LISP Uberlay draft-moreno-lisp-uberlay

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IETF 105 – Montreal, Canada July, 2019

Update at IETF 105

- Based on feedback from the WG and Chairs, the text documenting the motivation for the draft has been revised:
 - Highlight the focus on interoperability between site overlays using different control and data plane approaches
- Editorial updates have been made to other parts of the text
- Revision -01 is now posted

Uberlay: Interconnection of multiple disparate site-overlays



- Provide interoperability between disparate site-overlay implementations
 - Control Plane: Different models at each site-overlay: DDT, Decent, ALT or other
 - Data Plane: Different encapsulations at each site-overlay: LISP, VXLAN, GPE, Geneve, other
- Structure the LISP network hierarchically
 - Many site-overlays interconnected by a transit "uberlay"
- Different RLOC spaces: private addressing, improved scale, different AFs.
- Provide fate-isolation & site-overlay survivability

mapping system

Multi-overlay Control Plane

- · Site-overlay mappings are registered to local mapping system
- Border xTRs register 'default' mapping with local site RLOCs
- Border xTRs subscribe to all local mappings (0/0)
- Border xTRs register site-overlay EIDs with 'uberlay' RLOCs in Uberlay mapping system
- · Site-overlay routes on site-overlay RLOCs only
- Site-overlay mapping system not necessary to run LISP-DDT

- · Uberlay has its own mapping system to collect site-overlay EIDs with uberlay RLOCs
- Uberlay underlay routes on uberlay RLOCs only
- Uberlay mapping system may run LISP-DDT

Benefits:

- · Site-overlay mapping system has less state
- · Site-overlay RLOCs not in Uberlay underlay
- · Uberlay RLOCs only for borders are in site-overlay underlay
- Site-overlay RLOCs are private to site
- Reduced lookup latency for local EIDs
- Reduced registration latency for local EIDs
- Drawbacks:
 - Uberlay mapping system stores site-overlay EIDs but can be aggregated (modulo mobility)



Multi-overlay Forwarding

- Border xTRs subscribe to all local mappings (0/0)
- Site-overlay mappings are in the map-cache of the border xTRs
- xTR tunnels traffic to 'default' (border xTR) when destination EID is a remote site-overlay EID

- xTR de-encapsulates received traffic
- If destination EID not found in map-cache, query the uberlay Mapping System
- Tunnel traffic to remote border xTR based on Map-reply

- Lookup map-cache at border xTR, if destination EID not found, query the uberlay MS
- Tunnel traffic to remote border xTR based on Map-reply



Next steps

- Kickstart discussion of the draft in the mailing list
- Discuss adoption by the WG
- Further functional specification and technical discussion
 - Improve state reduction in uberlay
 - Decentralized/Federated Mapping System in uberlay
 - Is there a requirement for multiple uberlays?

Backup Slides

Border xTR role

- Connect site-overlays to the uberlay
 - Re-encapsulating Tunnel Routers (RTRs)
 - Exchange EID info between site-overlay & uberlay mapping systems
 - Constrain advertisements into site-overlay
 - Split-horizon for Uberlay learnt EIDs (mobility)
 - Register default mapping into site-overlay
- Interconnect separate RLOC spaces:
 - Site-overlay facing RLOC-set
 - Uberlay facing RLOC-set
- EID mobility:
 - Site-overlay facing and uberlay facing away table
 - Relay mobility events between site-overlays and uberlay

Inter-site-overlay EID Mobility

- EID mobility in each site-overlay and in the uberlay follows the procedures in draft-ietf-lisp-eid-mobility. The following additions enable Inter-site-overlay mobility:
- The border xTRs on path will receive the Map-notify messages part of the eid-mobility procedures
 - Install the roaming EID in the away table facing the arrival overlay
 - Registration and eid-mobility procedures are triggered in the next overlay

Inter-site Multicast

- The procedures in RFC8378 are followed in each domain
- A Map-notify is sent towards the RP or multicast source by the mapping system in each overlay
 - Border-xTRs are the on path and receive this map-notify
- The Map Notify in one overlay triggers the registration of multicast interest in the next overlay towards the source.
- Multicast replication lists/trees are built in each overlay
- The border xTRs provide a natural point of replication