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WebTransport over HTTP/3
draft-ietf-webtrans-http3-00

Abstract

WebTransport [OVERVIEW] is a protocol framework that enables clients constrained by the Web security model to communicate with a remote server using a secure multiplexed transport. This document describes a WebTransport protocol that is based on HTTP/3 [HTTP3] and provides support for unidirectional streams, bidirectional streams and datagrams, all multiplexed within the same HTTP/3 connection.

Note to Readers

Discussion of this draft takes place on the WebTransport mailing list (webtransport@ietf.org), which is archived at <https://mailarchive.ietf.org/arch/search/?email_list=webtransport>.

The repository tracking the issues for this draft can be found at <https://github.com/ietf-wg-webtrans/draft-ietf-webtrans-http3/issues>. The web API draft corresponding to this document can be found at <https://w3c.github.io/webtransport/>.

Status of This Memo

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1. Introduction

HTTP/3 [HTTP3] is a protocol defined on top of QUIC [QUIC-TRANSPORT] that can multiplex HTTP requests over a QUIC connection. This document defines a mechanism for multiplexing non-HTTP data with HTTP/3 in a manner that conforms with the WebTransport protocol requirements and semantics [OVERVIEW]. Using the mechanism described here, multiple WebTransport instances can be multiplexed simultaneously with regular HTTP traffic on the same HTTP/3 connection.

1.1. Terminology

The keywords "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in BCP 14 [RFC2119] [RFC8174] when, and only when, they appear in all capitals, as shown here.

This document follows terminology defined in Section 1.2 of [OVERVIEW]. Note that this document distinguishes between a WebTransport server and an HTTP/3 server. An HTTP/3 server is the server that terminates HTTP/3 connections; a WebTransport server is an application that accepts WebTransport sessions, which can be accessed via an HTTP/3 server.

2. Protocol Overview

WebTransport servers in general are identified by a pair of authority value and path value (defined in [RFC3986] Sections 3.2 and 3.3 correspondingly).

When an HTTP/3 connection is established, both the client and server have to send a SETTINGS_ENABLE_WEBTRANSPORT setting in order to indicate that they both support WebTransport over HTTP/3.

WebTransport sessions are initiated inside a given HTTP/3 connection by the client, who sends an extended CONNECT request [RFC8441]. If the server accepts the request, an WebTransport session is established. The resulting stream will be further referred to as a _CONNECT stream_, and its stream ID is used to uniquely identify a given WebTransport session within the connection. The ID of the CONNECT stream that established a given WebTransport session will be further referred to as a _Session ID_.

After the session is established, the peers can exchange data using the following mechanisms:

* A client can create a bidirectional stream using a special indefinite-length HTTP/3 frame that transfers ownership of the stream to WebTransport.

* A server can create a bidirectional stream, which is possible since HTTP/3 does not define any semantics for server-initiated bidirectional streams.

* Both client and server can create a unidirectional stream using a special stream type.

* A datagram can be sent using a QUIC DATAGRAM frame [QUIC-DATAGRAM].

An WebTransport session is terminated when the CONNECT stream that created it is closed.

3. Session Establishment

3.1. Establishing a Transport-Capable HTTP/3 Connection

In order to indicate support for WebTransport, both the client and the server MUST send a SETTINGS_ENABLE_WEBTRANSPORT value set to "1" in their SETTINGS frame. Endpoints MUST NOT use any WebTransport-related functionality unless the parameter has been negotiated.

If SETTINGS_ENABLE_WEBTRANSPORT is negotiated, support for the QUIC DATAGRAMs within HTTP/3 MUST be negotiated as described in [HTTP3-DATAGRAM]; negotiating WebTransport support without negotiating QUIC DATAGRAM extension SHALL result in a H3_SETTINGS_ERROR error.

