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Datagram Congestion Control Protocol (DCCP) Encapsulation for NAT Traversal (DCCP-UDP)
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Abstract

This document specifies an alternative encapsulation of the Datagram Congestion Control Protocol (DCCP), referred to as DCCP-UDP. This encapsulation allows DCCP to be carried through the current generation of Network Address Translation (NAT) middleboxes without modification of those middleboxes. This document also updates the SDP information for DCCP defined in RFC 5762.

Status of this Memo

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1. Introduction

The Datagram Congestion Control Protocol (DCCP), specified in [RFC4340], is a transport-layer protocol that provides upper layers with the ability to use non-reliable congestion-controlled flows. The current specification for DCCP [RFC4340] specifies a direct encapsulation in IPv4 or IPv6 packets.

[RFC5597] specifies how DCCP should be handled by devices that use Network Address Translation (NAT) or Network Address and Port Translation (NAPT). However, there is a significant installed base of NAT/NAPT devices that do not support [RFC5597]. In the short term, it would be useful to have an encapsulation for DCCP that is compatible with this installed base of NAT/NAPT devices that support [RFC4787], but do not support [RFC5597]. This document specifies that encapsulation, which is referred to as DCCP-UDP. For convenience, the standard encapsulation for DCCP [RFC4340] (including [RFC5596] as required) is referred to as DCCP-STD.

The encapsulation described in this document may also be used as a transition mechanism to enable support for DCCP in devices that support UDP, but do not yet natively support DCCP. This therefore also allows the DCCP transport to be implemented within an application using DCCP-UDP.

The document also updates the SDP specification for DCCP to convey the encapsulation type. In this respect only, it updates the method in [RFC5762].

The DCCP-UDP encapsulation specified in this document supports all of the features contained in DCCP-STD, but with limited functionality for partial checksums.

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119].

3. DCCP-UDP

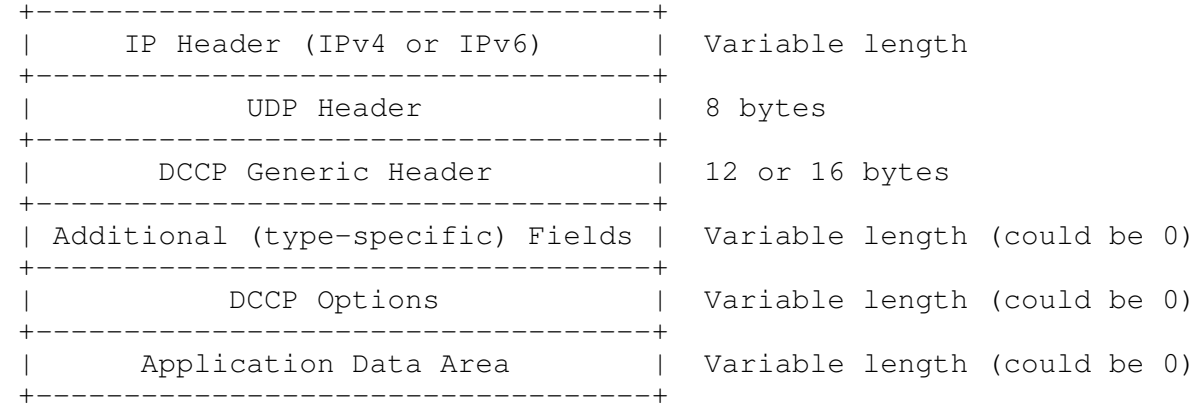
The basic approach is to insert a UDP [RFC0768] header between the IP header and the DCCP packet. Note that this is not a tunneling approach. The IP addresses of the communicating end systems are carried in the IP header. The method does not embed additional IP addresses.

The method is designed to support use when these addresses are modified by a device that implements NAT/NAPT. A NAT translates the IP addresses, which impacts the transport-layer checksum. A NAPT device may also translate the port values (usually the source port). In both cases, the outer transport header that includes these values would need to be updated by the NAT/NAPT.

A device offering or using DCCP services via DCCP-UDP encapsulation listens on a UDP port (default port, XXX IANA PORT XXX), or may bind to a specified port utilising out-of-band signalling, such as the Session Description Protocol (SDP). The DCCP-UDP server accepts incoming packets over the UDP transport and passes the received packets to the DCCP protocol module, after removing the UDP encapsulation.

