

draft-irtf-dtnrg-bundle-checksum

Lloyd Wood, Wesley M. Eddy and Will Ivancic Cisco Systems, Verizon/NASA, NASA Glenn.

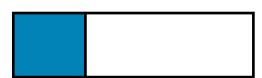
prepared for discussion at the IRTF Delay-Tolerant Networking session IETF 71, Philadelphia, March 2008.

E2E reliability choices – what is checked?

Here, reliability is 'known to be delivered free of errors end-to-end'



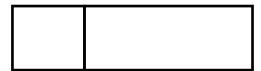
reliable header and payload are covered by checksums 90+% of applications expect error-free delivery.



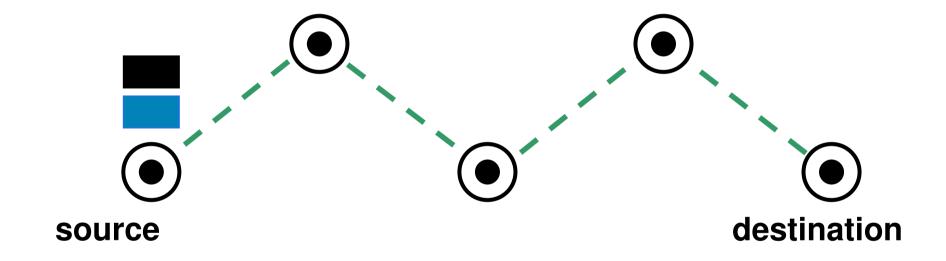
reliable header but no payload checking e.g. UDP-Lite. Permits application-level ECC, error-tolerant codecs, etc.



unreliable header but reliable checked payload Current bundle protocol spec with PIB e2e or new 'insecure' ciphersuites.

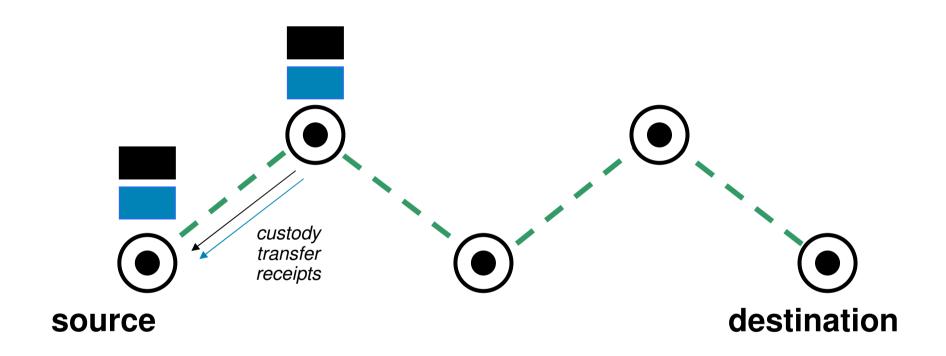


no header *or*payload checking
Current bundle protocol spec
when no ciphersuites in use.

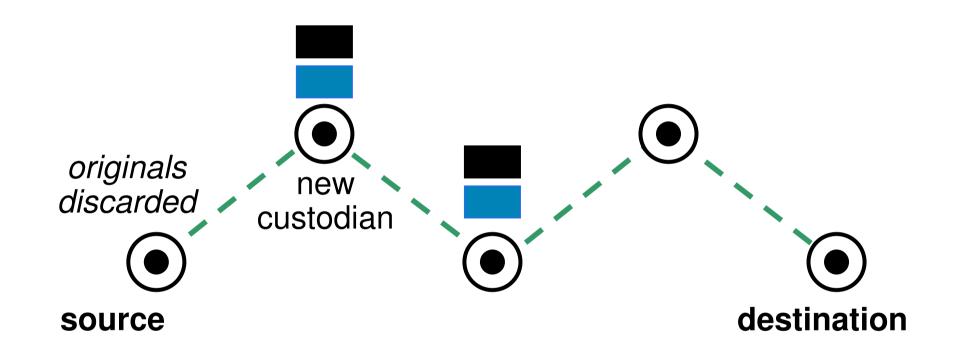




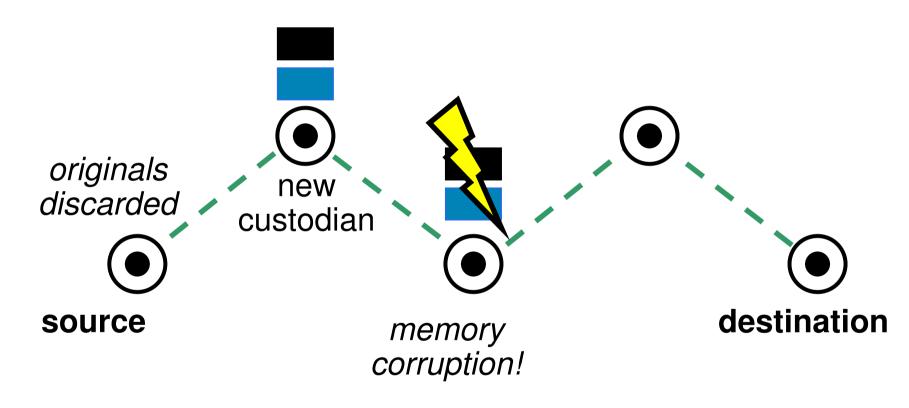
as described in bundle security drafts as described in draft-irtf-dtnrg-bundle-checksum





