BlueNRG-MESH

Overview of the BlueNRG-MESH SDK for the ST Bluetooth Low Energy SOCs

Salvo BONINA

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Technology Tour 2019

Dallas-Richardson, TX | March 7

BlueNRG-Mesh

Bluetooth Mesh Basics

BlueNRG-Mesh SDK Solution

Getting started with BlueNRG-Mesh

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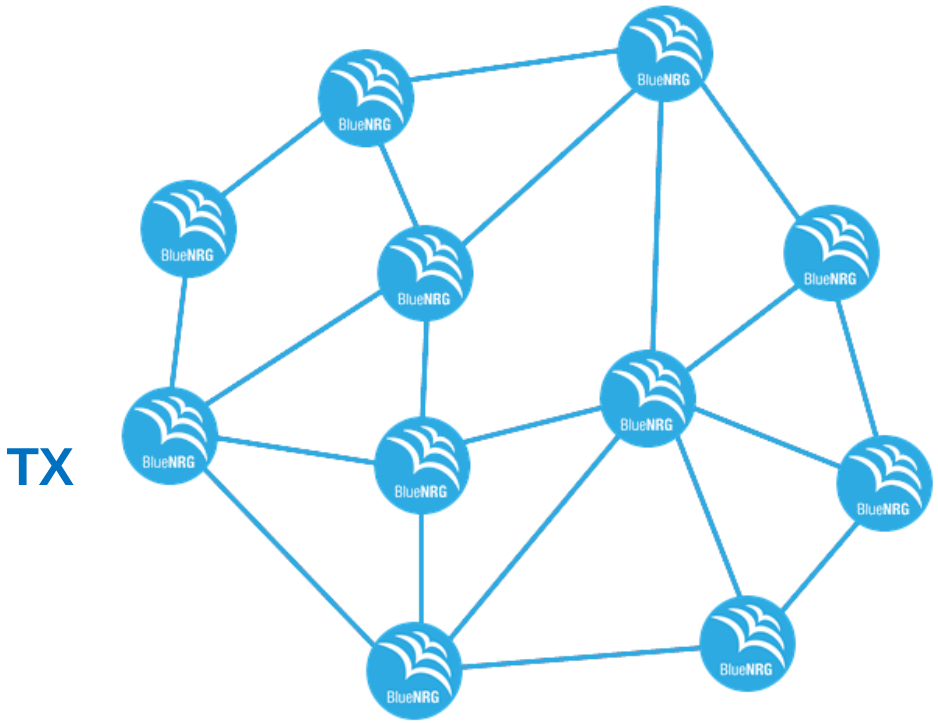
What is the BLE Mesh?

July 18, 2017 - Bluetooth SIG Announces Mesh Networking Capability

Brings proven, **global interoperability** and the mature, **trusted ecosystem of Bluetooth technology** to industrial-grade device networks

- A **standard network protocol** to enable a communication in a mesh network topology between several nodes over multiple hops when there is not direct reachability between two nodes.
- The BLE Mesh is standardized by the **Bluetooth Core** also known as Special Interest Group (**SIG**).



BLE MESH: backed up by industry leaders

Bluetooth® | companies supporting the launch of Bluetooth mesh networking

3M, AIR CABLE, ARM, BeON home, cortet™ by CEL, CYPRESS, dialog SEMICONDUCTOR, ElectricBench, ERICSSON, FULHAM, Gooee, Gunitech, hellohub, imagination, muRata INNOVATOR IN ELECTRONICS, QUALCOMM, SILICON LABS, SILVAIR, smart and green, life.augmented, TOSHIBA Leading Innovation, TRLINK, WISILICA

BlueNRG

Bluetooth 5

BLE Mesh Working Group

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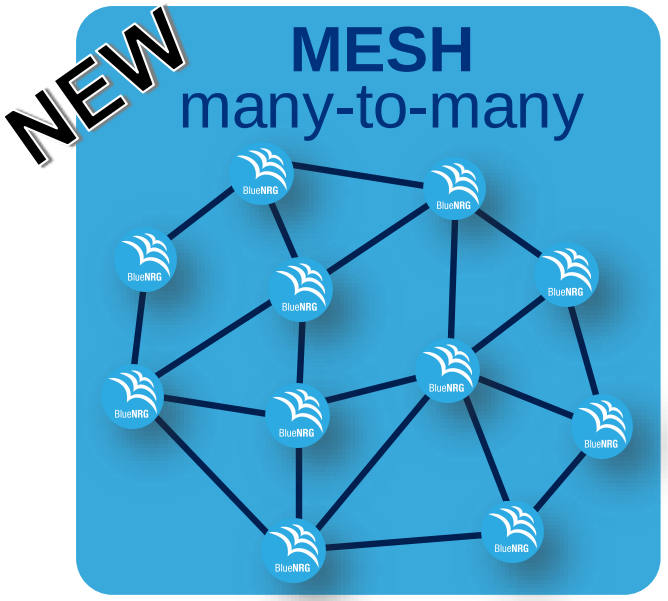
Extending Bluetooth Capabilities

The Bluetooth Mesh network topology optimizes the power consumption.



DATA TRANSFER

- Sports & fitness devices
- Health and wellness devices
- Peripherals and accessories

LOCALIZED INFORMATION

- Point of interest beacons
- Item finding beacons
- Way finding beacons

LARGE DEVICE NETWORKS

- Building automation
- Wireless sensor networks
- Asset tracking

Range of coverage depends on RF output power

Coverage extended by relaying messages over multiple hops

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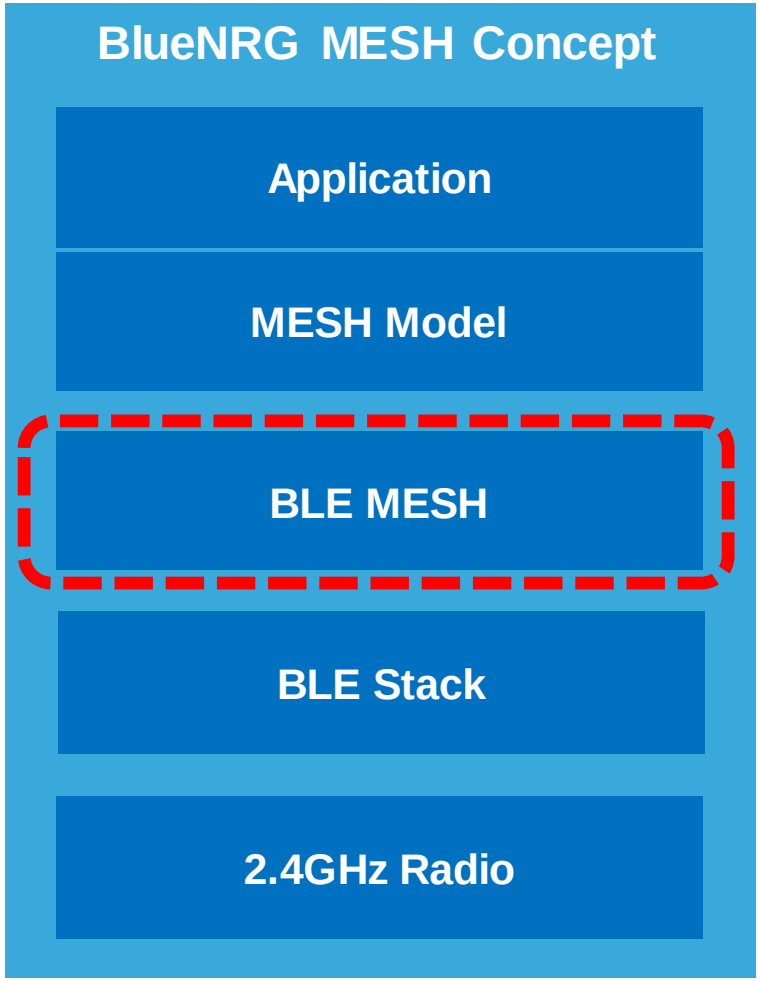
Bluetooth MESH vs BLE Stack



- Bluetooth Mesh runs on top of the BLE Stack
- It is not linked to BLE 5.0
- It is backward compatible with BLE 4.x

Bluetooth® Mesh Applications

The Bluetooth SIG MESH extends the capabilities of Bluetooth Smart chips to answer **more and more complex applications**.
The protocol has been developed with the **Smart Lighting industry** in mind.

- Lighting
  - Interface to major light IOs (ST supports DALI, PWM, etc.)
- Smart Home and Building automation
  - Heater/Fan control
  - Temperature / Shutter control
- Smart Industry
  - M2M control
- Wireless sensor networks

Source : Bluetooth® SIG

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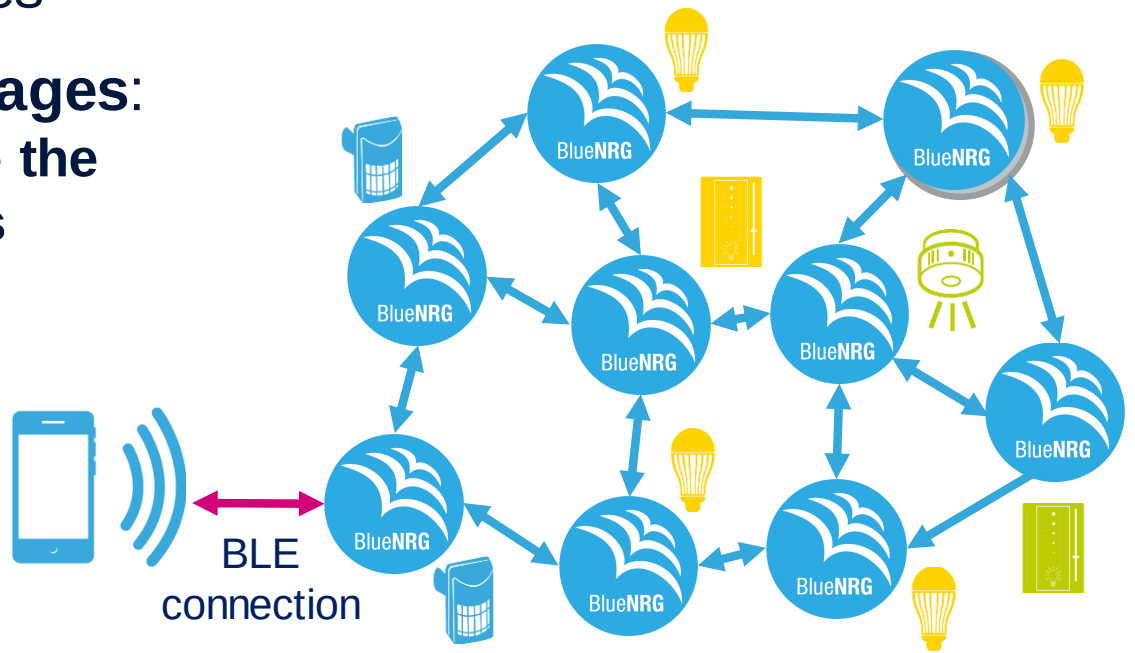
Bluetooth® Mesh Topology

Managed Flooding

The Bluetooth Mesh network mechanism is based on a **managed flooding protocol**

- **Message relay** extends the communication range (Multi-hop data transmission)
- **No single point of failure**
  - does not require any centralized operation nor coordination
  - dynamic self healing
- **Direct communication** between contiguous nodes
- **Rules to restrict** devices from **re-relaying messages**:
  - Messages contain a **Sequence Number** to **optimize the network usage and protect against replay attacks**
    - Reject messages already received
  - **TTL** (Time To Live) method:
    - Limit the number of times a message is relayed



