DC Routing protocol requirements

<u>Jeff Tantsura</u> Dmitry Afanasiev Keyur Patel Petr Lapukhov Tony Przygienda Russ White Yingzhen Qu Jim Uttaro

Why DC napkin protocol design team?

Because we are long time friends 😳



Seriously

• We know how to design routing protocols and networks



Seriously

• We know how to build routing protocols and DC's





Seriously

• We now how to operate routing protocols and orchestrate networks





Seriously

• And all of this at scale!



Why DC routing protocol req's draft?



Why DC routing protocol req's draft?

Avoid protocol beauty contest - Have a single set of requirements to be compared against



Why DC routing protocol req's draft?

We are just starting – we need your help!



Fabric definition

- The Fabric provides basic connectivity, with possibility to carry one or more overlays
- The Fabric provides no domain separation, if needed, to be handled by an overlay
- The Fabric MUST support non equidistant end-points
- The Fabric MUST support Spine and Leaf + isomorphic topologies (Butterfly and similar)
- The Fabric MAY provide interconnect facility for other fabrics
- The Fabric MAY support non Spine and Leaf topologies

Fabric's KPI's: single-dimensional and expected to be changed...

- The Fabric SHOULD support 250k routes @ 5k fabric nodes with convergence time below 250ms
- The Fabric SHOULD support 500k routes @ 7.5k fabric nodes with convergence time below 500ms
- The Fabric SHOULD support 1M routes @ 10k fabric nodes with convergence time below 1s
- Combination of # of routes vs # of paths vs desired convergence time will be discussed in a later version

- The Fabric routing protocol MUST support load balancing using ECMP, wECMP and UCMP
- The Fabric routing protocol MUST support and provide facility for topology-specific algorithms that enable correct operations in that specific topology.
- The Fabric routing protocol MAY support any custom or adaptive load balancing algorithms

- Fabric routing protocol SHOULD support route scale and convergence times of a Fabric mentioned above
- The Fabric routing protocol SHOULD support ECMP as wide as 256 paths
- The Fabric routing protocol MUST support various address families that covers IP as well as MPLS forwarding
- The Fabric routing protocol MUST support extensions to carry 3rd party data and Opaque data
- Encoding and transport will covered in a later version

- The Fabric routing protocol MUST support inband as well as out of band management
- The Fabric routing protocol MUST support Zero Touch Provisioning (ZTP)
- The Fabric routing protocol MUST support Neighbor Discovery to facilitate ZTP.
- The Fabric routing protocol MUST be able to leverage BFD for neighbor state(RFC5880)
- The Fabric routing protocol SHOULD be capable of bootstrapping a BFD session(RFC5882)

Fabric routing protocol operational requirements

- The Fabric routing protocol MUST be able to support real time state notifications of routes and its neighbors state to facilitate control plane telemetry
- The Fabric routing protocol MUST be able to support on-demand snapshots of protocol state and real time state notifications of routes and its neighbors state to remote node(s) to facilitate control plane telemetry
- The Fabric routing protocol MUST be able to handle commission/decommission of a node as well as any node restart with a minimal data plane impact.

Fabric routing protocol requirements Following items have been identified to be studied at a later time:

- gRPC/THRIFT/similar encodings
- Ability to function as an overlay
- Flowlets signaling
- Multicast
- Auto aggregation/conditional de-aggregation
- State representation NB
- Integration with PCE/SDNc

QUESTIONS?

Next steps?