Principles for Measurability in Protocol Design

Mark Allman, Rob Beverly, and **Brian Trammell** in ACM CCR, April 2017

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Network Measurement

- Fundamental to network operations, research, protocol design, and informing Internet policy development.
- Minimal support from stack today (ping is what you get)
 - Unintended features (e.g. traceroute)
 - Brittle hacks (e.g. passive TCP loss/RTT)
 - Inference (cf. any academic measurement paper)

Result: Important questions are hard

- What's the best path to route traffic?
- What is the capacity or utilization of a link?
- How do networks interconnect?
- What AS operates a given router?

Even simple inferences are difficult!

- What's the delay between two hosts?
 - (Per-protocol traffic differentiation, path vs. host delay, asymmetry)
- What are the endpoints in a communication?
 - (NATs, CGNs, aliases, IPv6)
- How did packets arrive at a remote destination?
 - (order? modified? mangled? path? queued?)

What if we re-think the Internet protocol stack with measurability as a first-class component?

Approach



- Imagine packets carry measurement information: what should they include?
 - Goal: maximum benefit for minimum overhead

- 1. Measurement should be **explicit**
- 2. Measurement should be **in-band**
- 3. The measurement **consumer** should **bear the cost**
- 4. The measurement **provider** should **retain control**
- 5. Measurement must be **visible**
- 6. Measurement should be **cooperative**

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Candidate Primitives (see the paper)

- End to End Information §4.1
 - Host Identification §4.1.1
 - Timing §4.1.2
 - Arrival §4.1.3
 - Integrity §4.1.4
- Hop-Specific Information §4.2
 - Topology
 - Queue Performance
- Accumulated Path Information §4.3
 - Path Change Detection
 - Path Queue Delay

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 focus of this talk

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 A also covered briefly
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- TCP TSOPT (RFC 7313) is almost right...
 - ...but not designed for passive measurement
- Approach: add a T_{now} , T_{echo} , T_{Δ} tuple to packets:
 - T_{now} = timestamp in constant-rate clock
 - T_{echo} = last timestamp seen from peer
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- Resolution-overhead tradeoff: can be sent on 1/n packets.

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P4 Sender Control

















Candidate Primitive: Arrival Information §4.1.3

- Makes pattern of loss and reordering visible in a transport-independent way.
- Each sender maintains a counter N_{tx} per flow:
 - Increment N_{tx} by a randomly-chosen but increasing number for each packet sent.
 - Maintain running sum of received N_{tx} values as $\sum N_{echo}$.
 - Send { N_{tx} , $\sum N_{echo}$ } on every packet.
- (inspired by Savage et al. TCP Congestion Control with a Misbehaving Receiver. ACM CCR 29(5), Oct. 1999.)

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Candidate Primitive: Probabilistic and Triggered Stamping §4.2

- Request for information to be added by router
 - at TTL *n* or with probability *p*
 - Performance diagnostics: {T_{now}, D_{queue}, C_{queue}} tuple: replaces high-load queueing delay measurement.
 - Topology discovery: {AS, ID, IP_{in}, IP_{out}} tuple: explicit replacement for tracreoute.
- Useful in intradomain applications, with migration to interdomain usage.

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Conclusions

- Network measurement is critical. We need better tools, and better tools need better support from the network.
- Propose guiding **principles** for viable measurement.
- Demonstrate candidate **primitives** that address long-standing, important real-world measurement problems.
- Position paper: spur discussion, debate, and inform protocol development.

• Read the paper:

https://ccronline.sigcomm.org/wp-content/uploads/2017/05/acmdl17-60.pdf

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