A DCCP implementation MAY allow services to be simultaneously offered over any or all combinations of DCCP-STD and DCCP-UDP encapsulations with IPv4 and IPv6.

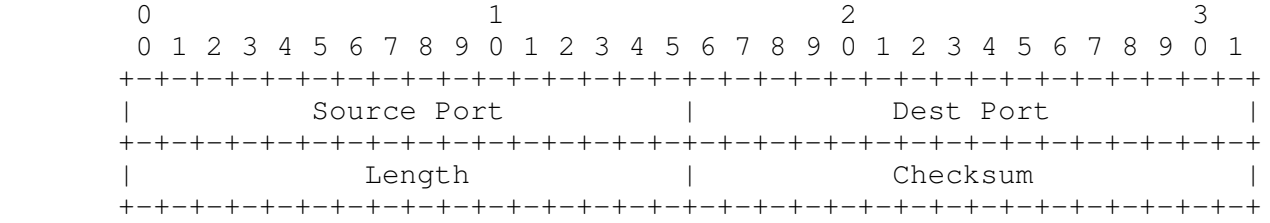
The basic format of a DCCP-UDP packet is:



Section 3.8 describes usage of UDP ports. This includes implementation of a DCCP-UDP encapsulation service as a daemon that listens on a well-known port, allowing multiplexing of different DCCP applications over the port.

3.1. The UDP Header

The format of the UDP header is specified in [RFC0768]:



For DCCP-UDP, the fields are interpreted as follows:

Source and Dest(ination) Ports: 16 bits each

These fields identify the UDP ports on which the source and destination (respectively) of the packet are listening for incoming DCCP-UDP packets. The UDP port values do not identify the DCCP source and destination ports.

Length: 16 bits

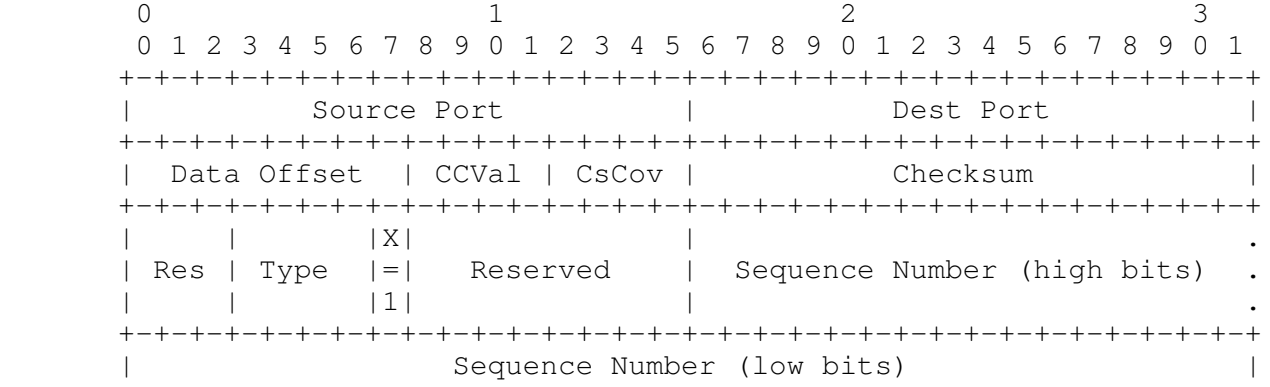
This field is the length of the UDP datagram, including the UDP header and the payload (for DCCP-UDP, the payload is a DCCP-UDP datagram).

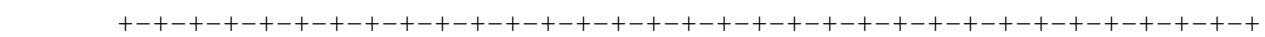
Checksum: 16 bits

This field is the Internet checksum of a network-layer pseudoheader and Length bytes of the UDP packet [RFC0768]. The UDP checksum MUST NOT be zero for a UDP packet that carries DCCP-UDP.

