Discussion: Messaging

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From draft-gjessing-taps-minset-04

- Transport features that require app knowledge + allow fall-back to TCP

- Sending
  - Reliably transfer data, with congestion control
  - Reliably transfer a **message**, with congestion control
  - Unreliably transfer a **message**
  - Configurable **Message** Reliability
  - Choice between unordered (potentially faster) or ordered delivery of **messages**
  - Request not to bundle **messages**
  - Specifying a key id to be used to authenticate a **message**
  - Request not to delay the acknowledgement (SACK) of a **message**

- Receiving
  - Receive **data (with no message delineation)**
  - Information about partial message arrival

Makes no sense when we don’t get messages.
Sending messages, receiving a bytestream

• Can we make this combination work?
  – Be compatible to TCP but still benefit from messages?

• Alternative not very attractive: always telling an application “sorry, you only get a stream here” is not much different than saying “sorry, use TCP instead”
  – Let’s minimize # hoops an app developer has to jump through

• Message-oriented TCP apps already frame their data
  – Unnecessary to repeat this in transport layer
  – Requirement to tell receiver app “here is your complete message” creates a major limitation and is often unnecessary
Application-Framed (AFra-)Bytestream

• Normal TCP-like bytestream API
  – Optional: some additional information provided by sender app

• Sender app: hands over a stream of bytes, informs transport about frame boundaries and requirements (order, reliability, ..)
  – Delimited frames stay intact, in order
  – More relaxed rules possible between frames
  – Delimiters assumed to be known by application

• Receiver app: receives stream of bytes
  – App-level delimiters turn it into messages

• TCP = special case: no delimiters used
  – Can talk to “normal” TCP applications on both sides
Unordered message delivery: **SCTP**

Sender app:
- Msg 1
- Msg 2
- Msg 3

API

App-defined header. *Could also be e.g. implicit knowledge about size*

- Inform where frame begins
- Configure: “unordered”

Receiver app:
- Msg 1
- Msg 2
- Msg 3

API

App knows how to identify messages

*Just a byte stream!*

- Block 1
- Block 2
- Block 3

- Block 1
- Block 2
- Block 3
Unordered message delivery: TCP

Sender app

- Inform where frame begins
- Configure: “unordered”
  ... TCP just ignores this!

Receiver app

App knows how to identify messages

Just a byte stream!
Unreliable unordered msg delivery: **SCTP**

- Sender app
- Receiver app
- App knows how to identify messages
- Just a byte stream!

- Inform where frame begins
- Inform where frame ends
- Configure: “unreliable, unordered”

**Block 1**

**Block 2**

**Block 3**

**Msg 1**

**Msg 2**

**Msg 3**
Unreliable unordered msg delivery: TCP

Sender app

- Msg 3
- Msg 2
- Msg 1

API

Block 1 Block 2 Block 3

Receiver app

- Msg 1
- Msg 2
- Msg 3

API

App knows how to identify messages

Just a byte stream!

• Inform where frame ends
• Inform where frame begins
• Configure: “unreliable, unordered”

... TCP just ignores this!
Unreliable message delivery: 
**SCTP, large messages**

- Inform where frame ends
- Inform where block begins
- Configure: “Unreliable”
Unreliable message delivery: SCTP, large messages

Sender app

Receiver app

App knows how to identify messages

Just a byte stream!

API

Packets

Block 1

Block 2

Block 3

SCTP
Questions, comments?
Discussion: Early data transmission

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Transport features that require app knowledge + allow fall-back to TCP

1. Hand over a message to transfer (possibly multiple times) before connection establishment
   – This is TCP (TFO)

2. Hand over a message to transfer during connection establishment
   – This is SCTP sending data together with Cookie-Echo, or TCP sending data on SYN without TFO
   – no duplication
Proposal in draft-gjessing-taps-minset-04

• Flow is created before connecting or listening
  – Allows for some early configuration
  – At this stage, deal with early data

• App can...
  1. hand over a message
  2. say whether it prefers “before” (case 1) or “during” (case 2) establishment
  3. query for the maximum amount of data that it can possibly expect to have transmitted before or during connection establishment
Questions, comments?