LISP Working Group
Internet-Draft
Intended status: Informational
Expires: September 10, 2022

S. Barkai
B. Fernandez-Ruiz
R. Tamir
Nexar Inc.
A. Rodriguez-Natal
F. Maino
Cisco Systems
A. Cabellos-Aparicio
J. Paillisse Vilanova
Technical University of Catalonia
D. Farinacci
lispers.net
June 16, 2022

Network-Hexagons: Geolocation Mobility Edge Network Based On LISP
draft-ietf-lisp-nexagon-31

Abstract

Geolocation-Services aggregate data uploaded from vehicles in edge compute locations, and process it to verified, localized, geospatial detection-channels. Channels' updates are used by mobility clients for crowed-sourced dynamic mapping and driving applications.
Geolocation Services are broken to shards (areas), each is delegated dynamically to compute locations per road activity. This dynamics combined with clients' IP Anchor dynamics causes coherency, context-switching, geo-privacy, and service continuity key issues.
Key issues are resolved using dataflow virtualization, an inline indirection between mobility clients and Geolocation Services.
LISP overlay network-virtualization offers a fully distributed dataflow virtualization at the edge networking level. Geolocation mobility-network based on LISP is described in this informational.

Status of This Memo

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1. Introduction

Geolocation-Services aggregate data uploaded from vehicles in edge compute locations, and process it to verified, localized, geospatial detection-channels. Channels' updates are used by mobility clients for crowed-sourced dynamic mapping and driving applications. Geolocation Services are broken to shards (areas) along formal geospatial grid lines. These shards are delegated dynamically to compute locations per road activity in the geospatial area marked by the shard grid lines. This dynamics combined with clients IP Anchors dynamics causes key issues:

- Coherency of (moving) Geolocation IPs cached in driving clients
- Context-switching between Geolocation shards by driving clients
- Geo-privacy of clients interacting with Geolocation while driving
- Channel subscription continuity of clients switching IP Anchors

Resolving these key-issues is achievable by dataflow virtualization. Addressable inline indirection between clients and services. Such addressability virtualization is applied to Geolocation components:

- Addressable queues for uploads from mobility clients in vehicles
- Addressable detection channels subscribed to by mobility clients

Address virtualization is at the basis of this specification:
- Algorithmic services addressing based on geospatial grid identifiers
- Algorithmic clients addressing based on an authorization procedure
Virtual addressing - to LISP routable Endpoint Identifiers (EID).

In addition to queues and channels Geolocations Services schematics includes also state and functions. Functions are assumed to be readily available in all edge compute locations, transient state regenerates.

Dataflow virtualization based on LISP EIDs includes:

  - EID addressing of Geolocation queues based on grid identifiers
  - EID addressing of detection channels, Geolocation sources & topics
  - EID addressing of mobility clients, assigned-renewed periodically

These mobility EIDs, geospatial for services, temporary for clients, allow for dynamic and portable service allocation, algorithmic context switching between shards while driving, subscription continuity, and preservation of the actual IP geo-privacy of mobility clients.

Services EIDs enable portability of Geolocation queues and channels, client EIDs enable channel subscription service continuity, as example when mobile carriers are switched for reception or data plan reasons. Client EIDs are ephemeral and make it difficult for mobility service providers to track clients.

```
                     ___
                   /     \
    Addressable >>  States >> Addressable
   Upload Queues   \ ___ /     Channels
         /\       f1()..fn()      \/
```

Figure 1: Geolocation schematics: queues, channels, states, functions

Note 1: The breakdown of Geolocations Services to area-shards is done based on geospatial grid lines known to both mobility clients and Geolocation Services. We use H3 [H3] hierarchical hexagonal grid because of its clear shard adjacency properties. Each grid-tile in each resolution has a unique 64bit identifier (HID). In addition to shards and HID to EID mapping, the same grid is used to localize road detections. We refer to h3.rB as the lower resolution shard tile, and h3.rS as the detection higher resolution tile.
The mappings: GPS to h3.rS to H3.rB to EID are therefore algorithmic.

