A LaTeX Template for SIGCOMM 18

Paper # XXX, XXX pages

1 INTRODUCTION [BUDGET=1P]

The Transmission Control Protocol (TCP) [54] is one of the most critical protocols in today's Internet. A wide range of applications that require reliable delivery use it. During the last four decades, TCP evolved under the pressure of competing protocols. During the 1980s, software-based TCP implementations were considered too slow. Researchers proposed new transport protocols such as XTP [59] which could be implemented in hardware. TCP implementations got a considerable speed boost [14], and XTP did not succeed. However, the TCP speed boost and usage triggered the development of various important TCP extensions, including, timestamps and large windows [7] to scale to the gigabit link speed or Selective Acknowledgments [23].

During the late nineties, early 2000s, transport protocol researchers explored other alternatives to TCP . Two of these approaches were adopted and standardized within the IETF: DCCP [40] and SCTP [62]. We rarely use DCCP today. Despite its benefits (support for multihoming, better design, and extensibility), only a few niche applications use SCTP [9]. This limited deployment is probably due to two different factors. First, SCTP required changes to the applications to replace TCP . Second, operators have deployed middleboxes (NAT, firewalls) that often block packets that do not carry TCP or UDP [34].

SCTP initially supported multihoming by switching from one path to another. It was later extended to be able to use different paths continuously [38]. Multipath TCP [24, 56] brought similar multihoming capabilitiy to TCP , and included a coupled congestion control scheme [72], later brought to SCTP as well. This particular succession of events shows how different designs can collobarate to advance each others. Multipath TCP is now deployed, notably on smartphones [6]. Other recent TCP extensions include TCP Fast Open [12] or TCPCrypt [5].

In the mid-nineties, the Secure Socket Layer protocol was proposed to secure emerging e-commerce websites [21]. This protocol evolved in different versions of the Transport Layer Security (TLS) protocol, the most recent one being version 1.3 [57]. Many details of the TLS protocol have changed since the first version of SSL [41]. Nowadays, TLS is almost ubiquitous on web servers [32] thanks to the availability of various TLS implementations and automated certificate authorities [1]. Furthermore, many non-web applications also rely on TLS [2].

Transport protocols continued to evolve in parallel. QUIC started as a proprietary protocol used by Google to speed up web transfers [42, 58]. During the last years, it evolved into a complete transport protocol whose standardization is being finalized within the IETF [37]. QUIC combines the functions that are usually found in TCP , TLS , and HTTP/2. A key characteristic of QUIC is that it encrypts almost all the packets, including most of their headers. Although QUIC is essentially a new transport protocol, it does not run directly above IP in contrast with SCTP, TCP , or DCCP. QUIC runs above UDP. This choice is mainly motivated by the desire to avoid as much as possible middlebox interference. QUIC's clean architecture has attracted researchers who have already proposed various extensions to the protocol [15, 17, 36, 49, 53, 63, 69].

Does the finalization of version 1 of the QUIC specification mark the end of the TCP era and move all transport research on this new protocol? We do not think so. History tells us that TCP has evolved with competing transport protocols. QUIC is today's competitor, but there is still plenty of room to improve TCP .

In this paper, we take a step back. As QUIC benefits from a closer integration between the reliability and the security mechanisms, we reconsider the separation between TCP and TLS . TLS brings security features, but TLS 1.3 can do much more. Thanks to the TLS 1.3 messages and records' extensibility, TLS can provide a secondary channel that enables hosts to exchange more control information and structured data. Furthermore, since TLS records are encrypted, middleboxes cannot easily interfere with the data exchanged over this new channel.

We combine TCP and TLS in a protocol that we call **TCPLS** . We describe in Section **??** a first design for TCPLS with the goals of *(i)* solving extensibility issues in TCP . *(ii)* Exporting complex transport features to the application and *(iii)* drawing a path to make TCP /TLS a good challenger to QUIC with modern appications. Then, we discuss how TLS ' flexible record layer can be used to provide a new channel to exchange information between TCPLS implementations. The design presentation concludes with an overview of the API to interact with the application. Our second contribution is the ongoing implementation of a TCPLS prototype on Linux by extending `picotls`, a TLS 1.3 implementation. We use it in Section 4 to illustrate the benefits of TCPLS with a multihoming connection migration use case. Finally, we analyze in Section **??** some of the research questions that TCPLS opens.

