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Usage and Applicability of Link State Vector Routing in Data Centers
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Abstract

This document discusses the usage and applicability of Link State Vector Routing (LSVR) extensions in the CLOS architecture of Data Center Networks. The document is intended to provide a simplified guide for the deployment of LSVR extensions.

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Table of Contents

1. Introduction	2
2. Requirements Language	2
3. Recommended Reading	2
4. Common Deployment Scenario	3
5. Justification for BGP modifications	3
6. LSVR Applicability to CLOS Networks	4
6.1. Usage of LSVR SAFI	5
7. IANA Considerations	5
8. Security Considerations	5
9. Acknowledgements	5
10. References	6
10.1. Normative References	6
10.2. Informative References	6
Authors' Addresses	7

1. Introduction

This document complements [I-D.keyupate-lsvr-bgp-spf] by discussing the applicability of the technology in a simple and fairly common deployment scenario, which is described in Section 4.

After describing the deployment scenario, Section 5 will describe the reasons for BGP modifications for such deployments.

Once the control plane routing protocol requirements are described, Section 6 will cover the LSVR protocol enhancements to BGP to meet these requirements and their applicability to Data Center CLOS networks.

2. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119] only when they appear in all upper case. They may also appear in lower or mixed case as English words, without any normative meaning.

3. Recommended Reading

This document assumes knowledge of existing data center networks and data center network topologies [CLOS]. This document also assumes knowledge of data center routing protocols like BGP [RFC4271], BGP-

SPF [I-D.keyupate-lsvr-bgp-spf], OSPF [RFC2328], as well as, data center OAM protocols like LLDP [RFC4957] and BFD [RFC5580].

4. Common Deployment Scenario

Within a Data Center, a common network design to interconnect servers is done using the CLOS topology [CLOS]. The CLOS topology is fully non-blocking and the topology is realized using Equal Cost Multipath (ECMP). In a CLOS topology, the minimum number of parallel paths between two servers is determined by the width of a tier-1 stage as shown in the figure 1.

The following example illustrates multistage CLOS topology.

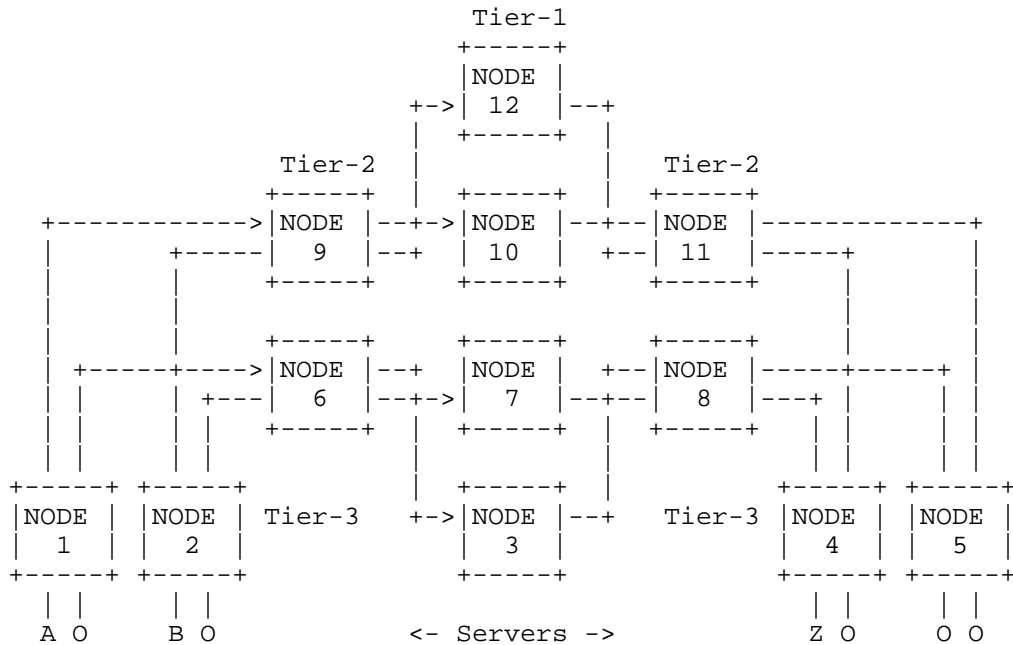


Figure 1: Illustration of the basic CLOS

5. Justification for BGP modifications

Many data centers use BGP as a routing protocol to create an overlay as well as an underlay network for their CLOS Topologies to simplify layer-3 routing and operations [RFC7938]. However, BGP is a path-vector routing protocol. Since it does not have a way for creating a topology, it uses hop-by-hop EBGp peering to facilitate hop-by-hop

routing for creating underlay network and for resolving any overlay next hops. The hop-by-hop BGP peering paradigm imposes several restrictions within a CLOS. It severely prohibits a deployment of Route Reflectors/Route Controllers as the EBGp peerings are inline with the data path. The BGP best path algorithm is prefix based and it prevents announcements of prefixes to other BGP speakers until the best path decision process is performed for the prefix at each hop. These restrictions significantly delay the overall convergence of the underlay network within a CLOS.

The LSVR SPF modifications allow BGP to overcome these limitations. Furthermore, using the BGP-LS NLRI format [RFC7752] allows the LSVR data to be advertised for nodes, links, and prefixes in the BGP routing domain and used for SPF computations.

6. LSVR Applicability to CLOS Networks

With the BGP SPF extensions [I-D.keyupate-lsvr-bgp-spf], the BGP best path computation and route computation are replaced with OSPF-like algorithms [RFC2328] both to determine whether an BGP-LS NLRI has changed and needs to be re-advertised and to compute the routing table. These modifications will significantly improve convergence of the underlay while affording the operational benefits of a single routing protocol [RFC7938].

Since every router in the BGP SPF domain will have a complete view of the topology, BGP sessions are not required on every link in the data center fabric as with the hop-by-hop peering model described in [RFC7938]. Rather, protocols such as BFD [RFC5580] can be used to determine the availability links and switches as opposed to requiring a single-hop BGP session on every link in the data centric fabric. Consequently, the BGP session topology can be much sparser than the data center fabric topology itself and can utilize a BGP route reflector hierarchy with the desired level of redundancy.

Data center controllers typically require visibility to the BGP topology to compute traffic-engineered paths. These controllers learn the topology and other relevant information via the BGP-LS address family [RFC7752] which is totally independent of the underlay address families (usually IPv4/IPv6 unicast). Furthermore, in traditional BGP underlays, all the BGP routers will need to advertise their BGP-LS information independently. With the BGP SPF extensions, controllers can learn the topology using the same BGP advertisements used to compute the underlay routes. Furthermore, these data center controllers can avail the convergence advantages of the BGP SPF extensions. The placement of controllers can be outside of the forwarding path or within the forwarding path.

Alternatively, as each and every router in the BGP SPF domain will have a complete view of the topology, the operator can also choose to configure BGP sessions in hop-by-hop peering model described in [RFC7938] along with BFD [RFC5580]. In doing so, while the hop-by-hop peering model lacks inherent benefits of the controller-based model, BGP updates need not be serialized by BGP best path algorithm in either of these models. This helps overall network convergence.

6.1. Usage of LSVR SAFI

The BGP SPF extensions [I-D.keyupate-lsvr-bgp-spf] define a new BGP-LS SAFI for announcement of BGP SPF link-state. The NLRI format and its associated attributes follow the format of BGP-LS for node, link, and prefix announcements. Whether the peering model within a CLOS follows hop-by-hop peering described in [RFC7938] or any controller-based or route-reflector peering, an operator can exchange BGP SPF SAFI routes over the BGP peering by simply configuring BGP SPF SAFI between the necessary BGP speakers.

The BGP-LS SPF SAFI can also co-exist with BGP IP Unicast SAFI which could exchange overlapping IP routes. The routes received by these SAFIs are evaluated, stored, and announced separately according to the rules of [RFC4760]. The tie-breaking of route installation is a matter of the local policies and preferences of the network operator.

Finally, as the BGP SPF peering is done following the procedures described in [RFC4271], all the existing transport security mechanisms including [RFC5925] are available for the BGP-LS SPF SAFI.

7. IANA Considerations

No IANA updates are requested by this document.

8. Security Considerations

This document introduces no new security considerations above and beyond those already specified in the [RFC4271] and [I-D.keyupate-lsvr-bgp-spf].

9. Acknowledgements

The authors would like to thank Alvaro Retana and Yan Filyurin for the review and comments.

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Shortest Path Routing Extensions for BGP Protocol
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Abstract

Many Massively Scaled Data Centers (MSDCs) have converged on simplified layer 3 routing. Furthermore, requirements for operational simplicity have lead many of these MSDCs to converge on BGP as their single routing protocol for both their fabric routing and their Data Center Interconnect (DCI) routing. This document describes a solution which leverages BGP Link-State distribution and the Shortest Path First algorithm similar to Internal Gateway Protocols (IGPs) such as OSPF.

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Table of Contents

1.	Introduction	3
1.1.	BGP Shortest Path First (SPF) Motivation	4
1.2.	Requirements Language	5
2.	BGP Peering Models	5
2.1.	BGP Single-Hop Peering on Network Node Connections	5
2.2.	BGP Peering Between Directly Connected Network Nodes	5
2.3.	BGP Peering in Route-Reflector or Controller Topology	6
3.	BGP-LS Shortest Path Routing (SPF) SAFI	6
4.	Extensions to BGP-LS	6
4.1.	Node NLRI Usage and Modifications	6
4.2.	Link NLRI Usage	7
4.3.	Prefix NLRI Usage	7
4.4.	BGP-LS Attribute Sequence-Number TLV	8
5.	Decision Process with SPF Algorithm	9
5.1.	Phase-1 BGP NLRI Selection	9
5.2.	Dual Stack Support	10
5.3.	NEXT_HOP Manipulation	10
5.4.	IPv4/IPv6 Unicast Address Family Interaction	10
5.5.	NLRI Advertisement and Convergence	11
5.6.	Error Handling	11
6.	IANA Considerations	11
7.	Security Considerations	12
7.1.	Acknowledgements	12
7.2.	Contributorss	12

8. References	13
8.1. Normative References	13
8.2. Information References	13
Authors' Addresses	14

1. Introduction

Many Massively Scaled Data Centers (MSDCs) have converged on simplified layer 3 routing. Furthermore, requirements for operational simplicity have lead many of these MSDCs to converge on BGP [RFC4271] as their single routing protocol for both their fabric routing and their Data Center Interconnect (DCI) routing. Requirements and procedures for using BGP are described in [RFC7938]. This document describes an alternative solution which leverages BGP-LS [RFC7752] and the Shortest Path First algorithm similar to Internal Gateway Protocols (IGPs) such as OSPF [RFC2328].

[RFC4271] defines the Decision Process that is used to select routes for subsequent advertisement by applying the policies in the local Policy Information Base (PIB) to the routes stored in its Adj-RIBs-In. The output of the Decision Process is the set of routes that are announced by a BGP speaker to its peers. These selected routes are stored by a BGP speaker in the speaker's Adj-RIBs-Out according to policy.

[RFC7752] describes a mechanism by which link-state and TE information can be collected from networks and shared with external components using BGP. This is achieved by defining NLRI carried within BGP-LS AFI and BGP-LS SAFIs. The BGP-LS extensions defined in [RFC7752] makes use of the Decision Process defined in [RFC4271].

This document augments [RFC7752] by replacing its use of the existing Decision Process. The BGP-LS-SPF and BGP-LS-SPF-VPN AFI/SAFI are introduced to insure backward compatibility. The Phase 1 and 2 decision functions of the Decision Process are replaced with the Shortest Path Algorithm (SPF) also known as the Dijkstra Algorithm. The Phase 3 decision function is also simplified since it is no longer dependent on the previous phases. This solution avails the benefits of both BGP and SPF-based IGPs. These include TCP based flow-control, no periodic link-state refresh, and completely incremental NLRI advertisement. These advantages can reduce the overhead in MSDCs where there is a high degree of Equal Cost Multi-Path (ECMPs) and the topology is very stable. Additionally, using a SPF-based computation can support fast convergence and the computation of Loop-Free Alternatives (LFAs) [RFC5286] in the event of link failures. Furthermore, a BGP based solution lends itself to multiple peering models including those incorporating route-reflectors [RFC4456] or controllers.

Support for Multiple Topology Routing (MTR) as described in [RFC4915] is an area for further study dependent on deployment requirements.

1.1. BGP Shortest Path First (SPF) Motivation

Given that [RFC7938] already describes how BGP could be used as the sole routing protocol in an MSDC, one might question the motivation for defining an alternate BGP deployment model when a mature solution exists. For both alternatives, BGP offers the operational benefits of a single routing protocol. However, BGP SPF offers some unique advantages above and beyond standard BGP distance-vector routing.

A primary advantage is that all BGP speakers in the BGP SPF routing domain will have a complete view of the topology. This will allow support of ECMP, IP fast-reroute (e.g., Loop-Free Alternatives), Shared Risk Link Groups (SRLGs), and other routing enhancements without advertisement of additional BGP paths or other extensions. In short, the advantages of an IGP such as OSPF [RFC2328] are available in BGP.

With the simplified BGP decision process as defined in Section 5.1, NLRI changes can be disseminated throughout the BGP routing domain much more rapidly (equivalent to IGPs with the proper implementation).

Another primary advantage is a potential reduction in NLRI advertisement. With standard BGP distance-vector routing, a single link failure may impact 100s or 1000s prefixes and result in the withdrawal or re-advertisement of the attendant NLRI. With BGP SPF, only the BGP speakers corresponding to the link NLRI need withdraw the corresponding BGP-LS Link NLRI. This advantage will contribute to both faster convergence and better scaling.

