DOTS Information and Data Model

draft-andreasen-dots-info-data-model-01

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Background

- DOTS needs an Information and Data Model
 - So far, proposals have mostly been intertwined with DOTS protocol proposals
- Volunteered to produce Information and Data Model draft in IETF 96 meeting (Berlin)
- -00 presented at the DOTS Interim meeting in September
 - Focus was on overall document structure and highlevel content based on requirements, architecture and use-cases
 - Mostly a structured inventory of the more detailed model work that needed to be done; details missing ²

Current Draft

- Start providing more details with a focus on the Information Model aspects
 - Protocol and transport agnostic, but need to satisfy requirements, architecture, and use cases
 - Describes a logical API to put Information Elements in context and ensure we define the right ones
 - May have veered into protocol aspects in a few places
 - Defines the various Information Elements
 - Note: Mostly inventory in -01

Document Outline

- Major Sections
 - Introduction, etc.
 - Information Model
 - Data Model
 - IANA, Security Considerations, etc.
- Data Model Section is currently empty
 - And maybe it should stay that way ?
 - Focus on Information model only here, and leave specific data model to whichever protocol we ultimately chose ?

Information Model Outline

- 3.1 General
 - Logical description of key concepts the information model needs to support
 - Request/Response and Notifications
 - Modularity with mandatory, optional and extensions
 - DOTS Agent Identity
 - Server Discovery, Versioning and message correlation
- 3.2 Signal Channel Messages
 - Logical API that defines different Request/Response and Notifications for the signal channel with:
 - Information Elements (parameters)
 - Modularity considerations (mandatory, optional, extension)

Information Model Outline

• 3.3 Data Channel Messages

- Logical API that defines different Request/Response for the data channel with:
 - Information Elements (parameters)
 - Modularity considerations (mandatory, optional, extension)
- 3.4 Information Elements
 - The actual Information Elements for the information model
 - Mostly inventory in -01

Open Issues

- Document is work in progress with more details needed in various sections
- A number of more detailed issues are noted in the document and require further work as well
- A few of these are worth highlighting here

Issue 1 – Mandatory, Optional and Extensions

- Modularity is key; we can't require everybody to do everything
 - Different capabilities, attack target types, etc.
- What do we consider to be
 - mandatory baseline functionality ?
 - optional baseline functionality ?
 - extensions ?
- Proposal
 - Requirements, use cases and information/data model documents all need to identify mandatory, optional, extension
 - Requirements should be the driver
 - Each of the above documens should focus on mandatory and optional; extensions can be provided separately
 - Scope and phase the work to ensure timely progress

Issue 2: DOTS Authentication, Authorization, Agent-IDs and Domains

- What is the DOTS Identity Model ?
- Mutual authentication is a DOTS requirement
 - Assume we will run on top of (D)TLS
- We have the notion of DOTS domains with mutual authentiction/ authorization between them
- Do we need a DOTS Agent-ID at the DOTS level ?
 - DOTS Agent unique identifier with domain structure
 - Helps simplify authorization and operations
 - Helps DOTS Gateway scenarios (?) or are we effectively reintroducing DOTS relays ?
 - What does it look like ?
 - Is it authenticated at the DOTS level ?
 - Alternative is to rely on lower-level security, i.e. (D)TLS
- Proposal
 - We should have a DOTS Agent-ID with domain-structure
 - Authentication details TBD

Other Issues

- To Anycast and/or Redirect
 - That is the question...
- Is redirect of signal channel and data channel independent ?
- Various details for specific Information Elements

Next Steps

- Is document and overall approach on the right track ?
- Do people want to see this work continue ?
- Plan on adding more content, resolve open issues etc.

– Comments and input from the WG appreciated