2 BACKGROUND [BUDGET=0.75P]

The Transmission Control Protocol (TCP) [54] is the most popular Internet transport protocol. It enables a client and a server to exchange data over a connection that exposes a bidirectional reliable bytestream. TCP has evolved a lot since the publication of the first specification while still preserving the same packet format. Dozens of TCP extensions have been standardised and implemented [19]. Several of these extensions rely on TCP options and are negotiated during the three-way handshake.

The measurement studies carried out during the last decades, see e.g. [13, 45, 52, 67], have shown that TCP was by far the most widely used protocols. It is only recently that measurement studies have shown a growth in UDP traffic [67].

TCP was designed as an end-to-end protocol that is only used on endhosts. Despite this architectural principale, network operators have deployed a variety of middleboxes (firewalls, NAT, transparent proxies, ...) that sometimes interfere with TCP or its extensions [20, 34, 47]. These middleboxes make some assumptions about the content of TCP packets and do not always complete follow the TCP specifications [31, 34].

In the 1990s and early 2000s, TCP was mainly used directly by applications such as HTTP, SMTP, FTP, telnet, ssh, ...However, when an application exchanges plaintext using TCP, it exposes its users to various privacy problems and attacks. Initially, only banks and e-commerce websites considered the usage of plaintext to be problematic and used cryptographic techniques to encrypt and authenticate the information exchanged using Secure Socket Layer (SSL) [21]. At that time, using SSL was costly from a performance viewpoint. During the last two decades, the situation completed changed. Modern CPUs include specialised instructions that enable fast encryption. Furthermore, the standardisation of SSL improved the security of the protocol. The most recent version (TLS 1.3 [57]) is considered to be much more secure than the previous ones. Furthermore, Let's Encrypt [1] has simplified the distribution of certificates. Transport Layer Security (TLS) is on 90% of the Alexa top 1M websites [32, 33] and many other applications also rely on TLS [2]. More importantly, modern applications require **both** the reliability provided by TCP and the security provided by TLS.

TLS 1.3 brings several important features compared to the previous versions. It includes a secure handshake that allows to negotiate the security parameters and keys within one round-trip-time. Thanks to TCP Fast Open [55], it is possible to perform the secure handshake during the TCP handshake. Furthermore, it is possible to also exchange application data during the handshake. The TLS 1.3 record layer protects all application data with encryption and authentication. This record layer is extensible and to prevent ossification, TLS record types are also encrypted.

During the last five years, cloud vendors and the IETF have put a lot of effort in designing and deploying a new transport protocol targeted at web applications: QUIC [43]. QUIC provides a secure and reliable delivery like the traditional TLS/TCP stack, but on top of UDP. This choice was motivated by two design requirements. First, QUIC must be able to go through middleboxes and most of the deployed ones only support TCP and UDP. Second, it must be possible to implement QUIC as a userspace library. The version 1.0 of QUIC is being finalised [37] and there are more than a dozen implementations [28, 46]. QUIC is used in production as shown by recent measurement studies [67].

In addition to reliable and secure delivery, a growing number of applications are used on devices such as smartphones that are attached to two or more networks. Users expect their applications to be resilient to network failures. With regular TCP, applications need to reestablish their connections when one of their network connection fails. Multipath TCP [25, 56] is a TCP extension that enables a connection to use different paths. One of the main use cases for Multipath TCP is to provide fast failovers on iPhones [6]. It also provides bandwidth aggregation by simultaneously using two or more network paths to support one connection. Multipath extensions have also been proposed for QUIC [16, 69]. QUIC version 1.0 [37] includes a connection migration capability that supports failovers but not bandwidth aggregation.

