



BIER Multicast Overlay for HTTP Response

<https://tools.ietf.org/html/draft-purkayastha-bier-multicast-http-response-00>

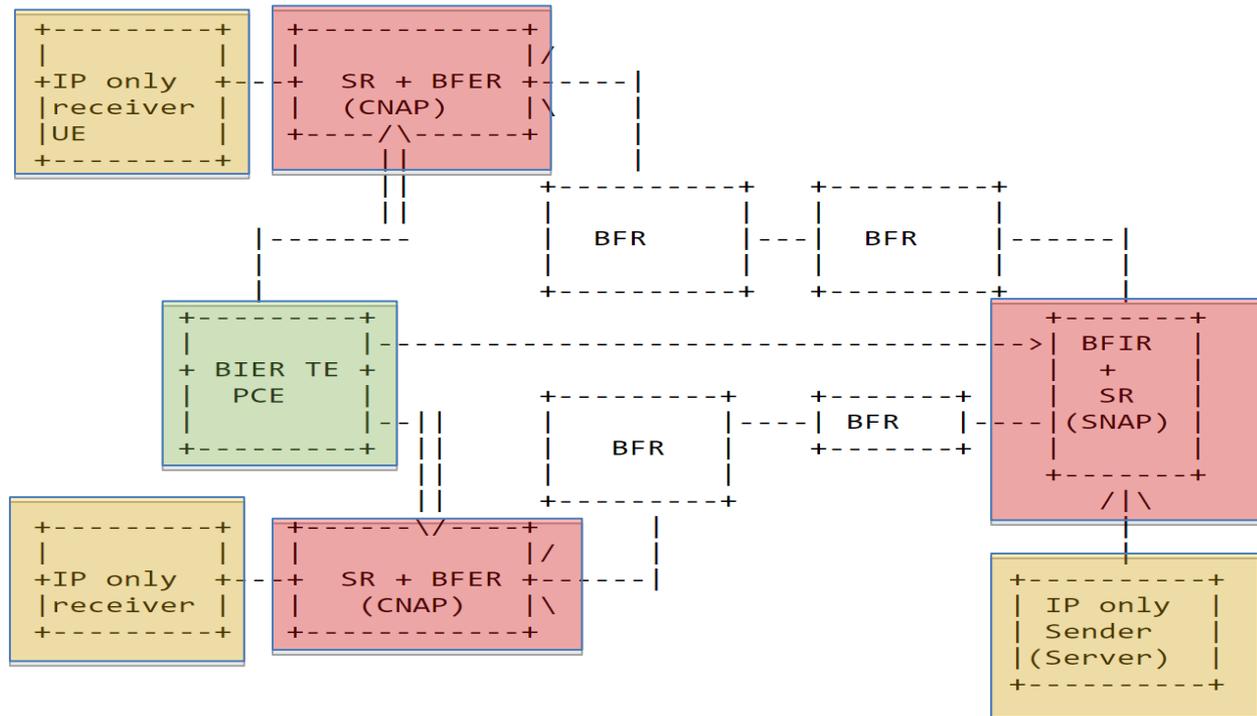
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Recap : Multicast HTTP using BIER

- Draft “Multicast HTTP using BIER” (<https://tools.ietf.org/html/draft-purkayastha-bier-multicast-http-00.html>) describes:
 - Example realization of the use case (<https://tools.ietf.org/html/draft-ietf-bier-use-cases-06#section-3.10>)
 - A Few requirements
- Operational details were described
 - Required Functional elements
 - PCE
 - Service Router
 - Suggested Protocols
 - Between Service Routers and PCE, Registration with PCE

Reference Architecture over BIER



[SR : Service Handler, CNAP : Client Network Attachment Point]
 [SNAP : Server Network Attachment Point]
 [PCE : Path Computation Element]

- The multicast overlay is formed by the BFIR and BFER of the BIER layer and the additional SR (Service Handler) and PCE (Path Computation Element) elements

Realization over IPMC

- “HTTP Response Multicast” maybe realized over IP Multicast (IPMC)
 - Require support for group formation, maintain group state and IGMP signaling to join a group
- For fewer receivers
 - Many of the bitrates may not be required and dropped by the CNAP
 - Extremely high and undesirable amount of IP multicast signaling protocol activity (PIM/IGMP)

Realization over BIER

- Components
 - **SR** : terminates application level protocols, extracts the URI to determine the PATH ID via PCE request
 - **PCE** : keeps track of all service execution end points and how to reach them. (can be part of BIER-TE)
 - Interface functions to BFIR where the PATH ID is mapped to BIER header
- Achieving Multicast
 - SNAP simply coalesces the forwarded HTTP requests from the CNAP, and determines for every requested block the set of CNAPs requesting it
 - A set of CNAPs corresponds to a set of bits in the BIER-bitstring, one bit per CNAP
 - The SNAP then sends the block into BIER with the appropriate bitstring set

Advantages of Realization over BIER

- Eliminates any dynamic multicast signaling between CNAP and SNAP
- Avoid sending of any unnecessary data block, which in the IP multicast solution is pretty much unavoidable
- SNAP can also easily control how long to delay sending of blocks
 - For example, it may wait for some percentage of the time of a block (e.g, 50% = 1 second), ensuring that it is coalescing as many requests into one BIER multicast answer as possible

Next steps

- We suggest to include an additional Applicability Statement documenting “How BIER can be applied to aggregate HTTP responses over a BIER infrastructure”
 - The draft will elaborate on the solution to support the applicability statement