Template-Driven HTTP CONNECT Proxying for TCP

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Reminder: Template-driven TCP Transport Proxy (i.e. MASQUE for TCP)

Proxy is identified by a template:
https://proxy.example/tcp
{?target_host,tcp_port}

In HTTP/1.1:
GET /tcp?
  target_host=192.0.2.1&
  tcp_port=443 HTTP/1.1
Host: proxy.example:443
Connection: Upgrade
Upgrade: connect-tcp

In HTTP/2 & HTTP/3:
.method = CONNECT
.protocol = connect-tcp
.scheme = https
.authority = proxy.example:443
.path = /tcp?
  target_host=192.0.2.1&
  tcp_port=443
...


Changes and discussions since IETF 118

● Changes in draft-02
  ○ Added a default template, for use only if plain CONNECT fails.
  ○ Instruction to use “WWW-Authenticate”, not “Proxy-Authenticate”
  ○ Discussion of “Alt-Svc”, ”Set-Cookie” and other origin-scoped headers.
    ■ “Unlike classic HTTP CONNECT proxies, a templated TCP proxy has an unambiguous origin of its own.”
  ○ Security Considerations text

● Comments and proposed changes during WGLC
  ○ Editorial issues (e.g. ambiguity related to “100 (Continue)” in #2717, resolved in #2718)
  ○ Multiprotocol template inference and “tcp_port” vs. “target_port” (#2713, see slide 4)
  ○ Proposal to remove “target_host” list feature (see slide 5)
  ○ Proposal to integrate the Capsule Protocol (see slide 6)
Draft-02: “The names of the variables in the URI Template uniquely identify the capabilities of the proxy. ... https://proxy.example/{?target_host,tcp_port,target_port,target,ipproto,dns}”

Problems:

1. The “connect-ip” variables (target, ipproto) are both optional to include in the template!
2. Nothing explicitly forbids adding a bunch of extra variables with colliding names.

Proposed change:

1. s/tcp_port/target_port/
2. “The contents of the URI Template are not necessarily sufficient to determine its purpose, so clients must determine this in some other way, such as by probing or via a separate usage indication.”

Alternative: Define formal rules for creating and parsing “multiprotocol proxy templates”.

Multiprotocol Templates and “tcp_port”
A classic HTTP CONNECT request can only carry one target IP address. This makes Happy Eyeballs very inefficient with client-side DNS resolution. draft-02 tries to do better:

“If "target_host" is a list ..., the server SHOULD perform the same connection procedure as if these addresses had been returned in response to A and AAAA queries for a domain name.”

**Proposed Change:** Drop this feature and create a new draft that adds it to “connect-tcp” and “connect-udp” as an extension. (But; we don’t have an extension mechanism...).

**Alternative:** Keep the feature (restricted to Level 3 Template syntax to simplify clients). Potentially follow up with a draft to backport it to “connect-udp” (which is not trivial, since UDP doesn’t intrinsically support Happy Eyeballs).
Using the Capsule Protocol

“connect-tcp” doesn’t use the Capsule Protocol. The protocol content is the TCP stream.

Proposed Change: Add optional or mandatory support for the Capsule Protocol in this draft by defining a new “DATA” capsule type for generic data. Potentially UPDATE RFC 9297 to permit streaming capsules.

Alternative: Leave the document as-is until we have a need for the Capsule Protocol. If a need arises, it can be negotiated by adding the “Capsule-Protocol: 1” request header.