With controller and route-reflector peering models, BGP SPF advertisement and distributed computation require a minimal number of sessions and copies of the NLRI since only the latest version of the NLRI from the originator is required. Given that verification of the adjacencies is done outside of BGP (see Section 2), each BGP speaker will only need as many sessions and copies of the NLRI as required for redundancy (e.g., one for SPF computation and another for backup). Functions such as Optimized Route Reflection (ORR) are supported without extension by virtue of the primary advantages. Additionally, a controller could inject topology that is learned outside the BGP routing domain.

Given that controllers are already consuming BGP-LS NLRI [RFC7752], reusing for the BGP-LS SPF leverages the existing controller implementations.

Another potential advantage of BGP SPF is that both IPv6 and IPv4 can be supported in the same address family using the same topology. Although not described in this version of the document, multi-topology extensions can be used to support separate IPv4, IPv6, unicast, and multicast topologies while sharing the same NLRI.

Finally, the BGP SPF topology can be used as an underlay for other BGP address families (using the existing model) and realize all the above advantages. A simplified peering model using IPv6 link-local addresses as next-hops can be deployed similar to [RFC5549].

1.2. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

2. BGP Peering Models

Depending on the requirements, scaling, and capabilities of the BGP speakers, various peering models are supported. The only requirement is that all BGP speakers in the BGP SPF routing domain receive link-state NLRI on a timely basis, run an SPF calculation, and update their data plane appropriately. The content of the Link NLRI is described in Section 4.2.

2.1. BGP Single-Hop Peering on Network Node Connections

The simplest peering model is the one described in section 5.2.1 of [RFC7938]. In this model, EBGp single-hop sessions are established over direct point-to-point links interconnecting the network nodes. For the purposes of BGP SPF, Link NLRI is only advertised if a single-hop BGP session has been established and the Link-State/SPF address family capability has been exchanged [RFC4790] on the corresponding session. If the session goes down, the NLRI will be withdrawn.

2.2. BGP Peering Between Directly Connected Network Nodes

In this model, BGP speakers peer with all directly connected network nodes but the sessions may be multi-hop and the direct connection discovery and liveness detection for those connections are independent of the BGP protocol. How this is accomplished is outside the scope of this document. Consequently, there will be a single session even if there are multiple direct connections between BGP speakers. For the purposes of BGP SPF, Link NLRI is advertised as long as a BGP session has been established, the Link-State/SPF

address family capability has been exchanged [RFC4790] and the corresponding link is up and considered operational.

2.3. BGP Peering in Route-Reflector or Controller Topology

In this model, BGP speakers peer solely with one or more Route Reflectors [RFC4456] or controllers. As in the previous model, direct connection discovery and liveness detection for those connections are done outside the BGP protocol. For the purposes of BGP SPF, Link NLRI is advertised as long as the corresponding link is up and considered operational.

3. BGP-LS Shortest Path Routing (SPF) SAFI

In order to replace the Phase 1 and 2 decision functions of the existing Decision Process with an SPF-based Decision Process and streamline the Phase 3 decision functions in a backward compatible manner, this draft introduces a couple AFI/SAFIs for BGP LS SPF operation. The BGP-LS-SPF (AF 16388 / SAFI TBD1) and BGP-LS-SPF-VPN (AFI 16388 / SAFI TBD2) [RFC4790] are allocated by IANA as specified in the Section 6.

4. Extensions to BGP-LS

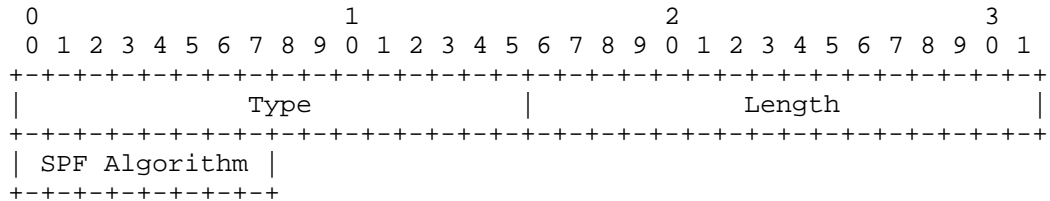
[RFC7752] describes a mechanism by which link-state and TE information can be collected from networks and shared with external components using BGP protocol. It contains two parts: definition of a new BGP NLRI that describes links, nodes, and prefixes comprising IGP link-state information and definition of a new BGP path attribute (BGP-LS attribute) that carries link, node, and prefix properties and attributes, such as the link and prefix metric or auxiliary Router-IDs of nodes, etc.

The BGP protocol will be used in the Protocol-ID field specified in table 1 of [I-D.ietf-idr-bgpls-segment-routing-epe]. The local and remote node descriptors for all NLRI will be the BGP Router-ID (TLV 516) and either the AS Number (TLV 512) [RFC7752] or the BGP Confederation Member (TLV 517) [I-D.ietf-idr-bgpls-segment-routing-epe]. However, if the BGP Router-ID is known to be unique within the BGP Routing domain, it can be used as the sole descriptor.

4.1. Node NLRI Usage and Modifications

The SPF capability is a new Node Attribute TLV that will be added to those defined in table 7 of [RFC7752]. The new attribute TLV will only be applicable when BGP is specified in the Node NLRI Protocol ID

field. The TBD TLV type will be defined by IANA. The new Node Attribute TLV will contain a single octet SPF algorithm field:



The SPF Algorithm may take the following values:

- 1 - Normal SPF
- 2 - Strict SPF

When computing the SPF for a given BGP routing domain, only BGP nodes advertising the SPF capability attribute will be included the Shortest Path Tree (SPT).

4.2. Link NLRI Usage

The criteria for advertisement of Link NLRI are discussed in Section 2.

Link NLRI is advertised with local and remote node descriptors as described above and unique link identifiers dependent on the addressing. For IPv4 links, the links local IPv4 (TLV 259) and remote IPv4 (TLV 260) addresses will be used. For IPv6 links, the local IPv6 (TLV 261) and remote IPv6 (TLV 262) addresses will be used. For unnumbered links, the link local/remote identifiers (TLV 258) will be used. For links supporting having both IPv4 and IPv6 addresses, both sets of descriptors may be included in the same Link NLRI. The link identifiers are described in table 5 of [RFC7752].

The link IGP metric attribute TLV (TLV 1095) as well as any others required for non-SPF purposes SHOULD be advertised. Algorithms such as setting the metric inversely to the link speed as done in the OSPF MIB [RFC4750] may be supported. However, this is beyond the scope of this document.

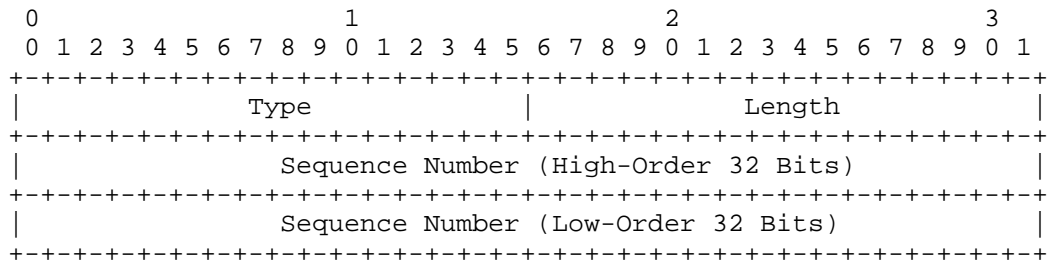
4.3. Prefix NLRI Usage

Prefix NLRI is advertised with a local descriptor as described above and the prefix and length used as the descriptors (TLV 265) as described in [RFC7752]. The prefix metric attribute TLV (TLV 1155) as well as any others required for non-SPF purposes SHOULD be

advertised. For loopback prefixes, the metric should be 0. For non-loopback, the setting of the metric is beyond the scope of this document.

4.4. BGP-LS Attribute Sequence-Number TLV

A new BGP-LS Attribute TLV to BGP-LS NLRI types is defined to assure the most recent version of a given NLRI is used in the SPF computation. The TBD TLV type will be defined by IANA. The new BGP-LS Attribute TLV will contain an 8 octet sequence number. The usage of the Sequence Number TLV is described in Section 5.1.



Sequence Number

The 64-bit strictly increasing sequence number is incremented for every version of BGP-LS NLRI originated. BGP speakers implementing this specification MUST use available mechanisms to preserve the sequence number's strictly increasing property for the deployed life of the BGP speaker (including cold restarts). One mechanism for accomplishing this would be to use the high-order 32 bits of the sequence number as a wrap/boot count that is incremented anytime the BGP Router router loses its sequence number state or the low-order 32 bits wrap.

When incrementing the sequence number for each self-originated NLRI, the sequence number should be treated as an unsigned 64-bit value. If the lower-order 32-bit value wraps, the higher-order 32-bit value should be incremented and saved in non-volatile storage. If by some chance the BGP Speaker is deployed long enough that there is a possibility that the 64-bit sequence number may wrap or a BGP Speaker completely loses its sequence number state (e.g, the BGP speaker hardware is replaced), the phase 1 decision function (see Section 5.1) rules should insure convergence, albeit, not immediately.

5. Decision Process with SPF Algorithm

The Decision Process described in [RFC4271] takes place in three distinct phases. The Phase 1 decision function of the Decision Process is responsible for calculating the degree of preference for each route received from a Speaker's peer. The Phase 2 decision function is invoked on completion of the Phase 1 decision function and is responsible for choosing the best route out of all those available for each distinct destination, and for installing each chosen route into the Loc-RIB. The combination of the Phase 1 and 2 decision functions is also known as a Path vector algorithm.

When BGP-LS-SPF NLRI is received, all that is required is to determine whether it is the best-path by examining the Node-ID and sequence number as described in Section 5.1. If the best-path NLRI had changed, it will be advertised to other BGP-LS-SPF peers. If the attributes have changed (other than the sequence number), a BGP SPF calculation will be scheduled. However, a changed best-path can be advertised to other peer immediately and propagation of changes can approach IGP convergence times.

The SPF based Decision process starts with selecting only those Node NLRI whose SPF capability TLV matches with the local BGP speaker's SPF capability TLV value. Since Link-State NLRI always contains the local descriptor [RFC7752], it will only be originated by a single BGP speaker in the BGP routing domain. These selected Node NLRI and their Link/Prefix NLRI are used to build a directed graph during the SPF computation. The best paths for BGP prefixes are installed as a result of the SPF process.

The Phase 3 decision function of the Decision Process [RFC4271] is also simplified since under normal SPF operation, a BGP speaker would advertise the NLRI selected for the SPF to all BGP peers with the BGP-LS/BGP-SPF AFI/SAFI. Application of policy would not be prevented but would normally not be necessary.

5.1. Phase-1 BGP NLRI Selection

The rules for NLRI selection are greatly simplified from [RFC4271].

1. If the NLRI is received from the BGP speaker originating the NLRI (as determined by the comparing BGP Router ID in the NLRI Node identifiers with the BGP speaker Router ID), then it is preferred over the same NLRI from non-originators.
2. If the Sequence-Number TLV is present in the BGP-LS Attribute, then the NLRI with the most recent, i.e., highest sequence number is selected. BGP-LS NLRI with a Sequence-Number TLV will be

considered more recent than NLRI without a BGP-LS or a BGP-LS Attribute that doesn't include the Sequence-Number TLV.

3. The final tie-breaker is the NLRI from the BGP Speaker with the numerically largest BGP Router ID.

The modified Decision Process with SPF algorithm uses the metric from Link and Prefix NLRI Attribute TLVs [RFC7752]. As a result, any attributes that would influence the Decision process defined in [RFC4271] like ORIGIN, MULTI_EXIT_DISC, and LOCAL_PREF attributes are ignored by the SPF algorithm. Furthermore, the NEXT_HOP attribute value is preserved and validated but otherwise ignored during the SPF or best-path.

5.2. Dual Stack Support

The SPF based decision process operates on Node, Link, and Prefix NLRIs that support both IPv4 and IPv6 addresses. Whether to run a single SPF instance or multiple SPF instances for separate AFs is a matter of a local implementation. Normally, IPv4 next-hops are calculated for IPv4 prefixes and IPv6 next-hops are calculated for IPv6 prefixes. However, an interesting use-case is deployment of [RFC5549] where IPv6 link-local next-hops are calculated for both IPv4 and IPv6 prefixes. As stated in Section 1, support for Multiple Topology Routing (MTR) is an area for future study.

5.3. NEXT_HOP Manipulation

A BGP speaker that supports SPF extensions MAY interact with peers that don't support SPF extensions. If the BGP Link-State address family is advertised to a peer not supporting the SPF extensions described herein, then the BGP speaker MUST conform to the NEXT_HOP rules mentioned in [RFC4271] when announcing the Link-State address family routes to those peers.

All BGP peers that support SPF extensions would locally compute the NEXT_HOP values as result of the SPF process. As a result, the NEXT_HOP attribute is always ignored on receipt. However BGP speakers should set the NEXT_HOP address according to the NEXT_HOP attribute rules mentioned in [RFC4271].

5.4. IPv4/IPv6 Unicast Address Family Interaction

While the BGP-LS SPF address family and the IPv4/IPv6 unicast address families install routes into the same device routing tables, they will operate independently much the same as OSPF and IS-IS would operate today (i.e., "Ships-in-the-Night" mode). There will be no implicit route redistribution between the BGP address families.

However, implementation specific redistribution mechanisms SHOULD be made available with the restriction that redistribution of BGP-LS SPF routes into the IPv4 address family applies only to IPv4 routes and redistribution of BGP-LS SPF route into the IPv6 address family applies only to IPv6 routes.

Given the fact that SPF algorithms are based on the assumption that all routers in the routing domain calculate the precisely the same SPF tree and install the same set of routers, it is RECOMMENDED that BGP-LS SPF IPv4/IPv6 routes be given priority by default when installed into their respective RIBs. In common implementations the prioritization is governed by route preference or administrative distance with lower being more preferred.

