

Tunnels and Checksums

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UDP CS rules

- **ATOMIC**
 - UDP CS if acting as L4
 - OMIT if acting as L2

- **Non-ATOMIC**
 - Never UDP CS each fragment
 - Reassembled result
 - Reassembled CS required if this is the “real” L4
 - OMIT if this layer acts as L2

Reasoning – in order

1. IPv6 assumes L2/L4 checks for errors
2. Tunnels are L2s - but over other L2s
3. Nodes don't mangle, transmission and reassembly does
i.e., true L2s check transmission; all L2s check reassembly
so **tunnels that don't reassemble don't need checks**
4. UDP CS needed when L4;
UDP CS needed when L2
only upon reassembly and only on that result

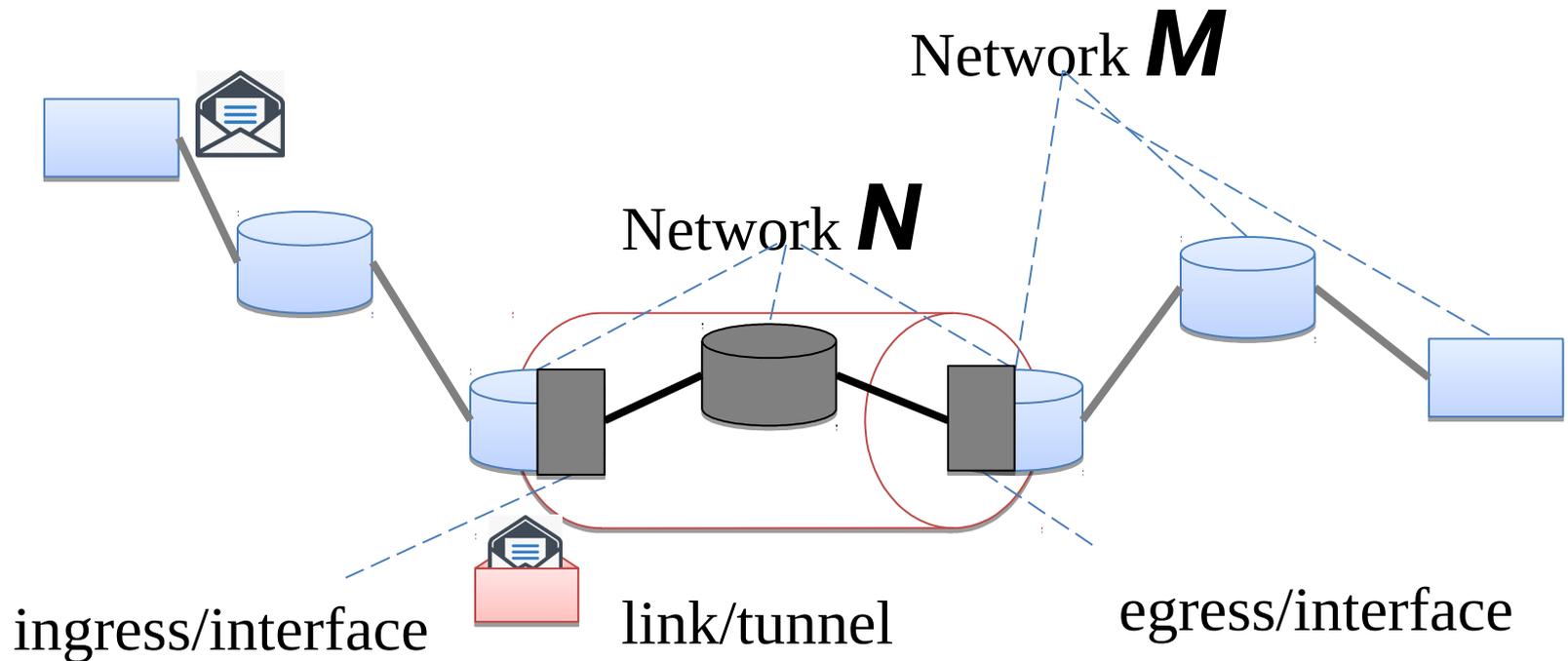
Some details follow...

1. IPv6 assumes others check

- IPv6 has header-only checksum
 - Assumes L2 checks hop errors
 - Assumes L4 checks E2E errors
 - Because “nodes don’t mangle,”
but packets (at any layer) can be lost
- Which is why UDPv6 requires UDP CS
 - UDPv6 refers to UDP in the IPv6
 - UDPv6 is thus L4
 - L4 needs to check E2E errors
- And why UDP as L2 requires UDP CS
 - But only when there isn’t another layer that does so already...

