# QUIC Observability Rationale and Tools 

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(with many thanks to Kazuho Oku)

## What are we talking about?



## The QUIC Standard



## The QUIC Standard



## Middleboxes

"[...] intermediary device performing functions other than the normal, standard functions of an IP router on the datagram path between a source host and destination host" - RFC 3234

Home routers (NATs)
Firewalls
Application load balancers (HTTP)
Protocol accelerators (PEPs)

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"users cannot reach any Google property over Chrome!"

## What had happened

Firewall
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"in wireshark, noticed that first byte was always the same"

## What had happened

if udp_payload[0] == 7: QUIC

## Protocol design maxim

## "the ultimate defense of the end to end mode is end to end encryption"

David Clark, J. Wroclawski, K. Sollins, and R. Braden, Tussle in Cyberspace: Defining Tomorrow's Internet. IEEE/ACM ToN, 2005.

## Current Status

Work at IETF for past 2 years
Strong focus on security and privacy
Network operator woes
Strong focus on avoiding ossification
Encryption
GREASEing
Several implementation efforts
Apple (ATS), Fastly (quicly/H2O), Facebook, Firefox, F5, Google (Chromium), Microsoft, LiteSpeed, quic-go (Caddy)

## QUIC Packet Format

Long header

Short header

## QUIC Packet Format

```
0 1 2 3
0
+-+-+-+-+-+-+-+-+
| 1| 1| T T| X X X |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| Version (32)
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| DCIL (4) |SCIL (4) |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| Destination Connection ID (0/32..144)
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| Source Connection ID (0/32..144)
```

Short header

## QUIC Packet Format

## Long header

```
    0 1 2 3
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 7 8 9 0 1 2 2 3 4 5 6 7 8 9 0 1
+-+-++++-+-+-+-+-+
||||T T| X X X X X
++-+-++-+-+-++-+-+-++-+-+-++-+-++-+-+-++-+-+-++-+-+-++-+-+-++-+-+-++-+-+-++-+
|DCIL(4)|SCIL(4)|
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+++-++-+-+-+-+++-+-+-+-+-+-+-+-+-+-+-+
| Destination Connection ID (0/32..144) ...
+-+-+-+-++++-+-+-+++-++-+-+-+-++-+-+-++++-+-+-+-+-+-+++++-++++-+-++++-+
| Source Connection ID (0/32..144)
+-+-++-+-+-+-+-++-+-+-+-++-+-+-++-+-+-++-+-++-+-+-++-+-+-++-+-+-++-+-++-+-+
```



## Frames

0
0 1

## Frames



```
0 1
    1 2
    2 3
0}1424\mp@code{4 5 6 7 8 9 0 1 2 3 3 4 5 6 7 7 8 9 0 1 2 2 3 4 5 6 7 7 8 9 0 1
+-+-++-+-+-+-+-++-+-+-+-++-+-+-+-+-++-+-+-+-+-++-+-+-+-++-+-+-+-+-++-+-+
Frame Type (i)
Type-Dependent Fields (*)
+-+-+-++-+-+-+-+-++-+-+-+-++-+-+-+-++-+-+-+-+-++-+-+-+-+-++-+-+-+-++-+-+
```


## Type Value Frame Type Name

## Frames

0
0 1

| $0 \times 00$ | PADDING |
| :--- | :--- |
| $0 \times 01$ | PING |

$$
0 \times 02-0 \times 03 \text { ACK }
$$

| $0 \times 04$ | RESET_STREAM |
| :--- | :--- |
| $0 \times 05$ | STOP_SENDING |
| $0 \times 06$ | CRYPTO |
| $0 \times 07$ | NEW_TOKEN |

0x08-0xOf STREAM

| $0 \times 10$ | MAX_DATA |
| :--- | :--- |
| $0 \times 11$ | MAX_STREAM_DATA |

0x12-0x13 MAX_STREAMS

| $0 \times 14$ | DATA_BLOCKED |
| :--- | :--- |
| $0 \times 15$ | STREAM_DATA_BLOCKED |

0x16-0x17 STREAMS_BLOCKED

| $0 \times 18$ | NEW_CONNECTION_ID |
| :--- | :--- |
| $0 \times 19$ | RETIRE_CONNECTION_ID |
| $0 \times 1 \mathrm{a}$ | PATH_CHALLENGE |
| $0 \times 1 \mathrm{~b}$ | PATH_RESPONSE |
| $0 \times 1 \mathrm{c}-0 \times 1 \mathrm{~d}$ | CONNECTION_CLOSE |

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## Frames




| $0 \times 00$ | PADDING |
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| $0 \times 01$ | PING |
| $0 \times 02-0 \times 03$ | ACK |
| $0 \times 04$ | RESET_STREAM |
| $0 \times 05$ | STOP_SENDING |
| $0 \times 06$ | CRYPTO |
| $0 \times 07$ | NEW_TOKEN |
| $0 \times 08-0 \times 0 f$ | STREAM |
| $0 \times 10$ | MAX_DATA |
| $0 \times 11$ | MAX_STREAM_DATA |
| $0 \times 12-0 \times 13$ | MAX_STREAMS |
| $0 \times 14$ | DATA_BLOCKED |
| $0 \times 15$ | STREAM_DATA_BLOCKED |
| $0 \times 16-0 \times 17$ | STREAMS_BLOCKED |
| $0 \times 18$ | NEW_CONNECTION_ID |
| $0 \times 19$ | RETIRE_CONNECTION_ID |
| $0 \times 1 a$ | PATH_CHALLENGE |
| $0 \times 1 b$ | PATH_RESPONSE |
| $0 \times 1 c-0 \times 1 d$ | CONNECTION_CLOSE |

## STREAM Frame

```
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
+-++-+-+-++++-+-+-++-+-+-+-++-+-+-++++-+-+-++-+-+-+-++-+-+-++++-+-+-++-+-+
    Stream ID (i)
+-+-++-+-+-+-++-+-+-++-+-+-+-++-+-+-+-++-+-+-+-++-+-+-++-+-+-+-++-+-+-+-+
| [Offset (i)]
+-+-++-+-+-+-++-+-+-++-+-+-++-+-+-+-++-+-+-+-++-+-+-++-+-+-+-++-+-+-+-++-+
    [Length (i)]
+-+-+-+-+-++-+-+-++-+-+-+-++-+-+-+-+-+-+-++-+-+-+-++-+-+-+-++-+-+-++-+-+
    Stream Data (*)
+-+-++-+-+-+-++-+-+-++-+-+-+-++-+-+-+-++-+-+-+-++-+-+-++-+-+-+-++-+-+-+-+
```


## ACK Frame



## QUIC Packetization: Example

## QUIC Packet

Header = Ob01
Spin Bit

Dest Conn ID

Key Phase
Packet Number

## QUIC Packetization: Example



## Tooling

## In-network packet tracing

Wireshark dissector available This isn't enough. Why?

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Log packet and frame details at endpoint
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quic-trace
QuICvis

## Tooling: quic-trace

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QuIC trace viewer


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