

The Secure Remote Update Protocol

A Specification — Version 2.1

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1 MQTT Topics

All messages sent using the Secure Remote Update Protocol will be sent using MQTT topics corresponding to individual devices. When a device connects to the broker within a SRUP system, it shall be required to subscribe to a topic related to its identity — using the form SRUP/<DEVICE ID>.

For example if a device has an identity of 747b22fc2a7541d2, then it shall be required to subscribe to the topic:

SRUP/747b22fc2a7541d2.

In order to signal to a C2 Server that a device wishes to apply to JOIN that server's control group — then it will send a message to a topic (reserved for use only for the initial JOIN REQUEST message) in the form of SRUP/servers/<SERVER ID>/<DEVICE ID>.

For example if the device with an identity of 747b22fc2a7541d2 wishes to send a JOIN REQUEST to a server with an identity of b9d077e223834cf6: then it will use the MQTT topic:

SRUP/servers/b9d077e223834cf6/747b22fc2a7541d2.

Upon accepting the JOIN REQUEST the server shall be required to subscribe to the device's topic.

All subsequent messages to or from the device shall be sent via the device's topic.

2 Update Messages

The SRUP Update Messages are provided to initiate and trigger a *software* update operation. The Server must begin by sending the INITIATE message to the Device. On receipt of an INITIATE message the Device must attempt to retrieve the update data from the specified URL. The Device must then send a SRUP Response message to the Server to indicate the outcome of the retrieval operation. If the status SRUP_UPDATE_SUCCESS is received the Server may then send an ACTIVATE message to signal that the Device should apply the retrieved update.

2.1 Update Initiate Message

On receiving an INITIATE message the Device must attempt to retrieve the data from the specified URL; and compare the digest of this data with the value specified. If the operation is successful it must send a SRUP Response message (see 3) — with a status code of 0x00 (SRUP_UPDATE_SUCCESS). If the operation fails it must send a RESPONSE message with a status code indicating the source of the failure.

- 0xFD (SRUP_UPDATE_FAIL_SERVER) should be sent if the server cannot be reached
- 0xFE (SRUP_UPDATE_FAIL_FILE) should be used if the server cannot supply the file specified

- 0xFF (SRUP_UPDATE_FAIL_DIGEST) should be used if the digest of the retrieved file does not match the value specified in the INITIATE message
- Optionally 0xFC (SRUP_UPDATE_FAIL_HTTP_ERROR) may be sent in place of 0xFD (SRUP_UPDATE_FAIL_SERVER) to indicate that a more detailed HTTP error code is available

If the 0xFC (SRUP_UPDATE_FAIL_DETAILED) status code is sent, the Device must then send two SRUP Data messages (see Section 5) to communicate the HTTP response to the Server. The first DATA message must have a Data ID of HTTP_STATUS and contain the HTTP status code returned by the web-server in the Data field. The second DATA message must have a Data ID of HTTP_RESPONSE — and the received HTTP response must be contained within the Data field.

Full details of the INITIATE message are shown in Table 2.1.

Field	Type	Notes
Message Type	uint8_t	0x01 — SRUP_MESSAGE_TYPE_INITIATE
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
URL	char*	Variable length
URL Length	uint16_t	
Digest	uint8_t*	Variable length
Digest Length	uint16_t	

Table 2.1: The SRUP UPDATE INITIATE Message

2.2 Update Activate Message

On receiving an ACTIVATE message the Device must apply application or system specific procedures to apply to update previously received and specified by the TOKEN. The Device optionally may then send a further RESPONSE message — signalling the outcome of attempting to apply the update. A STATUS code of 0x10 — SRUP_ACTIVATE_SUCCESS should be used to signal that the activation was successful; and 0x1F — SRUP_ACTIVATE_FAIL should be used if the activation failed.

Full details of the INITIATE message are shown in Table 2.2.

Field	Type	Notes
Message Type	uint8_t	0x03 — SRUP_MESSAGE_TYPE_ACTIVATE
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 2.2: The SRUP UPDATE ACTIVATE Message

3 Response Message

The SRUP Response message is used to signal the outcome of a number of operations within SRUP. Permissible status values are defined for each operation type which uses the RESPONSE message.

Full details of the RESPONSE message are shown in Table 3.1.