Sizeof (h3.rB) / Sizeof (h3.rS) x density-factor / MTU ~
number of message needed to convey shard state snapshot.

```
    Off-Peak Allocation
     _  _    _  _
    / \/ \  / \/ \  ----
    \_/\_/  \_/\_/  ----
    / \/ \  / \/ \  ----         Peak Geolocation Allocation
    \_/\_/  \_/\_/  ----       _  _    _  _    _  _    _  _
    / \/ \  / \/ \  ----      / \/ \  / \/ \  / \/ \  / \/ \  ----
    \_/\_/  \_/\_/  ----      \_/\_/  \_/\_/  \_/\_/  \_/\_/  ----
    / \/ \  / \/ \  ----      / \/ \  / \/ \  / \/ \  / \/ \  ----
    \_/\_/  \_/\_/  ----      \_/\_/  \_/\_/  \_/\_/  \_/\_/  ----
     ^  ^    ^  ^   ^  ^       ^ ^     ^  ^    ^  ^    ^  ^   ^  ^
     Site   Site  Standby     Site    Site    Site    Site  Standby
```

Figure 2: Geolocation dynamic allocation per geospatial activity

Note 2: LISP solution for dataflow virtualization is an application network. In order for clients and services to use it there needs to be a formal provisioning step. For the clients this step will require Authentication Authorization and Accounting (AAA) procedure by which clients are assigned and renew EIDs and XTRs to be used to communicate with services. This process may be done in various vendor specific methods, in this document we use a Diameter[RFC6733] AAA service, this is meant as a life-cycle example only.

Note 3: In order to make the notion of geospatial detection concrete, we add to the 64bit HID of "where" is a detection, 64bit of "what" is the detection. These 64bits are detailed in a bit-mask of possible detections based on a taxonomy defined by Berkeley Deep Drive (BDD) consortium [BDD]. It is meant as a baseline that can be extended in additional specifications, proven sufficient in implementations.

2. Definition of Terms

Based on [I-D.ietf-lisp-rfc6830bis][I-D.ietf-lisp-rfc6833bis]

H3ServiceEID: Is an EID addressable Geolocation Service shard. It is a designated destination for geospatial detections, and an (S,G) source of multicast of themed detection channels. It has a light-weight LISP protocol stack to tunnel packets via ServerXTR. The EID is IPv6 and contains HID in the lower bits.

ServerXTR: Is a data-plane only LISP protocol stack implementation, it is co-located with H3ServiceEID process. ServerXTR encapsulates and decapsulates packets to and from EdgeRTRs.

MobilityClient: Is an application that may be a part of a vehicle system, part of a navigation application, gov-muni application etc. It has light-weight LISP data-plane stack to packets via ClientXTR.

MobilityClientEID: Is the IPv6 EID used by the Mobility Clients. The destination of such packets are H3ServiceEIDs. The EID format is assigned as part of the MobilityClient mobility-network AAA.

ClientXTR: Is a data-plane only LISP protocol stack implementation co-located with the Mobility Client application. It encapsulates and decapsulates packets to and from EdgeRTRs.

