

# Bound End-to-End Tunnel (BEET)

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`draft-nikander-esp-beet-mode-00.txt`

# Presentation outline

- Background
- BEET in a nutshell
- Motivation
- Answers to common objections
- Summary



# Background

- mobike proposing mobility extensions to IKEv2
- nsrg, multi6, and hip discussing id/locator split
- Separate **end-point identifier** and **locator** roles of IP addresses
- Avoid transport protocol reconnection when underlying IP addresses change

# BEET in a nutshell

- Transport header but tunnel semantics
    - A fixed pair of inner addresses
      - Address ranges **not** allowed
- = Transport mode + Bellovin's hostNAT



# Motivation I: save bytes

- “This is useless, just use tunnel mode!”
- Counter-argument: sometimes bytes matter

Headers	Uncompressed	ROCH
Baseline: IPv4 + TCP	20 + 20	2
IPv4 + ESP + IPv4 + TCP	80	58
IPv4 + ESP + TCP	60	38
IPv6 + ESP + IPv6 + TCP	120	78
IPv6 + ESP + TCP	80	38

51% saving

# Motivation 2: Id/loc split

- Inner addresses work as **end-point identifiers**
  - Visible to upper layer protocols
  - No change with mobility / multi-addressing
- Outer addresses work as **locators**
  - Bound to the topological location
  - Change with mobility / multi-addressing
- Difference to tunnel mode is **architectural**
  - Inner addresses internal, not visible on wire

# Common objections (and answers to them)

- “Adds complexity”
  - Does 98 lines of code really matter?
- “Hard to add to existing implementations”
  - Make optional, use tunnel mode if not there
- “Optional features are bad for portability”
  - Easy to check whether supported (PF\_KEY)
- “Not needed”
  - NAT traversal, HIP, multi6, ...

# Summary



- New mode to ESP
  - Tunnel semantics, inner and outer addresses
    - Fixed inner addresses, no address ranges
  - Transport mode header structure
- PF\_KEY support via SADB\_IDENTTYPE
- Up to 51% header savings when ROCH is used
- Facilitates id/locator separation
- Minimal added complexity: 98 lines of code