Security, Attacks and Protection

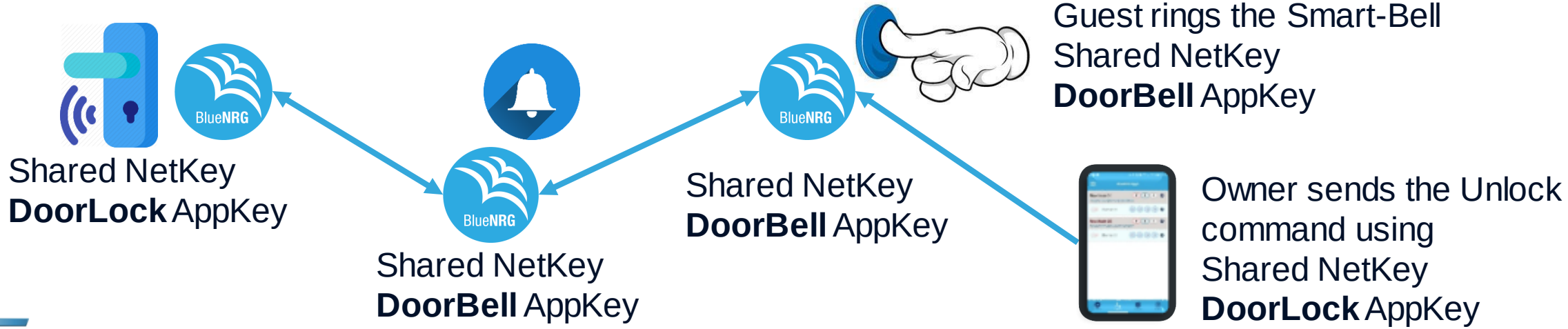
- The Mesh security uses a privacy mechanism called **obfuscation** through **AES** to encrypt the **header** information.
- **Messages** are **encrypted twice**. Once with an Application or device key and the second time with a Network key.
- Mesh security **protects the network against** third-party interference and monitoring: Replay/Eaves Dropping/Man-in-The-Middle **attacks**.
- Nodes can be removed from the network securely, preventing trash-can attacks, by erasing the security keys stored in the flash memory.

Security in the Bluetooth Mesh: Keys

- **Device Key**: Never transmitted over air
  - **Unique key** for each single device, only known by the Provisioner (i.e. Smartphone) and the device, used for provisioning, configuration and key management.
- **Network Key**: Provided by Provisioner
  - Shared across all Nodes in the network, allows a node to decrypt message's header and to relay messages throughout a network
- **Application Key**: Provided by Provisioner
  - **Different applications** have a **different "Application key"** used to **encrypt/decrypt messages payload** (application data).

Why do you need both Network Key and Application Key?

- The NetKey provides security/authentication for all communication at network layer
- The AppKey protects the application data. Messages can be relayed by any nodes in the network without being able to read or change the application data.
- We can't have a compromised **Door Bell** allow anybody to unlock **Door Lock**



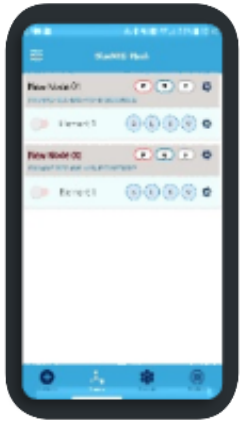
Bluetooth® Mesh for Smarter devices

How node features are exposed – two new entities: **Elements** and **Models**

Using Elements and Models helps **exchange messages** between a BLE device and a Smart Application (Controller) for simple **control and monitoring applications**

Multiple Roles

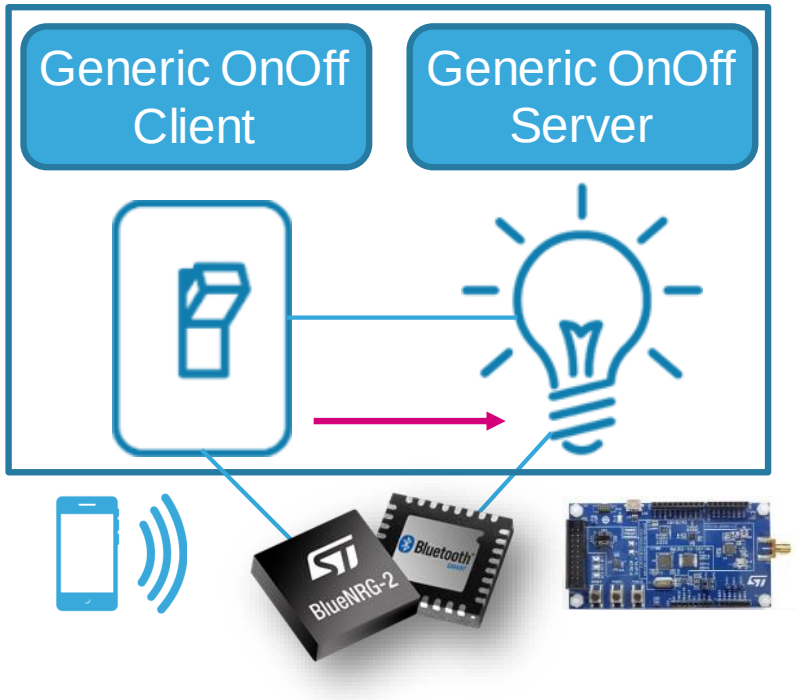
Controller

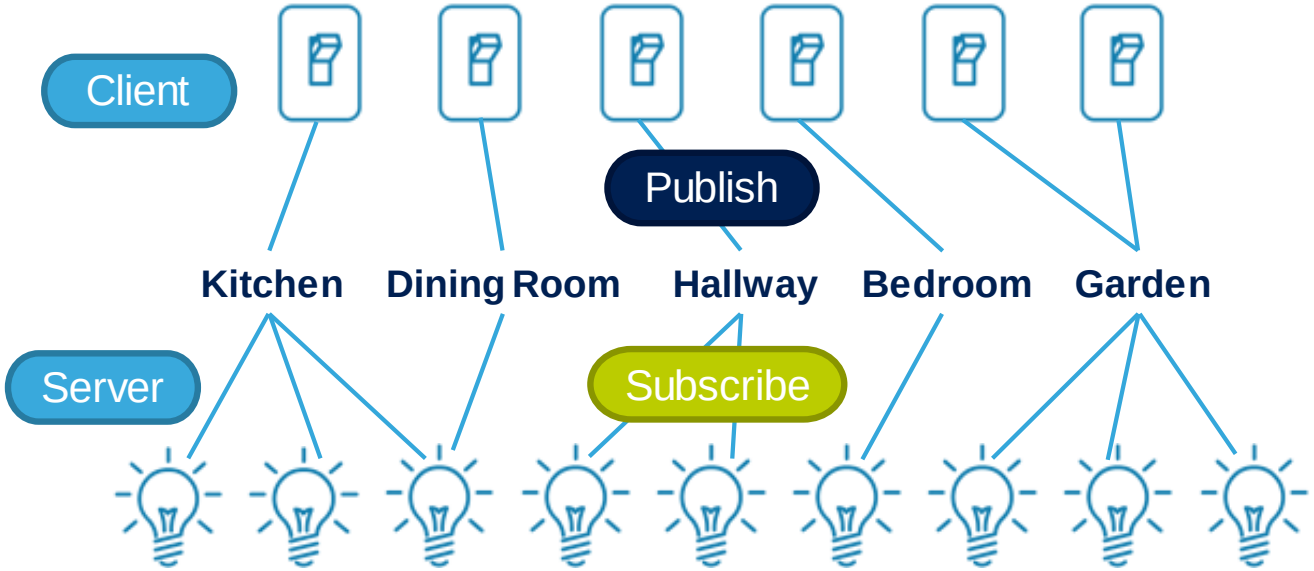


- **Elements**:
  - define the functionalities of a single node (i.e. a light fixture may have two lamps, each of them is a separate element and can be independently controlled). Each element contains models
- **Models:**
  - represent specific **Services** and define a set of **States and Messages** for these states; (i.e. a lamp can have the following models: **Lighting** for On/Off Control, **Vendor** for Dimming

The mesh messaging model

Publish and Subscribe paradigm



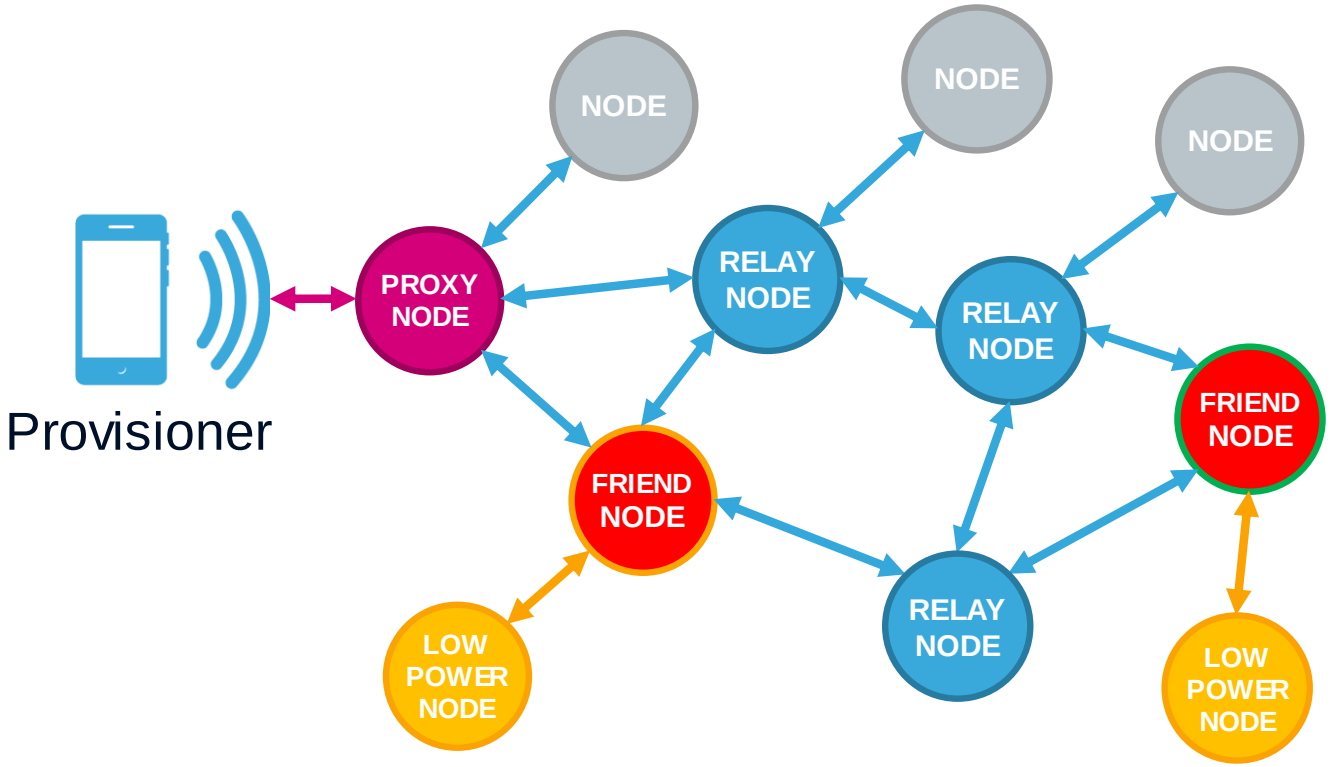


- Publish: send a message to unicast /virtual /group address
  - A **Client** device (e.g. a switch) can **publish messages** (e.g. ON/OFF control) and a **Server** device (e.g. a light bulb) can **subscribe** and be **notified** of new command arrival.
  - Also, one Node can **publish** messages to a **multicast address**, and **several nodes** can **subscribe** to such specific address.