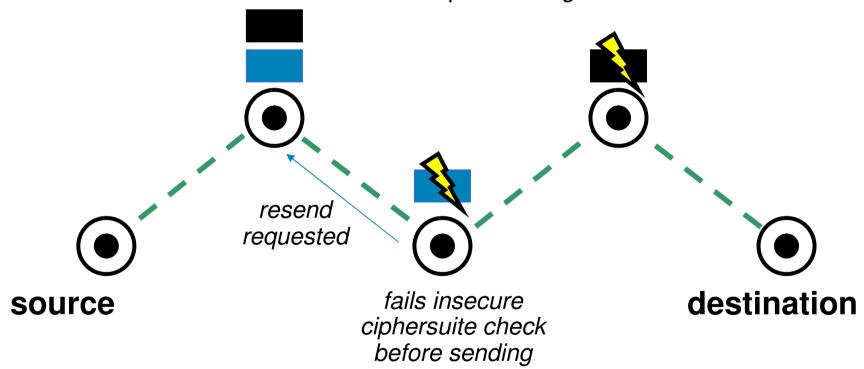




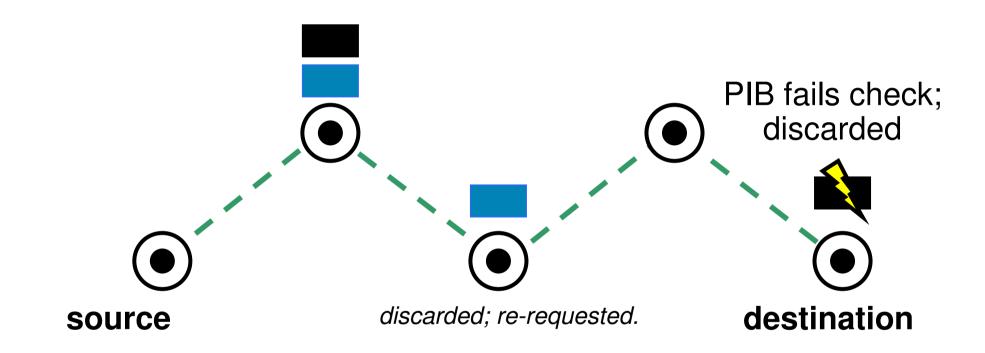




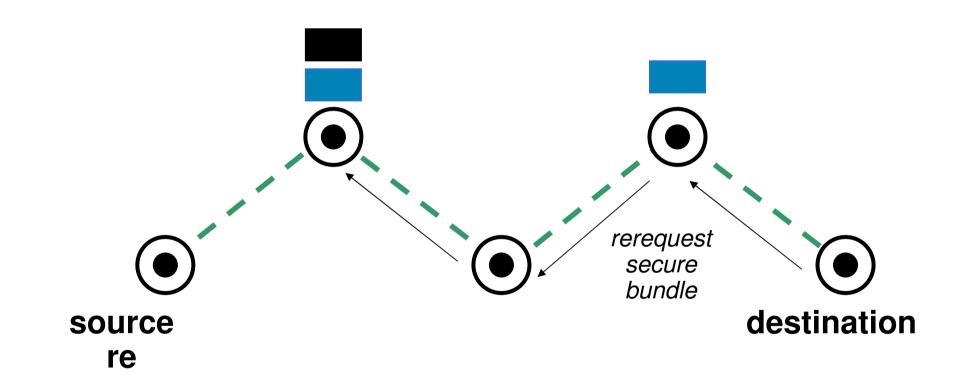
no way of verifying content. presumed good and sent on.





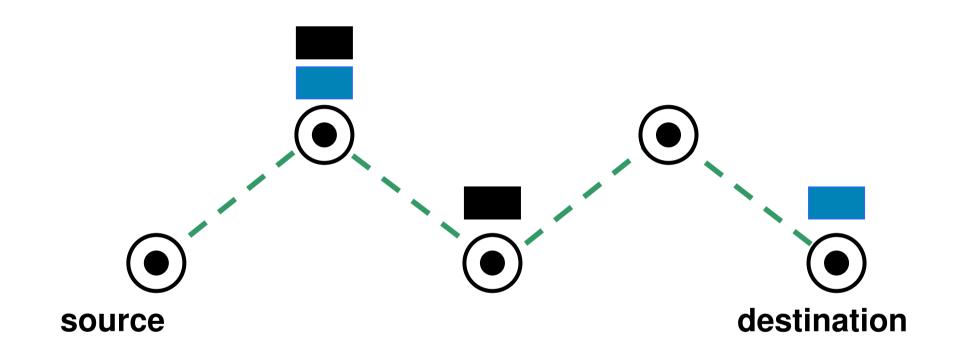








insecure ciphersuite





Insecure bundle that can be checked in-transit has arrived faster!

Tradeoffs

PIB secure bundle

insecure payload using INSECURE ciphersuite

opaque to intermediate nodes; longer control loops

can be verified at each intermediate node, leading to faster resends and tighter control loops

can be used by applications implementing their own e2esecurity

Best of both worlds - end-to-end

push an e2e reliability wrapper around the secure PIB

wrapping e2e
reliability checksum
which can be checked
at each nodes

secure end-to-end payload

allows for fast resends if errors are detected

draft-irtf-dtnrg-bundle-checksum

More discussion is needed. thankyou.