## Heartbeat Mechanism draft-ietf-dots-signal-channel

IETF#105 Montreal, July 2019

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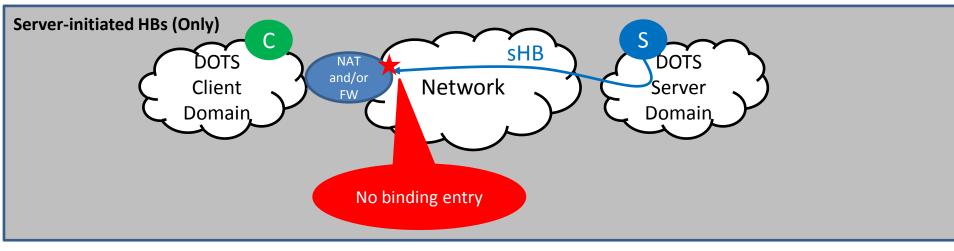
### Why Heartbeats are Needed?

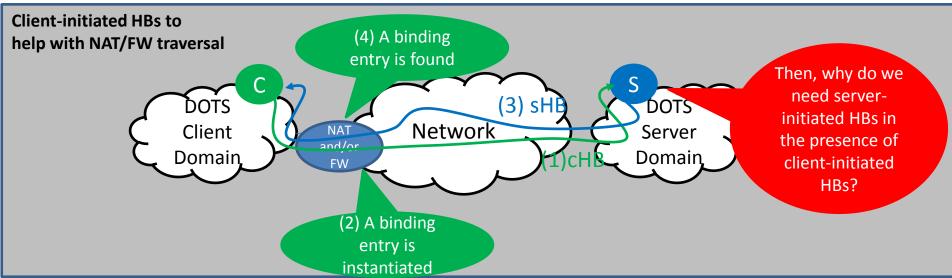
- Assess if the remote peer is defunct or alive
- Maintain any state in on-path NATs or firewalls



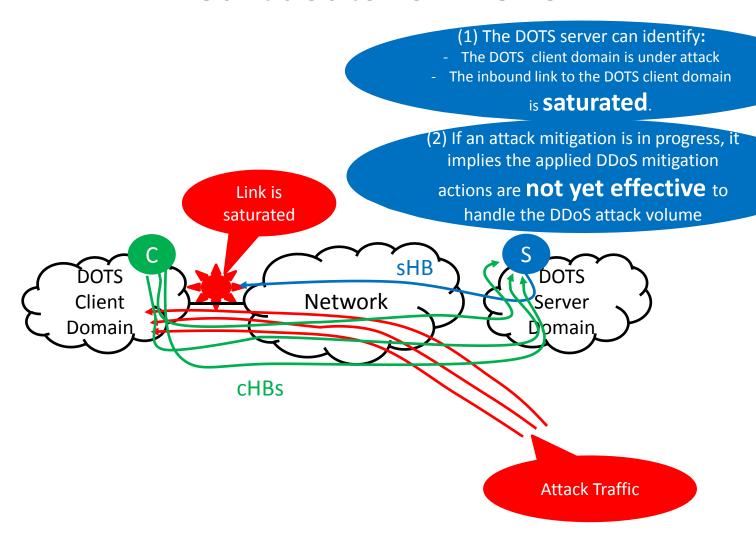
- To that aim, bidirectional HBs are exchanged between DOTS peers
  - DOTS agents regularly send heartbeats to each other

