

Network Working Group  
Internet-Draft  
Intended status: Standards Track  
Expires: May 10, 2019

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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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## 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.

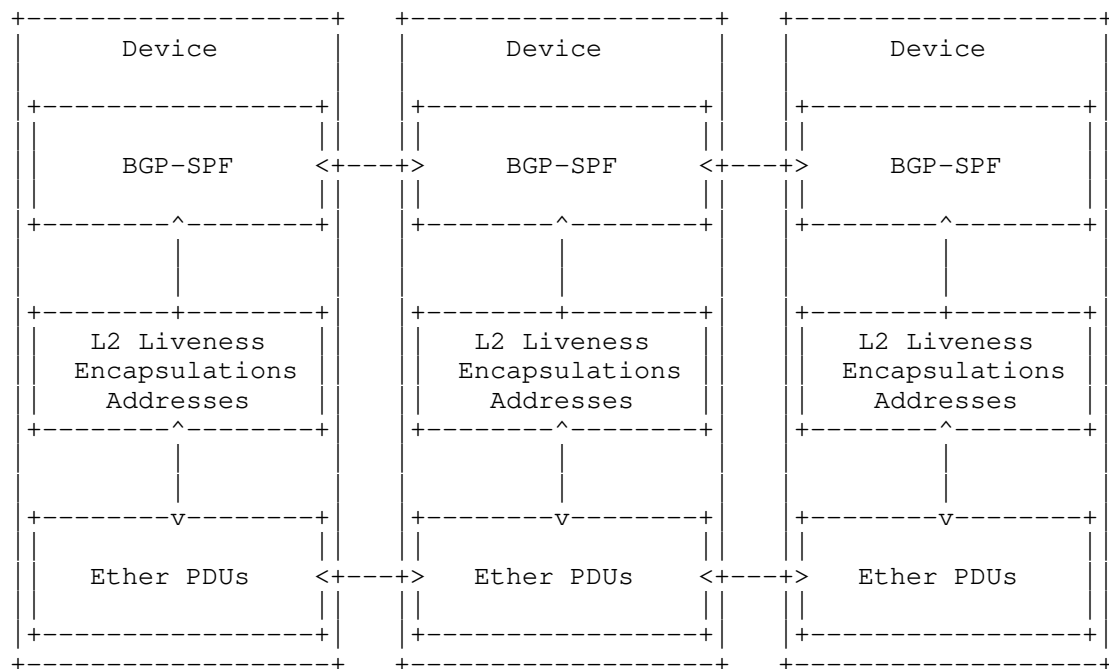
While LSOE is designed for the MDC, there are no inherent reasons it could not run on a WAN; though, as it is simply a discovery protocol, it is not clear that this would be useful. The authentication and

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.

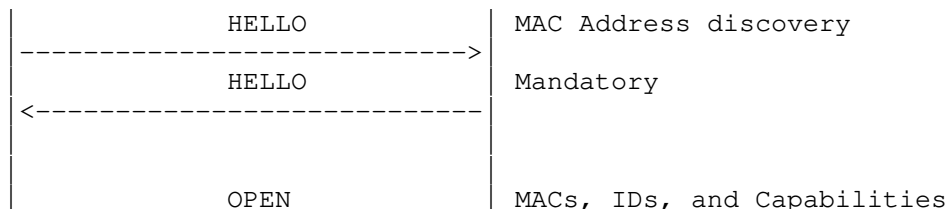
Once a new device is recognized, both devices attempt to negotiate and establish peering by sending unicast OPEN PDUs (Section 10). In an established peering, Encapsulations (Section 12) may be announced and modified. When two devices on a link have compatible Encapsulations and addresses, i.e. the same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

