handler join part
- Stores the LoRaWAN root keys and derives session keys
- You can deploy the Join Server inside or outside a V3 cluster, i.e. on-premises in a trusted domain
- Control your security keys in your Join Server while using any V3 deployment scenario
- Gives you the power to switch V3 clusters: public to private, private to public and private to private







V3 LORA ALLIANCE INTEROP





V3: FREE PUBLIC NETWORK

The Things Network Foundation



Open Network Infrastructure Association



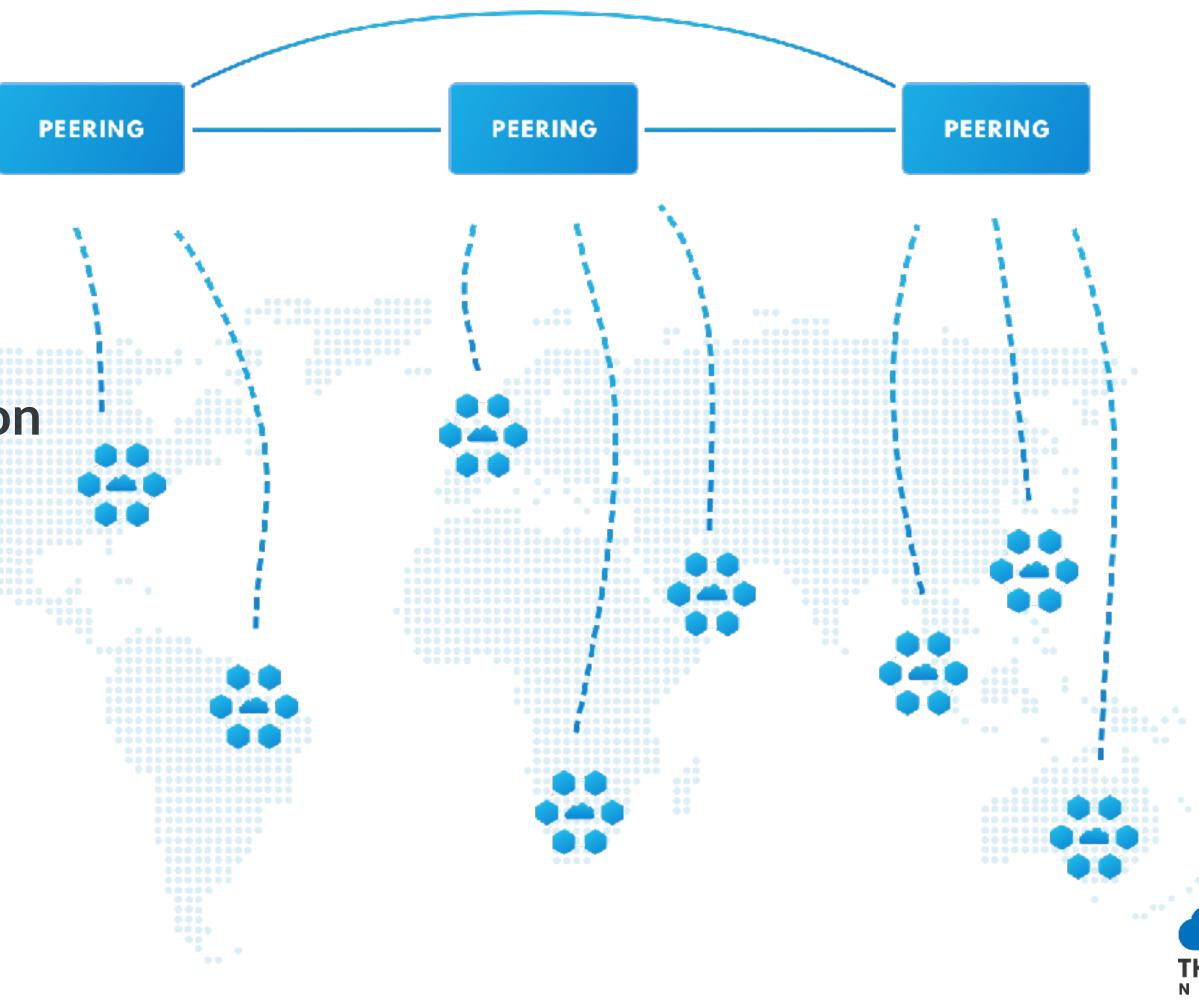
