

# More Accurate ECN Feedback in TCP

draft-ietf-tcpm-accurate-ecn-14



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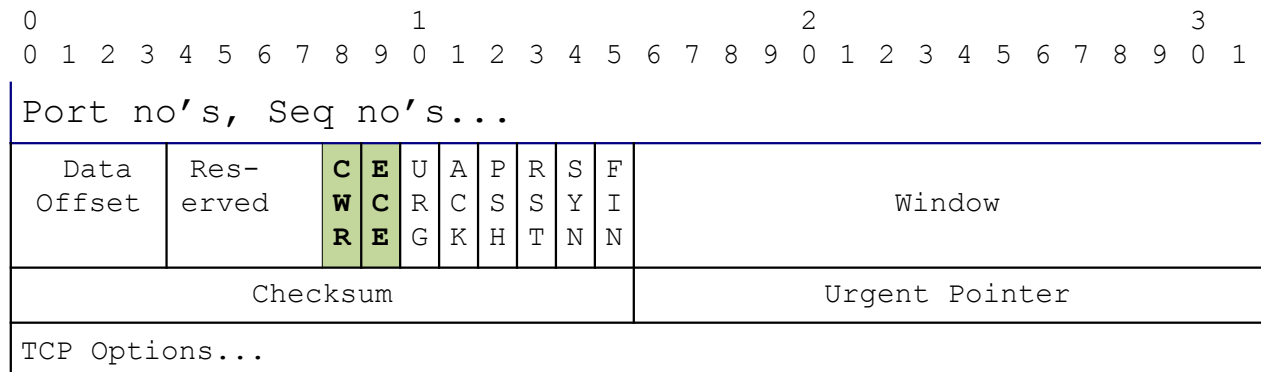
IETF-110 Mar 2021

# Problem (Recap)

## Congestion Existence, not Extent

- Explicit Congestion Notification (ECN)
  - routers/switches mark more packets as load grows
  - RFC3168 added ECN to IP and TCP

| IP-ECN | Codepoint | Meaning                |
|--------|-----------|------------------------|
| 00     | not-ECT   | No ECN                 |
| 10     | ECT(0)    | ECN-Capable Transport  |
| 01     | ECT(1)    |                        |
| 11     | CE        | Congestion Experienced |

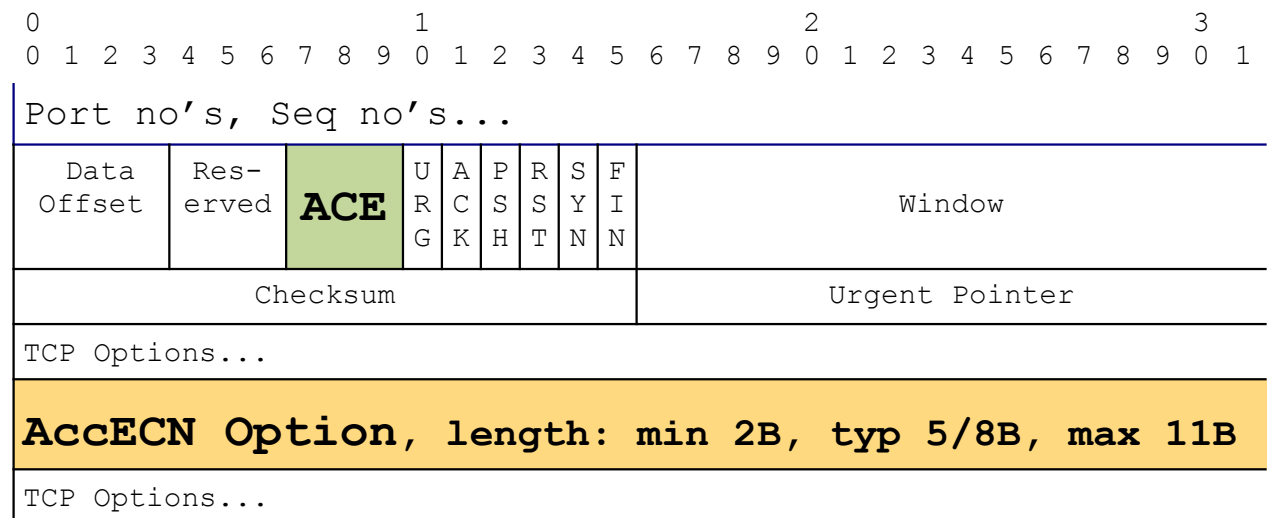


- Problem with RFC3168 ECN feedback:
  - only one TCP feedback per RTT
  - rcvr repeats **ECE** flag for reliability, until sender's **CWR** flag acks it
  - suited TCP at the time – one congestion response per RTT

