

GUE update

draft-ietf-intarea-gue-05

draft-ietf-intarea-gue-extensions-05

draft-herbert-intarea-gue-ctrl-messages-00

draft-herbert-tsvwg-gte-00

Tom Herbert <tom@quantonium.net>

WG drafts

- draft-ietf-intarea-gue-06
 - Shepherd: Fred Templin
- draft-ietf-intarea-gue-extensions-05
 - Need shepherd

GUE control messages

- draft-herbert-intarea-gue-ctrl-messages-00
- Basic control messages for GUE
 - 0x1: Capabilities query
 - 0x2: Capabilities response
 - 0x3: Echo request
 - 0x4: Echo reply

Capabilities TLV types

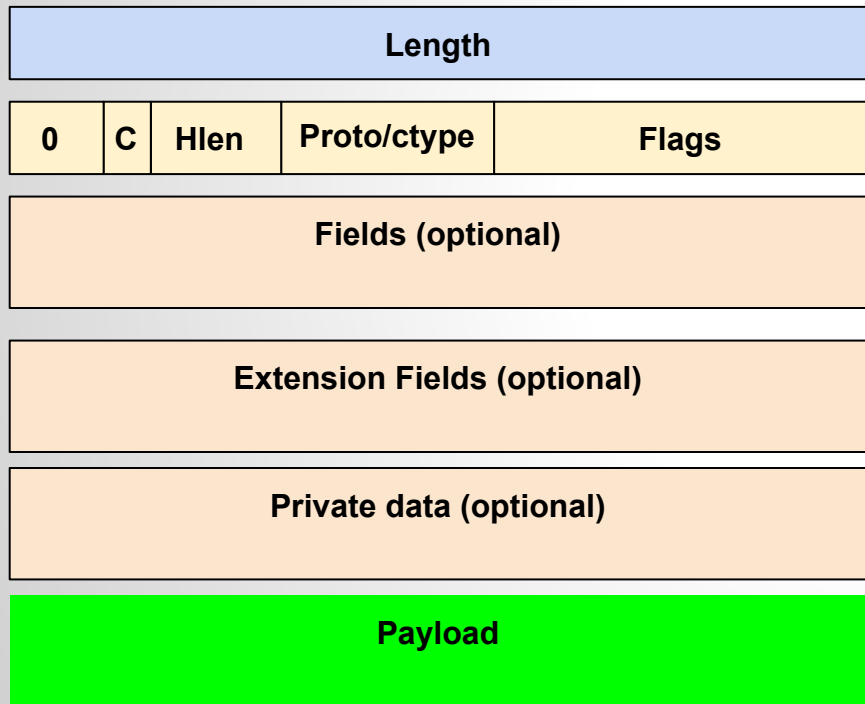
- GUE variants- bitmap
- Ctrl message types - bitmap
- GUE flags - flag map (multi-bit flag holds max value)
- Payload transform types - bitmap

Generic TCP Encapsulation

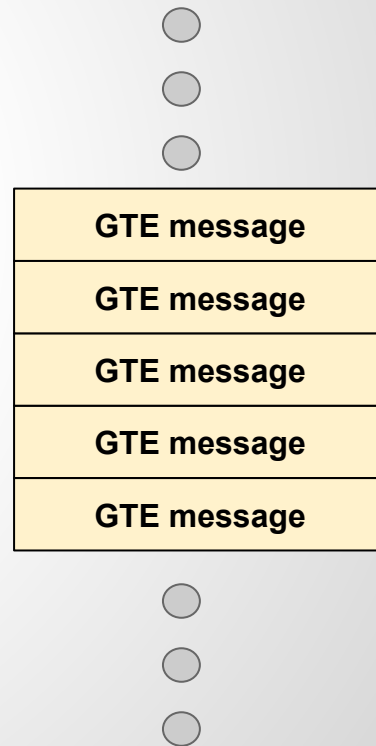
- draft-herbert-tsvwg-gte-00
- Encapsulate GUE msgs in TCP stream
- Message length precedes each hdr
- L3 or L4 encapsulation
- In L4, IP header derived from outer header
- NAT addr csum option solves L4 encap checksum problem

GUE with flag field extension

Message format



Stream of messages



GTE header compression

- Stream allows hdr compress (like VJcomp)
- Set message length bits
 - Control type: 0x11
 - 1,2,3, or 4 (default)
- GUE header template
 - Control type: 0x12
 - Compress out GUE header
 - GUE header applied to each message
 - Once set for a stream cannot undo

Thank you!