Datagram Congestion Control Protocol (DCCP) Overview



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DCCP is

- A congestion-controlled, unreliable flow of datagrams
- "UDP plus congestion control"
- Also a modern transport protocol

Partial checksums, mobility, DoS resistance, fast connections, ...

Target applications

- Long-lived flows that prefer timeliness to reliability
 Streaming media, Internet telephony, on-line games, . . .
- UDP not congestion controlled, apps must implement CC
- Apps want
 - Buffering control: don't deliver old data
 - Different congestion control mechanisms (TCP vs. TFRC)
 - Low per-packet byte overhead

DCCP's attractions for applications

- Congestion control implementation
 Experience shows CC is difficult to get right
- Integrated acknowledgements, reliable feature negotiation
- Access to ECN
 ECN capable flows must be congestion controlled
 UDP APIs would find this difficult to enforce
- Different congestion control mechanisms ——

TCP-like vs. TFRC congestion control

TCP-like: quickly get available B/W

Cost: sawtooth rate—halve rate on single congestion event

May be more appropriate for on-line games

More bandwidth means more precise location information; UI cost of whipsawing rates not so bad

• TFRC [RFC 3448]: respond gradually to congestion

Single congestion event does not halve rate

Cost: respond gradually to available B/W as well

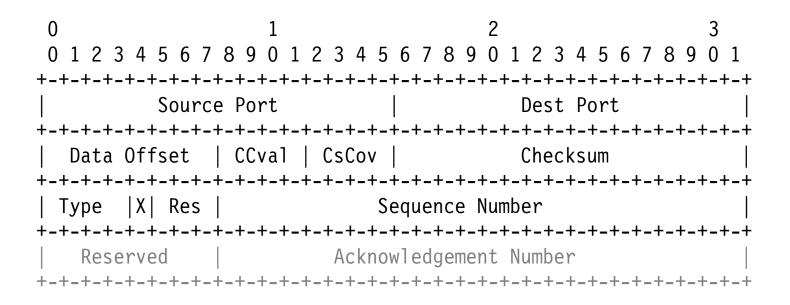
May be more appropriate for telephony, streaming media

UI cost of whipsawing rates catastrophic

Sample connection

	DCCP A				DCCP B	
0.	CLOSED				LISTEN	
1.	App opens					
	REQUEST	\longrightarrow	DCCP-Request	\longrightarrow	RESPOND	
2.	OPEN		DCCP-Response		RESPOND	
3.	OPEN	─	DCCP-Ack	─	OPEN	
4.	Initial feature	negotia	ation (CC mechanism	n,)		
	OPEN	\iff	DCCP-Ack	\iff	OPEN	
5.	Data transfer					
	OPEN	\iff	DCCP-Data, -Ack,	\iff	OPEN	
			-DataAck			
6.	App closes					
	CLOSING	─	DCCP-Close	<i>─</i> >	CLOSED	
7.	TIME-WAIT		DCCP-Reset		CLOSED	

Packet header



Gray portion not on all packet types

Different headers for different packet types (unlike TCP)

Reduce byte overhead for unidirectional connections

Packet header

- CsCov supports partial checksums
 - Errors in header result in packet drop
 - Errors outside Checksum Coverage ignored
 - 0-56 bytes of payload can be covered, or all payload

Ack Vector option

Run-length encoded history of data packets received
 Cumulative ack not appropriate for an unreliable protocol
 Steroidal SACK

Up to 16192 data packets acknowledged per option Includes ECN nonce

Data Dropped option

- Ack Vector says whether a packet's header was processed
 Not whether packet's data will be delivered to application
 Supports drop-from-head receive buffers, . . .
- Data Dropped says whether a packet's data was delivered
 And if not, why not

Enables richer [non-]congestion response functions

"VoIP issues" with CCID 3 (TFRC) and DCCP

Protocol complexity

New draft, CCID 3-Thin, enables a low-complexity subset

Slow start?

Now allow 4 packets/RTT (4380 payload bytes/RTT)

40ms initial packetization interval for RTT \leq 160ms

Rate slows down during idle periods

Example: two-way phone

TFRC limits sending rate to twice your actual sending rate in the last RTT

Send idle packets?

"VoIP issues" 2

Rate does not increase during app-limited period

Again, can send up to twice your app-limited rate

Don't get to reserve bandwidth

Variable rate considered harmful

[Meaning: Continuously variable reference rate problematic for apps with discrete sending rates]

Apps might have discrete rates

Seems fine to allow sending at slightly above the reference rate (up to $2\times$?)

New draft needed

Rate changes considered harmful [by some apps]

Apps work at fixed rates, hard to switch

App-specific

Conclusion

http://www.icir.org/kohler/dccp/

```
draft-ietf-dccp-spec-05.txt: main specification draft-ietf-dccp-ccid{2,3}-04.txt: CCID specs draft-ietf-dccp-ccid3-thin-00.txt: CCID 3-Thin option
```

- New drafts coming by the end of the month
- WGLC in December
 Comments welcome!