5.5. NLRI Advertisement and Convergence

A local failure will prevent a link from being used in the SPF calculation due to the IGP bi-directional connectivity requirement. Consequently, local link failures should always be given priority over updates (e.g., withdrawing all routes learned on a session) in order to ensure the highest priority propagation and optimal convergence.

Delaying the withdrawal of non-local routes is an area for further study as more IGP-like mechanisms would be required to prevent usage of stale NLRI.

5.6. Error Handling

When a BGP speaker receives a BGP Update containing a malformed SPF Capability TLV in the Node NLRI BGP-LS Attribute [RFC7752], it MUST ignore the received TLV and the Node NLRI and not pass it to other BGP peers as specified in [RFC7606]. When discarding a Node NLRI with malformed TLV, a BGP speaker SHOULD log an error for further analysis.

6. IANA Considerations

This document defines a couple AFI/SAFIs for BGP LS SPF operation and requests IANA to assign the BGP-LS-SPF AFI 16388 / SAFI TBD1 and the BGP-LS-SPF-VPN AFI 16388 / SAFI TBD2 as described in [RFC4750].

This document also defines two attribute TLV for BGP LS NLRI. We request IANA to assign TLVs for the SPF capability and the Sequence Number from the "BGP-LS Node Descriptor, Link Descriptor, Prefix Descriptor, and Attribute TLVs" Registry. Additionally, IANA is requested to create a new registry for "BGP-LS SPF Capability Algorithms" for the value of the algorithm both in the BGP-LS Node

Attribute TLV and the BGP SPF Capability. The initial assignments are:

Value(s)	Assignment Policy
0	Reserved (not to be assigned)
1	SPF
2	Strict SPF
3-254	Unassigned (IETF Review)
255	Reserved (not to be assigned)

BGP-LS SPF Capability Algorithms

7. Security Considerations

This extension to BGP does not change the underlying security issues inherent in the existing [RFC4724] and [RFC4271].

7.1. Acknowledgements

The authors would like to thank for the review and comments.

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Link State Over Ethernet
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Abstract

Used in a Massive Data Center (MDC), BGP-LS and BGP-SPF need link neighbor discovery, liveness, and addressability data. Link State Over Ethernet protocols provide link discovery, exchange AFI/SAFIs, and discover addresses over raw Ethernet. These data are pushed directly to BGP-LS/SPF, obviating the need for centralized controller architectures. This protocol is more widely applicable, and has been designed to support a wide range of routing and similar protocols which need link discovery and characterisation.

Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" are to be interpreted as described in RFC 2119 [RFC2119] only when they appear in all upper case. They may also appear in lower or mixed case as English words, without normative meaning.

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Table of Contents

1. Introduction	3
2. Terminology	3
3. Background	4
4. Top Level Overview	4
5. Ethernet to Ethernet Protocols	5
5.1. Inter-Link Ether Protocol Overview	5
5.2. PDUs and Frames	7
5.2.1. Frame TLV	7
5.2.2. Link KeepAlive / Hello	10
5.2.3. Capability Exchange	10
5.2.4. Timer Negotiation	11
5.3. The AFI/SAFI Exchanges	11
5.3.1. AFI/SAFI Capability Exchange	11
5.3.2. The AFI/SAFI PDU Skeleton	12
5.3.3. AFI/SAFI ACK	13
5.3.4. Add/Drop/Prim	13
5.3.5. IPv4 Announce / Withdraw	13
5.3.6. IPv6 Announce / Withdraw	14
5.3.7. MPLS IPv4 Announce / Withdraw	14
5.3.8. MPLS IPv6 Announce / Withdraw	15
6. Layer 2.5 and 3 Liveness	16
7. The North/South Protocol	16
7.1. Topology Request for Full State	16
7.2. PDU from Link Layer to Shim	17
7.3. Link/ASN sub-PDU	17
8. Security Considerations	18
9. IANA Considerations	18
10. Acknowledgments	18
11. Normative References	19
Authors' Addresses	19

1. Introduction

The Massive Data Center (MDC) environment presents unusual problems of scale, e.g. $O(10,000)$ switches, while its homogeneity presents opportunities for simple approaches. Approaches such as Jupiter Rising use a central controller to deal with scaling, while BGP-SPF [I-D.keyupate-idr-bgp-spf] provides massive scale out without centralization using a tried and tested scalable distributed control plane, offering a scalable routing solution in Clos and similar environments. But it needs link state and addressing data from the network to build the routing topology. LLDP has scaling issues, e.g. in extending a PDU beyond 1,500 bytes.

Link State Over Ethernet (LSOE) provides brutally simple mechanisms for devices to

- o Discover each other's MACs,
- o Run MAC keep-alives for liveness assurance,
- o Discover each other's ASNs,
- o Negotiate mutually supported AFI/SAFIs,
- o Discover and maintain link IP/MPLS addresses,
- o Enable layer three link liveness such as BFD, and finally
- o Push these data up to BGP-SPF which computes the topology and builds routing and forwarding tables.

This protocol is more widely applicable than BGP-SPF, and has been designed to support a wide range of routing and similar protocols which need link discovery and characterisation.

2. Terminology

Even though it concentrates on the Ethernet layer, this document relies heavily on routing terminology. The following are some possibly confusing terms:

- AFI/SAFI: Address Family Indicator and Subsequent Address Family Indicator. I.e. classes of addresses such as IPv4, IPv6, ...
- ASN: Autonomous System Number, a BGP identifier for an originator of routing, particularly BGP, announcements.
- BGP-SPF A hybrid protocol using BGP transport but Dijkstra SPF decision process. See [I-D.keyupate-idr-bgp-spf].

Clos: A hierarchic switch topology commonly used in data centers.

Frame The payload of an Ethernet packet.

MAC: Medium Access Control, essentially an Ethernet address, six octets.

MDC: Massive Data Center, O(1,000) TORs or more.

PDU: Protocol Data Unit, essentially an application layer message.

SPF: Shortest Path First, an algorithm for finding the shortest paths between nodes in a graph.

TOR: Top Of Rack switch, aggregates the servers in a rack and connects to the Clos spine.

ZTP: Zero Touch Provisioning gives devices initial addresses, credentials, etc. on boot/restart.

3. Background

LSOE assumes a Clos-like topology, though the acyclic constraint is not necessary.

While LSOE is designed for the MDC, there are no inherent reasons it could not run on a WAN; though it is not clear that this would be useful. The authentication and authorisation needed to run safely on the WAN are not (yet) included in this protocol.

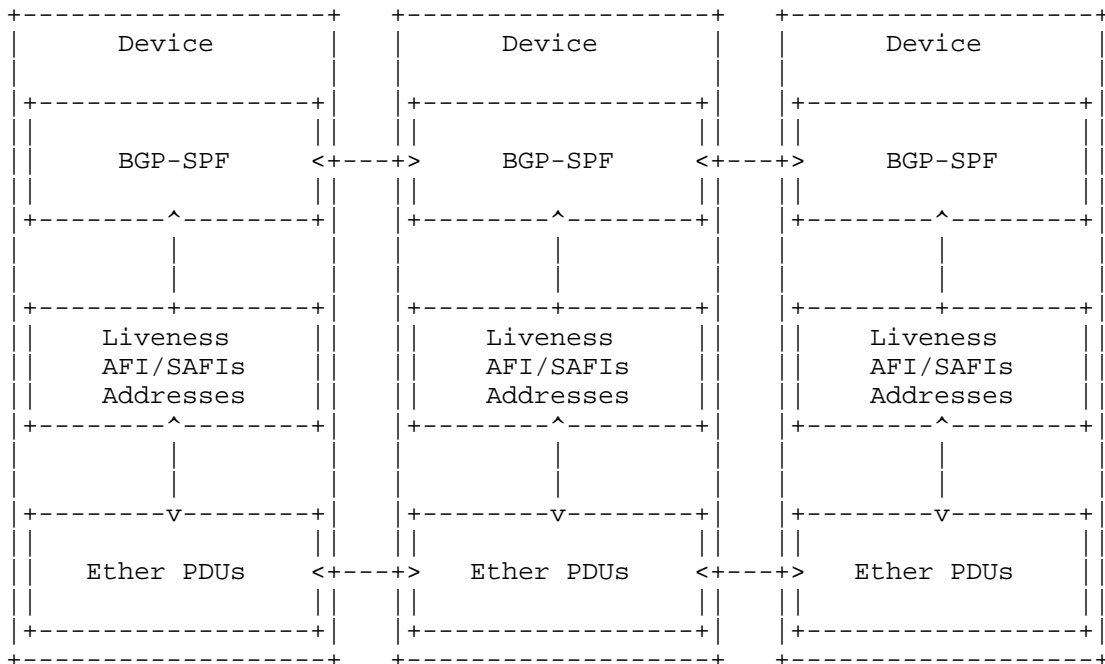
LLDP is not suitable because one can not extend a PDU beyond 1500 bytes without hitting an IPR barrier. It is also complex.

UDP is unsuitable as it would require prior knowledge of IP level addressing, one of the key purposes of this discovery protocol.

LSOE assumes a new IEEE assigned EtherType (TBD).

4. Top Level Overview

- o MAC Link State is exchanged over Ethernet
- o AFI/SAFI data are exchanged and IP-Level Liveness Checks done
- o BGP-SPF uses the data to discover and build the topology database



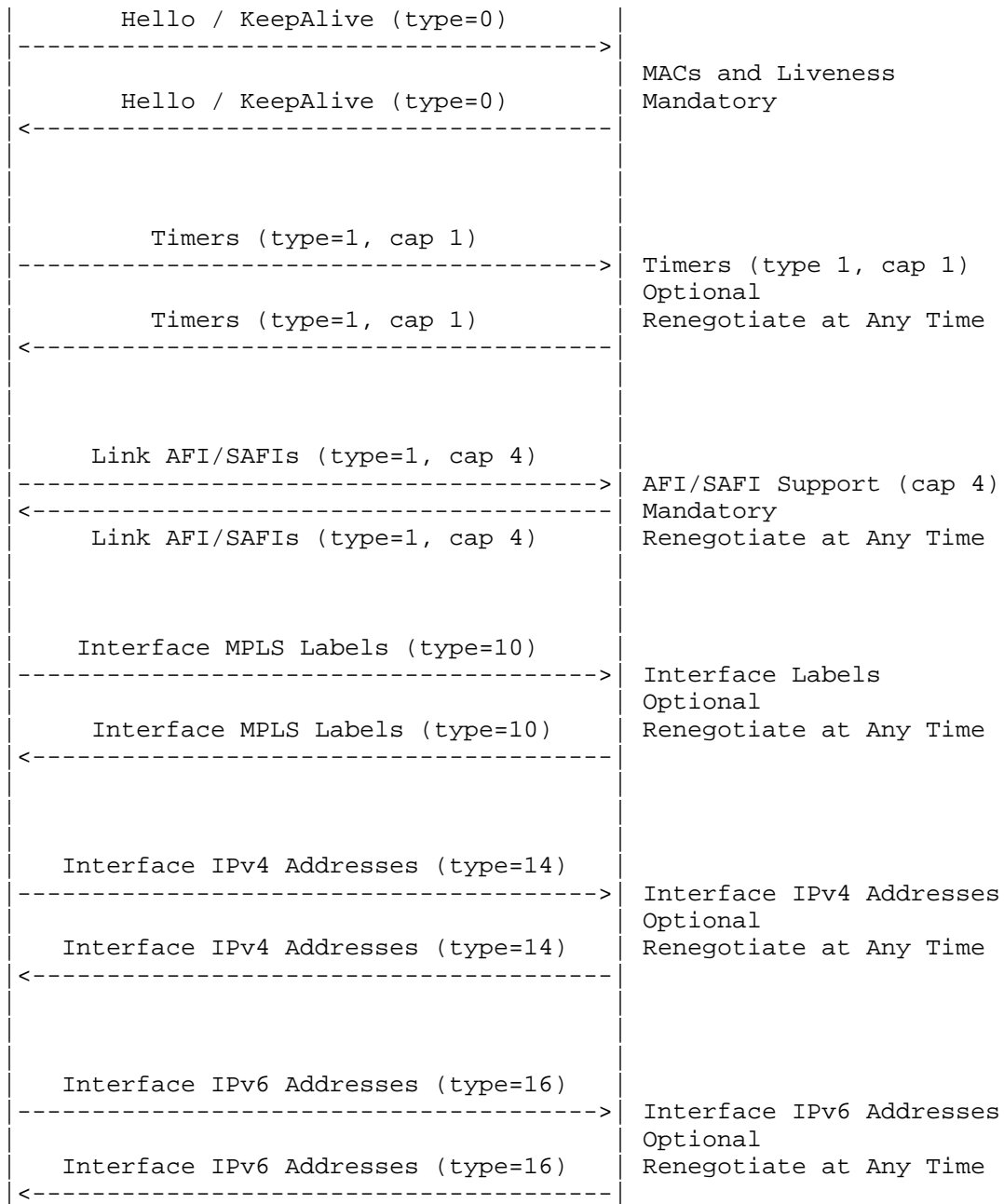
There are two sets of protocols:

- o Ethernet to Ethernet protocols are used to exchange layer 2 data, i.e. MACs, and layer 2.5 and 3 data, i.e. ASNs, AFI/SAFIs, and interface addresses.
- o A Link Layer to BGP protocol pushes these data up the stack to BGP-SPF, converting to the BGP-LS BGP-like data format.
- o And, of course, the BGP layer crosses all the devices, though it is not part of these LSOE protocols.

5. Ethernet to Ethernet Protocols

The basic Ethernet Framed protocols

5.1. Inter-Link Ether Protocol Overview



5.2. PDUs and Frames

This is all about inter-device Link State.

