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# An Introduction to Bluetooth Mesh

Martin Woolley

Bluetooth SIG Developer Relations Manager, EMEA

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Twitter: [@bluetooth\\_mdw](https://twitter.com/bluetooth_mdw)

# Bluetooth now comes in three delicious flavours

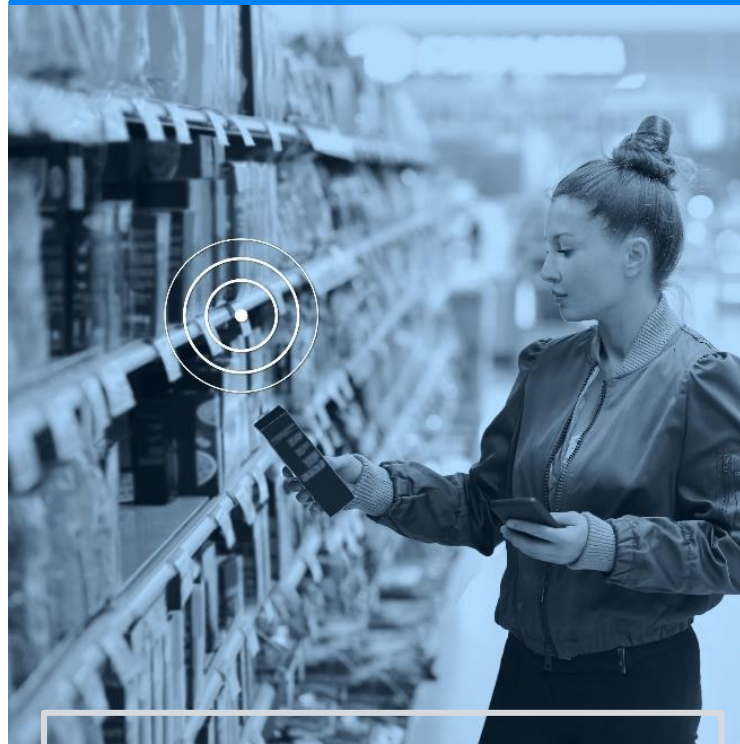
## BR/EDR



point-to-point

1:1

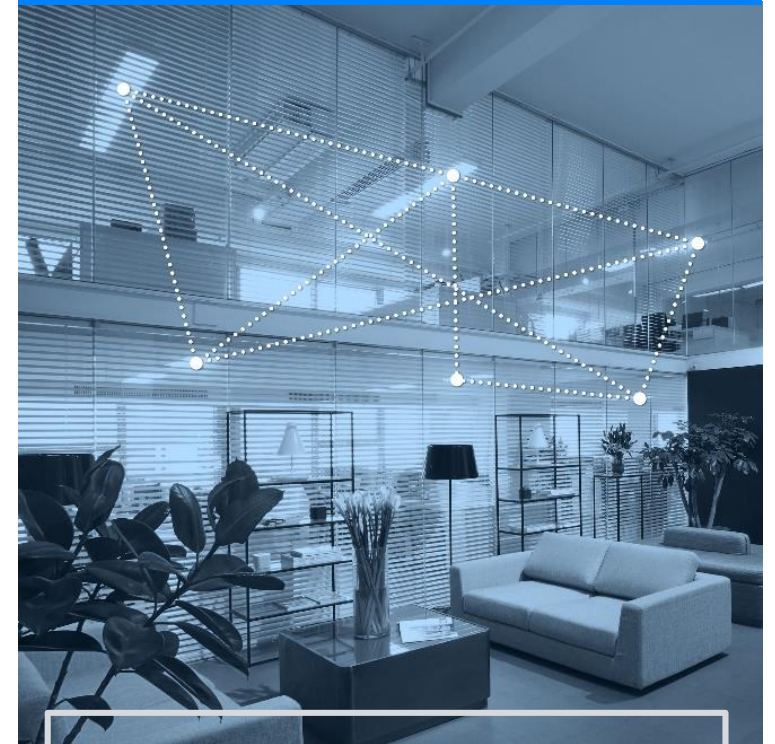
## Low Energy (LE)



broadcast

1:m

## Mesh



many to many

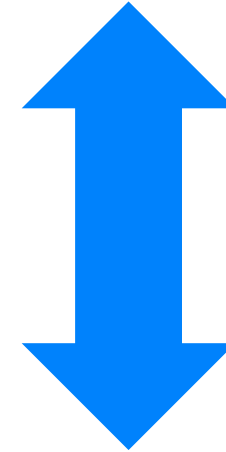
m:m



# relationship between Bluetooth technologies

NETWORKING

Bluetooth mesh networking



RADIO

Bluetooth BR/EDR

Bluetooth Low Energy





# Bluetooth Mesh

# Networks



**multi-hop, multi-path, multicast**

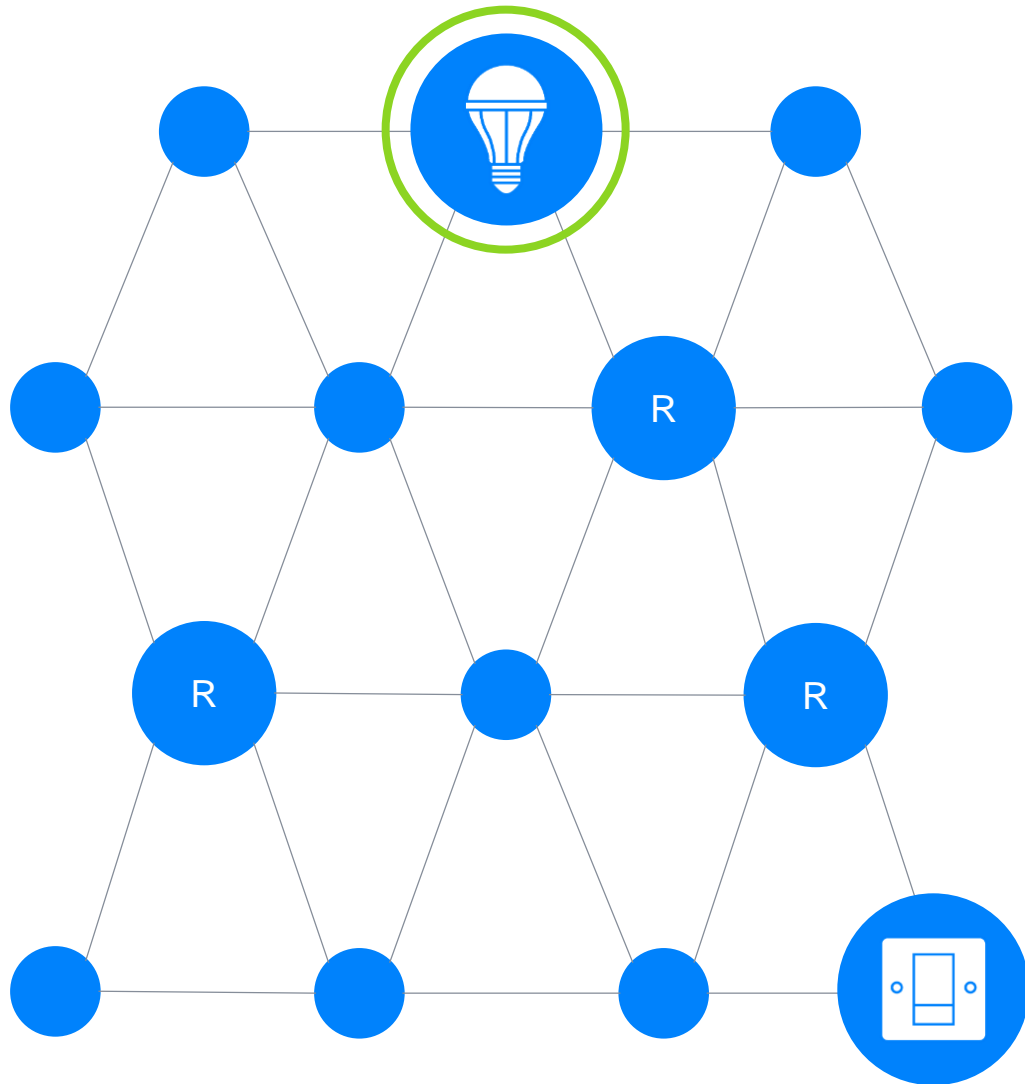




# Bluetooth Mesh

## Node Network Roles





R = Relay function on

## relay nodes

Messages get sent to other nodes that are in direct radio range of the publishing node

