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Abstract

This document updates, simplifies and clarifies certain aspects of the PCEP protocol. The content of this document has been compiled based on several interop exercises.

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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[1.](#) Introduction

The PCEP protocol started off being purely stateless with PCReq and PCReply messages, see Path Computation Element (PCE) Communication Protocol (PCEP) [[RFC5440](#)]. Stateless PCEP operates in a "pull" model, i.e., PCC has to periodically ask the PCE for updates to the path, even if the path has not changed.

Stateful PCEP was later introduced in PCEP Extensions for the Stateful PCE Model [[RFC8231](#)]. Stateful PCEP operates in a "push" model, where the PCC can register with PCE to receive future updates

about the path, and there is no need to ask the PCE periodically. The current document serves to optimize the original procedure in [RFC8231] to optionally drop the PCReq and PCReply exchange, which greatly simplifies implementation and optimizes the protocol.

Due to different interpretations of PCEP standards, it was found that implementations often had to adjust their behavior in order to interoperate. The current document serves to clarify certain aspects of PCEP to make it easier to produce interoperable implementations of PCEP.

2. Terminology

The following terminologies are used in this document:

PCC: Path Computation Client. Any client application requesting a path computation to be performed by a Path Computation Element.

PCE: Path Computation Element. An entity (component, application, or network node) that is capable of computing a network path or route based on a network graph and applying computational constraints.

PCEP: Path Computation Element Protocol.

MBB: Make-Before-Break. A procedure during which the head-end of a traffic-engineered path wishes to move traffic to a new path without losing any traffic, by first "making" a new path and then "breaking" the old path.

Association parameters: As described in [RFC8697], the combination of the mandatory fields Association type, Association ID and Association Source in the ASSOCIATION object uniquely identify the association group. If the optional TLVs - Global Association Source or Extended Association ID are included, then they MUST be included in combination with mandatory fields to uniquely identify the association group.

Association information: As described in [RFC8697], the ASSOCIATION object could also include other optional TLVs based on the association types, that provides 'information' related to the association type.

ERO: Explicit Route Object is the path of the LSP encoded into a PCEP object. To represent an empty ERO object, i.e., without any subobjects, we use the notation "ERO={}". To represent an ERO object containing some given sequence of subobjects, we use the notation "ERO={A}".

3. PCEP LSP Database

We use the concept of the LSP-DB, as a database of actual LSP state in the network, to illustrate the internal state of PCEP speakers in response to various PCEP messages.

Note that the term "LSP", which stands for "Label Switched Path", if taken too literally would restrict our discussion to MPLS dataplane only. We take the term "LSP" to apply to non-MPLS paths as well, to avoid changing the name. Alternatively, we could rename LSP to "Instance".

3.1. Structure

LSP-DB contains two types of objects: LSPs and Tunnels. An LSP is identified by the LSP-IDENTIFIERS TLV. A Tunnel is identified by the PLSP-ID in the LSP object and/or the SYMBOLIC-NAME. See [[RFC8231](#)].

A Tunnel may or may not be an actual tunnel on the router. For example, working and protect paths can be implemented as a single tunnel interface, but in PCEP we would refer to them as two different Tunnels, because they would have different PLSP-IDs.

An LSP can be thought of as a instance of a Tunnel. In steady-state, a Tunnel has only one LSP, but during make-before-break (see [[RFC3209](#)]) it can have multiple LSPs, to represent both new and old instances that exist simultaneously for a time.

3.2. Synchronization

Both PCE and PCC maintain their separate copies of the LSP-DB. The PCE LSP-DB is only modified by PCRpt messages, no other PCEP message may modify the PCE LSP-DB. The PCC LSP-DB is built from actual forwarding state that PCC has installed. PCC uses PCRpt messages to synchronize its local LSP-DB to the PCE.

The PCE MUST always act on the latest state of the PCE LSP DB. Note that this does not mean that the PCE cannot use information from outside of LSP-DB. For example, the PCE can use other mechanisms to collect traffic statistics and use them in the computation. However, these traffic statistics are not part of the LSP-DB, but only reference it.

