Network Working Group
Internet Draft
Intended status: Informational
Expires: November 2013

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May 28, 2013

UDP Checksum Trailer in OWAMP and TWAMP
draft-mizrahi-owamp-twamp-checksum-trailer-00.txt

Abstract

The One-Way Active Measurement Protocol (OWAMP) and the Two-Way Active Measurement Protocol (TWAMP) are used for performance monitoring in IP networks. Delay measurement is performed in these protocols by using timestamped test packets. Some implementations use hardware-based timestamping engines that integrate the accurate transmission timestamp into every outgoing OWAMP/TWAMP test packet during transmission. Since these packets are transported over UDP, the UDP checksum field is then updated to reflect this modification. This document proposes to use the last 2 octets of every test packet as a Checksum Trailer, allowing timestamping engines to reflect the checksum modification in the last 2 octets rather than in the UDP checksum field. The behavior defined in this document is completely interoperable with existing OWAMP/TWAMP implementations.

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1. Introduction

The One-Way Active Measurement Protocol ([OWAMP]) and the Two-Way Active Measurement Protocol ([TWAMP]) are used for performance monitoring in IP networks.

Delay and delay variation are two of the metrics that OWAMP/TWAMP can measure. This measurement is performed using timestamped test packets.

The accuracy of delay measurements relies on the timestamping method and its implementation. In order to facilitate accurate timestamping, an implementation MAY use a hardware based timestamping engine, as shown in Figure 1. In such cases, the OWAMP/TWMAP packets are sent and received by a software layer, whereas the timestamping engine modifies every outgoing test packet by incorporating its accurate transmission time into the <Timestamp> field in the packet.

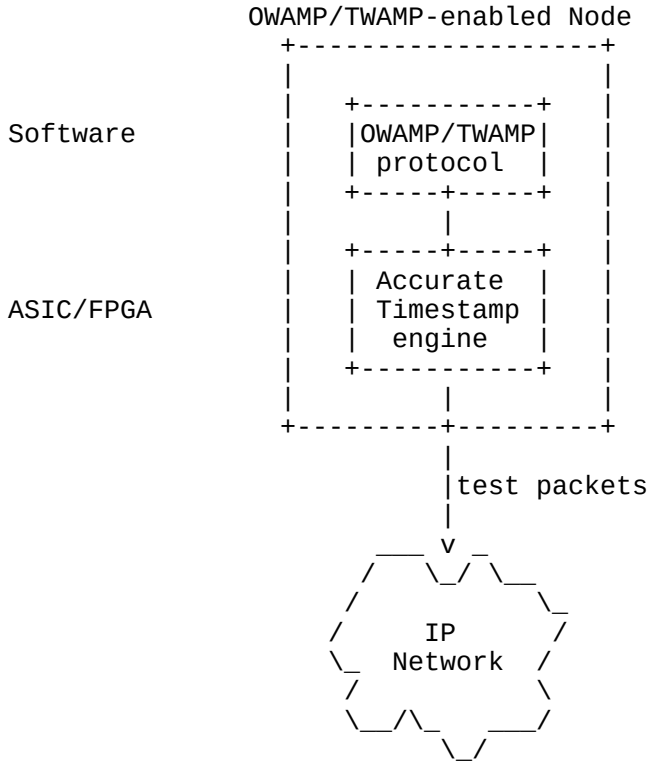

Figure 1 Accurate Timestamping in OWAMP/TWAMP

OWAMP/TWAMP test packets are transported over UDP. When the UDP payload is changed by an intermediate entity such as the timestamping engine, the UDP Checksum field must be updated to reflect the new payload. When using UDP over IPv4 ([UDP]), an intermediate entity that cannot update the value of the UDP checksum can assign a value of zero to the checksum field, causing the receiver to ignore the

checksum field. UDP over IPv6, as defined in [IPv6], does not allow a zero checksum, and requires the UDP checksum field to contain a correct checksum of the UDP payload.

