

# BIER

## Bit Indexed Explicit Replication Traffic Engineering

draft-eckert-bier-te-arch-05  
draft-eckert-bier-te-frr-03

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# BIER-TE arch/frr status

- WG chairs did suggest not to ask for adoption last year
  - WG full with more urgent short term work
  - Authors busy too -> drafts expired in 2016
- Revived draft-eckert-bier-te-arch-05
  - Unchanged from -04.
  - Authors think all open questions had been cleared in before
- Revived draft-eckert-bier-te-frr-02
  - Major changes: Included WG feedback from 2016

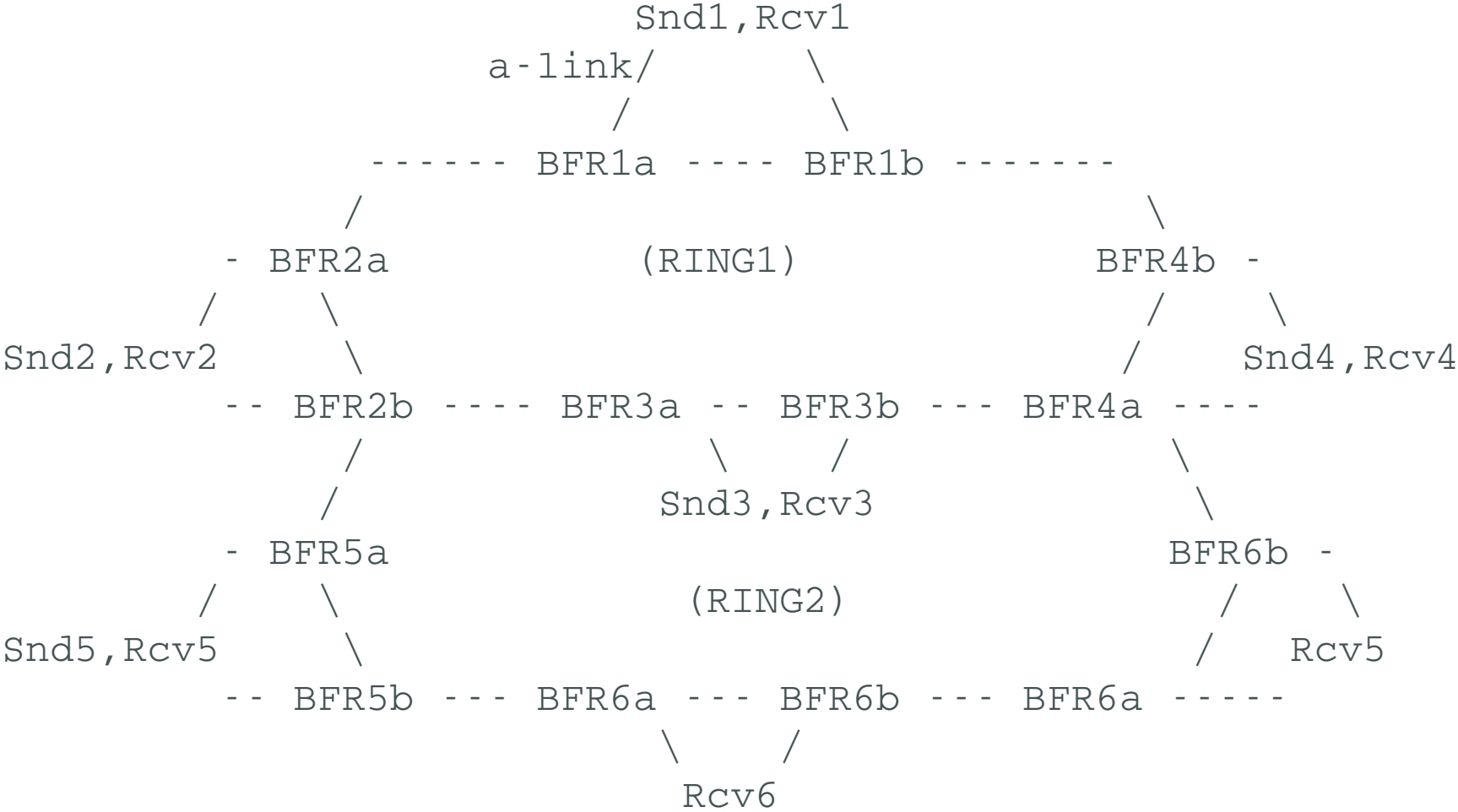
# draft-eckert-bier-te-arch-05

- Variant of BIER machinery to allow path engineered trees
- Bits can not only indicate receivers (BFER) but also transit hops
- Forwarding rules do not consider all bits (as receivers, like in BIER), but only bits of adjacencies
  - That's how packet can be steered hop-by-hop through network
- Forwarding rules for BIER-TE easily added to BIER forwarding engines (forwarding chips)
  - If we had a BIER-TE RFC \*hint\* \*hint\*
- Calculating minimum number of transit links to assign bits to, calculating bitstrings for paths...
  - Great job for a BIER-TE PCE – not simple. Bier-te-arch outlines a wide range of details.
- Couple of different semantics for bits to minimize number bits needed

