                   IS-IS Flooding Scale Considerations
                 draft-ginsberg-lsr-isis-flooding-scale-03

Abstract

   Link State PDU flooding rates in use are much slower than what modern
   networks can support. The use of IS-IS at larger scale requires
   faster flooding rates to achieve desired convergence goals. This
   document discusses issues associated with increasing flooding rates
   and some recommended practices which allow faster flooding rates to
   be used safely.

Requirements Language

   The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT",
   "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and
   "OPTIONAL" in this document are to be interpreted as described in BCP
   14 [RFC2119] [RFC8174] when, and only when, they appear in all
   capitals, as shown here.

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   This Internet-Draft will expire on April 22, 2021.

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1. Introduction

   Link state IGPs such as Intermediate-System-to-Intermediate-System
   (IS-IS) depend upon having consistent Link State Databases (LSDB) on
   all Intermediate Systems (ISs) in the network in order to provide
   correct forwarding of data packets. When topology changes occur,
   new/updated Link State PDUs (LSPs) are propagated network-wide. The
   speed of propagation is a key contributor to convergence time.

   Historically, flooding rates have been conservative - on the order of
   10s of LSPs/second. This derives from guidance in the base
   specification [ISO10589] and early deployments when both CPU speeds

and interface speeds were much slower than they are today and the
scale of an IS-IS area was smaller than it may be today.

As IS-IS is deployed in greater scale (larger number of nodes in an
area and larger number of neighbors/node), the impact of the historic
flooding rates becomes more significant. Consider the bringup or
failure of a node with 1000 neighbors. This will result in a minimum
of 1000 LSP updates. At a typical LSP flooding rate used in many
deployments today (33 LSPs/second), it would take 30+ seconds simply
to send the updated LSPs to a given neighbor. Depending on the
diameter of the network, achieving a consistent LSDB on all nodes in
the network could easily take a minute (or more).

Increasing LSP flooding rate therefore becomes an essential element
of supporting greater network scale.

The remainder of this document discusses various aspects of protocol
operation and how they are impacted by increased flooding rate.
Where appropriate, best practices are defined which enhance an
implementation's ability to support faster flooding rates.

2. Historical Behavior

The base specification for IS-IS [ISO10589] was first published in
1992 and updated in 2002. The update made no changes in regards to
suggested timer values. Convergence targets at the time were on the
order of seconds and the specified timer values reflect that. Here
are some examples:

   minimumLSPGenerationInterval - This is the minimum time interval
      between generation of Link State PDUs. A source Intermediate
      system shall wait at least this long before re-generating one
      of its own Link State PDUs.
   The recommended value was 30 seconds.

   minimumLSPTransmissionInterval - This is the amount of time an
      Intermediate system shall wait before further propagating
      another Link State PDU from the same source system.
   The recommended value was 5 seconds.

   partialSNPInterval - This is the amount of time between periodic
      action for transmission of Partial Sequence Number PDUs.
      It shall be less than minimumLSPTransmission-Interval.
   The recommend value was 2 seconds.

   Most relevant to a discussion of LSP flooding rate is the recommended
   interval between the transmission of two different LSPs on a given
   interface.

   For broadcast interfaces, [ISO10589] defined:

     minimumBroadcastLSPTransmissionInterval - the minimum interval
        between PDU arrivals which can be processed by the slowest
        Intermediate System on the LAN.
     The default value was defined as 33 milliseconds.
     NOTE: It was permitted to send multiple LSPs "back-to-back"
     as a burst, but this was limited to 10 LSPs in a one second
     period.

   Although this value was specific to LAN interfaces, this has commonly
   been applied by implementations to all interfaces though that was not
   the original intent of the base specification. In fact
   Section 12.1.2.4.3 states:

     On point-to-point links the peak rate of arrival is limited only
     by the speed of the data link and the other traffic flowing on
     that link.

   Although modern implementations have not strictly adhered to the 33
   millisecond interval, it is commonplace for implementations to limit
   flooding rate to an order of magnitude similar to the 33 ms value.

