

LISP

(Locator/Identifier Separation Protocol)

Damien Saucez*

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<http://inl.info.ucl.ac.be>

*Thanks to Olivier Bonaventure and Pierre François



Department of Computing Science and Engineering
Université catholique de Louvain (UCL)
Place Sainte-Barbe, 2, B-1348, Louvain-la-Neuve (Belgium)



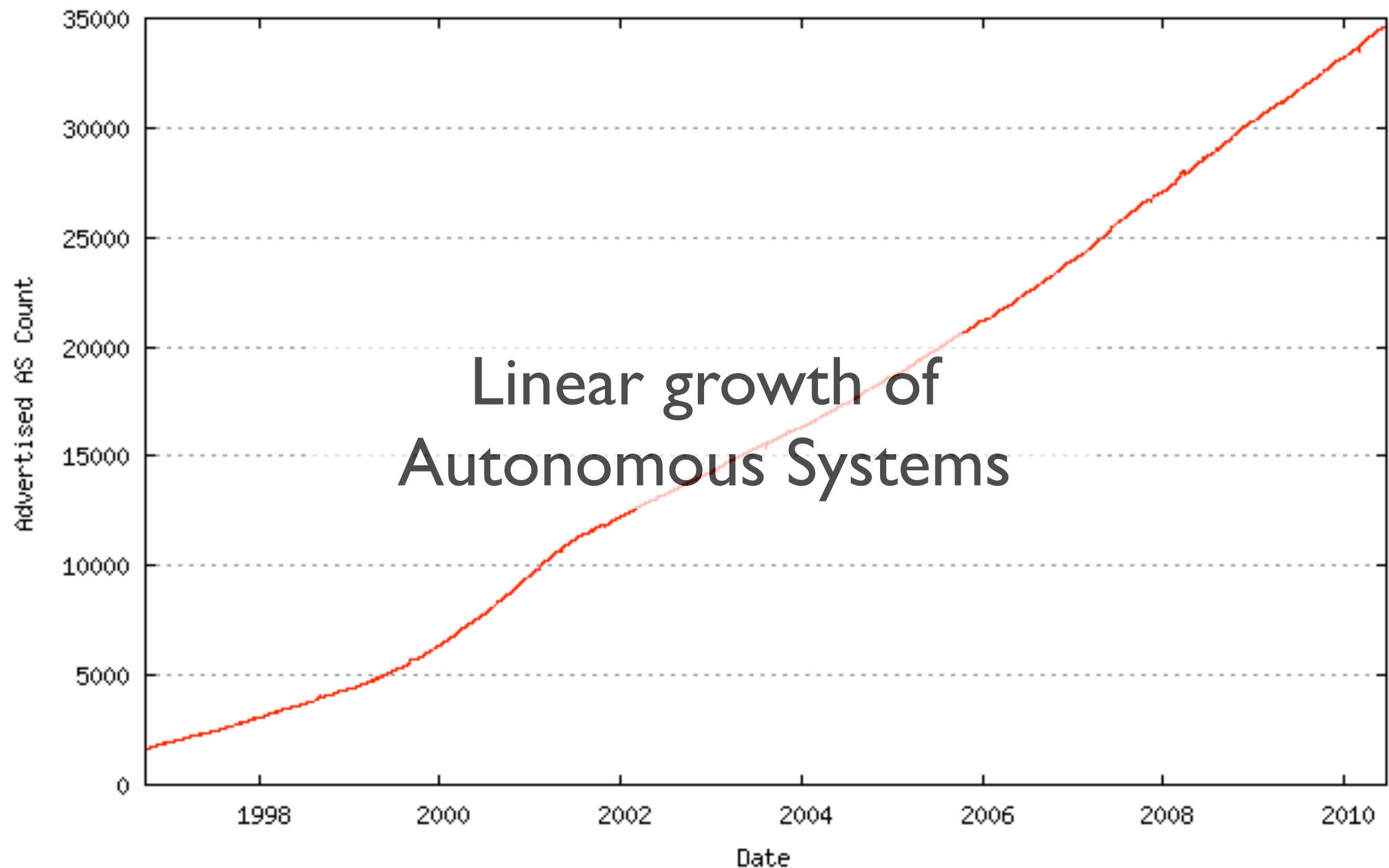
Agenda

- The Internet is evolving
- Separating Identifiers from Locators
- LISP, a network-based Loc/ID split solution
 - LISP in a nutshell
 - How LISP has been obtained?
- Conclusion

The Internet is evolving

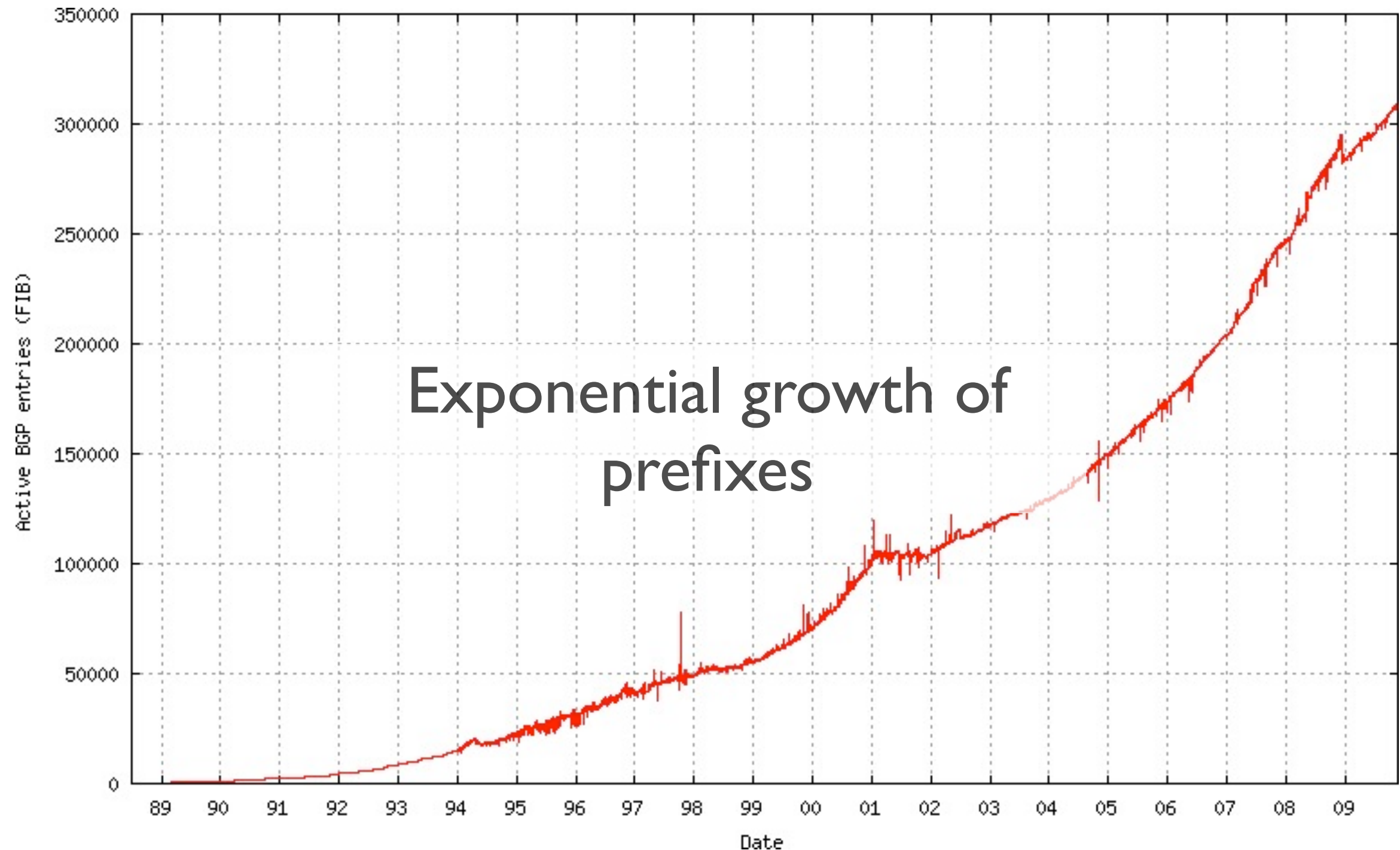
(does it like?)

More networks



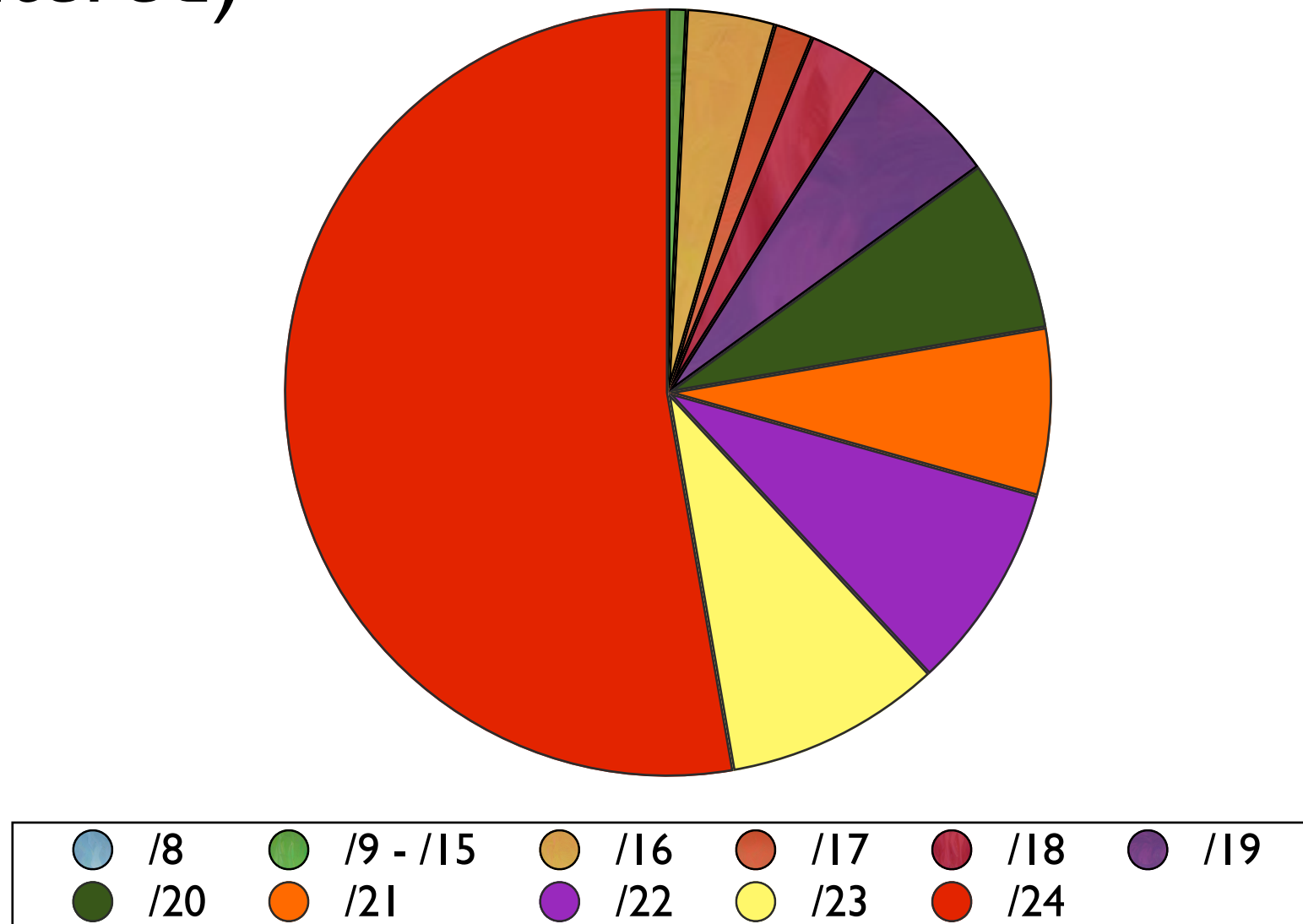
[<http://bgp.potaroo.net>]

More prefixes



What do the entries look like?

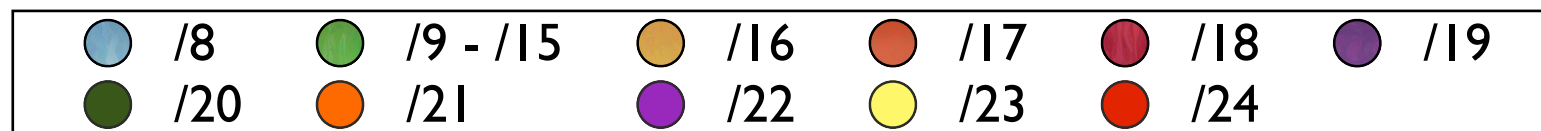
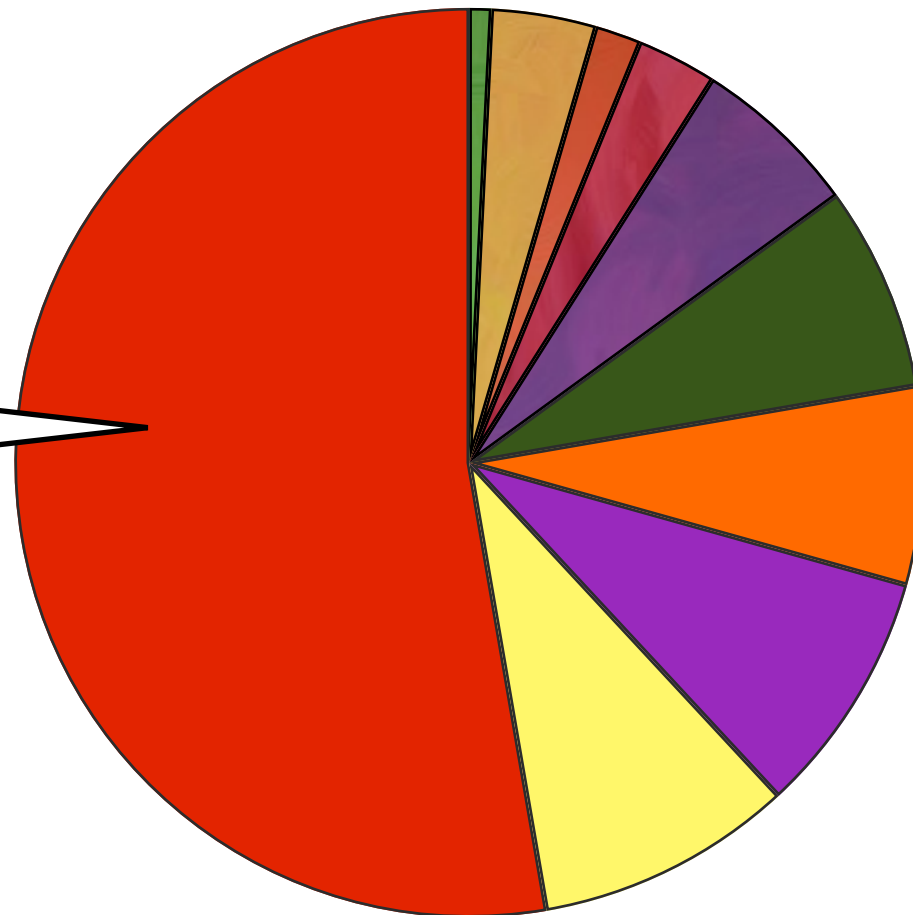
- Distribution of prefixes versus length (filtered)



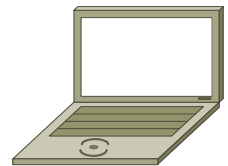
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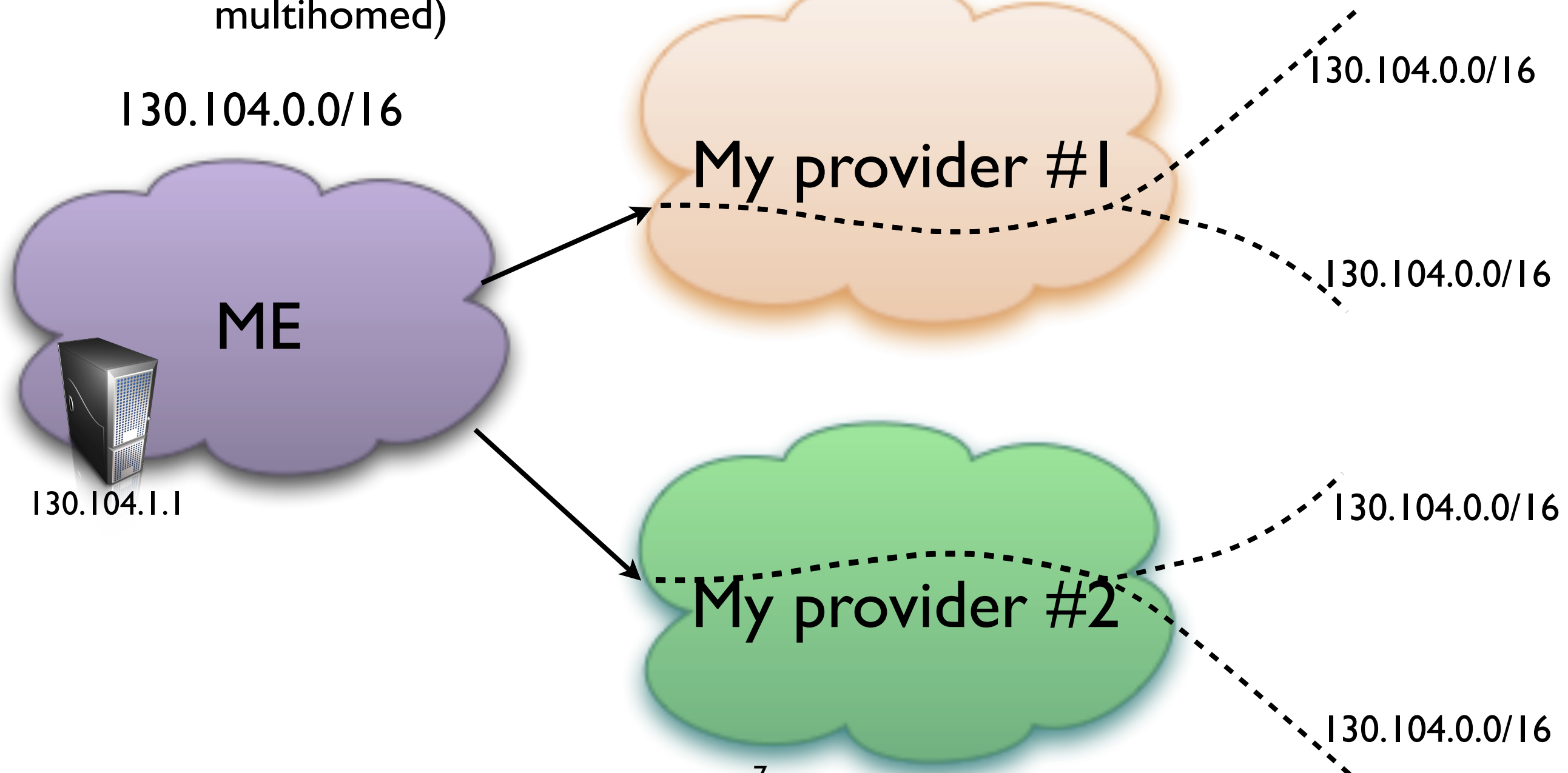
Half of the prefixes are as small as possible!



Why so many (small) prefixes? (I)

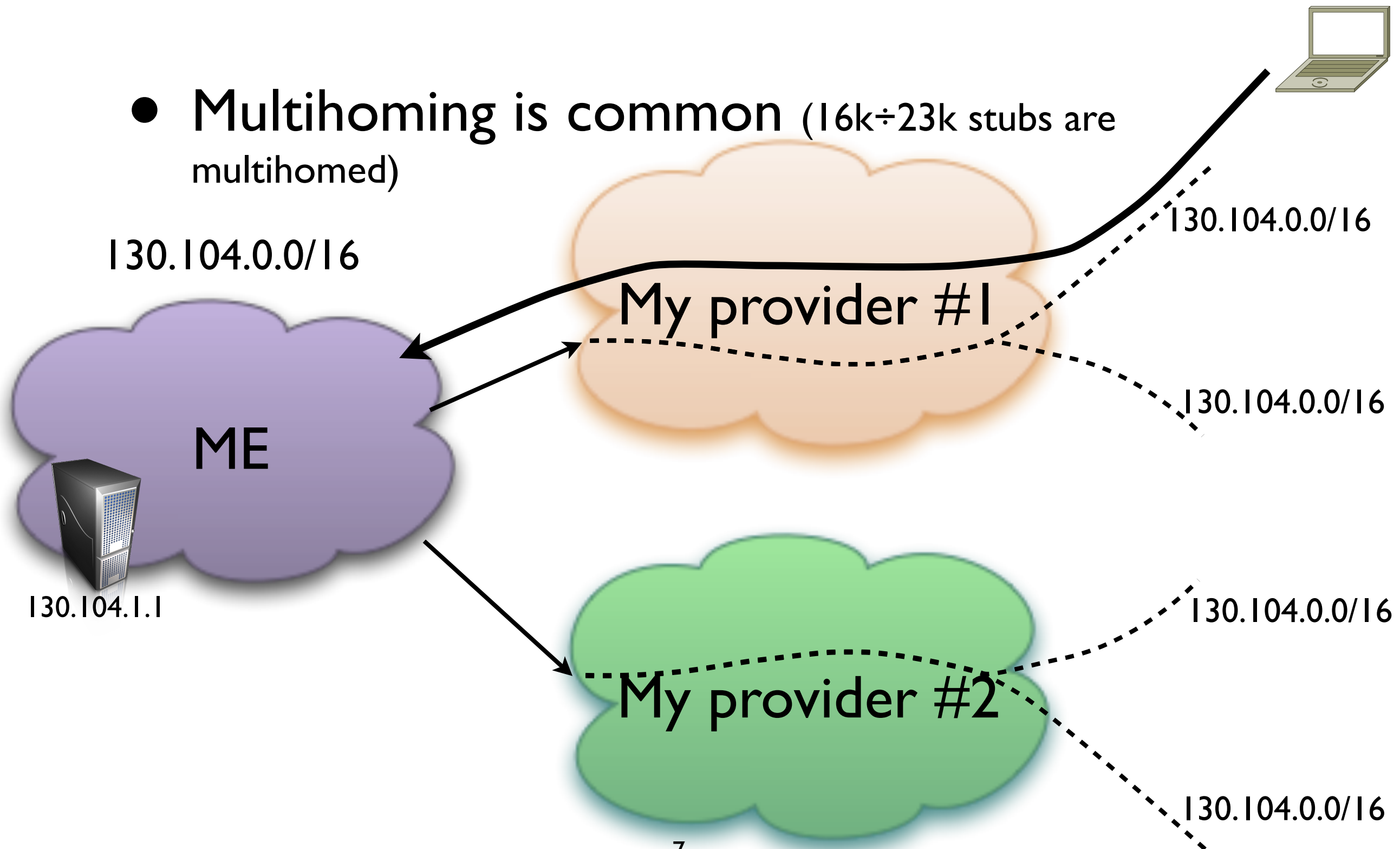


- Multihoming is common (16k÷23k stubs are multihomed)



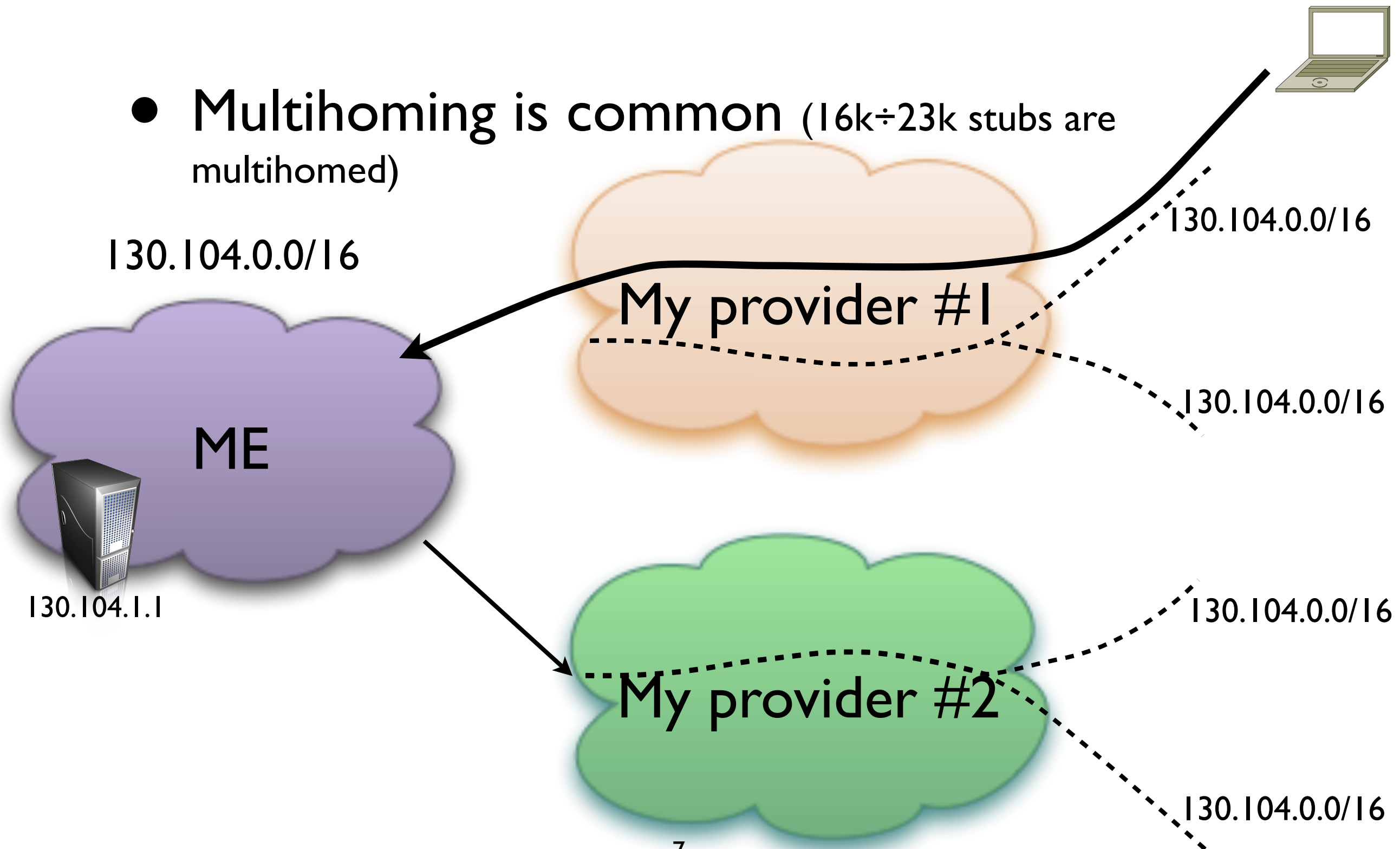
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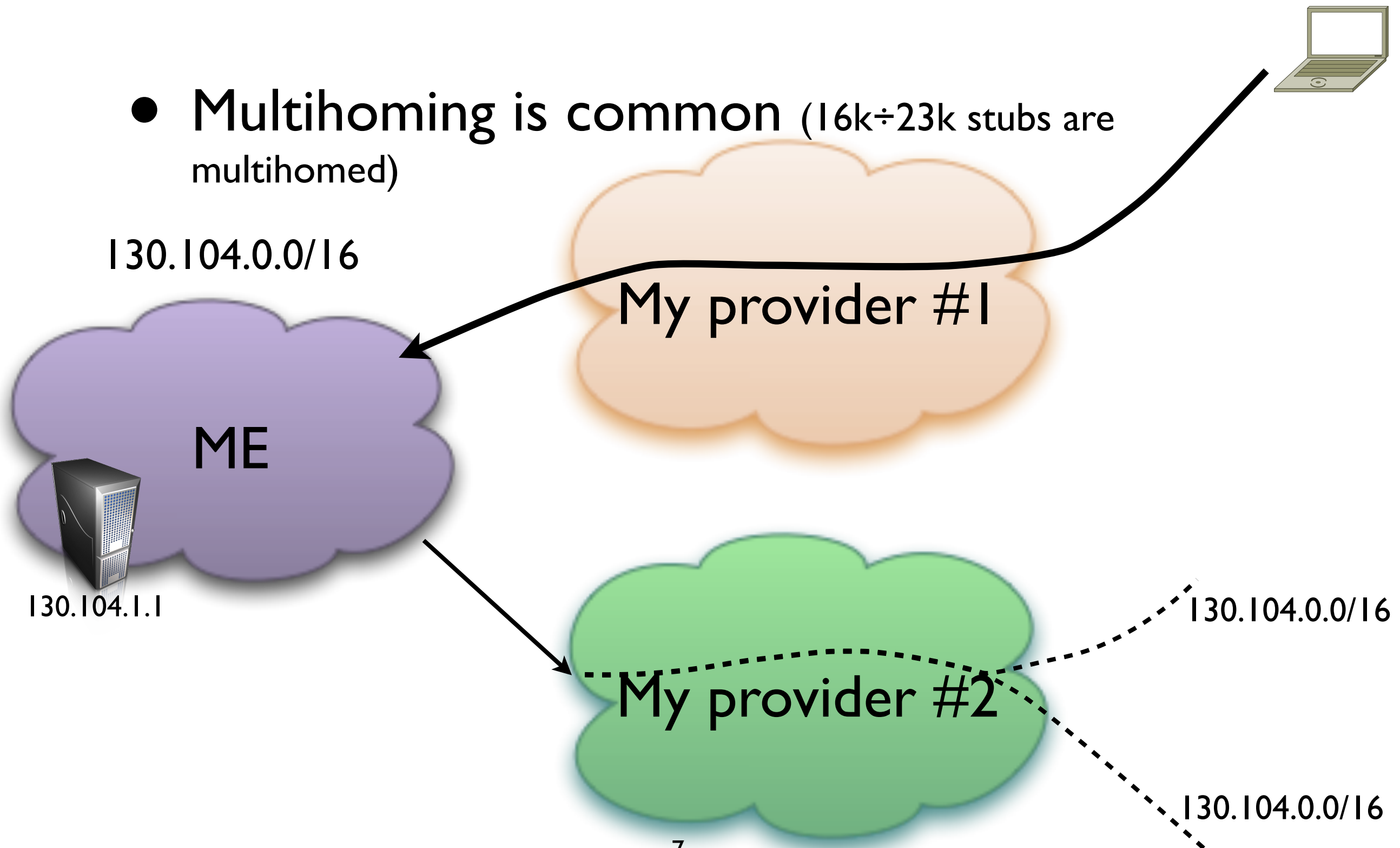
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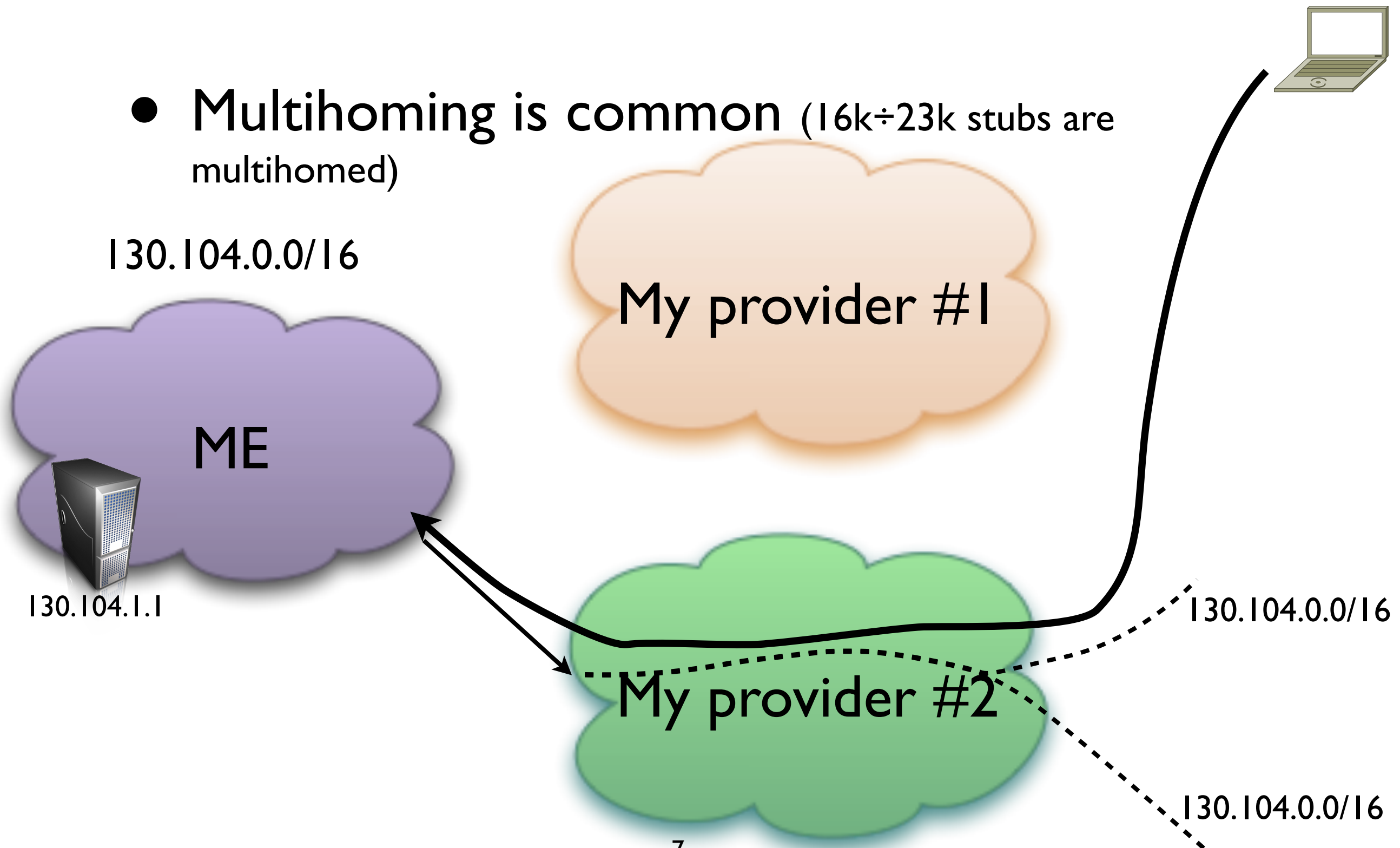
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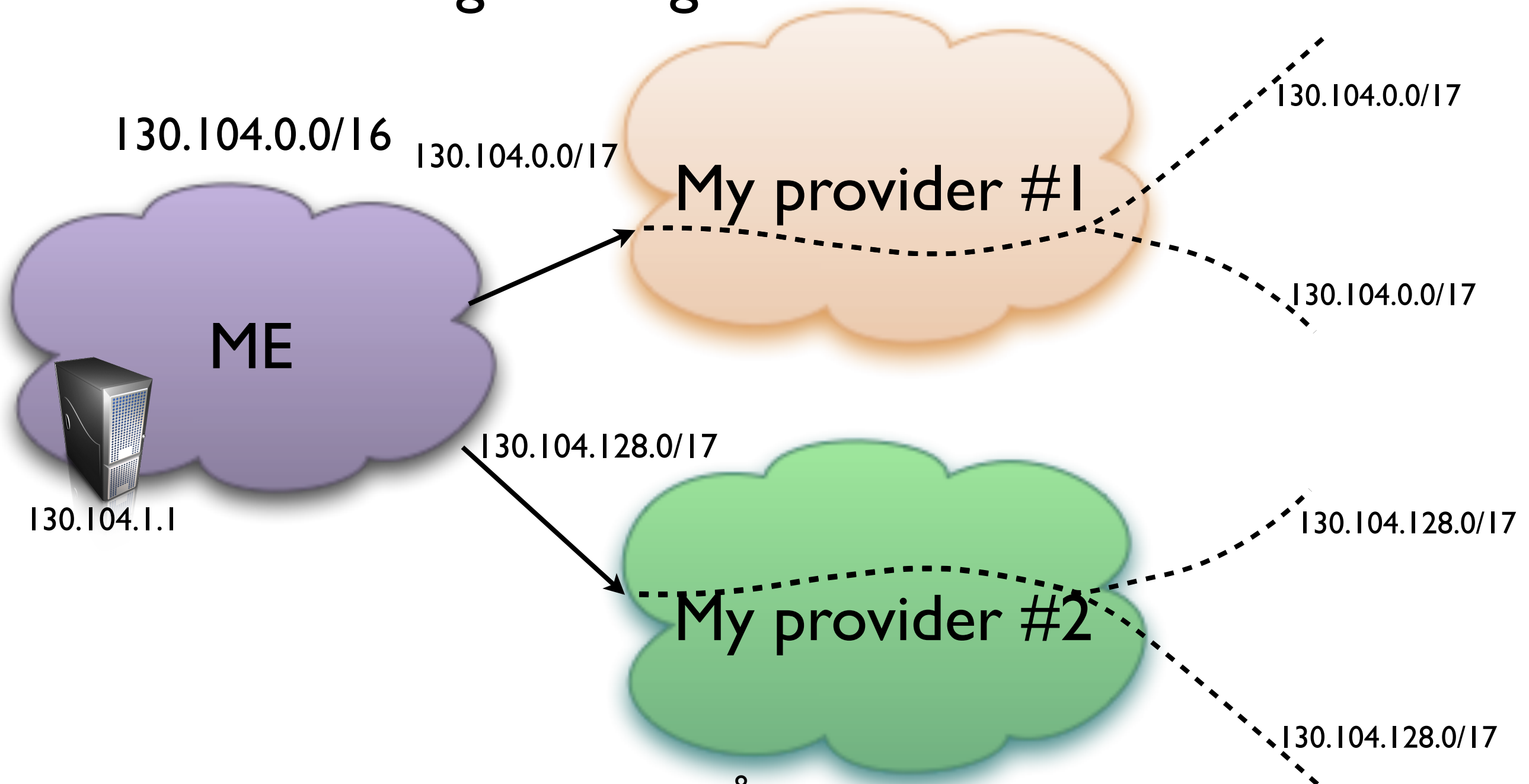
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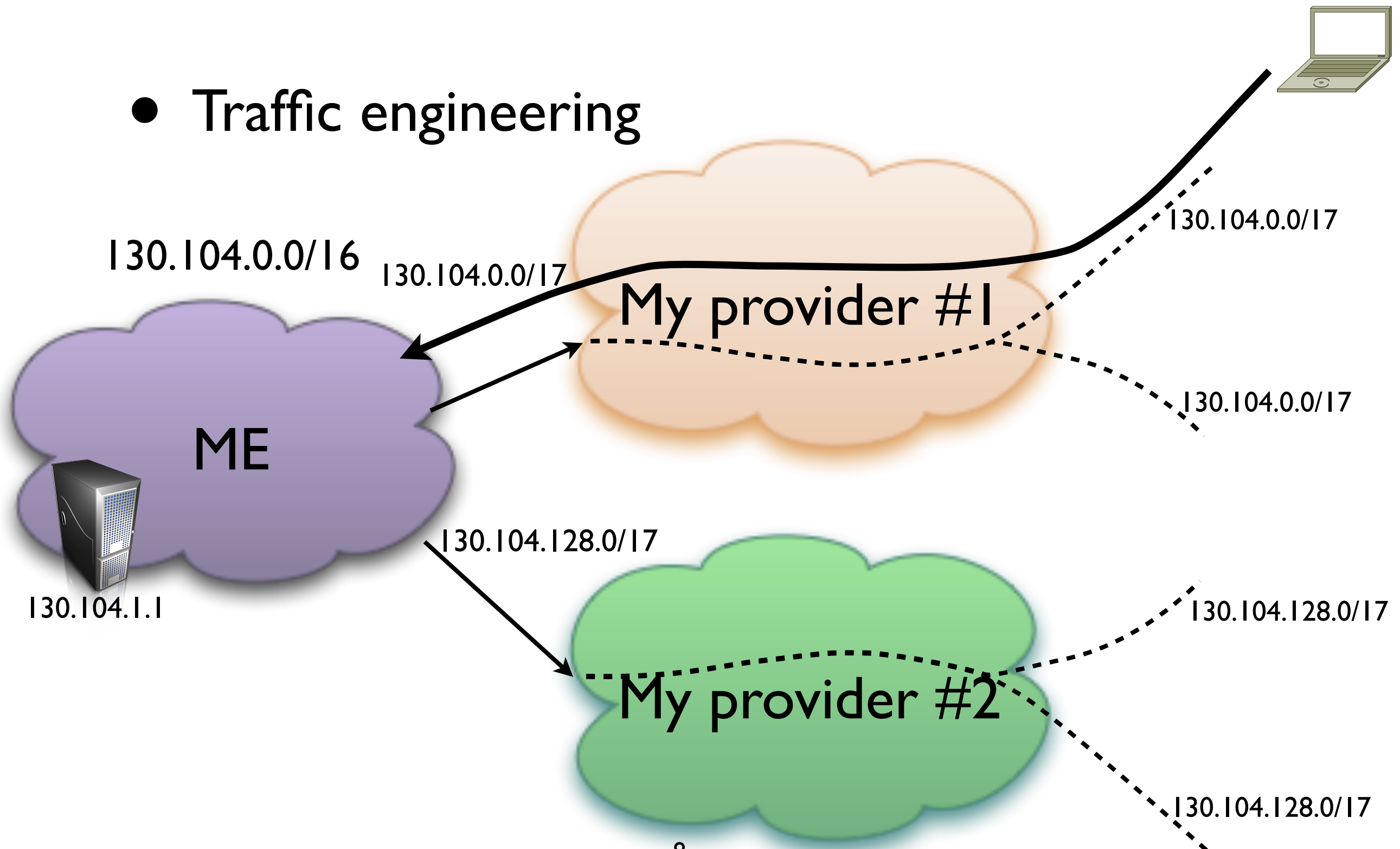
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- Traffic engineering



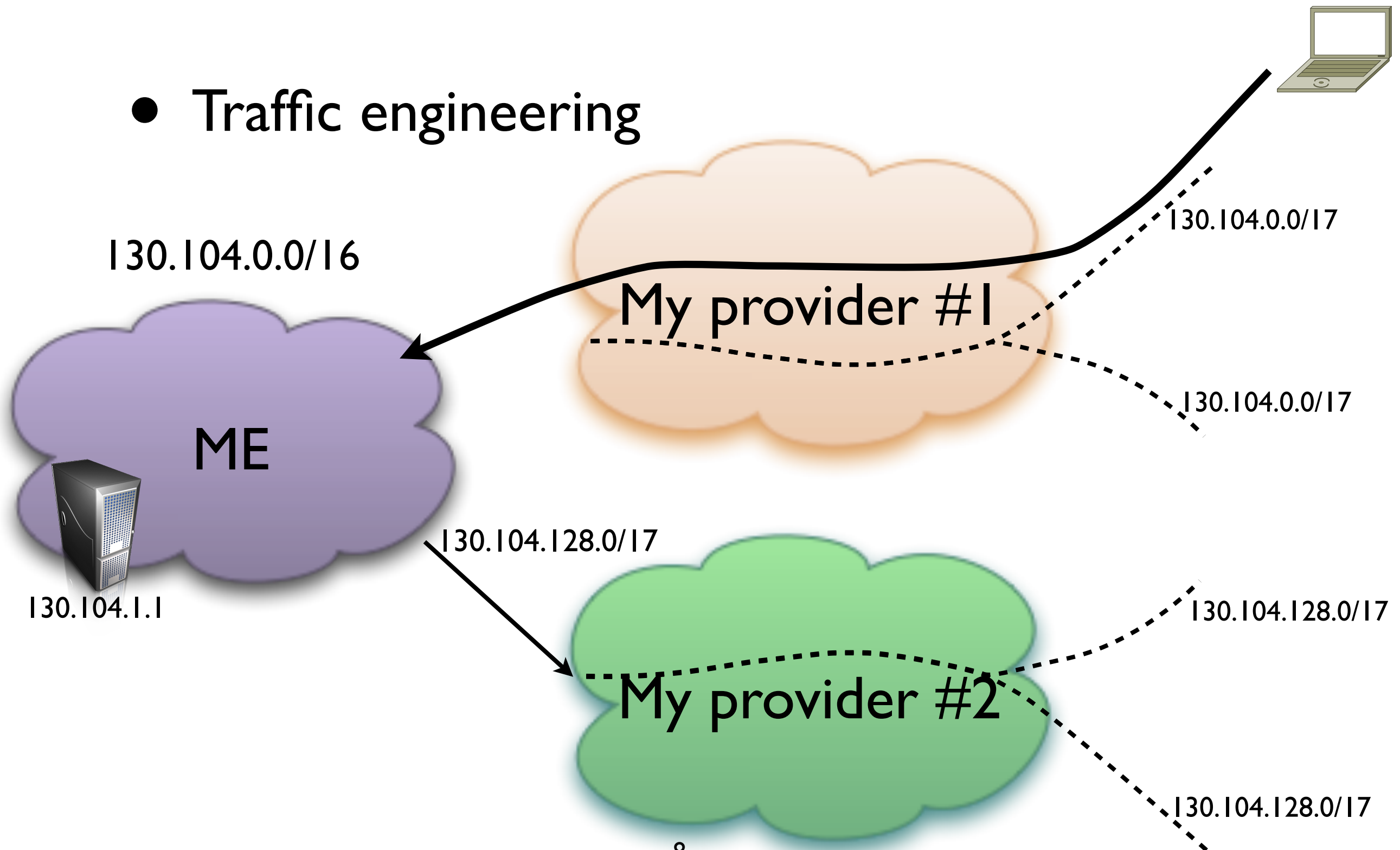
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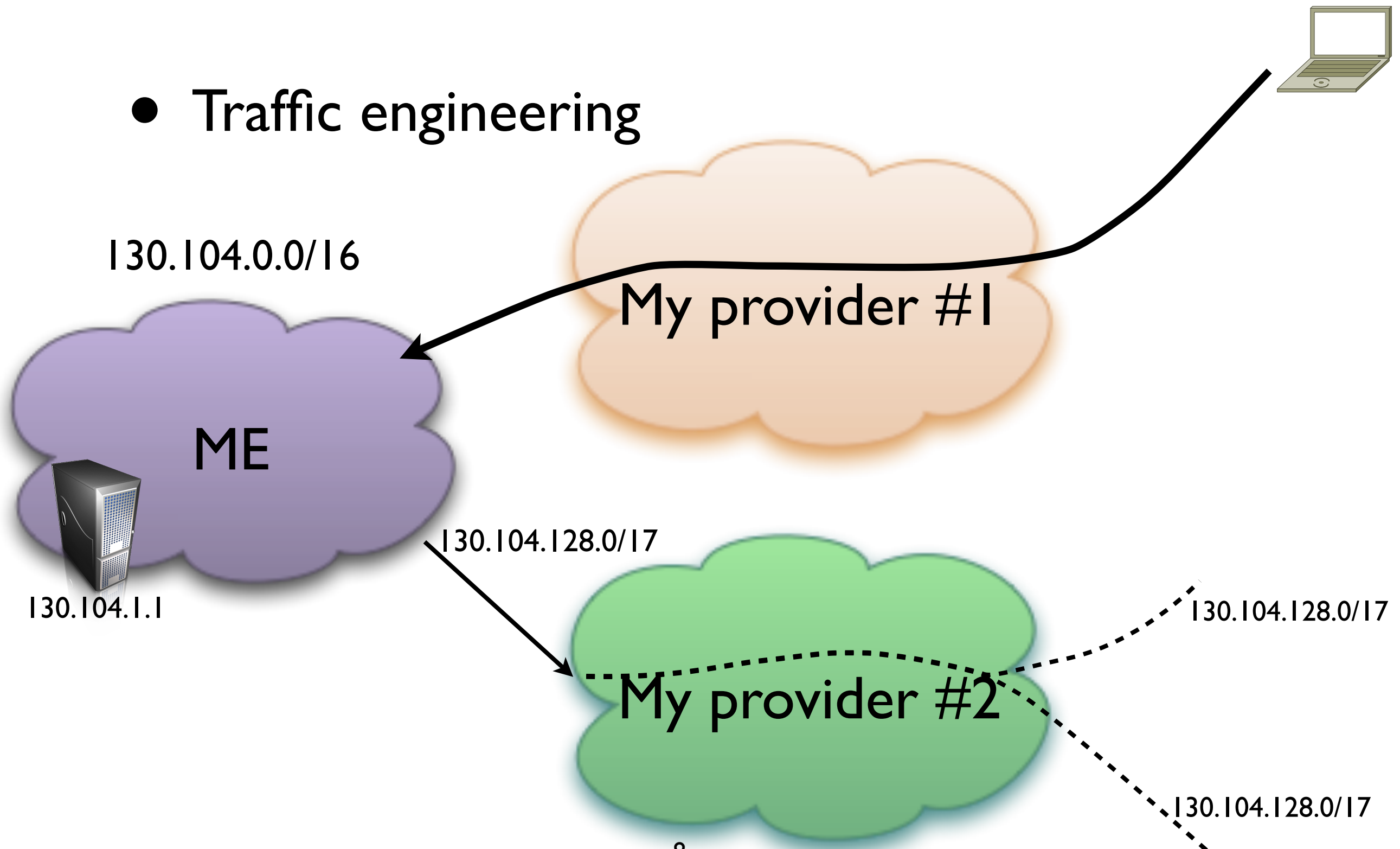
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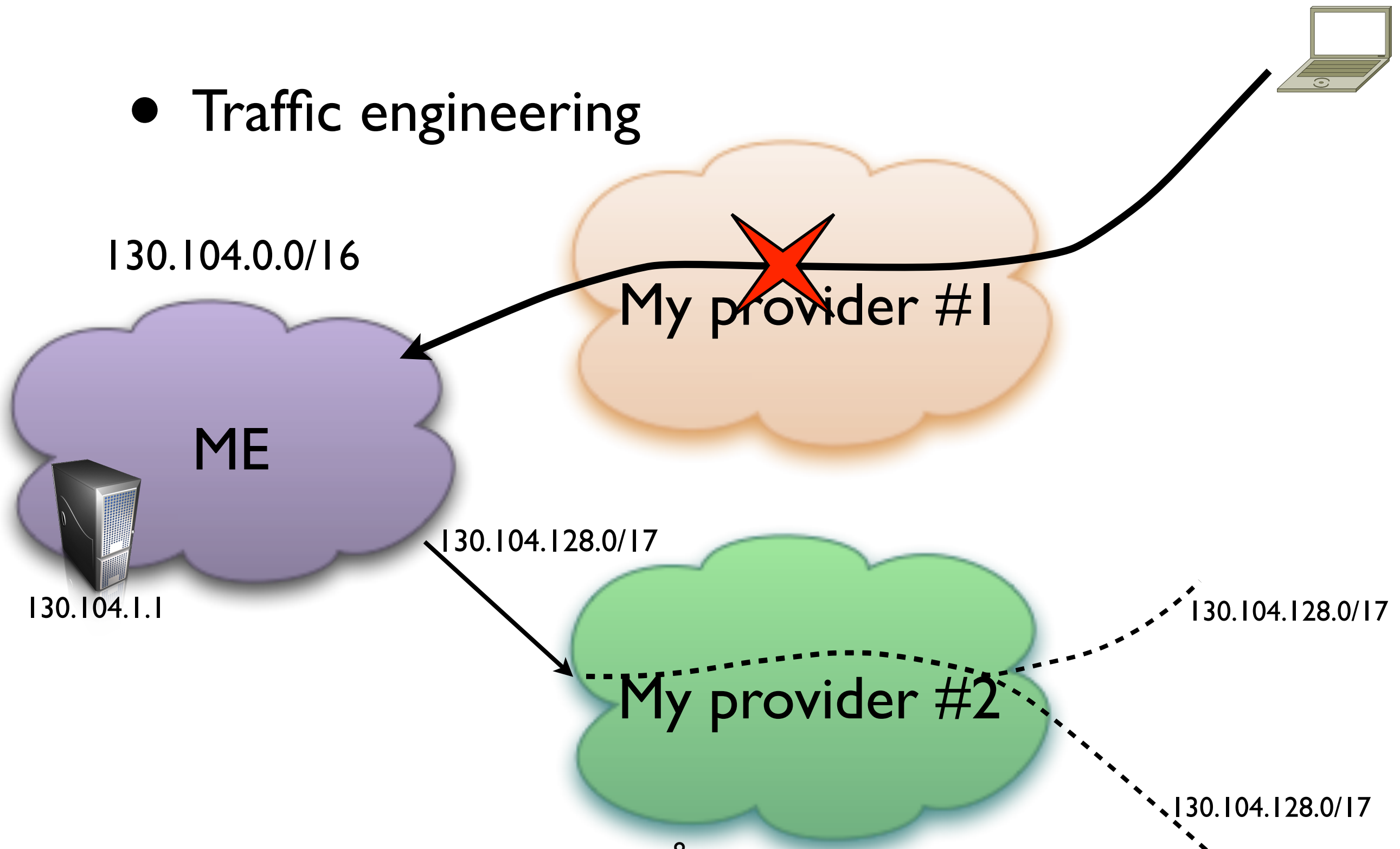
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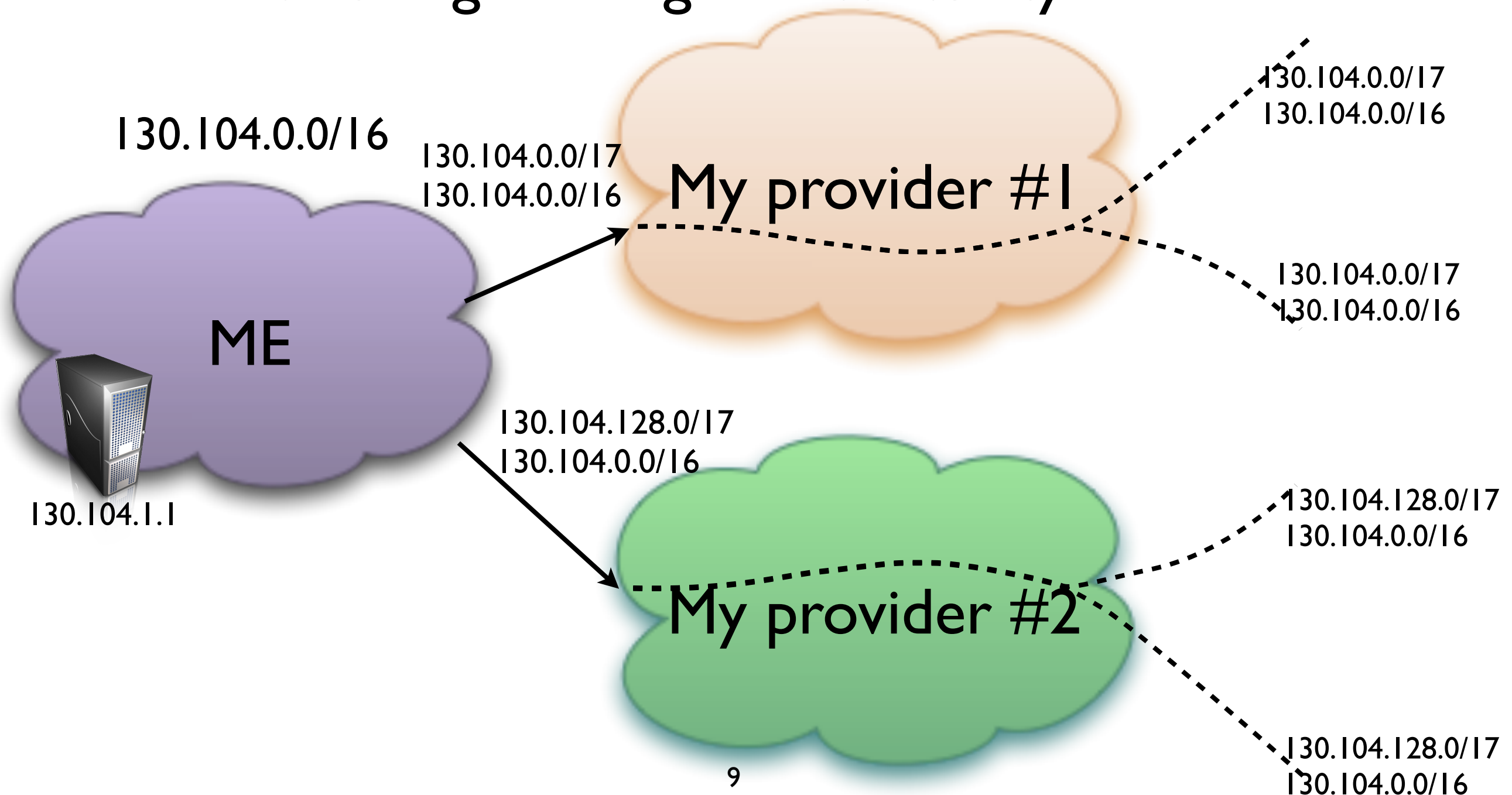
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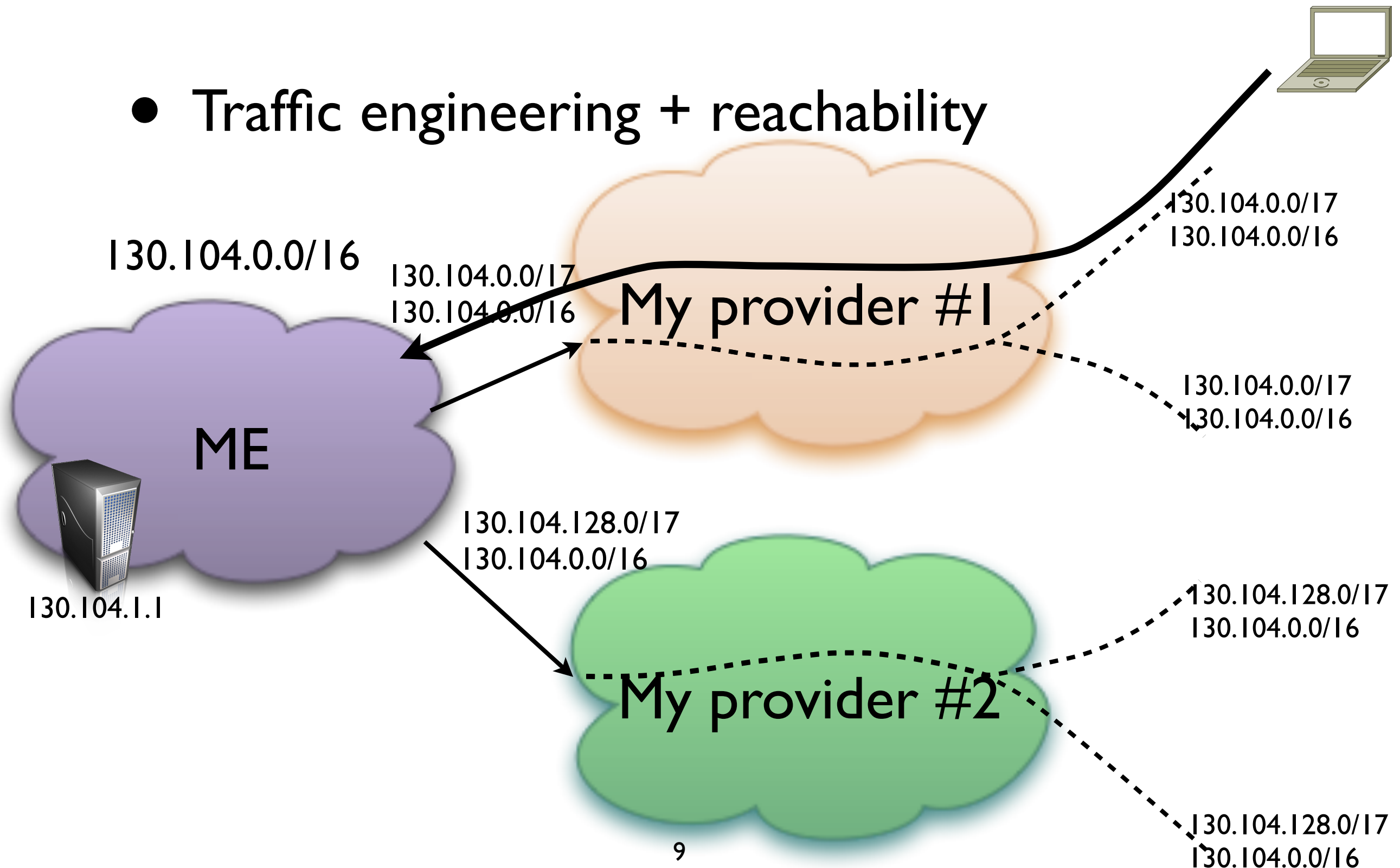
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- Traffic engineering + reachability



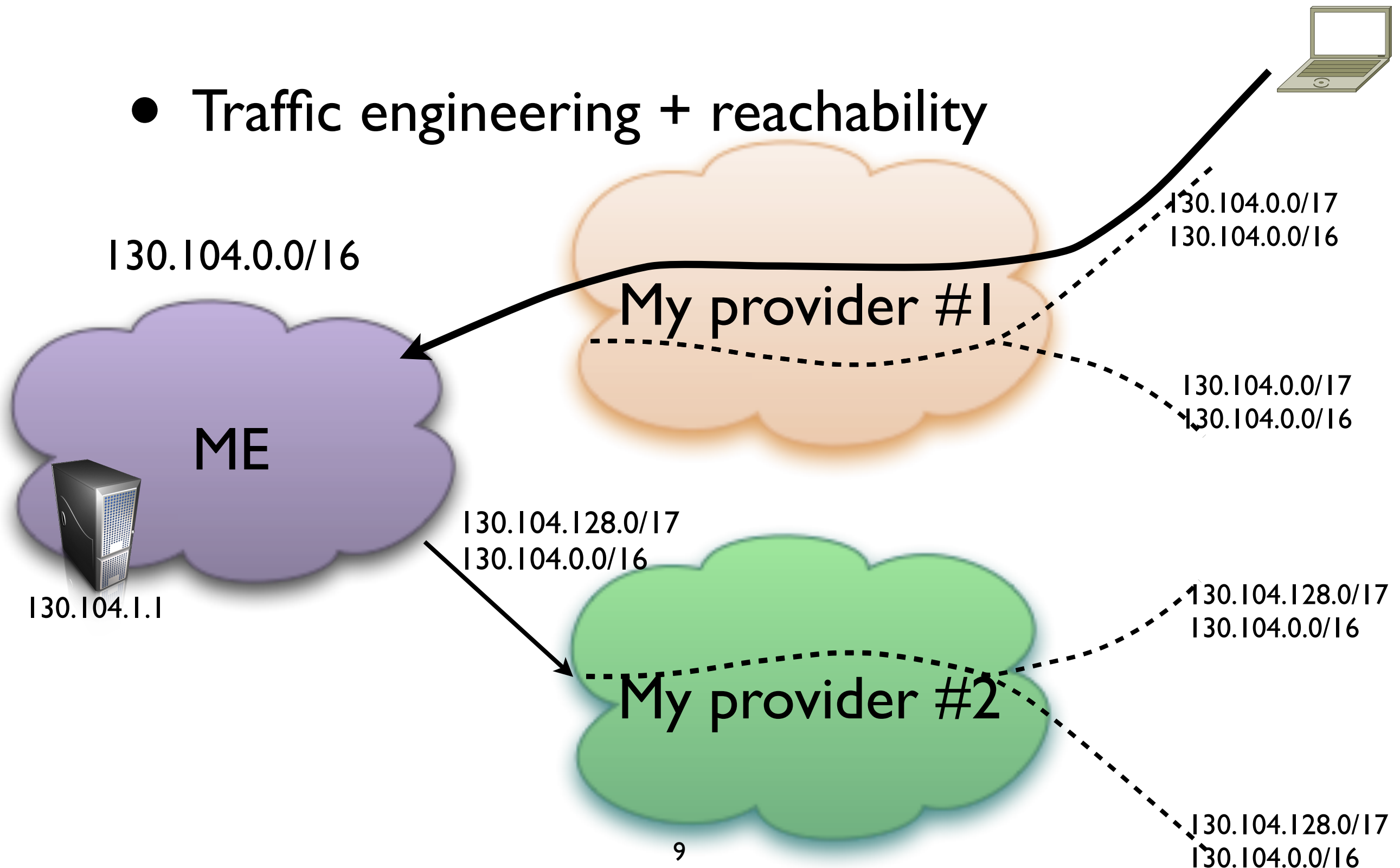
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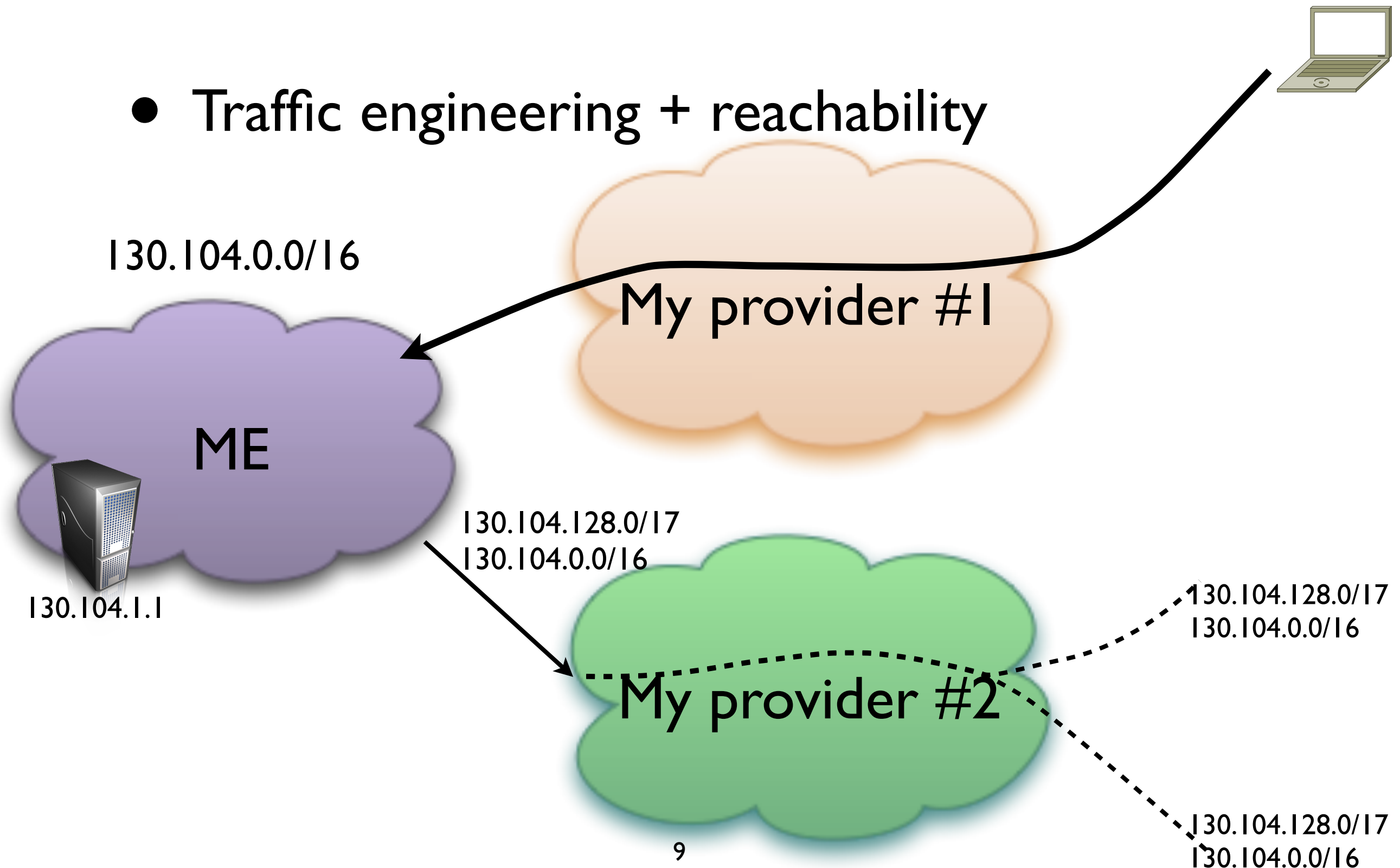
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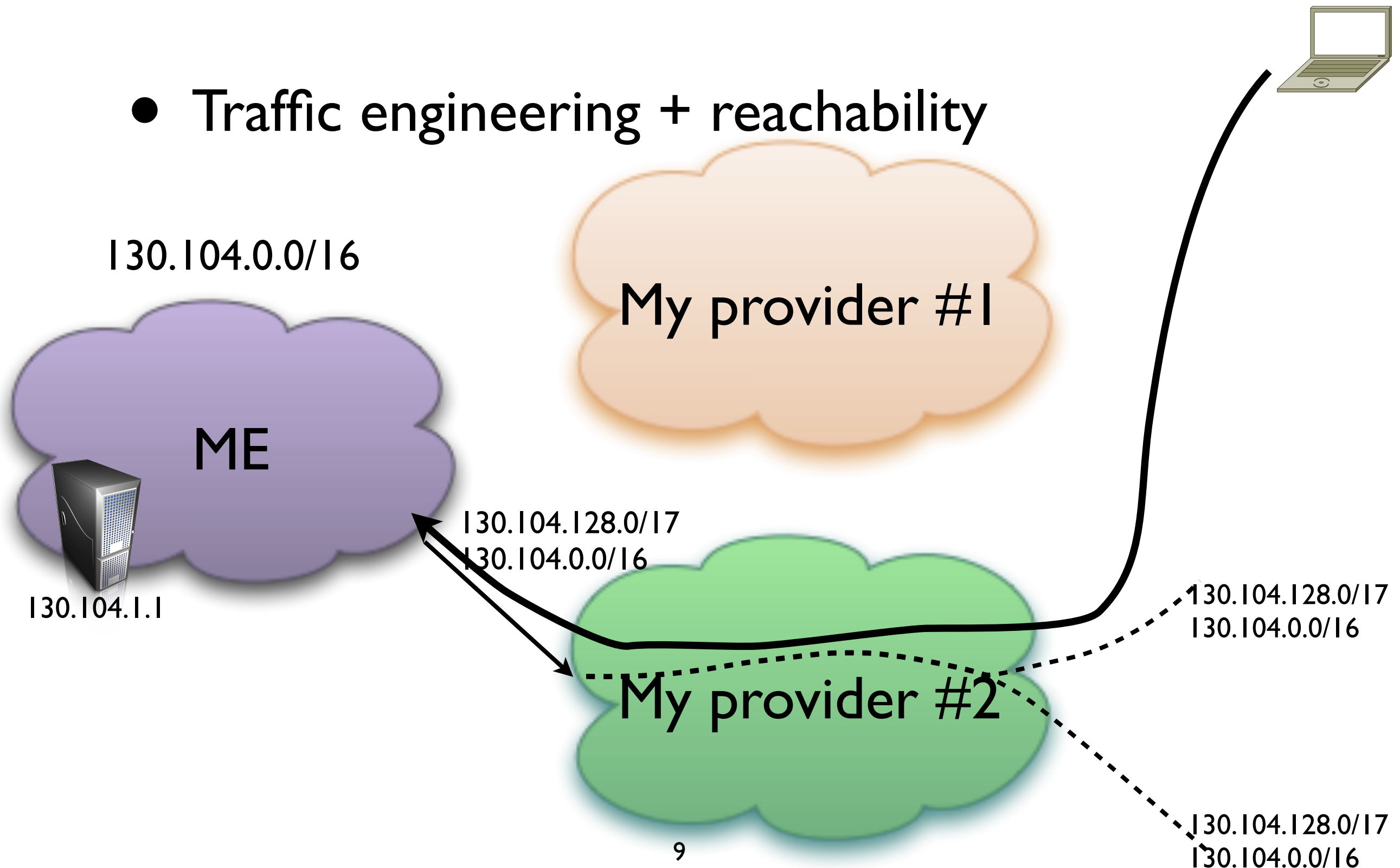
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Why so many (small) prefixes? (3)

- Traffic engineering + reachability



Why so many (small) prefixes? (4)

- Allocation of IP prefixes to sites
 - Initial solution chosen by IANA
 - First come, first served for all qualifying sites

130.100.0.0/16	ripenncc	adv
130.101.0.0/16	arin	adv
130.102.0.0/16	apnic	adv
130.103.0.0/16	arin	unadv
130.104.0.0/16	ripenncc	adv
 - Few constraints on which sites qualify for an IP prefix, owned forever
 - Classful network design (/8, /16, /24)
 - Hard to aggregate

Why so many (small) prefixes? (5)

- Allocation of IP prefixes to sites
 - Solution chosen by RIRs after CIDR
 - Provider Independent (PI) Prefixes
 - Given by RIRs to qualifying sites (basically ISPs paying their membership dues to the RIR)
 - Owned by the site forever and can be globally announced

Why so many (small) prefixes? (6)

- Allocation of IP prefixes to sites
 - Solution chosen by RIRs after CIDR
 - Provider Aggregatable (PA) Prefixes
 - Given by ISPs from their own address block to customers
 - Customers are expected to return their prefix to its owner if they change from ISP
 - ... but provider lock-in, renumbering burden...

