

# Zero-Configuration Multicast Address Assignment

Nate Karstens

Garmin

National Marine Electronics Association (OneNet Committee)

# Document Split Into Three

- [draft-karstens-pim-ipv6-zeroconf-assignment-01](#)
  - 1) [draft-karstens-pim-zeroconf-mcast-addr-alloc-ps](#)  
Problem statement and requirements  
Criteria for evaluating proposed solutions  
Ready for advancement
  - 2) [draft-karstens-pim-updt-ipv6-dyn-mcast-addr-grp-id](#)  
Updates to IPv6 multicast group ID allocation  
Minor changes and then ready for advancement
  - 3) draft-karstens-pim-ipv6-zeroconf-assignment-TODO  
mDNS-based zeroconf protocol

# 1) Problems

- Distribute multicast traffic
  - Efficiency
  - High-bandwidth traffic overwhelming low-bandwidth links
- Multicast snooping
  - Streams differentiated only by Ethernet destination address
  - Address collisions at Ethernet layer (33:33:XX:XX:XX:XX)
- No single point of failure
- Cannot rely on user configuration

# 1) Desired Solution

- Decentralized, zero-configuration protocol for dynamically assigning multicast addresses.

# 1) Requirements

- Does not rely on a single point of failure
- Does not depend on user configuration
- Coexists with other multicast address assignment protocols
- Supports operation on a single subnet
- Supports multiple applications on the same host
- Detects and resolves address collisions
  - Extreme case: network partition and repair
- Does not require an Internet connection

# 1) Extra Credit

- Supports operation across multiple subnets
- Does not require significant changes to existing standards
- Uses functionality commonly available on a variety of platforms
- Uses capabilities commonly provided to unprivileged applications
- Avoids depending on configuration data loaded during device manufacture
- Minimizes network traffic

# 1) IPv6 Considerations

- Well-structured
  - Suited for assigning ranges of addresses
- Group ID ranges overlap
  - Addressed by draft-karstens-pim-updt-ipv6-dyn-mcast-addr-grp-id

# 1) IPv4 Considerations

- Guidelines for allocating IPv4 multicast addresses do not avoid address collisions
- Recommend all new designs use IPv6

# 1) Excluded Solutions

- Different Ethernet prefixes (platform support would be slow)
- Reserve 32 address ranges in IPv4 (limited address space)

## 2) New “Dynamic Multicast Group IDs” Registry

Range	Description	Reference
0x80000000-0x8FFFFFFF	MADCAP	[RFC2730]
0x90000000-0xFEFFFFFF	Unassigned	
0xFF000000-0xFFFFFFFF	Solicited-node multicast addresses	[RFC4291], Section 2.7.1

- MADCAP allocation reduced
- Room for developing zeroconf protocols

## 2) TODO

- Add Dave Thaler to acknowledgements
- Understand relationship to [Unicast-based \(Including SSM\) Multicast Group IDs](#) registry in IPv6 Multicast Address Space Registry registry group.

# 3) Develop proof-of-concept

- <https://github.com/nkarstens/mdns-zeroconf-mcast>
- iptables rules to simulate network partition and repair

```
karstens@test-vm: ~/ietf
karstens@test-vm:~/ietf$ ./mdns-zeroconf-mcast --intf=eth0 --name=test-name --groupid=90000000
Found IPv6 link local address fe80::215:5dff:fe01:c00a
Using IPv6 multicast address ff32:ff:215:5dff:fe01:c00a:9000:0
=> Ethernet multicast address 33:33:90:00:00:00
Registration successful
```

```
karstens@test-vm: ~/ietf
karstens@test-vm:~/ietf$ ./mdns-zeroconf-mcast --intf=eth0 --name=test-name --groupid=90000000
Found IPv6 link local address fe80::215:5dff:fe01:c00a
Using IPv6 multicast address ff32:ff:215:5dff:fe01:c00a:9000:0
=> Ethernet multicast address 33:33:90:00:00:00
Encountered collision, exiting
karstens@test-vm:~/ietf$
```

## 3) TODO

- Remove sections covered by other drafts
- Incorporate improvements from proof-of-concept
- Address feedback from IANA

Thank You!