

# SCTP

(Stream Control Transmission Protocol)

조영일

# 목차

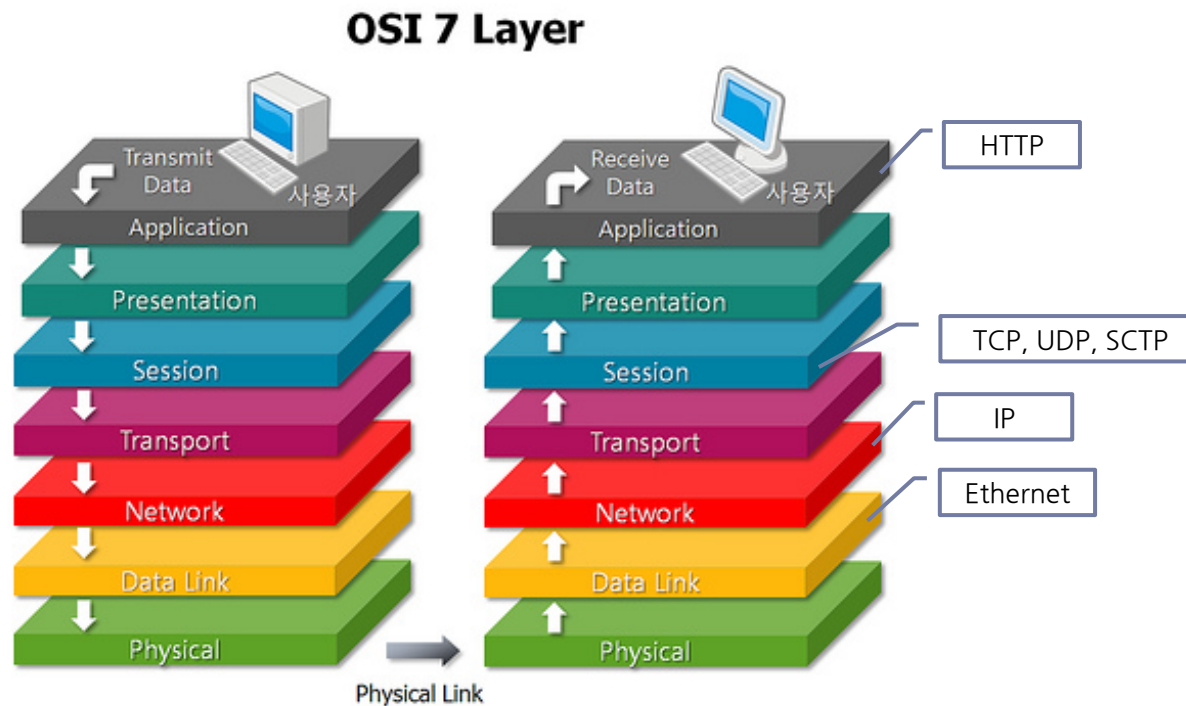
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# 소개

- ▶ IP 기반의 transport layer protocol
- ▶ Stack



# TCP's problems

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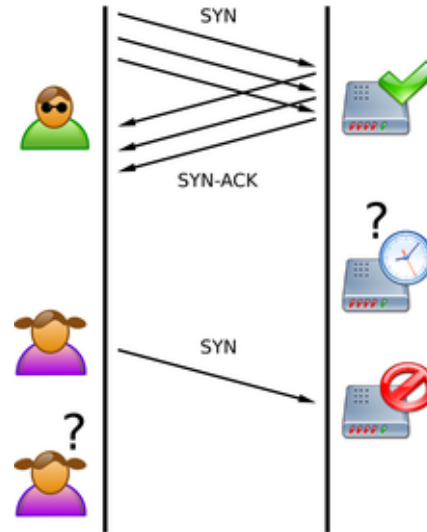
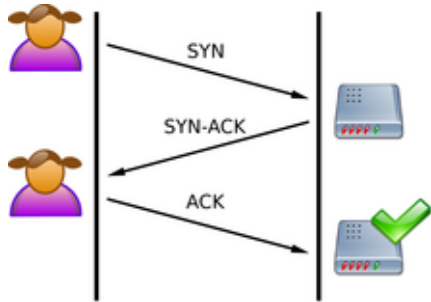
- ▶ head-of-line blocking
  - ▶ 많은 application들이 reliable하기를 바라지만 sequence를 보장할 필요까지는 없는데 TCP는 sequence를 중요하게 여김
  - ▶ 일부 데이터가 누락되면 재전송이 완료될 때까지 후속 데이터가 대기해야 함
- ▶ unnecessary stream-oriented nature
  - ▶ 스트림 중에서 메시지를 분해하기 위해 마크를 달아야 함
- ▶ complicated setup with highly available transfer using multiple network paths
  - ▶ NIC도 여러 개, IP도 여러 개, 연결된 네트워크도 여러 개일 때 TCP는 활용하기 복잡함
- ▶ vulnerable to DoS attack
  - ▶ SYN flooding



