

# TRIGTRAN Problem Statement

**draft-dawkins-trigtran-probstmt-00.txt**

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# Problem Statement

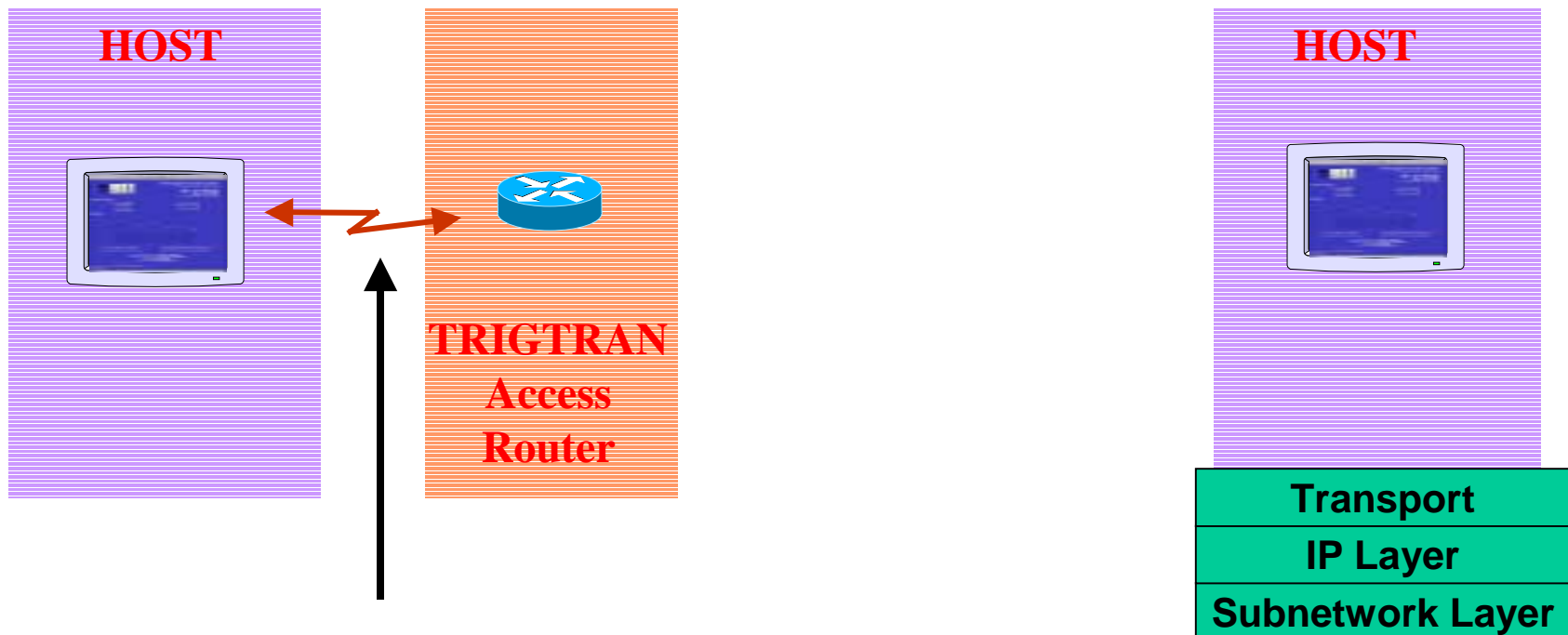
## Topics

- **Why do we think there's a problem?**
- **Minimal TRIGTRAN Strawman Architecture**
- **Partial TRIGTRAN Deployment**
- **TRIGTRAN Basics**
- **Security Considerations**

