



GOPS 2020
Shanghai

GOPS

2020 全球运维大会
- AIOps 风向标



指导单位：



主办单位：



大会时间：2020年11月27日-28日

大会地点：上海中庚聚龙酒店

HTTP3 , 为IoT时代保驾护航

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《深入理解Nginx》作者，极客时间《系统性能优化必知必会》专栏作者，视频课《Web协议详解与抓包实战》
《Nginx核心知识100讲》讲师，腾讯云TVP

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- ① HTTP2遗留问题
- ② HTTP3协议概览
- ③ 多合一的QUIC层
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HTTP2的遗留问题

HTTP/0.9 -1991

```
$> telnet ashenlive.com 80
```

(Connection 1 Establishment - TCP Three-Way Handshake)

Connected to xxx.xxx.xxx.xxx

(Request)

GET /my-page.html

(Response in hypertext)

<HTML>

A very simple HTML page

</HTML>

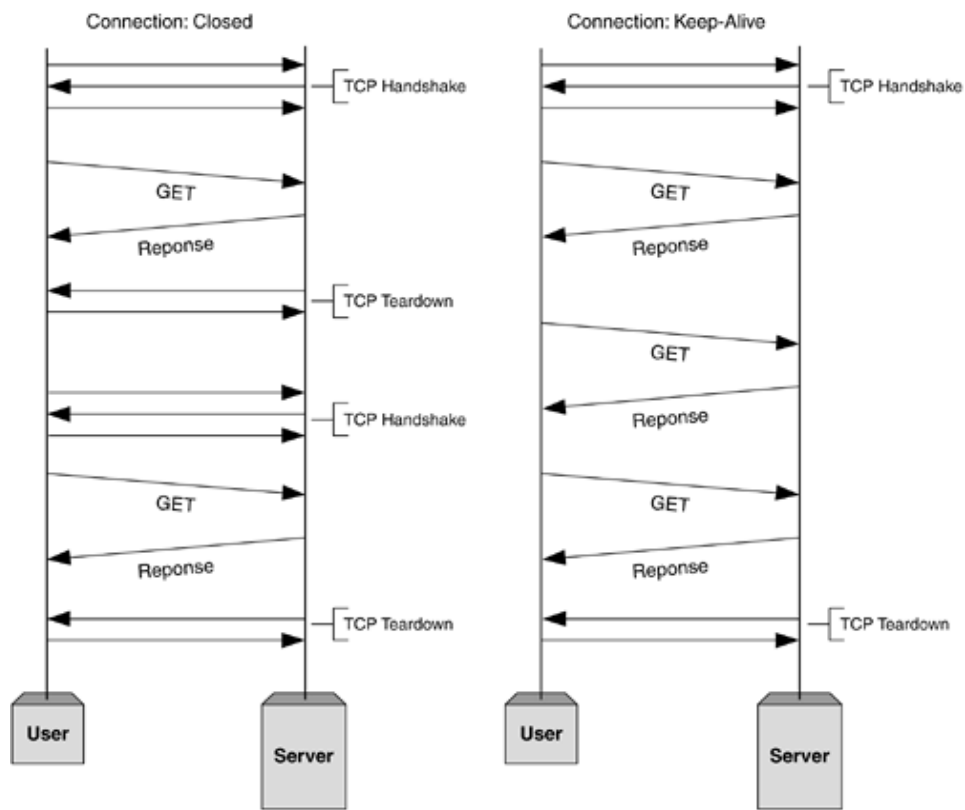
(Connection 1 Closed - TCP Teardown)

HTTP/1.0的改进 -1996

- HTTP Header头部
 - 通过Content-Type可以传输各类文件
- Status Code响应码
- HTTP Version版本号
- Method方法扩展

HTTP/1.1的改进-1997

- 增加Host头部
- KeepAlive长连接
- Chunk包体
- 增强内容协商范围
- 增加cache-control

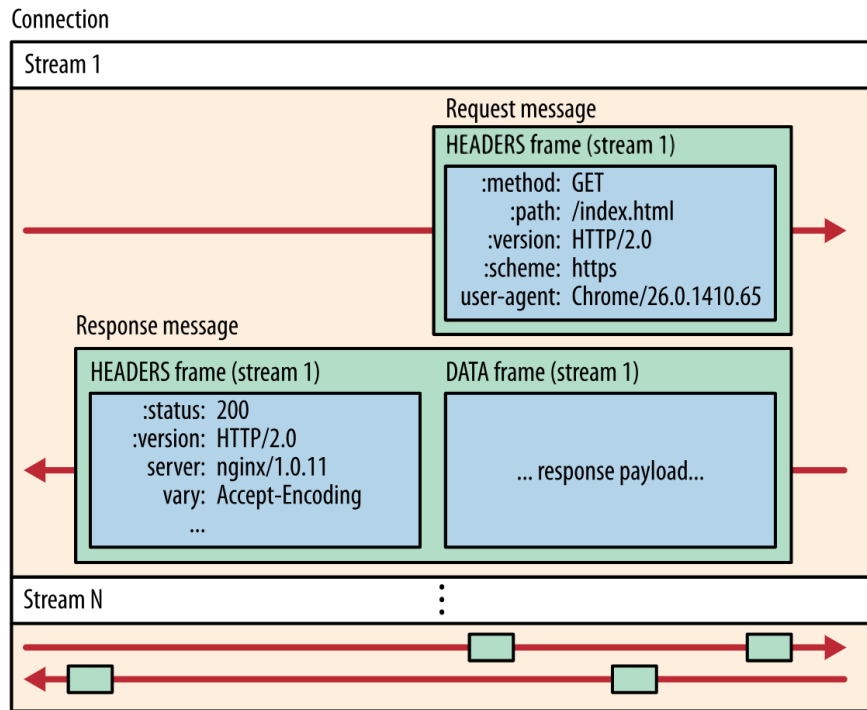


In a default HTTP/1.0 session, the TCP connection will be torn down and re-established between each HTTP GET request.