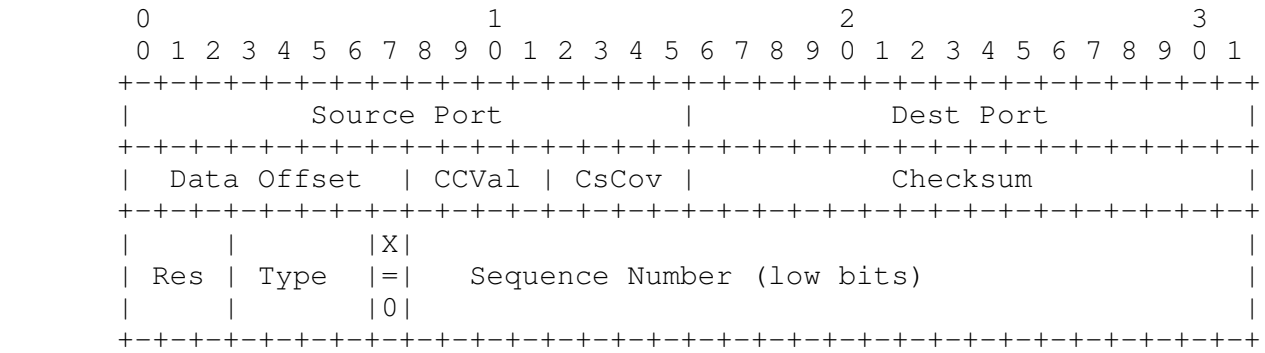
3.2. The DCCP Generic Header

The DCCP Generic Header [RFC4340] takes two forms, one with long sequence numbers (48 bits) and the other with short sequence numbers (24 bits).





The Generic DCCP Header with long sequence numbers [RFC4340]



The Generic DCCP Header with short sequence numbers [RFC4340]

All generic header fields, except for the Checksum field, have the meaning specified in [RFC4340] updated by [RFC5596].

Section 3.8 describes how a DCCP-UDP implementation treats UDP and DCCP ports.

3.3. DCCP-UDP Checksum Procedures

DCCP-UDP employs a checksum at the UDP level and eliminates the use of the DCCP checksum. This approach was chosen to enable use of current NAT/NATP traversal methods developed for UDP. Such methods will generally be unaware whether DCCP is being encapsulated and hence do not update the inner checksum in the DCCP header. Standard DCCP requires protection of the DCCP header fields, this justifies any processing overhead incurred from calculating the UDP checksum.

In addition, UDP NAT traversal does not support partial checksums. Although this is still permitted end-to-end in the encapsulated DCCP datagram, links along the path will treat these as UDP packets and can not enable special partial checksum processing.

For DCCP-UDP, the function of the DCCP Checksum field is performed by the UDP checksum field. On transmit, the DCCP Checksum field SHOULD be set to zero. On receive, the DCCP Checksum field MUST be ignored.

The UDP checksum MUST NOT be zero for a UDP packet that is sent using DCCP-UDP. If the received UDP Checksum field is zero, the packet MUST be dropped.

If the UDP Length field is less than 20 (the UDP Header length and

minimum DCCP-UDP header length), the packet MUST be dropped.

If the UDP Checksum field, computed using standard UDP methods, is invalid, the packet MUST be dropped.

If the UDP Length field in a received packet is less than the length of the UDP header plus the entire DCCP-UDP header (including the generic header and type-specific fields and options, if present), or the UDP Length field is greater than the length of the packet from the beginning of the UDP header to the end of the packet, the packet MUST be dropped.

3.3.1. Partial Checksums and the Minimum Checksum Coverage Feature

This document describes an encapsulation for DCCP that uses the UDP transport. It requires the UDP checksum to be enabled. This checksum provides coverage of the entire encapsulated DCCP datagram.

DCCP-UDP supports the syntax of partial checksums. It also supports negotiation of the Minimum Checksum Coverage feature and settings of the CsCov field. However, the UDP checksum field in DCCP-UDP always covers the entire DCCP datagram and the DCCP checksum is ignored on receipt. An application that enables the partial checksums feature in the DCCP Module will therefore experience a service that is functionally identical to using full DCCP checksum coverage. This is also the service that the application would have received if it had used a network path that did not provide optimised processing for DCCP partial checksums.

3.4. Network Layer Options

A DCCP-UDP implementations MAY transfer network-layer options intended for DCCP to the network-layer header of the encapsulating UDP packet.