3 TCPLS DESIGN [BUDGET=3P]

TCPLS offers a cross-layer interface to TLS and TCP with the motivation to do more than securing the transport layer. Merging the stacks benefits both protocols and the application using this new approach. First, TCP suffers from a lack of extensibility due to size restrictions in its header and due to potential middlebox interferences [34]. TCPLS aims to solve TCP 's extensibility issue in the long run by offering a secure control channel to exchange TCP options without suffering from middlebox interferences and size restrictions in TCP headers. Second, TLS does not have a clear view of the transport protocol, and offering one with TCPLS brings opportunity for performance improvement (e.g., avoiding records fragmentation with dynamic receive buffer autotuning and/or with dynamic control of the record length), and for connection reliability (e.g., failover). Third, applications are becoming more complex, which appeals to exposing transport-level functionalities and letting them tune the underlying transport to their use case. Essentially, this last motivation discusses a novel manner to expose transport-level functionalities that are encrypted, authenticated, reliable, extensible and adapted to complex application-level requirements.

3.1 Overview

TCP separates control information and data by placing the control information in the packet header and the data in the payload. This separation worked well until middleboxes started to interfere with TCP [18, 34, 48]. On a fraction of Internet paths, including e.g., some enterprise and cellular networks, some middleboxes interfere by adding, removing, or changing TCP options [34, 70, 73] and, in some cases, also transparently terminating TCP connections. These middleboxes have slowed down the evolution of TCP in recent years. TCPLS also uses the packet header to exchange TCP control information, but it leverages TLS to create a second and secure control channel. In a nutshell, TCPLS leverages the extensibility of TLS 1.3 to place control information such as TCP options inside the TLS handshake messages and new TLS records. Since this information is encrypted and authenticated, the communicating hosts can exchange new control information without encountering middlebox interference. We describe several examples of these new types of control information in Section 3.2 and Section 4.3.1.

Once the TCPLS session has been established, TCPLS sends TLS records. Most of these records contain application data transmitted by the client or the server. The control channel between the client and the server enables TCPLS to support new features, such as streams. Indeed, applications such as HTTP/2 support multiple streams mapped to a single TCP connection. However, there are situations, e.g., to prevent head-of-line blocking, where different streams should be mapped over other underlying TCP connections. With TCPLS , the client and the server can establish different datastreams over a single TCPLS session. The data from all these streams is encrypted using TLS . Furthermore, thanks to the TCPLS API, the client and the server can map each data stream to an underlying TCP connection. Thus, a TCPLS session can be composed of one or more TCP connections similarly as a Multipath TCP connection gathers subflows.

To support data from a given datastream to be exchanged over several TCP connections, TCPLS includes its sequence numbers. A client and server can also enable acknowledgments. Thanks to these TCPLS acknowledgments, a TCPLS session can react to the failure of the underlying TCP connection by reestablishing a new TCP connection to continue the transfer of data and replay the records that have been lost.

A TCP connection ends with the exchange of FIN or RST packets. However, some middleboxes force the termination of TCP connections by sending RST packets [22, 71]. TCPLS can preserve established connections by automatically restarting the underlying TCP connection upon reception of a spurious reset. TCPLS defines the connection termination at the stream level: closing the last stream attached to a TCP connection allows clients and servers to securely terminate the TCPLS session.

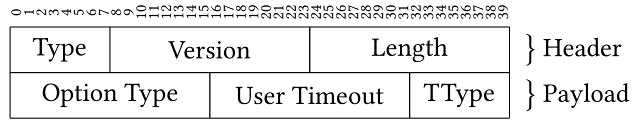

Figure 1: A new type of TLS Record containing a TCP option.

3.2 The Secure Control Channel

TLS 1.3 [57] has been designed with careful consideration for potential extensions. It supports the EncryptedExtensions message sent by the server alongside the ServerHello. Any extension sent with the ServerHello message is encrypted with the handshake key, and is not part of the context used to derive the eventual application key.

A reasonable approach to designing extensibility mechanisms in today's Internet is to avoid leaking any information that could help an on-path attacker recognize specific users or applications. Indeed, censorship [10, 27, 50] can be easily implemented when protocol messages can be distinguished, and avoiding trivial opportunities to implement censorship should become the bare minimum in designing a new protocol. TCPLS 's control protocol considers those problems by avoiding unencrypted data within the ClientHello.