EdgeRTR: EdgeRTR network connect MobilityClients H3ServiceEIDs. They also manage MobilityClients multicast registrations [RFC8378]. EdgeRTRs aggregate MobilityClients/H3Services using tunnels to facilitate hosting-providers and mobile-providers for accessing the mobility-network. EdgeRTRs decapsulate packets from ClientXTRs, ServerXTRs and re-encapsulates packets to clients and servers via tunnels. EdgeRTRs glean H3ServiceEIDs and MobilityClient EIDs when they decapsulates packets. EdgeRTRs store H3ServiceEIDs and route-locations (RLOC) of where the H3ServiceEID is currently using map-cache. Mappings are registered to the LISP mapping system [I-D.ietf-lisp-rfc6833bis].These mappings may be provisioned when H3Services are assigned EdgeRTRs. EdgeRTRs do not register MobilityClients' EIDs. Enterprises may provide their own EdgeRTRs to protect geo-privacy.

```
                          ___                                  ___
   H3ServiceEIDs   ___  /     \           H3ServiceEIDs ___  /     \
            ___  /     | h3.rB |                   ___  /     | h3.rB |
          /     | h3.rB \ ___ /                  /     | h3.rB \ ___ /
         | h3.rB \ ___ /  sXTR                  | h3.rB \ ___ /  sXTR
          \ ___ /  sXTR   ||                     \ ___ /  sXTR    ||
            sXTR   ||     ||                      sXTR     ||     ||
             ||    ||     ||                        ||     ||     ||
             ||    ||     ||                        ||     ||     ||
             + -  - + - - EdgeRTR          EdgeRTR - + - + - -  +
                             || ((   (())   ()    ||
                         ( H3-LISP Network Hexagons )
                       ( Geolocation Mobility Network )
                       ( LISP Tunnel Routing Between )
                          ((  Clients & Services   )
                            ||  ((   (())   ()  ||
                            ||                  ||
                = = = = = = =                     = = = = = = =
               ||                                             ||
            EdgeRTR                                         EdgeRTR
           ..    ..                                      ..      ..
          ..       ..                                  ..          ..
  ((((|))))    ((((|))))                        ((((|))))    ((((|))))
     /|\    RAN   /|\                              /|\    RAN   /|\
     ||                                                         ||
     ||                                                         ||
   Uploads Upstream                                             ||
 Channels Downstream       h3.rS grid tiles                     ||
     ||                  ___    ___    ___                      ||
     ||   << movment << /     \/     \/     \ << cXTR::MobilityClientB
     || - - - - - - - -  h3.rS  h3.rS  h3.rS - - - - - - - - - - - -
      MobilityClientA::cXTR >>  \ ___ /\ ___ / >> movement >> .......
```

Figure 3: Geolocation clients and services interaction layout

Figure 3 above describes:

- MobilityClientA detections used by MobilityClientB, and vice versa
- Clients: share information via grid-addressable Geolocation Service

- ClientXTR (cXTR): tunnels packets over access networks to EdgeRTR
- ServerXTR (sXTR): tunnels packets over edge networks to EdgeRTR

- Uploads: routed to appropriate Geolocation Service using EdgeRTRs
- Channels: originate from Geolocation Services replicated by EdgeRTRs

3. Deployment Assumptions

I. We assume detections can be localized to h3.rS tiles and can be enumerated. Compact detection enumeration format is described bellow:

```
0       1       2       3       4       5       6       7
+-------+-------+-------+-------+-------+-------+-------+-------+
|-0-|-1-|-2-|-3-|-4-|-5-|-6-|-7-|-8-|-9-|-A-|-B-|-C-|-D-|-E-|-F-|
|0123012301230123012301230123 Index  012301230123012301230123012301230123
+---------------------------------------------------------------+
```

Figure 4: Nibble based representation of tile detection state

State is 16 fields x 16 enumerations. Nibbles are named using hexadecimal index according to the position where the most significant nibble has index 0. Values are defined in section 8.

II. Authorization of MobilityClients to mobility-network is renewed while driving. DNS/AAA described procedure described bellow can be used to obtain EIDs/EdgeRTRs and enable use of the mobility-network.

Diameter [RFC6733] based AAA can be used to accommodate many types of mobility clients in a rich eco-system: vehicle systems, driving and navigation applications, smart-city and consumer applications. Example procedure for ClientXTRs steps to use the mobility-network:

1) obtain the address of the mobility-network AAA using DNS
2) obtain MobilityClientEIDs and EdgeRTRs from AAA procedure
3) renew authorization from AAA while using the mobility-network

```
     MobilityClient DomainNameServer  Diameter-AAA  MobilityEdgeRTR
     |                     |                   |                   |
     | nslookup <www.xxx> |                   |                   |
     |-------------------->|                   |                   |
     |<--------------------|                   |                   |
     |  Mobility AAA IP    |                   |                   |
     |  [RFC6733]          |                   |                   |
     |  AAR(AVP:IMSI/User/Password/Toyota)     |                   |
     |---------------------------------------->|  [RFC6733]        |
     |                     |                   | ACR(AVP ClientEID)|
     |                     |                   |------------------>|
     |                     |                   |<------------------|
     |                     |                   | ACA(AVP ClientEID)|
     |    AAA (ClientEID,EdgeRTR::RLOC)        |                   |
     |<----------------------------------------|                   |
     |                     |                   |                   |
     .                                                             .
     .        Upload and subscribe to Geolocation Services         .
     .                                                             .
     |                                                             |
     |------------------------------------------------------------>|
     .                                                             .
     .                                                             .
     |<------------------------------------------------------------|
     |                                                             |
     .                                                             .
     .   Signal freeing multicast Updates from H3ServiceEID        .
     .                                                             .
     |                     |                   |                   |
     |               AAR(temporary)            |                   |
     |---------------------------------------->|   ACR (temporary) |
     |                     |                   |------------------>|
     |                     |                   |<------------------|
     |                     |                   |   ACA (temporary) |
     |<----------------------------------------|                   |
     |               AAA (temporary)           |                   |
```