[HTTP3] requires client's "initial_max_bidi_streams" transport parameter to be set to zero. Existing implementation might enforce this requirement before negotiating settings; thus, the client MUST send a non-zero MAX_STREAMS for client-initiated bidirectional streams after receiving an appropriate SETTINGS frame from the server.

3.2. Extended CONNECT in HTTP/3

[RFC8441] defines an extended CONNECT method in Section 4, enabled by the SETTINGS_ENABLE_CONNECT_PROTOCOL parameter. That parameter is only defined for HTTP/2. This document does not create a new multi-purpose parameter to indicate support for extended CONNECT in HTTP/3; instead, the SETTINGS_ENABLE_WEBTRANSPORT setting implies that an endpoint supports extended CONNECT.

3.3. Creating a New Session

As WebTransport sessions are established over HTTP/3, they are identified using the "https" URI scheme [RFC7230].

In order to create a new WebTransport session, a client can send an HTTP CONNECT request. The ":protocol" pseudo-header field ([RFC8441]) MUST be set to "webtransport". The ":scheme" field MUST be "https". Both the ":authority" and the ":path" value MUST be set; those fields indicate the desired WebTransport server. An "Origin" header [RFC6454] MUST be provided within the request.

Upon receiving an extended CONNECT request with a ":protocol" field set to "webtransport", the HTTP/3 server can check if it has a WebTransport server associated with the specified ":authority" and ":path" values. If it does not, it SHOULD reply with status code 404 (Section 6.5.4, [RFC7231]). If it does, it MAY accept the session by replying with status code 200. The WebTransport server MUST verify the "Origin" header to ensure that the specified origin is allowed to access the server in question.

From the client's perspective, a WebTransport session is established when the client receives a 200 response. From the server's perspective, a session is established once it sends a 200 response. Both endpoints MUST NOT open any streams or send any datagrams on a given session before that session is established. WebTransport over HTTP/3 does not support 0-RTT.

3.4. Limiting the Number of Simultaneous Sessions

From the flow control perspective, WebTransport sessions count against the stream flow control just like regular HTTP requests, since they are established via an HTTP CONNECT request. This document does not make any effort to introduce a separate flow control mechanism for sessions, nor to separate HTTP requests from WebTransport data streams. If the server needs to limit the rate of incoming requests, it has alternative mechanisms at its disposal:

* "HTTP_REQUEST_REJECTED" error code defined in [HTTP3] indicates to the receiving HTTP/3 stack that the request was not processed in any way.

* HTTP status code 429 indicates that the request was rejected due to rate limiting [RFC6585]. Unlike the previous method, this signal is directly propagated to the application.

4. WebTransport Features

WebTransport over HTTP/3 provides the following features described in [OVERVIEW]: unidirectional streams, bidirectional streams and datagrams, initiated by either endpoint.

Session IDs are used to demultiplex streams and datagrams belonging to different WebTransport sessions. On the wire, session IDs are encoded using the QUIC variable length integer scheme described in [QUIC-TRANSPORT].

4.1. Unidirectional streams

Once established, both endpoints can open unidirectional streams. The HTTP/3 unidirectional stream type SHALL be 0x54. The body of the stream SHALL be the stream type, followed by the session ID, encoded as a variable-length integer, followed by the user-specified stream data (Figure 1).

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                           0x54 (i)                          ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                        Session ID (i)                       ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                         Stream Body                         ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 1: Unidirectional WebTransport stream format

4.2. Client-Initiated Bidirectional Streams

WebTransport clients can initiate bidirectional streams by opening an HTTP/3 bidirectional stream and sending an HTTP/3 frame with type "WEBTRANSPORT_STREAM" (type=0x41). The format of the frame SHALL be the frame type, followed by the session ID, encoded as a variable-length integer, followed by the user-specified stream data (Figure 2). The frame SHALL last until the end of the stream.