# draft-eckert-bier-te-frr-02

- Feedback: do we need FRR, is this the only option ? Its kinda complex...
- Can we include all options for BIER-TE resilience
- Draft now considers key options:
  1. 1+1 Path diversity – “live-live”
    - Duplicate transmission of packets across diverse paths
    - No new protocol/technology required, just appropriate engineered path config (from PCE, BIER-TE controller).
    - Key requirement: engineered paths – aka: requires BIER-TE (not just BIER).
      - (BIER would need to be combined with multi-topology IGP or “MRT” options)

# draft-eckert-bier-te-frr-02



# draft-eckert-bier-te-frr-02

## 2. 1:1 path protection

- Same BIER-TE setup as for 1:1 path diversity
- Send only one copy. - bitset for one tree (eg: tree A)
- Some (TBD) failure signaling (popular today: streaming ops telemetry)
- Trigger switching bitset to tree B
- Key BIER/BIER-TE feature to enable this option:
  - Ability to switch set of paths/receivers via simple bitmap switch in sender  
No signaling in the network required

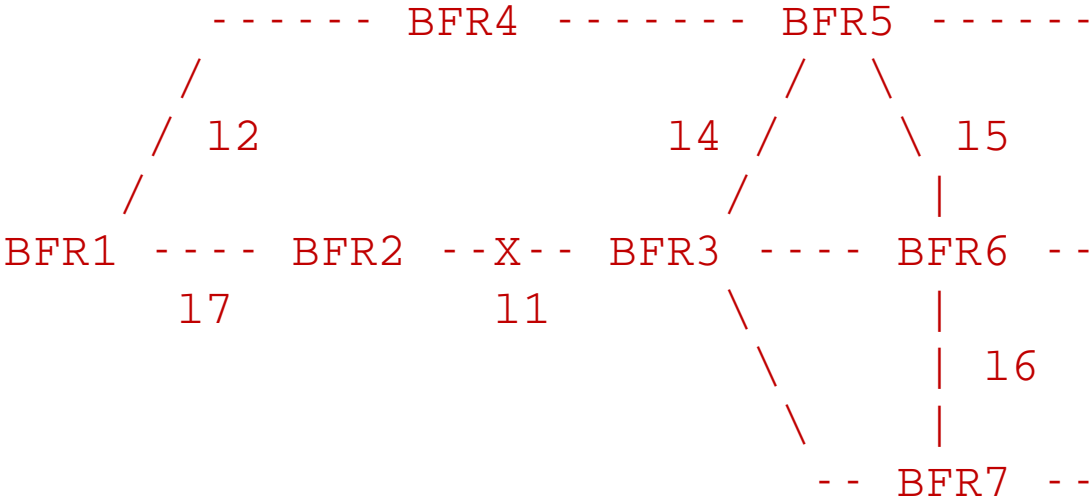
## 3. 1:1 link protection

- With existing mechanisms:
- Use RSVP-TE backup tunnel, or SR backup tunnel, no new BIER-TE work
- Would equally apply to BIER

# draft-eckert-bier-te-frr-02

## 4. 1:1 node protection

- With existing mechanisms: (RSVP-TE / SR)
- Known issue: 1 p2p backup tunnel for each next-nex-hop  
Inefficient
- Can build p2mp RSVP-TE/P2MP backup trees ... complex



# draft-eckert-bier-te-frr-02

## 5. Node protection with BIER-TE in BIER-TE encapsulation

- Backup BIER-TE tree reaching all next-next-hops
- On each egress of multipoint backup tunnel, reset bitmask required so only bits remain that are valid paths from next-next-hop to receivers

## 6. Native link/node protection with BIER-TE

- Achieve almost the same as 5. without the need for encapsulation/decapsulation
- Will also not replicate to next-next-hops not interested in this tree.
- Fairly complex additional forwarding plane logic
- When FRR condition encountered:
  - Modify bitmask for preprogrammed set of bits (next-next-hop): delete bits (existing subtree), add bits (backup subtree)
- Does not always work in all topologies – sometimes would need 5 (or have duplicates).



# Summary

- P4 research prototype demonstrated @ IEEE/IFIP-NOMS
- <https://atlas.informatik.uni-tuebingen.de/~menth/papers/Menth17a.pdf>  
<https://atlas.informatik.uni-tuebingen.de/~menth/papers/Menth17b.pdf>
- Asking for working group adoption  
Note: Had working group adoption call once, 2015 ? For BIER-TE arch, had one opposing, fixed issues back then.
- Would like to enable chip vendors consider to bring in BIER-TE forwarding rules  
Valuable for path engineering, but also for high availability (eg: 1:1 cases, traffic engineered backup trees ). Also considered in other WGs.
- BIER-TE FRR draft now meant to be comprehensive  
Happy to add/discuss options we may have missed  
BIER(-TE) FRR ?  
Native BIER-TE FRR not pitched as only option anymore  
Feedback from chip designers would be interesting



*Bead inside rim creates turbulence to release flavor and aromas as beer enters mouth.*

*Narrowing the glass at the top retains the hop aroma and sustains the head.*

**BIER**

*Outward turned lip delivers beer to front of tongue where sweetness (malt) is tasted.*

*Rounded shape collects aromas.*

**TE**

*Thinner walls and rounded shape maintain proper beer temperature longer.*

*Laser etchings on bottom create bubbles for constant aroma release.*

**Questions ?**

**Improved recovery**

**will get you a new glass when yours breaks.**