Bluetooth® Mesh Network Topology

Nodes Types

To stay efficient, the BLE Mesh take advantage of a **managed flooding network** mechanism.
Compared to routed protocols, it is **much more simpler** to deploy.



- **PROXY NODE**
  - Expose the interface for Smartphone/ Tablet to interact with a mesh network
- **NODE**
  - Simple leaf node whom cannot relay messages (Legacy nodes or Resource constrained nodes)
- **RELAY NODE**
  - Able to retransmit received messages
  - Enable multiple “hops” in the network
- **LOW POWER NODE**
  - Battery operated devices
  - Primarily send but Rarely receive messages
  - No need 100% duty cycle: mostly sleep
- **FRIEND NODE**
  - Stores messages addressed to LPNs and delivers them whenever the LPN polls for “waiting messages”

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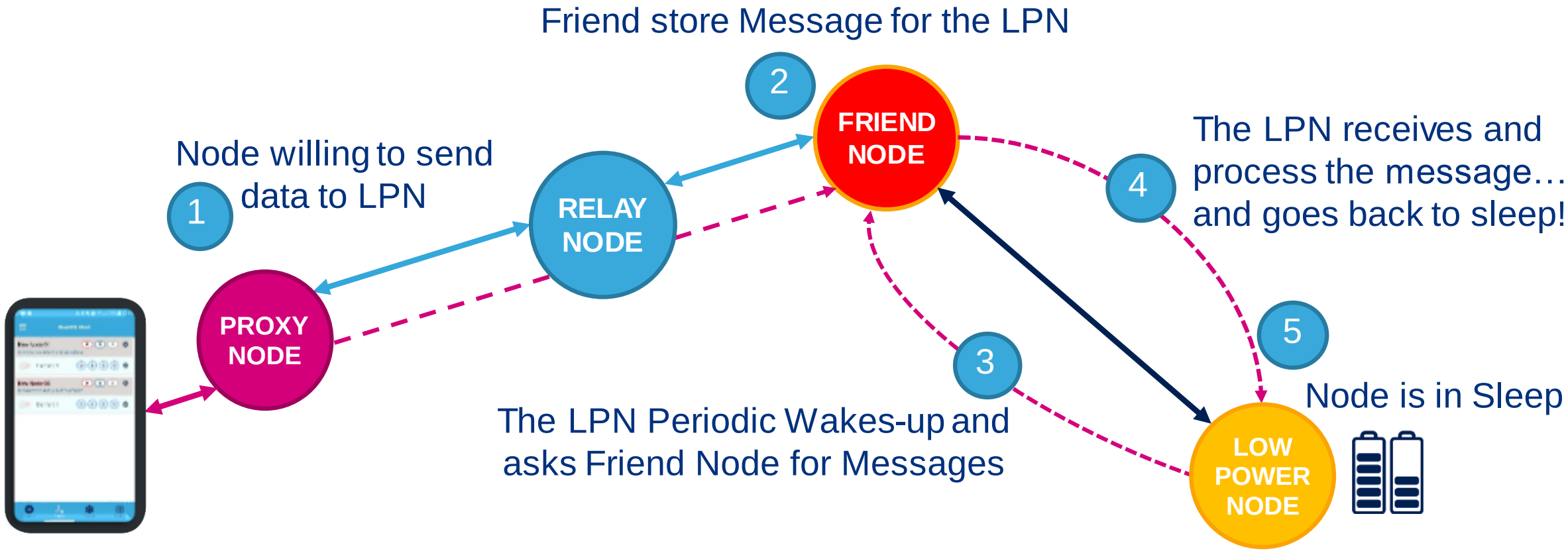
Bluetooth® Mesh entities

Low Power & Friendship Node

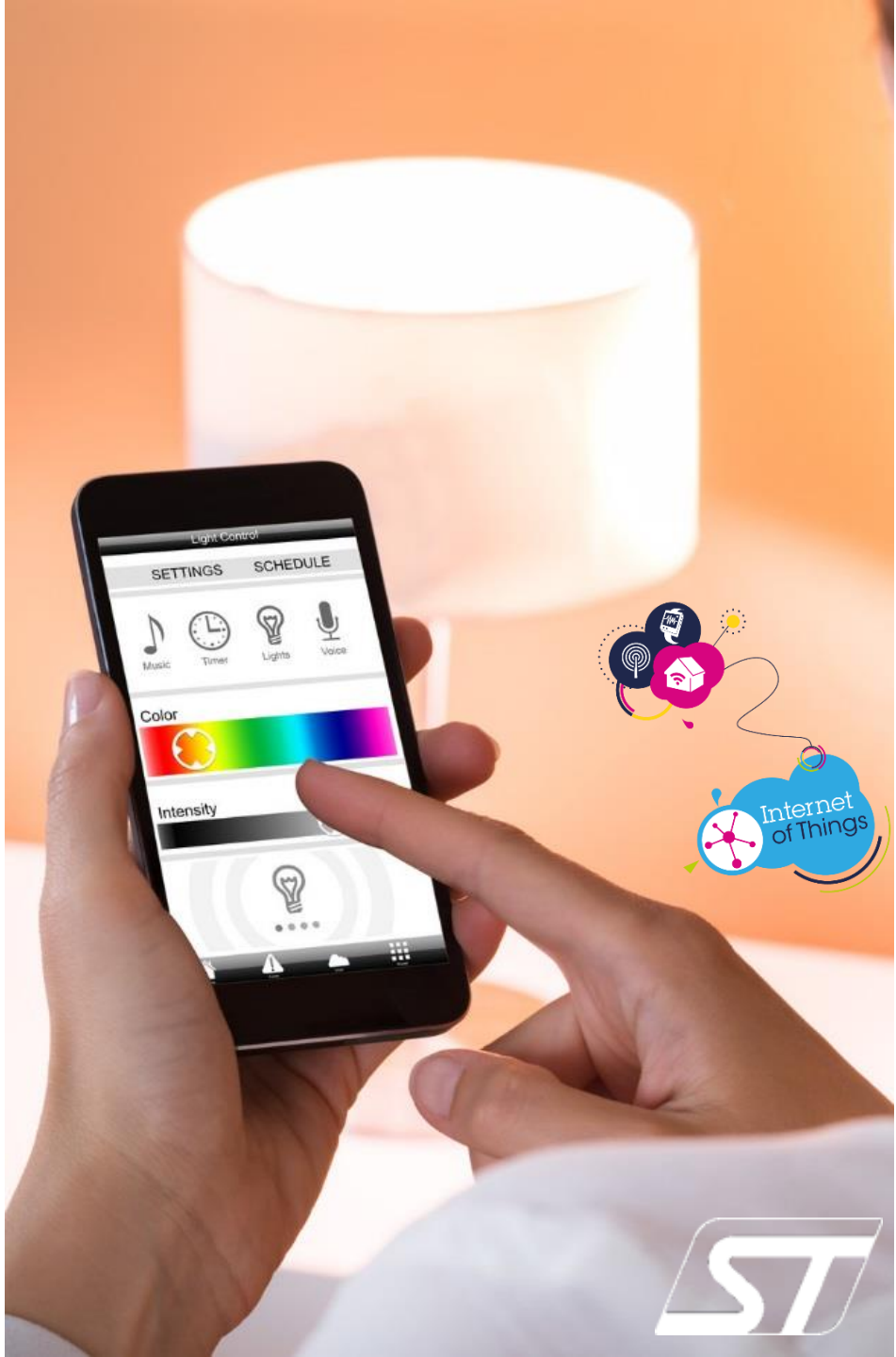


BlueNRG-Mesh

Bluetooth Mesh Basics

BlueNRG-Mesh SDK Solution

Getting started with BlueNRG-Mesh



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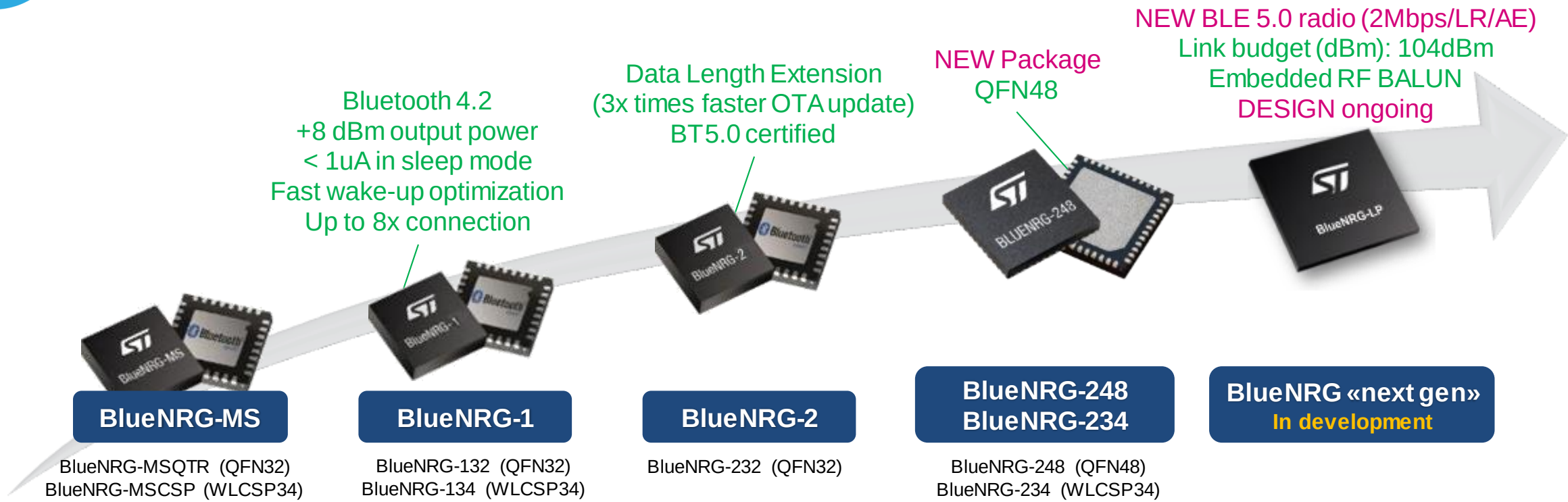
BlueNRG chipset evolution



Bluetooth LE product roadmap

(*) Certified for BLE 5.0. It does not support other optional BLE 5.0 features like 2 Mbit/s, Long Range and Advertising Extensions.