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                           0x41 (i)                          ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                        Session ID (i)                       ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                         Stream Body                         ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 2: WEBTRANSPORT_STREAM frame format

4.3. Server-Initiated Bidirectional Streams

WebTransport servers can initiate bidirectional streams by opening a bidirectional stream within the HTTP/3 connection. Note that since HTTP/3 does not define any semantics for server-initiated bidirectional streams, this document is a normative reference for the semantics of such streams for all HTTP/3 connections in which the SETTINGS_ENABLE_WEBTRANSPORT option is negotiated. The format of those streams SHALL be the session ID, encoded as a variable-length integer, followed by the user-specified stream data (Figure 3).

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                        Session ID (i)                       ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                         Stream Body                         ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 3: Server-initiated bidirectional stream format

4.4. Datagrams

Datagrams can be sent using the DATAGRAM frame as defined in [QUIC-DATAGRAM] and [HTTP3-DATAGRAM]. For all HTTP/3 connections in which the SETTINGS_ENABLE_WEBTRANSPORT option is negotiated, the Flow Identifier is set to the session ID. In other words, the format of datagrams SHALL be the session ID, followed by the user-specified payload (Figure 4).

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                        Session ID (i)                       ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                        Datagram Body                        ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 4: Datagram format

In QUIC, a datagram frame can span at most one packet. Because of that, the applications have to know the maximum size of the datagram they can send. However, when proxying the datagrams, the hop-by-hop MTUs can vary. TODO: Describe how the path MTU can be computed, specifically propagation across HTTP proxies.

5. Session Termination

An WebTransport session over HTTP/3 is terminated when either endpoint closes the stream associated with the CONNECT request that initiated the session. Upon learning about the session being terminated, the endpoint MUST stop sending new datagrams and reset all of the streams associated with the session.

6. Security Considerations

WebTransport over HTTP/3 satisfies all of the security requirements imposed by [OVERVIEW] on WebTransport protocols, thus providing a secure framework for client-server communication in cases when the client is potentially untrusted.

WebTransport over HTTP/3 requires explicit opt-in through the use of a QUIC transport parameter; this avoids potential protocol confusion attacks by ensuring the HTTP/3 server explicitly supports it. It also requires the use of the Origin header, providing the server with the ability to deny access to Web-based clients that do not originate from a trusted origin.

Just like HTTP traffic going over HTTP/3, WebTransport pools traffic to different origins within a single connection. Different origins imply different trust domains, meaning that the implementations have to treat each transport as potentially hostile towards others on the same connection. One potential attack is a resource exhaustion attack: since all of the transports share both congestion control and flow control context, a single client aggressively using up those resources can cause other transports to stall. The user agent thus SHOULD implement a fairness scheme that ensures that each transport within connection gets a reasonable share of controlled resources; this applies both to sending data and to opening new streams.

7. IANA Considerations

7.1. Upgrade Token Registration

The following entry is added to the "Hypertext Transfer Protocol (HTTP) Upgrade Token Registry" registry established by [RFC7230]:

The "webtransport" label identifies HTTP/3 used as a protocol for WebTransport:

Value: webtransport

Description: WebTransport over HTTP/3

Reference: This document and [I-D.kinnear-webtransport-http2]

7.2. HTTP/3 SETTINGS Parameter Registration

The following entry is added to the "HTTP/3 Settings" registry established by [HTTP3]:

The "SETTINGS_ENABLE_WEBTRANSPORT" parameter indicates that the specified HTTP/3 connection is WebTransport-capable.

Setting Name: ENABLE_WEBTRANSPORT

Value: 0x2b603742

Default: 0

Specification: This document

7.3. Frame Type Registration

The following entry is added to the "HTTP/3 Frame Type" registry established by [HTTP3]:

The "WEBTRANSPORT_STREAM" frame allows HTTP/3 client-initiated bidirectional streams to be used by WebTransport:

Code: 0x54

Frame Type: WEBTRANSPORT_STREAM

Specification: This document

7.4. Stream Type Registration

The following entry is added to the "HTTP/3 Stream Type" registry established by [HTTP3]:

The "WebTransport stream" type allows unidirectional streams to be used by WebTransport:

Code: 0x41

Stream Type: WebTransport stream

Specification: This document

Sender: Both

8. References

8.1. Normative References

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8.2. Informative References

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WebTransport using HTTP/2
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Abstract

WebTransport [OVERVIEW] is a protocol framework that enables clients constrained by the Web security model to communicate with a remote server using a secure multiplexed transport. This document describes a WebTransport protocol that is based on HTTP/2 [RFC7540] and provides support for unidirectional streams, bidirectional streams and datagrams, all multiplexed within the same HTTP/2 connection.

Note to Readers

Discussion of this draft takes place on the WebTransport mailing list (webtransport@ietf.org), which is archived at <https://mailarchive.ietf.org/arch/search/?email_list=webtransport>.

The repository tracking the issues for this draft can be found at <https://github.com/ekinnear/draft-webtransport-http2/issues>. The web API draft corresponding to this document can be found at <https://w3c.github.io/webtransport/>.

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Table of Contents

1. Introduction

Currently, the only mechanism in HTTP/2 for server to client communication is server push. That is, servers can initiate unidirectional push promised streams to clients, but clients cannot respond to them; they can only accept them or discard them. Additionally, intermediaries along the path may have different server push policies and may not forward push promised streams to the downstream client. This best effort mechanism is not sufficient to reliably deliver messages from servers to clients, limiting server to client use-cases such as chat messages or notifications.

Several techniques have been developed to workaround these limitations: long polling [RFC6202], WebSocket [RFC8441], and tunneling using the CONNECT method. All of these approaches have limitations.

This document defines a mechanism for multiplexing non-HTTP data with HTTP/2 in a manner that conforms with the WebTransport protocol requirements and semantics [OVERVIEW]. Using the mechanism described here, multiple WebTransport instances can be multiplexed simultaneously with regular HTTP traffic on the same HTTP/2 connection.

1.1. Terminology

The keywords "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in BCP 14 [RFC2119] [RFC8174] when, and only when, they appear in all capitals, as shown here.

This document follows terminology defined in Section 1.2 of [OVERVIEW]. Note that this document distinguishes between a WebTransport server and an HTTP/2 server. An HTTP/2 server is the server that terminates HTTP/2 connections; a WebTransport server is an application that accepts WebTransport sessions, which can be accessed via an HTTP/2 server.

2. Protocol Overview

WebTransport servers are identified by a pair of authority value and path value (defined in [RFC3986] Sections 3.2 and 3.3 correspondingly).

When an HTTP/2 connection is established, both the client and server have to send a SETTINGS_ENABLE_WEBTRANSPORT setting in order to indicate that they both support WebTransport over HTTP/2.

WebTransport sessions are initiated inside a given HTTP/2 connection by the client, who sends an extended CONNECT request [RFC8441]. If the server accepts the request, an WebTransport session is established. The resulting stream will be further referred to as a _CONNECT stream_, and its stream ID is used to uniquely identify a given WebTransport session within the connection. The ID of the CONNECT stream that established a given WebTransport session will be further referred to as a _Session ID_.

After the session is established, the peers can exchange data using the following mechanisms:

* Both client and server can create a bidirectional or unidirectional stream using a new HTTP/2 extension frame (WT_STREAM)

* A datagram can be sent using a new HTTP/2 extension frame WT_DATAGRAM.

A WebTransport session is terminated when the CONNECT stream that created it is closed.

3. Session Establishment

3.1. Establishing a Transport-Capable HTTP/2 Connection

In order to indicate support for WebTransport, both the client and the server MUST send a SETTINGS_ENABLE_WEBTRANSPORT value set to "1" in their SETTINGS frame. Endpoints MUST NOT use any WebTransport-related functionality unless the parameter has been negotiated.