A DCCP-UDP endpoint that receives IP-options for the encapsulating UDP packet MAY forward these to the DCCP protocol module. If the endpoint forwards a specific network layer option to the DCCP module, it MUST also forward all subsequent packets with this option. Consistent forwarding is essential for correct operation of many end-to-end options.

3.5. Explicit Congestion Notification

A DCCP-UDP endpoint SHOULD follow the procedures of DCCP-STD section 12 by setting the ECN fields in the IP Headers of outgoing packets and examining the values received in the ECN fields of incoming IP packets, relaying any packet markings to the DCCP module.

Implementations that do not support ECN MUST follow the procedures in DCCP-STD section 12.1 with regard to implementations that are not ECN capable.

3.6. ICMP handling for messages relating to DCCP-UDP

To allow ICMP messages to be demultiplexed by the receiving endpoint, part of the original packet that resulted in the message is included in the payload of the ICMP error message. The receiving endpoint can therefore use this information to associate the ICMP error with the transport protocol instance that resulted in the ICMP message. When DCCP-UDP is used, the error message and the payload of the ICMP error message relate to the UDP transport.

DCCP-UDP endpoints SHOULD forward ICMP messages relating to a UDP packet that carries a DCCP-UDP to the DCCP module. This may imply translation of the payload of the ICMP message into a form that is recognised by the DCCP stack. [ICMP] describes precautions that are desirable before TCP acts on the receipt of an ICMP message. Similar precautions are desirable prior to forwarding by DCCP-UDP to the DCCP module.

The minimal length ICMP error message generated in response to processing a UDP Datagram only identifies the Source UDP Port and Destination UDP Port. This ICMP message does not carry sufficient information to discover the encapsulated DCCP Port values. A DCCP-UDP endpoint that supports multiple DCCP connections over the same pair of UDP ports (see section Section 3.8) may not therefore be able to associate an ICMP message with a unique DCCP-UDP connection.

3.7. Path Maximum Transmission Unit Discovery

DCCP-UDP implementations SHOULD follow DCCP-STD section 14 with regard to determining the maximum packet size and the use of Path Maximum Transmission Unit Discovery (PMTUD).

An effect of encapsulation is to incur additional datagram overhead. This will reduce the Maximum Packet Size (MPS) at the DCCP level.

3.8. Usage of the UDP port by DCCP-UDP

A DCCP-UDP server (that is, an initially passive endpoint that wishes to receive DCCP-Request packets [RFC4340] over DCCP-UDP) listens for connections on one or more UDP ports. UDP port number XXX IANA PORT XXX has been reserved as the default listening UDP port for a DCCP-UDP server. Some NAT/NAPT topologies may require using a non-default listening port.

The purpose of this IANA-assigned port is for the operating system or a framework to receive and process DCCP-UDP datagrams for delivery to the DCCP module (e.g. to support a DCCP-UDP daemon serving multiple DCCP applications or a DCCP-UDP server placed behind a firewall). Because of this, the IANA-assigned port SHOULD NOT be used as the Destination UDP Port by a DCCP-UDP server listening for incoming DCCP-UDP packets. An application-specific implementation SHOULD use an ephemeral port and advertise this port using outside means, e.g. SDP.

A DCCP-UDP client provides UDP source and destination ports as well as DCCP source and destination ports at connection initiation time. A client SHOULD ensure that each DCCP connection maps to a single UDP connection by setting the UDP source port. Choosing a distinct source UDP port for each distinct DCCP connection ensures that UDP-based flow identifiers differ whenever DCCP-based flow identifiers differ. Specifically, two connections with different <source IP address, source DCCP port, destination IP address, destination DCCP port> DCCP 4-tuples will have different <source IP address, source UDP port, destination IP address, destination UDP port> UDP 4-tuples.

A DCCP-UDP server SHOULD accept datagrams from any UDP source port. There is a risk that the same DCCP source port number could be used by two endpoints each behind a NAPT. A DCCP-UDP server must therefore demultiplex a DCCP-UDP flow using both the UDP source and destination port numbers and the encapsulated DCCP ports. This ensures than an active DCCP connection is uniquely identified by the 6-tuple <source IP address, source UDP port, source DCCP port, destination IP address, destination UDP port, destination DCCP port>.