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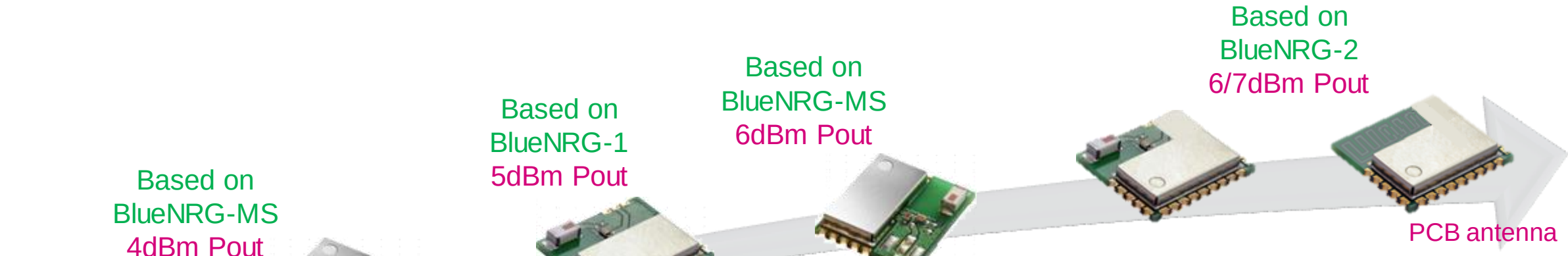
BlueNRG Certified Modules Portfolio



Based on BlueNRG-MS 4dBm Pout

Based on BlueNRG-1 5dBm Pout

Based on BlueNRG-MS 6dBm Pout

Based on BlueNRG-2 6/7dBm Pout

PCB antenna

SPBTLE-RFTR
13.5 x 11.5 x 2 mm

SPBTLE-RF0TR
13.5 x 11.5 x 2 mm

SPBTLE-1S
13.5 x 11.5 x 2 mm

BLUENRG-M0A
BLUENRG-M0L
sampling Q1 '19
in production Q2 '19
13.5 x 11.5 x 2 mm

BLUENRG-M2SA
sampling Q2 '19
in production Q3 '19
13.5 x 11.5 x 2 mm

BLUENRG-M2SP
sampling Q2 '19
in production Q3 '19
13.5 x 11.5 x 2 mm

BT4.1 — BT4.2 — BT5.0

2015 2016 2017 2018 2019

PRODUCT EVOLUTION

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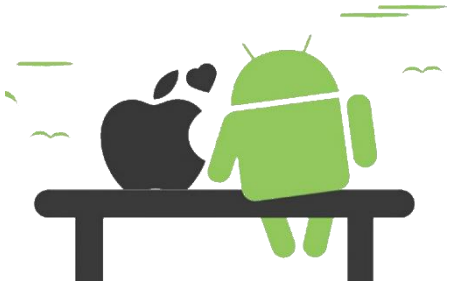
NETWORK PROCESSOR

SoC PROCESSOR

STSW-BNRG-Mesh

- SDK
  - Firmware, Android and iOS app sources
  - www.st.com/blemesh
- BlueNRG-Mesh app on Store



Download on the App Store

GET IT ON Google play

- BlueNRG-mesh community forum
  - http://community.st.com/blemesh

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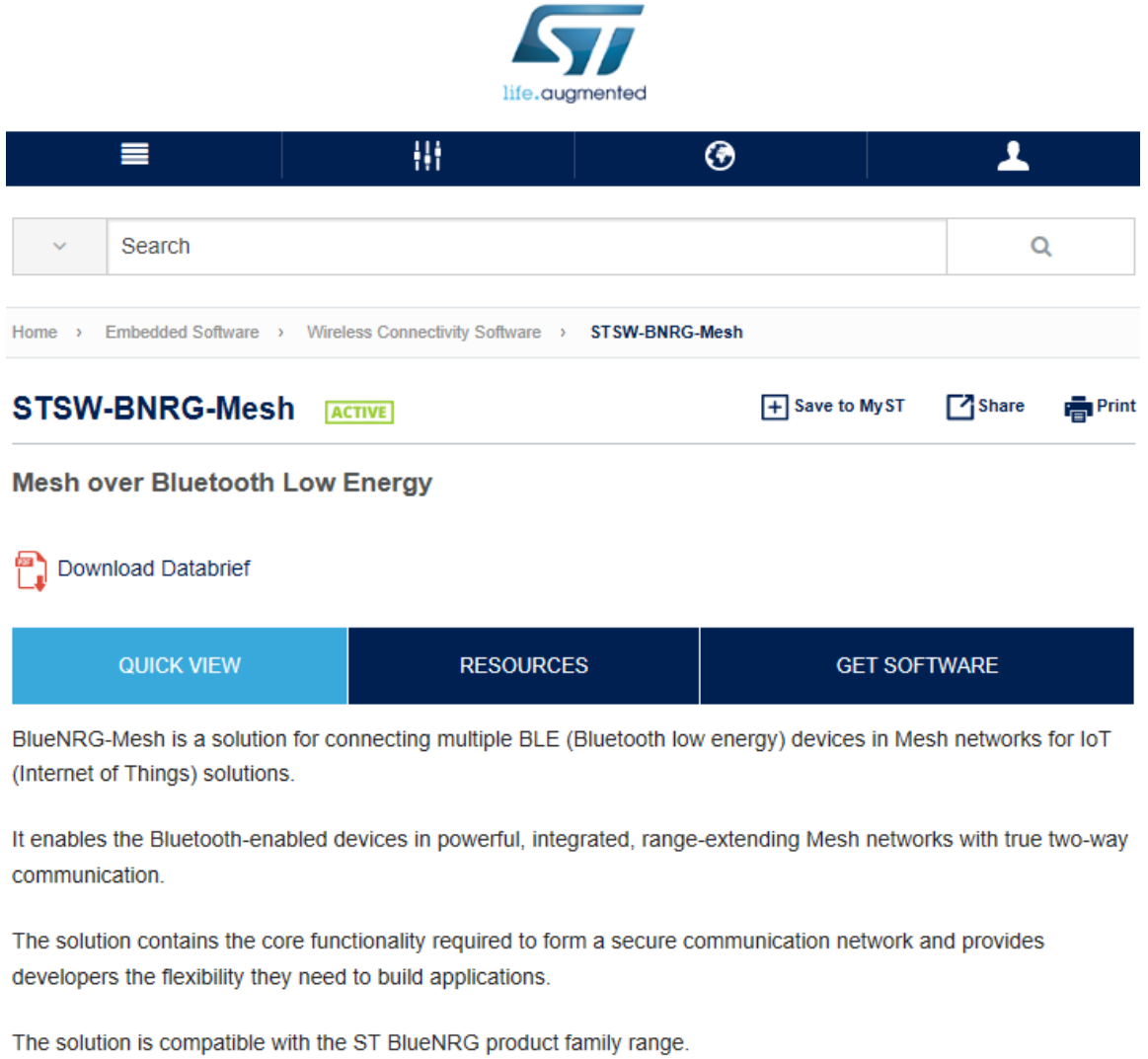

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Bluetooth SIG Certification

- Mandatory Features
  - FW library compliant to the SIG specs v1.0
  - Role: Node (Features: Proxy, Relay)
  - Bearer: Advertising, GATT
  - Provisioning: PB-GATT
  - Provisioning Protocol: Provisioning Server
  - Foundation Mesh Models: Configuration Server, Health Server

- Optional Features
  - Friend Node
  - Low Power Node
- ST Additional Features
  - Supports the Generic, Lighting, Sensor, Health, Vendor Models
  - Support Light Intensity control via Generic-Level messages using PWM control
  - Provisioning information sharing between mobile Phones/Tablets (Android and iOS) via JSON file by eMail & Cloud Synchronization

https://launchstudio.bluetooth.com/ListingDetails/65504

BlueNRG-Mesh in Numbers

Power consumption
7 mA average
(with no LPN/ Friendship)

Hop latency
30 ms

BLE Mesh 1.0 SIG certified

Provisioning procedure
10-15 seconds average

Message Payload
8 bytes unsegmented
64 bytes segmented

Memory footprint
32 KB Flash
10 KB RAM

Network size
Max 32767 nodes for a single network
Max network diameter of 126 hops

Compatible with both BLE 4.X or 5.0

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BlueNRG-Mesh Roadmap

STSW-BNRG-Mesh v1.05.000
X-CUBE-BLEMESH1 v1.0.0

- **Friendship & Low Power**
- Health Model
- Lighting Model
- Key-refresh
- IV Update procedure
- Database transfer (via Cloud)
- **BT Mesh v1.0 Profile Certification**
  QDID 116029
- Base for **X-CUBE-BLEMESH1** v1.0.0

STM32 Open Development Environment

(*) Bluetooth SIG specs ongoing.
Certification dates may change

STSW-BNRG-Mesh v1.06.000
X-CUBE-BLEMESH1 v1.1.0

- **Performance Optimization**
- Generic Model
  - Server: OnOff, Level
  - Client: OnOff, Level
- Lighting Model
  - Lighting HSL
- Android & iOS supporting HSL Model
- CID & PID Configuration
- Sensor Model Example
- Static **OOB Provisioning**
- Base for **FP-SNS-BLEMESH1** v1.0.0

STSW-BNRG-Mesh v1.07.000
X-CUBE-BLEMESH1 v1.2.0
FP-SNS-BLEMESH1 v1.1.0

- **Sensors Model**
- **Lighting Model**
  - **Client**
- Time and Scene Model
  - Empty wrappers
- **PB-ADV – Provisioning over advertising**

STSW-BNRG-Mesh v1.08.000
X-CUBE-BLEMESH1 v1.3.0
FP-SNS-BLEMESH1 v1.2.0

- Multiple Network Keys
- Multiple App Keys
- Neighbor table (indoor navig)
- Output OOB, Input OOB, Public Key OOB Provisioning
- **Vendor Model to appl layer**

STSW-BNRG-Mesh v1.09.000
X-CUBE-BLEMESH1 v1.4.0
FP-SNS-BLEMESH1 v1.3.0

- Direct Forwarding (*)
- Model IP Transport (*)
- Mesh Gateway example (*)

August 2018

November 2018

March 2019

June 2019

September 2019

http://www.st.com/blemesh

http://community.st.com/blemesh

https://itunes.apple.com/us/app/bluenrg-mesh/id1348645067

https://play.google.com/store/apps/details?id=com.st.bluenrgmesh

Available Platforms

BlueNRG

- STEVAL-IDB008V2 (BlueNRG-2)
- STEVAL-IDB007V2 (BlueNRG-1)
- STEVAL-IDB007V1M (SPBTLE-1S) **(**)**
- STEVAL-BLUEMIC1 (SPBTLE-1S) **(**)**
- STM32 ODE (**X-CUBE-BLEMESH1**)
  - NUCLEO-L152RE, NUCLEO-L476RG, NUCLEO-F401RE + X-NUCLEO-IDB05A1

Coming Soon:

- BlueTile (BlueNRG-2) **(**)**

(**) Library package available upon request

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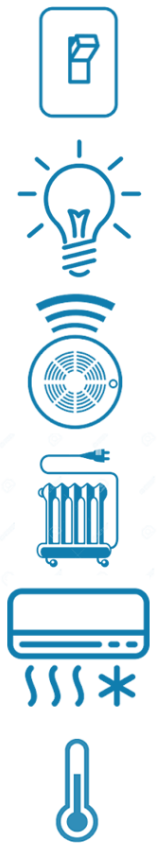
BlueNRG-MESH SDK

for Embedded, Android and iOS

SDK SW Packages: STSW-BNRG-Mesh and X-CUBE-BLEMESH1



Applications	LED Light Demo	Sensor Demo
Middleware	ST BlueNRG-Mesh Library	ST BlueNRG Core Stack
Drivers	Hardware Abstraction Layer API	Boards Support Packages
HW Components	STM32L + BlueNRG-MS	BlueNRG-1 or BlueNRG-2

Android SDK

iOS SDK

Android SDK	iOS SDK
ST BlueNRG-Mesh Android App	ST BlueNRG-Mesh iOS App
Android BlueNRG-Mesh Profile Stack	iOS BlueNRG-Mesh Profile Stack
Android Application Framework	iOS Application Framework
Android BT4.x Stack	iOS BT4.X Stack
Linux Kernel	XNU Kernel
Smartphone Bluetooth Chip	Smartphone Bluetooth Chip