3.2. Extended CONNECT in HTTP/2

[RFC8441] defines an extended CONNECT method in Section 4, enabled by the SETTINGS_ENABLE_CONNECT_PROTOCOL parameter. An endpoint doesn not need to send both SETTINGS_ENABLE_CONNECT_PROTOCOL and SETTINGS_ENABLE_WEBTRANSPORT; the SETTINGS_ENABLE_WEBTRANSPORT setting implies that an endpoint supports extended CONNECT.

3.3. Creating a New Session

As WebTransport sessions are established over HTTP/2, they are identified using the "https" URI scheme [RFC7230].

In order to create a new WebTransport session, a client can send an HTTP CONNECT request. The ":protocol" pseudo-header field ([RFC8441]) MUST be set to "webtransport" (Section 7.1 [WEBTRANSPORT-H3]). The ":scheme" field MUST be "https". Both the

":authority" and the ":path" value MUST be set; those fields indicate the desired WebTransport server. An "Origin" header [RFC6454] MUST be provided within the request.

Upon receiving an extended CONNECT request with a ":protocol" field set to "webtransport", the HTTP/2 server can check if it has a WebTransport server associated with the specified ":authority" and ":path" values. If it does not, it SHOULD reply with status code 404 (Section 6.5.4, [RFC7231]). If it does, it MAY accept the session by replying with status code 200. The WebTransport server MUST verify the "Origin" header to ensure that the specified origin is allowed to access the server in question.

From the client's perspective, a WebTransport session is established when the client receives a 200 response. From the server's perspective, a session is established once it sends a 200 response. Both endpoints MUST NOT open any streams or send any datagrams on a given session before that session is established.

3.4. Limiting the Number of Simultaneous Sessions

From the flow control perspective, WebTransport sessions count against the stream flow control just like regular HTTP requests, since they are established via an HTTP CONNECT request. This document does not make any effort to introduce a separate flow control mechanism for sessions, nor to separate HTTP requests from WebTransport data streams. If the server needs to limit the rate of incoming requests, it has alternative mechanisms at its disposal:

* "HTTP_STREAM_REFUSED" error code defined in [RFC7540] indicates to the receiving HTTP/2 stack that the request was not processed in any way.

* HTTP status code 429 indicates that the request was rejected due to rate limiting [RFC6585]. Unlike the previous method, this signal is directly propagated to the application.

4. WebTransport Features

WebTransport over HTTP/2 provides the following features described in [OVERVIEW]: unidirectional streams, bidirectional streams and datagrams, initiated by either endpoint.

Session IDs are used to demultiplex streams and datagrams belonging to different WebTransport sessions. On the wire, session IDs are encoded using a 31-bit integer field.

4.1. WT_STREAM Frame

A new HTTP/2 frame called WT_STREAM is introduced for either endpoint to establish WebTransport streams. WT_STREAM frames can be sent on a stream in the "idle", "reserved (local)", "open", or "half-closed (remote)" state.

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---------------+
|Pad Length? (8)|
+-+-------------+-----------------------------------------------+
|R|                 Session ID (31)                             |
+-+-------------------------------------------------------------+
|                           Padding (*)                       ...
+---------------------------------------------------------------+
```

Figure 1: WT_STREAM Frame Format

The WT_STREAM frame define the following fields:

Pad Length: An 8-bit field containing the length of the frame padding in units of octets. This field is conditional (as signified by a "?" in the diagram) and is only present if the PADDED flag is set.

Session ID: An unsigned 31-bit integer that identifies the stream Connect Stream for this Web Transport stream. The Session ID MUST be MUST be an open stream negotiated via the extended CONNECT protocol with a ":protocol" value of "webtransport".

The WT_STREAM frame defines the following flags:

UNIDIRECTIONAL (0x1): When set, the stream begins in the "half-closed (remote)" state at the sender, and in the "half-closed (local)" state at the receiver.

As with all HTTP/2 streams, WebTransport streams initiated by a client have odd stream IDs and those initiated by a server have even stream IDs.

The recipient MUST respond with a stream error of type WT_STREAM_ERROR if the specified WebTransport Connect Stream does not exist, is not a stream established via extended CONNECT to use the "webtransport" protocol, or if it is in the "closed" or "half-closed (remote)" stream state.

4.2. WT_DATAGRAM Frame

A new HTTP/2 frame called WT_DATAGRAM is introduced for either endpoint to transmit a datagram. WT_DATAGRAM frames are sent with Stream Identifier 0.

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---------------+
|Pad Length? (8)|
+-+-------------+-----------------------------------------------+
|R|                     Session ID (31)                         |
+-+-------------------------------------------------------------+
|                            Data (*)                         ...
+---------------------------------------------------------------+
|                           Padding (*)                       ...
+---------------------------------------------------------------+
```