In progress or RFP

Meshed





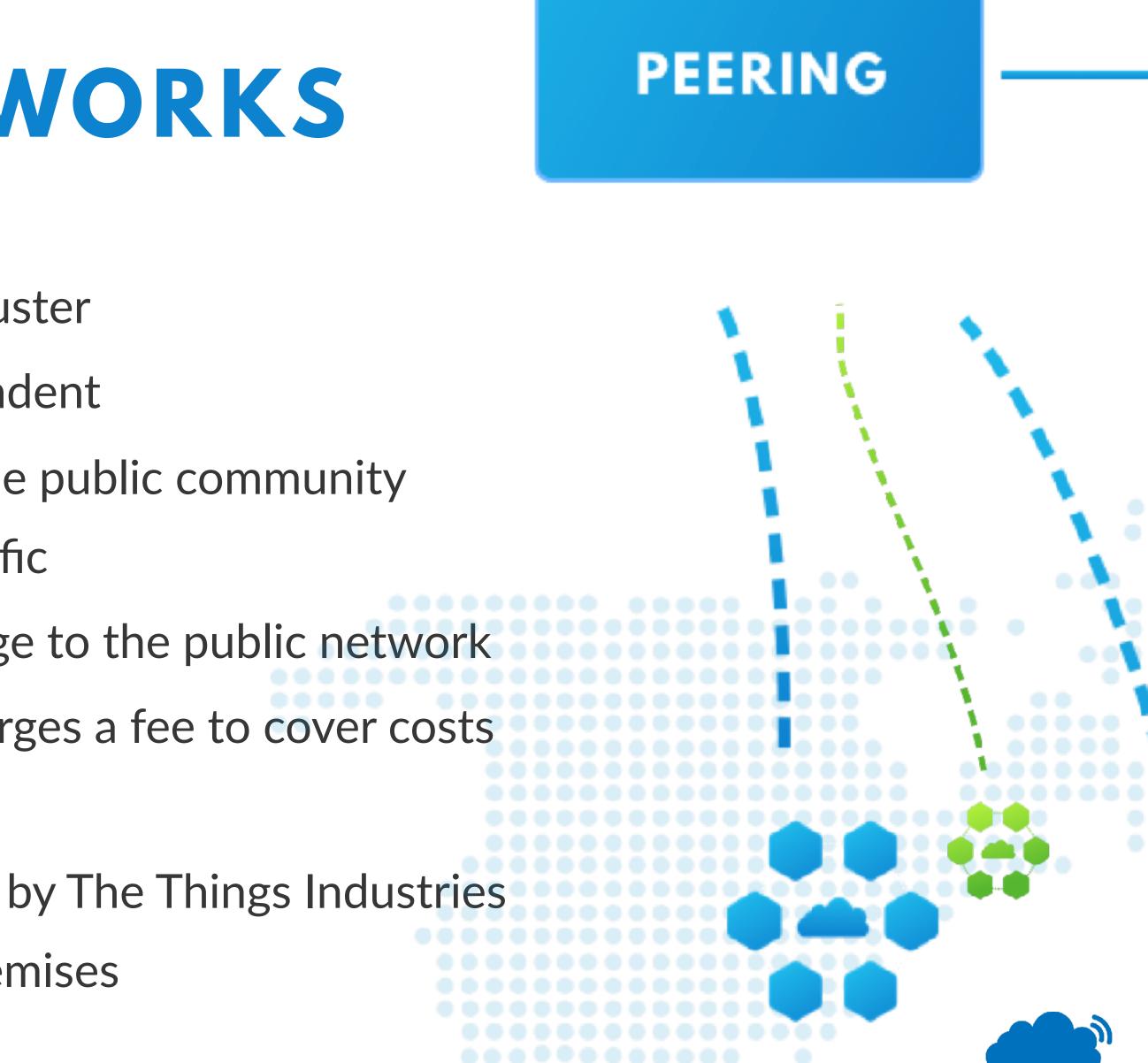






V3 PRIVATE NETWORKS

- You can operate your own private cluster
- Private clusters can run fully independent
- Private clusters can also peer with the public community network for uplink and downlink traffic
- Use coverage and contribute coverage to the public network
- The Things Network Foundation charges a fee to cover costs for NetID usage and handling
- Private clusters with SLA are offered by The Things Industries and partners as-a-service and on-premises