Since an intermediate entity only modifies a specific field in the packet, i.e. the timestamp field, the UDP checksum update can be performed incrementally, using the concepts presented in [Checksum].

A similar problem is addressed in Annex E of [IEEE1588]. When the Precision Time Protocol (PTP) is transported over IPv6, two octets are appended to the end of the PTP payload for UDP checksum updates. The value of these two octets can be updated by an intermediate entity, causing the value of the UDP checksum field to remain correct.

This document defines a similar concept for [OWAMP] and [TWAMP], allowing intermediate entities to update OWAMP/TWAMP test packets and maintain the correctness of the UDP checksum by modifying the last 2 octests of the packet.

The term Checksum Trailer is used throughout this document and refers to the 2 octets at the end of the UDP payload, used for updating the UDP checksum by intermediate entities.

The usage of the Checksum Trailer can in some cases simplify the implementation, since if the packet data is processed in a serial order, it is simpler to first update the timestamp field, and then update the Checksum Trailer rather than to update the timestamp and then update the UDP checksum, residing at the UDP header.

2. Conventions used in this document

2.1. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [KEYWORDS].

2.2. Abbreviations

NTP Network Time Protocol

OWAMP One-Way Active Measurement Protocol

PTP Precision Time Protocol

TWAMP Two-Way Active Measurement Protocol

UDP User Datagram Protocol

3. Using the UDP Checksum Trailer in OWAMP and TWAMP

3.1. Overview

The UDP Checksum Trailer is a two-octet trailer that is piggybacked at the end of the test packet. It resides in the last 2 octests of the UDP payload.

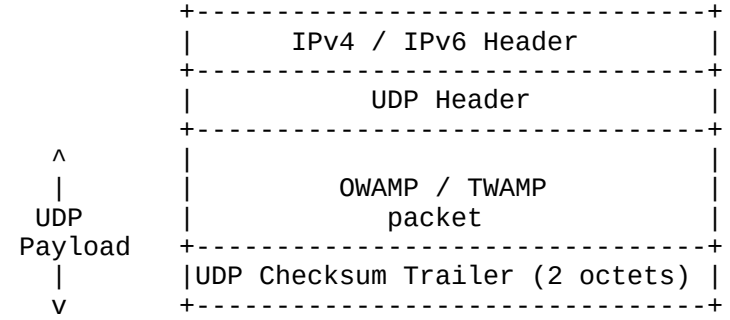

Figure 2 Checksum Trailer in OWAMP/TWAMP Test Packet

3.2. OWAMP / TWAMP Test Packets with Checksum Trailer

The One-Way Active Measurement Protocol [OWAMP], and the Two-Way Active Measurement Protocol [TWAMP] both make use of timestamped test packets. The formats of these packets are defined in [OWAMP] and in [TWAMP].

OWAMP/TWAMP test packets are transported over UDP, either over IPv4 or over IPv6. This document applies to both OWAMP/TWAMP over IPv4 and over IPv6.

OWAMP/TWAMP test packets contain a Packet Padding field. This document proposes to use the last 2 octests of the Packet Padding field as the Checksum Trailer. In this case the Checksum Trailer is always the last 2 octets of the UDP payload, and thus the trailer is located UDP Length - 2 octets after the beginning of the UDP header.

Figure 3 illustrates the OWAMP test packet format including the UDP checksum trailer.