Figure 5: Example DNS and AAA Exchange for mobility-network usage

4. Mobility Clients-Services Networking

The mobility-network functions as a standard LISP overlay.
The overlay delivers unicast and multicast packets across:

- multiple access-networks providers and technologies
- multiple cloud, edge and metro-area network providers

We use data-plane XTRs in the stack of each mobility client/server.
ClientXTRs and ServerXTRs are associated to EdgeRTRs.
This structure allows for MobilityClients to "show up" at any of mobility-network location behind any network provider. It allows for any H3ServiceEID to be instantiated, moved, or failed-over to any compute location on any edge provider.

In this specification we assume semi-random association between ClientXTRs and EdgeRTRs assigned by the AAA procedure. We assume that in a given metro edge a pool of EdgeRTRs can distribute the Mobility Clients load randomly between them and that EdgeRTRs are topologically equivalent. Each RTR uses LISP to tunnel traffic to and from other EdgeRTRs forMobilityClient and H3Service exchanges.

```
     MobilityClient == ClientXTR       ClientXTR == MobilityClient
                 (encrypted)  ||       ||  (encrypted)
                      Mobility-network EdgeRTRs
                              ||       ||
       H3ServiceEID == ServerXTR       ServerXTR == H3ServiceEID
```

Figure 6: LISP network connecting MobilityClients and H3ServiceEIDs

5. Mobility Unicast and Multicast

The day in a life of unicast detection upload:

1. A client detects condition of interest using AI camera
2. The client uses its GPS to establish its h3.rS location
3. It then estimates the h3.rS location of the detection
4. The h3.rS used to calculate the h3.rB and H3ServerEID
5. Sends (encrypted) location-detection via its ClientXTR

   Outer Header src/dest: ClientXTR RLOC, EdgeRTR RLOC
   Inner Header src/dest: ClientEID, H3ServiceEID

6. EdgeRTR gleans and caches ClientEID and ClientXTR RLOC
7. EdgeRTR resolved RLOC of remote EdgeRTR, and re-tunnels:

   Outer Header src/dest: EdgeRTR RLOC, remote EdgeRTR RLOC
   Inner Header src/dest: ClientEID, H3ServiceEID

8. Remote EdgeRTR lookups H3ServerEID ServerXTR RLOC, re-tunnels:

   Outer Header src/dest: EdgeRTR RLOC, ServerXTR RLOC
   Inner Header src/dest: ClientEID, H3ServiceEID

9. ServerXTR delivers ClientEID message to H3ServiceEID

The detection message headers consist of the following fields:

Outer headers size = 40 (IPv6) + 8 (UDP) + 8 (LISP) = 56
Inner headers size = 40 (IPv6) + 8 (UDP) + 4 (Nexagon Header) = 52
1500 (MTU) - 56 - 52 = 1392 bytes of effective payload size

Nexagon Header allows for key-value (kv) tuples or value-key,key ..(vkkk) using the same formats of key and value outlined bellow

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+\
|  Type         |gzip |        Reserved         | Pair Count = X|Nexagon
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+/
```

Figure 7: Nexagon header format

Type 0:reserved (*)
Type 1:key-value, key-value.. 1392 / (8 + 8) = 87 pairs
Type 2:value, key,key,key.. (1392 - 8) / 8 = 173 h3.rS IDs
Type 3-255: unassigned
Nexagon Header GZIP field: 0x000 no compression, or GZIP version.
The compression refers to entire kv or vkkk payload.
Nexagon Header Reserved bits
Nexagon Header key and value count (in any format)

(*) Reserved fields are specified as being set to 0 on transmission, ignored when received. Packets with unsupported gzip version ignored.

