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Path MTU discovery solution space
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Abstract

Path MTU discovery has turned out to be a thorny problem that has haunted the Internet community for decades. Lately there has been some work both at the transport layer and at the network layer. This memo lists the solutions the author is aware of from the perspective of the network layer.

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1. Introduction

Path MTU discovery has turned out to be harder than expected. In IPv6 we set out following the same model as for IPv4. The sending host maintains a MTU cache, that is updated based on received ICMP PMTUD messages. That solution has a few short-comings:

- o Sending of ICMP PMTUD messages is throttled in routers [RFC4443]
- o It's not efficient if links along the path have decreasingly smaller MTU, then multiple rounds of large packet, resulting ICMP PMTUD happens.
- o ICMP might be ignored by host stacks / applications
- o As ICMP looks different than application traffic, it might be blocked by routers.
- o Doesn't work well in an anycast scenario (but what does).

2. Requirements / Goals

1. Avoid MTU black-holes [RFC2923].
2. Detect the Path MTU in single round trip.
3. Adapt to varying MTU over the connection life time.
4. The signalling of the MTU back to the sender must be indistinguishable from application traffic to lessen risk of filtering.
5. Design a mechanism that ensures that neither MTU probes nor MTU signalling back to sender are more likely to be dropped than other application traffic.
6. Must be deployable and anchored in transport / application areas. Otherwise <https://xkcd.com/927/>
7. [Optional?] Support neighbors on the same link which support higher MTU than link MTU see [I-D.van-beijnum-multi-mtu]

3. Network layer solutions for Path MTU discovery

- o PMTUD [RFC8201]
- o On-path fragmentation, IPv4 style. We know this one.

- o Packet truncation. [I-D.ledly-6man-truncate]. The source sets a truncation elligble flag in the packet, routers on the path may truncate f the packet is too big, and sets a truncated done flag. Then the receiver signals the learnt forward MTU back to the sender. Either via existing ICMP PMTUD or a transport layer option. This is an example of a solution which does not require the sender having to accept packets from intermediate nodes.
- o MTU recording. Probe packets are sent, either as part of data packets, if those are guaranteed not to exceed MTU. Some trigger in the header (ECN like flags) or a HBH option is required for the router to record the smallest MTU along the path. Application / Transport would have to periodically include the probe trigger in data packets to detect changes in path MTU.

3.1. Common problems

How is the router along the path "triggered" to put this packet on the exception path? For current and the truncation scheme it's a simple check in the forwarding path for the size of packet versus outgoing interface MTU. For e.g. a recording MTU mechanism it would have to be flags in the IPv6 header or an HBH option.

How should the forward path MTU be signalled back to the sender? The signal should look like any other application traffic to avoid filtering or is it sufficient to avoid sending from intermitent nodes.

4. Solutions at other layers

In addition there are solutions at the transport layer, that work in co-hort or independently of the network layer soltusions. [RFC4821] and [I-D.ietf-tsvwg-datagram-plpmtud].

One could also imagine other solutions, e.g. to include MTU in router advertisements in BGP, so that a BGP speaker could calculate the end to end MTU across the set of administrative domains.

5. Conclusion

What are our options? Even if we developed a new PMTU mechanism, IP stacks must deal with networks where the new mechanism isn't yet deployed. Will a new mechanism be so much better that it provides enough value for it to be deployed? Or should we at the network layer just punt this to transport?

6. References

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