

NETCONF Extension for Data Fragmentation

(draft-liu-netconf-fragmentation-00)

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What's the problem?

- The response data might be very big when
 - the NMS is retrieving a large data store (e.g. routes in a core router)
 - data synchronizing between the NETCONF Client and Server
 - etc.
- How do the NETCONF client/server handle the large size response data?

Existing Approaches and Problems

- Stream-Oriented Processing
 - Encapsulating the big response into one <rpc-reply> message
 - streaming it from Server to Client
- Problems
 - lack of mechanism to cancel an ongoing session
 - complexity of implementation in parsing the streamed data

Existing Approaches and Problems

- Subtree/Xpath Filtering
 - only get part of the targeted data
- Problems
 - filtering conditions might be hard to identify
 - E.g., to get routes in a device, filtered by interface? By prefix?
 - filtering result might still be big

New Proposed Solutions

- NETCONF <get-block> Extension
 - Described in the draft
 - a fragmentation mechanism in NETCONF layer
- Basic Approaches
 - <get-block> capability negotiation
 - NETCONF Server encapsulates the response data into multiple <rpc-reply> messages (fragments) . Each fragment is limited in a certain amount of size (e.g. 30K)
 - NETCONF Server sends the first fragment and waits the <get-block> instruction from the NETCONF Client to send the next fragment

New Proposed Solutions

- Subtree Iteration
 - raised in the mailing list
- Basic Approaches
 - “Iteration” capability negotiation
 - The targeted data is iterated by subtree
 - The NETCONF Server only replies a certain number of entries (e.g. 50 routes) of a subtree in <rpc-reply> each time

Questions to the WG

- Add the problem to the NETCONF charter?

Next Steps

- Confirm the problem in the WG
- Discuss the proposed solutions
 - detailed technical designs
 - pros & cons of different solutions

Comment?
Thank you!

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