Traffic Engineering

- Outgoing TE is “easy”
- Incoming TE is “hard”
 - Injection of prefixes limited to /24s and prone to aggregation
 - BGP tweaks (prepending&co) are tweaks
 - Hard/costly to have a per client TE

Routing table

- Prefixes are announced to all the Internet
 - FIB size may become a problem
- Changes are potentially seen by everybody
 - Churn may become a problem

IPv4 exhaustion



- Hum, yes, in top of this we are experiencing IPv4 addresses exhaustion!

Source: <http://www.potaroo.net/tools/ipv4/>

Internet is not going so well

- Really many prefixes
 - Churn
- Hard to do fine grained incoming traffic engineering
- IP addresses are becoming as rare as gold!

Internet is not going so well

- Really many prefixes
 - Churn
- Hard to do fine grained incoming traffic engineering
- IP addresses are becoming as rare as gold!
- **How can we improve it?**

Separating Identifiers from Locators

The complementary roles of IP addresses

- The IP addresses currently used by endhosts play two complementary roles
 - **Identifier role**: the IP address identifies (with port) the endpoint of transport flows
 - **Locator role**: the IP address indicates the paths used to reach the endhost
 - these paths are updated by routing protocols after each topology change

The Locator/Identifier Separation

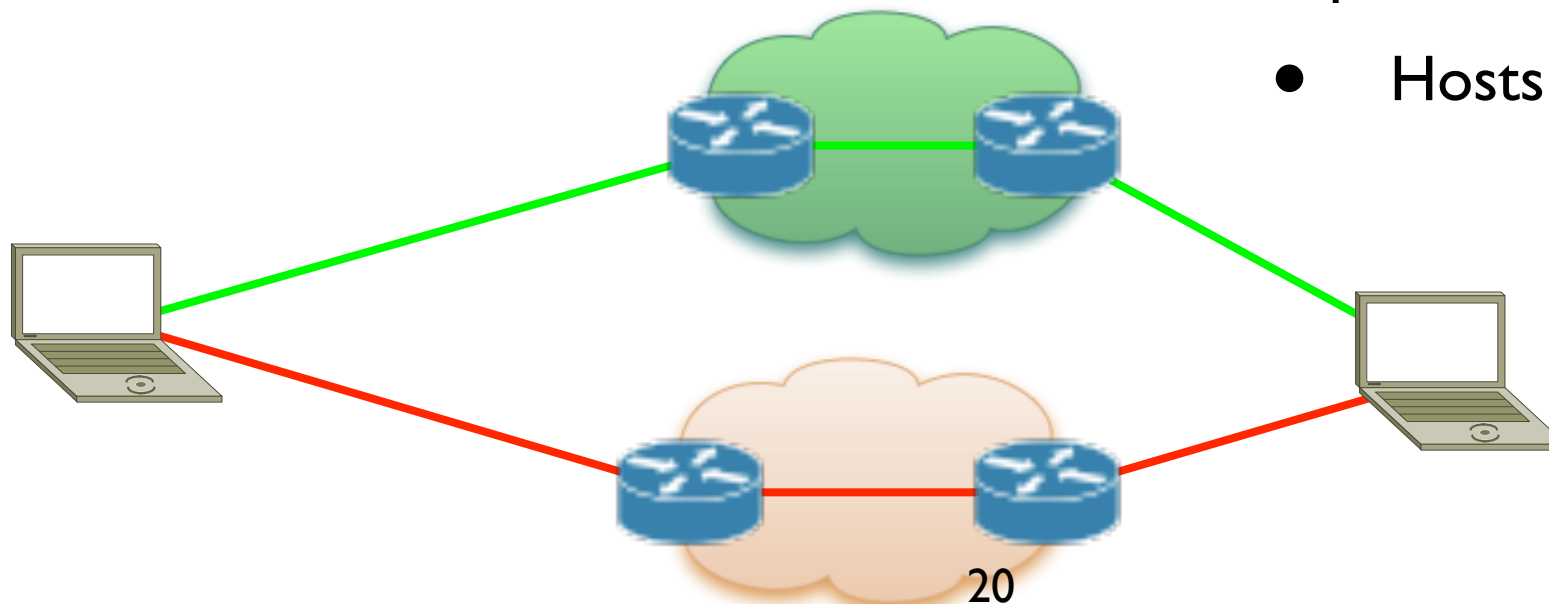
- Today, changing the locator means changing the identifier, breaking the pending flows
- Separating the locator and the identifier roles to avoid breaking the flows
 - Host-based approach
 - Network-based approach

Host-based Loc/ID split

Transport layer

IP Routing sublayer

- Roles
 - Translates the packets so that
 - Transport layer only sees the host identifier
 - IP Routing sublayer sees only locators
 - Manages the set of locators
 - Switches from one locator to another upon move or after link failure
 - Hosts maintain some state



[HIP, ILNP, shim6, Six/One]

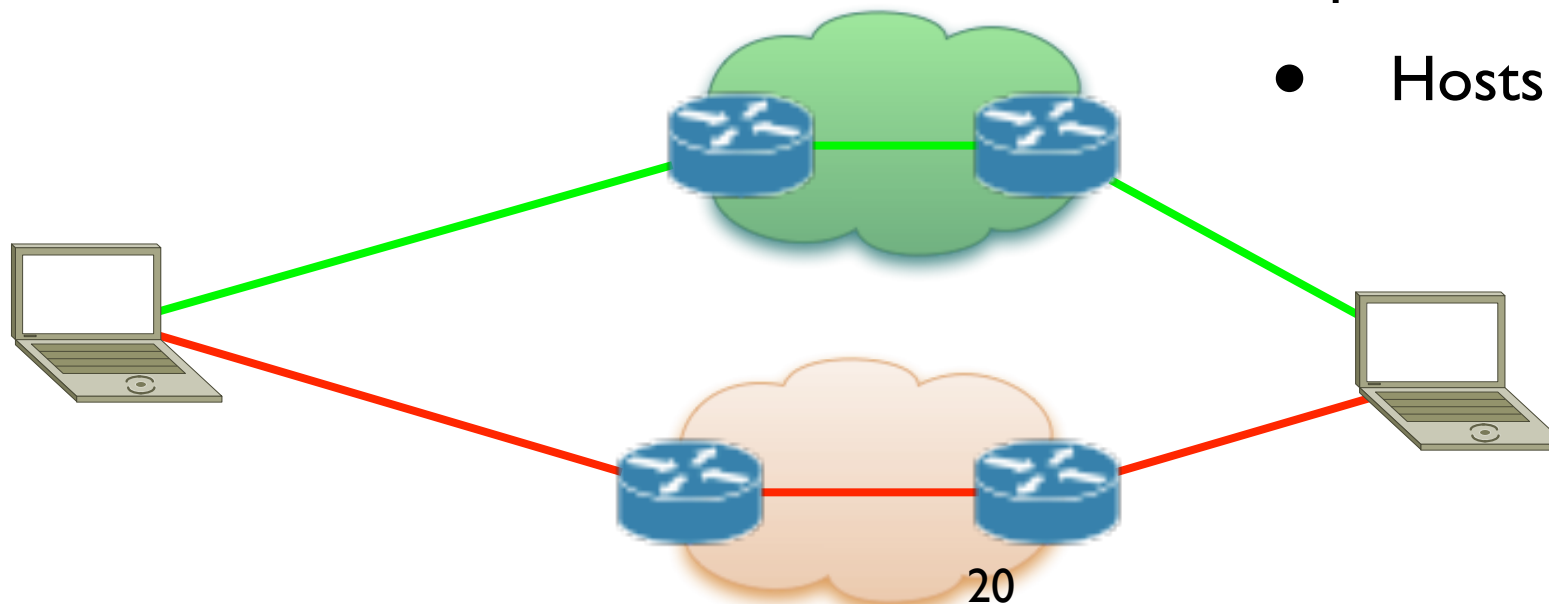
Host-based Loc/ID split

Transport layer

Identifier: *la*

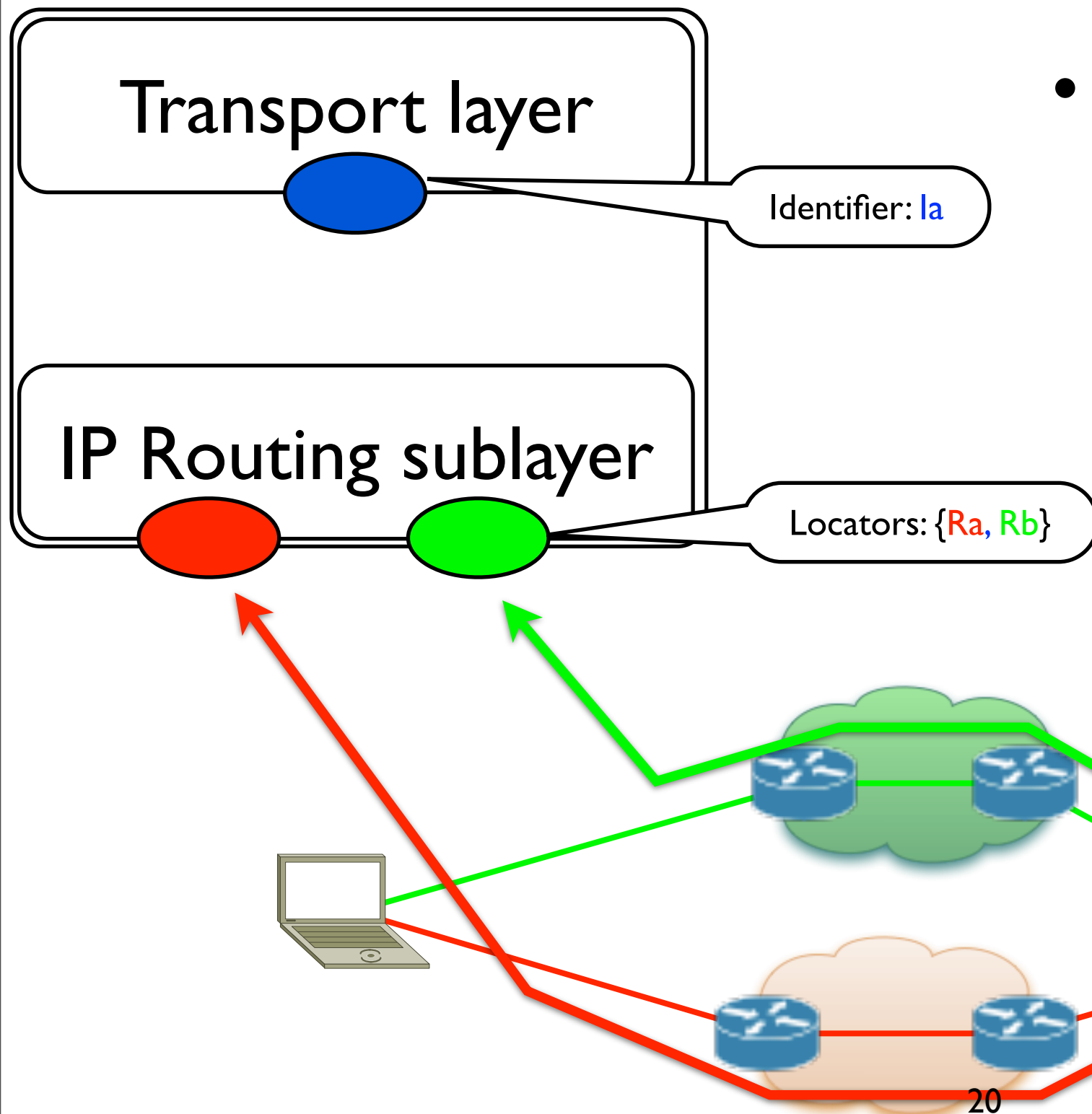
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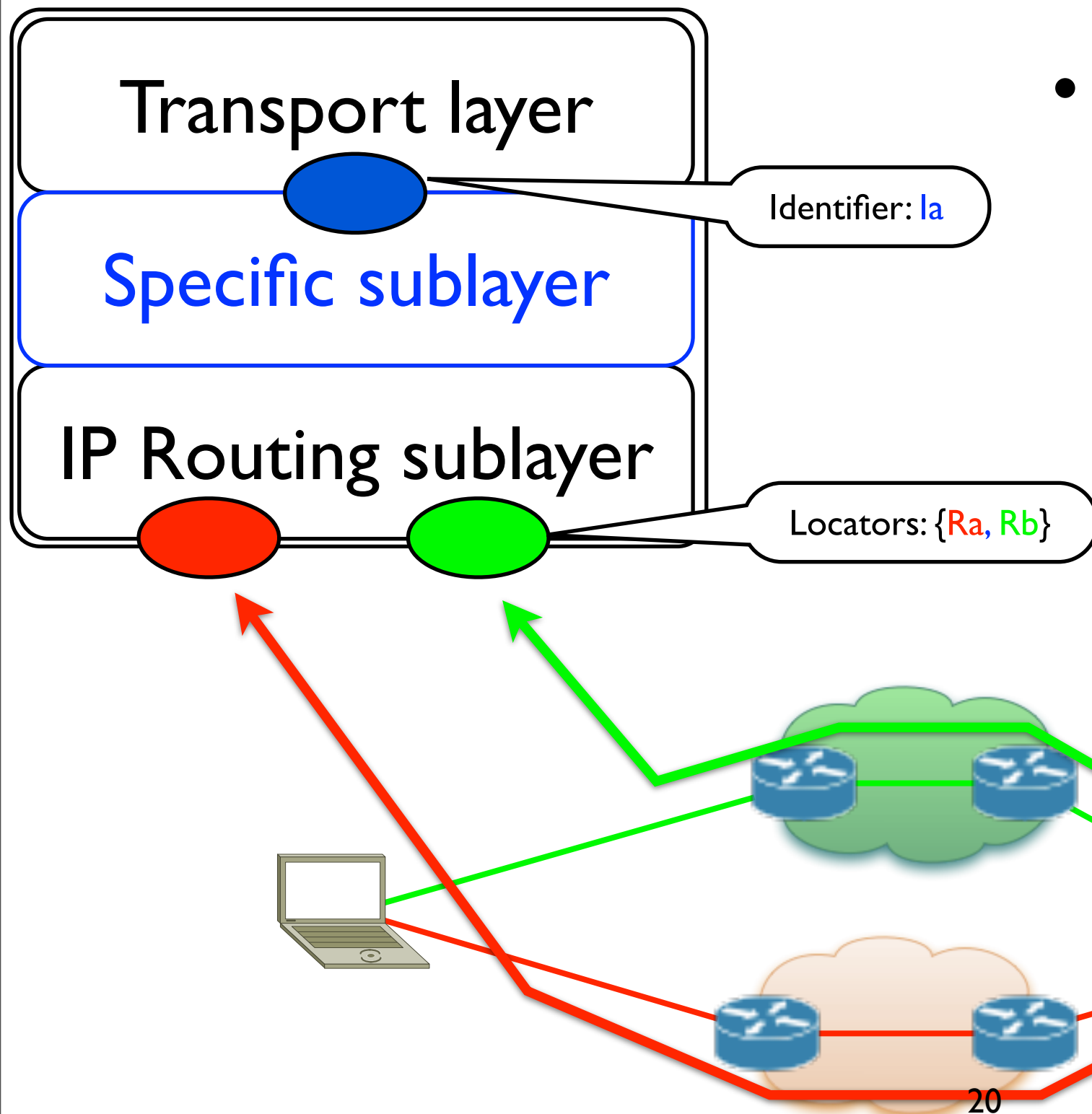
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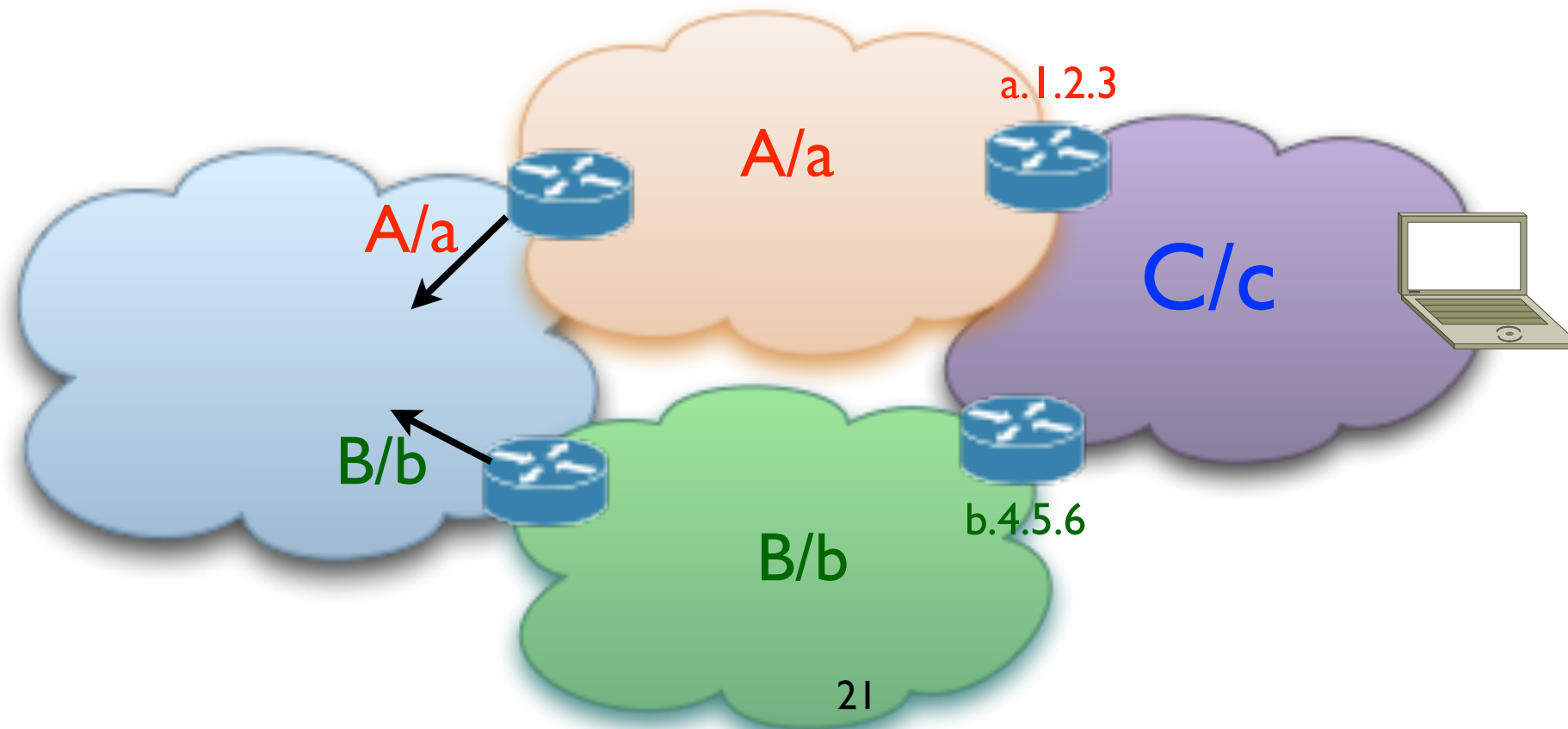
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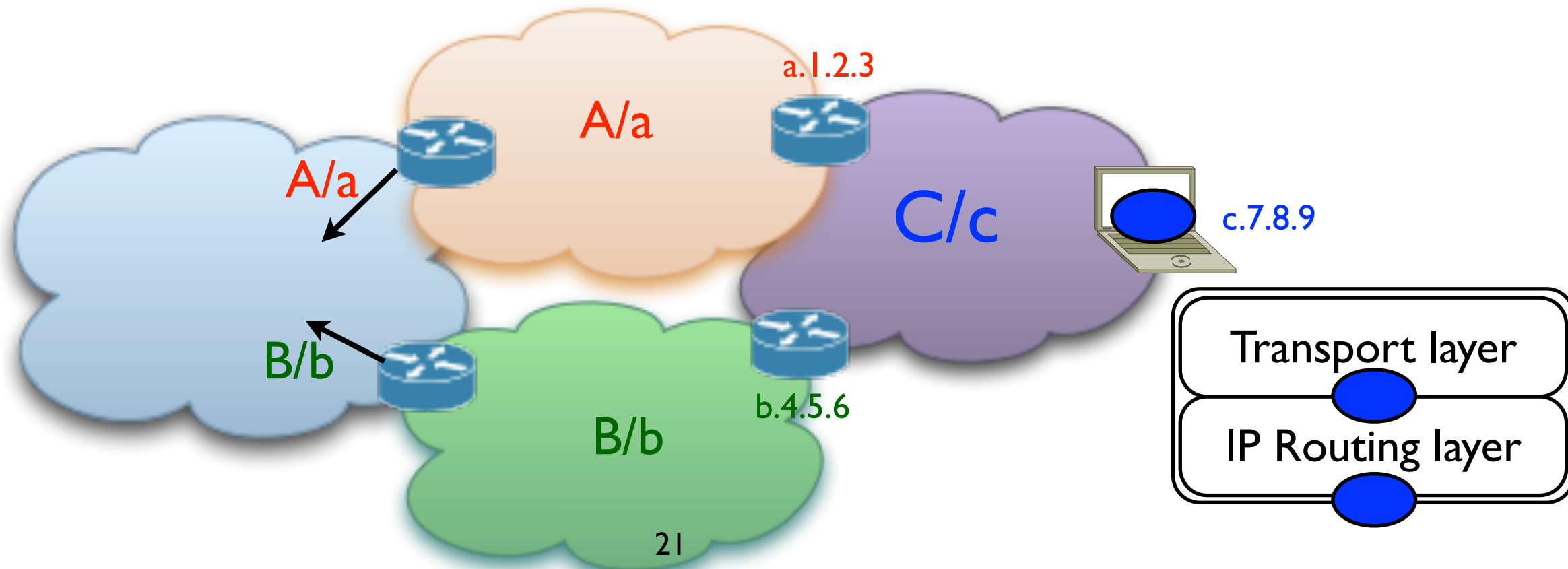
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Network-based Loc/ID split



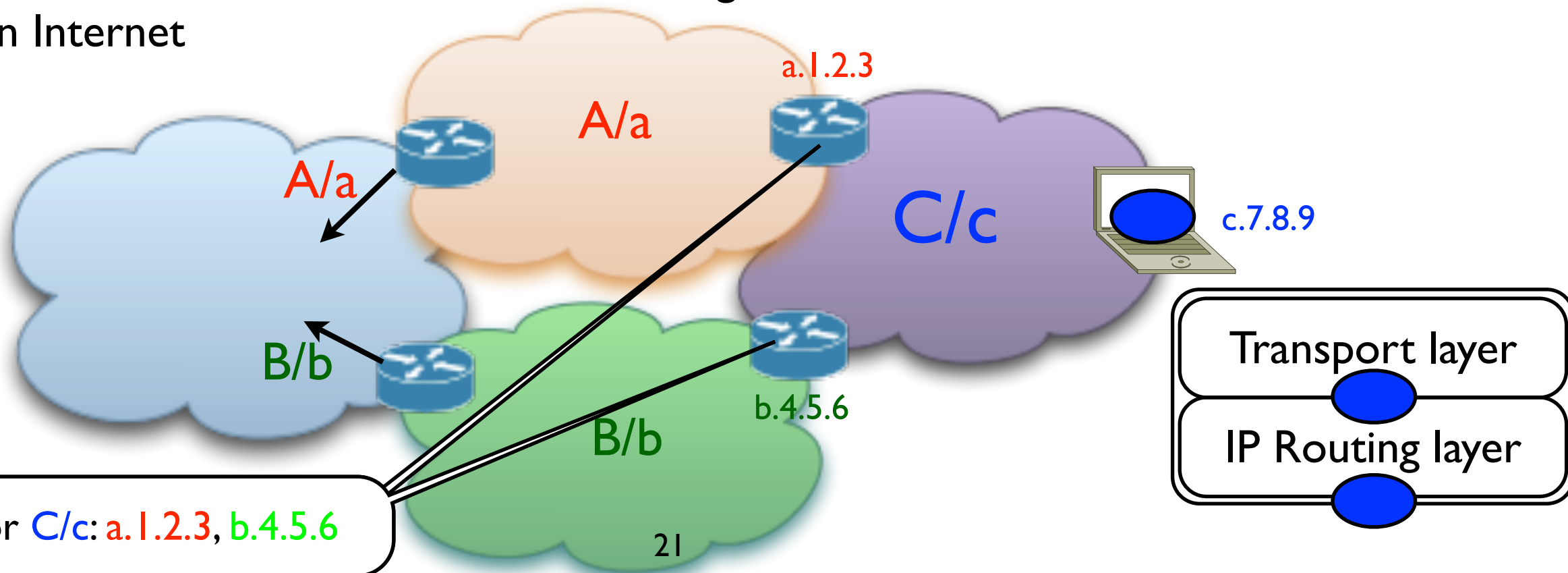
Network-based Loc/ID split

- Host's IP stack unchanged
- Each host has one stable IP address
- Used as identifier
- **Not globally routable**



Network-based Loc/ID split

- Each edge router owns
 - Globally routed addresses used as locators
- **Mapping mechanism** is used to find locators associated to one identifier
- Packets from hosts are modified before being sent on Internet
- Host's IP stack unchanged
 - Each host has one stable IP address
 - Used as identifier
 - **Not globally routable**



Locators for C/c : $a.1.2.3$, $b.4.5.6$

Host vs Network-based

Loc/ID split

- We need both!
- At work, connected directly to the wall
 - Let my company doing the stuff for the whole network
- In the street, calling with Skype over WIFI&3G
 - Prefer WIFI to 3G



Peter Paul Rubens



LISP, a network-based Loc/ID split solution

[LISP]

LISP in a nutshell

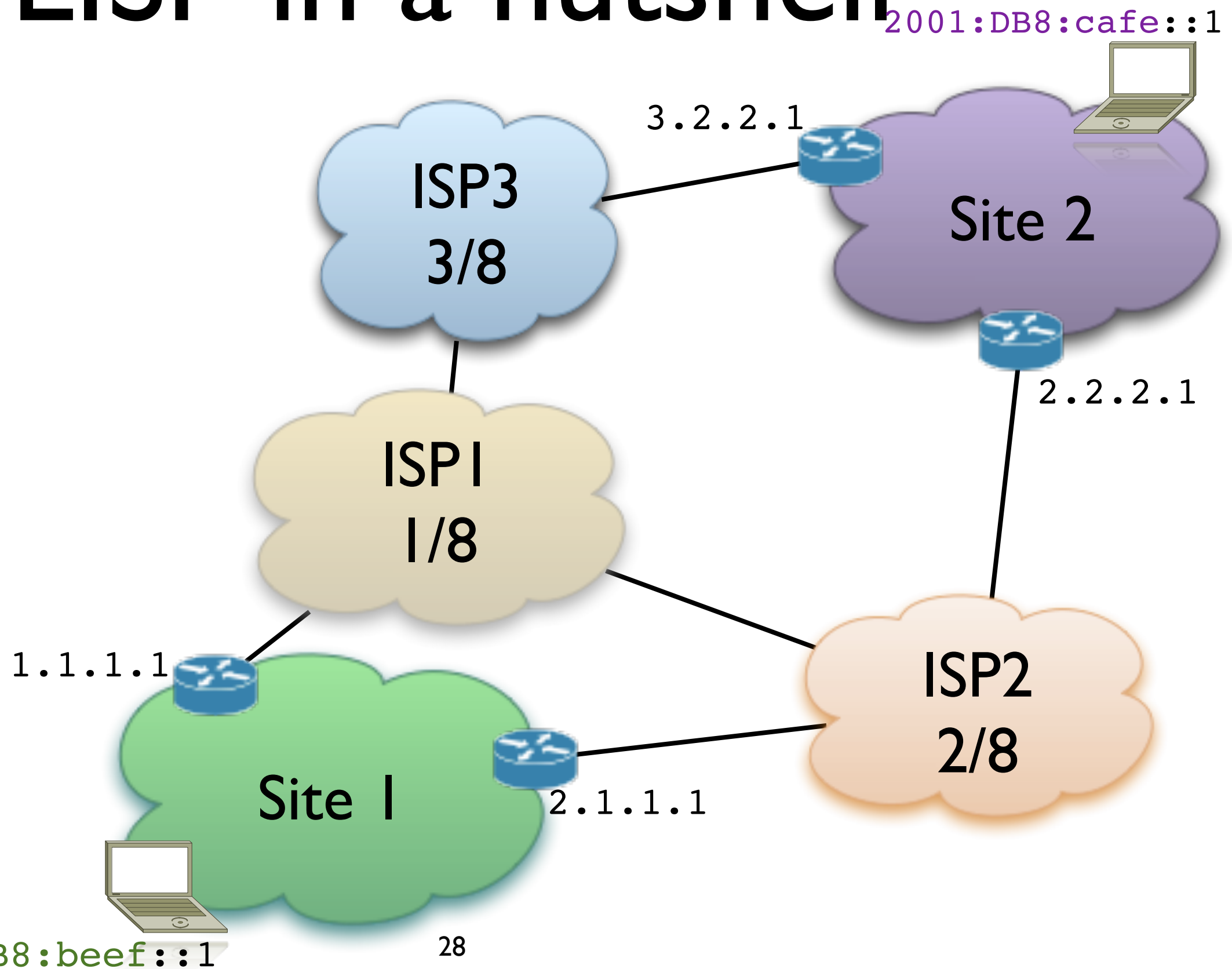
The Locator Identifier Separation Protocol (I/2)

- Define a router-based solution where current IP addresses are separated in two different spaces:
 - **Endpoint Identifiers (EID)**
 - Identify end-hosts
 - Non-globally routable
 - Hosts in a given site are expected to use EIDs in the same prefix
 - **Routing Locators (RLOC)**
 - Attached to routers (router interfaces)
 - Globally routable

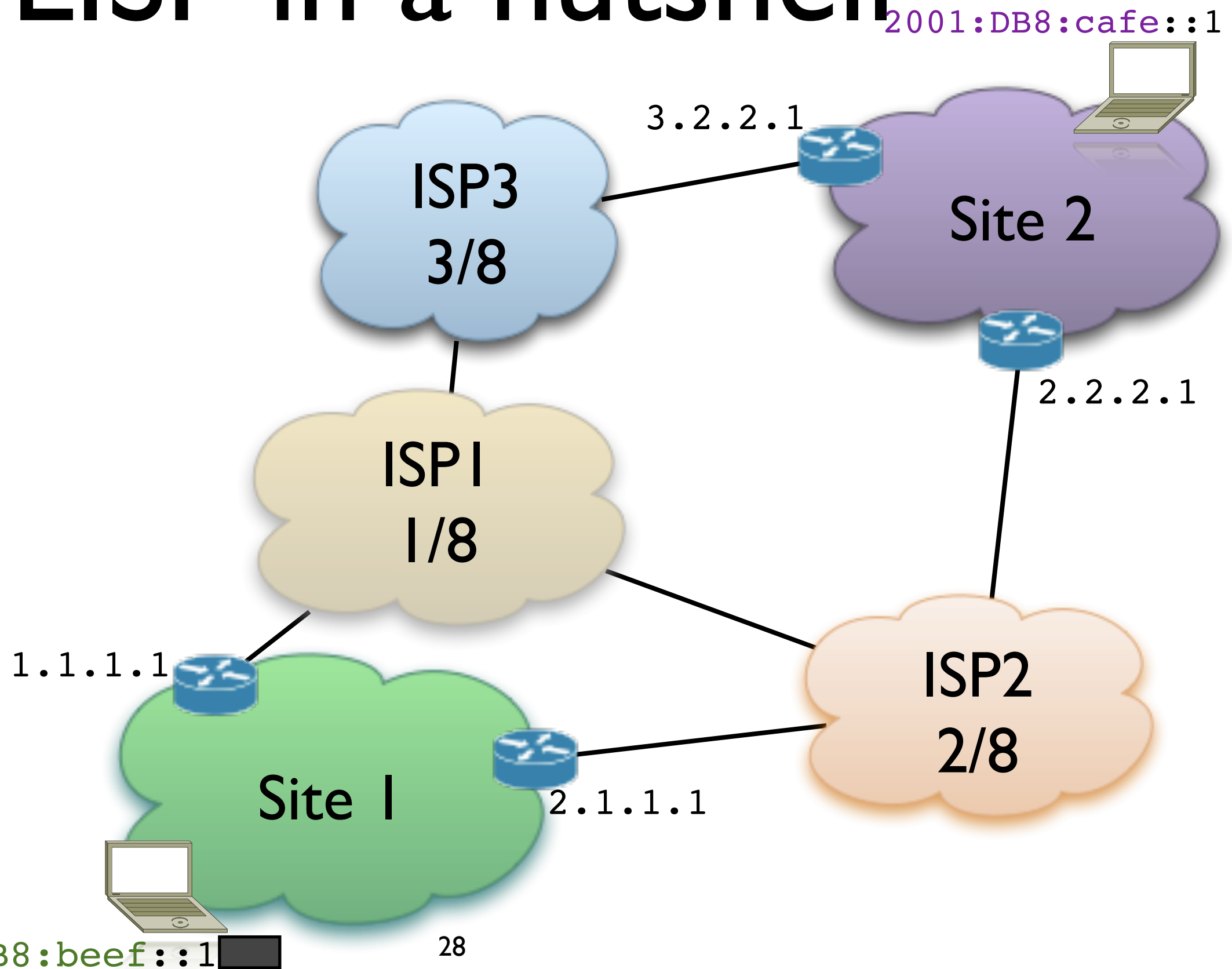
The Locator Identifier Separation Protocol (2/2)

- Follows the Map-and-Encap principle
 - A **mapping system** maps EID prefixes onto site routers RLOCs
 - Routers **encapsulate** the packets received from hosts before sending them towards the destination RLOC
 - Routers **decapsulate** the packets received from the Internet before sending them towards the destination hosts

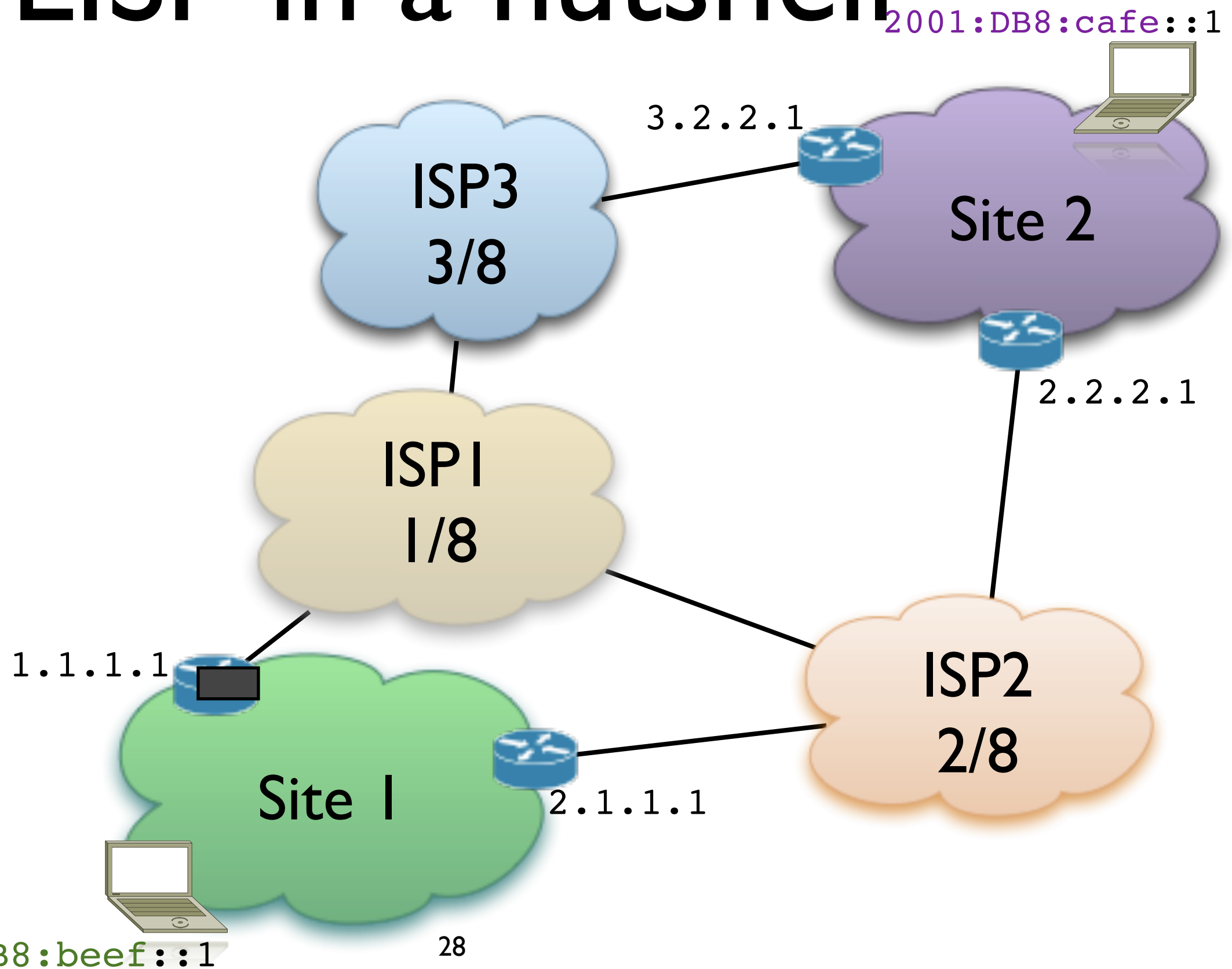
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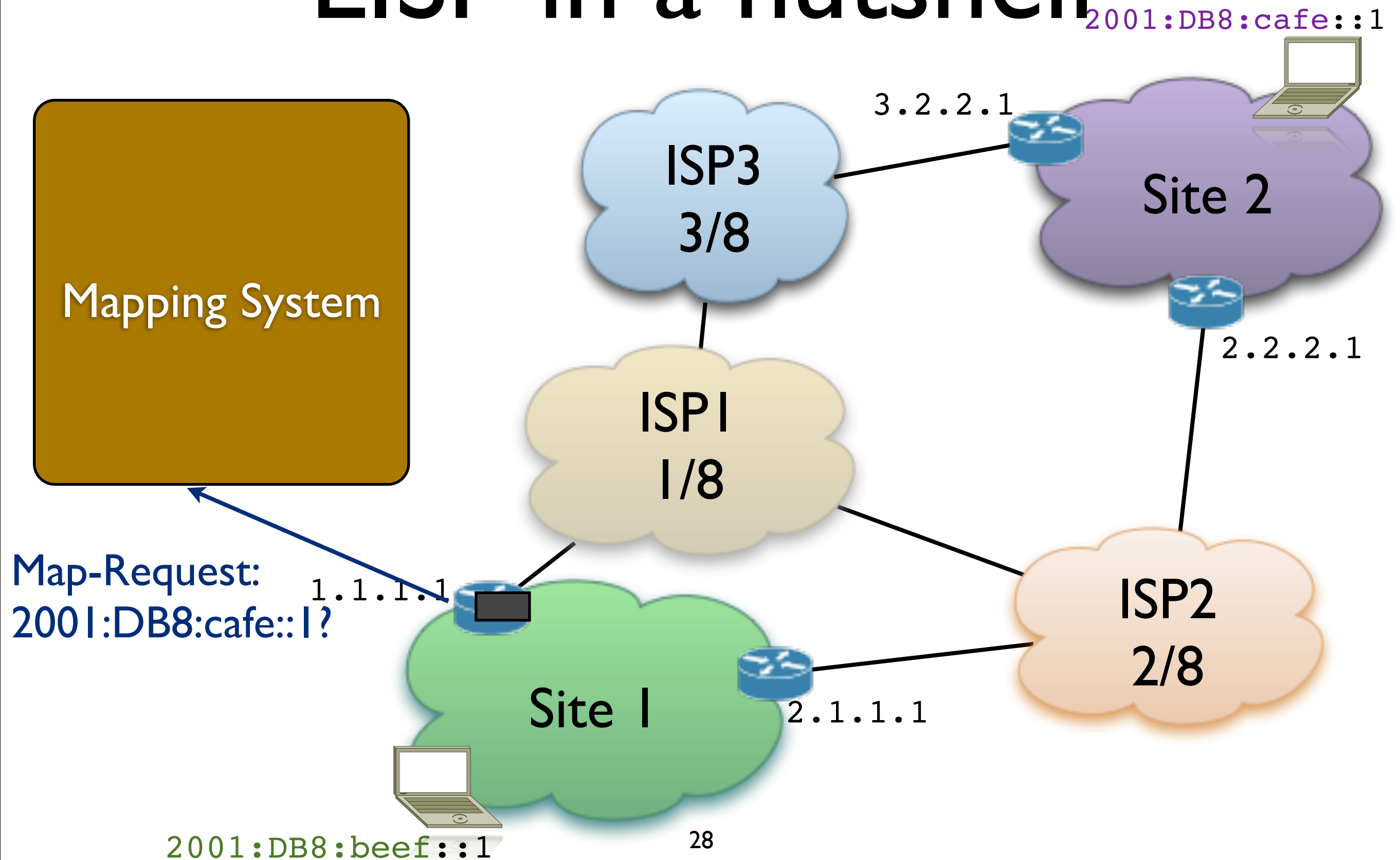
LISP in a nutshell



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LISP in a nutshell

2001:DB8:cafe::1



Mapping System

Map-Reply:

2001:DB8:cafe::/56

3.2.2.1 | 100%

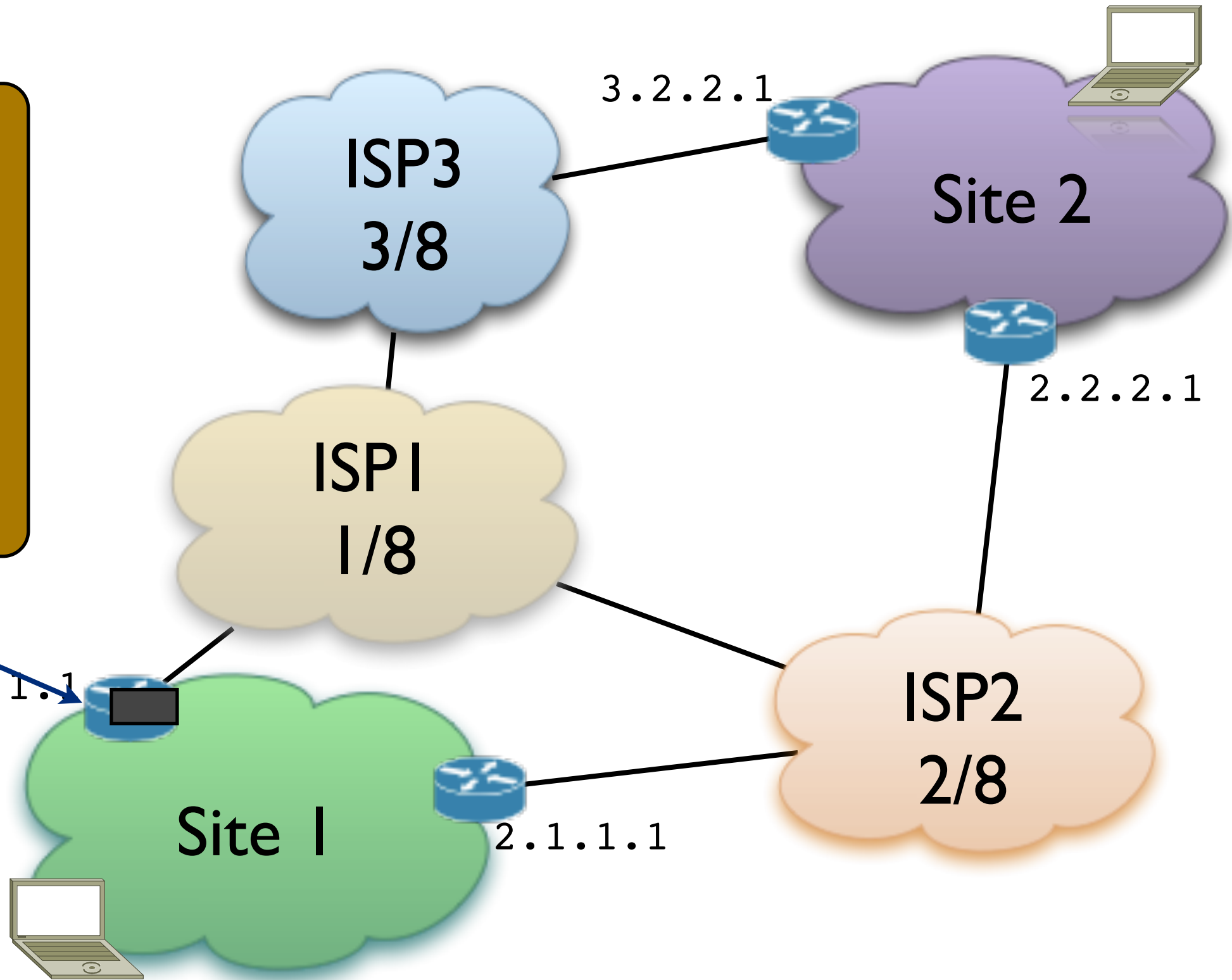
2.2.2.1 | 2 | 100%

1.1.1.1



2001:DB8:beef::1

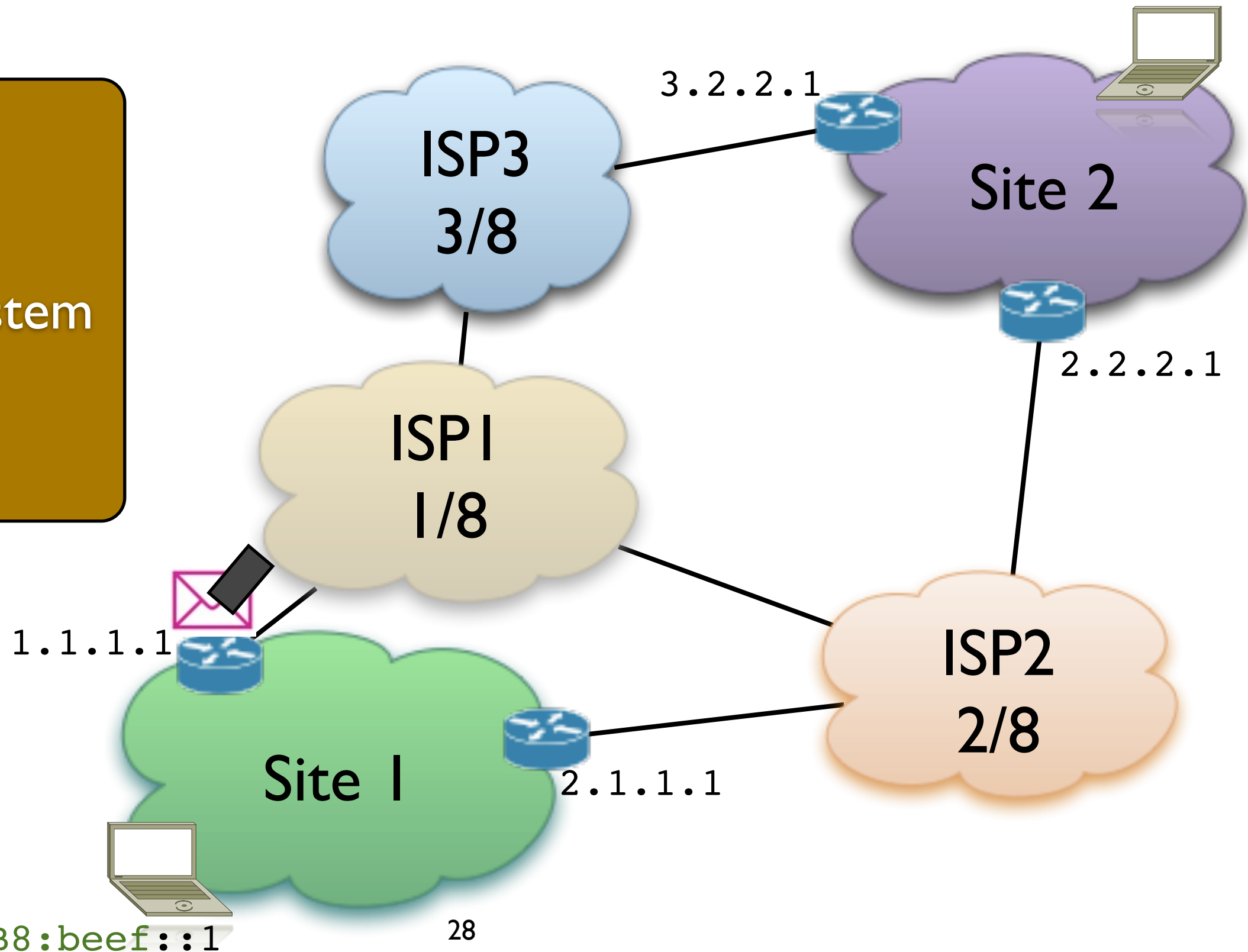
28



LISP in a nutshell

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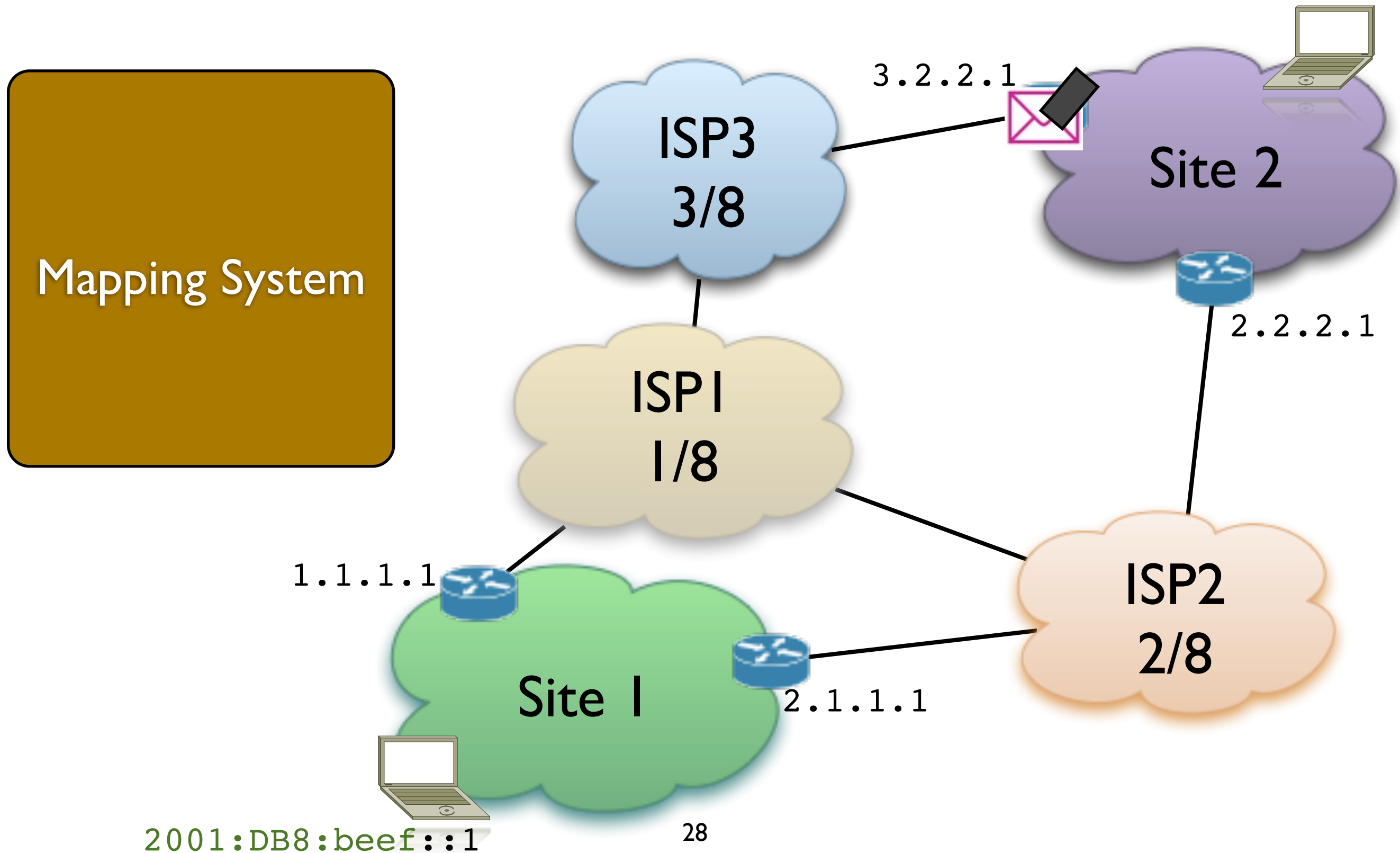


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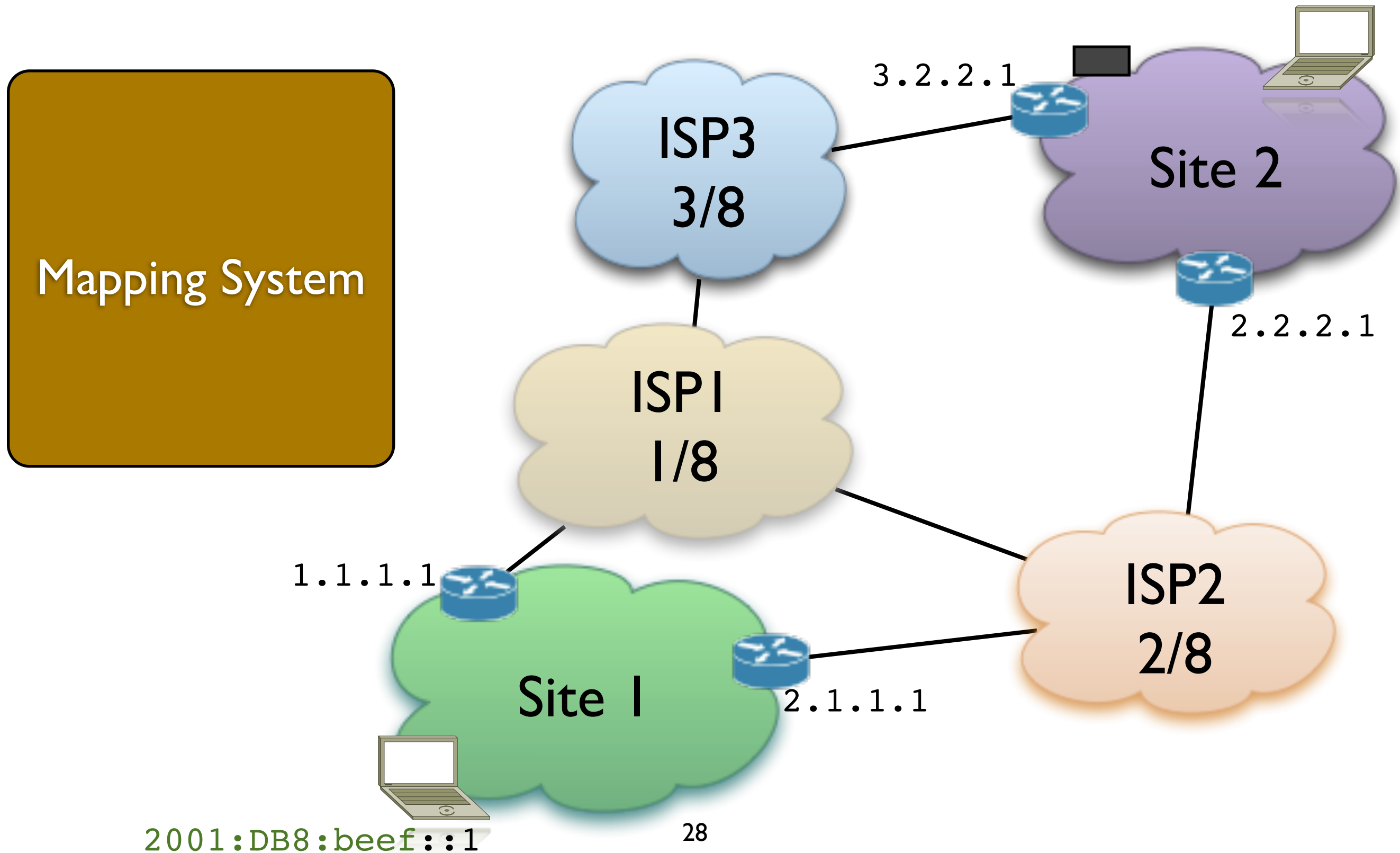
28

