TCP over Constrained-Node Networks

draft-gomez-core-tcp-constrainednode-networks-00

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Motivation

- Several application layer protocols being used for the Internet of Things (IoT)
 - Constrained Application Protocol (CoAP)
 - Originally over UDP
 - CoAP over TCP in progress
 - To overcome middlebox problems
 - HTTP/2 and HTTP/1.1
 - MQTT
- TCP is being / will be used in many IoT scenarios
 - However, it has not received attention yet...

Main goal

 To offer simple measures to allow for lightweight TCP implementation and suitable operation in CNNs

Related WGs

- CoRE
 - CoAP, related framework
- TCPM
 - TCP maintenance and minor extensions
- LWIG
 - Lightweight implementation guidance
 - Suggested as the home for this draft
 - Not yet confirmed...

CNN characteristics

- Constrained nodes [RFC 7228]:
 - Significant limitations on
 - Processing, memory
 - Energy resources
 - Use lossy physical/link layer technologies
 - Wireless
 - Wired (but harsh, e.g. PLC)
 - Network topology
 - Star (single-hop)
 - Mesh (multihop)

- Maximum Segment Size (MSS)
 - IPv6 requires support for 1280-byte packets
 - Many link layers have a short MTU
 - Tens to a few hundred bytes
 - 6Lo(WPAN) adaptation layers generally do not ensure support of IPv6 packet size > 1280 bytes
 - Therefore:
 - TCP MSS MUST NOT be set to > 1220 bytes
 - TCP MSS MUST NOT lead to IPv6 datagram size exceeding 1280 bytes

- Window Size
 - Stop-and-wait (window size of one MSS)
 - Equivalent to CoAP end-to-end reliable mechanism
 - TCP often criticized as too complex, comments in CoRE WG to avoid reproducing TCP in CoAP
 - Stop-and-wait seems to be accepted for CoAP
- For -01
 - Recommend, not mandate, stop-and-wait
 - How to enable stop-and-wait operation

- RTO estimation
 - CoCoA RTO SHOULD be used in TCP over CNNs
 - draft-bormann-core-cocoa

```
RTO := 0.25 * E_weak_ + 0.75 * RTO (1)

RTO := 0.5 * E_strong_ + 0.5 * RTO (2)
```

- Designed specifically for IoT scenarios
 - Adaptive RTO (based on RFC 6298), uses weak RTTs,
 Variable Backoff Factor, aging mechanism, dithering
 - Good PDR, settling time after a burst of messages, fairness
- RFC 6298 RTO MAY be used

- Keep-alive, TCP connection lifetime
 - TCP connection SHOULD be kept open if data will be sent (in the next two hours)
 - Keep-alive messages MAY be supported by a server
 - Useful to clean inactive connections state
 - Keep-alive timer cannot be set to less than 2 hours
 - Does not guarantee avoiding middlebox problems
 - Alternatives: frequent TCP connection establishment, application layer heartbeat messages
- For -01
 - Consider TCP Fast Open (RFC 7413)
 - Consider that many middleboxes fail to meet the recommended timeout of 124 min

- Explicit Congestion Notification
 - ECN MAY be used in CNNs
 - When congestion signal reaches the sender and the sender window is of one segment
 - Rate reduced from 1/RTT to 1/RTO_default
 - Congestion control can be triggered earlier than upon reception of 3 duplicate ACKs or RTO expiration

- TCP options
 - Stop-and-wait, therefore MUST NOT support
 - Window scale
 - TCP timestamps
 - SACK
- For -01
 - Parsing options 0, 1, and 2. Ignore options not wanted...
 - If not stop-and-wait, consider more options (e.g. SACK)

- Explicit Loss Notifications
 - Would be useful to avoid activation of congestion control for corruption-induced losses
 - Lossy links in CNNs
 - Remains as experimental work
 - Not widely deployed
 - Not standardized by the IETF

Further items (for -01)

- Clarify scenarios
 - E.g. constrained device to unconstrained device
- Delayed ACKs
- Collect feedback from experiences with TCP in CNNs
 - What went wrong?
 - What went right?
- More flexibility, possibly remove (part of the) RFC 2119 language...

Thanks a lot for the feedback so far!

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