RLC FEC Scheme update after IESG review

vincent.roca@inria.fr

TSVWG Nov. 5th, 2018, IETF 103, Bangkok

(Great) comments during IESG review

- **most of them for the C code specification of TinyMT32 PRNG**
  - distinguish:
    - ✓ **the core part that produces a uint32 PR number number in [0; 2^32-1]**

      original TinyMT32 code from M. Saito / M. Matsumoto

    - ✓ **the mapping of the uint32 PR number to a smaller [0; maxv-1] range**

      our own code (missing in TinyMT32)

    - ✓ **this mapping must not introduce undesired biases, nor be too computing intensive!**

(Great) comments during IESG review (2)

- **concern 1: is it safe across all possible platforms (CPU/OS/compiler /future version of C)?**
  - deterministic PRNG behavior is a MUST
  - proposal: tests under progress (Emmanuel Baccelli) across Corte M* tiny devices, running RIOT OS, in addition to traditional platforms

  - core PRNG: ➔ seems okay
  - mapping to a smaller range: ➔ to be done

  - we cannot warrant it will continue to work with any future CPU/C flavor/compiler/…
  - … yet it's a 113 line source code, comments included

(Great) comments during IESG review (3)

- **concern 2: is the BSD-like license compatible with "IETF RFC license"?**
  - no way to avoid the problem: the C code **is** the PRNG specification (it's a complex PRNG)
  - TinyMT32 follows a BSD style license… should facilitate integration, we can also discuss with authors

- **concern 3: are we using the PRNG the right way during mapping?**
  - probably not, we we using floating point calculations (deterministic?)
  - proposal: switched to full integer solutions

Next steps

- **address other comments on RLC and FECFRAME (easier)**
- **work to be done on PRNG to address concerns 1 and 2**
  - on progress (authors)
- **clarification needed for concern 2 (licensing)**
  - on progress discussions with IESG
  - ask TinyMT32 authors?
- **Question: does it make sense to extract the PRNG an put it in a separate document?**
  - normative reference from FEC Scheme to this TinyMT32 document
  - increased visibility and easier reuse of PRNG in a different context