4 Action Message

The SRUP Action message is used to permit a Server to send an arbitrary command to a Device. The Action ID field denotes the action that is being requested. These values are not defined by the protocol — but are application or system defined values. The recipient may optionally send a RESPONSE message to signal the outcome of the action (0x20 — SRUP_ACTION_SUCCESS or 0x2F — SRUP_ACTION_FAIL). Actions requiring parametric data can be communicated to the recipient by first sending one or more Data messages containing the parameter; before sending the ACTION message. Messages with an Action ID value unknown to the recipient should be ignored. The recipient may optionally send a RESPONSE message with a status value of 0x2E — SRUP_ACTION_UNKNOWN. Full details of the DATA message are shown in Table 4.1.

5 Data Message

The SRUP Data message is designed to permit Servers and Devices to exchange arbitrary data. Each message may consist of a simple or complex data type, identified by means of the Data ID field. Messages with a Data ID value unknown to the recipient should be ignored. The recipient may send a RESPONSE message with a status value of 0x3F — SRUP_DATA_TYPE_UNKNOWN.

Note that although the values that can be taken by the Data ID field are not defined within the protocol, the values HTTP_ERROR & HTTP_RESPONSE are reserved for use in conjunction with the SRUP_UPDATE_FAIL_DETAILED status of the SRUP_RESPONSE

Field	Type	Notes
Message Type	uint8_t	0x02 — SRUP_MESSAGE_TYPE_RESPONSE
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Status	uint8_t	Values: 0x00 — SRUP_UPDATE_SUCCESS 0x10 — SRUP_ACTIVATE_SUCCESS 0x1F — SRUP_ACTIVATE_FAIL 0x20 — SRUP_ACTION_SUCCESS 0x2E — SRUP_ACTION_UNKNOWN 0x2F — SRUP_ACTION_FAIL 0x3F — SRUP_DATA_TYPE_UNKNOWN 0x40 — SRUP_GROUP_ADD_SUCCESS 0x41 — SRUP_GROUP_DEL_SUCCESS 0x4C — SRUP_GROUP_DEL_INVALID 0x4D — SRUP_GROUP_DEL_FAIL 0x4E — SRUP_GROUP_ADD_FAIL_LIMIT 0x4F — SRUP_GROUP_ADD_FAIL 0x50 — SRUP_JOIN_SUCCESS 0x5E — SRUP_JOIN_REFUSED 0x5F — SRUP_JOIN_FAIL 0x60 — SRUP_OBSERVED_JOIN_VALID 0x6E — SRUP_OBSERVED_JOIN_INVALID 0x6F — SRUP_OBSERVED_JOIN_FAIL 0x70 — SRUP_RESIGN_SUCCESS 0x7F — SRUP_RESIGN_FAIL 0x80 — SRUP_DEREGISTER_SUCCESS 0x8F — SRUP_DEREGISTER_FAIL 0xFC — SRUP_UPDATE_FAIL_HTTP_ERROR 0xFD — SRUP_UPDATE_FAIL_SERVER 0xFE — SRUP_UPDATE_FAIL_FILE 0xFF — SRUP_UPDATE_FAIL_DIGEST

Table 3.1: The SURP RESPONSE Message

message. (See Section 2.2); and IDENTIFICATION_RESPONSE is reserved for use in connection with the Identification Request message (See Section 6).

Full details of the DATA message are shown in Table 5.1.

Field	Type	Notes
Message Type	uint8_t	0x04 — SRUP_MESSAGE_TYPE_ACTION
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Action ID	uint8_t*	Variable length
Action ID Length	uint16_t	

Table 4.1: The SRUP ACTION Message

Field	Type	Notes
Message Type	uint8_t	0x05 — SRUP_MESSAGE_TYPE_DATA
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Data ID	uint8_t*	Variable length
Data ID Length	uint16_t	
Data	uint8_t*	Variable length
Data Length	uint16_t	

Table 5.1: The SRUP DATA Message

6 Identification Request Message

There is a requirement for an operator of a device to be able to query that device to identify settings or parameters in use on that device. Whilst the details of these would be application specific, examples might include the specific version or build of the software running on the device, specific hardware version or other details, etc. The Identify Request Message is a message type used to initiate the exchange of Identification information. On receiving the message, the recipient must reply with an DATA message (see Section 5) with the Data ID field containing IDENTIFICATION_RESPONSE; and the identification information contained within the Data field.

Full details of the IDENTIFICATION_REQUEST message are shown in Table 6.1.