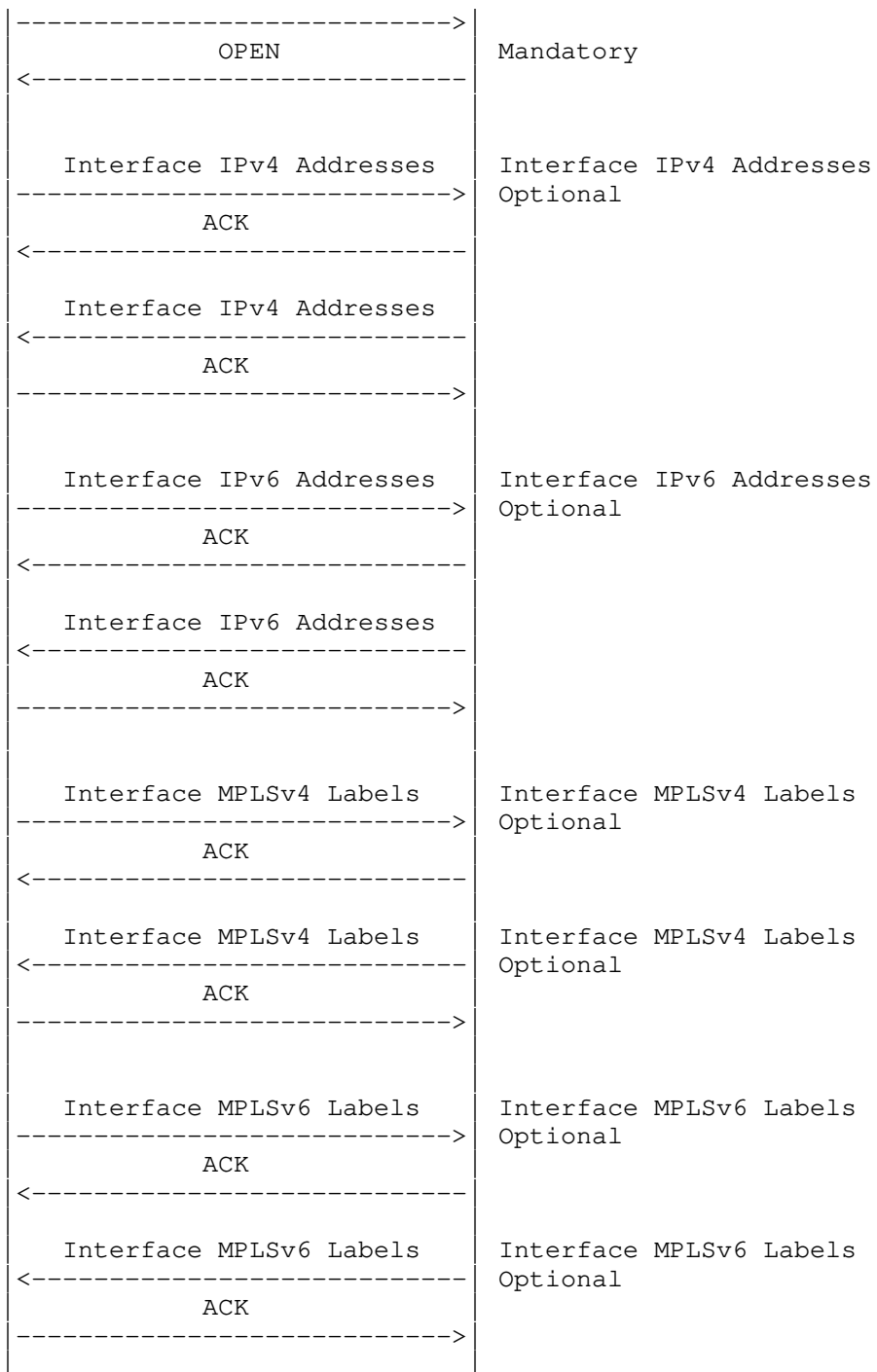
### 5.1. Inter-Link Ether Protocol Overview

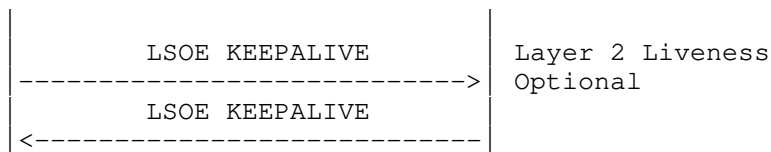
The HELLO, Section 9, is a priming message. It is an Ethernet multicast frame with a small LSOE PDU with the simple goal of discovering the Ethernet MAC address(es) of devices reachable via an interface.

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:



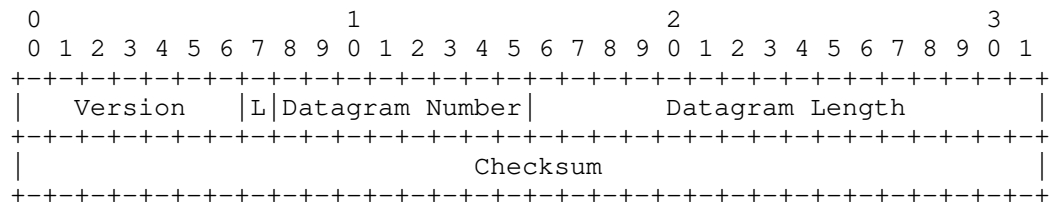




## 6. Transport Layer

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.