# What's The Problem?

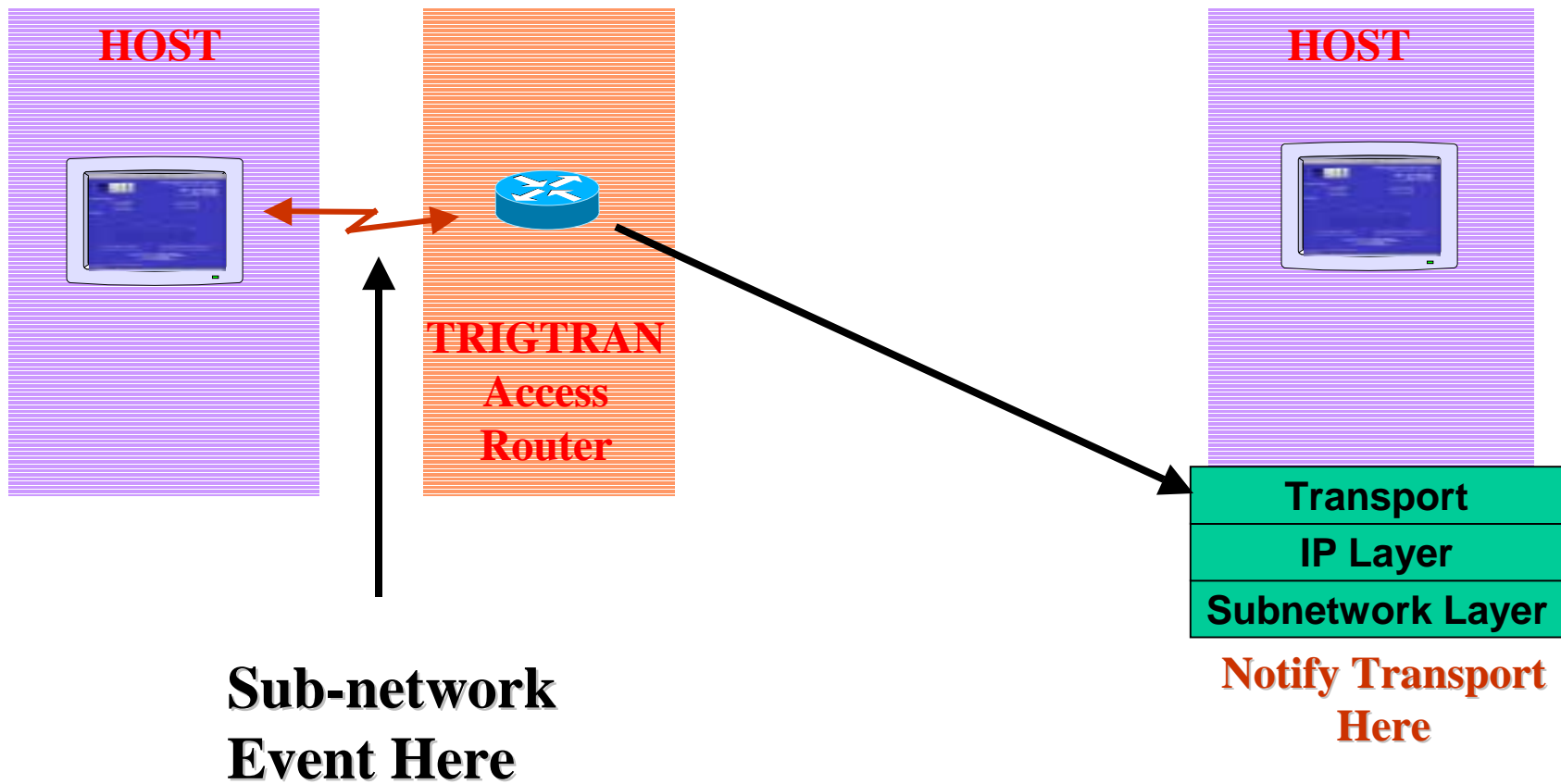
- **End to end mechanisms work**
  - ... and we're not going to change them
- **We're looking at paths with**
  - Long – multi-second – RTTs
  - Transmission errors, not (just) congestion losses
  - Painful to lose a packet and retransmit
- **Today's TCPs**
  - Use multiple RTTs for end-to-end mechanisms
  - Can't tell the difference between errors and congestion
  - Run at a fraction of line speed on links with errors
- **Can subnetworks provide hints that help TCP?**

