

DCCP WG,  
MPLS, USA  
November 2008  
IETF-73

# Simul Open (-05)

Gorry Fairhurst

# Completed WGLC

- Tom is document shepherd
- WG Last Call completed for 14 Nov 2008
- Comments:
  - (Tom, Colin, Dan - pre-WGLC)
  - Eddie Kohler
  - Magnus Westerlund

# Eddie's feedback

- The document's basic outline seems fine.
- Using a new packet type for this purpose seems fine.
- The document is not ready to publish yet, because of a high typo load and lack of specificity in how packets are processed (i.e. no explicit pseudocode changes).
- These problems can probably be addressed soon.

# Some Issues

- "MUST NOT carry payload data"
- => No other DCCP packet has this restriction.
- Simply say, as for the other packet types, that payload data is ignored.
- Is this OK? - with no valid sequence number?
- Suggest need for pseudo-code updates

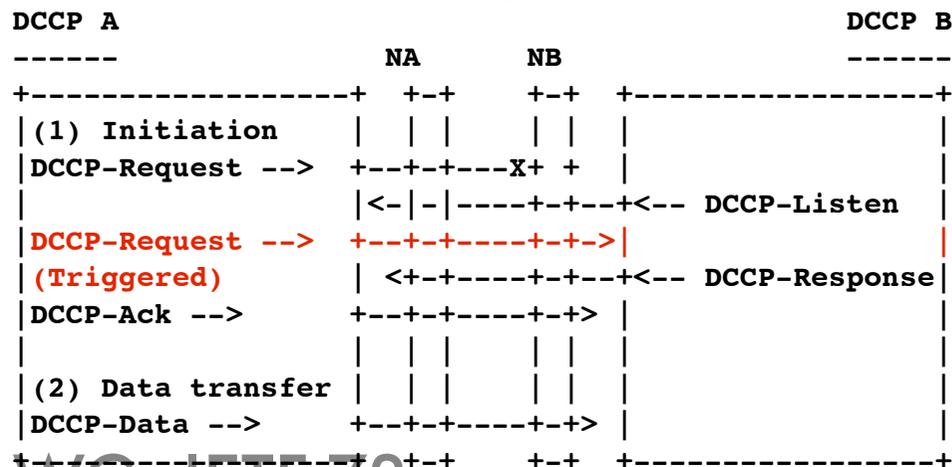
# Comments during WGLC

## Section 2.2.3:

If one makes a comparison here with STUN connectivity checks under ICE we are missing an optimization here. That is the triggered DCCP-Request.

Before the client has received a DCCP-Listen or a regular response it doesn't know that the path is open. Thus if one resent the request upon receiving the Listen one knows that it can get through. A previously sent request may have gotten through, but the client doesn't know that until much later. So the question here is: Is this speedup of the connection worth it? Is it congestion safe enough? I also assume this will not create issues in the DCCP state machine.

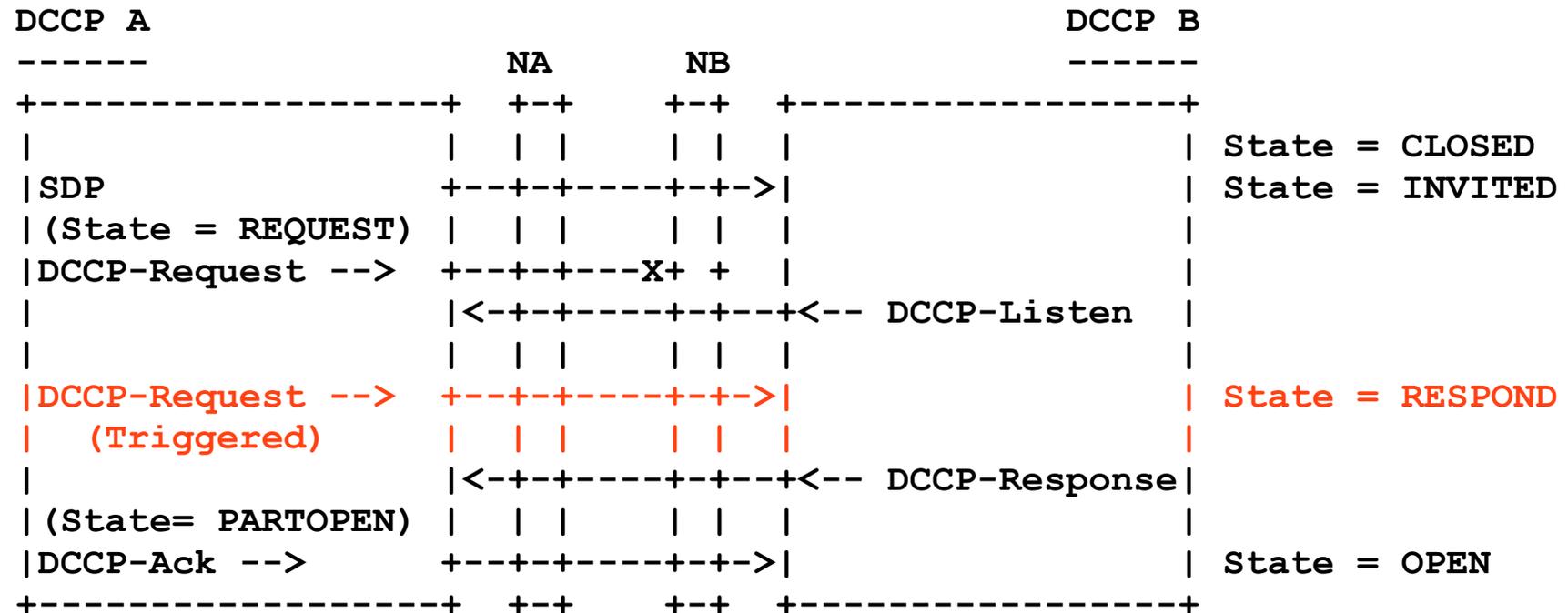
The case this optimize is the following which isn't enumerated in the draft:



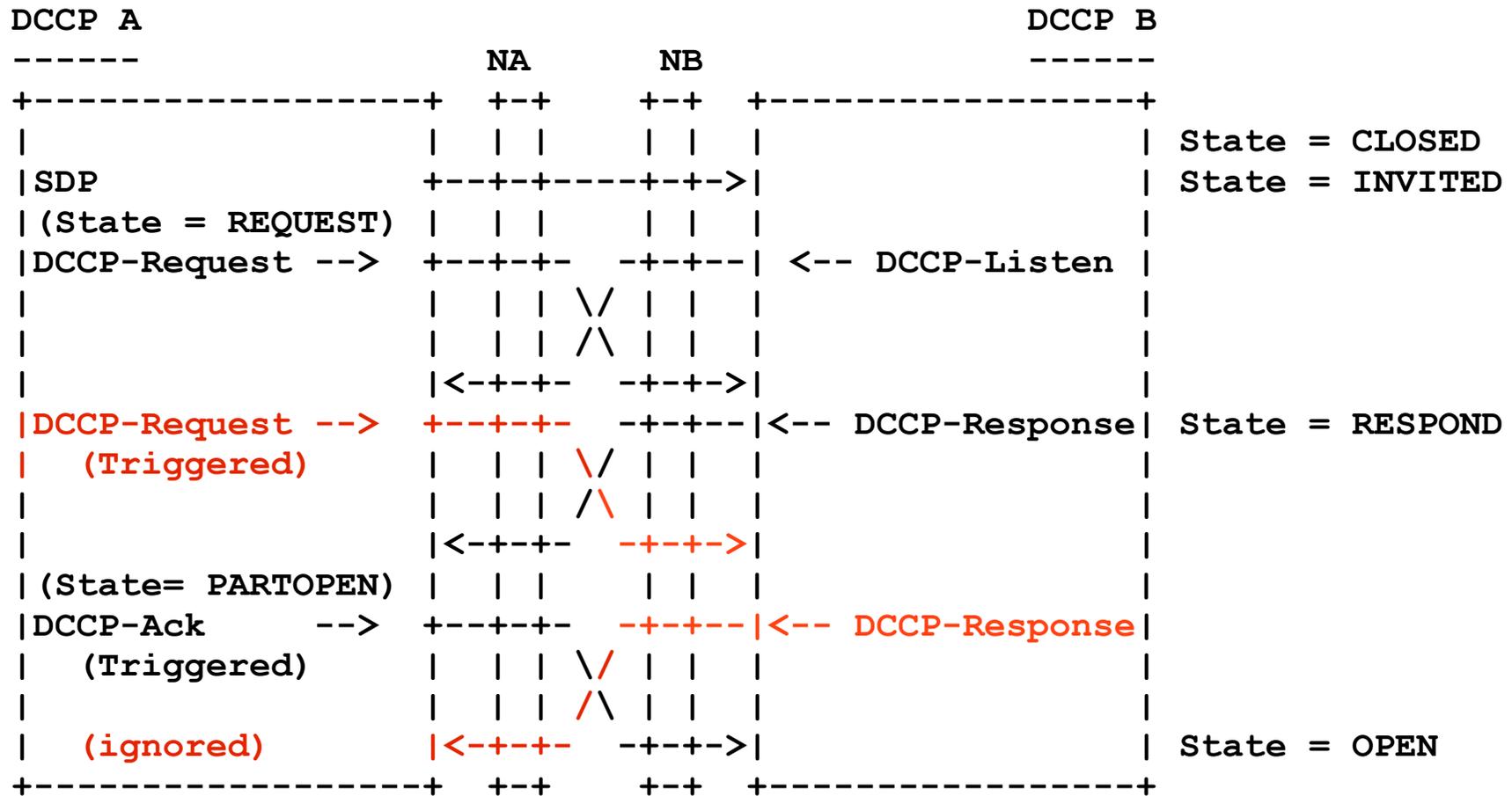
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Considering that the initial retransmission timer for DCCP-Request