   In the past 20 years, significant work on achieving faster
   convergence - more specifically sub-second convergence - has resulted
   in implementations modifying a number of the above timers in order to
   support faster signaling of topology changes. For example,
   minimumLSPGenerationInterval has been modified to support millisecond
   intervals - often with a backoff algorithm applied to prevent LSP
   generation storms in the event of a series of rapid oscillations.

   However, flooding rate has not been fundamentally altered.

3. Flooding Rate and Convergence

   Convergence involves a number of sequential operations.

   First the topology change needs to be detected. This is a local
   activity occurring only on the node or nodes directly connected to
   the topology change. The directly connected node(s) then must
   advertise the topology change by updating their LSPs and flooding the
   changed LSPs. Routers then must process the updated LSDB and

recalculate paths to affected destinations. The updated paths must then be installed in the forwarding plane.

Only when all of the steps are completed on all nodes in the network has the network completed convergence.

As the convergence requirement is consistency of LSDBs on all nodes in the network, it is fundamental to understand that the goal of flooding is to update the LSDB on all nodes in the network "as fast as possible". Controling the rate of flooding per interface is done to address some practical limitations which include:

o Fairness to other data and control traffic on the same interface

o Limitations on the processing rate of incoming control traffic

However, intentionally using different flooding rates on different interfaces increases the possibility of longer periods of LSDB inconsistency, which, in turn, delays network wide convergence.

Many implementations provide knobs to control the rate of LSP flooding on a per interface basis. To the extent that this serves as a flow control mechanism, this may reduce the number of dropped LSPs during high activity bursts and thereby reduce the number of LSP retransmissions required. As LSP retransimssion timers are typically long (multiple seconds), this may result in shorter convergence times than if the LSP burst was uncontrolled. But if the performance characteristics of routers in the network are such that some routers consistently accept and process fewer LSPs/second than other routers, convergence will be degraded. Tuning LSP transmission timers on a per interface basis will never provide optimal convergence. Consistent flooding rates should be used on all interfaces.

3.1. Flow Control

In large scale deployments where an increased flooding rate is being used, it becomes more likely that a burst of LSPs may temporarily overwhelm a receiver. Normal operation of the Update Process will recover from this, but it may well make sense to employ some form of flow control. This will not serve to optimize convergence, but it can serve to reduce the number of LSP retransmissions. As retransmissions are deliberately done at a slow rate, the result of flow control will be to provide a shorter recovery time from a transient condition which prevents a node from handling the targeted rate of LSP transmission. Inability to handle LSP reception at the targeted flooding rate should be viewed as an error condition which should be reported. If this condition persists, it indicates that the network is provisioned in a way which does not support optimal

convergence. Steps need to be taken to resolve this issue. Such
steps could include upgrading the routers that demonstrate this
condition consistently, altering the configuration on the problematic
routers or altering the position of the problematic routers in the
network so as to reduce the overall load on those routers, or
reducing the LSP transmission rate network-wide.

When flow control is necessary, it can be implemented in a
straightforward manner based on knowledge of the current flooding
rate and the number of unacknowledged LSPs which have been sent to a
neighbor. Such an algorithm is a local matter and there is no need
to standardize an algorithm. One possible algorithm for point-to-
point interfaces is presented below.

Calculated parameters/interface

CurrentLSPTxMax: Current maximum number of LSPs which can be
                  transmitted/second
CurrentUackLSP: Current number of unacknowledged LSPs already
                  transmitted

Interface independent configurable parameters

MaxLSPTx: Maximum # LSPs transmitted/second/interface
MinLSPTx: Minimum # LSPs which may be
                    transmitted/second/interface
UackSafe: Safe level of unacknowledged LSP/Interface
                    expressed as a percentage of
                    CurrentLSPTxMax(1-99)
UpdateBackoff: Percent backoff when congestion occurs (1-99)
UpdateIncrement: Percent increment when congestion has cleared