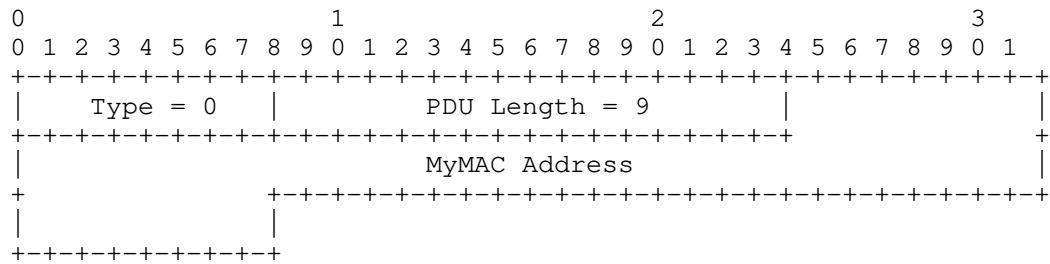
```
#include <stdint.h>
#include <stdint.h>

/* 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;
}
```





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

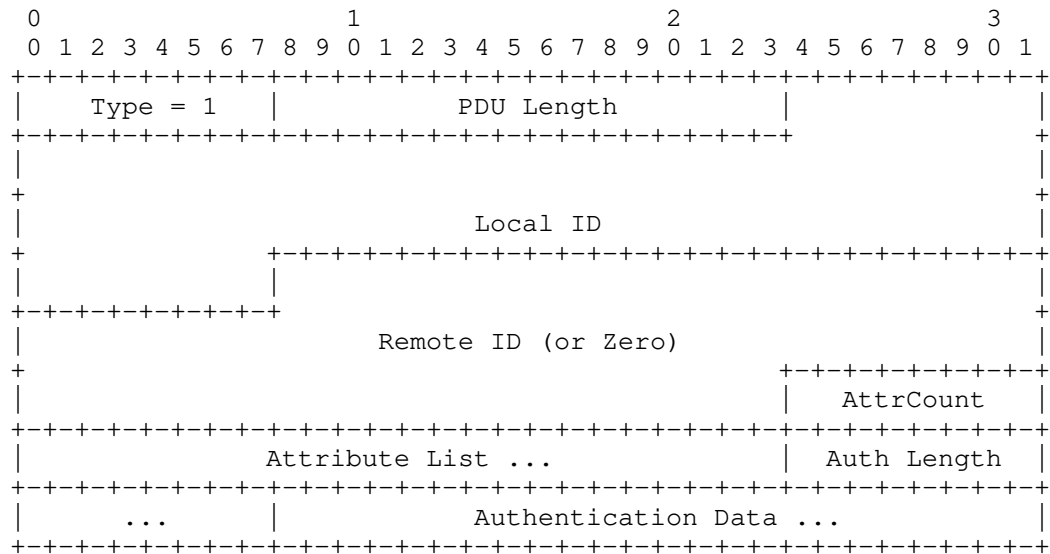
When a HELLO is received from a MAC address where there is no established LSOE adjacency, the receiver SHOULD respond with an OPEN PDU. The two devices establish an LSOE adjacency by exchanging OPEN PDUs.

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.



An ID can be an ASN with high order bits zero, a classic RouterID with high order bits zero, a catenation of the two, a 80-bit ISO System-ID, or any other identifier unique to a single device in the current routing space. IDs are big-endian.

When the local device sends an OPEN without knowing the remote device's ID, the Remote ID MUST be zero. The Local ID MUST NOT be zero.

AttrCount is the number of attributes in the Attribute List. Attributes are single octets whose semantics are user-defined.

A node may have zero or more user-defined attributes, e.g. spine, leaf, backbone, route reflector, arabica, ...

Attribute syntax and semantics are local to an operator or datacenter; hence there is no global registry. Nodes exchange their attributes only in the OPEN PDU.

Auth Length is a 16-bit field denoting the length in octets of the Authentication Data, not including the Auth Length itself. If there are no Authentication Data, the Auth Length MUST BE zero.

The Authentication Data are specific to the operational environment. A failure to authenticate is a failure to start the LSOE association, and HELLOs MUST BE restarted.