The LSP-DB on both the PCC and the PCE only stores the actual state in the network, it does not store the desired state. For example, consider the case of PCE Initiated LSP, configured on the PCE. When the operator modifies the configuration of this LSP, that is a change in desired state. The actual state has not yet changed, so LSP-DB is

not modified yet. The LSP-DB is only modified after the PCE sends PCInit/PCUpd message to the PCC and the PCC decides to act on that message. When the PCC acts on a message from a PCE, it would update its own PCC LSP DB and send a PCRpt to the PCE(s) to synchronize the change. When the PCE receives the PCRpt msg, it updates its own PCE LSP DB. After this, the PCC LSP-DB and PCE LSP-DB are in sync.

3.3. Stateful Bringup

[RFC8231] [Section 5.8.2](#), allows delegation of an LSP in operationally down state, but at the same time mandates the use of PCReq, before sending PCRpt. In this document, we would like to make it clear that sending PCReq is optional.

We shall refer to the process of sending PCReq before PCRpt as "stateless bringup". In reality, stateless bringup introduces overhead and is not possible to enforce from the PCE, because the stateless PCE is not required to keep any per-LSP state about previous PCReq messages. It was found that many vendors choose to ignore this requirement and send the PCRpt directly, without going through PCReq. Even though this behavior is against [\[RFC8231\]](#), it offers some advantages and simplifications, as will be explained in this section. This document therefore updates [\[RFC8231\]](#).

Even though all the major vendors today are moving to the stateful PCE model, it does not deprecate the need for stateless PCEP. The key property of stateless PCEP is that PCReq messages do not modify the state of the PCE LSP-DB. Therefore, PCReq messages are useful for many OAM ping/traceroute applications where the PCC wishes to probe the network topology without having any effect on the existing LSPs.

3.3.1. Updates to [RFC 8231](#)

[RFC8231] [Section 5.8.2](#), says "The only explicit way for a PCC to request a path from the PCE is to send a PCReq message. The PCRpt message MUST NOT be used by the PCC to attempt to request a path from the PCE." In this document we update [\[RFC8231\]](#) to remove the quoted text.

As part of the new bringup procedure, the PCC MAY delegate an empty LSP (no ERO or empty ERO) to the PCE and then wait for the PCE to send PCUpd, without sending PCReq. We shall refer to this process as "stateful bringup". The PCE MUST support the original stateless bringup, for backward compatibility purposes. Supporting stateful bringup should not require introducing any new behavior on the PCE, because as mentioned earlier, the PCE does not modify LSP-DB state

based on PCReq messages. So whether the PCE has received a PCReq or not, it would process the PCRpt all the same.

An example of stateful bringup follows. In our example the PCC starts off by using LSP-ID of 0. The value 0 does not hold any special meaning, any other 16-bit value could have been used.

PCC has no LSP yet, but wants to establish a path. PCC sends PCRpt(R-FLAG=0, D-flag=1, OPER-FLAG=DOWN, PLSP-ID=100, LSP-ID=0, ERO={}).

+-----+	
TUNNEL	LSP
+-----+	
PLSP-ID=100	LSP-ID=0, D-flag=1, OPER=DOWN, ERO={}
+-----+	

Figure 1: Content of LSP DB

PCC received a PCUpd from the PCE and has decided to install the ERO={A} from that PCUpd. PCC sends PCRpt(R-FLAG=0, D-flag=1, OPER-FLAG=UP, PLSP-ID=100, LSP-ID=0, ERO={A}).

+-----+	
TUNNEL	LSP
+-----+	
PLSP-ID=100	LSP-ID=0, D-flag=1, OPER=UP, ERO={A}
+-----+	

Figure 2: Content of LSP DB

3.4. Successful MBB

Below we give an example of doing MBB to switch the Tunnel from one path to another. We represent the path encoded into the ERO object as ERO={A} and ERO={B}.

PCC has an existing LSP in UP state, with LSP-ID=2. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=2, ERO={A}, OPER-FLAG=UP).

