# The Latency Spin Bit draft-trammell-quic-spin-01

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measurement

architecture

experimentation



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# A.

#### **Introducing the Spin Bit**

- Goal of QUIC: encrypt all the bits.
  - The path will see anything not encrypted.
  - The path will change anything not integrity protected.
- Goal of MAMI: explicit middlebox cooperation
  - Per [1], design signals expressly for path consumption
- Spin bit: add passive RTT to QUIC for one bit per packet





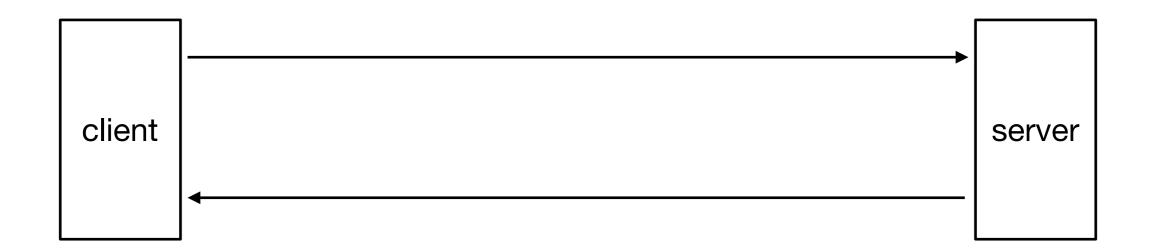
#### What is it?

- Proposal: take one bit from QUIC short header type field and make it spin
- Server sets last spin it saw on each packet it sends
- Client sets ~(last spin it saw) on each packet it sends
- Creates a square-wave with





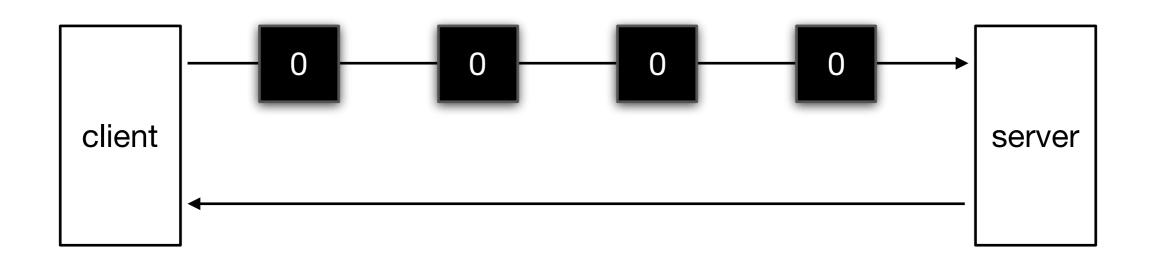








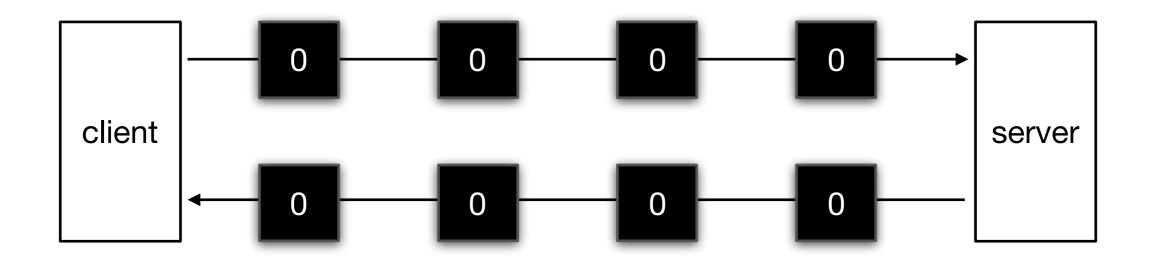
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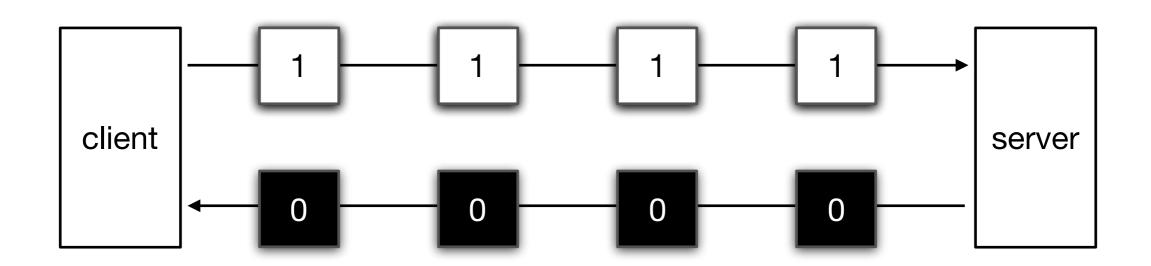