Figure 2: WT_DATAGRAM Frame Format

The WT_DATAGRAM frame define the following fields:

Pad Length: An 8-bit field containing the length of the frame padding in units of octets. This field is conditional (as signified by a "?" in the diagram) and is only present if the PADDED flag is set.

Session ID: An unsigned 31-bit integer that identifies the stream Connect Stream for this Web Transport stream. The Session ID MUST be MUST be an open stream negotiated via the extended CONNECT protocol with a ":protocol" value of "webtransport".

Data: Application data. The amount of data is the remainder of the frame payload after subtracting the length of the other fields that are present.

The WT_DATAGRAM frame does not define any flags.

The recipient MAY respond with a stream error of type WT_STREAM_ERROR if the specified WebTransport Connect Stream does not exist, is not a stream established via extended CONNECT to use the "webtransport" protocol, or if it is in the "closed" or "half-closed (remote)" stream state.

The data in WT_DATAGRAM frames is not subject to flow control. The receiver MAY discard this data if it does not have sufficient space to buffer it.

An intermediary could forward the data in a WT_DATAGRAM frame over another protocol, such as WebTransport over HTTP/3. In QUIC, a datagram frame can span at most one packet. Because of that, the applications have to know the maximum size of the datagram they can send. However, when proxying the datagrams, the hop-by-hop MTUs can vary.

5. Session Termination

An WebTransport session over HTTP/2 is terminated when either endpoint closes the stream associated with the CONNECT request that initiated the session. Upon learning about the session being terminated, the endpoint MUST stop sending new datagrams and reset all of the streams associated with the session.

6. Transport Properties

The WebTransport framework [OVERVIEW] defines a set of optional transport properties that clients can use to determine the presence of features which might allow additional optimizations beyond the common set of properties available via all WebTransport protocols. Below are details about support in Http2Transport for those properties.

Stream Independence: Http2Transport does not support stream independence, as HTTP/2 inherently has head of line blocking.

Partial Reliability: Http2Transport does not support partial reliability, as HTTP/2 retransmits any lost data. This means that any datagrams sent via Http2Transport will be retransmitted regardless of the preference of the application. The receiver is permitted to drop them, however, if it is unable to buffer them.

Pooling Support: Http2Transport supports pooling, as multiple transports using Http2Transport may share the same underlying HTTP/2 connection and therefore share a congestion controller and other transport context.

Connection Mobility: Http2Transport does not support connection mobility, unless an underlying transport protocol that supports multipath or migration, such as MPTCP [RFC7540], is used underneath HTTP/2 and TLS. Without such support, Http2Transport connections cannot survive network transitions.

7. Security Considerations

WebTransport over HTTP/2 satisfies all of the security requirements imposed by [OVERVIEW] on WebTransport protocols, thus providing a secure framework for client-server communication in cases when the client is potentially untrusted.

WebTransport over HTTP/2 requires explicit opt-in through the use of HTTP SETTINGS; this avoids potential protocol confusion attacks by ensuring the HTTP/2 server explicitly supports it. It also requires the use of the Origin header, providing the server with the ability to deny access to Web-based clients that do not originate from a trusted origin.