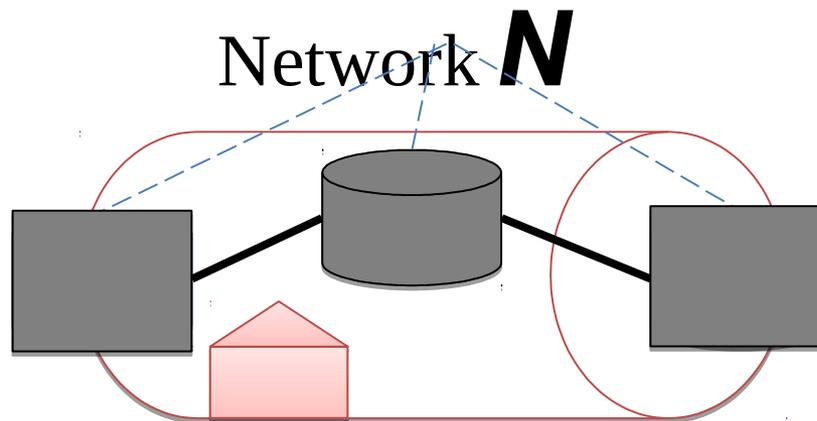
2. A tunnel is L2

- They look the same:



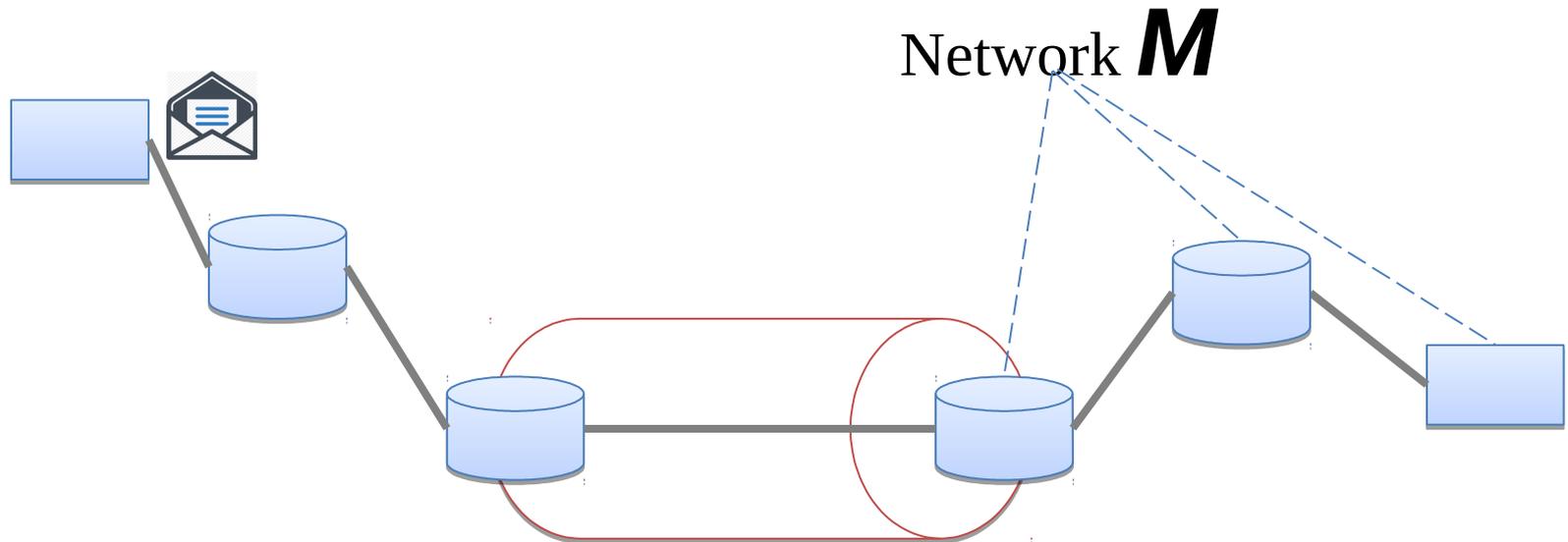
View from inside the next layer

- Link or tunnel
 - both look like a host-to-host path at layer N
 - ingress/egress or interfaces look like hosts



View from the upper layer

- Both look like a (L2) hop in a (L3) network M



3. Reassembly vs. checks

- Transmission as reassembly
 - Packets become sequence of symbols
 - Symbols represent bits or groups of bits
 - Transmission is reassembly of these groups
- Other reassembly
 - None for “atomic” packets (not fragmented)
 - IPv6 reassembles (but doesn’t check)
 - Still relies on L2 to check chunks, L4 to check whole

4. UDP CS rules

- ATOMIC

UDP CS if acting as L4

OMIT if acting as L2

} Current IPv6 rules

- Non-ATOMIC

- Never UDP CS each fragment (wasted effort!)

- Reassembled result

- Reassembled CS required if this is the “real” L4

- OMIT if this layer acts as L2