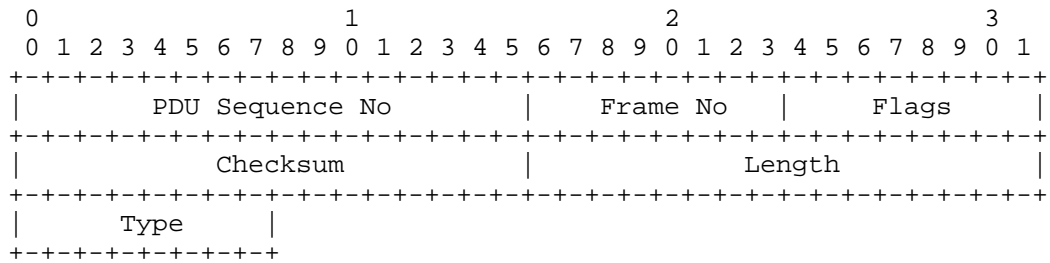
A PDU is one or more Ethernet Frames.

A Frame has a PDU Sequence Number and a Frame Number to allow assembly of out order frames.

Because BGP-SPF and Data Plane payloads are assumed to be IP over the same Ethernet, one worries about congestion.

5.2.1. Frame TLV

The basic Ethernet PDU is a typical TLV (Type Length Value) PDU, except it's really LTV for the sake of alignment :)



The fields of the basic Ethernet PDU are as follows:

PDU Sequence No: Semi-unique identifier of a TLV PDU (e.g. the low order 16 bits of UNIX time)

Frame No: 0..255 Frame Sequence Number Within a multi-frame PDU

Flags: A bit field

- 0 - Sender has been restarted
- 1 - One of a multi-Frame sequence
- 2 - last of a multi-Frame sequence
- 3-7 - Reserved

Checksum: One's complement over Frame, detect bit flips

Length: Total Bytes in PDU including all frames and fields

Type: An integer

- 0 - Hello / KeepAlive

- 1 - Capability
- 2-9 - Reserved
- 10 - AFI/SAFI ACK
- 11 - IPv4 Announce / Withdraw
- 12 - IPv6 Announce / Withdraw
- 13 - MPLS IPv4 Announce / Withdraw
- 14 - MPLS IPv6 Announce / Withdraw
- 15-255 Reserved

5.2.1.1. The Checksum

There is a reason conservative folk use a checksum in UDP. And when the operators stretch to jumbo frames ...

One's complement is a bit silly, though trivial to implement and might be sufficient.

Sum up either 16-bit shorts in a 32-bit int, or 32-bit ints in a 64-bit long, then take the high-order section, shift it right, rotate, add it in, repeat until zero. -- smb off the top of his head

```
/* The F table from Skipjack, and it would work for the S-Box.
```

```
There are other S-Box sources as well. -- Russ Housley */
```

```
const BYTE sbox[256] = {
0xa3,0xd7,0x09,0x83,0xf8,0x48,0xf6,0xf4,0xb3,0x21,0x15,0x78,
0x99,0xb1,0xaf,0xf9,0xe7,0x2d,0x4d,0x8a,0xce,0x4c,0xca,0x2e,
0x52,0x95,0xd9,0x1e,0x4e,0x38,0x44,0x28,0x0a,0xdf,0x02,0xa0,
0x17,0xf1,0x60,0x68,0x12,0xb7,0x7a,0xc3,0xe9,0xfa,0x3d,0x53,
0x96,0x84,0x6b,0xba,0xf2,0x63,0x9a,0x19,0x7c,0xae,0xe5,0xf5,
0xf7,0x16,0x6a,0xa2,0x39,0xb6,0x7b,0x0f,0xc1,0x93,0x81,0x1b,
0xee,0xb4,0x1a,0xea,0xd0,0x91,0x2f,0xb8,0x55,0xb9,0xda,0x85,
0x3f,0x41,0xbf,0xe0,0x5a,0x58,0x80,0x5f,0x66,0x0b,0xd8,0x90,
0x35,0xd5,0xc0,0xa7,0x33,0x06,0x65,0x69,0x45,0x00,0x94,0x56,
0x6d,0x98,0x9b,0x76,0x97,0xfc,0xb2,0xc2,0xb0,0xfe,0xdb,0x20,
0xe1,0xeb,0xd6,0xe4,0xdd,0x47,0x4a,0x1d,0x42,0xed,0x9e,0x6e,
0x49,0x3c,0xcd,0x43,0x27,0xd2,0x07,0xd4,0xde,0xc7,0x67,0x18,
0x89,0xcb,0x30,0x1f,0x8d,0xc6,0x8f,0xaa,0xc8,0x74,0xdc,0xc9,
0x5d,0x5c,0x31,0xa4,0x70,0x88,0x61,0x2c,0x9f,0x0d,0x2b,0x87,
0x50,0x82,0x54,0x64,0x26,0x7d,0x03,0x40,0x34,0x4b,0x1c,0x73,
0xd1,0xc4,0xfd,0x3b,0xcc,0xfb,0x7f,0xab,0xe6,0x3e,0x5b,0xa5,
0xad,0x04,0x23,0x9c,0x14,0x51,0x22,0xf0,0x29,0x79,0x71,0x7e,
0xff,0x8c,0x0e,0xe2,0x0c,0xef,0xbc,0x72,0x75,0x6f,0x37,0xa1,
0xec,0xd3,0x8e,0x62,0x8b,0x86,0x10,0xe8,0x08,0x77,0x11,0xbe,
0x92,0x4f,0x24,0xc5,0x32,0x36,0x9d,0xcf,0xf3,0xa6,0xbb,0xac,
0x5e,0x6c,0xa9,0x13,0x57,0x25,0xb5,0xe3,0xbd,0xa8,0x3a,0x01,
0x05,0x59,0x2a,0x46
};
```

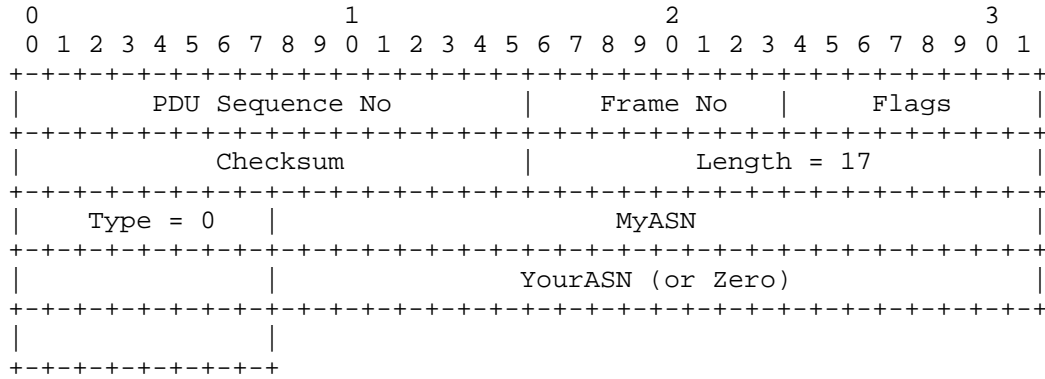
```
/* example C code, constant time even, thanks Rob Austein */
```

```
uint16_t sbox_checksum(const *b, const size_t n)
{
    uint32_t sum[2] = {0, 0};
    for (int i = 0; i < n; i++)
        sum[i & 1] += sbox[b[i]];
    uint32_t result = (sum[0] << 8) + sum[1];
    result = (result >> 16) + (result & 0xFFFF);
    result = (result >> 16) + (result & 0xFFFF);
    return (uint16_t) result;
}
```


5.2.2. Link KeepAlive / Hello

The Hello and KeepAlive PDUs are one and the same.

Each device learns the other's MAC from its HELLO whining. I.e., all devices on a wire/interface know each others MACs and learn each other's ASNs.

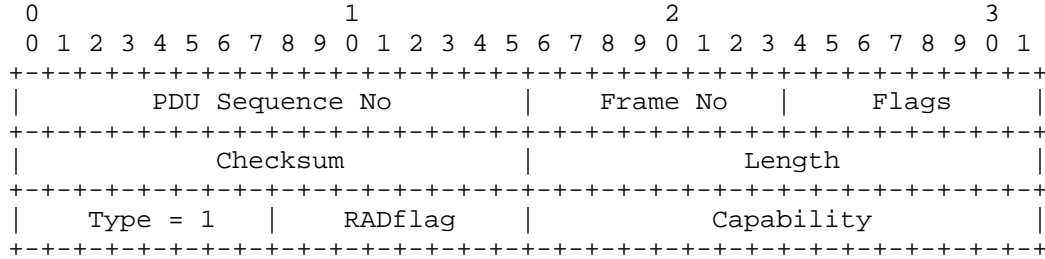


Once two devices know each other's MACs, Ethernet keep-alives may be started to ensure layer two liveness. The timing and acceptable drop of the keep-alives may be set with the Timer Negotiation capability exchange.

5.2.3. Capability Exchange

Peers on the Ethernet exchange capabilities, such as timers, AFI/SAFIs supported, etc. There is a simple capability exchange.

By convention, the device with the lowest MAC sends first.



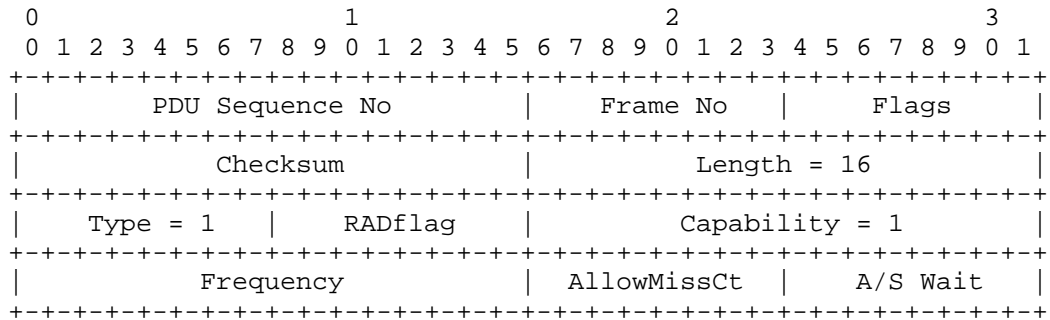
The RADflag is an integer field which signals the capability negotiation.

bit 0 - Request

- bit 1 - Accept
- bit 2 - Deny
- bits 3-255 - Reserved

5.2.4. Timer Negotiation

Different operational scenarios may call for layer two and layer three timers which differ from the defaults. So there is a capability negotiation to modify these timers.



The meaning of the timer fields are as follows:

- Frequency: Seconds/10 between KeepAlives (Default is 600)
- AllowMissCt: Number of missed KeepAlives before declared down
- A/S Wait AFI/SAFI ACK Timeout in Sec/10 (default 10)

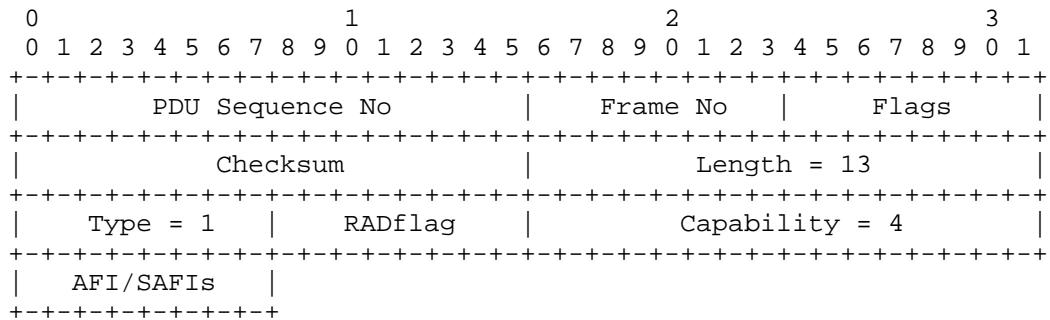
5.3. The AFI/SAFI Exchanges

The devices know each other's MACs, have means to ensure link state, and know each other's ASNs. Now they can negotiate which AFI/SAFIs are supported, and announce their interface addresses (and labels).

5.3.1. AFI/SAFI Capability Exchange

First they negotiate what AFI/SAFIs are supported on the link.

As before, the lowest MAC initiates the negotiation.

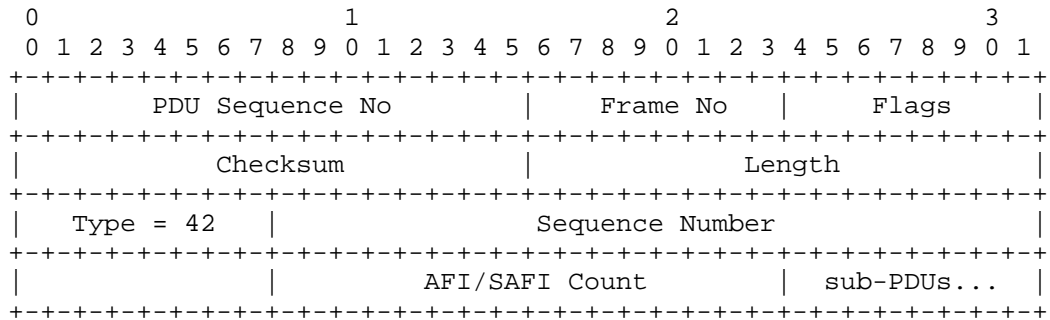


The AFI/SAFIs currently defined are as follows:

- 10 - IPv4
- 11 - IPv6
- 12 - MPLS IPv4
- 13 - MPLS IPv6
- ... - other tunnels (e.g. GRE)

5.3.2. The AFI/SAFI PDU Skeleton

Now both sides can exchange their actual interfaces addresses for all the negotiated AFI/SAFIs.



The AFI/SAFI Exchange is over an unreliable transport so there are Sequence Numbers and ACKs.