# TCP's problems

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## ▶ SYN Flooding Attack



# 특징

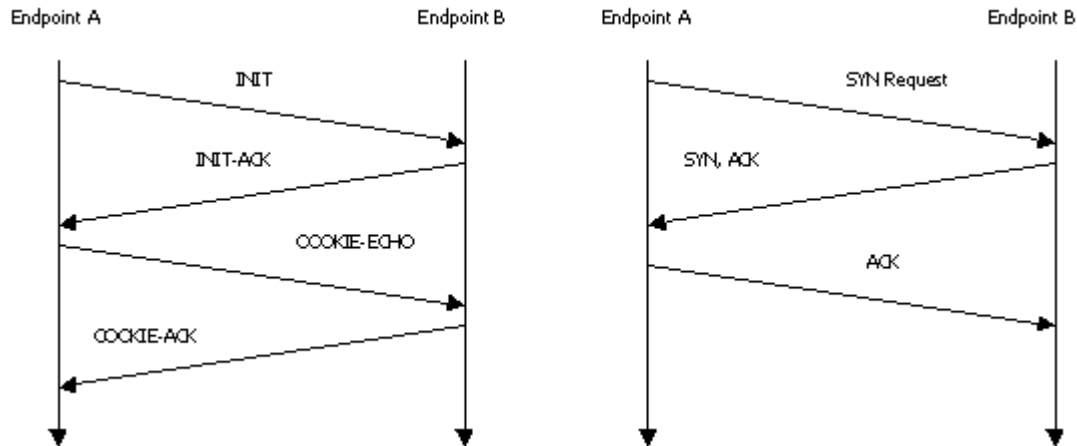
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- ▶ message-oriented like UDP
- ▶ reliable, in-sequence, congestion control like TCP
  - ▶ optional message ordering
- ▶ session-oriented
- ▶ multi-homing
- ▶ multi-streaming
  - ▶ TCP는 connection 개념만 존재
  - ▶ SCTP는 association 안에 여러 stream이 존재
- ▶ selective ACK
  - ▶ 이미 TCP에도 SACK에 대한 지원이 되고 있음



# 장점

- ▶ gets more throughput over TCP
  - ▶ by concurrent streams
- ▶ eliminates TCP's head-of-line blocking problem
  - ▶ stream이 분리되어 있으므로
- ▶ security against SYN-flooding attack

