

SCHC fragmentation

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Status

- Since IETF 99
 - revisions -06 and -07 published
- Plan for -08
 - Complete the work in -07
 - Review, solve corner cases
 - Side-meeting Tuesday (Butterworth room, 9:30-12:00)
 - Possibly intended for WGLC

Technical updates in -06 (I)

- ACK Always
 - Clarified when to check the MIC after retries in the last window
 - After all-I frag received, check MIC after each retransmitted frag received
 - If reassembly OK, frag receiver sends the ACK

```

Sender                                     Receiver
|-----W=0, CFN=6----->|
|-----W=0, CFN=5----->|
|-----W=0, CFN=4--X-->|
|-----W=0, CFN=3--X-->|
|-----W=0, CFN=2--X-->|
|-----W=0, CFN=7----->|MIC checked
|<-----ACK, W=0-----|bitmap:11000001
|-----W=0, CFN=4----->|MIC checked: wrong
|-----W=0, CFN=3----->|MIC checked: wrong
|-----W=0, CFN=2----->|MIC checked: right
|<-----ACK, W=0-----|no bitmap

```

Technical updates in -06 (II)

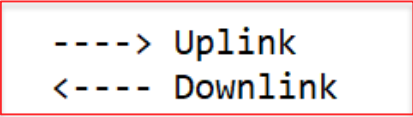
- ACK Always
 - MAX_FRAG_RETRIES and MAX_ACK_REQUESTS simplified into a single parameter
 - MAX_ACK_REQUESTS
 - Recommended ACK Always timer to be reasonably short
- ACK on error
 - Added MAX_FRAG_RETRIES
 - Discussed also in the Security Considerations section

Editorial updates in -06

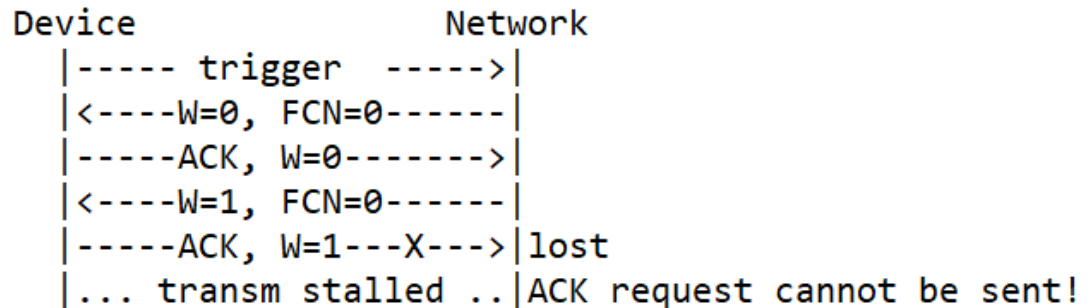
- **Abstract**
 - Minor improvement (fragmentation part)
- **Merged sections 5.2 and 5.3**
 - 5.2. Reliability options: definition
 - 5.3. Reliability options: discussion
- **Added examples (Appendix B)**
 - Window mode – ACK “always”
 - Last window behavior

For -08: Problem

- Downlink fragmentation and ACK Always
 - In some technologies, an uplink message is required prior to the transmission of X downlink messages
 - E.g. X=1



If ACK lost, neither the next fragments (if any) nor the “ACK request” can be sent



For -08: solution

- Solution: timer-based ACK retransmission
 - Fragment receiver: ACK Retry timer
 - Except for an ACK reporting no losses in response to all-I fragment
 - Stopped upon receipt of a frag of the next window or a missing frag from the current window
 - Fragment sender
 - Last fragment, initialization of ACK Always Timer to long value
 - If timer expires and no ACK received, sender assumes
 - All-I fragment (and the whole last window) successfully received
 - Last ACK, reporting no losses, lost (most likely)

Corner cases

- MIC check fails but FCNs apparently correct
 - Possible at all?
 - If yes, reaction of the receiver in ACK modes?
- Issue in ACK on error
 - If all fragments sent and lost
 - False positive
 - To discuss: adding (the option to have) a final ACK?
 - At the end of the packet
 - Unconditionally

Thanks!

Comments?

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