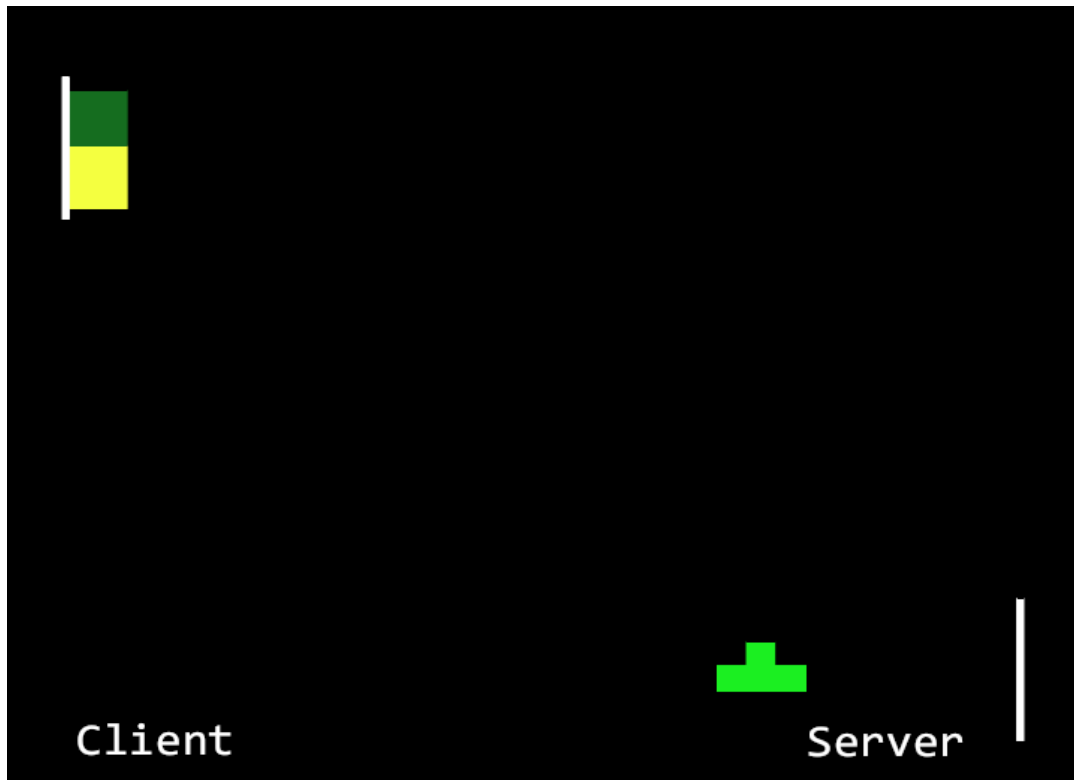
In a default HTTP/1.1 session, a single TCP connection will be held, open and multiple GET requests will be passed across.