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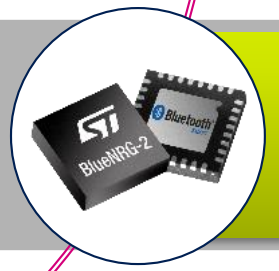
BlueNRG-Mesh

- Bluetooth Mesh Basics
- BlueNRG-Mesh SDK Solution
- Getting started with BlueNRG-Mesh



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BlueNRG-MESH SDK

Hardware Platform Support

PLATFORMS

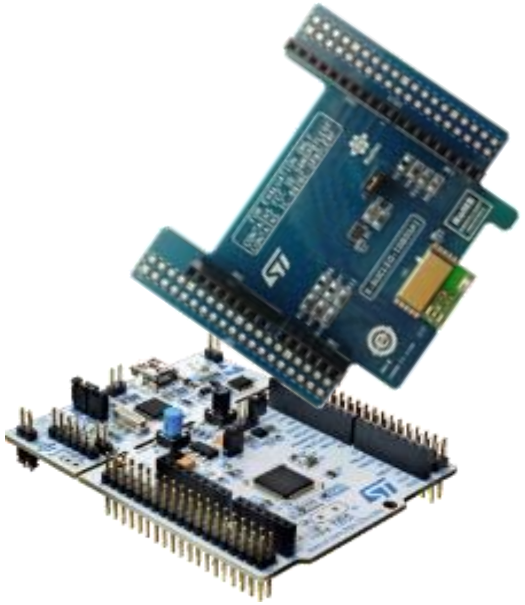
STEVAL-IDB007V2

BlueNRG-1

STEVAL-IDB008V2

BlueNRG-2

SW Package: STSW-BNRG-Mesh

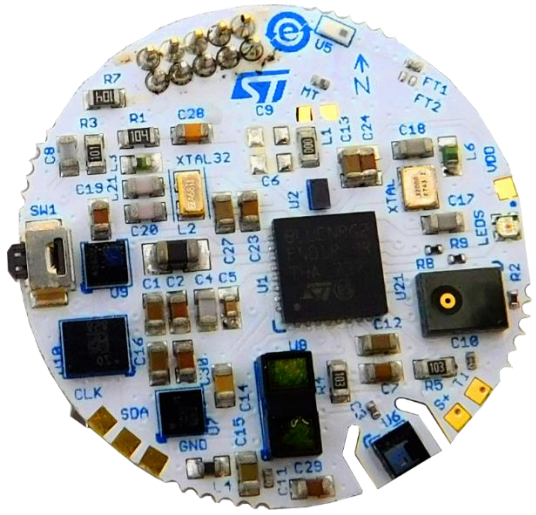


Nucleo-L152RE + X-Nucleo-IDB05A1
+ X-NUCLEO-IKS01A2

BlueNRG-MS +
STM32L152 or STM32L4 or STM32F4
SW Packages: X-CUBE-BLEMESH1
and FP-SNS-BLEMESH1

STM32 Open Development Environment

2.5 cm



STEVAL-BCN002V1B

aka «BlueNRG-Tile»

BlueNRG-2

BLE Mesh Coming soon

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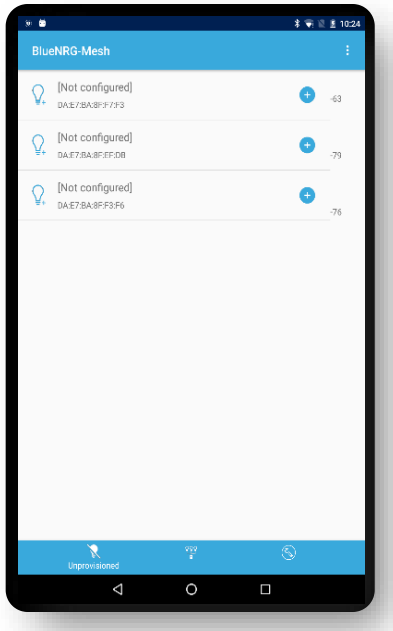
BlueNRG-MESH SDK

Software Platform Support

BlueNRG-Mesh App

BlueNRG-Mesh 4+
STMICROELECTRONICS INC
Free

BlueNRG-Mesh App for Android and iOS



BlueNRG Platform SW

- X-CUBE-BLEMESH1
  - Mesh over Bluetooth low energy software expansion for STM32Cube
  - *https://www.st.com/en/embedded-software/x-cube-blemesh1.html*
- FP-SNS-BLEMESH1
  - STM32Cube function pack for IoT node with BLE Mesh connectivity and sensor model
  - *https://www.st.com/en/embedded-software/fp-sns-blemesh1.html*
- STSW-BNRG-Mesh
  - Mesh over Bluetooth Low Energy for BlueNRG-1 and BlueNRG-2
  - *https://www.st.com/content/st_com/en/products/embedded-software/wireless-connectivity-software/stsw-bnrg-mesh.html*
- STSW-BNRGFLASHER
  - BlueNRG-1, BlueNRG-2 Flasher utility
  - *https://www.st.com/content/st_com/en/products/embedded-software/wireless-connectivity-software/stsw-bnrgflasher.html*

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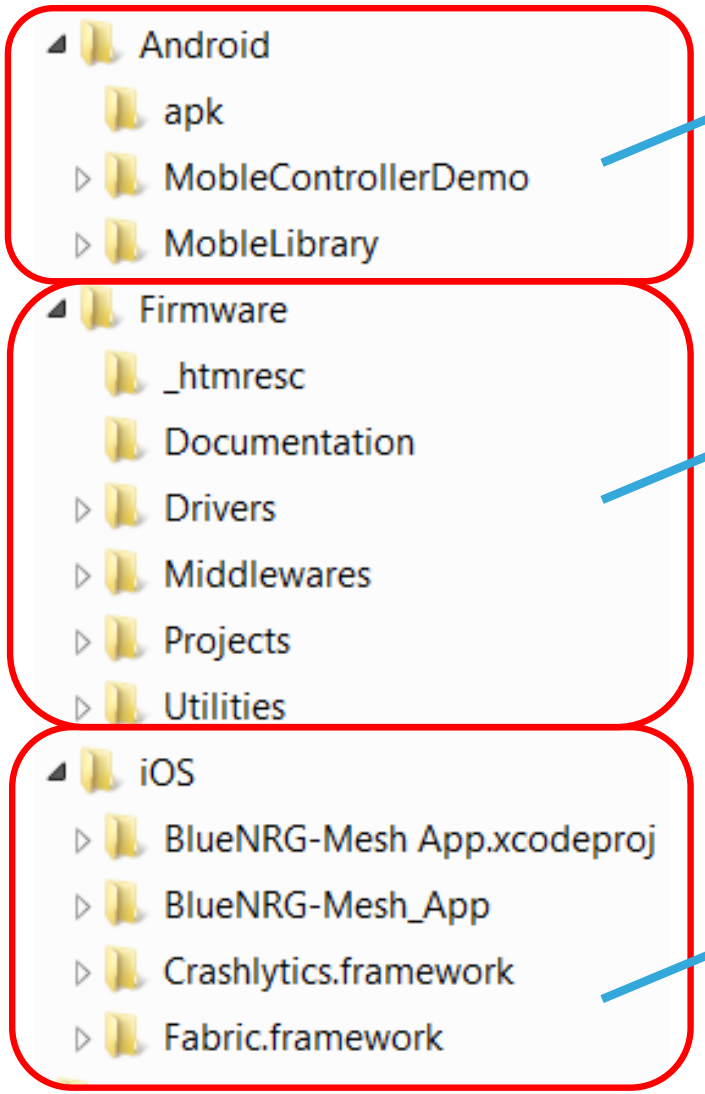
Contents of STSW-BNRG-Mesh package

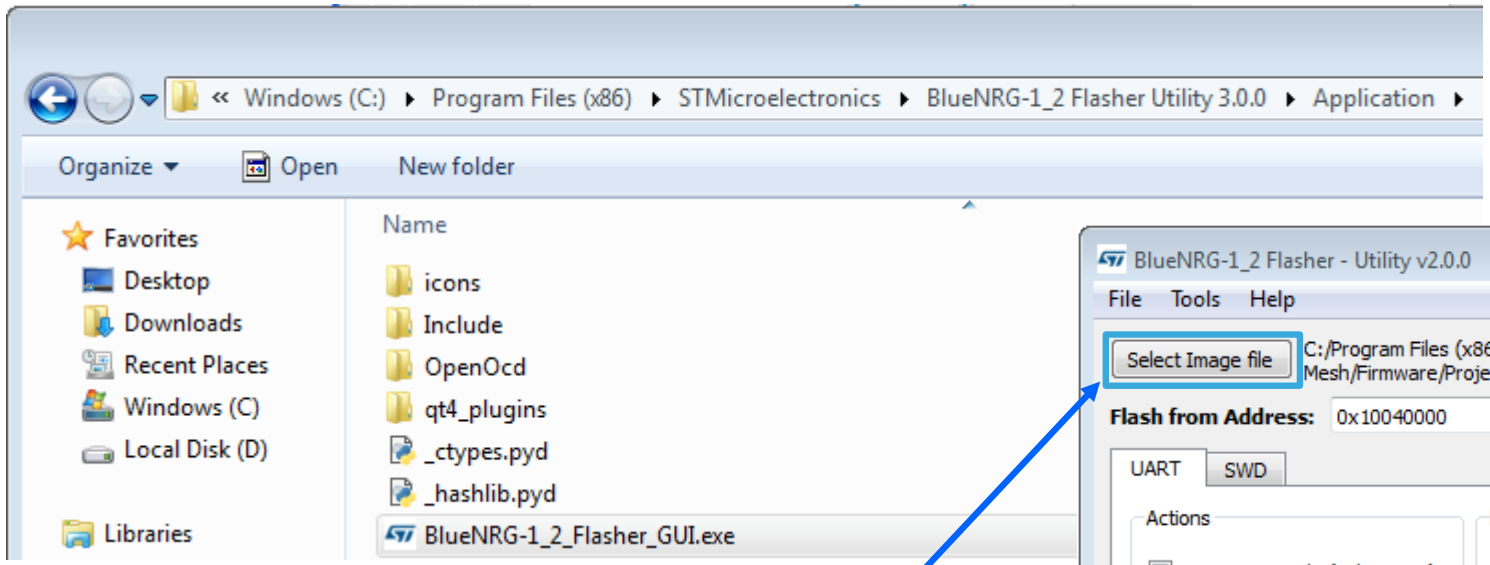


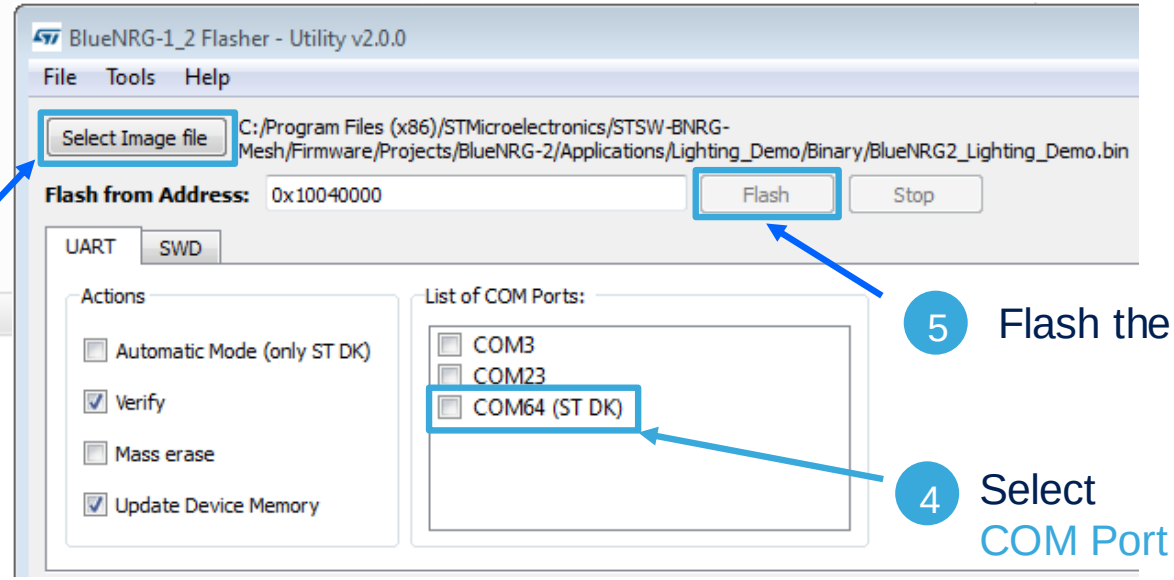
- Android SDK
  - **Demo App source code for Android Studio**
  - **Mesh Library**
  - **APK**
- Firmware SDK
  - **Middleware folder with libraries for Mesh and BLE communication**
  - **Drivers** folder with HAL drivers and specific drivers for **supported boards, hardware platforms, and components**
  - **Examples for BlueNRG-1, BlueNRG-2**
  - **Doxygen Documentation** of the SW components and APIs
- iOS SDK
  - **App source code for Xcode**
  - **Mesh library in Object code**