LISP in a nutshell

2001:DB8:cafe::1



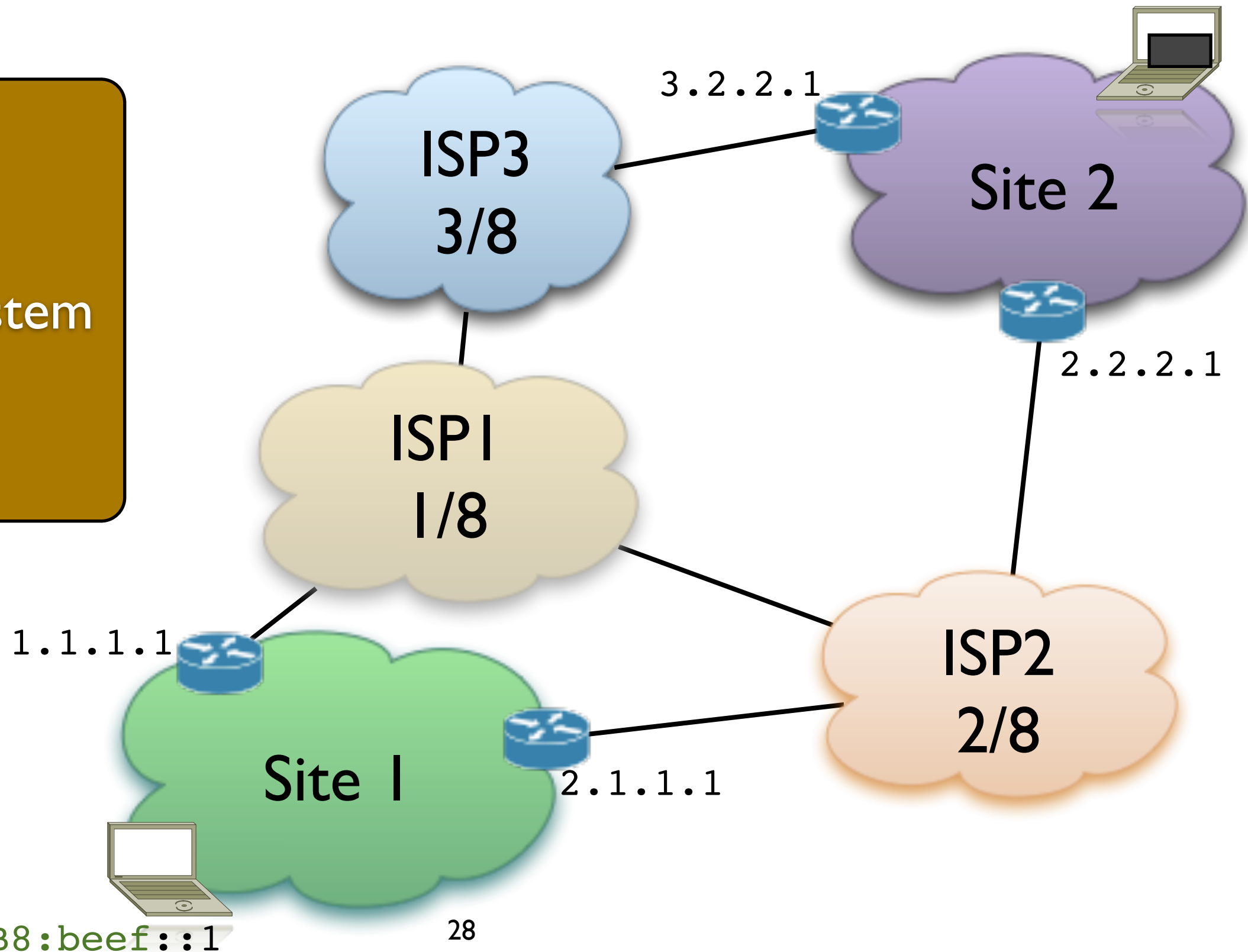
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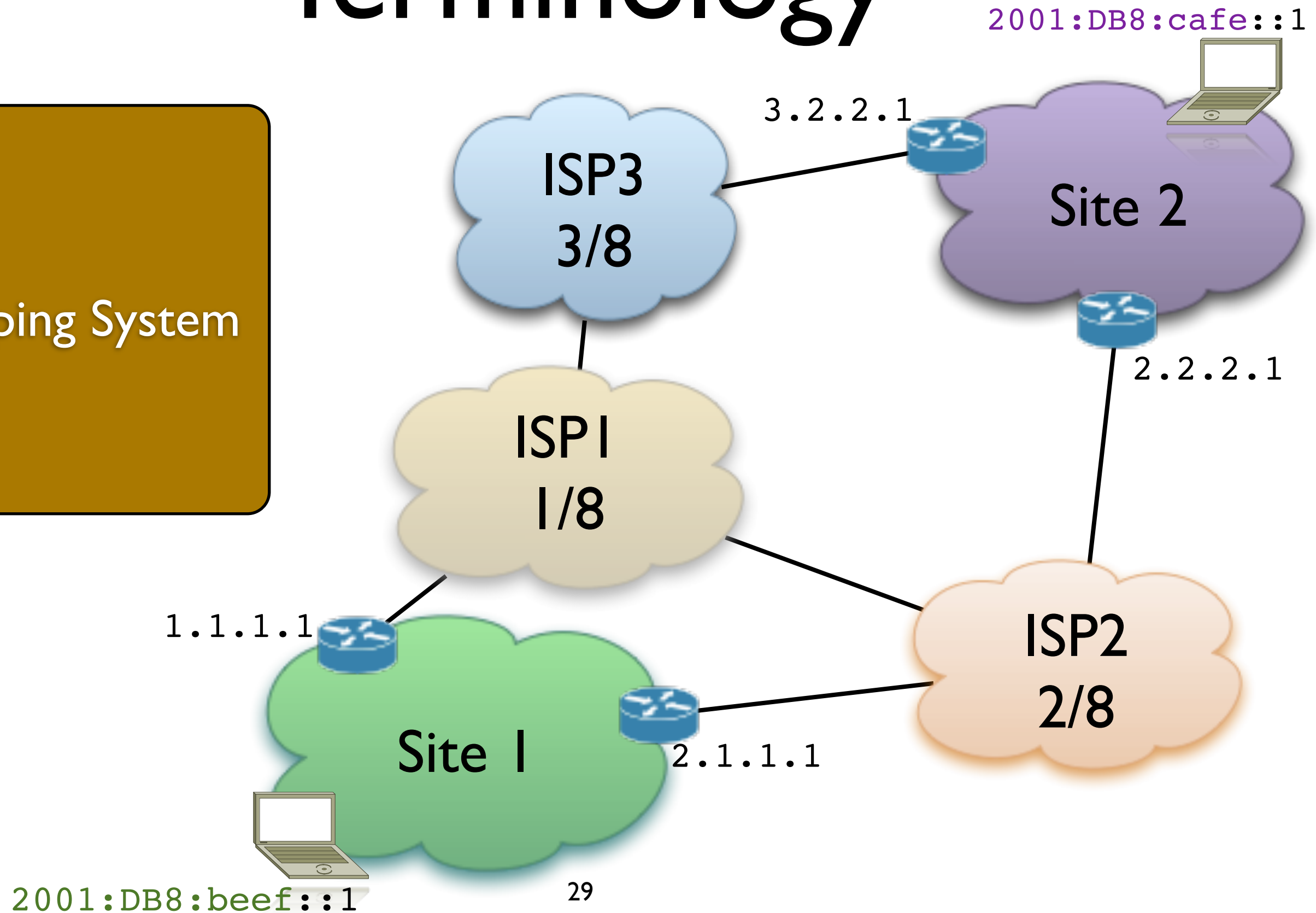
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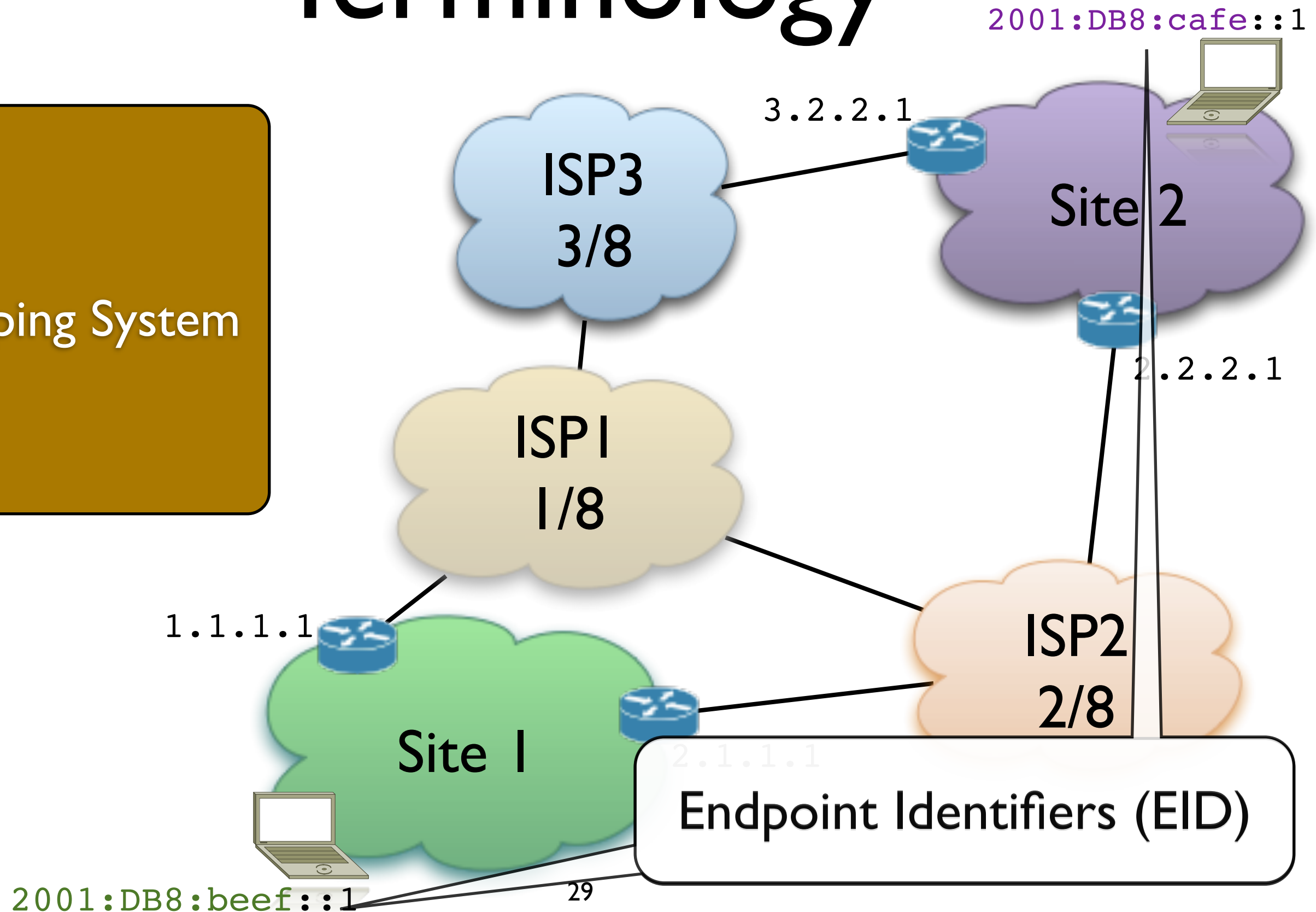
Terminology

Mapping System



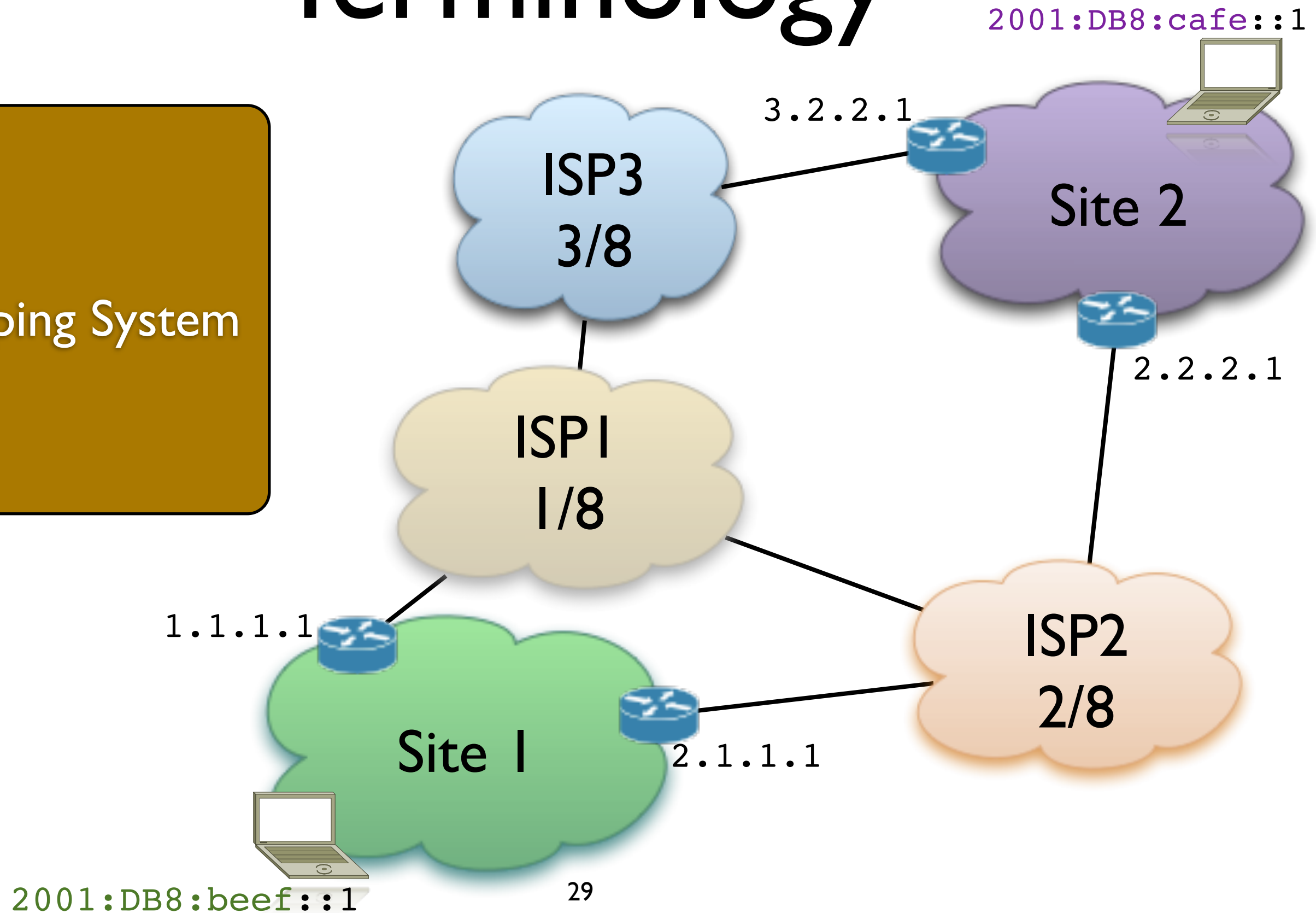
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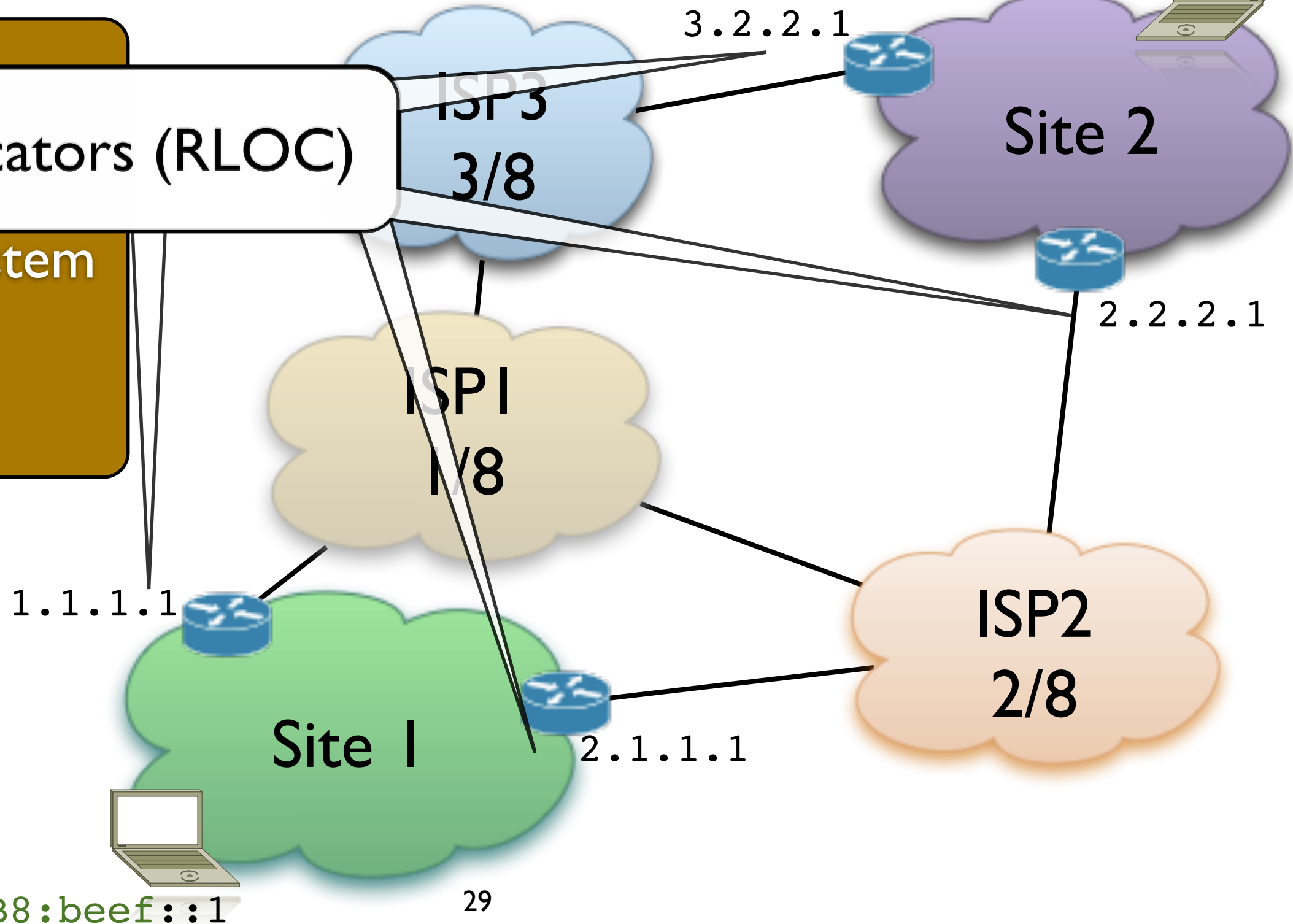


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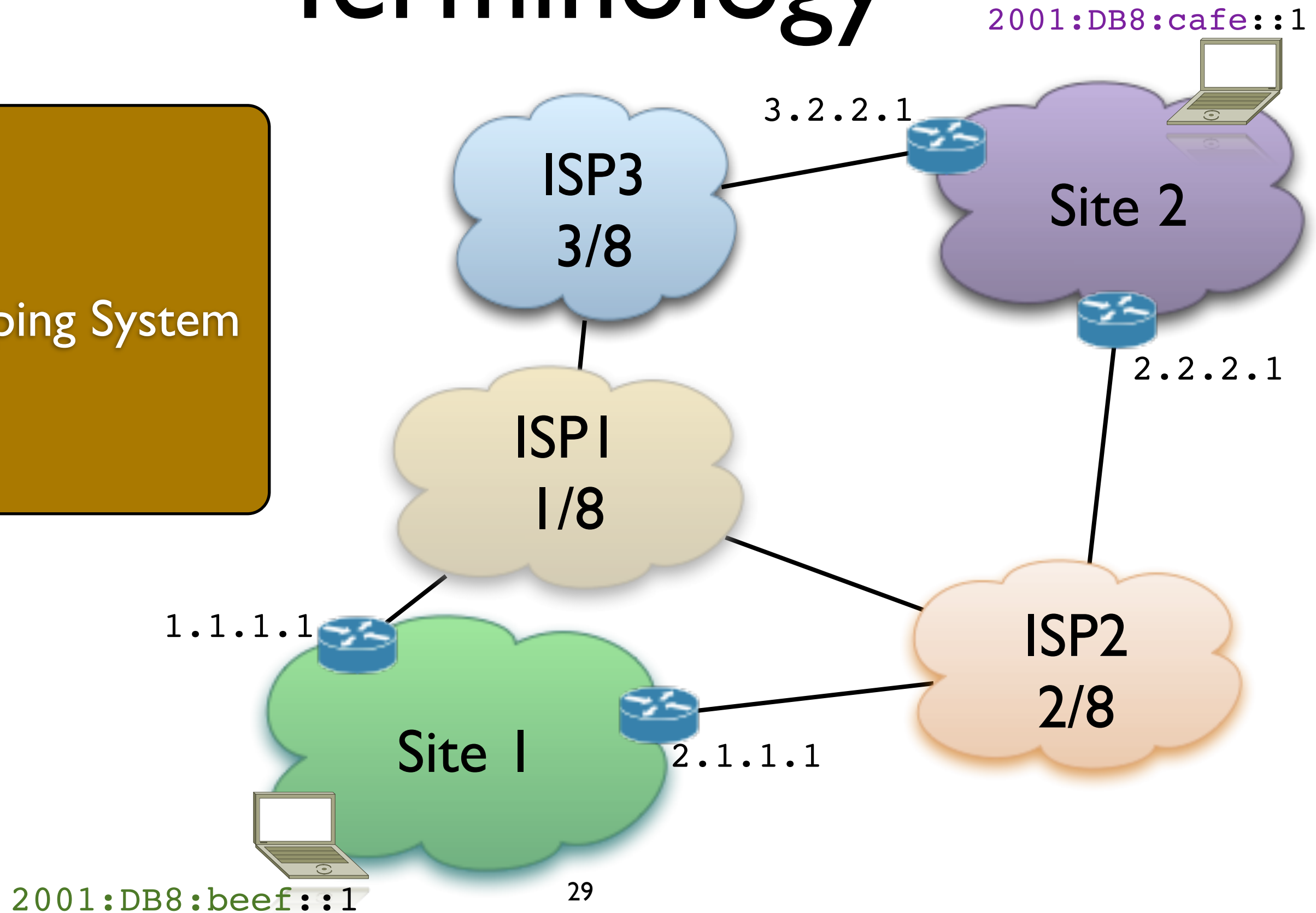
Routing Locators (RLOC)

Mapping System



Terminology

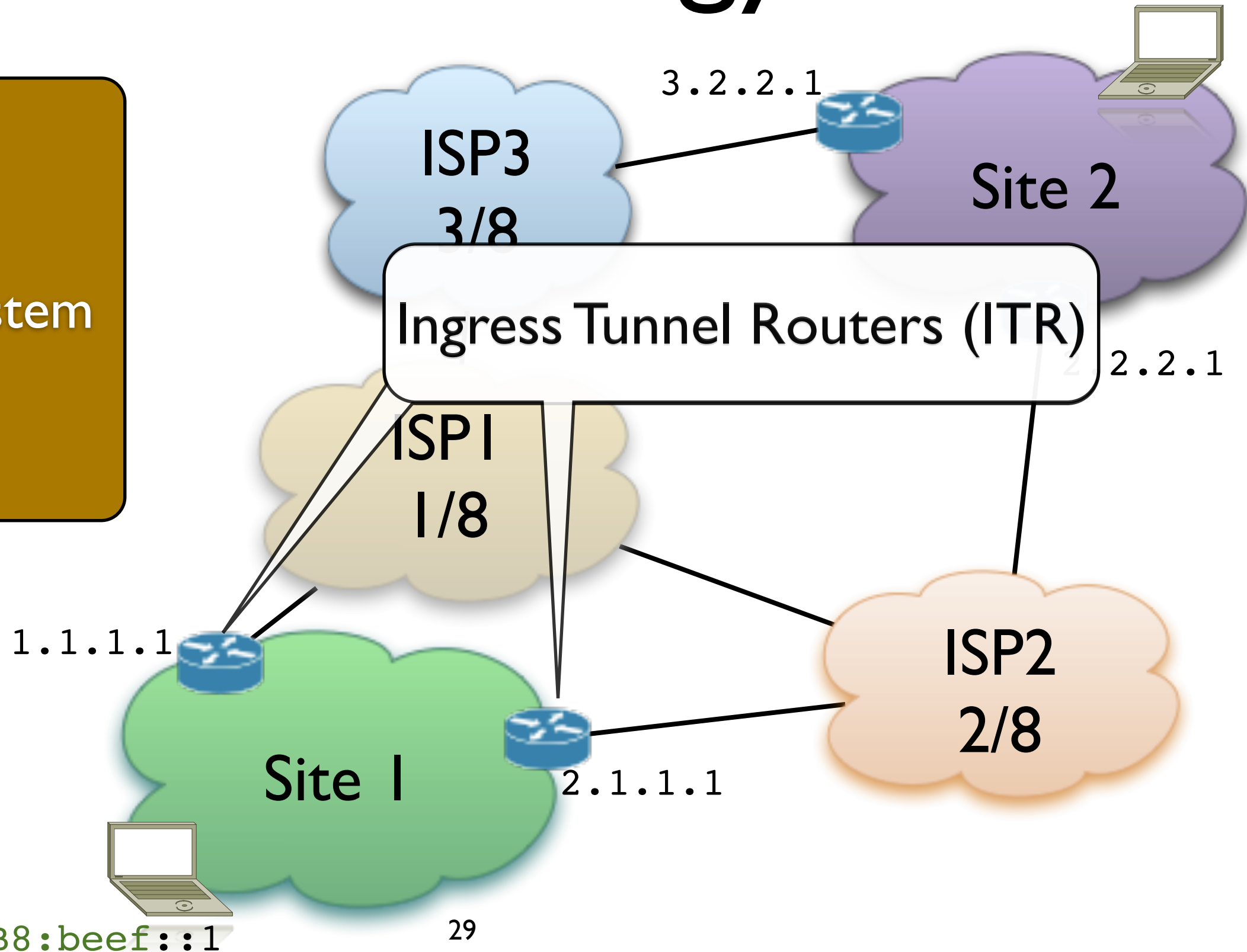
Mapping System



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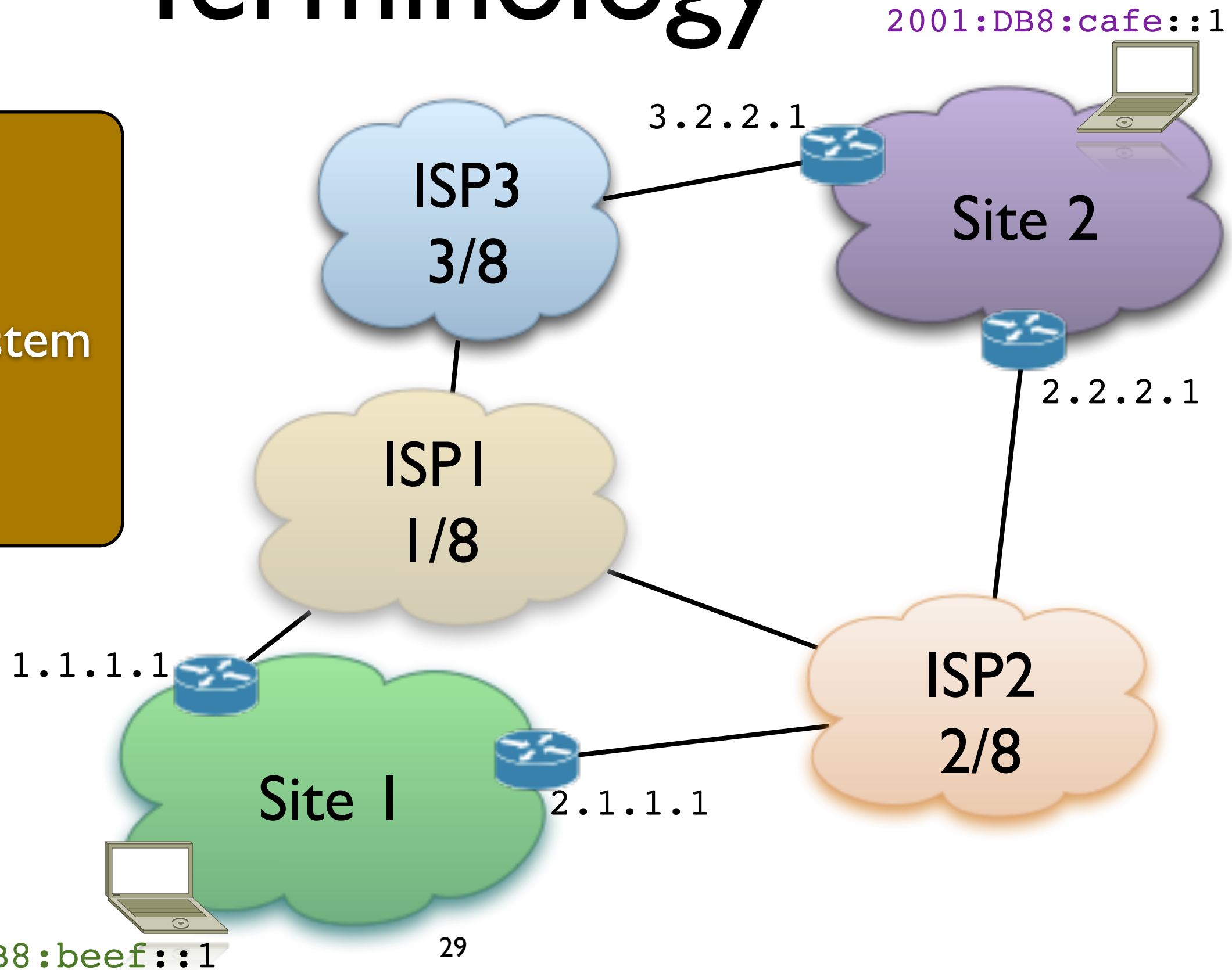
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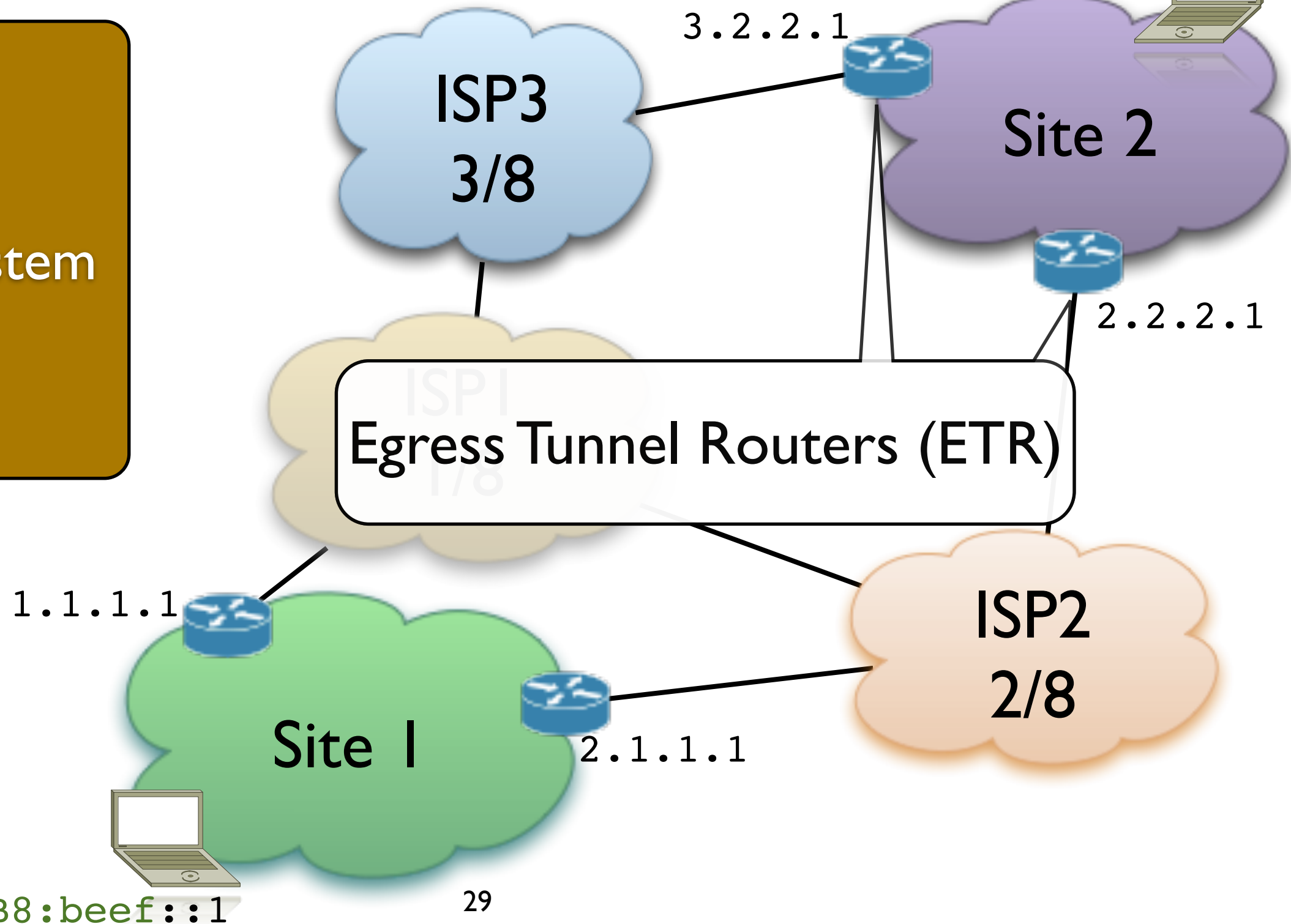
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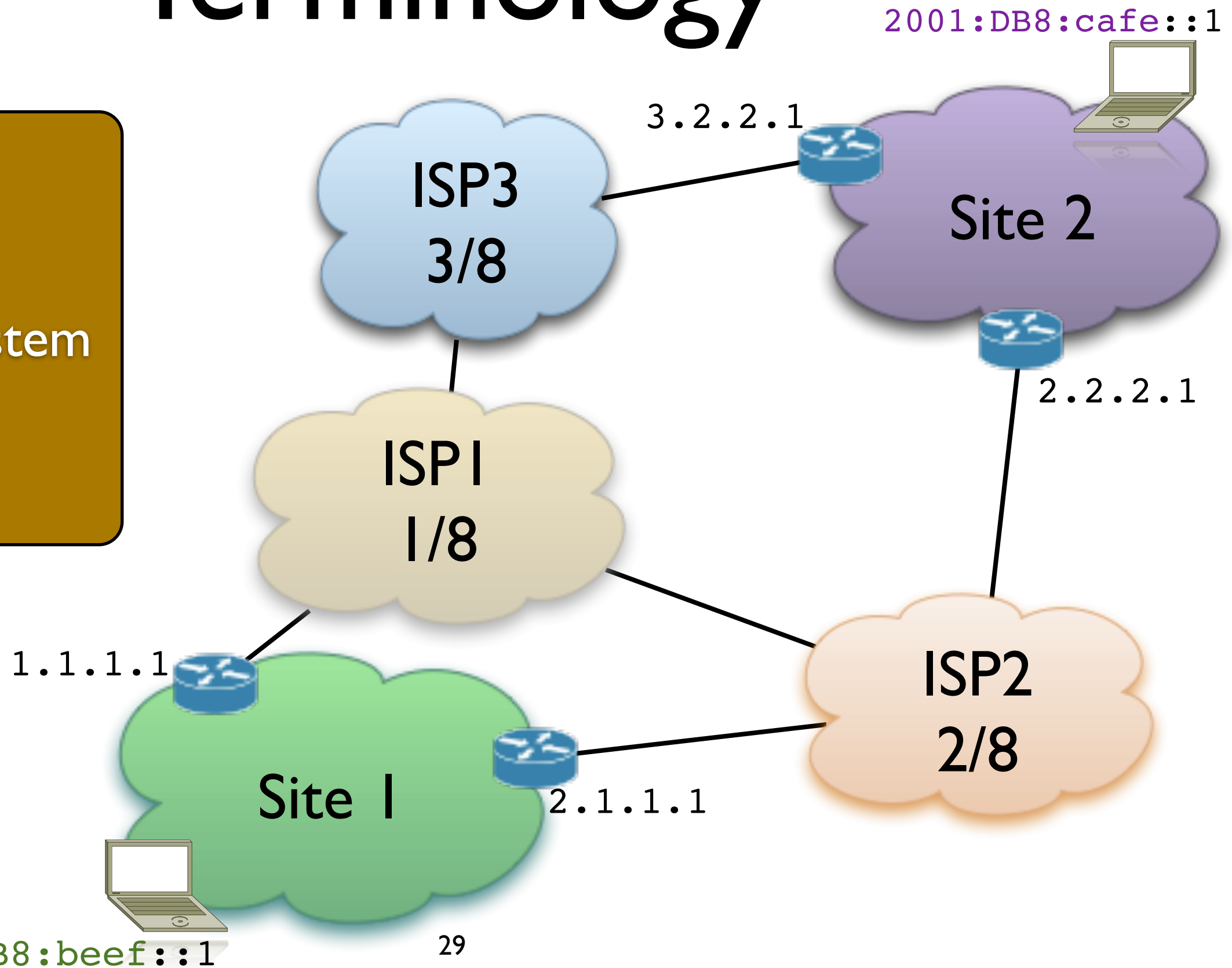
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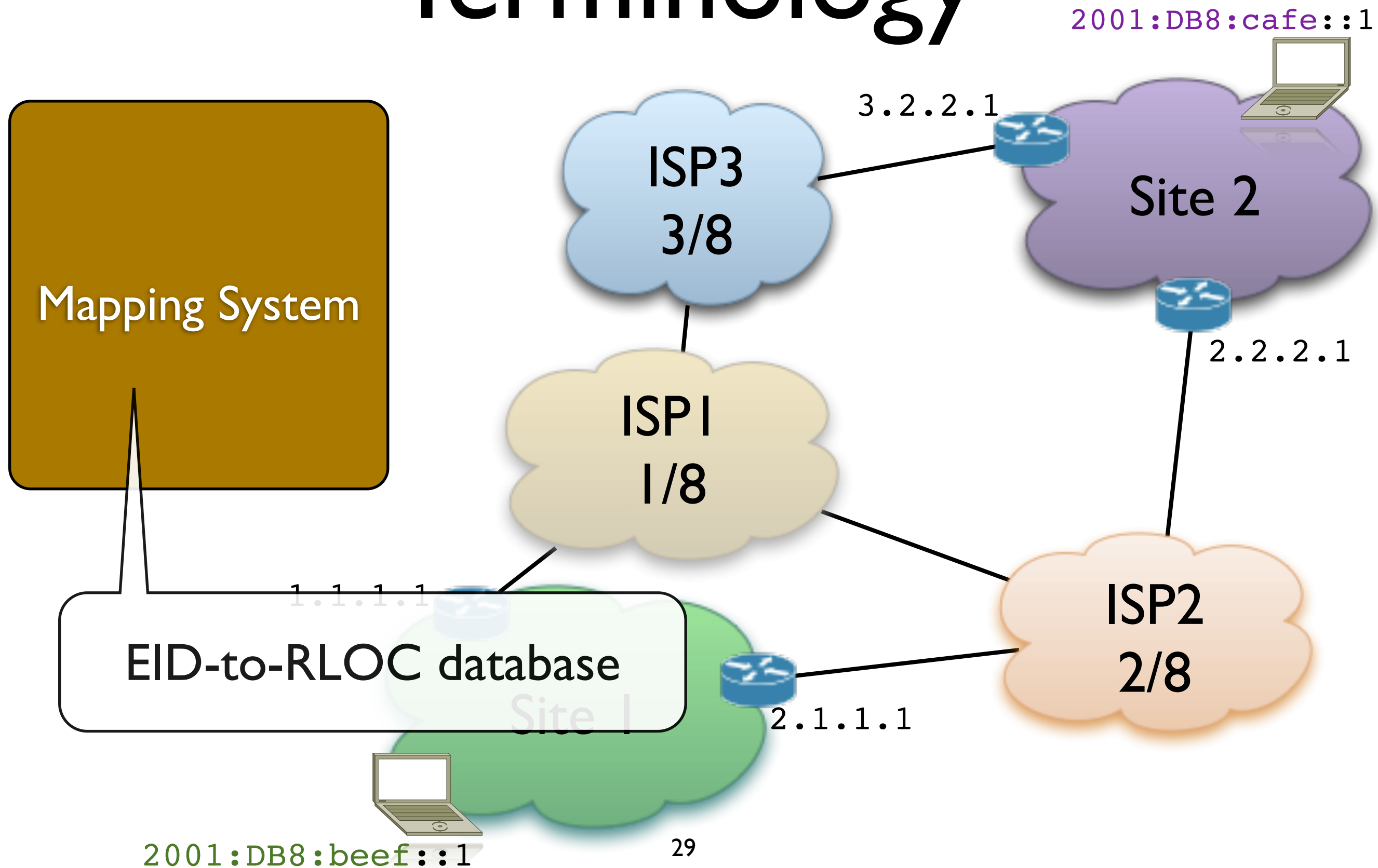


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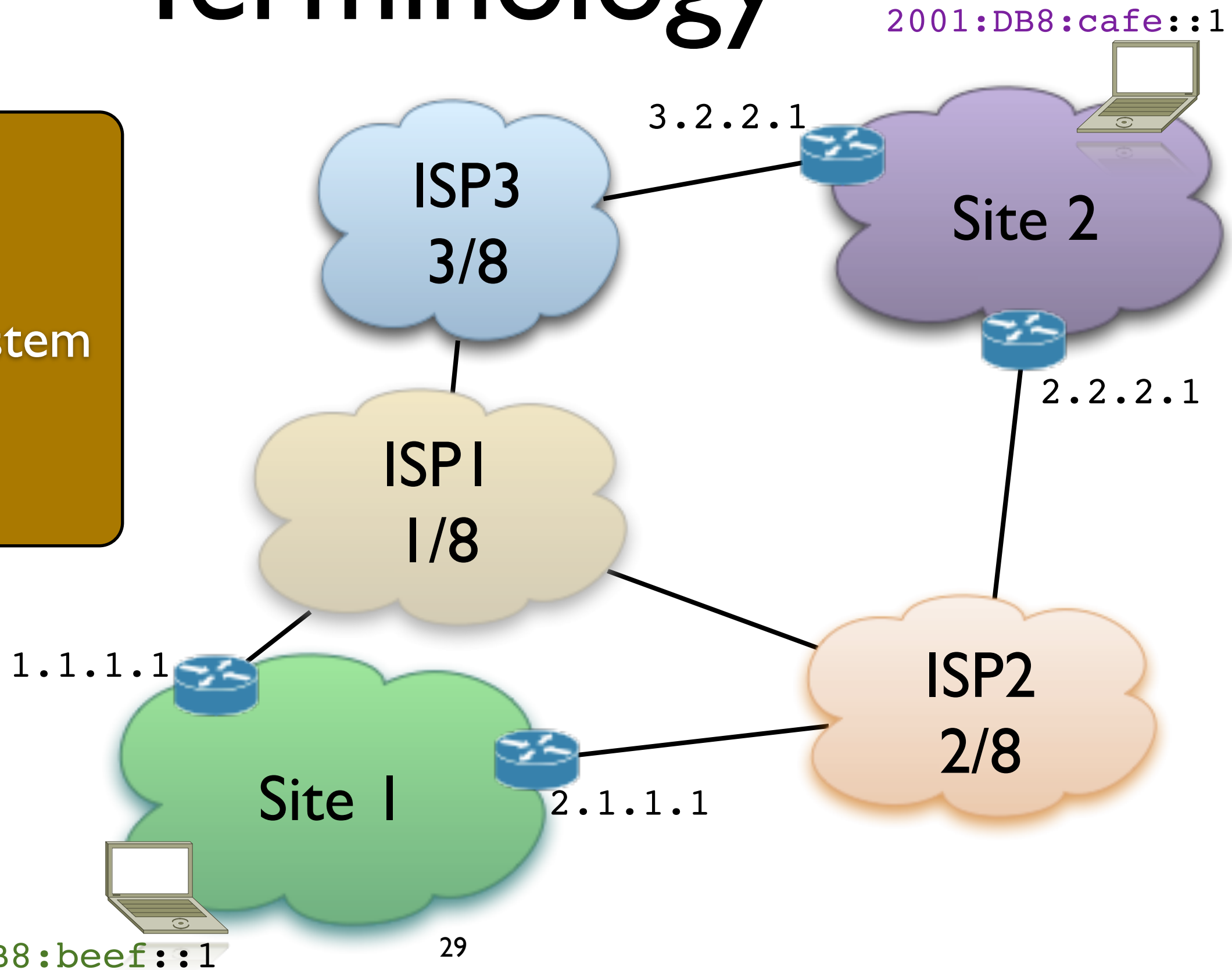


Terminology



Terminology

Mapping System



Terminology

- **Ingress Tunnel Router (*ITR*):** a router which accepts a packet containing a single IP header. The router maps the destination address of the packet to an RLOC and prepends a LISP header before forwarding the encapsulated packet.
- **Egress Tunnel Router (*ETR*):** a router which accepts a LISP encapsulated packet. The router strips the LISP header and forwards the packet based on the next header

Terminology

- **EID-to-RLOC Database:** a globally distributed database that contains all known EID-prefix to RLOC mappings
- **LISP Cache:** EID-to-RLOC Database stored at the ITR
- **LISP Database:** EID-to-RLOC Database stored at the ETR

How LISP has been obtained?

LISP Main Design Goals

- No end-systems (hosts) changes (1)
- Minimize required changes to the Internet infrastructure (2) and the number of routers which have to be modified (5)
- Avoid or minimize packet loss when EID-to-RLOC mappings need to be performed (7)
- Be incrementally deployable (3)
- No router hardware changes (4) and minimize router software changes (6)

**No end-systems (hosts)
changes**

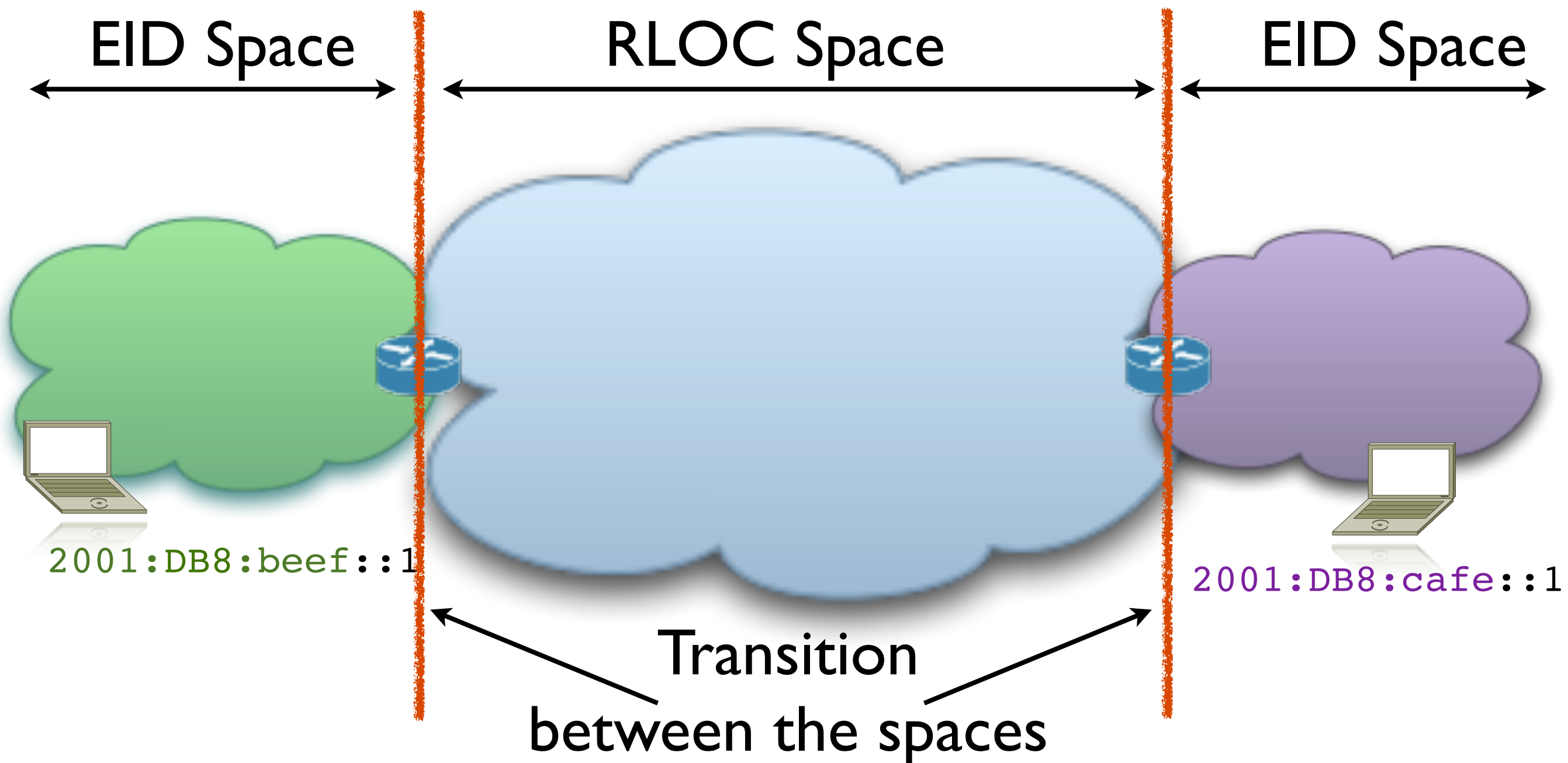
Network-based solution

- Identifiers are pure IP addresses (v4 or v6)
- Work performed by routers
- Encapsulation based protocol (vs rewriting)
 - Packets received at the destination are the same as those sent by the source (no address/port/... modification)

➡ Transparent for end-hosts

**Minimize the number of
routers which have to be
modified and required changes
to the Internet infrastructure**

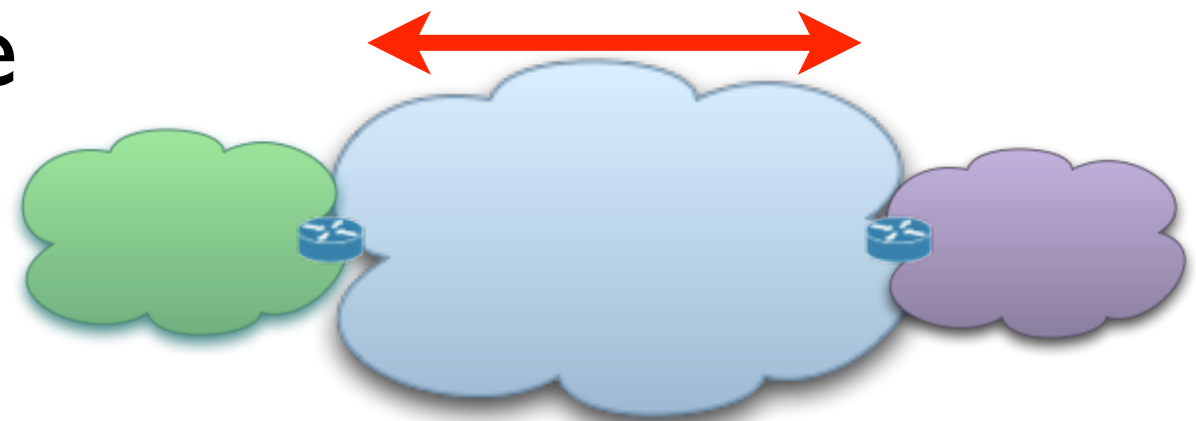
Split the Internet in two spaces



RLOC space

- Composed of the current transit networks
 - Keep IP and BGP as-is
 - RLOCs globally routable
 - EIDs are invisible here

➡ No change in the core



EID space

- Composed of the current stub networks
 - EIDs are routable (IP) within their stub
 - RLOCs and EIDs of other stubs are unknown in the stub
 - IGP with default route(s) to the border routers
 - Packets to distant EIDs simply follow the default route(s)

➡ No change in the stubs



Transition between the two spaces

- LISP: the glue between the EID and RLOC spaces
- Modify border routers to support LISP functionality (xTR)
- No change before/after the border
- Border routers do not advertise stub prefixes (EID) anymore to the Internet



Internet is more than routers

- NATs
- Firewalls
- Strange stuff
- How to be confident the packets will not be lost somewhere?

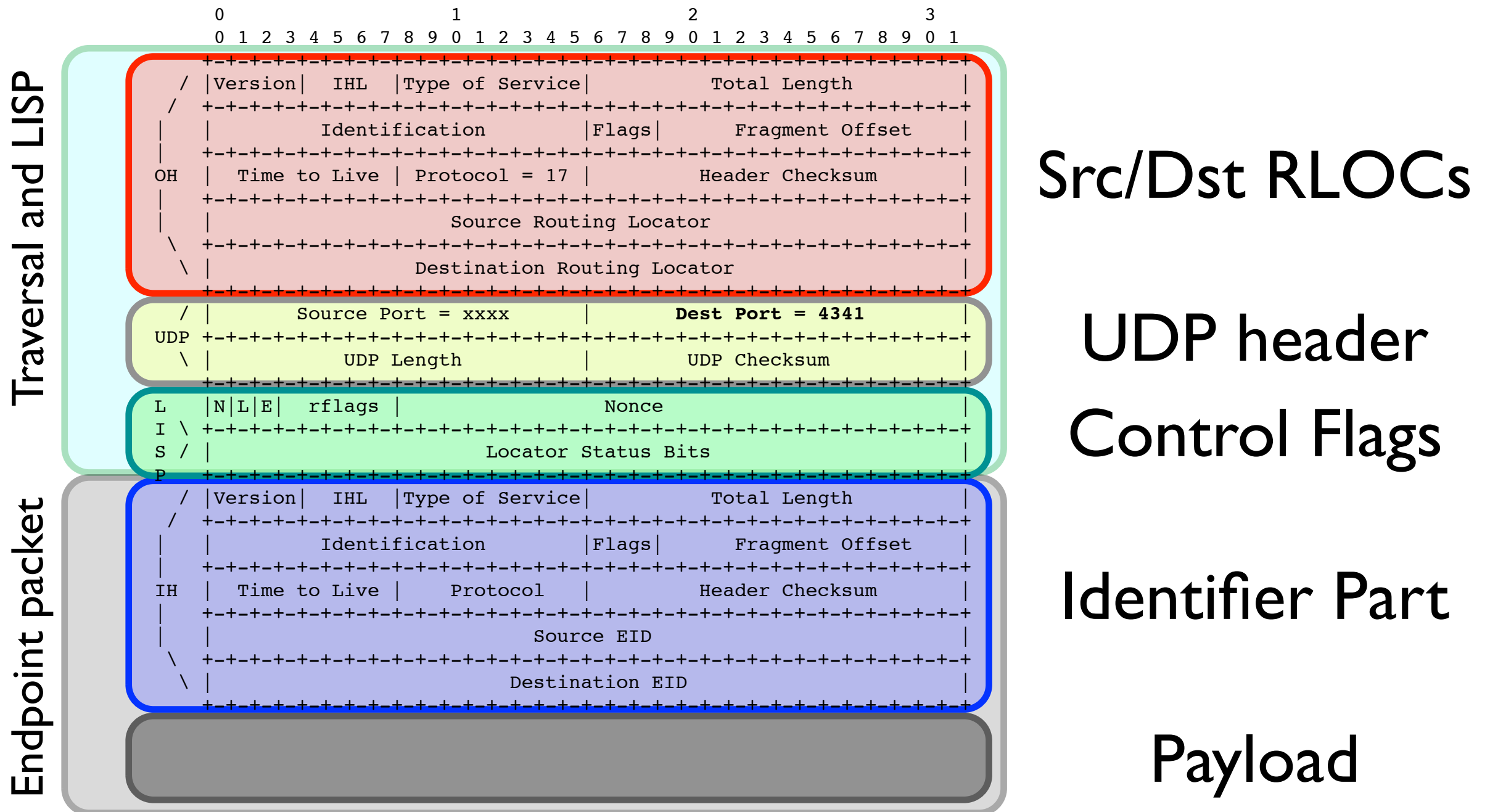
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=> Transport the new protocol over UDP

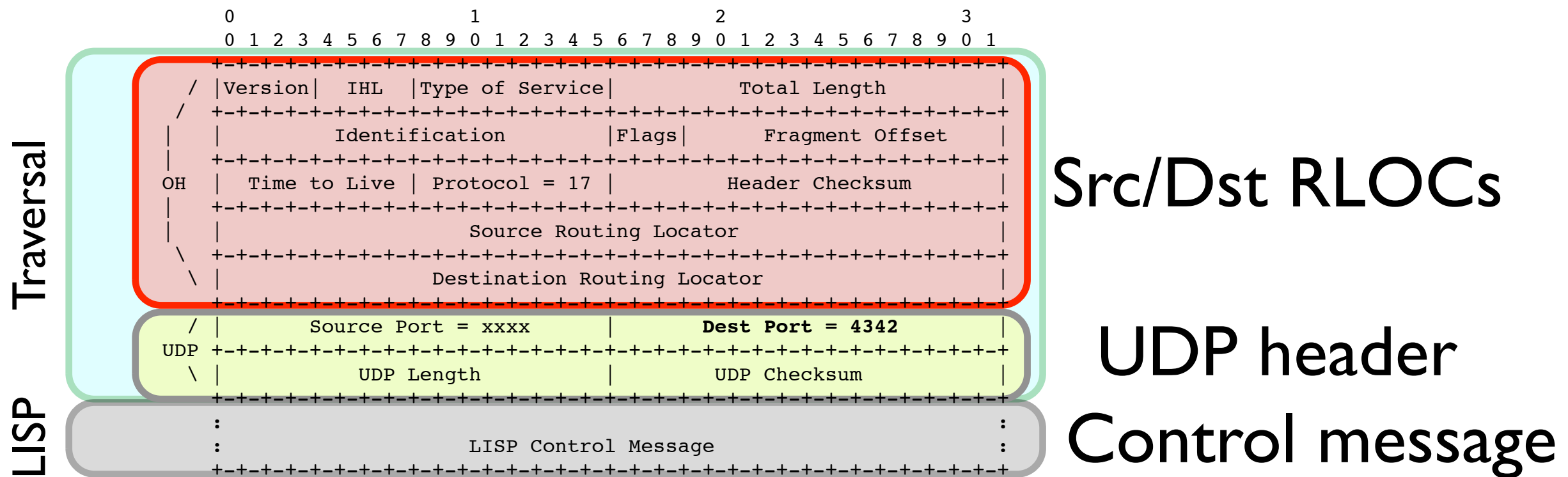
UDP based encapsulation

- Data-plane: UDP/4341 (IP(UDP(LISP(IP))))



UDP based control messages

- Control-plane: UDP/4342 (IP(UDP(LISP)))



**Avoid or minimize packet loss
when EID-to-RLLOC mappings
need to be performed**

Or Dimitri's formulation:
Effect of changes for “in-use”
EID-to-RLOC mappings

What is a mapping?

- A mapping maps EID prefixes onto site routers RLOCs
- A list of RLOCs is associated to each EID prefix
- A priority, weight and reachability information is associated to each RLOC

2001:DB8:cafe::/56:

- RLOC: 192.0.2.10, priority:1, weight=75, reachability:1
- RLOC: 2001:db8:dead::1, priority:1, weight=25, reachability:0
- RLOC: 192.0.2.30, priority:2, weight=100, reachability:1

How are the mappings obtained?

- EID-to-RLOC Database: a globally distributed database that contains all the mappings
- The system formed of the EID-to-RLOC Database and the protocol to query it is called the **mapping system**
- If the ITR does not have a mapping for a destination EID, it queries the mapping system
- The replied mapping is installed in the Map-Cache on the ITR for later use

Proposed Mapping System

- LISP-CONS
- **LISP+ALT**
- NERD
- LISP-DHT
- LISP-Tree

LISP+ALT

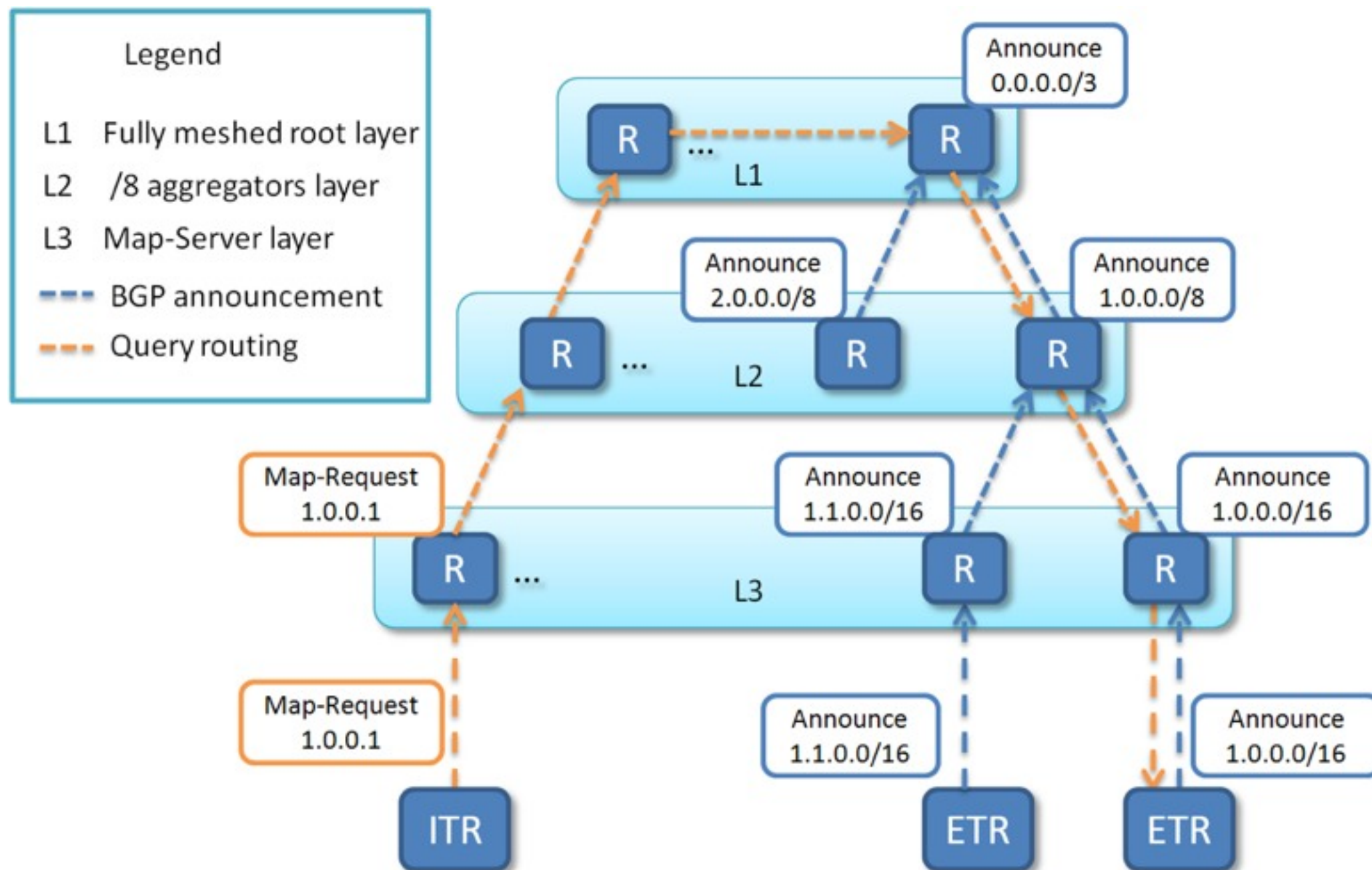
LISP+ALT

- A mapping mechanism that relies on an alternate topology to distribute mapping requests to mapping servers
- LISP ITR routers sending mapping request messages to ALT routers
- ALT routers forward those mapping messages between themselves on an overlay topology built by using GRE tunnels

LISP+ALT

- BGP announces **where** the mappings can be found
- Map-Requests are forwarded on the ALT
- Map-Replies are forwarded on the legacy Internet (directly sent to the ITRs' RLOC)
- **! BGP does not give the mappings !**

LISP+ALT



[tree]

LISP+ALT issues

- Complex system with tunnels, BGP protocol (no discussion about policies), ...
- Still relies on lots of error-prone manual configuration
- Scalability will depend on whether aggregation will be possible
- If mapping requests are lost due to congestion, difficult to diagnose the problem or send them via another path
- Security needs to be studied

The role of priority and weight

- If an EID has several RLOCs:
 - Select the RLOC with the lowest priority value
 - If several RLOCs have the same lowest priority
 - Balance the load between them proportionally to the weight
- Example:

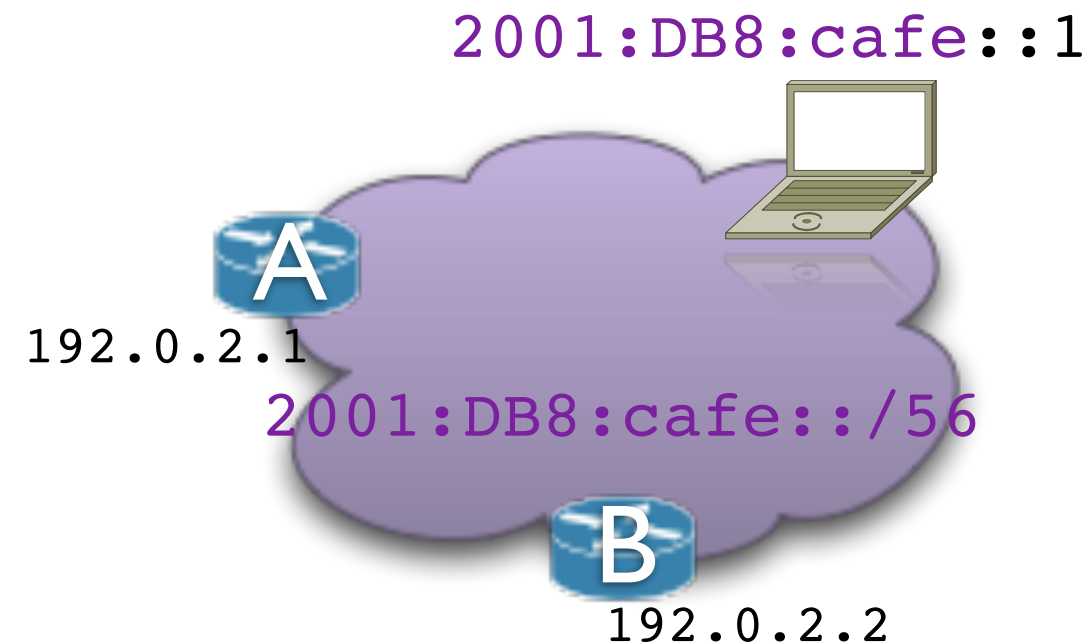
2001:DB8:cafe::/56:

- | | | |
|--------------------------|-------------|------------|
| •RLOC: 192.0.2.10, | priority:1, | weight= 75 |
| •RLOC: 2001:db8:dead::1, | priority:1, | weight= 25 |
| •RLOC: 192.0.2.30, | priority:2, | weight=100 |

➡ 75% of the traffic to 192.0.2.10, 25% to 2001:db8:dead::1 and 0% to 192.0.2.30

Priority and weight to control incoming traffic

- LISP site can control incoming traffic with Weight and Priority



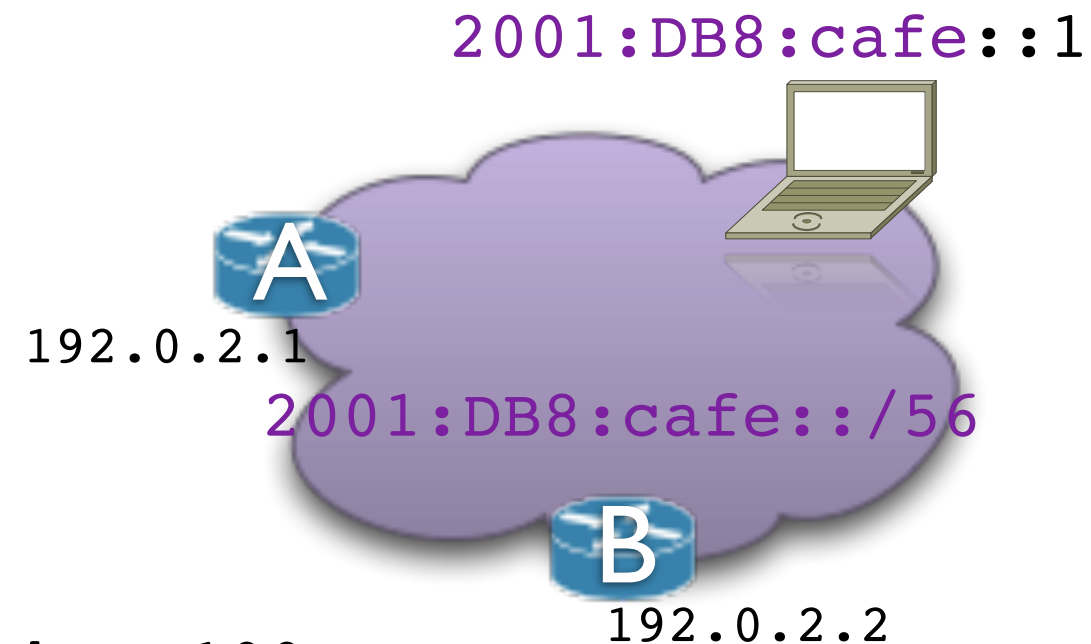
Priority and weight to control incoming traffic

