# Working Group Draft for TCPCLv4

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#### Overview

- Background
- Current state of TCPCL
- Last Changes to Draft
- Way Forward for TCPCL

#### Motivations for Updates to TCPCL

- **1.** During implementation of TCPCLv3, Scott Burleigh found an ambiguity in bundle acknowledgment and refusal.
- 2. For use in a terrestrial WAN, author has a need for TLSbased authentication and integrity. TCPCLv3 mentions TLS but does not specify its use. IETF strongly in favor of TLS for new general-use protocols.
- 3. Reduced sequencing variability from TCPCLv3
- 4. Allow an endpoint to positively reject a message (rather than simply ignoring it).
- 5. Adding extension capability for TCPCL sessions and transfers.

### Goals for TCPCLv4

- Do not change scope or workflow of TCPCL.
  - As much as possible, keep existing requirements and behaviors. The baseline spec was a copy-paste of TCPCLv3.
  - Still using single-phase contact negotiation, re-using existing headers and message type codes.
  - Allow existing implementations to be adapted for TCPCLv4.

### Last Draft Edits

- Changes are in <u>draft-ietf-dtn-tcpclv4-09</u>.
- Protocol description changes:
  - Added protocol entity and role names ("active" vs "passive" role).
  - <sup>o</sup> Added session and transfer state names and transition diagrams.
- Split contact negotiation from session negotiation.
  - Only CAN\_TLS flag is present in contact header.
  - <sup>o</sup> No possibility of information leak when TLS is mandatory.
- Specified contact header and session initialization exchange order.
  - The active role always sends first.
- Added transfer extension capability similar to session extension.
- Removed unnecessary termination message on TLS failure.

## Way Forward for TCPCLv4

- Current specification draft is complete
  - All comments to-date have been addressed and many have led to draft edits.
- Working implementation exists and is available for interoperability testing
  - Updated to current I-D content
  - Implemented in scapy/python for ease of understanding
  - Handles concurrent sessions
  - Does not implement BP agent behavior, only CL behavior