Server-to-server API

draft-dulinski-alto-inter-problem-statement-00
draft-medved-alto-svr-apis-00

Piotr Wydrych <piotr.wydrych@agh.edu.pl>
Jan Medved <jmedved@juniper.net>
Motivation (1/3)

• Local topology information source knows only outgoing path costs
  – Standard cost map: peers from remote AS are “cheap”
  – Cost map built with Inter-ALTO (Server-to-server): peers from remote AS are “expensive”
Motivation (2/3)

- Local topology information source cannot differentiate Remote AS’s subnets
  - Standard CM: all peers from remote AS are OK
  - CM built with Inter-ALTO (Server-to-server): peers from “the dark subnet” of remote AS should be avoided
Motivation (3/3)

Generation of Combined Maps

- Each ALTO Server only has a partial view of the overall network
  - Depends on which routers are sources of the topology data

- Combined maps generation:
  - Beyond own AS: ALTO Server must exchange its map information with ALTO Servers in other ASes
  - Costs in partial cost maps must be normalized
Sample (Simple) Use Case

AS1 Map to Clients:

AS1 sees from BGP:
- PIDAS2
- PIDAS3

AS2 to AS1:
- PIDAS2

AS3 to AS1:
- PIDAS3

Inter-AS cost=1
Real cost=100

Real cost=100

Real cost=200
Real cost=300

Inter-AS cost=1
Real cost=200
Server to-Server Interface: ALTO Protocol (draft-alto-protocol)

- ALTO Client-Server Protocol:
  - Network and Cost maps provides sufficient semantics to be considered a good candidate for the Server-to-Server API
  - Sharing information directly between ALTO clients anticipated, (Section 3.1.4 in draft-ietf-alto-reqs)
  - Support for redistribution of ALTO data between clients also anticipated in ALTO Protocol spec (draft-alto-protocol)
- Need to address:
  - Authentication
  - Encryption / data protection
  - Incremental updates (more detailed protocols)
  - Updates flow in both directions
  - Topology summarization, aggregation
Q & A

Thank you!