This demultiplexing at a DCCP-UDP endpoint occurs in two stages:

1) In the first stage, DCCP-UDP packets are demultiplexed using the UDP 4-tuple: <source IP address, source UDP port, destination IP address, destination UDP port>.

2) In the second stage, a receiving endpoint MUST ensure that two independent DCCP connections that were multiplexed to the same UDP 4-tuple are not associated with the same connection in the DCCP module. The endpoint therefore needs to keep state for the set of active DCCP-UDP endpoints using each combination of a UDP 4-tuple: <source IP address, source UDP port, destination IP address, destination UDP port>. A DCCP endpoint MUST implement one of the two methods:

- A DCCP server MAY accept only one active 6-tuple at any one time for a given UDP 4-tuple. In this method, DCCP-UDP packets that do not match an active 6-tuple MUST NOT be passed to the DCCP module

and the DCCP Server SHOULD send a DCCP-Reset with with Reset Code XXX IANA Port Reuse XXX, "Encapsulated Port Reuse". An endpoint that receives a DCCP-Reset with this reset code will clear its connection state, but MAY immediately try again using a different 4-tuple. This provides protection should the same UDP 4-tuple be re-used by multiple DCCP connections, ensuring that only one DCCP connection is established at one time.

- o A DCCP server MAY support multiple DCCP connections over the same UDP 4-tuple. In this method, the endpoint MUST then associate each 6-tuple with a single DCCP connection. If an endpoint is unable to demultiplex the 6-tuple (e.g. due to internal resource limits), it MUST discard DCCP-UDP packets that do not match an active 6-tuple instead of forwarding them to the DCCP module. The DCCP endpoint MAY send a DCCP-Reset with Reset Code XXX IANA Port Reuse XXX, "Encapsulated Port Reuse", indicating the connection has been closed, but may be retried using a different UDP 4-tuple.

3.9. Service Codes and the DCCP Port Registry

This section clarifies the usage of DCCP Service Codes and the registration of server ports by DCCP-UDP. The section is not intended to update the procedures for allocating Service Codes or server ports.

There is one Service Code registry and one DCCP port registration that apply to all combinations of encapsulation and IP version. A DCCP Service Code specifies an application using DCCP regardless of the combination of DCCP encapsulation and IP version. An application may choose not to support some combinations of encapsulation and IP version, but its Service Code will remain registered for those combinations and the Service Code must not be used by other applications. An application should not register different Service Codes for different combinations of encapsulation and IP version. [RFC5595] provides additional information about DCCP Service Codes.

Similarly, a port registration is applicable to all combinations of encapsulation and IP version. Again, an application may choose not to support some combinations of encapsulation and IP version on its registered port, although the port will remain registered for those combinations. Applications should not register different ports just for the purpose of using different combinations of encapsulation.

4. DCCP-UDP and Higher-Layer Protocols

The encapsulation of a higher-layer protocol within DCCP MUST be the same for both DCCP-STD and DCCP-UDP. Encapsulations of DTLS over

DCCP is defined in [RFC5238] and RTP over DCCP is defined in [RFC5762]. This document therefore does not update these encapsulations when using DCCP-UDP.

5. Signaling the Use of DCCP-UDP

Applications often signal transport connection parameters through outside means, such as SDP. Applications that define such methods for DCCP MUST define how the DCCP encapsulation is chosen, and MUST allow either encapsulation to be signaled. Where DCCP-STD and DCCP-UDP are both supported, DCCP-STD SHOULD be preferred.

The Session Description Protocol (SDP) [RFC4566] and the offer/answer model [RFC3264] can be used to negotiate DCCP sessions, and [RFC5762] defines SDP extensions for signalling the use of an RTP session running over DCCP connections. However, since [RFC5762] predates this document, it does not define a mechanism for signalling that the DCCP-UDP encapsulation is to be used. This section updates [RFC5762] to describe how SDP can be used to signal RTP sessions running over the DCCP-UDP encapsulation.

