

# UDP Usage Guidelines

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# Overview

- Guidelines on the use of UDP!
  - For ***designers*** of applications, tunnels and other protocols that use UDP.
- Guidance on:
  - Congestion control (primary focus)
  - Message sizes, reliability, checksums, middlebox traversal, use of the API, etc.

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# Summary of changes from RFC 5405

The words "application designers" were removed from the draft title and the wording of the abstract was clarified

Significant updates to:

3.1.4. Differentiated Services Model (e.g., advice in I-D.ietf-dart-dscp-rtp)

3.1.5. QoS, Pre-provisioned or Reserved Capacity

3.1.6. Circuit Breaker Mechanisms (e.g., advice in I-D.ietf-tsvwg-circuit-breaker)

3.3 Burst Mitigation and Pacing

3.4. Checksum Guidelines (e.g., RFC6935/RFC6936 IPv6 checksum usage)

Appendix A. Case Study of the Use of IPv6 UDP Zero-Checksum Mode

# Summary of changes from RFC 5405

## 4. Multicast UDP Usage Guidelines

### 4.1.1. Bulk Transfer Multicast Applications

### 4.1.2. Low Data-Volume Multicast Applications

## 4.2. Message Size Guidelines for Multicast

## 5. Programming Guidelines

### 5.1. Using UDP Ports - (e.g., I-D.ietf-tsvwg-port-use; using the source port)

#### 5.1.1 Applications using Multiple UDP Ports (middleboxes)

# Next steps?

Authors think this is ready for review.

WGLC is requested.