Field	Type	Notes
Message Type	uint8_t	0x06 — SRUP_MESSAGE_TYPE_ID_REQUEST
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 6.1: The SRUP IDENTIFY REQUEST Message

7 Group Messages

The previous version of the SRUP specification, described a series of “group” messages to be used in conjunction with the concept of communications groups (enabling a server to send communications to multiple devices directly).

However due to the requirements to enable secure MQTT messaging (MQTT over TLS) — this has been removed. This eliminates the requirement for a non-standard MQTT broker application to support dynamic access-control lists. C2 Servers may still implement their own virtual groups: but all communication with devices is on a per-device level using a topic corresponding to the device in question.

8 Join Messages

The Join Message family is used to negotiate Devices joining the control of (and thus becoming subordinate to) a specified C2 Server. A number of different message types are specified in order to provide unmediated Joining; and both human-mediated, & machine-mediated Joining.

8.1 Unmediated Join Messages

8.1.1 Join Request

A Device may send a Join Request message to a given Server requesting to subordinate itself to that Server. Note that unlike other SRUP messages sent from a Device this message must be sent on the MQTT Topic associated with the Server’s identity (since, by definition, the Server is not yet subscribed to the Device’s topic).

On receiving a Join Request message the Server must either accept the Join — or refuse it.

If accepting it must attempt to subscribe to a topic associated with the Sender ID of the JOIN REQUEST message, and send a RESPONSE message with the Status set to 0x50 — SRUP_JOIN_SUCCESS if successful; or a 0x5F — SRUP_JOIN_FAIL if the subscribe fails.

If refusing the request the Server must send a RESPONSE message with the Status set to 0x5E — SRUP_JOIN_REFUSED.

Full details of the UNMEDIATED JOIN REQUEST message are shown in Table 8.1.

Field	Type	Notes
Message Type	uint8_t	0x09 — SRUP_MESSAGE_TYPE_JOIN_REQ
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 8.1: The SRUP UNMEDIATED JOIN REQUEST Message

8.1.2 Join Command

A Server may send a Join Command to a Device: such as in the scenario where the user initiates the Join process by providing the Server with the identity of the Device directly via the Server’s user-interface.

On receiving a Join Command message the Device must signal acceptance of this operation by sending a RESPONSE message with the Status set to 0x41 — SRUP_GROUP_DEL_SUCCESS. Since the Server controls to which Devices it sends through the use of the MQTT topic no further action is required by the Device. Optionally the Device may decline the command (subject to system specific implementation) — which may be signalled via a RESPONSE message with the Status set to 0x5E — SRUP_JOIN_REFUSED. Note that the Device must respond. The Server must be prepared not to receive a response (such as may be the case if the Device in question is off-line): in which case it should assume that the Join has failed.

Full details of the UNMEDIATED JOIN COMMAND message are shown in Table 8.2.

8.2 Human-Mediated Join Messages

8.2.1 Human-Mediated Join Request Message

If the Server requires additional confirmation of the identity of the Device before accepting the Join, then a human-mediated Join operation can be used. In this scenario the Device initiates the process by sending a Human-Mediated Join Request Message to the Server. (Note as described in Section 8.1.1 the Device must send this message using the MQTT topic corresponding to the Server’s identity). On receiving this message the Server must then send a Mediated Join Response message to the Device. (See Section 8.2.2).

Full details of the HUMAN-MEDIATED JOIN REQUEST message are shown in Table 8.3.

Field	Type	Notes
Message Type	uint8_t	0x0A — SRUP_MESSAGE_TYPE_JOIN_COMMAND
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
UUID	uint64_t	Device ID for device to that is being instructed to become subordinate to the C2 Server

Table 8.2: The SRUP UNMEDIATED JOIN COMMAND Message

Field	Type	Notes
Message Type	uint8_t	0x0B — SRUP_MESSAGE_TYPE_HM_JOIN_REQ
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 8.3: The SRUP HUMAN-MEDIATED JOIN REQUEST Message

8.2.2 Human-Mediated Join Response Message

The Human-Mediated Join Response Message consists of an encrypted random *confirmation* value sent to the Device (and separately by the C2 system to the user — e.g. over a HTTPS web connection) which can be used by the Device to prove to the human observer that the physical Device presenting the information corresponds to the Device that's requesting the Join operation within SRUP.

In order to practically implement this, the Server must generate a 128-bit random confirmation value, which is then encrypted using the intended recipient's public key (using RSA) and then this value is then sent within the Human-Mediated Join Response Message. The mechanism for the human observer to check the confirmation value, and then accept / reject is not specified within SRUP.