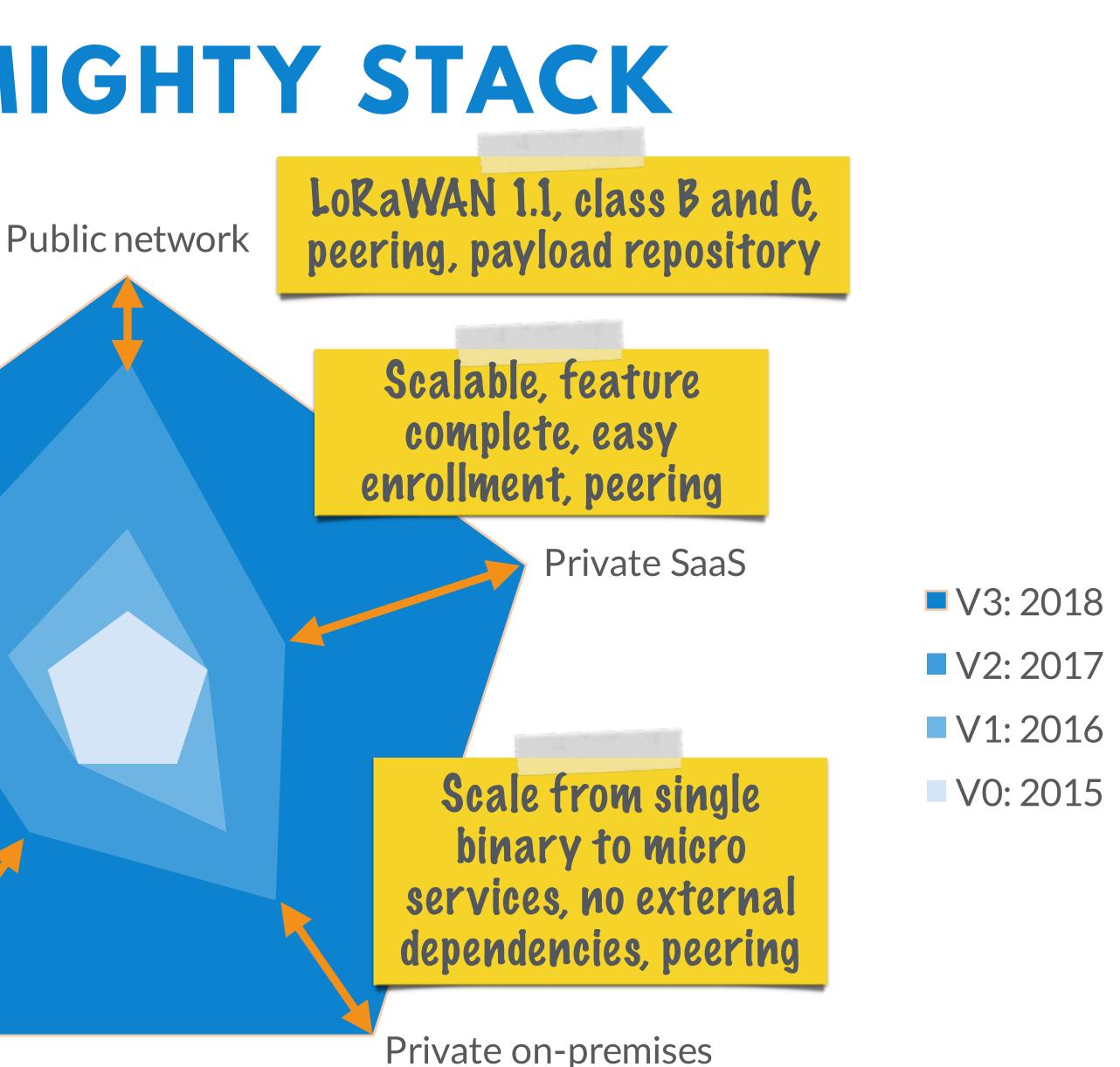
V3: ONE ALMIGHTY STACK

Build stack from source, no external dependencies, see log files

LoRaWAN development

Run single binary on seven platforms or on gateways, no external dependencies

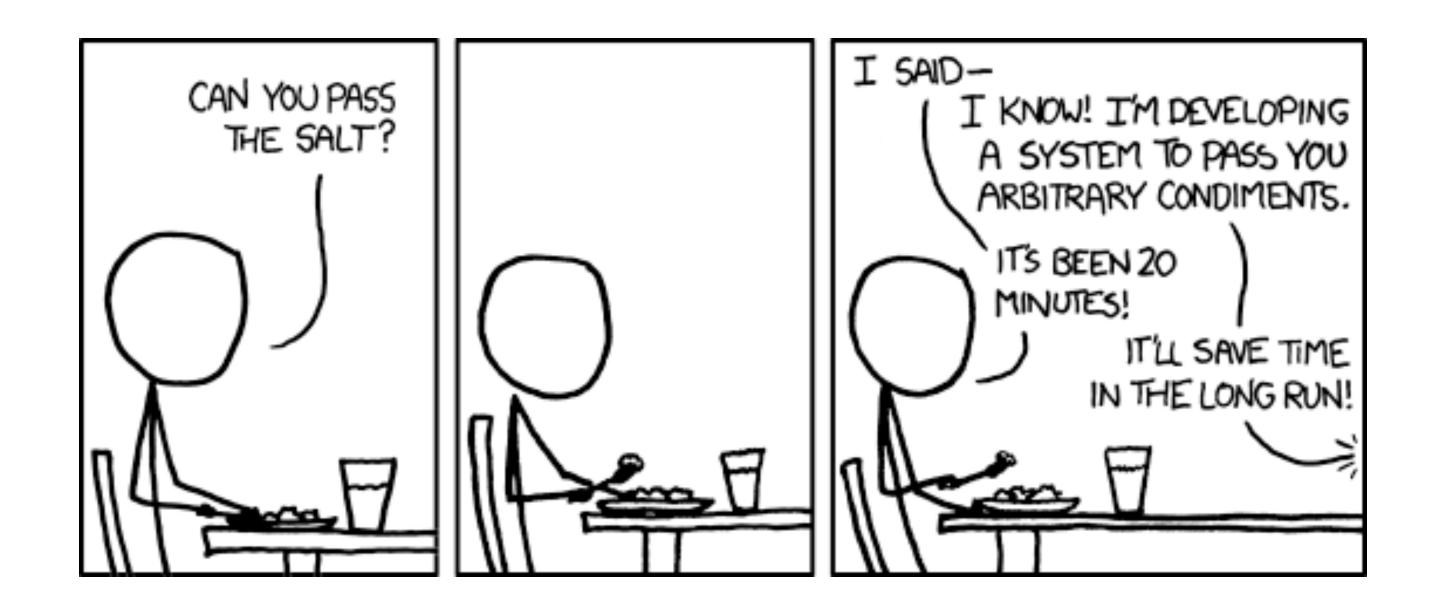
Private pico/offline





V3: WHEN?

March 2018: MVP + open on GitHub May 2018: ready for private networks June 2018: transition public network







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QUESTIONS AND ANSWERS

Johan Stokking