Algorithm - run once/sec

```
if (CurrentUackLSP > (CurrentLSPTxMax * UackSafe)) {
  CurrentLSPTxMax =
      max(MinLSPTx, (CurrentLSPMaxTx*UpdateBackoff))
} else { // CurrentUackLSP is at a safe level
  CurrentLSPTxMax = min(MaxLSPTx,
            CurrentLSPTxMax*((100 + UpdateIncrement)/100))
}
```

3.2. Rate of LSP Acknowledgments

   On point-to-point networks, PSNP PDUs provide acknowledgments for
   received LSPs. [ISO10589] suggests that some delay be used when
   sending PSNPs. This provides some optimization as multiple LSPs can
   be acknowledged in a single PSNP.

   If faster LSP flooding is to be used safely, it is necessary that
   LSPs be acknowledged more promptly as well. This requires a
   reduction in the delay in sending PSNPs.

   As PSNPs also consume link bandwidth and packet queue space and
   protocol processing time on receipt, the increased sending of PSNPs
   should be taken into account when considering the rate at which LSPs
   can be sent on an interface.

3.3. Bandwidth Utilization

   Routing protocol traffic has to share bandwidth on a link with other
   control traffic and data traffic. During periods of instability,
   routing protocol traffic will increase, but it is still desirable
   that the maximum bandwidth consumption by routing protocol traffic be
   modest. This needs to be considered when setting IS-IS flooding
   rates.

   If we assume a maximum size of 1492 bytes for an LSP, here are some
   rough estimates of bandwidth consumption at different flooding rates:

```
   +--------------+----------------+-------------+
   | LSPs/second  | 100 Mb Link    | 1 Gb Link   |
   +--------------+----------------+-------------+
   |   100        |     1.2 %      |   0.1 %     |
   +--------------+----------------+-------------+
   |   500        |     6.1 %      |   0.6 %     |
   +--------------+----------------+-------------+
   |  1000        |    12.1 %      |   1.2 %     |
   +--------------+----------------+-------------+
```

3.4. Packet Prioritization on Receive

   There are three classes of PDUs sent by IS-IS:

   o Hellos

   o LSPs

o   Complete Sequence Number PDUs (CSNPs) and Partial Sequence Number
    PDUs (PSNPs)

Implementations today may prioritize the reception of Hellos over
LSPs and SNPs in order to prevent a burst of LSP updates from
triggering an adjacency timeout which in turn would require
additional LSPs to be updated.

SNPs serve to acknowledge or trigger the transmission of specified
LSPs. On a point-to-point link, PSNPs acknowledge the receipt of one
or more LSPs. Because PSNPs (like all IS-IS PDUs) use TLVs in the
body, it is possible to acknowledge multiple LSPs using a single
PSNP. For this reason, [ISO10589] specifies a delay
(partialSNPInterval) before sending a PSNP so that the number of
PSNPs required to be sent is reduced. On receipt of a PSNP, the set
of LSPs acknowledged by that PSNP can be marked so that they do not
need to be retransmitted.

If a PSNP is dropped on reception, this has a significant impact as
the set of LSPs advertised in the PSNP cannot be marked as
acknowledged and this results in needless retransmissions which may
further delay transmission of other LSPs which have yet to be
transmitted. It may also make it more likely that a receiver becomes
overwhelmed by LSP transmissions.

It is therefore recommended that implementations prioritize the
receipt of SNPs over LSPs.

4. Minimizing LSP Generation

In IS-IS the unit of flooding is an LSP. Each router may generate a
set of LSPs at each supported level. Each LSP in the set has an LSP
number - which is a value from 0-N where N = 255 for the base
protocol. (N has been extended to 65535 by [RFC7356].) Each LSP
carries network information using defined Type/Length/Value (TLV)
tuples. For example, some TLVs carry neighbor information and some
TLVs carry reachable prefix information. [ISO10589] strongly
recommends preserving the association of a given advertisement (such
as a neighbor) with a specific LSP whenever possible. This minimizes
the number of LSPs which need to be regenerated when a topology
change occurs. This recommendation becomes even more important as
the scale of the network increases.

