TCP User Timeout Option

draft-eggert-gont-tcpm-tcp-uto-option-00

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IETF-60, San Diego, CA, USA August 2, 2004

TCP User Timeout

- controls how long sent data may remain unacknowledged before a connection aborts
- usually system-wide constant
 - O(minutes)
- issue: intermittent connectivity
 - connections abort if period of disconnection > user timeout

TCP User Timeout Option

- use per-connection user timeouts
 - exchange per-connection user timeout with peer through a new TCP option
 - adapt local user timeout accordingly
- longer timeouts = tolerate longer periods of disconnection
- draft describes TCP mod, not policy for picking appropriate user timeouts

History

- 2 proposed drafts
 - draft-eggert-tcpm-abort-timeout-option-00
 - draft-gont-tcpm-auto-option-00
- mailing list consensus
 - area interesting + in scope
 - 2. drafts similar, merge them
 - 3. then propose result as WG item
- this is the first merged version, but the merge isn't complete

Issue 1: SYN Inclusion

Fernando

- MUST always include UTO if you grok it
- consistent with other options

Lars

- MUST only include UTO if you're planning to use/accept it for the connection
- save option space

Issue 2: Timeout Calculation

after timeout information is exchanged, how do you then pick a local user timeout value?

Fernando

use the larger of the two

Lars

- use the smaller of the two
- chances are that whoever offered the smaller value had reasons

Issue 3: Affected States

Fernando

ESTABLISHED, FIN-WAIT-1, FIN-WAIT-2, CLOSE-WAIT, CLOSING, LAST-ACK, TIME-WAIT

Lars

- TIME-WAIT has mandated minimum
- like to extend to SYN-SENT + SYN-RECEIVED
- maybe through per-state upper/lower limits for the equation in section 3.2

Shameless Plug

- TCP Extensions for Immediate Retransmissions
- draft-eggert-tcpm-tcp-retransmit-now-00
- would appreciate WG feedback

Questions

draft-eggert-gont-tcpm-tcp-uto-option-00

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