

# S-BFD Update

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**Authors/Contributors/Contributions-by:**

Many BFDers ... (too many to list here)

Thanks to those contributed!!

**Presenter:**

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# S-BFD Documents

## Currently focused on:

- Use-case
- Base
- IP/MPLS Data Plane
- ISIS Advertisement
- OSPF Advertisement

## Next focus areas:

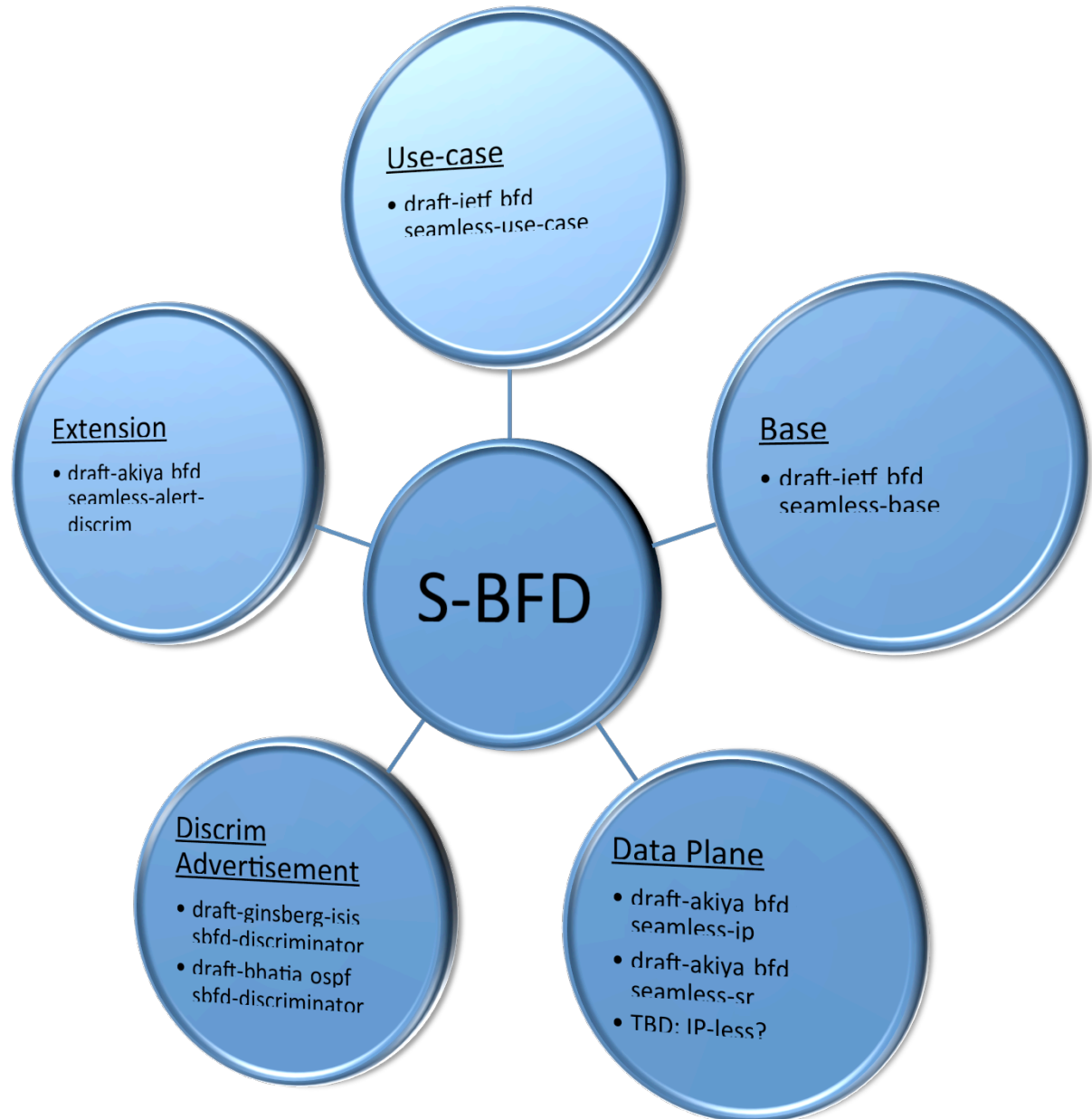
- Alert Discriminator
- SPRING

## Further down the road:

- IP-less?
- Yang/Netconf?
- Additional Security?