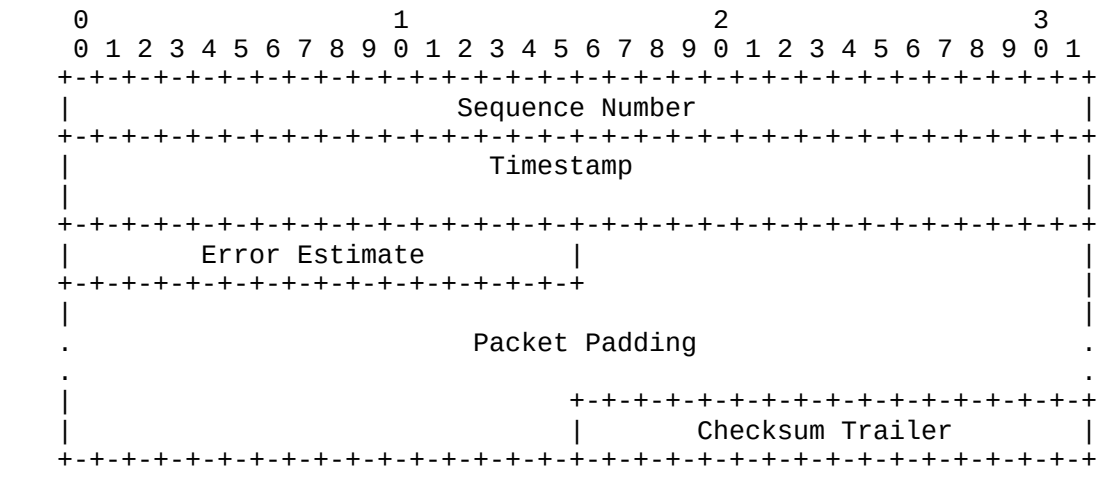

Figure 3 Checksum Trailer in OWAMP Test Packets

Figure 4 illustrates the TWAMP test packet format including the UDP checksum trailer.