```
 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
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|Version| Traffic Class |           Flow Label                  |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|         Payload Length        |  Next Header  |   Hop Limit   |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|                                                               |  |
+                                                               +  |
|                                                               |  |
+                     Source MobilityClientEID                  +  |
|                                                               | IPv6
+                                                               +  |
|                                                               |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|                                                               |  |
+                                                               +  |
|                                                               |  |
+                        Dest H3ServiceEID                      +  |
|                                                               |  |
+                                                               +  |
|                                                               | /
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|       Source Port = xxxx      |       Dest Port = xxxx        | \
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ UDP
|           UDP Length          |        UDP Checksum           | /
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|  Type          |gzip |        Reserved         | Pair Count = X|Nexagon
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ /
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit State                            +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit State                            +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 8: Uploaded detections packet format

Each H3Service is also an IP Multicast Source used to update subscribers on the aggregate state of the h3.rS tiles in the h3.rB area. We use [RFC8378] signal-free multicast to implement channels in the overlay. The mobility-network has many channels, with thousands subscribers per channel. MobilityClients driving through/subscribing to an h3.rB area can explicitly issue based on any mechanism supported by [RFC8378], for example multicast report specified in [RFC4604], in order to subscribe. Multicast report messages are encapsulated between the ClientXTR and EdgeRTR.

The day in a life of multicast update:

1. H3ServiceEID determines change or timing requiring an update
2. H3ServiceEID sends (S,G) update message via its ServerXTR

   Outer Header src/dest: ServerXTR RLOC, EdgeRTR RLOC
   Inner Header (S,G): H3ServerEID, EID chosen for theme

3. EdgeRTR resolves subscribed remote EdgeRTRs, replicates

   Outer Header src/dest: EdgeRTR RLOC, remote EdgeRTR RLOC
   Inner Header (S,G): H3ServerEID, EID chosen for theme

4. EdgeRTRs lookp subscribed ClientEIDs ClientXTRs RLOCs, replicate

   Outer Header src/dest: EdgeRTR RLOC, ClientXTR RLOC
   Inner Header (S,G): H3ServerEID, EID chosen for theme

5. ClientXTR delivers update message to clientEID

Note: there may be more than one ClientEID in the same process using the same ClientXTR. For example multiple layers of map or heads-up display, Such vendor specific multiplexing implementation is unspecified here.

Multicast update packets are of the following structure:

```
 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
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|Version| Traffic Class |           Flow Label                  |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|         Payload Length        |  Next Header  |   Hop Limit   |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|                                                               |  |
+                                                               +  |
|                                                               |  |
+                         Source H3ServiceEID                +  |
|                                                               | IPv6
+                                                               +  |
|                                                               |  |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+  |
|                                                               |  |
+                                                               +  |
|                                                               |  |
+                             Group Address                     +  |
|                                                               |  |
+                                                               +  |
|                                                               | /
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|       Source Port = xxxx      |       Dest Port = xxxx        | \
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ UDP
|           UDP Length          |        UDP Checksum           | /
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|                                                               |Nexagon
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ /
~                             Nexagons Payload                  ~
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 9: multicast update packet header