# Minimal TRIGTRAN Strawman Architecture

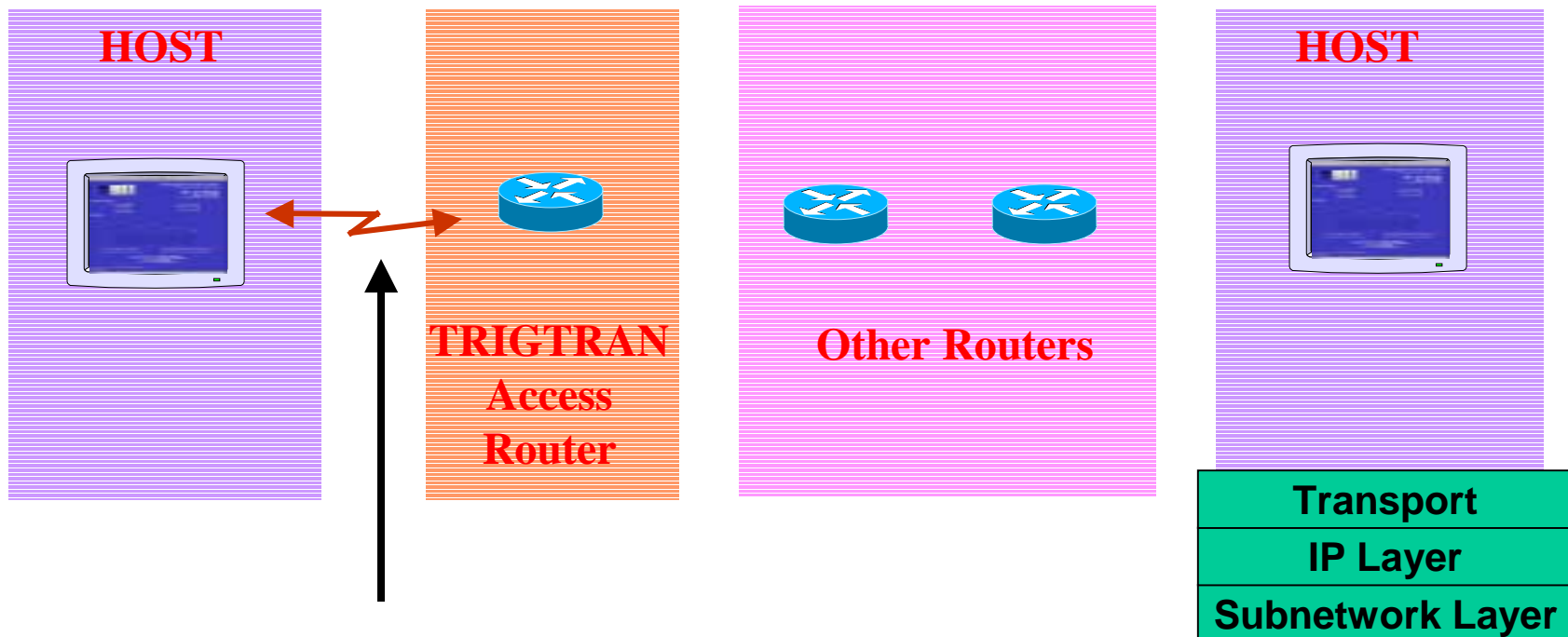


**Sub-network  
Event Here**

# Minimal TRIGTRAN Strawman Architecture

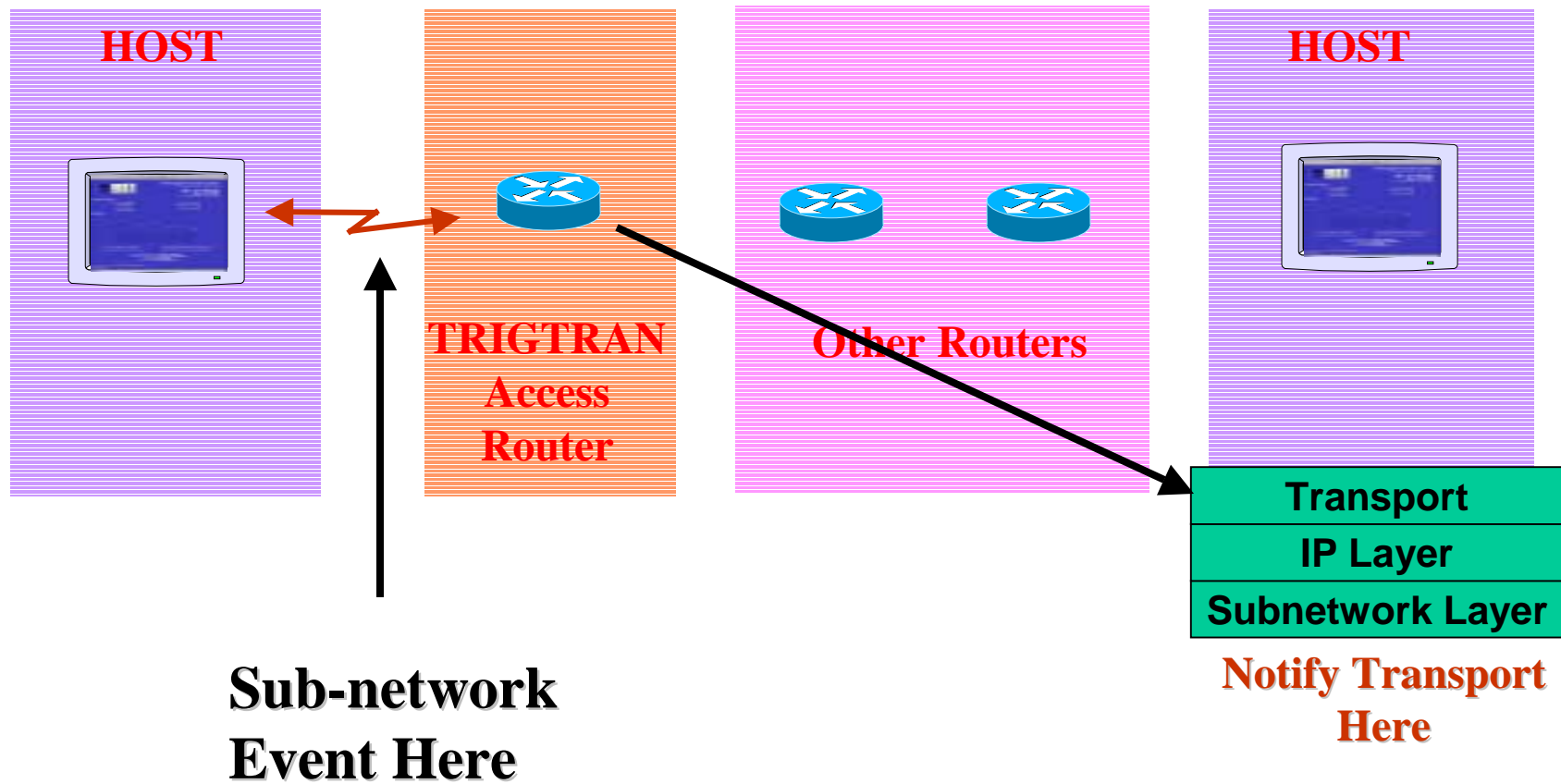


