# DCCP Simultaneous-Open Technique:

# A journey through middleboxes

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draft-ietf-dccp-simul-open-00

#### Outline

1. Background Information (brief)

2. Changes Since Last Revision

3. Further Work

# **Background Information**

#### existing DCCP:

- NAT traversal similar to TCP
- but no simultaneous-open
- hence has to rely on relay or tunnel

#### this draft:

- produces effect of simultaneous-open
- without changes to standard DCCP operation
- indicator packet to establish middlebox state
- may help with traversal of other middleboxes

#### Server initialisation

- server initially needs to know ...
  - client IP-address:port and
  - client's chosen service code
- possible ways: SDP, RTSP, SIP, etc.
- to populate the 5-tuple ...
   <src-IP, src-port, Service Code, dst-IP, dst-port>
- ... which is then communicated to NAT

#### DCCP-Listen Packet

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- intended for NAT, ignored by endpoints
- reuses DCCP-Request layout
- differerent Type value, because ...
  - avoid *semantic overloading* of packet types
  - RFC4340-clients may reply with Reset or Sync
  - would require *complicated processing rules*

#### • Format:

- no payload / options carried on DCCP-Listen
- reuses 48-bit generic-header variant (X=1)
- sequence number values are ignored

# Standard DCCP passive-open

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```
unspecified remote +----+
   +----| CLOSED |
    receive Request +----+
    ---->| RESPOND
     send Response +----+
```

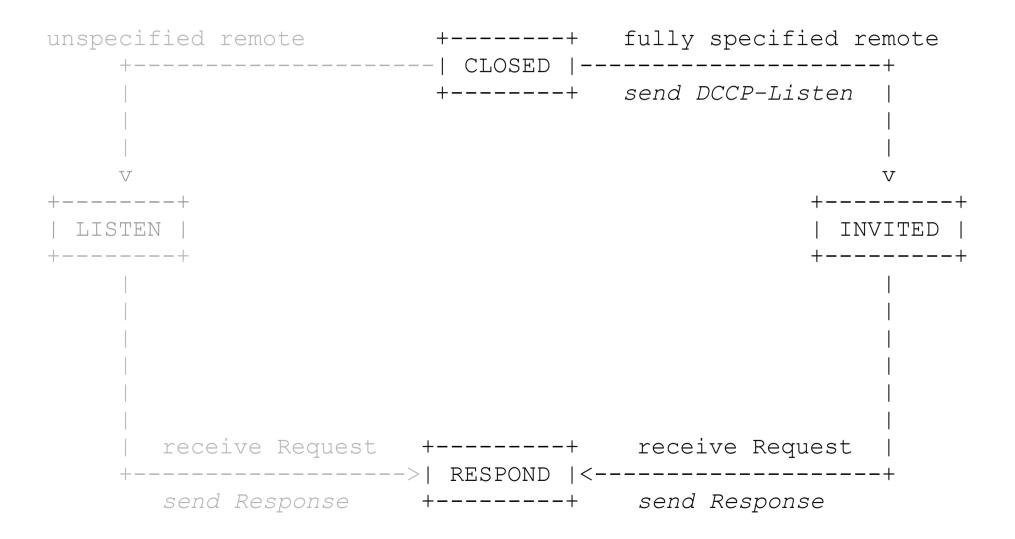
```
unspecified remote +----+ fully specified remote
   +----+ CLOSED |----+
    receive Request +----+
    ---->| RESPOND
     send Response +----+
```

```
unspecified remote +----+ fully specified remote
        -----| CLOSED |------
                  +----+ send DCCP-Listen
     receive Request +----+
     -----| RESPOND
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```

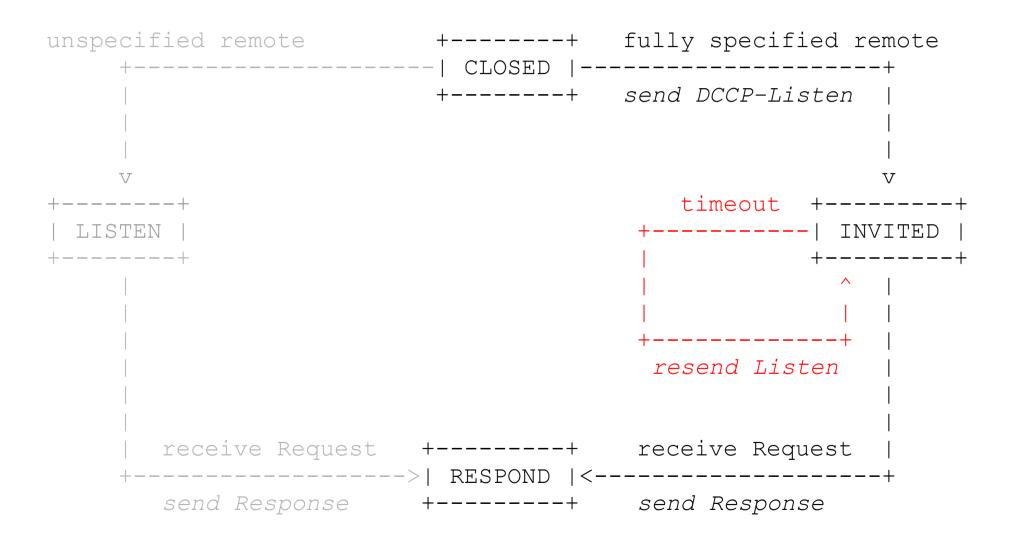
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## What if DCCP-Listen is lost?



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# ... or lost again?

```
unspecified remote
                 +----+ fully specified remote
                 ----| CLOSED |-----
                      ----+ send DCCP-Listen
                                  timeout +----+
                                  1st / 2nd ^
                                  retransm.
                                resend Listen
      receive Request +----+
                               receive Request
           ---->| RESPOND |<-----
      send Response +----+ send Response
```

## Fallback after 2 retransmissions

```
unspecified remote +----+ fully specified remote
                  +----+ send DCCP-Listen
                              timeout +----+
+----+ more than 2 retransmissions
                              1st / 2nd ^
                              retransm.
                              ----+
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#### Retransmission of DCCP-Listen

 Requirement: establish state before client retransmits DCCP-Request (1 second)

#### Goals:

- 1) keep it simple (soft-state only)
- 2) avoid correlated loss
- 3) longer RTT: middlebox may not be next hop
- 4) provide fall-back if everything else fails

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#### Chosen solution:

- 2 retransmissions, 200 msec apart
- after 600 msec, fall back to standard LISTEN

# Traversal Implementation

- Linux DCCP NAT module
  - current work-in-progress (Patrick McHardy)
  - quite likely available in upcoming 2.6.26
  - UDP-Lite NAT traversal already works!
- Linux kernel support for DCCP-Listen
  - seems straightforward
  - testing as soon as NAT module available

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  - seems straightforward
  - testing as soon as NAT module available
- We are interested in other / further implementations!

#### Conclusions

- no change to standard DCCP operation
  - conditional extension
  - communicate all state to middlebox
  - simple retransmission scheme
- may work for other middleboxes, too:
  - interested in implementation
  - solicit feedback regarding wider applicability