The new SDP suport specified in this section is expected to be useful when the offering party is on the public Internet, or in the same private addressing realm as the answering party. In this case, the DCCP-UDP server has a public address. The client may either have a public address or be behind a NAT/NAPT. This is considered a scenario that has the potential to be an important use-case. Some other NAT/NAPT topologies may result in the advertised port being unreachable via the NAT/NAPT

5.1. Protocol Identification

SDP uses a media ("m=") line to convey details of the media format and transport protocol used. The ABNF syntax of a media line for DCCP is as follows (from [RFC4566]:

```
media-field = %x6d "=" media SP port ["/" integer] SP proto

1*(SP fmt) CRLF
```

The proto field denotes the transport protocol used for the media, while the port indicates the transport port to which the media is sent. Following [RFC5762]. This document defines the following five values of the proto field to indicate media transported using DCCP-UDP encapsulation:

UDP/DCCP

UDP/DCCP/RTP/AVP

UDP/DCCP/RTP/SAVP

UDP/DCCP/RTP/AVPF

UDP/DCCP/RTP/SAVPF

The "UDP/DCCP" protocol identifier is similar to the "DCCP" protocol identifier defined in [RFC5762] and denotes the DCCP transport protocol encapsulated in UDP, but not its upper-layer protocol.

The "UDP/DCCP/RTP/AVP" protocol identifier refers to RTP using the RTP Profile for Audio and Video Conferences with Minimal Control [RFC3511] running over the DCCP-UDP encapsulation.

The "UDP/DCCP/RTP/SAVP" protocol identifier refers to RTP using the Secure Real-time Transport Protocol [RFC3711] running over the DCCP-UDP encapsulation.

The "UDP/DCCP/RTP/AVPF" protocol identifier refers to RTP using the Extended RTP Profile for RTCP-based Feedback [RFC4585]running over the DCCP-UDP encapsulation.

The "UDP/DCCP/RTP/SAVPF" protocol identifier refers to RTP using the Extended Secure RTP Profile for RTCP-based Feedback [RFC5124] running over the DCCP-UDP encapsulation.

The fmt value in the "m=" line is used as described in [RFC5762].

The port number specified in the "m=" line indicates the UDP port that is used for the DCCP-UDP encapsulation service. The DCCP port number MUST be sent using an associated "a=dccp-port:" attribute, as described in Section 5.2.

The use of ports with DCCP-UDP encapsulation is described further in Section 3.8.

5.2. Signalling Encapsulated DCCP Ports

When using DCCP-UDP, the UDP port used for the encapsulation is signalled using the SDP "m=" line. The DCCP ports MUST NOT be included in the "m=" line, but are instead signalled using a new SDP attribute ("dccp-port") defined according to the following ABNF:

```
dccp-port-attr = %x61 "=dccp-port:" dccp-port

dccp-port = 1*DIGIT
```

where DIGIT is as defined in [RFC4234]. This is a media level attribute, that is not subject to the charset attribute. The "a=dccp-port:" attribute MUST be included when the protocol identifiers described in Section 5.1 are used.

The use of ports with DCCP-UDP encapsulation is described further in Section 3.8.

If the "a=rtcp:" attribute [RFC3605] is used, then the signalled port is the DCCP port used for RTCP. If the "a=rtcp-mux" attribute [RFC5761] is negotiated, then RTP and RTCP are multiplexed onto a single DCCP port, otherwise separate DCCP ports are used for RTP and RTCP. In each case, only a single UDP port is used for the DCCP-UDP encapsulation.

5.3. Connection Management

The "a=setup:" attribute is used in a manner compatible with [RFC5762] Section 5.3 to indicate which of the DCCP-UDP endpoints should initiate the DCCP-UDP connection establishment.

5.4. Negotiating the DCCP-UDP encapsulation versus native DCCP

An endpoint that supports both native DCCP and the DCCP-UDP encapsulation may wish to signal support for both options in an SDP offer, allowing the answering party the option of using native DCCP where possible, while falling back to the DCCP-UDP encapsulation otherwise. One approach to doing this is to include candidates for the DCCP-UDP encapsulation and for native DCCP into an ICE [RFC5245] exchange.

DCCP candidates (native or encapsulated) are encoded into "a=candidate:" lines in a manner similar to TCP candidates [ICE-TCP]. However, the transport protocol (i.e., the value of the transport-extension token defined in [RFC5245] Section 15.1) is set to either "DCCP" for native DCCP flows or "UDP/DCCP" for DCCP-UDP encapsulated flows. The connection type (active, passive, or simultaneous open) is encoded using extension attributes in the same way as is done for TCP candidates.

