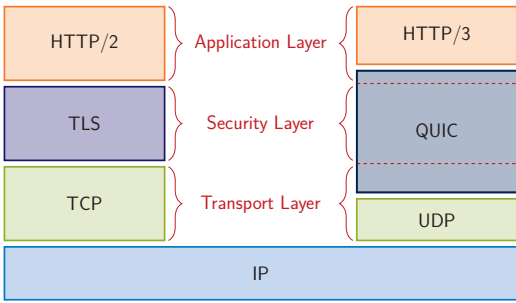




# Evaluating Different QUIC Scan Approaches

## Motivation

In May 2021 QUIC was finally specified by the IETF [1], a lot of implementations exist [2] and as shown by related work [3,4], deployment is on the rise. A major goal of QUIC is to combine a fast connection establishment, with reduced overhead and early encryption. Therefore, it builds on UDP and directly incorporates TLS. UDP provides a light-weight transport protocol with widespread compatibility in network devices, while TLS, majorly version 1.3, provides state-of-the-art encryption and 0-RTT or 1-RTT handshakes.



This makes the analysis of configurations and real-world behavior based on passive traffic captures nearly impossible. Thus, a proper analysis requires active scans. This work focuses on the evaluation of different QUIC scan approaches, a setup of a local test environment including different server implementations and targeted Internet scans.

## Your Task

- Setup a local test environment including different QUIC servers
- Design and evaluate different stateless and stateful QUIC scan setups/configurations
- Identify sources of errors
- Evaluate the impact on targeted Internet Scans

## Requirements

- Basic programming knowledge in Python or Go
- Familiarity with GIYF-Based work approaches

## Bibliography

[1] <https://datatracker.ietf.org/doc/html/rfc9000>  
[2] <https://github.com/quicwg/base-drafts/wiki/Implementations>  
[3] R uth, Jan, et al. "A First Look at QUIC in the Wild." International Conference on Passive and Active Network Measurement. 2018.  
[4] Zirngibl, Johannes, et al. "It's over 9000: Analyzing early QUIC Deployments with the Standardization on the Horizon" IMC. 2021.

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