```
 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
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|  Type =   1   |gzip |        Reserved         | Pair Count = X|Nexagon
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ /
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit State                            +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit State                            +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 10: multicast update payload, key-value, key-value..

```
 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
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ \
|  Type =   2   |gzip |     Reserved            |H3R15 Count = X|Nexagon
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ /
|                                                               |
+                        64bit State                           +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
+                        64bit h3.rS ID                       +
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

Figure 11: multicast update payload, value, key, key.. for larger areas

6. Security Considerations

The LISP mobility-network is inherently secure and private. All information is conveyed to clients using provisioned Geolocation Services. MobilityClients receive information only via geospatial channels originating at provisioned services, replicated by EdgeRTRs. MobilityClients have no indication as to the origin of the raw data.

In order to be able to use the mobility-network for a given period, the mobility clients go through a DNS/AAA stage by which they obtain their clientEID identifiers-credentials and the RLOCs of EdgeRTRs they may use as gateways to the network.

This MobilityClient to EdgeRTR interface is the most sensitive from privacy and security perspective. The traffic on this interface is tunneled, its content may be encrypted between ClientXTR to EdgeRTR. Still, the EdgeRTR will know based on headers the client RLOC, and the h3.rB area a client engages with services about.

Enterprises such as vehicle OEMs or carriers can "bring their own" EdgeRTRs (BYO_RTR). BYO_RTRs are pre-provisioned to be able to use the mapping system and are put on the approved list of the other EdgeRTRs. A carrier offering EdgeRTR services on multiaccess edge compute (MEC) is optimal for security and also for traffic steering and replication.

Beyond client to EdgeRTR hop, the mapping system does not hold MobilityClientEIDs, and remote EdgeRTRs are only aware of clients ephemeral EIDs. When EdgeRTRs register in the mapping for channels, they do not register which clients use which EdgeRTR.

The H3ServiceEIDs decrypt and parse actual h3.rS detections. They also consider MobilityClientEID credentials encoded in the client EID and assigned by the AAA functions. This helps avoid "fake-news", e.g. poorly made or poorly localized detections.

H3Services are associated with EdgeRTRs, provisioned in the EdgeRTRs and in the mapping system.

In summary of main risk mitigations for the lisp mobility-network:

(1) tapping: all communications are through tunnels therefore may be encrypted using IP-Sec or other supported point to point underlay standards.

(2) spoofing: it is very hard to guess a MobilityClientEID valid for a short period of time. Clients and H3Services EIDs are provisioned in EdgeRTRs, Clients using the AAA procedure, H3Services via dev-ops.

(3) credibility: the interface crowd-sources geo-state and does not assume to trust single detections. Credit history track to MobilityClientEIDs by as part of normal H3Services fact checking, aggregate scores affect AAA credentials.

(4) privacy: Only EdgeRTRs are aware of both clients' RLOC and geo-location, only AAA is aware of client IDs credentials and credit but not geo-location. Aggregate credit score span all H3Services administratively without source.

7. Acknowledgments