HTTP/2的改进 -2015

- HTTP层的多路复用
 - 资源优先级控制
- 提升编码效率
- 支持服务器推送



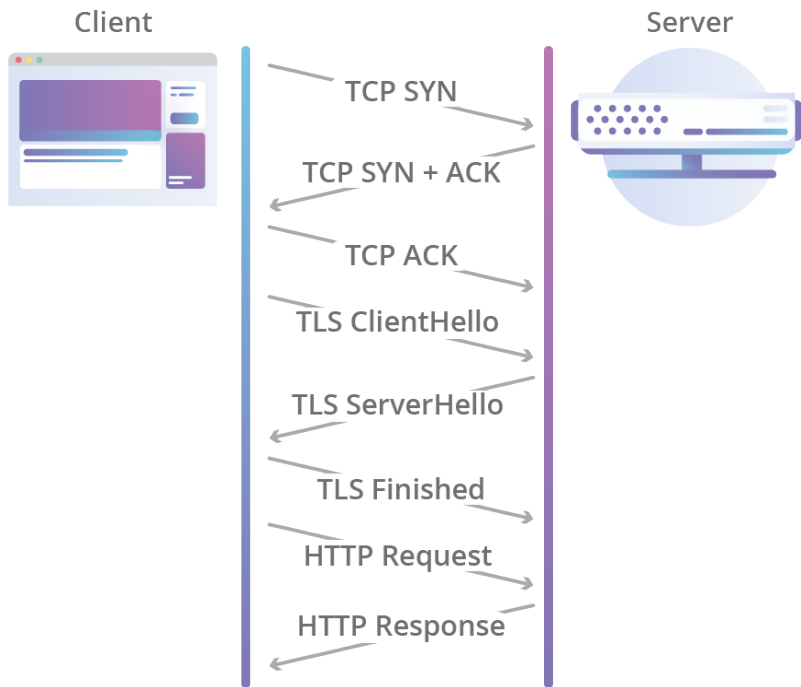
队头阻塞问题



建立连接成本过高

- 2重握手
 - TCP握手
 - TLS握手
- 更换IP后断链重连
 - TCP四元组

HTTP Request Over TCP + TLS

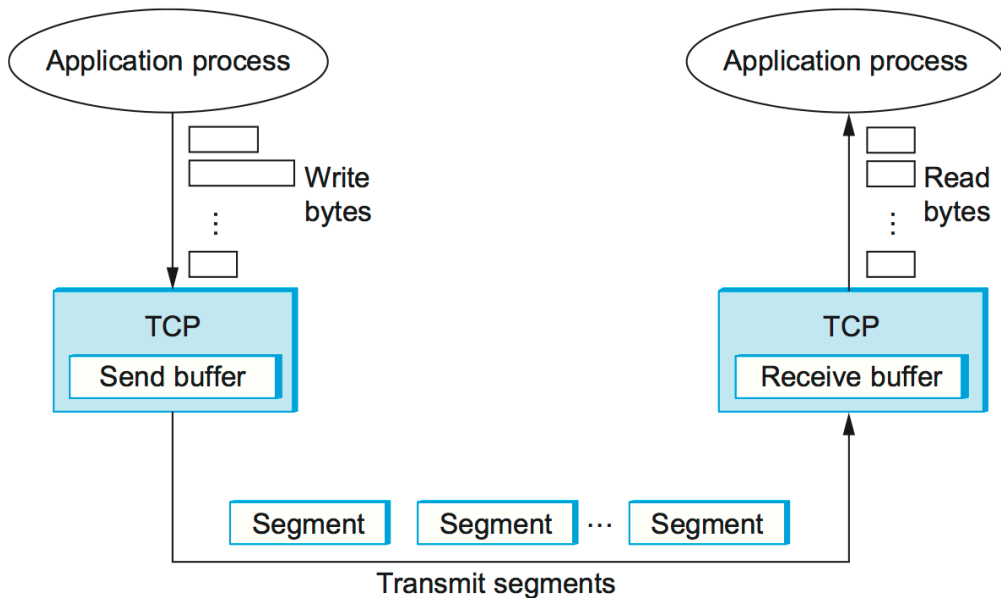




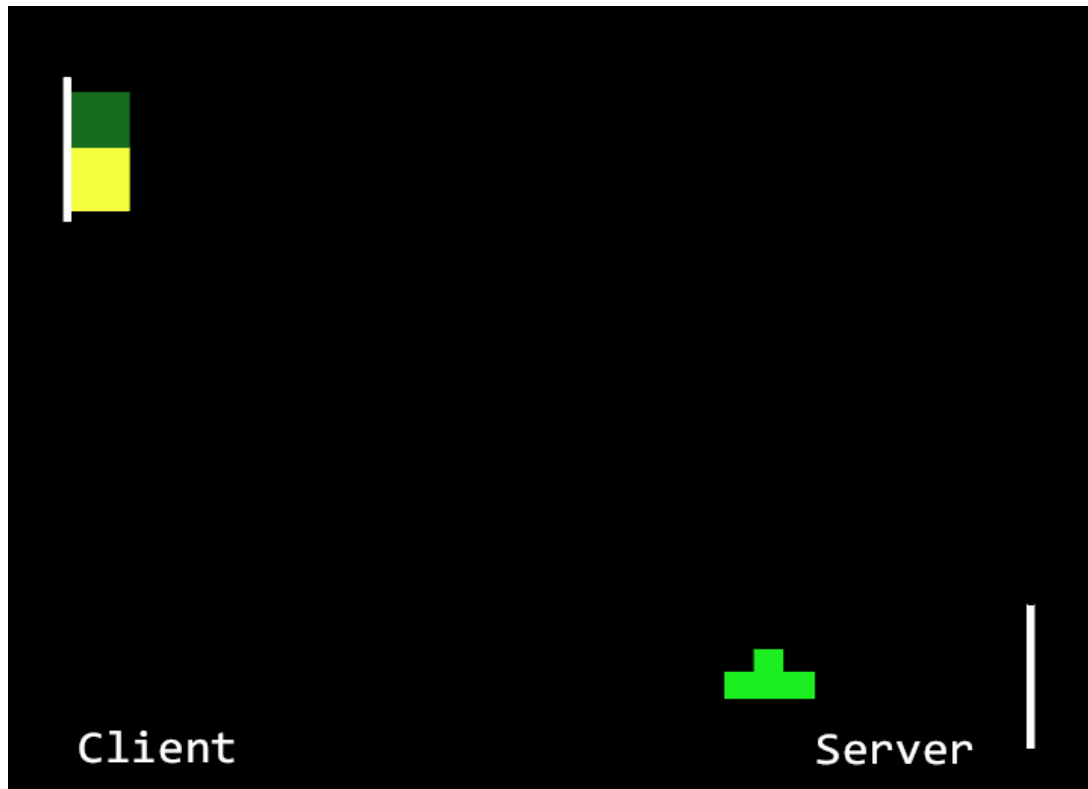
HTTP3协议概览

TCP引入的问题

- 有序字符流
- 协议分层
- IP、端口四元组

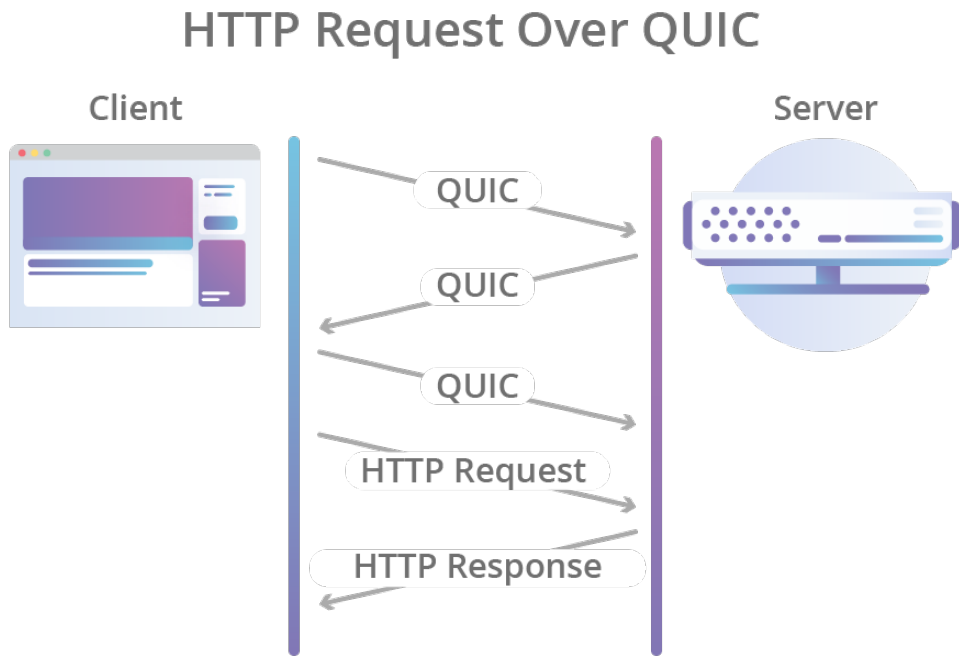


队头阻塞的解决



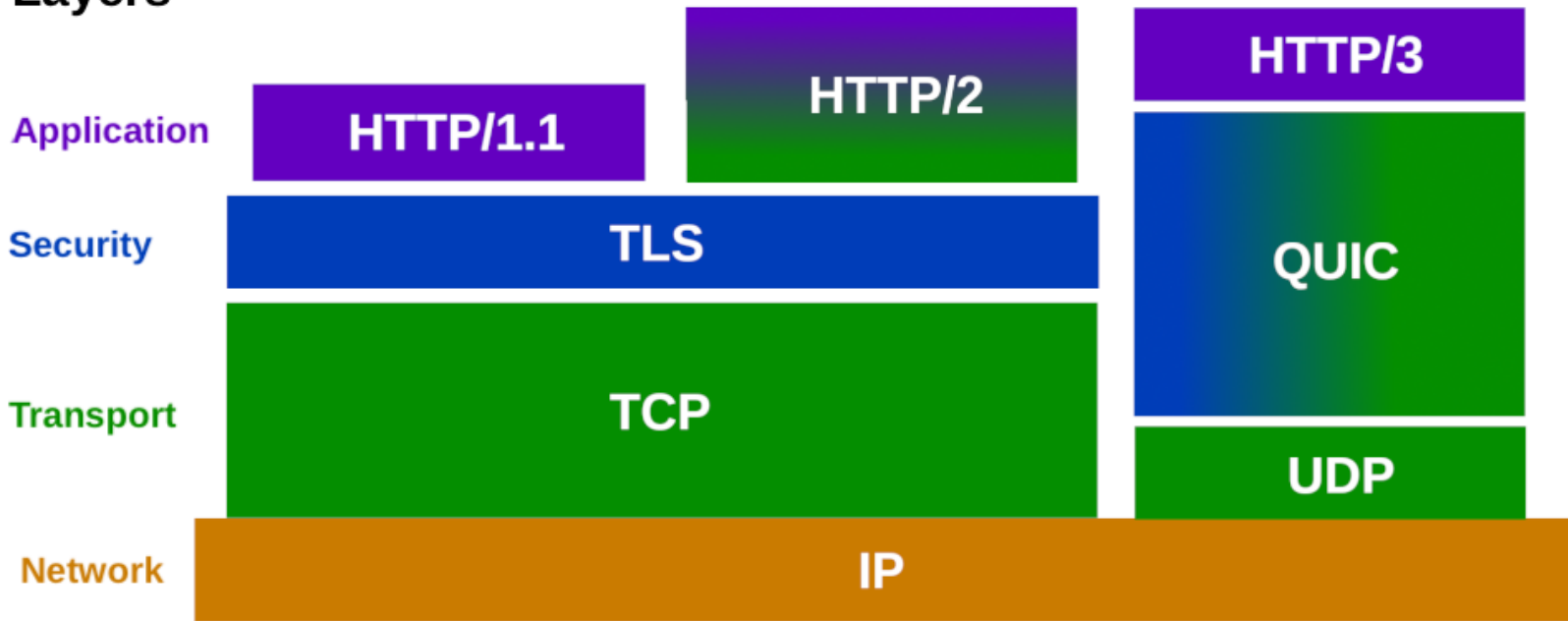
连接成本的降低

- 基于ConnectionID的连接迁移
- 握手合并



HTTP3与UDP协议

Layers



www.humanlevel.com

5个RFC

1. QUIC: <https://tools.ietf.org/html/draft-ietf-quic-transport-32>
2. QUIC+TLS: <https://tools.ietf.org/html/draft-ietf-quic-tls-32>
3. 丢包重传: <https://tools.ietf.org/html/draft-ietf-quic-recovery-32>
4. QPACK: <https://tools.ietf.org/html/draft-ietf-quic-qpack-19>
5. HTTP3: <https://tools.ietf.org/html/draft-ietf-quic-http-32>