Full details of the HUMAN-MEDIATED JOIN RESPONSE message are shown in Table 8.4.

Field	Type	Notes
Message Type	uint8_t	0x0C — SRUP_MESSAGE_TYPE_HM_JOIN_RESP
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Encrypted Conf.	uint8_t*	Length will be RSA key-length / 8 e.g. 256 bytes for a 2048-bit key. Unencrypted confirmation value is 128-bits implemented as uint8_t[8]
Conf. Length	uint16_t	

Table 8.4: The SRUP HUMAN-MEDIATED JOIN RESPONSE Message

8.3 Machine-Mediated Join Messages

In scenarios where no human-observer may be present a machine-mediated version of the Join process is provided. This process requires a trusted third-party (already subordinate to the C2 Server) to take the place of the human observer — with the observation taking-place over a short-range point-to-point communication channel outside of SRUP. The protocol does not specify the mechanism for this observation to take place.

8.3.1 Observed Join Request Message

The Device must first identify details of the C2 Server and the Observer outside of the protocol. Once this has been done, the Device must send a Observed Join Request Message to the Server. (Note as described in Section 8.1.1 the Device must send this message using the MQTT topic corresponding to the Server's identity).

The Observed Join Request Message contains the identity of the Observer node in the Observer ID field.

On receiving a valid Observed Join Request message the Server must then send an Observed Join Response message back to the Device, and a Observation Request message to the Observer Node. (See Sections 8.3.2 & 8.3.3).

Full details of the OBSERVED JOIN REQUEST message are shown in Table 8.5.

8.3.2 Observed Join Response Message

The Observed Join Response message is identical in content to the Human-Mediated Join Response Message (Section 8.2.1); however it is included as a discrete message

Field	Type	Notes
Message Type	uint8_t	0x0D — SRUP_MESSAGE_TYPE_OBS_JOIN_REQ
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Observer ID	uint64_t	

Table 8.5: The SRUP OBSERVED JOIN REQUEST Message

type to simplify the implementation of systems in which both human- and machine-mediated join operations may occur.

Upon receiving a Observed Join Response Message a Device must transmit the unencrypted Confirmation value to the observer externally to the protocol.

Full details of the OBSERVED JOIN RESPONSE message are shown in Table 8.6.

Field	Type	Notes
Message Type	uint8_t	0x0E — SRUP_MESSAGE_TYPE_OBS_JOIN_RESP
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Encrypted Conf.	uint8_t*	Length will be RSA key-length / 8 e.g. 256 bytes for a 2048-bit key. Unencrypted confirmation value is 128-bits implemented as uint8_t[8]
Conf. Length	uint16_t	

Table 8.6: The SRUP OBSERVED JOIN RESPONSE Message

8.3.3 Observation Request Message

The Observation Request Message is used to communicate the Confirmation value to the Observer node. The format is similar to the OBSERVED JOIN RESPONSE Message (Section 8.3.2) — though the Confirmation value is encrypted using the Observation Node's public key. It also contains an additional field — to be used to store the device

ID of the *joining device*. This is required to permit the observer to respond to the C2 Server, as which device it has observed, in the event that multiple observations are requested within the same time period.

On receiving a OBSERVATION REQUEST message the Observer Node must prepare to receive the Confirmation value from the Device requesting the Join, externally to the protocol; and then to compare the received value to the value contained within the OBSERVATION REQUEST message. The Observer must then send a RESPONSE message back to the Server to signal the outcome of the comparison. This RESPONSE message should have a Status of 0x60 — SRUP_OBSERVED_JOIN_VALID if the two values match; or a Status of 0x6E — SRUP_OBSERVED_JOIN_INVALID if they do not. A Status of 0x6F — SRUP_OBSERVED_JOIN_FAIL may be used if the operation fails (such as no data is received by the Observer).

Full details of the OBSERVATION REQUEST message are shown in Table 8.6.

Field	Type	Notes
Message Type	uint8_t	0x0F — SRUP_MESSAGE_TYPE_OBSERVE_REQ
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	
Joining Device ID	uint64_t	
Encrypted Conf.	uint8_t*	Length will be RSA key-length / 8 e.g. 256 bytes for a 2048-bit key. Unencrypted confirmation value is 128-bits implemented as uint8_t[8]
Conf. Length	uint16_t	

Table 8.7: The SRUP OBSERVATION REQUEST Message

9 Resignation & Termination Messages

In order to remove a Device from the control of a Server, SRUP provides Resignation & Termination message types.