Some nodes can act as “relays” however

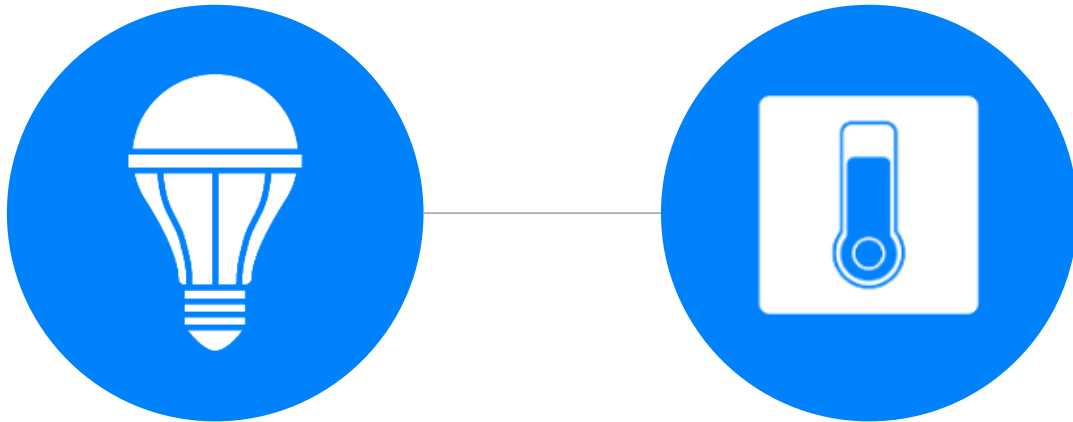
Relays retransmit messages so that they can travel further, in a number of “hops”





Friend

Low Power Node  
(sensor)



## friend nodes and low power nodes

Low power nodes (LPNs) are highly power constrained

To avoid the need to operate at a high(er) duty cycle to receive messages from the mesh, an LPN works with a Friend

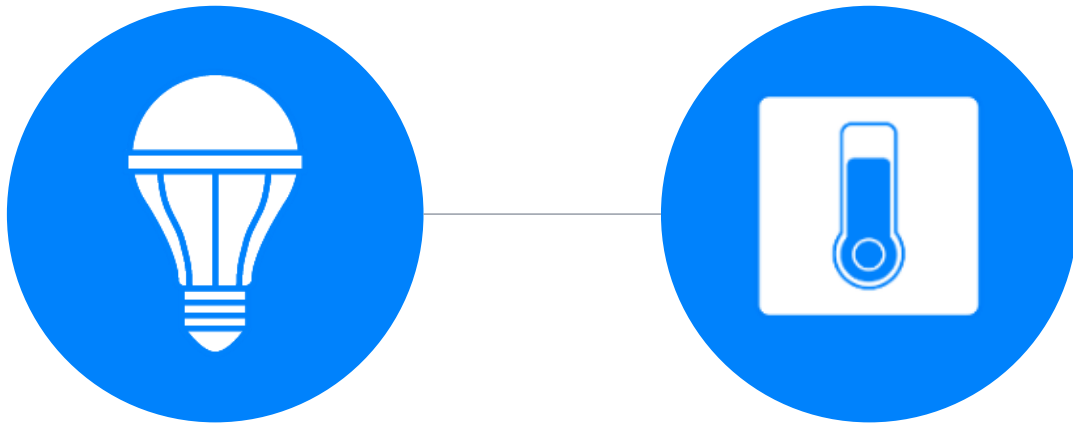
Friend nodes store messages addressed to LPNs they are friends with and forward them when the LPN occasionally polls





Friend

Low Power Node  
(sensor)



To: Sensor  
“set temperature thresholds”