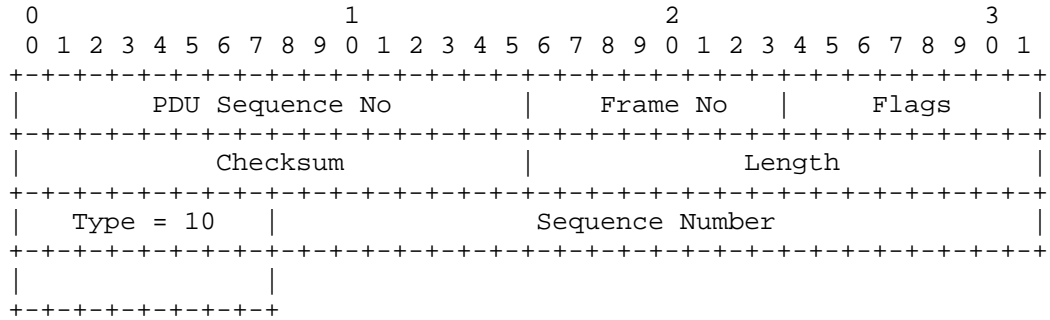
The Sequence Number is a point-to-point link announcement counter, incremented for each exchange in each direction on the link.

The Receiver will ACK it with a Type=10, see following PDU.

If the Sender does not receive an ACK in one second, they retransmit. Other delay timers may be negotiated using the Timing Capability.

If a sender has multiple links on the same interface, separate counters must be kept for each.

5.3.3. AFI/SAFI ACK



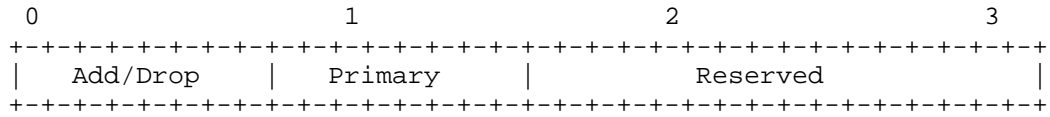
5.3.4. Add/Drop/Prim

Each AFI/SAFI interface address may actually be announced, or withdrawn.

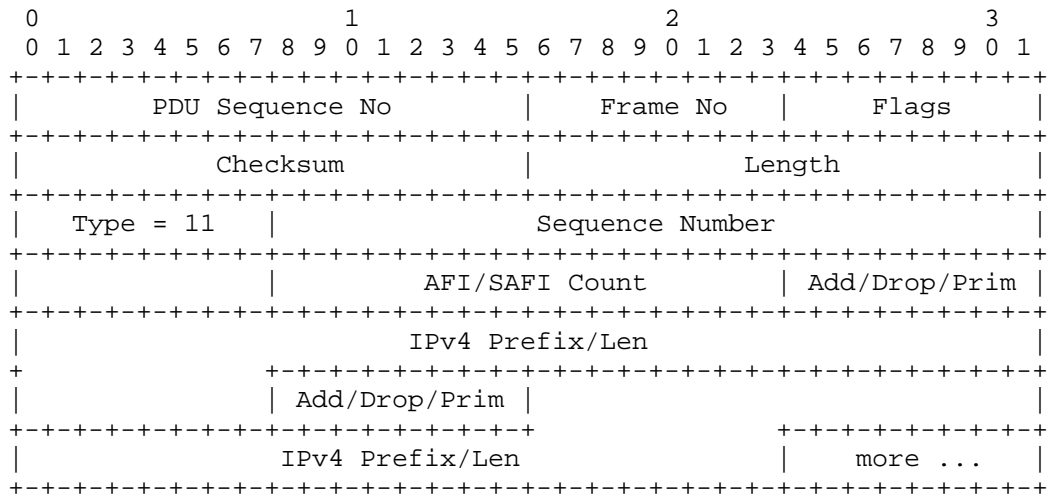
An interface may have multiple AFI/SAFIs.

For each AFI/SAFI on an interface there might be multiple addresses.

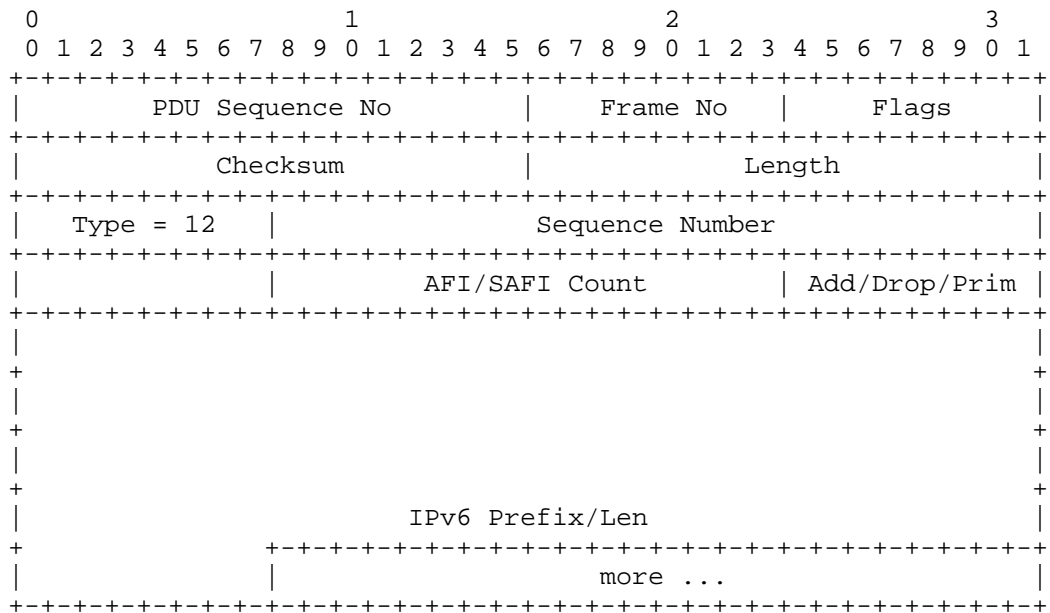
One address per AFI/SAFI SHOULD be marked as primary.



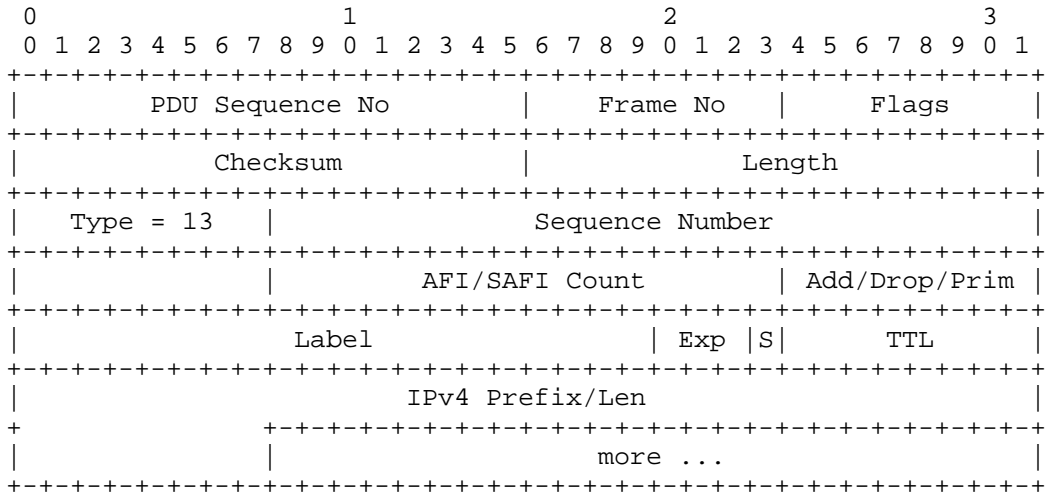
5.3.5. IPv4 Announce / Withdraw



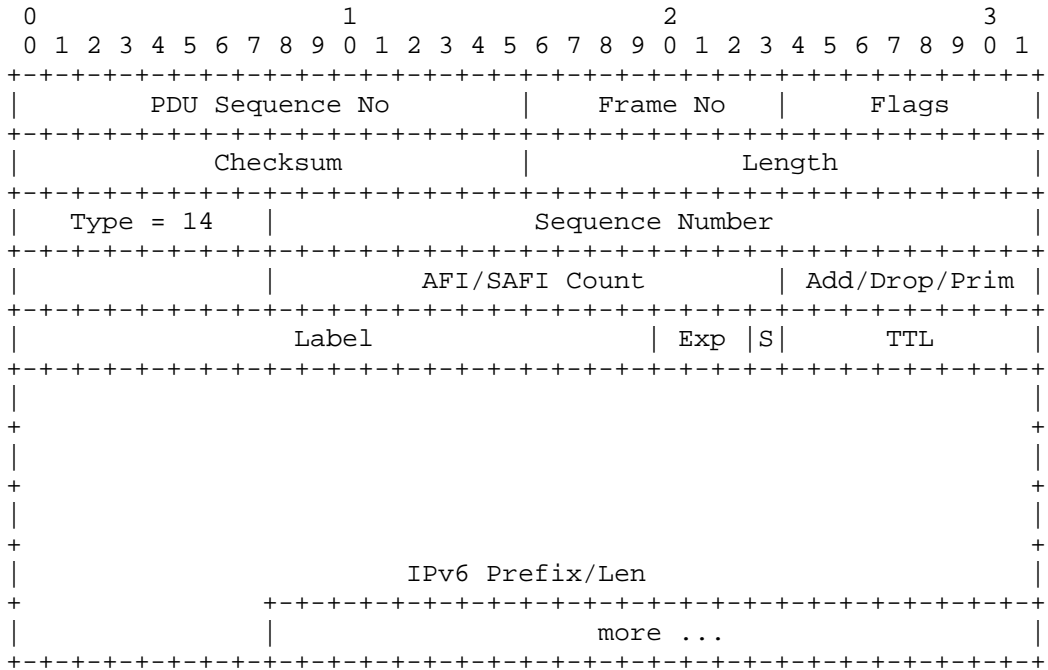
5.3.6. IPv6 Announce / Withdraw



5.3.7. MPLS IPv4 Announce / Withdraw



5.3.8. MPLS IPv6 Announce / Withdraw



6. Layer 2.5 and 3 Liveness

Now IP/Label liveness may be tested.

Assume one or more AFI/SAFI addresses will be used to ping, BFD, or whatever the operator configures.

7. The North/South Protocol

Thus far, we have a one-hop point-to-point link discovery protocol.

We know what ASNs and AFI/SAFIs are on each Link Interface.

At the Ethernet layer we did not want to do topology discovery and Dijkstra a la IS-IS.

So the link ASNs, AFI/SAFIs, and state changes are pushed North to BGP-SPF which discovers the topology, runs Dijkstra, and builds the routing database.

We assume there is a shim to convert and buffer the ether layer data to [RFC7752] BGP-like PDUs which can be digested by BGP-SPF.

We assume a reliable intra-device transport, so no ACKs are needed.

We assume a PDU capable of 64k.

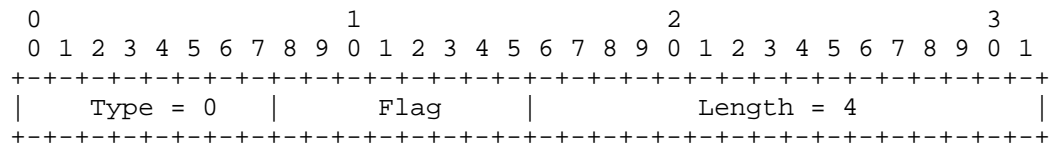
The protocol is [re]started by a request from the 7752 topology Shim Layer.

The Ether Layer then sends the full topology, its full link neighbor state, North.

The Ether layer sends incremental updates as links and/or addressing change.

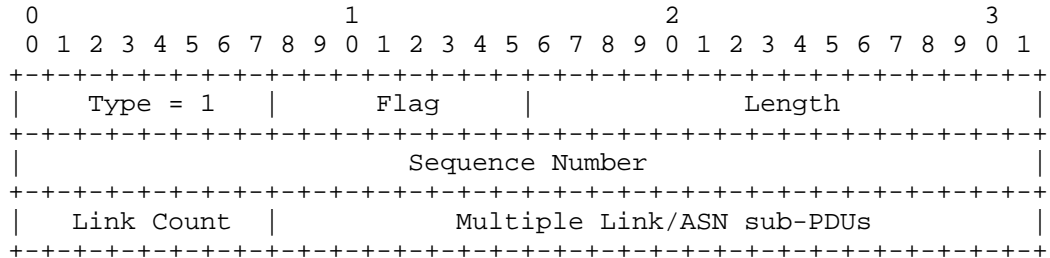
7.1. Topology Request for Full State

The [RFC7752] shim on a device requests a full state dump from the Ethernet layer on the device



7.2. PDU from Link Layer to Shim

The Northbound PDU has a frame independent of the peer ASNs and links



There are multiple sub-PDUs for all the learned ASNs and all the AFI/SAFIs for each ASN learned.