In our design, the client indicates its willingness to use TCPLS with a transport parameter in the ClientHello. Upon reception of this parameter, the server can opportunistically send lightweight TCPLS data and TCP options as EncryptedExtensions. If the client does not support some extension, it echoes back an alert with the value of the option it does not recognize, but the connection continues.

The server or the client can also send TCPLS control messages after the handshake. These control messages take advantage of the TLS 1.3 content-type extensibility feature to avoid middlebox interference. Indeed, in TLS 1.3, the Record Protocol ensures that any new message appears as an APPDATA message type while the true content type (TType) is stored at the end of the encrypted payload. As an example, Figure 1 shows the TCPLS control message structure that carries the TCP User Timeout [26] option. *TType* is the true type of this record (TCP_OPTION), while its Type is set to *APPDATA*.

3.3 Multipath in a Modern Transport Protocol

FR: notes sur HOL:

Note that, if the multipath mode is enabled, then a lost packet over one TCP connection may create HOL blocking since packets received on other streams may have to wait for the lost packet to be properly reordered and delivered to the application. In the case of the multipath mode not enabled, this problem would not happen, but the application has to be careful to map application objects per stream, and not to mix these objects among several streams since the ordering would not be guaranteed.

3.4 Datastreams and TCP Connections

In TCPLS , each stream has its own cryptographic context. They use the same key but derive the blockcipher IV such that nonce-misuse cannot happen while the record sequence number within each stream starts at 0. Only one application-level key is used for N streams, for each direction. The reason behind this design choice is to avoid security degradation with the usage of multiple keys (by a factor k with k keys) [11].

Having a separate cryptographic context means that TCPLS can do concurrent encryption and decryption between streams while maintaining decryption correctness and security, and potentially also use this capability to process streams over multiple cores. Finally, if we have multiple streams over the same TCP connection, TCPLS does not explicitely know which received data belongs to which stream. To obtain this information, we either require to modify the associated information within TLS records to add a stream id (these associated data are not encrypted but the AEAD cipher authenticates them). This choice means potential middlebox interference, which we chose to avoid. The other option is to leverage the AEAD cipher to check the authentication tag of the incoming record until we find the stream that properly verifies the tag). This operation is lightweight: it does not require full decryption of the record because TLS 1.3 uses AEAD ciphers doing Encrypt then MAC (and MAC then Decrypt), and looking for the right stream needs to be performed once each time the application writes to another stream over the same TCP connection.

Note that, security-wise, each failed decryption is considered as a forgery attempt. However, we have large limits on the confidentiality and integrity with all AEAD ciphers [29, 44] before a successful iorgery may be considered as a non-negligeable probability.

TCPLS enables the client or the server to associate new TCP connections to an existing TCPLS connection. This is similar to what Mutipath TCP does [24, 56], but with some differences. First, Multipath TCP supports only one bytestream.

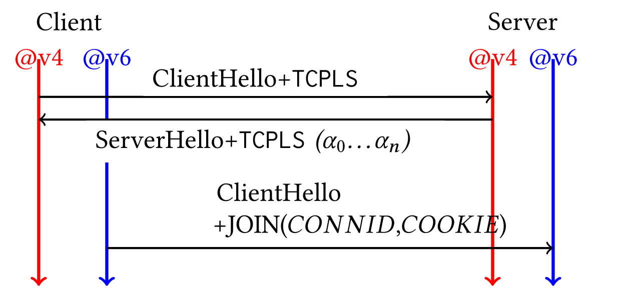

Figure 2: TCPLS supports the attachment of additional TCP connections to a TCPLS connection. Each α_i is encrypted with the handshake key.

Second, TCPLS does not suffer from the same security limitations as Multipath TCP. To secure the attachment of additional subflows, Multipath TCP hosts exchange keys in plaintext during the handshake [24, 25]. These keys are then used later to authenticate the attachment of subflows to a connection. An attacker that has observed the initial handshake can attach any subflow to an existing Multipath TCP connection [3].