We would like to kindly thank Joel Halperin for helping structure the AAA section and Geo-Privacy provisions, Luigi Lannone for promoting such LISP Compute First Networking (CFN) use-cases, helping structure the IANA section, and shepherding this draft to completion. We would like to thank George Ericson for help clarifying Geolocation Services terminology through joint work on the AECC specifications and papers, and Lei Zhong for mobility dataflow virtualization terminology.

8. IANA Considerations

This section provides guidance to the Internet Assigned Numbers Authority (IANA) regarding registration of values related to the LISP specification, in accordance with BCP 26 [RFC8126].
IANA is asked to create a registry named NEXAGON Parameters.
Such registry should be populated with the following sub registries.

Nexagon Header Bits

Spec Name	IANA Name	Bit Position	Description
Type	nexagon-type	0-7	Type of key-value encoding
gzip	nexagon-gzip	8-10	gzip major version used
PairCount	nexagon-paircount	24-31	key-value pair count

State Enumeration Field 0x0: Traffic Direction:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Lane North	[This Document]
0x2	Lane North + 30	[This Document]
0x3	Lane North + 60	[This Document]
0x4	Lane North + 90	[This Document]
0x5	Lane North + 120	[This Document]
0x6	Lane North + 150	[This Document]
0x7	Lane North + 180	[This Document]
0x8	Lane North + 210	[This Document]
0x9	Lane North + 240	[This Document]
0xA	Lane North + 270	[This Document]
0xB	Lane North + 300	[This Document]
0xC	Lane North + 330	[This Document]
0xD	Junction	[This Document]

0xE	Shoulder	[This Document]
0xF	Sidewalk	[This Document]

State Enumeration Field 0x1: Persistent Condition:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Pothole Light	[This Document]
0x2	Pothole Deep	[This Document]
0x3	Speed-bump Low	[This Document]
0x4	Speed-bump High	[This Document]
0x5	Icy	[This Document]
0x6	Flooded	[This Document]
0x7	Snow-cover	[This Document]
0x8	Deep Snow	[This Document]
0x9	Cone	[This Document]
0xA	Gravel	[This Document]
0xB	Choppy	[This Document]
0xC	Blind-Curve	[This Document]
0xD	Steep	[This Document]
0xE	Low-bridge	[This Document]
0xF	Other	[This Document]

State Enumeration Field 0x2: Transient Condition:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Jaywalker	[This Document]
0x2	Bike or Scooter	[This Document]
0x3	Stopped Vehicle	[This Document]
0x4	Moving on Shoulder	[This Document]
0x5	First Responder	[This Document]
0x6	Sudden Slowdown	[This Document]
0x7	Oversize Vehicle	[This Document]
0x8	Light/Sign Breach	[This Document]
0x9	Collision Light	[This Document]
0xA	Collision Severe	[This Document]
0xB	Collision Debris	[This Document]
0xC	Collision Course	[This Document]
0xD	Vehicle Hard Brake	[This Document]
0xE	Vehicle Sharp Turn	[This Document]
0xF	Freed-up Parking	[This Document]

State Enumeration Field 0x3: Traffic-light Counter:

Value	Description	Reference
0x0	Null	[This Document]
0x1	1 Second to Green	[This Document]
0x2	2 Second to Green	[This Document]
0x3	3 Second to Green	[This Document]
0x4	4 Second to Green	[This Document]
0x5	5 Second to Green	[This Document]
0x6	6 Second to Green	[This Document]
0x7	7 Second to Green	[This Document]
0x8	8 Second to Green	[This Document]
0x9	9 Second to Green	[This Document]
0xA	10 Second to Green	[This Document]
0xB	20 Second to Green	[This Document]
0xC	30 Second to Green	[This Document]
0xD	60 Second to Green	[This Document]
0xE	Green Now	[This Document]
0xF	Red Now	[This Document]

State Enumeration Field 0x4: Impacted Tile:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Epicenter	[This Document]
0x2	2 Tiles Away	[This Document]
0x3	3 Tiles Away	[This Document]
0x4	4 Tiles Away	[This Document]
0x5	5 Tiles Away	[This Document]
0x6	6 Tiles Away	[This Document]
0x7	7 Tiles Away	[This Document]
0x8	8 Tiles Away	[This Document]
0x9	9 Tiles Away	[This Document]
0xA	10 Tiles Away	[This Document]
0xB	20 Tiles Away	[This Document]
0xC	30 Tiles Away	[This Document]
0xD	60 Tiles Away	[This Document]
0xE	<100 Tiles Away	[This Document]
0xF	<200 Tiles Away	[This Document]

State Enumeration Field 0x5: Expected Duration:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Next 1 Second	[This Document]
