Simplified Multicast Forwarding (SMF) Progress/Issues

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# SMF Goal Review

- Provide a basic multicast packet forwarding function
- Simple baseline (all nodes receive)
- Target native IP multi-hop forwarding
  - Both IPv4 and IPv6 design
- Include dynamic optimized relay set function (e.g., MPRs, CDS variant)
  - Experience with MPR-variants. Other CDS algorithms of interest being considered
- Internet connectivity and interoperability
- Avoid encumbered protocol mechanisms in baseline

# WG Approach

- Build off existing knowledge and work
  - Optimized MANET Flooding/Broadcast experience
  - MPR-F, other RFCs, IDs looked at in the past
  - Early implementations of concepts being tested
- Develop a specification targeting initial EXP RFC
  - Progress work to STD track later if positive experience using this protocol is gained

#### Key Design/Implementation Issues

- Forwarding Method
  - Initial design goal consensus on avoiding hop-by-hop encapsulation as an approach
- Duplicate Packet Detection Mechanism
  - MANET Interface Requirement
  - How? IPv4 id field, IPv6 header extension (unique sequence), passive detection (hashing).
- Maintenance of any applied optimized flooding or CDS algorithms
  - Neighborhood knowledge/ relay set election and sensing
  - Previous-hop vs no previous hop dependencies

## SMF Duplicate Packet Detection Status/Issues

- Multi-hop broadcast wireless needs to forward out the upstream interface (MANET type interface)
- Initial design consensus is avoid hop-by-hop encapsulation methods (true native forwarding)
  - IPv4 Working Ideas
    - id field can help in detecting duplicate packets
    - working prototype across multiple OS systems
    - Prototype normalized behavior across OSes
  - IPv6 Working Ideas
    - header option with robust sequencing/uniqueness
    - work ongoing but initial proposal implemented
  - Investigated hashing methods for passive duplicate detection as mentioned in MPR-F ID
    - Implemented and initially tested by several parties
    - Number of false positives vary depending on type of traffic and other factors
- Issues and design still undergoing evaluation but running code is helping out

# Forwarding Issues

- Initial goals
  - Avoid encapsulation
  - Work with native IP forwarding tables
- Possible varying behavior of forwarding set decisions

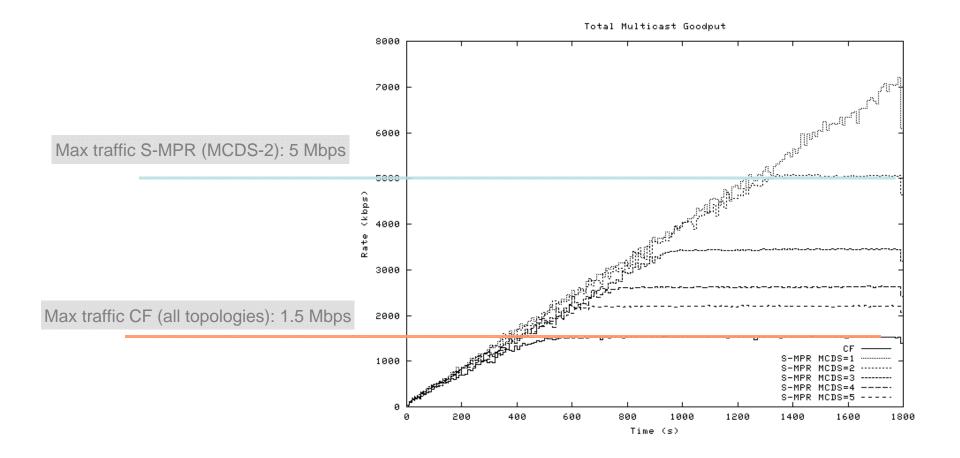
## Forwarding set or CDS algorithm Issues

- Previous-hop vs no previous hop dependencies
  - Previous hop info may be needed in forwarding decision
  - Some algorithms do not require but may introduce other design and performance implications
- Neighborhood knowledge/ relay set election and sensing
  - Two-hop knowledge is required by many algorithms (e.g., MPR)
  - Information may be obtained in multiple ways
  - Possible Lower Layer interface
  - Provide L3 Method
  - Robustness vs Efficiency tradeoffs
    - Highly dynamic wireless nature

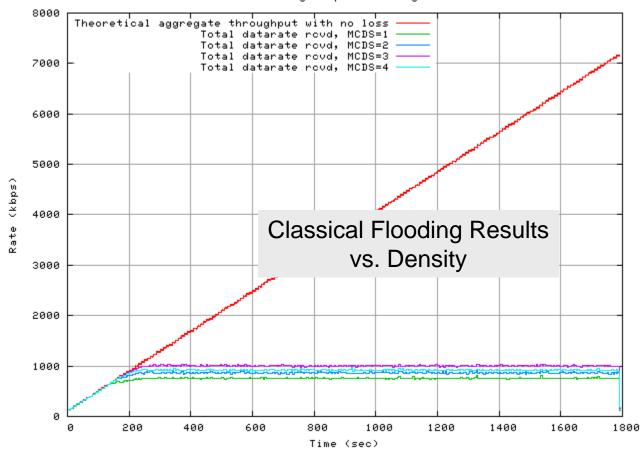
# Running Code Prototype

- IPv4 code and early experience reported at Washington meeting (see previous slides from that meeting)
  - Independent implementation from unicast routing, but borrows existing OLSR maintained relay set information for convenience (API method)
  - Code is in the process of redesign to improve multiple platform portability (OS and simulation environments)
  - Initial testing of IPv6 version, using HBH extension header.
- Mechanisms Prototyped
  - Explicity Duplicate Packet Detection Mechanism via {source id} {sequence} combination
  - Passive DUP Detect also implemented and tested
    - Elegant but not as robust as explicit temporal identification
    - False Alarm Rate
    - May be suitable for some use cases
  - Simplified Multicast Forwarding Decision
    - Classical flooding supported as a baseline
    - Multiple optimized relay set algorithms supportable
      - At present source dependent MPR and non-source dependent MPR algorithms have been added for evaluation
    - Other relay set algorithms can be examined as well, this is not an exhaustive study in that sense

#### Maximum Observed Goodput vs. Flooding Mechanism and Density in 10 node Wireless Network (Running Code in Emulation Environment)

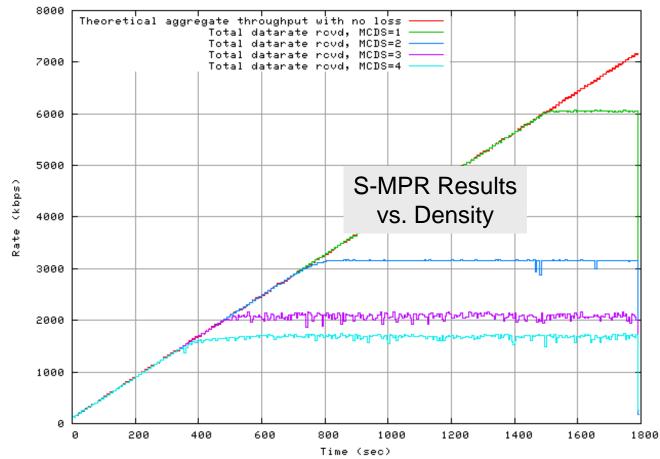


### **Newer Simulation Results**



Cumulative Daterate of Received Packets in the Network using Simple Flooding

#### SMF using S-MPR Improvement



Cumulative Daterate of Received Packets in the Network using S-MPR Flooding