Connection

1 RTT握手
0 RTT握手
连接迁移

Frame

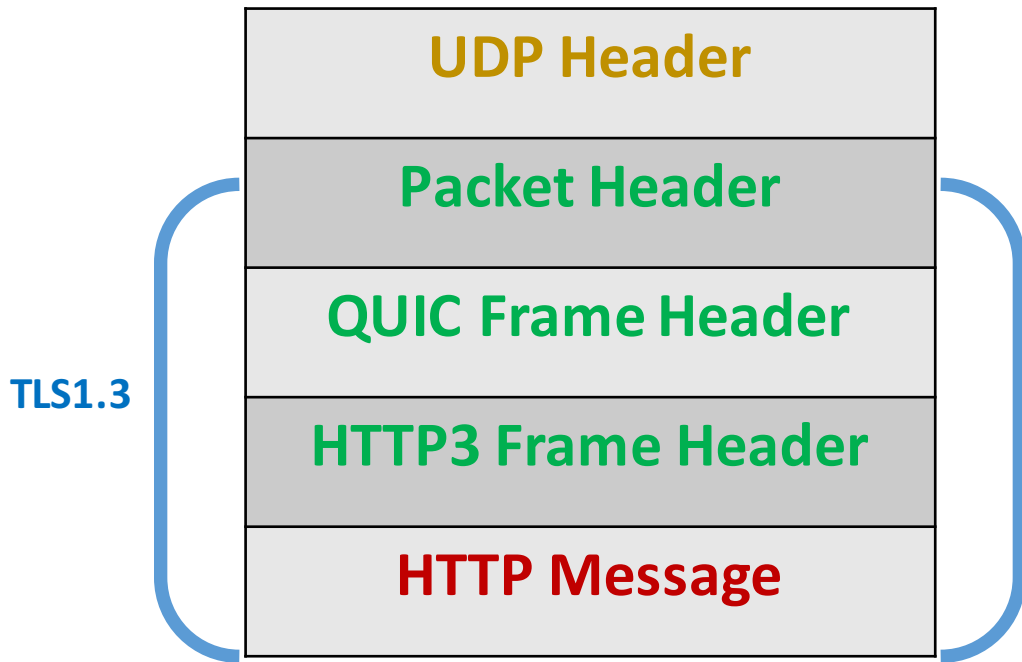
packet
QUIC Frame
HTTP3 Frame

Stream

双向Stream
单向Stream

HTTP3报文

- Packet头部
- TLS头部
- QUIC Frame头部
- HTTP3 Frame头部
- HTTP消息





QUIC层的实现

Packet头部

- Long Packet Header
- Short Packet Header

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+
|1|1|T T|X X X X|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Version (32)                               |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| DCID Len (8) |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Destination Connection ID (0..160)                               ...
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| SCID Len (8) |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Source Connection ID (0..160)                               ...
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

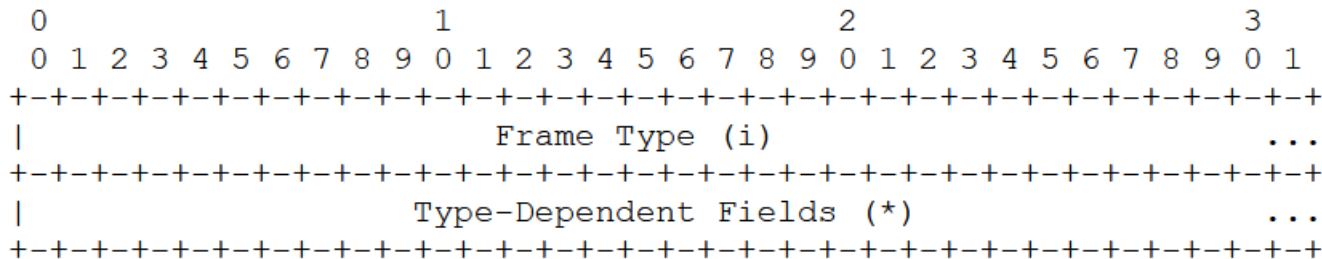
```

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+
|0|1|S|R|K|P P|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Destination Connection ID (0..160)                               ...
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Packet Number (8/16/24/32)                               ...
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                               Protected Payload (*)                               ...
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

QUIC Frame头部



Value	Name	Value	Name		
0x00	PADDING	0x02 – 0x03	ACK	0x15	STREAM_DATA_BLOCKED
0x01	PING	0x08 – 0x0f	STREAM	0x18	NEW_CONNECTION_ID
0x04	RESET_STREAM	0x12-0x13	MAX_STREAMS	0x19	RETRY_CONNECTION_ID
0x05	STOP_SENDING	0x16-0x17	STREAM_BLOCKED	0x1a	PATH_CHALLENGE
0x06	CRYPTO	0x1c-0x1d	CONNECTION_CLOSE	0x1b	PATH_RESPONSE
0x07	NEW_TOKEN	0x11	MAX_STREAM_DATA	0x1e	HANDSHAKE_DONE
0x10	MAX_DATA	0x14	DATA_BLOCKED		

HTTP3 Frame头部

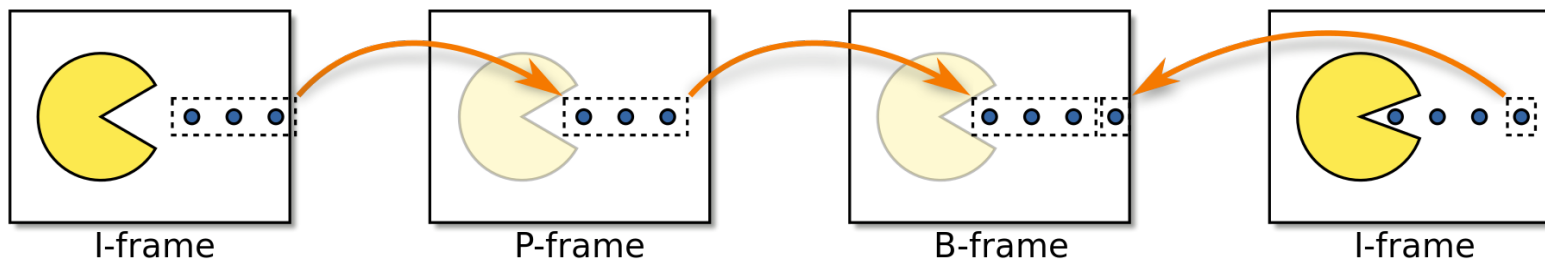
Type	意义	Type	意义	Type	意义
0x00	DATA	0x04	SETTINGS	0x0d	MAX_PUSH_ID
0x01	HEADERS	0x05	PUSH_PROMISE		
0x03	CANCEL_PUSH	0x07	GOAWAY		

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     Type (i)                             ...
+-+-+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     Length (i)                         ...
+-+-+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     Frame Payload (*)                     ...
+-+-+-----+-----+-----+-----+-----+-----+-----+-----+

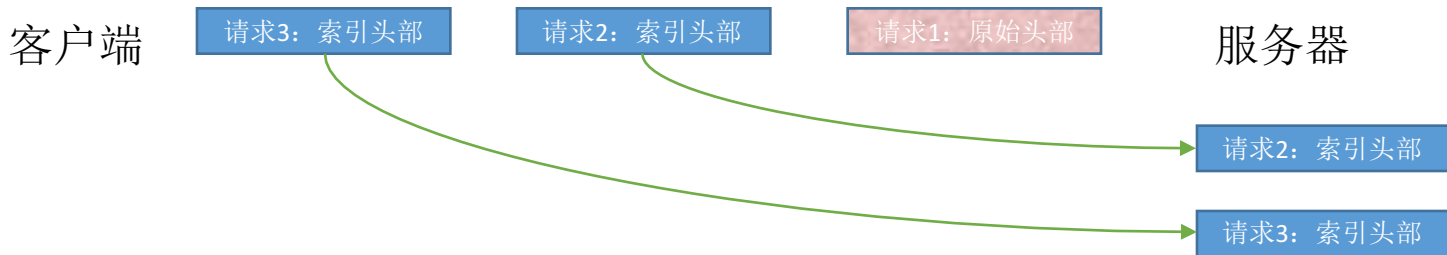
```