9.1 Resign Request

If a Device wishes to resign from the control of Server it may send a Resign Request Message to the Server. Upon receiving a RESIGN REQUEST message the Server may either accept or reject the request; and then it must send a RESPONSE message —

with a Status of 0x70 — SRUP_RESIGN_SUCCESS, or 0x7F — SRUP_RESIGN_FAIL if the resignation request is not accepted.

Full details of the RESIGN REQUEST message are shown in Table 9.1.

Field	Type	Notes
Message Type	uint8_t	0x10 — SRUP_MESSAGE_TYPE_RESIGN_REQ
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 9.1: The RESIGN REQUEST Message

9.2 Termination Command

A Server may send a Termination Command message to any subordinate Device to instruct it that it is no-longer subject to control by the Server. On receiving a Termination Command message the Device may optionally send a RESPONSE message — with a Status of 0x70 — SRUP_RESIGN_SUCCESS to the Server (via the MQTT topic associated with the Server's identity). The Server must not send any further messages to the Device without another Join operation (see Section 8) first taking place.

Full details of the TERMINATION COMMAND message are shown in Table 9.2.

Field	Type	Notes
Message Type	uint8_t	0x11 — SRUP_MESSAGE_TYPE_TERMINATE_COM
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 9.2: The TERMINATION COMMAND Message

10 Deregistration Messages

Devices may be permanently removed from the system via a Deregistration message. Deregistration causes the the Device's public key to be deleted from the System. De-

vices should also remove the Server public keys that they hold, upon notification of deregistration.

10.1 Deregister Request

A Device wishing to be permanently deregistered from a given system may send a Deregister Request message to any Server to which it is subordinate. The Server must then send a final RESPONSE message to the Device with a status of 0x80 — SRUP_DEREGISTER_SUCCESS; or in the event that the Deregistration cannot be processed, a status of 0x8F — SRUP_DEREGISTER_FAIL may be sent. This should be used exceptionally however as Deregistration requests should always be honoured unless they cannot be processed. The Device must participate in Registration (see Section 11) and Join (Section 8) operations before it is able to receive further SRUP messages.

Full details of the DEREGISTER REQUEST message are shown in Table 9.2.

Field	Type	Notes
Message Type	uint8_t	0x12 — SRUP_MESSAGE_TYPE_DEREGISTER_REG
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 10.1: The DEREGISTER REQUEST Message

10.2 Deregister Command

A Server may send a Deregister Command message to any subordinate Device to instruct it that it is no-longer Registered within the system and that its access have been revoked. A Device receiving a Deregister Command should not attempt to send any further SRUP messages — and it should disconnect from the MQTT Broker being used for SRUP messages. Full details of the DEREGISTER COMMAND message are shown in Table 10.2.

11 Registration

The process of a Device performing initial Registration to facilitate registration of the Device's public key is performed entirely outside of the SRUP protocol. An explanation of the process is included for completeness — and an outline of a reference implementation is described.

Field	Type	Notes
Message Type	uint8_t	0x13 — SRUP_MESSAGE_TYPE_DEREGISTER_COM
Version	uint8_t	
Sequence ID	uint64_t	
Signature	uint8_t*	Variable length
Signature Length	uint16_t	
Token	uint8_t*	Variable length
Token Length	uint16_t	
Sender ID	uint64_t	

Table 10.2: The DEREGISTER COMMAND Message

11.1 Registration Requirements

SRUP requires that key exchange has taken place before the first Join operation takes place. It is therefore assumed that the Device will already have a copy of the public key for any Server that it wishes to communicate with (or for any which would wish to communicate with it); and that all Server's have a copy of the public key for any Devices that they will communicate.

11.2 Example Reference Registration scheme

It is expected that implementations will use an HTTPS web API running over TLS. Using this approach the Device would send its Identity and public key to the web-server via a HTTPS POST request (together with any additional system implementation specific information required); and receive a response from the web-service containing the address of the MQTT broker & the Server public key (or a HTTPS URL from which the key or keys may be retrieved — e.g. by using a GET request against an end-point corresponding to the Server ID; though again this is on an implementation-specific basis).

Once registration is complete — the C2 server(s) need to receive a copy of the keys. Similarly a mechanism should be provided for a Server (on receiving a Deregister Request (See Section 10.1) to propagate the removal of the key to all other Servers.