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Abstract

This is a template for a security architecture.

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1. security requirements

1.1. thread model

1.2. implementation cost

(storage of security material, computational cost)

1.3. denial of service

other communication impacts of security protocol mechanics

2. protocol requirements/constraints/assumptions

2.1. inline/offline

dependencies on centralized or external functionality, inline and offline

- 3. time sequence diagram
- 3.1. explanation of each step
- 3.2. size of each packet

and number of frames needed to contain it.

- 4. resulting security properties obtained from this process
- 5. deployment scenarios underlying protocol requirements
- 6. device identification
- 6.1. PCE/Proxy vs Node identification
- **6.2.** Time source authentication / time validation

Note: RPL Root authentication is a chartered item

- <u>6.3</u>. description of certificate contents
- <u>6.4</u>. privacy aspects
- 7. slotframes to be used during join

how is this communicated in the (extended) beacon.

8. configuration aspects

(allocation of slotframes after join, network statistics, neighboetc.)

9. authorization aspects

lifecycle (key management, trust management)

- 9.1. how to determine a proxy/PCE from a end node
- 9.2. security considerations

what prevents a node from transmitting when it is not their turn (part one: jamming)

can a node successfully communicate with a peer at a time when not supposed to, may be tied to link layer security, or will it be policed by receiver?

10. security architecture

security architecture and fit of e.g. join protocol and provisioning into this

11. Posture Maintenance

(SACM related work)

- 12. Security Considerations
- 13. Other Related Protocols
- 14. IANA Considerations
- 15. Acknowledgements
- 16. Normative references

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", <u>BCP 14</u>, <u>RFC 2119</u>, March 1997.

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