

LoST Primer

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I E T F

LoST (RFC5222)

- Protocol to map a location and a “service urn” to a URI
- Location is expressed with the “location information” part of a PIDF, essentially OGC GML point/polygon/circle/arcband
- Service URN tells the server what service mapping is needed. We would use, e.g. urn:service:paws. Allows a LoST server to provide mappings for multiple services
- Servers can use iteration or recursion to handle requests out of its service area

LoST, con't

- **LoST is defined as http transport with TLS using a Relax-NG schema**
- **Originally defined to route emergency calls based on location to the right emergency call center (PSAP)**
- **Now being extended to handle routing of other kinds of services (urn:service:pizza.pizzahut)**
- **Full specification, with all the error conditions, referrals, formats, ...**

Forest Guide

LoST servers are deployed in trees, with, roughly, nations at the top of the tree

For emergency services, next level might be state/province, and then possibly regional or local servers below that

The set of these trees is a “Forest” and there is a “Forest Guide”

The Forest Guide is used to handle a request that is out of service area of the tree

It refers (or recures) to another tree or another Forest Guide



I E T F

Forest Guides, con't

- The reason for Forest Guides is to avoid the “golden root” problem
- Forest Guides are aware of each other and share coverage regions
- “LoST Sync” is used to send coverage area to a Forest Guide and between Forest Guides

Discovery of a LoST server

- **Could be configured**
- **Could be discovered via DHCP**