Consider the following example;

Node A has 11 neighbors currently in the UP state and is advertising
them in three LSPs with content as follows:

```
A.00-00 contains the following advertisements
   Neighbor 1
   Neighbor 2
   Neighbor 3
   Neighbor 4
   Neighbor 5
A.00-01 contains the following advertisements:
   Neighbor 6
   Neighbor 7
   Neighbor 8
   Neighbor 9
   Neighbor 10
A.00-02 contains the following advertisements
   Neighbor 11
```

Imagine that the adjacency to Neighbor 3 goes down. There are (at least) two ways that A could update its LSPs.

Method 1: Node A removes the neighbor advertisement for neighbor 3 from A.00-00 and sends an update for that LSP. LSPs 00-01 and 00-02 are unchanged and so do not have to be flooded.

Method 2: Node A attempts to reduce the number of LSPs currently active and updates the content as follows:

```
A.00-00 contains the following advertisements
   Neighbor 1
   Neighbor 2
   Neighbor 4
   Neighbor 5
   Neighbor 6
A.00-01 contains the following advertisements:
   Neighbor 7
   Neighbor 8
   Neighbor 9
   Neighbor 10
   Neighbor 11
A.00-02 becomes empty
```

Node A now has to flood all three LSPs. LSPs #0 and #1 are reflooded because their content has changed. LSP #2 is purged.

In a large scale network, the impact of using Method #2 becomes significant and introduces conditions where a much larger number of LSPs need to be flooded than is the case with Method #1.

In order to operate at scale, implementations need to follow the
guidance in [ISO10589] and use Method #1 whenever possible.

5. Redundant Flooding

Default operation of the Update Process is to flood on all
interfaces. In cases where a network is highly meshed, this can
result in a significant amount of redundant flooding. Nodes will
receive multiple copies of each updated LSP.

There are defined mechanisms which can greatly reduce the redundant
flooding. These include:

o   Mesh Groups ([RFC2973])

o   Dynamic Flooding ([I-D.ietf-lsr-dynamic-flooding])

6. Use of Jumbo Frames

The maximum size of an LSP (LSPBufferSize) is a parameter that needs
to be set consistently network wide. This is because IS-IS does not
support fragmentation of its PDUs - so in order for network wide
flooding of an LSP to be successful all routers must restrict their
LSP size to a size which can be supported without fragmentation on
all interfaces on which IS-IS operates.

In networks where all interfaces on which IS-IS operates support
large frames, LSPBufferSize may be set to a larger value than the
default (1492). This allows more routing information to be encoded
in a single LSP, which means that fewer LSPs are generated by each
node and therefore the number of LSPs which need to be flooded can be
reduced in some scenarios (e.g., node or interface bringup).

7. Deployment Considerations

As noted earlier in this document, it is desired to have consistent
flooding speeds on all nodes in the network. Today, this is roughly
achieved to the extent that current implementations flood at rates
which are on the order of what is discussed in [ISO10589] , i.e., 33
LSPs/second).

As the goal is to introduce an order of magnitude increase in the
rate of flooding (e.g., 10 times the current flooding rate) a network
which has a mixture of nodes which support the faster flooding speeds
and nodes which do not is at greater risk of introducing longer
periods of LSDB inconsistency in the network - which is likely to
have a negative impact on convergence and increase the occurrence of
traffic drops or looping.

   It is recommended that all nodes in the network support increased
   flooding rates before enabling use of the increased flooding rates.

   Note that as the Update process runs in the context of an area (or
   the L2 sub-domain), enablement can safely be done on a per area basis
   even when nodes in another area do not support the faster flooding
   rates.

8. IANA Considerations

   This document requires no actions by IANA.

9. Security Considerations

   Security concerns for IS-IS are addressed in [ISO10589, [RFC5304],
   and [RFC5310].

10. Acknowledgements

   Thanks to Bruno Decraene for his careful review and insightful
   comments.

11. References

11.1. Normative References

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