The fields of the header PDU are as follows:

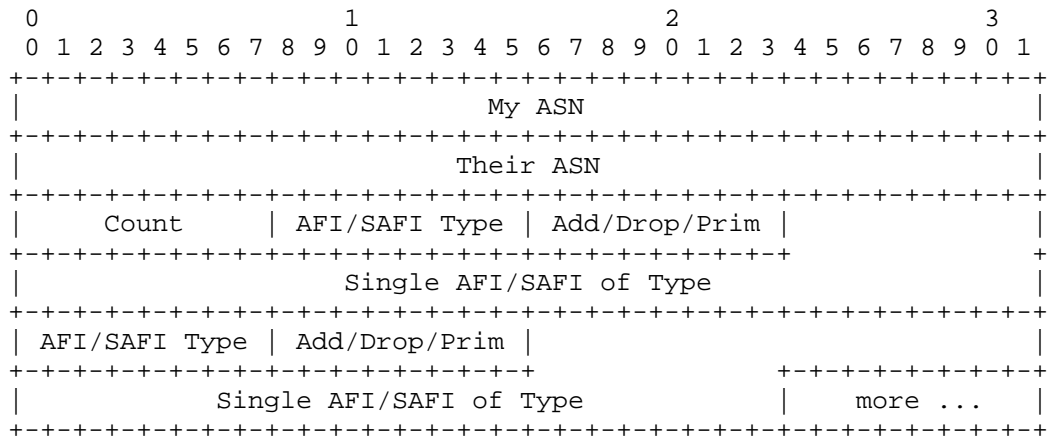
Flag: An integer:

- 0 - This is the start of a Full State transfer
- 1 - Continuation PDU
- 2 - Last PDU of transfer
- 3 - This is the start of a Update for a state change
- 4-255 - Reserved

Link Count: Number of Link/ASN sub-PDUs to follow

Multiple Link/ASN LSAs: see following

7.3. Link/ASN sub-PDU



The fields in the AFI/SAFI are as follows:

Count: Number of AFI/SAFIs in this sub-PDU

AFI/SAFI Type: An integer

- 11 - IPv4
- 12 - IPv6
- 13 - MPLSv4
- 14 - MPLSv6
- ...

Add/Drop/Prim (bits)

- 0 - Announce(1) / Withdraw(0)
- 1 - Primary
- 2-7 - Reserved

8. Security Considerations

The protocol as is MUST NOT be used outside a datacenter environment due to lack of authentication and authorisation. These will be worked on in a later effort, likely using credentials configured using ZTP.

Many MDC operators have a strange belief that physical walls and firewalls provide sufficient security. This is not credible. These protocols need to be examined for exposure and attack surface.

On the wire Ethernet is assumed to be secure, though it could be tapped and data modified by an in-house attacker.

Malicious nodes/devices could mis-announce addressing, form malicious associations, etc.

9. IANA Considerations

This document has no IANA Considerations.

This document does need a new EtherType.

10. Acknowledgments

The authors thank Cristel Pelsser for multiple reviews, Martijn Schmidt for his contribution, Rob Austein for reviews and checksum code, Russ Housley for checksum discussion and sBox, and Steve Bellovin for more checksum discussion.

11. Normative References

- [I-D.keyupate-idr-bgp-spf]
Patel, K., Lindem, A., Zandi, S., and G. Velde, "Shortest Path Routing Extensions for BGP Protocol", draft-keyupate-idr-bgp-spf-04 (work in progress), January 2018.
- [RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, DOI 10.17487/RFC2119, March 1997, <<http://www.rfc-editor.org/info/rfc2119>>.
- [RFC7752] Gredler, H., Ed., Medved, J., Previdi, S., Farrel, A., and S. Ray, "North-Bound Distribution of Link-State and Traffic Engineering (TE) Information Using BGP", RFC 7752, DOI 10.17487/RFC7752, March 2016, <<http://www.rfc-editor.org/info/rfc7752>>.

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November 6, 2018

Link State Over Ethernet
draft-ymbk-lsvr-lsoe-03

Abstract

Used in Massive Data Centers (MDCs), BGP-SPF and similar protocols need link neighbor discovery, link encapsulation data, and Layer 2 liveness. The Link State Over Ethernet protocol provides link discovery, exchanges supported encapsulations (IPv4, IPv6, ...), discovers encapsulation addresses (Layer 3 / MPLS identifiers) over raw Ethernet, and provides layer 2 liveness checking. The interface data are pushed directly to a BGP-LS API, obviating the need for centralized controller architectures. This protocol is intended to be more widely applicable to other upper layer routing protocols which need link discovery and characterisation.

Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" are to be interpreted as described in [RFC2119] only when they appear in all upper case. They may also appear in lower or mixed case as English words, without normative meaning. See [RFC8174].

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Table of Contents

1. Introduction	3
2. Terminology	4
3. Background	4
4. Top Level Overview	5
5. Ethernet to Ethernet Protocols	6
5.1. Inter-Link Ether Protocol Overview	6
6. Transport Layer	8
7. The Checksum	8
8. TLV PDUs	10
9. HELLO	10
10. OPEN	11
11. ACK	13
11.1. Retransmission	13
12. The Encapsulations	13
12.1. The Encapsulation PDU Skeleton	14
12.2. Prim/Loop Flags	15
12.3. IPv4 Encapsulation	15
12.4. IPv6 Encapsulation	16
12.5. MPLS Label List	16
12.6. MPLS IPv4 Encapsulation	16
12.7. MPLS IPv6 Encapsulation	17
13. KEEPALIVE - Layer 2 Liveness	18
14. Layers 2.5 and 3 Liveness	19
15. The North/South Protocol	19
15.1. Use BGP-LS as Much as Possible	19
15.2. Extensions to BGP-LS	20
16. Discussion	20
16.1. HELLO Discussion	20
16.2. HELLO versus KEEPALIVE	20
17. Open Issues	21
18. Security Considerations	21

19. IANA Considerations	21
20. IEEE Considerations	22
21. Acknowledgments	22
22. References	22
22.1. Normative References	22
22.2. Informative References	23
Authors' Addresses	24

1. Introduction

The Massive Data Center (MDC) environment presents unusual problems of scale, e.g. $O(10,000)$ devices, while its homogeneity presents opportunities for simple approaches. Approaches such as Jupiter Rising [JUPITER] use a central controller to deal with scaling, while BGP-SPF [I-D.ietf-lsvr-bgp-spf] provides massive scale-out without centralization using a tried and tested scalable distributed control plane, offering a scalable routing solution in Clos and similar environments. But BGP-SPF and similar higher level device-spanning protocols need link state and addressing data from the network to build the routing topology. LLDP has scaling issues, e.g. in extending a message beyond 1,500 bytes.

Link State Over Ethernet (LSOE) provides brutally simple mechanisms for devices to

- o Discover each other's Layer 2 (MAC) Addresses,
- o Run Layer 2 keep-alive messages for liveness continuity,
- o Discover each other's unique IDs (ASN, RouterID, ...),
- o Discover mutually supported encapsulations, e.g. IP/MPLS,
- o Discover Layer 3 and/or MPLS addressing of interfaces of the link encapsulations,
- o Enable layer 3 link liveness such as BFD, and finally
- o Present these data, using a very restricted profile of a BGP-LS [RFC7752] API, to BGP-SPF which computes the topology and builds routing and forwarding tables.

This protocol may be more widely applicable to a range of routing and similar protocols which need link discovery and characterisation.

2. Terminology

Even though it concentrates on the Ethernet layer, this document relies heavily on routing terminology. The following are some possibly confusing terms:

Association: An established, vis OPEN PDUs, session between two LSOE capable devices,

ASN: Autonomous System Number [RFC4271], a BGP identifier for an originator of Layer 3 routes, particularly BGP announcements.

BGP-LS: A mechanism by which link-state and TE information can be collected from networks and shared with external components using the BGP routing protocol. See [RFC7752].

BGP-SPF: A hybrid protocol using BGP transport but a Dijkstra SPF decision process. See [I-D.ietf-lsvr-bgp-spf].

Clos: A hierarchic subset of a crossbar switch topology commonly used in data centers.

Datagram: The LSOE content of a single Ethernet frame. A full LSOE PDU may be packaged in multiple Datagrams.

Encapsulation: Address Family Indicator and Subsequent Address Family Indicator (AFI/SAFI). I.e. classes of addresses such as IPv4, IPv6, MPLS, ...

Frame: An Ethernet Layer 2 packet.

MAC Address: Media Access Control Address, essentially an Ethernet address, six octets.

MDC: Massive Data Center, commonly thousands of TORs.

PDU: Protocol Data Unit, an LSOE application layer message. A PDU may need to be broken into multiple Datagrams to make it through MTU or other restrictions.

RouterID: An 32-bit identifier unique in the current routing domain, see [RFC4271] updated by [RFC6286].

SPF: Shortest Path First, an algorithm for finding the shortest paths between nodes in a graph; AKA Dijkstra's algorithm.

TOR: Top Of Rack switch, aggregates the servers in a rack and connects to aggregation layers of the Clos tree, AKA the Clos spine.

ZTP: Zero Touch Provisioning gives devices initial addresses, credentials, etc. on boot/restart.

3. Background

LSOE assumes a datacenter scale and topology, but can accommodate richer topologies which contain potential cycles.

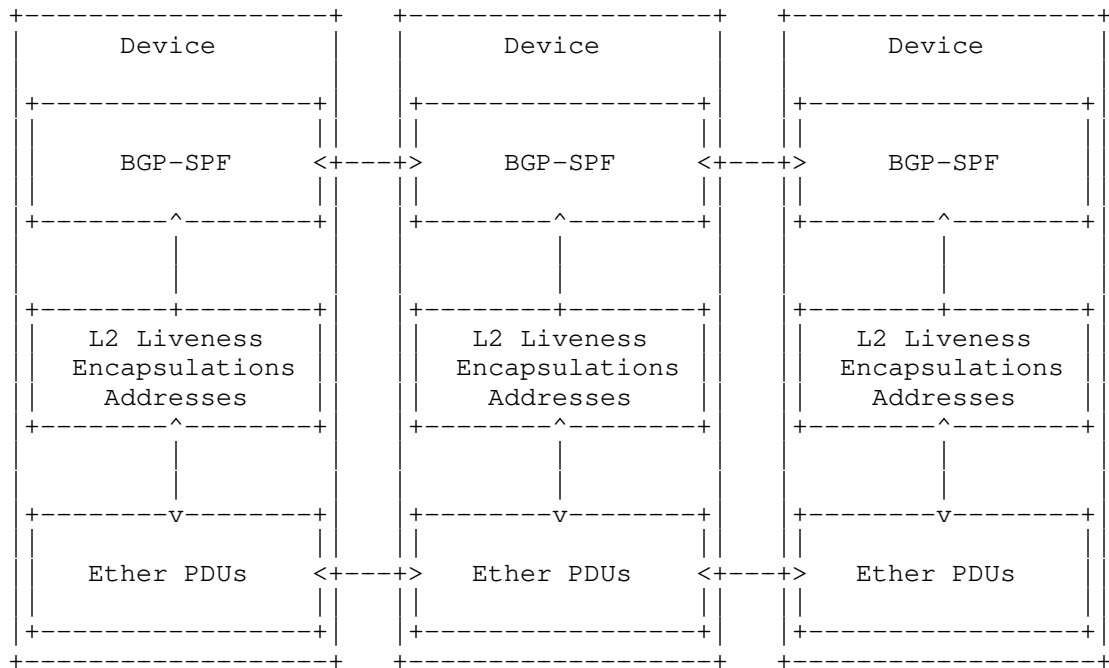
While LSOE is designed for the MDC, there are no inherent reasons it could not run on a WAN; though, as it is simply a discovery protocol, it is not clear that this would be useful. The authentication and

authorisation needed to run safely on the WAN are not provided in detail in this version of the protocol, although future versions/ extensions could expend on them.

LSOE assumes a new IEEE assigned EtherType (TBD).

4. Top Level Overview

- o Devices discover each other on Ethernet links
- o MAC addresses and Link State are exchanged over Ethernet
- o Layer 2 Liveness Checks are begun
- o Encapsulation data are exchanged and IP-Level Liveness Checks done
- o A BGP-like protocol is assumed to use these data to discover and build a topology database



There are two protocols, the Ethernet discovery and the interface to the upper level BGP-like protocol:

- o Layer 2 Ethernet protocols are used to exchange Layer 2 data, i.e. MAC addresses, and layer 2.5 and 3 identifiers (not payloads), i.e. ASNs, Encapsulations, and interface addresses.
- o A Link Layer to BGP API presents these data up the stack to a BGP protocol or an other device-spanning upper layer protocol, presenting them using the BGP-LS BGP-like data format.

The upper layer BGP family routing protocols cross all the devices, though they are not part of these LSOE protocols.

To simplify this document, Layer 2 Ethernet framing is not shown.

5. Ethernet to Ethernet Protocols

Two devices discover each other and their respective MAC addresses by sending multicast HELLO PDUs (Section 9). To allow discovery of new devices coming up on a multi-link topology, devices send periodic HELLOs forever, see Section 16.1.

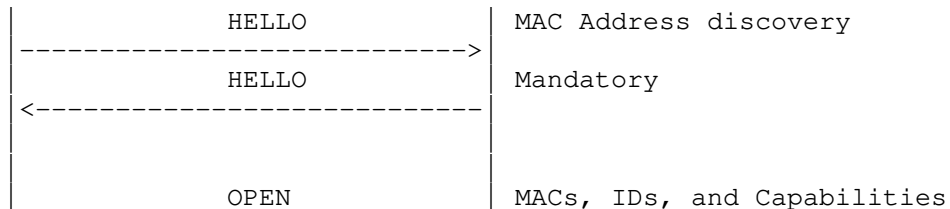
Once a new device is recognized, both devices attempt to negotiate and establish peering by sending unicast OPEN PDUs (Section 10). In an established peering, Encapsulations (Section 12) may be announced and modified. When two devices on a link have compatible Encapsulations and addresses, i.e. the same AFI/SAFI and the same subnet, the link is announced via the BGP-LS API.