QPACK与视频压缩



QPACK编码

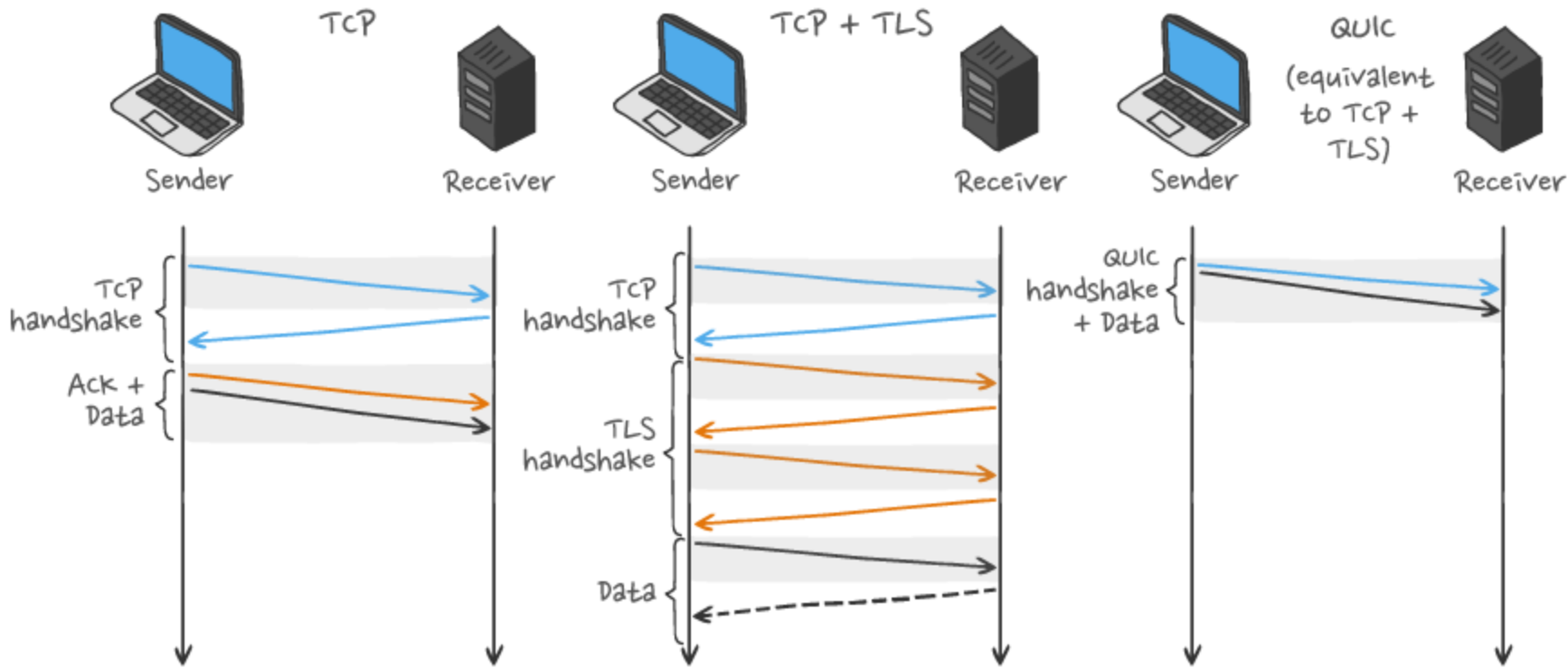
- 99项静态表
- 解决HOL的动态表：编码效率VS阻塞容忍
- 静态Huffman编码