## On The Importance of Client-Initiated Heartbeats



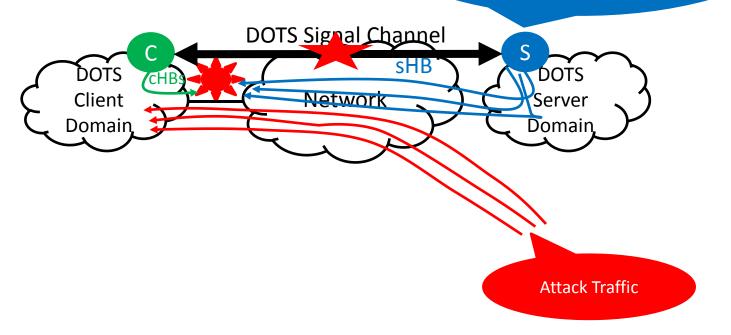


## On The Importance of Server-Initiated Heartbeats for DOTS



## On The Importance of Server-Initiated Heartbeats for DOTS

If no traffic is received from the client and missing-hb-allowed is reached, the DOTS server triggers automatic pre-configured mitigation requests for this DOTS client (if any)



```
+--: (signal-config)
                  +--rw sid
                                                        uint32
                 +--rw mitigating-config
                                                                   A DOTS server might
                                                                    want to reduce
                                                                  heartbeat frequency or
                                                                    cease heartbeat
                                                                   exchanges when an
                                                                  active DOTS client has
                 +--rw idle-config
                                                                 not requested mitigation
                                                                       (RFC8612)
                                                                       DOTS agents
                                                                     automatically
                                                                    switch to the other
                                                                    configuration upon a
```

change in the mitigation activity

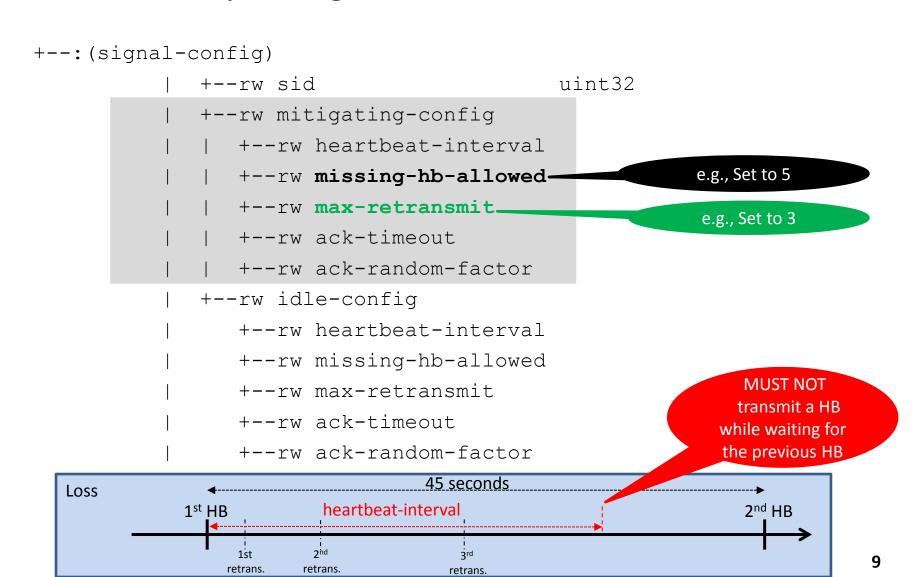
# DOTS Session Configuration Unreliable Transport

```
+--: (signal-config)
               +--rw sid
                                               uint32
               +--rw mitigating-config
                   +--rw heartbeat-interval
                  +--rw missing-hb-allowed
                   +--rw max-retransmit
                  +--rw ack-timeout
                   +--rw ack-random-factor
   CoAP
Retransmission
                                                           A maximum number
               +--rw idle-config
                                                               of missing
 Parameters
                   +--rw heartbeat-interval
                                                              heartbeats is
                   +--rw missing-hb-allowed
                                                               allowed.
                   +--rw max-retransmit
                                                           HBs can be disabled
                   +--rw ack-timeout
                   +--rw ack-random-factor
```

Flexible Retry Configuration for Unreliable Transports (1)

```
+--: (signal-config)
               +--rw sid
                                                uint32
               +--rw mitigating-config
                  +--rw heartbeat-interval
                                                             e.g., Set to 5
                  +--rw missing-hb-allowed-
                  +--rw max-retransmit
                                                             e.g., Set to 3
                  +--rw ack-timeout
                  +--rw ack-random-factor
               +--rw idle-config
                  +--rw heartbeat-interval
                  +--rw missing-hb-allowed
                  +--rw max-retransmit
                  +--rw ack-timeout
                  +--rw ack-random-factor
   No Loss
               HB
                            HB
                                                        HB
                                          HB
                          T0+interval
               T<sub>0</sub>
                                       T0+ 2*interval
                                                     T0+ 3*interval
```