## friend nodes and low power nodes

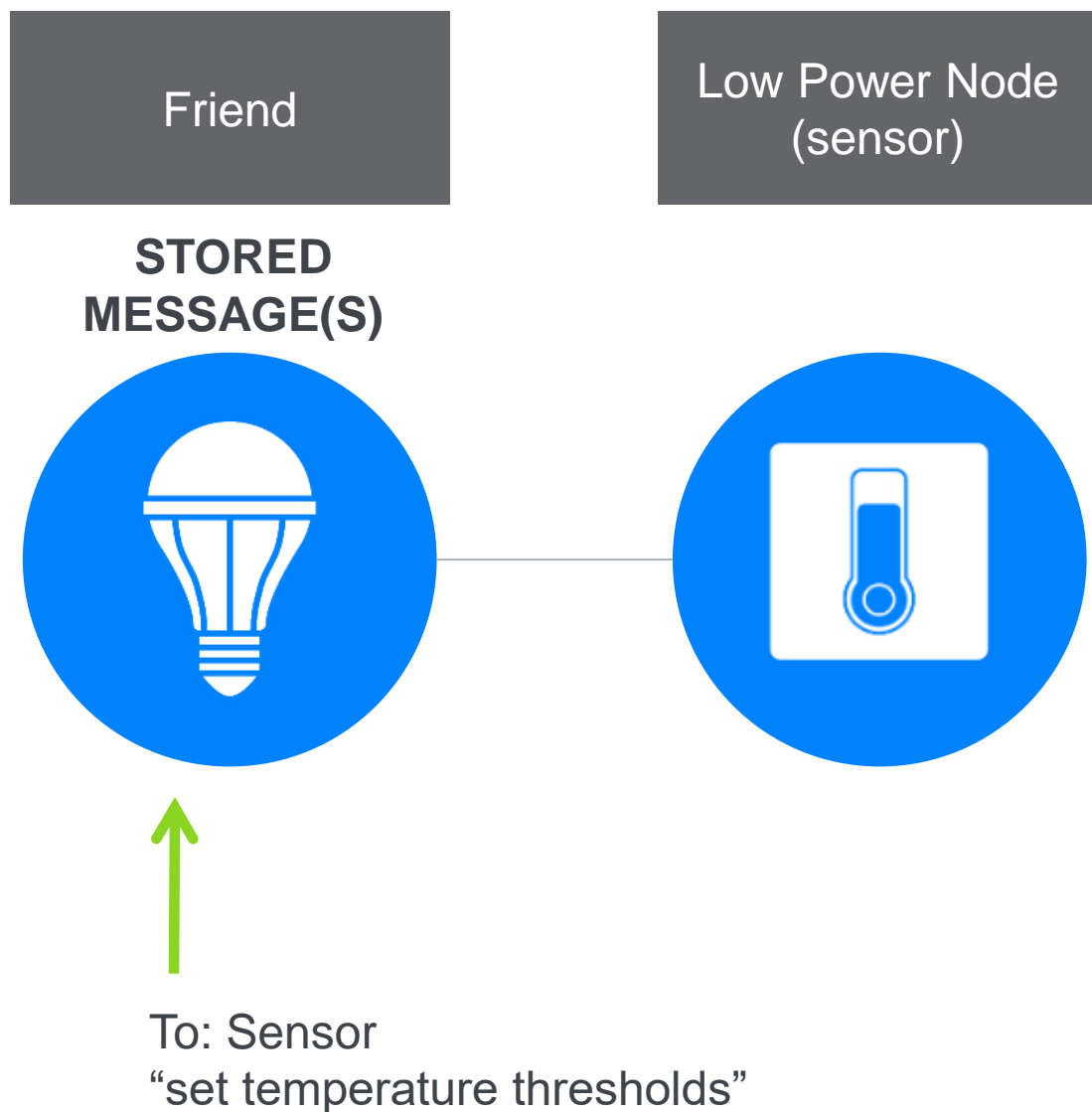
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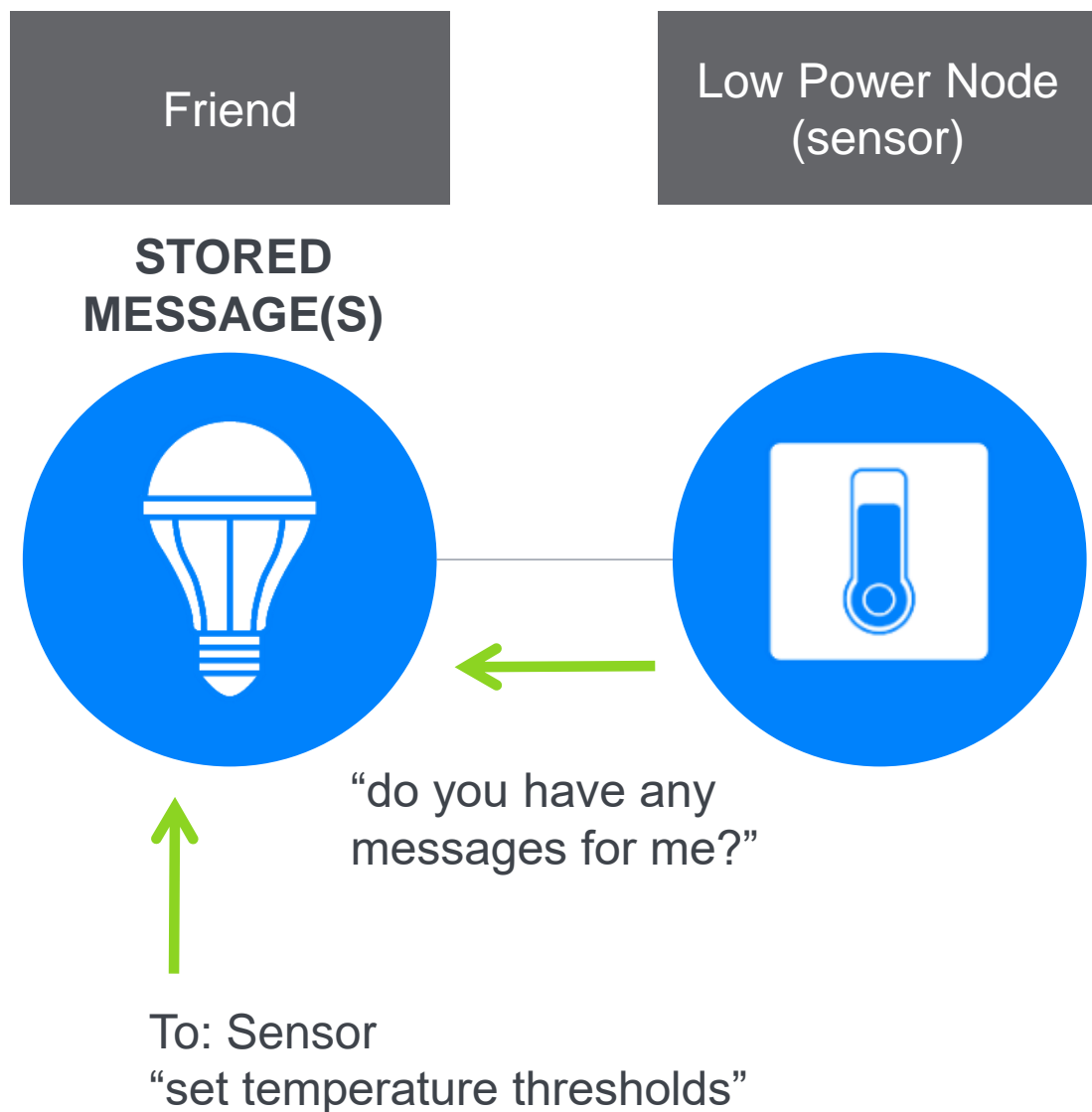
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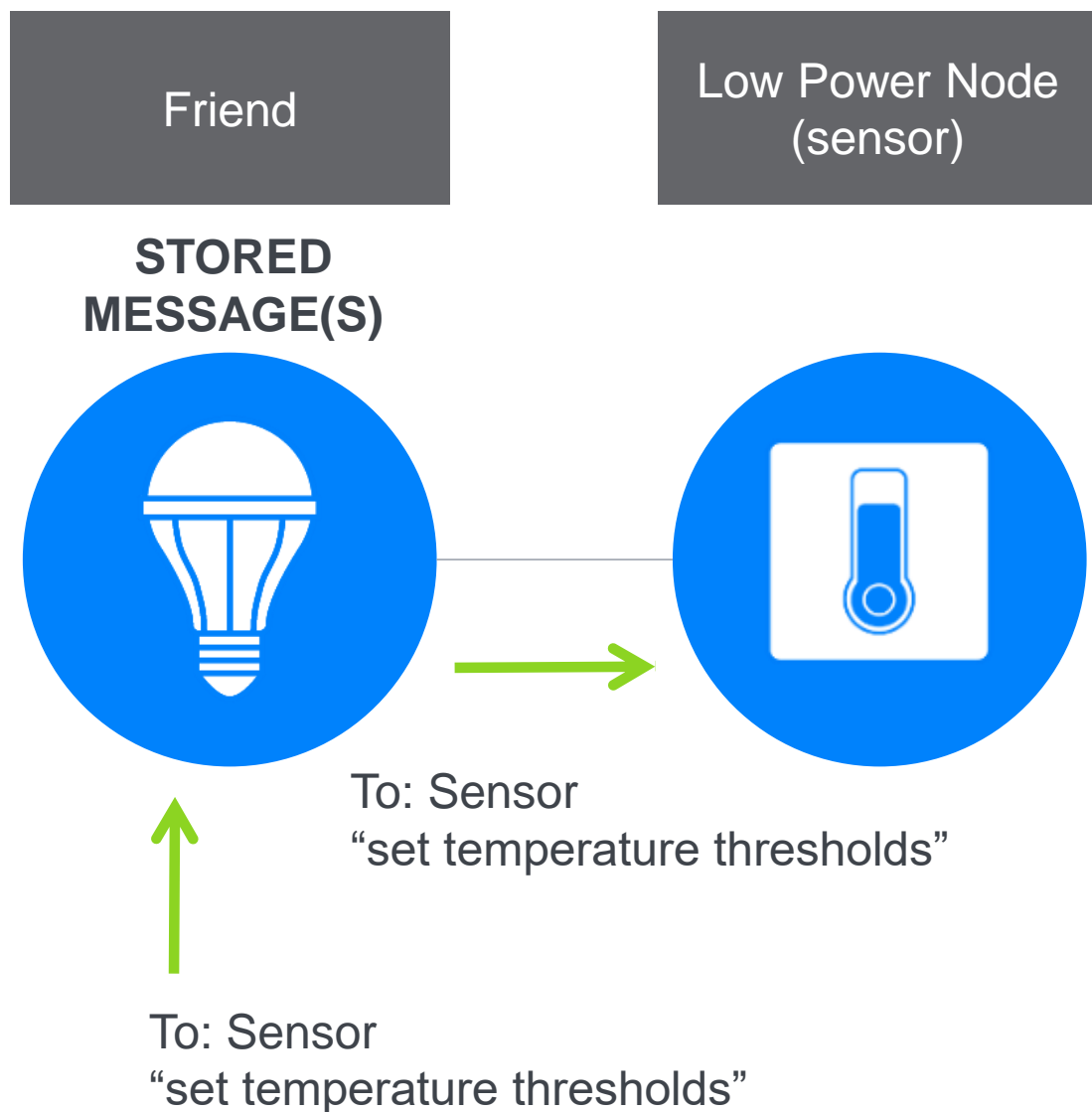
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## friend nodes and low power nodes

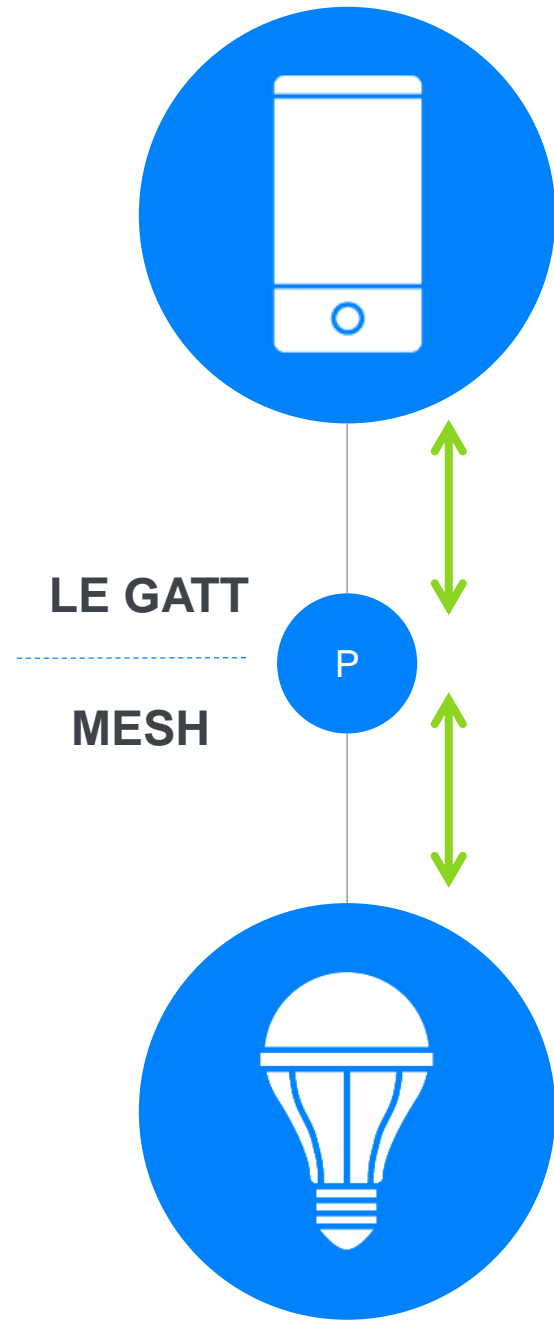
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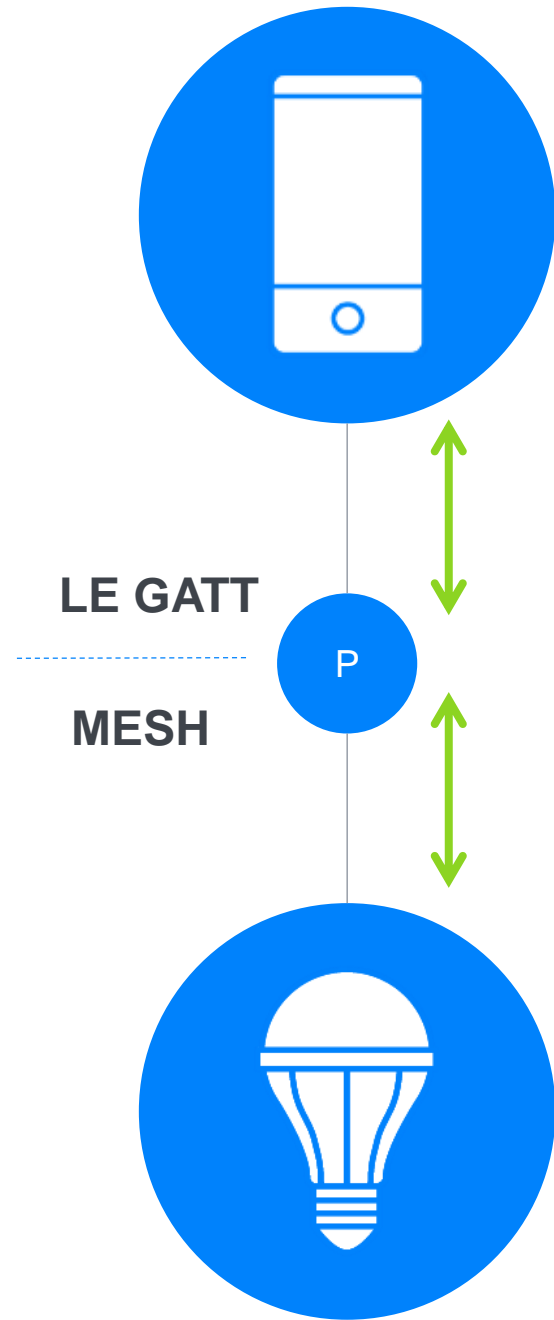