TCPLS securely solves this "connection join" problem. For example, consider a client connecting to a dual-stack server. Figure 2 depicts the TLS messages exchanged. The client starts with a ClientHello. This includes the TCPLS extension to negotiate TCPLS . The server replies with a ServerHello containing several important and encrypted control information α. First, the server announces its IPv4 and IPv6 addresses. Second, it associates one connection identifier. This identifier uniquely identifies the connection on the server. Third, the server provides a list of cookies that enable the client to attach additional TCP connections to the TCPLS connection. To attach a new connection, e.g., using the server's IPv6 address, the client opens a TCP connection and sends a ClientHello message containing the connection identifier (*CONNID*) and one of the cookies supplied (*COOKIE*) by the server.

The Connection identifier allows the server to attach the new TCP connection to the right TCPLS session, assuming the received cookie is valid. The Connection identifier and the cookie play that same role as Multipath TCP's token. However, the cookie is longer, encrypted in the ServerHello message, and one-time use (i.e., when the server receives a valid cookie, it accepts the connection, attaches it to the right TCPLS session, and discard the cookie). Thanks to the cookies, the server can limit the number of TCP connections that a client can attach to a TCPLS connection. This prevents some denial of service attacks that are possible with Multipath TCP.

3.5 Secure Connection Closing

4 TCPLS PROTOTYPE[BUDGET=2.5P]

This section describes several of the possible benefits of TCPLS compared to keeping TCP and TLS isolated. We provide some use cases and experiment with the connection application-level connection migration offered by our API. Other user cases described in Section ?? are flagged to the roadmap and we expect them to further demonstrate the strength of a more intertwined TLS /TCP transport protocol.

Our current implementation offers: *(i)* An experimental API that wraps TLS and TCP and enables applications to handle multihoming, multipathing, and various transport layer mechanisms. *(ii)* An improved TCP extensibility mechanism that sends TCP options through the secure TCPLS channel. We currently support the TCP User Timeout option. Supporting another TCP option is only a matter of extending the sender's API and processing the option on the receiver side. TCPLS 's internal machinery can already send any TCP option during or after the handshake. *(iii)* The ability for the server to send eBPF bytecode over the secure channel to upgrade the client's TCP congestion control scheme or tune other TCP mechanisms [8, 66]. *(iv)* The support of parallel streams and multiplexing over TCP connections with different cryptographic context.

4.1 The TCPLS API

The API that applications use to interact with a protocol plays an important role in enabling them to leverage all the protocol features. The most popular API to interact with the transport layer remains the BSD socket API. Researchers and the IETF have explored new ways to expose a transport API [30, 35, 51, 61, 68].

In this spirit, application-level developers would only be required to configure a TCPLS context and register function callbacks. To illustrate TCPLS API's flexibility, we consider a simple use case inspired by Happy Eyeballs [60]. This technique is used by web browsers when interacting with dual-stack servers. They try to establish TCP connections using IPv4 and IPv6 and prefer the one that offers the lowest latency. This avoids problems when an address family is broken on a path but not the other and sometimes results in lower latency [4].

Figure 3 shows an example of our current API workflow. The API can handle explicit multipath techniques such as Happy Eyeball by chaining `tcpls_connect()` with an appropriate timeout of 50ms, as shown in the Figure. TCPLS lets the application explicitly choose the multipath mesh by calling several times `tcpls_connect(src, dest, timeout);`. The application may configure callbacks to connection events