- LISP site can control incoming traffic with VWeight and Priority

- A Primary, B Backup

`2001:DB8:cafe::/56`

- `192.0.2.1, prio: 1, weight: 100`
- `192.0.2.2, prio: 99, weight: 100`



Priority and weight to control incoming traffic

- LISP site can control incoming traffic with Weight and Priority

- A Primary, B Backup

`2001:DB8:cafe::/56`

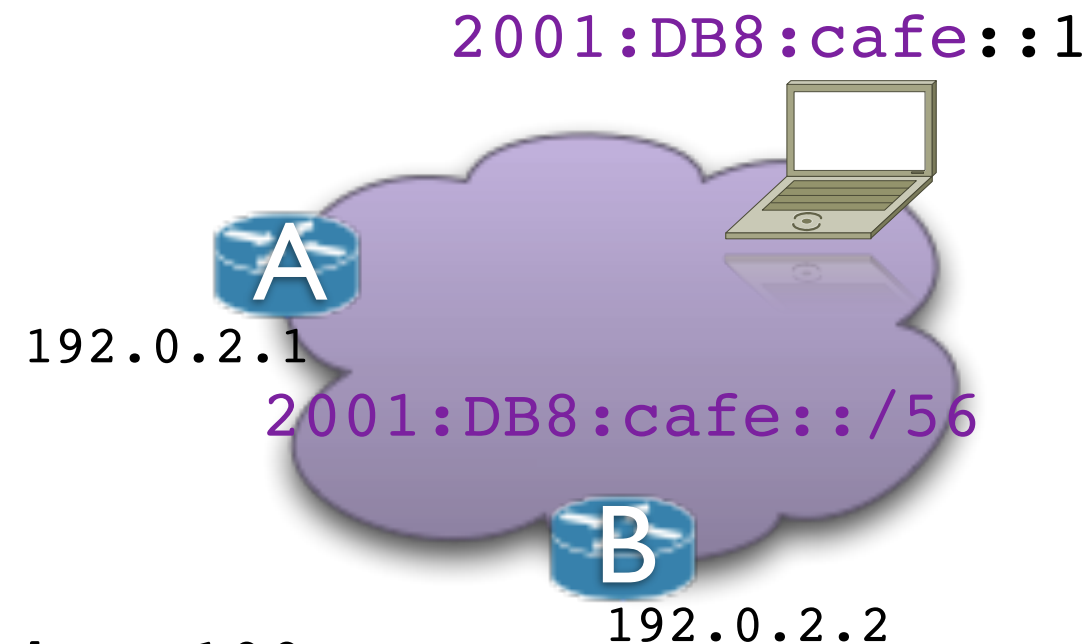
- `192.0.2.1`, prio: 1, weight: 100
- `192.0.2.2`, prio: 99, weight: 100

- A 60%, B 40%

`2001:DB8:cafe::/56`

- `192.0.2.1`, prio: 1, weight: 60
- `192.0.2.2`, prio: 1, weight: 40

LISP ITR will load balance layer 4 flows by using hash as in ECMP



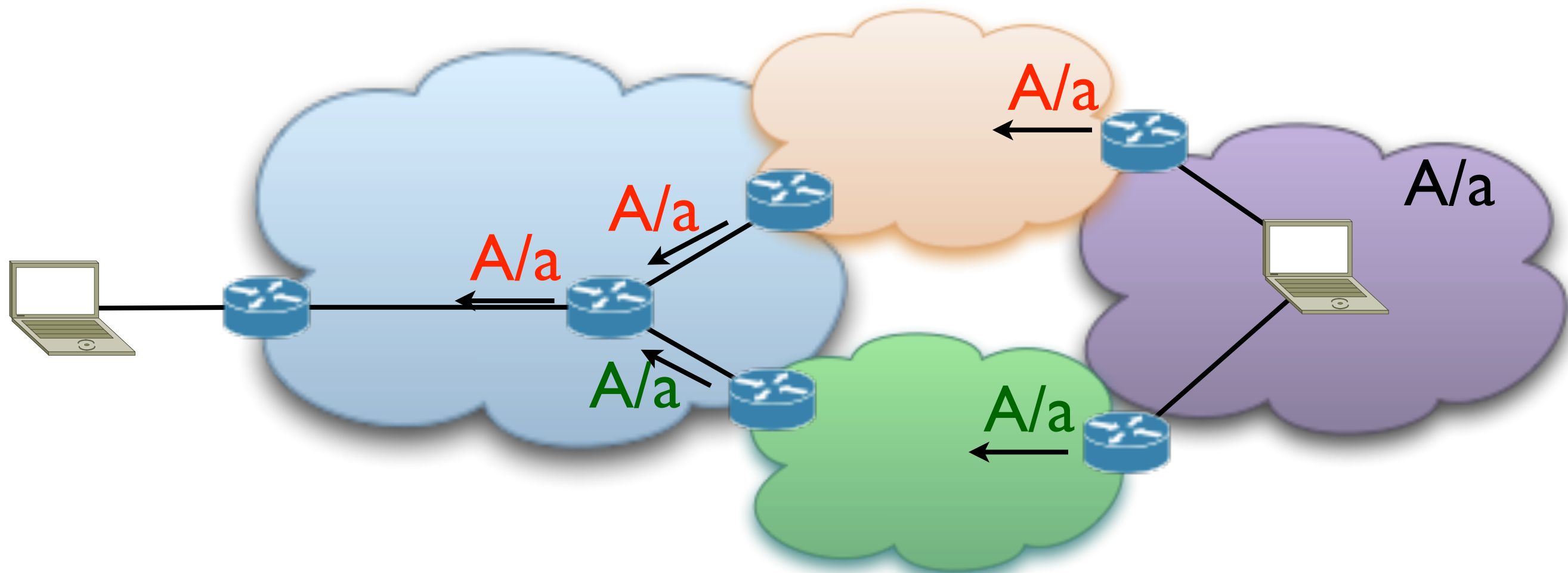
The role of the reachability

- Indicates if the RLOC is reachable from the ETR perspective
- The reachability seen at the ETR may be different than the reachability seen at the ITR => hint
- Typically used for temporary failures that should not affect the mapping at long term

The reachability problem

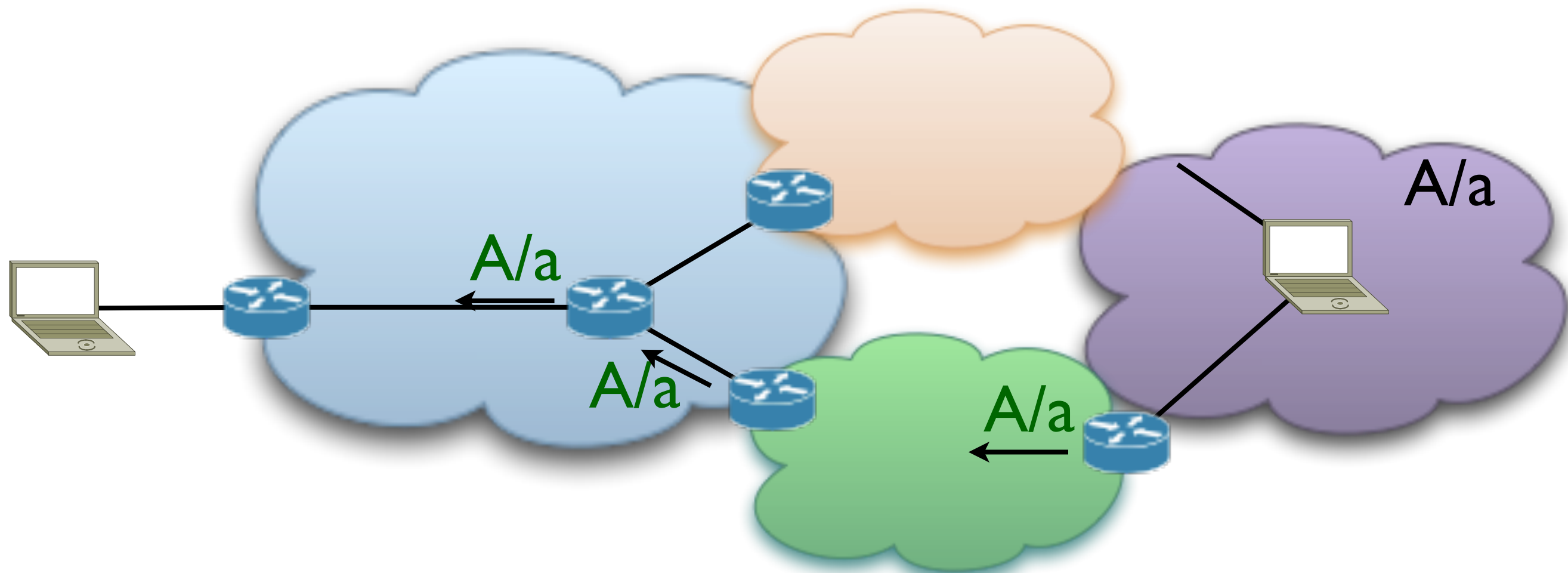
- Today, preserving the prefixes reachability is mainly performed locally
- In LISP, the legacy Internet is EID agnostic

The reachability problem in today's Internet



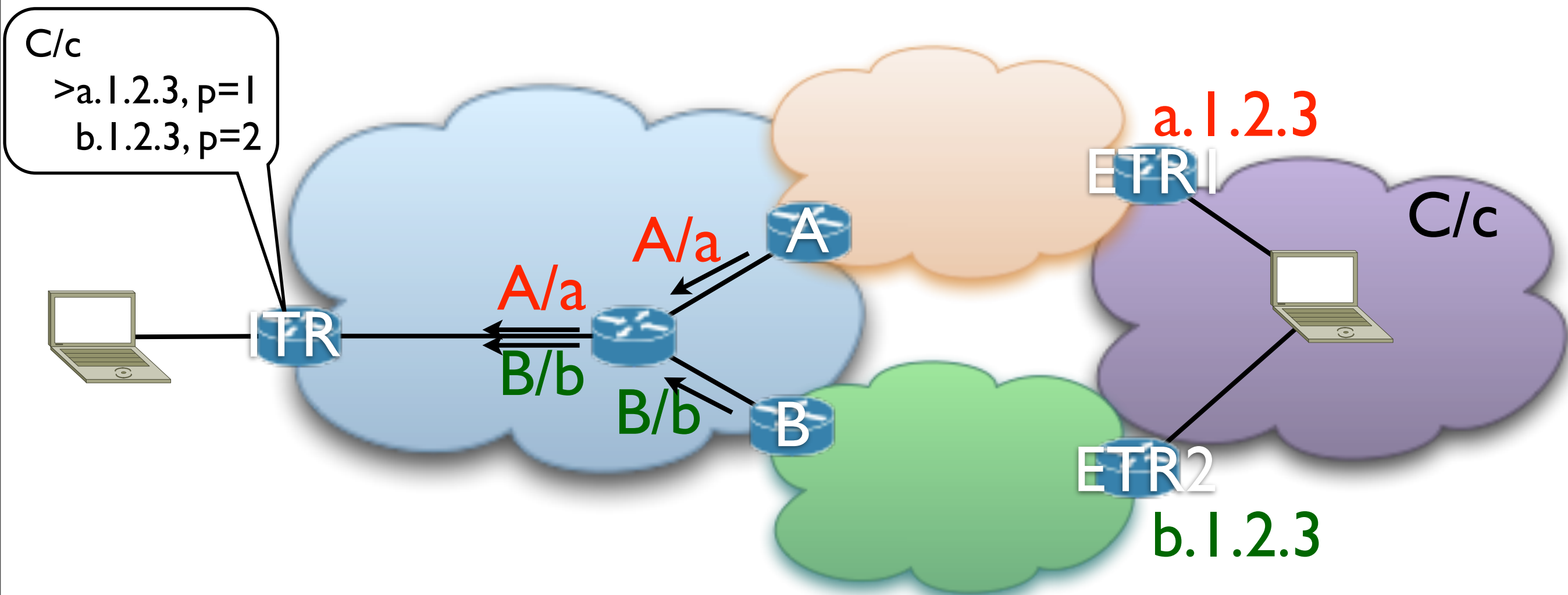
- In today's Internet, routing protocols converge after a link failure to ensure that multihomed prefixes such as A/a remain reachable

The reachability problem in today's Internet



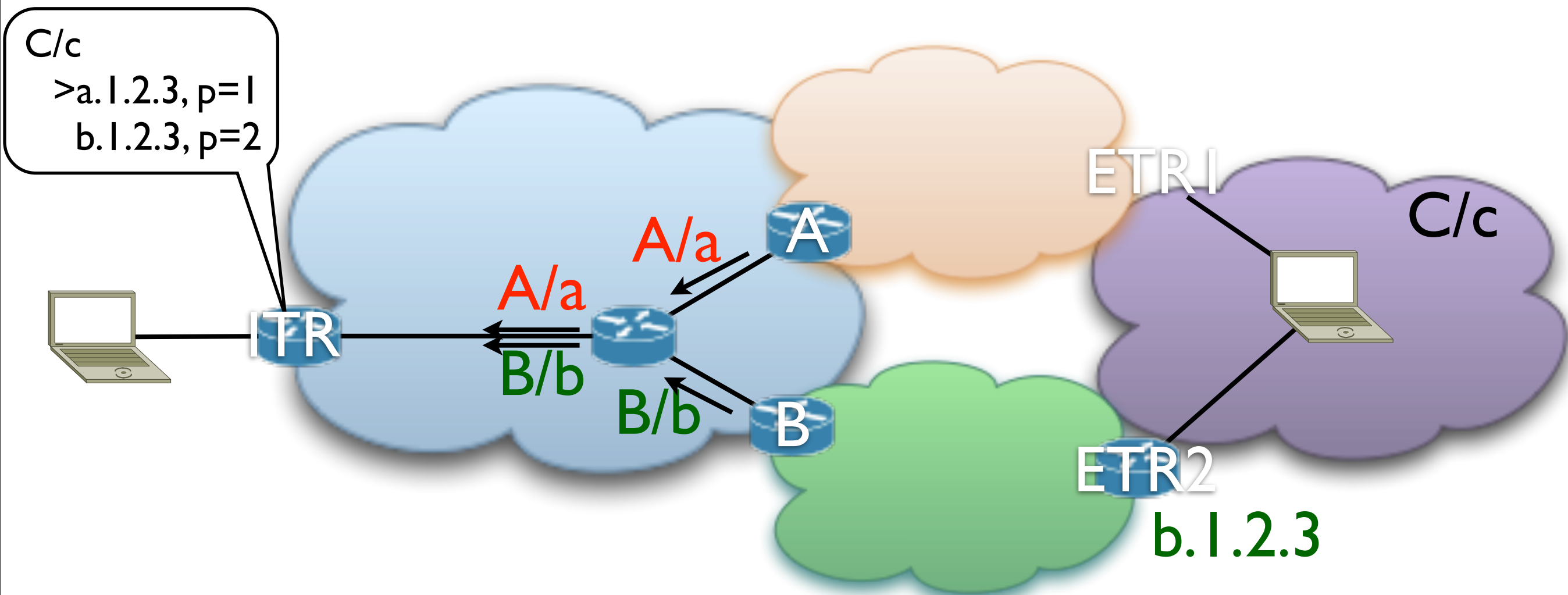
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The reachability problem in a LISP-based Internet



- Upon failure of ETR1, A continues to advertise A/a via BGP
- How can ITR notice that ETR1 failed and that ETR2 should be used instead?

The reachability problem in a LISP-based Internet



- Upon failure of ETR1, A continues to advertise A/a via BGP
- How can ITR notice that ETR1 failed and that ETR2 should be used instead?

Solving the reachability problem with the locator status bits

- Add an optional 32 bits vector in the data packets
- Each source locator is mapped to one position in the vector

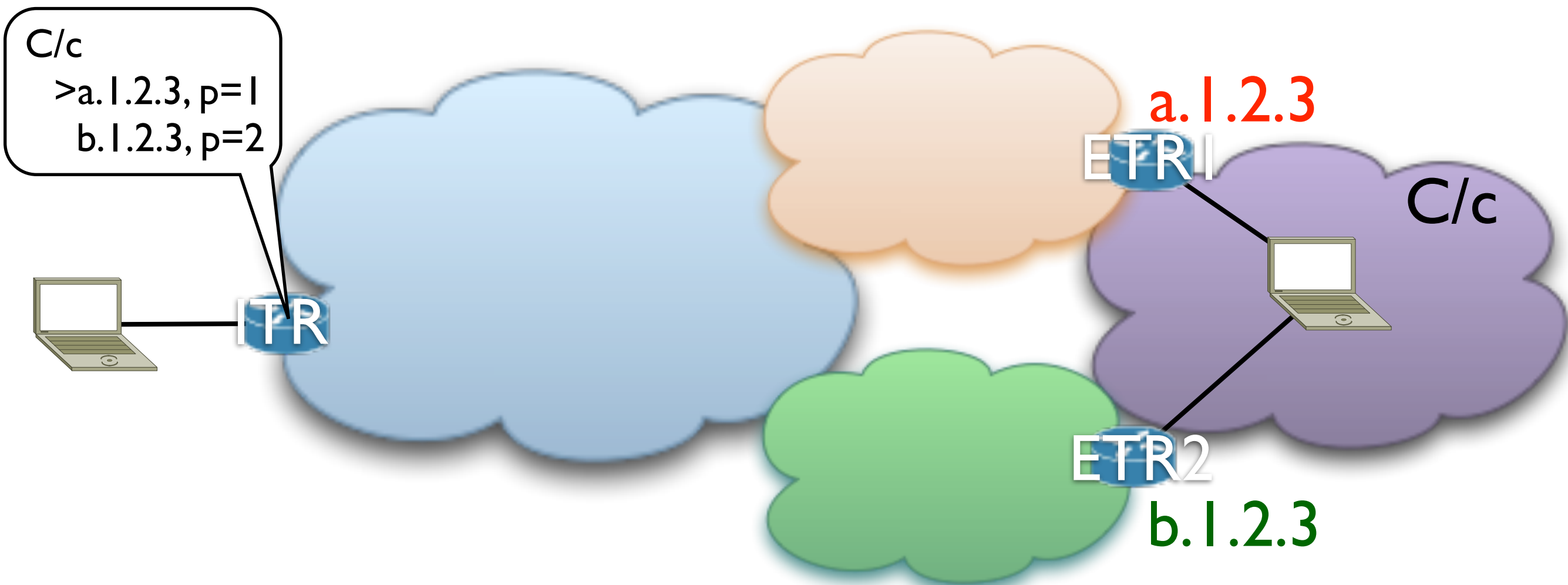
```
if locator_status_bit(i) = 1
```

```
    RLOC i is reachable
```

```
else
```

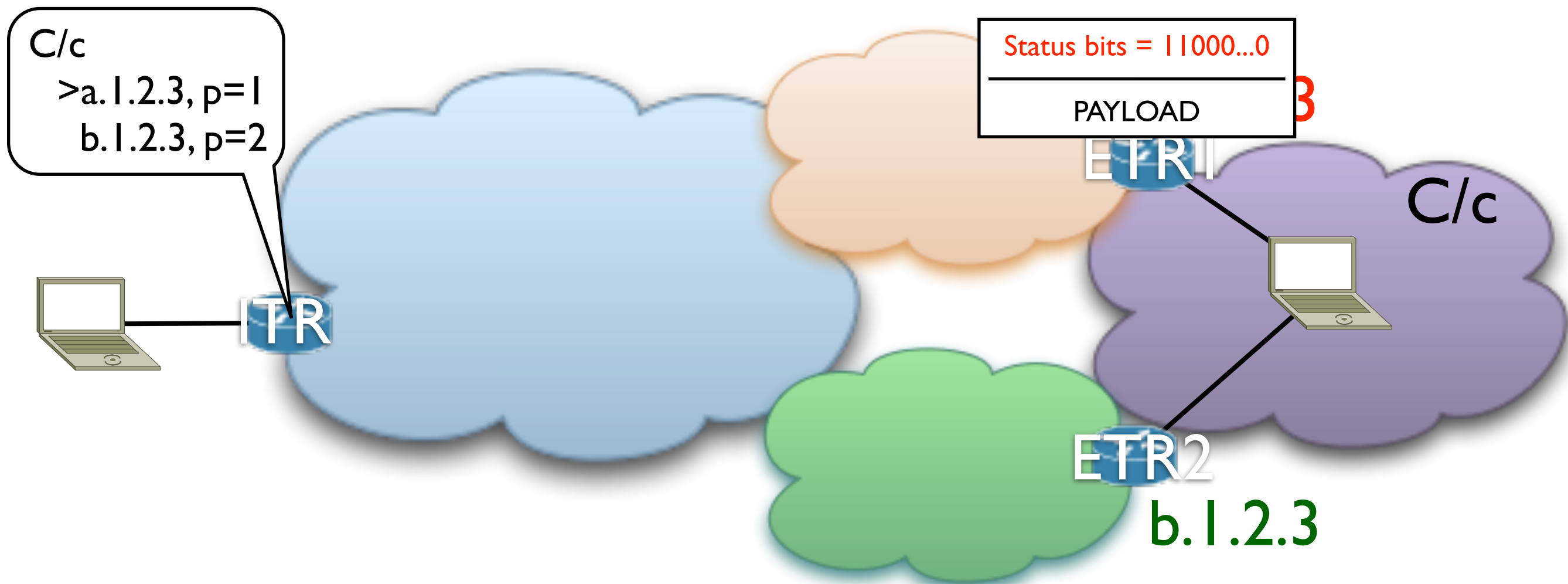
```
    RLOC i is not reachable
```

Solving the reachability problem with the locator status bits



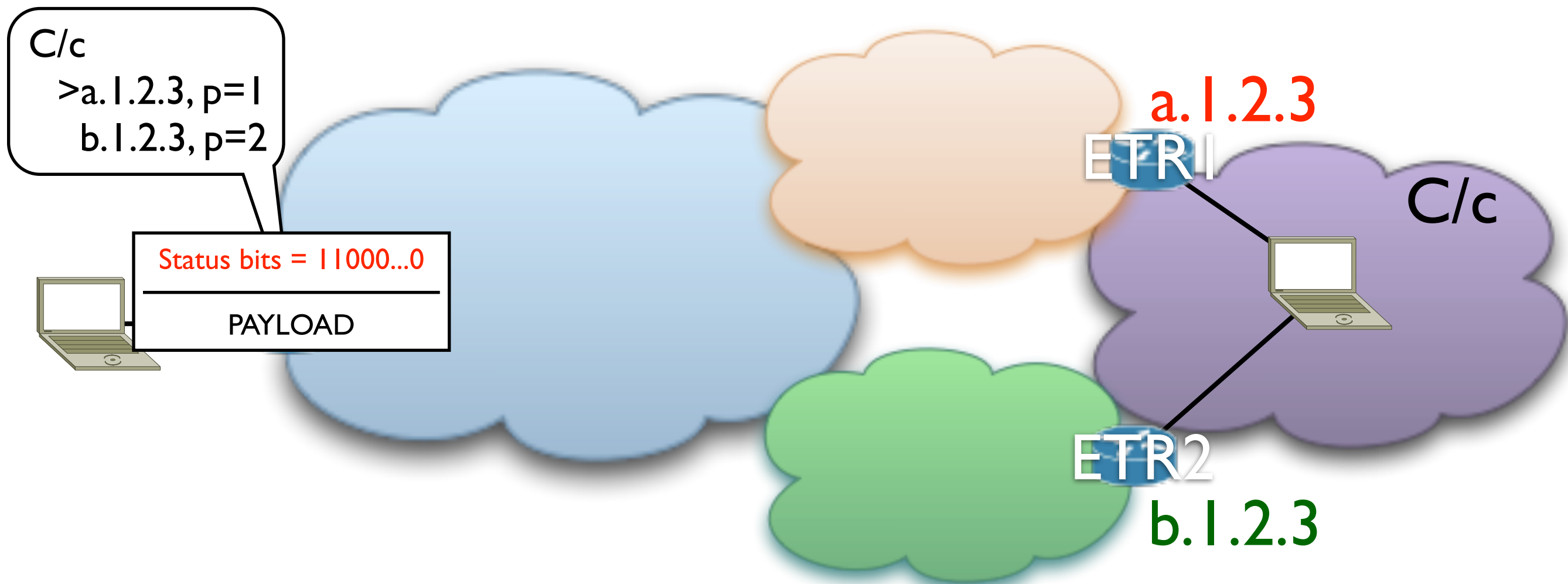
- ETR2 notices the failure and informs all ITRs to which it is sending LISP encapsulated packets by setting the reachability bit of ETR1 to 0

Solving the reachability problem with the locator status bits



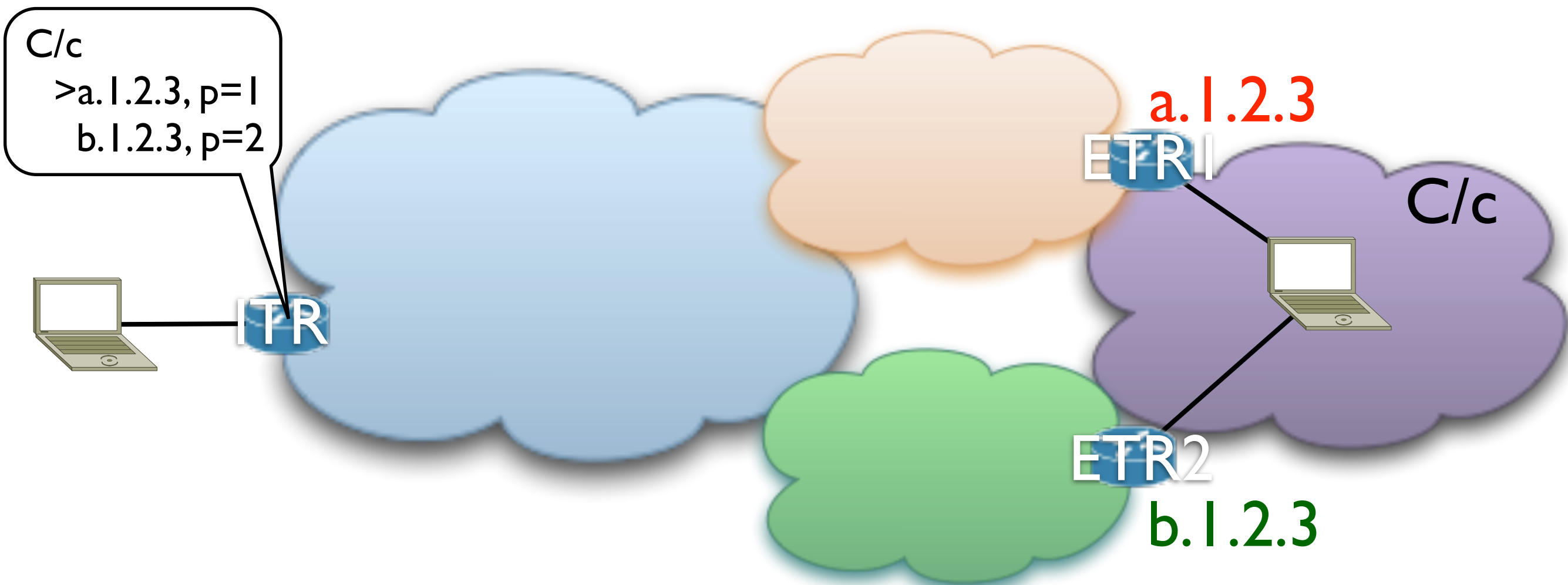
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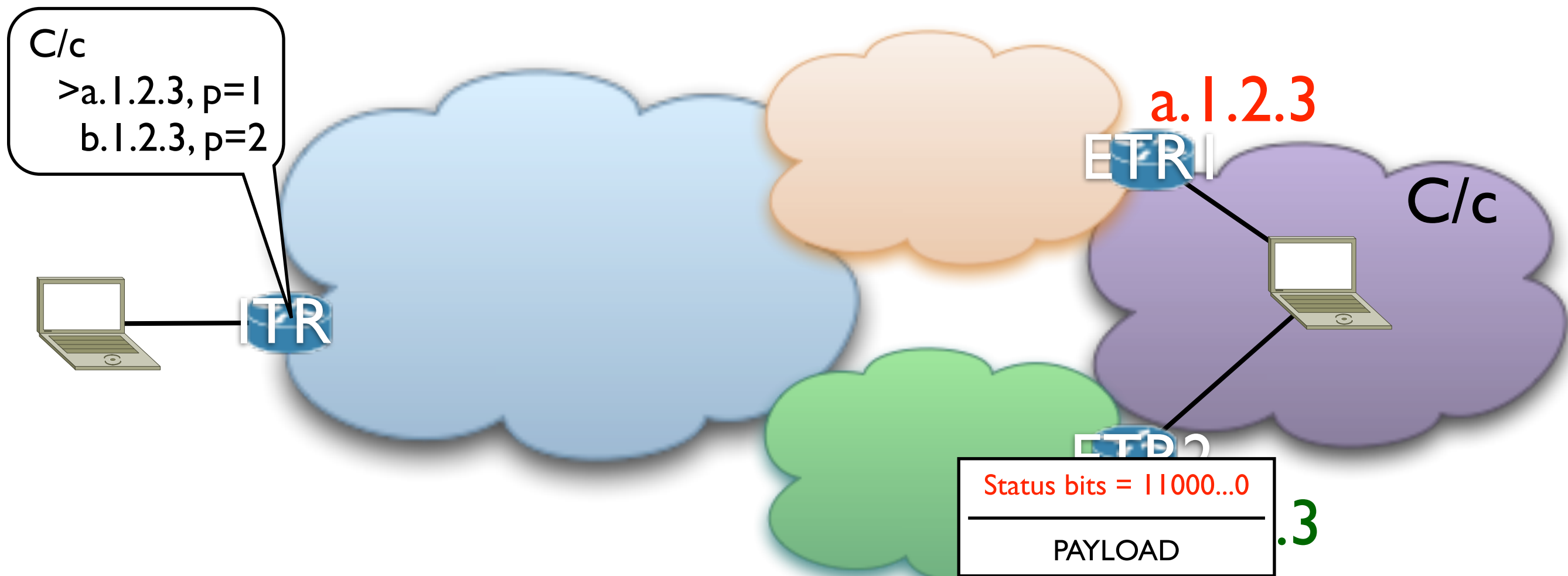
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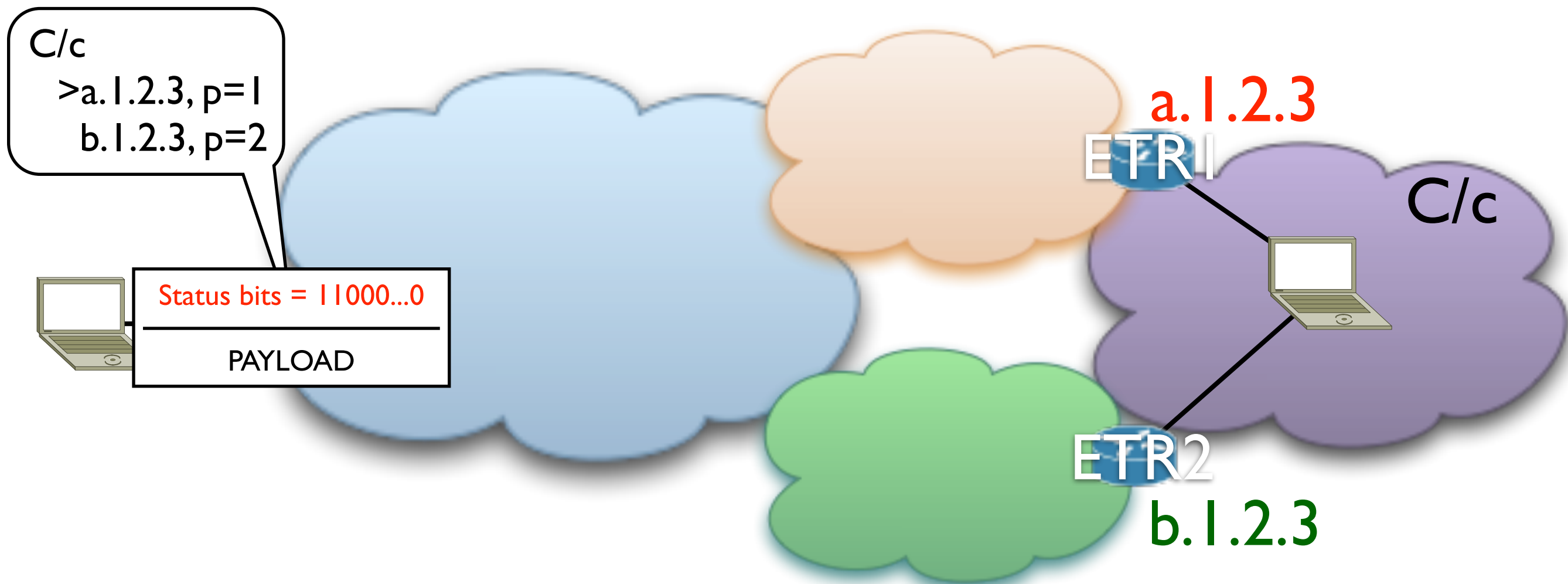
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Solving the reachability problem with the locator status bits



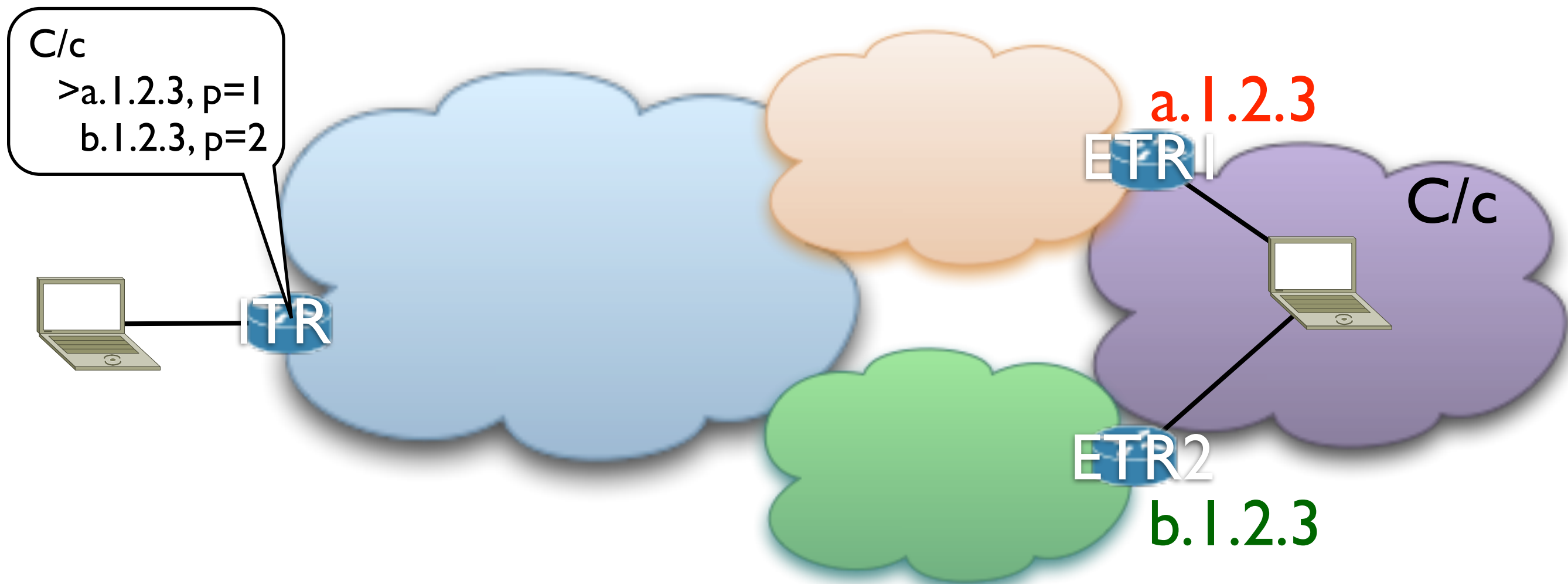
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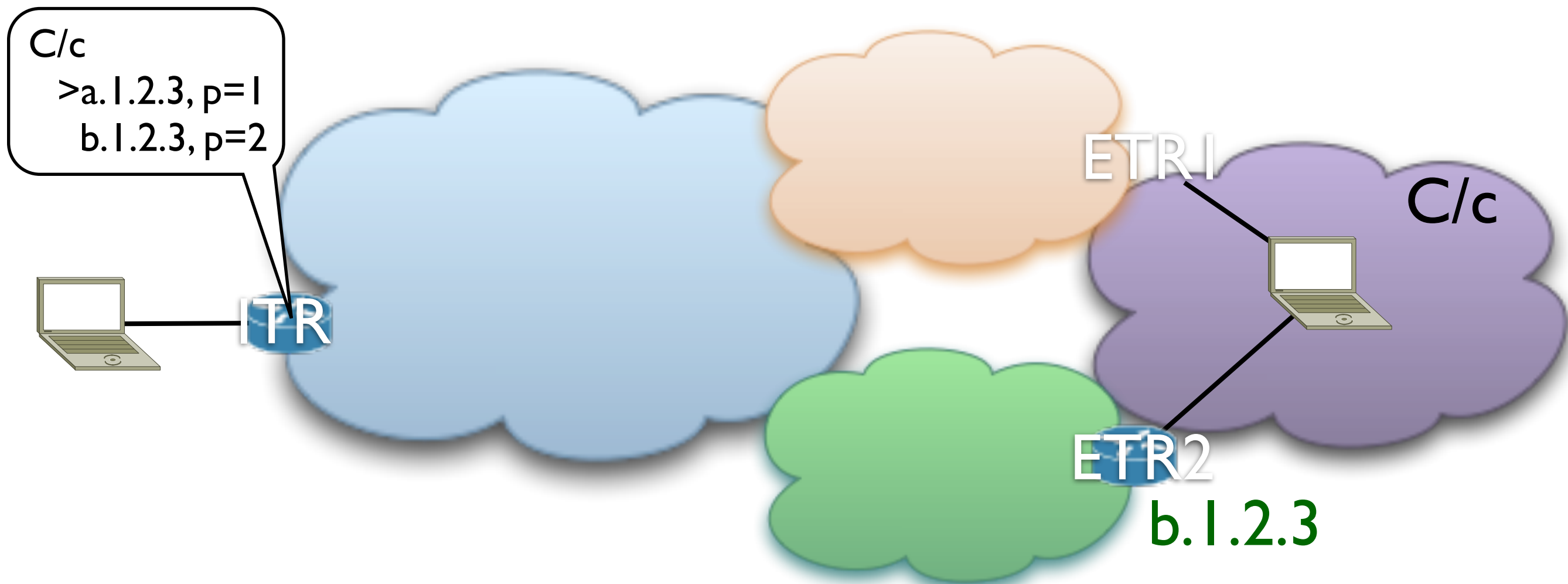
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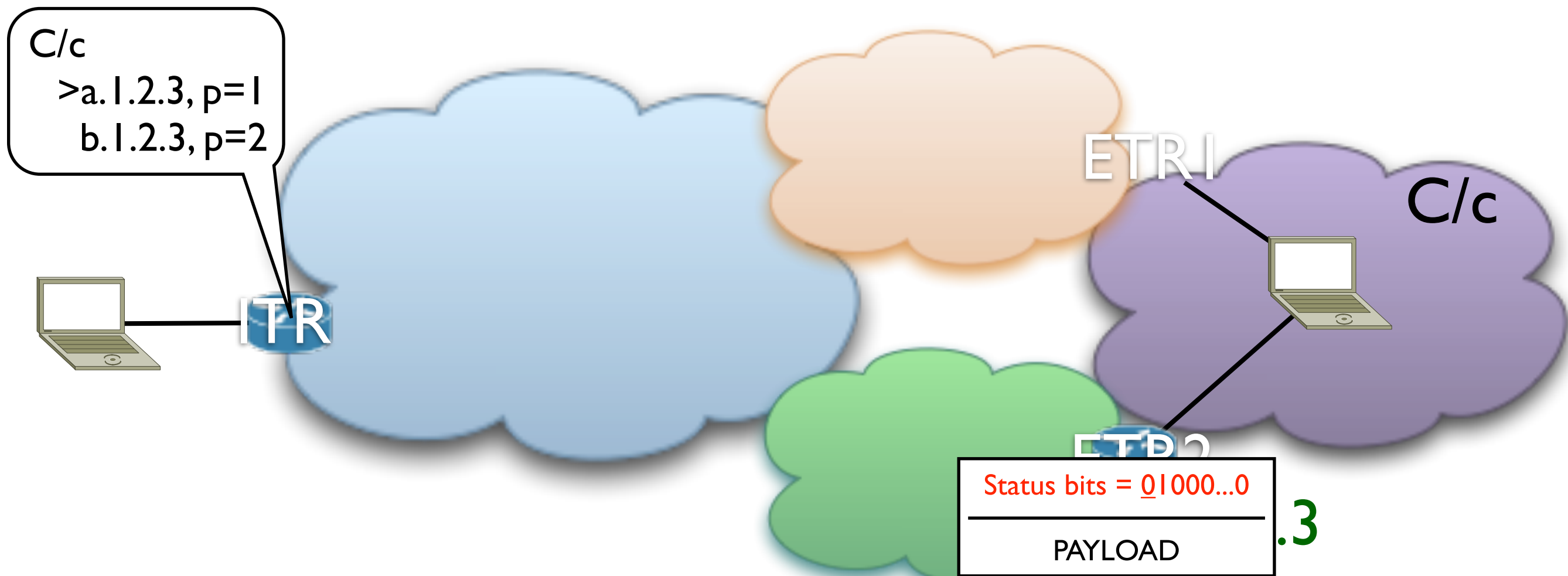
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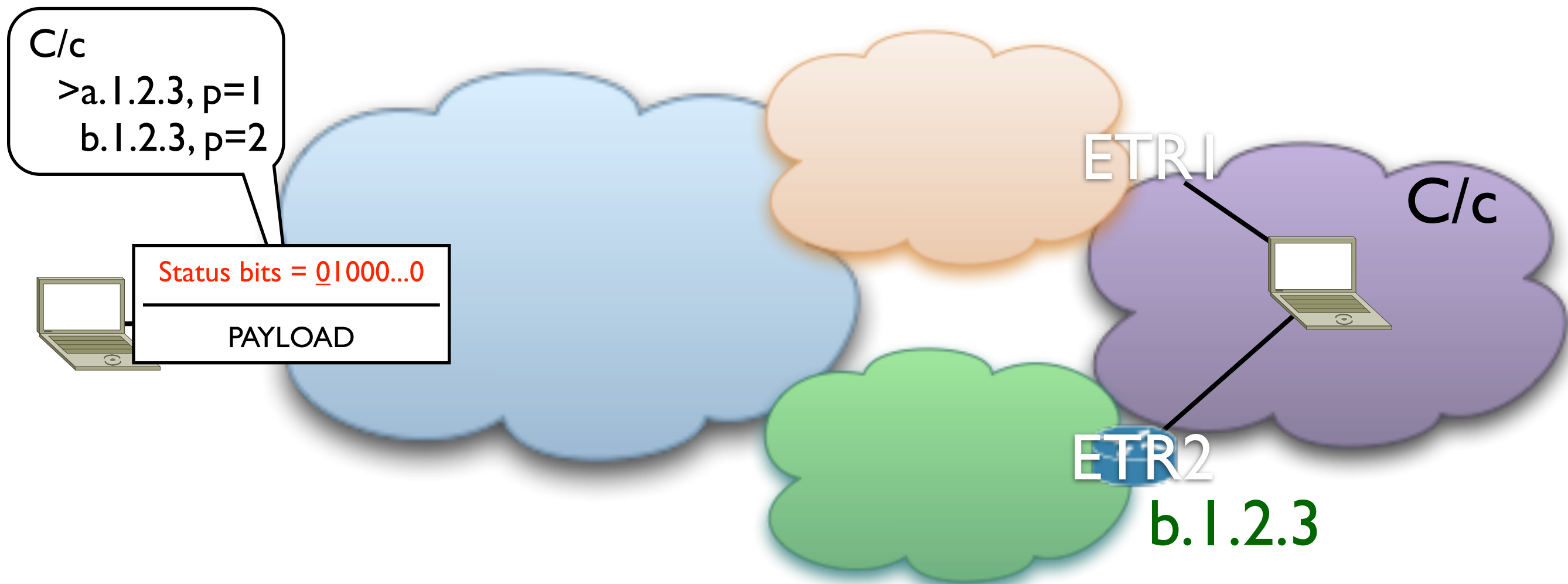
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Solving the reachability problem with the locator status bits



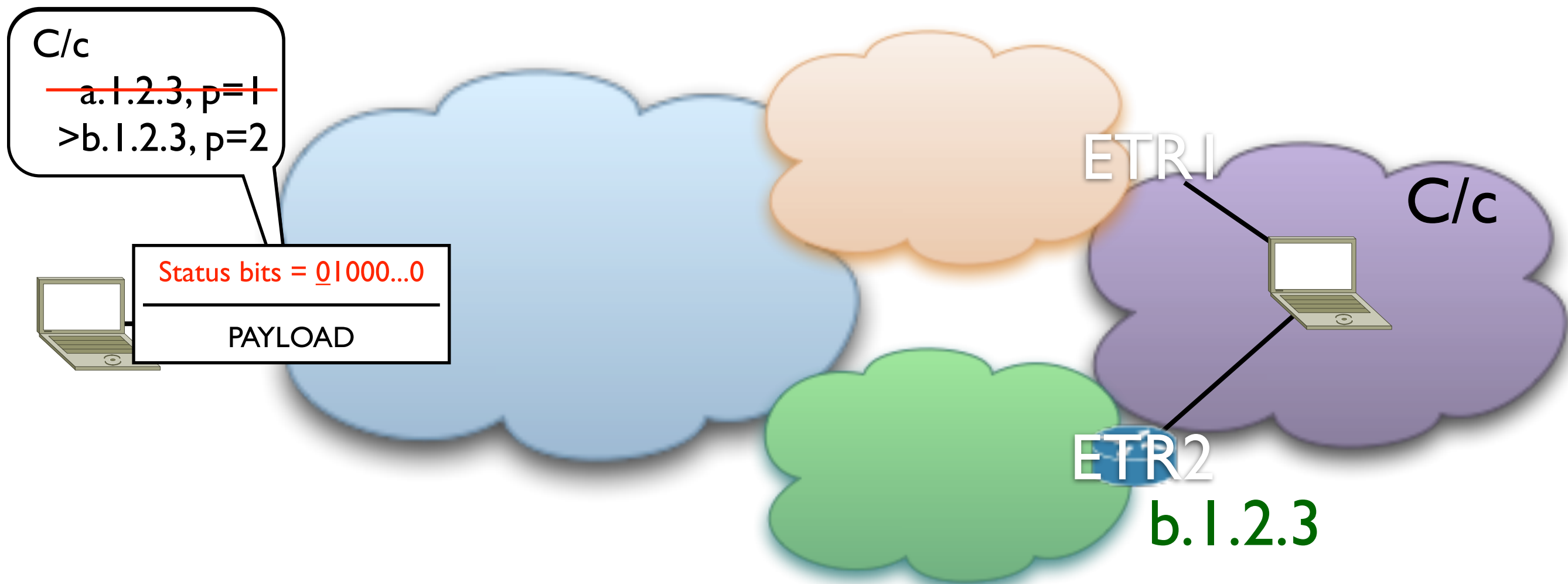
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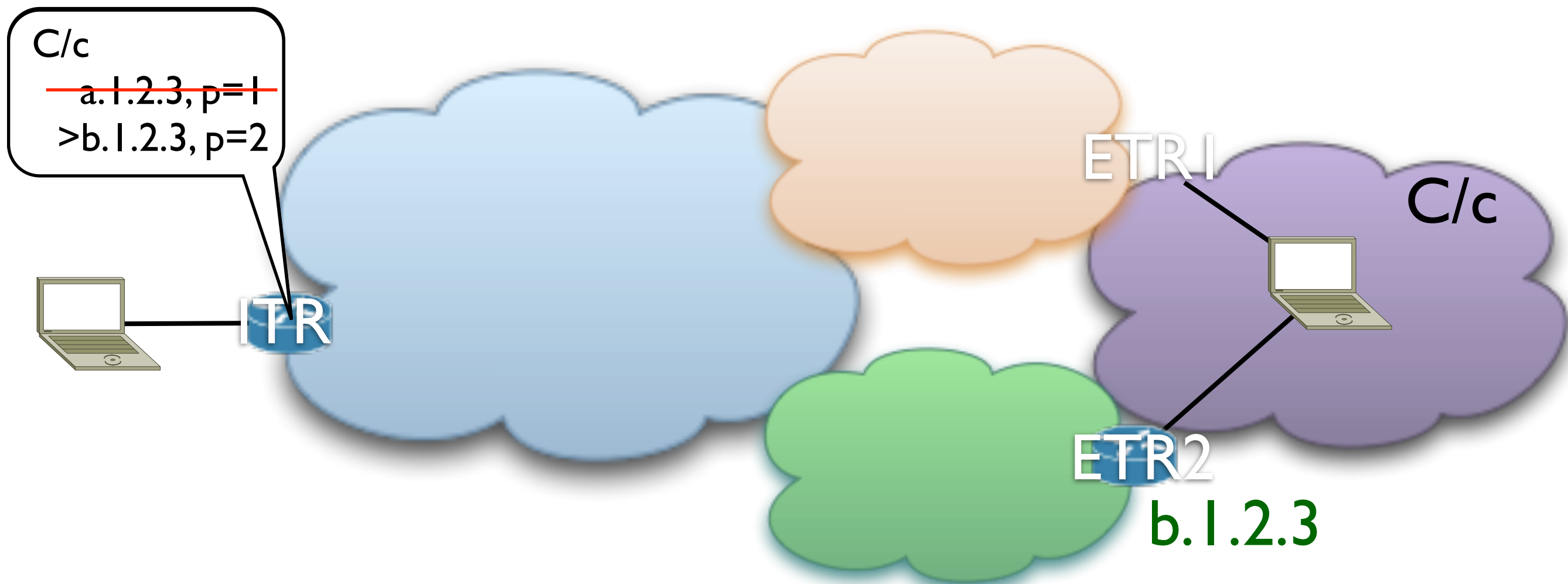
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Solving the reachability problem with the locator status bits



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Solving the reachability problem with the locator status bits



- ETR2 notices the failure and informs all ITRs to which it is sending LISP encapsulated packets by setting the reachability bit of ETR1 to 0

What if the failure is not notified locally to xTRs?

- ITR needs to periodically probe the ETRs they send traffic to
- Unidirectional or triangular routing: periodically send reachability probes
- Bidirectional traffic: echo-nonce algorithm

Echo-Nonce Algorithm

- Uniquely identify a packet by setting a nonce while encapsulating (at the ITR)
- Nonce is optional
- Set the E-bit to 1 to ask the ETR to start the Echo-Nonce algorithm

Echo-Nonce Algorithm

- xTR I wants to know if the RLOC it uses to reach ETR E is reachable:
 - Generate a nonce n when encap to E
 - Set echo-nonce bit to 1
- Next time E sends a packet to I , the packet has the nonce set to n
- If I receives the nonce within a given time, it considers the RLOC reachable, otherwise E is considered unreachable

**Be incrementally
deployable**

3 challenges

- non-LISP to non-LISP
- non-LISP to LISP
- LISP to non-LISP

non-LISP to non-LISP

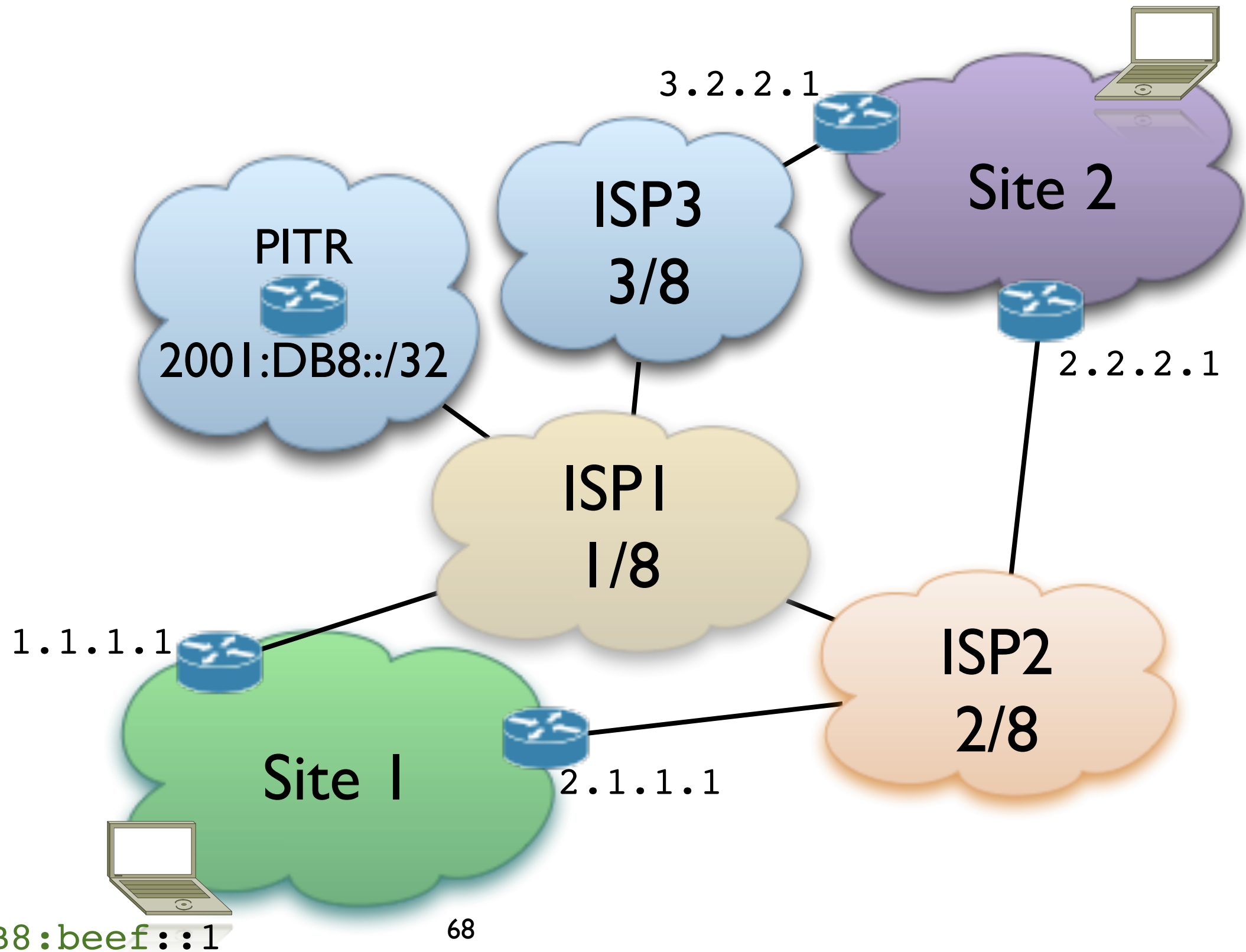
- LISP is not involved
 - Current Internet

non-LISP to LISP

- Add a Proxy ITR (PITR) middle-box somewhere on the Internet
- PITR originates EID advertisement
 - The EID prefix becomes globally routable (!)
 - The PITR attracts traffic for the EID prefix
- Traffic with destination IP in the EID prefix are natively forwarded to the PITR
- The PITR acts as the ITR on behalf of non-LISP sites

non-LISP to LISP

2001:DB8:cafe::1

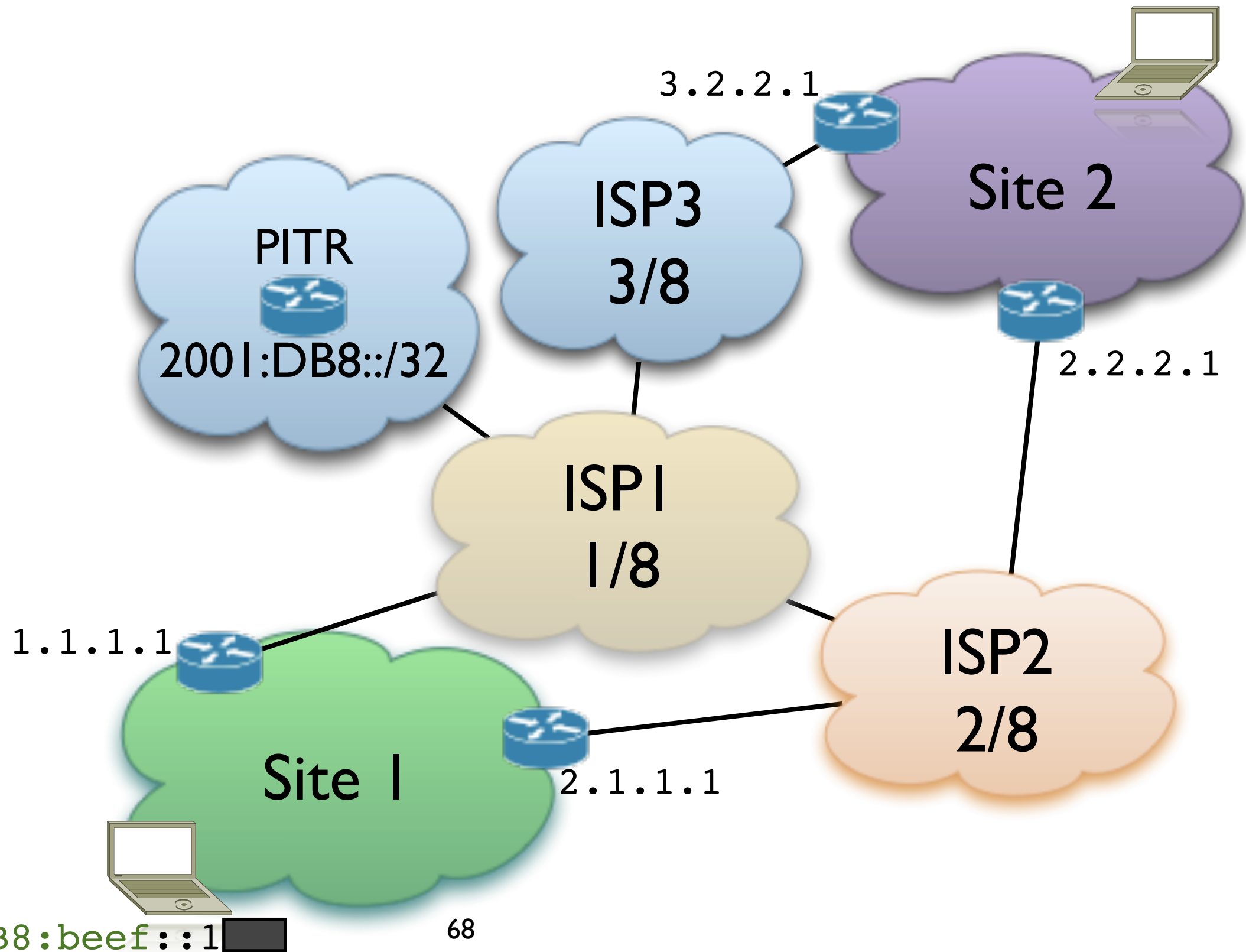


2001:DB8:beef::1

68

non-LISP to LISP

2001:DB8:cafe::1

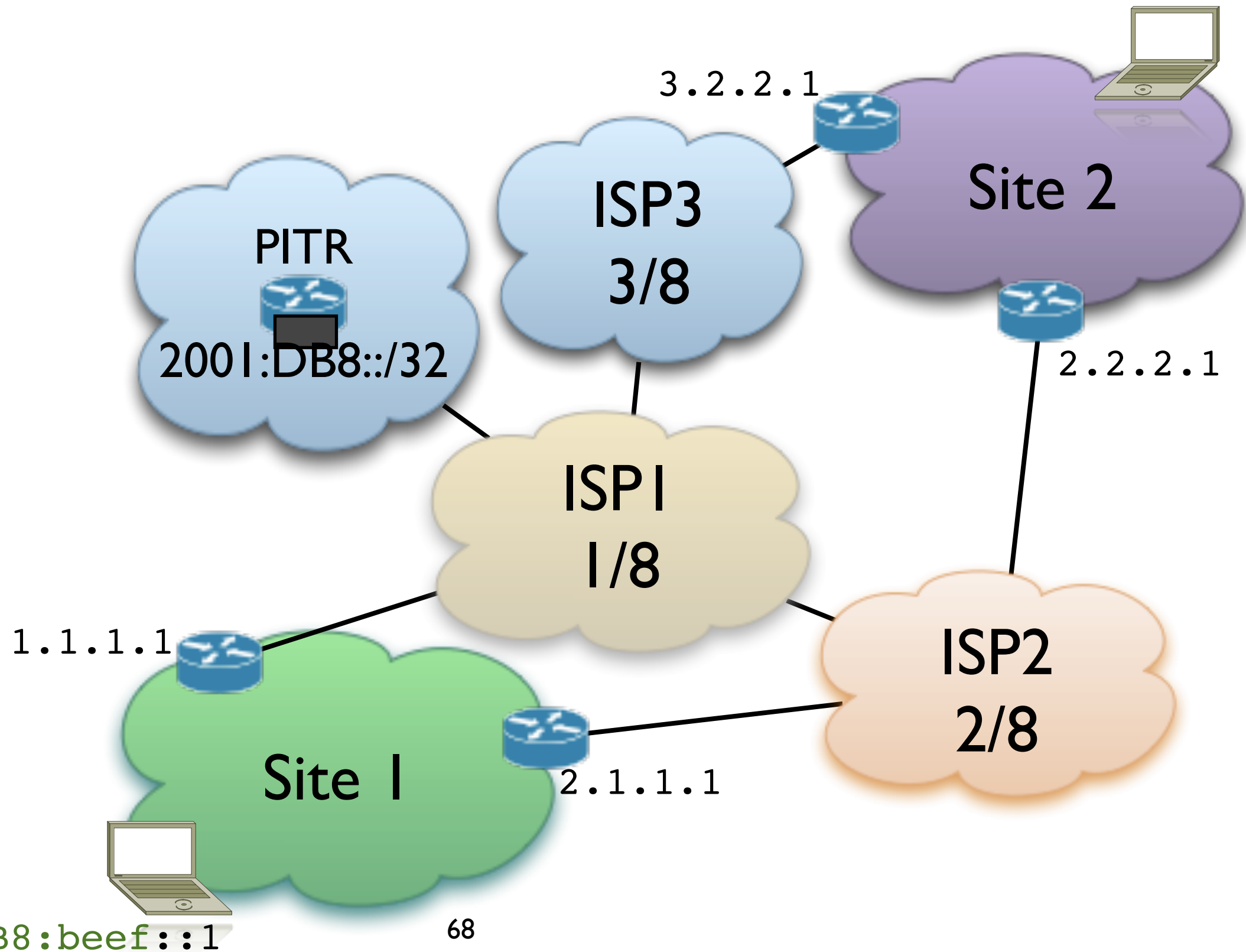


2001:DB8:beef::1

68

non-LISP to LISP

2001:DB8:cafe::1



2001:DB8:beef::1

68

non-LISP to LISP

2001:DB8:cafe::1

Mapping System

Map-Request:
2001:DB8:cafe::1?
PITR

2001:DB8::/32

ISP3
3/8

3.2.2.1

Site 2

2.2.2.1

ISP1
1/8

ISP2
2/8

1.1.1.1

Site 1

2.1.1.1

2001:DB8:beef::1

68

non-LISP to LISP

2001:DB8:cafe::1

Mapping System

Map-Reply:

2001:DB8:cafe::/56

3.2.2.1 | 100%

2.2.2.1 | 2 | 100%

PITR

2001:DB8::/32

ISP3
3/8

ISP1
1/8

ISP2
2/8

Site 2

Site 1

1.1.1.1

2.1.1.1

3.2.2.1

2.2.2.1

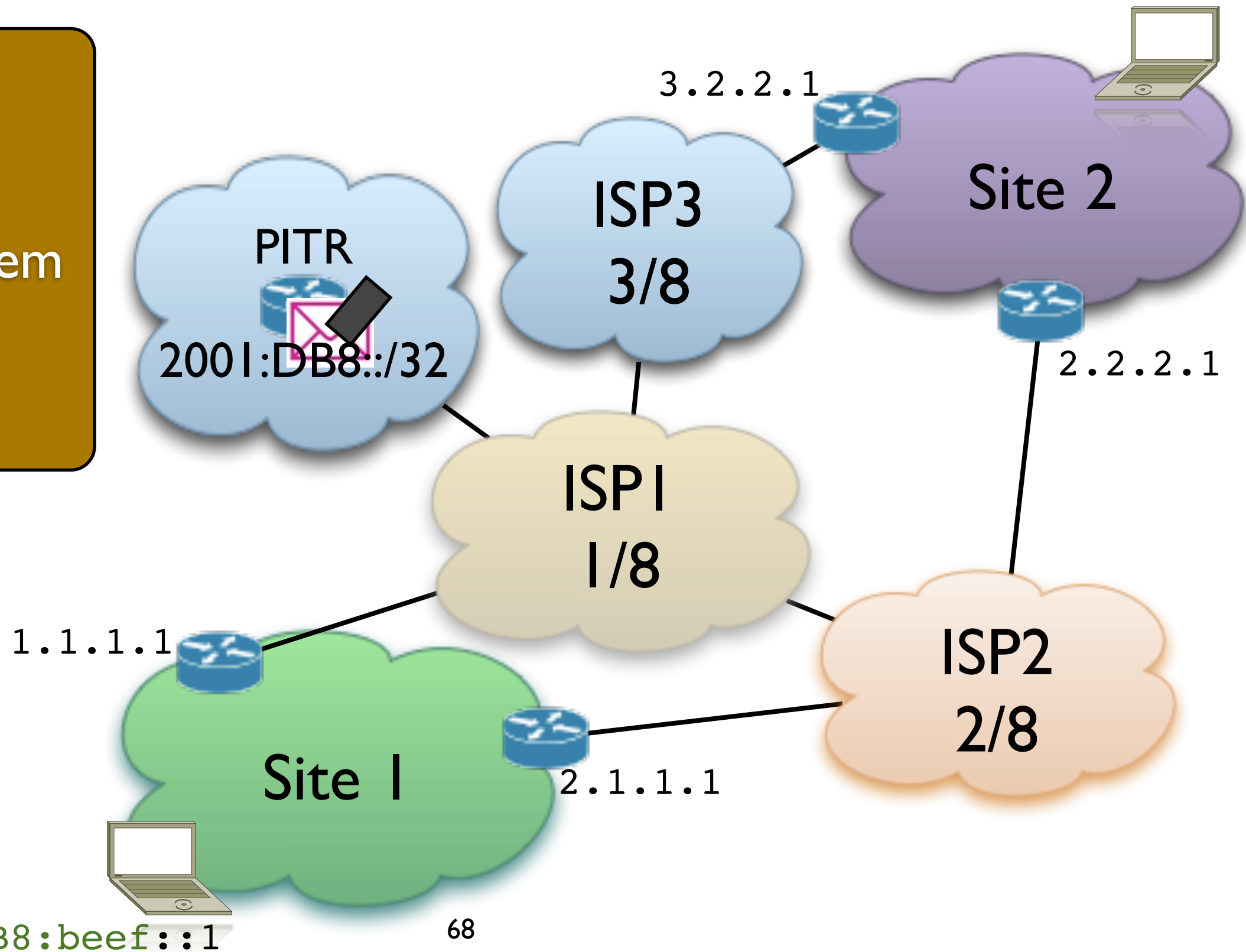
2001:DB8:beef::1

68

non-LISP to LISP

2001:DB8:cafe::1

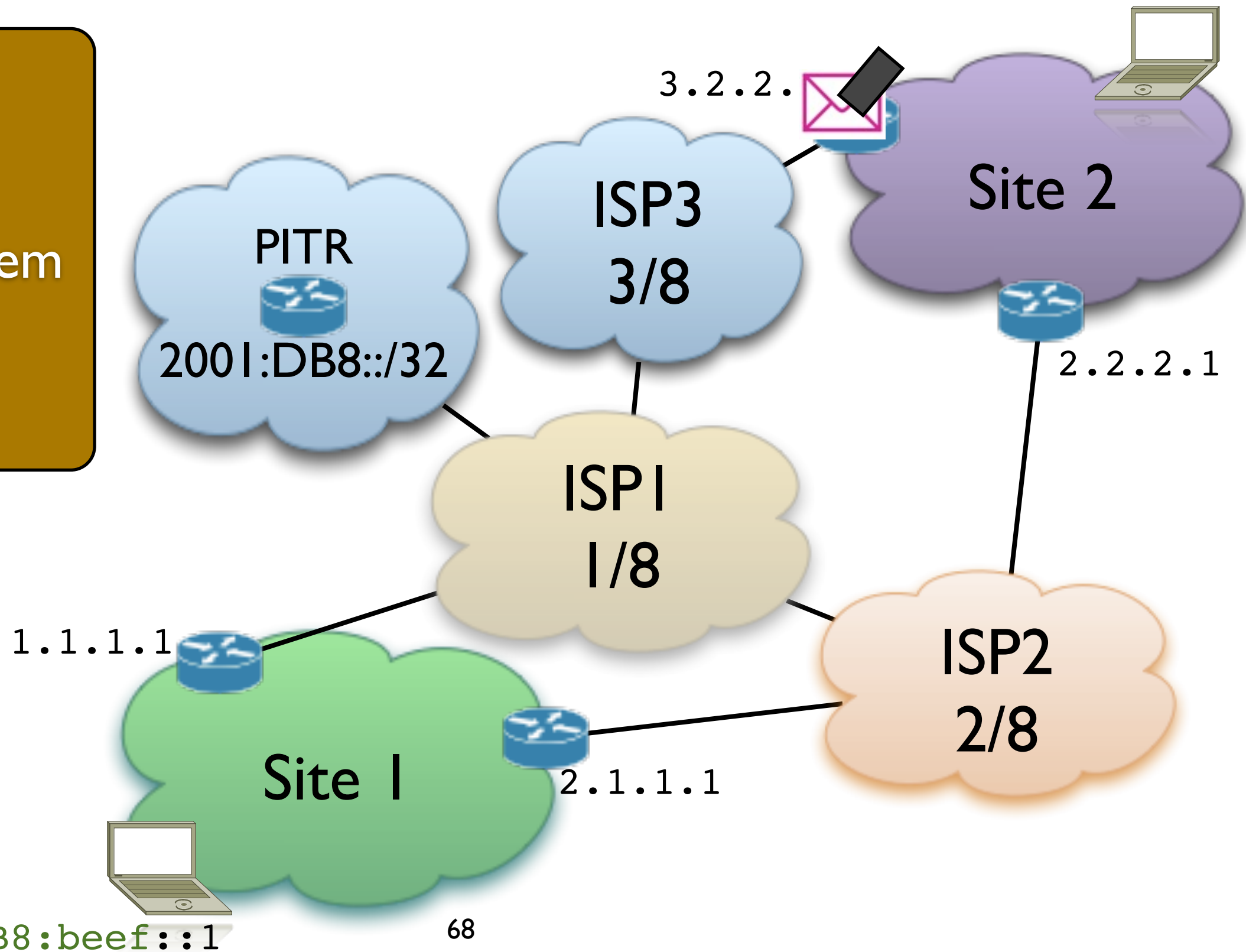
Mapping System



non-LISP to LISP

2001:DB8:cafe::1

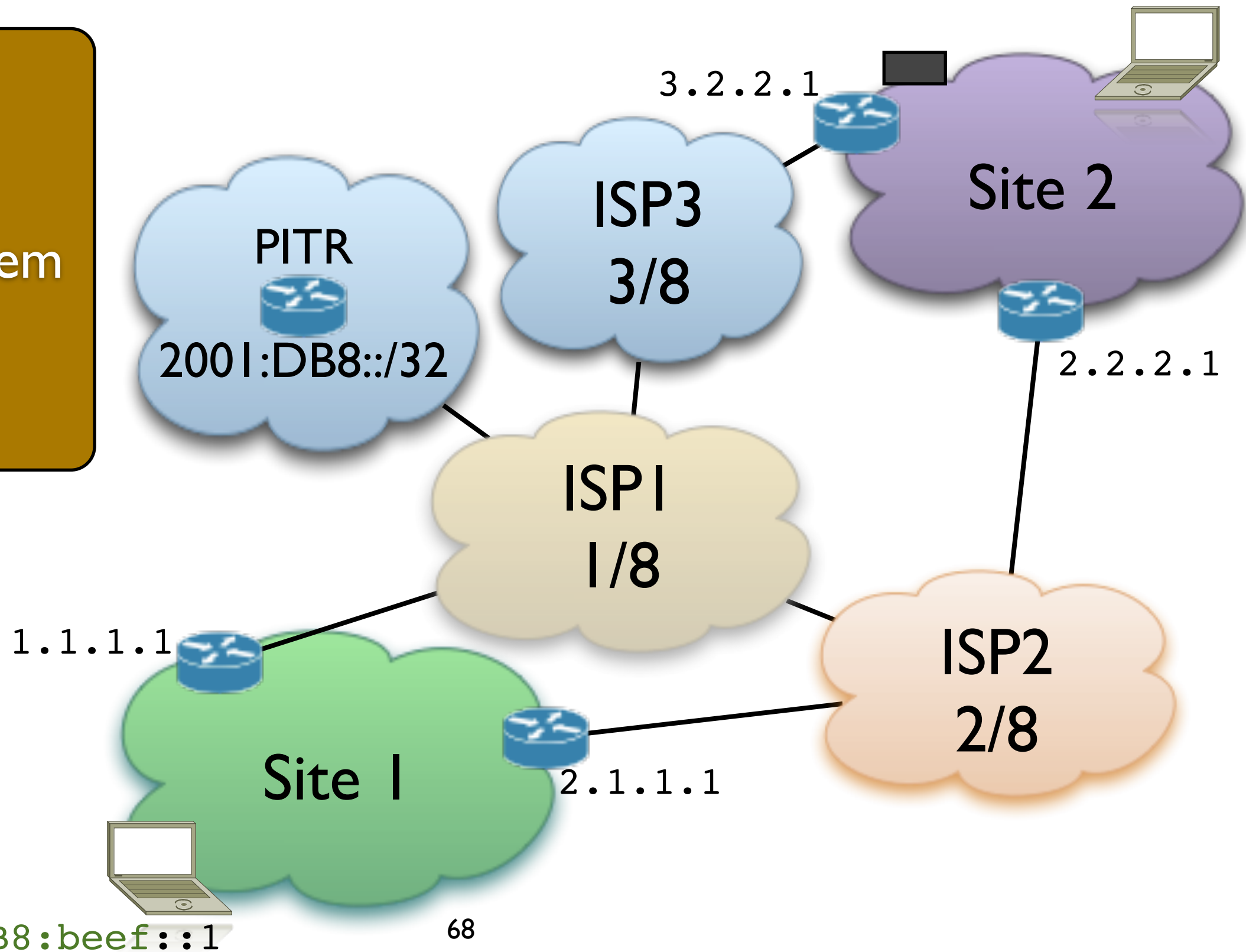
Mapping System



non-LISP to LISP

2001:DB8:cafe::1

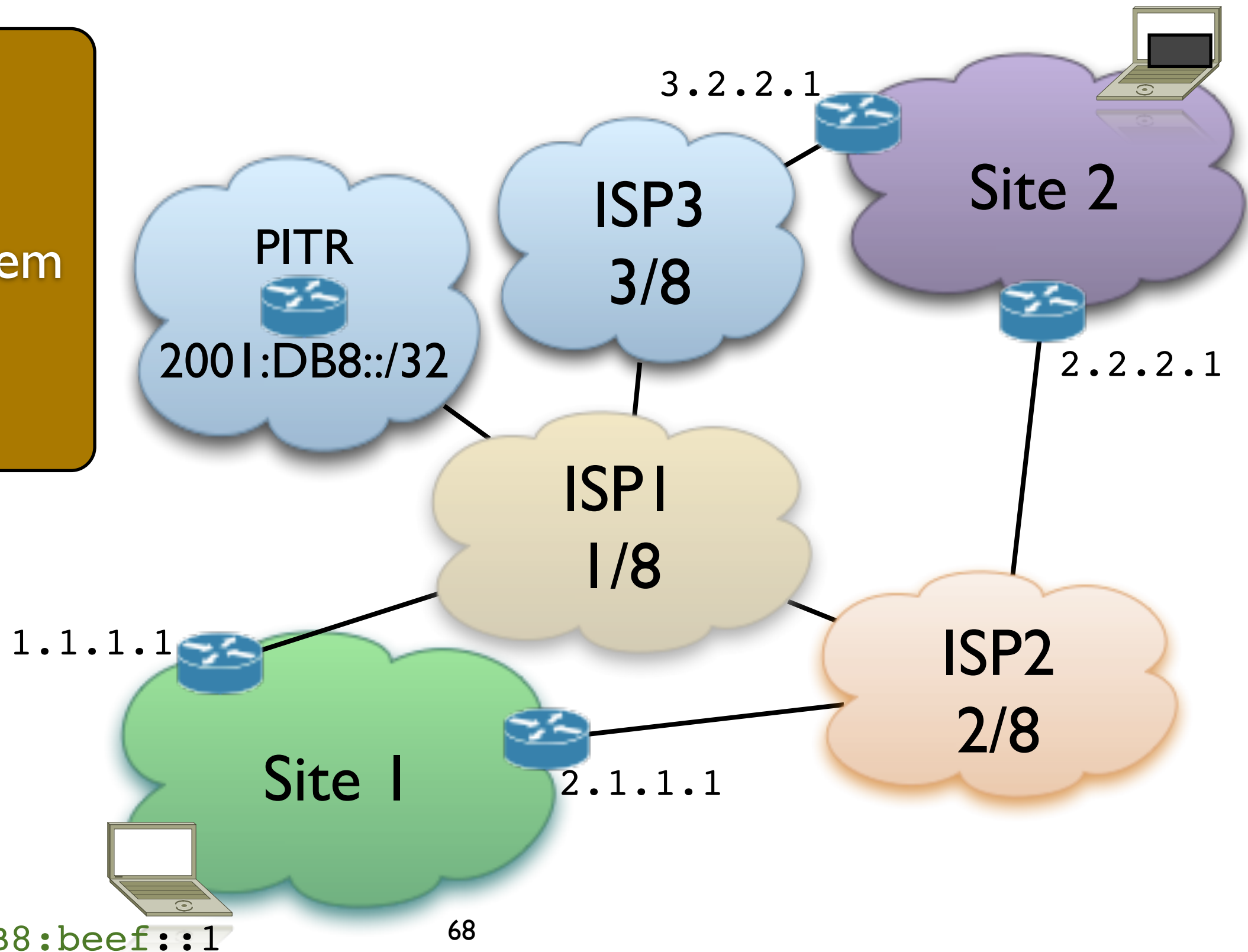
Mapping System



non-LISP to LISP

2001:DB8:cafe::1

Mapping System



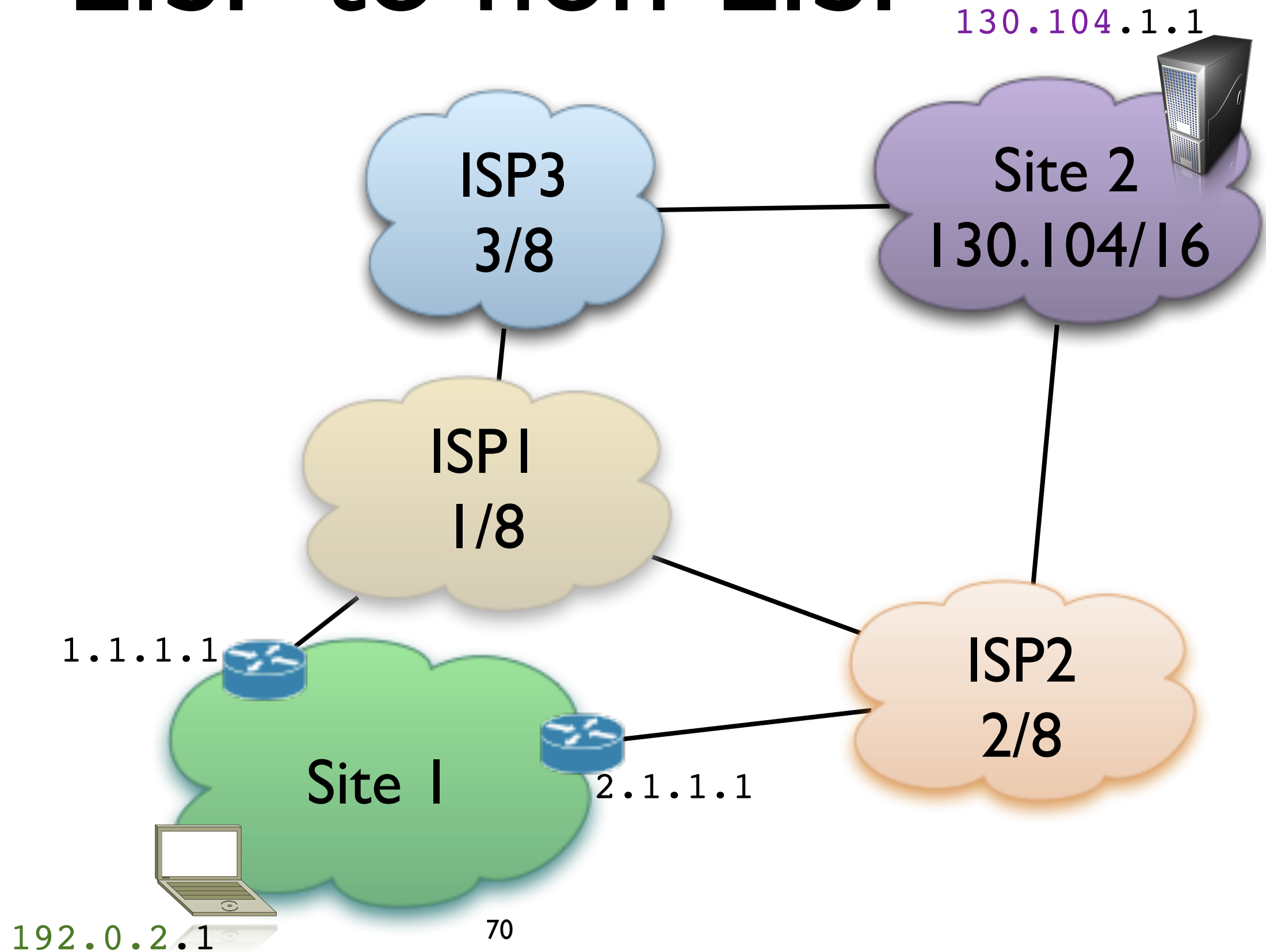
2001:DB8:beef::1

68

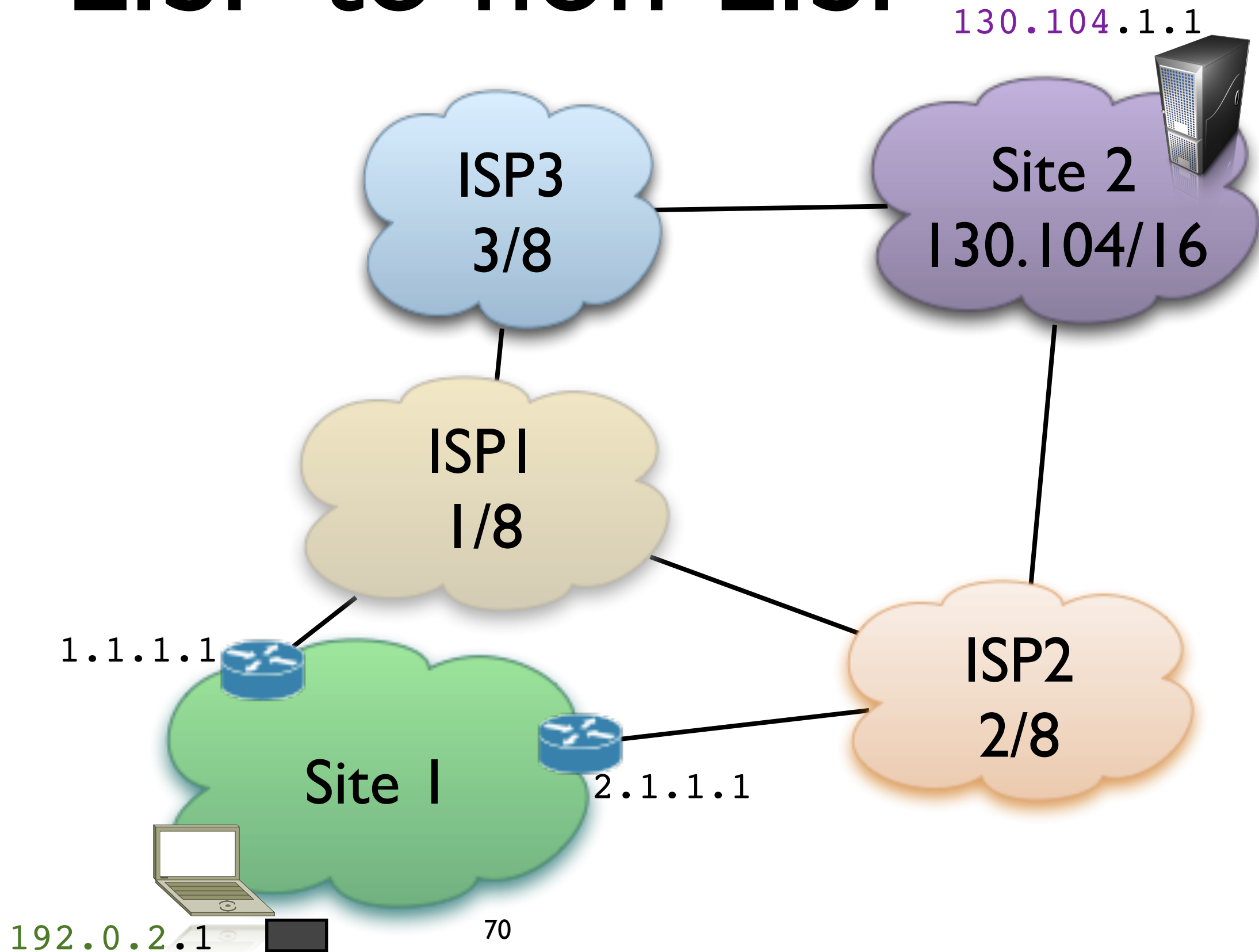
LISP to non-LISP

- EID and RLOC space are separated
 - The ITR does not encapsulate if the destination IP is not an EID
- If no PITR for the source, use LISP-NAT
 - LISP-NAT rewrites the non-routable EID source to a routable source and keeps the state for the reverse direction

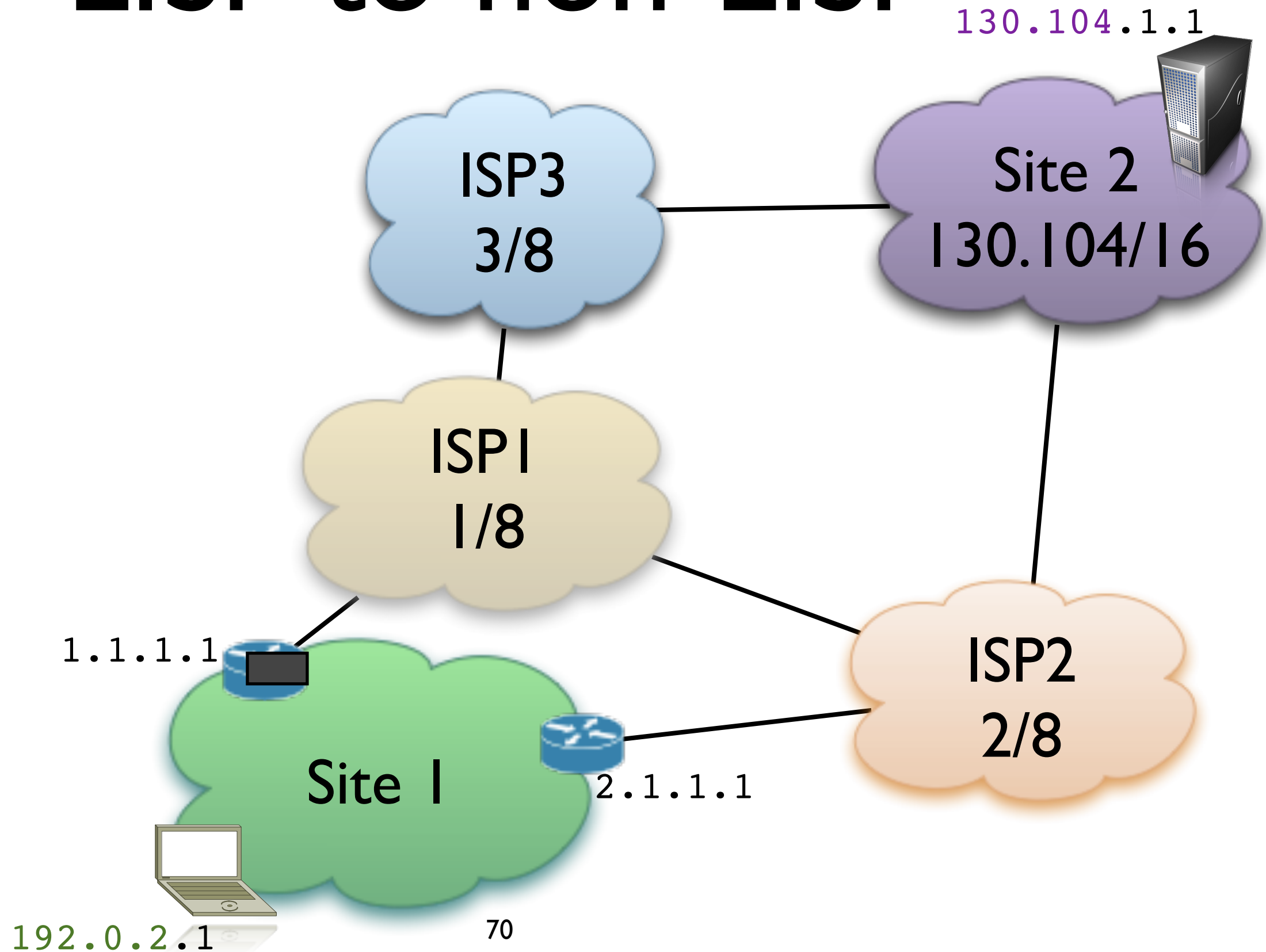
LISP to non-LISP



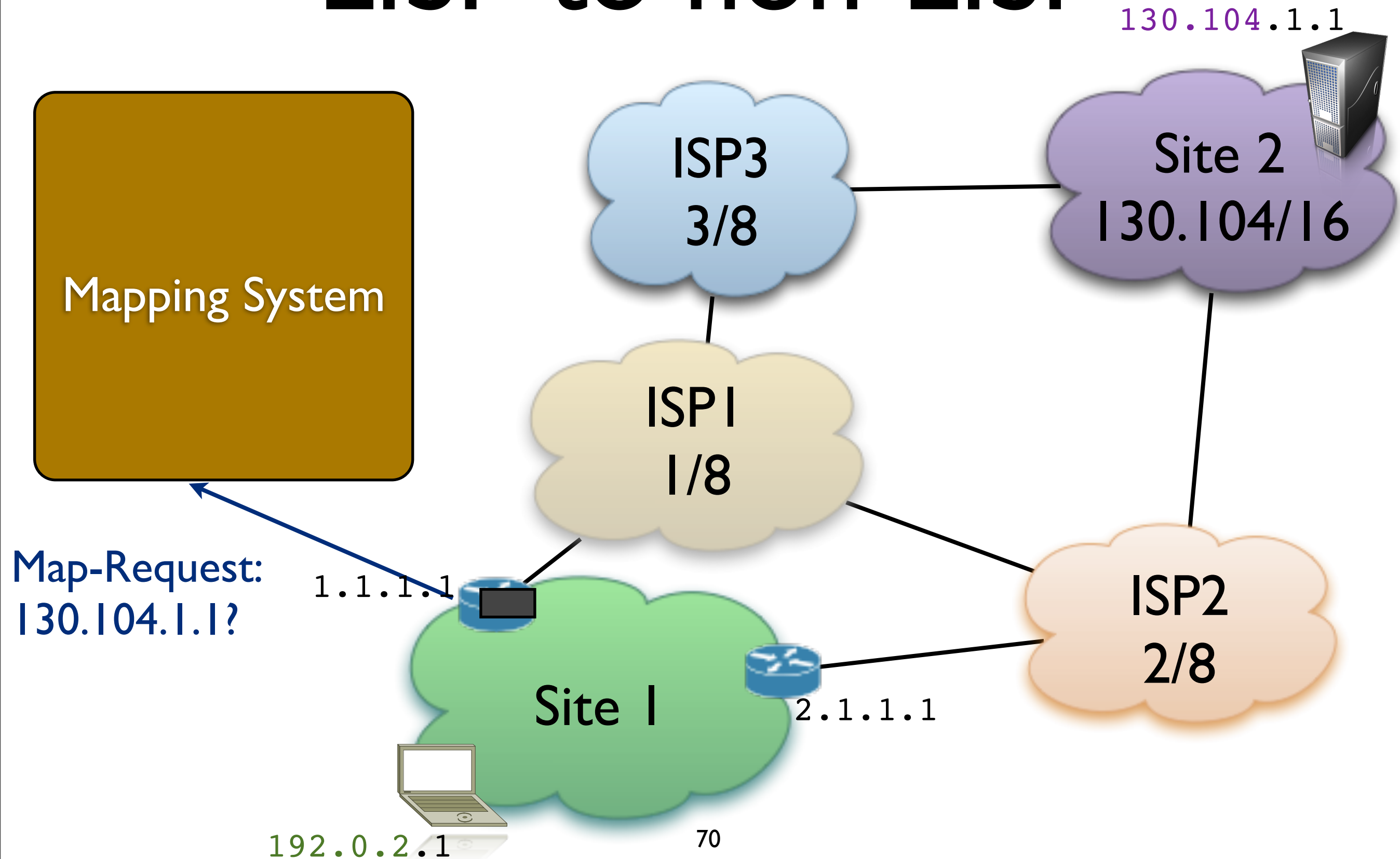
LISP to non-LISP



LISP to non-LISP



LISP to non-LISP



LISP to non-LISP

130.104.1.1



Mapping System

ISP3
3/8

Site 2
130.104/16

ISP1
1/8

ISP2
2/8

Site 1

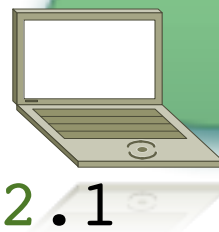
2.1.1.1

Map-Reply:
130.104.0.0/16
not an EID

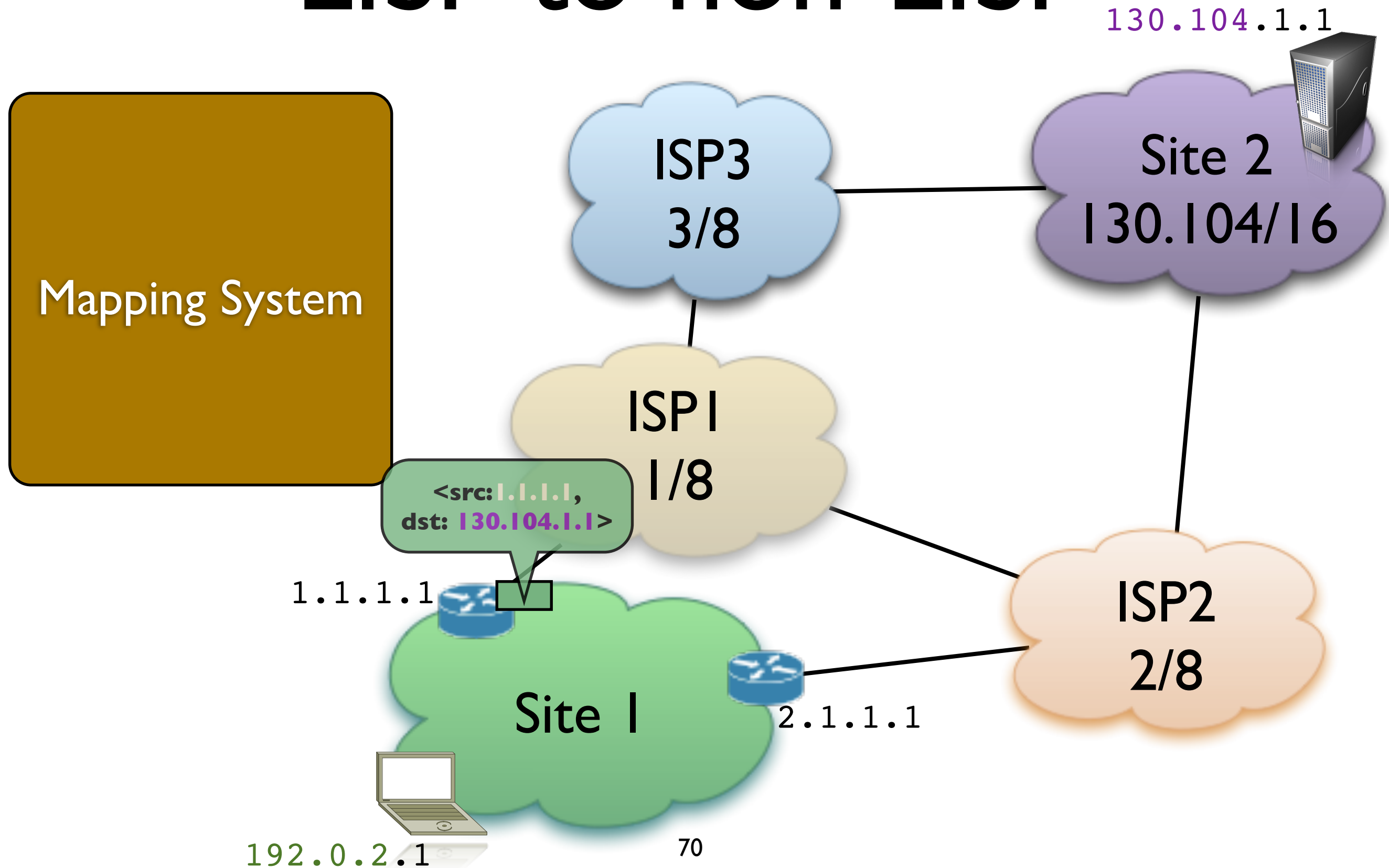
1.1.1.1

192.0.2.1

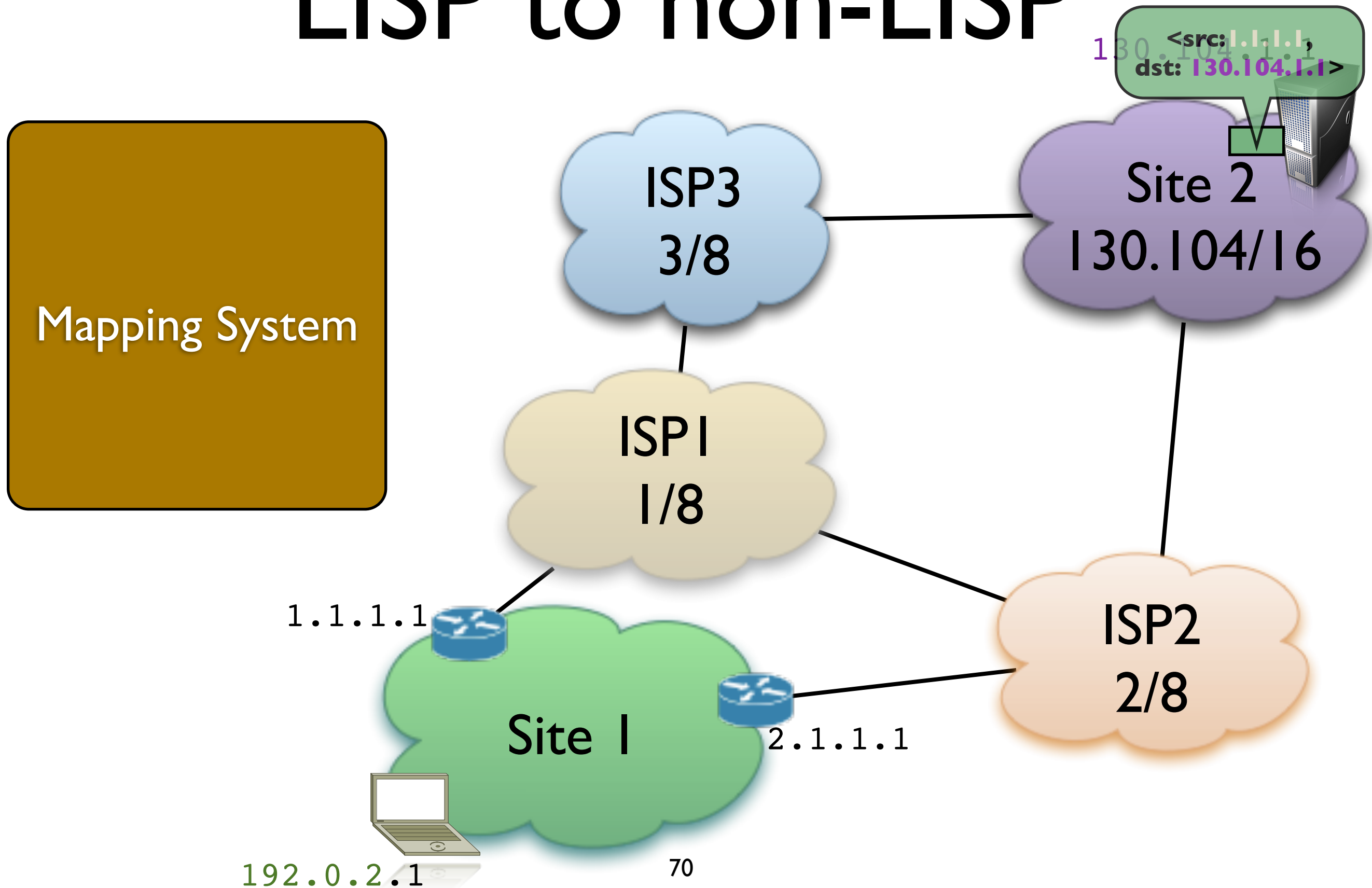
70



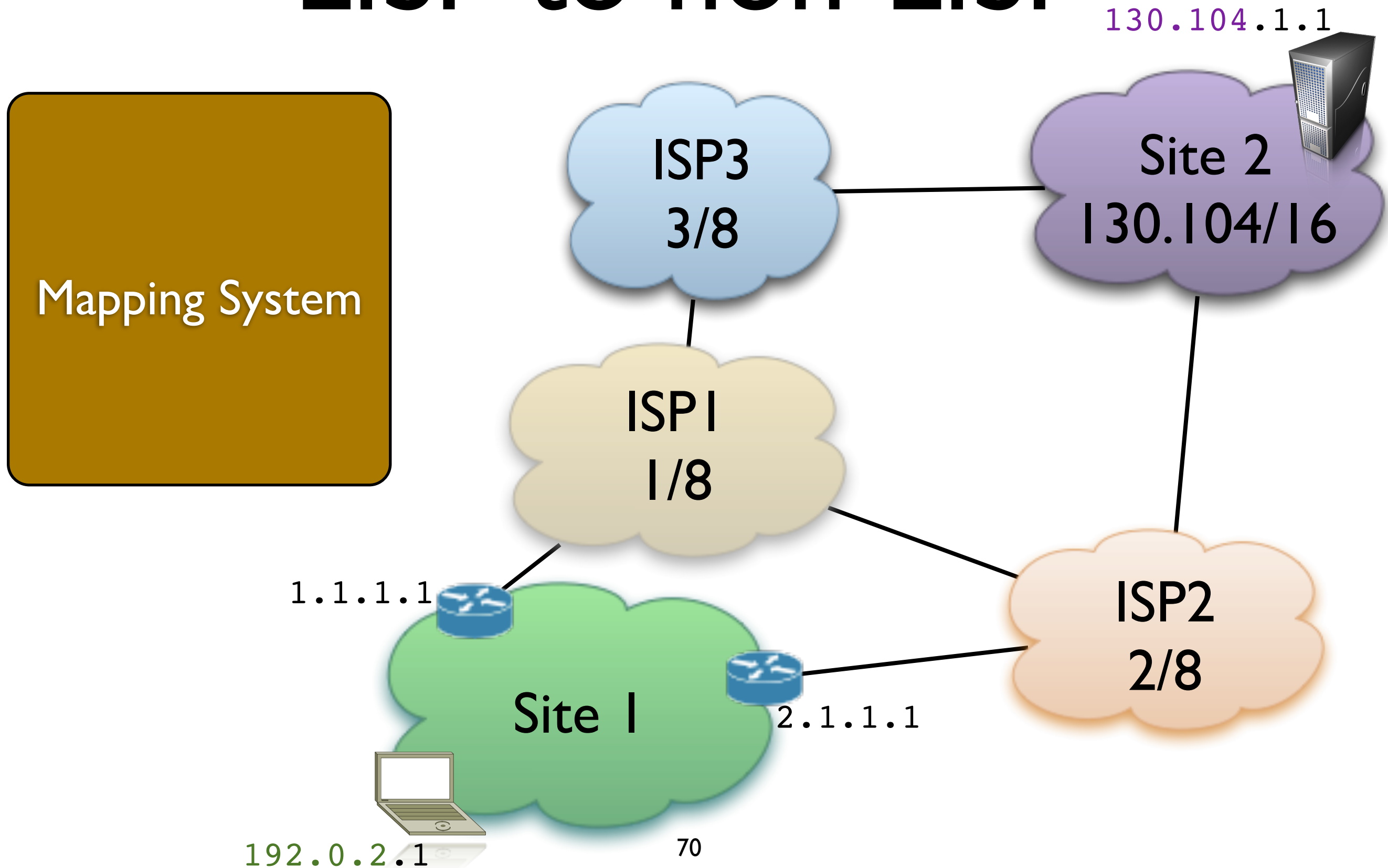
LISP to non-LISP



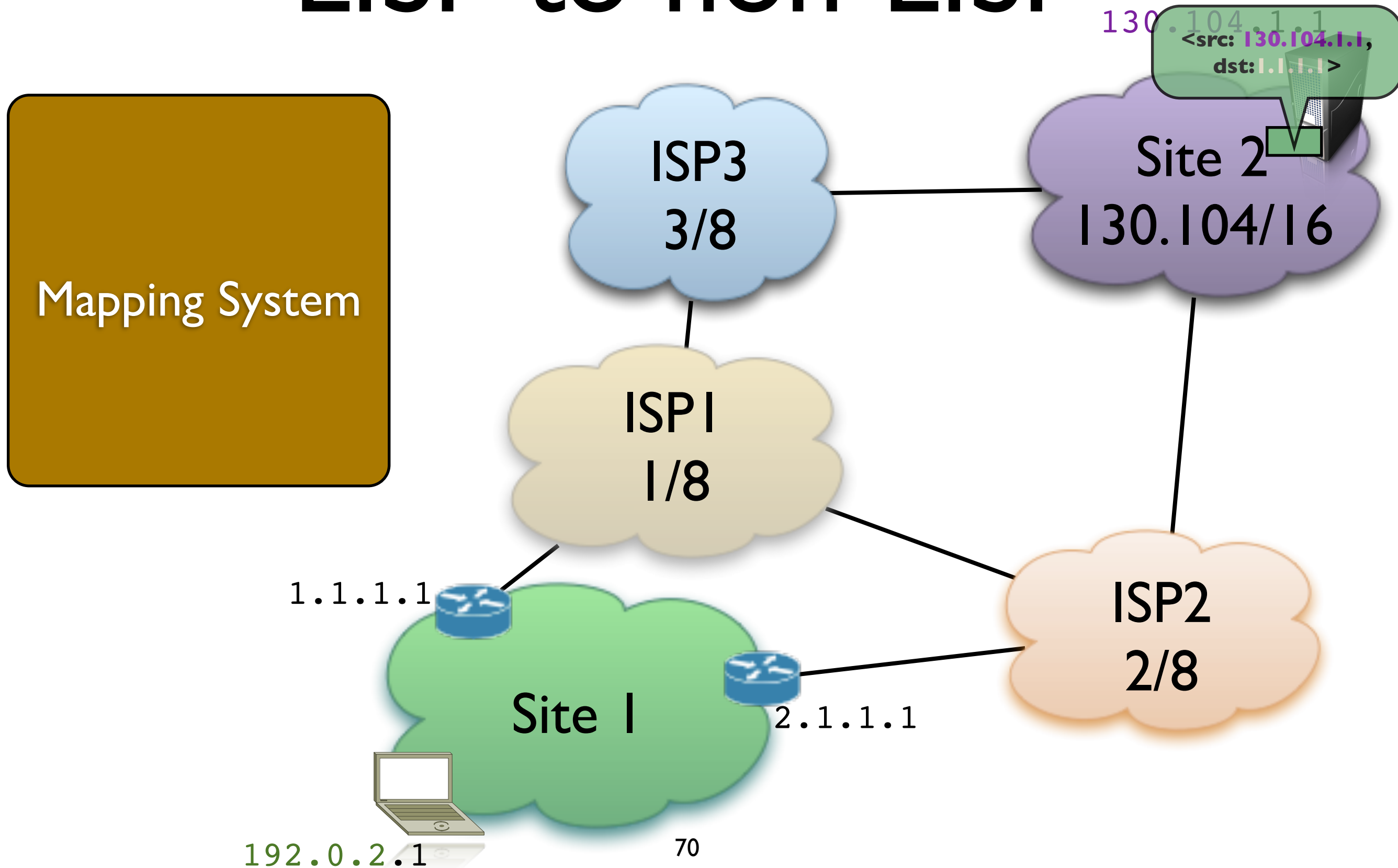
LISP to non-LISP



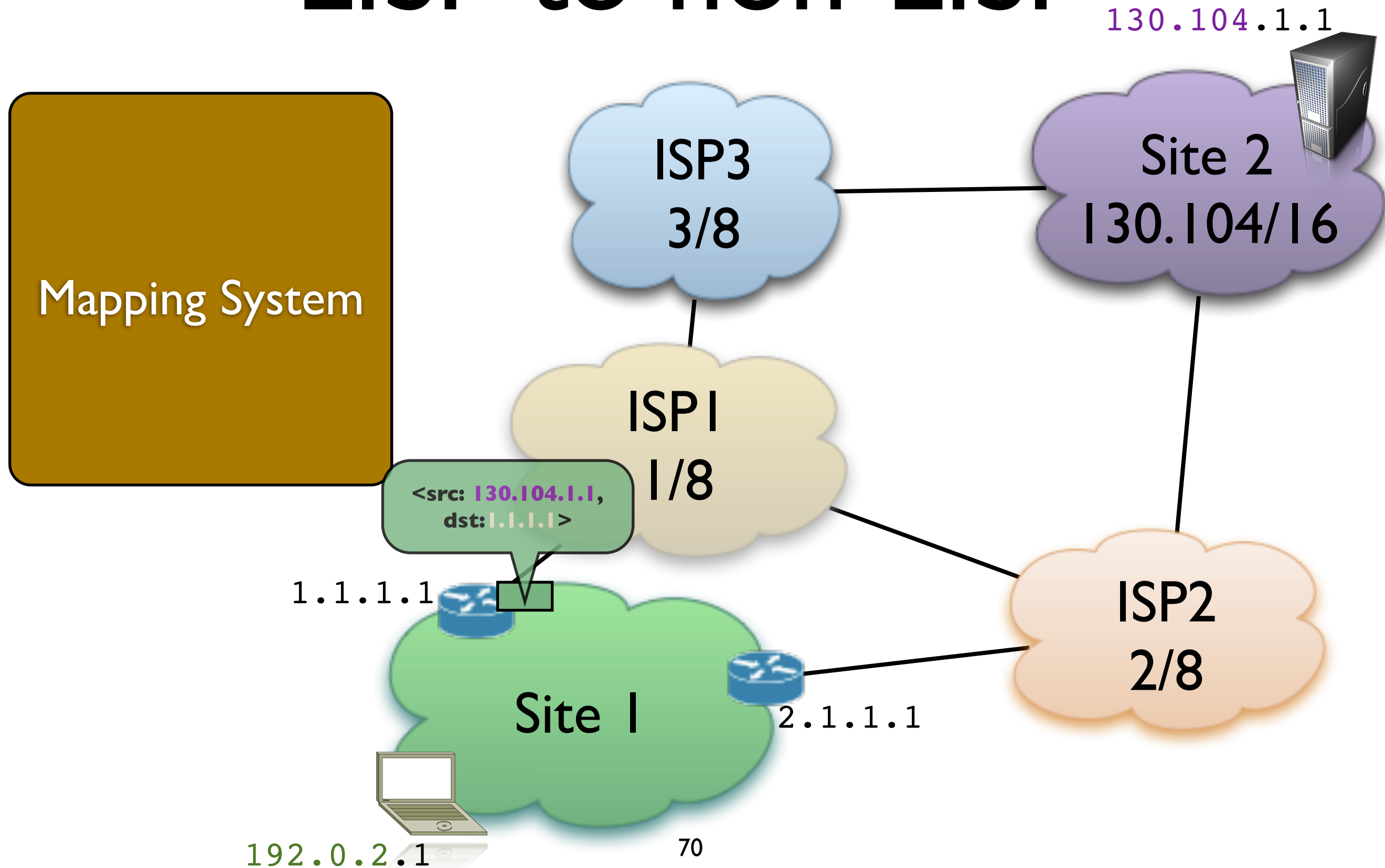
LISP to non-LISP



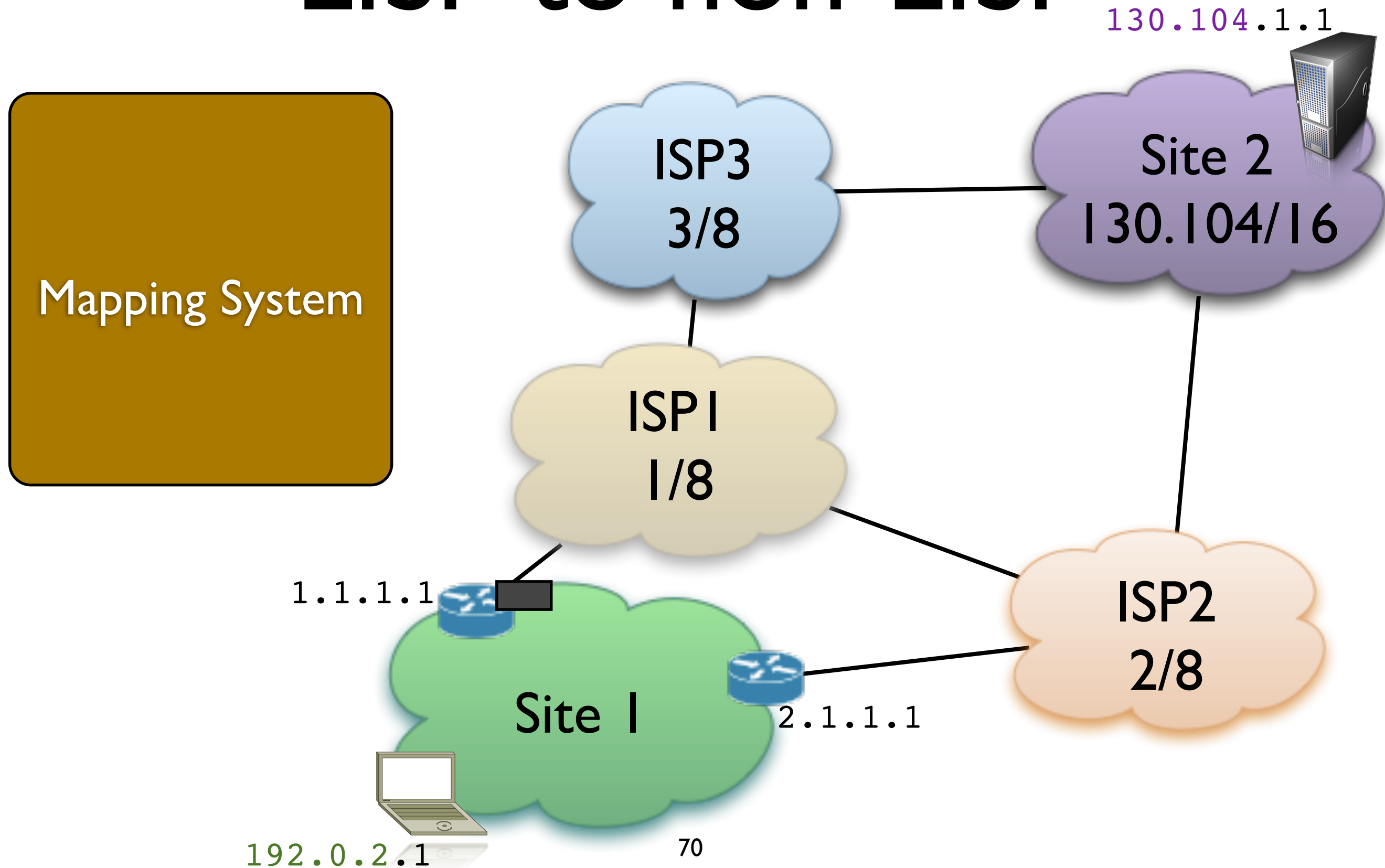
LISP to non-LISP



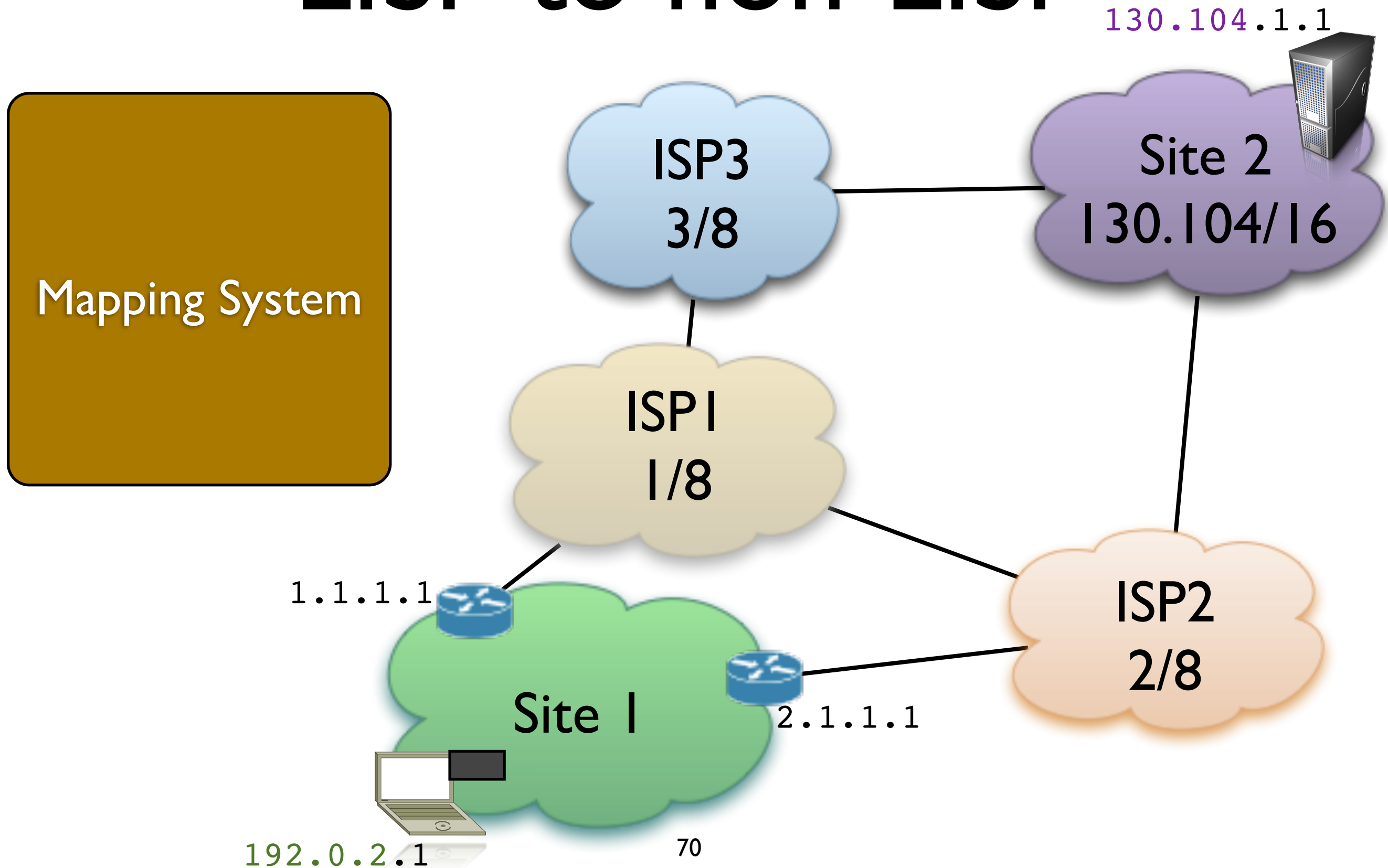
LISP to non-LISP



LISP to non-LISP



LISP to non-LISP



**No router hardware
changes and minimize
router software changes**

Use IP and UDP

- RLOCs and EIDs are pure IP packets
 - Any router implements IP
- EID prefixes follow CIDR
 - Any router implements longest prefix matching
- Transport LISP over UDP
 - Any router implements UDP

Conclusion

Are the goals reached?

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- I. Reduction of routing table size in the "default-free zone" (DFZ)?

Are the goals reached?

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2. More cost-effective multihoming?

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3. Easing of renumbering burden when clients change providers?
4. Traffic engineering capabilities?

Are the goals reached?

1. Reduction of routing table size in the "default-free zone" (DFZ)?
2. More cost-effective multihoming?
3. Easing of renumbering burden when clients change providers?
4. Traffic engineering capabilities?
5. Mobility without address changing?

Research perspectives

- Mapping Systems
- Security
- Reachability/Resiliency
- IPv4 to IPv6 transition with LISP
- Mobility
- LISP for enterprise/CDN/DC
- ...

References

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LISP Working-group:

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Thank you

?? || /***/

Backup

Inter-domain routing

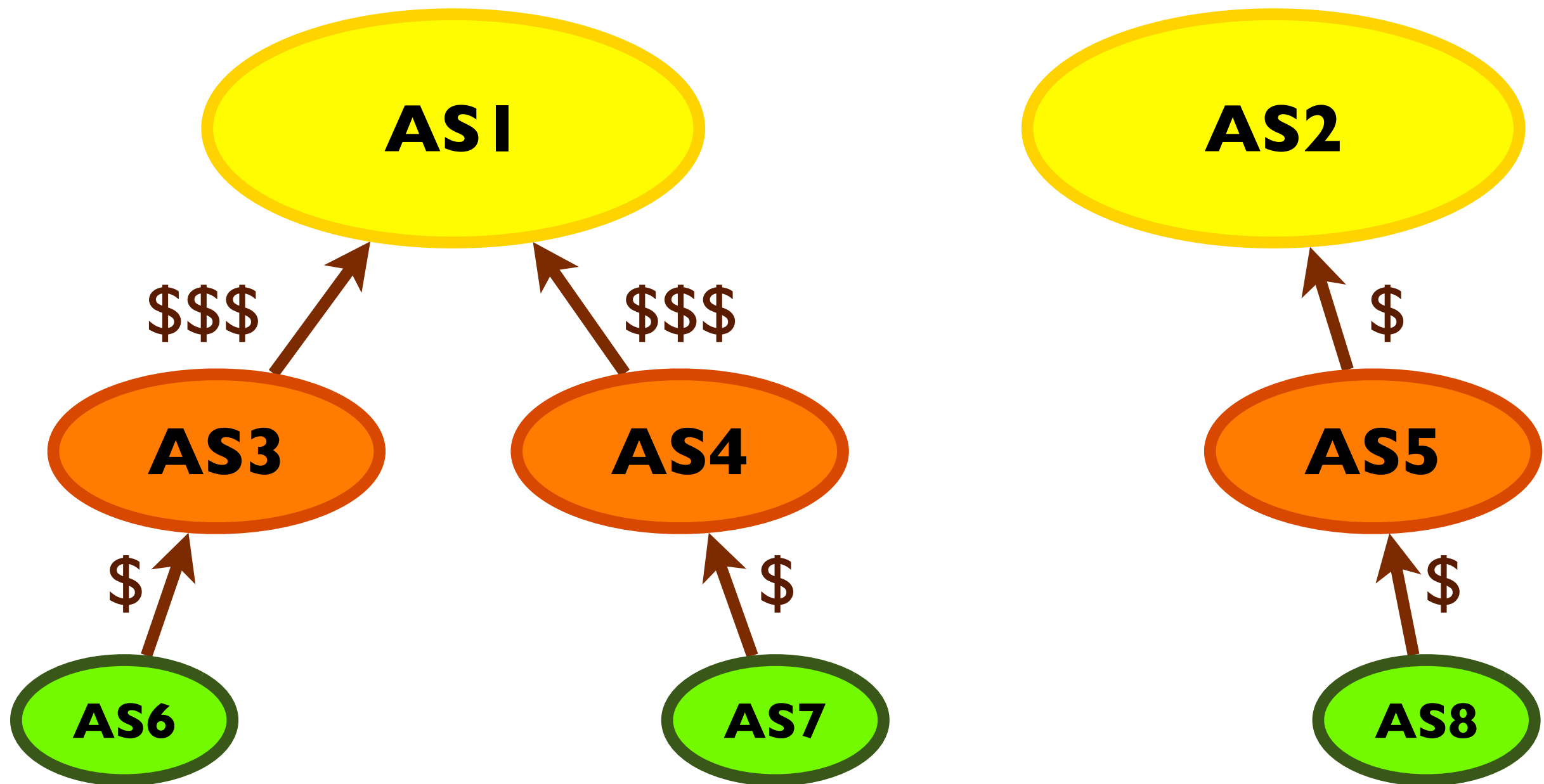
Inter-domain Routing

- Goal
 - Allow to transmit data along the best path towards the destination through several transit domains while taking into account the *routing policies* of each domain without knowing the detailed topology of those domains
- The *Border Gateway Protocol* (BGP) is the common protocol between the domains

Routing Policies

- In theory, BGP allows each domain to defines its own routing policy...
- In practice, there are two common policies:
 - **Customer-provider peering:** customer c buy Internet connectivity to provider p .
 - **Shared-cost peering:** domains x and y agree to exchange data by using a direct link through an interconnection point.

