Quick diff from -01 to -02

- No more BMPv3 behaviour, Loc-Peer will only be available in BMPv4
+ Figures in the draft
Local Path-ID

draft-younsi-grow-local-path-id

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Agenda

- Modeling challenge on collection side
- Local Path-ID
- Local Path-ID BMPv4 TLV
Modeling challenge on the collection side

Using attributes to identify paths becomes sketchy
Local Path-ID

- a number to identify a path
- unique on a router, across all network protocol daemons
- opaque number
  - we only define its properties
  - collection does not need to figure out its parts
- we recommend avoiding inter-process communication for id allocation
  - local_path_id made of 2 parts
    - process_id
    - path_discriminator
Local Path-ID BMPv4 TLV

```
+-----------------+-----------------+-----------------+-----------------+-----------------+
| Type (TBD)      | Length (2 octets)| Index (2 octets) |
+-----------------+-----------------+-----------------+-----------------+-----------------+
| local_path_id   |                 |                 |
+-----------------+-----------------+-----------------+-----------------+-----------------+
```

TLV Length
- Static length?
  - How long?
  - 32bits?
- Dynamic length?
  - local_path_id as byte array
Thank you!

Questions?