## proxy nodes

Bluetooth low energy devices like smartphones can communicate with a mesh network via a proxy node





## proxy nodes

Bluetooth low energy devices like smartphones can communicate with a mesh network via a proxy node

mesh monitoring and control applications





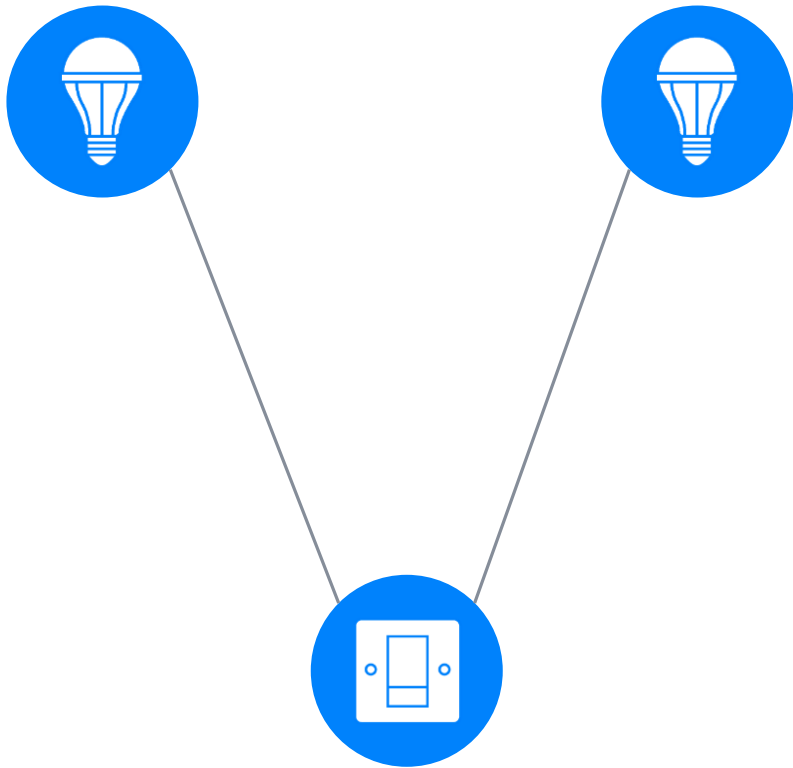
# Bluetooth Mesh

## Communication and Interaction



State: OnOff = Off

State: OnOff = Off



State: OnOff = Off

## messages and state

nodes communicate with each other by sending messages

**nodes** have state values which reflect their condition (e.g. ON or OFF)

**access messages** operate on state values

**SET** - change of **state**

**GET** - retrieve **state** value

**STATUS** - notify current **state**

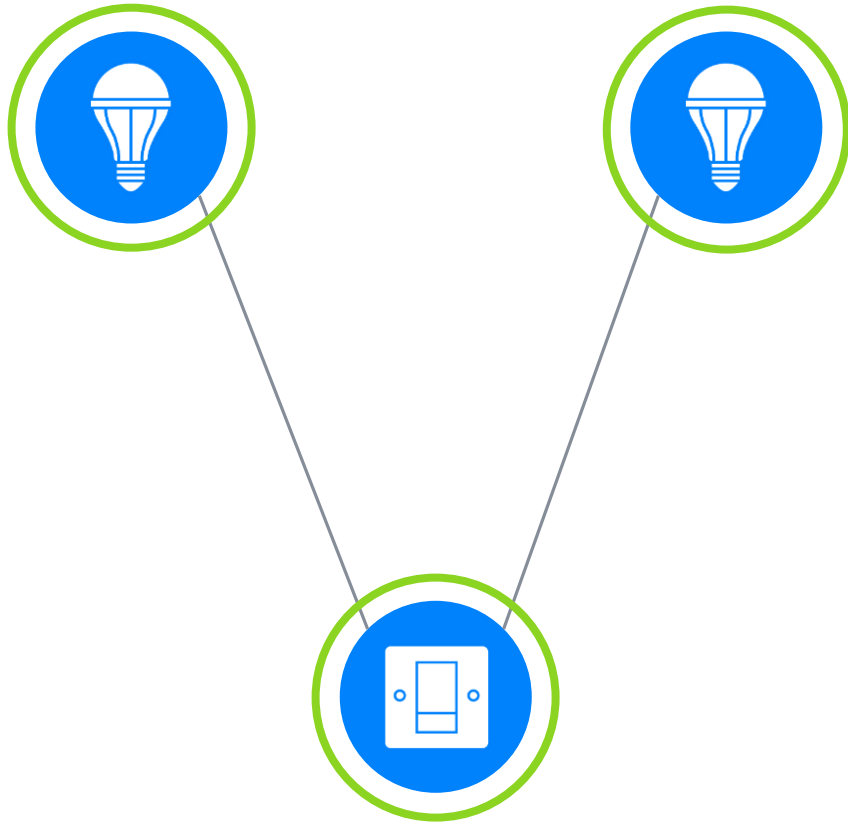
**ACK vs UNACK**





State: OnOff = On

State: OnOff = On



State: OnOff = On

## messages and state

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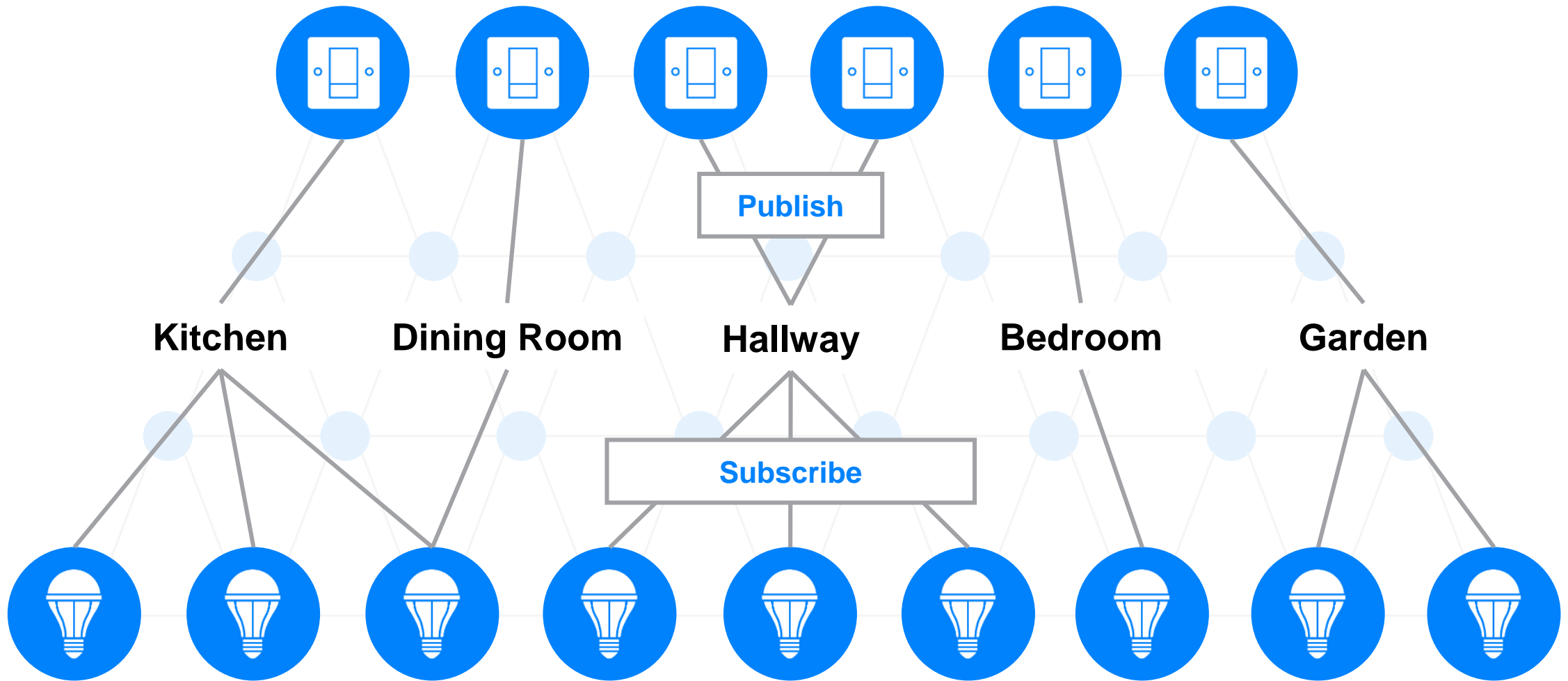
**GET** - retrieve **state** value