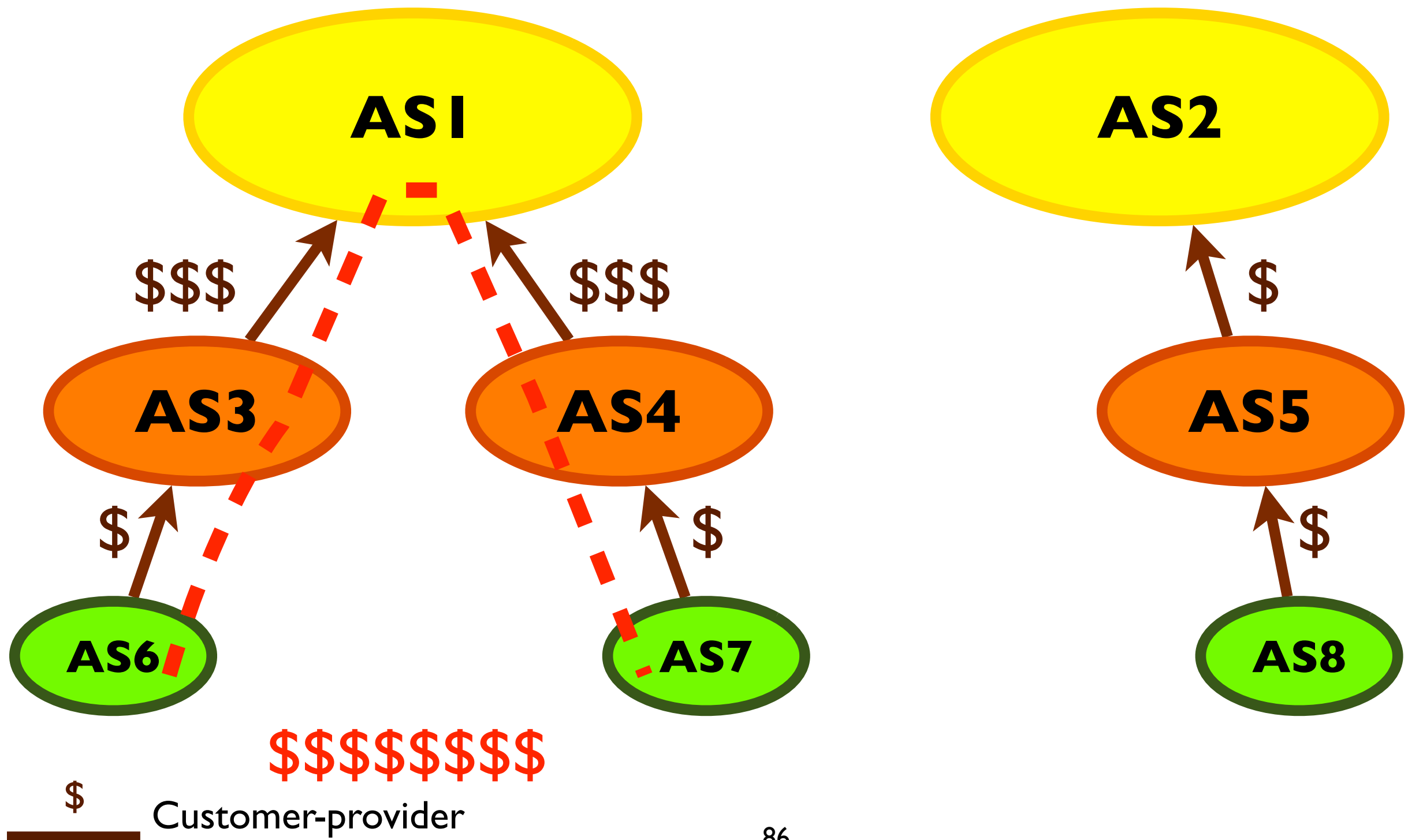
Customer-provider peering



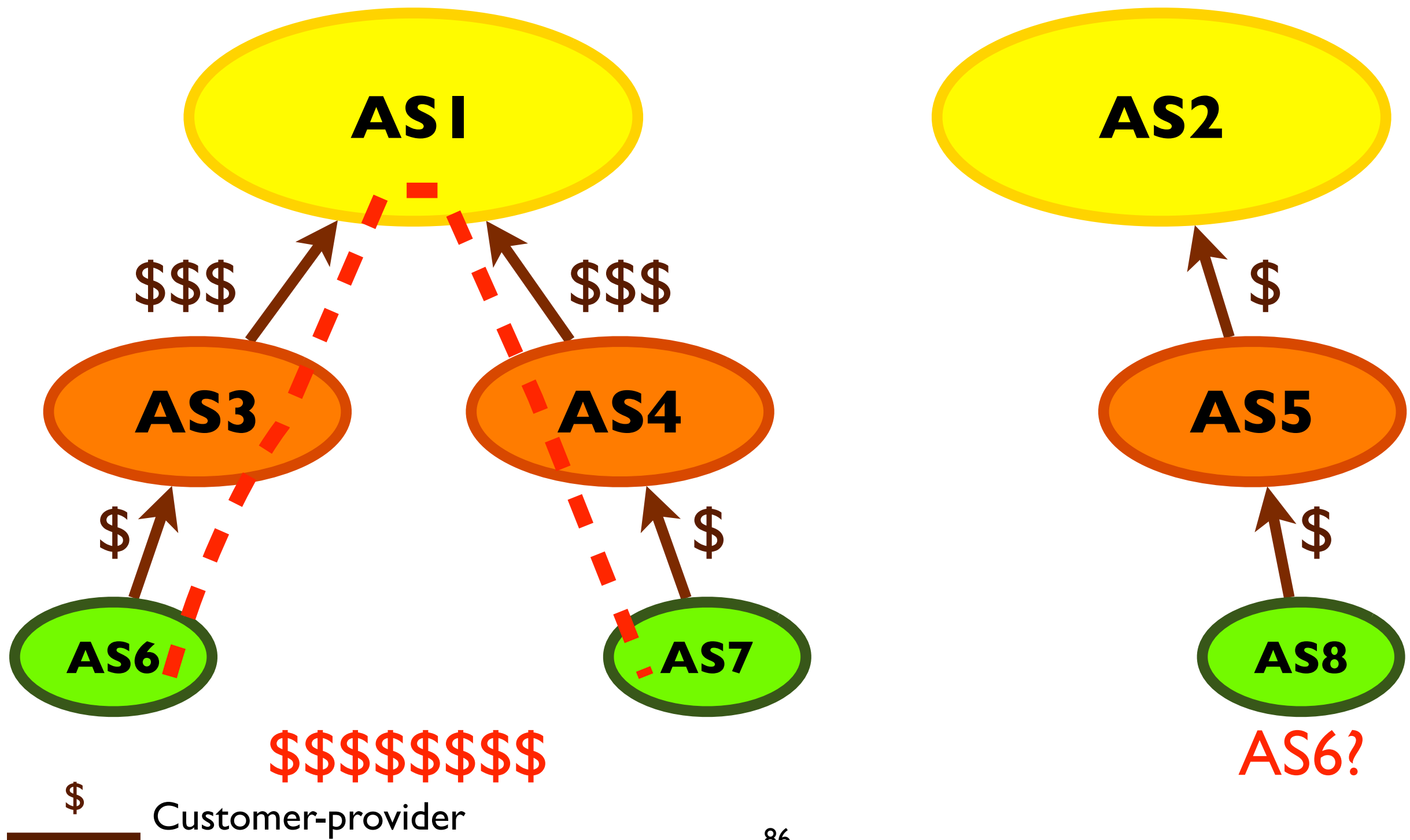
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Customer-provider

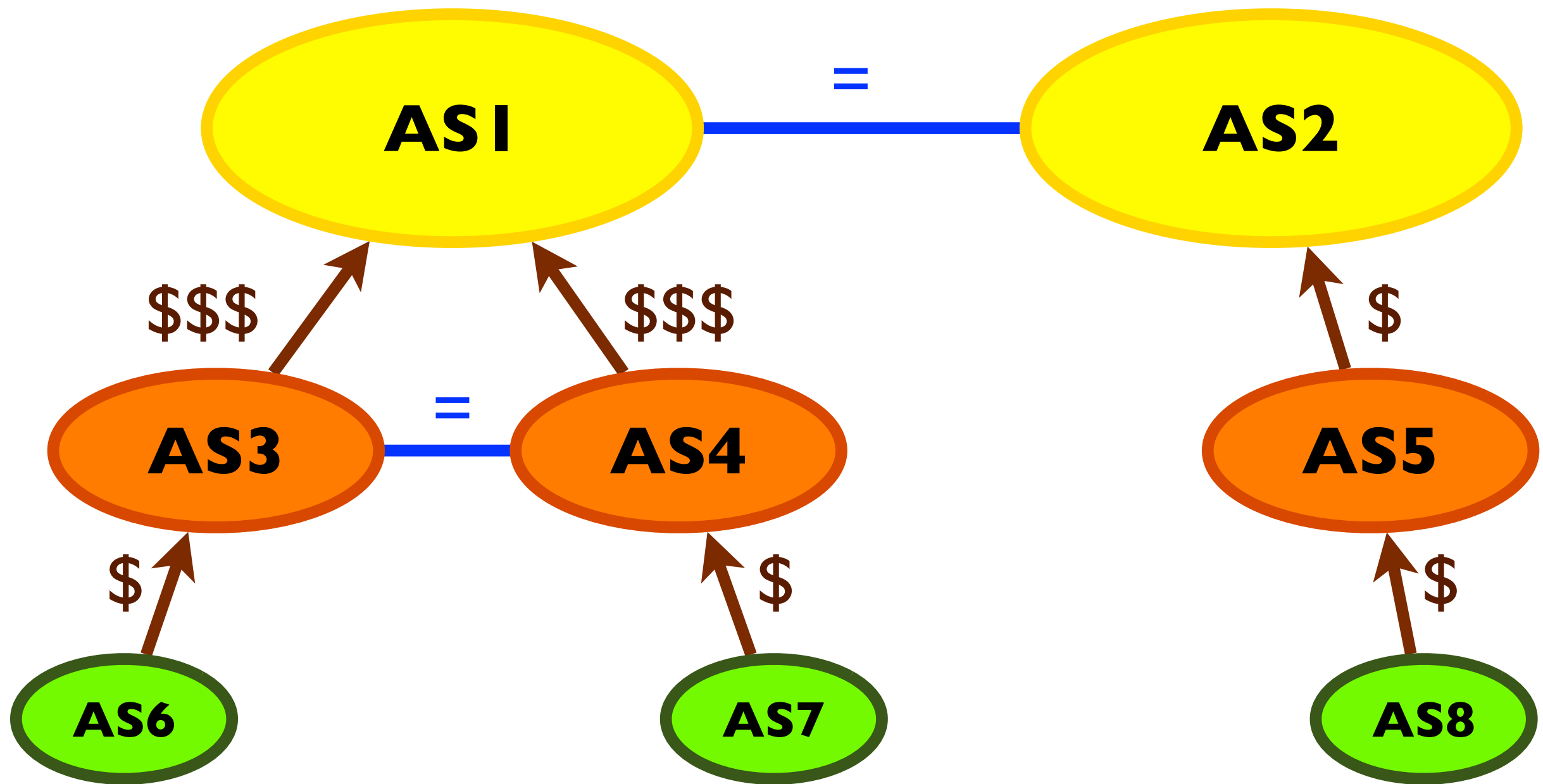
Customer-provider peering



Customer-provider peering



Shared-cost peering



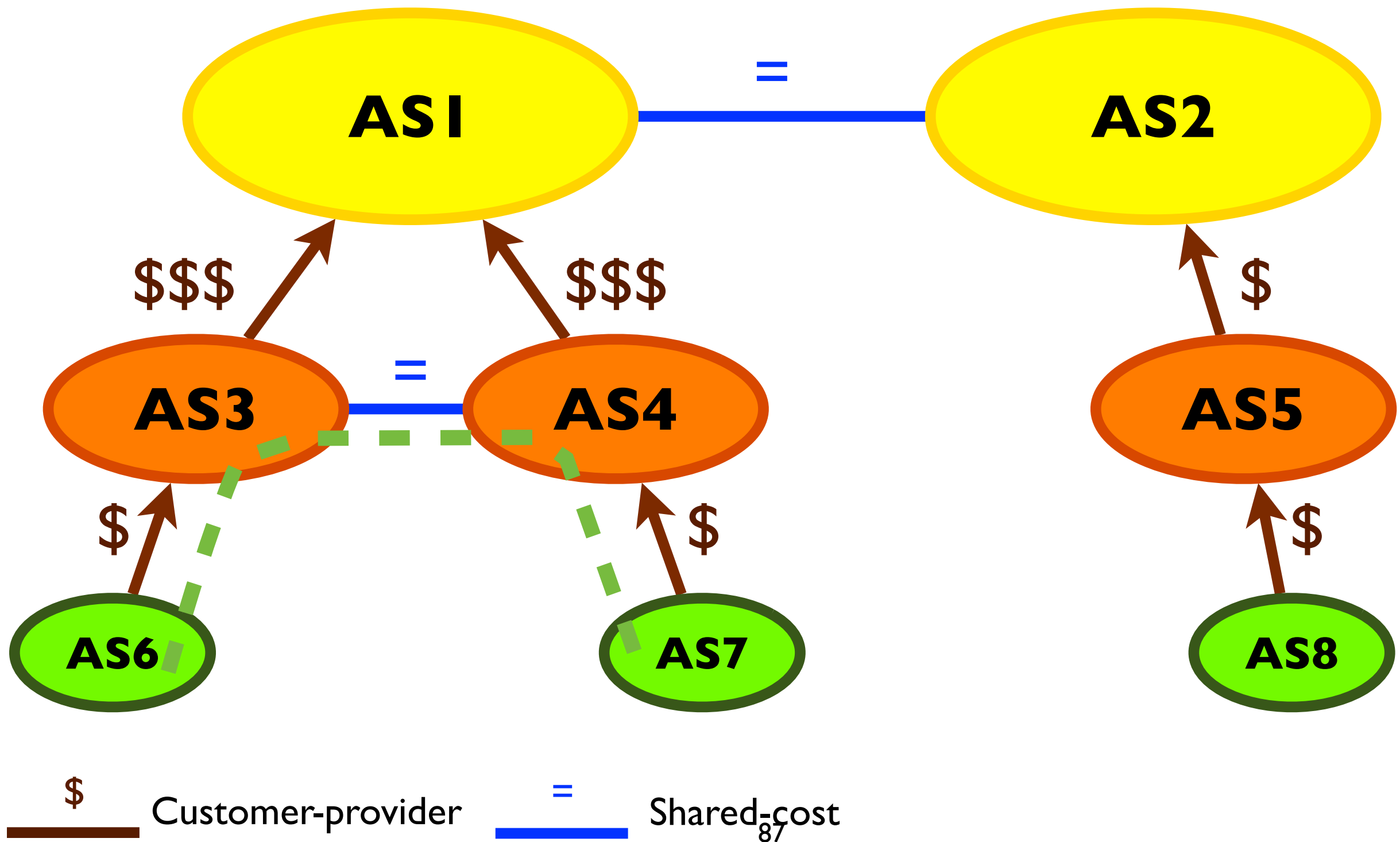
\$

Customer-provider

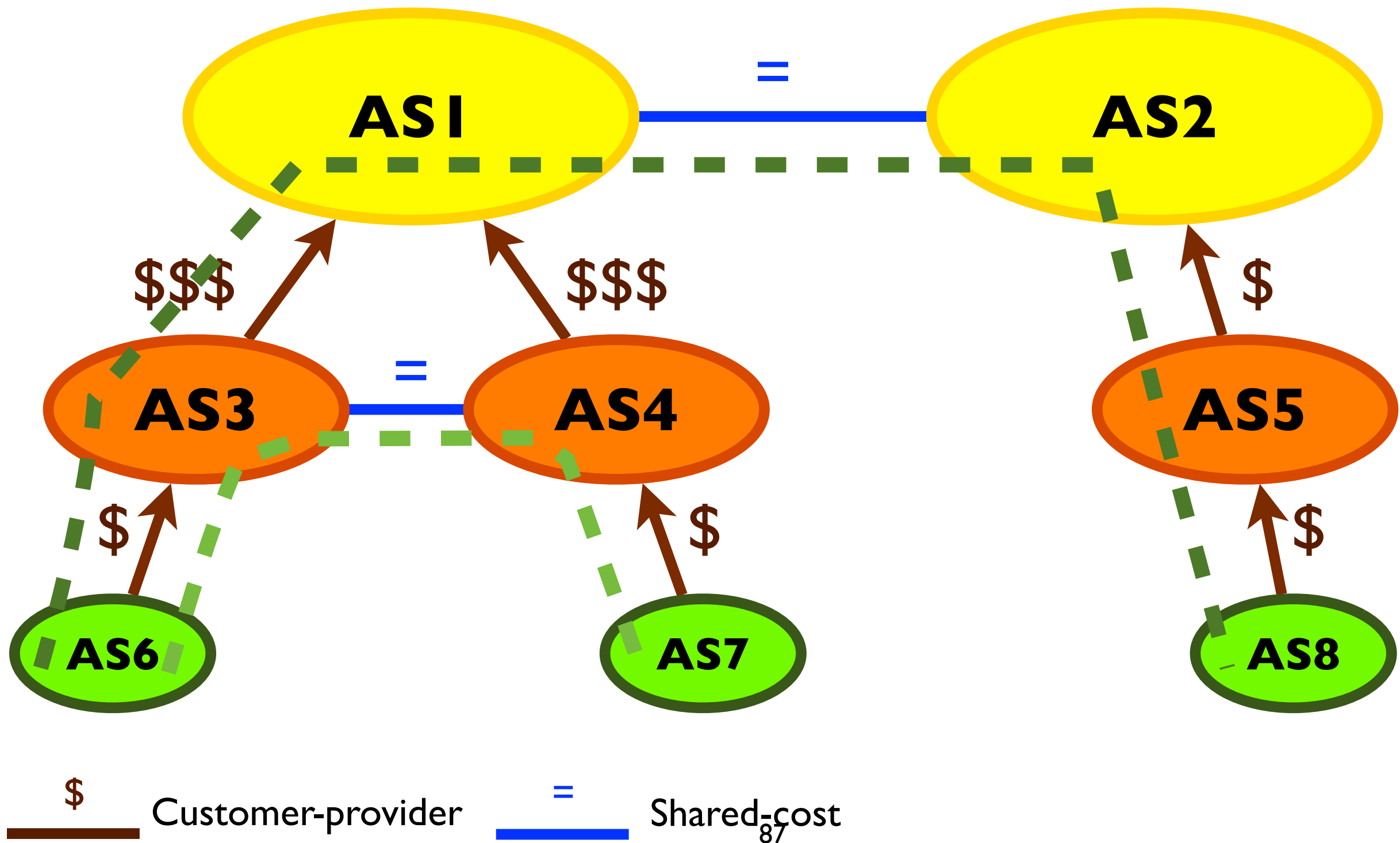
=

Shared-cost

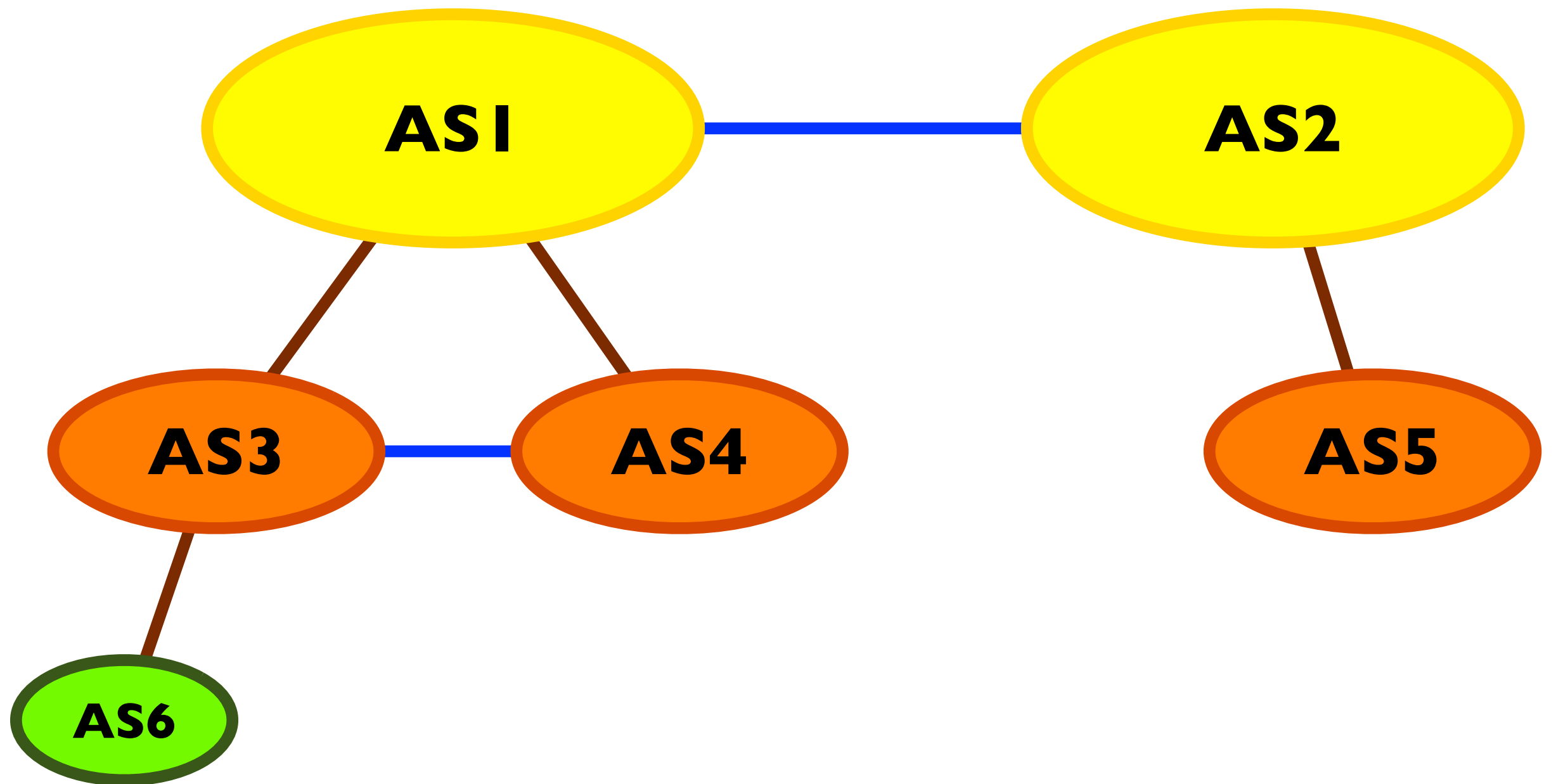
Shared-cost peering



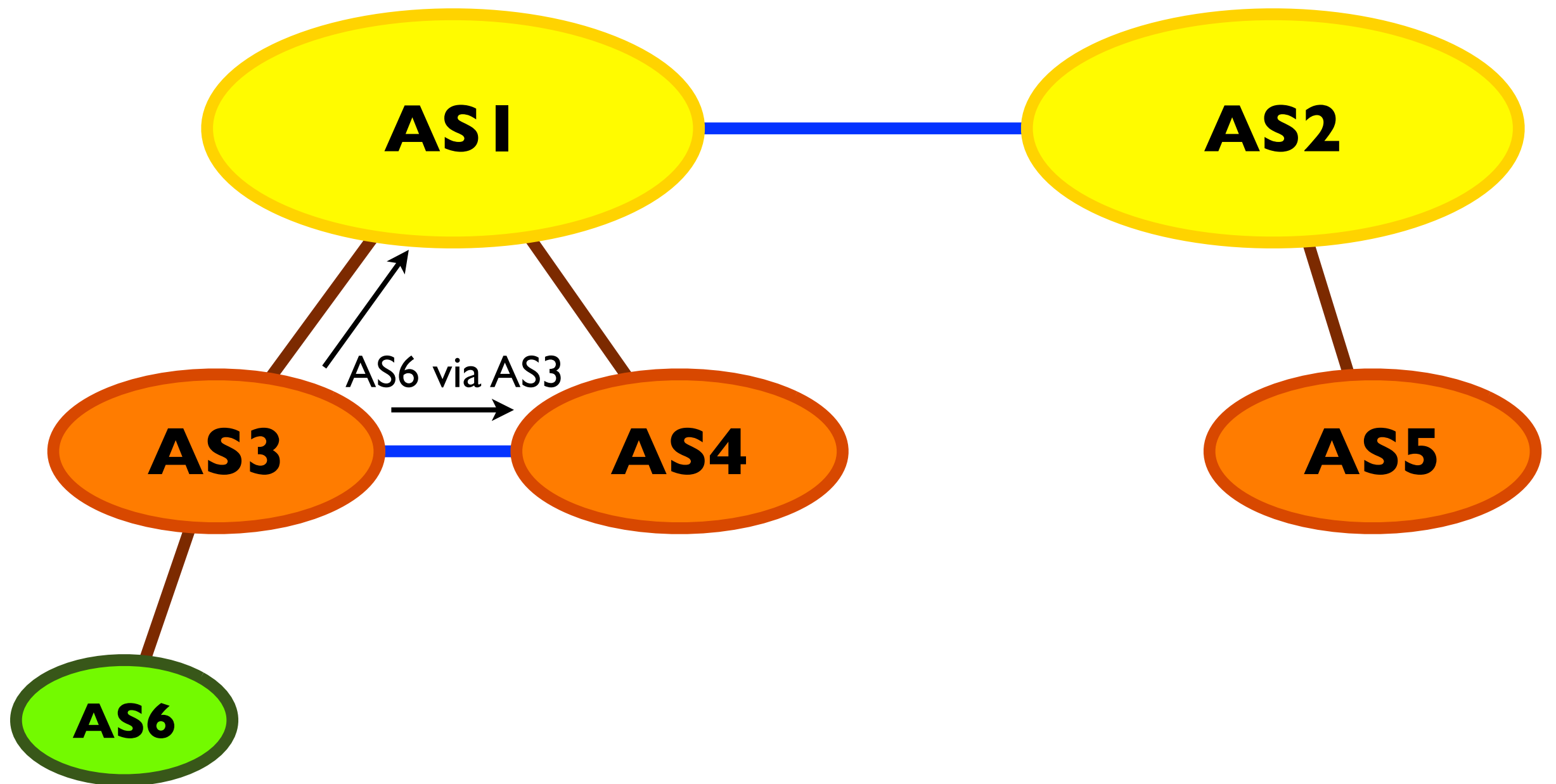
Shared-cost peering



How are routes discovered?

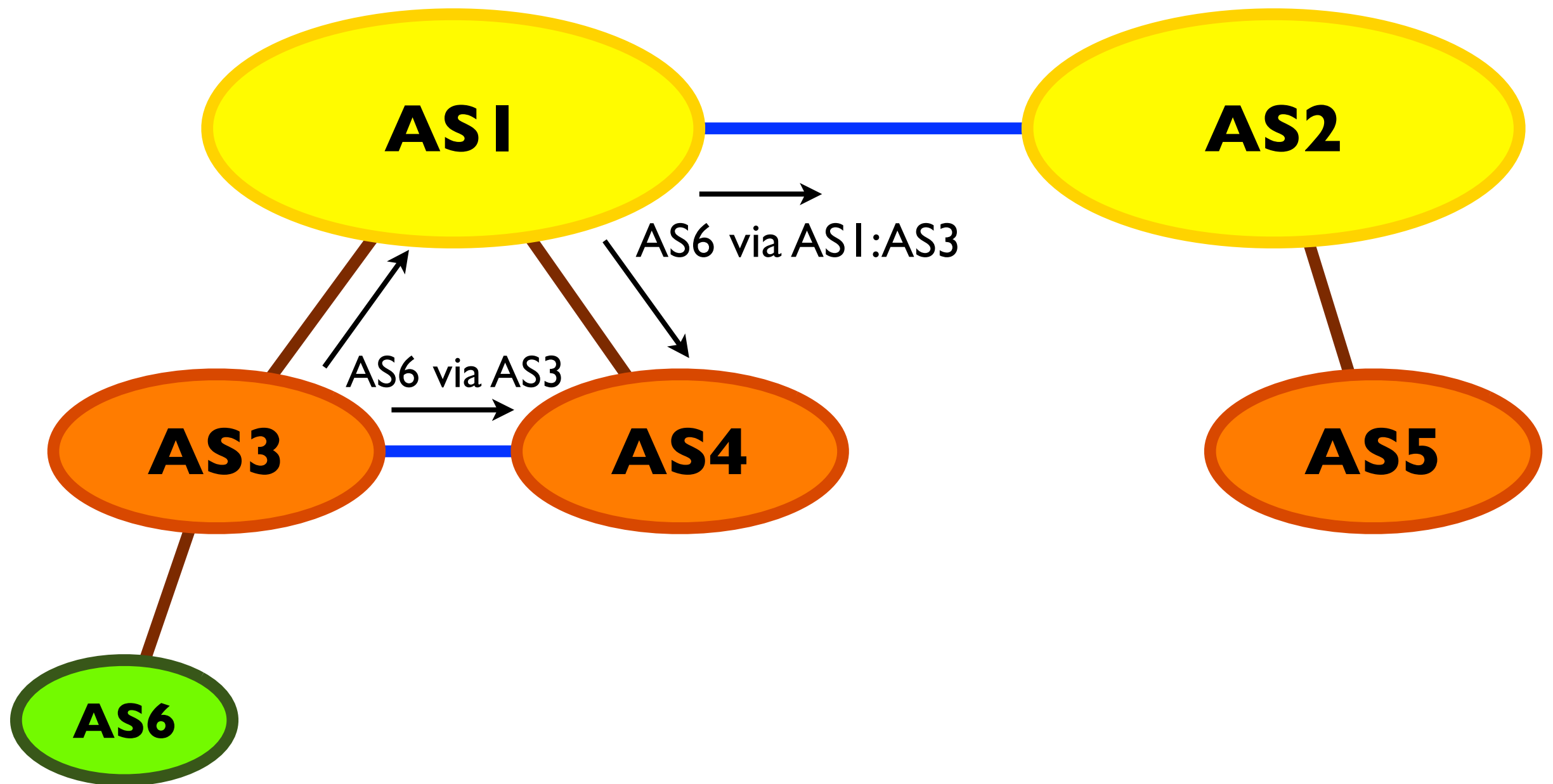


How are routes discovered?



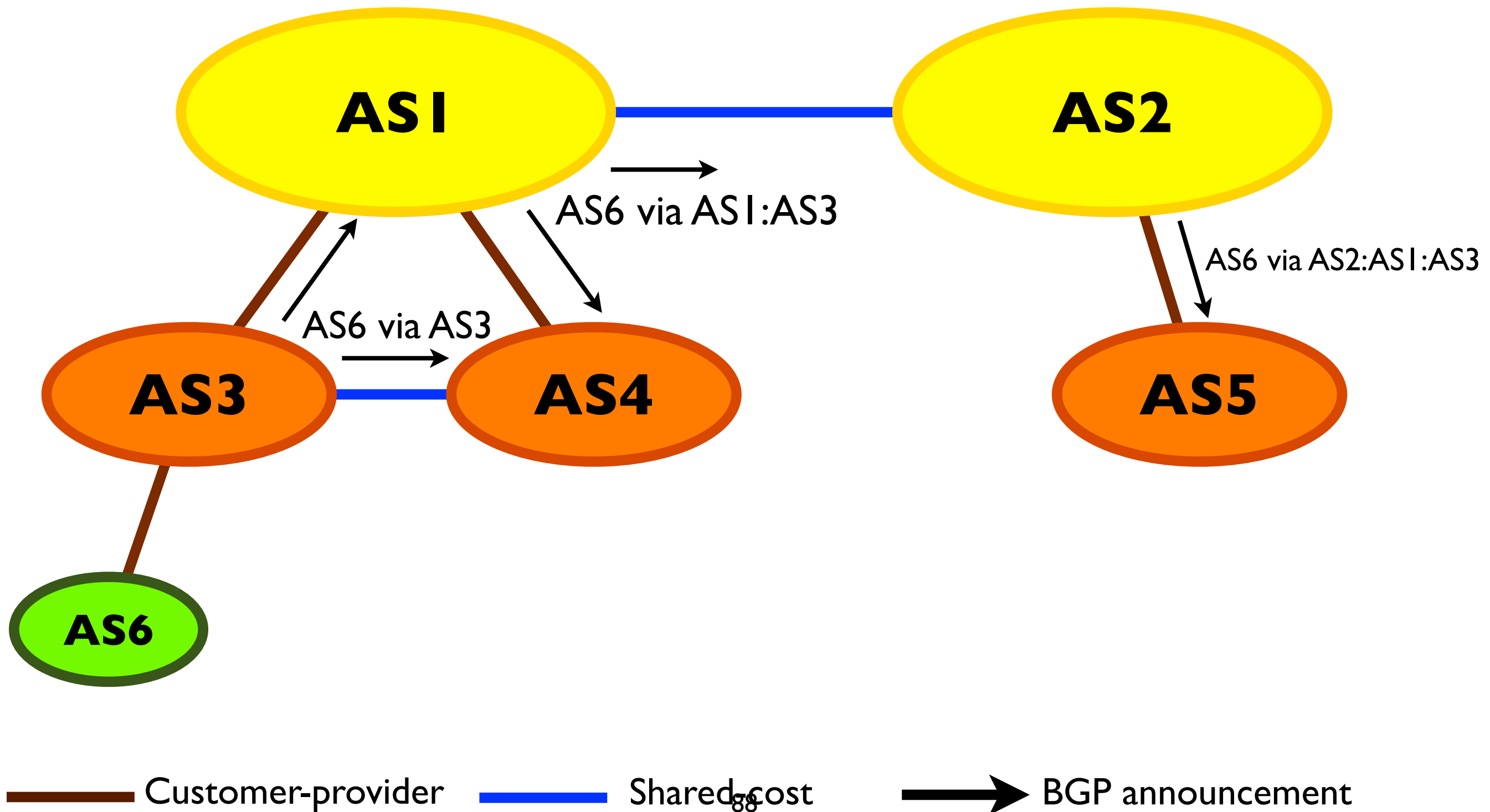
— Customer-provider — Shared cost → BGP announcement

How are routes discovered?

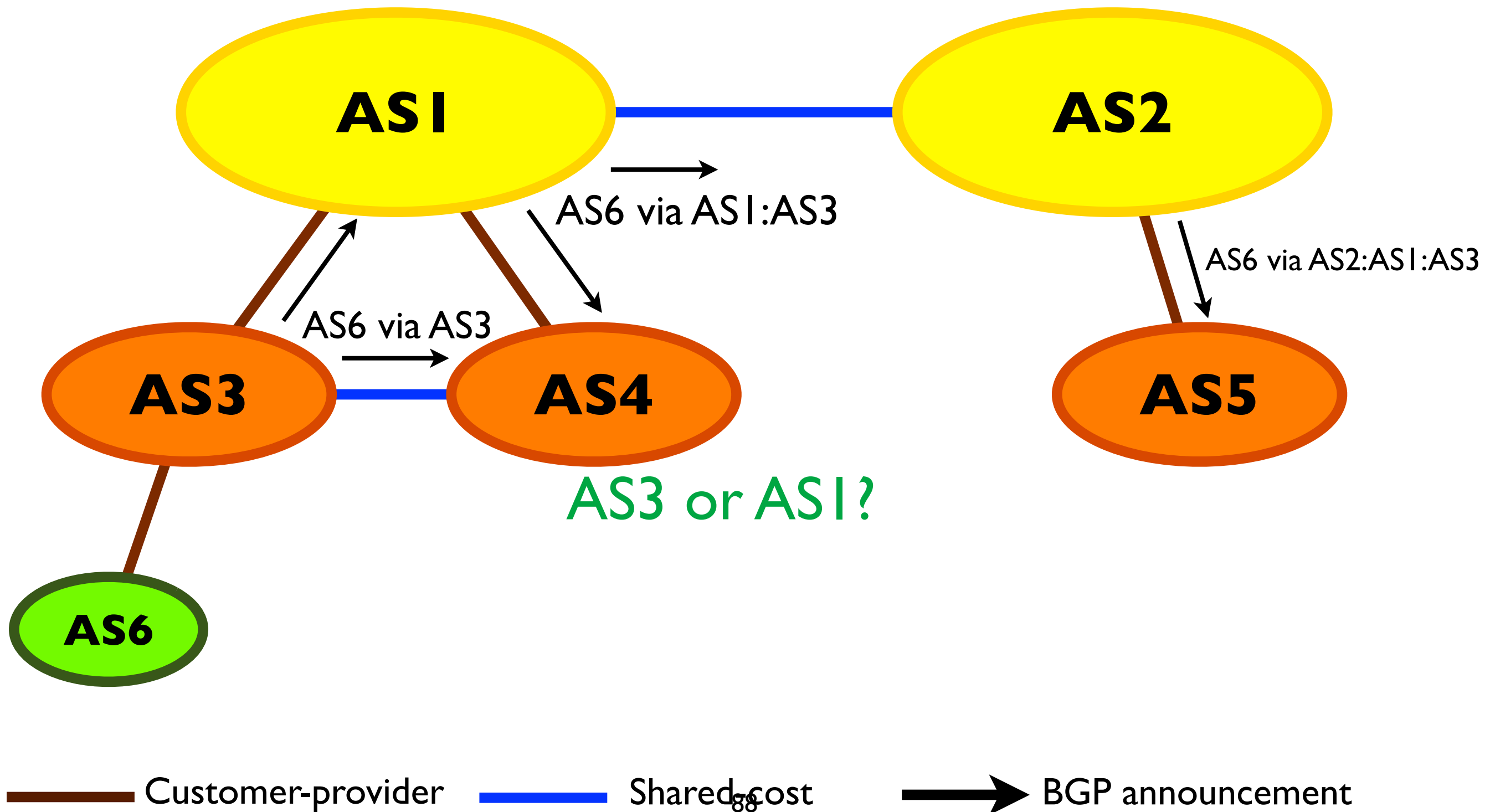


— Customer-provider — Shared cost → BGP announcement

How are routes discovered?



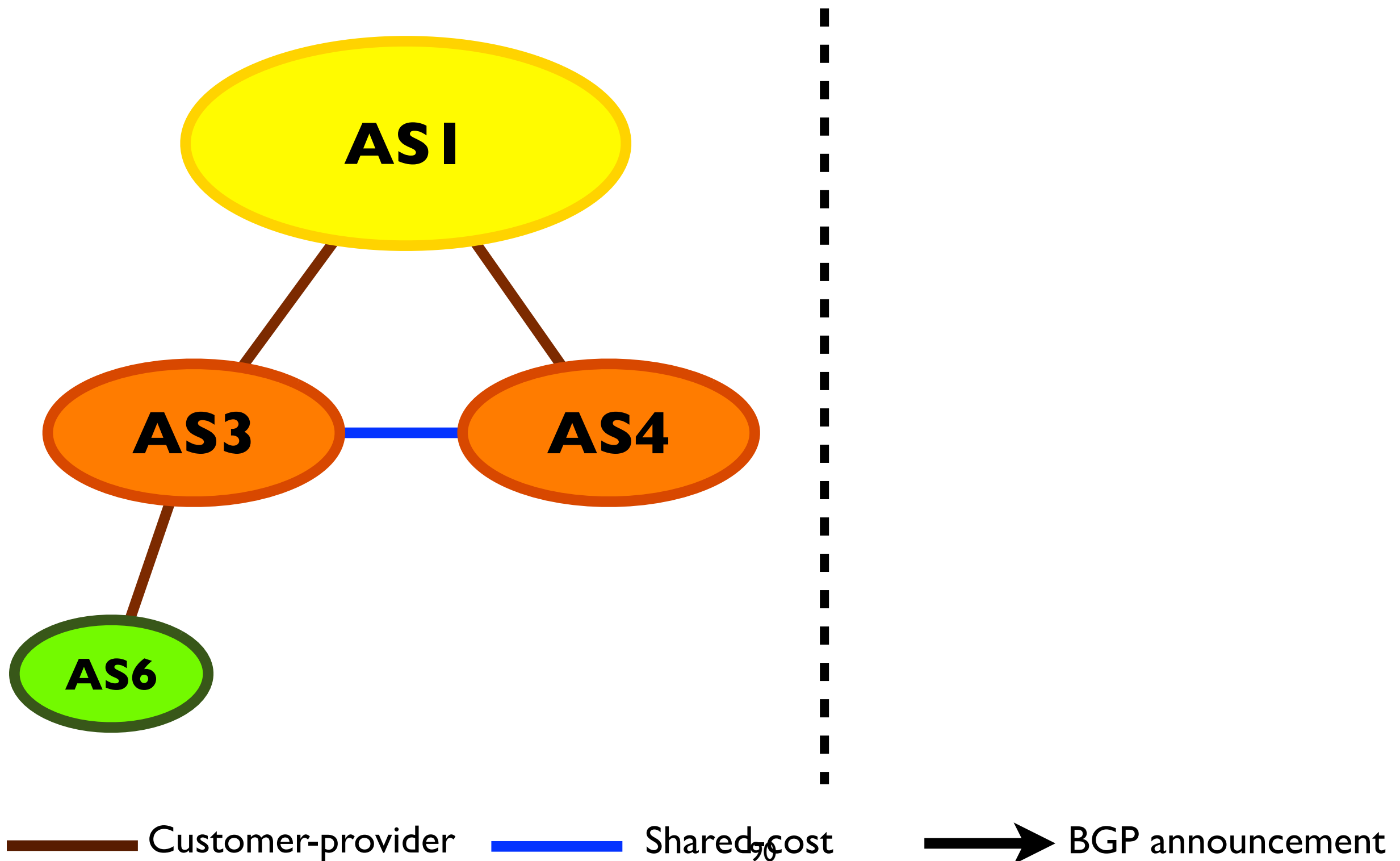
How are routes discovered?



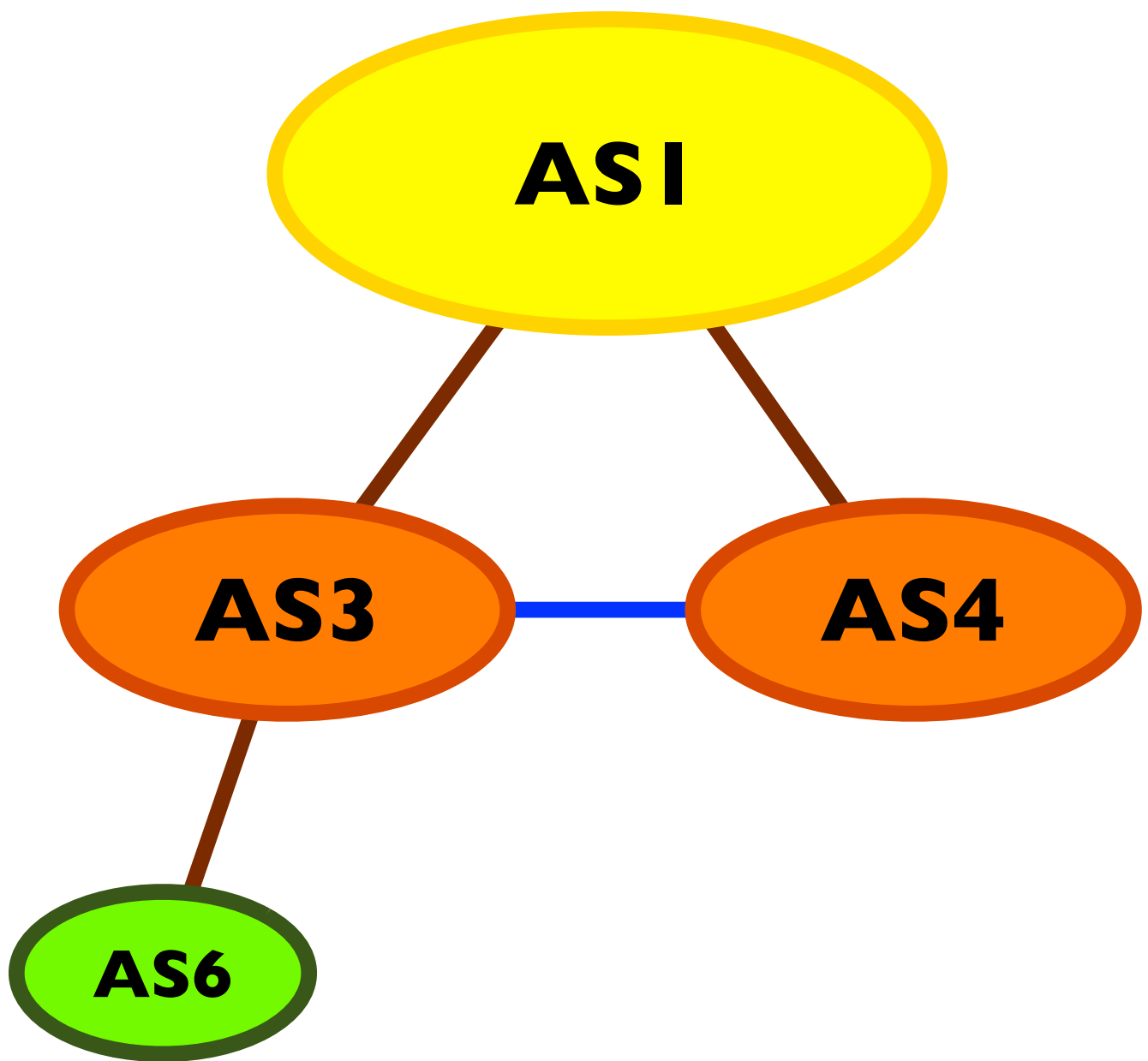
Simplified BGP decision process

1. Select routes with the highest **local-pref**
 - Manual configuration
2. If there are several routes, chose routes with the **shortest AS path**
 - Mostly determined by the topology
 - Can be influenced by using pre-pending
3. If there are still routes **tie-breaking** rule

Route control with BGP



Route control with BGP



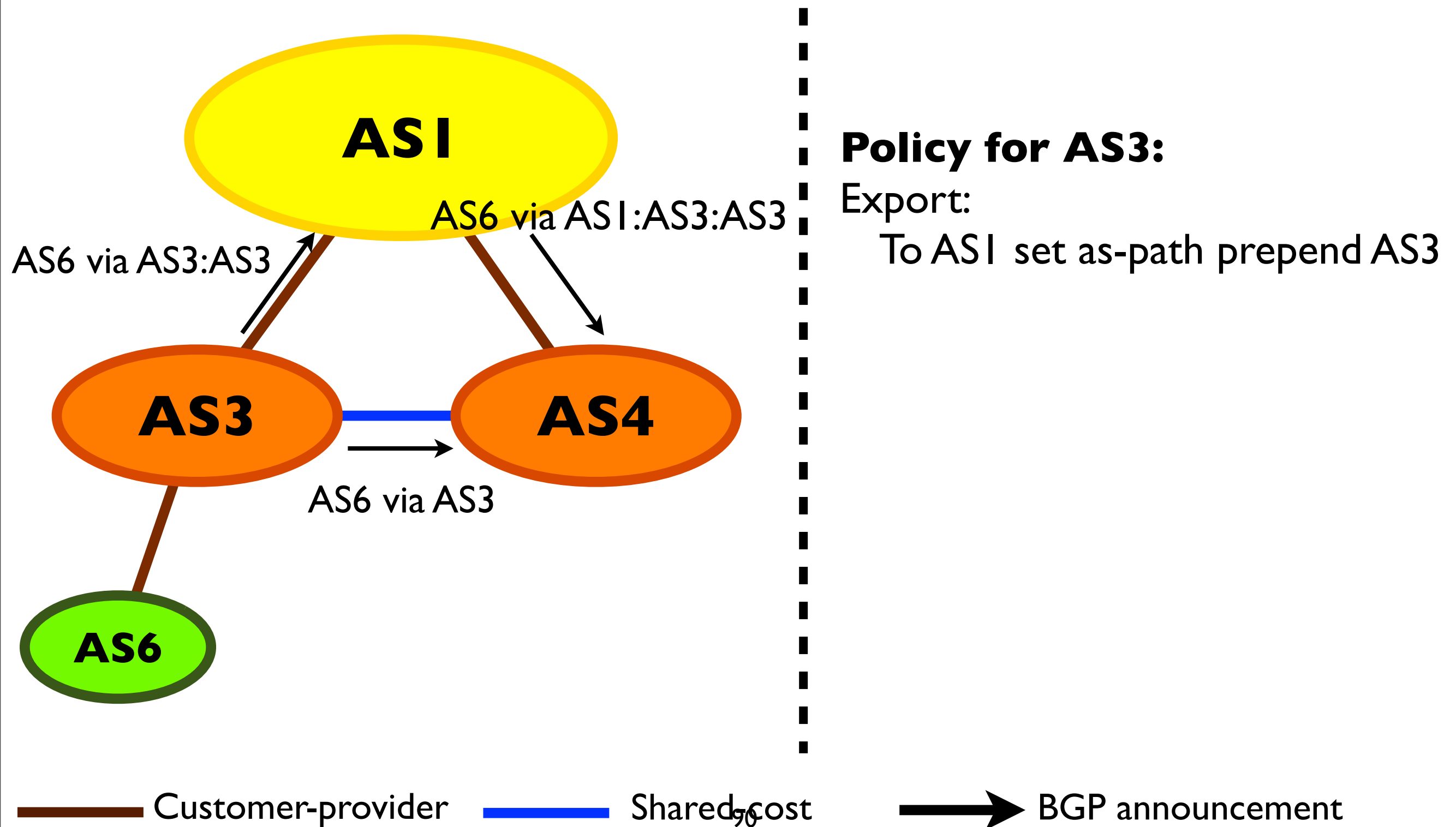
Policy for AS3:

Export:

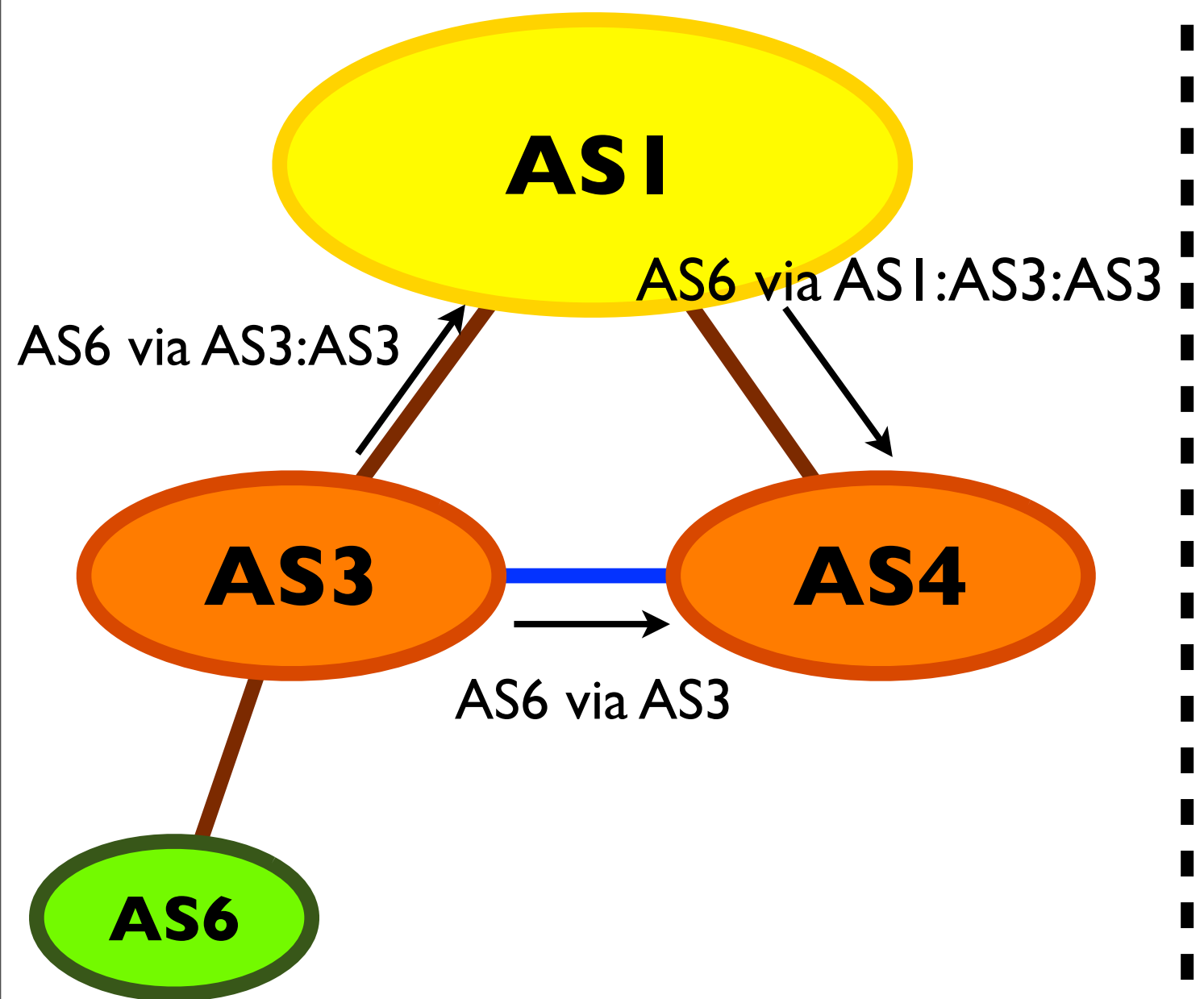
To AS1 set as-path prepend AS3

— Customer-provider — Shared cost → BGP announcement

Route control with BGP



Route control with BGP



Policy for AS3:

Export:

To AS1 set as-path prepend AS3

Policy for AS4:

Import:

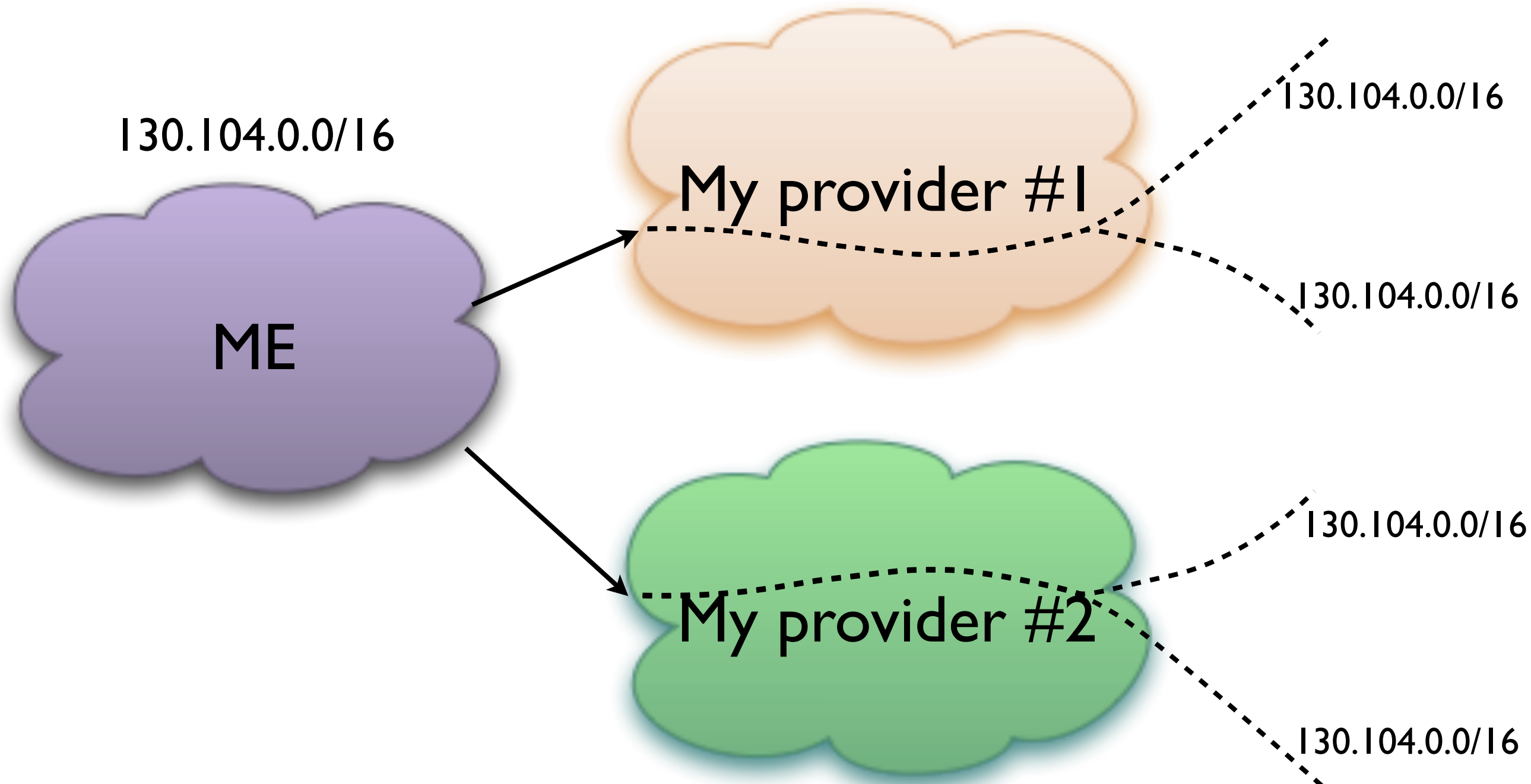
From AS3 set localpref=2000

From AS1 set localpref=100

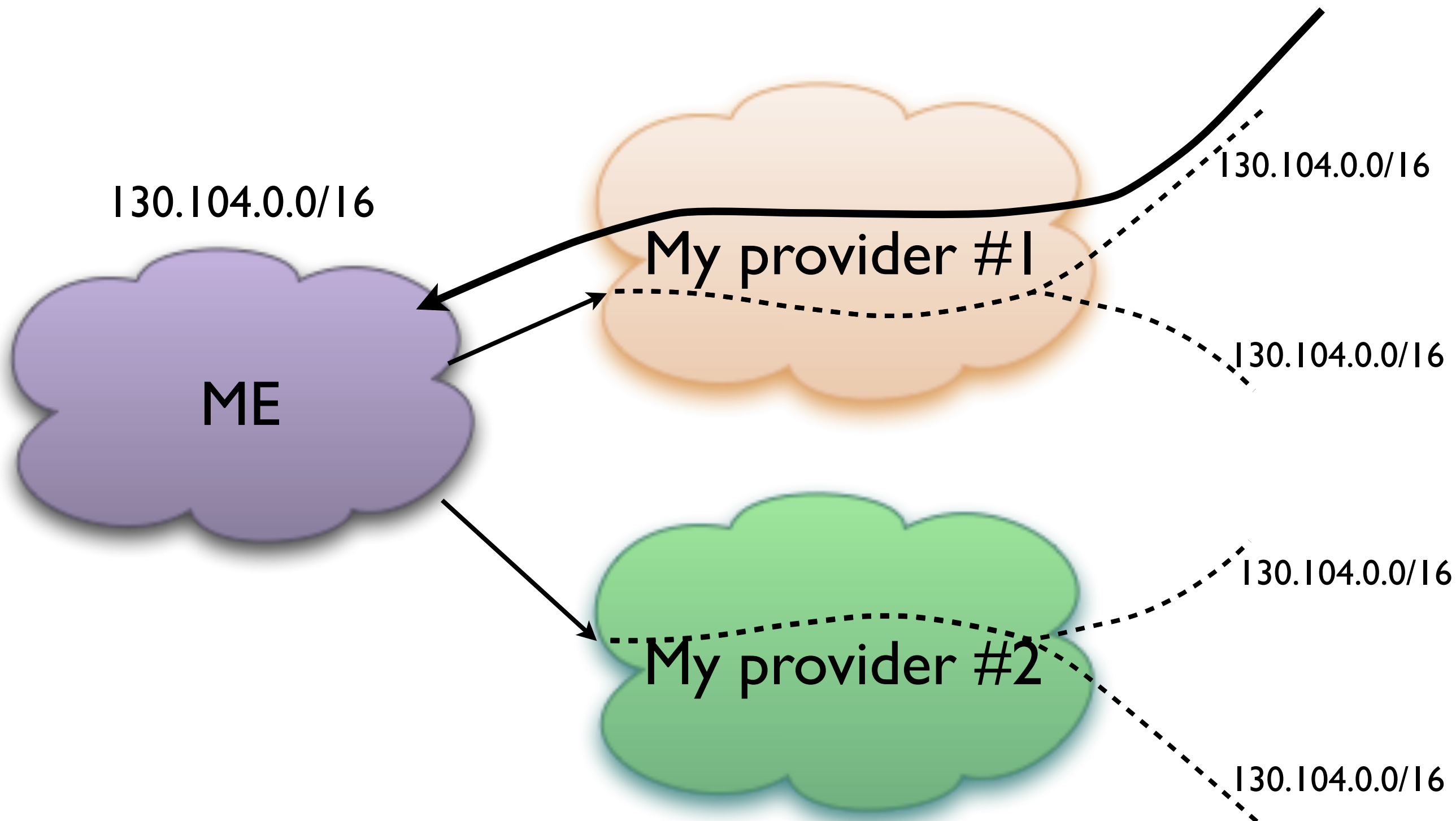
— Customer-provider — Shared-cost

→ BGP announcement

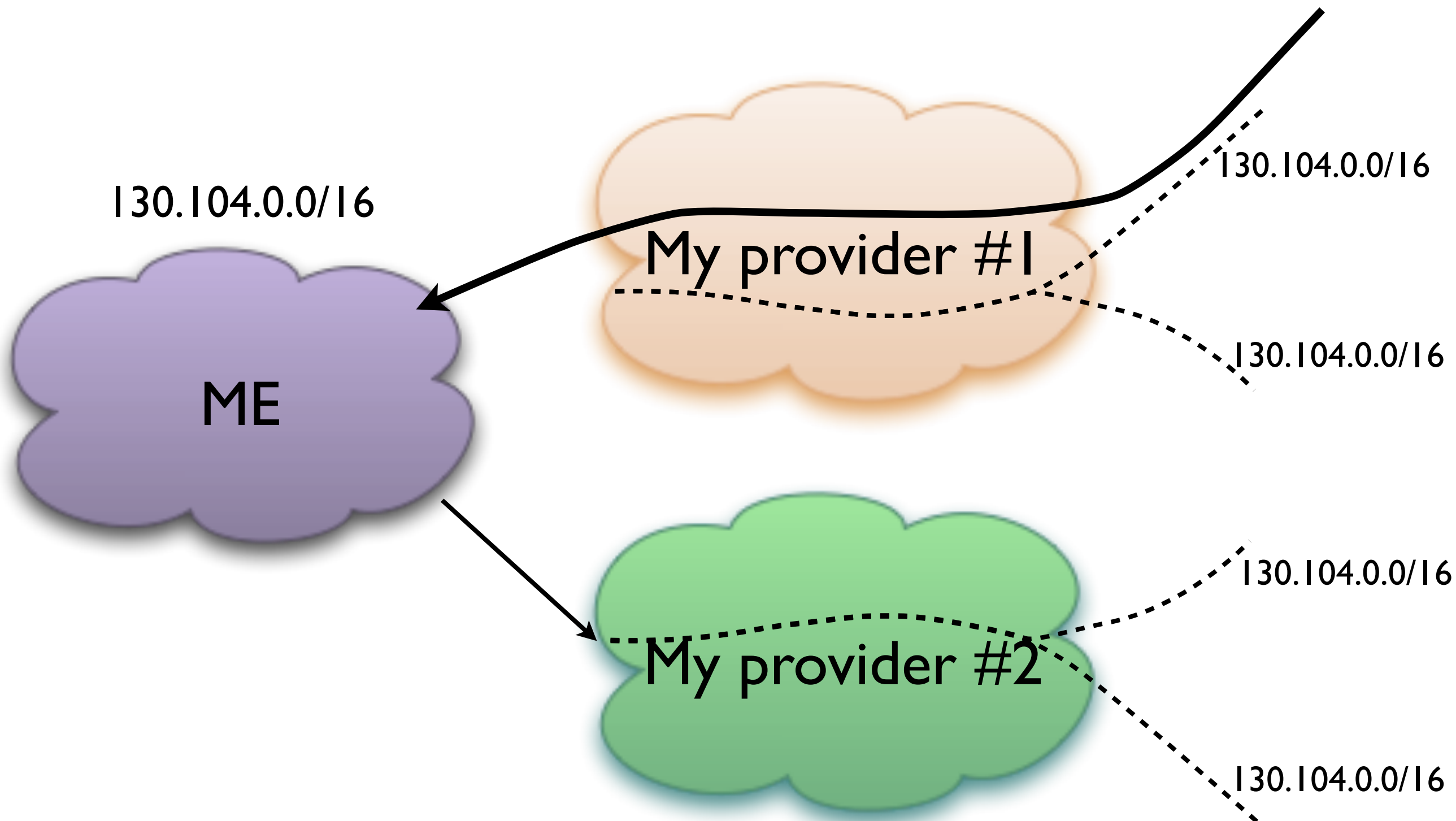
Multihoming



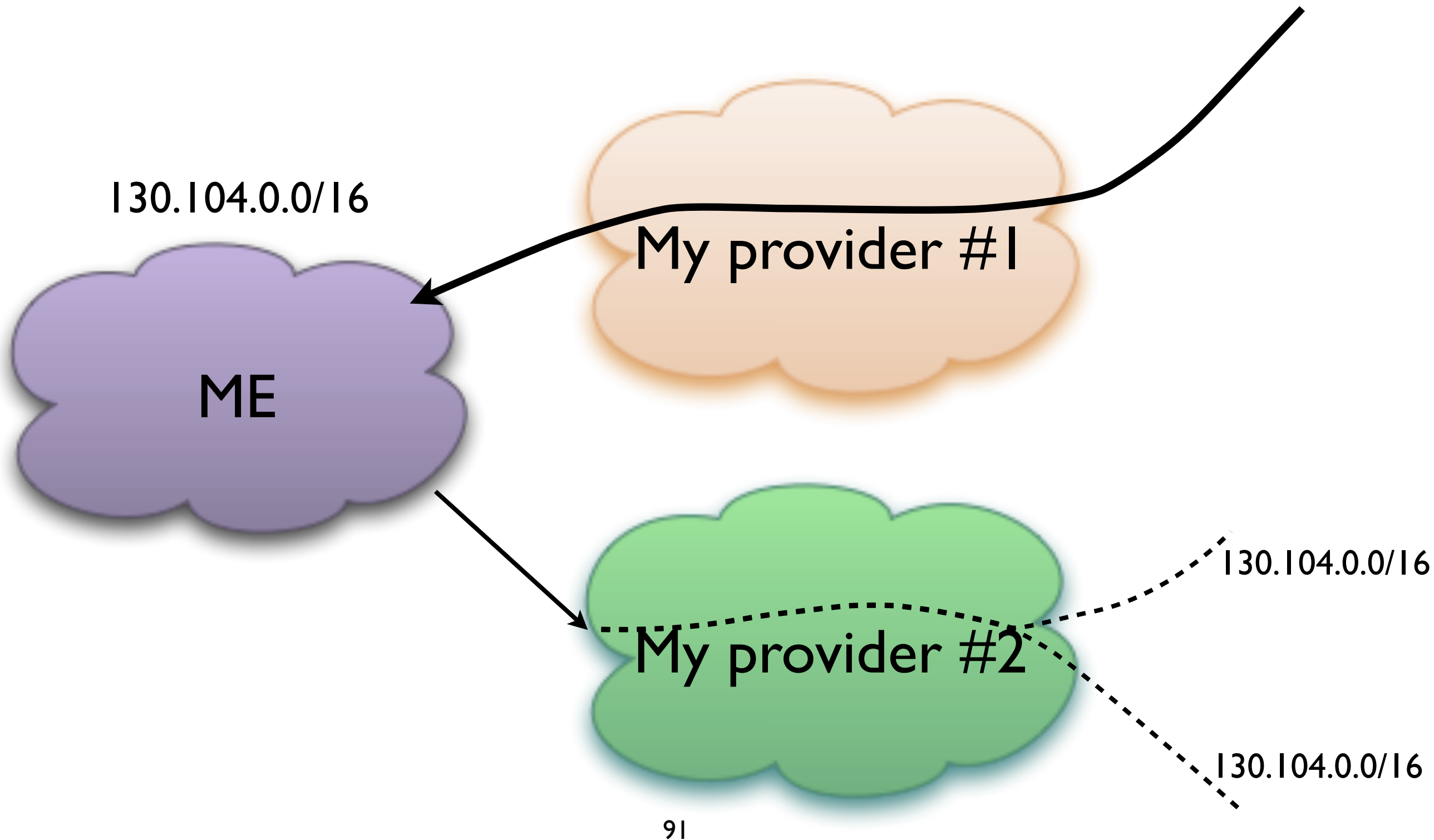
Multihoming



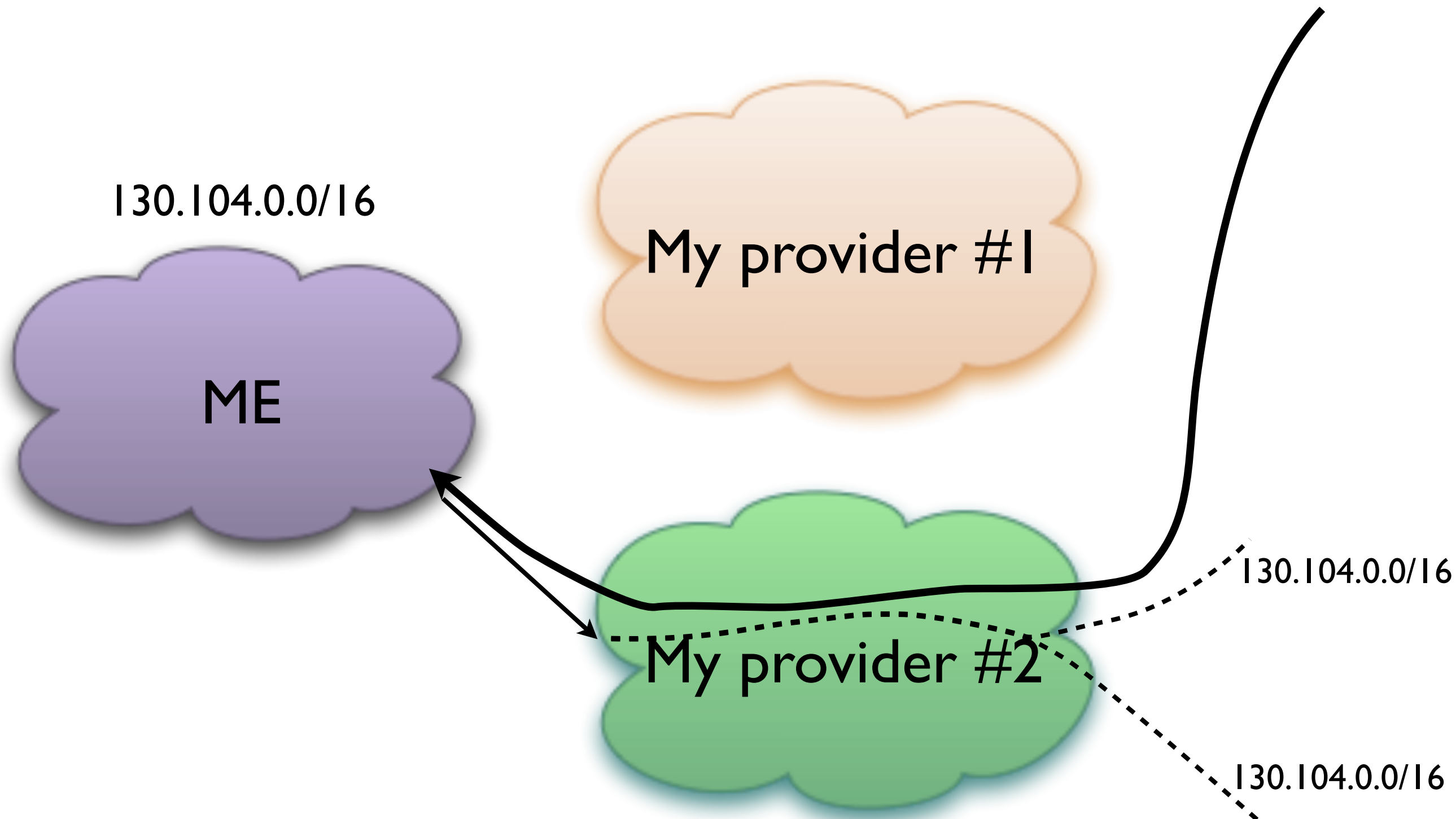
Multihoming



Multihoming

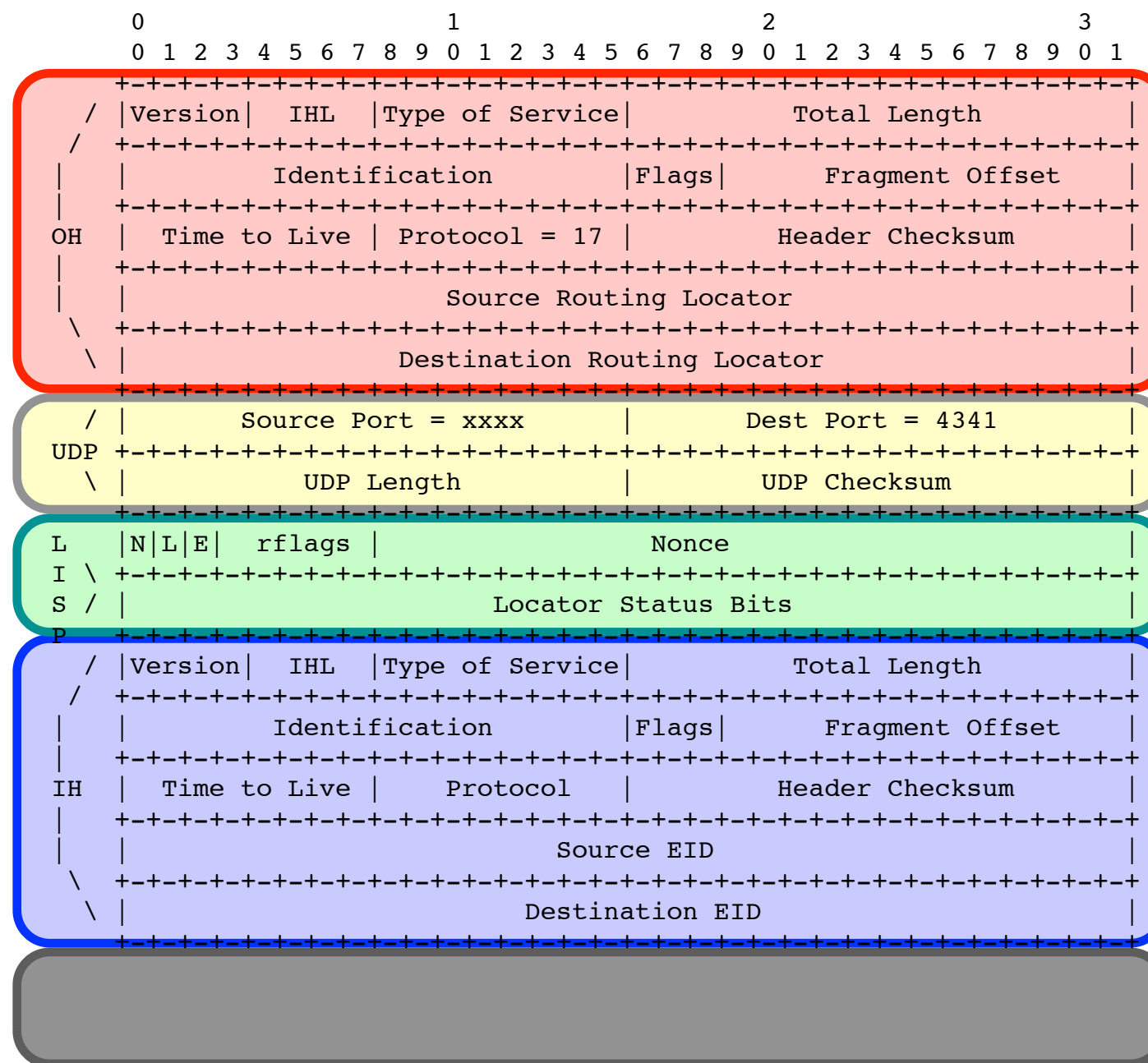


Multihoming



LISP Data-plane

Data-plane packets



Locator part

Presentation

Control Flags

Identifier Part

Payload

(IP(UDP(LISP(IP))))