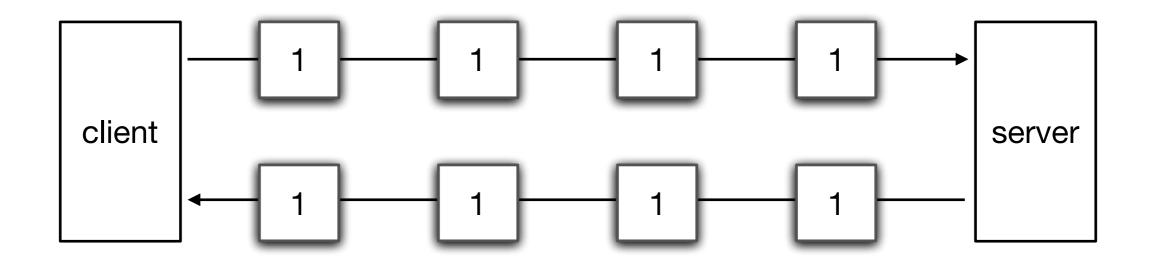








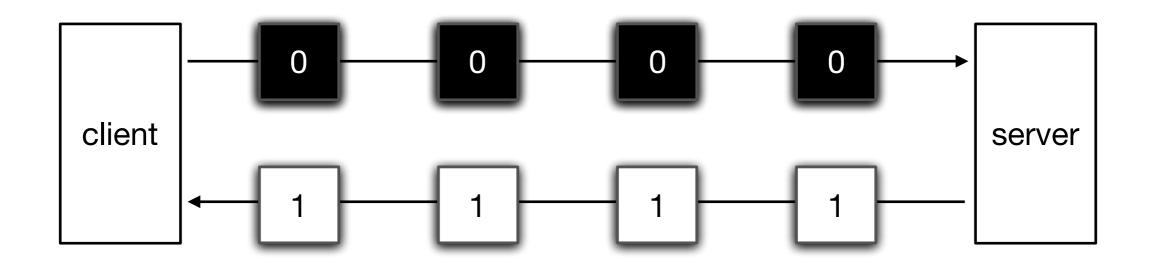








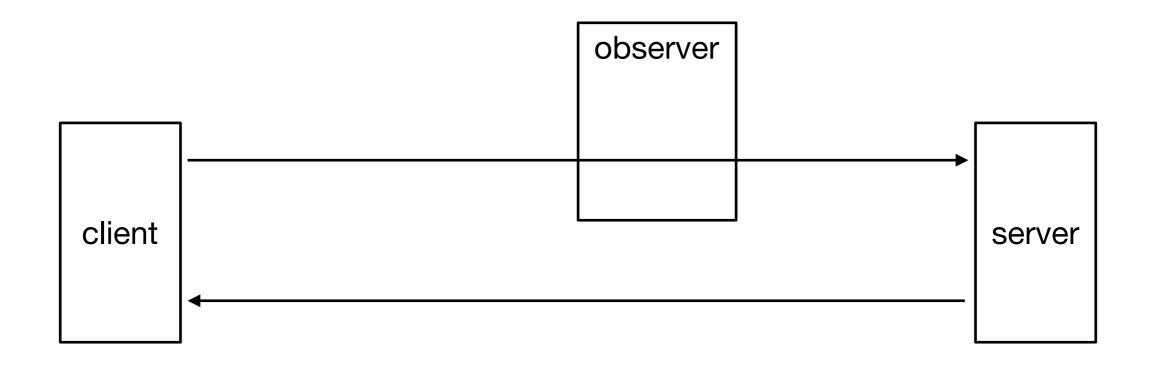


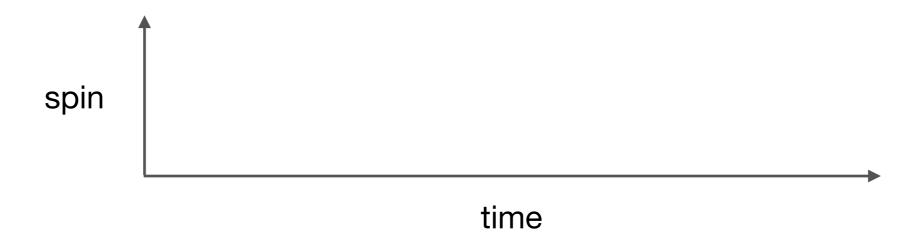








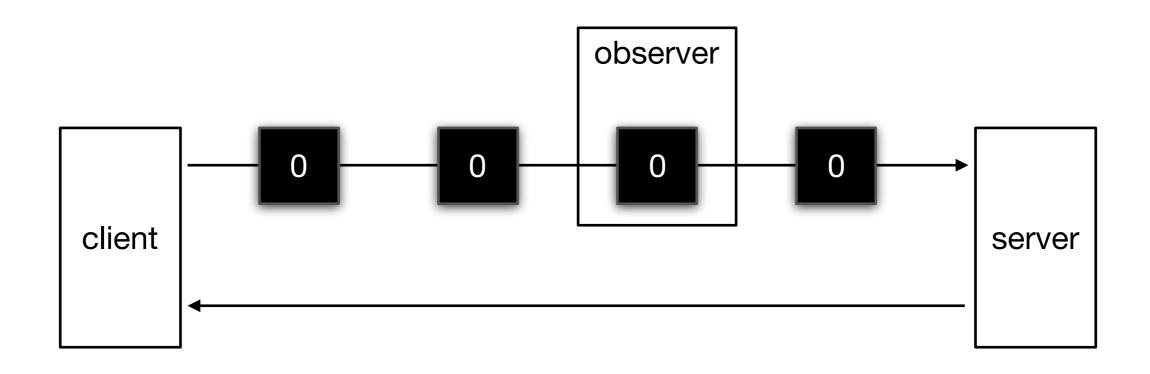


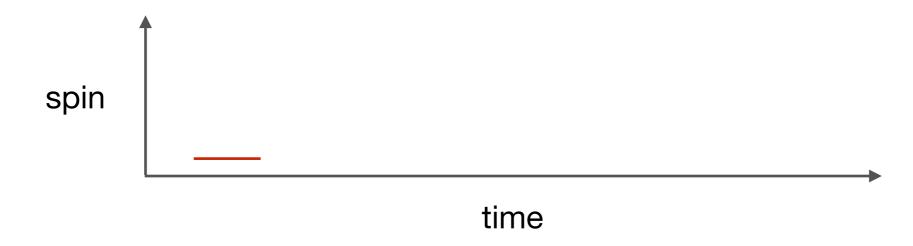








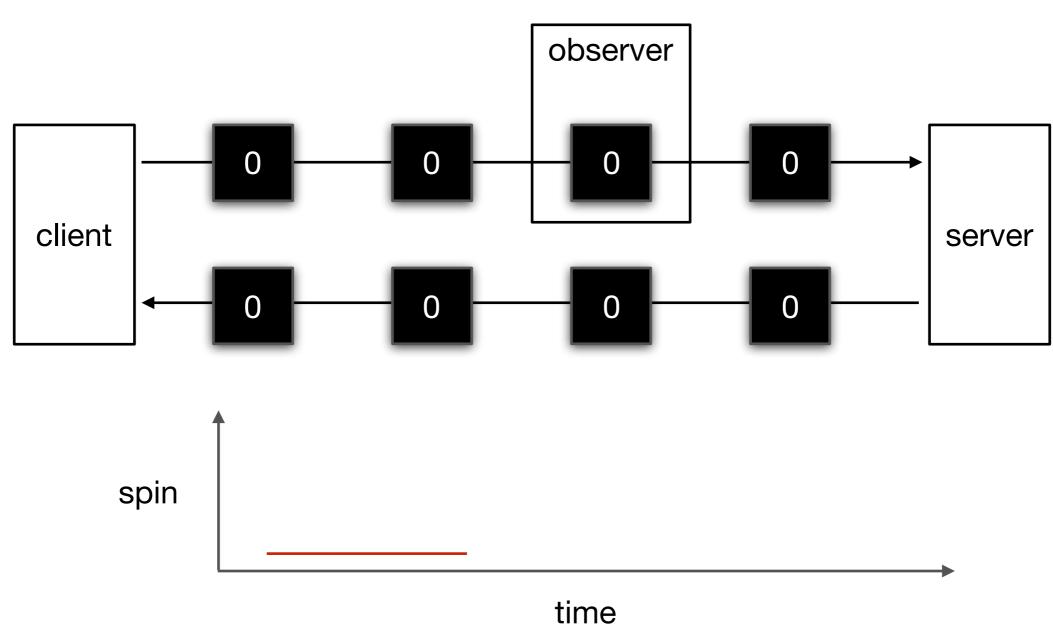








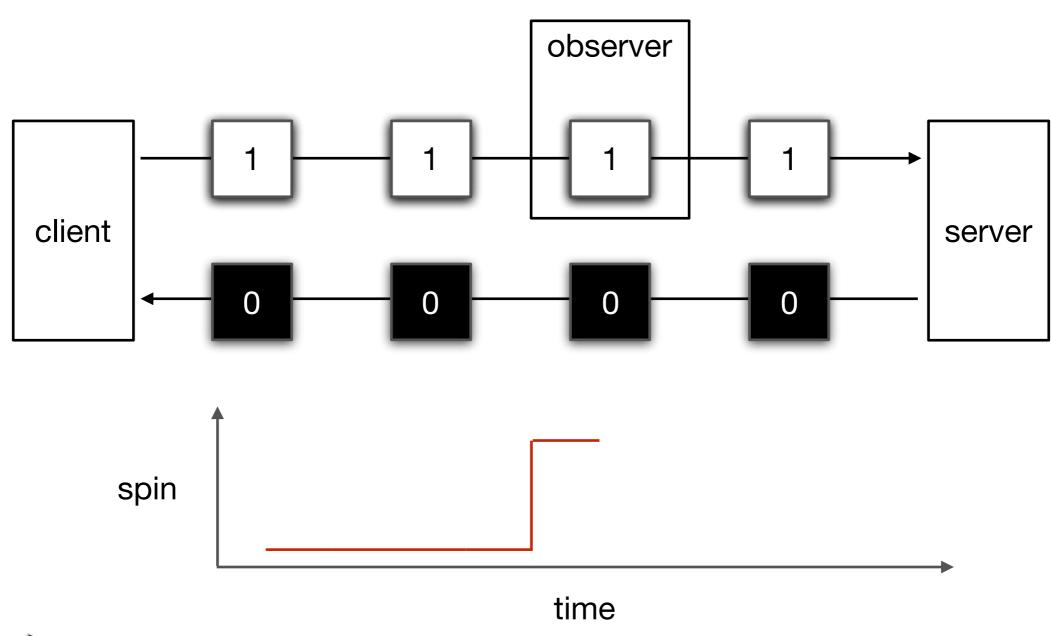








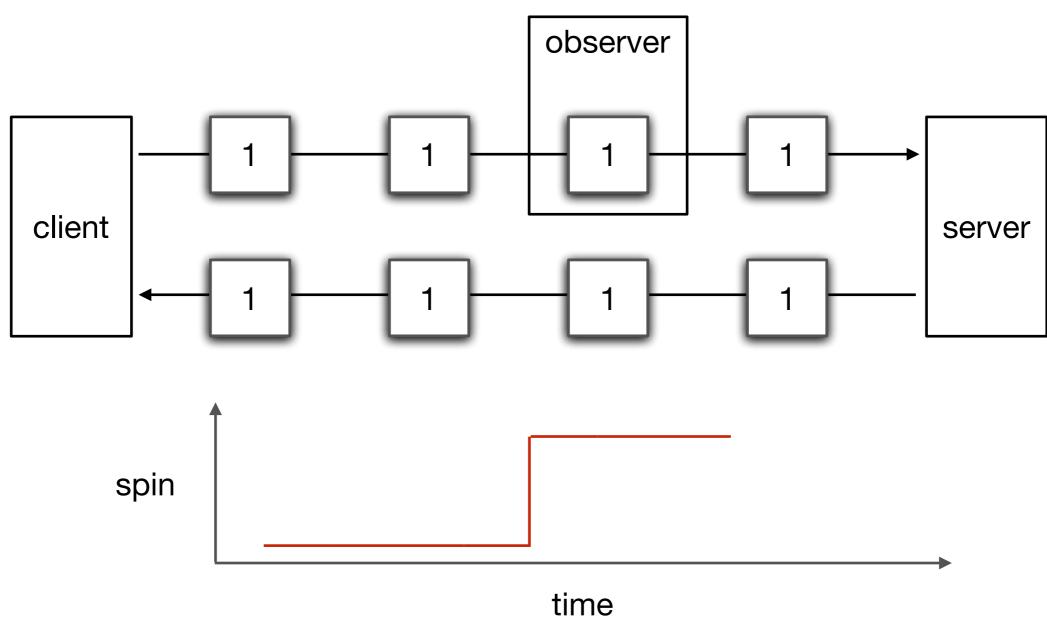