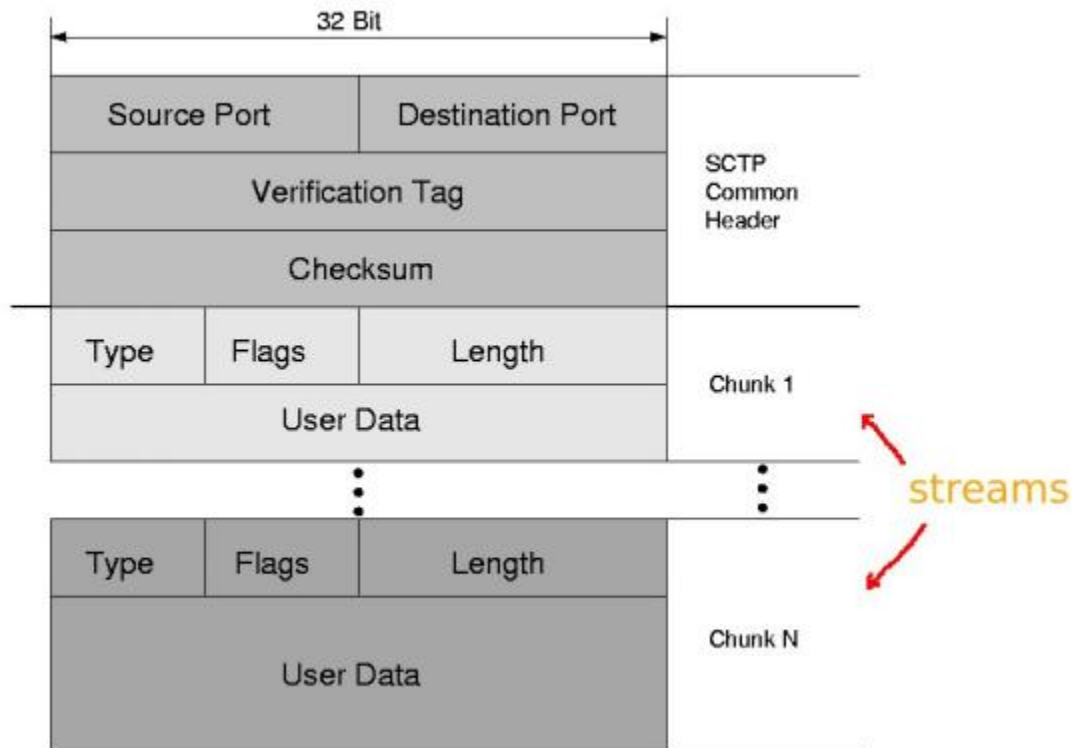


- ▶ strong resilience
  - ▶ when some routes are down



# Message Structure

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# Message Structure

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ID	Chunk Type
0	payload data
1	initiation
2	initiation acknowledgement
3	selective acknowledgement
4	heartbeat request
5	heartbeat acknowledgement
6	abort
7	shutdown
8	shutdown acknowledgement
9	operation error
10	state cookie
11	cookie acknowledgement
12	reserved for explicit congestion notification echo
13	reserved for congestion window reduced
14	shutdown complete
	...



# Socket API

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- ▶ `com.sun.nio.sctp`
  - ▶ `.MessageInfo`
  - ▶ `.SctpChannel`
  - ▶ `.SctpServerChannel`



# 예제 코드

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## ▶ Daytime Server

```
public class DaytimeServer {
    static int SERVER_PORT = 3456;
    static int US_STREAM = 0;
    static int FR_STREAM = 1;

    static SimpleDateFormat USformatter = new SimpleDateFormat("h:mm:ss a EEE d MMM yy, zzzz",
                                                            Locale.US);
    static SimpleDateFormat FRformatter = new SimpleDateFormat("h:mm:ss a EEE d MMM yy, zzzz",
                                                            Locale.FRENCH);

    public static void main(String[] args) throws IOException {
        SctpServerChannel ssc = SctpServerChannel.open();
        InetAddress serverAddr = new InetAddress(SERVER_PORT);
        ssc.bind(serverAddr);

        ByteBuffer buf = ByteBuffer.allocateDirect(60);
        CharBuffer cbuf = CharBuffer.allocate(60);
        Charset charset = Charset.forName("ISO-8859-1");
        CharsetEncoder encoder = charset.newEncoder();
    }
}
```



```
while (true) {
    SctpChannel sc = ssc.accept();

    /* get the current date */
    Date today = new Date();
    cbuf.put(USformatter.format(today)).flip();
    encoder.encode(cbuf, buf, true);
    buf.flip();

    /* send the message on the US stream */
    MessageInfo messageInfo = MessageInfo.createOutgoing(null, US_STREAM);
    sc.send(buf, messageInfo);

    /* update the buffer with French format */
    cbuf.clear();
    cbuf.put(FRformatter.format(today)).flip();
    buf.clear();
    encoder.encode(cbuf, buf, true);
    buf.flip();

    /* send the message on the French stream */
    messageInfo.streamNumber(FR_STREAM);
    sc.send(buf, messageInfo);

    cbuf.clear();
    buf.clear();

    sc.close();
}
```



# 예제 코드

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## ▶ Daytime Client

```
public class DaytimeClient {
    static int SERVER_PORT = 3456;
    static int US_STREAM = 0;
    static int FR_STREAM = 1;

    public static void main(String[] args) throws IOException {
        InetAddress serverAddr = new InetAddress("localhost", SERVER_PORT);
        ByteBuffer buf = ByteBuffer.allocateDirect(60);
        Charset charset = Charset.forName("ISO-8859-1");
        CharsetDecoder decoder = charset.newDecoder();

        SctpChannel sc = SctpChannel.open(serverAddr, 0, 0);

        /* handler to keep track of association setup and termination */
        AssociationHandler assocHandler = new AssociationHandler();

        /* expect two messages and two notifications */
        MessageInfo messageInfo = null;
        do {
            messageInfo = sc.receive(buf, System.out, assocHandler);
            buf.flip();
            if (buf.remaining() > 0 && messageInfo.streamNumber() == US_STREAM) {
                System.out.println("(US) " + decoder.decode(buf).toString());
            }
        } while (true);
    }
}
```



```

        } else if (buf.remaining() > 0 && messageInfo.streamNumber() == FR_STREAM) {
            System.out.println("(FR) " + decoder.decode(buf).toString());
        }
        buf.clear();
    } while (messageInfo != null);

    sc.close();
}

static class AssociationHandler extends AbstractNotificationHandler
{
    public HandlerResult handleNotification(AssociationChangeNotification not,
                                           PrintStream stream) {
        if (not.event().equals(COMM_UP)) {
            int outbound = not.association().maxOutboundStreams();
            int inbound = not.association().maxInboundStreams();
            stream.printf("New association setup with %d outbound streams" +
                          ", and %d inbound streams.\n", outbound, inbound);
        }

        return HandlerResult.CONTINUE;
    }

    public HandlerResult handleNotification(ShutdownNotification not, PrintStream stream) {
        stream.printf("The association has been shutdown.\n");
        return HandlerResult.RETURN;
    }
}
}

```