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

```

      0               1               2               3
      0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|   Type = 3   |           Length = 4           |   PDU Type   |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

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.

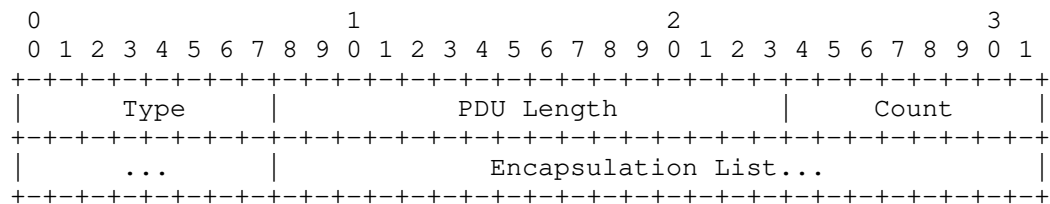
The sender of an Encapsulation PDU MUST NOT assume that the peer is capable of the same Encapsulation Type. An ACK (Section 11) merely

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

0	1	2	3	...	7
-----	-----	-----	-----	-----	-----
Primary	Loopback	Reserved ...			
-----	-----	-----	-----	-----	-----

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

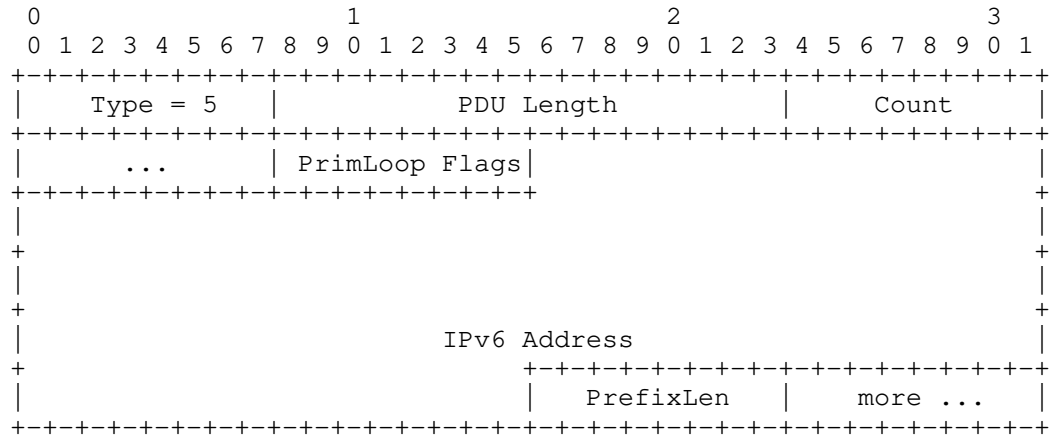
The IPv4 Encapsulation describes a device's ability to exchange IPv4 packets on one or more subnets. It does so by stating the interface's address and the prefix length.

0	1	2	3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1			
-----	-----	-----	-----
Type = 4	PDU Length	Count	
-----	-----	-----	-----
...	PrimLoop Flags	IPv4 Address	
-----	-----	-----	-----
	PrefixLen	PrimLoop Flags	
-----	-----	-----	-----
	IPv4 Address		
-----	-----	-----	-----
PrefixLen	more ...		
-----	-----	-----	-----

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

#### 12.4. IPv6 Encapsulation

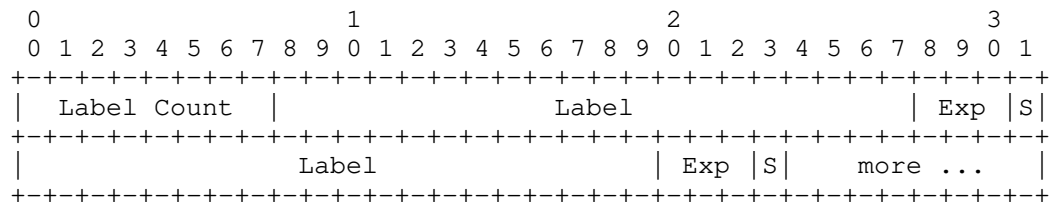
The IPv6 Encapsulation describes a device's ability to exchange IPv6 packets on one or more subnets. It does so by stating the interface's address and the prefix length.