**STATUS** - notify current **state**

**ACK vs UNACK**



## the publish/subscribe communication model



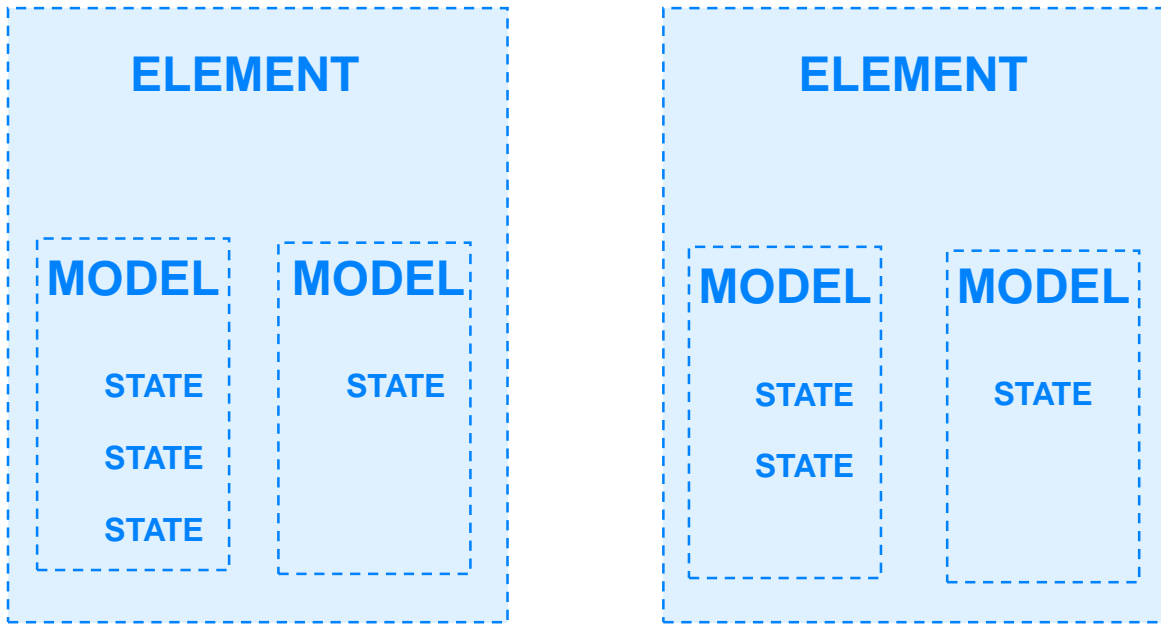


# Bluetooth Mesh

## Node Composition



## NODE



*note: a model is sometimes owned by multiple elements*

## node composition

a node consists of an arrangement of

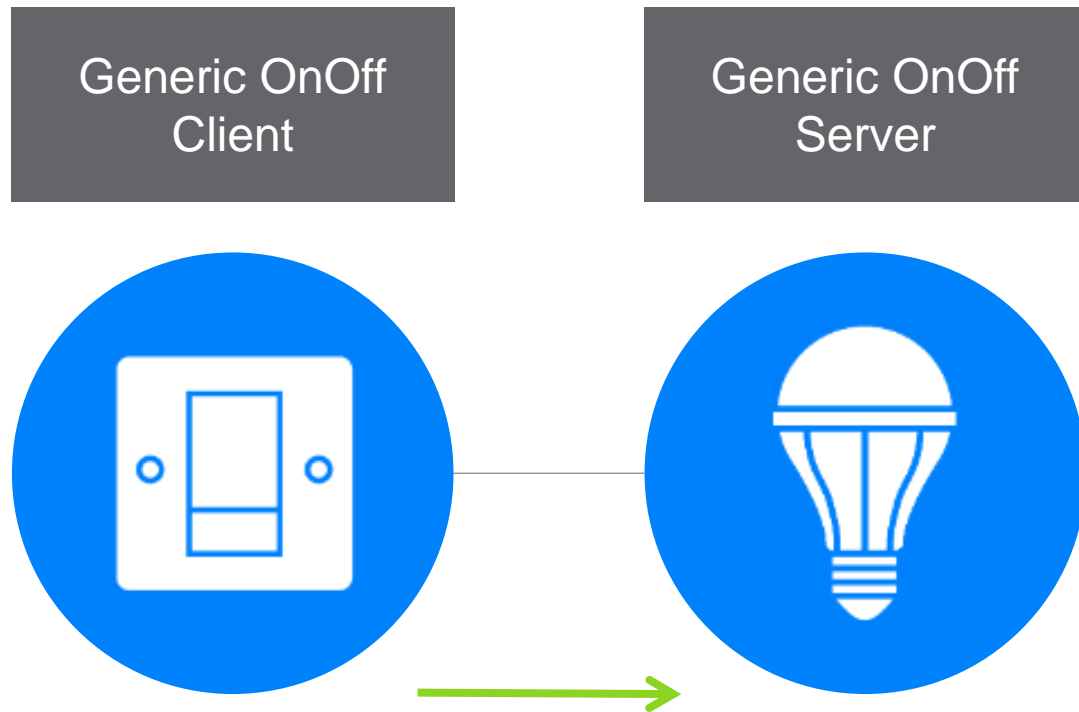
elements

models

states

each element has its own address





## models

define node functionality

define states, messages, state transitions and behaviors

client, server and control types

generics such as onoff client and server

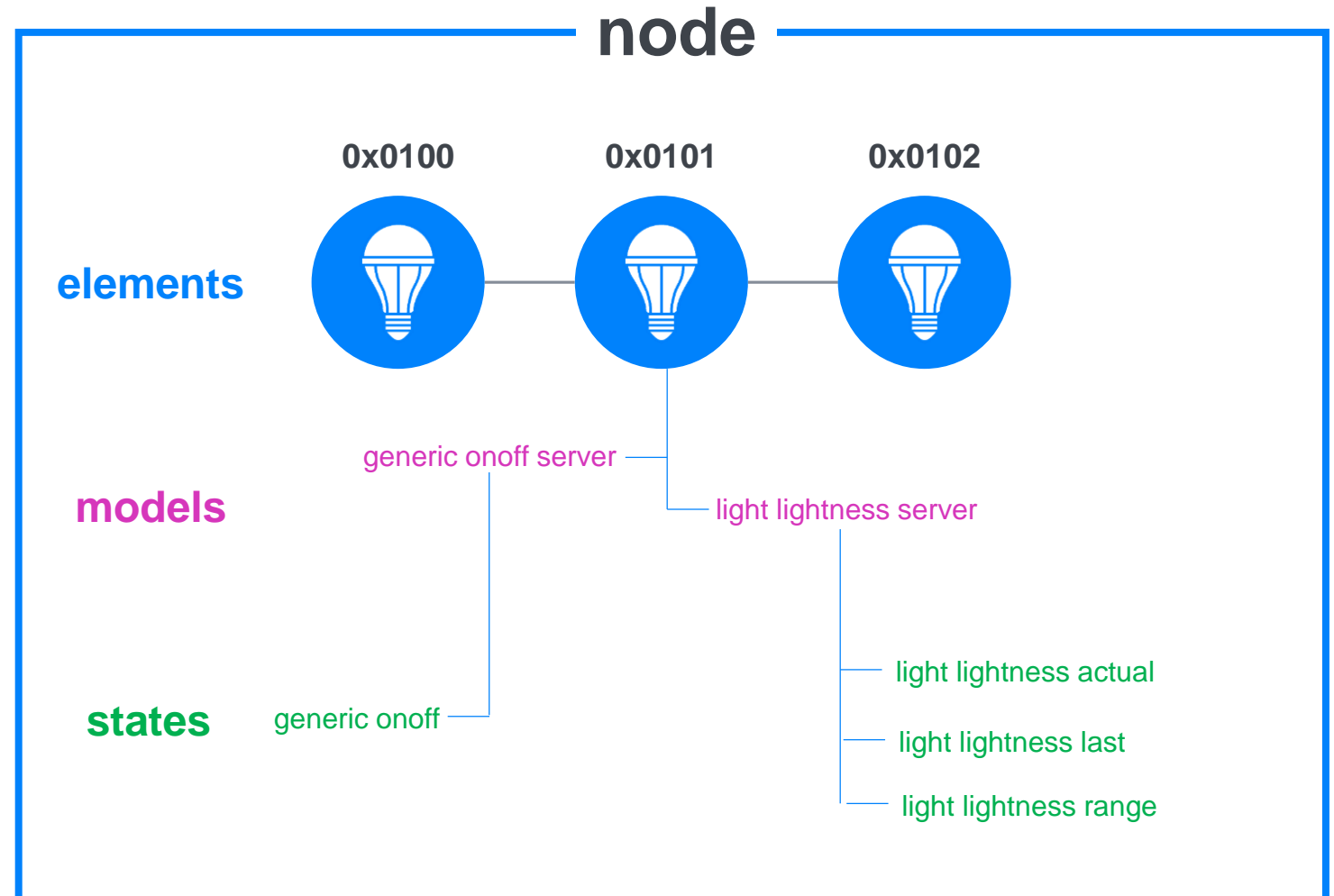
lighting, sensors, scenes & time



# node composition



*single node*  
*3 elements*  
*multiple models and states*

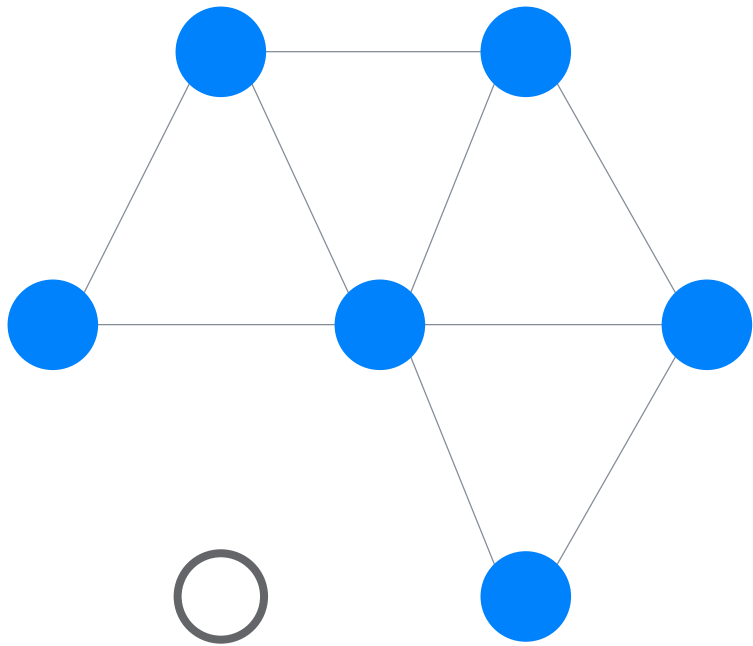