# Solution (recap)

## Congestion extent, not just existence

- AccECN: Change to TCP wire protocol
  - Repeated count of CE packets (**ACE**) - essential
  - and CE bytes (**AccECN Option**) – supplementary



- Key to congestion control for low queuing delay
  - 0.5 ms (vs. 5-15 ms) over public Internet
- Applicability: (see spare slide)

# Field Order of AccECN TCP Option

- How to distinguish 2 different field orders in the AccECN Option
  - ExxB = Echo Byte counter xx, where xx = E0, E1, CE (each 3 B)

|       |        |      |       |        |
|-------|--------|------|-------|--------|
| kind0 | length | EE0B | [ECEB | [EE1B] |
| kind1 | length | EE1B | [ECEB | [EE0B] |

- After IETF-109, a third alternative:
  - 1) Two Option Kinds [MScharf]
  - 2) Add flags byte to option [llpo]
  - 3) Use most significant bit of first 24-bit field to signal field order [Joe]
- Conclusion
  - Kept two Option Kinds after a little push-back against #3

# Forward Compatibility vs. Covert Channel

|      |        |           |           |                |
|------|--------|-----------|-----------|----------------|
| kind | length | [3 octets | [3 octets | [3 octets] ] ] |
|------|--------|-----------|-----------|----------------|

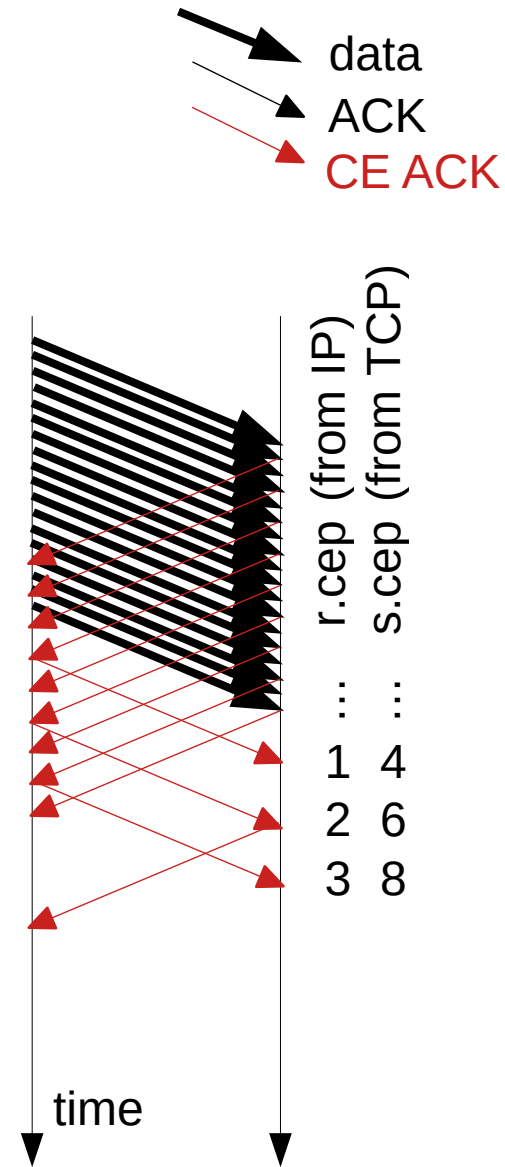
- Background: Valid AccECN Option lengths: 2 + (0, 3, 6, or 9) octets
  - For forward compatibility, if the AccECN Option is of any other length, implementations **MUST** use those whole 3-octet fields that fit within the length and ignore the remainder of the option, treating it as padding.
  - A middlebox **claiming to be transparent** at the transport layer **MUST** forward the AccECN TCP Option unaltered, whether or not the length value matches one of those specified
- Creates a covert channel of up to 29B [MScharf]
  - Now identified in Security Considerations
  - Prompted chairs to ask for early SECDIR review
- We could sacrifice forward compatibility; but no real need here
- Not a new covert channel
  - A TCP **MUST** ignore without error any TCP option it does not implement [RFC1122]
- Where nec., current IDSs already close off these channels
  - block unknown options or known options with unknown lengths