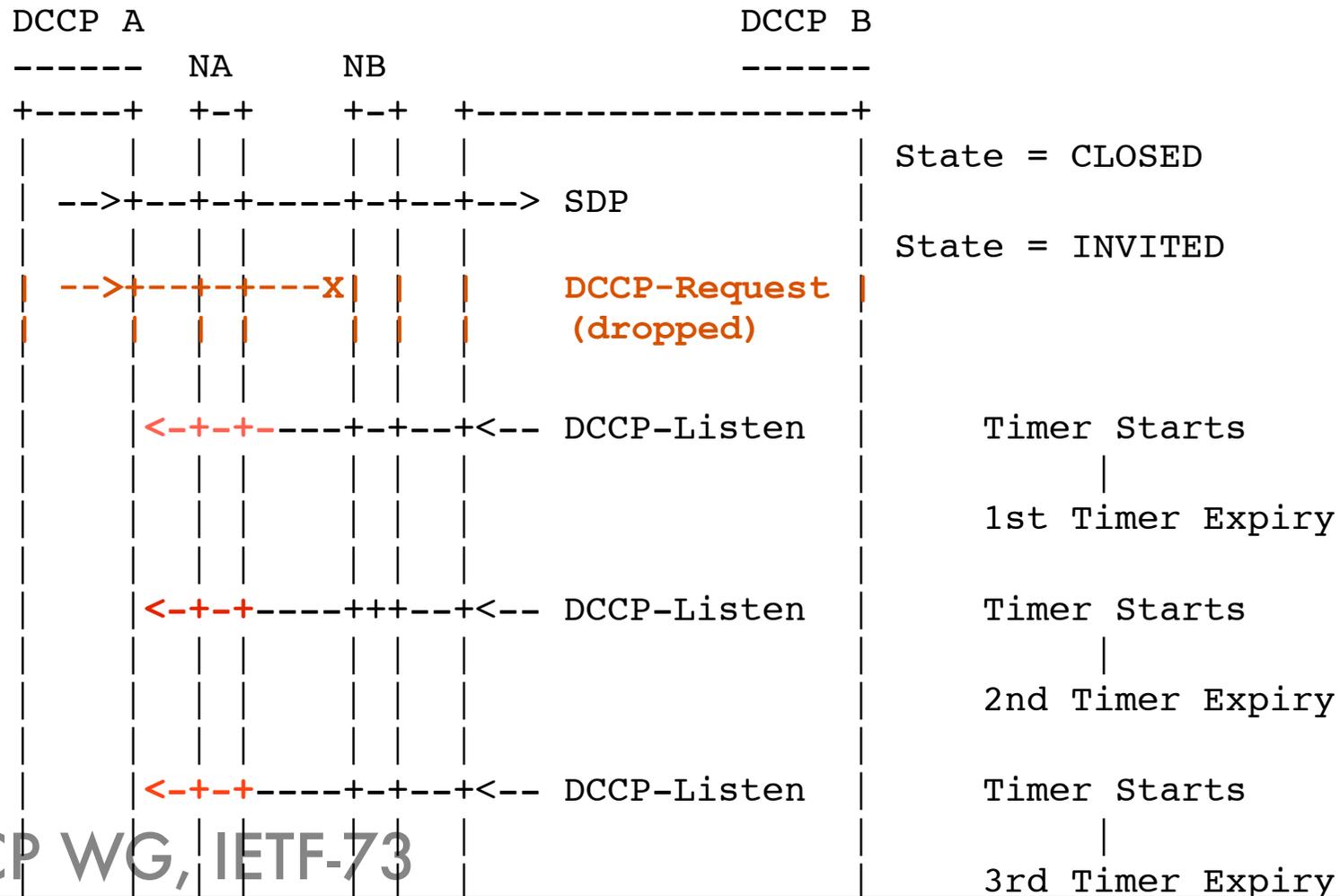
# Where it helps



# When it wasn't needed



# Updated Figure 5



# Next Step

- More comments from this WG are welcome - speak now.
- Note also sent to behave WG.
- Expect a new revision very soon.
- Decide on pseudo-code