# Weighted Multi-Path Procedures for EVPN All-Active Multi-Homing draft-ietf-bess-evpn-unequal-lb-05

Neeraj Malhotra (Cisco)

Ali Sajassi (Cisco)

Jorge Rabadan (Nokia)

John Drake (Juniper)

Samir Thoria (Cisco)

Avinash Lingala (AT&T)

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### Recap

Optimally handle scenarios with unequal PE-CE link bandwidth distribution within a multi-homed Ethernet Segment:

- Load-balance overlay unicast flows "unequally" in proportion to each PE's link bandwidth share in a LAG
- Load-share DF role "unequally" in proportion to each PE's link bandwidth share in a LAG

Both overlay unicast and BUM flows load-balanced in proportion to PE-CE link bandwidth share in a LAG

### Status

- WGLC March, 2020
- WGLC comments addressed in latest revision, except one outstanding issue
- Outstanding issue Link BW extended community referenced from <a href="https://tools.ietf.org/html/draft-ietf-idr-link-bandwidth-07">https://tools.ietf.org/html/draft-ietf-idr-link-bandwidth-07</a>.

## Problem with Link Bandwidth Extended Community reference

#### **Problem**

- Extended community defined in this reference is Non-Transitive
- EVPN needs this to be conditionally transitive:
  - Pass it across eBGP session when next-hop is not rewritten.
  - Drop it across eBGP session when next-hop is rewritten.
- Existing implementations and deployments make it difficult to redefine existing link BW ext-comm.

### **Proposal**

- Define a new link bandwidth extended community for EVPN, with the above conditional transitive behavior:
  - Type: 06 (EVPN)
  - Sub-Type: 10
- Updated in latest revision 06.

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# Thank You

Neeraj Malhotra (Cisco), Ali Sajassi (Cisco) Jorge Rabadan (Nokia), John Drake (Juniper) Samir Thoria (Cisco), Avinash Lingala (AT&T)

# **BACKUP**

## **Solution Summary**

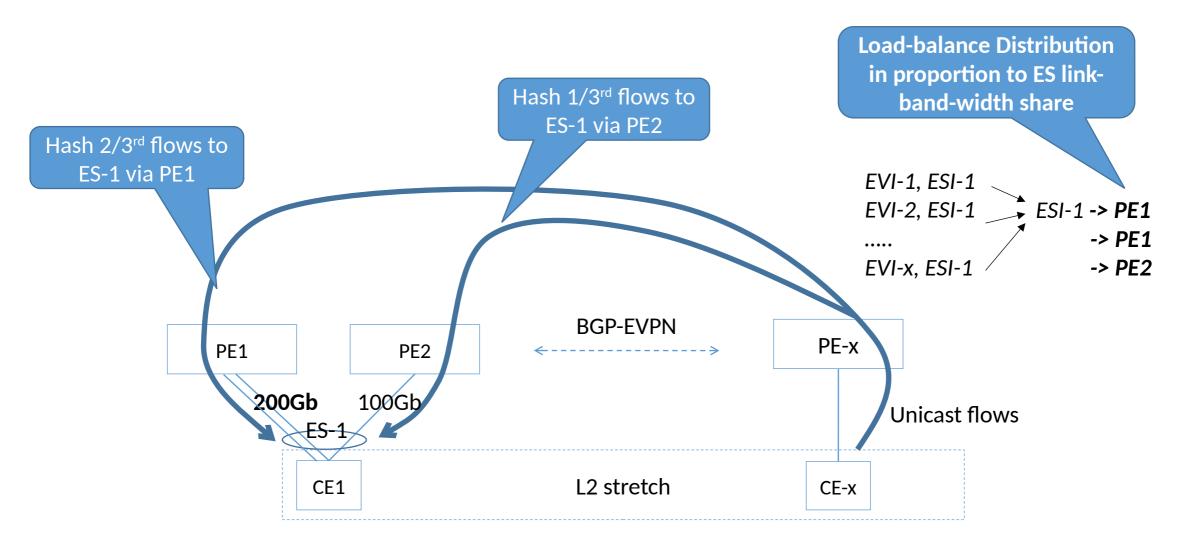
### **Unicast Traffic Load-Balancing**

- Local PE
  - Advertises per-ESI link-band-width attribute as part of per-ESI EAD RT-1
- Remote PE
  - ESI Path-list is computed in proportion to received link-band-width attribute from each PE

#### **DF Election**

- New "BW" capability bit (28) in DF Election Extended-Community indicates desire to augment specified DF election algorithm to be "BW aware" as specified in section 4 of this draft
- Local PE
  - Advertises additional per-ES link-band-width attribute with per-ES RT-4
- Remote PE
  - Type 0 (service carving): Candidate PE list computed in proportion to bandwidth share
  - Type 1 and 4 (HRW): Candidate hash computations for each PE in proportion to it's bandwidth share
  - Weighted HRW (Type TBD): BW weighted score computation for each PE
  - Type 2 (Preference): additional link-band-width tie-breaker based on PE's bandwidth share

# Overlay Load Balancing in proportion to PE-CE link bandwidth share in a LAG



# DF Role Load Sharing in proportion to PE-CE link bandwidth share in a LAG