+-----+	
TUNNEL	LSP
+-----+	
PLSP-ID=100	LSP-ID=2, ERO={A}, OPER=UP
+-----+	

Figure 3: Content of LSP DB

PCC initiates the MBB procedure by creating a new LSP with LSP-ID=3. It does not matter what triggered the creation of the new LSP, it could have been due to a new path received via PCUpd (if the given Tunnel is delegated), or it could have been local computation on the PCC (if the Tunnel is locally computed on the PCC), or it could have been a change in configuration on the PCC (if the Tunnel's path is explicitly configured on the PCC). It is important to emphasize that the procedure for updating the LSP-DB is common, regardless of the trigger that caused the change.

PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=3, ERO={B}, OPER-FLAG=UP).

+-----+		
TUNNEL	LSP	
+-----+		
PLSP-ID=100	LSP-ID=2, ERO={A}, OPER=UP	
	LSP-ID=3, ERO={B}, OPER=UP	
+-----+		

Figure 4: Content of LSP DB

After traffic has successfully switched to the new LSP, the PCC cleans up the old LSP. PCC sends PCRpt(R-FLAG=1, PLSP-ID=100, LSP-ID=2).

+-----+		
TUNNEL	LSP	
+-----+		
PLSP-ID=100	LSP-ID=3, ERO={B}, OPER=UP	
+-----+		

Figure 5: Content of LSP DB

3.5. Aborted MBB

The MBB process can abort when the newly created LSP is destroyed before it is installed as traffic carrying. This scenario is described below.

PCC has an existing LSP in UP state, with LSP-ID=2. PCC sends PCRpt(R-FLAG=0, OPER-FLAG=UP, PLSP-ID=100, LSP-ID=2).

+-----+		
TUNNEL	LSP	
+-----+		
PLSP-ID=100	LSP-ID=2, OPER=UP	
+-----+		

Figure 6: Content of LSP DB

MBB procedure is initiated, a new LSP is created with LSP-ID=3. LSP is currently being established, so its oper state is DOWN. PCC sends PCRpt(R-FLAG=0, OPER-FLAG=DOWN, PLSP-ID=100, LSP-ID=3).

+-----+		
TUNNEL	LSP	
+-----+		
PLSP-ID=100	LSP-ID=2, OPER=UP	
	LSP-ID=3, OPER=DOWN	
+-----+		

Figure 7: Content of LSP DB

MBB procedure is aborted. PCC sends PCRpt(R-FLAG=1, PLSP-ID=100, LSP-ID=3).

+-----+		
TUNNEL	LSP	
+-----+		
PLSP-ID=100	LSP-ID=2, OPER=UP	
+-----+		

Figure 8: Content of LSP DB

4. PCEP Association Database

PCEP Association is a group of zero or more LSPs.

The PCE ASSO DB is populated by PCRpt messages and/or via configuration on the PCE itself. An Association is identified by the Association Parameters. The Association parameters contain many fields, so for convenience we will group all the fields into a single value. We will use ASSO_PARAM=A, ASSO_PARAM=B, to refer to different PCEP Associations: A and B, respectively.

4.1. 2 LSPs in same Association

Below, we give an example to illustrate how LSPs join the same Association.

PCC creates the first LSP. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=1, ASSO_PARAM=A, ASSO_R_FLAG=0).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
+-----+		

Figure 9: Content of PCE ASSO DB

PCC creates the second LSP. PCC sends PCRpt(R-FLAG=0, PLSP-ID=200, LSP-ID=1, ASSO_PARAM=A, ASSO_R_FLAG=0).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
	PLSP-ID=200, LSP-ID=1	
+-----+		

Figure 10: Content of PCE ASSO DB

PCC updates the first LSP, the PCC is NOT REQUIRED to send the ASSOCIATION object in this PCRpt, since the LSP is already in the Association. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=1). The content of the PCE ASSO DB is unchanged. Note that the PCC sends the ASSOCIATION OBJECT in the first PCRpt during SYNC state, even if it has already issued a PCRpt with the association object sometime in the past with this PCE. The synchronization steps outlined in [\[RFC8697\]](#) are to be followed.