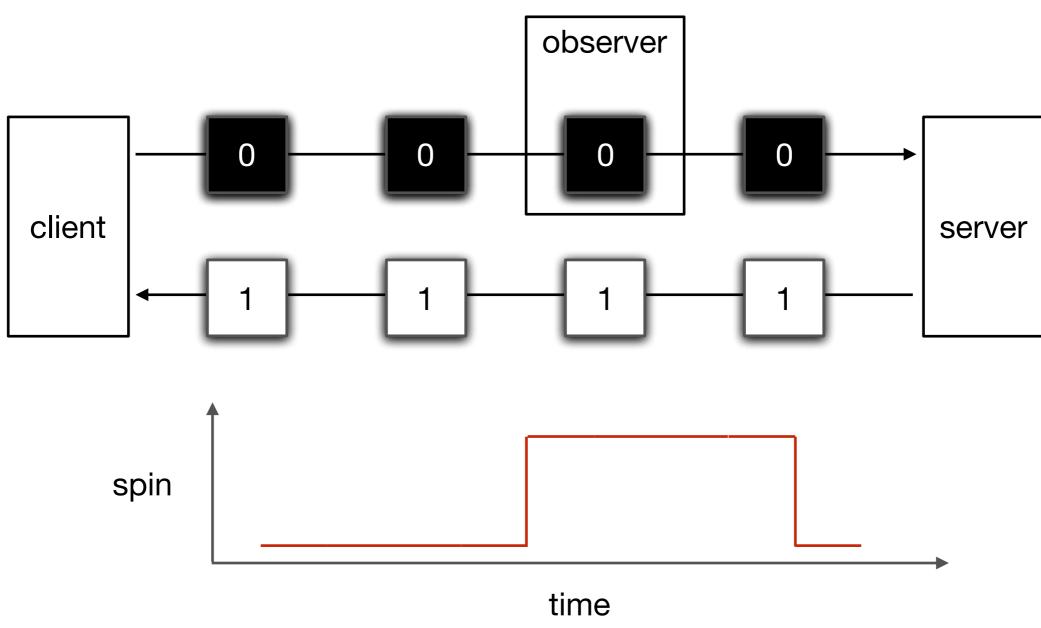








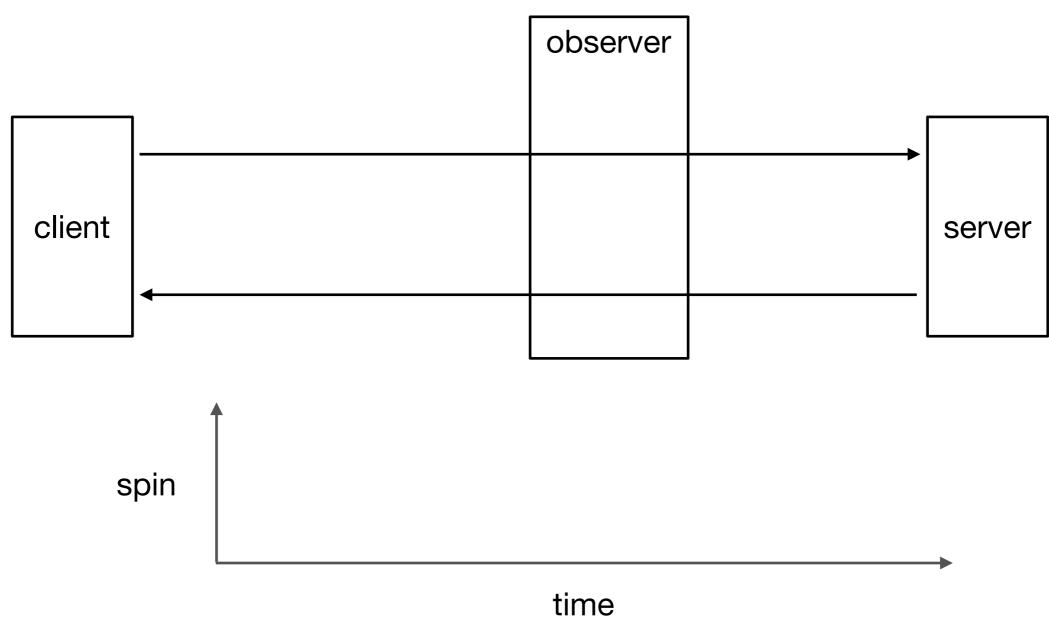








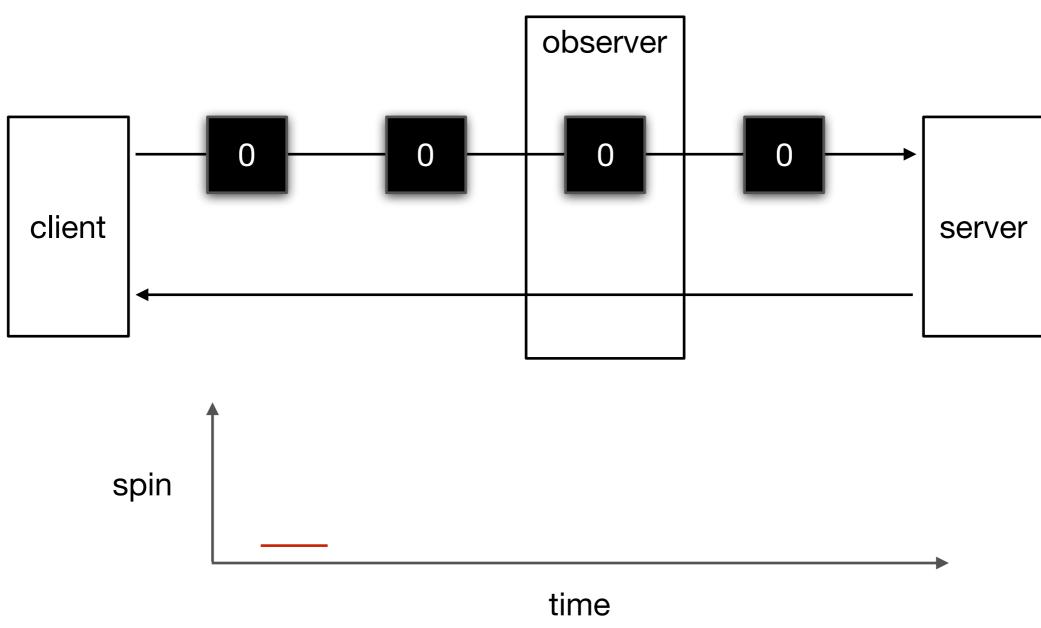








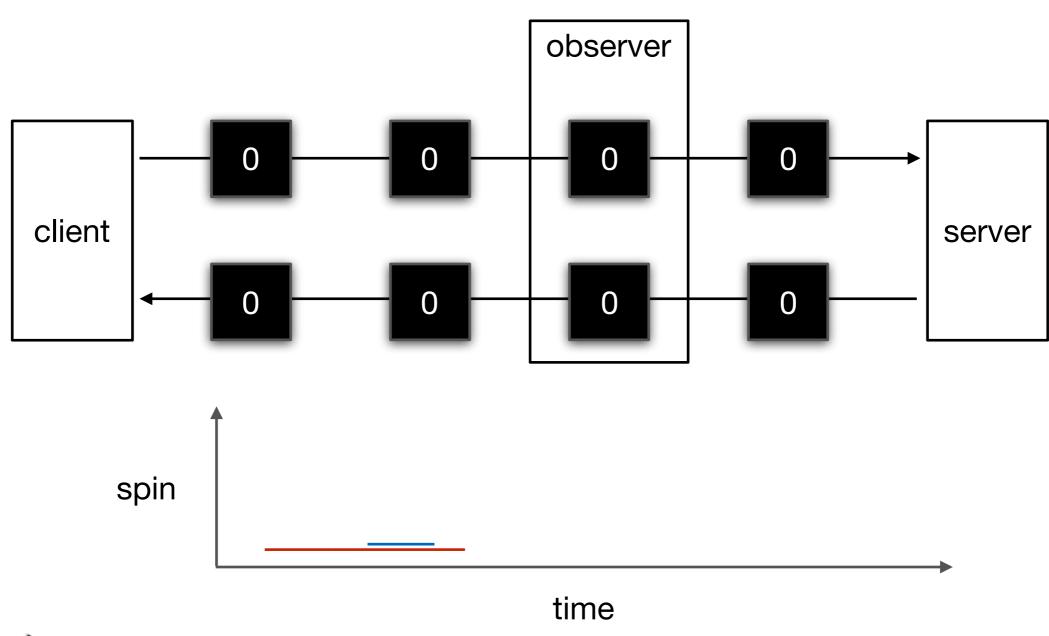








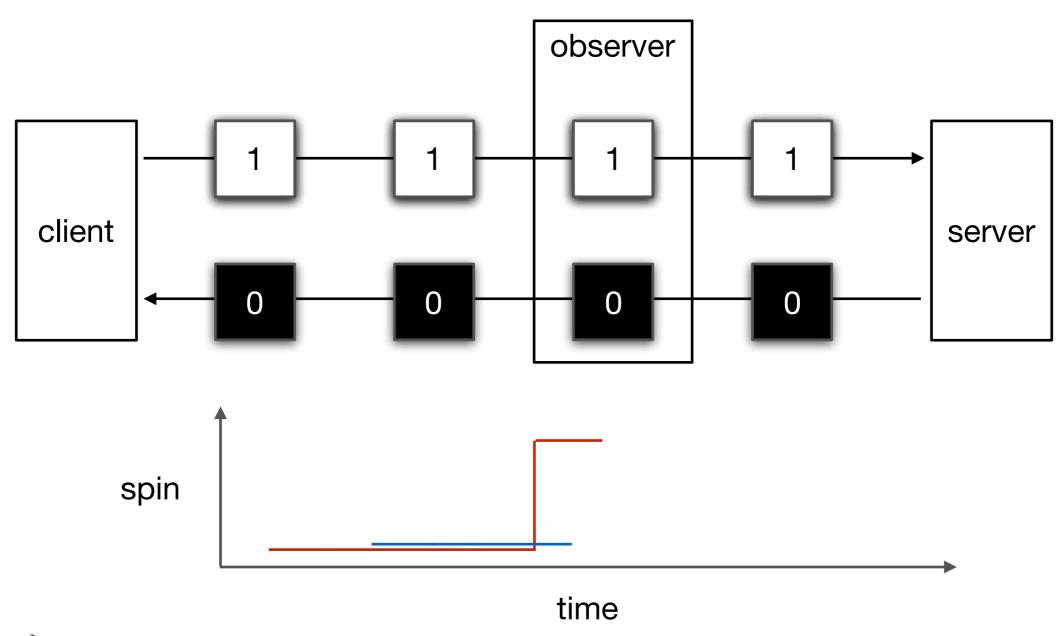








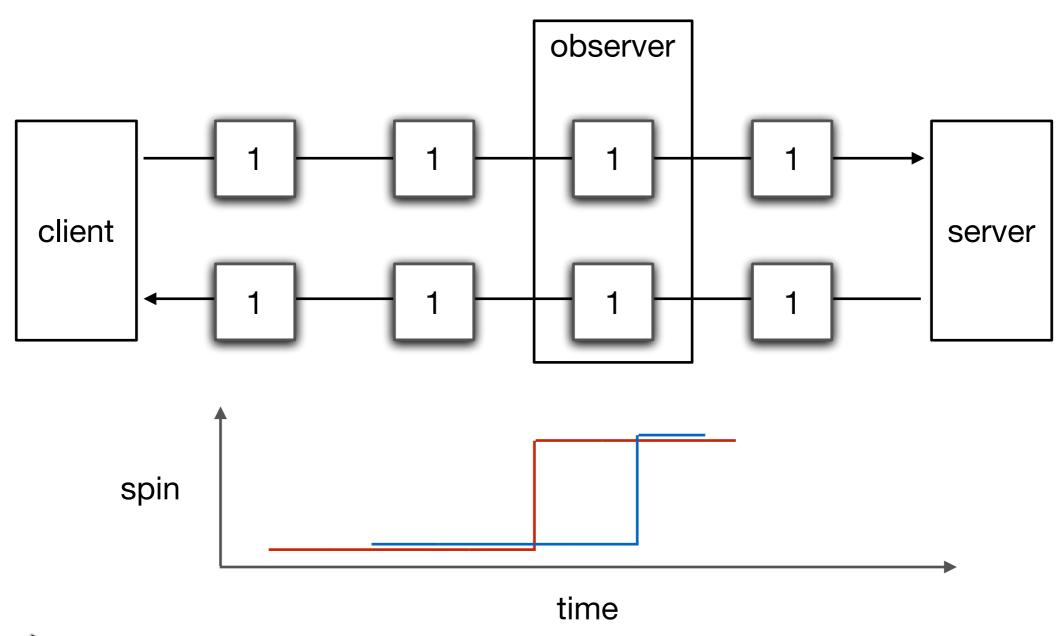








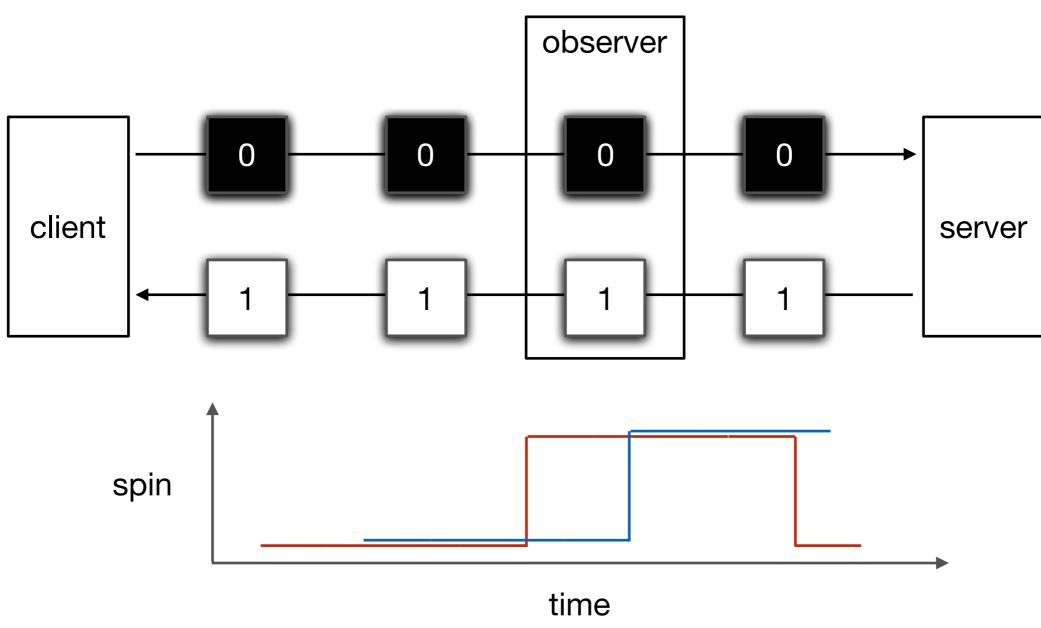












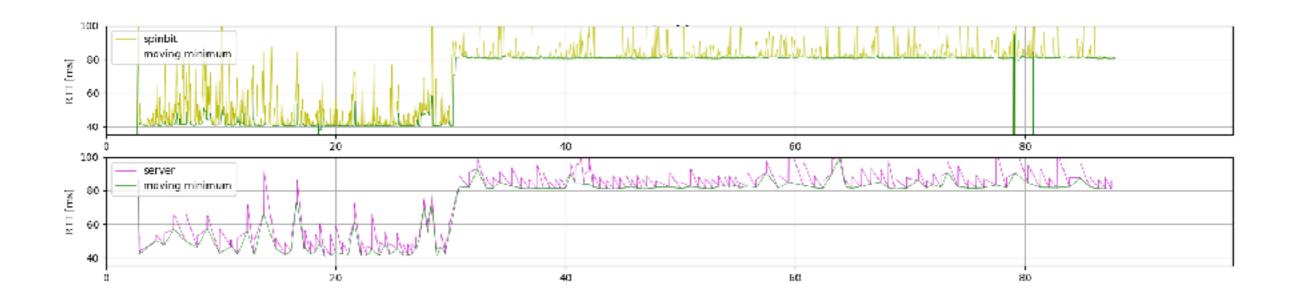




