

The Trouble with Transports

Moving UDP to layer 3.5

IAB:

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Things we need to admit

- ❑ TCP isn't enough
 - ❑ e.g. congestion, forced retransmit, rigid 3-way handshake
 - ❑ HTTPS-over-TCP is even more limiting
 - ❑ Minion is cool but requires kernel mods
 - ❑ Some L2 protocols do not interact well (LTE)
- ❑ SCTP won't save us
 - ❑ 15 years of proof
 - ❑ Lots of middleboxes, kernels, APIs to fix
- ❑ NATs will continue to exist
- ❑ New protocols on UDP: WebRTC(SCTP), QUIC, RTMFP, MOSH, etc.
- ❑ Conclusion: nothing new at layer 4

Goals

Endpoints

- ❑ Expose minimum information to get midpoints to allow traffic
- ❑ Transport/application innovation
- ❑ Maintain/increase scalability
- ❑ Explosion of local addresses
- ❑ Hints from/to network path
- ❑ Detect broken paths?

Midpoints

- ❑ Characterization on fast path
- ❑ More explicit policy than possible with "plain" UDP
- ❑ Less need for rapid evolution with new transports
- ❑ Add more explicit value
- ❑ Limit traffic evasion through 443/tcp by being **reasonable**

Design Constraints

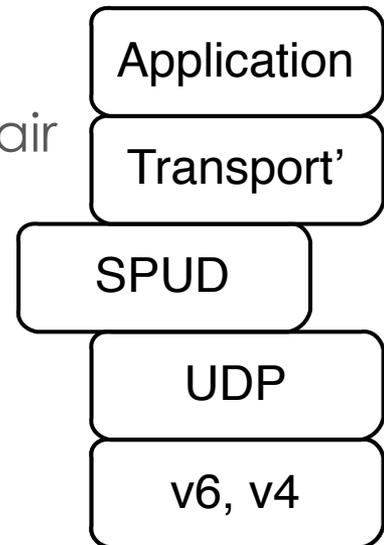
- Doable in user space only
- Existing socket API to kernel
- No root privileges
 - No raw sockets
 - No "privileged" ports (nice try, 20th century)
 - No ICMP
 - No access to DHCP or RA info
- Multiple apps per endpoint
- No worse than TCP
 - Privacy
 - Channel cohesion
 - DoS resilience
 - Hope to do better
- Existing UDP middleboxes must work without modification
- Stable over time
- Identification might be probabilistic

Hopeful assumption: middleboxes that block UDP are the ones that get updated frequently (i.e. corporate firewalls)

General approach:

Protocol inside UDP: "SPUD" for now

- One bidirectional relationship per endpoint pair
- Multiple relationships per port
- Explicit signaling from/to path/endpoints
- Stay async wherever possible
- Leave everything possible to new-transport layer
 - Retransmit
 - Congestion control
 - Separate security properties for network and endpoint



Interactions with other IETF work

- TAPS: determine use cases for transports *inside*
- AECON: possible protocol
- APONF: unknown
- RTCWeb: potential firewall traversal for future
- RMCAT: input to congestion control for transports
- DTLS: potential requirements for v3 as implementation...
- Likely many others