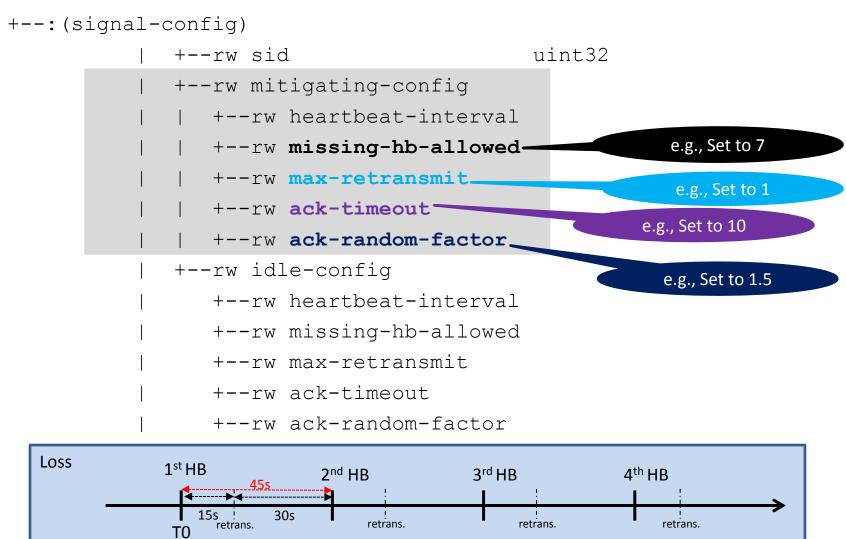
Flexible Retry Configuration for Unreliable Transports (2)



Flexible Retry Configuration for Unreliable Transports (3)

```
+--: (signal-config)
                 +--rw sid
                                                      uint32
                 +--rw mitigating-config
                     +--rw heartbeat-interval
                                                                   e.g., Set to 15
                    +--rw missing-hb-allowed-
                     +--rw max-retransmit.
                                                                    e.g., Set to 1
                    +--rw ack-timeout
                    +--rw ack-random-factor
                 +--rw idle-config
                     +--rw heartbeat-interval
                     +--rw missing-hb-allowed
                     +--rw max-retransmit
                     +--rw ack-timeout
                     +--rw ack-random-factor
   Loss
                1<sup>st</sup> HB
                                2<sup>nd</sup> HB
                                                3<sup>rd</sup> HB
                                                               4<sup>th</sup> HB
                                     retrans.
                                                    retrans.
                                                                   retrans.
                     retrans.
```

Flexible Retry Configuration for Unreliable Transports (4)

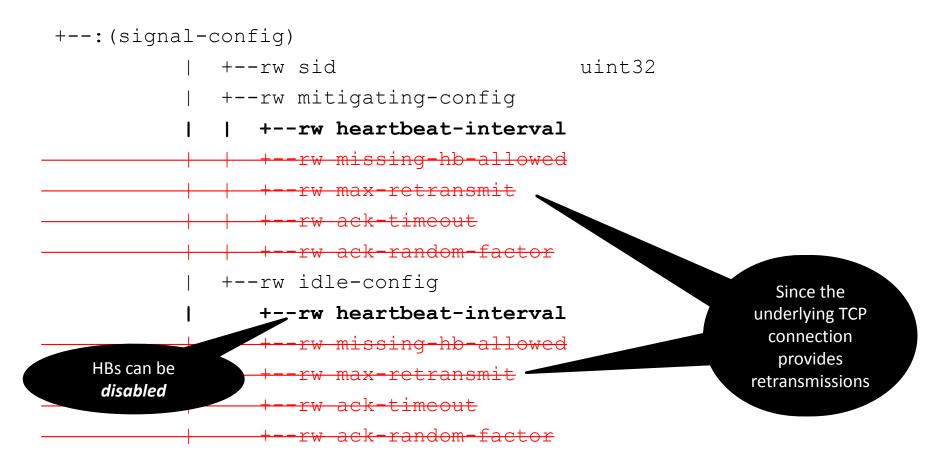


#### Flexible Retry Configuration for Unreliable Transports

#### NEW text (-36):

The specification allows for a flexible retry configuration when an unreliable transport is in use. For example, a server may be tweaked to return a lower 'missing-hb-allowed' (e.g., 5) value but delegate the retransmission to the underlying CoAP library by setting 'max-retransmit' to a high value (e.g., 3). The server may also be configured to return a 'max-retransmit' set to '1' and higher 'missing-hb-allowed' value (e.g., 15).