STSW-BNRGFLASHER for BlueNRG-1/2

Program in just a few seconds: Using Binaries

1 Open the Flasher Utility: Double click on **BlueNRG-1_Flasher_GUI.exe**





2 Click “Select Image file”

3 Go to .\STSW-BNRG-Mesh\Firmware\Projects\BlueNRG-1\Applications\Lighting_Demo\Binary
.\STSW-BNRG-Mesh\Firmware\Projects\BlueNRG-2\Applications\Lighting_Demo\Binary
And select the file BlueNRG1_Lighting.bin or BlueNRG2_Lighting.bin

4 Select COM Port

5 Flash the Board

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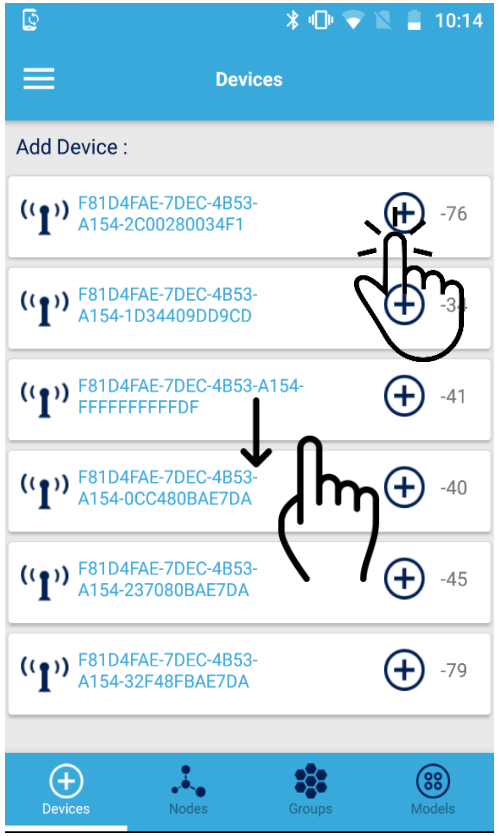
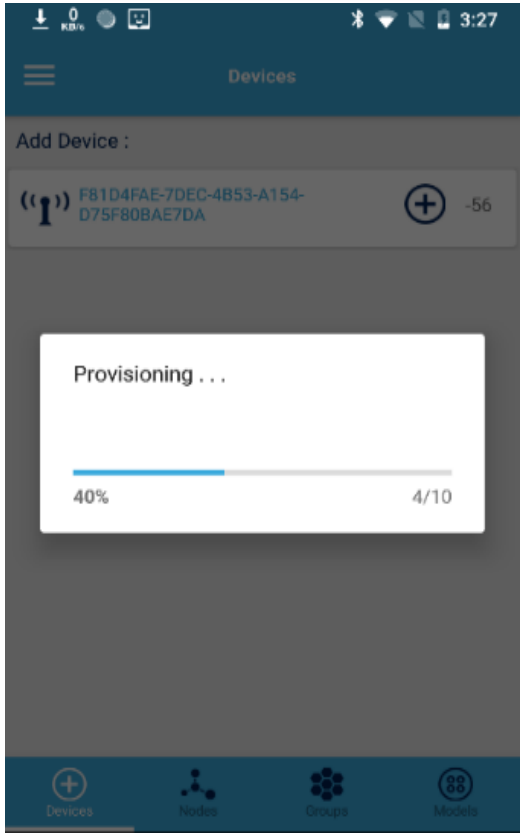
Provisioning of the Nodes

Provisioning

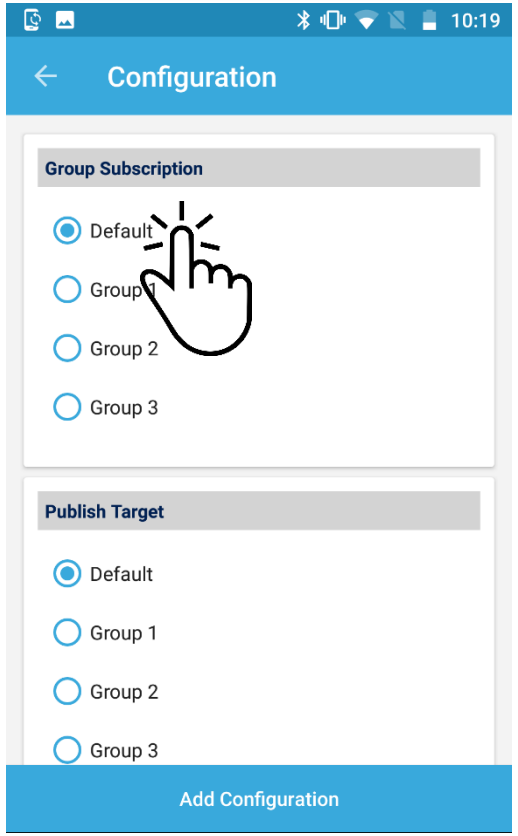


Before the provisioning the ones listed are called "**devices**"

Progress bar

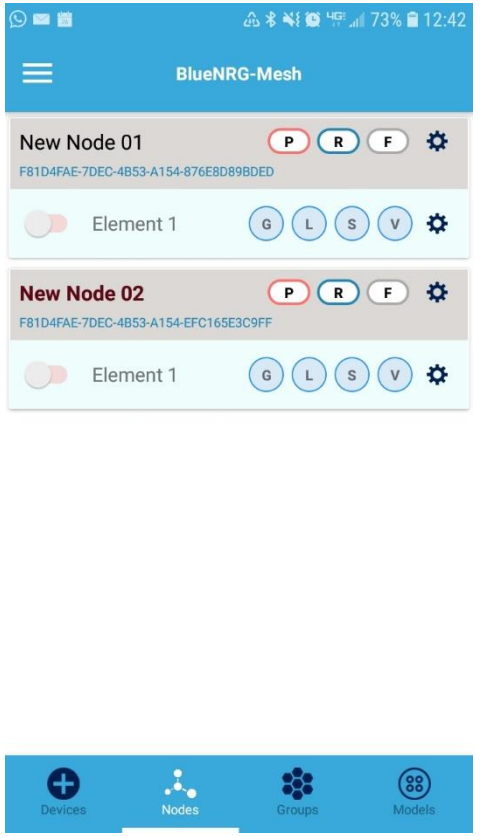


Address Configuration



The Node can be added to a specific group of elements

List of provisioned Nodes



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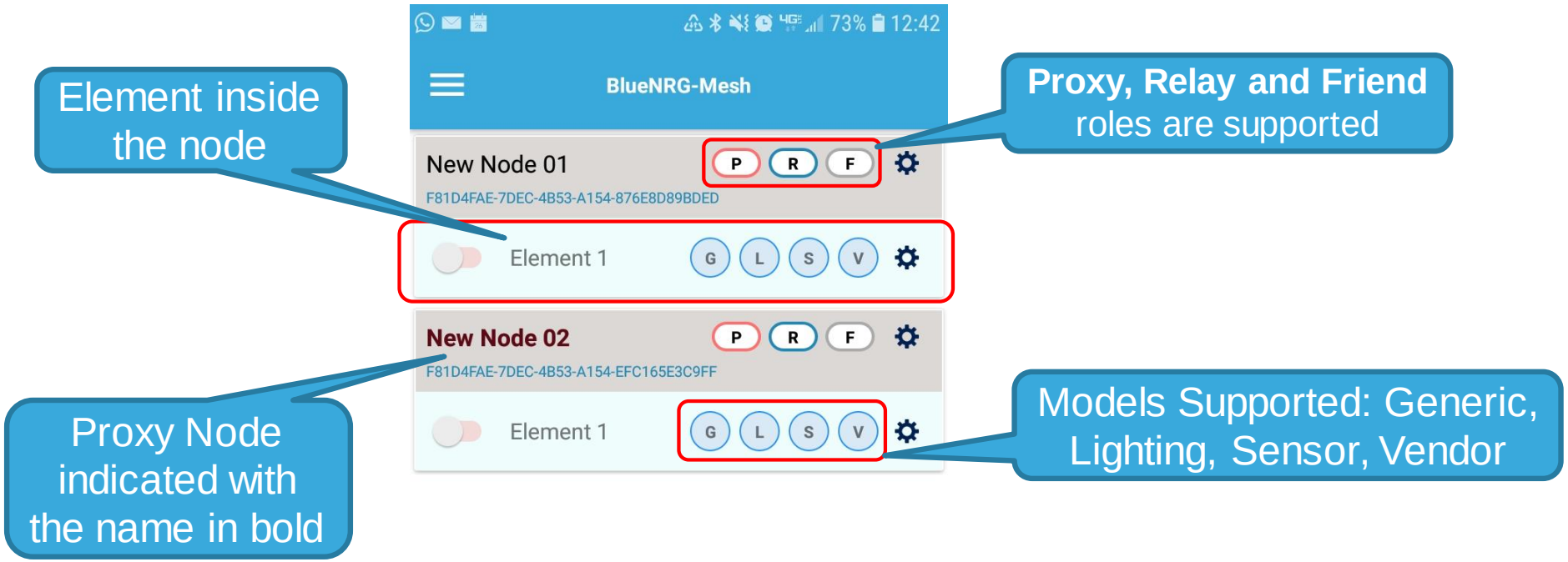
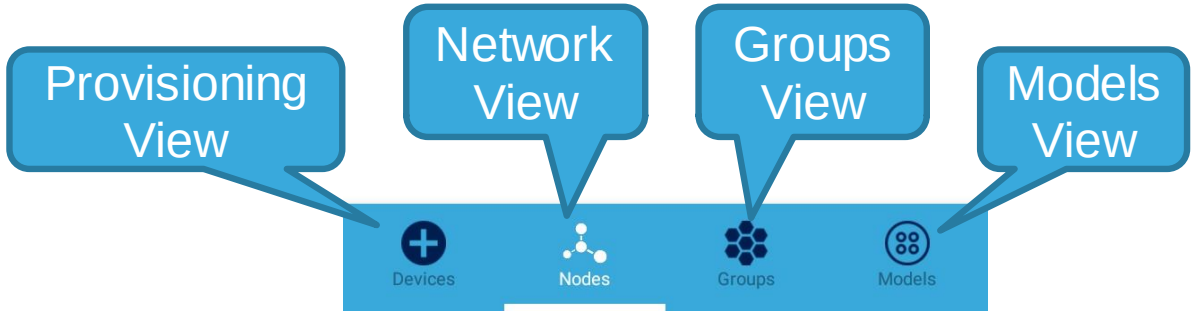
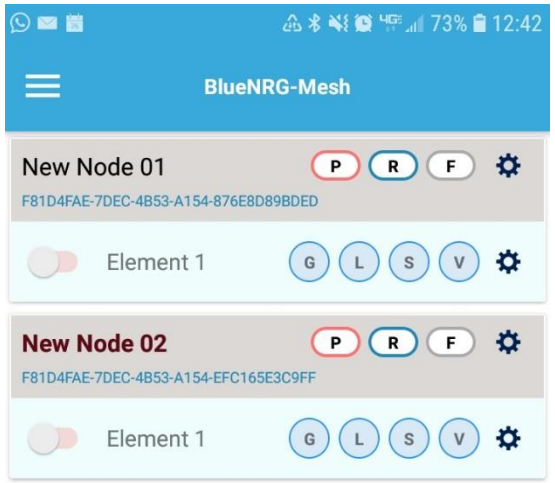
Nodes List tab screen features





