Internet of Things (IoT) is a paradigm that has gained more popularity in recent years. At a conceptual level, IoT refers to the interconnectivity among our everyday devices such as personal computers, laptops, tablets, smart phones, PDAs, and other hand-held embedded devices. These devices now communicate smartly to each other. The goal of the Internet of Things is to enable things to be connected anytime, anyplace, with anything and anyone ideally using any path/network and any service. Internet of Things is a new revolution of the Internet. Objects make themselves recognizable and they obtain intelligence by making or enabling context related decisions thanks to the fact that they can communicate information about themselves and they can access information that has been aggregated by other things, or they can be components of complex services. This paper surveys some of the standard and non-standard protocols that are used for network routing in IoT applications. It should be noted that we have partitioned the network layer in two sub layers: routing layer which handles the transfer the packets from source to destination, and an encapsulation layer that forms the packets. Encapsulation mechanisms will be out of scope of this paper. Six network layer routing
protocols of IoT were discussed in this paper.

References


Index Terms

Computer Science
Networks

Keywords

IoT, PDAs, Routing Layer