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http://

Why QUIC for HTTP?

1. TCP HoL blocking
 2. 0RTT handshake for transport **and** crypto
 3. Beat ossification — more flexibility in client transport implementation
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A. Video

B. High Loss Networks

C. High Latency Clients

Status

- QUIC WG is focusing on core transport now
 - 79 transport/recovery/tls issues; 15 http issues
- Draft -04 will be the First Implementation Draft
 - Handshake only; no app data, recovery
- 10 implementers have expressed intent
- Still just getting started

Generic QUIC

- Discussion of:
 - Unidirectional vs. Bidirectional streams
 - Peer-to-Peer, client/server
 - Multipath
 - Partial Reliability
 - Middlebox interactions (or lack thereof)
- A Transport for All Applications?

H2 over QUIC

- Current approach is to change H2 as little as possible to “fit” onto QUIC
- Alt-Svc for discovery
- Rely on QUIC for framing, multiplexing, stream lifetime, flow control
- **No guarantee of ordering between streams**

Stream Ordering

- SETTINGS can't be changed after initial handshake
- PRIORITY requires ordering to achieve consistency
 - On Stream 1 along with SETTINGS
- HPACK requires ordering for correctness
 - -04: HPACKd frames contain a counter -> HoL blocking!
 - Splits exchanges into two streams to allow data to be cancelled without effecting HPACK state
- Extensions?

HPACK Alternative: QPACK

- “A connection-wide series of table update instructions sent on a dedicated headers stream
- Non-modifying instructions which use the current header table state to encode message headers”
- Header table management stream allows “cautious” deletes
- HoL blocking still possible if an update is dropped or delayed

HPACK Alternative: QCRAM

- Only use indexed header table entries when:
 - Value is the same packet, or
 - Frame setting value has been ACKd.

Questions

**1. Is HPACK HoL bad enough
to justify something new?
If so, what are we looking for?**

**2. How much do H2 extensions
need to co-exist with HTTP-
over-QUIC extensions?**

**3. Should http-over-quit
profile H2? Extend it?**