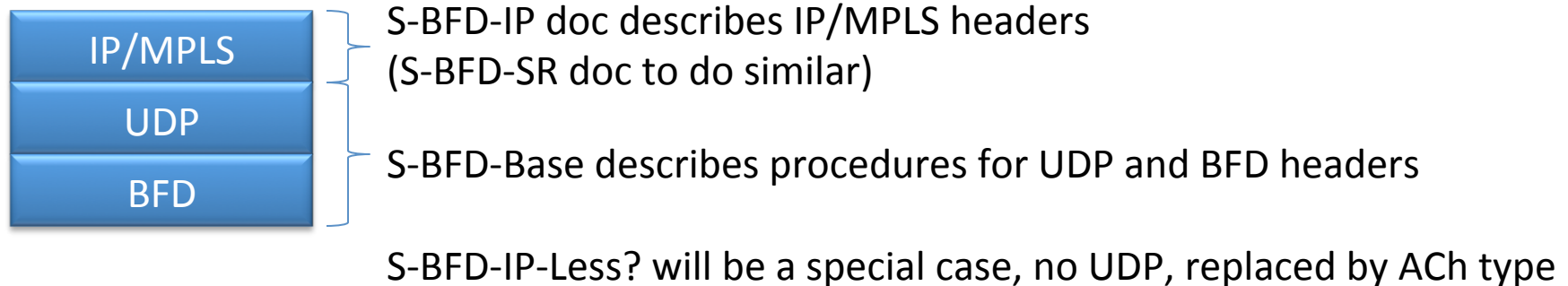
## Let's see ...

- SFC

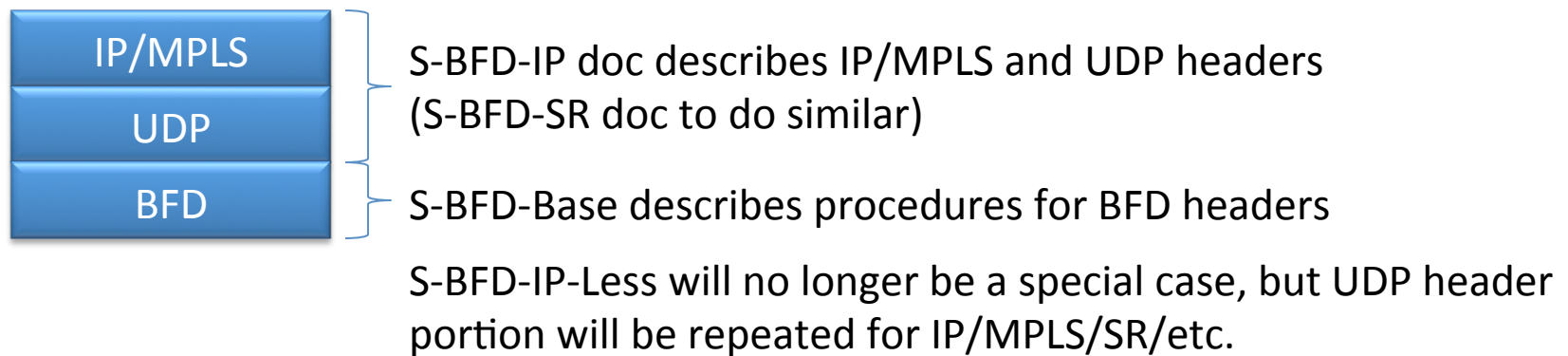


# S-BFD Documents Structure

- Single port (7784?) for all S-BFD types, thus:



- Above == current plan, however alternatively:



- If you have strong preference, plz voice on list.

# S-BFD Terminologies

- Defined in [draft-ietf-bfd-seamless-base-01](#)

**S-BFD** - Seamless BFD.

**S-BFD packet** - a BFD control packet on the well-known S-BFD port.

**Entity** - a function on a network node that S-BFD mechanism allows remote network nodes to perform continuity test to. An entity can be abstract (ex: reachability) or specific (ex: IP addresses, router-IDs, functions).

**SBFDInitiator** - an S-BFD session on a network node that performs a connectivity test to a remote entity by sending S-BFD packets.

**SBFDReflector** - an S-BFD session on a network node that listens for incoming S-BFD packets to local entities and generates response S-BFD packets.

