Multicast Scaling Considerations

draft-zzhang-pim-multicast-scaling-considerations

Jeffrey Zhang, Rishabh Parekh, Hooman Bidgoli, Sandy Zhang

IETF116, Yokohama
Scaling Dimensions & Solutions

- **Number of receivers**
  - IP multicast can scale to unlimited number of receivers
    - Group address is a logical/virtual representation of all receivers

- **Number of flows**
  - Many flows can be transported by fewer number of tunnels
    - Just like unicast case
    - No per-flow state needed where tunneling is needed

- **Size of network**
  - E2E multicast in a vast network can be tunneled by different means in different regions
Tunneling Technologies

- IP multicast, mLDP/RSVP-TE/SR P2MP
  - Per-tunnel state needed
- LISP
- Ingress Replication
  - No per-tunnel state, but in-efficient
- BIER
  - Efficient replication w/o per-tunnel state
- BIER-TE
  - Per-tunnel TE w/o per-tunnel state
  - “Global” BPs (bit positions) encode replication branches
- BIER-RBS – enhanced BIER-TE
  - Local BPs in Recursive Bitstring Structure
  - draft-eckert-bier-cgm2-rbs
Tunnel Overlay Signaling

• Tunnel ingress needs to know which flows to be put onto which tunnel
  • For certain tunnels it also needs to know which nodes must be tunnel egresses
    • E.g., IR, RSVP-TE P2MP, BIER

• Tunnel egresses may need to join the tunnel
  • E.g., mLDP and IP multicast tunnel
mLDP/PIM/IGMP/MLD as Overlay

- Signaling protocol for tunneled multicast is used for overlay signaling
- mLDP signaling for mLDP traffic over other tunnels
  - mLDP over RSVP P2P/P2MP tunnels: RFC 7060
  - mLDP over BIER: draft-ietf-bier-mldp-signaling-over-bier
- PIM signaling for IP multicast traffic over other tunnels
  - PIM over PIM tunnels: Rosen/PIM MVPN
  - PIM over BIER tunnels: draft-ietf-bier-pim-signaling
- IGMP/MLD signaling for IP multicast traffic over BIER
  - ietf-bier-mld
BGP/LISP as Overlay

• Overlay signaling uses different protocol for the tunneled traffic

• BGP MVPN signaling for:
  • IP VPN Multicast
  • mLDP VPN multicast (mLDP being the PE-CE protocol for VPN)
  • Global Table Multicast (IP/mLDP traffic in the global/default routing instance)

• LISP signaling for IP multicast
  • RFC6831, RFC8378
Tunnel Segmentation in BGP MVPN

- PE-PE tunnels are referred to as PMSI tunnels
  - Identified by (overlay) PMSI routes
    - That binds overlay flows to underlay tunnels
  - Instantiated by an underlay tunnel whose type/instance is encoded in PMSI Tunnel Attribute (PTA) of the route

- A PMSI tunnel may have different instantiations in different regions
  - Each with a different type or instance
    - The PTA is updated when the PMSI route is re-advertised into next region
    - For technical/operational/administrative reasons

- Regional Border Routers (RBRs) are segmentation points
  - They need to maintain overlay state (PMSI routes)
  - They stitch upstream/downstream segments based on the overlay PMSI route
Scaling of Segmentation Points and Tunnel Ingress/Egress

• They need to maintain overlay state
  • E.g., IP multicast flow overlay state

• Scale up
  • Multicast forwarding state is not much different from unicast
    • A route points to forwarding instructions
      • ECMP branches for unicast or replication branches for multicast
      • Routes may share forwarding instructions
  • If you can scale up unicast, you can scale up multicast
    • You just need to be prepared to scale up, and to be able to control
    • Signaling protocol needs avoid soft state refreshes

• Scale out segmentation points
  • Use multiple segmentation points between two regions
    • Each responsible for different overlay flows
Summary

• There are existing and in-development solutions to scale multicast in all three dimensions
  • IPv4/IPv6 and MPLS/SRv6 agnostic
  • They can be used together for multi-dimension scaling
• Number of receivers: IP multicast
• Number of flows: tunneling w/ or w/o per-tunnel state
  • PIM/P2MP; IR/BIER/BIER-TE/RBS
• Vast network: tunnel segmentation
  • Scale up/out segmentation points
Next Steps

• Seeking comments and suggestions
• Add text about LISP