

An Architectural Introduction to the LISP Location-Identity Separation System

draft-ietf-lisp-introduction-03

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draft-lisp-intro

- High Level Description
 - Two major parts of the document
 - First part: High Level Overview
 - Second Part: Details

This 'Architectural Introduction' document is primarily intended for those who unfamiliar with LISP, and want to start learning about it. It is intended primarily for those working `_on_` LISP, but those working `_with_` LISP, and more generally anyone who wants to know more about LISP, may also find this document useful.

Part 1: Intro

Part I

- Initial Glossary
- Background
- Deployment Philosophy
- LISP Overview
- Initial Applications
- Major Functional Subsystems
- Examples of Operation

Part 2: Details

Part II

- Design Approach
- xTRs
- The Mapping System
- Multicast Support in LISP
- Deployment Issues and Mechanisms
- Fault Discovery/Handling

Diffs from 02 to 03

- Result of feedback of WG at Interim meeting
- Almost all changes have been incorporated
- Editor expects 04 to be last version with major content changes/additions

Content Feedback

- Terminology in Section 13 (Mapping System) is a little different than other WG documents
 - “Indexing sub-system”
 - “Interface to indexing system”
 - “mappings”
- Is this an issue?

How to move forward

- Charter:
 - Architecture description: This document will describe the architecture of the entire LISP system, making it easier to read the rest of the LISP specifications and providing a basis for discussion about the details of the LISP protocols. The document will include a description of the cache management and ETR synchronization essential characteristics needed to ensure the correct operation of the protocol.
- Does this document satisfy this requirement?
 - Entire document?
 - Part 1 by itself (with part 2 published as a separate document)?