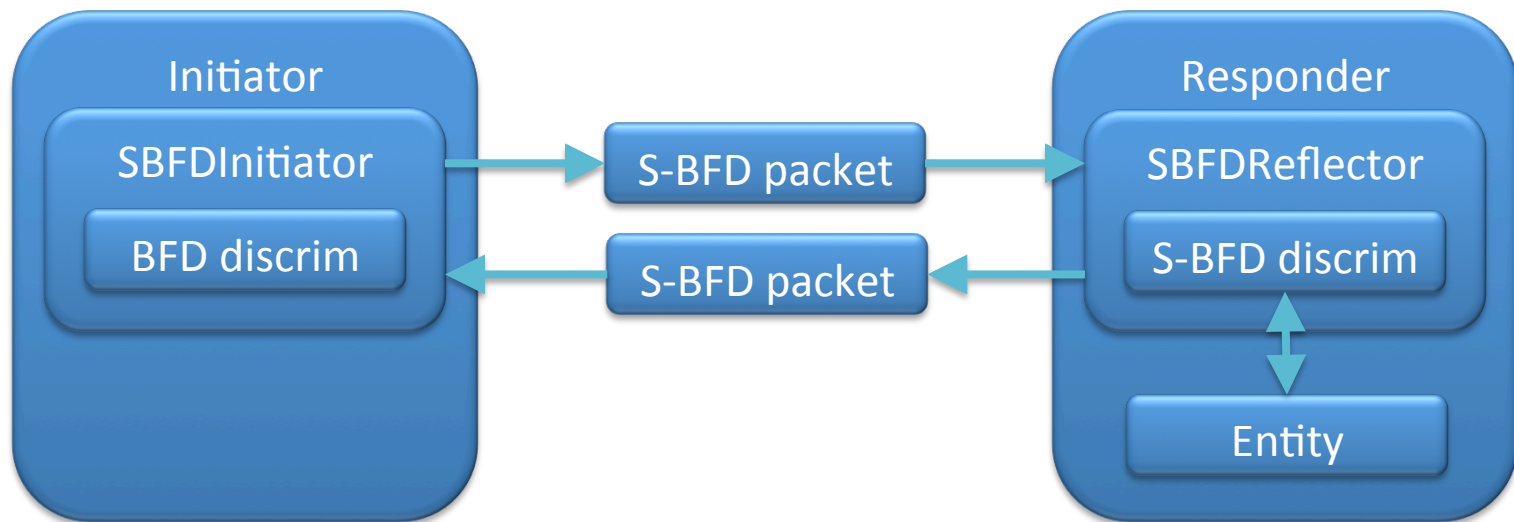
**Reflector BFD session** - synonymous with SBFDReflector.

**S-BFD discriminator** - a BFD discriminator allocated for a local entity and is being listened by an SBFDReflector.

**BFD discriminator** - a BFD discriminator allocated for an SBFDInitiator.

**Initiator** - a network node hosting an SBFDInitiator.

**Responder** - a network node hosting an SBFDReflector.



# Seeking Comments/Thoughts [1]

- SBFDDReflector behavior: what value to set in the state field of sending S-BFD packets?

Option 1 (currently defined in base)	Option 2 (alternative)
Has two states: UP, ADMINDOWN	Has two states: UP, ADMINDOWN
Sets UP or ADMINDOWN	Reflects received state or sets ADMINDOWN
	<pre>if (bfd.SessionType == SBFDDReflector) {     if (local_state == ADMINDOWN) {         Set ADMINDOWN in state field;     } else {         Copy received state to state         field;     } }</pre>
<ul style="list-style-type: none"><li>• SBFDDInitiator requires sending <b>1</b> S-BFD packet to receive response with state=UP.</li><li>• SBFDDInitiator <b>cannot</b> reuse the FSM from RFC5880, i.e. (local_state=DOWN &amp;&amp; received_state=UP) transitions the local_state to DOWN according to RFC5880.</li></ul>	<ul style="list-style-type: none"><li>• SBFDDInitiator may require sending <b>2</b> S-BFD packets to transition to UP state and <b>3</b> S-BFD packets to receive response with state=UP.</li><li>• SBFDDInitiator <b>can</b> reuse the FSM from RFC5880.</li></ul>

# Seeking Comments/Thoughts [2]

- S-BFD discriminator uniqueness within an administrative domain. Why?
  - To avoid false positive.
  - S-BFD packet falsely terminates on node X instead of Y, but both X and Y have same S-BFD discrim.
  - Detailed explanations in [base doc Section 5](#).
- Initially, uniqueness relies on configuration.
  - Sufficient?
- Down the road, what extensions do we need?

# Seeking Comments/Thoughts [3]

- Reserving one or set of S-BFD discriminators?
- Possible usages:
  - Alert discriminator
  - Scenarios where overhead of S-BFD advertisement is too costly
- Useful? Oppose? How does WG feel about this?

Thank you!

Questions/Comments?