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
	PLSP-ID=200, LSP-ID=1	
+-----+		

Figure 11: Content of PCE ASSO DB

PCC decides to delete the second LSP. PCC sends PCRpt(R-FLAG=1, PLSP-ID=200, LSP-ID=1).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
+-----+		

Figure 12: Content of PCE ASSO DB

PCC decides to remove the first LSP from the Association, but not delete the LSP itself. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=1, ASSO_PARAM=A, ASSO_R_FLAG=1). The PCE ASSO DB is now empty.

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A		
+-----+		

Figure 13: Content of PCE ASSO DB

4.2. Switch Association during MBB

Below, we give an example to illustrate how a Tunnel goes through MBB and switches from Association A to Association B.

Each new LSP (identified by the LSP-ID) does not inherit the Association membership of any previous LSPs within the same Tunnel. This is so that a Tunnel can have two LSPs that are in different Associations, this may be done when switching from one Association to another.

PCC creates the first LSP. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=1, ASSO_PARAM=A, ASSO_R_FLAG=0).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
+-----+		

Figure 14: Content of PCE ASSO DB

PCC creates the MBB LSP in a different Association. PCC sends PCRpt(R-FLAG=0, PLSP-ID=100, LSP-ID=2, ASSO_PARAM=B, ASSO_R_FLAG=0).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=A	PLSP-ID=100, LSP-ID=1	
+-----+		
ASSO_PARAM=B	PLSP-ID=100, LSP-ID=2	
+-----+		

Figure 15: Content of PCE ASSO DB

PCC deletes the old LSP. PCC sends PCRpt(R-FLAG=1, PLSP-ID=100, LSP-ID=1).

+-----+		
ASSO	LSP	
+-----+		
ASSO_PARAM=B	PLSP-ID=100, LSP-ID=2	
+-----+		

Figure 16: Content of PCE ASSO DB

5. Computation Constraints

For any PCEP object that does not have an explicit removal flag, the absence of that object indicates removal of the constraint specified by that object. For example, suppose the first state-report contains an LSPA object with some affinity constraints. Then if a subsequent state-report does not contain an LSPA object, then this means that the previously specified affinity constraints do not apply anymore. Same applies to all PCEP objects, like METRIC, BANDWIDTH, etc., which do not have an explicit flag for removal. This simply ensures that it is possible to remove a constraint without using an explicit removal flag.

6. Use of SR-RR0 and SRv6-RR0 objects

[RFC8231] defines a PCRpt message which contains <intended-path> known as the ERO object and <actual-path> known as the RR0 object. [RFC8664] defines SR-ERO and SR-RR0 sub-objects for SR-TE LSPs. [I-D.ietf-pce-segment-routing-ipv6] further defines SRv6-ERO and SRv6-RR0 sub-objects for SRv6-TE paths.

In practice RR0 data is the result of signalling via a protocol such as RSVP-TE, which allows collection of per-hop information along the path. The ERO and RR0 values may be different as the path encoded in the ERO may differ than the RR0 such as during protection conditions or if the ERO contains loose hops which are expanded upon. As Segment Routing LSP does not perform any signalling, the values of an SR-ERO/SRv6-ERO and SR-RR0/SRv6-RR0 (respectively) are in practice the same, therefore some implementations have omitted the RR0 when reporting a SR-TE LSP while others continue to send both ERO and RR0 values.

The following applies to SR-TE only. If both ERO and RR0 are present for the same LSP, it SHOULD be interpreted as the RR0 being the actual path the LSP is taking but MAY interpret only the ERO as the actual path. In the absence of RR0 a PCE MUST interpret the ERO as the actual path for the LSP. Until SR-TE introduces some form of

signaling similar to RSVP-TE, the use of RRO is discouraged for SR-TE LSPs.

7. Security Considerations

None at this time.

8. IANA Considerations

None at this time.

9. Acknowledgement

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