TLS1.2到TLS1.3

- 密钥交换 (移除静态密码 , 支持前向保密性)
 - DHE / ECDHE([Elliptic-curve Diffie–Hellman](#)) : X25519, X448
 - PSK-only
 - PSK with ECDHE/DHE
- 身份验证算法
 - RSA
 - 椭圆曲线
 - ECDSA
 - EdDSA
 - PSK ([TLS Pre-Shared Key](#))
- 对称加密算法
 - AEAD算法

更快的握手



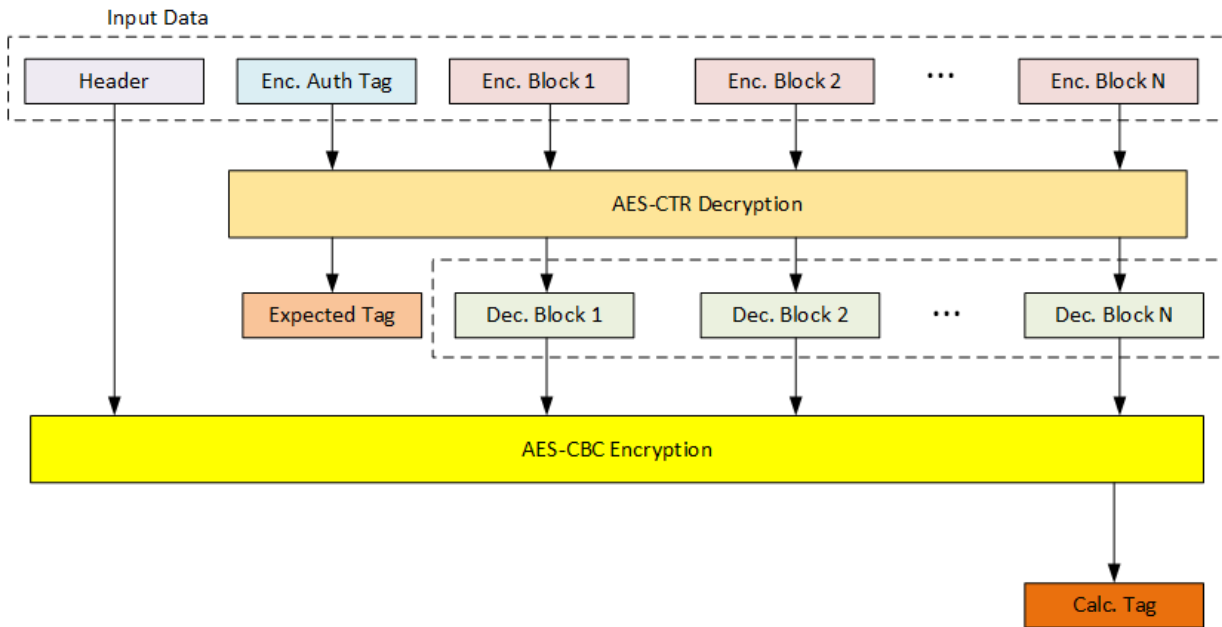
AEAD算法

- Authenticated Encryption with Associated Data
 - 完整性
 - 机密性
 - 不可篡改
- 块加密
 - AES-GCM
 - AES-CCM
- 流加密
 - ChaCha20-Poly1305