0x2	Next 5 Seconds	[This Document]
0x3	Next 10 Seconds	[This Document]
0x4	Next 20 Seconds	[This Document]
0x5	Next 40 Seconds	[This Document]
0x6	Next 60 Seconds	[This Document]
0x7	Next 2 Minutes	[This Document]
0x8	Next 3 Minutes	[This Document]
0x9	Next 4 Minutes	[This Document]
0xA	Next 5 Minutes	[This Document]
0xB	Next 10 Minutes	[This Document]
0xC	Next 15 Minutes	[This Document]
0xD	Next 30 Minutes	[This Document]
0xE	Next 60 Minutes	[This Document]
0xF	Next 24 Hours	[This Document]

State Enumeration Field 0x6: Lane Right Sign:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Yield	[This Document]
0x2	Speed Limit	[This Document]
0x3	Straight Only	[This Document]
0x4	No Straight	[This Document]
0x5	Right Only	[This Document]
0x6	No Right	[This Document]
0x7	Left Only	[This Document]
0x8	No Left	[This Document]
0x9	Right Straight	[This Document]
0xA	Left Straight	[This Document]
0xB	No U Turn	[This Document]
0xC	No Left or U	[This Document]
0xD	Bike Lane	[This Document]
0xE	HOV Lane	[This Document]
0xF	Stop	[This Document]

State Enumeration Field 0x7: Movement Sign:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Keep Right	[This Document]
0x2	Keep Left	[This Document]
0x3	Stay in Lane	[This Document]
0x4	Do Not Enter	[This Document]
0x5	No Trucks	[This Document]
0x6	No Bikes	[This Document]
0x7	No Peds	[This Document]
0x8	One Way	[This Document]
0x9	Parking	[This Document]
0xA	No Parking	[This Document]
0xB	No Standing	[This Document]
0xC	No Passing	[This Document]
0xD	Loading Zone	[This Document]
0xE	Rail Crossing	[This Document]
0xF	School Zone	[This Document]

State Enumeration Field 0x8: Curves & Intersections:

Value	Description	Reference
0x0	Null	[This Document]
0x1	Turns Left	[This Document]
0x2	Turns Right	[This Document]
0x3	Curves Left	[This Document]
0x4	Curves Right	[This Document]
0x5	Reverses Left	[This Document]
0x6	Reverses Right	[This Document]
0x7	Winding Road	[This Document]
0x8	Hair Pin	[This Document]
0x9	Pretzel Turn	[This Document]
0xA	Cross Roads	[This Document]
0xB	Cross T	[This Document]
0xC	Cross Y	[This Document]
0xD	Circle	[This Document]
0xE	Lane Ends	[This Document]
0xF	Road Narrows	[This Document]

State Enumeration Field 0x9: Tile Traffic Speed:

Value	Description	Reference
0x0	Null	[This Document]
0x1	< 1 m/sec	[This Document]
0x2	< 2 m/sec	[This Document]
0x3	< 3 m/sec	[This Document]
0x4	< 4 m/sec	[This Document]
0x5	< 5 m/sec	[This Document]
0x6	< 6 m/sec	[This Document]
0x7	< 7 m/sec	[This Document]
0x8	< 8 m/sec	[This Document]
0x9	< 9 m/sec	[This Document]
0xA	< 10 m/sec	[This Document]
0xB	< 20 m/sec	[This Document]
0xC	< 30 m/sec	[This Document]
0xD	< 40 m/sec	[This Document]
0xE	< 50 m/sec	[This Document]
0xF	> 50 m/sec	[This Document]

State Enumeration Field 0xA: Pedestrian Curb Density:

Value	Description	Reference
0x0	Null	[This Document]
0x1	100%	[This Document]
0x2	95%	[This Document]
0x3	90%	[This Document]
0x4	85%	[This Document]
0x5	80%	[This Document]
0x6	70%	[This Document]
0x7	60%	[This Document]
0x8	50%	[This Document]
0x9	40%	[This Document]
0xA	30%	[This Document]
0xB	20%	[This Document]
0xC	15%	[This Document]
0xD	10%	[This Document]
0xE	5%	[This Document]
0xF	No Peds	[This Document]

State enumeration fields 0xB, 0xC, 0xD, 0xE, 0xF, are unassigned. IANA can assign them on a "First Come First Served" basis according to [RFC8126].

9. Normative References

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Authors' Addresses

Sharon Barkai
Nexar
CA
USA

Email: sbarkai@gmail.com

Bruno Fernandez-Ruiz
Nexar
London
UK

Email: b@getnexar.com

Rotem Tamir
Nexar
Israel

rotemtamir@getnexar.com

Alberto Rodriguez-Natal
Cisco Systems
170 Tasman Drive
San Jose, CA
USA

Email: natal@cisco.com

Fabio Maino
Cisco Systems
170 Tasman Drive
San Jose, CA
USA

Email: fmaino@cisco.com

Albert Cabellos-Aparicio
Technical University of Catalonia
Barcelona
Spain

Email: acabello@ac.upc.edu

Jordi Paillisse-Vilanova
Technical University of Catalonia
Barcelona
Spain

Email: jordip@ac.upc.edu

Dino Farinacci
lispers.net
San Jose, CA
USA

Email: farinacci@gmail.com