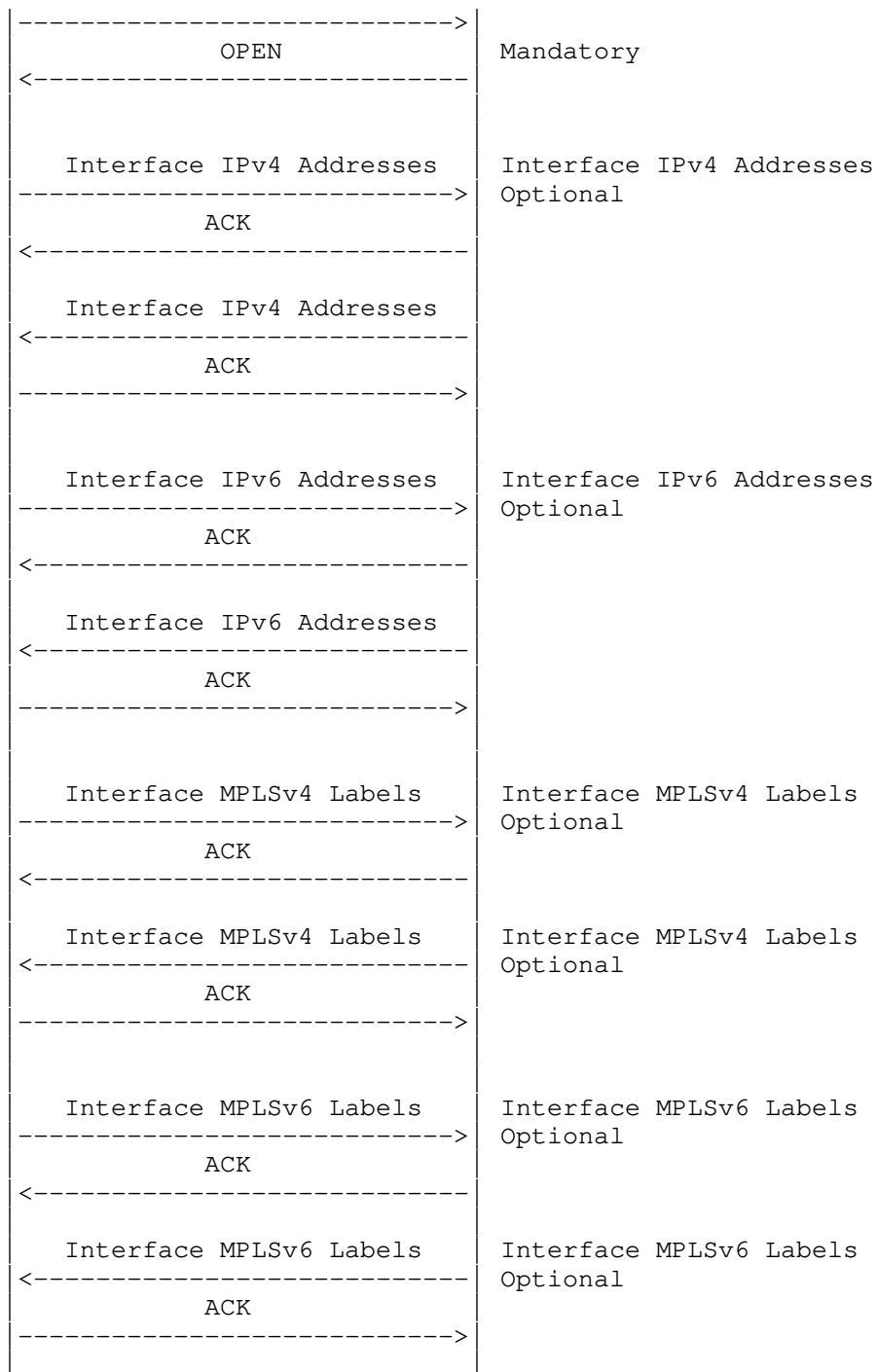
5.1. Inter-Link Ether Protocol Overview

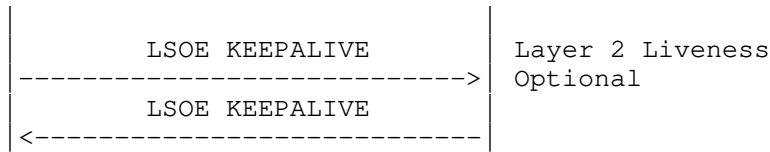
The HELLO, Section 9, is a priming message. It is an Ethernet multicast frame with a small LSOE PDU with the simple goal of discovering the Ethernet MAC address(es) of devices reachable via an interface.

The HELLO and OPEN, Section 10, PDUs, which are used to discover and exchange MAC address and IDs, are mandatory; other PDUs are optional; though at least one encapsulation MUST be agreed at some point.

The following is a ladder-style sketch of the Ethernet protocol exchanges:



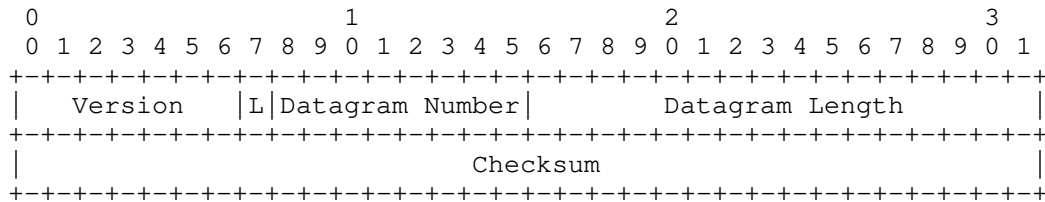




6. Transport Layer

LSOE PDU are carried by a simple transport layer which allows long PDUs to occupy multiple Ethernet frames. The LSOE data in each frame is referred to as a Datagram.

The LSOE Transport Layer encapsulates each Datagram using a common transport header.



The fields of the LSOE Transport Header are as follows:

Version: Version number of the protocol, currently 0. Values other than 0 are treated as failure.

Datagram Number: 0..255, a monotonically increasing value, modulo 256, see [RFC1982].

L: A bit that set to 1 if this Datagram is the last Datagram of the PDU. For a PDU which fits in only one Datagram, it is set to one.

PDU Length: Total number of octets in the Datagram including all payloads and fields.

Checksum: A 32 bit hash over the Datagram to detect bit flips, see Section 7.

7. The Checksum

There is a reason conservative folk use a checksum in UDP. And as many operators stretch to jumbo frames (over 1,500 octets) longer checksums are the conservative approach.

For the purpose of computing a checksum, the checksum field itself is assumed to be zero.

Sum up 32-bit unsigned ints in a 64-bit long, then take the high-order section, shift it right, rotate, add it in, repeat until zero.

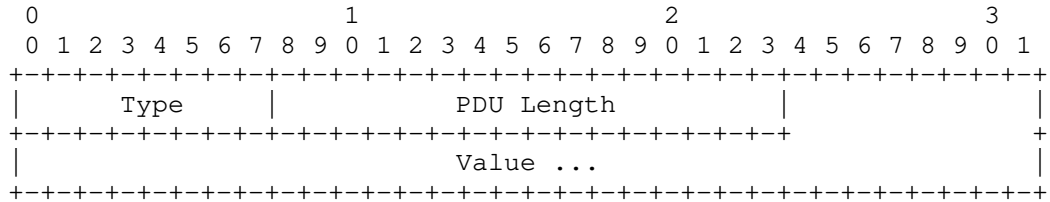
```
#include <stddef.h>
#include <stdint.h>

/* The F table from Skipjack, and it would work for the S-Box. */
static const uint8_t sbox[256] = {
0xa3,0xd7,0x09,0x83,0xf8,0x48,0xf6,0xf4,0xb3,0x21,0x15,0x78,
0x99,0xb1,0xaf,0xf9,0xe7,0x2d,0x4d,0x8a,0xce,0x4c,0xca,0x2e,
0x52,0x95,0xd9,0x1e,0x4e,0x38,0x44,0x28,0x0a,0xdf,0x02,0xa0,
0x17,0xf1,0x60,0x68,0x12,0xb7,0x7a,0xc3,0xe9,0xfa,0x3d,0x53,
0x96,0x84,0x6b,0xba,0xf2,0x63,0x9a,0x19,0x7c,0xae,0xe5,0xf5,
0xf7,0x16,0x6a,0xa2,0x39,0xb6,0x7b,0x0f,0xc1,0x93,0x81,0x1b,
0xee,0xb4,0x1a,0xea,0xd0,0x91,0x2f,0xb8,0x55,0xb9,0xda,0x85,
0x3f,0x41,0xbf,0xe0,0x5a,0x58,0x80,0x5f,0x66,0x0b,0xd8,0x90,
0x35,0xd5,0xc0,0xa7,0x33,0x06,0x65,0x69,0x45,0x00,0x94,0x56,
0x6d,0x98,0x9b,0x76,0x97,0xfc,0xb2,0xc2,0xb0,0xfe,0xdb,0x20,
0xe1,0xeb,0xd6,0xe4,0xdd,0x47,0x4a,0x1d,0x42,0xed,0x9e,0x6e,
0x49,0x3c,0xcd,0x43,0x27,0xd2,0x07,0xd4,0xde,0xc7,0x67,0x18,
0x89,0xcb,0x30,0x1f,0x8d,0xc6,0x8f,0xaa,0xc8,0x74,0xdc,0xc9,
0x5d,0x5c,0x31,0xa4,0x70,0x88,0x61,0x2c,0x9f,0x0d,0x2b,0x87,
0x50,0x82,0x54,0x64,0x26,0x7d,0x03,0x40,0x34,0x4b,0x1c,0x73,
0xd1,0xc4,0xfd,0x3b,0xcc,0xfb,0x7f,0xab,0xe6,0x3e,0x5b,0xa5,
0xad,0x04,0x23,0x9c,0x14,0x51,0x22,0xf0,0x29,0x79,0x71,0x7e,
0xff,0x8c,0x0e,0xe2,0x0c,0xef,0xbc,0x72,0x75,0x6f,0x37,0xa1,
0xec,0xd3,0x8e,0x62,0x8b,0x86,0x10,0xe8,0x08,0x77,0x11,0xbe,
0x92,0x4f,0x24,0xc5,0x32,0x36,0x9d,0xcf,0xf3,0xa6,0xbb,0xac,
0x5e,0x6c,0xa9,0x13,0x57,0x25,0xb5,0xe3,0xbd,0xa8,0x3a,0x01,
0x05,0x59,0x2a,0x46
};

/* non-normative example C code, constant time even */
uint32_t sbox_checksum_32(const uint8_t *b, const size_t n)
{
    uint32_t sum[4] = {0, 0, 0, 0};
    uint64_t result = 0;
    for (size_t i = 0; i < n; i++)
        sum[i & 3] += sbox[*b++];
    for (int i = 0; i < sizeof(sum)/sizeof(*sum); i++)
        result = (result << 8) + sum[i];
    result = (result >> 32) + (result & 0xFFFFFFFF);
    result = (result >> 32) + (result & 0xFFFFFFFF);
    return (uint32_t) result;
}
```

8. TLV PDUs

The basic LSOE application layer PDU is a typical TLV (Type Length Value) PDU. It may be broken into multiple Datagrams, see Section 6



The fields of the basic LSOE header are as follows:

Type: An integer differentiating PDU payload types

- 0 - HELLO
- 1 - OPEN
- 2 - KEEPALIVE
- 3 - ACK
- 4 - IPv4 Announcement
- 5 - IPv6 Announcement
- 6 - MPLS IPv4 Announcement
- 7 - MPLS IPv6 Announcement
- 8-255 Reserved

PDU Length: Total number of octets in the PDU including all payloads and fields

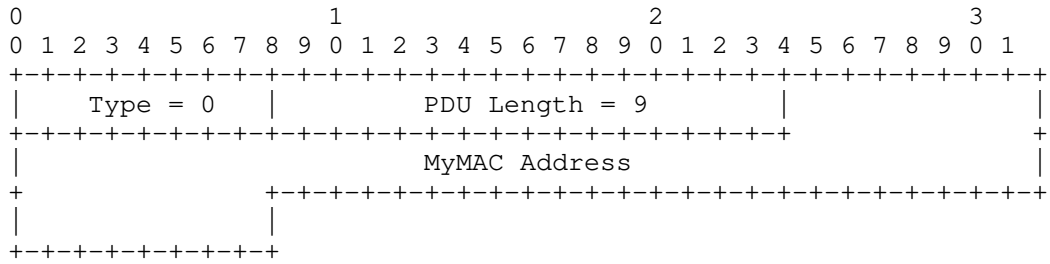
Value: Any application layer content of the LSOE PDU beyond the type.

9. HELLO

The HELLO PDU is unique in that it is a multicast Ethernet frame. It solicits response(s) from other device(s) on the link. See Section 16.1 for why multicast is used.

All other LSOE PDUs are unicast Ethernet frames, as the peer's MAC Address is known after the HELLO exchange.

When an interface is turned up on a device, it SHOULD issue a HELLO periodically. The interval is set by configuration.



If more than one device responds, one adjacency is formed for each unique (MAC address) response. LSOE treats the adjacencies as separate links.

When a HELLO is received from a MAC address where there is no established LSOE adjacency, the receiver SHOULD respond with an OPEN PDU. The two devices establish an LSOE adjacency by exchanging OPEN PDUs.

The PDU Length is the octet count of the entire PDU, including the Type, the Datagram Length field itself, and the MyMAC Address payload.

A particular MAC address SHOULD arrive on frames from only one interface.

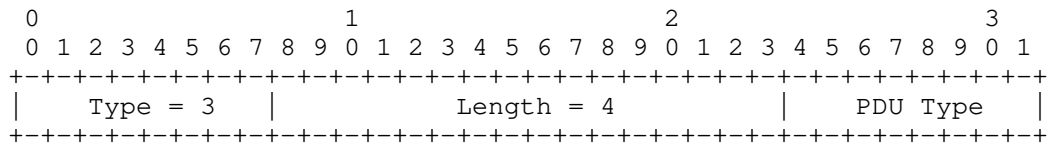
10. OPEN

Each device has learned the other's MAC address from the HELLO exchange, see Section 9. Therefore the OPEN and subsequent PDUs are unicast, as opposed to the HELLO's multicast, Ethernet frames.