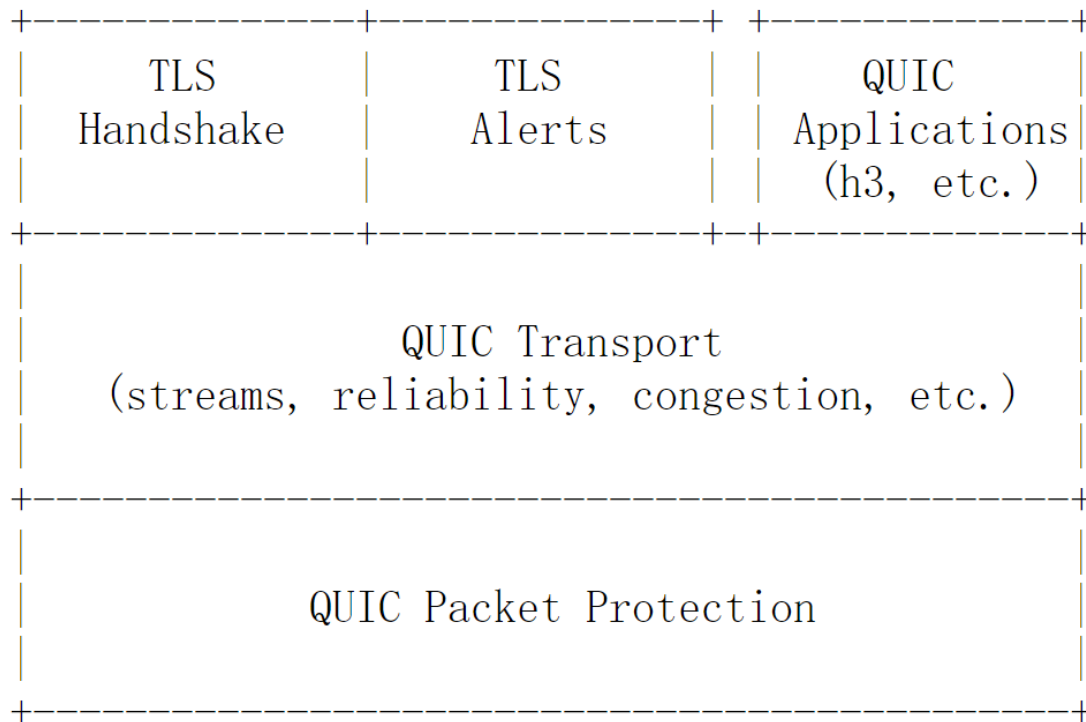
CCM模式

counter with cipher block chaining message authentication code

1. CBC : Auth Tag加密 (authenticate-then-encrypt)
2. CTR : 消息加密



TLS1.3与QUIC的耦合

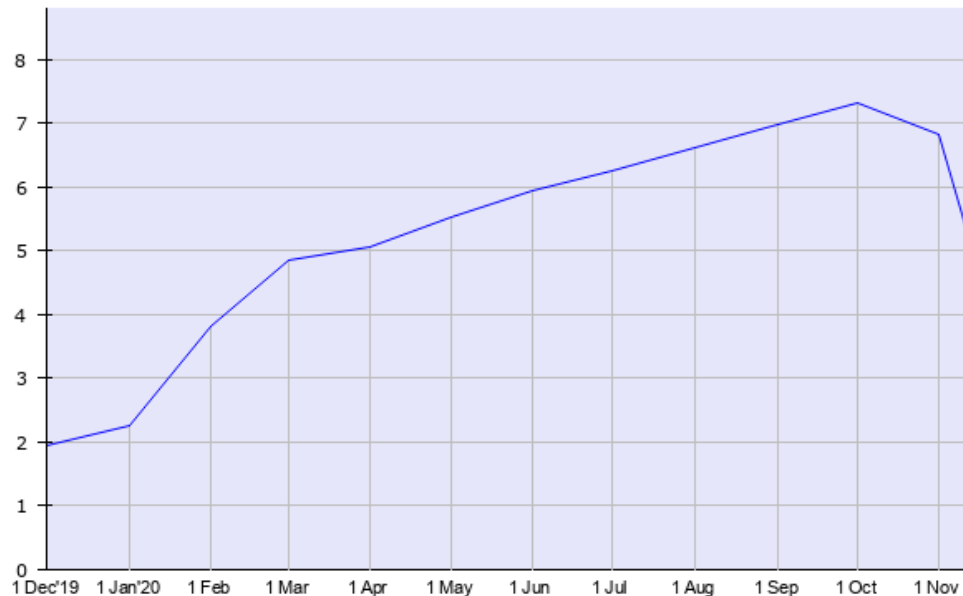




HTTP3协议应用

HTTP3应用情况

- 截止2020.10.20号，已发布32个草案
- [W3Techs](#)近1年HTTP3站点统计
- 协议升级
 - Alt-Svc: h3=":50781"
- chrome启用http3
 - --enable-quic --quic-version=h3-29
- firefox启用http3
 - network.http.http3.enabled



Usage of HTTP/3 for websites, 12 Nov 2020, W3Techs.com

Nginx流控指令 (1) - http{} server{}

- quic_initial_max_data
 - 连接上飞行中的报文数量，默认为16*65536，可以由MAX_DATA帧改变
- quic_initial_max_stream_data_bidi_local
 - 双向stream本地端的初始流控值，默认65536
- quic_initial_max_stream_data_bidi_remote
 - 双向Stream远端的初始流控值，默认65536
- quic_initial_max_stream_data_uni
 - 单向Stream的初始流控值，默认65536
- quic_initial_max_streams_bidi
 - 双向Stream的最大并发数，默认16，可以由MAX_STREAM帧改变
- quic_initial_max_streams_uni
 - 单向Stream的最大并发数，默认16

Nginx QUIC 指令 (2) - http{} server{}

- quic_max_idle_timeout
 - 最大空闲时间，单位毫秒，Nginx默认60000，0表示关闭功能
- quic_max_ack_delay
 - 延迟确认的最大值，默认（也是RFC推荐）25毫秒
- quic_max_packet_size
 - 默认65527，不能小于1200字节
- quic_ack_delay_exponent
 - 将ACK确认帧中，将ACK时延按2的倍数扩大。默认值3（RFC推荐），不允许超过20
- quic_active_migration
 - 是否支持客户端迁移连接，默认为1表示开启
- quic_retry
 - 防止流量放大攻击时，可以通过retry功能强制要求客户端开启TOKEN地址验证功能。默认关闭off

Nginx指令 (3) - http{} server{}

- http3_max_field_size
 - HTTP QPACK头部的大小限制
- http3_max_table_capacity
 - 设置动态表容量
 - SETTINGS_QPACK_MAX_TABLE_CAPACITY帧可以修改其值
 - 与HTTP2中的SETTINGS_HEADER_TABLE_SIZE帧功能一致
- http3_max_blocked_streams
 - QPACK动态表会阻塞Stream，该值可以定义允许最大阻塞住的Stream数量，一旦超出，会立刻向客户端返回QPACK解压失败错误

HTTP3普及面临的挑战



Thanks

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