# Multi-Upstream Interfaces IGMP/MLD Proxy

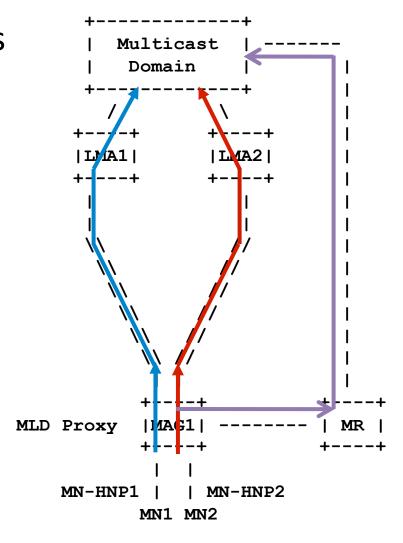
draft-zhang-pim-muiimp-00

Beijing Jiaotong University HAW Hamburg 2013.3

#### Why multi-upstream interfaces

- > For PMIP mobile environments
- 1. Tunnel convergence
- 2. Route optimization

> For multihoming



Multicast Senders & Receivers

## History of this Work

- Initial ideas in MAGMA
- Picked up in MULTIMOB
  - draft-zhang-multimob-msm-03, July 2011
  - draft-ietf-multimob-pmipv6-source-00, Jan 2012
- Work deferred to PIM WG
  - moved to Appendix in source-draft

### Objectives & Requirements

- Requirements:
  - Unique coverage of receivers
  - Prevention of Routing Loops
- Objectives:
  - Distribute Multicast services according to local policies
  - Unambiguously guide traffic to/from upstream interfaces

#### Multi-Upstream Interfaces IGMP/MLD Proxy

- ✓ Inherits basic rule of the IGMP/MLD proxy
- ✓ Extends with multiple upstream interfaces
- ✓ Each upstream interface of an MUIIMP device MUST NOT send or subscribe the same data simultaneously.
- ✓ Approach: Route according to a filter table
- ✓ Policy List for default upstream interface (Uif) selection
- ✓ Different operation for source and receiver

#### Filter Table for MUIMP

Policy-based Upstream Routing

Multicast State	Upstream Interface
(S1 <sub>local</sub> , *)	UP-IF1 Group / Channel
(*,G1)	UP-IF2 Group / Channel Specific Routing
(S2,G2)	UP-IF3
(*,*)	UP-IF1 Remaining Default

- o Processing: Apply first matching filter
- o For Sources:
  - Can express policy-based routing
- o For Receivers:
  - Can sort according to Groups/Channels, but not policies

#### Multi-Upstream Interfaces IGMP/MLD Proxy

> Selection of the default upstream if **Policy List** 

#### (node prefix, G prefix/multicast state, Uif)

Node prefix represents the address prefix of the node attached.

Node/Prefix

N1

**N2** 

**N4** 

**N4** 

N3 prefix

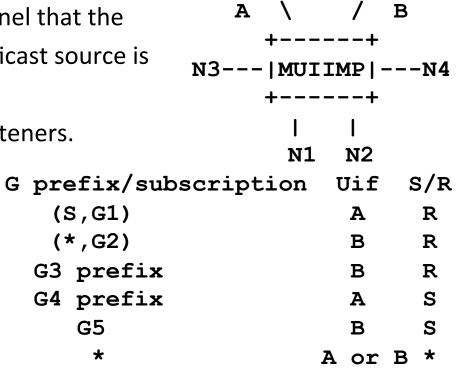
(S,G1)

(\*,G2)

G5

Multicast group address indicates the channel that the multicast listener is subscribing or the multicast source is publishing.

Multicast state is only valid for multicast listeners.



Multicast

Domain

# Work of Interest?