

UDP based Publication Channel for Streaming Telemetry

draft-ietf-netconf-udp-pub-channel-03

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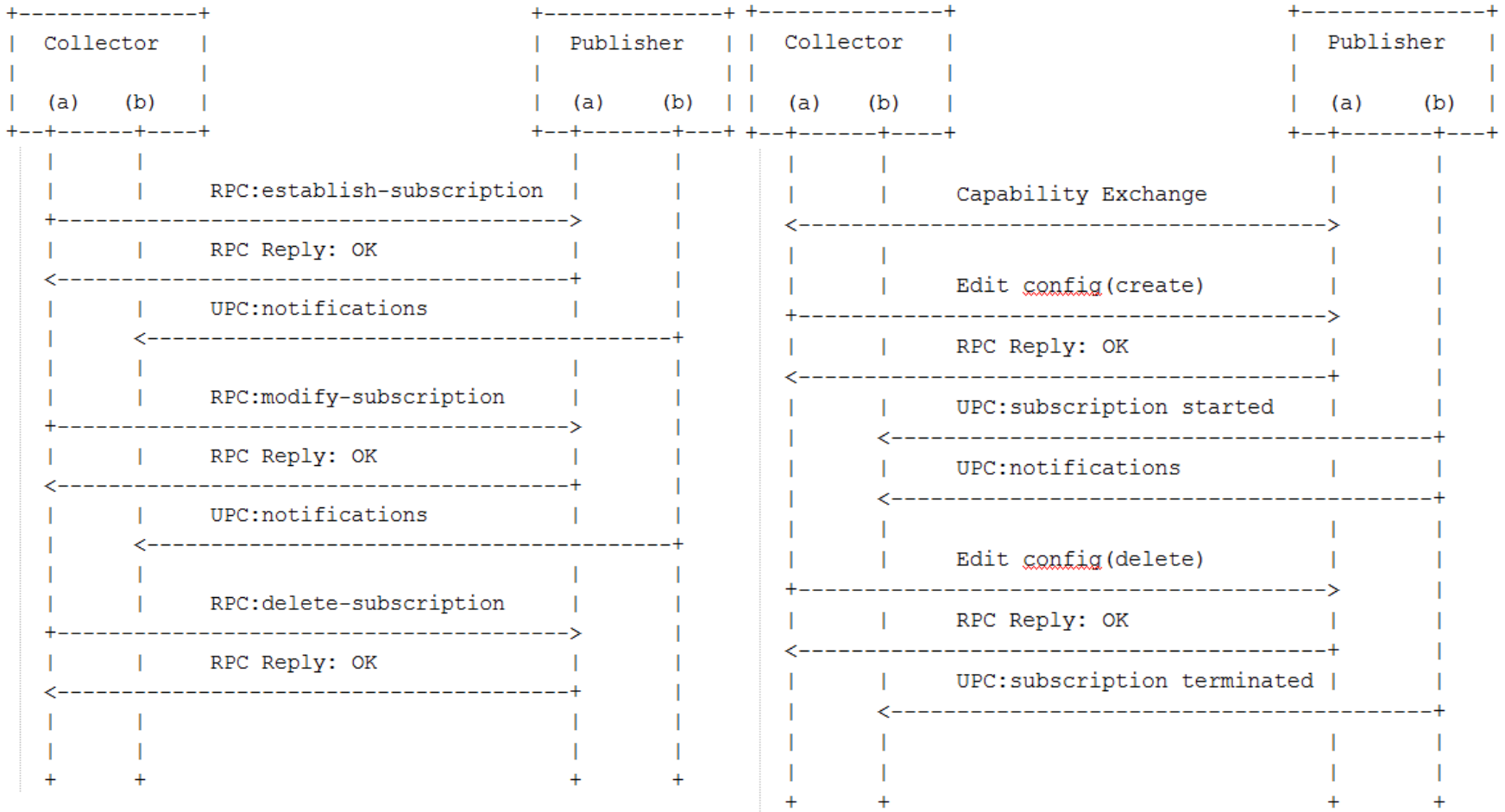
Alexander Clemm

Overview

- UDP vs TCP
 - Data collector will suffer a lot of TCP connections from many line cards equipped on different devices.
 - As no connection state needs to be maintained, UDP encapsulation can be easily implemented by hardware which will further improve the performance.
 - Because of the lightweight UDP encapsulation, higher frequency and better transit performance can be achieved, which is important for streaming telemetry.
- A new UDP based Publication Channel
 - Facilitate the distributed data collection mechanism (e.g., directly push data from line cards of many devices to a collector)
 - Support multiple encoding (including Binary)
 - Adapting to SN/YANG-Push
 - Enable options for extensibility