#### Does it work?



- Piet De Vaere (ETH student) has implemented the spin bit in minq (a minimal QUIC implementation in Golang)
- Spin signal gives high-resolution information to obervers about the RTT series the endpoints experience.



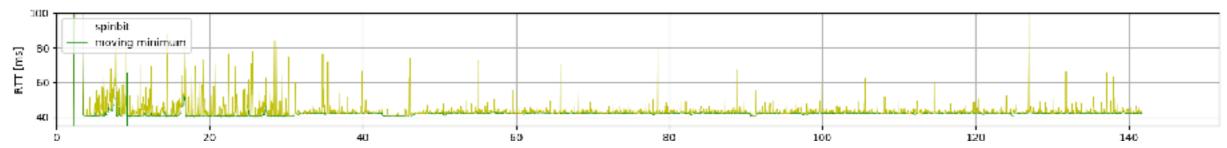




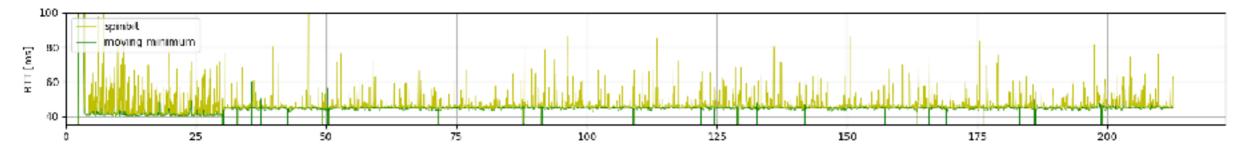
#### Coping with Loss and Reordering



Signal survives heavy loss with slight RTT overestimation:



Some loss of fidelity with heavy reordering:



- Packet numbers can be used to detect loss/reordering at endpoints
- Packet numbers can be used to detect loss/reordering on the path when they increment monotonically in the wire image

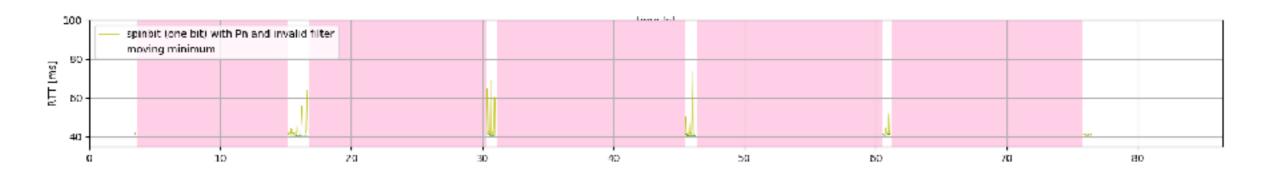




#### Coping with bursty traffic



- Addition of a spin valid bit can reject bad samples when endpoint delay would cause vast overestimation of RTT
  - Set when a spin edge contains a value less than k μs old (static experimentation with k=1000)



 Current work on valid bit vs. "don't worry" (i.e., "this flow is not network-limited") bit.





#### **Developments in the QUIC WG**



- Following discussion in Singapore, chairs asked for an Enhanced Justification process.
- → draft-trammell-quic-spin-01
- pull requests on -transport (<u>1046</u>) and -manageability (<u>24</u>)
- Transport Measurement (i.e., spin bit) table at IETF 101 London hackathon
  - ETH will bring minq, fd.io-based measurement
  - other stuff to do in the project?









- Packet number encryption (for AEAD, delinking oblivious migration) is back on the table (PR <u>1079</u>)
- → Can't use PN increment for loss, reordering detection (also for spin bit)





#### **Breaking News from Melbourne**



 Suggestion: use the four bits we got back from the packet type as a subsequence number (low 4 bits or packet number, or some 4 bits from the packet number that have a defined temporal pattern





#### **But Wait, There's More!**



- 64-bit CID is too little to to migrate (encrypted) state to a load balancer.
- Path shouldn't see how big the CID is, because encrypt all the things;
   only the LB and endpoint can decode.
- CID DT to work to define a CID mechanism with appropriate properties (but ISTM we need a Linkability DT instead)