Once two devices know each other's MAC addresses, and have ACKed eachother's OPEN PDUs, Layer 2 KEEPALIVES (see Section 13) SHOULD be started to ensure Layer 2 liveness and keep the association semantics alive. The timing and acceptable drop of the KEEPALIVE PDUs SHOULD be configured.

If a properly authenticated OPEN arrives from a device with which the receiving device believes it already has an LSOE association (OPENs have already been exchanged), the receiver MUST assume that the sending device has been reset. All discovered data MUST BE withdrawn via the BGP-LS API and the recipient MUST respond with a new OPEN.

11. ACK



The ACK acknowledges receipt of an OPEN or an Encapsulation PDU.

The PDU Type is the Type of the PDU being acknowledged, OPEN or one of the Encapsulations.

11.1. Retransmission

If a PDU sender expects an ACK, e.g. for an OPEN or an Encapsulation, and does not receive the ACK for a configurable time (default one second), the sender resends the PDU. This cycle MAY be repeated a configurable number of times (default three) before it is considered a failure. The session is considered closed in case of an ACK failure.

12. The Encapsulations

Once the devices know each other's MAC addresses, know each other's upper layer identities, have means to ensure link state, etc., the LSOE 'association' is considered established, and the devices SHOULD announce their interface encapsulation, addresses, (and labels).

The Encapsulation types the peers exchange may be IPv4 Announcement (Section 12.3), IPv6 Announcement (Section 12.4), MPLS IPv4 Announcement (Section 12.6), MPLS IPv6 Announcement (Section 12.7), and/or possibly others not defined here.

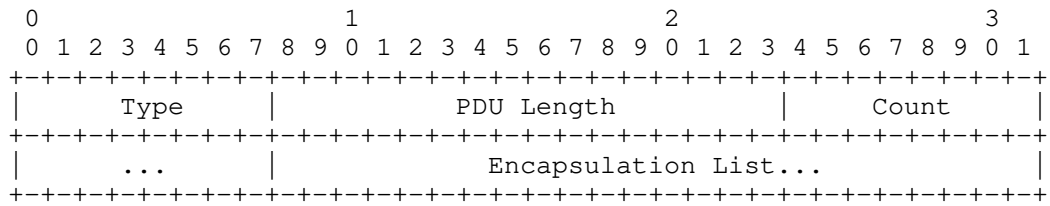
The sender of an Encapsulation PDU MUST NOT assume that the peer is capable of the same Encapsulation Type. An ACK (Section 11) merely

acknowledges receipt. Only if both peers have sent the same Encapsulation Type is it safe to assume that they are compatible for that type.

Further, to consider a link of a type to formally be established so that it may be pushed up to upper layer protocols, the addressing for the type must be compatible, i.e. on the same IPvX subnet.

12.1. The Encapsulation PDU Skeleton

The header for all encapsulation PDUs is as follows:



The 16-bit Count is the number of Encapsulations in the Encapsulation list.

If the length of an Encapsulation PDU exceeds the Datagram size limit on media, the PDU is broken into multiple Datagrams. See Section 8.

The Receiver MUST acknowledge the Encapsulation PDU with a Type=3, ACK PDU (Section 11) with the Encapsulation Type being that of the encapsulation being announced, see Section 11.

If the Sender does not receive an ACK in one second, they SHOULD retransmit. After a user configurable number of failures, the LSOE association should be considered dead and the OPEN process SHOULD be restarted.

An Encapsulation PDU describes zero or more addresses of the encapsulation type.

An Encapsulation PDU of Type T replaces all previous encapsulations of Type T.

To remove all encapsulations of Type T, the sender uses a Count of zero.

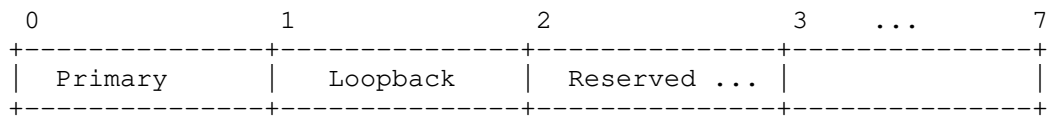
If an interface has multiple addresses for an encapsulation type, one address SHOULD be marked as primary, see Section 12.2.

If a loopback address needs to be exposed, e.g. for iBGP peering, then it should be marked as such, see Section 12.2.

If a sender has multiple links on the same interface, separate data, ACKs, etc. must be kept for each peer.

Over time, multiple Encapsulation PDUs may be sent for an interface as configuration changes.

12.2. Prim/Loop Flags

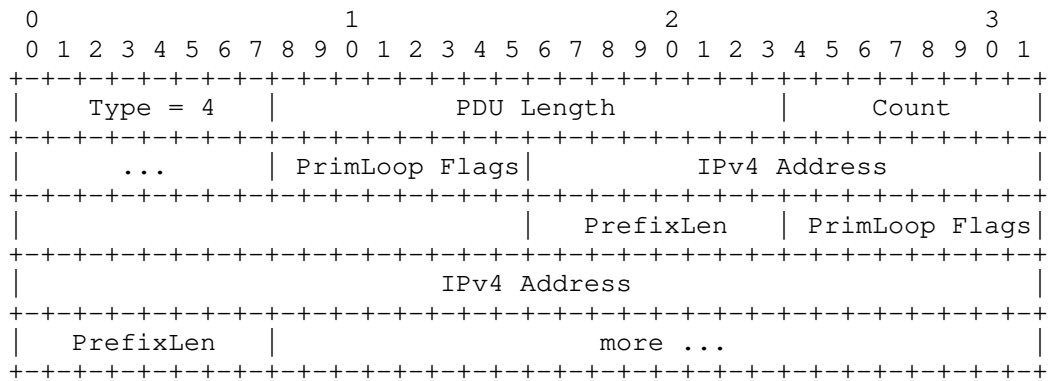


Each Encapsulation interface address MAY be marked as a primary address, and/or a loopback, in which case the respective bit is set to one.

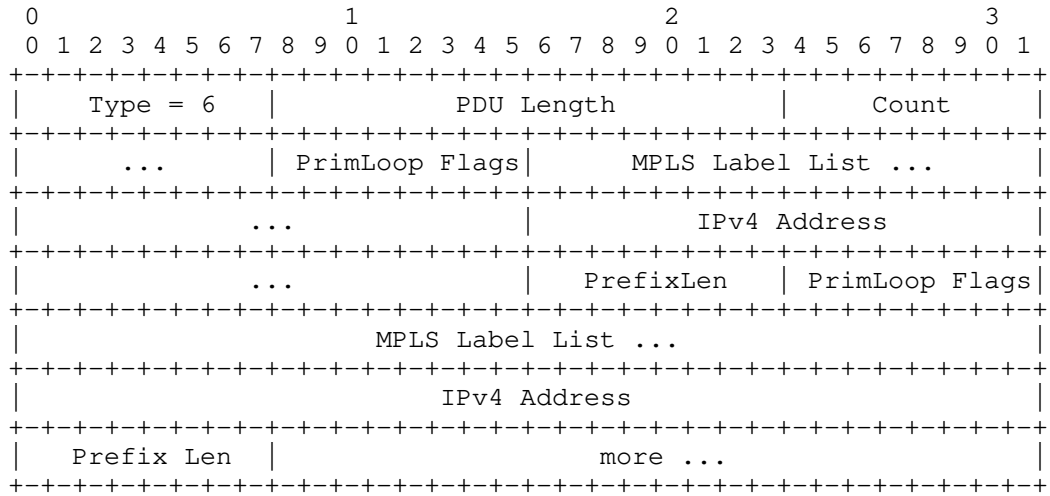
Only one address MAY be marked as primary for an encapsulation type.

12.3. IPv4 Encapsulation

The IPv4 Encapsulation describes a device's ability to exchange IPv4 packets on one or more subnets. It does so by stating the interface's address and the prefix length.



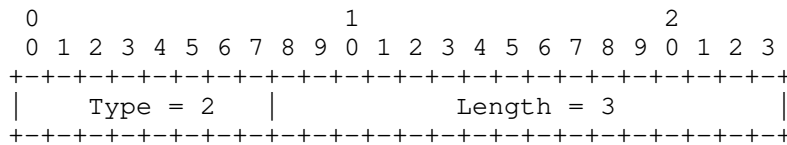
The 16-bit Count is the number of IPv4 Encapsulations.



The 16-bit Count is the number of MPLSv6 Encapsulations.

12.7. MPLS IPv6 Encapsulation

The MPLS IPv6 Encapsulation describes a device's ability to exchange labeled IPv6 packets on one or more subnets. It does so by stating the interface's address and the prefix length.



14. Layers 2.5 and 3 Liveness

Ethernet liveness is continuously tested by KEEPALIVE PDUs, see Section 13. As layer 2.5 or layer 3 connectivity could still break, liveness above layer 2 SHOULD be frequently tested using BFD ([RFC5880]) or a similar technique.

This protocol assumes that one or more Encapsulation addresses will be used to ping, BFD, or whatever the operator configures.

15. The North/South Protocol

Thus far, a one-hop point-to-point link discovery protocol has been defined.

The nodes know the unique node identifiers (ASNs, RouterIDs, ...) and Encapsulations on each link interface.

Full topology discovery is not appropriate at the Ethernet layer, so Dijkstra a la IS-IS etc. is assumed to be done by higher level protocols.

Therefore the node identifiers, link Encapsulations, and state changes are pushed North via a small subset of the BGP-LS API. The upper layer routing protocol(s), e.g. BGP-SPF, learn and maintain the topology, run Dijkstra, and build the routing database(s).

For example, if a neighbor's IPv4 Encapsulation address changes, the devices seeing the change push that change Northbound.

15.1. Use BGP-LS as Much as Possible

BGP-LS [RFC7752] defines BGP-like Datagrams describing link state (links, nodes, link prefixes, and many other things), and a new BGP path attribute providing Northbound transport, all of which can be ingested by upper layer protocols such as BGP-SPF; see Section 4 of [I-D.ietf-lsvr-bgp-spf].

For IPv4 links, TLVs 259 and 260 are used. For IPv6 links, TLVs 261 and 262. If there are multiple addresses on a link, multiple TLV pairs are pushed North, having the same ID pairs.

15.2. Extensions to BGP-LS

The Northbound protocol needs a few minor extensions to BGP-LS. Luckily, others have needed the same extensions.

Similarly to BGP-SPF, the BGP protocol is used in the Protocol-ID field specified in table 1 of [I-D.ietf-idr-bgppls-segment-routing-epe]. The local and remote node descriptors for all NLRI are the ID's described in Section 10. This is equivalent to an adjacency SID or a node SID if the address is a loopback address.

Label Sub-TLVs from [I-D.ietf-idr-bgp-ls-segment-routing-ext] Section 2.1.1, are used to associate one or more MPLS Labels with a link.

16. Discussion

This section explores some trade-offs taken and some considerations.

16.1. HELLO Discussion

There is the question of whether to allow an intermediate switch to be transparent to discovery. We consider that an interface on a device is a Layer 2 or a Layer 3 interface. In theory it could be a Layer 3 interface with no encapsulation or Layer 3 addressing currently configured.

A device with multiple Layer 2 interfaces, traditionally called a switch, may be used to forward frames and therefore packets from multiple devices to one interface, I, on an LSOE speaking device. Interface I could discover a peer J across the switch. Later, a prospective peer K could come up across the switch. If I was not still sending and listening for HELLOs, the potential peering with K could not be discovered. Therefore, interfaces MUST continue to send HELLOs as long as they are turned up.

16.2. HELLO versus KEEPALIVE

Both HELLO and KEEPALIVE are periodic. KEEPALIVE might be eliminated in favor of keeping only HELLOs. But currently KEEPALIVE is unicast, has a checksum, is acknowledged, and thus more firmly verifies association existence.

This warrants discussion.

17. Open Issues

VLANs/SVIs/Subinterfaces

18. Security Considerations

The protocol as is MUST NOT be used outside a datacenter or similarly closed environment due to lack of formal definition of the authentication and authorisation mechanism. These will be worked on in a later effort, likely using credentials configured using ZTP or similar configuration automation.

Many MDC operators have a strange belief that physical walls and firewalls provide sufficient security. This is not credible. All MDC protocols need to be examined for exposure and attack surface.

It is generally unwise to assume that on the wire Ethernet is secure. Strange/unauthorized devices may plug into a port. Mis-wiring is very common in datacenter installations. A poisoned laptop might be plugged into a device's port.

Malicious nodes/devices could mis-announce addressing, form malicious associations, etc.

For these reasons, the OPEN PDU's authentication data exchange SHOULD be used. [A mandatory to implement authentication is in development.]

19. IANA Considerations

This document requests the IANA create a registry for LSOE PDU Type, which may range from 0 to 255. The name of the registry should be LSOE-PDU-Type. The policy for adding to the registry is RFC Required per [RFC5226], either standards track or experimental. The initial entries should be the following:

PDU Code	PDU Name
----	-----
0	HELLO
1	OPEN
2	KEEPALIVE
3	ACK
4	IPv4 Announce / Withdraw
5	IPv6 Announce / Withdraw
6	MPLS IPv4 Announce / Withdraw
7	MPLS IPv6 Announce / Withdraw
8-255	Reserved

This document requests the IANA create a registry for LSOE PL Flag Bits, which may range from 0 to 7. The name of the registry should be LSOE-PL-Flag-Bits. The policy for adding to the registry is RFC Required per [RFC5226], either standards track or experimental. The initial entries should be the following:

Bit	Bit Name
0	Primary
1	Loopback
2-7	Reserved

20. IEEE Considerations

This document requires a new EtherType.

21. Acknowledgments

The authors thank Cristel Pelsser for multiple reviews, Jeff Haas for review and comments, Joe Clarke for a useful review, John Scudder deeply serious review and comments, Larry Kreeger for a lot of layer 2 clue, Martijn Schmidt for his contribution, Russ Housley for checksum discussion and sBox, and Steve Bellovin for checksum advice.

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