# Bluetooth Mesh

## Security





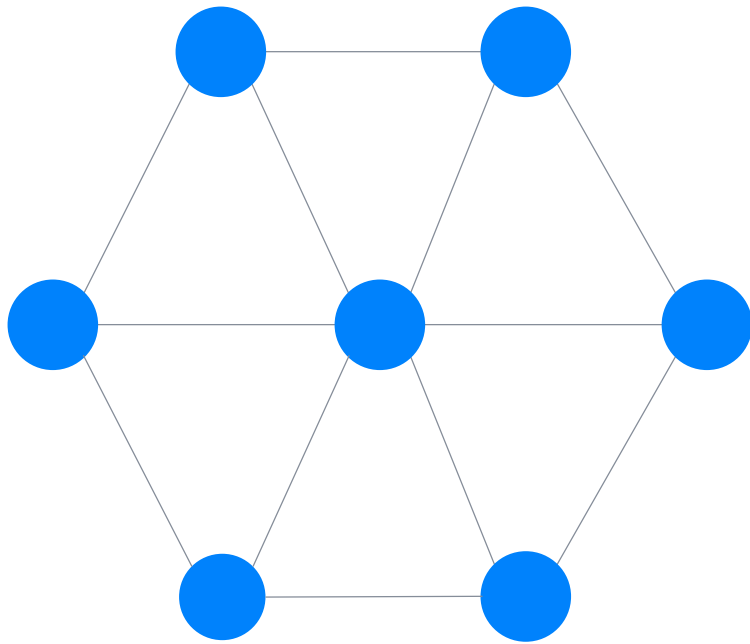
## devices and network membership

Bluetooth mesh networks are secure

only members of the same network can talk to each other

a security process called **provisioning** makes a device a member of a network





**Device** is now a  
**node** on the network

## devices and network membership

Bluetooth mesh networks are secure

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talk to each other

a security process called **provisioning**  
makes a device a member of a network

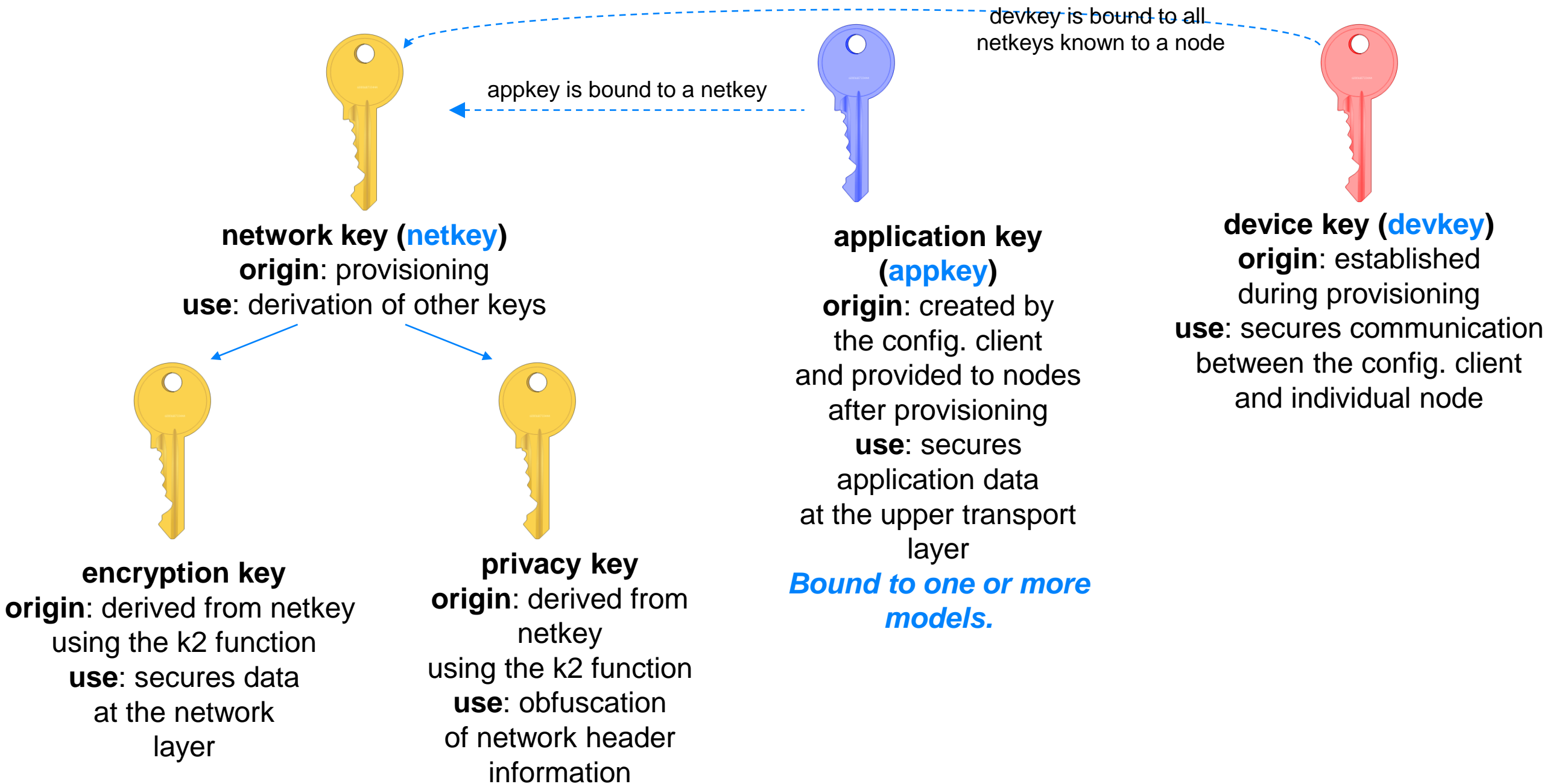




# Bluetooth mesh: Security



- Mandatory, cannot be reduced
- Encryption and authentication
- Separate security for network and each application
- Area isolation
- Message obfuscation
- Protection from replay and trashcan attacks
- Secure device provisioning