# TRIGTRAN supported by Some, But Not All, Routers



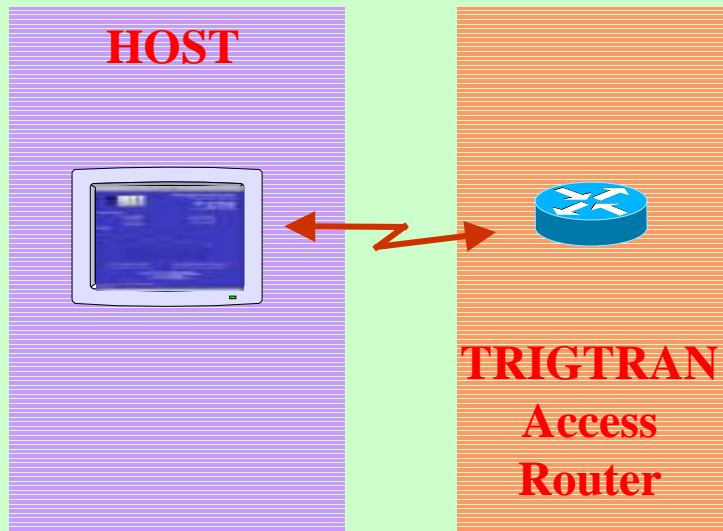
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# TRIGTRAN supported by Some, But Not All, Routers