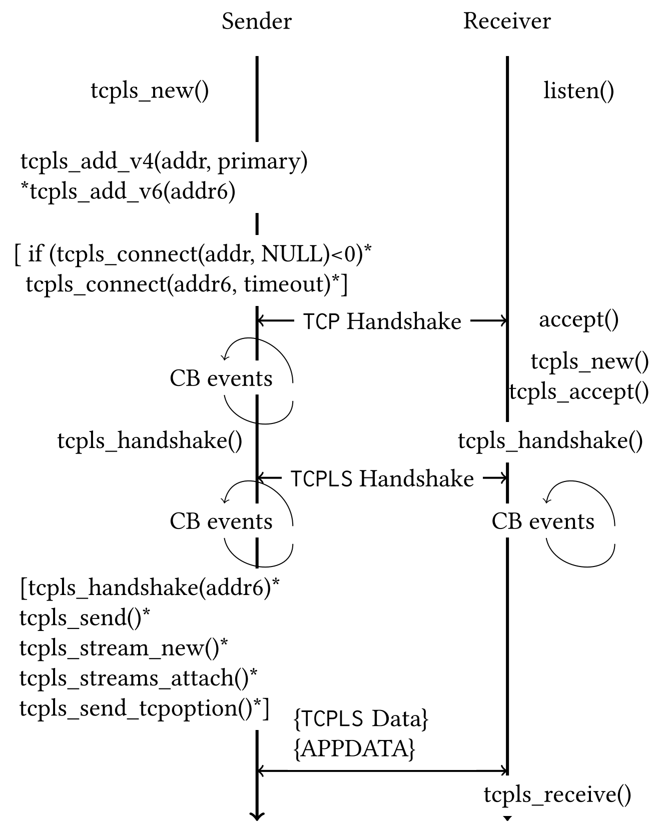

Figure 3: API Workflow example. * means optional call, [ ] means optional call flow, and { } means encrypted.

that would occur within TCPLS , such as a connection establishment, a stream attachment, a multipath join, the reception of a TCP option to tune TCP, and more. When multiple streams are attached to multiple TCP connections, the application may configure various TCPLS behaviours. Among them, we support HOL-blocking avoidance, aggregation of bandwidth with multipathing, connection failover, and connection migration. Note that, HOL-blocking avoidance is incompatible with the aggregation of bandwidth with multipathing (the application can do either one but not both at the same time).

4.2 On TCP extensibility

The TCP specification limits the size of the entire TCP header (including options) to 64 bytes. Unfortunately, the TCP designers did not foresee that so many TCP extensions would be standardized. Today, the size of the TCP header becomes a constraint. For example, it severely limits the number of gaps that can be covered by selective acknowledgments. This gets worse with extensions such as Multipath TCP [24] that consume more space in the TCP header. The IETF has discussed this problem for several years, but the latest attempt to solve it [65] has not yet been implemented by major TCP stacks.

TCPLS provides more space for some TCP options. First, with TCPLS , TCP options can be negotiated during the TLS handshake. Since the TLS messages are included in the TCP payload, there is more space to carry them. Another advantage of this approach is that the TCP options are secured by TLS . This implies that they cannot be modified by middleboxes. This could be an advantage, but could also prevent TCPLS from correctly working through some types of transparent TCP proxies.

Second, we can also carry TCP options inside TLS records. For example, we used this feature to implement the TCP User Time Out option [26]. A client can use this option to set the maximum value of the retransmission timer on a server. Linux TCP has a socket option that allows setting this timer locally, but it does not implement the option. With TCPLS , the client sends the option inside a TLS record, the server extracts it and performs the required `setsockopt`.

	TCP	TLS /TCP	QUIC	TCPLS
Transport reliability	✓	✓	✓	✓
Message conf. and auth.	✗	✓	✓	✓
Connection reliability	✗	✗	✓	(✓)
0-RTT	✓	(✗)	✓	✓
Session Resumption	✗	✓	✓	✓
Connection Migration	✗	✗	✓	✓
Application-exposed features				
Streams	✗	✗	✓	✓
Happy eyeballs	✗	✗	✗	✓
Explicit Multipath	✗	✗	✗	✓
App-level Con. migration	✗	✗	✗	✓
Pluginization	✗	✗	✗	(✓)
Resilience to HOL blocking	✗	✗	✓	(✓)
Secure Connection Closing	✗	✗	✓	(✓)

Table 1: Protocol features comparison. (✗) means that the feature is available, but not straightforward to use. (✓) means that the feature is partially available and under development.

4.3 Multipathing

4.3.1 Application-level Connection Migration. Given the availability of multiple IP paths, connection migration might be a powerful tool to improve the application connection's reliability. We implement Connection migration and Failover as two distinct measures to handle two different inquiries: 1) The application expects to take advantage of multiple IP paths. 2) The application expects to be resilient to a network outage. In the first case, we implement connection migration and multipathing from a protocol viewpoint, as the same exchange of messages and API calls from TCPLS . It is left for the application to decide and program through the API calls whether it wants to move all the traffic from one path to another or split the traffic among the available paths according to any scheduling policy. The second inquiry focuses on simply configuring TCPLS to automatically move the traffic to another available IP-level path if a network outage is detected.