94

Header details

(IP(UDP(LISP(IP))))

Source/Destination
Locators

		0	1	2	3																												
		0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1										
		+-+-+-+-+-+-++-+-+-+-																															

Header details

(IP(UDP(LISP(IP))))

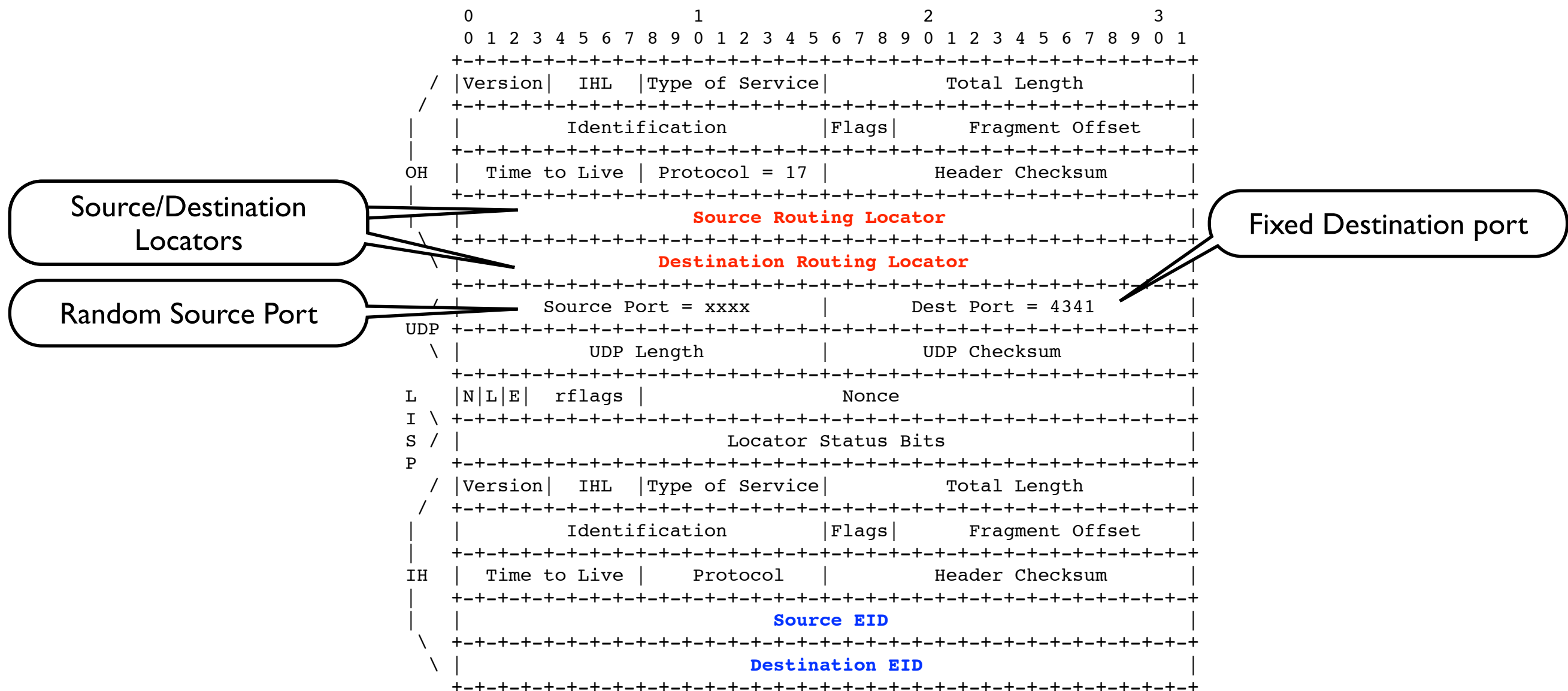
Source/Destination
Locators

Random Source Port

		0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	3
		+-----+-----+-----+-----+																																
/		Version				IHL		Type of Service								Total Length																		
/		+-----+-----+-----+-----+																																
		Identification																Flags				Fragment Offset												
		+-----+-----+-----+-----+																																
OH		Time to Live				Protocol = 17								Header Checksum																				
		+-----+-----+-----+-----+																																
/	 	Source Routing Locator																																
/	 	Destination Routing Locator																																
/	 	Source Port = xxxx																Dest Port = 4341																
UDP		+-----+-----+-----+-----+																																
\		UDP Length																UDP Checksum																
		+-----+-----+-----+-----+																																
L		N		L		E		rflags				Nonce																						
I \		+-----+-----+-----+-----+																																
S /		Locator Status Bits																																
P		+-----+-----+-----+-----+																																
/		Version				IHL		Type of Service								Total Length																		
/		+-----+-----+-----+-----+																																
		Identification																Flags				Fragment Offset												
		+-----+-----+-----+-----+																																
IH		Time to Live				Protocol								Header Checksum																				
		+-----+-----+-----+-----+																																
		Source EID																																
\		+-----+-----+-----+-----+																																
\		Destination EID																																
		+-----+-----+-----+-----+																																

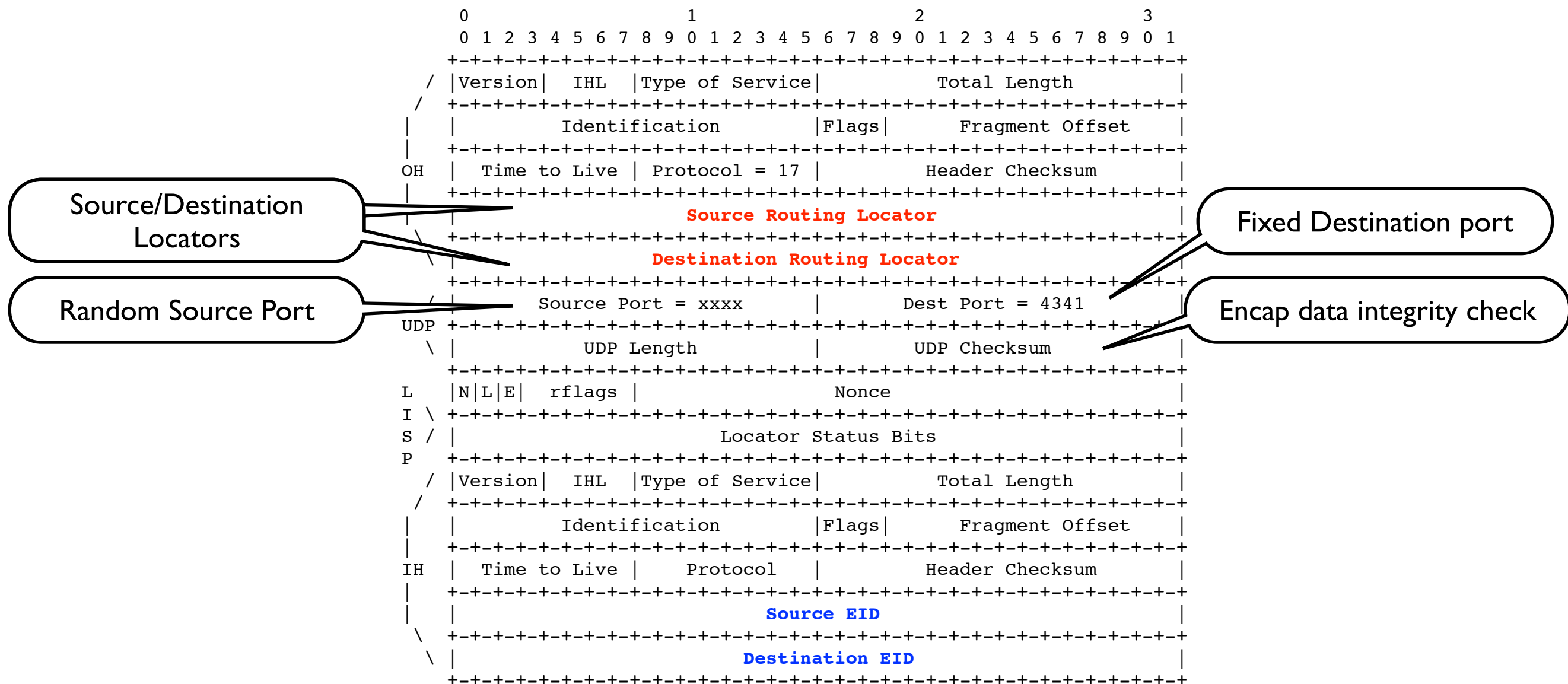
Header details

(IP(UDP(LISP(IP))))



Header details

(IP(UDP(LISP(IP))))



Header details

(IP(UDP(LISP(IP))))



Source/Destination Locators

Random Source Port

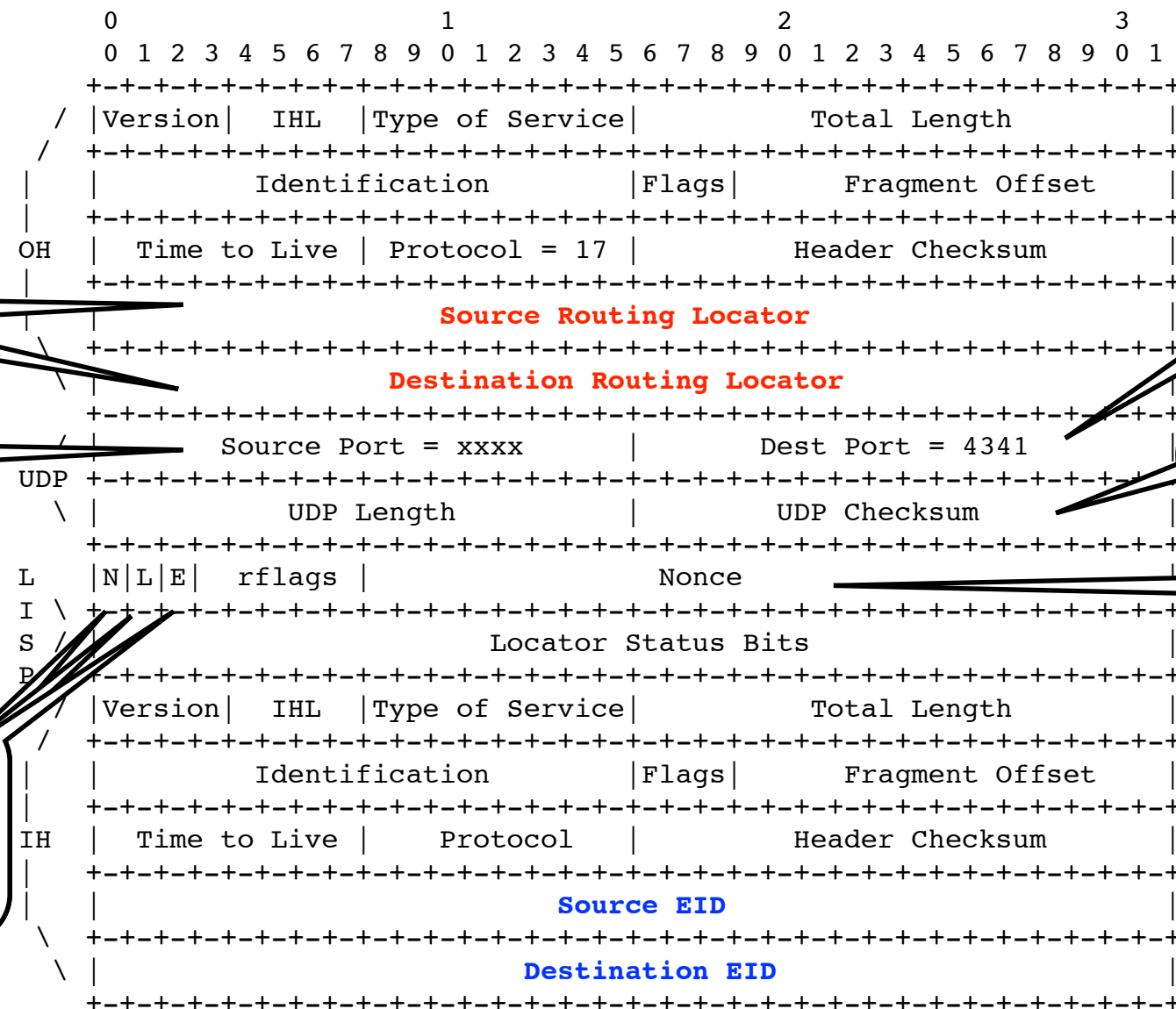
Fixed Destination port

Encap data integrity check

N: Nonce present bit
L: Locator Status Bits present bit
E: Echo-Nonce request bit

Header details

(IP(UDP(LISP(IP))))



Source/Destination Locators

Random Source Port

Fixed Destination port

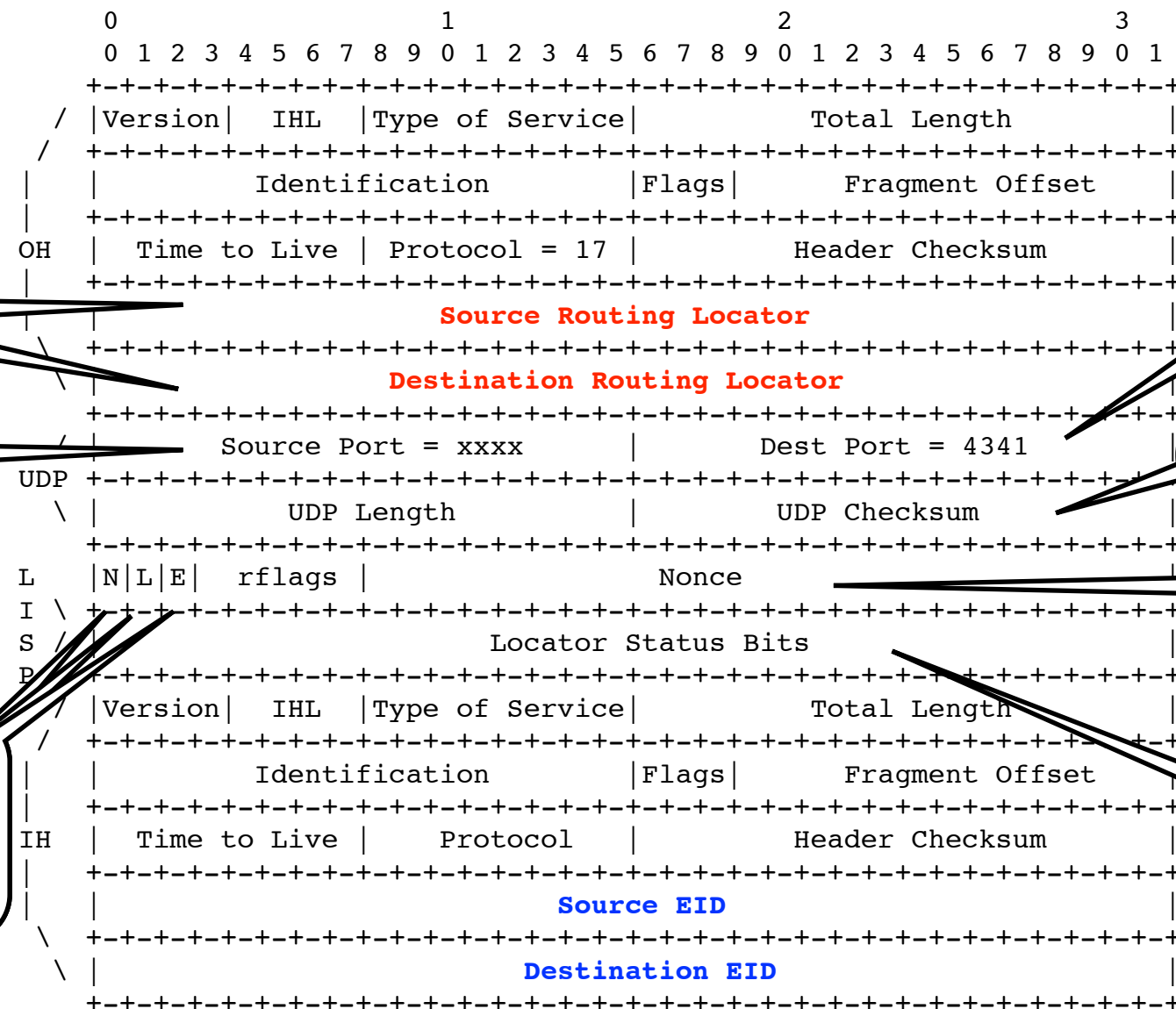
Encap data integrity check

Packet unique identifier

N: Nonce present bit
L: Locator Status Bits present bit
E: Echo-Nonce request bit

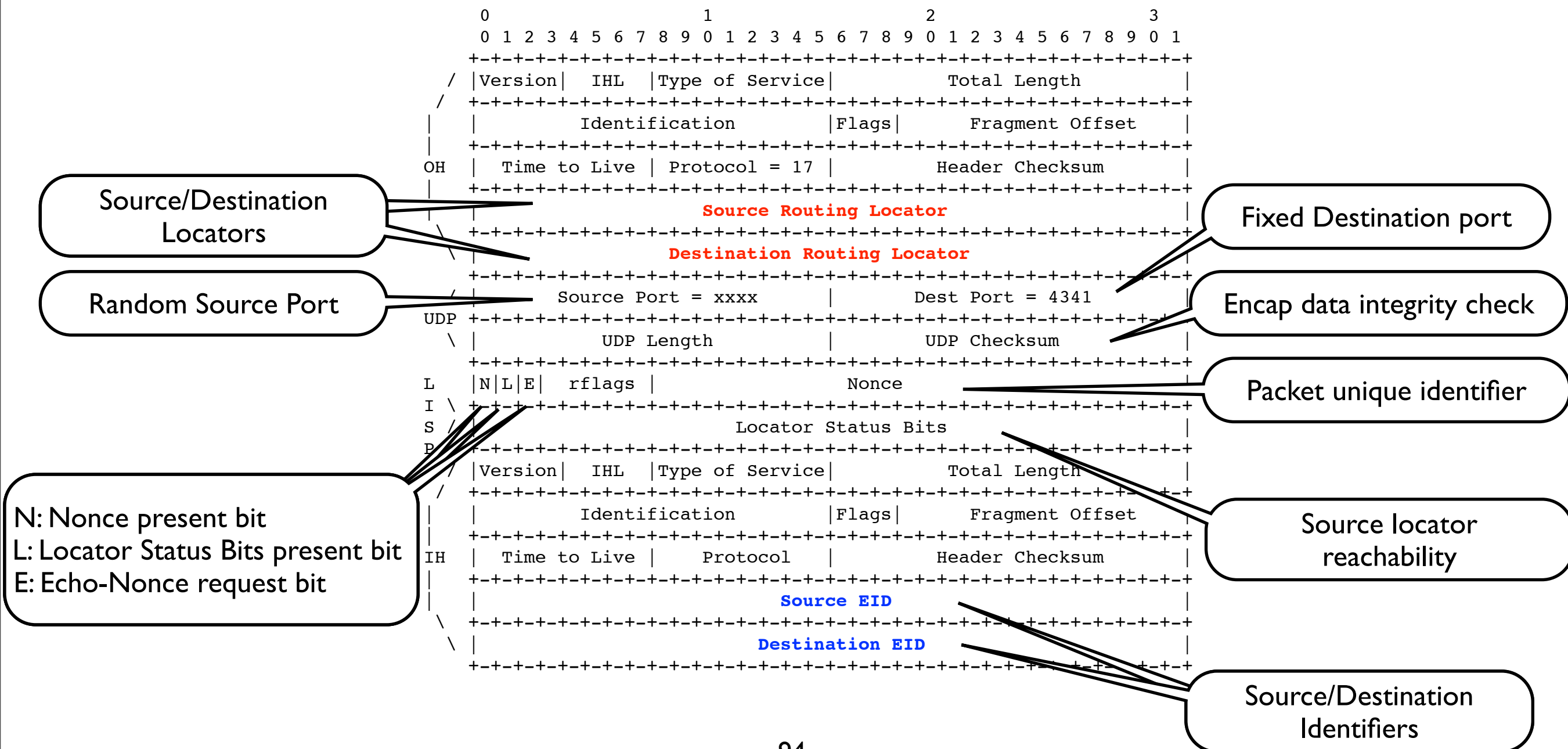
Header details

(IP(UDP(LISP(IP))))



Header details

(IP(UDP(LISP(IP))))



Src/Dst Locators

- Source locator: IP address of the ITR that performed the encapsulation
- Destination locator: IP address of one ETR responsible for the destination EID's prefix
- Locators can be in IPv4 or IPv6

Src/Dst EID

- Source EID: IP address of the source end-host
- Destination EID: IP address of destination end-hosts
- EIDs can be in IPv4 or IPv6
- AFI(RLOC) can be different AFI(EID)
 - LISP can be an IPv4/IPv6 transition mechanism (but does not support XAFI)

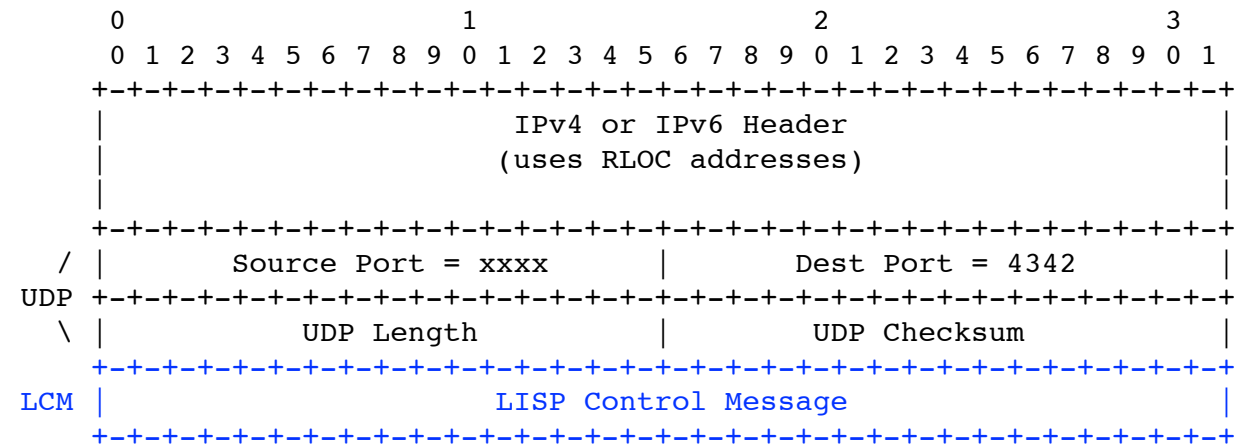
LISP is over UDP

- UDP to traverse firewalls/NAT, limit the impact of ECMP hashing on reordering...
- Source port is random
 - but per-flow source port is recommended
- Destination port is fixed to 4341
- Checksum is important if IPv6 RLOCs

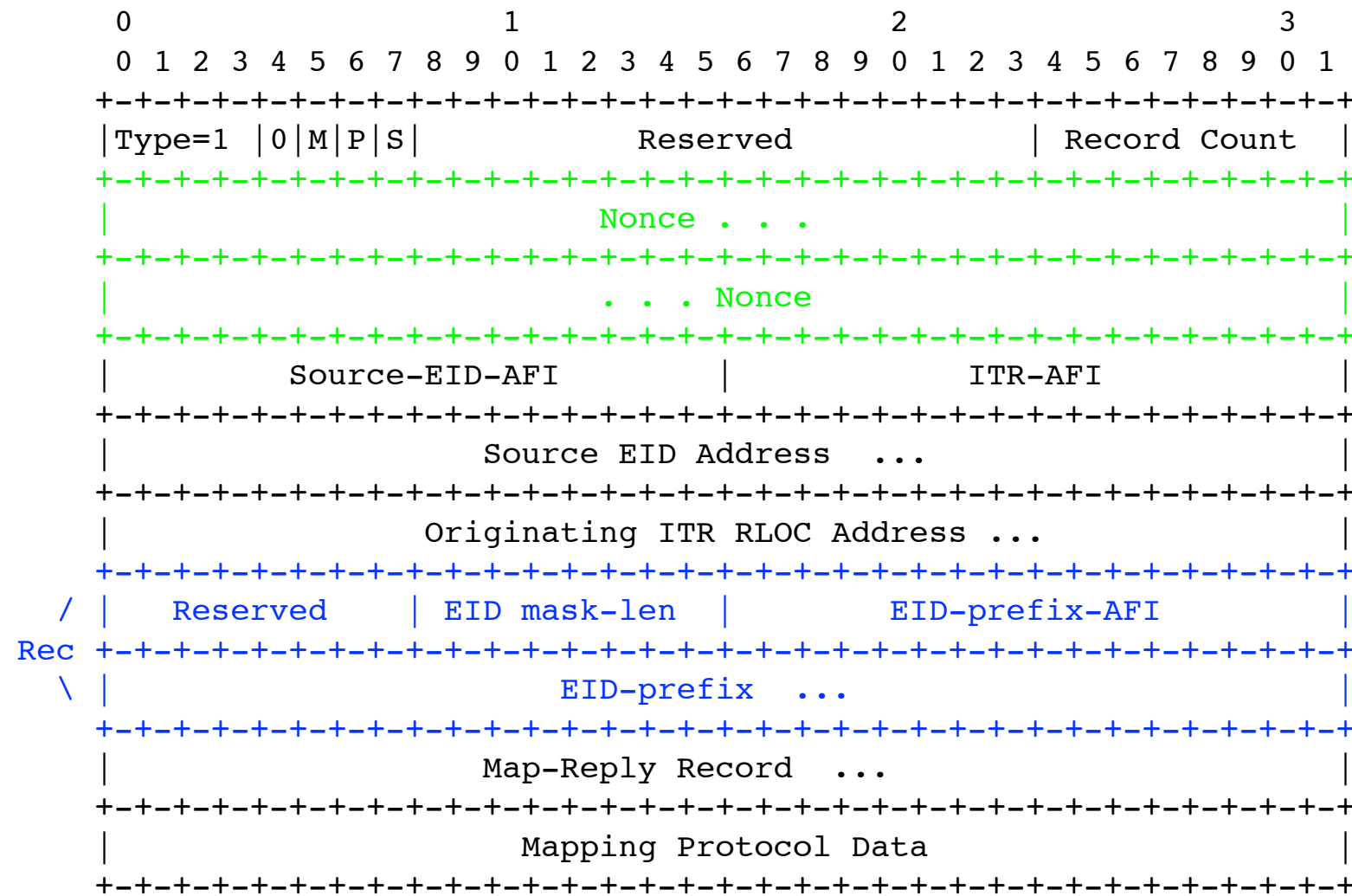
LISP Control-plane

LISP Mapping messages

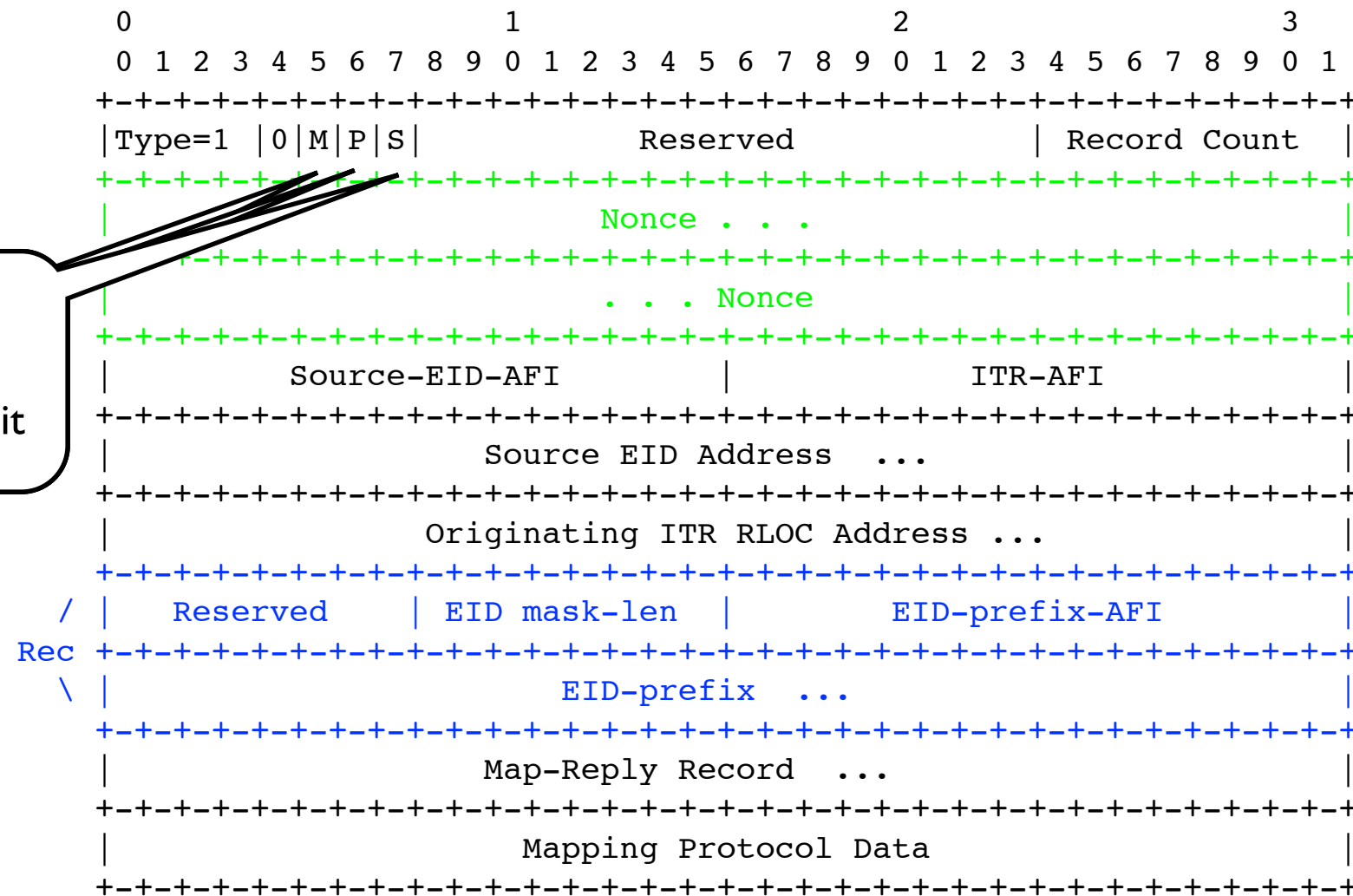
- Map-Request
 - request for a mapping
- Map-Reply
 - provides the mapping requested by a Map-Request
- Map-Register
 - an ETR informs the mapping system that it is responsible for an EID prefix
 - provides the RLOCs where the mapping can be found



Map-Request

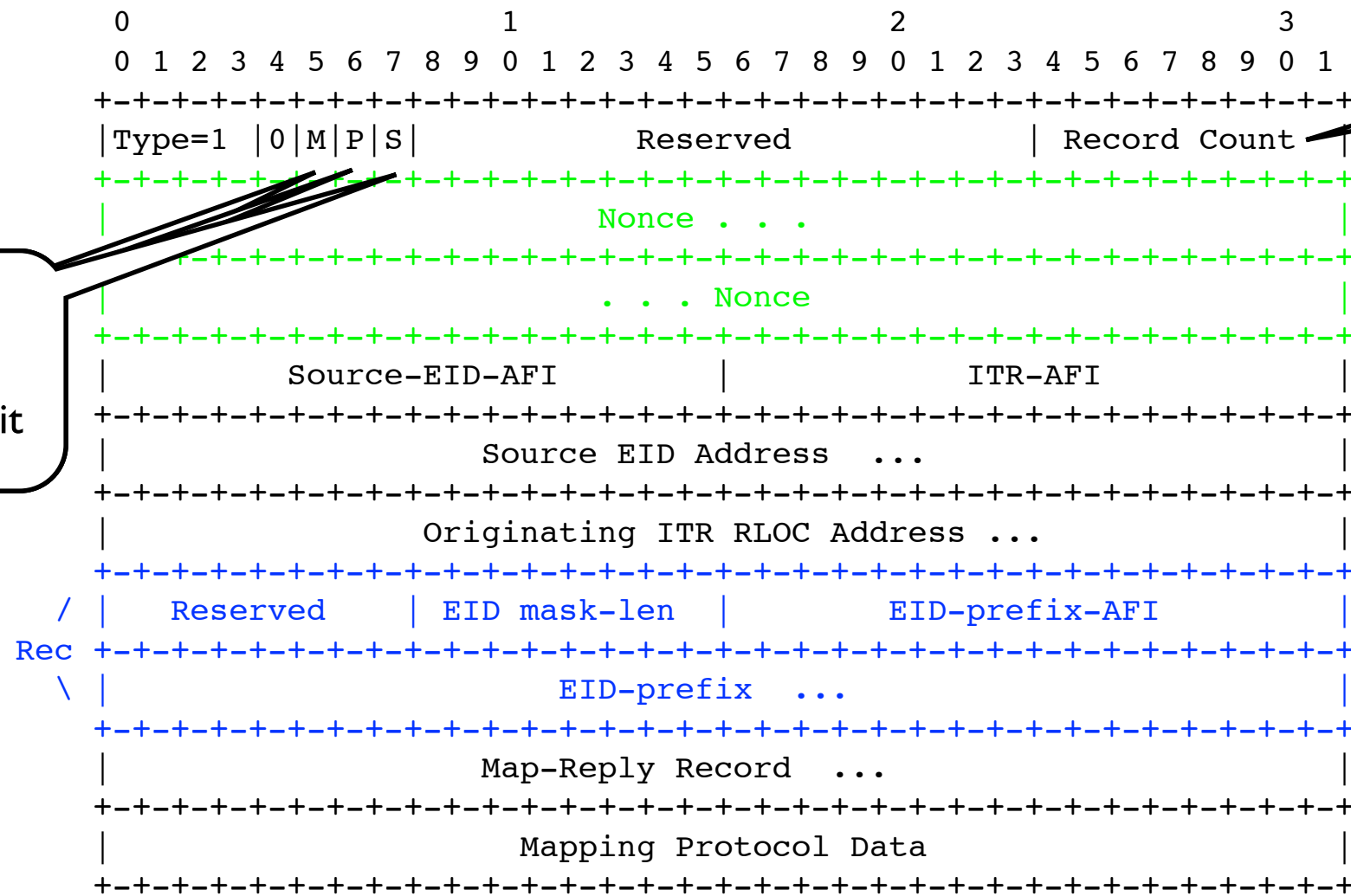


Map-Request



M: Map-Reply
P: probing bit
S: Solicitation bit

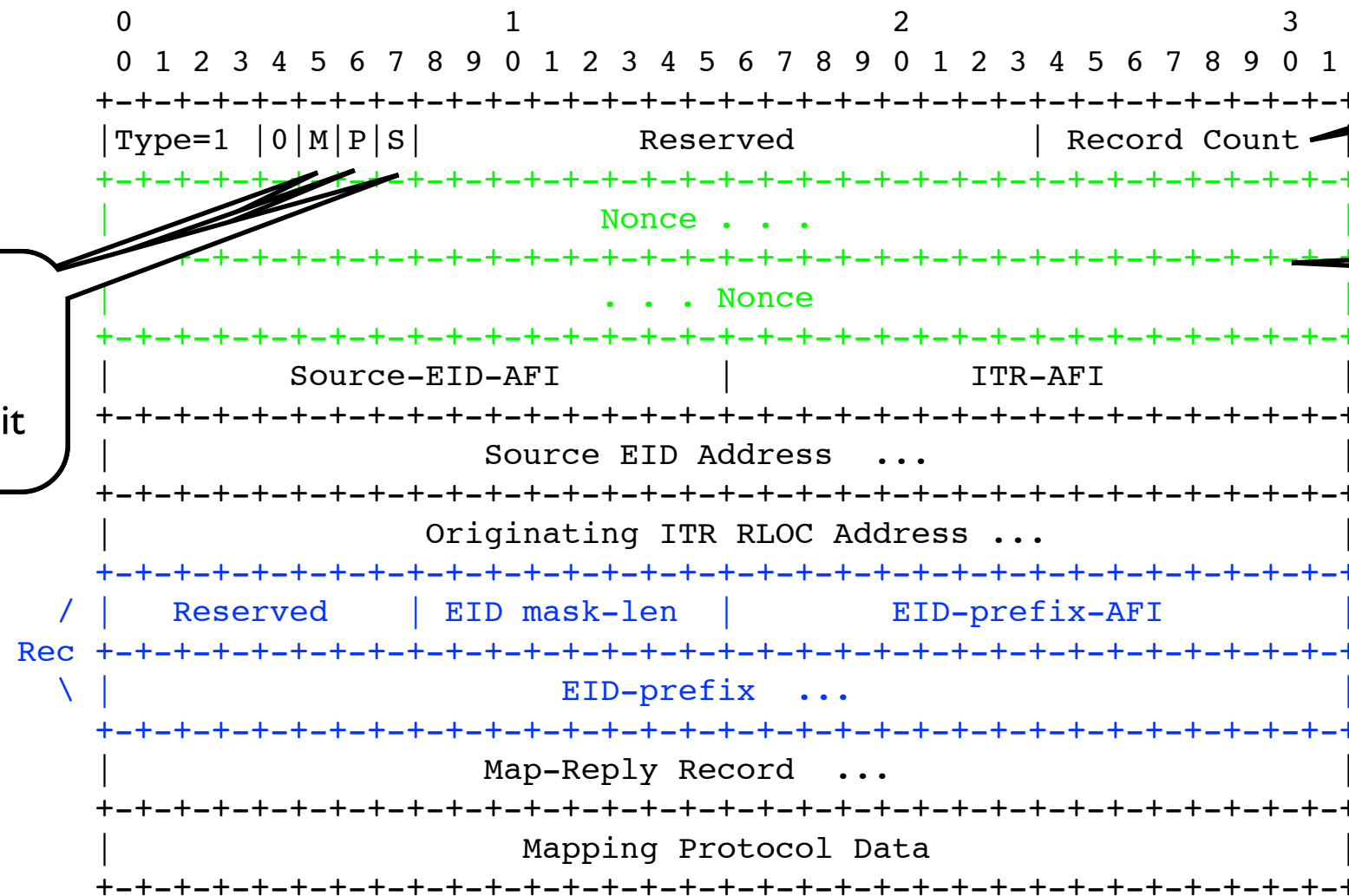
Map-Request



Number of **records** in the request

M: Map-Reply
P: probing bit
S: Solicitation bit

Map-Request

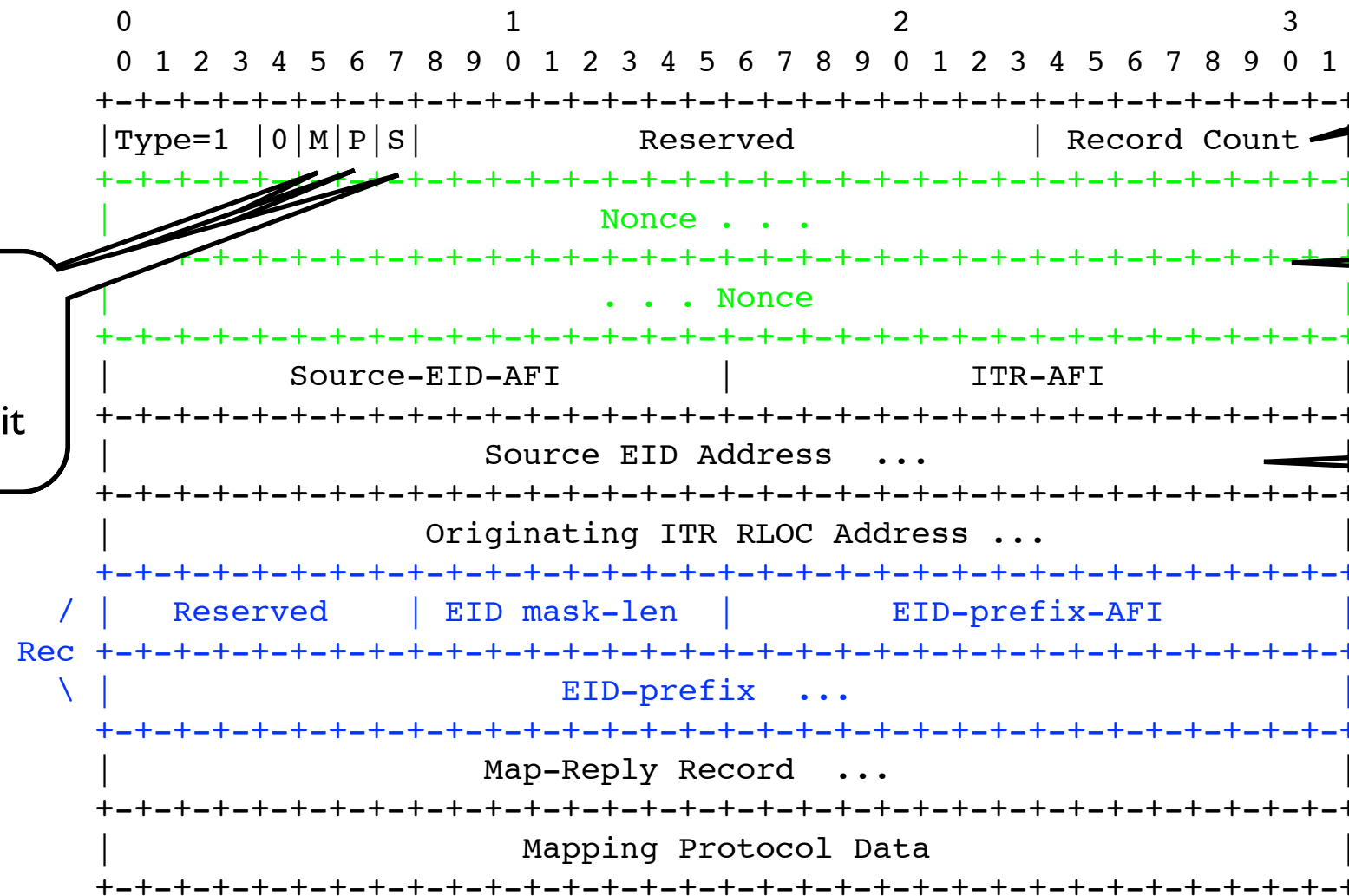


Number of **records** in the request

64-bits **Nonce**, uniquely identifying the request

M: Map-Reply
P: probing bit
S: Solicitation bit

Map-Request



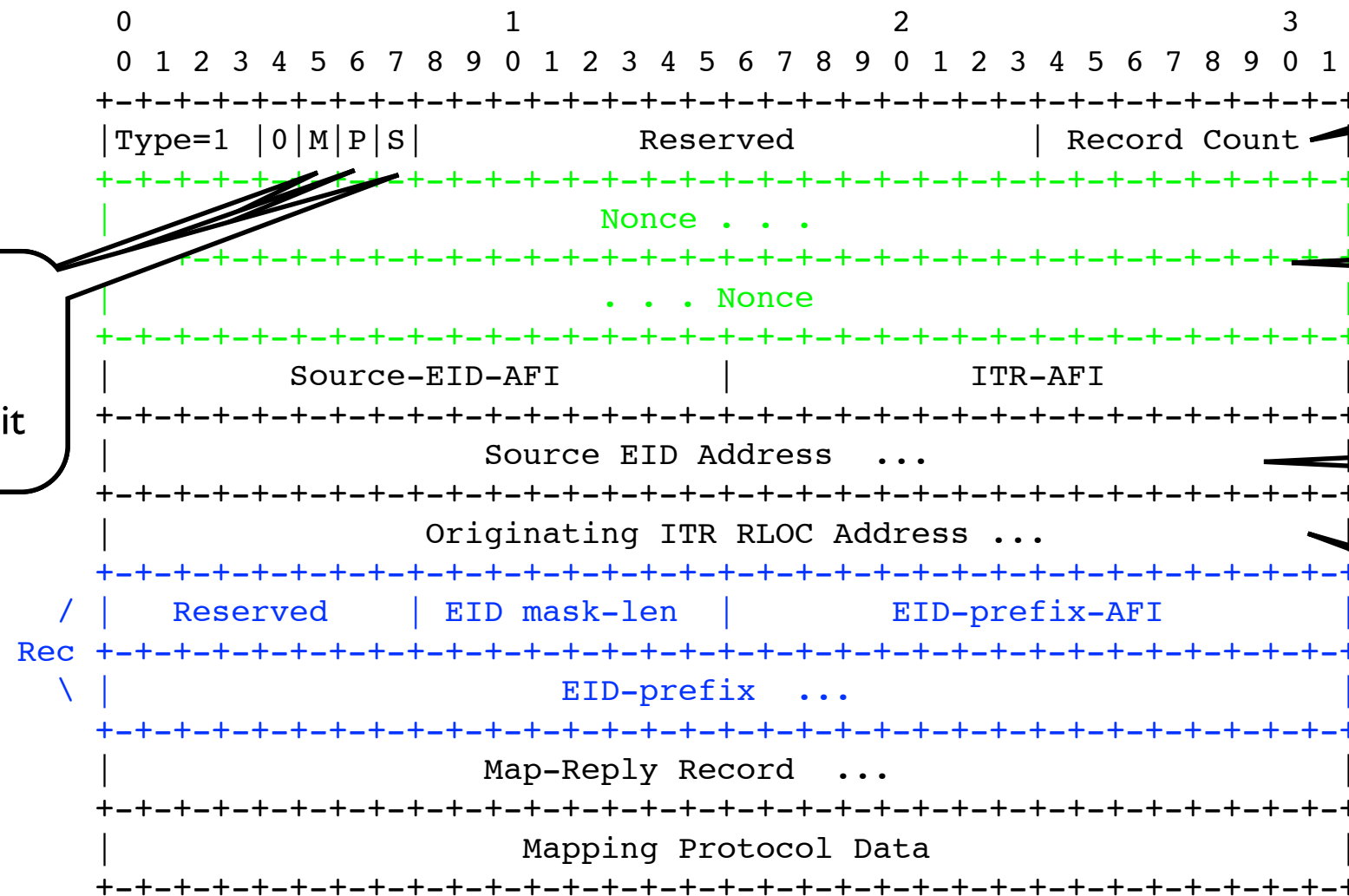
Number of **records** in the request

64-bits **Nonce**, uniquely identifying the request

EID of the source that generated the miss

M: Map-Reply
P: probing bit
S: Solicitation bit

Map-Request



Number of **records** in the request

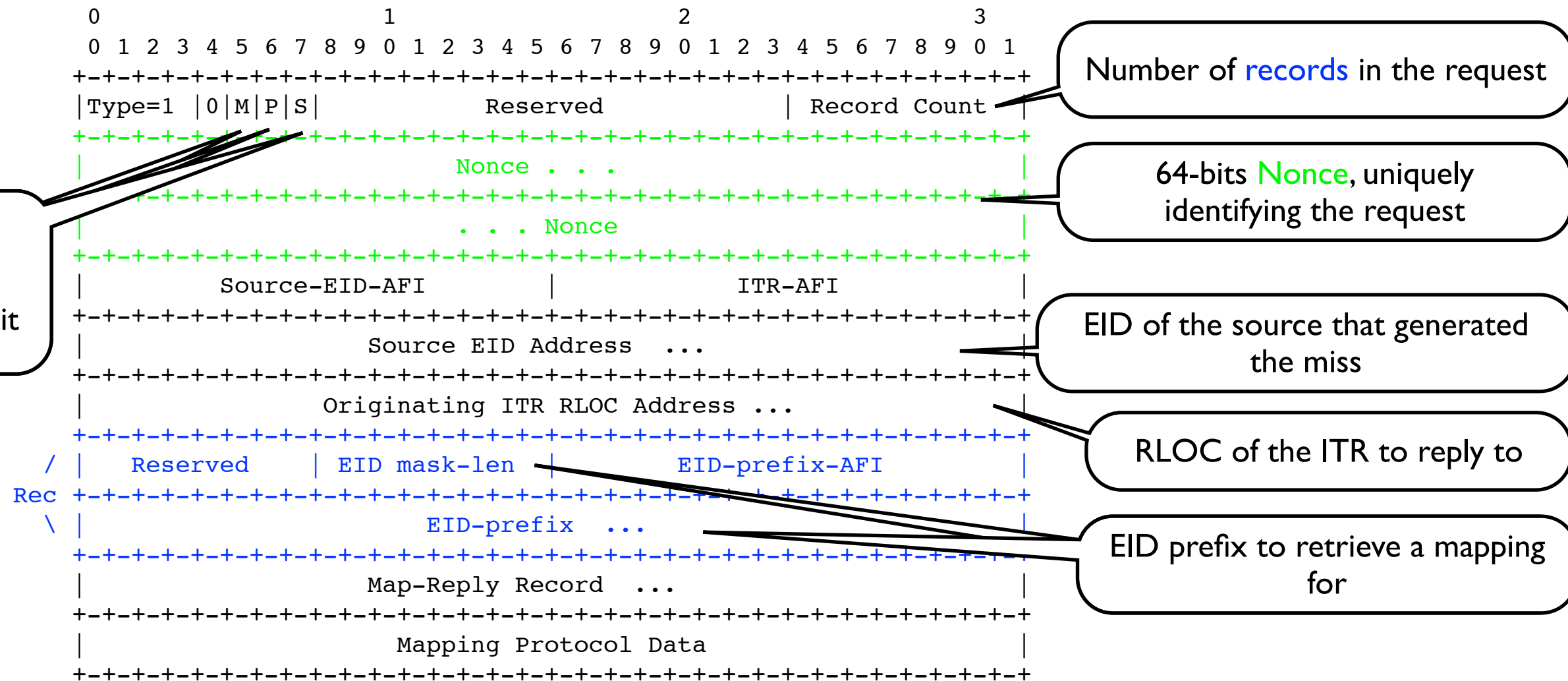
64-bits **Nonce**, uniquely identifying the request

EID of the source that generated the miss

RLOC of the ITR to reply to

M: Map-Reply
P: probing bit
S: Solicitation bit

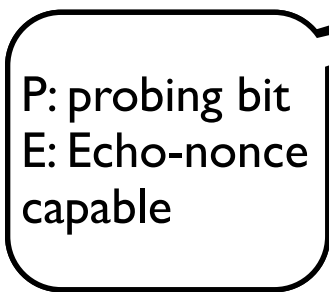
Map-Request



Map-Reply

[illegible]