The 16-bit Count is the number of IPv6 Encapsulations.

#### 12.5. MPLS Label List

As an MPLS enabled interface may have a label stack, see [RFC3032], a variable length list of labels is needed.

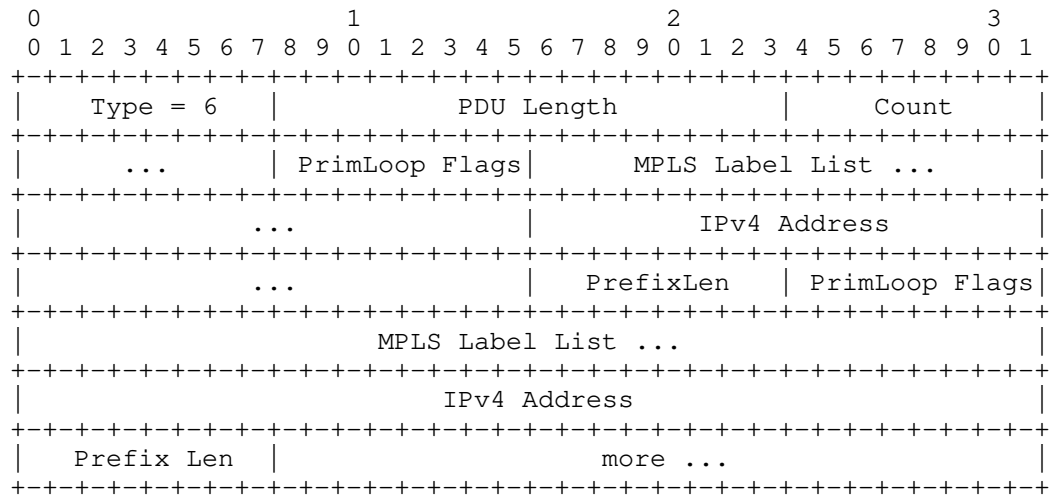


A Label Count of zero is an implicit withdraw of all labels for that prefix on that interface.

#### 12.6. MPLS IPv4 Encapsulation

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

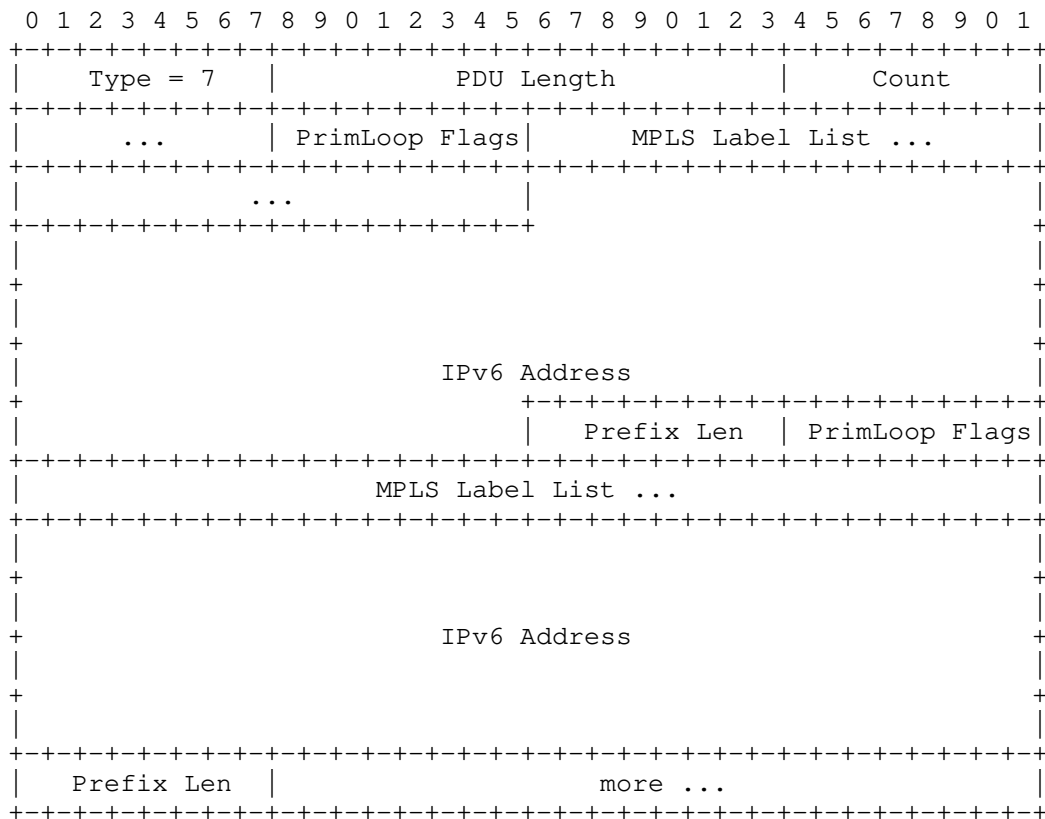




The 16-bit Count is the number of MPLSv6 Encapsulations.

#### 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.



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

### 13. KEEPALIVE - Layer 2 Liveness

LSOE devices MUST beacon occasional Layer 2 KEEPALIVE PDUs to ensure association continuity.

They SHOULD be beacons at a configured frequency. One per second is the default. Layer 3 liveness, such as BFD, will likely be more aggressive.

If a KEEPALIVE is not received from a peer with which a receiver has an open session for a configurable time (default one minute), the session SHOULD BE presumed closed. The devices MAY keep configuration state until a new session is established and new Encapsulation PDUs are received.

```

      0                               1                               2
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|   Type = 2   |           Length = 3           |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

#### 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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