Models Selection

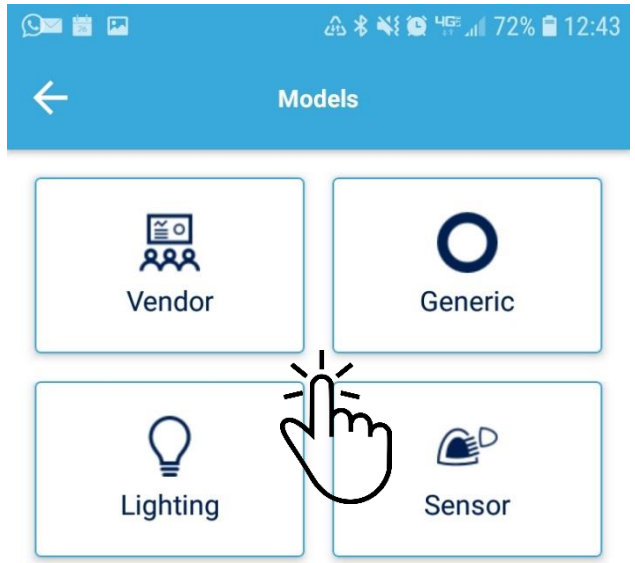
Nodes List

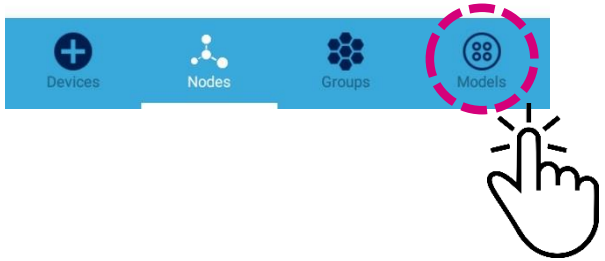


Models selection

- *Different screen for each mesh model*
- *Send model specific commands*
- *Selected choice is saved*

Model Selection





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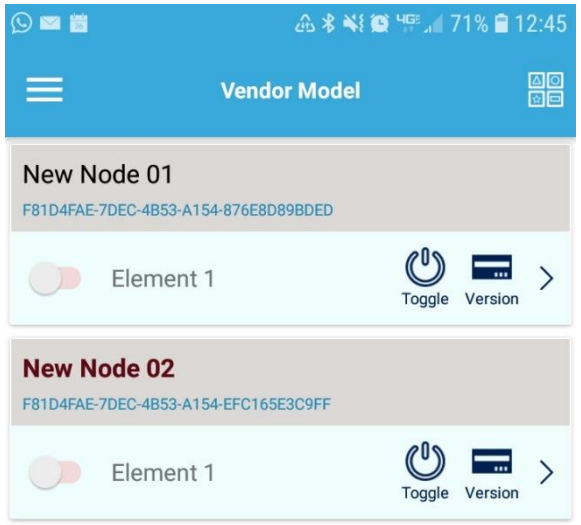
Models Selection

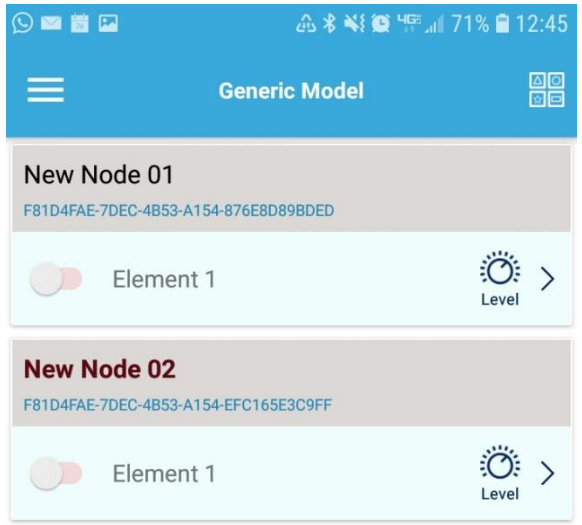
Vendor Model



- Supported Commands
  - **Vendor on/off**
  - **Version query**

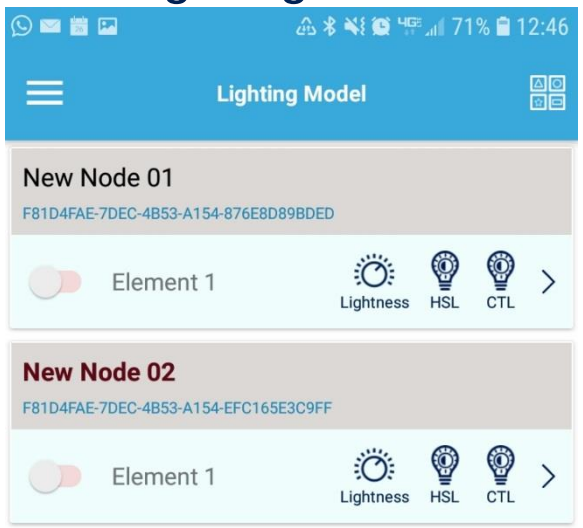
* Vendor model allows for transmitting **custom payload**.

Generic Model



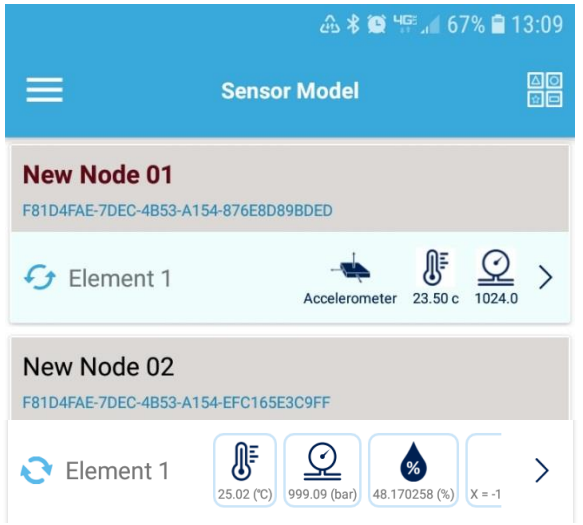
- Supported Commands
  - **Generic on/off**: for device supporting On/Off feature
  - **Generic level**: Manage state of an element in a **16-bit signed integer**

Lighting Model



- Supported Commands
  - **Light lightness**
  - **Hue, Saturation, Lightness**
  - **CTL (Color temperature), Lightness**

Sensor Model



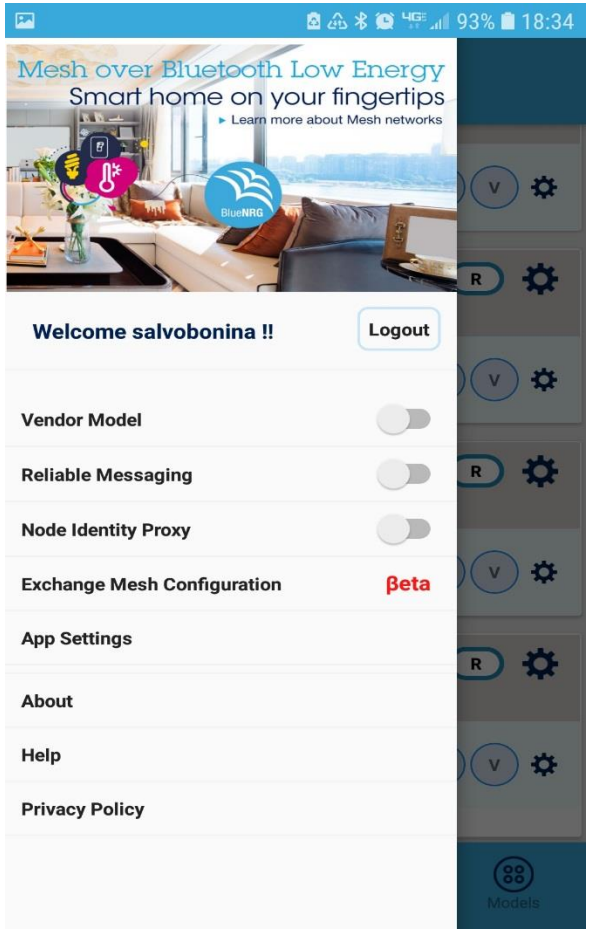
- Supported Commands
  - **Sensor Get**: i.e. Acceleration, MAG & Gyro, Temperature, Humidity, Pressure
  - **Sensor Cadence Set**

Network Configuration Database

- **Stores security info & parameters** to operate in a mesh network
- Shared in **JSON** format.
- Allows another smartphone to manage and control the mesh network.
- Two ways to share
  - **Via email** – Instantly share network with another smart phone
  - **Via Cloud** – Our mesh cloud web app allows sharing between multiple phones.
- **Interoperable** on both iOS and Android BlueNRG-Mesh Apps