XXX Note: More detail will be needed once it’s agreed that this approach is reasonable. XXX

5.5. Example of SDP use

The text below provides an example of SDP signalling, where an application signals support for both native DCCP and for DCCP-UDP:

```
v=0
o=alice 1129377363 1 IN IP4 192.0.2.47
s=-
c=IN IP4 192.0.2.47
t=0 0
m=video 50234 UDP/DCCP/RTP/AVP 99
a=rtpmap:99 h261/90000
a=dccp-service-code:SC=x52545056
a=dccp-port:5004
a=rtcp:5005
a=setup:passive
a=connection:new
```

The answering party at 192.0.2.128 receives this offer and responds with the following answer:

```
v=0
o=bob 1129377364 1 IN IP4 192.0.2.128
s=-
c=IN IP4 192.0.2.128
t=0 0
m=video 40123 UDP/DCCP/RTP/AVP 99
a=rtpmap:99 h261/90000
a=dccp-service-code:SC:RTPV
a=dccp-port:9
a=setup:active
a=connection:new
```

Note that the "m=" line in the answer includes the UDP port number of the encapsulation service. The "a=dccp-port:" attribute in the answer is set to 9 (the discard port) in the usual manner for an active connection-oriented endpoint.

The answering party will then attempt to establish a DCCP-UDP connection to the offering party. The connection request will use an ephemeral DCCP source port and DCCP destination port 5004. The UDP packet encapsulating that request will have UDP source port 40123 and UDP destination port 50234.

XXX Note: an example using ICE would be beneficial. XXX

6. Security Considerations

DCCP-UDP provides all of the security risk-mitigation measures present in DCCP-STD, and also all of the security risks.

The purpose of DCCP-UDP is to allow DCCP to pass through NAT/NAPT devices, and therefore it exposes DCCP to the risks associated with passing through NAT devices. It does not create any new risks with regard to NAT/NAPT devices.

The tunnel encapsulation recommends processing of ICMP messages received for packets sent using DCCP-UDP and translation to allow use by DCCP. [RFC5927] describes precautions that are desirable before TCP acts on receipt of ICMP messages. Similar precautions are desirable for endpoints processing ICMP for DCCP-UDP.

DCCP-UDP may also allow DCCP applications to pass through existing firewall devices, if the administrators of the devices so choose. A simple use may either allow all DCCP applications or allow none.

A firewall than interprets this specification could inspect the encapsualted DCCP header to filter based on DCCP information. Full control of DCCP connections by applications will require enhancements to firewalls, as discussed in [RFC4340] and related RFCs (e.g. [RFC5595]).

7. IANA Considerations

This document requests IANA to make the allocations described in the following sections.

7.1. UDP Port Allocation

IANA is requested to allocate a UDP port for the dccp-udp service. Use of this port is defined in section Section 3.8

XXX Note: IANA is requested to replace all occurrences of "XXX IANA PORT XXX" by the allocated port value prior to publication. XXX

7.2. DCCP Reset

IANA is requested to assign a new DCCP Reset Code in the DCCP Reset Codes Registry, with the short description "Encapsulated Port Reuse". This code applies to all DCCP congestion control IDs and should be allocated a value less than 120 decimal. Use of this reset code is defined in section Section 3.8. Section 5.6 of RFC4340 defines three "Data" bytes that are carried by a DCCP Reset. For this Reset Code

these are defined as below:

- Data byte 1: The DCCP Packet Type of the DCCP datagram that resulted in the error message.

- Data byte 2 & 3: The encapsulated Source UDP Port from the DCCP-UDP datagram that triggered the ICMP message, in network order.

XXX Note: IANA is requested to replace all occurrences of "XXX IANA Port Reuse XXX" by the allocated DCCP reset code value prior to publication. XXX

7.3. SDP Attribute Allocation

IANA is requested to allocate the following new SDP attribute ("att-field"):

Contact name: DCCP Working Group

Attribute name: dccp-port

Long-form attribute name in English: Encapsulated DCCP Port

Type of attribute: Media level

Subject to charset attribute? No

Purpose of the attribute: See this document, section Section 5.1

Allowed attribute values: See this document, section Section 5.1

8. Acknowledgments

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9. References

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