# To ACK ACKs or not to ACK?

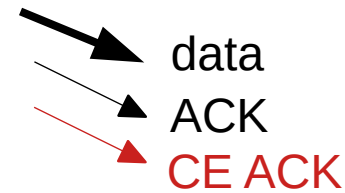
## That is the question

An AccECN Data Receiver:

- SHOULD immediately send an ACK whenever a **data packet** marked CE arrives after the previous **packet** was not CE.
- MUST immediately send an ACK once 'n' CE marks have arrived since the previous ACK, where 'n' SHOULD be 2 and MUST be in the range 2 to 6 inclusive.
- Intentions:
  - rapid feedback at congestion onset
  - reduce risk of double wrap of 3-bit ACE counter
- Realized 2nd bullet could lead to ACKs of ACKs (first bullet deliberately doesn't)
  - 'OK in principle': ACKing new information (new CE marks)
  - to maintain cwnd during idles, or ready for adding ACK CC
  - but potential ACK ping-pong must be strongly damped



# *To ACK ACKs or not to ACK? DupACKs is another question*

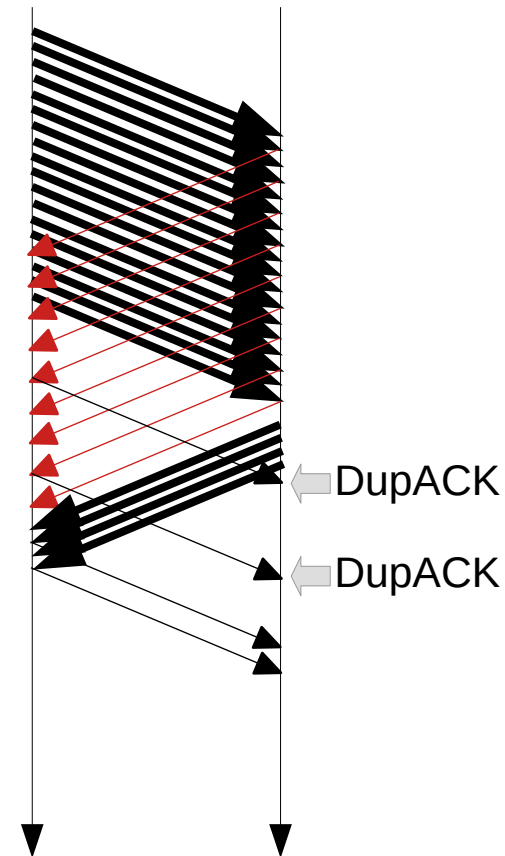


- ACKs of ACKs could look like DupACKs [Yoshi]

- If ACK stream CE marked
- and data volleys take turns

- Low risk

- Already a corner case
- and only if SACK not negotiated\*
- harm would be spurious re-xmt(s)



\* AccECN recommends SACK. If SACK-negotiated, and if no SACK on ACK, not a DupACK

# *To ACK ACKs or not to ACK?*

## *What is the answer?*

Two positions:

### A) Prevent ACKs of ACKS completely

MUST immediately send an ACK once 'n' CE marks have arrived since the previous ACK **and there is outstanding data to acknowledge**, where 'n' SHOULD be 2 and MUST be in the range 2 to 6 inclusive.

### B) Take opportunity to still feed back CE on ACKs, but damp any potential ACK ping-pong

- MUST immediately send an ACK once 'n' CE marks have arrived since the previous ACK {1}, where 'n' SHOULD be ~~2~~ **3** and MUST be in the range ~~2~~ **3** to 6 inclusive.

- There are simplicity arguments on both sides



# Other changes

- Editorial fixes throughout
  - Esp. ACK Filtering
  - thx to Gorry's latest review

# Status & Next Steps

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- Once ACKs of ACKs resolved ready for WG/LC
- draft-ietf-tcpm-generalized-ecn (EXP) dependent on this
- April'20 tcpm interim:
  - WG resolved to wait a while for L4S, but go ahead soon if still waiting

AccECN

Q&A  
spare slides