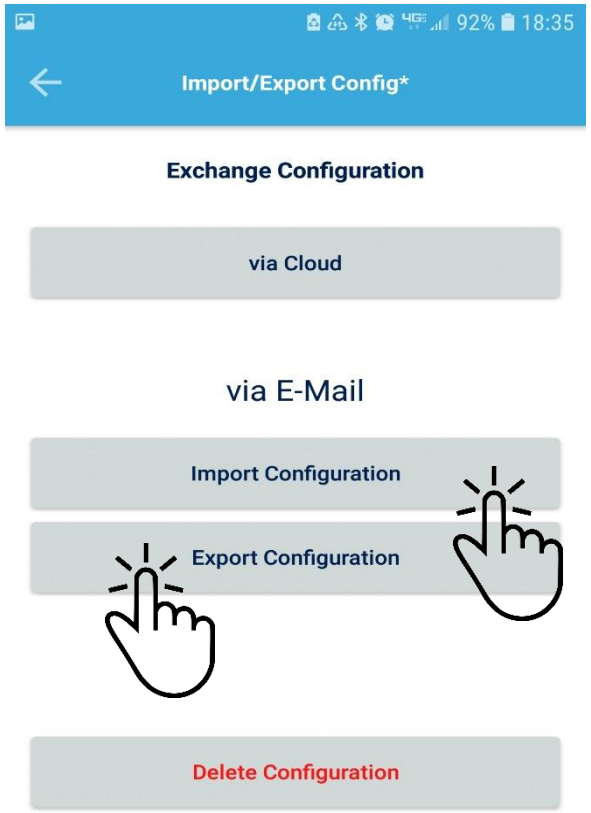
Exchange Provisioning DB Configuration

Settings



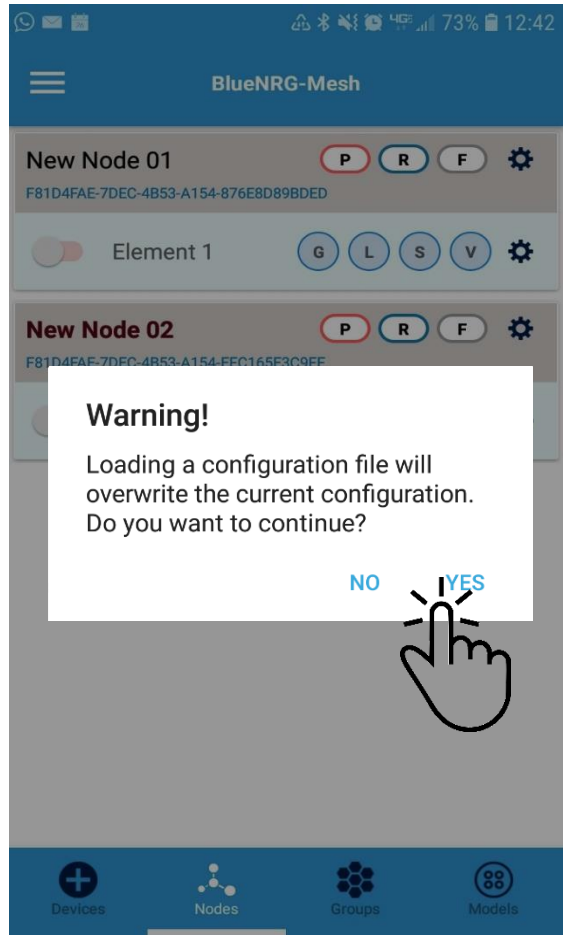
Next Panel

Import/Export Configuration



Import Configuration

Replace current configuration



Export Configuration on one Smartphone.
Import Configuration on another Smartphone.

To import on iPhone/iPad, save the email attachment with “Save to Files” –> On My iPhone/iPad -> “BlueNRG_Mesh”

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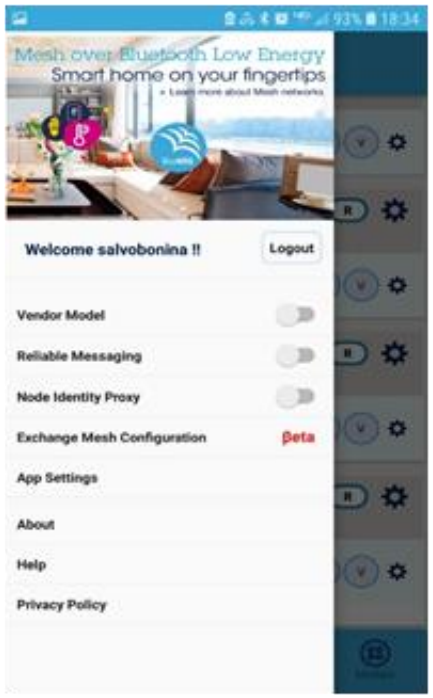
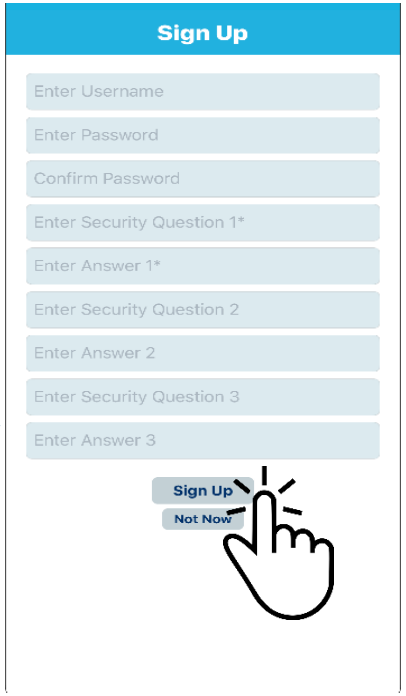
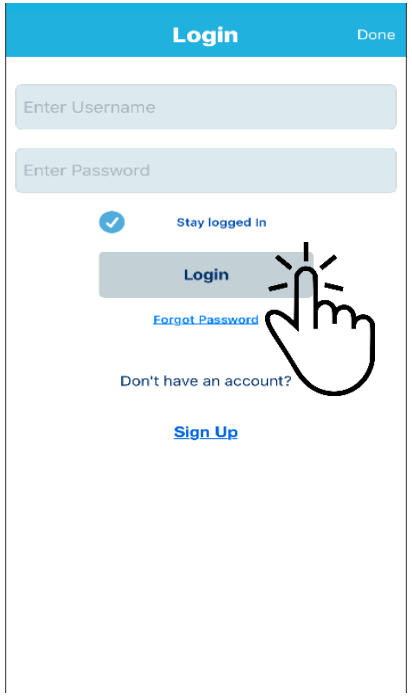
Cloud Synchronization

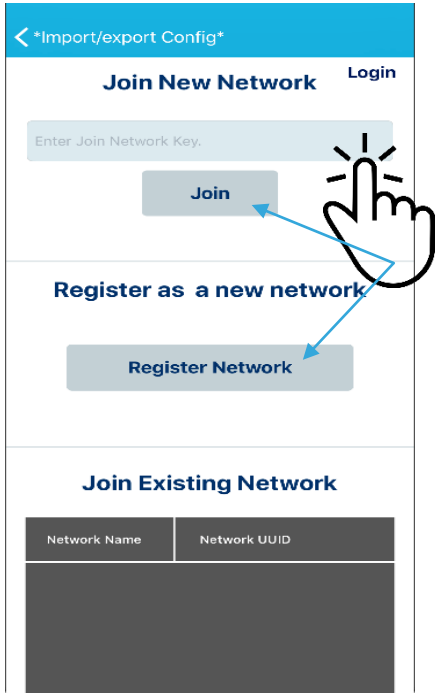




Sign-up



Login



Join or Register a new network

Cloud Network scenarios

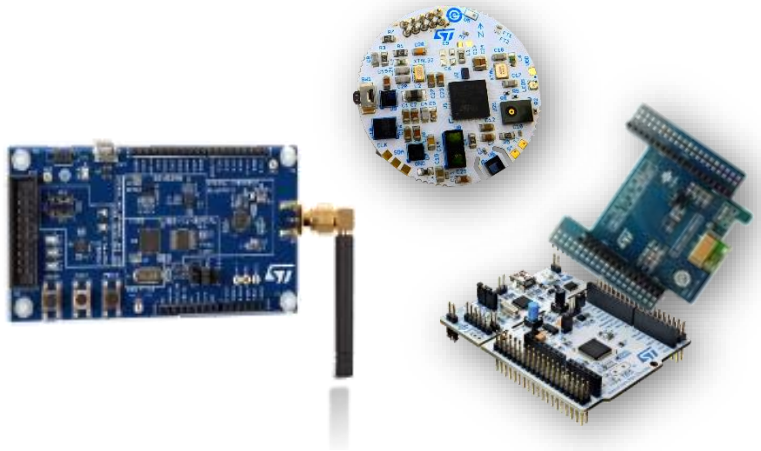
- Join a New Network (by invitation)
- Register (New) Network
- (Re) Join an Existing Network

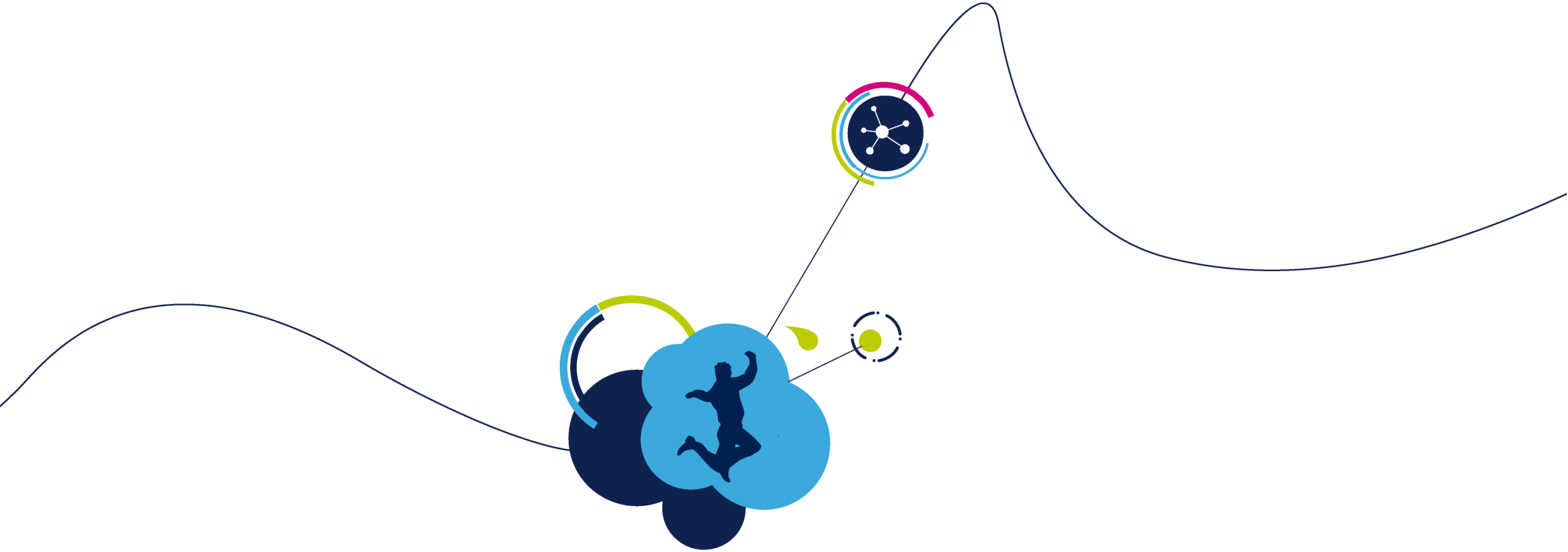
BlueNRG-Mesh additional resources

- Bluetooth Mesh deep dive from **Bluetooth SIG website**:
  - Bluetooth Mesh specification
  - Bluetooth Mesh overview
  - Bluetooth Mesh FAQ
- **BlueNRG-Mesh SDK** available (firmware, mobile app for Android, iOS):
  - www.st.com/blemesh
- **BlueNRG-mesh community forum**
  - http://community.st.com/blemesh
- **BlueNRG-Mesh Android application** available on **Google Play Store**:
  - https://play.google.com/store/apps/details?id=com.st.bluenrgmesh&hl=en
- **BlueNRG-Mesh iOS application** available on the **Apple App Store** - iTunes:
  - https://itunes.apple.com/us/app/bluenrg-mesh/id1348645067?mt=8
- **Getting started with BlueNRG-Mesh** video on **YouTube**
  - https://www.youtube.com/watch?v=MV5M5AHMuU0

Conclusion: BlueNRG-Mesh

- Easy-to-use SDK, available for Embedded FW, Android and iOS
- A SIG certified stack running on ST's BlueNRG series
- Multiple evaluation platforms: BlueNRG evalkit, Nucleo kit and BlueNRG-Tile (soon)
- Customers already shipping ST BlueNRG-2 with BlueNRG-Mesh in high volume!





Thank You

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