4.3.2 Failover. describing Failover

4.3.3 Data Aggregation. Describing orderings and schedulers

4.4 0-RTT Connections

5 EVALUATION[BUDGET=3P]

5.1 General Methodology

5.2 Capability Comparison Between QUIC, TCP and TLS /TCP

Table 1 compares the features supported by TCP , TLS /TCP , QUIC and TCPLS . QUIC and TCPLS are very similar in their capabilities. They mainly differ in their semantic. TCPLS 's semantic is to let the applications make the decision, and we design its API to fulfill this goal. That is, the meaning of TCPLS is to offer advanced, extensible and secure transport-layer functionalities on top of TCP , while exposing a simple but powerful API to let the application composes the properties its transport should have. One example is further demonstrated in Section 4.3.1, in which TCPLS 's simple API allows the application to take advantage of path aggregation (in multipath mode) and connection migration to obtain a smooth handover between networks.

Note that several of the features suggested by TCPLS are also suggested on TCP or QUIC via research works such as a new socket API for explicit multipath for TCP [30], or eBPF plugins in QUIC [17].

5.3 Performance

TCPLS vs QUIC vs TLS/TCP

Bar chart or/and tabular with throughput performance

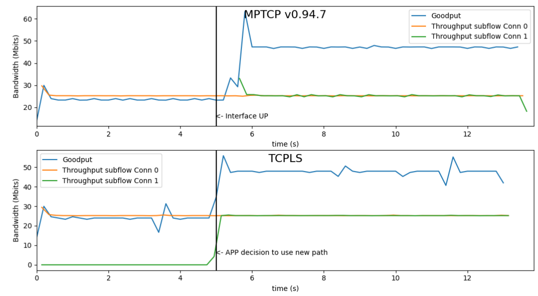

Figure 4: Bandwidth aggregation comparison between MPTCP and TCPLS

5.4 Middlebox Interferences

Montrer que TCPLS handshake et JOIN handshake passent/-passent pas les middlebox, discuter les implications

5.5 Bandwidth Aggregation

5.6 Application-level migration

Detailler pourquoi on a besoin du controle applicatif pour la migration, et à quels cas du monde réels ils s'appliquent

Figure 5 shows the result of an Application-level connection migration demo using the API (i.e., it is left to the application to decide when to migrate, and we expose a simplistic code flow to perform it). In this experiment, we use an IPMininet network [39, 64] composed of a client and a server with a dual-stack of IPs. One path within the network is composed of OSPF routers with IPv4 only, and one path is composed of OSPF6 routers IPv6 only. We configure the bandwidth to 30Mbps, the lowest delay to the v4 link. Our application downloads a 60 MB file from a server and migrates to the v6 connection in the middle of the download.

Triggering the connection migration involves chaining 5 API calls: first, `tcpls_handshake()` configured with handshake properties announcing a JOIN over the v6 connection id. Then, the creation of a new stream `tcpls_stream_new()` for the v6 connection id, finally followed by the attachment of this new stream `tcpls_streams_attach()` and the secure closing of the v4 TCP connection using `tcpls_stream_close()`. Following these events, the server seamlessly switches the path while looping over `tcpls_send` to send the file content. Note that all the events trigger callbacks on the server side, to let the server react appropriately if other requirements need to be fulfilled.

TCPLS 's application connection migration takes advantage of multipath to offer a smooth handover to applications, which QUIC cannot do at the moment.