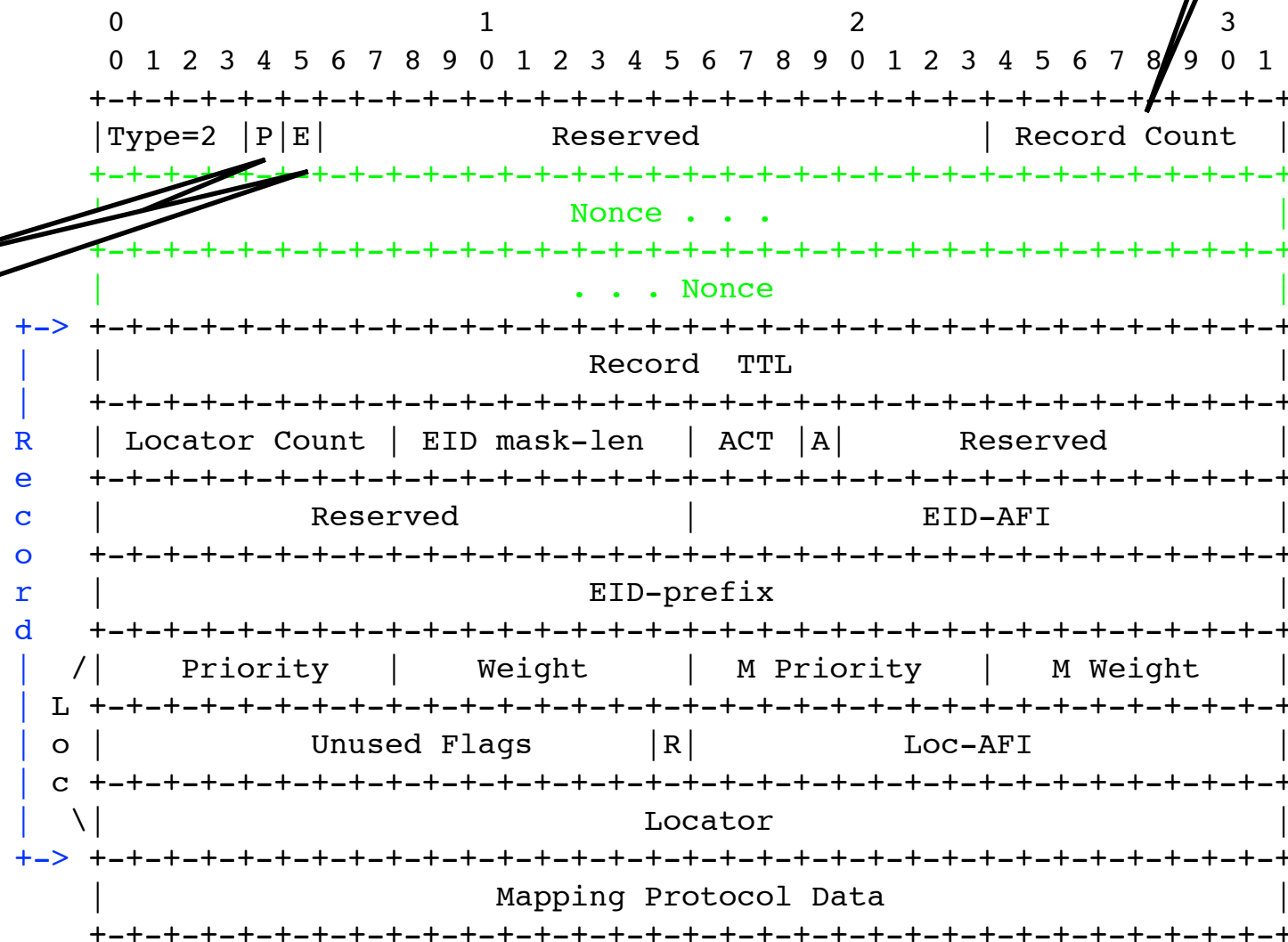
Map-Reply



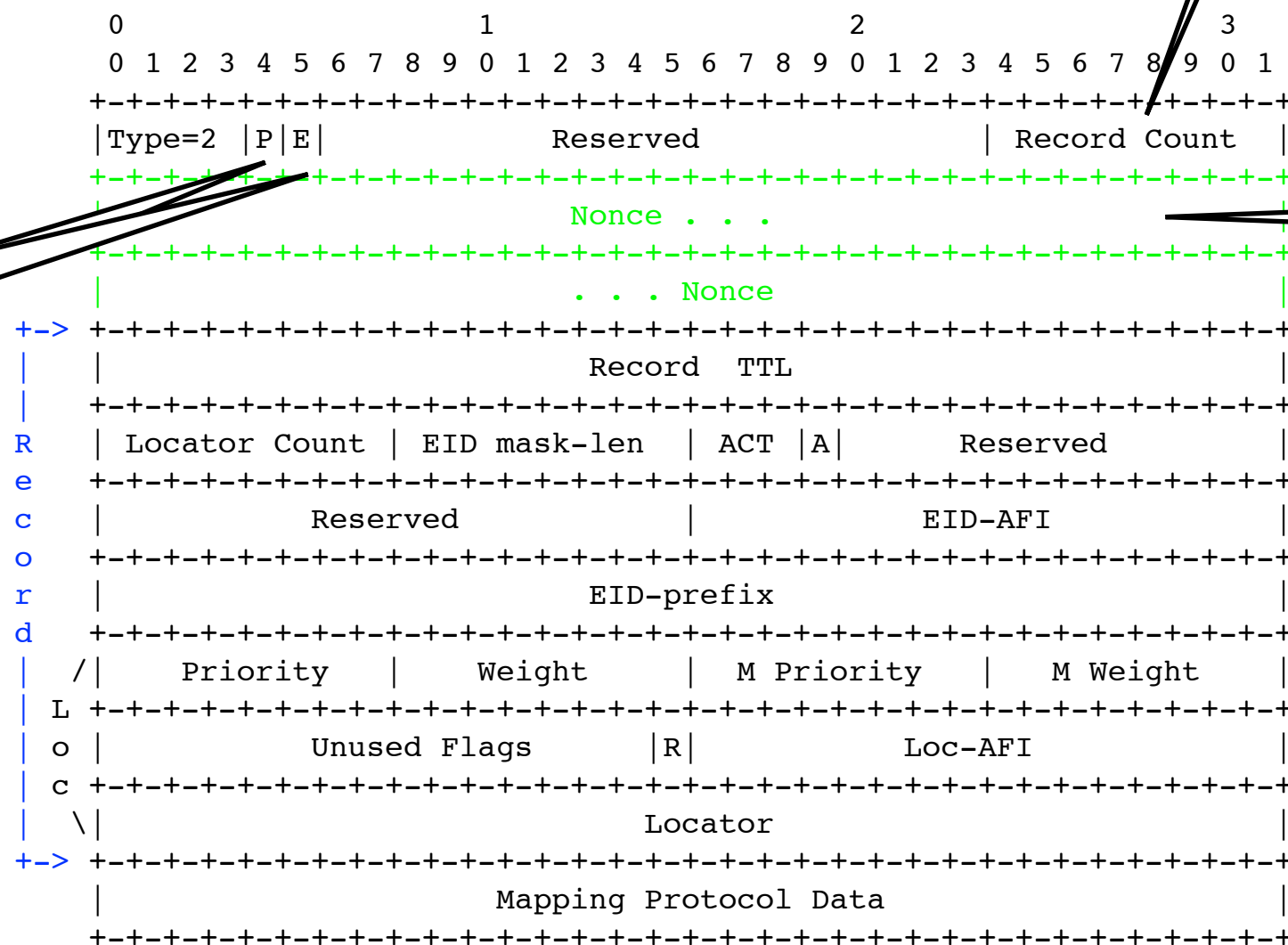
Map-Reply

Number of **records** in the request

P: probing bit
E: Echo-nonce
capable



Map-Reply

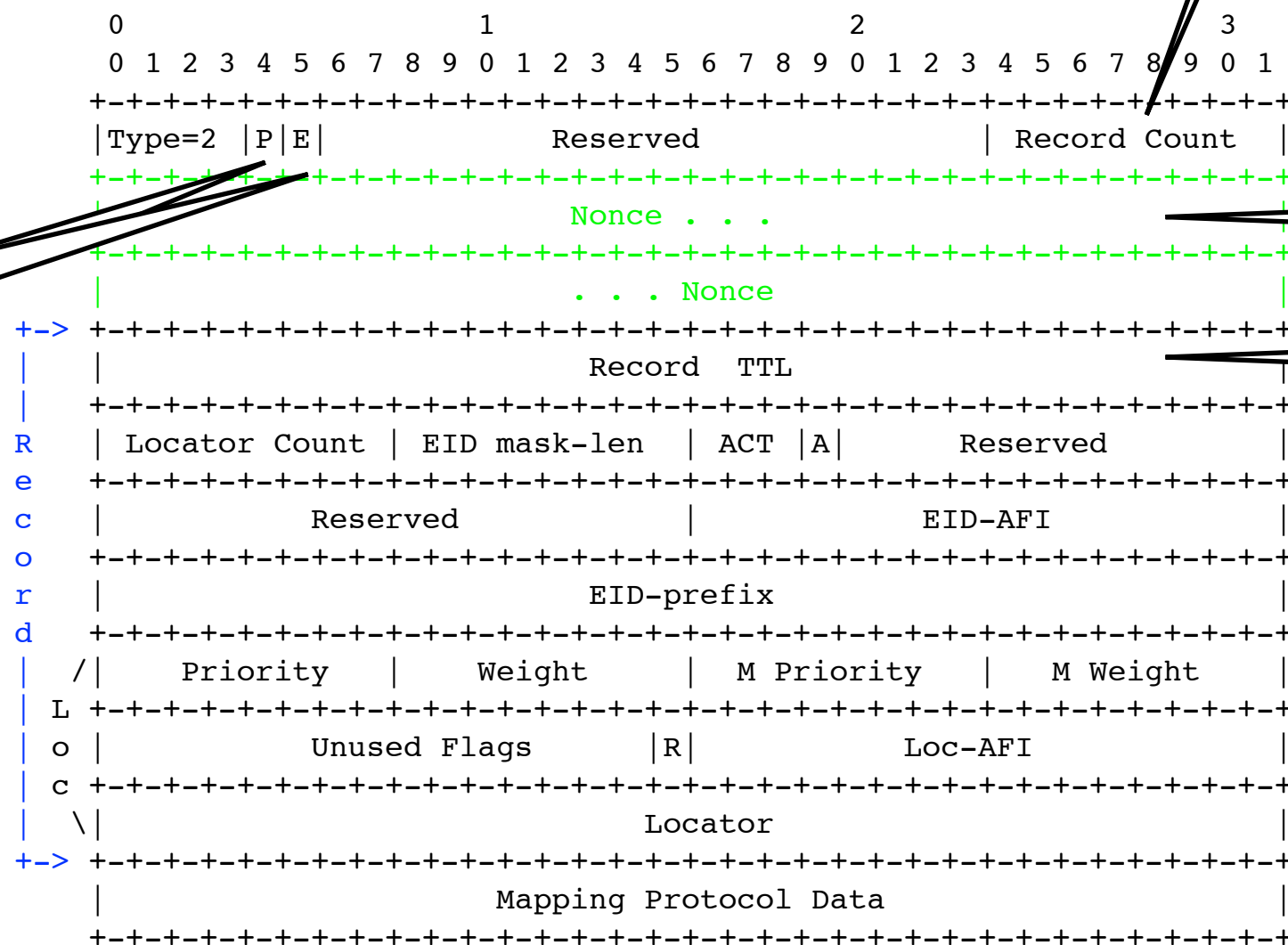


P: probing bit
E: Echo-nonce capable

Number of **records** in the request

Copied from the Map-Request

Map-Reply



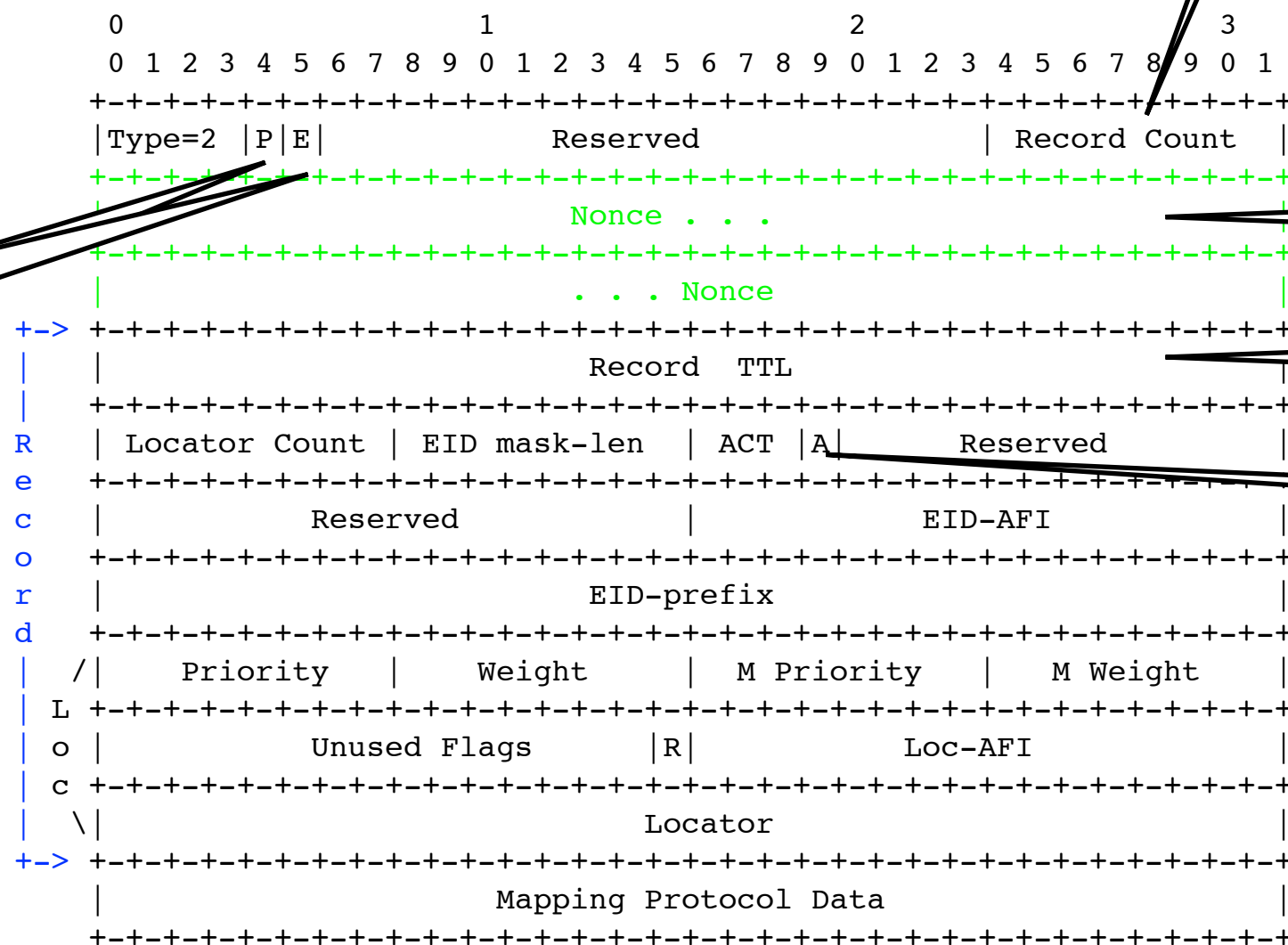
Number of **records** in the request

Copied from the Map-Request

Lifetime of the record in min

P: probing bit
E: Echo-nonce
capable

Map-Reply



P: probing bit
E: Echo-nonce capable

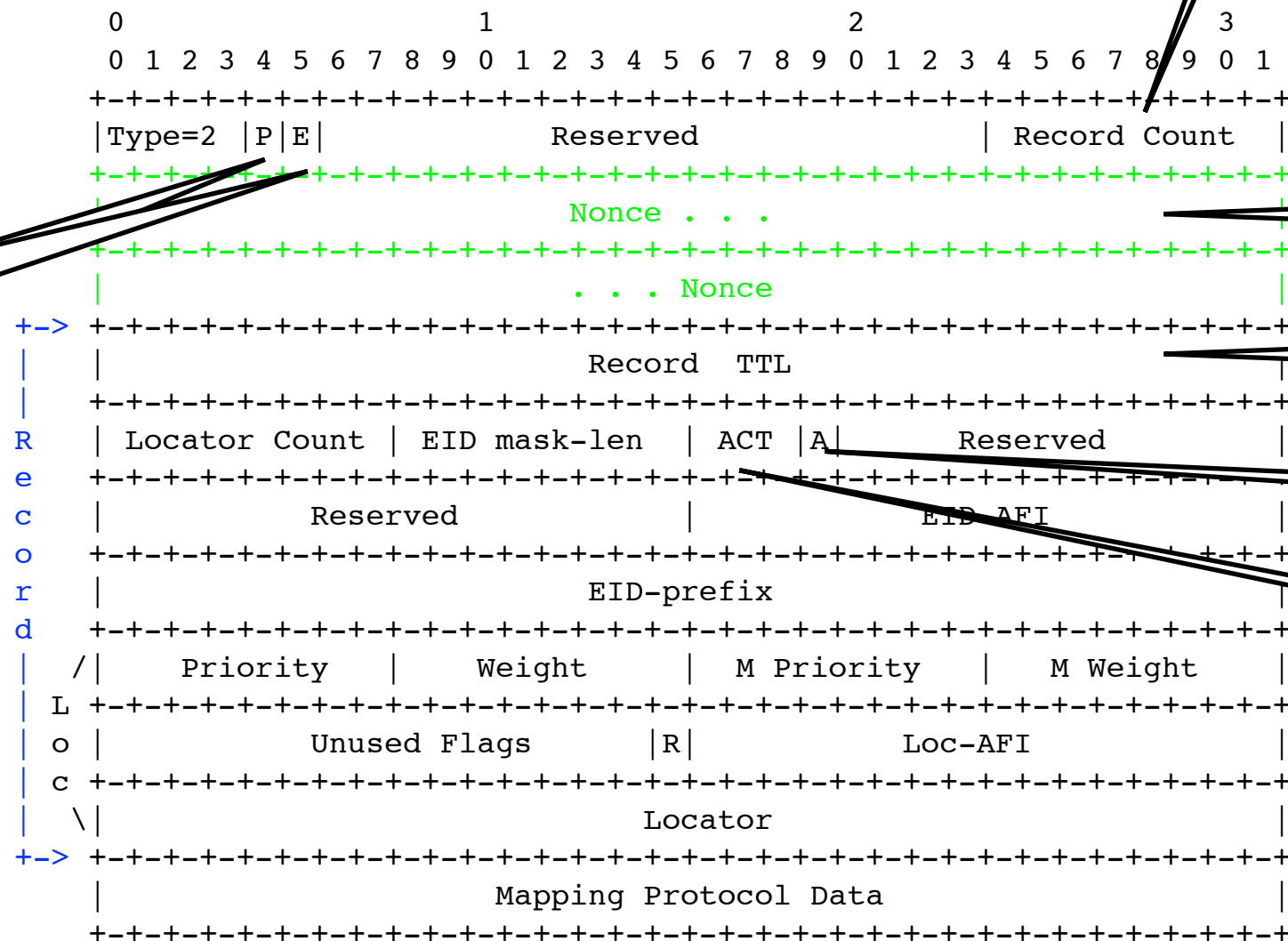
Number of **records** in the request

Copied from the Map-Request

Lifetime of the record in min

Authoritative bit

Map-Reply



P: probing bit
E: Echo-nonce
capable

Number of **records** in the request

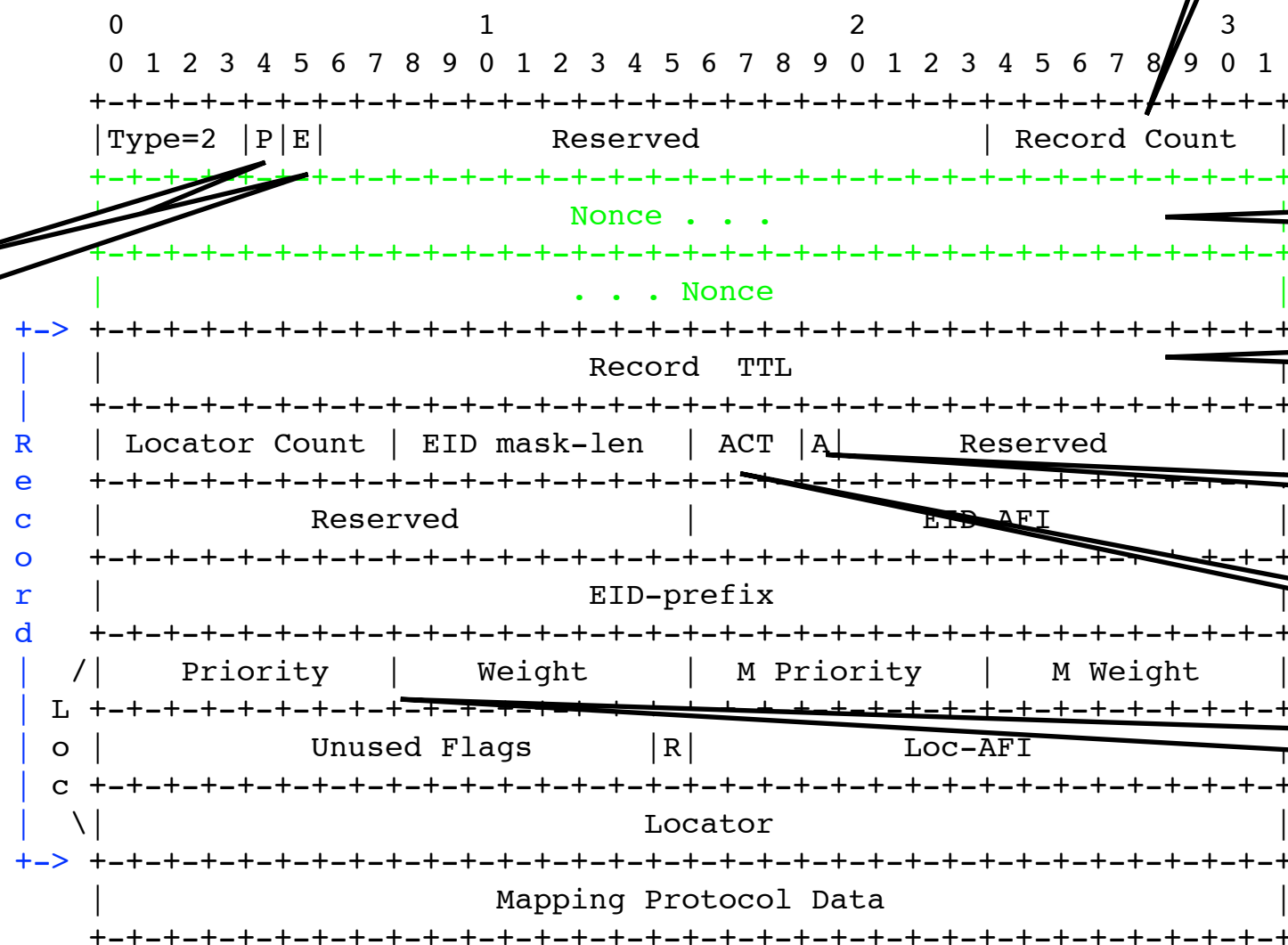
Copied from the Map-Request

Lifetime of the record in min

Authoritative bit

Negative reply action

Map-Reply



Number of **records** in the request

P: probing bit
E: Echo-nonce capable

Copied from the Map-Request

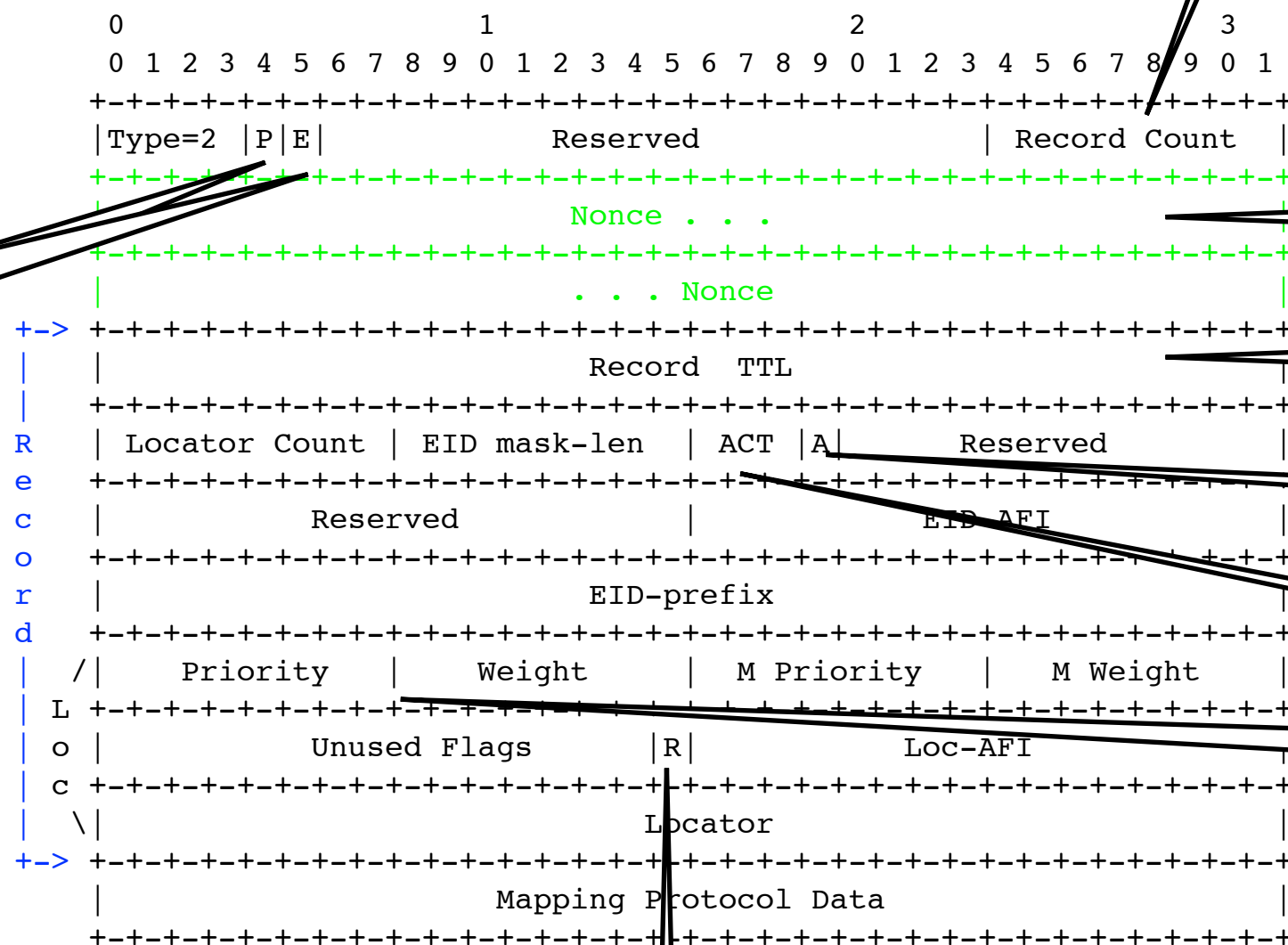
Lifetime of the record in min

Authoritative bit

Negative reply action

Priority : RLOCs with lower priority are preferred. If several have same priority, load balance among them
Weight : percentage of traffic to this RLOC when load balancing is active. (M for multicast)

Map-Reply



P: probing bit
E: Echo-nonce capable

Number of records in the request

Copied from the Map-Request

Lifetime of the record in min

Authoritative bit

Negative reply action

Is record is reachable from responder's viewpoint ?

Priority : RLOCs with lower priority are preferred. If several have same priority, load balance among them
Weight : percentage of traffic to this RLOC when load balancing is active. (M for multicast)

NERD: A Not-so-novel EID to RLOC Database

NERD

- The only proposed push model
 - Composed of 4 parts
 - a network database format;
 - a change distribution format;
 - a database retrieval/bootstrapping method;
 - a change distribution method
- Principles
 - An authority computes the mapping database based on the stored registrations
 - The database signed by the authority is stored on servers
 - ITR poll regularly the database servers to update their own mapping database

LISP-DHT

LISP-DHT

- Distribute the storage of the mappings on a distributed hash table
- Storage: DHT
- Control plane
 - build over a modified chord ring
 - able to enforce the position where the mappings have to be stored (e.g., one's does not want to have its mappings stored by a competitor)

[DHT] LISP-DHT: Towards a DHT to map identifiers onto locators, Mathy and Iannone, Research, 2008

LISP-DHT

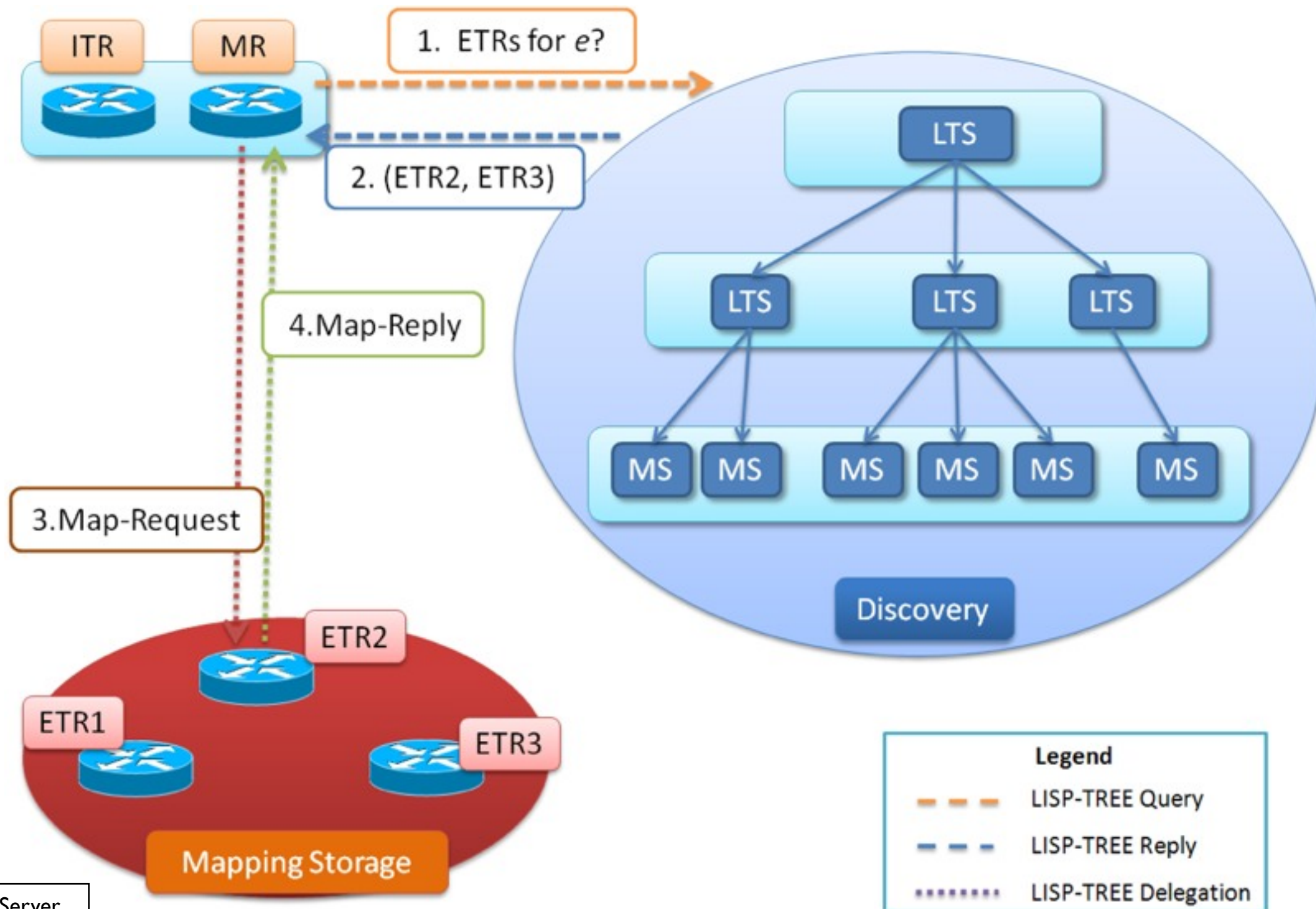
- Has been proved to provide bad behaviors in the Internet
 - hot-spots
 - low TE capabilities
 - no control on the path followed by the requests
- Still a good idea for other scenarios?

LISP-TREE

LISP-Tree

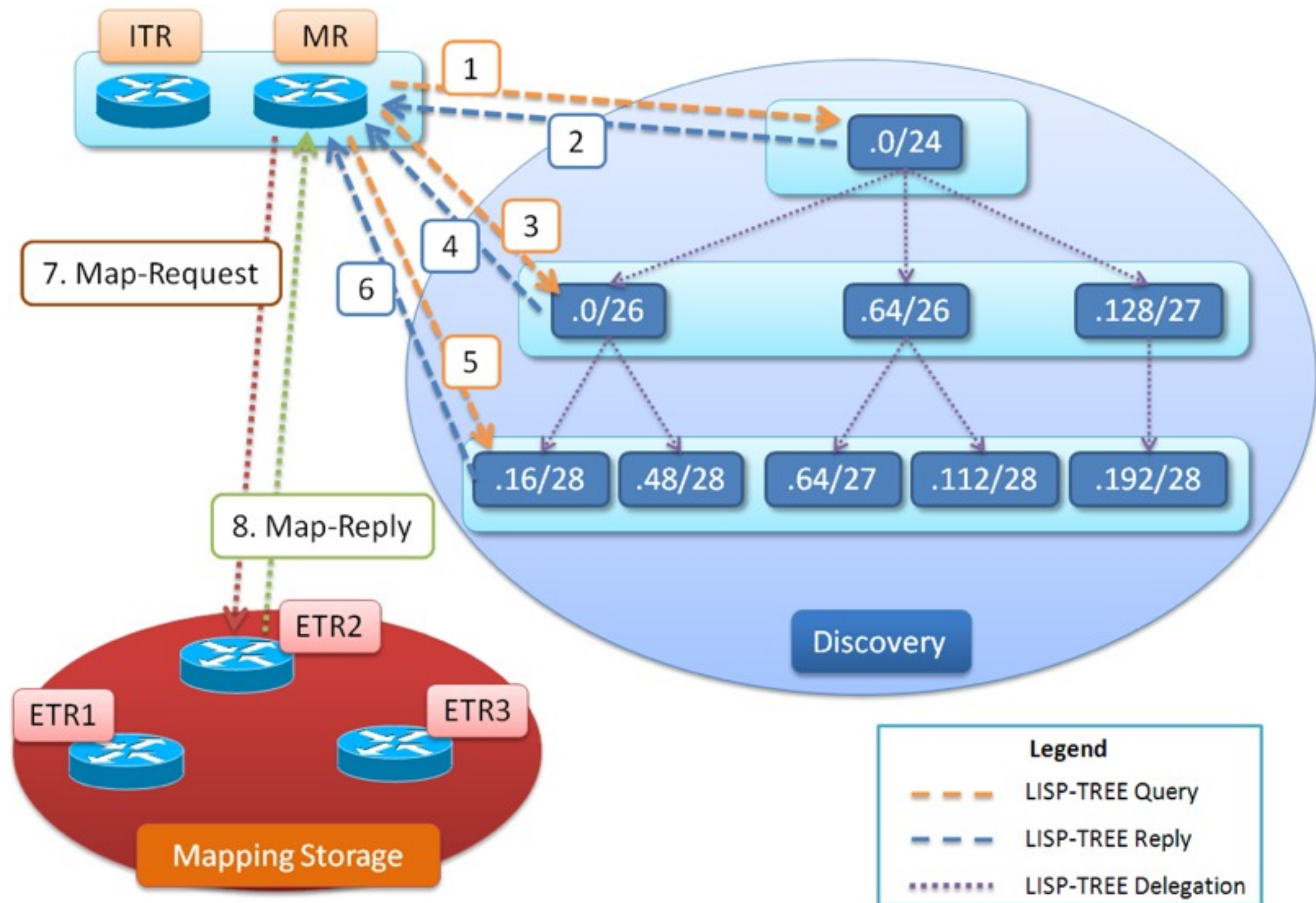
- DNS like approach
- Why a DNS-like mapping system?
 - Troubleshooting and fault tolerance
 - Scalability
 - Security
 - Impact of configuration errors
 - Experience

LISP-Tree in a nutshell

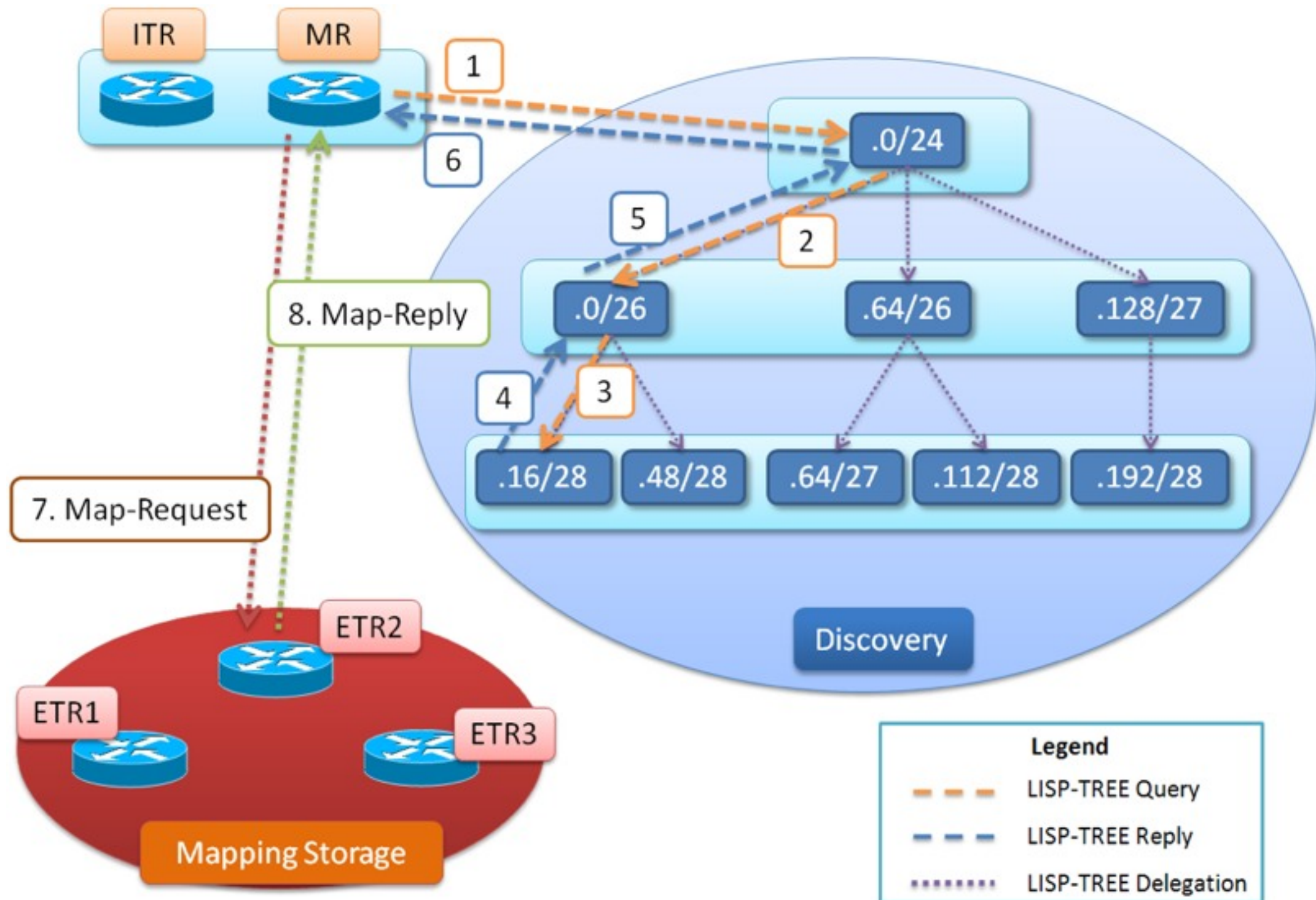


LTS: LISP-Tree Server
MS: Mapping Server
MR: Mapping Resolver

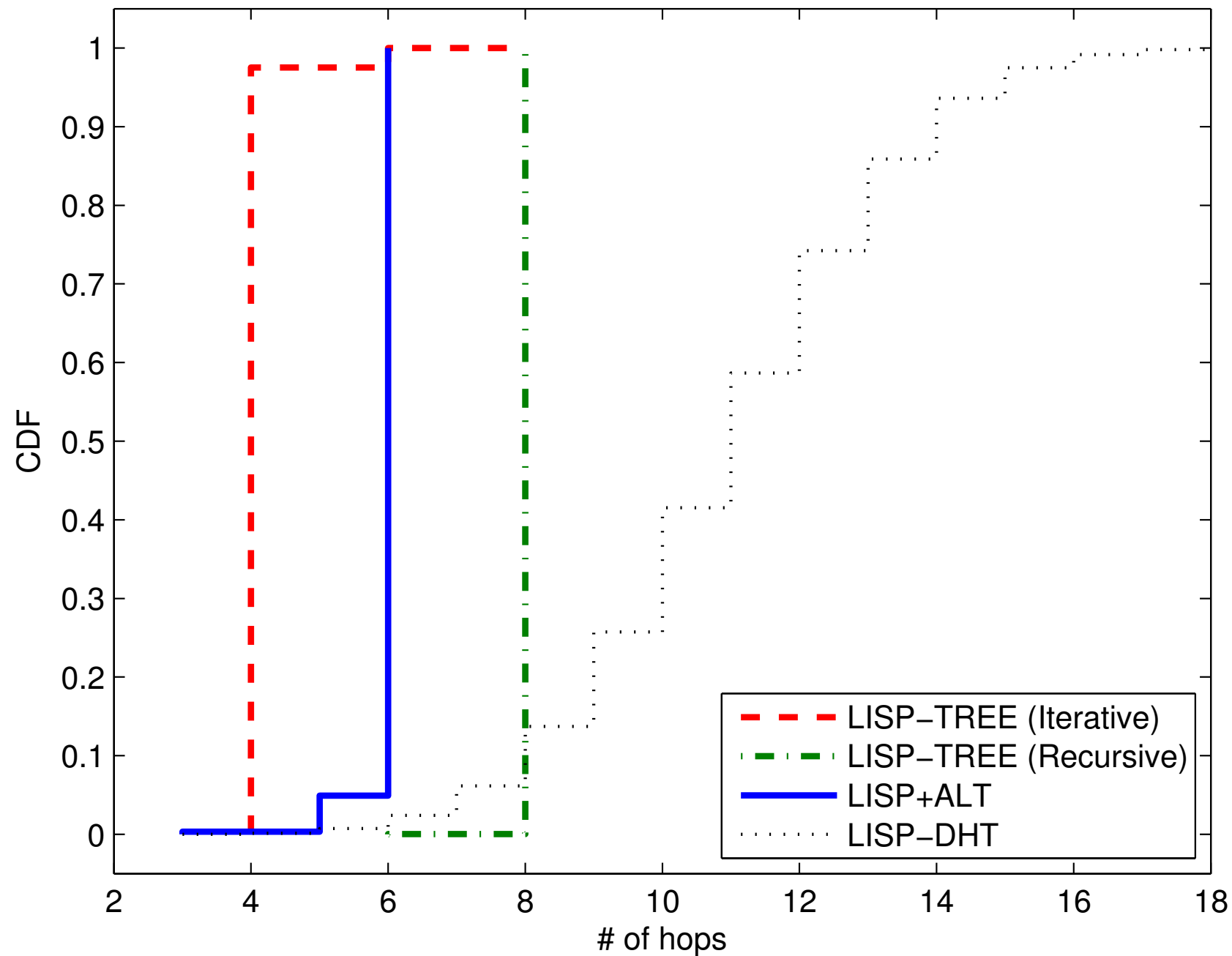
LISP-Tree Iterative



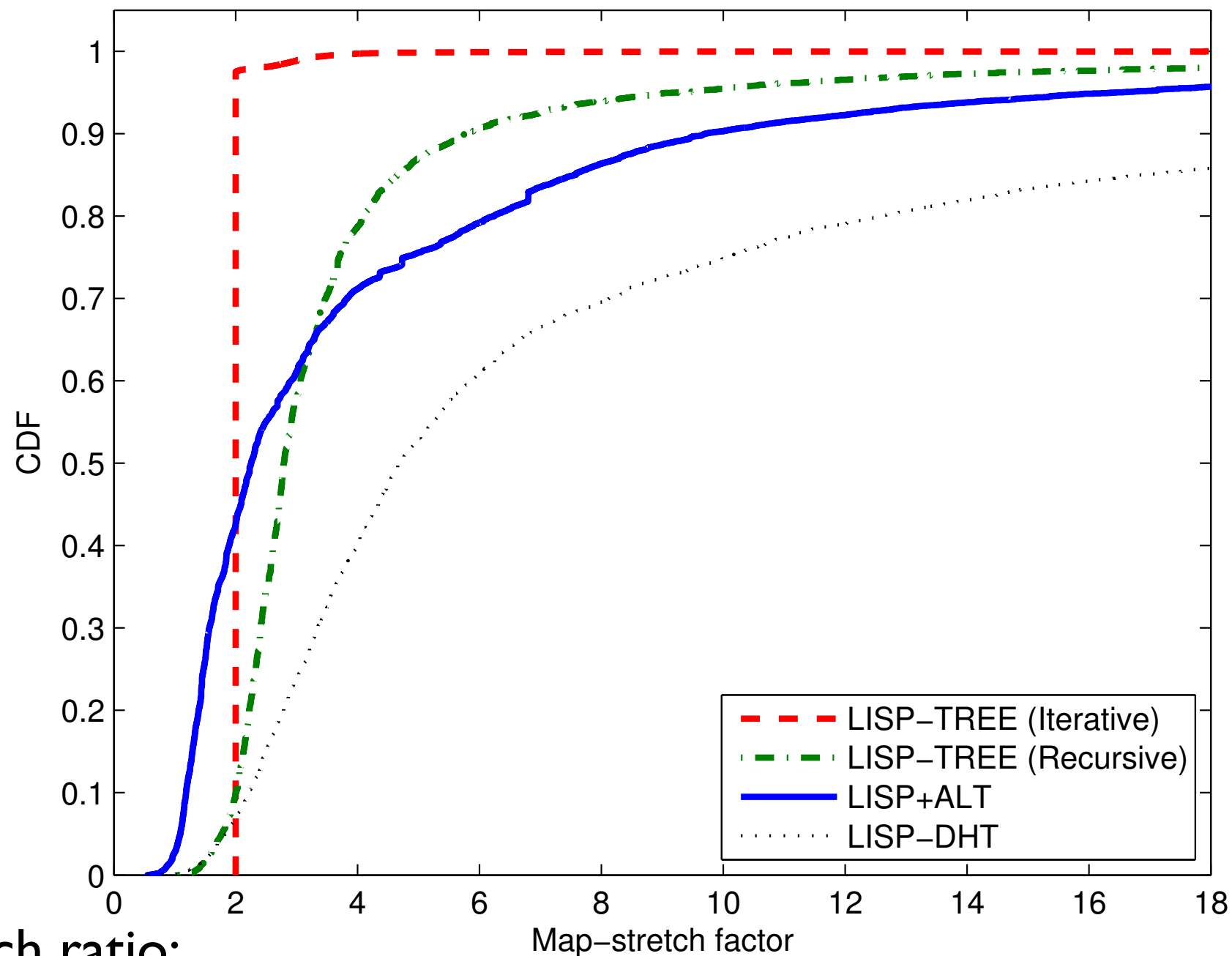
LISP-Tree Recursive



Evaluation: Hop-Count

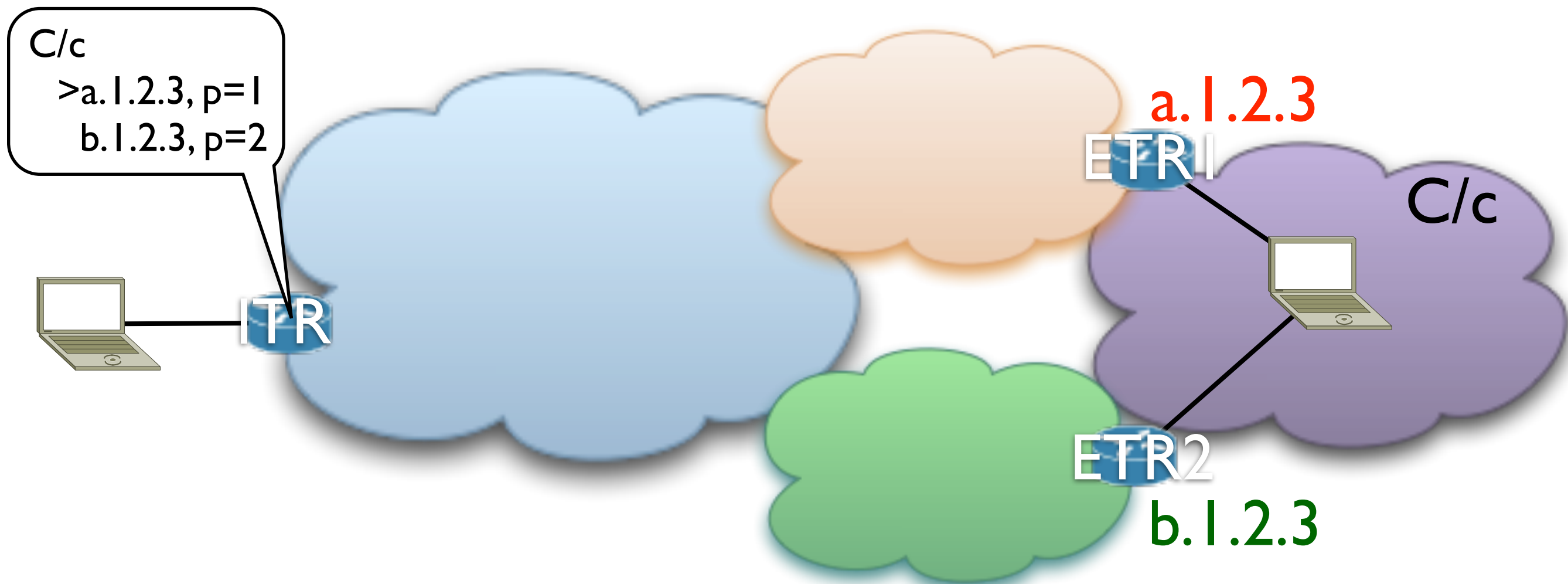


Evaluation: Map-stretch



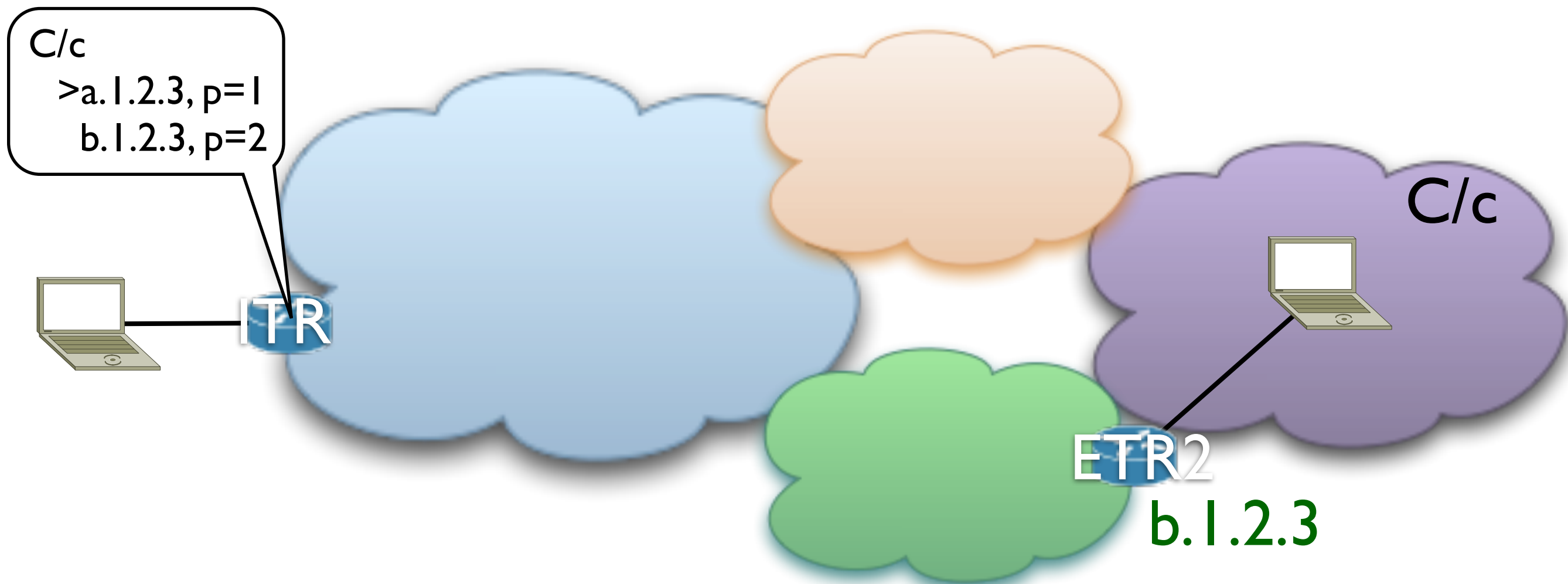
- Map-stretch ratio:
total mapping resolution time / ITR to ETR RTT

Solving the reachability problem with the SMR bit



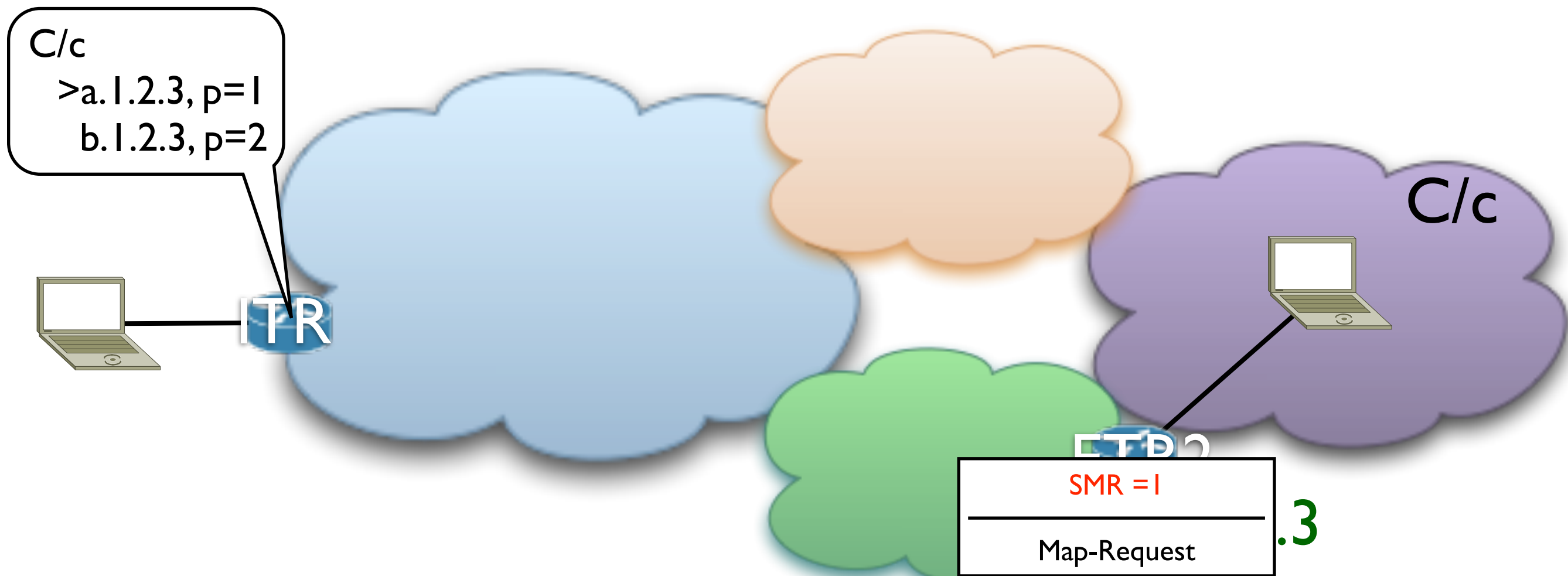
- ETR1 has been decommissioned and ETR2 wants that all the sites currently sending encapsulated data to itself update the mapping

Solving the reachability problem with the SMR bit



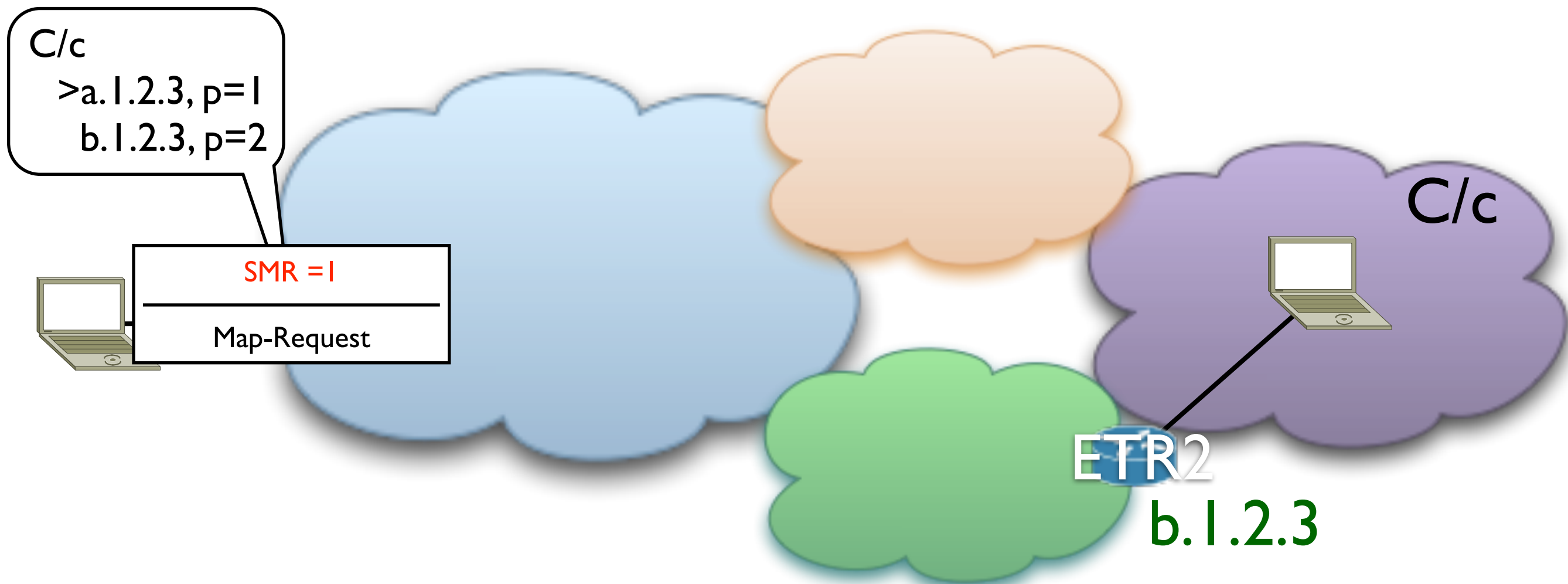
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Solving the reachability problem with the SMR bit



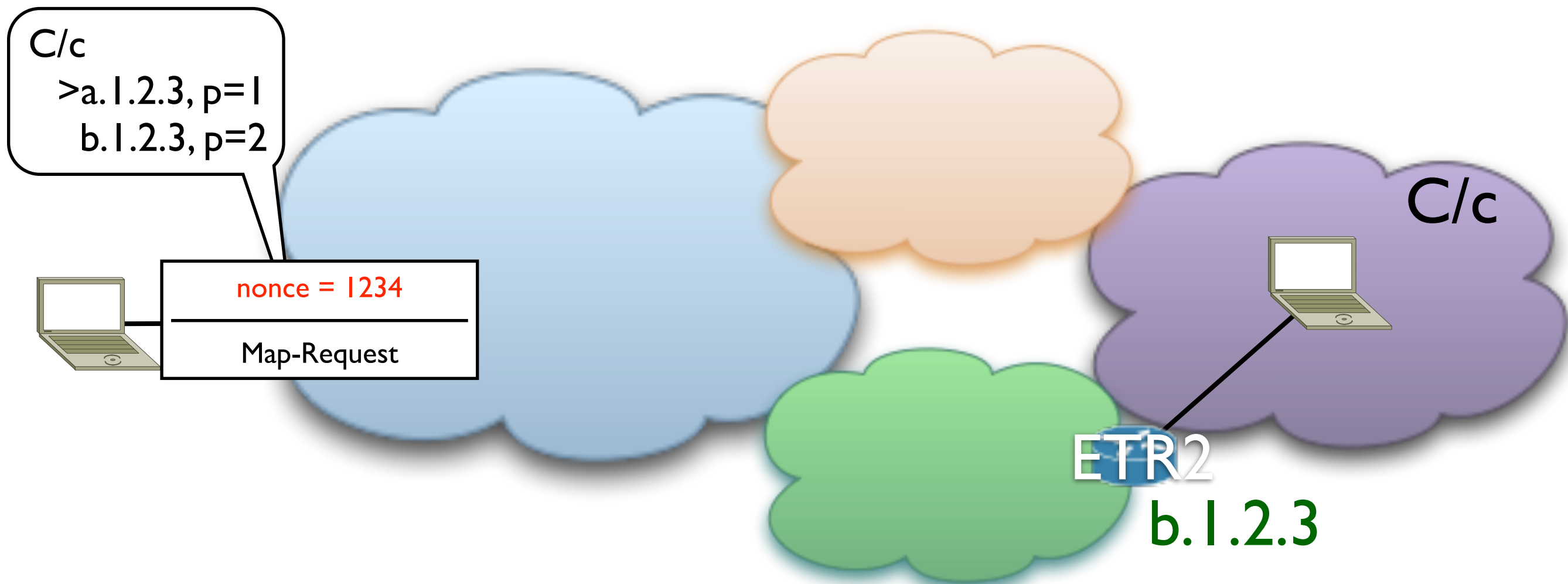
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Solving the reachability problem with the SMR bit



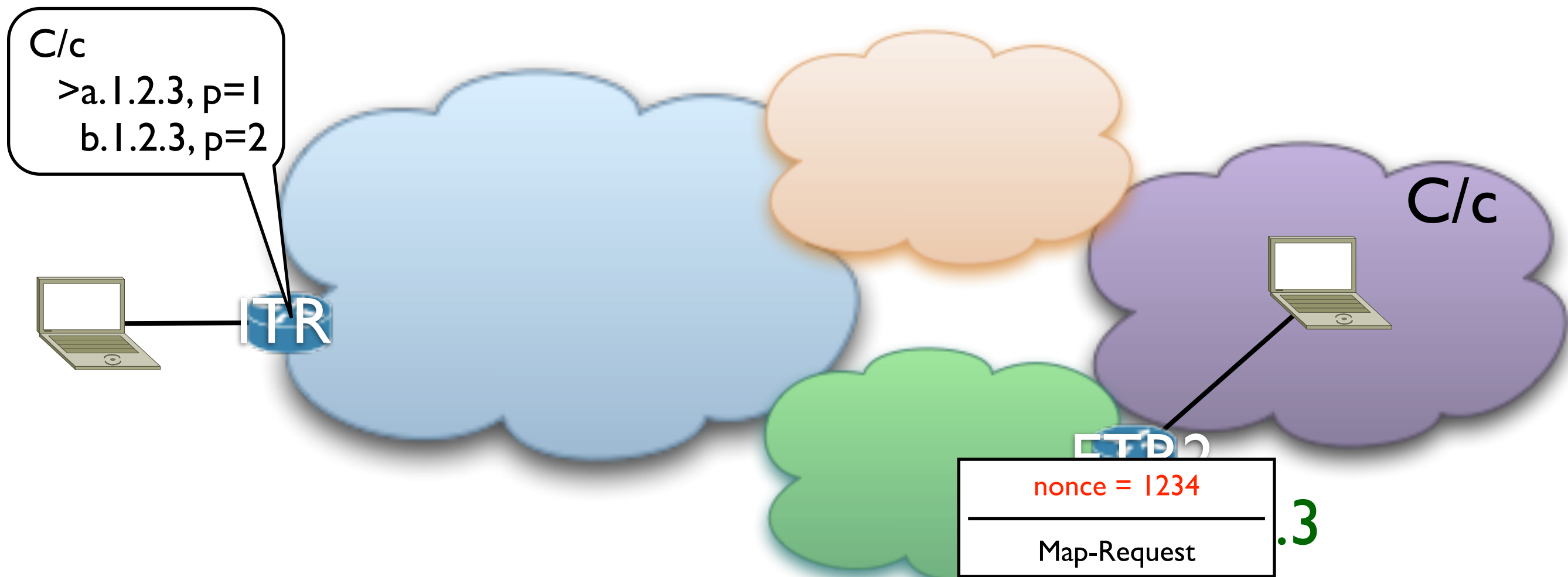
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Solving the reachability problem with the SMR bit



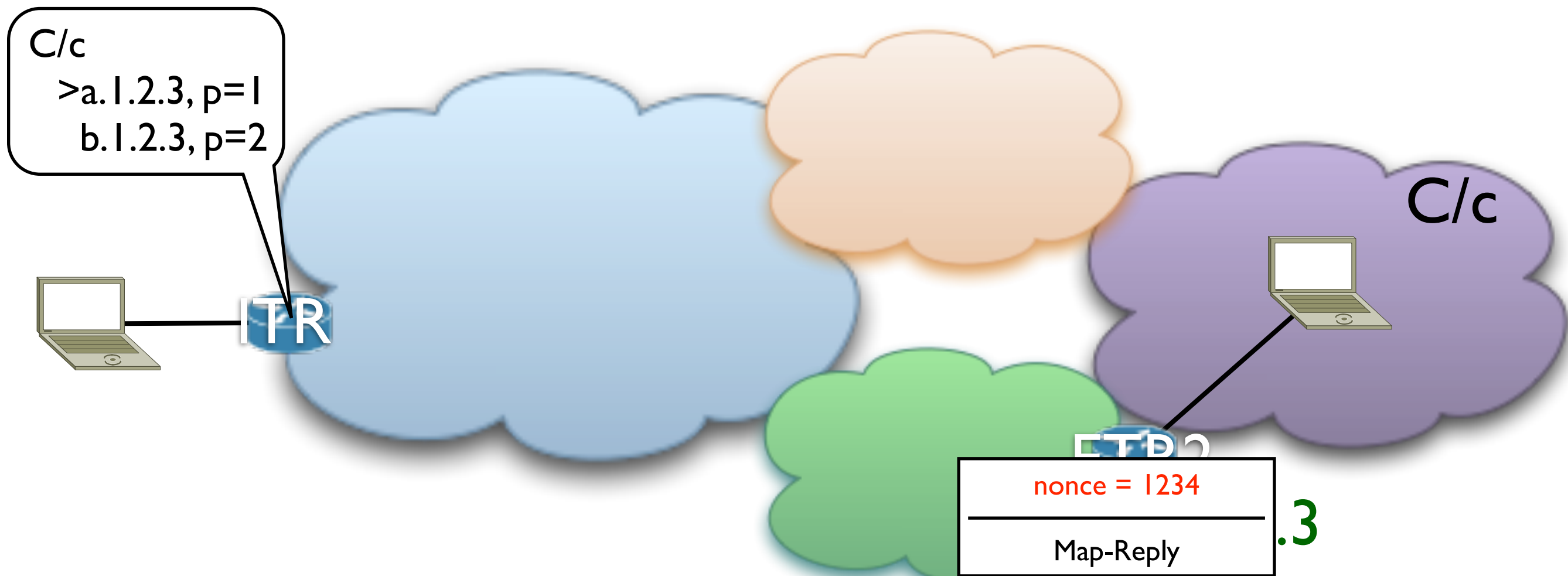
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Solving the reachability problem with the SMR bit



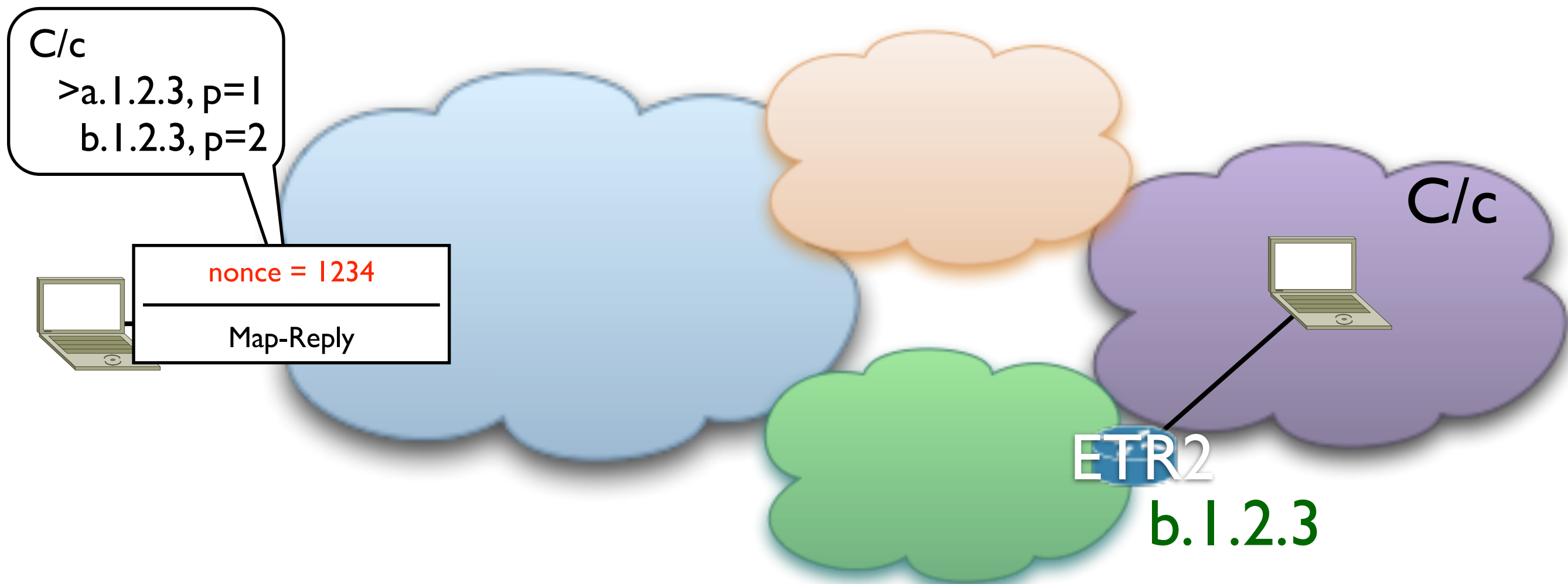
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Solving the reachability problem with the SMR bit



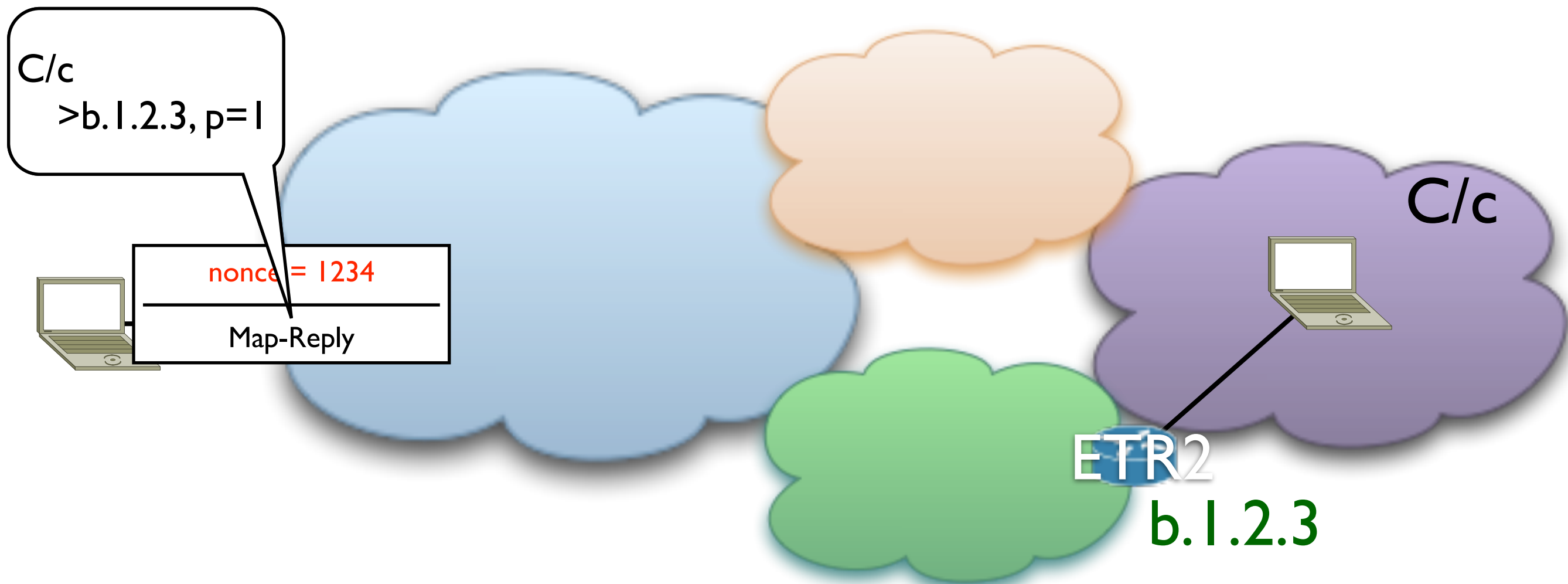
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Solving the reachability problem with the SMR bit



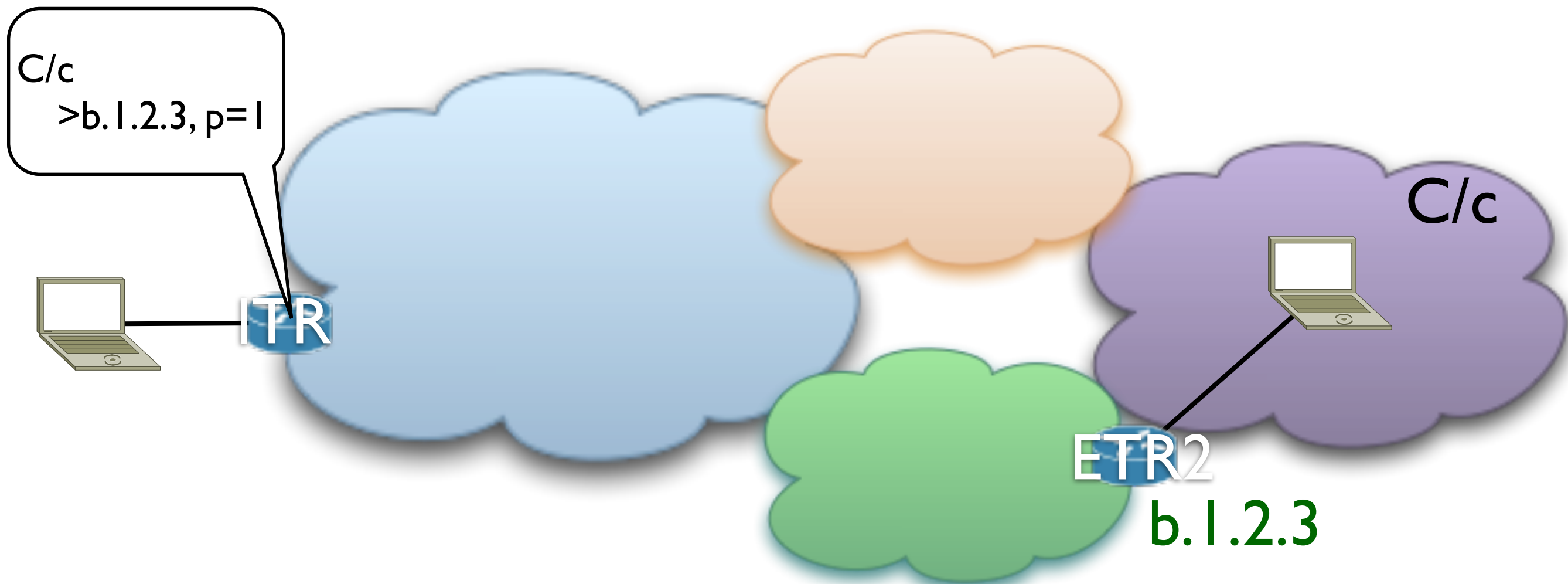
- ETR1 has been decommissioned and ETR2 wants that all the sites currently sending encapsulated data to itself update the mapping

Solving the reachability problem with the SMR bit



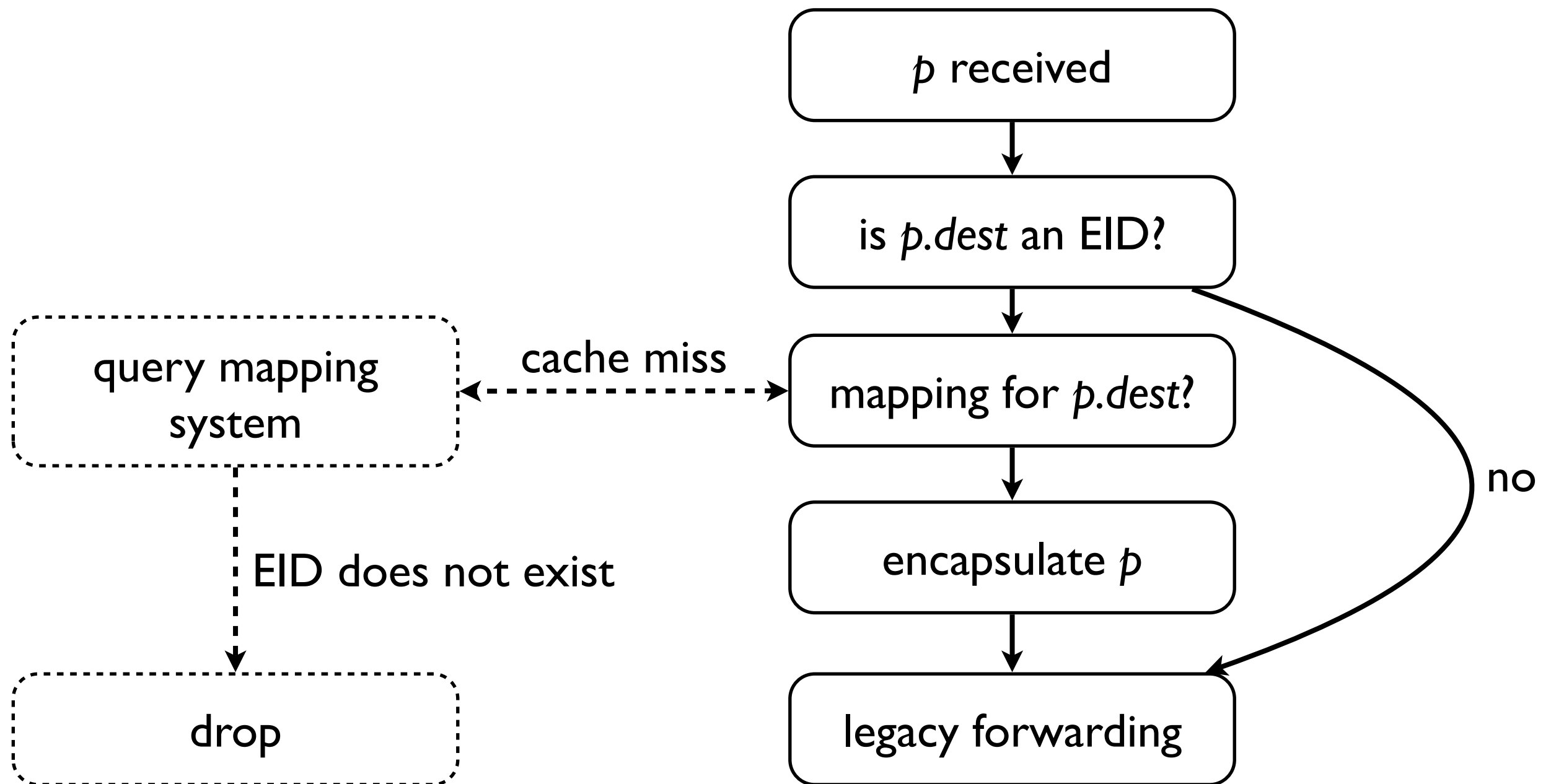
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Solving the reachability problem with the SMR bit



- ETR1 has been decommissioned and ETR2 wants that all the sites currently sending encapsulated data to itself update the mapping

The life of a packet in an ITR



The life of a packet in an ETR