# DOTS Session Configuration Reliable Transport



#### Reliable Transport

Echoing this text from RFC8323:

"there is no need for the reliability mechanisms provided by CoAP over UDP"

NEW text (-36):

When the DOTS signal channel is established over a reliable transport (e.g., TCP), there is no need for the reliability mechanisms provided by CoAP over UDP since the underlying TCP connection provides retransmissions and deduplication [RFC8323]. As a reminder, CoAP over reliable transports does not support Confirmable or Non-

confirmable message types. As such, the transmission-related parameters (missing-hb-allowed and acceptable signal loss ratio) are negotiated only for DOTS over unreliable transports.

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## DOTS Session Configuration Reliable Transport

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#### Which Heartbeat for DOTS?

- DOTS over reliable transports
  - Connection Health based on Ping/Pong messages defined in RFC8323

- DOTS over unreliable transports
  - Relies upon CoAP Ping: Empty Confirmable message and the peer DOTS agent will respond by sending a Reset message

## When to Declare Failure During an Attack? Reliable Transport

 The DOTS application has control over the Pong timeout; hence when to declare failure based on heartbeat-interval

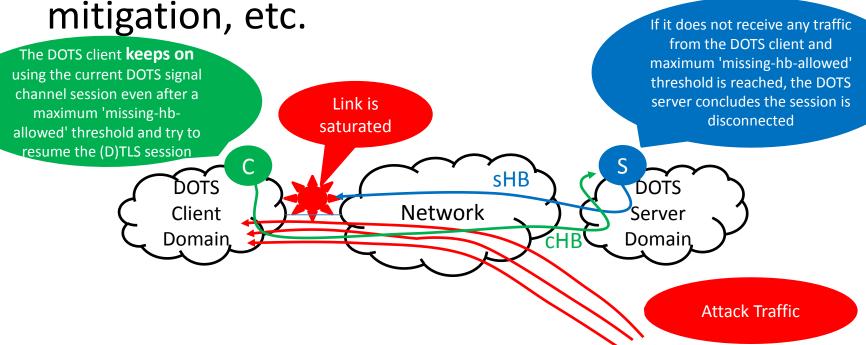
#### **Quoting RFC8323:**

"the present specification does not define any specific maximum time that the sender of a Ping message has to allow when waiting for a Pong reply.

Any limitations on patience for this reply are a matter of the application making use of these messages, as is any approach to recover from a failure to respond in time."

## When to Declare Failure During an Attack? Unreliable Transport

 The DOTS application owns the decision when to declare failure based on various parameters, e.g., missing-hb-allowed, attack



### An Alternative Approach? (1)

- A Proposal from Mirja Kuehlewind
  - "I believe there are flaws in the design. First it's a layer violation, but if more an idealistic concern but usually designing in layers is a good approach. But more importantly, you end up with unfrequent messages which may still terminate the connection at some point, while what you want is to simply send messages frequently in an unreliable fashion but a low rate until the attack is over"

That is, use non-confirmable messages

### An Alternative Approach? (2)

- Requires the DOTS server to send <u>non-confirmable messages</u>, but
  - Given that DOTS client is a CoAP Client and DOTS server is a CoAP Server
  - And Section 1.2 of RFC7252 indicates:
    - Client: The originating endpoint of a request; the destination endpoint of a response.
    - Server: The destination endpoint of a request; the originating endpoint of a response.
    - Empty Message: A message with a Code of 0.00; neither a request nor a response.
  - The server can only send Empty requests

But, is it possible to send non-confirmable empty requests?

### An Alternative Approach? (3)

- Section 4.3 in RFC7252:
  - A Non-confirmable message always carries either a request or response and MUST NOT be Empty

### Summary

- The intended heartbeat functionality is naturally provided by existing CoAP messages
  - Informed WG decision (next slide, for example)
  - Implemented
  - Tested with interoperable implementations
  - The DOTS application has the full control on the intended functionality
- The proposed alternative approach violates RFC7252
- Any objection with the assessment?
- What's Next for handling Mirja's pending DISCUSS point?
  - Report to Mirja the decision of the WG
  - Ben/Chairs?

# From an Email sent by Med to the List (10/2017)

- https://mailarchive.ietf.org/arch/msg/dots/3 mL8TjLlipWU8YOd6FRwWqd9vj8
  - "Should we rely solely on the missing-hb-allowed to detect a session problem?
  - Should we get rid of missing-hb-allowed, but rely on the retransmission to declare failure or not?
  - What is the advantage of cumulating both missing-hb-allowed and the retransmission procedure to declare a channel out?"