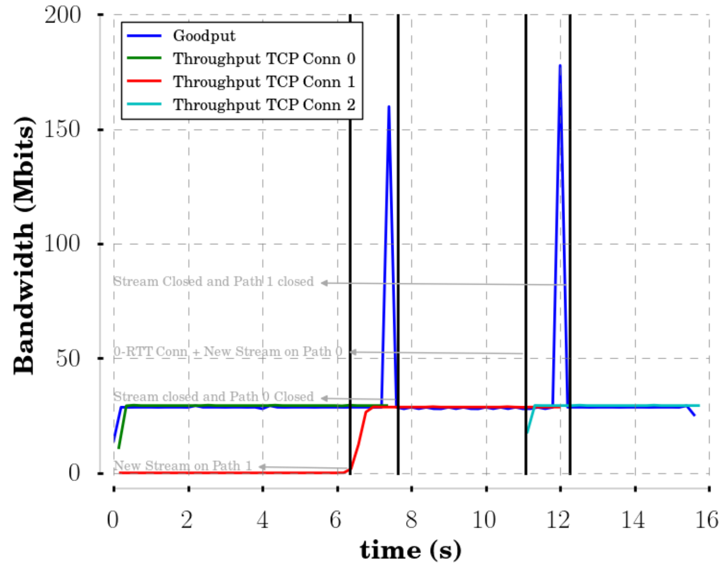

Figure 5: Application-level connection migration during a 60MB file download

5.7 Failover

1) analyse du temps de recovery pour different type de cassure, et comparaison avec mptcp 2) discuter une propriété de "connection reliability" => ca casse, on restabilise le plus vite possible 3) montrer que le path manager est important pour cette propriété, et que ce n'est pas encore au point pour mptcp, mpquic, etc

Mptcp overhead: 1.07449979782104449 TCPLS overhead: 1.0994282363439873 MPTCP overhead/TCPLS overhead: 0.97732599755138

5.8 Congestion Control Injection

Injecter un control de congestion, montrer que les perf s'améliorent

6 CONCLUSION[BUDGET=0.5]

SOFTWARE ARTEFACTS

A TCPLS reference documentation and implementation is under active development. The current specifications and code are available on https://pluginized-protocols.org/tcpls, forked from a fast and full TLS 1.3 implementation written in C. Our TCPLS prototype adds about 5k lines of C code to `picotls` latest version based on the latest specification of TLS 1.3.

ACKNOWLEDGMENTS

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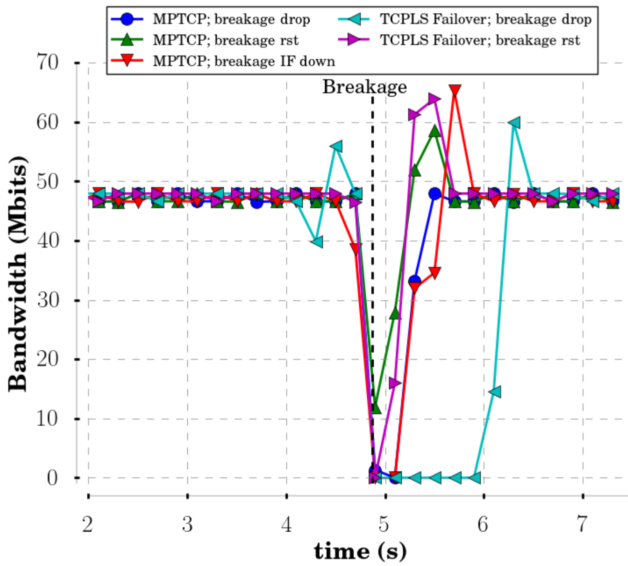

Figure 6: Recovery speed analysis

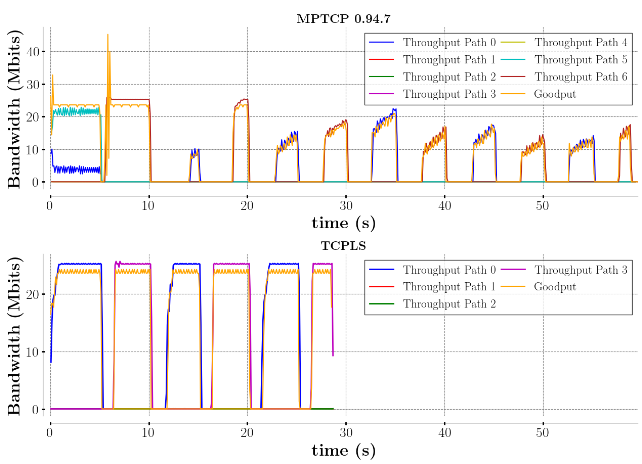

Figure 7: Connection reliability: influence of the path manager and congestion control

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