



BMP Loc-RIB Peer Address

draft-francois-grow-bmp-loc-peer-02

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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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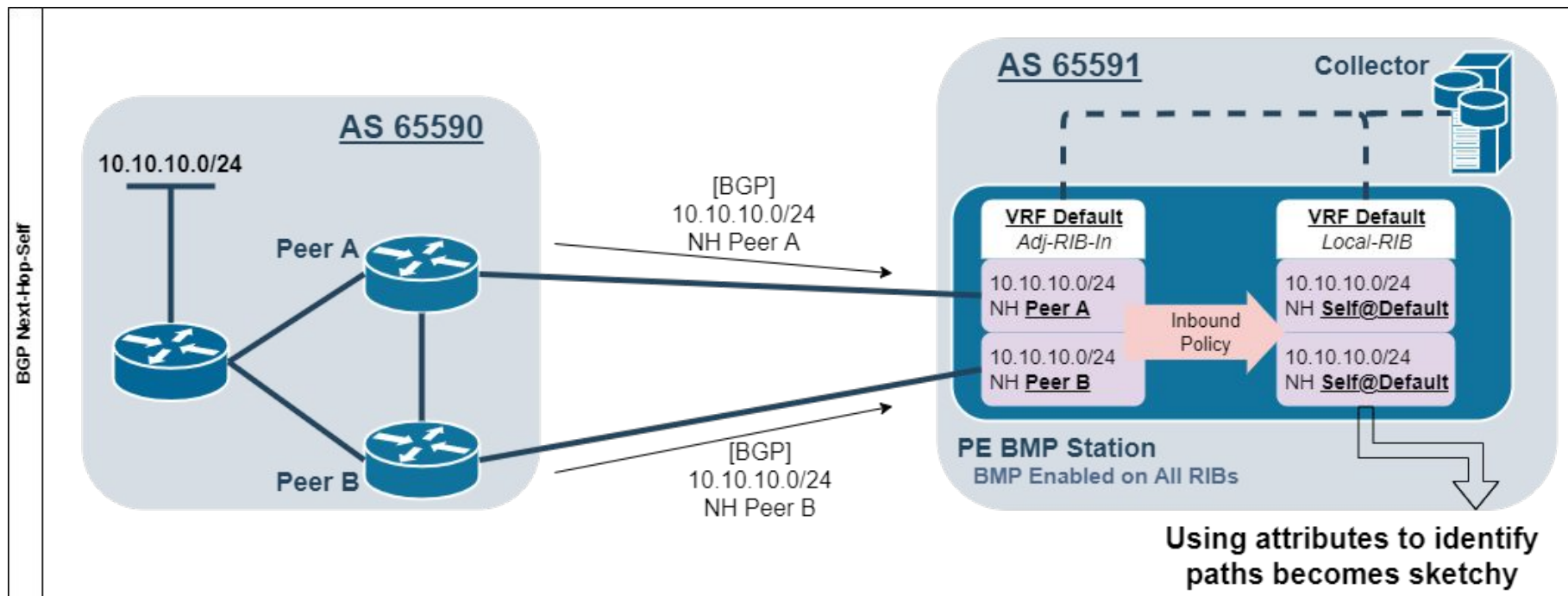
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Agenda

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

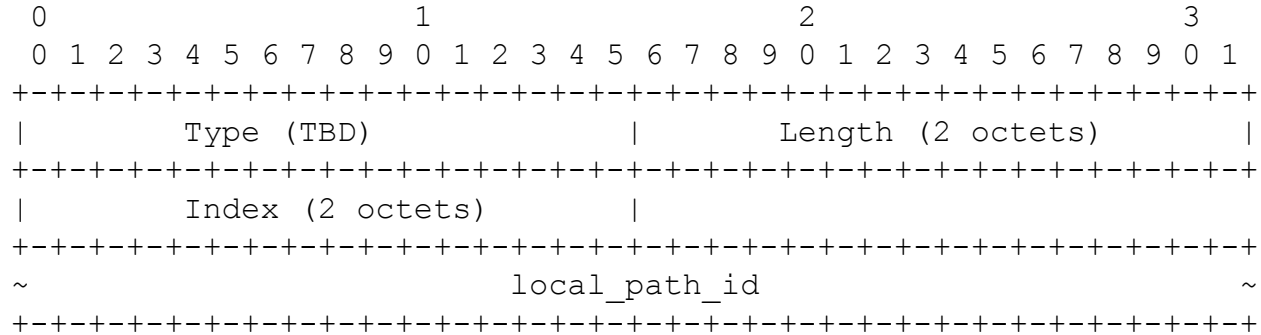
Modeling challenge on the collection side



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



TLV Length

- Static length?
 - How long?
 - 32bits?
- Dynamic length?
 - local_path_id as byte array



Thank you!

Questions?