Just like HTTP traffic going over HTTP/2, WebTransport pools traffic to different origins within a single connection. Different origins imply different trust domains, meaning that the implementations have to treat each transport as potentially hostile towards others on the same connection. One potential attack is a resource exhaustion attack: since all of the transports share both congestion control and flow control context, a single client aggressively using up those resources can cause other transports to stall. The user agent thus SHOULD implement a fairness scheme that ensures that each transport within connection gets a reasonable share of controlled resources; this applies both to sending data and to opening new streams.

8. IANA Considerations

8.1. HTTP/2 SETTINGS Parameter Registration

The following entry is added to the "HTTP/2 Settings" registry established by [RFC7540]:

The "SETTINGS_ENABLE_WEBTRANSPORT" parameter indicates that the specified HTTP/2 connection is WebTransport-capable.

Setting Name: ENABLE_WEBTRANSPORT

Value: 0x2b603742

Default: 0

Specification: This document

8.2. Frame Type Registration

The following entries are added to the "HTTP/2 Frame Type" registry established by [RFC7540]:

The "WT_STREAM" frame allows HTTP/2 client- and server-initiated unidirectional and bidirectional streams to be used by WebTransport:

Code: 0xTBD

Frame Type: WEBTRANSPORT_STREAM

Specification: This document

The "WT_DATAGRAM" frame allows HTTP/2 client and server to exchange datagrams used by WebTransport:

Code: 0xTBD

Frame Type: WEBTRANSPORT_DATAGRAM

Specification: This document

8.3. HTTP/2 Error Code Registry

The following entries are added to the "HTTP/2 Error Code" registry that was established by Section 11.2 of [RFC7540].

Name: WT_STREAM_ERROR

Code: 0xTBD

Description: Invalid use of WT_STREAM frame

Specification: _RFC Editor: Please fill in this value with the RFC number for this document_

8.4. Examples

An example of negotiating a WebTransport Stream on an HTTP/2 connection follows. This example is intended to closely follow the example in Section 5.1 of [RFC8441] to help illustrate the differences defined in this document.

```
[[ From Client ]]                  [[ From Server ]]

SETTINGS
SETTINGS_ENABLE_WEBTRANSPORT = 1

                                   SETTINGS
                                   SETTINGS_ENABLE_WEBTRANSPORT = 1

HEADERS + END_HEADERS
Stream ID = 3
:method = CONNECT
:protocol = webtransport
:scheme = https
:path = /
:authority = server.example.com
origin: server.example.com

                                   HEADERS + END_HEADERS
                                   Stream ID = 3
                                   :status = 200

WT_STREAM
Stream ID = 5
Session ID = 3


DATA
Stream ID = 5
WebTransport Data

                                   DATA + END_STREAM
                                   Stream ID = 5
                                   WebTransport Data

DATA + END_STREAM
Stream ID = 5
WebTransport Data
```

An example of the server initiating a WebTransport Stream follows. The only difference here is the endpoint that sends the first WT_STREAM frame.

```
[[ From Client ]]                   [[ From Server ]]

SETTINGS
SETTINGS_ENABLE_WEBTRANSPORT = 1

                                    SETTINGS
                                    SETTINGS_ENABLE_WEBTRANSPORT = 1

HEADERS + END_HEADERS
Stream ID = 3
:method = CONNECT
:protocol = webtransport
:scheme = https
:path = /
:authority = server.example.com
origin: server.example.com
                                    HEADERS + END_HEADERS
                                    Stream ID = 3
                                    :status = 200

                                    WT_STREAM
                                    Stream ID = 2
                                    Session ID = 3

                                    DATA
                                    Stream ID = 2
                                    WebTransport Data

DATA + END_STREAM
Stream ID = 2
WebTransport Data

                                    DATA + END_STREAM
                                    Stream ID = 2
                                    WebTransport Data
```

9. References

9.1. Normative References

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9.2. Informative References

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