# Bluetooth mesh

## Anatomy of a smart lighting system







**Switch Models**



**Light Models**



**Sensor Models**



## Switch Models



## Light Models

Generic On/Off Server



## Sensor Models





## Switch Models

Generic On/Off Client



## Light Models

Generic On/Off Server



## Sensor Models



## Switch Models

Generic On/Off Client



## Light Models

Generic On/Off Server

Light Lightness Server

Light HSL Server



## Sensor Models





## Switch Models

Generic On/Off Client



## Light Models

Generic On/Off Server

Light Lightness Server

Light HSL Server

Light LC Server



## Sensor Models

Sensor Server





## Switch Models

Generic On/Off Client



## Light Models

Generic On/Off Server

Light Lightness Server

Light HSL Server

Light LC Server



## Sensor Models

Sensor Server

State Binding

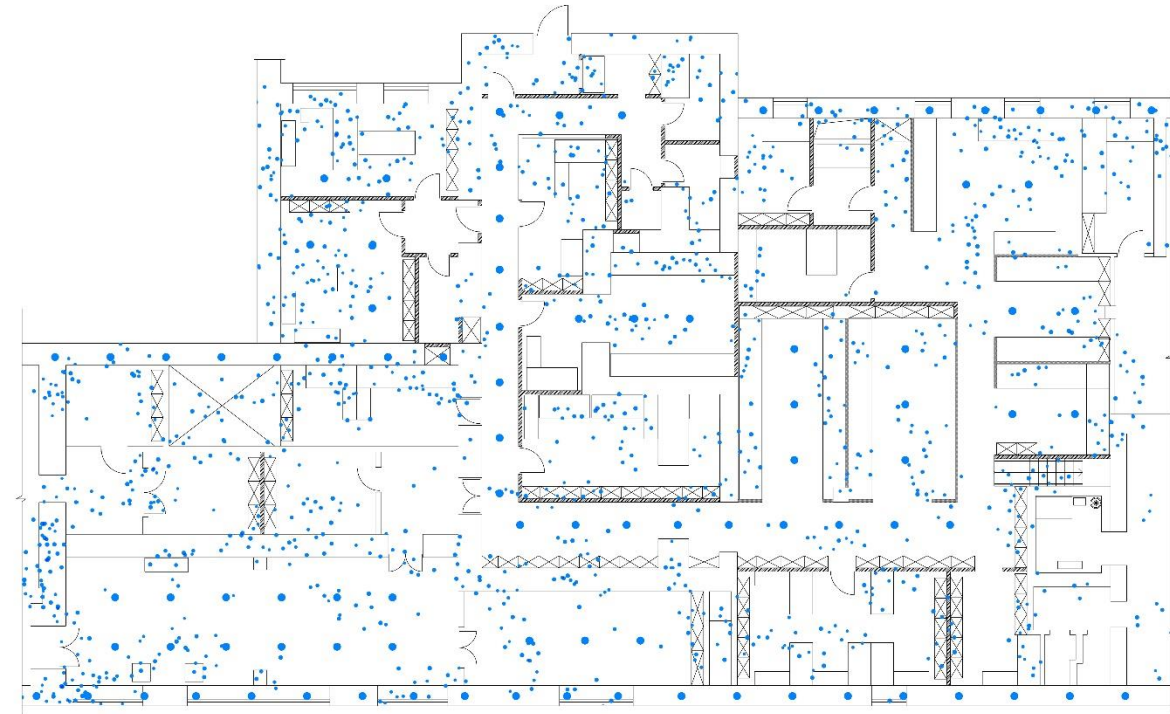




# Bluetooth mesh

Scalability





## scalability

max 32,767 nodes per network

hundreds of **multicast** messages per second

***multicast:** 1 message can control many devices*

The fastest low power radio

small, highly optimised packets

point to point range hundreds of metres





# scalability and the fundamentals of RF

radio is a shared medium

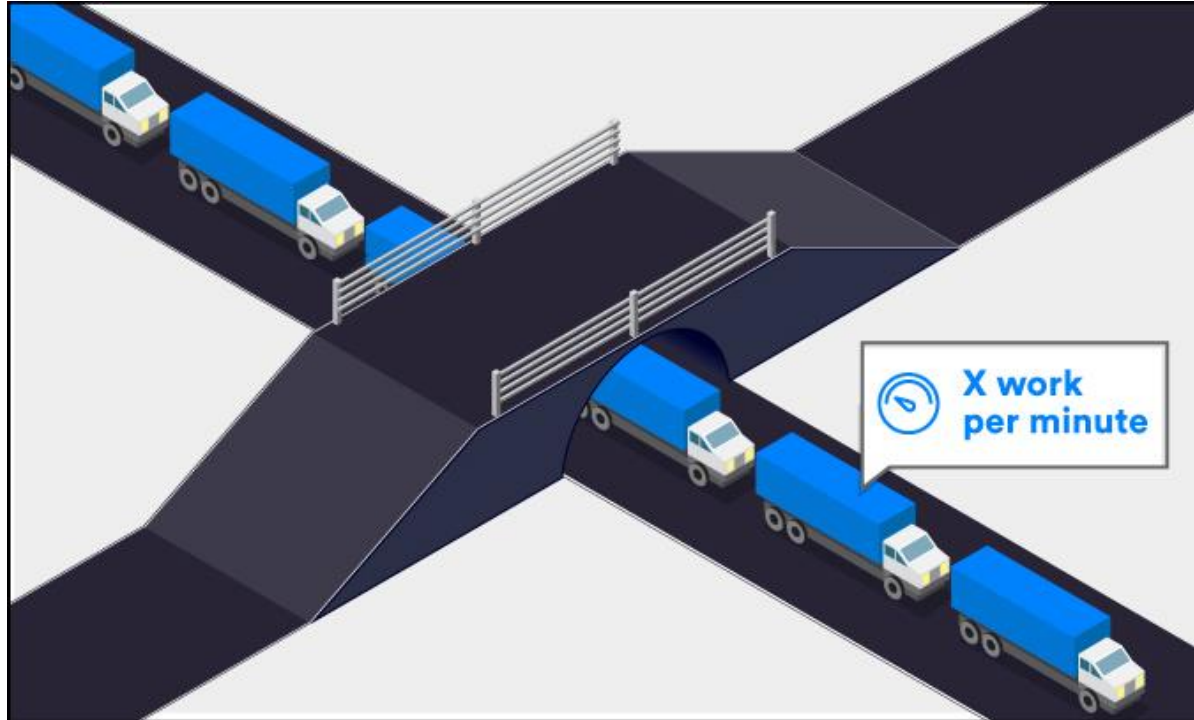
collisions are what limits scalability



# scalability and the fundamentals of RF

an anonymous technology  
(not Bluetooth)