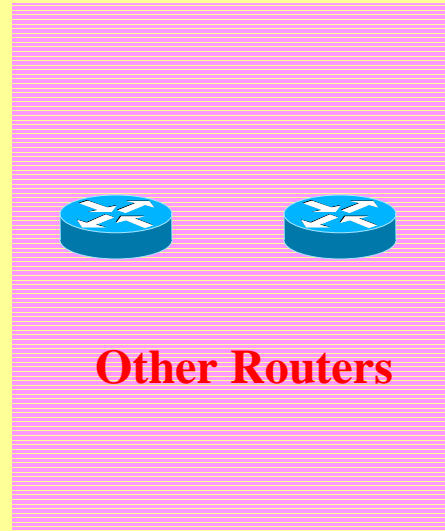
# Incentives for Deployment?

*Wireless ISP*



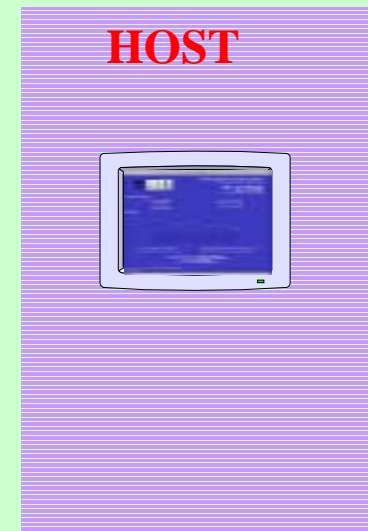
**Business Relationship**

*Backbone Carrier*



**No incentive**

*Content Provider*



**Differentiation**



# What events cause notification?

**“An event may not be applicable to every type of subnetwork, but it MUST NOT be technology-specific.” – from the draft**

- **Minimal set of TRIGTRAN events:**
  - **“link up” / “link down” events**
  - **Routing protocols have propagated these events for decades**
  - **Transports may care about “intermittent connectivity”**
- **Additional TRIGTRAN events**
  - **Packets discarded by subnetwork, not lost due to congestion**
  - **Sub-network path changes**
  - **Nominal sub-network bandwidth change**
  - **Other generic events identified by a TRIGTRAN working group**

# Who receives notifications?

- **Hosts request event trigger coverage**
- **Hosts express interest in events**
- **TRIGTRAN routers notify interested hosts**

**Notification model impacts scalability and ease of deployment**

# Protocol mechanisms for events

- **Open question to be explored.**
  - **An ICMP message**
  - **A unicast message to transport that requests triggers**
  - **A multicast message to listening transports**
- **Some questions to be answered:**
  - **The sending rate of trigger notifications assumed**
  - **Current Internet architecture issues (firewalls, NAT, ALG)**
  - **Current Internet deployment issues (ICMP black holes)**
  - **Security threat analysis**

# What do transport entities do when they receive notifications?

- **Transports often ignore notification today**
  - **RFC 1122 - ICMP DESTINATION UNREACHABLE** messages with codes of 0 (Net), 1 (Host), or 5 (Bad Source Route) are hints, not proof that a host is unreachable
- **TRIGTRAN asks transports to consider notifications. Possible responses include:**
  - **Reducing TCP's congestion window**
  - **Sending a probe**
  - **Deferring packets until additional event notifications arrive**
  - **Notifying applications that an event has occurred**
- **Reasonable response varies by specific event**

# Some Security Considerations

- **TRIGTRAN notifications can affect ongoing communications on the recipient hosts.**
  - **Malicious nodes can launch attacks on its victims.**
  - **Ex: an attacker can spoof a TRIGTRAN event to convince a victim that it can no longer use the network.**
- **DOS attack on TRIGTRAN router – by spoofing very high numbers of registration requests on behalf of non-existent hosts.**
  - **Attack would exhaust limited resources on the router**
- **Spurious notification by malicious host?**

*TRIGTRAN protocol must include authentication for messages that can potentially create or alter state on protocol entities.*

*Threat model would reflect the types of events defined*