## **BGMP BOF**

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## <u>Agenda</u>

Agenda bashing 5 minutes BGMP Status 5 minutes Why BGMP? 20 minutes Charter Bashing 10 minutes

## What is BGMP?

- □ An Inter-Domain multicast tree building protocol
  - Builds trees of domains
  - Root domain per group determined by G-RIB ▷ G-RIB can be built by any number of mechanisms
- □ Supports multiple tree types
  - Bidirectional shared
  - Unidirectional shared
  - Source-specific
- ☐ Specifically designed for Inter-Domain

## Why BGMP?

- Why not just use bidirectional PIM-SM or RAMA or ...?
  - □BGMP is an explicitly inter-domain protocol
    - There are many things that you want to do differently inter-domain vs. intra-domain
  - BGMP allows your choice of protocol inside each domain
    - Opening inter/intra-domain split
    - Allows evolution of protocols seperately

## BGMP Differences

- □ Neighbor Discovery
  - OPIM and CBT: dynamic
    - ⊳good for IGP, just plop down new router
  - OBGMP: static configuration
    - ⊳required for an EGP
    - ▶used by BGP and MSDP
- □ Bootstrap Mechanism
  - PIM and CBT use a bootstrap mechanism for RP/Core discovery which uses periodic multicast and flooding
    - ▶Don't want periodic messages inter-domain
  - OBGMP uses the G-RIB

### BGMP differences 2

- □ Multi-Access Links
  - PIM and CBT multicast control messages
  - Implementing different policy per neighbor requires unicast control messages
  - OPIM Assert mechanism causes duplicates on multi-access links
  - OBGMP pre-elects forwarders to prevent duplicates
- □ Error conditions
  - BGMP has NOTIFICATION messages to explicitly inform neighbors of errors.

## BGMP Differences 3

- ☐ Tree Types
  - ○BGMP does
    - ▶ Bidirectional Shared Trees
    - >Unidirectional Shared Trees
    - ▶ Source-Specific Trees
  - OPIMv2 and CBTv2 do not provide this flexibility
    - ⊳(but Bidirectional PIMv2 may)

## **BGMP Differences 4**

- □ State Refresh
  - OPIM periodically resends all join/prune information
    - Consumes bandwidth
    - ► May respond slowly to topology change
  - OCBT and BGMP use keepalives between neighbors so can use "harder" state
- ☐ Message Reliability
  - OPIM and CBT introduce their own reliability mechanisms
  - OBGMP simply uses TCP, like BGP and MSDP.

## **Charter Bashing**

The BGMP working group is chartered to complete the protocol specification and follow it through the Internet standards track. It will also help to design a transition mechanism from MSDP (the Multicast Source Distribution Protocol, an interim interdomain solution that is unlikely to scale for the long term) to Internet-wide BGMP.

## Goals & Milestones

#### Nov 1999

- Resolve multi-access LAN forwarding mechanisms
- Develop security portion of spec
- Evaluate forwarding rules and transient behavior under a wide range of topologies under simulation
- Evaluate interoperability with multicast IGPs in more detail and identify any relevant optimizations and/or implementation issues.
- Consider monitoring and measurement (e.g. multicast traceroute) and evaluate support for existing and/or new monitoring and measurement tools and protocols.

#### Mar 2000

- Produce revised protocol specification based upon simulations and evaluations
- Produce initial version of MIB
- Design a transition architecture from PIM-SM/MSDP to BGMP

## Goals & Milestones

### Jul 2000

- Guide the development of a reference implementation
- Oversee interoperability experiments
- Submit final version of protocol specification Internet Draft

#### Nov 2000

- ○Finalize MIB
- Produce applicability document

| Charter Bashing |  |
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| □Input!         |  |
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# Action Items □ Need volunteers for action items. □ Security □ Simulation □ Interoperability □ Monitoring & Measurement □ Transition