e.g. 250 kb/s



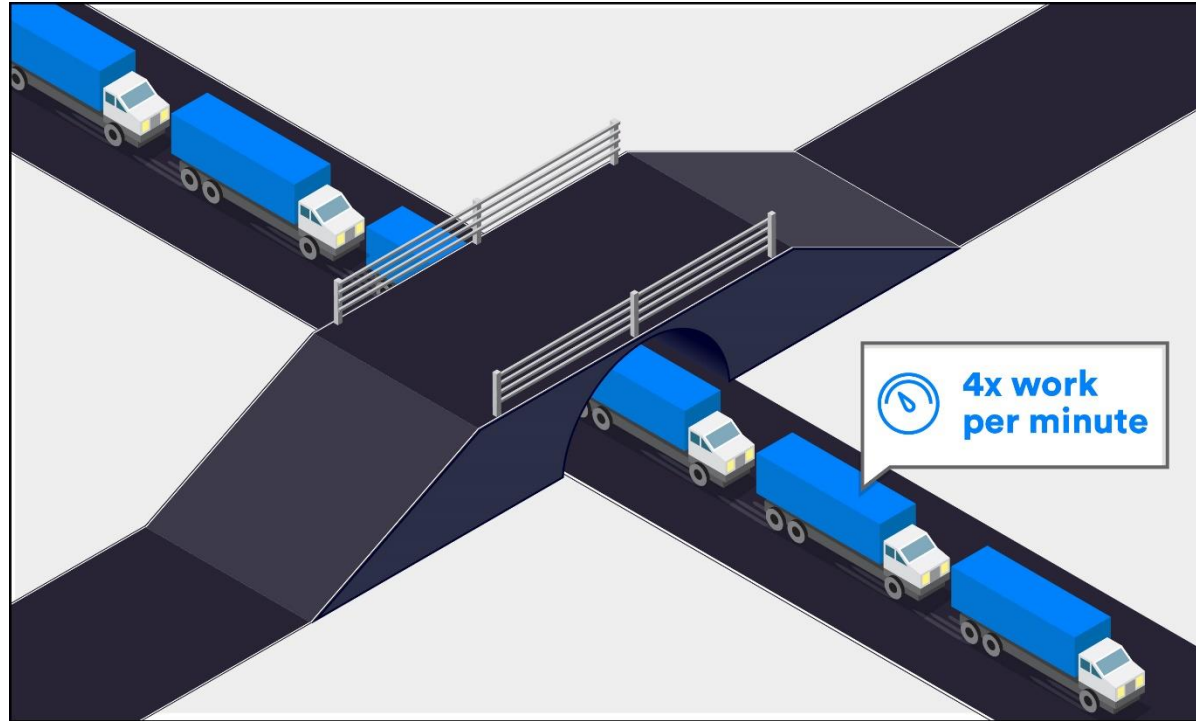


# scalability and the fundamentals of RF

Bluetooth mesh  
using Bluetooth Low Energy

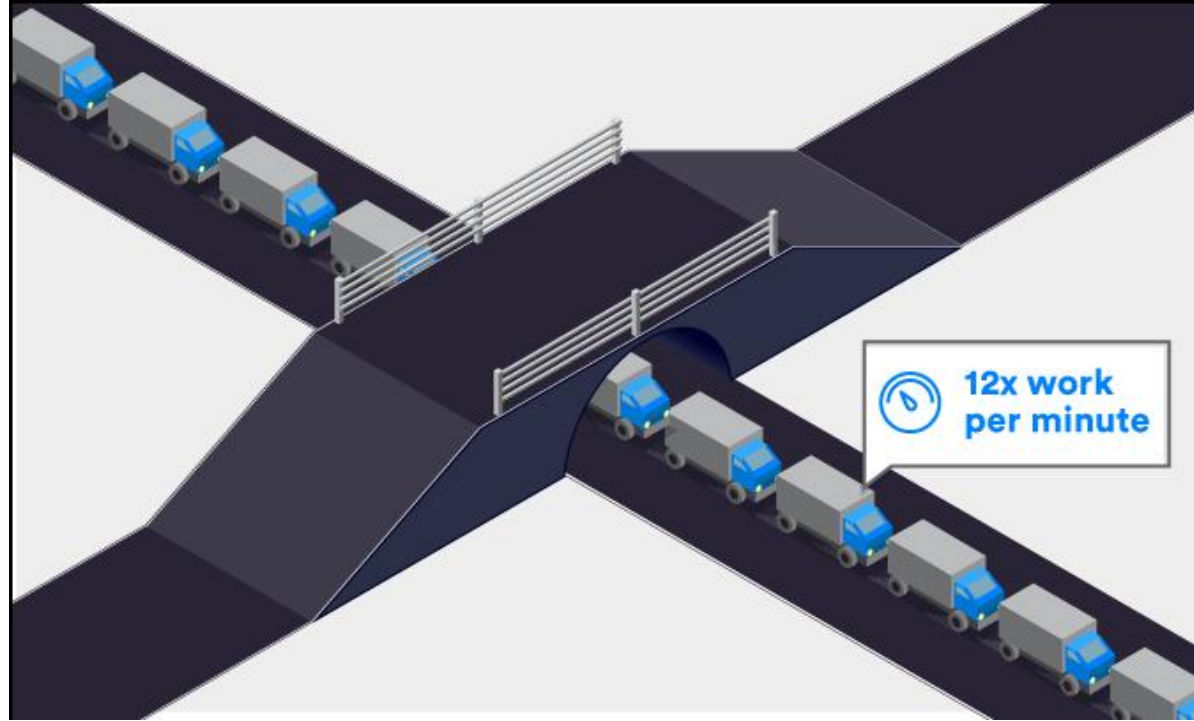
1000 kb/s

less air time per packet  
so more capacity for work



# scalability and the fundamentals of RF

Bluetooth mesh  
much smaller packets  
less airtime  
fewer collisions  
more “work”  
29 octets payload





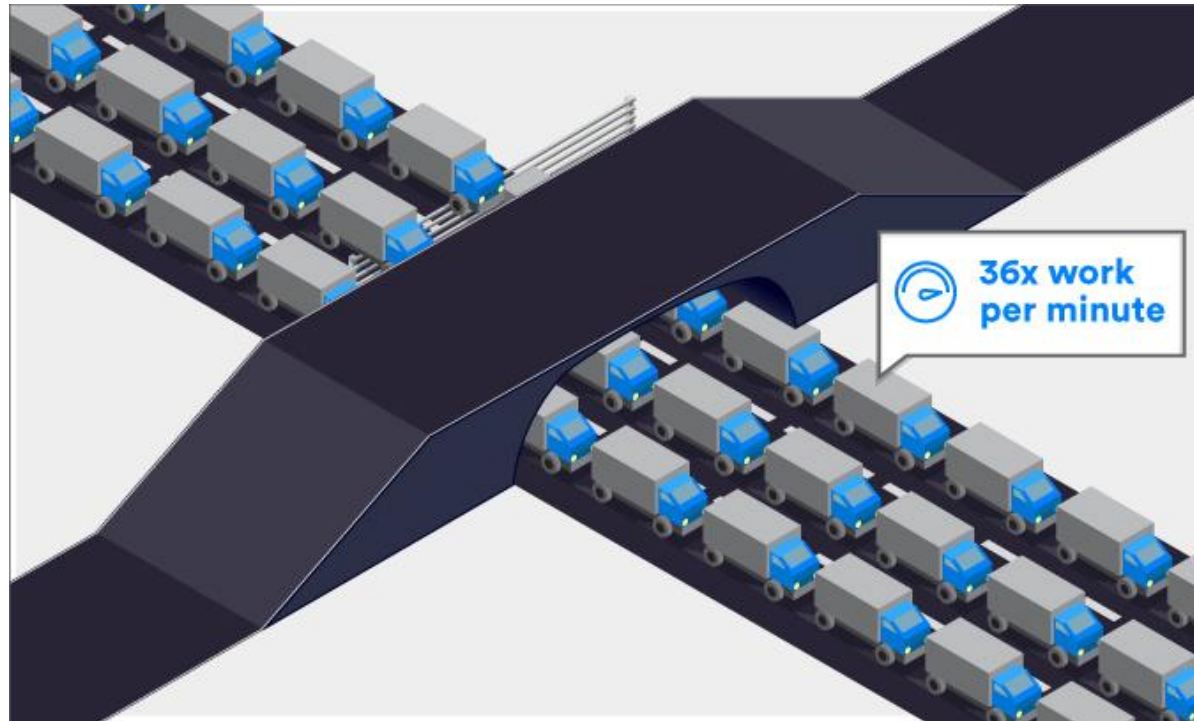
# scalability and the fundamentals of RF

Bluetooth mesh  
using Bluetooth Low Energy

3 x radio channels

3 x more capacity

*used for enhanced reliability*





# Bluetooth Mesh

# Demonstration



# Bluetooth Mesh

What next?



# Bluetooth SIG Resources at bluetooth.com

## Adopted Mesh Networking Specifications

Specification	Date Adopted	Status
<a href="#">Mesh Profile Specification 1.0</a>	13 July 2017	Active
<a href="#">Mesh Model Specification 1.0</a>	13 July 2017	Active
<a href="#">Mesh Device Properties 1.0</a>	13 July 2017	Active

## Mesh Resources

<a href="#">Mesh Networking Specifications</a>	<a href="#">Bluetooth Mesh Overview</a>
<a href="#">The Case for Bluetooth Mesh</a>	<a href="#">Bluetooth Mesh Technology Overview</a>
<a href="#">Paving the Way for Smart Lighting</a>	<a href="#">Related Mesh Blog Posts</a>
<a href="#">Bluetooth Mesh FAQ</a>	<a href="#">Bluetooth Mesh Glossary of Terms</a>
<a href="#">Bluetooth Mesh Performance Study (Ericsson)</a>	<a href="#">Webinar: What Makes Bluetooth Mesh So Disruptive?</a>

[Mesh Proxy Kit](#)—is a self-study educational resource which teaches the key technicalities involved in creating applications for smartphones and other platforms which can monitor and control nodes in a Bluetooth mesh network. It introduces the mesh proxy protocol, explains related concepts and provides hands-on coding experience. Developers will learn some theory and build a simple mesh proxy client application which they will test against a server application for which is provided and which can be run on a Raspberry Pi.

[Bluetooth Mesh Developer Study Guide](#)—is a self-study educational resource which covers both the theory and practice of Bluetooth mesh device firmware development. By working through its coding exercises, you'll develop a working mesh network, with devices acting as on/off switches, dimmer controls and as a simple light. You'll learn about a variety of Bluetooth mesh models and cement your understanding by implementing these models using the SDK for the Zephyr RTOS.





# questions?

Twitter: @bluetooth\_mdw



Unthinkably Connected

*Please*

**Remember to  
rate this session**

*Thank you!*