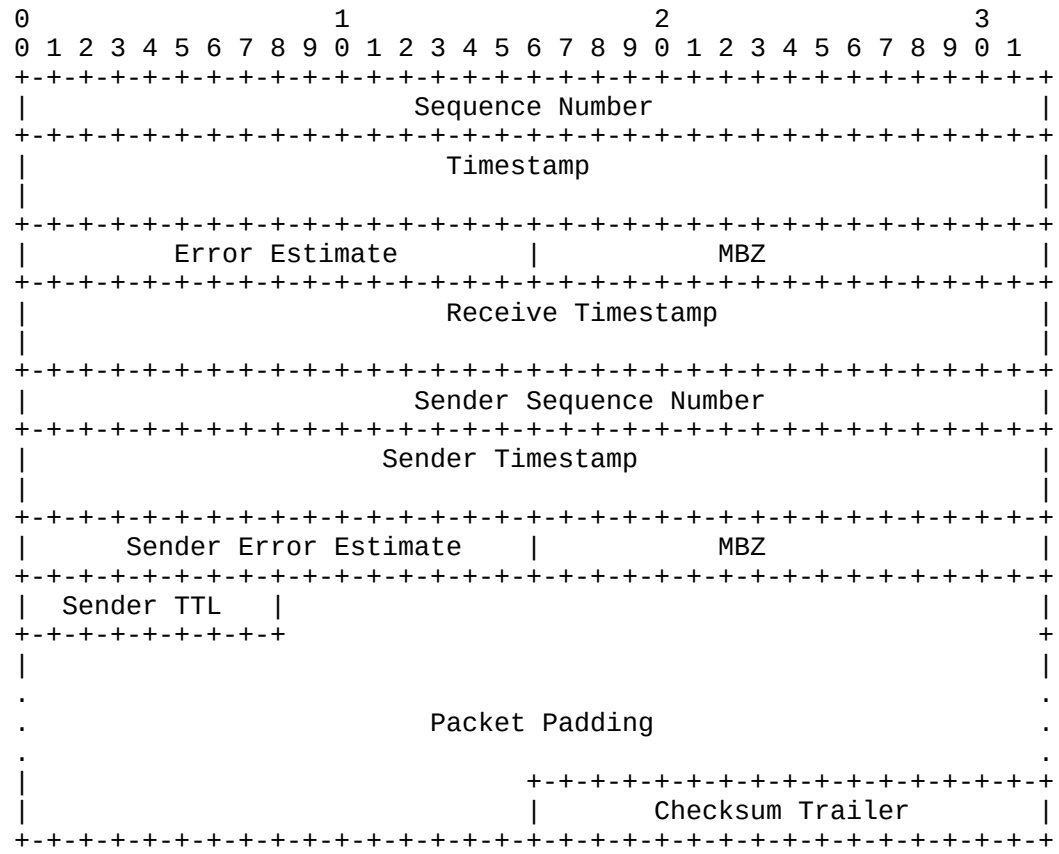

Figure 4 Checksum Trailer in TWAMP Test Packets

The length of the Packet Padding field in test packets is announced during the session initiation through the "Padding Length" field in the Request-Session message [OWAMP], or in the Request-TW-Session [TWAMP].

When a Checksum Trailer is included, the "Padding Length" MUST include the Checksum Trailer.

3.2.1. Transmission of OWAMP/TWAMP with Checksum Trailer

The transmitter of an OWAMP/TWAMP test packet MAY include a Checksum Trailer field, incorporated in the last 2 octets of the Packet Padding.

A transmitter that includes a Checksum Trailer in its outgoing test packets MUST include a Packet Padding in these packets, the length of which is at least 2 octets.

3.2.2. Intermediate Updates of OWAMP/TWAMP with Checksum Trailer

An intermediate entity that receives and alters an OWAMP/TWAMP test packet MAY alter the Checksum Trailer field in order to maintain the correctness of the UDP checksum value.

3.2.3. Reception of OWAMP/TWAMP with Checksum Trailer

This document does not impose new requirements on the receiving end of an OWAMP/TWAMP test packet.

The UDP layer at the receiving end verifies the UDP Checksum of received test packets, and the OWAMP/TWAMP layer SHOULD treat the Checksum Trailer as part of the Packet Padding.

3.3. Interoperability with Existing Implementations

The behavior defined in this document does not impose new requirements on the reception behavior of an OWAMP receiver or a TWAMP reflector, since the existence of the checksum trailer is transparent from the perspective of the receiver/reflector. Thus, the functionality described in this document allows interoperability with existing implementations that comply to [OWAMP] or [TWAMP].

3.4. Using the Checksum Trailer with or without Authentication

When message authentication is used, intermediate entities that alter test packets must also re-compute the Message Authentication Code (MAC) accordingly. The MAC update typically requires the intermediate entity to store the packet, re-compute its MAC, and then forward it.

While a Checksum Trailer MAY be used when authentication is enabled, in practice the Checksum Trailer is more useful in unauthenticated mode, allowing the intermediate entity to perform serial processing of the packet without storing-and-forwarding it.

4. Security Considerations

This document describes how the last two octests of a test packet can be used for updating the checksum. This concept is logically similar to an intermediate node that directly modifies the UDP Checksum field, and thus does not present any new security implications.

As described in Section 3.4. , the concept described in this document is especially useful for unauthenticated mode. However, this document does not make a statement about the circumstances in which authentication should or should not be used.

5. IANA Considerations

There are no IANA actions required by this document.

RFC Editor: please delete this section before publication.

6. Acknowledgments

This document was prepared using 2-Word-v2.0.template.dot.

7. References

7.1. Normative References

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[UDP] Postel, J., "User Datagram Protocol", RFC 768, August 1980.

[OWAMP] Shalunov, S., Teitelbaum, B., Karp, A., Boote, J., and Zekauskas, M., "A One-way Active Measurement Protocol (OWAMP)", RFC 4656, September 2006.

[TWAMP] Hedayat, K., Krzanowski, R., Morton, A., Yum, K., and Babiarz, J., "A Two-Way Active Measurement Protocol (TWAMP)", RFC 5357, October 2008.

7.2. Informative References

[IEEE1588] IEEE TC 9 Instrumentation and Measurement Society, "1588 IEEE Standard for a Precision Clock Synchronization Protocol for Networked Measurement and Control Systems Version 2", IEEE Standard, 2008.

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