Transport Mechanisms

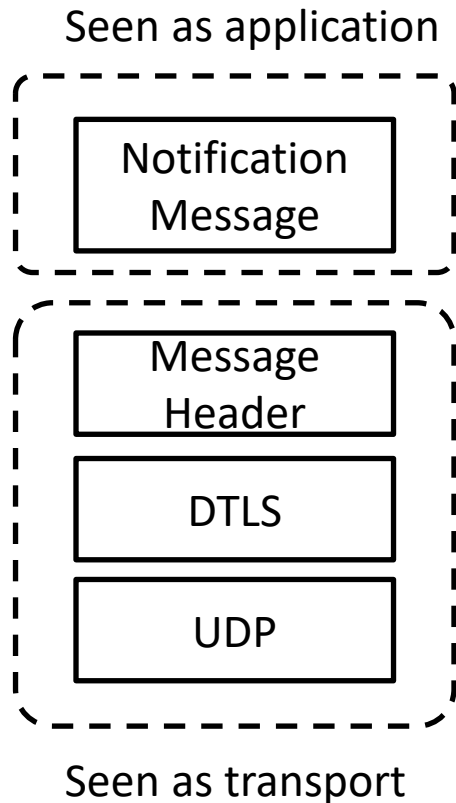
One way transport from publisher to the collector, adapting to SN/YANG-Push scheme



a) Call Flow For Dynamic Subscription

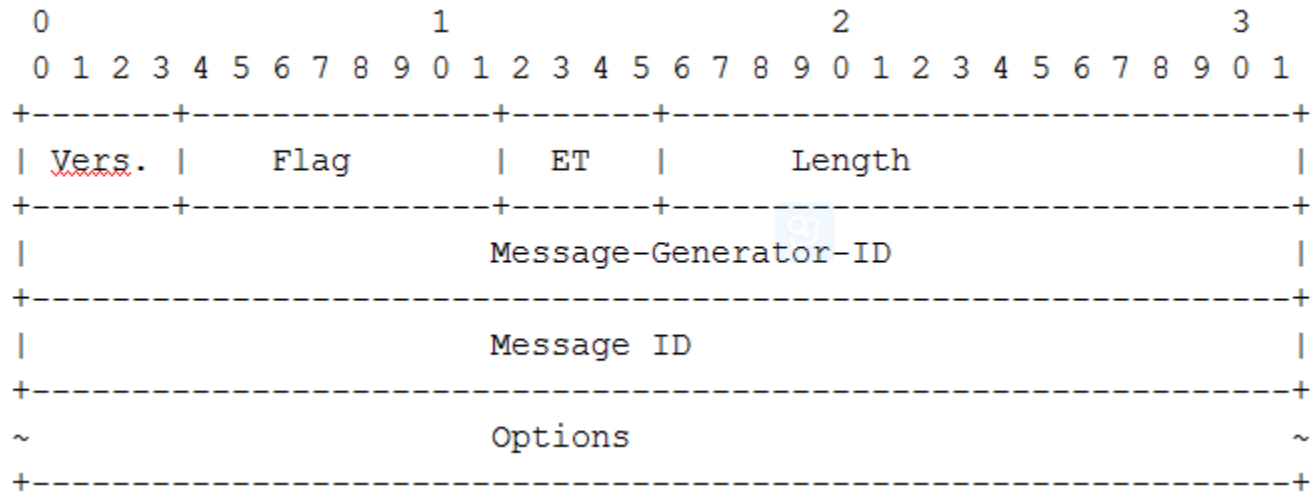
b) Call Flow For Configured Subscription

Transport Overview



- DTLS: provide reusable security and authentication functions over UDP
- Message Header: some important information before de-serializing the notification.
 - Encoding method: GPB, CBOR, JSON, XML
 - Message generator ID
 - Sequence number
 - Fragmentation
 - Options for extensibility
- Notification:
 - include a notification header, as defined in draft-ietf-netconf-notification-messages-03
 - Encoded with the content.

Data Format of the UPC Message Header



Version=0

Flag (1 byte)=bit 0 (reliability), bit 1 (fragmentation)

Encoding Type(4 bits)= 0(GPB), 1(CBOR), 2(JSON), 3(XML)

Length(2bytes)

Message-Generator-ID: is a 32-bit identifier of the process which created the notification message.

Message ID: is generated continuously by the message generator.

Next

- Augment the SN model to add the UPC configurations.
- Security considerations.
- Any other to consider or address?

Thank you